Gary Gygax's HFP1009

Beasts of Lejend

Cyclopedia of Creatures



Lejendary Adventure™

Fantasy Role-playing Game

Hekaforge Productions

Beasts of Lejend



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Foreward

Foreword

Here, Intrepid Adventurer, you have in hand the compilation of statistics and descriptions of the human and human-like races of a fantastic world. You will also find the details of all the animals that are an important part of that world, or that pose a threat to its human-like inhabitants. Of course, many, many fantastic creatures and monsters are described, too. This book is the single work you will refer to most often during the creation of adventure scenarios and again when those adventures are played out!

There are, herein, over five hundred entries, with over two hundred being major headings, and the three hundred others being sub-headings of the various main entries. This large selection assures all sorts of encounter creatures for play—dangerous animals, deadly monsters, and those human-types and tricky "wee folk" that are a delight to most Game Masters.

Of considerable importance to all is the fact that the legendary and mythical sorts of monsters found herein are unique. Their descriptions fall within the parameters of legend and myth. Certainly it is nearly mandatory for a fantasy game, but they possess statistics and performance differences that make them different from any similar creatures found in other fantasy role playing games. As a case in point, check out the entries for the Dragonkin to see if it isn't so.

The book is divided into sections highlighting the various broad groupings of creatures and beings, the better to help the Lejend Master find a creature of the appropriate type in short order. At the end of the book is a useful set of random encounter generation tables similar to those appearing in the Lejendary Adventure(tm) Lejend Master's Lore(tm) book. Enjoy!

There is nothing more to say that is of import. With this book in hand you can indeed find out more by scanning the pages than you can from perusing this sort of material. Have at it! We are hopeful—nay, confident—that you will love what you see and want more.

Gary Gygax
Lake Geneva, Wisconsin 1999



Important Lejend Master Notes

The Lejend Master should feel free to adjust the Health and Precision (and even Speed) listed for each creature, according to the circumstances of play. This adjustment is especially warranted in cases where only a single score is provided for a creature, and not a range of scores. In such cases, a die can be rolled, with an odd number indicating a lesser rating, and an even number a greater rating.

* For creatures with ratings less than 20, an adjustment of 1-3 points is significant. For those with ratings of 20 to 40, an adjustment of 1-6 points is reasonable.
* Otherwise, a d4 of variation per 20 points of rating is a fair rule of thumb by which to adjust fixed stats.
* To achieve greater variation, simply increase the die-per-20-rating to a d6, or even a d8.
* Divide the rolled amount in half when adjusting Speed Ratings.

The form the creature listings take is as follows:

Creature Appearing H: P: S: Attacks Defense

* The first field is self-explanatory—this is the creature's name.
* The next field shows the number of creatures typically encountered, with a second range of numbers indicating the numbers encountered in specific circumstances.
* The next three fields show Base Ratings for Health, Precision, and Speed, respectively, whether the Rating of a typical specimen or a range of typical Ratings.
* The sixth field provides an indication of the creature's attack capabilities, with the numbers providing indication of how much Harm the creature's attacks inflict. Special attack forms are explained in the description.
* The last field indicates the creature's defense capabilities. The number listed is the amount of protection from Harm provided by armor or other considerations, and is subtracted from the Harm generated by attacks against the creature.

Note that the Precision Rating equates to Weapons Ability for those creatures not possessing Abilities. It is the Precision Rating or Weapons Ability Score that determines success when attacking—the Rating or Score providing the base percentage chance of a successful strike.

A successful attack may also inflict extra damage. Where Harm is determined by a die with a range of 1 to n (n representing the highest number possible for the die—1-2, 1-3, 1-4, 1-5, 1-6, etc.), a maximum result on the die, whether rolled singly or in multiples, invokes the rule for combat Harm addition. That is, a maximum result on a die causes the generation of additional Harm equal in range to one-half the range of the original die: (The "@" symbol indicates the result of the die roll.)

1-2 @ 2 or 1-3 @ 3 = automatic added Harm of 1 point.
1-4 @ 4 or 1-5 @ 5 = roll of d2* for an added 1-2 points of Harm.
1-6 @ 6 = roll of d3* for an added 1-3 points of Harm.
1-8 @ 8 = roll of d4* for an added 1-4 points of Harm.
1-10 @ 10 = roll of d5* for an added 1-5 points of Harm.
1-12 @ 12 = roll of d6* for an added 1-6 points of Harm.
1-16 @ 16 = roll of d8* for an added 1-8 points of Harm.
1-20 @ 20 = roll of d10* for an added 1-10 points of Harm.
1-30 @ 30 = roll of d16* for an added 1-16 points of Harm.

*Where a maximum score is attained, the rule again applies, adding more Harm with a die of approximately half value range of the previous.
Thus, a roll of 30 on a d30 could generate the following amount of Harm:
add d16 = 16, then d8 = 8, then d4 = 4, then d2 = 2, plus 1, with a total of 61 points of Harm from the single attack.

There are many damage ranges listed for the many attack forms appearing in the game. The following chart provides a basic idea as to how the ranges are rolled and figured. A few other result ranges are explained in the descriptions.

Harm Range	Die	Harm Range	Die
1-2	d2 (one-half d4)	17-20	d4 +16
3-5	d3 (one-half d6) +2	21-25	d5 (one-half d10) +20
6-8	d3 (one-half d6) +5	26-35	d10 +25
9-12	d4 +8	36-50	d15 (one-half d30) +35
13-16	d4 +12		

The other unusual ranges listed for attack Harm generally involve a d20 roll with a minimum amount of Harm delivered by the weapon. A range of 2-20 means a result of 1 on the d20 roll provides the minimum of 2 Harm; a range of 3-20 means a roll of 1 or 2 counts as a minimum 3 Harm; and so on.

The descriptions list the attacks of the creature and the damage inflicted by each attack. Many creatures receive bonuses to Harm inflicted due to Precision, Physique, or some other attribute, and these bonuses are listed as an addition to the Base Harm of the attack (eg., 1-20 +1-10 Harm). The LM should decide a constant variable based on the creature's Abilities (ie., 1-20 +1-10 Harm would become 1-20 +5 Harm for a specific individual). Alternatively, the LM could roll a die of the appropriate size to determine such bonuses.

Some few creatures are protected from mundane Harm of every sort. These creatures can only be Harmed by bonus damage accruing with mundane weapon attacks. In these instances, it is not necessary to roll the die to generate the base Harm for the weapon, but simply note how much bonus damage gets inflicted on the creature. For example, a successful attack against such a creature, when using an envenomed blade, results in the base Harm of 1-20 being ignored, and only the VT Harm being inflicted.

The listing provides much information for the LM's use, and it is in greatly shortened form. The following key describes the meaning behind the special designators found in the listing, and the full descriptions provide added explanation where necessary.

Designator	Explanation
a	Attacking (Used to designate Ratings in special circumstances)
b	Blunt Harm armor absorption
c	Continuing Harm due to burning, corrosion, grabbing, etc.
e	Earth, moving in
Extraordinary	Supernatural/Extraordinary power, see text
f	Flying
g	Grab and hold
HV	Hand weapon, Various
i	Immature creature statistic
j	Jumping
l	Land or ground attack or movement
m	Moving
s	Stabbing Harm armor absorption
sp	Special characteristic—see text
(I)	Buckler/targe shield typical
I	Shield (includes medium and large types)
MT	Missile throwing
P	Penetration Harm
S	Shock Harm
VT	Venom or toxin
w	Water
wp	Weapon
x	Multiply number encountered or attacks; 2x 1-12 means 2 attacks doing 1-12 points of Harm
/	Indicates a second attack form is possible and the Harm inflicted
\	Charging or trampling Harm inflicted
?	Potential is determined by Lejend Master
#	Encounter number assuming all others of its type also there; otherwise 3x the number



Animalia-Mundane and Dangerous

Animals of every type can be found in the lands of the Lejendary Earth. This tome lists and describes many of the more dangerous beasts, whether dangerous by ferocity, venom, or mere size. While not exhaustive in numerating and describing the beasts of the Earth, the listing and descriptions will provide for a great variety of encounters with beasts of mundane sort.

The Animals, Listed Alphabetically

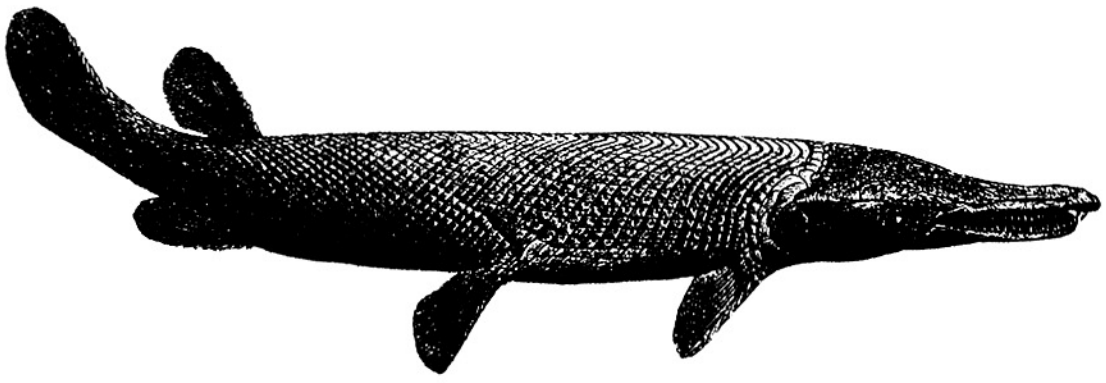
Creature	Appearing	H	P	S	Attack	Defense
Ape,						
Gorilla, bull	1 or 1-3	65	50	15	9-12+2-20/9-12	4
Gorilla, female	3-6	45	40	13	6-8+2-12/3-5	4
Chimp, female	1-8	25	35	13	1-2+1-8/3-5	4
Chimp, male	1-4	40	45	14	3-5+2-12/6-8	4
Orangutan, female	1	30	40	13	3-5+2-8/3-5	4
Orangutan, male	1	50	40	13	6-8+2-16/6-8	4
Baboon,						
Baboon, male	1-4	30	40	14	9-12+1-10	2
Baboon, female	3-18	20	20	15	3-5+1-4	2
Mandrill, female	2-12	30	25	14	6-8+1-6	2
Mandrill, male	1-4	40	45	13	9-12+1-12	2

Creature	Appearing	H	P	S	Attack	Defense
Barracuda	2-16	See listing for Fish (Gar)				
Bear						
Brown	1-2	80	40	15	9-20+10S/13-16P	7
Black	1-2	60	35	15	3-20+6S/6-8P	5
Grizzly	1	75	45	15	7-20+12S/9-12P	8
Polar	1-2	70	40	15	7-20+10S/9-12P	6
Boar,						
Wild	1+	30	50	16	1-12+10\1-24+10	5
Peccary	2-40	15	35	15	1-6\1-12+3	3
Robust	1+	40	60	15	1-12\1-24+10	4
Warthog	1+	30	40	15	1-12\1-24+6	3
Bull, Herd Animal,						
Cattle	1+	40	25	14	9-12\+1-30 sp	2
Aurochs	1+	55	30	14	13-16\+4-30 sp	2
Bison	1+	50	25	14	6-8\+11-30 sp	2
Buffalo	1+	65	35	14	13-16\+11-30 sp	4
Gaur	1+	75	25	14	9-12\+11-30 sp	2
Gnu	1+	35	20	15	6-8\+1-20 sp	2
Hartebeest	1+	30	20	16	6-8\+1-20 sp	2
Musk Ox	3-12	35	25	13	9-12\+1-12 sp	4
Yak	1+	40	25	14	9-12\+1-20 sp	3
Camels,						
Eastern	1 (2-20)	70	10	15	sp/3-5	2
Fine (riding)		75	10	16	sp/3-5	2
Western	1 (3-30)	60	15	16	sp/3-5	2
Fine (ride/race)		65	15	18	sp/3-5	2
Condor	1-16	10	25	25f/15a	3-5+1-10	2
Cougar	1	35	45	19	1-8+3-5/1-20	7
Crocodile,						
Common	1-20	31-50	20	20w/5l	1-20+10 c	8
Alligator	1-10	36-45	20	20w/5l	1-12+10 c	8
Cayman	1-20	21-30	20	20w/5l	1-12+10 c	8
Salt Water	1-6	41-60	20	20w/5l	1-20+12 c	8
Dog,						
Average (or coyote)	1+	15	25	18	1-8	4
Guard	1+	30	35	16	1-12+3	2
Hunting, lg.	1+	25	30	17	1-10+1	3
War	1+	30	40	15	1-12+6	4
Wild	2-12	20	30	19	1-10	3
Wild, hunting	2-40	25	35	20	1-10+3	4
Eagle	1-2	10	35	30f/15a	1-12+1-10 (1-6/1-8 sp)	2

Creature	Appearing	H	P	S	Attack	Defense
Eel,						
Electric	1 or 1-4	10	sp	20w	3-5/13-16 sp	4
Moray	1 or 1-2	20	75	30w	1-12 c	6
Elephant,						
Elephant, bull	1	160	50	14	21-25\+1-20\36-50 sp	5
Elephant, cow	1-3	140	45	15	13-16\+1-20\36-50 sp	5
Loxodont bull	1	170	55	14	21-25\+1-30\36-50 sp	5
Loxodont cow	1-3	150	50	15	17-20\+1-20\36-50 sp	5
Mammoth bull	1	180	50	13	26-35\+1-30\36-50 sp	5
Mammoth cow	1-3	160	45	14	21-25\+1-24\36-50 sp	5
Mastodon bull	1	170	50	13	21-25\+1-30\36-50 sp	5
Mastodon cow	1-3	150	45	14	17-20\+1-24\36-50 sp	5
Pygmy elephant	1-6	80	60	16	13-16\+1-16\26-35 sp	4
Elk,						
Caribou, buck	1	25	35	19	6-8+1-20 sp\1-20	4
Deer, buck	1	25	35	19	6-8+1-20 sp\1-20	4
Moose, bull	1	40	40	16	13-16+1-20 sp\1-30	4
Reindeer, buck	1	25	30	19	6-8+1-12 sp\1-12	4
Wapiti, bull	1	35	40	17	9-12+1-20 sp\1-20	4
Fish,						
Man-eating	200-800	1	sp	20w	1-2 sp	0
Fish, venomous	1 (or 1-2)	1	sp	15w	VT sp	0
Gar	2-16	10	15	40w	6-8	4
Gar (Barracuda)	2-20	12	35	40w	6-8+1-2	4
Pike, huge	1-6	8	25	50w	1-10	6
Giraffe	1	60	30	16a/24m	21-25	4
Hippopotamus,						
bull	1+	120	45	12	11-20 sp\26-35 sp	4
cow	1+	100	40	13	3-20 sp\21-25 sp	4
Horse,						
Burro (Ass)		30	10	15	1-8 S	2
Charger (medium war horse)		70	25	28	1-20+1 P&S	2
Common		40	10	20	1-12 S	2
Courser (small war horse)		60	25	30	1-20 P&S	2
Destrier (large war horse)		80	25	22	1-20+3 P&S	2
Draft		65	10	18	1-12+1 S	2
Mule		55	10	18	1-12+3 S	2
Pony		35	10	16	1-8 S	2
Pony (horse/zebra)		55	10	20	1-12 S	2
Racing		35	10	32	1-12 S	2
Riding mare		45	10	24	1-12 S	2
Riding stallion (or quagga)		50	10	24	1-12+2 S	2

Creature	Appearing	H	P	S	Attack	Defense
Hyena,						
Common	1-12	35	25	12a/18m	1-12 sp	4
Small species	2-20	25	20	13a/20m	1-10 sp	4
Jaguar	1-2	45	45	20	1-12+1-10/1-20+1-8	7
Red (or tigre)	1-2	50	50	18	1-12+1-12/1-20+1-10	6
Jellyfish	1+	10	10/20 sp	1w	6-8 sp	0
Kangaroos						
Kangaroo, male	1-6	30	30	15	1-12+6-8/1-20+6-8	4
Kangaroo, female	2-20	20	25	16	1-12+3-5/1-20+3-5	6
Wallaby, female	2-20	15	20	18	1-10+1-2/1-12+3-5	6
Wallaby, male	1-6	25	25	17	1-10+2-3/1-12+6-8	6
Leopard	1	40	45	19	1-10+1-10/1-20+1-6	7
Lion,						
Common	1-3	65	40	16	1-12+2-16/3-20+2-12	4
Lioness	2-12	60	40	17	1-10+2-12/1-20+1-10	3
Juvenile	1-8	50	30	17	1-8+1-10/1-20+1-6	3
Black	1-10	75	40	15	1-12+3-18/3-20+2-16	5
Lioness	2-8	70	40	17	1-10+2-16/1-20+2-12	4
Juvenile	1-4	60	30	16	1-8+1-12/1-20+1-8	4
Lizard						
Large	5-20	15	20	12	3-5/1-12	4
Very large	3-18	25	30	10	6-8/1-20	5
Giant subterranean	1-6	40	40	10a/20m	1-20+6	8
Dragon-type	1-8	30	35	15a/9m	9-12 sp	5
Octopus, giant	1	41-61	51-70	20w	2x 6-8 c sp	4
Ostrich	1 (2-20)	30	35	22	3-20/1-12	5
Rhea	1 (2-12)	20	30	18	1-20/1-10	6
Owl, Great Horned	1	5	35	15a/25f	1-2/1-4 sp	4
Rhinoceros						
Black	1-2	100	30	15	13-20+1-10\26-35 sp	7
Island	1-2	80	20	16	3-20+1-8\21-25 sp	5
White, eastern	1-6	120	20	14	7-20+1-12\26-35 sp	6
White, western	1-4	120	20	14	9-20+1-10\26-35 sp	6
Scorpion, Black	1+	2	20	15a/2m	1+VT 21-25	1
Shark,						
common	1 (1-20)	20	25	45w	1-20	8
Large	1 (1-6)	35	40	40w	7-20	7
Massive	1	50	60	35w	1-30+10	5

Creature	Appearing	H	P	S	Attack	Defense
Shark, Gar	1 (1-6)	30	30	25w	1-2+2-12	12
Sharpik	3-18	10	50	45w	1-12+1-12	5
Sineen	1-6	50	40	25	1-12+1-10	8
Snake						
Adder	1	10	35	12	1+VT 17-20 sp	4
Anaconda	1	70	30	9	1-2/3-5 c	2/18b/10s
Asp	1+	5	35	10	1+VT 21-25	6
Boa Constrictor	1	50	25	10	1-2/3-5 c	2/18b/10s
Boa, Subterranean	1-2	100	25	9	3-5/6-8 c	2/18b/10s
Bushmaster	1	10	35	14	1+VT 21-25	7
Cobra	1-2	6	30	15	1+VT 21-25	6
Coral Snake	1	5	40	12	1+VT 21-25	4
Fer-de-lance	1	5	40	16	1+VT 26-35	4
Mamba	1-2	10	35	13	1+VT 21-25	6
Python	1	60	30	10	1-2/3-5 c	2/18b/10s
Rattlesnake	1	5	30	12	1+VT 17-20	4
Tiger Snake	1	10	35	15	1+VT 20+1-30	5
Water Moccasin	1	10	30	12	1+VT 17-20	3
Squid, Giant	1	71-100	41-60	30w	2x 1-20+12 sp	10
Tapir	1 (1-4)	60	30	14	1-12+12\ 9-20 sp	3
Agouti	(2-8)	15	20	13	1-8+10\3-20 sp	2
Tiger						
Northern	1	70	60	18	1-12+12/9-20+2-14	4
Northern Tigress	1	55	55	19	1-12+8/7-20+1-12	5
Southern	1	55	60	19	1-10+10/8-20+2-12	5
Southern Tigress	1	50	55	20	1-10+8/6-20+1-10	6
Whale, Sperm	1	240	70	55w	36-50 sp	8
Wolf	1 (2-16)	35-40	40	20	1-12+2-12	6
Wolverine (Glutton)	1-2	35	40	15a/10m	1-10/1-10 g sp	8



The Animal Descriptions

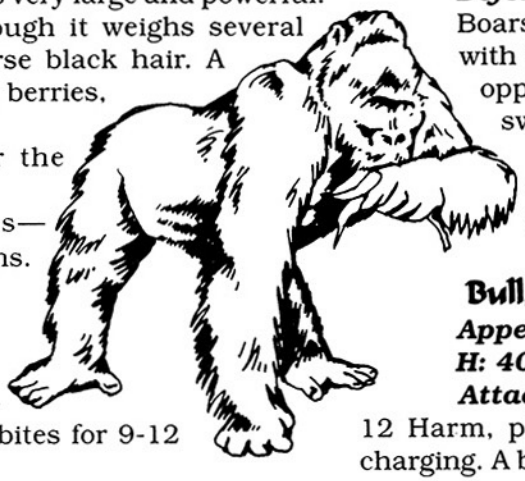
Ape, Gorilla, bull

Appearing: *1 or 1-3 (50% chance)*
H: 65 ***P: 50*** ***S: 15***

Attacks: A gorilla will strike for 9-12 + 2-20 Harm (Physique bonus), or bite for 9-12 Harm.

Defense: A gorilla has 4 points of protection.

A silverback gorilla is very large and powerful. It has a squat body, although it weighs several hundred pounds, and coarse black hair. A gorilla typically eats leaves, berries, shoots, etc.



See the Listing for the statistics for female gorillas and other great apes—chimpanzees and orangutans.

Baboon, male

Appearing: *1-4*
H: 30 ***P: 40*** ***S: 14***

Attacks: A baboon bites for 9-12 + 1-10 Harm.

Defense: A baboon has 2 points of protection.

See the Listing for the statistics for female baboons and male and female mandrills.

Bear, Brown

Appearing: *1-2*
H: 80 ***P: 40*** ***S: 15***

Attacks: A bear will strike for 9-20 +10 shock Harm (Strength bonus), or bite for 13-16 points of penetration Harm.

Defense: A bear has 7 points of armor due to its movement and heavy coat.

Bears are omnivorous creatures that readily attack when startled. They weigh several hundred pounds, but are surprisingly fast for short runs. They are expert climbers and will clamber up trees or over rocks in pursuit of foes.



The brown bear is one of the smaller bear species. See the Listing for other species of bear listed under this type—black, grizzly, and polar bears.

Boar, Wild

Appearing: *1+*
H: 30 ***P: 50*** ***S: 16***

Attacks: A boar will slash with its tusks for 1-12 +10 Harm. If the boar is charging, the base damage is 1-24 Harm.

Defense: A boar has 5 points armor.

Boars are aggressive beasts and will attack with little provocation. The boar will rush an opponent, if possible, and a herd of wild swine can trample foes underfoot.

See the Listing for other species of related sort—peccary, robust boar (huge), and warthog.

Bull, Cattle

Appearing: *1*
H: 40 ***P: 25*** ***S: 14***

Attacks: A bull will gore with its horns for 9-12 Harm, plus added 1-30 points shock Harm if charging. A bull can trample a prone target, inflicting 1-30 Harm.

Defense: A bull has 2 points armor.

See the Listing for bull aurochs, bison, buffalo, gaur, gnu, hartebeest, musk ox, and yak—each inflicts a different attack Harm.

Camel

This animal is treated in detail here only.Refer to the chart provided at the beginning of this section.

Attacks: The initial attack is a gob of spittle that blinds the target subject for one full AB (12 seconds realtime). The second attack is a bite for 3-5 Harm that ignores armor on a blinded opponent.

Refer to the Listing for statistics of the western (Dromedary) and eastern (Bactrian) camels.



Condor

***Appearing**: 1-16*
H: 10
P: 25
***S: 25** flying*
***15** attacking*

Attacks: A condor will strike with its talons for 3-5 Harm, with a bonus of +1-10 Harm when swooping to attack.

Defense: A condor has 2 points of armor protection due to speed.

A condor is a large carrion bird.

Cougar

***Appearing**: 1*
H: 35 ***P: 45*** ***S: 19***



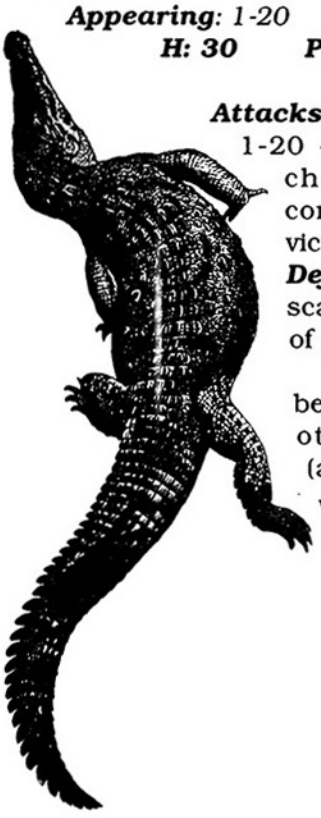
Attacks: A cougar will strike with a paw rake for 1-8 +3-5 Harm, and can bite for 1-20 Harm.

Defense: A cougar has 7 points of armor due to speed and dodging.

A cougar is a large, powerful wild cat that has an unmarked, tawny body.

Crocodile

***Appearing**: 1-20*
H: 30 ***P: 20*** ***S: 20** in water*
***5** on land*



Attacks: A crocodile can bite for 1-20 +10 Harm, with a 50% chance of the Harm continuing each ABC (the victim is held fast in its jaws).

Defense: A crocodile has a scaled hide good for 8 points of armor.

See the chart at the beginning of this sectionfor other related species (alligator, cayman, and salt water crocodile).

Dogs Listings Table

	Appearing	H	P	S	Attack	Defense
Dog, average (Coyote)	1+	15	25	18	1-8	4
Dog, guard	1+	30	35	16	1-12+3	2
Dog, lg., hunting	1+	25	30	17	1-10+1	3
Dog, war	1+	30	40	15	1-12+6	4
Dog, wild	2-12	20	30	19	1-10	3
Dog, wild, hunting	2-40	25	35	20	1-10+3	4

Dogs in General

These well-known animals of domestic and feral sort are classed in six general groups: average and moderate-sized dogs or coyotes, large guard dogs, large hunting dogs, war dogs, wild dogs, and wild hunting dogs.

The table is listed here again for convenience:

A guard dog is a medium to large specimen trained to both bark and attack on command.

A large hunting dog is a typical setter, retriever, or hound.

A war dog is a large or very large animal specially bred, individually selected, and then specially trained to attack and kill humans as quickly and efficiently as possible. Note that a war dog can be attired in leather armor so as to increase its protection from four points to six.

A wild dog is an average domestic dog of just about any medium to large breed, or crossbreed, that has gone wild and is not dangerous to livestock and humans.

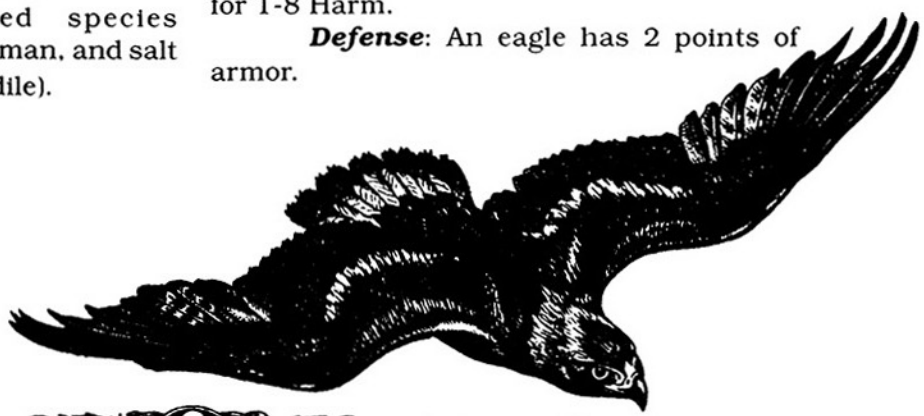
A wild hunting dog is a breed of dog that has never been domesticated, a species such as the African wild dog, the Indian dhole, or the Australian dingo, and can be a threat to livestock.

Eagle

***Appearing**: 1-2*
H: 10 ***P: 35*** ***S: 30** flying*
***15** attacking*

Attacks: When an eagle swoops, it strikes with its talons for 1-12 +1-10 (variable) Harm. It otherwise strikes with its beak for 1-6 Harm and with its talons for 1-8 Harm.

Defense: An eagle has 2 points of armor.



Eel, Electric

Appearing: *1 or 1-4*
H: 10 ***P: special*** ***S: 20*** *in water*

Attacks: The eel can generate an electrical field to shock all creatures within a 10-foot radius for 3-5 Harm. The damage inflicted is greater—13-16 points of Harm—if a subject is within five feet. This Harm disregards all armor not specifically proof against such attack (electricity). Each point of Harm suffered by the shock provides a 5% likelihood of the victim being stunned and unconscious for one second per point of Harm.

Defense: An eel has 4 points of natural armor due to its size, shape, and movement.

Eel, Moray

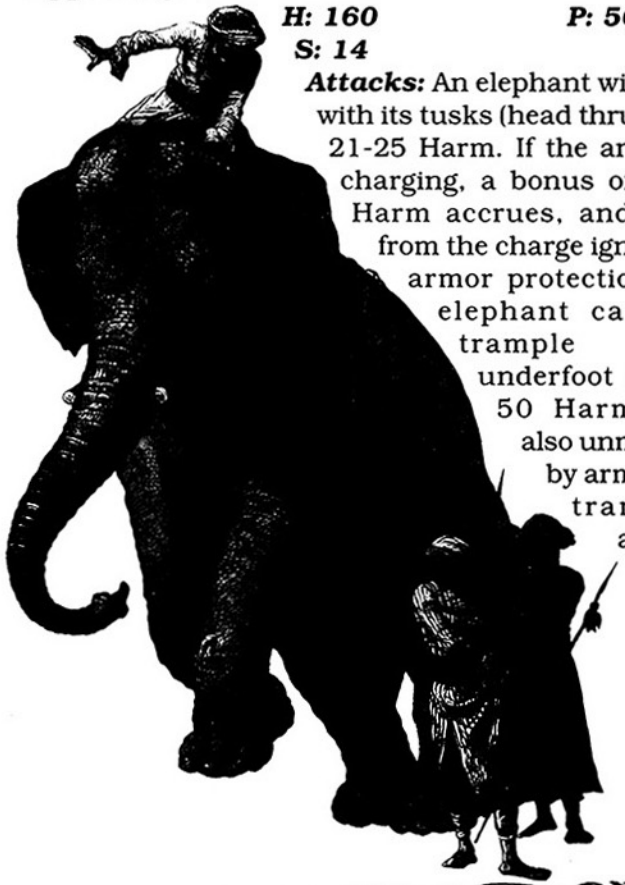
Appearing: *1 or 1-2*
H: 20 ***P: 75*** ***S: 30*** *in water*

Attacks: The eel can bite for 1-12 Harm. The eel then locks its jaws on the victim and 1-12 Harm accrues each ABC until creature or victim is dead.

Defense: An eel has 6 points of natural armor due to its movement and speed.

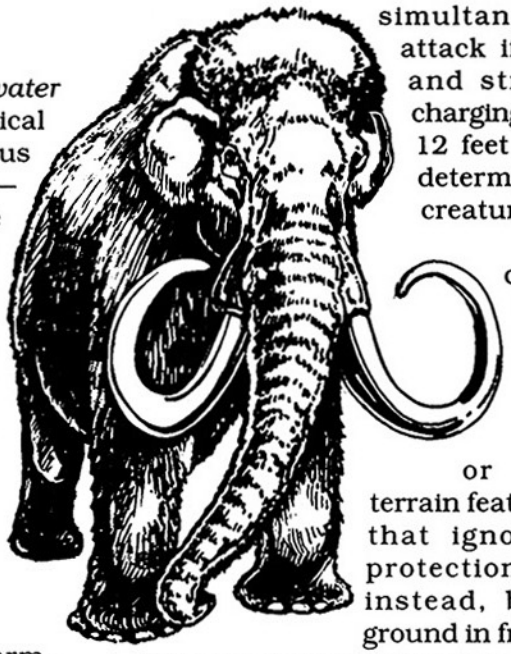
Elephant, bull

Appearing: *1*



H: 160 ***P: 50***
S: 14

Attacks: An elephant will strike with its tusks (head thrusts) for 21-25 Harm. If the animal is charging, a bonus of +1-20 Harm accrues, and Harm from the charge ignores all armor protection. The elephant can also trample foes underfoot for 36-50 Harm, this also unmodified by armor. The trampling attack is simultaneous with the tusk attack if the animal charges and strikes a target. The charging attack covers a swath 12 feet wide for purposes of determining what Avatars or creatures are exposed.



An elephant can also pick up a creature weighing no more than 500 pounds with its trunk and hurl it. A subject hurled aside or into surrounding terrain features takes 1-30 Harm that ignores normal armor protection. The subject can, instead, be slammed to the ground in front of the elephant for 1-10 Harm, this providing the elephant a bonus of 20 on its attack odds for a subsequent trample. An elephant has a 25% chance of attempting to grab a smaller foe with its trunk each ABC.

Defense: An elephant has 5 points of natural armor.

See the Listing above for statistics on other elephant types and species—loxodont, mammoth, mastodon, and pygmy species.

Elk (wapiti), bull

Appearing: *1+*
H: 35 ***P: 40*** ***S: 17***

Attacks: An elk can strike with its antlers for 9-12 Harm. The antler strike gains a bonus of +1-20 (variable) Harm when the beast charges. The elk can also strike with its hooves for 1-20 Harm.

Defense: An elk has 4 points of natural armor.

See the Listing for the statistics of other species of related sort—buck caribou, deer, moose, and reindeer.

Fish, small, man-eating

Appearing: *Schools of 200-800 in a 20-foot radius*
H: 1 ***P: special*** ***S: 20*** *in water*

Attacks: These fish attack in groups of 50, for game purposes, and the combined bites of these 50 fish deliver 1-2 Harm that disregards armor that does not entirely shield all parts of the body from intrusion.

Defense: These fish have no armor protection.

Fish such as the piranha fall into this general class.

Fish, small, venomous

Appearing: *1 (75%) or 1 to 2 (25%)*
H: 1 ***P: special*** ***S: 15*** *in water*

Attacks: Any contact with one of these fish when not wearing armor that prevents the passage of small, sharp spines results in an automatic hit. The VT Harm inflicted by a spine attack varies in strength: (percentile roll)

A roll of 01-50 indicates 36-50 points of Harm

A roll of 51 or higher indicates 21-25 points of Harm

This Harm accrues at the rate of one point per ABC until an anti-toxin agent counters the venom or the victim has suffered full effect (dead or alive).

Defense: These fish have no armor protection.

Species such as the lionfish, scorpionfish, and toadfish fall into this general class.

Fish, Gar

Appearing: *2-16*
H: 10 ***P: 15*** ***S: 40*** *in water*

Attacks: A gar can bite for 6-8 Harm.

Defense: A gar has 4 points of natural armor due to scales and speed.

Generally shy, these fresh water fish can be trained to attack by certain intelligent or cunning creatures.

Fish, Barracuda

Appearing: *2-20*
H: 12 ***P: 3*** ***S: 40*** *in water*

Attacks: A barracuda can bite for 6-8 +1-2 Harm.

Defense: A barracuda has 4 points of natural armor due to scales and speed.

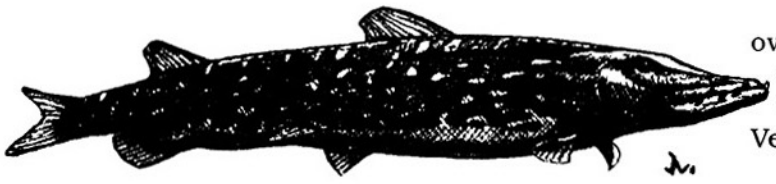
These may be treated as salt water gar fish. Even though the two species are not closely related, they are similar.

Fish, Pike, huge (also muskellunge)

Appearing: *1-6*
H: 8 ***P: 25*** ***S: 50*** *in water*

Attacks: A pike can bite for 1-10 Harm.

Defense: A pike has 6 points of natural armor due to scales and speed.



Giraffe

Appearing: *1*
H: 60 ***P: 30*** ***S: 16*** *attacking*
24 *moving*

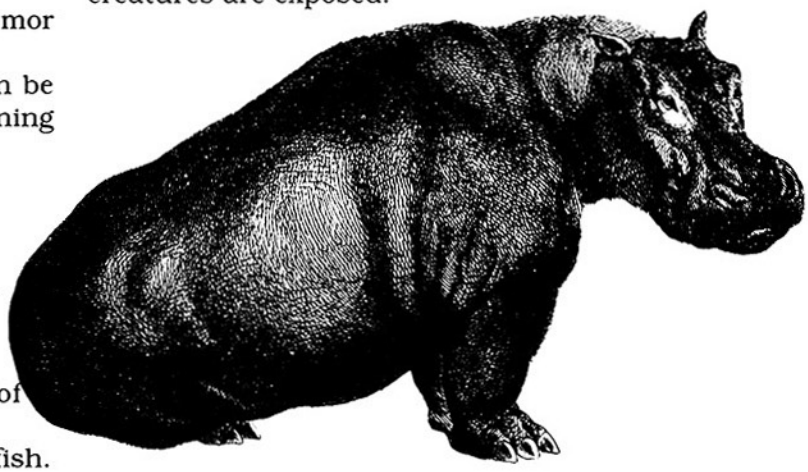
Attacks: A giraffe can strike with its hooves for 21-25 Harm.

Defense: A giraffe has 4 points of natural armor.

Hippopotamus, bull

Appearing: *1 lone bull or cow (25%)*
or herd of 1-4 bulls and 5-20 cows (75%)
H: 120 ***P: 45*** ***S: 12***

Attacks: A hippo can strike with its great tusks for 11-20 (d20, 1-10 = 11) Harm. If the target is small enough for the hippo to clamp its jaws around, this damage is doubled (22-40 Harm). If the hippo is charging on land, it can inflict 26-35 points of trampling Harm, unmodified by any armor. The charge-and-trample rush covers a swath six feet wide for purposes of determining what Avatars and creatures are exposed.



Defense: A hippo has 4 points of natural armor.

See the chart provided at the beginning of this section for cow hippopotamus statistics.

If a herd is encountered, in the water or on land, more than one individual—bulls, 75% of the time—might attack, and hippos will attack without provocation if they perceive threat or are simply in a bad mood! The chance for an attack is 20%/ male and 5%/female when the animals are unprovoked.

Small boats can be attacked by a bite or overturned. Even fairly substantial boats can be overturned. The LM should base the probability of overturning on hippo length vs. vessel length.

Vessel length of:

6-11 feet = 100% chance of capsizing;

12-17 feet = 40% capsizing chance, etc.

Horses in General

This domestic and wild animal is treated in detail only in the chart provided at the beginning of this section. Refer to it for statistics of the common horse, charger, courser, draft horse, destrier, pony-horse, riding mare, riding stallion, pony, mule, and burro.

Hyena

***Appearing**: 1-12*



H: 35 P: 25
***S: 12** attacking*
***18** moving*

Attacks: A hyena can bite for 1-12 Harm, with a 20% chance of double damage due to jaw strength.

Defense: A hyena has 4 points of armor due to its movement.

Hyena, small species

***Appearing**: 2-20*

H: 25 ***P: 20*** ***S:13** attacking*
***20** moving*

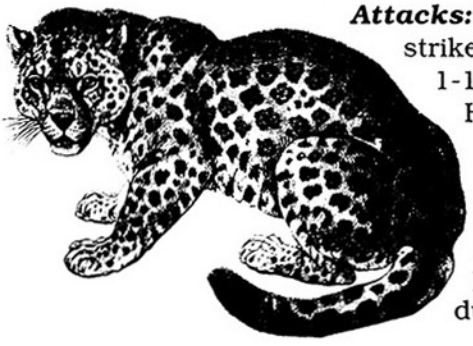
***Attacks**:* This hyena can bite for 1-10 Harm, with a 20% chance for double damage due to jaw strength.

Defense: A hyena has 4 points of armor due to its movement.

Jaguar

***Appearing**: 1-2*

H: 45 ***P: 45*** ***S: 20***



Attacks: A jaguar can strike with its paws for 1-12+1-10 (variable) Harm, and bite for 1-20 +1-8 (variable) Harm.

Defense: A jaguar has 7 points of armor due to its speed.

Jaguar, red (or tigre)

***Appearing**: 1-2*

H: 50 ***P: 50*** ***S: 18***

Attacks: A red jaguar can strike with its paws for 1-12 +1-12 (variable) Harm, and bite for 1-20 + 1-10 (variable) Harm.

Defense: A red jaguar has 6 points of armor due to its speed.

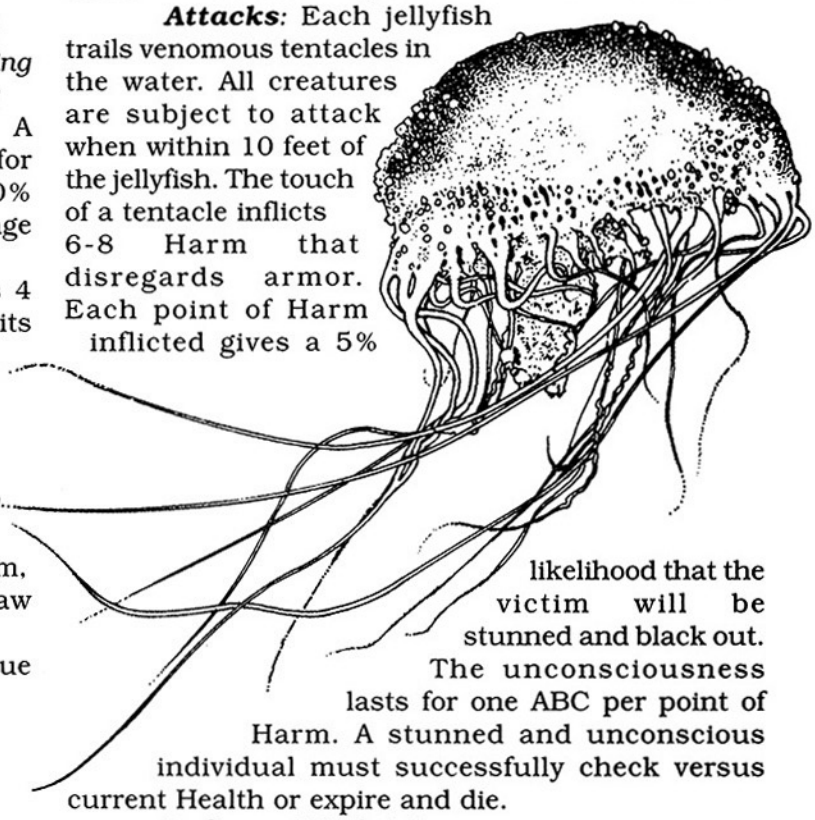
These red-coated great cats of the Western Hemisphere are a larger variety of the normal jaguar, and males attain a size almost equal to that of a lioness.

Jellyfish

***Appearing**:1 or more*

H: 10 ***P: 10/20 special*** ***S: 1** in water*

***Attacks**:* Each jellyfish trails venomous tentacles in the water. All creatures are subject to attack when within 10 feet of the jellyfish. The touch of a tentacle inflicts 6-8 Harm that disregards armor. Each point of Harm inflicted gives a 5% likelihood that the victim will be stunned and black out. The unconsciousness lasts for one ABC per point of Harm. A stunned and unconscious individual must successfully check versus current Health or expire and die.



Defense: Jellyfish have no armor.

Note that it is difficult to see a jellyfish in the water, and thus contact with these floating killers is likely unless special care is exercised. In the dark, it is almost impossible to detect their presence and so the Precision for an attack is increased to 20 per tentacle.

Kangaroo

***Appearing**: 1-6 males*

H: 30 ***P: 30*** ***S: 15***

Attacks: A kangaroo can strike with its forelimbs for 1-12 +6-8 Harm (Physique), and kick with its hind legs for 1-20 +6-8 Harm.

Defense: A kangaroo has 4 points of protection due to its hide, speed, and hopping.

Statistics for female kangaroos and all wallabies are given under this heading in the Listing.

Leopard

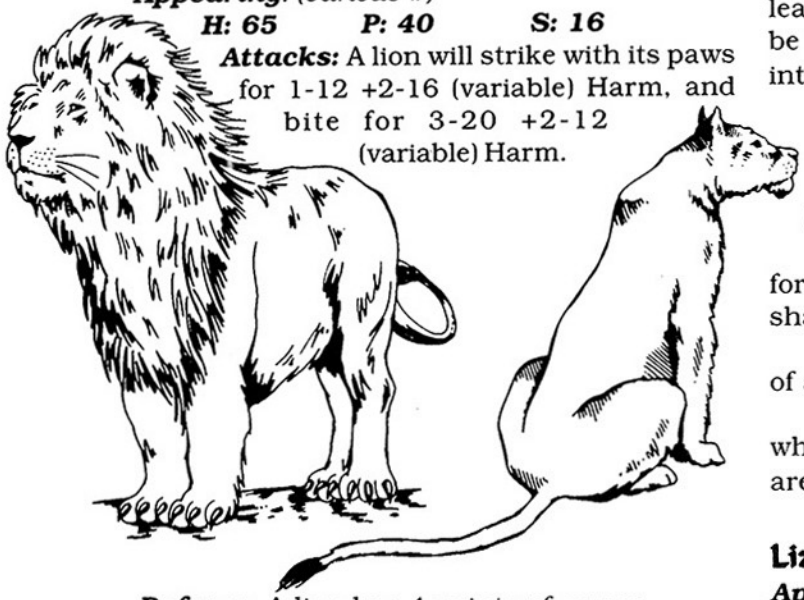
***Appearing**: 1*
H: 40 ***P: 45*** ***S: 19***

***Attacks**:* A leopard can strike with its paws for 1-10 +1-10 (variable) Harm, and bite for 1-20 +1-6 (variable) Harm.

Defense: A leopard has 7 points of armor due to its speed and dodging ability.

Lion

***Appearing**: (various #)*
H: 65 ***P: 40*** ***S: 16***



Attacks: A lion will strike with its paws for 1-12 +2-16 (variable) Harm, and bite for 3-20 +2-12 (variable) Harm.

Defense: A lion has 4 points of armor.

The lioness of this species is somewhat different, and the statistics are shown on the Listing above. As lions are both solitary and pack (pride) animals, with group sizes varying greatly, no range for the number encountered can be given. An encounter might be with one, two, or as many as three males, and a up to a dozen mature females, along with several near-mature juveniles.

Lion, Black

***Appearing**: 1-10*
H: 75 ***P: 40*** ***S: 15***

Attacks: A black lion can strike with its paws for 1-12 +3-18 (variable) Harm, and bite for 3-20 +2-16 Harm.

Defense: A black lion has 5 points of armor.

These dark-coated, great cats are a large variety of the normal lion, and attain a size somewhat larger than a northern tiger, with a weight of some 625 pounds on average. The lioness of this species is somewhat different, and the statistics are shown on the chart provided at the beginning of this section.

Lizard, large (monitor-type)

***Appearing**: 5-20 (four- to six-foot length)*
H: 15 ***P: 20*** ***S: 12***

Attacks: A monitor can strike with its sharp foreclaws for 3-5 Harm, and bite with a mouthful of sharp teeth for 1-12 Harm.

Defense: A scaled hide provides 4 points of armor protection.

These lizards are non-aggressive and do not attack humans unless molested or their nesting areas are invaded. They typically keep a wary distance of at least ten feet from humans. Feeding adult lizards will be 25% likely to attack any intruder that moves to interrupt them.

Lizard, very large (monitor-type)

***Appearing**: 3-18 (seven- to nine-feet length)*
H: 25 ***P: 30*** ***S: 10***

Attacks: A monitor can strike with its sharp foreclaws for 6-8 Harm, and bite with a mouthful of sharp teeth for 1-20 Harm.

Defense: A thickly-scaled hide gives 5 points of armor protection.

These lizards will attack any human intruder when nesting and eggs or young are present. They are otherwise non-aggressive, except when feeding.

Lizard, Giant subterranean

***Appearing**: 1-6 (nine-foot length sans tail)*
H: 40 ***P: 40*** ***S:10** attacking **20** moving.*

***Attacks**:* A subterranean lizard will bite with its large, sharp teeth for 1-20 +6 Harm.

Defense: A heavily-scaled, thick hide provides 8 points of armor protection.

These lizards are sometimes captured, trained, and ridden by dockalfar, and in such case the lizard will attack upon command.



Lizard, Komodo Dragon-type

***Appearing**:1-8*
(7 to 12 feet length)
H: 30 P: 35
***S: 15** attacking/**9** moving*

***Attacks**:* A dragon lizard will bite with its large teeth for 9-12 Harm. A maximum Harm result of 12 points always indicates the victim takes 1 Harm and the wound becomes infected. The infection causes a loss

of 1 point of Health per hour until the wound is cleansed and the victim is healed to full Health.

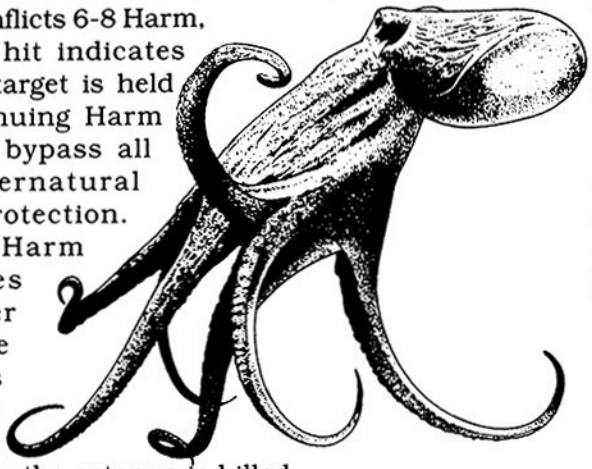
Defense: A scaled hide provides 5 points of armor protection.

These are highly aggressive carnivores and will follow a blood trail for hours before giving up.

Octopus, giant

Appearing: *1*
H: 41-60 ***P: 51-70*** ***S: 20*** *in water*

Attacks: An octopus can attack using two tentacles per opponent, and engage up to three opponents at the same time. Each tentacle inflicts 6-8 Harm, and any hit indicates that the target is held for continuing Harm that will bypass all but Supernatural armor protection. Such Harm continues thereafter until the victim is dead, the tentacle severed, or the octopus is killed.



Defense: A octopus has 4 points of natural armor.

Each tentacle has a Rating of 20 Health, separate from the creature proper. 21 points of Harm to a tentacle sever it. Up to four tentacles can be severed without actually reducing the total Health of the creature. Half of the Harm from the fifth—and any successive—tentacle lost, though, accrue as Harm to overall Health, so that if all eight tentacles are lost, the octopus will have suffered 40 Harm to Health. (Lost members can be regrown.)

An octopus is both semi-intelligent and cunning.

Ostrich

Appearing: *1 or 2-20*
H: 30 ***P: 35*** ***S: 22***

Attacks: A ostrich can kick for 3-20 Harm, or peck for 1-12 Harm.

Defense: An ostrich has 5 points of protection due to its speed.

Statistics for Rheas are also given under this heading on the chart provided at the beginning of this section.

Owl, Great Horned

Appearing: *1*
H: 5 ***P: 35*** ***S: 15*** *attacking*
25 *flying*

Attacks: An owl can strike with its talons for 1-2 Harm, or 1-4 Harm if it swoops to attack. A Harm result of 4 points indicates that normal armor protection was bypassed.

Defense: A Great Horned Owl has 4 points of natural armor.

These creatures are normally non-aggressive toward humans.

Rhinoceros, Black

Appearing: *1-2*
H: 100 ***P: 30*** ***S: 15***

Attacks: A rhino can strike with its horn for 13-20 +1-10 points of Harm. If the rhino charges to attack, the damage inflicted is 13-40 +1-10 Harm. A rhino may also trample after a charge for 26-35 Harm. All attacks are unmodified by any armor/protection. A rhino charge covers a swath eight feet wide for purposes of determining what Avatars and creatures are exposed.



Defense: A rhino has 7 points of natural armor.

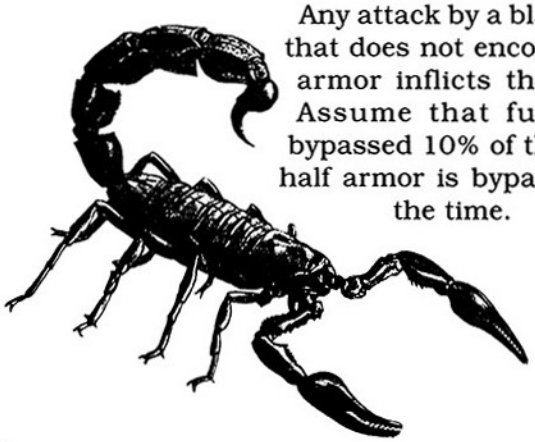
See the Listing above for the statistics of other rhinoceros species—eastern White, Island, and western White rhinos.

Scorpion, Black

Appearing: *1+*
H: 2 ***P: 20***
S: 15 *attacking/***2** *moving*

Attacks: A black scorpion can sting for 1 Harm plus VT of 21-25 Harm.

Defense: A black scorpion has 1 point of natural armor.



Any attack by a black scorpion that does not encounter actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Shark

Appearing: *1 or 1-20*
H: 20 ***P: 25*** ***S: 45***

Attacks: A shark can bite for 1-20 Harm.

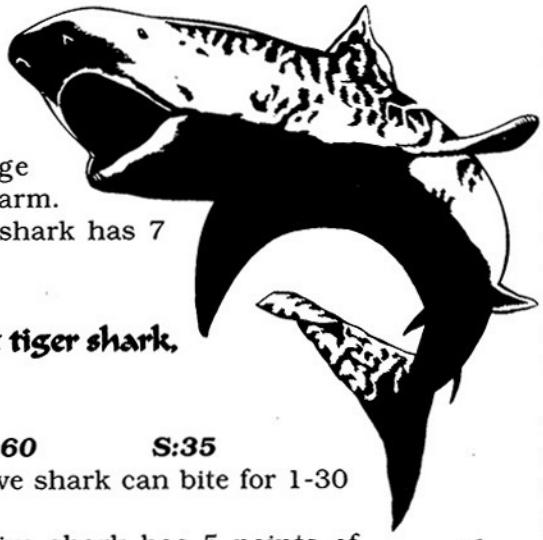
Defense: A shark has 8 points of natural armor.

Shark, large

Appearing: *1 or 1-6*
H: 35 ***P: 40*** ***S: 40***

Attacks: A large shark can bite for 7-20 Harm.

Defense: A large shark has 7 points of natural armor.

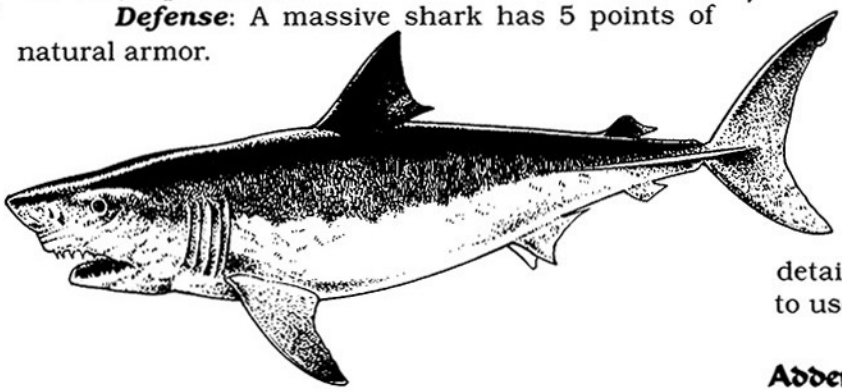


Shark, massive (largest tiger shark, white shark)

Appearing: *1*
H: 50 ***P: 60*** ***S:35***

Attacks: A massive shark can bite for 1-30 +10 (Physique) Harm.

Defense: A massive shark has 5 points of natural armor.



Shark, Gar

Appearing: *1 or 1-6*
H: 30 ***P: 30*** ***S: 25***

Attacks: A gar shark can bite for 1-2 +2-12 Harm.

Defense: A gar shark has 12 points of armor due to its speed and scales.

This giant fish of the gar family is 16 or more feet long. It is the main predator found in the large, freshwater seas of Earth. The statistics given are for a normal, fully grown adult. Smaller gar sharks will do less damage with a bite, and a truly huge fish of over 20-foot length will inflict additional Harm of 3-18 points (instead of 2-12). Gar sharks will sometimes school, but the huge specimens are always solitary.

Sharpik

Appearing: *3-18*
H: 10 ***P: 50*** ***S: 45***

Attacks: A sharpik can bite for 1-12 +1-12 Harm.

Defense: A sharpik has 5 points of natural armor.

This large fish of the pike family hunts in schools and is a major predator of the large, freshwater seas of Earth.

Sineen

Appearing: *1-6*
H: 50 ***P: 40*** ***S: 25***

Attacks: A sineen can bite for 1-12 +1-10 Harm.

Defense: A sineen has 8 points of armor due to its speed and agility.

Sudden intrusion, especially with a bright light, on these creatures will usually precipitate an attack. These animals can be tamed, and sometimes serve as guards for wylves.

Sineen are about four feet long, weigh over 100 pounds, and are related to the fisher. They have a strong, musky odor and a whistling bark.

Snakes in General

Several types of snake are detailed below. These serve as examples for the LM to use when creating other snakes for play.

Adder

Appearing: *1 or more*
H: 10 ***P: 35*** ***S: 12***

Attacks: An adder can bite for 1 point of Harm plus VT for 17-20 Harm. There is also a species of adder with variable toxin: (roll of 1d6)

A roll of 1-3 = +1 to +6 Harm
A roll of 4-6 = +1 to +10 Harm

Any attack not encountering actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: An adder has 4 points of protection due to its speed.

Anaconda

Appearing: *1 (16' to 22' length)*
H: 70 ***P: 30*** ***S: 9***

Attacks: An anaconda can bite for 1-2 Harm. If the bite is successful, the snake will coil around

the victim, and the coils inflict 3-5 Harm (ignores armor) each ABC thereafter as the snake crushes the victim. The coils also prevent the prey from inflicting Harm on the snake.

Defense: The snake's scaled skin and muscle allow it to absorb 18 points of blunt-weapon Harm, and 10 points of piercing/stabbing Harm without damage. It has 2 points of armor against other attack forms.

Asp

Appearing: *1+*
H: 5 ***P: 35*** ***S: 10***

Attacks: An asp can bite for 1 Harm plus VT for 21-25 additional Harm.

Any attack not encountering actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: An asp has 6 points of protection due to its speed.

Boa Constrictor

Appearing: *1 (13' to 20' length)*
H: 50 ***P: 25*** ***S: 10***

Attacks: A boa can bite for 1-2 Harm. If the bite is successful, then the snake will coil around the victim and inflict 3-5 Harm (ignores armor) each ABC thereafter. The coils also prevent the prey from inflicting Harm on the snake.

Defense: The boa's scaled skin and muscle allow it to absorb 18 points of blunt-weapon Harm, and 10 points of piercing Harm without damage. It has 2 points of protection against other attack forms.

Boa, Subterranean

Appearing:*1-2*
(25' to 32' length)
H: 100 ***P: 25*** ***S: 9***

Attacks: A subterranean boa can bite for 3-5 Harm. If that attack is successful, the snake will then coil around the victim and inflict 6-8 Harm (ignores armor) each ABC thereafter. The coils also prevent the prey from inflicting Harm on the snake.

Defense: The boa's scaled skin and muscle allow it to absorb 18 points of blunt-weapon Harm, and 10 points of piercing Harm without damage. It has 2 points of protection against other attack forms.

These snakes are highly aggressive.

Bushmaster

Appearing: *1*
H: 10 ***P: 35*** ***S: 14***

Attacks: A bushmaster can bite for 1 Harm plus VT of 21-25 Harm.

A bite attack that doesn't encounter actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: A bushmaster has 7 points of protection due to its speed.

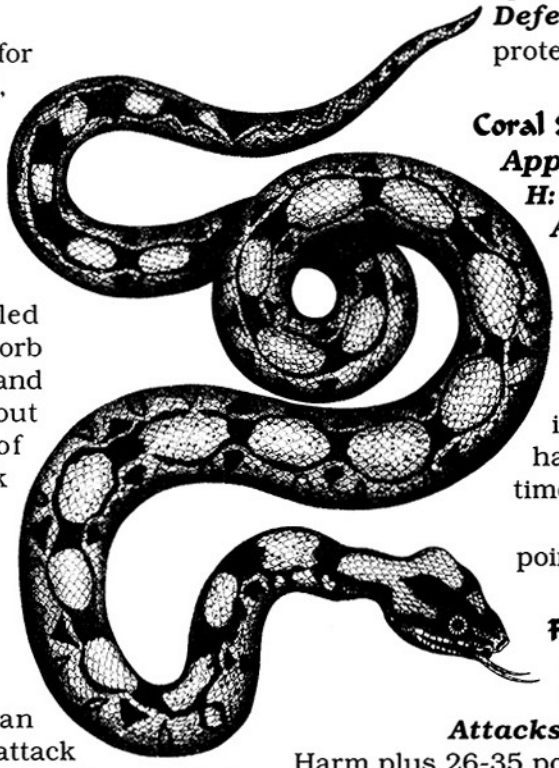
Cobra

Appearing: *1-2*
H: 6 ***P: 30*** ***S: 15***

Attacks: A cobra can bite for 1 Harm plus VT for 21-25 points.

A bite attack that doesn't encounter actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time. If the cobra spits, reduce the VT Harm by 50%, but every such hit inflicts VT Harm that disregards armor.

Defense: A cobra has 6 points of protection due to its speed.



Coral Snake

Appearing: *1*
H: 5 ***P: 40*** ***S: 12***

Attacks: A coral snake can bite for 1 Harm plus VT for 21-25 points.

Any attack not encountering actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: A coral snake has 4 points of protection due to its speed.

Fer-de-lance

Appearing: *1*
H: 5 ***P: 40*** ***S: 16***

Attacks: A fer-de-lance can bite for 1 Harm plus 26-35 points VT.

Any attack not encountering actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: A fer-de-lance has 4 points of protection due to its speed.

Mamba

Appearing: *1-2*

H: 10 ***P: 35*** ***S: 13***

Attacks: A mamba can bite for 1 point of Harm plus VT for 21-25 Harm.

Any attack not encountering actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: A mamba has 6 points of protection due to its size and movement.

The mamba is a cobra relative—distinguishable because it lacks a hood—existing in several varieties (black, green, etc.) ranging to 12-foot length.

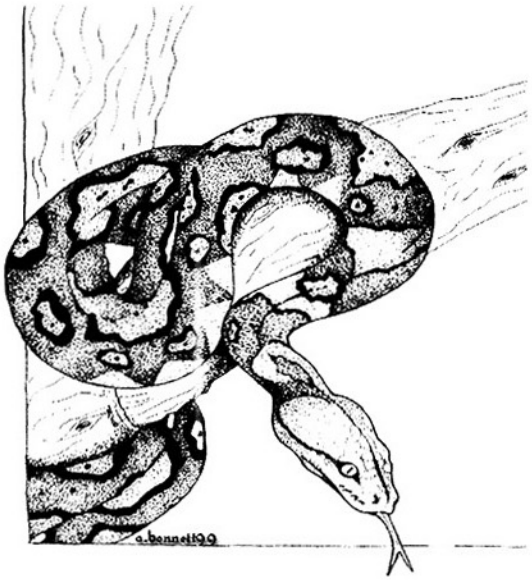
Python

Appearing: *1-2 (15' to 20' length)*

H: 60 ***P: 30*** ***S: 10***

Attacks: A python can bite for 1-2 Harm. If it is successful with its bite, it will coil around the target and inflict 3-5 Harm (disregards all armor) each ABC thereafter. The encircled prey cannot inflict Harm on the snake 90% of the time.

Defense: The python's scaled skin and muscle allow it to asorb 18 points of blunt-weapon Harm, and 10 points of piercing Harm, without damage. The snake has 2 points of armor against other attack forms.



Rattlesnake

Appearing: *1*

H: 5 ***P: 30*** ***S: 12***

Attacks: A rattlesnake can bite for 1 Harm plus 17-20 VT Harm. The VT Harm accrues at the rate of 1 Harm per ABC thereafter.

Any attack that does not encounter actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: A rattlesnake has 4 points of protection due to its speed.

This description includes rattlesnakes such as the copperhead, diamondback, and sidewinder.

Tiger Snake

Appearing: *1*

H: 10 ***P: 35*** ***S: 15***

Attacks: A tiger snake can bite for 1 Harm plus VT of 20 +1-30 Harm.

Any attack that does not encounter actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: A tiger snake has 5 points of protection due to its speed.

Water Moccasin

Appearing: *1*

H: 10 ***P: 30*** ***S: 12***

Attacks: A water moccasin can bite for 1 Harm plus VT for 17-20 Harm.

Any attack that does not encounter actual armor inflicts the VT noted. Assume that full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.

Defense: A water moccasin has 3 points of protection due to its size and speed.

Squid, giant

Appearing: *1*

H: 71-100 ***P: 41-60*** ***S: 30***

Attacks: The squid uses two large tentacles—whips—as preferred weapons, and will strike with one of these at an opponent. Each of these strikes can inflict 1-20 +12 points of Harm. If more than two opponents are faced, up to four additional man-sized targets can be attacked with lesser tentacles, these inflicting 1-12 +6 points of Harm. Successful strikes also indicate that the targets are grabbed and held by the tentacles, and suffer equivalent Harm each following ABC until the target or the squid is dead, or the tentacle severed.

Defense: The tentacles have 2 points of protection. The squid's body has 10 points of protection.

There are 10 tentacles in all, two whips of 30-foot length, and eight others of 20-foot length. Each whip has 30 Health, and each tentacle 20. Two whips or three tentacles can be severed without actually reducing the total Health of the creature. Any and all

Harm to whips or tentacles more than the 60 points noted accrues as Harm to overall Health, however, so that if all tentacles are lost, the squid has taken 120 points of Harm and is dead. Otherwise, lost members will regrow in time.

This animal might possess great cunning, or even low semi-intelligence.

Tapir

Appearing: *1 or 1-4*
H: 60 ***P: 30*** ***S: 14***

Attacks: The tapir can attack by charging foes. A charge impact in the water can inflict 1-12 +12 Harm. If the tapir charges while on land, it can also trample for 9-20 Harm, damage that disregards armor not of Extraordinary nature.

Defense: A tapir has 3 points of armor.

In water, a tapir has a 25% chance of upsetting a small boat or medium-sized canoe.

Agouti (see the Listing provided at the beginning of this section for stats) of double the number appearing (2, 4, 6, or 8) can be substituted for tapir, counting each pair as one in attack. The chance for upsetting a craft of the size noted is 5% per agouti.

Tiger, northern

Appearing: *1 (10% chance for a mating pair)*
H: 70 ***P: 60*** ***S: 18***

Attacks: A tiger can strike for 1-12 +12 points of Harm, and bite for 9-20 +2-14 points of Harm.

Defense: A tiger has 4 points of armor due to its speed.

These great cats of the eastern hemisphere prefer cold climates to tropical. The tigress of this species is somewhat different, and the statistics are shown on the Listing provided at the beginning of this section.



Tiger, southern

Appearing: *1 (10% chance for a mating pair)*
H: 55 ***P: 60*** ***S: 19***

Attacks: A tiger can strike for 1-10 +10 points of Harm, and bite for 8-20 +2-12 points of Harm.

Defense: A tiger has 5 points of armor due to its speed.

The southern tiger of the eastern hemisphere ranges in habitat from warm temperate climes to tropical forests. The tigress of this species is somewhat different, and the statistics are shown on the Listing provided at the beginning of this section.

Whale, Sperm

Appearing: *1*
H: 240 ***P: 70*** ***S: 55*** *in water*

Attacks: Sperm whales bite for 36-50 Harm.

Defense: A sperm whale has 8 points of natural armor (skin and blubber).

Note: An opponent of up to 12 or so feet in length is swallowed whole after being bitten, if the attack roll generated for the whale is 35 or less! Stomach acids within the whale deliver 1-2 Harm per ABC thereafter. Interior armor protection is the same as the exterior protection for these purposes. A whale will stay afloat for no more than 10 ABCs with its interior breached.

Wolf

Appearing:*1 (10%) or 2-16 (90%)*
H: 35-40 ***P: 40***
S: 20

Attacks: A wolf can bite for 1-12 +2-12 Harm.

Defense: A wolf has 6 points of armor protection due to its speed and dodging ability.



Wolverine (Glutton)

Appearing:*1-2*
H: 35 ***P: 40*** ***S: 15*** *attacking* ***10*** *moving*

Attacks: A wolverine can strike with its claws for 1-10 Harm, and bite for 1-10 Harm. Both attacks provide continuing Harm once both have been successful. After a victim has been both successfully grabbed and bitten, each attack gains variable +2-12 bonus Harm.

Defense: A wolverine has 8 points of armor because of its shape and movement.



The Creatures of Lore

Creatures of all types can be found in the lands of the Lejendary Earth. This tome lists and describes many of the more dangerous and exotic beasts, including the most powerful of the fantastic monsters. While this book is not exhaustive in numerating and describing the creatures of the Earth, it will provide information for a great variety of encounters with beasts of unusual and Supernatural sort.

The Creatures, Listed Alphabetically

Creature	Appearing	H	P	S	Attack	Defense
Aetherowl	1-8	100	20	17.5a/35f	17-20 sp	10
Amoeboids						
Clear	1	30	50	5	6-8 c/VT sp	0/6/20 sp
Dark	1	40	50	5	9-12 c	0/10/20 sp
Wallflower	1	50	50	5	3-5 c sp	12 sp
Ant, Adhere	200-1,200+	0.2	1	1	1 sp	0
Basilisk	1	50	50	10a/20m	sp	4
Beetle						
Big	1-100	1	1	15f/7.5a	1	0
Huge	1-10	10	80	5	1-20+6-8	10
Bestial						
Clawed	1-6	24	28	14	2x 1-8+2	2
Fanged	1-6	25	27	13	1-20+4	6
Hoofed	1-6	22	26	16	2x 1-12+4	2
Horned	1-6	23	24	15	9-20+2	4
Mandibled	1-6	24	25	12	6-20+3	5
Pincered	1-6	20	29	11	2x 1-10+2	8
Spined	1-6	21	30	10	6x 1-4	6
Tusked	1-6	24	23	9	11-20+3	4
Bestial, immature						
Clawed	1-6	12	25	15	2x 1-6	2
Fanged	1-6	13	24	14	1-20	6
Hoofed	1-6	11	23	17	2x 1-8	2
Horned	1-6	12	21	16	9-20	4
Mandibled	1-6	12	22	13	6-20	5
Pincered	1-6	10	26	12	2x 1-8	8
Spined	1-6	11	29	11	6x 1-3	6
Tusked	1-6	12	20	10	11-20	4

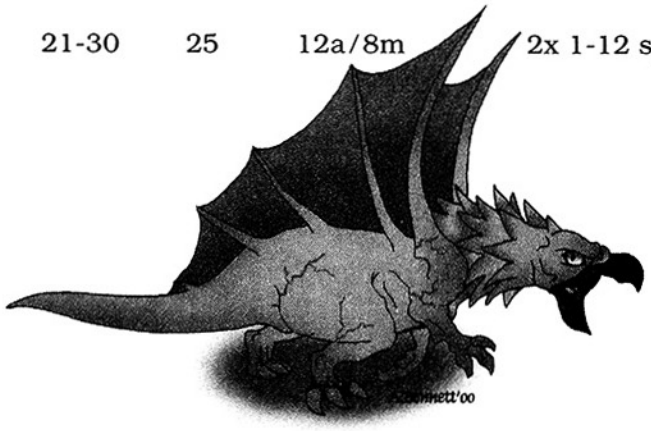
Creature	Appearing	H	P	S	Attack	Defense
Blackrat						
Average	1-1000	2	10	8	1	4
Robust	1-100	4	20	13	1-2	2
Blindsnake	1	100	35	10	7-20+3-5	0 sp
immature	1	33-90	11-30	15	7-20+3-5	0 sp
Bullkopf	1	80	20	10	VT 13-16 sp	4
Bullthistle	1+	20	50	10a/1m	21-25	0 sp
Burnbush	1+	30	50	10a	9-12 c	0 sp
Cave Coneshell	15-40	20	15	10a/1m	1+VT1-4 sp/9-12	18
Centaur	1-20	65	45	14a/24m	HV+14	6
Bucentaur	1-20	70	40	13a/20m	HV+15	5
Stacentaur	1-20	60	50	15a/28m	HV+12	4
Centipede	1-4	2	20	5	1+VT13-16	0
Chimera	1	40	75	10a/20m	sp	10
Cockatrice	1	25	25	15	sp	8
Crayfish, Giant	1	15	30	7	2x 1-12+6-8	14
Creeping Jenny	1	100	15	1a	5x 3-5 c	0 sp
Currentbush	1+	20	100	0	9-12 sp	0 sp
Cuttlecatfish	1	50	15	15w/11.5l	4x VT3-5/ 6-8 sp	4/10 sp
Deathfriend	1	20	50	15	1-2+VT21-25	6
Faun	1-10	41-50	26-45	14-17	HV	8
Satyr	1-12	36-45	31-50	14-16	HV	9
Fir Darrig	1-3 (12-30)	25-30	36-45	15-18	3-20+6-8 sp	8
Flatadder	1	10	50	9	1+VT21-25	8
Flunkh	1	200	50	5	sp	sp
Fu						
Dog-lion	2	51-60	66-75	15	2x 9-12/21-25/6-8 sp	12
Lion-dog	2	31-40	51-60	18	17-20/3-5 sp	10
Gargoyle						
Chthonic	1(2-5)	40	50	10a/sp m	VT3-5/1d6+14 sp	12
Escalading	1(2-7)	45	45	14a/sp m	6-8/1d4+12 sp	10
Volitant	1(2-8)	35	40	18a/sp m	VT3-5/1d8+10	11

Creature	Appearing	H	P	S	Attack	Defense
Golem						
Brass	1	26	39	13	sp	18 sp
Charnel Heap	1	66	39	13	sp	6 sp
Clay	1	80	50	6	sp	16 sp
Coal	1	30	30	12	sp	10 sp
Fog	1	20	40	8	sp	sp
Ice	1	60	30	10	sp	16 sp
Leather	1	40	40	12	sp	8 sp
Mud	1	80	40	4	sp	14 sp
Rope	1	30	30	15	sp	6 sp
Wood	1	45	40	13	sp	15 sp
Gorgobos	1 (1-4)	40	30	15	1-20+1-10\1-20+2-20 sp	15
Groswurm	1-2	40	50	20	1-20+1-10 c	4
Gryf	1(1-2)	50	60	16a/20f	13-16+1-20/1-20+10	12
Gryffon	1(1-2)	40	70	12a/25f	1-12+1-20/3-20+12	10
Harpy-Vulture	1-2 (5-8)	40	50	15a/20f	1-20+1-4/2x 1-12+1-4	6 sp
Hippogryf	1(1-2)	40	40	18a/30f	1-20+1-10/1-12+13-16	8
Hookthorne Shrub	1	200	25	10a	4x 1-12+6-8 c	0 sp
Hydra	1	50	35	7a/15s	5x 1-20 +VT21-25	4
Geadra	1	70	20	5a/10m	7x 1-20 +VT21-25	5
Kru-krad	1-4	65	60	17	9-12+10/13-16+6	6
Leglop Log (Tree)	1	300	30	15a	17-20/6-8 c	0 sp
Leprechaun	1-20	36-65	41-70	21-26	HV sp	16 sp
Lung-quai	1	41-80	50	10a/20m	sp	20 sp
Maelhound	1	50	45	25	1-12+6-8 sp	16 sp
Mandrakor	1 (2+)	20	50	20	17-20/1-8+6 sp	16 sp
Mandreagle						
Female	9-27	20	25	15a/20b/10g	1-10+3-5/1-8	2
Male	3-9	30	35	15a/20b/10g	1-12+6-8/1-12	4
Manimalia						
Drugulo	1-6	31-40	26-35	10	1-20/1-20+4	4
Gibber	1-6	60	40	12	1-12+1-4/1-20+1-6	6
Helovan	3-12	21-30	26-35	13l/18f	1-2+VT9-12	8
Ladybug	1-2	30	50	20	1-12 sp	8
Leatherman	2-8	35	35	9l/15w	6-8/7-20+1-6 sp	12
Malmael	1-6	40	35	11	1-10/2-24	4
Musteel	1-6	21-30	21-30	17	2x 1-12	10
Travail	2-8	26-35	31-40	5l/18w	3-20+6-8	7
Widowblack	1	41-60	30/60 sp	18	HV/1-2+VT sp	6

Creature	Appearing	H	P	S	Attack	Defense
Manimalia, Immature						
Drugulo	1-6	15-20	15-20	12	1-20/1-20	6
Gibber	1-6	30	25	15	1-8+1-2/1-12+1-4	8
Helovan	3-12	15	20	15l/20f	1+VT6-8	8
Leatherman	2-8	35	25	6l/18w	1-2/1-12+1-4 sp	8
Larva (Ladybug)	1-2	50	50	10	26-35	2
Malmael	1-6	25	25	13	1-8/2-16	5
Musteel	1-6	15-20	11-20	19	2x 1-10	12
Travail	2-8	16-25	25-30	6l/18w	1-20+3-5	6
Manticore	1	50	60	15	1-4x1-20+VT17-20 2x1-12/21-25	8 sp
Merfolk						
Mermaid	1-150	21-30	21-30	15a/30w	HV	6
Mermaid Princess	3-12	31-50	31-61	17a/34w	HV	7
Mermaid Queen	1	41-60	36-65	16a/32w	HV	9
Merman	1-100	25-30	26-35	13a/26w	HV	5
Merman Hunter	11-20	31-40	31-40	15a/30w	HV	6
Merman King	1	61-90	66-95	16a/32w	HV	12
Merman Noble	2-8	41-70	46-75	14a/28w	HV	10
Merman Warrior	1-20	36-45	36-45	14a/28w	HV	8
Sprat	1-150	4-16	6-24	14a/28w	HV	5
Moa	1 (1-12)	35	35	20	7-20/1-12+1-8	4
Monster (See individual descriptions: Chimera, Gryf, Gryffon, Hippogryf, Hydra/Geadra, Manticore)						
Moonshadow	1	25	40	20	1-12 sp	5/15 sp
Naiad, Quasi-	1+	65-70	65-70	8-12/70-80w	HV	10
Orcull	1-3 (5-30)	35-50	41-60	15a/25f	1-12+2-8/1-20+2-8 sp	10
Pegasus	1 (1-12)	56-65	51-60	20a/30l/40f	1-12+6-8/9-20+13-16	10
Qi-lin (Ki-lin)	1	51-70	71-80	20a,l/60f	sp	18
Quickdeath Tree	1+	250	sp	20	sp	sp
Rukh	1-2	200	50	10a/20f	2x 36-50 sp	6sp
Scorpion, Bullwhip	1	20	33 sp	15	sp	10
Seadog	1 (1-20)	30	55	15a/30s	1-12+1-12	9
Seahorse (Great)	1 (1-30)	65	25	11a/33s	3-20\3-20+1-20	5
Sealion	1 (1-8)	60	40	14a/28s	1-12+10/1-20+10	5
Sea Troll	2-12 (6-60+)					
Chief	1	51-80	56-85	16a/32w	HV/1-12+9-16/1-12+9-16	12
Marauder	1-6	31-50	41-60	14a/28w	HV/1-12+7-12/1-12/7-12	9
Shaman	1	51-80	56-85	16a/32w	1-12+9-16/1-12/9-16 sp	10
Warrior	1-60	26-45	31-40	13a/26w	HV/1-12+5-10/1-12+5-10	7

Creature	Appearing	H	P	S	Attack	Defense
Sefer	1	600	40	18	1-12+2-12/3-20+2-12	7
Sepi	1	150	40	10	26-35	4
Serpent, Sea						
Large	1	20 sp	40	6s/18w	36-50/1-30+12	4
Small	1	20 sp	40	8a/24w	21-25 sp/7-20+1-8/1-20+10	4
Serpent, Subterranean	1	20 sp	30	12a/8l/16w	26-35/4-6x 6-8 sp	8
Serref	1	50	50	20	1-10+1-10/7-20+1-10	8
Setcha	1	70	35	15	12+5-30/3x 3-5+VT6-8	4
Setrap	1	100	30	8	26-35	12
Sha	1	40	40	22	1-20+1-8/9-20+1-8	10
Shooting Star	1+	10	25	20a/0m	1-4x 3-5+VT6-8	0 sp
Silini	1-8	41-60	26-35	15	HV+1-4	7
Urisk	1-8	46-65	41-50	15	HV+1-4	6
Slime						
Chameleon	1	40	25	5a/1m	9-12 c sp	0/10/20 sp
Flowing	1	35	30	10a/1m	9-12 c sp	0/10/20 sp
Lashing	1	30	20	15a/1m	3x 9-12 c sp	0/10/20 sp
Slug, Slate	10-100	3	sp	1	sp	sp
Spider, Jumping						
10" d. (Big)	2-8	1	15	25	3-5+VT6-8 sp	16
20" d. (Large)	1-4	12	55	20	6-8+VT9-12 sp	12
40" d. (Huge)	1	30	70	15	9-12+VT16-16 sp	8
80" d. (Giant)	1	60	80	10	17-20+VT21-25 sp	4
Spider, Void						
Lesser	1 (2-5)	80	80	6/18 sp	1-12+VT9-12 sp	9
Greater	1 (2-3)	120	90	5/15 sp	1-12+VT13-16 sp	11
Spider, Web						
10" d. (Big)	11-110	1	10	15	1+VT6-8	2
20" d. (Large)	1-4	12	25	12	3-5+VT9-12	4
40" d. (Huge)	1	30	55	10	7-12+VT17-20	6
80" d. (Giant)	1	60	70	8	9-20+VT 21-25	8
Springbat	1-2	4	20	10a/20m	1-3+VT sp	4
Unnatural	1	40	40	10a/20m	1-6+VT sp	5
Stalker, Stone	1-3	100	25	12	2x 9-20+2-12 sp	15 sp
Subterranean Flora	see descriptions					
Sundog	1-8	30	55	15	1-20+2-12	6

Creature	Appearing	H	P	S	Attack	Defense
Sylph, Demi- (Nightsylph)	1	91-120	36-65	20l/40f	1-12 sp	14
Toad						
Poisonous, lg.	2-20	5	50	5m/10a/15w	1+VT13-16	2
Tusked	5-30	10	25	5m/20j	1-10 c	4
Trumpetvine	1+	40	sp	0	sp	0
Unicorn	1 (1-6)	50	75	28	1-20+13-16/7-20+9-12 sp	18
Warhound, Ogre	1-6	50	50	16	9-20+13-16	4
Water Leaper	11-20	11-20	26-35	10a/20w	1-2+VT9-12	2
Webworm	8-32	5	25	10	1+VT3-5	0
Werebeast						
Amphibian	1+	80	50	10a/20w	1-10+VT9-12	4 sp
Ape	1+	90	60	15	1-12+12/1-2+12	4 sp
Arachnidian	1+	50	60	20	3-5+VT13-16	5 sp
Avian	1+	60	75	12a/24f	1-20+2-16	5 sp
Bovine	1+	120	30	6a/12m	7-20+1-10\7-20+1-20	2 sp
Canine	1+	70	70	12a/20m	1-10+1-20	5 sp
Crocodilian	1+	100	70	7l/20w	9-20+10	3sp
Equine	1+	100	40	9a/27m	1-20+3-12	4 sp
Feline	1+	90	75	15a/20m	2-12+1-10/1-12+1-10	6 sp
Glutton	1+	80	65	12	4-16+1-10/1-12+1-10 c	2 sp
Hyenanid	1+	75	50	10a/18m	1-12+3-18	3 sp
Ophidian	1+	55	35	15	6-8 c/1-2+VT9-12	2 sp
Piscean	1+	100	30	10a/30w	1-30+1-6	8 sp
Porcine	1+	65	25	14	2x 1-12+1-20	5 sp
Ursine	1+	140	30	10a/20m	17-20+1-10/1-20+1-10	2 sp
Loup Garou	1+	100	75	15a/25m	13-16+1-20	sp
Whiskling	2-20	10	70	25	1-8+7-12	12
Yeti	1 (1+)	61-80	61-80	9a/18m	2-12+21-25	10
Female/immature	1-7	51-70	51-70	9a/18m	1-10+17-20	10
Susquash	1 (1+)	66-75	66-75	10a/20m	1-12+21-25	11
Susquash, F/i	1-9	56-65	56-65	10a/20m	2-8+17-20	11
Zygar	1 (2-4)	21-30	25	12a/8m	2x 1-12 sp	18



Aetherowl

Appearing: *1-8*
H: 100 ***P: 20*** ***S: 17.5*** *attacking*
35 *moving*

Attacks: An aetherowl can strike with its talons for 17-20 Harm. Its Extraordinary hoot causes adversaries within striking range to lose 10%-50% of both Speed and Precision.

Defense: An aetherowl has 10 points of armor.

Aetherowls have what is nearly semi-intelligence, and are often kept as pets by the intelligent races of aerial elemental nature. They are one of many creatures that are native to, and inhabit, the dimensional matrix of air. Aetherowls are essentially nocturnal, and these creatures are found in the dark planes of the matrix.

Amoeboids in General

An amoeboid is a giant, single-celled monster and a deadly subterranean predator that lurks in caves, dungeons, and mines attacking and devouring prey. This amorphous creature can alter its form to be blanket-sized and hardly more than a thumb's width thickness, a vaguely man-like shape, or even flow into a non-descript humped mound. It is able to move along perpendicular surfaces or ceilings, as its body creates a natural vacuum as it flows across a surface.

Although it is blind and without olfactory or auditory senses, an amoeboid can detect vibration, pressure, and heat. If prey approaches within 30 or so feet, it is aware of this and can track the prey's movement while within range. Each of the various amoeboid species has adapted according to its method of hunting.

Clear Amoeboid

Appearing: *1*
H: 30 ***P: 50*** ***S: 5***

Attacks: An amoeboid of this type oozes a strong (caustic) base secretion for 6-8 points of continuing Harm. The caustic secretion ignores armor protection and delivers full and equal Harm to all objects and flesh in contact each ABC. The amoeboid also oozes a VT secretion that has a 25% likelihood of paralyzing the victim.

Defense: An amoeboid of this type possesses a basic 20 points of protection against most types of Harm. All Harm in excess of 20 points is actually disregarded unless it is of Extraordinary nature. The amoeboid has 6 points of protection against cold or electrical Harm, and no protection against fire.

This amoeboid lurks mainly in water and is basically an aquatic creature, although it can survive in damp, wet conditions without being immersed. Once the amoeboid comes into contact with a victim, the amoeboid flows around it. Attacks then aimed at the amoeboid are thus likely to affect the victim.



Note that if a creature touches an amoeboid, there is no need for a Precision check to determine the success of the attack; it automatically succeeds. The victim has, so to speak, stepped into the punch.

Dark Amoeboid

Appearing: *1*
H: 40 ***P: 50*** ***S: 5***

Attacks: An amoeboid of this type oozes a strong acid secretion for 9-12 points of continuing Harm. The acid ignores armor protection and delivers full and equal Harm to all objects and flesh in contact each ABC.

Defense: An amoeboid of this type has no protection against shock weapon Harm. It has 10 points of protection against acid, cold, electricity, fire, and penetration Harm. The amoeboid has 20 points of protection against all other types of Harm, although all Harm in excess of 20 points not of Extraordinary nature is disregarded.

This amoeboid lurks primarily either underfoot or overhead, and takes unwary prey by simply lying around or by falling on it. The amoeboid flows onto, and around, a victim upon making contact. Attacks aimed at the amoeboid are thus likely to affect the prey as well.

Note that if a creature touches an amoeboid, there is no need for a Precision check to discover if the attack of the amoeboid succeeds—the victim has injured himself in this case.

Wallflower Amoeboid

Appearing: *1*
H: 50 ***P: 50*** ***S: 5***

Attacks: An amoeboid of this type oozes a weak acid secretion for 3-5 points of continuing Harm. The acid ignores armor protection and delivers full and equal Harm to all objects and flesh in contact each ABC. The ooze also contains a hardening agent that suffocates the victim in two to four minutes.

Defense: An amoeboid of this type has 12 points of protection. All Harm in excess of that amount accrues equally to the amoeboid and its entrapped victim, regardless of the armor protection of the entrapped victim.

This amoeboid lurks mainly on wall surfaces because it can alter its coloration to match the grays and browns of stone. It will then send forth pseudopods to grasp and confine a nearby victim, and remain affixed firmly to the vertical stone surface when it does so. Attacks aimed at the amoeboid will also affect the prey as mentioned above.

Note that if a creature touches an amoeboid, there is no need for a Precision check to discover if the attack of the amoeboid succeeds—the victim stepped into the punch, so to speak.

Ant, Adhere

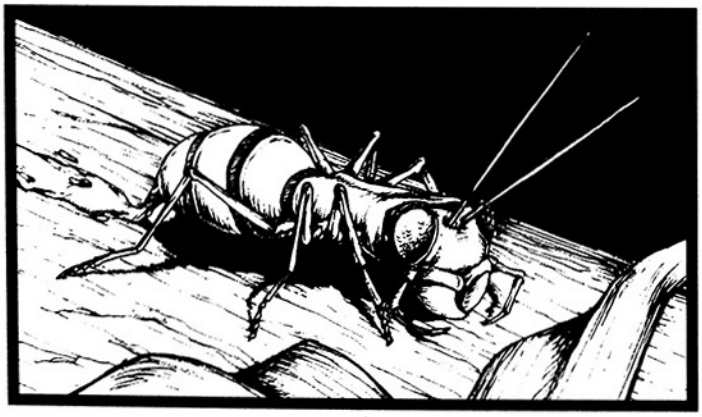
Appearing: *200-1,200+ (see below)*
H: 0.2 ***P: 1*** ***S: 1***

Attacks: These ants attack in swarms. A swarm attack reduces the movement and attack capacity of the victim, and inflicts 1 Harm.

Defense: Adhere ants have no armor.

These insects are a gray-brown color, each about an inch long. When disturbed, or when marching out in column to find and capture food, the adhere ants exude a liquid from their abdomen. The liquid quickly thickens to become a strong adhesive. Small creatures are instantly trapped in the adhesive, but larger ones simply become sticky where they touch it.

In the nest area, whatever makes contact with the adhesive and then the sandy dirt surrounding the nest becomes progressively heavier as layers of the dirt stick to it. Each minute spent anywhere except at the very outermost edge of the nest area—where the ants don't usually patrol—slows an individual's normal movement by 10 percent. An attempt to brush the adhering material off simply coats another portion of the body with the adhesive and some dirt, sand, and pebbles. (Let the intruder beware of trying to scrape off a sticky appendage on an immobile object!)



Although the adhesive decomposes after about 10 minutes exposed to air, the unfortunate victim won't have the opportunity to enjoy that fact, as he will have been bitten to death by the ants long before then. These creatures attack in swarms, each swarm consisting of 100. (Fewer than 50 of them in a group are ineffective.) Each swarm that attacks successfully inflicts the indicated 1 point of Harm and both slows the opponent's movement by 10 percent, and reduces his Weapons Ability (or Precision) by 10 points. An immobile opponent is consumed at leisure—slowly and painfully.

Basilisk

Appearing: *1*
H: 50 ***P: 50***
S: 10 *attacking*
20 *moving*



Attacks: The glance of a basilisk can kill at a range of 50 feet (Avoidance Roll vs. Speed BR x4 applicable for a target subject). It can also breathe a 10-foot long cone, three feet in diameter at its widest, that delivers VT of 13-16 Harm. The mere touch of a basilisk can split rock of up to one foot thick, or can deliver VT of 26-36 Harm (even along a weapon of up to 15 feet long).

Defense: A basilisk has 4 points of armor.

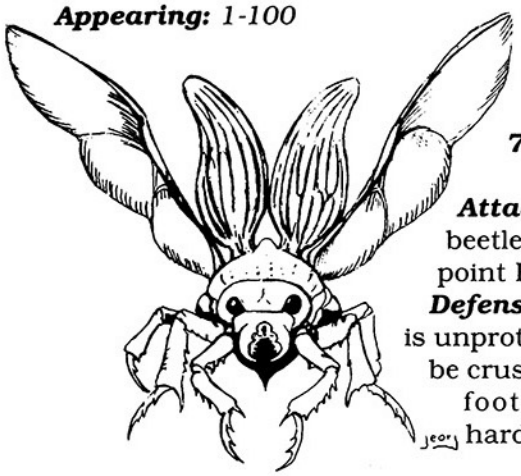
The purple-hued basilisk is the king of all malign reptiles, and atop its head is a spotted crest proclaiming this station. The horrible visage below the spiny crest is that of the sort only attained by merging the features of an evil human with those of a poisonous toad. From the creature's back sprouts a pair of drake-like wings. Its skin is warty, like that of a toad, but on a form as sinuous as that of a snake, albeit a thick snake such as an anaconda. The monster has clawed forepaws that it can use as hands, and it uses its long, whip-like tail for balance when it walks or runs and as a rudder when it flies. The basilisk moves bipedally, upright on reptilian legs, when it moves along the ground.

The bite of any of the small mammals of the weasel family, especially that of the mongoose, is poisonous to the basilisk. A bite from one of these animals that pierces the basilisk's hide causes the monster to suffer VT Harm of 17-20 points.

The claim that the glance of a human is deadly to a basilisk is absolutely false. It is also not affected by having its own gaze reflected back at it. Bright light, however, such as that of the sun, mirrored and directed into the monster's eyes blinds it so that it is unable to employ its deadly gaze for 3-12 ABCs.

Beetle, big, flying (two+ inches long)

Appearing: *1-100*



H: 1
P: 1
S: 15 *flying*
7.5 *attacking*

Attacks: This beetle can bite for 1 point Harm.

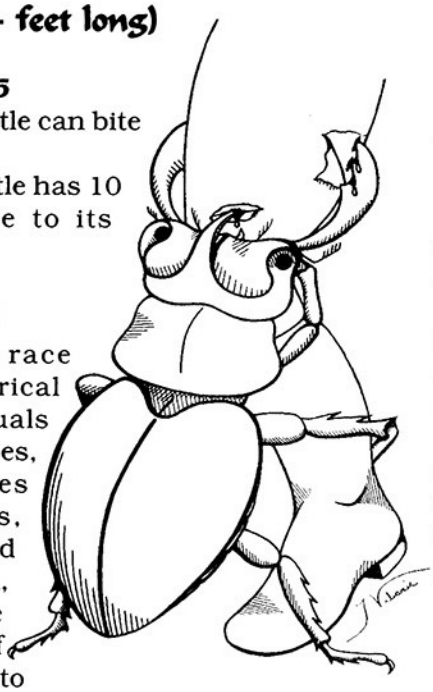
Defense: This beetle is unprotected—it can be crushed by fist or foot against a hard surface.

Beetle, huge (two + feet long)

Appearing: *1-10*
H: 10 P: 80 S: 5

Attacks: This beetle can bite for 1-20 +6-8 Harm.

Defense: This beetle has 10 points of armor due to its chitinous shell.



Bestialia in General

This humanoid race consists of a chimerical collection of individuals with distinct differences, but without species distinction. That is, bestials do not breed true to physical form, but do produce offspring of any one of the many sorts known to the race. Only a very general description of bestialia can be given without reference to individual specifics (given below). See the alphabetic listing at the beginning of this section for statistics on each type of bestial.

An average individual is about five feet tall, humanoid and bipedal, and has considerable muscular development. The senses of an individual depend on its type, but as bestials tend to associate in mixed packs, the general result is that the sensory ability of a group is superior to that of humanity. However, the intellectual power of a bestial is low, at best; animal cunning predominates over intellect.

The wealth of a bestial is not commonly accumulated on purpose, so anything discovered—money, valuables, or Extraordinary items—is there by chance accumulation. A bestial will not act to protect such treasure.

This race is probably the result of unnatural, ancient, Supernatural breeding experimentation based on humans and adding animal parts. Physical differences between individuals are many, and the differences identify the various types:

Clawed: This bestial has long arms with hooked claws replacing fingers, and heavily-furred skin. It is a slashing infighter.

Fanged: This bestial has a lower face that is elongated to resemble a muzzle with fangs, and skin covered with long hair. It is a run-and-slash fighter.

Hoofed: This bestial has elongated legs that terminate in sharp, cloven hooves, and skin similar to haired hide. It is a charge-jump-kick-and-retreat style of combatant.

Horned: This bestial has horns of bovine or antelope sort, skin similar to heavy hide, a dense mane, and chest hair patches. It is a charge-gore-and-melee battler.

Mandibled: This bestial has a lower face armed with beetle-like mandibles, and skin thickened with chitinous areas. It is a grapple-and-bite assailant.

Pincered: this bestial has lower arms that end in pincer claws, and has scaled skin with carapace-like areas. It is a close-in cut-and-parry fencer.

Spined: This bestial's entire cranium and back sprout spike-like spines, and its skin is thick and covered by dense bristles. It likes to get in the thick of things to brawl.

Tusked: This bestial's entire head is enlarged to accommodate forward-protruding tusks, and its skin is similar to thick, wrinkled hide. This is a rush-and-impale opponent who must step back first to get a solid attack.



Blackrat

Appearing: *1-1,000*
H: 2 ***P: 10*** ***S: 8***

Attacks: A blackrat can bite for 1 Harm that ignores shield protection and bypasses armor if a d20 roll exceeds the target's armor protection.

Defense: A blackrat has 4 points of protection due to its size.

A blackrat is a sooty-furred rodent of large size, and weighs from five to eight pounds.

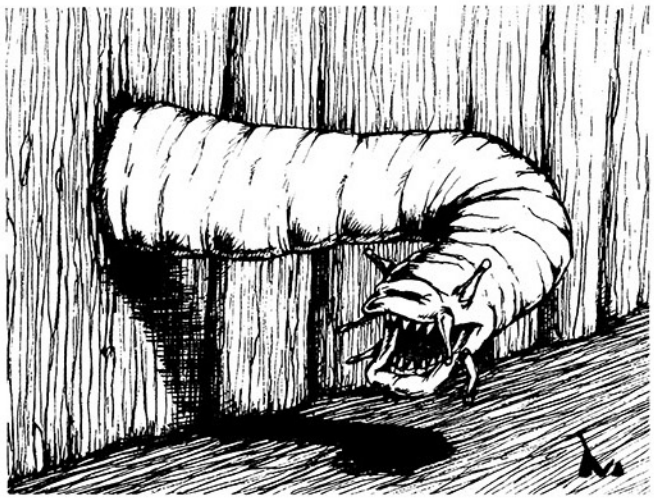
Blackrat, robust

Appearing: *1-100*
H: 4 ***P: 20*** ***S: 13***

Attacks: A robust blackrat can bite for 1-2 Harm that ignores shield protection and bypasses armor if a d20 roll exceeds the target's armor protection.

Defense: A robust blackrat has 2 points of protection due to its size.

A robust blackrat is a rat of largest size, and weighs more than 10 pounds, in many cases.



Blindsnake

Appearing: *1 (15' to 20' length, 3' to 5' diameter)*
H: 100 ***P: 35*** ***S: 10***
(H;33-90 P:11-30 S:15 if immature)

Attacks: A blindsnake can bite for 7-20 +3-5 Harm that bypasses any except Supernatural Extraordinary armor protection.

Defense: A blindsnake has rubbery skin that provides no armor protection, but its rapid cell regrowth allows Health to be regained at a rate of 1 point per ABC.

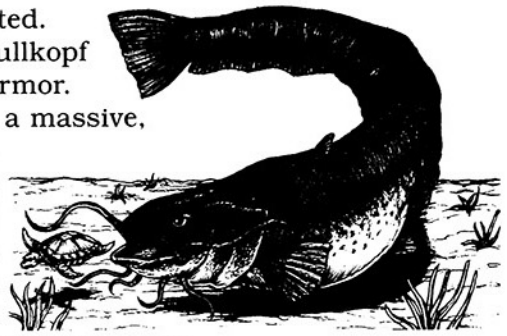
A blindsnake is not actually a reptile, but some strange sort of worm. It is an aggressive omnivore, and devours anything of organic sort—including carrion, dung, vegetable material, hide, and even bones. This solitary, subterranean creature will move about continuously, constantly seeking food.

When two blindsnakes happen to meet, mutual fertilization takes place. Each will then lay a single egg—three times the size of a large watermelon—in a secluded place. Each egg will produce, in about two weeks, a young blindsnake about six feet long and one foot in diameter. It will grow to adult size with a few good feedings.

Bullkopf

Appearing: *1*
H: 80 ***P: 20*** ***S: 10***

Attacks: A bullkopf will mouth suspected prey, and feelers around its mouth can deliver 13-16 VT Harm that ignores armor. The target will be swallowed whole on a feeler attack roll result of 01-05. A victim swallowed suffers 3-5 Harm each ABC and can use only a dagger or knife to attack the inside of the fish—at one-half normal attack odds and half normal Harm, but without armor deduction from Harm inflicted.



Defense: A bullkopf has 4 points of armor.

A bullkopf is a massive, huge-mouthed, predatory catfish that grows to 15 or more feet in length. It is found only in very large bodies of fresh water.

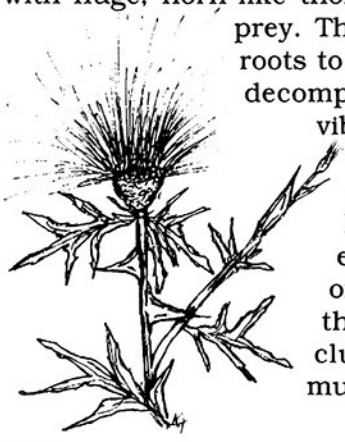
Bullthistle

Appearing: *1+*
H: 20 ***P: 50*** ***S: 10*** *attacking* ***1*** *moving*

Attacks: A bullthistle can strike with 3-foot "horns" for 21-25 Harm.

Defense: A bullthistle has no armor, but it is generally unaffected by weapons inflicting only shock-type Harm.

A bullthistle is a mobile and relatively fast plant with huge, horn-like thorns with which it impales prey. The bullthistle will then set roots to absorb nutrients from the decomposing flesh. It can sense vibration in the ground and will attack from ambush when prey is near.



Bullthistles can be encountered in small groups of 2-5, 2-8, or 3-12. Where there are several, they will cluster to entrap prey and mutually defend each other.

Burnbush (Burning Bush)

Appearing: *1+*
H: 30 ***P: 50*** ***S: 10*** *attacking*

Attacks: A burning bush's six-foot-long branches ignite on contact with prey, inflicting 9-12 Harm from the flames. All flammable materials in contact with the plant's resinous branches also ignite and add to the base Harm. The sticky resin of this foul bush will continue to burn for an additional 2 ABCs, inflicting Harm as it on the first ABC. This Harm ignores all armor protection.

Defense: The bush has no armor, but is generally unaffected by weapons inflicting only shock-type Harm.

A burning bush has 5-8 branches that will ignite, and these branches are spaced evenly around the stem. If a burnbush can be severed below the soil line and held by the portion that was previously below ground, it will not ignite, and the branch can then be used as a weapon, for its leaves will remain in place and ignite on forceful contact with any unyielding object.

The burnbush is a lovely-looking shrub of about six to nine feet in height and diameter. It has resin-loaded branches that ignite when a creature comes into contact with them. The plant itself is fire resistant in all but these flammable portions. It is not damaged by the Harm caused by its burning portions or by any fire-based Harm whatsoever (including that of Extraordinary sort), but is rather aided, as the ash provides fertilizer.

Cave Coneshell

Appearing: *15-40*
H: 20 ***P: 15*** ***S: 10*** *attacking*
1 *moving*

Attacks: A coneshell can strike with an extrudable, barbed appendage that is half again as long as its shell, and inflicts 1 point of Harm plus VT that ignores armor. The VT inflicts 1-4 Harm and causes a movement loss for 1 ABC per point of Harm inflicted, so the victim can be eaten on the next ABC. The Cave Coneshell uses an extrudable feeding appendage of fully half the coneshell's shell length which inflicts 9-12 Harm (disregards armor) automatically each ABC.



Defense: The thick shell provides 18 points of armor until broken (unmodified roll of 18-20 Harm), after which it is completely ineffective.

The coneshell is a two foot long (or longer) snail native to an alternate Earth. This cousin of the marine coneshell snail senses immediately the presence of anything breathing, moving, or radiating heat. It will move towards the prey to get within the striking range of its hunting barb. A coneshell clinging to the ceiling will drop, its shell protecting it from any possible damage.

If a coneshell manages to slow or stop a victim, the fight is probably over for that unfortunate; the feeding appendage inflicts horrible wounds, and more coneshells will come to join the feast. A coneshell will prey on anything it can catch, and supplement its diet of flesh with vegetable material nibbled off stone surfaces with its shearing mouth.

Once its attack appendage is severed (an aimed attack is necessary for this), it is a relatively easy matter to kill this nasty creature. Its shell is used for decoration, as a serving vessel, or simply cut and fashioned as ornamentation or inlay.

Centaurs in General

All centaurs all have upper torsos that are human-like and spring from the chest of animal-like, quadrupedal lower bodies. Centaurs have horse-like lower bodies, bucentaurs bison-like bodies, and stacentaurs have deer-like bodies. All three strains of the race are native to an adjacent dimension, and some considerable number of each race now inhabit wilderness areas of Earth.

These races often associate together, and with fauns, silini, etc. Centaurs are generally hostile towards humans and will frequently attack without provocation. Wylves are tolerated, and ilfs are rather respected.

All three centaur races dwell in small family-clan bands. Centaurs are mainly found on open plains bordering sylvan forests, but sometimes camp amongst the trees of the woodlands. Bucentaurs are mainly found on the fringes of woodlands, although they also travel in open lands. Stacentaurs are mainly found in forest meadows and woodland glens and seldom venture into open grasslands.



Individuals of all of the three races possess Physique, Savagery, and Stealth Abilities: centaurs at 80, 60, and 60 respectively, bucentaurs at 100, 50, and 40, and stacentaurs at 60, 60, and 90. They can have one or more other Abilities of

various sort as well, including, but not necessarily limited to, Archery, Hunt, Luck, Ranging, Stealing, and Tricks.

Centaur

Appearing: *1-20*
H: 65 ***P: 45*** ***S: 14*** *attacking*
24 *moving*

Attacks: A centaur can use weapons such as a bow, javelin, lance, club, axe, etc.

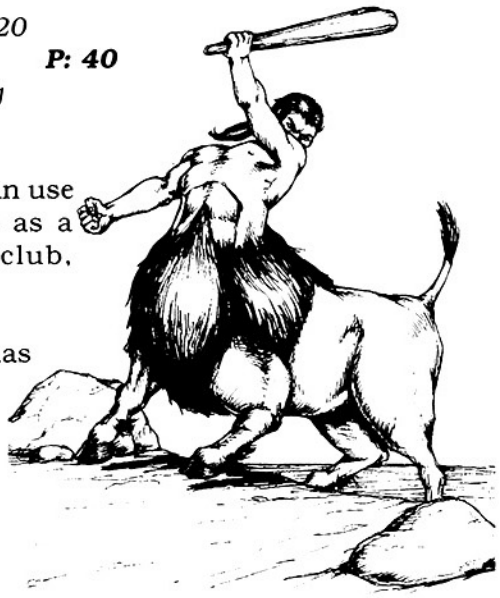
Defense: A centaur has 6 points of armor and can carry a buckler or shield.

Bucentaur

Appearing: *1-20*
H: 70 ***P: 40***
S: 13 *attacking*
20 *moving*

Attacks: A bucentaur can use weapons such as a sling, lance, club, axe, etc.

Defense: A bucentaur has 5 points of armor and can carry a shield.

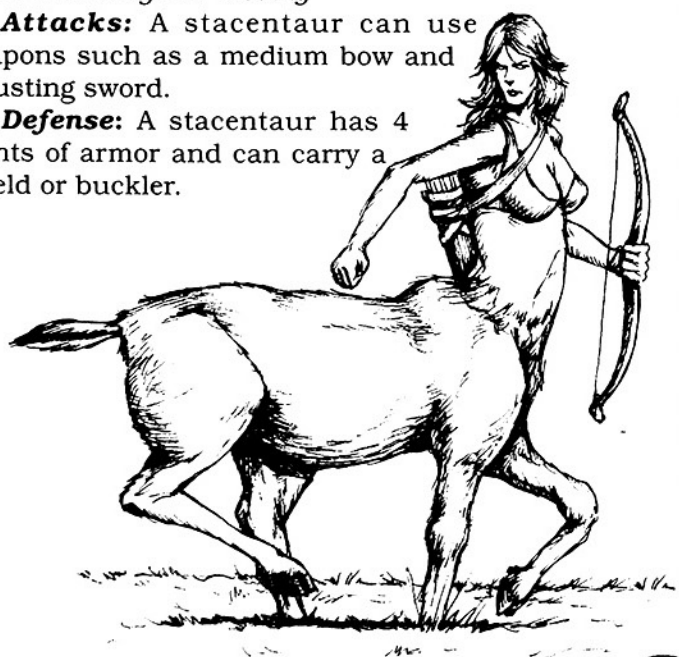


Stacentaur

Appearing: *1-20*
H: 60 ***P: 50***
S: 15 *attacking/* ***28*** *moving*

Attacks: A stacentaur can use weapons such as a medium bow and thrusting sword.

Defense: A stacentaur has 4 points of armor and can carry a shield or buckler.



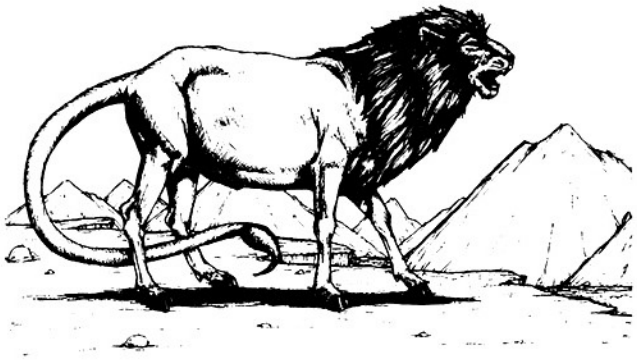
Centipede

Appearing: *1-4*
H: 2 ***P: 20*** ***S: 5***

Attacks: A centipede can bite for 1 Harm plus VT of 13-16 Harm that disregards armor.

Defense: A centipede has no effective armor.

A centipede will always attack if it is touched or squeezed.



Chimera

Appearing: *1*
H: 40 ***P: 75*** ***S: 10*** *attacking*
20 *moving*

Attacks: A chimera can breathe a cone of petrifaction gas that extends to 10 feet and is 6 feet in diameter at its terminus. A chimera can generate this gas once per day. The monster can also bite for 1-20 +3-5 Harm, or strike with its tail barb for 6-8 Harm plus VT 21-25 Harm, if armor is bypassed. The barb will bypass full armor 10% of the time and will bypass half armor 50% of the time.

As foes approach, a chimera will face them and exhale its deadly breath. It will then advance and ply its sting as might a scorpion—over its back and striking ahead of it, especially if a victim has been seized in its jaws.

Defense: A chimera has 10 points of protection due to malign Preternatural energy.

A chimera is a monster from a very bizarre and malign other-dimensional matrix. It is still encountered on Earth despite the centuries that have passed since it was brought to this place as an instrument of warfare. A typical creature of this sort appears to be a lion-headed thing with the body of a giant goat, and a tail like that of a small wyvern.

Cockatrice

Appearing: *1*
H: 25 ***P: 25*** ***S: 15***

Attacks: A cockatrice can strike with its beak to paralyze the target subject. It also has a barbed tail sting that can deliver VT of 9-12 Harm that disregards armor protection. A cockatrice can also crow, a call that will cause all hearing it within a 60-foot radius

to suffer a 10 point Ability reduction—including Precision in non-Ability-possessing creatures—and a penalty of 10 on dice rolls for the following 4 ABCs.

Defense: A cockatrice has 8 points of armor due to its size and agility.



A cockatrice is a truly monstrous, though relatively small, creature that resembles a long-beaked rooster with a snake-like tail tipped with a barb like an arrowhead. The largest of these creatures is no more than two feet tall from the chicken-like feet to its comb-crested head, and six feet in length from its evil-eyed head to the venomous tail sting—the tail making up something over half its entire length. A cockatrice resembles a wild jungle fowl in coloration, but with larger wings of dark metallic blue-green. Recognizing a cockatrice anywhere is easy...if it is out of concealing foliage.

A cockatrice emits a hiss that drives snakes and lizards away, while its raucous crowing makes all creatures within close range less able to assail it for a full Activity Block (12 seconds). However, the crowing of a rooster is likewise deleterious to the cockatrice; the cockatrice will lose its capacity to crow or to properly fly for five to eight ABCs after hearing the rooster. (If airborne when such occurs, it will glide clumsily to the ground, and then move as would a chicken.)

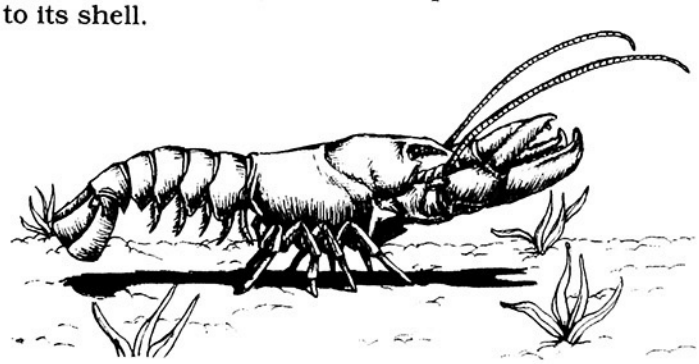
Crayfish, giant

Appearing: *1*

H: 15 ***P: 30*** ***S: 7***

Attacks: A crayfish can strike with its two huge pincers for 1-12 +6-8 Harm.

Defense: A crayfish has 14 points of armor due to its shell.



Creeping Jenny

Appearing: *1*

H: 100 ***P: 15*** ***S: 1*** *attacking*

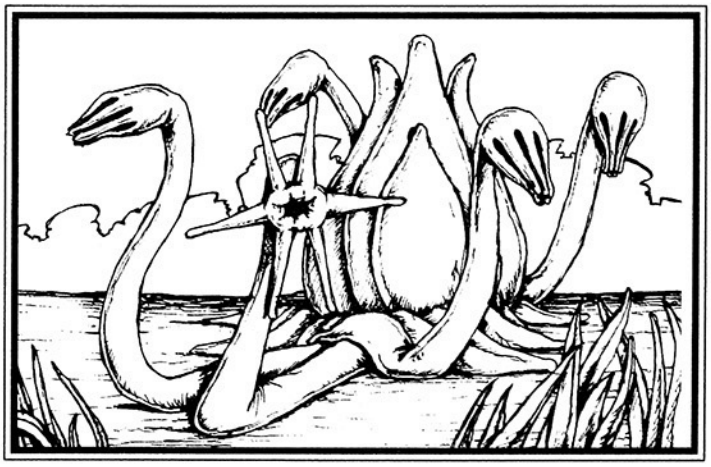
Attacks: A creeping Jenny will strike with its five 3-foot creeper vines for 3-5 Harm. A successful hit by any one of the vine attacks indicates the opponent is caught fast—but still able to attack—until the vine is severed. The attached vine then inflicts 3-5 Harm each ABC, Harm that disregards armor.

Note regarding armor protection: The initial Harm from a vine attack is subject to armor deduction, but after that, continuing Harm accrues to the victim as the vine finds openings and contacts flesh. Only magically enchanted and similar armor protection will prevent such contact from occurring.

Each attack creeper has 10 Health that is separate from the Health of the main plant.

Defense: A creeping jenny has no armor, but is generally unaffected by weapons inflicting only shock-type Harm.

A creeping jenny is a mobile vine patch with tough and sinewy tendrils. It creeps upon and entwines and strangles prey so as to use the nutrients of the decomposing flesh for its growth.



Currentbush

Appearing: *1+*

H: 20 ***P: 100*** ***S: 0***

Attacks: Contact with the currentbush delivers 9-12 Harm, doubled if the subject is in contact with metal or standing on wet ground, and tripled if both circumstances apply. The Harm inflicted disregards armor protection.

Defense: A currentbush has no armor, but is generally unaffected by weapons inflicting only shock-type Harm.

A currentbush appears to be a normal shrub some six to eight feet in diameter, but it discharges electricity defensively when any creature touches it. To strike a currentbush with a metal weapon is to receive at least

double Harm from its jolt of energy. Note that a currentbush can deliver only four jolts of electricity before its reserve is drained, and then it is harmless for a full 24 hours as it restores the charge.

Cuttlecatfish

Appearing: *1*
H: 50 ***P: 15*** ***S: 15 (11.5** on land)*

Attacks: A cuttlecatfish will attempt to swallow prey. It has four five-foot long, wrist-thick, stinging and grasping tentacles that deliver VT of 3-5 Harm each. Its wide, hard-ridged mouth inflicts 6-8 Harm in the process of swallowing man-sized prey whole. Its stomach acids deliver 6-8 Harm (disregards armor) each ABC that prey is within the fish. Any victim swallowed can use only short piercing weapons, and will attack with a penalty of 10 on dice rolls and inflict only 50% of normal Harm.

Defense: A cuttlecatfish has 4 points of head armor, and 10 points of body armor due to plates of almost crustacean-like hardness. It has no armor protection when attacked from within.

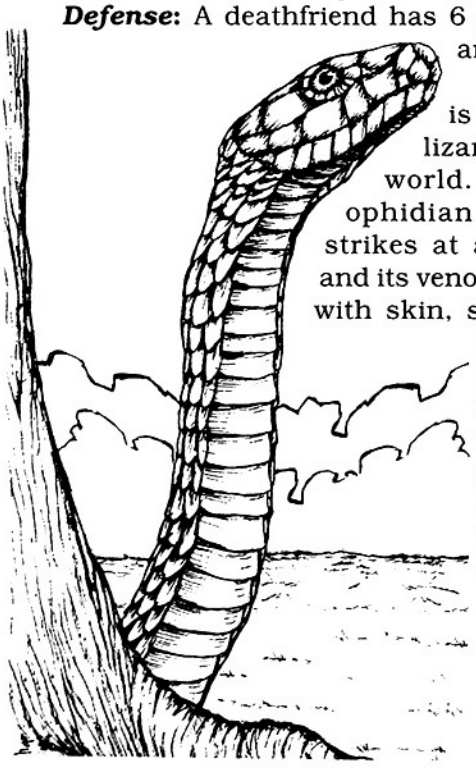
A cuttlecatfish will be, on average, 10 to 12 feet long, and sport a three-foot-wide mouth. It is nearly always hungry, and has been known to lunge out of the water to attack prey on the shore.

Deathfriend

Appearing: *1*
H: 20 ***P: 50*** ***S: 15***

Attacks: A deathfriend can bite for 1-2 Harm plus VT of 21-25 Harm that ignores armor protection.

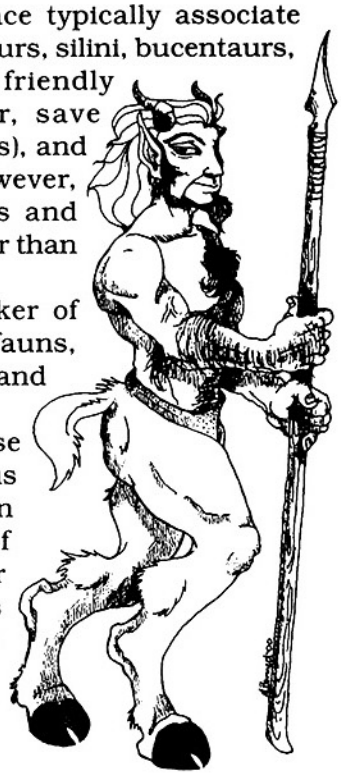
Defense: A deathfriend has 6 points of natural armor.



The deathfriend is a greatly-feared lizard from an Alfar world. This venomous ophidian is a killer that strikes at anything it sees, and its venom acts on contact with skin, so it need not be injected. Assume a 10% probability for such contact if the target wears full armor, and a 50% chance if half armor is worn.

Fauns & Satyrs in General

Fauns and satyrs are generally found in small groups in sylvan habitat. These goat-legged humanoids have small horns on their curly-haired, shaggy-bearded, pointed-eared heads. They are native to an adjacent dimension and some considerable number now inhabit wilderness areas of Earth. Both fauns and satyrs love music, dancing, and frolicking and are of a highly libidinous nature.



Both varieties of the race typically associate together, and also with centaurs, silini, bucentaurs, and so on. They are not friendly towards humans or alfar, save possibly wylves (thicket elves), and are prone to violence. However, they are not fierce fighters and prefer to strike and run rather than stand and melee.

Satyrs are slightly darker of hair and complexion that fauns, and are also a trifle lighter and slower as well.

Such creatures as these follow and serve Pan/Faunus or Bacchus/Dionysus, or, in some places, those gods of similar sort found in other deital families. Both races have senses equal to about double human norm, and their vision is such that they can see in total darkness as if it were a cloudless night.

Individuals of either race possess Stealth Ability at a Score of 90. They can have one or more other Abilities of various sort as well, including, but not necessarily limited to: Archery, Hunt, Luck, Ranging, Stealing, and Tricks.

Faun

Appearing: *1-10*
H: 41-50 ***P: 26-45*** ***S: 14-17***

Attacks: A faun will typically use a small bow (10 arrows) or a lasso, and a short sword or long dagger.

Defense: A faun has 8 points of protection because of its speed and concealment ability.

Satyr

Appearing: *1-12*
H: 36-45 ***P: 31-50*** ***S: 14-16***

Attacks: A satyr will typically use a sling or whip, and a spear or heavy knife.

Defense: A satyr has 9 points of protection because of its speed and concealment ability.

Fir Darrig



Appearing: *1-3 (75%) or 12-30 (25%)*
H: 25-30 ***P: 36-45***
S: 15-18

Attacks: A fir darrig will possess one (75% chance), or as many as three (25%) Enchantment Ability Powers of Very Minimal to Low Moderate grade (roll d3 to find grade). It can strike with an enchanted club (+10 Precision) for 3-20 +6-8 Harm (bonus bypasses armor). The enchanted club is usable only by a fir darrig.

Defense: A fir darrig has 2 points of physical armor, plus its reaction speed, for overall protection of 8 points.

The fir darrig are a vaguely rat-like race from another dimensional matrix. They can scamper or swim as would a rat, but they also move bipedally, have hands like humans, and even carry weapons—including skull-topped clubs of Extraordinary sort that have Supernatural energy to inflict Harm. In addition, these creatures are able to utilize a limited number of weaker Enchantments.

They also have the capacity to change size in one ABC. The size change enables one to become twice normal or half normal size, and all that the creature normally wears and/or carries likewise changes size.

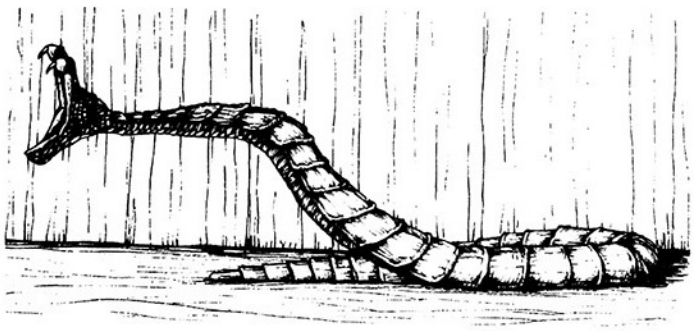
Fir darrigs are normally about two feet tall, and their tails are short, hardly reaching to the ground when they stand erect.

The wealth of the fir darrig ranges from $200 to $1,200 in coin. There is also a 50% chance for $500 to $5,000 in crystals and precious stones. There is a 5% chance for one Extraordinary item of any sort at random (Very Minimal to Very Strong, roll d8 for grade).

Flatadder

Appearing: *1+*
H: 10 ***P: 50*** ***S: 9***

Attacks: A flatadder can bite for 1 Harm plus VT 21-25 Harm.



Defense: A flatadder has 8 points of protection due to its very thick, broad, and hard scales, and its shape.

Any attack by the snake that does not encounter actual armor inflicts the VT noted. Assume 10% of bites will bypass full armor, and 50% will bypass half armor.

The flatadder is a subterranean snake adapted to conform to rock floors. Its coloration makes it 90% undetectable to normal observation. The deadly five- to eight-foot long, foot-wide flatadder lies in wait and strikes when prey is near.

Flunkh

Appearing: *1*
H: 200 ***P: 50*** ***S: 5***

Attacks: A flunkh can make two to eight attacks per target, and target as many as six subjects at a time. The dreaded flunkh is armed with scores of tentacle-like cilia, each of which is capable of, at any given moment, delivering various baneful or beneficial effects as noted hereafter. In any series of attacks, the number of baneful effects will be balanced by beneficial effects, although an odd attack can be of either sort with equal probability.

Baneful
1. Ability loss* of 9-12 points
2. AEP loss of 35-50
3. AEP loss of 26-35 points
4. destroy one Psychogenic Power*
5. destroy existing armor protection
6. destroy one Extraordinary item**
7. Harm of 35-50 points (ignores armor)
8. Health BR loss of 6-8 points
9. Precision BR loss or 3-5 points
10. reduction in height of 1"-12"
11. sex change to opposite sex
12. Speed BR loss of 1-2 points

Beneficial
1. Ability gain* of 9-12 points
2. AEP gain of 35-50 points
3. AEP gain of 26-35 points
4. convey one Psychogenic Power*
5. convey armor bonus of 2 pts***
6. convey one Extraordinary item#
7. Health gain of 35-50 points##
8. Health BR gain of 6-8 points
9. Precision BR gain of 3-5 points
10. reverse one baneful effect
11. reverse one baneful effect
12. Speed BR gain of 1-2 points

*Ability or Psychogenic Power determined at random.

**Extraordinary item held by, or on, the person of the target—that item is annihilated.

***Armor, or ordinary garment if no armor worn, is given a Preternatural 2 point bonus.

#Extraordinary item is determined at random from all possible, and the indicated item is gained, in hand, by the target subject.

##Health gain restores any lost points, and if there is an excess above BR, there is a temporary increase above the normal, which lasts for one day or until wounding eliminates the excess.

Defense: A flunkh has alternating protection found for each separate attack upon it, as follows:

1. 0, and Harm inflicted is quadrupled
2. 0, and Harm inflicted is doubled
3. 0
4. 2 points
5. 8 points
6. 14 points
7. 20 points
8. 0, and Harm accrues to attacker!

A flunkh is a most chaotic and bizarre monster from some set of wild, alternate dimensions near-inconceivable to the human mind. This creature somewhat resembles an irregular chunk of rocky ground that has sprouted tentacles around its lower edge. A mature flunkh is about 30 feet long and nearly as wide, with a depth of body of approximately five feet. These things are able to crawl laboriously along at a turtle's pace, or levitate and move through the air with a swimming motion of their cilia-tentacles, attaining a progressively faster speed over time, and slowing momentum by reverse "swimming" in the same manner.

No discernible intelligence is present in a flunkh, yet there might be some terrible cunning in the creature (or a weird mental aberration in whatever twisted mind conceived of this beast).

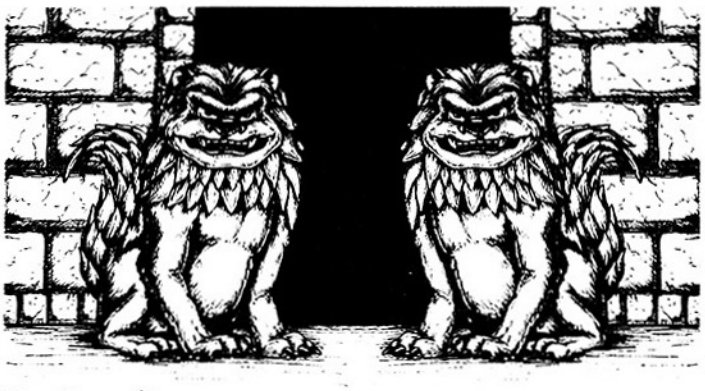
Fu in General

The Fu are creatures from another dimension that were brought to the eastern regions of Earth in order to combat evil. It is in the Orient that these creatures are most likely found, brought to guard some special place by the ardent thoughts of some benign individual. They are always encountered in pairs, one male and one female.

The largest and most ferocious of the fu are the dog-lions. The smaller, but still formidable, sort are known as lion-dogs, or fu dogs. Regardless of species, these creatures will always, and immediately, attack any evil being, including evil spirit creatures.

They are generally of golden or golden-green color, although some varieties have a red-ochre coat, and others a deep green or blue color. All, however, appear very much as their names would imply—a cross between a dog and a lion, but with a shorter muzzle, wider mouth, and very large and near-goggling eyes (the latter being capable of seeing things invisible to humans, of course).

These creatures have senses as keen as wolves and intelligence equal to at least that of an average human.



Fu, Dog-lion

Appearing: *2*

H: 51-60 ***P: 66-75*** ***S: 15***

Attacks: Once per minute, a dog-lion can emit an Extraordinary roar, with a 70-foot effect radius, that inflicts 6-8 Harm (disregards all protection on evil/malign creatures or spirits), and stuns (penalty of 20 on all actions and/or Abilities) and deafens for 2 ABCs all exposed to it. A dog-lion may claw twice for 9-12 Harm that ignores armor protection, or bite for 21-25 Harm that also ignores armor. In addition to a physical attack, the energy of the fu dog-lion delivers 2-8 points of Harm to the Free Will of non-material evil creatures for each ABC one is within a 10-foot radius of the fu dog-lion.

Defense: A dog-lion has 12 points of armor because of its speed and Extraordinary energy. It may ignore Harm from acid, electricity, fire, poison, and vampiric attacks of all sorts.

Fu, Lion-dog

Appearing: *2*

H: 31-40 ***P: 51-60*** ***S: 18***

Attacks: Once per minute, a lion-dog can emit an Extraordinary bark, with a 40-foot effect radius, that inflicts 3-5 Harm (disregards all protection on evil/malign creatures or spirits), and stuns (penalty of 10 on all actions and/or Abilities) and deafens for the following ABC all exposed to it. A lion-dog may bite for 17-20 Harm that ignores even Extraordinary armor protection. In addition to a physical attack, the energy of the fu lion-dog delivers 1-6 points of

Harm to the Free Will of non-material evil creatures for each ABC of real-time one is within a 6-foot radius of the fu lion-dog.



Defense: A lion-dog has 10 points of armor because of its speed and Extraordinary energy. It may ignore Harm from acid, electricity, fire, poison, and vampiric attacks of all sorts.

Gargoyles in General

As one noted natural philosopher has said, the gargoyle is Earth's response to the exotic monster. That is, while dangerous to humankind and all other creatures of Earth, gargoyles are primarily predators of large and dangerous species not native to this world. In this regard, they are then viewed with mixed emotions. The three known species of gargoyle are distinct and quite different in form and habitat. These three are the chthonic gargoyle, escalading gargoyle, and volitant gargoyle.

All species of gargoyle are, at the very least, semi-intelligent. They converse with each other and can understand—even speak—a hundred or more simple words in human language. Gargoyles are not mutually hostile, and at times different species have been reported acting in cooperation, although this is not common.

Gargoyles are all relatively small, no larger than a small leopard. All gargoyles are lean in the extreme, but have a sinewy musculature that gives them exceptional strength. The sum of those factors, combined with their agility, tough hide, and natural weapons, makes them most deadly adversaries.

It is not unknown for gargoyles to not merely ignore humans in preference of other prey, so to speak, but to work in cooperation with humans against other, monstrous, creatures. Some have been induced to dwell in, and serve as guardians of, communities, although this involves perils, too. Stone replicas of gargoyles often serve to deter other creatures from venturing near the place displaying such figures for fear that the carvings might be real.

Chthonic Gargoyle

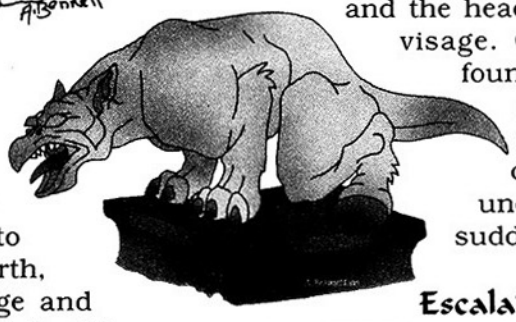
Appearing: *1 (25%) or 2-5 (75%)*
H: 40 ***P: 50*** ***S: 10*** *attacking*

Note: Speed of movement varies by medium: Speed 1 when burrowing through hard sandstone, 2 through soft sandstone, 3 through chalk, 4 through hardpan clay and gravel, 5 through hardpan clay, and so forth, to travel through sand or soft soil at Speed 10.

Attacks: A gargoyle may breathe a three-foot-range, VT exhalation for 3-5 Harm that ignores armor. It may also use a combined claw and bite attack for 9-12/6-8 (d6 +14) Harm.

Defense: A gargoyle has scaled, very tough hide, and exceptional reflexes for 12 points of protection.

The basic coloration is that of stony earth tones, from faded black to ochre, clay etc. The shape of the body is somewhat canine, with sloth-like appendages, and the head has a vaguely demonic visage. Chthonic gargoyles are found in all regions, from the relatively temperate to equatorial. These creatures tend to burrow underfoot and then rise up suddenly to attack.



Escalading Gargoyle

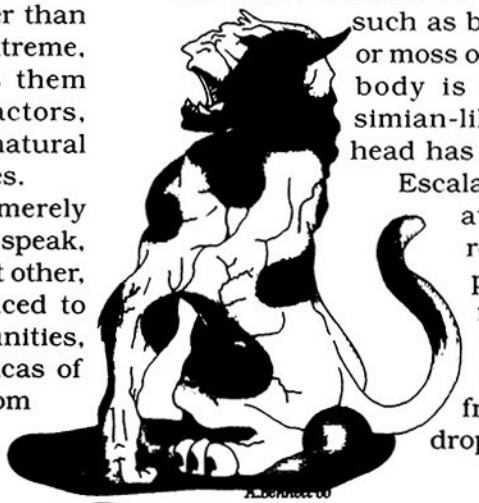
Appearing: *1 (20%) or 2-7 (80%)*
H: 45 ***P: 45*** ***S: 14*** *attacking*

Note: Speed varies by movement: Speed 20 when climbing down, 10 climbing sideways, and Speed 5 when climbing up or overhead along a ceiling.

Attacks: An escalading gargoyle breathes a constant, three-foot-long flame exhalation for 6-8 Harm that ignores armor. It can also use a combined claw attack for 6-8/6-8 (1d4 +12) Harm.

Defense: An escalading gargoyle has very tough hide, and this with its reflexes provides 10 points or armor.

The basic coloration is that of dark earth tones, such as burnt umber, sienna, etc., or moss or other greenish color. The body is somewhat feline, with simian-like appendages, and the head has a vaguely human visage. Escalading gargoyles are equally at home in dense forests, rocky terrain, underground places, or in cities where many stone constructions are found. These creatures tend to attack from above, springing or dropping from ambush.



Volitant Gargoyle

Appearing: *1 (30%) or 2-8 (70%)*
H: 35 ***P: 40*** ***S: 18*** *on ground*

Note: Speed varies by action: Speed 36 when swooping, 9 when climbing, and 18 during level flight.

Attacks: A volitant gargoyle breathes a six-foot-long toxic exhalation for 3-5 Harm that ignores armor. The toxic fumes reduce Speed Base Rating in subjects by 1 for each 5 points of Harm, with the loss recoverable only after one day. The target is permanently turned to stone (lithification of body) if all Speed is lost in this fashion. It may also use a claw and bite attack when on the ground for a combined 5-9/5-9 (1d8 +10) Harm.

Defense: The tough hide and fast reflexes of the gargoyle give it 11 points of armor protection.

The basic coloration ranges from pale gray-blues to dun. The body is somewhat reptilian, with fin-like wings, and the head has a vaguely avian raptor visage. Volitant gargoyles are equally at home in dense forests, hilly or mountainous terrain, or in cities where tall constructions are found. These creatures always attack from the air, swooping down and using their breath several times against prey before landing and adding talon and beak to the assault.

Golems in General

Appearing: 1

All golems are magically created automatons. It is known that Geourges are the most common activators of such things. However, the Charnel Heap of the Necrourge is certainly a "flesh" golem. Although all golems have no brain or intelligence per se, the automaton-like things have a directing energy that will enable them to obey a series of up to three successive commands. (For example, one might be required to move in some direction, stop, and then attack anything that comes within 30 feet of it.) Once charged with one or more commands, a golem will remain active until destroyed.

Brass Golem

This is a golem created by a Sorcerer or Sorceress from a brass, bronze, or tin alloy statue of at least six feet height.

Attacks: A brass golem attacks with a clubbing strike for 2-8 shock Harm, and a hooking strike for 1-12 penetration Harm, against one or two opponents. Whenever a maximum shock Harm of 8 points is indicated, the subject struck suffers 1-4 additional points of Harm, and is knocked back three times as many feet in distance as is indicated by the die roll (3-12 feet), regardless of armor protection. A penetration Harm of 12 likewise indicates an additional 1-6 points of Harm that disregards armor, and the target is caught fast, unable to get away or to attack the following ABC. The golem, however, can loose the hook and strike with it again.

For each 20 AEPs added at time of activation, the golem is given another pair of arms and attacks, up to a maximum of four pairs of arms.

Defense: While most attacks are protected against at the indicated 18 point armor value, piercing attacks inflict no Harm at all, nor do cold- and water-based attacks. Acid and fire-based attacks cause normal Harm.

Charnel Heap

This golem is created by a Necrourge from at least 26 cubic feet of corpses and/or skeletal remains.

Attacks: A charnel heap golem has from 3-12 attacks each ABC, and each strike inflicts 1-12 penetration or shock Harm (random basis, assuming teeth or small bones are piercing attacks, and large bones or flesh inflict shock), and the golem will attack all opponents within a six-foot range. Whenever maximum Harm from an attack is scored, the subject struck suffers, regardless of armor protection, 1-6 additional points of Harm, and is caught, held fast, and unable to do anything for as many ABCs as were suffered additional points of Harm (1-6). A held opponent is unable to attack and is hit each ABC automatically for 6 points of Harm to Health.

For each 10 AEPs added at the time of activation, the golem is able to throw a bone "throwing stick" to a 60-foot range. This will inflict 1-12 Harm, and up to four such missiles can be thrown per ABC. Any successful hit inflicts an additional 3-5 points of Harm to the target subject, this regardless of armor protection.

Defense: Piercing Harm is taken at one-half the indicated Harm. Acid and fire-based attacks do the minimum normal Harm to the golem. Cold-and water-based attacks inflict no Harm. Blessed oil and water inflict double normal Harm.





Clay Golem

A Geourge causes clay soil of at least 27 cubic feet in extent to form into a humanoid shape and become volitant when making a clay golem.

Attacks: A clay golem attacks with a single clubbing strike that inflicts 1-20 shock Harm that ignores armor of non-Extraordinary kind.

For each 10 AEPs added at time of activation, the golem is able to throw one clay-ball missile each ABC to a 30-foot range. This inflicts 17-20 shock Harm that ignores armor protection of non-Extraordinary kind.

Defense: While most attacks are protected against with a 16 point armor value, those dealing only shock Harm inflict an additional 6-8 points on the golem (such Harm can possibly exceed the armor protection). Acid and water-based attacks do not harm the golem. Cold-based fire attacks inflict Harm normally.

Coal Golem

A Geourge causes this construct to become animate from coals, charcoal, ashes, cinders, embers, etc. ("coal"), of at least nine cubic feet in extent. This material then forms into a humanoid shape and becomes volitant.



Attacks: A coal golem attacks with a four-foot cinder blast that inflicts 1-12 points of penetration Harm. This attack blinds the subject for four ABCs if maximum damage is scored. The golem may also create a jet of burning gas, four feet long, that inflicts 6-8 fire Harm. Both attack forms disregard armor protection and the two may be aimed against different opponents.

For each 10 AEPs added at time of activation, the golem is able to spit forth two burning coals to a 40-foot range. These inflict 3-5 Harm, regardless of armor protection, plus any incidental fire Harm from subsequent combustion of flammable materials struck. The golem may launch up to eight such missiles per ABC.

Defense: While most attacks are protected against at a 10 point armor value, those dealing only penetration Harm inflict no damage at all. Acid-, cold-, or fire-based attacks do not Harm the golem. Water-based attacks inflict Harm that disregards armor, and each quart of water striking the golem inflicts 1 point of Harm as well.



Fog Golem

A Geourge causes air to become a palpable fog that forms into a humanoid shape and is volitant when creating a fog golem.

Attacks: A fog golem attacks by surrounding a target. The target so surrounded suffers attack Harm of 3-5 points that disregards armor protection, and cannot, in turn, harm the golem. On the following ABC, the golem will continue the attack (50%) or seek another target subject (50%) if one is within a six-foot radius.

For each additional 10 AEPs invested at time of activation, the golem gains an extra 3-5 points of Harm with each attack, up to a total of four extra increments (five increments, each of 3-5 points, or 15-25 points total).

Defense: Only fire- (heat-) and wind-based attacks can harm the golem. A fog golem suffers normal fire Harm for a fire-based attack on the ABC of such attack only, and escapes further Harm for continuing fire. Exposure to full sunlight inflicts 1 point of Harm on the fog golem per minute of exposure. Wind inflicts 1 point of Harm on the fog golem for each one mile per hour of wind speed over 25 mph.

Ice Golem



A Geourge causes ice of at least 27 cubic feet in extent to form into a humanoid shape and become volitant when creating an ice golem.

Attacks: An ice golem attacks with both a spearing attack for 2-20 penetration Harm, and a separate clubbing attack for 1-20 shock Harm.

For each 10 AEPs added at time of activation, the golem is able to throw an icicle "dagger" to a 30-foot range. This will inflict 1-20 +3-5 penetration Harm, and the added Preternatural bonus of +3-5 disregards all normal protection. Up to four such missiles may be thrown per ABC.

Defense: While most attacks are protected against with a 16 point armor value, fire-based attacks inflict an additional 6-8 Harm upon the golem, this possibly exceeding its armor protection. Exposure to full sunlight in a temperature above 50 degrees F. inflicts one point of Harm on the ice golem per minute of exposure. Exposure to heat in excess of 60 degrees, but less than 120 degrees F. inflicts one point of Harm per minute of exposure, and Harm doubles if the temperature is 120 degrees or above. (Remember, the golem will not likely leave its assigned station.)

Leather Golem

An Enchanter or Enchantress is generally the creator of such a thing, through the employment of Krootzer's Leather Golem Power. The Power causes a number of hides—equal to at least 20 square feet in size—to form into a humanoid shape and become volitant.

Attacks: A leather golem attacks with its hands for 1-4 points of Harm, or attacks with lassos for 0-2 points of Harm, with both attacks ignoring all armor. A target struck by the lasso attack is caught and, beginning with the next ABC, subject to a foot attack for 1-6 points of Harm, regardless of armor, until the golem is destroyed.

For each additional 10 AEPs invested at time of activation, the golem gains an extra die of Harm inflicted by striking attacks (hand, d4; foot, d6), up to a total of four extra dice (5d4 for hand, 5d6 for foot).



Defense: Shock-based attacks do not Harm the golem. The golem has leather armor (!) plus elasticity and "give" that provide it 8 points of protection against penetration Harm. It is normally affected by acid and fire, but unaffected by venom. If subjected to cold attack, it is slowed by one half (to 5 Speed), but has its armor protection increased to 16 points.

Mud Golem

A Geourge causes wet soil of at least 27 cubic feet in extent to form into a humanoid shape and become volitant when creating a mud golem.

Attacks: A mud golem attacks with a pair of clubbing strikes, each for 1-8 shock Harm that disregards all but Supernatural armor. Whenever a maximum Harm of eight points is indicated, the subject struck suffers 1-4 additional points of Harm and is stunned, blinded by muck, and unable to do anything for as many ABCs as points suffered of additional Harm (1-4), regardless of armor protection.

For each 10 AEPs added at time of activation, the golem is able to throw a mud-ball missile to a 20-foot range. This will inflict 1-2 Harm that disregards armor protection and causes a consequent loss of activity for a like number of ABCs. A maximum of four such missiles may be cast by the golem per ABC.

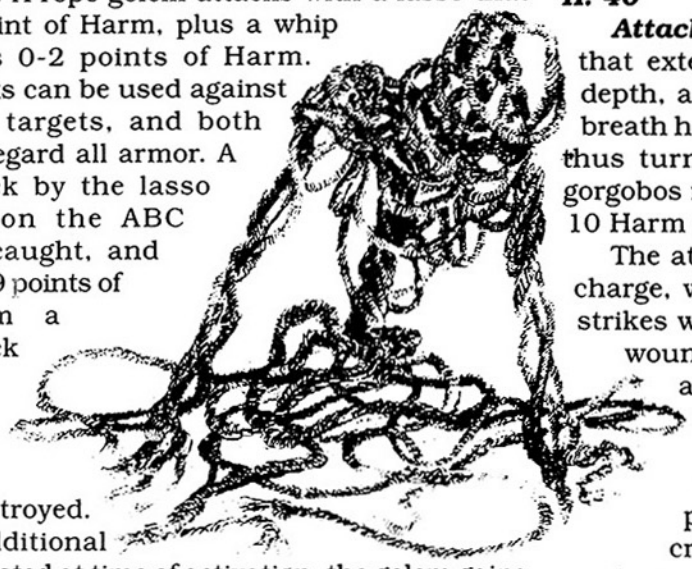
Defense: While most attacks are protected against with a 14 point armor value, those dealing only shock Harm inflict an additional 3-5 points on the golem, and such added Harm might exceed armor protection. Acid- and fire-based attacks do not Harm the golem. Cold-based attacks inflict Harm normally, and strong streams of water, such as a water jet, inflict 1 point of Harm per second of impact on the mud golem.



Rope Golem

An Enchanter or Enchantress is generally the creator of such a thing, through the employment of Jinker's Rope Golem Power. The Power causes rope equal to at least 100 feet in length to form into a humanoid shape and become volitant.

Attacks: A rope golem attacks with a lasso that inflicts 1 point of Harm, plus a whip that inflicts 0-2 points of Harm. These attacks can be used against one or two targets, and both attacks disregard all armor. A target struck by the lasso attack is, on the ABC thereafter, caught, and subject to 6-9 points of Harm from a garrote attack per ABC, regardless of armor, until the golem is destroyed. For each additional 10 AEPs invested at time of activation, the golem gains another set of such attacks, up to a total of eight attacks, four lasso and four whip.



Defense: Shock and stabbing penetration attacks do not Harm the golem. The golem has elasticity and "give" that allow it 6 points of armor protection against penetration Harm from cutting edges. It is affected normally by acid and fire, and unaffected by cold and venom.

Wood Golem

An Enchanter or Enchantress is generally the creator of such a thing, through the employment of Quorg's Wood Golem Power. An amount of wood (logs and/or sawn timber), equal to at least 24 board feet in length and of a minimum of one-third foot breadth and thickness, is caused to form into a humanoid shape and become volitant.

Attacks: A wood golem attacks twice with a clubbing attack for 5-20 points of shock Harm. Any hit scoring 16 or more points of Harm knocks the target subject (under 400 pounds weight) back, and stuns the victim into inactivity the following ABC. For each additional 10 AEPs invested at time of activation, the golem gains one extra attack, up to a total of four extra, or six total.

Defense: Shock-based and piercing penetration attacks on the golem are reduced by 15 points of armor protection. Penetration Harm from weapons with cutting edges (axes, cleavers, cutting swords, etc.) reduce armor protection by two-thirds to a mere 5 points. It is protected normally (15 points) against attacks by acid and/or fire, and is unaffected by cold or poison.

Gorgobos

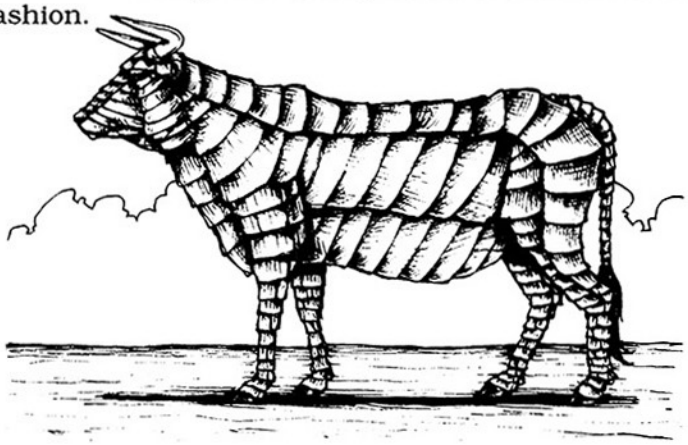
Appearing: *1 or 1-4*
H: 40 ***P: 30*** ***S: 15***

Attacks: A gorgobos can attack with a toxic breath that extends in a cloud—three feet in width and depth, and some six feet in length—before it. This breath hardens flesh to the consistency of ironwood, thus turning a living creature into a statue. The gorgobos may also attack with its horns for 1-20 +1-10 Harm (1-20 +2-20 if charging).

The attack of one of these monsters is usually a charge, with a breath exhalation at the moment it strikes with its horns. A victim that has previously wounded by a gorgobos will be further horned and trampled, and the gorgobos will even splinter and break the wood-like body of a petrified victim.

Defense: A gorgobos has 15 points of protection due to horn plates that cover the creature.

A gorgobos is a weird and deadly creature that originated in another dimension and was brought to the Earth to serve as a tool of warfare. A small number of gorgobosi have established breeding communities, and are thus a rare, if most awful danger. A gorgobos resembles a wild bull, but closer inspection will discover horn plates that protect it in scale-like fashion.



Groswurm

Appearing: *1-2*
H: 40 ***P: 50*** ***S: 20***

Attacks: A groswurm can bite for 1-20 +1-10 Harm.

A successful hit means the sphincter-like mouth is attached to the target and all attacks thereafter bypass the victim's armor. Once attached, the creature continues to attack the subject until it, or the groswurm, is dead.

Defense: A groswurm has 4 points of armor.

The groswurm is a 20-foot-long, fresh water, lamprey eel.



It is a highly dangerous, lurking predator that will sometimes swim free of cover, and even ventures on board ships to attack.

Gryf

Appearing: *1 or 1-2*
H: 50 ***P: 60*** ***S: 16*** *attacking*
20 *flying*

Attacks: A gryf can strike for 13-16 Harm, plus 1-20 Harm when it swoops to strike. The gryf can also bite for 1-20 +10 Harm.

The attack of a gryf is usually a swoop and strike (with the fore-talons), followed by a pounce with a talon strike and a snap of the great beak.

Defense: A gryf has 12 points of protection due to its semi-metallic feathers and hair.

A gryf appears as if it were a huge lion that has the head, neck, chest, legs, and wings of a rukh in place of its own like parts. It is one of many strange, deadly creatures that originated in another dimension and was brought to the Earth long ago to serve as a tool of warfare. A gryf is rarely captured, and even more rarely trained sufficiently to use as a mount. It is now certain that some number of gryfs have established breeding communities on Earth, and are thus now native.

A gryf preys on bovine-type animals by preference—bison, cattle, etc.—but will attack almost any prey, whether large or as small as man-sized.



Gryffon

Appearing: *1 or 1-2*
H: 40 ***P: 70*** ***S: 12*** *attacking*
25 *flying*

Attacks: A gryffon can attack with claws for 1-12 Harm, +1-20 points when swooping to strike. It can also bite for 3-20 +12 points of Harm.

The attack of a gryffon is usually by a swoop and strike with the claws as it lands, and then a strike to hold, and a bite with its massive, fanged jaws.

Defense: A gryffon has 10 points of protection due to its semi-metallic mane hair and feathers.

A gryffon appears to be a giant eagle or small roc, with the forepart of a huge, black lion replacing the head and chest of the bird, and the added legs making it a winged quadruped. It is another of the many strange, deadly creatures that originated in another dimension and were brought to the Earth as a tool of warfare. A gryffon may be raised and trained as a mount. There is a sufficient population on Earth to have established breeding communities.

The gryffon preys upon equine-type animals by preference—asses, horses, etc.

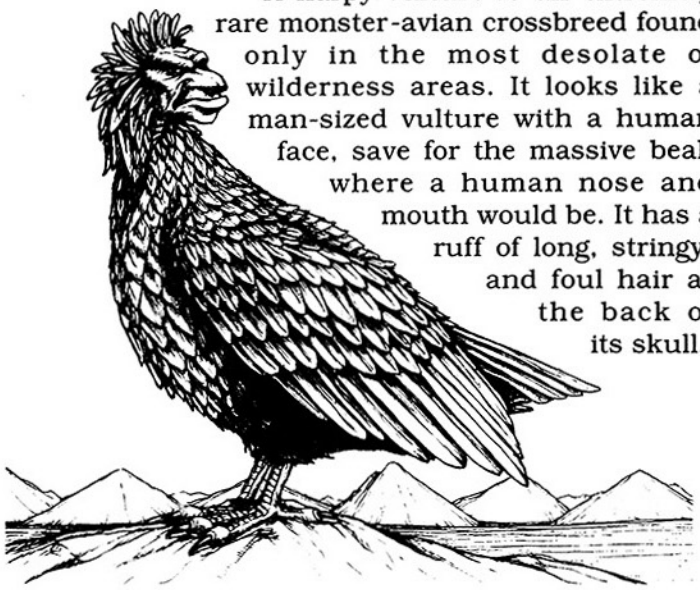


Harpy-Vulture

Appearing: *1-2 (75%) or 5-8 (25%)*
H: 40 ***P: 50*** ***S: 15*** *attacking*
20 *flying*

Attacks: A harpy-vulture employs a beak strike for 1-20 +1-4 Harm, or two talon strikes for 1-12 +1-4 Harm.

Defense: A harpy has 6 points of armor from Preternatural energy. It is also immune to heat, flame, and fire, of even Preternatural sort.



A harpy-vulture is an extremely rare monster-avian crossbreed found only in the most desolate of wilderness areas. It looks like a man-sized vulture with a human face, save for the massive beak where a human nose and mouth would be. It has a ruff of long, stringy, and foul hair at the back of its skull.

The creature is semi-intelligent, and it has many of the capacities of such intellect, including communication, cooperation, and planning. If it had manipulative appendages, the harpy-vulture would be even more dangerous than it is. As it is, the thing can, and sometimes does, drop missiles, set ambushes, and even devise and spring traps where logs or rocks roll down on victims.

This vile creature has the ability to mimic sounds of many sorts, from a human voice or animal call, to metallic clanks, whistles, etc. It uses such mimicry to draw victims into its ambushes.

Hippogryf

Appearing: *1 or 1-2*
H: *40* ***P:*** *40* ***S:*** *18 attacking*
30 flying

Attacks: A hippogryf strikes with its fore-talons for 1-20 Harm, +1-10 Harm when swooping to strike. It also can attack with its beak for 1-12 +13-16 Harm.



The attack of a hippogryf is usually a swoop and strike with the fore-talons, then a landing, charge, and a rear talon strike and beak slash.

Defense: A hippogryf has 8 points of protection due to its semi-metallic feathers and hair.

A hippogryf, a creature appearing as if it were a massive horse with the head, neck, chest, legs, and wings of a giant eagle in place of its own like parts, is one of many creatures that originated in another dimension and was brought to the Earth centuries ago to serve as a steed of war. The hippogryf population is such that there are some fair number of established breeding communities.

A hippogryf is an omnivore that preys on mountain goats and sheep, as well as other sorts of like game animals...and humans when available. Grasses, leaves, fruit, and berries and other things, too, are consumed by this creature.

Hookthorne Shrub

Appearing: *1 or more*
H: *200* ***P:*** *25* ***S:*** *10 attacking*

Attacks: A hookthorne can use its eight-foot-long branches to inflict 1-12 Harm that ignores all but full plate armor. A successful hit by any one of the four attacking branches results in the target being caught fast and immobilized until the branch is cut free. The successful branch attack is followed, on the next ABC, by piercing roots that automatically inflict 6-8 Harm each ABC.

Defense: A hookthorne has no armor, but is generally unaffected by weapons that inflict only shock-type Harm.

Each branch has 20 Health, as does each set of attack roots, while the main stem has 40 points of Health.

A hookthorne shrub seems to be a normal plant, but it has mobile attack branches and piercing roots. The branches are bent low and spring up in attack, while the piercing roots form an underground trap around the plant. If the tough, barbed thorns catch a victim, the plant immediately sends its mobile roots upwards to finish off the prey and drain its nutrient liquids. The flesh then feeds it as the corpse decomposes. (A thoroughly nasty bit of flora!) Most species are found only in semi-tropical areas.

Hydra

Appearing: *1*
H: *50* ***P:*** *35* ***S:*** *7 attacking*
15 swimming

Attacks: A hydra can bite with each of its five cayman-like heads for 1-20 Harm and VT of 21-25 Harm if armor protection is exceeded.

Defense: A hydra has 4 points of protection due to its hide and movement.

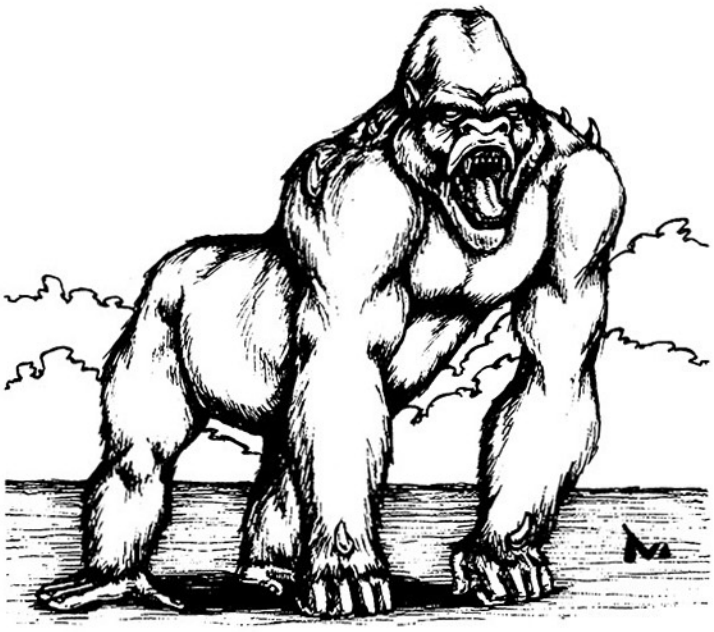
Each head has a separate 20 Health, and if an attack is aimed at a neck, 20 Harm delivered indicates the head is severed. Unlike the Laernean Hydra, an ordinary hydra does not regrow two heads when one is severed.

A hydra, a snake-like creature about the length of an anaconda and with a barrel-like body of the mass of a great saltwater crocodile, is a fresh water aquatic creature. Its terrestrial cousin, the seven-headed geadra, is so similar that only its statistics are given—see the Alphabetic Listing. Neither are wealth collectors, and have only animal intelligence, but this does not preclude some other from secreting wealth near such a creature's habitation so that the hydra or geadra effectively guards it.

Kru-krad

Appearing: *1-4*
H: 65 ***P: 60*** ***S: 17***

Attacks: A kru-krad can strike with a forearm smash for 9-12 +10 Harm (bonus bypasses armor), and bite for 13-16 +6 Harm.



Defense: A kru-krad has matted hair and speed equal to armor of 6 points.

A kru-krad is an eight-foot-tall ape, a gorilla from a very primitive parallel dimensional "other world." Although usually a vegetarian, a kru-krad is always willing to add meat to its diet. Only a favorite food will make one hesitate before assailing a living creature that seems tasty.

Leglop Log (Tree)

Appearing: *1+*
H: 300 ***P: 30*** ***S: 15*** *attacking*

Attacks: A leglop tree snaps shut on prey for 17-20 Harm. A successful attack indicates the subject is caught and immobilized, and the tree inflicts 6-8 Harm that ignores armor every ABC thereafter as the plant continues closing.

Defense: A leglop tree has no armor, but is generally unaffected by weapons that inflict only shock-type Harm.

A leglop tree seems to be nothing more than a dead, fallen log lying split open on the forest floor. Woe to any that step on it, though, for the two halves snap shut as would a steel trap, and in short order the prey is dead from shock, blood loss, and the eventual severing of the trapped limb. The plant then sends forth its many tiny roots to slice and drag down the victim's flesh, so that, rotting underground, it will feed the tree above. The leglop is found mainly in temperate climates.

Leprechauns

Appearing: *1-20*
H: 36-65 ***P: 41-70*** ***S: 21-26***

Attacks: Leprechaun weapons typically include a sling (30'/60'/120'), small spear, and/or small dagger that inflict 1-12 Harm +13-16 (Extraordinary Harm bonus bypasses armor).

Defense: Garments worn, natural size and speed, and magical armor protection combine for an average 16 points of protection, with a magical protection of 8 points against all Harm, including that which normally bypasses armor or of Supernatural Extraordinary sort.

In addition, these creatures have Extraordinary Powers that enable them to do such things as block harmful powers aimed at them, disappear physically, duplicate the form of small, nearby (harmless) objects, float, fly, create a light flash, become immaterial, teleport themselves, and cause objects to appear and vanish. These are detailed hereafter:

Block Harmful Powers: Powers aimed at a leprechaun are 70% likely to be blocked. A successful check by the leprechaun means that the Power fizzles, with a 7% (01-07) chance that the Power backfires on the activator. This Power is always active as long as the leprechaun is conscious.

Disappear Physically: The leprechaun becomes invisible in one second, and it can remain so until it physically attacks or activates another Power directed at some target—in which case, it instantly becomes visible. This Power can be used three times per day.

Duplicate Form: The leprechaun can at will, in 1 ABC, duplicate an object. It may create 2-5 images of its own person, or else of some inanimate object that is in sight and no larger than itself. Duplicate objects behave as if they were the actual thing. Leprechaun duplicate images do not actually have attacks, however, although they can seem to be attacking, for they can do whatever the actual leprechaun does, even though it might be invisible. Otherwise, the duplicates stand and taunt, appear menacing, scatter in all directions, etc. This Power can be used once per day.

Float: The leprechaun can, in one second, rise up to three feet above the surface of the ground and float. It can rise or descend at a rate of three feet per second. Note that this can be done while invisible. This Power can be used as frequently as desired.

Fly: The leprechaun can, in one second, rise up to three feet above the ground and fly. It can continue to fly at a rate of 15 feet per second or descend at such rate. Note that this can not be done while physically invisible, but it can fly when in non-material form. This Power can be used once per day.

Light Flash: The leprechaun can, in one second, cause a blinding flash of light to surround its person. All creatures with visual organs open, functioning, and directed towards the leprechaun's locale are instantly blinded. Normal sight returns in 1 ABC. Creatures with particularly keen vision are blinded for 2 ABCs. This Power can be used once per day.



Become Non-material: The leprechaun can, at will, become non-material (a spirit creature) in 1 ABC, or become material again in a like period. When non-material, it can not use physical things, nor can it use Powers other than flying when so changed. This Power can be used twice per day (becoming material not counting as a use).

Transport: At will, instantly, a leprechaun can use the Psychogenic Power of Self Teleport to go to any location known, or in which is a well-known object or individual. This Power can be used twice per day.

Make Objects Appear: The leprechaun can, at will, instantly apport any object of up to about one cubic foot in volume, or 10 pounds weight (whichever is the greater measure—and yes, that means a whole lot of gold or gemstones!). Such apportation is exactly the same as in the Psychogenic Power of Apports & Teleport. This Power can be used twice per day.

Make Objects Vanish: The leprechaun can, at will, instantly teleport any object of up to about one cubic foot in volume, or 10 pounds weight. Such teleportation is exactly the same as in the Psychogenic Power of Apports & Teleport. A fixed or firmly held object will be difficult to cause to vanish (teleport). This Power can be used once per day.

When threatened with defeat or death, a leprechaun can, in one second, disappear in a cloud of smoke, returning to its own "house" in another dimensional plane. From there, however, it cannot return for a full day after fleeing.

The leprechauns are denizens of a parallel world with different physical laws. These "wee folk" are pretty much the same as depicted in fable and myth. They are smart—sometimes too clever for themselves—and love practical jokes. They are avaricious, with a touch of maliciousness, when dealing with anyone seeking to cross them.

A leprechaun can spot any kind of Extraordinary thing in a flash, and it can't be fooled by anything short of a really potent enspellment of a grade of Strong or better.

It can spot a fake, or create one that is nearly undetectable.

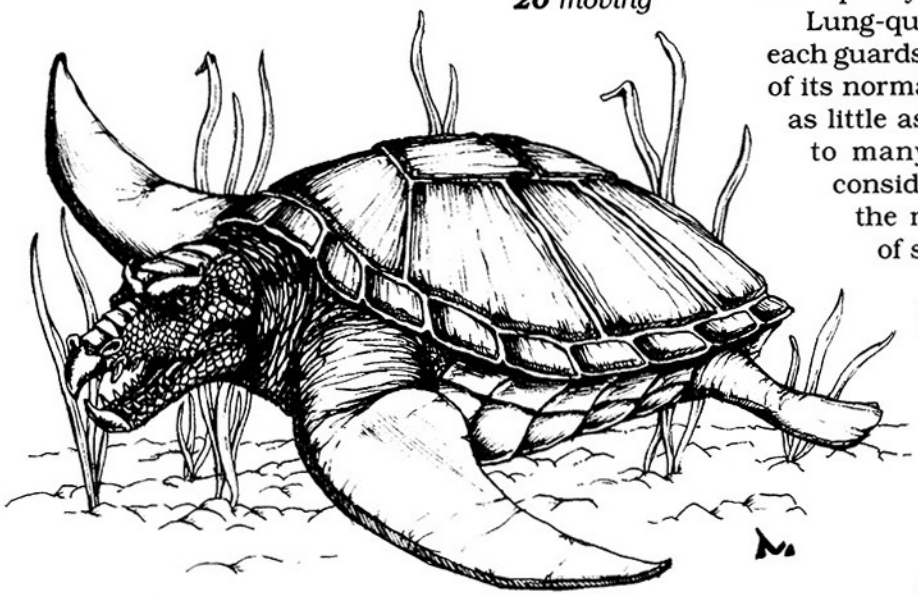
It knows goods and prices to a farthing.

It loves to fool humans and pull pranks.

If somehow bested, a leprechaun will give over a treasure valued between $1,100,000 and $4,000,000 in gold and jewels, plus an assortment of 1-10 Extraordinary items of random grade (1-12)...or at least promise such. If the leprechaun has no choice but to yield the treasure, it will seek to regain this lost wealth, with interest, from the offending party, and its friends will likely assist.

Lung-quai
(The salt-sea-dwelling "dragon turtle")

Appearing: *1*
Length: 20-25 feet
H: 41-80 ***P: 50*** ***S: 10*** *attacking*
20 *moving*



Attacks: A lung-quai has command of two or three Powers of Geourgy, and the same number of Psychogenic Powers, all useful to the creature, and employed from a store of 80 AEPs. It may also create a 10 foot wide by 40- to 50-foot long blast of water that inflicts 13-16 Harm (double this if a wooden vessel hull) and ignores all protection save that created to ward against elemental water. It may also create a 10- to 12-foot long, three foot radius jet of steaming water for 21-25 Harm that ignores all protection save that created to ward against elemental water. The creature closes to snap and strike with its beak for 1-30 +10 Harm. Finally, a lung-quai can rise under, or clamber onto the deck of, small vessels of up to twice the length of the lung-quai, overturning them in the process.

The range of the blast of water is always equal to twice the length of the beast's body. The jet of steaming water has a range of one-half body length. The capacity to use either form of water discharge is limited, in that one can be employed no more often than once every minute, and repetition of a previously used attack form is further limited to three-minute intervals (a respite of at least one minute). A lung-quai attacking, or being attacked, will sometimes swim off and spend time regaining its energies before speeding back to fight again.

Defense: The creature's shell and extraordinary energy convey 20 points of protection against attacks. Normal Harm, even in excess of 20 points, has no effect against the beast. Enchanted weapons and Powers inflicting Supernatural Harm work against the protection in normal fashion.

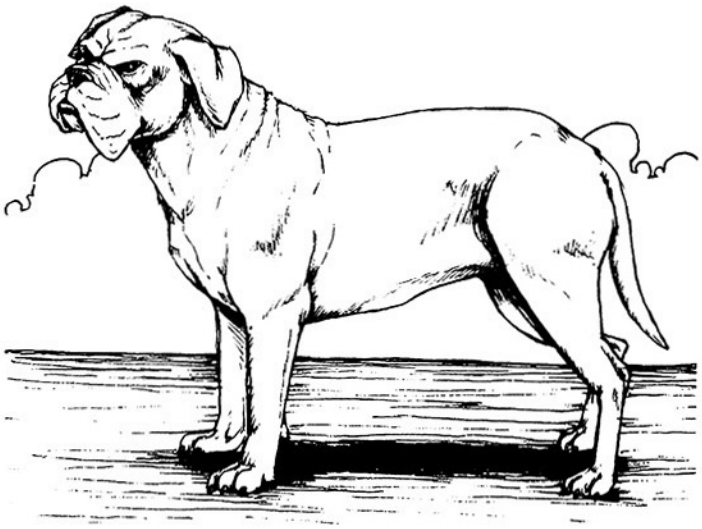
A dragon-turtle appears much as does a huge sea turtle, save that close inspection will discover the dragon-like head of the lung quai. This creature has the capacity to assume human or merfolk shape.

Lung-quai do not accumulate wealth per se, but each guards marine treasures within a 10-mile radius of its normal habitat. Sunken treasures range from as little as $500,000 and no Extraordinary items, to many millions of coins and baubles with considerable magical things not destroyed by the marine environment. The determination of such is left to the Lejend Master.

Maelhound

Appearing: *1*
H: 50 ***P: 45***
S: 25
Attacks: A maelhound will bite for 1-12 +6-8 Harm (bonus ignores all save Supernatural protection).
Defense: A maelhound has 16 points of armor of Extraordinary nature.

Maelhounds are other-dimensional "devil dogs" of most malign nature with flame-hued coats, mastiff- or hound-like shapes, and large—but dead—black eyes. These are semi-intelligent and horridly cunning creatures. By killing a human, the maelhound can return automatically to its own nether world with energy and strength gained, and if several humans are slain, the gain is greater. Each victim adds 5 Health and 5 Precision to the maelhound, to a maximum of 100 H and 95 P. Thus, if loosed on earth, one will stalk and slay many victims.



Mandrakor

Appearing: *1 (rarely 2+)*
H: 20 ***P: 50*** ***S: 20***

Attacks: A mandrakor has many as six Enchantment Ability Powers. It can attack with a flame exhalation of one-foot diameter and six-foot range once per day for 17-20 Harm that ignores all protection save
that against fire. It also has squeezing "hand" roots that attack for 1-8 +6 Harm that bypasses protection 75% of the time.

Defense: A mandrakor has a constant 16 points of protection due to malign Supernatural energy.

A weird and deadly thing generated by malign Supernatural means, the mandrakor appears to be a cross between the Extraordinarily-energized mandrake and a miniaturized firedrake—in form as well as in function. The thing is a subterranean-dwelling creature that attacks immediately when being exposed to light of any sort. One will typically activate Powers when not in close range of those disturbing it, then employ its fiery exhalation, and finally launch itself upon one opponent with a furious rapidity, its root-like digits slipping past most armor protection to harm flesh.

The number of Enchantment Powers possessed is 3-6. Enchantment Powers are from Very Minimal to Moderate grade. Activation is according to normal time required, but there are no AEPs required from the mandrakor. Thus, no Powers requiring additional AEPs are available. Typical Powers are:

Acid Globe
Azkomil's Shifting Shadows
Borgasta's Flatness
Conjured Closure
Dazzling Dagger
Dazzling Dart
Energy Explosion
Grasshopper Legs
Imitate Surroundings
Jumpback, Jack
Leduc's Inescapable Drowsiness
Lighter Than Air
Night
Phantom Self
Quicktime
Rapid Reflux
Shadowed Self
Shooting Stars
Whirlwind

A mandrakor is about four feet long, sans its short tail root. The creature's hind legs are lizard-like and its forelimbs humanoid, as are its root-body and face. The thing has a snake-like neck and a drake-like shape that make the humanoid visage all the more terrible to behold.

Although mandrakor tend to be solitary and mutually hostile, under certain conditions they will cooperate with each other. This is a very dangerous situation for any encountering such an unusual gathering.

Mandreagle, female

Appearing: *9-27 (75%)*
H: 20 ***P: 25*** ***S: 15*** *attacking*
20 *bounding/****10*** *gliding*

Attacks: A female mandreagle will bite for 1-10 +3-5 Harm. It can also strike with talons for 1-8 Harm.

Defense: A female mandreagle has 2 points of armor.

Mandreagle, male

Appearing: *3-9 (25%)*
H: 30 ***P: 35*** ***S: 15*** *attacking*
20 *bounding/****10*** *gliding*

Attacks: A male mandreagle can hurl missiles, bite for 1-12 +6-8 Harm, or strike with talons for 1-12 Harm.

Defense: A male mandreagle has 4 points of armor.

These are subterranean monstrosities who hate light and fire. Males will hurl available missiles of large size that inflict 1-20 Harm (+1d6/10' distance fallen) if a light- or torch-bearing party is in their area for longer than 1 AB. The male mandreagle will emit a horrid sound that is its warning/attack cry. After calling out, one will glide-swoop down to attack, soon followed by others, including females.



A mandreagle looks like a small mandrill with a beak-like proboscis and a feathery-furred coat with skin flaps from elbow to waist and knee to groin. Their limbs are considerably attenuated. A male can weigh

as much as 60 pounds, females no more than 40. They can climb as agilely as any baboon, and leap and glide much as do flying foxes. Mandreagles have intelligence akin to the chimpanzee, and they are vicious carnivores with considerable cunning. Any explorer left wounded in their lair will be torn to pieces and devoured.

The smell of a mandreagle eyrie area is disgusting. Droppings and the refuse of the feeding mandreagle nested high above cover the floor—dung, fur, feathers, bone, and indigestible bits. Beetles and hard-shelled worms dine on this excrement. Blackrats, as well, love to feed on such stuff.

If exposed flesh touches the filth below an eyrie, several insect bites will result for 1-4 points of Harm. There is then a 25% chance that the subject will suffer an infection of some sort in 7-16 days thereafter. If so, the infection will inflict 3-5 Harm over as many days (50% chance of this), or else inflict one point per day, with no healing being possible despite total rest, until the illness is removed or death occurs (50% chance).

Manimalia in General

Just as unnatural humans that resemble animals—the bestialia—were created by a madman wielding some ancient malign Supernatural power, so, too, were certain beasts made to resemble humans. These monstrous things, the manimals, are of varying sort, so each kind is discussed separately below.

Wealth is not commonly accumulated on purpose, so anything discovered, whether money, valuables, or Extraordinary items, is there by chance accumulation.

Drugulo

Appearing: *1-6*

H: 31-40 ***P: 26-35*** ***S: 10***

Attacks: A drugulo may claw for 1-20 Harm or bite for 1-20 +4 Harm.

Defense: The furred hide provides 4 points of armor.

Drugulo, immature

H: 15-20 ***P: 15-20*** ***S: 12***

Attacks: A drugulo can strike for 1-20 Harm, and bite for 1-20 Harm.

Defense: Its furred hide and speed account for 6 points of armor.

The humanoid race called drugulo, or "gluttonmen," is one of the light-shunning subterraneans much hated and feared by humans. The drugulo have heavy, flattened skulls and protruding muzzles so as to appear vaguely glutton- or wolverine-like. This is accentuated by beady eyes, small, high-set ears, and shaggy cranial and back



hair. The general build, being round-backed, broad and short-legged, is adapted to a subterranean habitat. Drugulo have keen hearing, a fair sense of smell, and poor eyesight.

Gibbers

Appearing: *1-6*

H: 60 ***P: 40*** ***S: 12***

Attacks: A gibber will bite, inflicting 1-12 +1-4 Harm, followed by a smashing arm blow for 1-20 +1-6 Harm.

Defense: Its hairy hide and speed make for 6 points of armor protection.

Gibber, immature

H: 30 ***P: 25*** ***S: 15***

Attacks: A fanged bite inflicts 1-8 +1-2 Harm, and can be followed by a smashing arm blow for 1-12 +1-4 Harm.

Defense: A gibber's hairy hide and speed account for 8 points of armor protection.

This species of manimal seems to be based on a previous crossing of the chimpanzee and the orangutan. It lives in both forest and subterranean habitats. Gibbers have distinctly human faces, opposable thumbs and great toes, and grow additional facial hair as might a human, save the color is a patchy brown and orange. Gibbers have human intelligence, but they are undoubtedly insane in human terms, and their general behavior often reflects irrationality in human or simian terms. They can walk and run upright, or use arms and legs to climb and travel as would a chimpanzee or orangutan. They have generally keen senses and are carnivores by preference, though able to exist omnivorously.



Helovan

Appearing: *3-12*
H: 21-30 ***P: 26-35*** ***S: 13*** *on land*
18 *gliding*

Attacks: A helovan can bite for 1-2 Harm, plus VT Harm of 9-12 points (10% chance to affect target subject with full armor, 50% if subject wears only half armor).

Defense: A helovan's scaled skin and speed equate to 8 points of armor.

Helovan, immature

H: 15 ***P: 20*** ***S: 15*** *on land*
20 *gliding*

Attacks: A fanged bite inflicts 1 Harm plus VT of 6-8 Harm (10% chance to affect target subject with full armor, 50% if subject has only half armor).



Defense: The scaled skin and speed account for 8 points of armor.

Helovan originated as a species of gliding lizard that was mutated to become larger and humanoid. As with many of the manimal species, the helovan resides in both forest and subterranean habitats. A typical specimen is between three and four feet tall, and has an enlarged skull, small mammalian ears, and feet that are ape-like, save for the reptilian claws for climbing.

The skin flaps between the limbs are retained, so a helovan can glide for 20 to 30 feet, and glide-dive further. It can travel bipedally when desired.

A helovan has strong cunning, and is a communal dweller that hunts in packs. The bite of the creature is venomous. A helovan has generally keen senses.

Ladybugs

Appearing: *1-2*
H: 30 ***P: 50*** ***S: 20***

Attacks: A ladybug will attack with a thoracic feeding tube that inflicts 1-12 Harm that always bypasses armor.

Defense: Speed and agility provide 8 points of armor for a ladybug.

Ladybug, larva

H: 50 ***P: 50*** ***S: 10***

Attacks: A bite with huge, metallic mandibles inflicts 26-35 points of Harm.

Defense: A ladybug larva has bristled skin that provides 2 points of armor.

The humanoid race called by the name "ladybugs" is perhaps the most cruel of all manimal jokes played on humans. How some insect was enlarged and intermixed with a warm-blooded mammal is beyond the ken of the most able wizard alive today.

There are three stages of life in this species. The egg, laid in a large amount of carrion (such as a human corpse) quickly hatches to a larva. This robust, many-legged creature quickly eats its way out, consumes what remains, and then, growing to some 10 foot length and able to climb walls and walk on ceilings, hunts for more prey. After a few months spent hunting and feeding, it spins a cocoon, pupates, and comes forth as an adult.

The major ladybug sensory capacity is that of feeling vibrations. The senses of adult ladybugs are otherwise all keen.

All adult ladybugs appear to be lovely, well-built human females—and all are of that sex, reproducing parthenogenetically. They are intelligent and disguise themselves to appear fully human if there is opportunity to prey on that species. Once circumstances are amenable, they attack the prey, slay it by draining blood and fluids, and then deposit an egg in the remains.



Leathermen

Appearing: *2-8*
H: 35 ***P: 35*** ***S: 9*** *on land*
15 *in water*

Attacks: A leatherman's claws inflict 6-8 Harm and can hold the opponent for a beak snap that delivers 7-20 +1-6 Harm.

Defense: A leatherman has a hard chest carapace and leathery back shell that provide 12 points of armor.

Leatherman, immature

H: 35 ***P: 25*** ***S: 6*** *on land*
18 *in water*

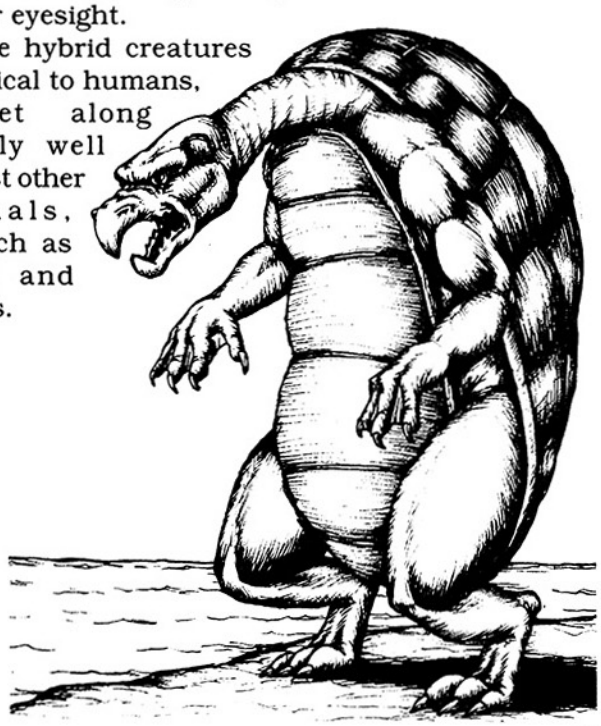
Attacks: A leatherman can strike for 1-2 Harm, and can hold the opponent for a beak snap that delivers 1-12 +1-4 Harm.

Defense: Leathery chest and rubbery back shell equal to 8 points of armor.

This humanoid race is probably a mixture of two sorts of turtles with some human elements—including brain and limbs—albeit all modified to suit the hybrid. They are both terrestrial and subterranean, but require some water in both habitats.

Leathermen are bipedal on land and have more elongated bodies than do turtles. Although the shell is retained, it is articulated in several places to allow bending. The bulbous head is wickedly beaked like that of a snapping turtle, and the neck is long, thick and rubbery, akin to the soft-shelled turtle's. The hands and feet have articulated, webbed digits terminating in short claws. The natural coloration varies from light to dark brown or brownish green. They have fair hearing, a very keen sense of smell, and poor eyesight.

These hybrid creatures are inimical to humans, but get along relatively well with most other manimals, save such as gibbers and ladybugs.



Malmael



Appearing: *1-6*
H: 40
P: 35
S: 11

Attacks: A malmael can bite for 1-10 Harm, and follow it with vicious claws that inflict 2-24 Harm.

Defense: The furred hide provides 4 points of armor protection.

Malmael, immature

H: 25 ***P: 25*** ***S: 13***

Attacks: A malmael can bite for 1-8 Harm, and strike with its claws for 2-16 Harm.

Defense: A furred hide and agility provide 5 points of armor.

The humanoid race called malmael, or badgermen, are another light-shunning subterranean race of despised and feared sort. The malmael also have heavy, flattened skulls and protruding muzzles, and appear vaguely badger-like. This is accentuated by beady eyes, small, high-set ears, and shaggy cranial hair. The general build of these humanoids, with rounded shoulders and back, naturally hunched posture, and short legs, is repellent and calls to mind the mustelidea family. They have fair hearing, a keen sense of smell, and poor eyesight.

Musteel

Appearing: *1-6*
H: 21-30 ***P: 21-30*** ***S: 17***



Attacks: A musteel can bite twice each ABC for 1-12 Harm each bite.

Defense: A musteel's speed accounts for 10 points of armor.

Musteel, Immature

H: 15-20 ***P: 11-20***
S: 19

Attacks: A musteel can bite twice for 1-10 Harm each bite.

Defense: A musteel's speed provides 12 points of protection.

The humanoid race called musteel, the weaselmen, is another of the light-shunning subterranean races that are hated and feared by humans.

They have flattened skulls and protruding muzzles, and appear strongly weasel-like. The general build is thin, narrow, and slope-shouldered, adapted for a subterranean habitat. Coupled with rapid, sinuous motion, and large, protruding eyes, small, high-set ears, and short cranial hair, this species appears almost as if it were part weasel. Musteel have fair hearing and sense of smell, and excellent eyesight.

Travail

Appearing: *2-8*
H: 26-35 ***P: 31-40*** ***S: 5*** *on land*
18 *in water*

Attacks: The bite of the travail inflict 3-20 +6-8 Harm.

Defense: The travail's crocodilian, scaled skin provides 7 points of armor.

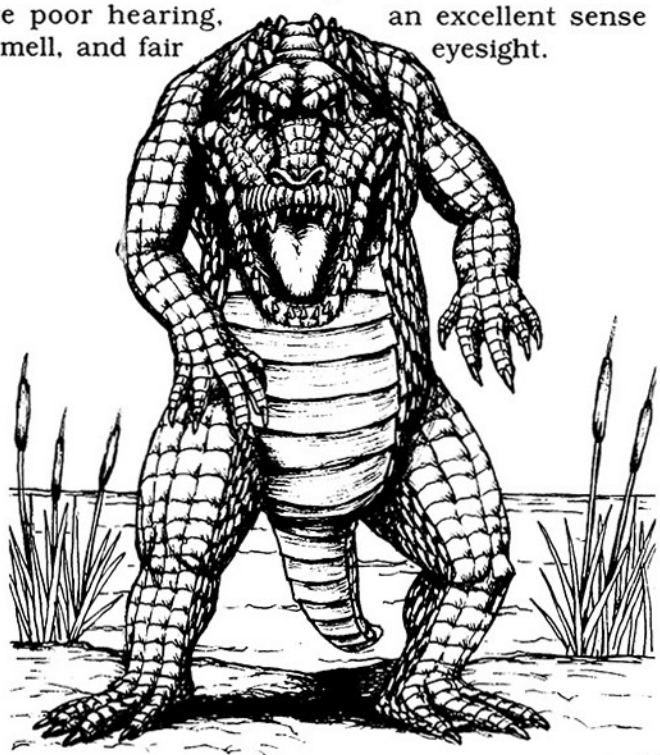
Travail, immature

H: 16-25 ***P: 25-30*** ***S: 6*** *on land*
18 *in water*

Attacks: A travail can bite for 1-20 +3-5 Harm.

Defense: A travail's crocodilian, scaled skin provides 6 points of armor.

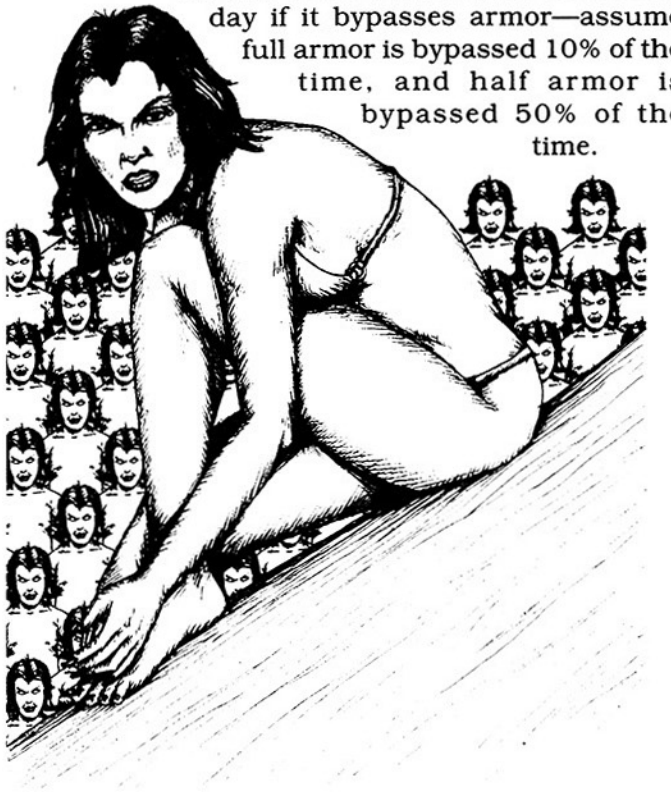
This humanoid race, seemingly springing from the gharial, is equally at home above ground or in a subterranean habitat. In either case, though, it requires water. The skull of the species is higher and more rounded than that of crocodilians, but the long, many-toothed muzzle marks them distinctly for what they are. The hind legs are elongated and the tail shortened, so they can move upright bipedally using the tail as a brace, and are very able swimmers. Travail have poor hearing, an excellent sense of smell, and fair eyesight.



Widowblack

Appearing: *1*
H: 41-60 ***P: 30*** *weapons/***60** *mandibles*
S: 18

Attacks: A widowblack can attack with any human weapon for base Harm. It can bite for 1-2 Harm plus VT. The VT causes paralysis for one full day if it bypasses armor—assume full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time.



Defense: A widowblack's speed and leaping ability provide 6 points of protection.

A widowblack is the most vile of manimal jokes played on humans, worse than that of the ladybug. As it is absolutely solitary, the widowblack is not associated in any way with other manimalia.

How an arachnid was enlarged and intermixed with humankind is impossible to comprehend, let alone duplicate with any Supernatural powers known today. When hatched, a widowblack looks like a miniature, but immature, human with snowy complexion and raven-black hair, a lovely oval face, and full lips of crimson hue. A widowblack is always female and reproduces with a human partner, whom she then consumes.

As with the ladybug, a widowblack is highly intelligent and can disguise itself to appear fully human if there is opportunity to prey on that species. It can attack with weapons, but prefers to bite. It will then vampirically drain the victim at leisure. A widowblack is an exceptional climber—strong and able to go wherever its fingertips can find the slightest space to hold. Widowblack senses are all very keen.

Manticore

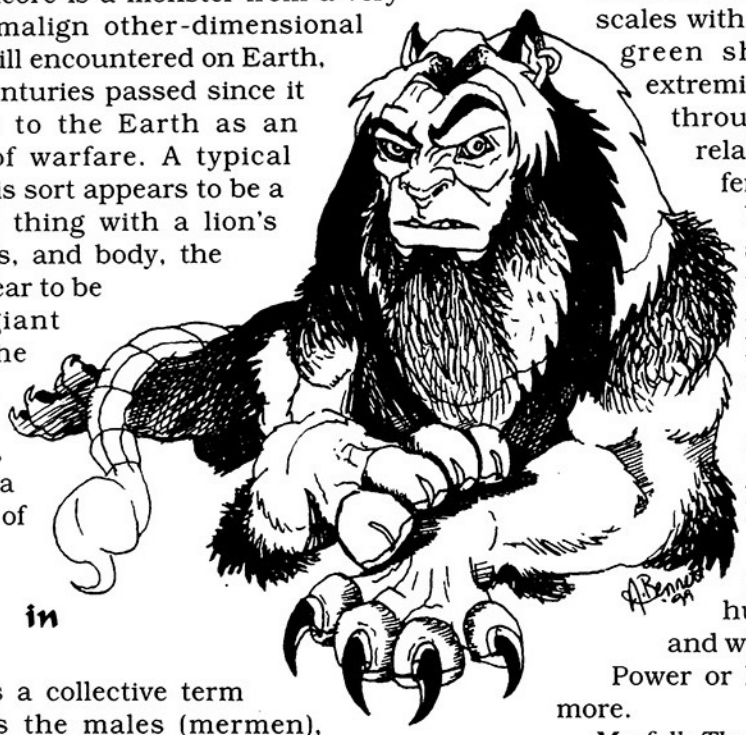
Appearing: *1*
H: 50 ***P: 60*** ***S: 15***

Attacks: A flick of the scorpion-like tail hurls 1-4 missiles to a 60-foot range for 1-20 Harm plus VT of 17-20 Harm. A close-range attack with the tail inflicts damage as noted above, and can be used with one of the following: two claw attacks for 1-12 Harm each, or a leaping, rear talon attack for 21-25 Harm.

Defense: Manticores have 8 points of protection due to malign Preternatural energy.

Note: There are 12 awl-pointed, detachable sections on the end of the manticore's tail. These venomous portions can be discharged by the switching of its tail, or else flicked at an opponent in close-range combat. Once used, the sections regenerate, one every six hours until all 12 are restored.

The manticore is a monster from a very bizarre and malign other-dimensional matrix. It is still encountered on Earth, despite the centuries passed since it was brought to the Earth as an instrument of warfare. A typical creature of this sort appears to be a human-faced thing with a lion's mane, forelegs, and body, the hind legs appear to be those of a giant eagle, and the tail that of a monstrous scorpion, albeit with a different sort of stinging tip.



Merfolk in General

Merfolk is a collective term that includes the males (mermen), females (mermaids), and young (mersprats) of this marine race.

This race is thought to have been specifically bred from human stock by the ancient "Masters" before they were overthrown and mankind assumed charge of its own affairs. The race's engenderment has also been attributed to the Adepts of humankind. Regardless of origination, the merfolk are now native to this world. Although there some few of the merfolk who are adapted to fresh water, most are salt water marine dwellers.

Merfolk are about ten percent larger than average humans in both height and weight. Because merfolk are more heavily scaled on their lower portion, some have mistaken merfolk to be human to the waist, piscean below. This is not correct, however, as merfolk are fully humanoid, although they swim with their legs together.

On occasion, a lone merman or mermaid will be encountered. Hunting parties will consist of 11 to 20 hunters. Underwater communities range from a few individuals to a village-sized aggregation (up to 300).

Although hunting and warrior groups are predominately male, some percentage will be females, about 10% to 20% being the lower and upper boundaries of mermaid participation.

It is 50% to 60% likely that a hunting or warrior party will be mounted on seahorses and accompanied by several seadogs. Communities are almost always protected by such creatures as seadogs and tame sealions used as guard animals.

Merfolk have pale, silvery or golden skin, and scales with a slight, pastel turquoise or emerald green sheen that darkens at the lower extremities. Hair color varies from ash blond through golden to green, and hair is of relatively short length on males, long on females. Although their build tends to be thin, they are very muscular and strong. Merfolk have rather long necks to accommodate their gills. In general, aside from the scales and gills, humans consider the appearance of merfolk to be highly attractive.

Merfolk possess some fair capacities in regards human-type Abilities as applicable to their marine habitat.

Merfolk Sensitives: These are predominantly (90%) female (whether hunters, warriors, or simply mermaids) and will typically possess one Extraordinary Power or Psychogenic Ability, or rarely two or more.

Merfolk Theurgists: It is usual that the queen, one or more mermaid princesses, perhaps the king, and possibly a few mermen nobles, possess some Ability in this regard, especially with respect to restoring Health, and marginally in regard to other Powers employable underwater. Assume an Ability Score of 41-70 for the greater Theurgists, 21-40 for lesser ones. Knowledge of rites is not needed for the lesser ecclesiastics, but a queen/priestess (or priest) will have the whole panoply of activations for service to some water deity. (Assume a base of six activations, plus one per 10 points of Ability Score, for major Theurgists, and only one Power per 10 points for others, but all with the usual AEPs to use.)

The wealth of the merfolk is usually of two sorts. There is a 65% possibility that an adult will wear one or more pieces of jewelry with a value ranging from $100 to $10,000. Nobility always wears such, and of ten times the value for nobles/princesses, and quadruple even that for the king/queen. There is a 1% chance per 10 adult members of a community that there will be a sunken treasure hoard in the possession of the king and queen. The size and nature of such a treasure is to be determined by the LM, but the following guideline is offered:

Metals & Coin	5d30 x $10,000
Crystals & Gems	3d% x $10,000
Extraordinary Items	

25% for d3 of each grade through Good, 10% for 1 each through Extreme++



Mermaid

Appearing: *roughly 50% of the population*
H: 21-30 ***P: 21-30***
S: 15 *attacking/***30*** *swimming*

Attacks: A mermaid is typically armed with a long dagger.

Defense: A mermaid has 6 points of protection due to her scales and speed.

Mermaid Princess

Appearing: *3-12 (by community size)*
H: 31-50 ***P: 31-60***
S: 17 *attacking/***34*** *swimming*



Attacks: A princess is typically armed with a hand catapult (10% range underwater = 6'/12'/18') firing a single line-carrying quarrel-harpoon, and two long daggers—each at +1-4 Harm bonus.

Defense: A princess has 7 points of protection due to scales and speed.

Mermaid Queen

Appearing: *1*
H: 41-60 ***P: 36-65***
S: 16 *attacking*
32 *swimming*



Attacks: A queen is typically armed with a lance and two long daggers—each at +2-5 Harm bonus.

Defense: A queen has 9 points of protection due to scales, shell armor, and speed.

Merman

Appearing: *roughly 30% of the population*
H: 25-30 ***P: 26-35***
S: 13*attacking/****26*** *swimming*



Attacks: A merman is typically armed with a spear or hafted hook and long dagger.

Defense: A merman has 5 points of protection due to scales and speed.



Merman Hunter

Appearing: *1 (11-20, 10% of the total population)*
H: 31-40 ***P: 31-40***
S: 15 *attacking/***30*** *swimming*

Attacks: These marine humanoids typically ply a weighted net and short thrusting sword, or trident and hafted hook—each at +1-4 Harm bonus.

Defense: A merman has 6 points of protection due to scales and speed.

Merman King

Appearing: *1*
H: 61-90 ***P: 66-95***
S: 16 *attacking/***32*** *swimming*



Attacks: A king is typically armed with a hand catapult (10% range underwater = 6'/12'/18') firing a single line-carrying quarrel-harpoon, or lance and trident or thrusting sword—each at +7-12 Harm bonus.

Defense: A king has 12 points of protection due to scales, shell armor, and speed.

Merman Noble

Appearing: *2-8 (by community size)*
H: 41-70 ***P: 46-75***
S: 14 *attacking/***28*** *swimming*



Attacks: A noble is typically armed with a hand catapult (10% range underwater = 6'/12'/18') firing a single line-carrying quarrel-harpoon, or a lance and thrusting sword—each at +2-8 Harm bonus.

Defense: A noble has 10 points of protection due to scales, shell armor, and speed.

Merman Warrior

Appearing: *1 (11-20)*
H: 36-45 ***P: 36-45*** ***S: 14*** *attacking*
28 *swimming*

Attacks: A warrior is typically armed with a long lance or bident harpoon and short thrusting sword—each at +2-5 Harm.

Defense: A warrior has 8 points of protection due to scales, shell armor, and speed.

Sprat

Appearing: *add roughly 50% of population for their number*
H: 4-16 ***P: 6-24*** ***S: 14*** *attacking*
28 *swimming*

Attacks: These are armed with some weapon such as a short spear, long dagger, or dagger.

Defense: Sprat have 5 points of protection due to size, scales and speed.

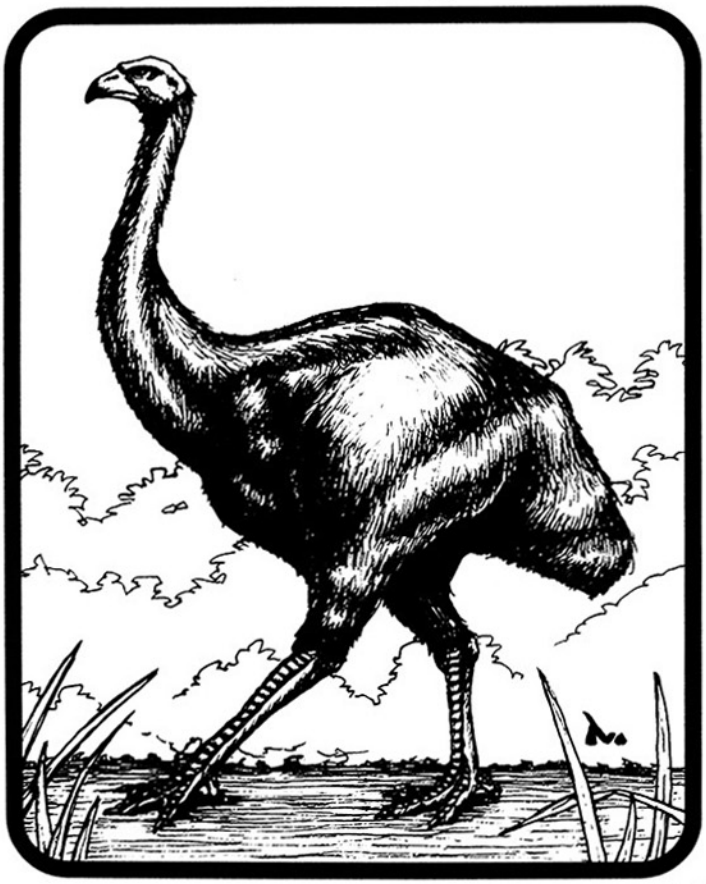
Moa

Appearing: *1 or 1-12*
H: 35 ***P: 35*** ***S: 20***

Attacks: A moa can kick for 7-20 Harm or strike with its beak for 1-12 +1-8 Harm.

Defense: A moa has 4 points of protection due to its speed.

A moa is the largest of the flightless birds.



Monsters in General

This is a class of large and deadly other-dimensional-matrix beasts. They appear to be creatures composed, to a greater or lesser extent, of body parts taken from animals native to Earth. All have, at worst, high animal cunning, and at best, a semi-intelligence that is acutely dangerous to prey. The class includes the following creatures, each of which is listed separately:

Chimera
Gryf
Gryffon
Hippogryf
Hydra
(and Geadra)
Manticore



Moonshadow

Appearing: *1 (see below)*
H: 25 ***P: 40*** ***S: 20***

Attacks: A moonshadow can bite for 1-12 Harm that disregards all armor other than Extraordinary protection. The target is then paralyzed for as many seconds as points of Harm were suffered.

Defense: Speed and nature provide a constant 5 points of armor protection in bright light or full darkness, and 15 points of armor protection in shadowy conditions.

The moonshadow is a felinid from the dimensional matrix that is the home of the Alfar races. It is a semi-intelligent animal that is about the size of a large cheetah, with a brindled coat of indigo and gray. The creature appears similar to a cheetah, but its muzzle is more elongated, and it is of sturdier build. The moonshadow sees best in darkness, even what

humans consider as totally lightless conditions, while in full sunlight a moonshadow has visual capacity only equal to a human attempting to see in dusk.

The moonshadow has natural Stealth Ability of 90. It emits a deep, paralyzing growl when it attacks, this sound conveying the paralysis mentioned above if the target subject is thereafter harmed by the creature's attack.

A small number of these creatures have adapted to Earth's environment. In "wild" state, a lone one, a mated pair, or such a pair with from one to four grown offspring are likely to be encountered. On rare occasions, three to six adults and one to four grown offspring will be encountered. In a cooperative relationship with some race of Alfar, from a single moonshadow to a whole pack might be encountered.

All of these creatures are basically averse to humans, and even most Alfar races, but are amenable to cooperation with the Fair and Neutral kinds of Alfar.



Naiad, Quasi-

Appearing: *1 (possibly more)*
H: 65-70 ***P: 65-70*** ***S: 70-80*** in water
8-12 out of water

Attacks: A quasi-naiad has two attacks—when in water, one otherwise—using a special weapon of Extraordinary sort, or can attack with one or more normal weapons.

Defense: A quasi-naiad has 10 points of Preternatural armor, and possibly added normal or Extraordinary protection.

Quasi-naiads have some Extraordinary abilities of limited sort, including:

1) The calling of small numbers (3-12) of various sorts of water creatures to their aid.

2) The capacity to blend with the surroundings in an aquatic setting so as to be 90% undetectable.

3) The Power to look at a human or like sort of individual within 20 feet, and cause such individual to become dazed (50% movement and Ability use) and compliant. The subject will obey all instructions given by the quasi-naiad for 5-20 minutes unless it succeeds in a check against its Speed Base Rating.

The wealth of the quasi-naiad is in the range of $5,000-$20,000 in coins, triple that in crystals and gems, and triple that in jewelry. There is also a 50% chance (for each grade) for 1-3 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects. There is a 25% chance each for one Good, one Very Good, and/or one Strong grade of Extraordinary object.

The quasi-naiad is a beautiful, silver-scaled creature with dark blue or sea-green eyes (with no white), and long hair of aquamarine or turquoise hue.

These water elemental-type creatures are of only limited power and capacity compared to their close kin, the naiads (covered in detail in Pantheons of Lejend™), and thus they are distinguished by the "quasi-naiad" appellation. Quasi-naiads are generally found dwelling in the material dimensions as the watchers or guardians of some special place.

Orcull

Appearing: *1-3 (5-30)*
H: 35-50 P: 41-60
S: 15 *attacking/***25** *flying*

Attacks: An orcull may strike with talons for 1-12 Harm or bite for 1-20 Harm. Both attacks gain +2-8 Harm bonus for Physique. The mere presence of the orcull slows movement and reactions in opponents (-2 penalty), and opponents suffer a penalty of 20 to combat die rolls.

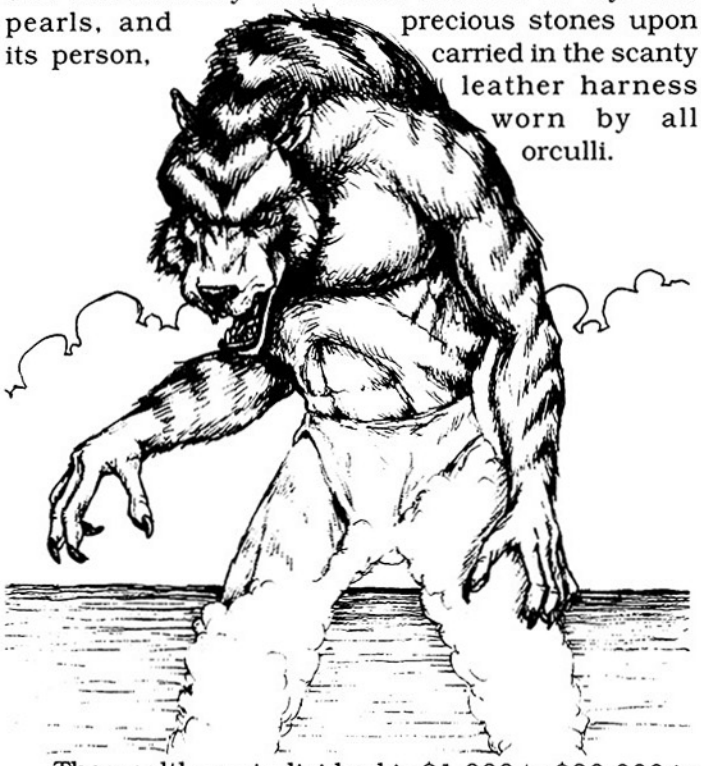
Defense: An orcull has 5 points of armor for scales and agility, plus a constant Preternatural armor of 5 points against even Supernatural Harm, for an overall 10 points of protection.

These creatures are humanoid and vaguely hyena-like, but more repulsive and horrid still. They come from another dimensional matrix associated with elemental air and the aether. They are man-eaters, and when traveling to hunt humans for their larders, these monstrous creatures become partially material, travel with and upon clouds, then fully materialize and swoop down to capture victims.

Orculli are somewhat larger than man-sized, the average male being about six and a half feet tall, the females being a bit larger still. While they can become invisible to normal sight at will within one ABC, their terrible odor generally warns the wary that one or more of these terrible creatures is near and otherwise reveals their general area.

Orculli are very strong, having a natural Physique Ability Score of 20 to 80, so their attacks receive a bonus of +2 to +8 Harm. In addition, they possess a Extraordinary energy Power that causes all non-orculli within sight to become instinctively fearful, and thus move and react with a penalty of two, and attack and defend at a +20 penalty on their dice rolls.

Orculli have no use for metals and the like, but are great fanciers of crystals, gems, and the like. Thus, one will certainly have some number of crystals, pearls, and precious stones upon its person, carried in the scanty leather harness worn by all orculli.



The wealth per individual is $1,000 to $30,000 in crystals and precious stones. There is a 25% chance for one Extraordinary item of any sort at random, from Very Minimal to Very Strong, and if an item is indicated, then roll a d8 to discover the grade of the item found.

Pegasus, or hippoaquila

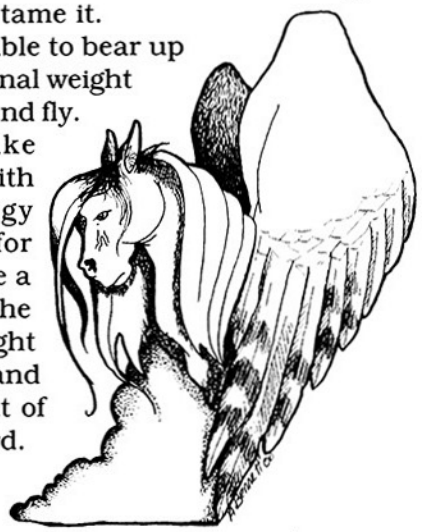
Appearing: *1 (rarely 1-12)*
H: 56-65 ***P: 51-60*** ***S: 20*** *attacking*
30 *running/* ***40*** *flying*

Attacks: A hippoaquila can bite for 1-12 +6-8 Harm (bonus bypasses all except Supernatural protection), or kick for 9-20 +13-16 Harm (bonus bypasses all except Supernatural protection).

Defense: A hippoaquila has 10 points of protection against all but Supernatural Harm due to its Preternatural energy.

"Pegasus" is the common and most-recognized name for the hippoaquila. Of the many strange creatures brought to this world by its pre-human rulers, and later by the ancient human Adepts, to employ in various warfare roles, the hippoaquila is the possibly the best. The beast is not only generally harmless to those not attacking it, but also serves as an incredible mount for the one fortunate enough to capture and actually tame it.

A hippoaquila is able to bear up to 500 pounds additional weight and still attack, run, and fly. Its mighty, eagle-like wings are imbued with Preternatural energy that enables flight for periods equal to those a horse can travel on the ground. Its normal flight is equal to a canter, and its fast "gait" like that of a gallop, in this regard.



Qi-lin
(Ki-lin, the sky-horse or dragon horse)

Appearing: *1*
H: 51-70 ***P: 71-80*** ***S: 20*** *on ground*
60 *flying*

Attacks:

1) The sky-horse may possess two or three Extraordinary Powers of Enchantment, and the same number of Psychogenic Extraordinary Powers, all useful to the creature and employed from a store of 200 AEPs possessed by each qi-lin.

2) The sky-horse can create a 48-foot radius thunderclap that inflicts 3-5 shock Harm that disregards all armor, and results in deafness and stunning for one to three ABCs.

3) The sky-horse can generate two 48-foot long electrical bolts, with a one-foot effective width, that diverge from the qi-lin's "feelers" at a one-degree to 15-degree angle in the direction of its gaze (thus a single target/group or two). These bolts inflict 9-12 Harm, and the Harm is doubled if the subject struck is the end target, or is in contact with a large amount of ferrous metal, and Harm is tripled if both cases apply. The twin electrical bolts discharged from the qi-lin's "feelers" arc to any, and all, conductive things that are within their one-foot radius, and thus it possible for each to strike more than one target along its respective path.

4) The sky-horse can use its horns in a charge for 2-40 +10 piercing Harm (bonus ignores all armor protection).

5) The sky-horse can strike with a blazing hoof smash for 11-20 +10 Harm that ignores all but Supernatural armor protection.

The capacity to use the thunderclap and electrical discharge is limited, in that either can be employed no more often than once every minute, and repetition of a previously used attack form is further limited to three-minute intervals (a respite of at least one minute between such barrage!). A qi-lin attacking, or being attacked, will sometimes move away rapidly and spend time regaining its energies before returning to fight again.



Defense: The qi-lin's scales and Extraordinary energy convey a constant 18 points of protection against all but Supernatural Harm.

A qi-lin resembles a mighty horse, although it has a longer neck with a dragon-like head, and the lower portions of the legs are fringed with tendril-like growths. The hooves of the creature are broad and glow with energy. The tail is long and almost cloud-like. Coloration ranges through the colors of a sunset, from pearly to pastel green, blue, and violet, all the way to glowing gold, fiery orange, bright scarlet, and glowing crimson.

These mighty aerial creatures can assume human appearance, and they will frequently take the form of a mundane animal such as a horse or an ox.

Qi-lin do not accumulate wealth in the dimensions of Earth, but each carries with it a mystical pearl with which it can grant a minor wish.

Quickdeath Tree

Appearing: *1+*
H: 250 ***P: see below*** ***S: 20***

Attacks: When this tree's roots detect the tread of a large creature, the branches above are alerted, and on the following ABC, they will loose a shower of fragile, globular fruit. Each of these paper-shelled fruits contains a poisonous gas, and has an effect area equal to the diameter of the tree plus 10 feet. Any creature breathing the gas falls unconscious instantly, unless an Avoidance Roll against twice Speed succeeds, and remains thus for several hours. This is more than sufficient time for the trunk to open, send forth liana-like roots, and drag the comatose victim into the bole where a well of digestive juices await its reception.

The tree's Health is subject to such forms of Harm as would affect any large tree. However, if it is struck so as to cause more than 50 points of Harm, it will release all of its fruit.

These large, lovely-appearing trees have blossoms that give off a very pleasant fragrance. The quickdeath species is found mainly in tropical climates, but not those with constant, considerable rainfall.

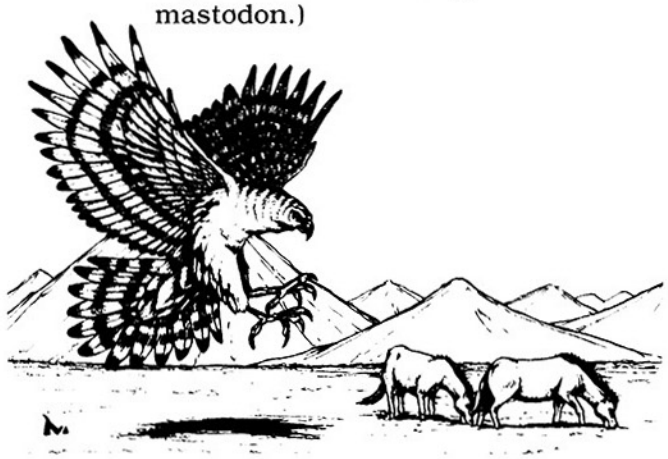
Rukh

Appearing: *1 (75%) or 2 (25%)*
H: 200 ***P: 50*** ***S: 10*** *attacking*
20 *flying*

Attacks: A rukh has two separate talon attacks that inflict 36-50 Harm each. A rukh also has special attacks detailed hereafter.

Note: Small prey, such as a human, make it difficult for the rukh to use its talons effectively. Harm taken if so seized is half the indicated amount (18-25), and armor will indeed deduct from such injury.

If the rukh is unable to carry off its prey, it sinks in its talons, both being able to affect so large a victim, of course, and then delivers a beak strike for 21-25 Harm with a Physique and Precision bonus of +5-30! (Two such savage slashes are enough to fell a bull mastodon.)



Defense: The great bird has 6 points of armor, and general immunity to natural Harm from acid, electricity, and flame.

This is the largest of birds, surely from some other set of dimensions, and both able to fly despite its huge size, and protected by Preternatural energies. The rukh has a wingspan of 100 or more feet. Its habitat is warm climates, where it preys on large animals, including water buffalo, hippopotami, rhinoceroses, and elephants. It is able to lift about four tons. It will often seize several smaller creatures, such as camels or horses, by swooping and plummeting down upon a herd, and using its massive talons to snare multiple victims. Prey of largest size and a weight exceeding its ability to carry off is battled on the ground, slain, and devoured there. Occasionally, a rukh will be driven off, or even slain, by a great rhino or bull elephant, but this is rare.

If two rukhs are encountered, they will be a mated pair with a nest somewhere relatively nearby. There is a 25% probability for an egg or young rukh being therein.

In general, these massive avians have no treasure, but there might be ivory and rhino horn below the eyrie or within a nest.

Scorpion, Bullwhip

Appearing: *1*

H: 20 ***P: 33*** ***S: 15***

Attacks: The main weapon of the bullwhip scorpion is an eight-foot-long tail that acts as a whip, with an effect of 0-2 Harm and immobilization for one ABC. Once the tail "whip" hits, the scorpion's Precision for a sting (with the other tail) the next ABC is doubled, and a sting inflicts 1-2 Harm plus VT of 26-35 Harm (VT ignores all armor 50% of the time). The scorpion can also use its two pincers for 3-5 Harm each, with the ability to clasp and hold on any hit, setting up a sting attack as above.

Defense: A bullwhip scorpion has 10 points of armor.

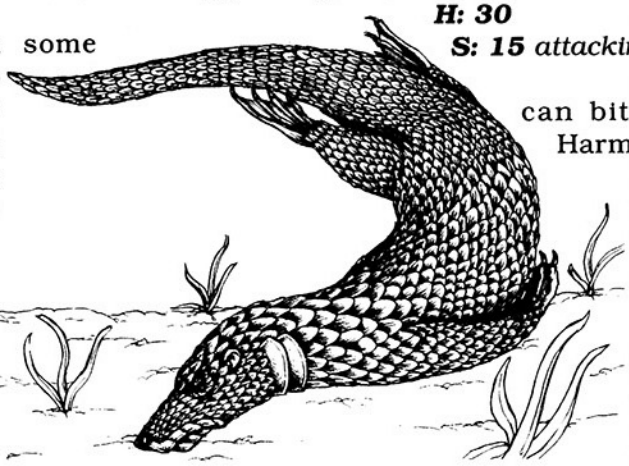
A bullwhip scorpion is a monstrous mutant bred from normal specimens of its kind. The thing is as large as a big dog, not counting its tails, of which there are two. The lighter, rightmost tail is as long and as agile as a bullwhip, for which reason the creature bears that name. The second, left, and shorter tail is a large, typically scorpion-like tail, complete with a deadly sting of great size. Fortunately, in gaining its double tail, the thing was bereft of equally strong and effective pincer claws.

Seadog

Appearing: *1 (1-20)*

H: 30 ***P: 55***

S: 15 *attacking/***30** *swimming*



Attacks: A seadog can bite for 1-12 +1-12 Harm.

Defense: A seadog has 9 points of armor due to its scales and speed.

A seadog appears very much like a dog-headed otter, with the muzzle rather like that of a huge Doberman pincer, and the neck displaying gills. The coloration ranges from gray to brown, with back scales being darker than side and belly ones. These creatures are often tamed and used by merfolk.

Seahorse (Great)

Appearing: *1 (1-30)*

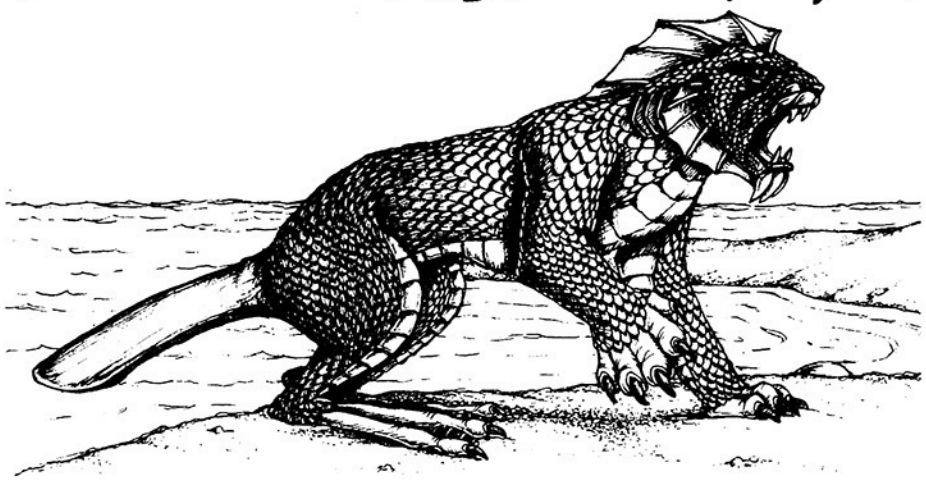
H: 65 ***P: 25*** ***S: 11*** *attacking*
33 *moving*

Attacks: A seahorse may butt with its head-spikes for 3-20 Harm, +1-20 Harm if charging.

Defense: A sea horse has 5 points of armor due to its scales and speed.

The great seahorse is an enormous species of the common seahorse often seen in salt waters. These creatures, mares and stallions alike, have horn-like spikes in their forehead and cranial crest. Their coloration is the same as in the smaller species, often bright and highly attractive, but sometimes a natural camouflage.





Sealion

Appearing: *1 (1-8)*
H: 60 ***P: 40*** ***S: 14*** *attacking*
28 *swimming*

Attacks: A sealion can strike for 1-12 +10 Harm. The bite of a sealion inflicts 1-20 +10 Harm.

Defense: A sealion has 5 points of armor due to its scales and speed.

A sealion appears very much like an elongated, short, flat-tailed lioness, with webbed rear legs, and gills on the neck. Its coloration varies from golden to red brown, with its back scales being darker than its side and belly scales. Males are distinguished by having slightly longer and more profuse neck-ruff spines than females.

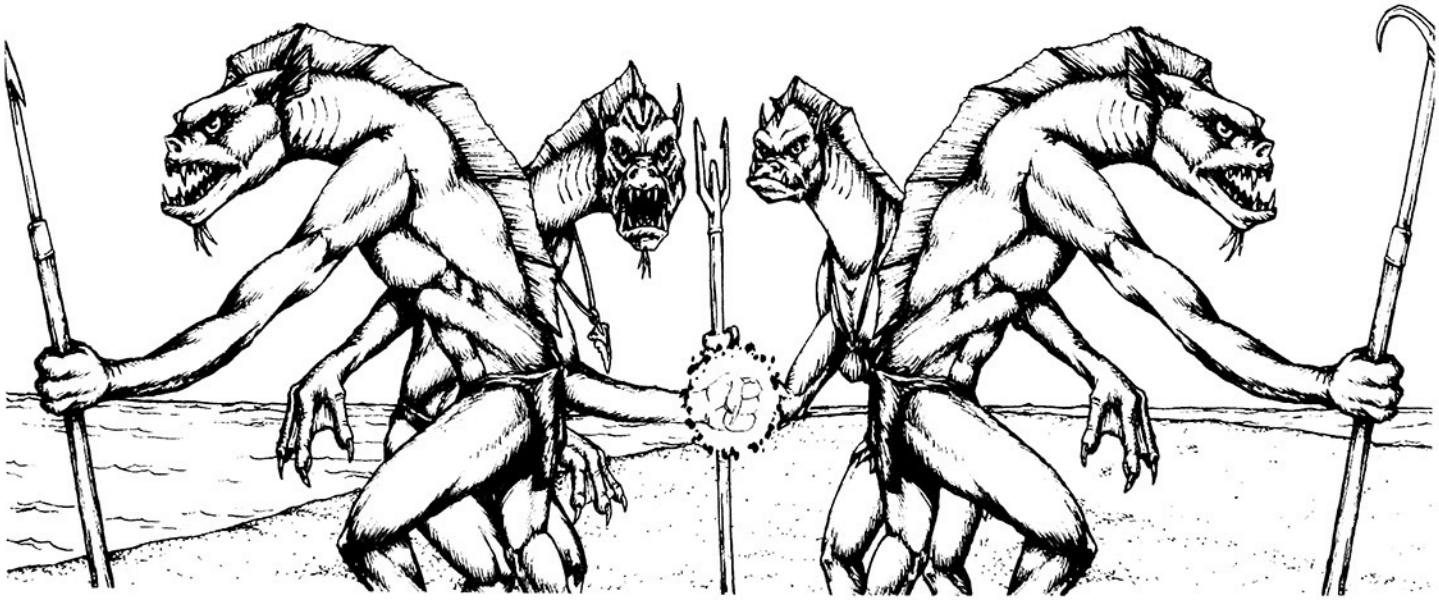
Sea Trolls in General

Appearing: 2-12 (6-60+)

A sea troll is an aquatic, man-like creature native to another set of dimensions, one of many of this sort brought to Earth many centuries past to bolster military endeavors. The race is adapted only to salt water. It dwells in undersea communities, usually at depths of 5 to 10 fathoms. These communal dwelling places house anywhere from 10-60 adult male warriors, and like numbers of non-combatant females, immature, and elder sea trolls. Hunting and raiding parties go forth from the underwater villages. Sea trolls prize human flesh for food, and value many things found aboard boats and ships, so when an unwary vessel is sighted, it is usually attacked by such groups.

Sea trolls are intelligent and can possess the same Abilities that are possible for their habitat as can humans. They will sometimes have some sort of dangerous sea creature to serve as a guard for their dwelling place—eels, an octopus, seadogs, one or two sealions, sharks, or the like. Larger communities (1 in 20 at 10 times village size) will have a complex social structure, classes, and, at the LM's option, individuals of unusual sort.

A typical sea troll is about seven feet tall, with a pale, aqua-scaled skin and heavily webbed feet. The large, long head is bullet-shaped and smooth save for a red cranial spine and small, fin-like ears. The lower jaw is prognathous, and is filled with shearing teeth that meet large, forward-thrusting maxillary teeth above. The eyes are so widely spaced as to be nearly on the sides of the head, and are round and large—over an inch in diameter—with a very fish-like appearance. The nose is wide and very flat, with huge nostrils for taking in water. A long neck with gill slits then meets the body of the sea troll. The body features sloping shoulders, a back spinal continuation of the



cranial crest, four-foot-long arms with long, partially webbed fingers that terminate in hooked and very sharp claws, and short and very powerful legs used together to swim with an undulating kick.

The wealth of sea trolls usually consists of $1,000 to $10,000 per individual in rare shells, polished corals, and pearls. There is a 2% chance per 10 members of a community that there will be a sunken treasure hoard in the possession of the community. The size and nature of such a treasure is to be determined by the LM, but the following guideline is offered:

Metals/Coin	5d20 x $10,000
Crystals/Gems	2d% x $10,000
Extraordinary Items	10% for d3 of each grade

A community is comprised mainly of warriors, with a few lesser leaders called marauders, a chief, and a shaman.

Chief

Appearing: *1 in a community*
H: 51-80 ***P: 56-85*** ***S: 16*** *attacking*
32 *swimming*

Attacks: A chief typically uses a lance or long bident. At close range, it will attack with claws for 1-12 Harm, and bite for 1-12 Harm while underwater. Each attack gains a Physique bonus of +9-16 points of Harm.

Defense: A chief has 12 points of protection due to its scales and speed.

Marauder

Appearing: *1 per 10 warriors in a community*
H: 31-50 ***P: 41-60*** ***S: 14*** *attacking*
28 *swimming*

Attacks: Marauders typically use weapons such as harpoons and hafted hooks to haul victims from vessels. At close range, they will attack with claws for 1-12 Harm, and bite for 1-12 Harm while underwater. Each attack gains a Physique bonus for +7-12 points of Harm.

Defense: A marauder has 9 points of protection due to its scales and speed.

Shaman

Appearing: *1 in a community*
H: 51-80 ***P: 56-85*** ***S: 16*** *attacking*
32 *swimming*

Attacks: A shaman has Extraordinary Powers of Geourgy (Ability Score 21-40, 2-4 Powers of Very Minimal to Moderate grade) and Theurgy (Ability Score 41-60, 4-6 Powers of Very Minimal to Very Good grade, no rites needed) that are logical and useful in marine environments. At close range, it will attack with claws for 1-12 Harm, and bite for 1-12 Harm while underwater. Each attack gains a Physique bonus of +9-16 points of Harm.

Defense: A shaman has 10 points of protection due to scales and speed.

Warrior

Appearing: *most or all of a randomly encountered group*
H: 26-45 ***P: 31-40*** ***S: 13*** *attacking*
26 *swimming*

Attacks: Sea trolls typically use weapons such as a seaweed lasso or hook-bladed pole-arm (7-20 Harm base) to haul victims from vessels. They attack with claws at close range for 1-12 Harm, and can also bite for 1-12 Harm while underwater. Each attack gains a Physique bonus of +5-10 points of Harm.

Defense: A sea troll has 7 points of protection due to its scales and speed.

Sefer

Appearing: *1*
H: 600 ***P: 40*** ***S: 18***

Attacks: A sefer can strike with its paws for 1-12 Harm, and with its beak for 3-20 Harm. Both attacks receive a Physique/Precision bonus of +2-12 Harm.

Defense: A sefer has 7 points of armor due to its speed and nature.

This other-dimensional monster appears something akin to a winged, hawk-headed, huge leopard. Although it is not native to Earth, one occasionally slips through to, or is brought to, the world of men. They fly no faster than a large bird such as a vulture.

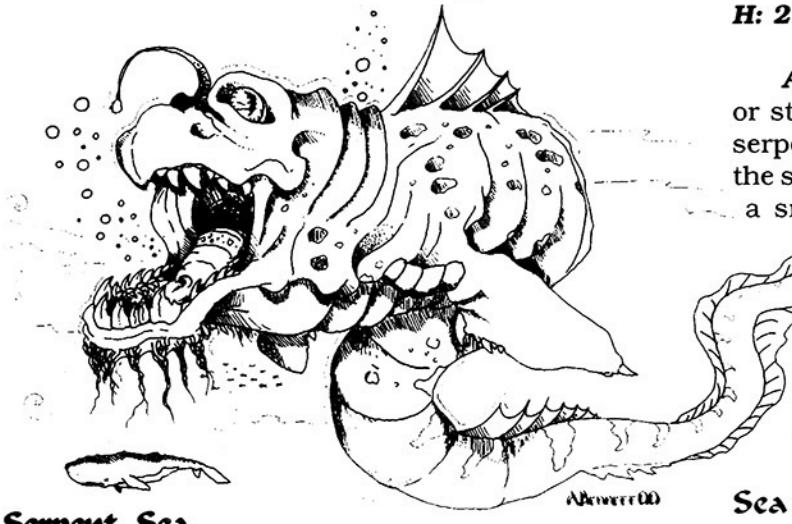
Sepi

Appearing: *1*
H: 150 ***P: 40*** ***S: 10***

Attacks: A sepi's toothy maw delivers a bite for 26-35 Harm.

Defense: A sepi has 4 points of armor.

A sepi is a worm-like, barracuda-headed sea monster of 71-100 feet in length. The sepi is a species of other-dimensional sea monster that has managed to establish a very small, but likely viable, breeding population in the oceans of Earth. Often these monsters will merely rise out of the water and pluck a hapless mariner off the deck of a ship. However, these worm-fish monsters can actually coil around small boats and cause their planks to break, or at least be sprung sufficiently that the boat takes on water and founders. Feeding for the sepi is then a simple matter of swallowing the helpless mariners as they founder in the water.



Serpent, Sea

The reader is cautioned not to confuse this species of creature with the spirit type of serpents, these latter being powerful and intelligent other-dimensional-matrix inhabitants who travel in spirit form and materialize when on earth.

The sea serpent is a truly gigantic predator found in large bodies of salt water. It is not intelligent, hunting and killing by instinct. Fortunately, it is a rare creature, and not often encountered by mariners. In the unlucky case that this occurs, however, only a large and well-defended vessel has any chance of surviving a meeting with this monstrous animal.

Currently, experts in the field believe that the sea serpent is a survivor of a long-past age when great and strange creatures ruled the planet. Dwelling as it does in the depths of the oceans, this leviathan managed to survive whatever disaster it was that brought extinction to most of the other mighty beasts that walked on land or swam in the seas.

There are two sorts of sea serpents, a large species that attacks by direct means, and a smaller, steam-exhaling kind. The large sea serpent has a head that resembles a long-jawed fish, while the smaller one has a shorter snout and almost boar-like face. Both sorts have huge, forward-set eyes and long, thick streaming feelers fringing the snout and atop the cranium.

In regard to the latter species, the small sea serpent's steam-breath exhalation has a range of one-half its body length, and is employable no more frequently than once every ten minutes. As such the steam breath attack is typically employed immediately during the onslaught of the sea serpent, and thereafter it assails its prey with flipper or jaws.

Sea Serpent, Large

Appearing: *1*
Length: 105 to 150 feet (5d10 + 100)
H: 20 +1/foot ***P: 40*** ***S: 6*** *attacking*
18 *swimming*

Attacks: A sea serpent can bite for 36-50 Harm, or strike a flipper blow for 1-30 +12 Harm. The sea serpent thereafter slithers aboard and coils around the subject, seeking to enwrap it and crush it as would a snake. This coiling will sink any boat or inflict structural harm on a ship so as to cause it to founder in five minutes—less one minute per size category smaller than large (medium, small, light).

Defense: The serpent's scales and skin convey a constant 4 points of protection.

Sea Serpent, Small

Appearing: *1*
Length: ***32 to 50 feet (2d10 + 30)***
H: 20 +1/foot ***P: 40*** ***S: 8*** *attacking*
24 *swimming*

Attacks: A small sea serpent can breathe a steam cloud of 10-foot diameter and one-half body length for 21-25 Harm that ignores all but Supernatural armor. It can also bite for 7-20 +1-8 Harm, or strike a flipper blow for 1-20 +10 Harm. A sea serpent thereafter slithers aboard small ships or boats and coils around the subject, seeking to enwrap it and crush it as would a snake. This will sink any small boat, and inflict structural harm on a large boat or small ship so as to cause it to founder in five minutes—less one minute per size category smaller than small-ship size (light ship, large boat, medium boat).

Defense: A serpent's scales and skin convey a constant 4 points of protection.



Serpent, Subterranean

Appearing: *1*
Length: 75 to 120 (5d10 + 70)
H: 20 +1/ foot ***P: 30***
S: 12 *attacking/***8*** *on land/***16*** *swimming*

Attacks: A serpent can bite for 26-35 Harm. It can also use 4-6 tentacles (up to six separate attacks thus) to strike, each for 6-8 Harm that ignores armor. A hit indicates a 50% chance on the next ABC for the target subject being thrust into the creature's mouth

for a certain bite! (Note that tentacles are destroyed separately with 10 Harm inflicted on any one. However, a victim caught by a tentacle can not escape and attacks at a penalty of not less than 20 on Ability check rolls.)

Defense: A serpent's scales and skin convey 8 points of protection.

The reader is again cautioned not to confuse this species of creature with the spirit serpents, the latter being far more powerful, intelligent other-dimensional-matrix inhabitants which travel in spirit form and materialize when on earth. Such creatures possess Extraordinary capacities, and the subterranean serpent does not.

The subterranean serpent is a huge underground predator found in large, deep caverns where some extensive body of water is nearby, for these monstrous things require periodic immersion. They are not intelligent, and hunt and kill by instinct, relying mainly on their sense of smell to locate prey. Fortunately, these are very rare creatures that remain in their deep lairs and seldom slither upwards to trouble humankind and other surface dwellers.

The subterranean serpent has a head that resembles a crocodile-jawed wild boar with enormous tusks. The eyes are huge and forward-set. Several grasping tentacles writhe around its mouth and aid the creature in delivering a killing bite. The huge, snake-like body has, along its length, pairs of small, vaguely humanoid legs, one pair for each 10 feet or so of length. Movement out of water combines slithering with the push of these appendages.

It is believed that the subterranean serpent might indeed be a degenerate offspring of a serpent spirit, but this is uncertain, and no sure proof exists one way or the other.



Serref

Appearing: *1*
H: 50 ***P: 50*** ***S: 20***

Attacks: A serref can strike with a paw for 1-10 Harm, or its beak for 7-20 Harm. Both attacks receive a bonus of 1-10 Harm inflicted.

Defense: A serref has 8 points of armor due to its speed and nature.

This other-dimensional beast appears something akin to a winged, hawk-headed, giant-sized mongoose. Although it is not native to Earth, one occasionally slips through or is brought to the world of men. It flies a little faster than a large bird such as a vulture.



Setcha

Appearing: *1*
H: 70 ***P: 35*** ***S: 15***

Attacks: A setcha can strike with a paw for 1-12 +5-30 Harm. It can also attack with three fang-strikes for 3-5 Harm plus VT of 6-8 points (each attack), the poison splattering and ignoring armor protection.

Defense: A setcha has 4 points of armor.

This other-dimensional monster appears something akin to a huge lion with three snake-like necks and heads. Although it is not native to Earth, one occasionally slips through or is brought to the world of men. The six-foot-long necks enable the monster to attack up to three separate targets at one time.

Setrap

Appearing: *1*
H: 100 ***P: 30*** ***S: 8***

Attacks: A setrap's attack is a snapping beak that delivers 26-35 Harm.

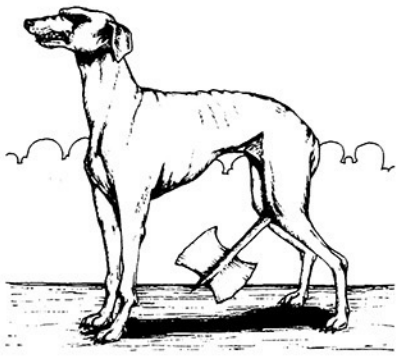
Defense: A setrap has 12 points of armor.

A setrap is a species of other-dimensional sea monster, a spiked, turtle-like one, that has also managed to establish a very small, but likely viable, breeding population in the oceans of Earth. Most often a setrap will hunt afloat on the water's surface and use its 20-foot long neck to snap a hapless mariner

from the deck of a boat or small ship. These turtle-monsters, however, can actually rise up under boats and small, light ships to sink them by driving its back spikes through the hull (hit for 3-60 points of Harm to the hull). It can then devour the helpless swimmers abandoning the sinking vessel.

Sha

Appearing: *1*
H: 40 ***P: 40*** ***S: 22***



Attacks: A sha has a slashing bite that inflicts 1-20 Harm, and a tail strike that inflicts 9-20 Harm. Both attacks receive a bonus of +1-8 Harm.

Defense: A sha has 10 points of armor due to speed, reflexes, and nature.

This other-dimensional monster appears something akin to a huge greyhound the height of a large pony, with a thick, fairly long, axe-headed tail. Although it is not native to Earth, a small pack occasionally slips through to, or is brought to, the world of men. A sha's tail can attack anyone within a three-foot radius of its hind quarters, or the sha will purposely dash past a single victim to slash with its teeth, then employ its tail.

Shooting Star

Appearing: *1+ (a patch might have 20 or more!)*
H: 10 ***P: 25*** ***S: 20*** *attacking*
0 *movement*

Attacks: Each plant has 1-4 piercing attacks of 3-5 Harm with VT of 6-8 Harm—all ignoring half armor with buckler or shield or full armor 10% of the time, and half armor 50% of the time.

Defense: A shooting star has no armor, but is generally unaffected by weapons inflicting only shock-type Harm.

This is a normal-appearing, small, flowering plant that discharges small, star-shaped missiles with sharp points when any creature comes within a 20-foot radius. Creatures slain by the poisoned missiles decompose and provide nutrients for the plant.

Silini in General

Silini (singular and plural) and urisks are generally found in small groups in sylvan habitat. They have upper torsos that are human-like and lower torsos that are pony-like. They are rather ugly, with horse-like ears, long, flattened noses, and horse-like tails. Both varieties of the race are native to an adjacent dimension, and some number now inhabit wilderness areas of Earth. They like all music and revelry, but are most prone to imbibing wine and singing. The varieties of the race typically associate together and with centaurs, fauns, or bucentaurs and so on. They are not very friendly towards humans and will attack if provoked in the least. When aroused to combat, they are quite fierce fighters.



Silini are a bit smaller and faster than urisks, with coloration being lighter, but often dappled as compared to the urisk's plain tans and browns. Such creatures as these follow and serve Innus/Silenus or, in some places, those gods of similar sort found in other deital families.

Individuals of either variety of the race possess natural Physique Ability of from 11-40 Score, and Stealth Ability at 90 when not imbibing. They can have one or more other Abilities of various sort as well, including, but not necessarily limited to Hunt, Luck, Physique (in addition to the amount indicated), Ranging, Stealing, and Tricks.

Silini

Appearing: *1-8*
H: 41-60 ***P: 26-35*** ***S: 15***

Attacks: Silini typically use weapons such as javelins or short spears, clubs, etc.—all with a base Physique Ability addition of +1-4 Harm.

Defense: A silini has 7 points of armor because of its speed and concealment ability.

Urisk

H: 46-65 ***P: 41-50*** ***S: 15***

Attacks: A urisk typically uses weapons such as slings or fighting staves, heavy knives, etc.—all with a base Physique Ability addition of +1-4 Harm.

Defense: A urisk has 6 points of armor because of its speed and concealment ability.

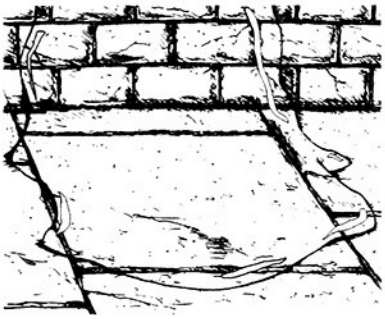
Slimes in General

These mobile and carnivorous plants, being subterranean in habitat and having no photosynthetic capacity, are more of the very deadly underground predators that lurk in caves, dungeons, and mines to attack and devour prey. Slimes are not rapid in movement, but have developed relatively fast attack methods to make up for this limitation. They are silent killers waiting for prey to wander close as they slowly move from place to place. However, slimes are never found far from some source of water, be it no more than a trickle, for if they dry out they quickly die. Slimes are able to move along or cling to perpendicular surfaces or ceilings.

Slimes have sensory organs for the detection of vibration, pressure, and heat. If prey approaches within about 30 or so feet, they are aware of this and can track its movement while within such range.

Note that prey contacting one of these things obviates the need for a Precision check to discover if the attack of the slime succeeds.

The various species have adapted according to their method of hunting. These slimes include:



Chameleon Slime

Appearing: *1*
H: 40 ***P: 25***
S: 5 *attacking*
1 *moving*

Attacks: This slime uses a strong acid secretion for 9-12 points of continuing Harm that ignores armor protection (and delivers full and equal Harm to objects such as armor and flesh).

Defense: The chameleon slime has no protection against alkaline bases, electrical, and flame Harm. It has 10 points of protection against cold and shock Harm, and 20 points of protection against all other (usual/normal) attack forms.

This slime lurks virtually anywhere proximity or contact is likely, for it can assume the coloration and texture of many surfaces—sand, gravel, dirt, mud, rock, hewn stone, or even wood or brick. As it uses its many little cilia to creep rapidly onto its prey and ooze parts of itself through openings in armor and clothing, attacks upon the slime will surely affect its victim as well.

Flowing Slime

Appearing: *1*
H: 35 ***P: 30*** ***S: 10*** *attacking*
1 *moving*

Attacks: An adhesive attaches this slime fast to the victim, followed on the next ABC by a strong acid secretion for 9-12 points of continuing Harm that ignores armor protection (and delivers full and equal Harm to objects such as armor and flesh).

Defense: A flowing slime has no protection against alkaline bases, cold, and electrical Harm. It has 10 points of protection against fire and shock Harm, and 20 points of protection against all other attack forms.



This slime lurks in water or in someplace where it can flow out and affix itself to its prey. Once it contacts a victim, it sends out branches of slime that release digestive acid of great strength. As it is glued to its prey, attacks upon the slime will surely affect its victim as well.

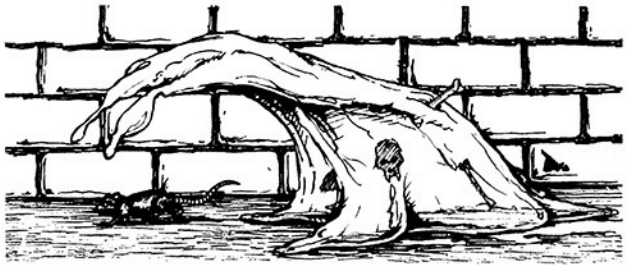
Lashing Slime

Appearing: *1*
H: 30 ***P: 20*** ***S: 15*** *attacking*
1 *moving*

Attacks: This slime can make up to three separate attacks where a detached glob of slime strikes and holds fast to the victim, followed on the next ABC by an attack for 9-12 Harm that ignores armor protection (and delivers full and equal Harm to objects such as armor and flesh). Two ABCs thereafter, rhizome-like filaments of the slime complete the piercing of the victim's flesh, enter the blood stream, and the Health of the slime begins growing immediately (one point each ABC until victim's Health is destroyed—the brain of the victim is then lashing slime, and soon all the corpse will be consumed and a new member of the tribe will emerge!).

Defense: A lashing slime has no protection against alkaline bases or flame Harm. It has 10 points of protection against cold, electrical, and shock Harm, and 20 points of protection against all other attack forms.

This slime lurks on floors, walls, or even ceilings where it is no more than 12 or so feet above the floor. Once a victim moves within its 15-foot missile range, it lashes out with its three active portions to let fly the deadly globs of its breeding body. When a blob of

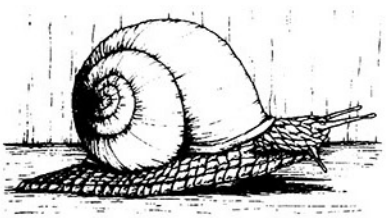


slime strikes, it gushes forth an acid that generally destroys the glob proper, and this enables both the freedom of the attacking rhizome-like tendrils and access to exposed flesh for their piercing entrance.

Slug, Slate

Appearing: *10-100*
H: 3 ***P: special*** ***S: 1***

Attacks: When the shell of a slate slug is cracked, internal substances ooze out, adhere to, and mix with those of a second slug likewise "broken," so as to form an acid and attack a host. The carapace is near-rock-hard, but is breakable by a weight of not less than 75 pounds coming down hard upon the creature's shell.



If two slugs' internal substances intermix, it takes about one minute for an acid secretion sufficient to eat through intervening substances (leather or metal, no matter) to reach flesh. Pain will notify the victim that he or she is about to be the host and main course for the new generation of fast-growing slate slugs. The Health of the host degrades at one point per minute after infestation, and the sight and sounds aren't pretty.

Slate slugs, in any stage of development, are harmed by freezing cold, boiling water, or exposure to an open, hot flame. In ooze form, a slate slug is harmed only by the above or a strong alkaline solution. The trick to stopping them is immediate immersion of the exposed flesh in alcohol. This gets the conjoined blob intoxicated, so that it drops off, and it can then be disposed of as noted.

If the ooze has already entered into flesh, there is a 100% chance, less each minute of propagation, to induce the immature batch of slugs to leave and go to another host. This requires the immediate consumption, by the host, of at least a half of a cup of pure alcohol (eight ounces of 100 proof liquor, five cups of strong wine, or five pints of ale). The host must consume that quantity or there is no chance of getting rid of these creatures and surviving. Five minutes after the alcohol is consumed, three or more pounds of cool or cold raw flesh, awash with blood, if possible, must be pressed to the point of entry to serve as a lure. There is then a 75% (+5% per added three pounds of flesh being offered) chance for the things to reverse course and move into the raw flesh. Physical Harm done to the former host remains, but it will heal normally. As with many infestations, Extraordinary means of extraction or extermination are possible as determined by the LM.

Spider, jumping

Each species of jumping spider resembles the common wolf spider in some degree. These spiders are all aggressive hunters and prefer to ambush prey. They do not build webs to trap prey, but instead leap from hiding to assail a victim that wanders close. The bite of a jumping spider injects VT into the subject, and all Harm that accrues from the VT ignores the armor of the subject. The VT is a simple venom that only inflicts Harm.

Each of these spiders can be found both above and below ground, but the larger varieties are most often found in ground-level lairs or camouflaged caves near where large prey routinely travels.

Refer to the Alphabetic listing for statistics based on the size of the jumping spider encountered.

Spider, Void, in General

There are two species of these strange creatures, the lesser, and the greater (seldom encountered) ones.

Creatures attempting to move through void spider web areas can, at best, move at 50% of normal walking speed, or a Speed of 4, whichever is the lesser. Spirit/immaterial creatures are likewise slowed to half movement, or a Speed of 6, whichever is the lesser. There is a 1 in 4 chance each ABC moving in the web that the individual will become stuck and unable to move further until a check against three times Speed BR succeeds for a material subject (a check against two times Speed BR succeeds for a spirit/immaterial one).

Lesser Void Spider

Appearing: *1 (80%) or 2-5 (20%)*
H: 80 ***P: 80*** ***S: 6*** *outside web*
18 *in web*

AEPs: 80

Attacks: The spider can bite for 1-12 Harm plus VT of 9-12 points if the armor of the target is surpassed or bypassed.

Defense: Supernatural Extraordinary energy provides a constant 9 points of protection against all Harm.

Abilities: The spider has Arcana and Learning each at a Score of 90-99, and Geourgy at 80-89 (with activations for all four elements, 4 Powers for each and 8 Power-Bids in any mix).

Powers:

1) A void spider has an automatic Vampiric Drain attack anywhere in its web for 1-2 points of Harm (or Free Will). The void spider gains half of the points drained, with those added to its Health.

2) A void spider can summon and control spiders of any sort (up to 800 Health points total) via telepathic communication, from up to one mile's distance, .

3) A void spider can communicate via telepathic means with all of its own kind within 100 miles, and with other creatures that are within sight and no more than one mile distant.

Greater Void Spider

Appearing: *1 (90%) or 2-3 (10%)*
H: 120 ***P: 90*** ***S: 5*** *outside web*
15 *in web*

AEPs: 120

Attacks: This spider can bite for 1-12 Harm plus VT of 13-16 points, if the armor of the target is surpassed or bypassed.

Defense: Supernatural Extraordinary energy provides a constant 11 points of protection against all Harm.

Abilities: The greater void spider has Arcana and Learning Abilities, each at a Score of 100-119, and Geourgy at 80-89 (with activations for all four elements, 4 Powers for each, and 8 Power-Bids in any mix), and Enchantment at 70-79 (with 7-8 Powers of any Grade).

Powers:

1) A greater void spider has an automatic Vampiric Drain attack anywhere in its web for 3-5 points of Harm (or Free Will). The void spider gains half of the points drained, with those added to its Health.

2) This void spider can aim a Vampiric Drain gaze at one subject within 30 feet, and drain 9-12 points of Activation Energy (Avoidance Roll check against three times Speed BR). The void spider gains half of the points drained.

3) This void spider can summon and control spiders of any sort (up to 800 Health points total) via telepathic means from up to one mile distance.

4) This spider can communicate, via telepathic means, with its own kind within 100 miles, and with other creatures within sight and no more distant than one mile.

A void spider is an advanced form of arachnid from other-dimensional matrices, a traveler who walks the myriad multiversal planes and spheres. The renowned savant, Jert of Troy, has virtually proved that this creature is either the offspring of the two spider-gods of the Yattemic pantheon, or perhaps their servant garnered from some distant universe. The lair of this creature is not, by any means, restricted to the lands in which such deities are venerated (or feared). The lesser of the species tends to roam the elemental dimensions, aether, and terrestrial realms of the mundane planes, while the greater version tends to dwell in space, aether, and astral dimensions.

A void spider appears similar to an "unnatural" web spider. The lesser variety of void spider is about 10 feet in diameter, while the greater is 15 feet in diameter. The lesser is colored with rainbow hues, while the greater tends to appear similar to a starry sky, black with many-hued stars. A void spider has exceptional intelligence, equal to that of the wisest of human scholars and sages. It is an amoral creature, and considers most other life forms, humans and Alfar included, in the same manner as an ordinary spider would regard any other insect...as prey! However, it can, and may, communicate through a form of telepathy to any creature possessing more than animal intelligence, and has the ability to summon and control any form of spider. Additionally, it tends to be on amicable terms with those who venerate the Yattemic spider gods, especially Theurgists of those gods.

The most interesting thing about this creature is the interdimensional nature of its webs. The webs tend to form shapes independent of the surrounding architecture and physics, being "anchored" not by physical objects, but in unseen areas. The webs of the smaller of the species tend to form vaguely spherical shapes about 111-130 feet in diameter, while the webs of the greater can appear as complex 3-dimensional fractal patterns composed of from 171 to 190 cubic rods (16.5 feet = 1 rod) of material. A void spider can walk through any solid objects in the web's area—if it is not engaging creatures in combat at the same time—as if the solid material was as insubstantial as air.

Additionally, the anchor points of the web usually consist of nexus points to other realms—either to another portion of the same dimensional matrix, or alternate matrices. A void spider can use these portals at will. Other beings won't be able to use these unless the void spider alters the being's vibration to traverse the webs, or the being has the capacity to traverse the web itself via Extraordinary Ability or item use. The void spider does not have the capacity to traverse planes and spheres unless it spins and manipulates its web strands first, an action which takes a minimum of one minute to complete.

The webs are of an unknown material, some weird amalgam of matter and energy, or perhaps cosmic (or multiversal!) "strings." They are as sticky as the standard forms of webs in that they impede movement as noted above. In addition, creatures in spirit/immaterial form can get stuck in these webs, since they are multidimensional in nature. Fire does not harm the webs. Only Extraordinary Abilities that can cause physical damage can affect them, melting the webs as fire would the webs of a normal spider.

In addition to the standard interdimensional webs, a void spider can spin strands of matter and energy for short-term effects that are identical to those of the Extraordinary Powers noted above—the AEP costs and activation times are the same, but these creatures have no need for any sort of memory tablets or the like. If these sorts of activations are used to attack a Void Spider within its web, the activations will not damage it.

Void Spiders feed on energy, and tend to spin their webs near areas where such energy can be collected—usually near mystical ley lines, elemental nexuses, areas rich in tilferium nodes, etc. They can also feed upon creatures via a vampiric attack. Any creature within a void spider's web will suffer Harm (to Free Will if a spirit/immaterial), the amount drained being added to any of the spiders attributes which aren't at full level if the victim doesn't make a successful avoidance roll. The spider can, instead, use its gaze on a victim within 10 feet for the same effect, and the drain (and corresponding gain) is of AEPs.

Void spiders are solitary creatures. On very rare occasions, 2-5 lesser ones can be found together (or sometimes in a greater spider's lair!), but for the most part they remain alone. The same is true, only more so, for the greater form of these creatures. Any form of civilization or aggregation of these creatures is not known, at least in the Earthly dimensions. Perhaps they remain in touch via some special form of communication. There does appear to be a hierarchy, of sorts, and the leaders of this race appear to be ascribed a demigod status. There is only one discernible sex for these spiders, and how they breed is not clear—either they are spawn of gods and can't themselves breed, or they breed via parthenogenesis.



Spider, web

These spiders can be found in many different climes, but almost always favor locales that provide plenty of structures from which to hang their webs. Deep forests, craggy ravines, and the like all provide many points on which to attach web strands.

The webs spun by these spiders grow in relation to the size of the spider creating them. Those of the smaller varieties are easily broken by humans and the like. The webs of the huge (40") spiders require more effort, with a 90 percent chance for breakage per attempt. The webs of the giant spiders are so tough as to require possession of Physique Ability to break, and each 10 points of Ability garners a one percent chance to break the strand.

The webs are also inflammable. The webbing of the giant (80") spiders will melt, actually, instead of burning, but all of the lesser webs will burn away when lit with a torch. Burning the webs, of course, will incite the spiders to attack. Any surviving spiders will quickly re-spin the webs.

It is difficult to exterminate all of the spiders infesting an area. Many immature spiders will hide in the slightest of crevices to survive assaults on the mature spiders, and egg sacs are easy to hide away from discovery. It is believed the aid of some supernatural agency is necessary to ensure eradication of an entire spider colony.

The bite of a web spider, like that of a jumping spider, is not terrible in itself, but it does inject a toxin into the victim. The VT is a simple venom that only inflicts Harm to the victim.

Refer to the Alphabetic listing for statistics based on the size of the web spider encountered.

Springbat

Appearing: *1-2*

H: 4 ***P: 20*** ***S: 10*** *attacking* ***20*** *moving*

Attacks: A springbat has a supersonic shriek that momentarily paralyzes (two seconds) anyone within a 9-foot radius. The springbat can then attack first (before its victim), and will bite for 1-3 points of Harm plus VT. The VT causes no lasting Harm, but the toxin relaxes muscles for two to five minutes if maximum Harm (3) is indicated. All combat ability is lost while the toxin is active.

Defense: A springbat's size and evasiveness give an effective protection of 4 points of armor.

When disturbed, the cat-sized springbat becomes active, utters its shriek, and springs up on kangaroo-like hind legs to a height of about six feet, so as to flutter to safety. If it is attacked when so doing it becomes confused, utters more shrieks, and bites at the nearest threatening individual.

Springbat, unnatural

Appearing: *1*

H: 40 ***P: 40*** ***S: 10*** *attacking*
20 *moving*

Attacks: An unnatural springbat has a supersonic shriek that momentarily paralyzes (two seconds) anyone within an 18-foot radius. It can then attack first, and will bite for 1-6 points of Harm plus VT. The VT causes permanent 1-2 Harm in Health Base Rating, and relaxes muscles for two to five minutes real-time. All combat ability is lost while the toxin is active. A bite bypasses full armor 10% of the time, and bypasses half armor 50% of the time.

Defense: Evasive movement and size allow for 5 points of protection.

An unnatural springbat is a lynx-sized creature formed through Extraordinary means. It is much the same as a normal springbat, otherwise.

Stalker, Stone

Appearing: *1-3*

H: 100 ***P: 25*** ***S: 12***

Attacks: A stone stalker will strike with two "fist" smashes for 9-20 +2-12 Harm.

Once per day, a stone stalker can turn one ordinary (mundane) living or otherwise material creature into a stone, unless that individual succeeds in an Avoidance Roll against Speed Base Rating. In the process of a successful attack of this sort, there occurs a shrinking to 1/10th of the normal size of the subject. In addition to petrifaction and shrinkage, a stone stalker is able to reverse this process once per day. Whether the "stoned" victim was the subject of its personal attack or that of another using a like Power does not matter.

Defense: A stone stalker has 15 points of protection from all but Extraordinary attacks. Preternatural Harm is reduced by 10 points, and even Supernaturally-engendered Harm is shielded by 5 points of protection. A stone stalker has total immunity to Harm from missiles and weapons of rock or stone.

This creature has a Ranging Ability of 75 and, despite its composition, it has a Stealth Ability of 50.

A stone stalker can literally see through ordinary ground to a distance of 30 feet to 120 feet, as determined by the composition of the matter concerned; concentrated metal, metal ore, and/or gem crystals bar such vision. By adjusting its vibrations to the sphere of elemental earth, the stone stalker can move at 75% of normal speed through sand and/or dirt, move at 50% normal speed through clay and/or gravel, and at 25% normal speed through rock and/or stone. However, metal (even ore in about 50% concentration) or gem crystals bar the path of the stone stalker, altering its bodily vibrations if it contacts such matter.

The exact nature of the stone stalker is still hotly debated by sages of history and savants of mystic lore, for the actual dweomers to create or conjure such a thing are almost unknown. Some claim it is an elemental race of earth nature conjured to our dimensions, others assert that it is an amalgam of golem and demon. The ancient, authoritative Jert of Troy, an Adept of that Age, claims to have brought (by unstated means) the first stone stalker into being here.

Whatever the creatures' exact origins, it is known that these creatures are potent beings used by very great activators of Extraordinary energies to pursue and capture or slay the objects of pursuit. They must be commanded immediately to attack subjects, or otherwise stalk a specific individual as prey, for they cannot (or will not) serve as guardians or perform other tasks.

Once a stone stalker has completed its stated objective, its crumbles and presumably the spirit is returned to its home sphere.

Stone Stalkers appear as living humanoid statues, usually with a frightening appearance. Their "skin" appears as a sooty black or blood-red earth tone, and they have eyes that glow with an unnatural dark red or black light.

Subterranean Flora

Air fungus

This is a one- to four-foot, fleshy, spherical fungoid growth that springs from damp rock or stone, and draws most of its nutrient needs from the air only. Most of its varieties are not poisonous and provide food for many subterranean creatures. Some are lighter than air.

Basket fungus

This is a solid, fleshy, hemispherical, fungoid growth ranging from a foot or less in diameter to two or more feet in size. It is mobile and moves very slowly—a few feet an hour—on many thousands of surprisingly tough, rhizome-like growths to find and consume organic waste material. It is generally poisonous, although what it last consumed might affect this, and so on occasion provides food for many subterranean creatures (LM's discretion, depending upon situation).

Branch rockmold

This is a fleshy, near-fungoid growth that also springs from damp rock or stone. It is not usually poisonous and provides food for some subterranean creatures.

Creeping caveslime

This is a plant able to flourish with constant moisture and some unknown source of underground radiation. It makes the stone upon which it grows slippery, but it provides a source of nourishment for many sorts of creatures inhabiting lightless underground places.

Dark floater

This is a flattish fungoid of slate-gray color that thrives in higher-ceilinged subterranean areas where there is some moisture. It generates internal hydrogen when utilizing oxygen, so that it can float near the ceiling to find and devour fungi and slimes growing there.

From three to as many as 30 individual dark floaters will be encountered, a typical specimen being about six inches thick and three feet in diameter. The flesh of this fungus is poisonous to humans, but some underground creatures devour it with relish. If a dark floater is contacted by open flame or something akin, such as an electrical spark, it explodes, inflicting 3-20 Harm (disregarding all protection) on all things within a 10-foot radius.

Glowlichen

This is a phosphorescent, subterranean lichen that emits a bluish radiance. If found in profuse quantity, it can actually enable normal sight in an area of about 20-foot radius, vision in humans equal to partial moonlight in the area. It is consumed by a number of underground creatures, and this causes them to glow faintly for some few minutes thereafter.

Heat fungus

This is a fan-shaped, fungoid growth that appears where there is both warmth and moisture. It grows in colonies from a few to a score or more individuals, reaching a height of up to two feet. The flesh of this fungus is tasty even by human standards and provides food for many subterranean creatures.

Whistling toadstool

This is a large, subterranean fungus that is sensitive to, and thrives on, ultraviolet and other radiation. When it senses heat moving towards it, it will begin releasing internal gas, this discharge causing a piercing, whistling sound that generally drives away species that are predatory to the fungus. The noise attracts other denizens of the subterranean world. A typical whistling toadstool is about two feet tall, taller if there is a rich soil upon which to grow, and of near colorless hue.

Sundog

Appearing: *1-8*
H: 30 ***P: 55*** ***S: 15***

Attacks: A sundog can bite for 1-20 +2-12 Harm. One half (rounded down) of the additional Harm ignores non-Extraordinary armor.

Defense: A sundog's speed and nature provide a constant 6 points of armor protection.

A sundog is a creature that exhibits both canine and hyaenid characteristics, and is from the dimensional matrix that is the home of the Alfar races. It is about the size of a large hyena, but it has a more dog-like body conformation, although the high shoulder remains. A typical specimen has a coat of sandy hue with patches of bright orange. It is mainly diurnal, but can hunt nocturnally, and sees well in all light conditions save absolute blackness.



A sundog is a predator from hot-climate barrens and wastes that will stalk prey remorselessly. Humans bestowed its name because of its desert habitat and dogged determination. It possesses natural Ranging and Stealth Abilities at Scores of 70 each.

This creature has adapted to Earth's environment, and some humans, as well as races of Alfar (the Malicious, Mixed, and Strong & Vile kinds), have managed to domesticate sundogs and employ them as hunting and guard animals.

Sylph, demi- (nightsylph)

Appearing: *1*
H: 91-120 ***P: 36-65*** ***S: 20*** land/***40*** air

Attacks: The nightsylph has Extraordinary capacities that are listed below. It also has a physical attack with talons that inflicts 1-12 Harm that ignores all armor protection.

Defense: Supernatural energy conveys a constant 14 points of protection to the nightsylph.

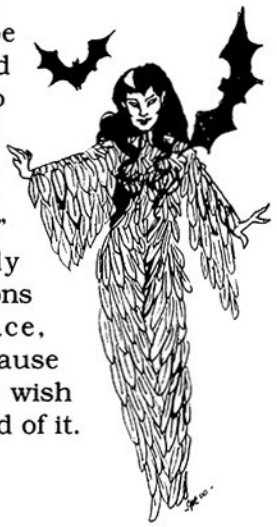
A demi-sylph appears as a ravishingly beautiful woman garbed in a costume of snowy or dove-hued feathers, with only her face and hands showing. A demi-sylph, or nightsylph, is a minor creature of the aerial dimensions.

A nightsylph possesses the Extraordinary capacity to command small numbers (5-30) of night-flying creatures such as owls or bats. By taking wing, a nightsyllph causes the immediate surroundings to become formless. In such changed surroundings, the

demi-sylph can be harmed by non-Supernatural Extraordinary attacks only when it is physically striking with its talons.

Each ABC a nightsylph is able to create a blast of cold air, laden with tiny crystals of ice, that inflicts 3-5 points of Harm and disregards all protection. This can affect all within a 10-foot wide (and high) by 20-foot long sweep. This blast will also extinguish any normal small flame or fire in its area of effect. Each fourth conjuration of such wind is much stronger, causing 9-12 points of Harm to those subject to its blustering force.

Nightsylph wealth is in the range of $5,000 to $20,000 in coins, double that amount in crystals and gems, and triple that in jewelry. There is also a 60% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, a 30% chance each for one Moderate, one Good, and/or one Very Good Extraordinary objects, and a 10% chance each for one item of Strong, one Very Strong, and/or one Major Extraordinary object.



These air elemental-type creatures are of only limited power and capacity compared to their close kin, the sylphs (covered in detail in Pantheons of Lejend™), and thus they are distinguished by the "demi-sylph" appellation. One is typically assigned to the material dimensions to guard some special place, although some are resident because of choice, mainly because they wish to protect some place or are fond of it.

Toad, poisonous, large

Appearing: *2-20*
H: 5 ***P: 50*** ***S: 5*** *moving*
10 *attacking/****15*** *swimming*

Attacks: The toad can bite for 1 Harm plus VT for 13-16 points if armor is bypassed (assume full armor is bypassed 10% of the time, and half armor is bypassed 50% of the time).

Defense: A toad has 2 points of armor due to its size.

These toothed toads are amphibious creatures. They are aggressive when disturbed.

Toad, tusked

Appearing: *5-30*
H: 10 ***P: 25*** ***S: 5*** *normally*
20 *jump-hopping*

Attacks: A toad has a wide mouth with teeth that inflict 1-10 Harm, and, regardless of actual Harm inflicted, continue to hold the target after a successful bite. This allows the toad to automatically inflict additional Harm each ABC until the creature or subject is dead. It also slows the held subject's movement and action/attack by 10% per toad holding fast.

Defense: The toad has 4 points of armor from warty, thick skin.

This creature hunts various large insects, arachnids, myriapodia, and even small mammals such as blackrats. It is, in turn, preyed on by larger creatures.



Trumpetvine

Appearing: *1 or more*
H: 40 ***P: special*** ***S: 0***

Attacks: If an air-breathing creature moves within six feet of the plant, it releases stored gasses. When this "trumpeting" occurs, each subject must make a Speed Base Rating check, and failure indicates paralysis from the gas.

Defense: The plant has no armor, but is generally unaffected by weapons inflicting only shock-type Harm.

The trumpetvine appears as a normal, woodland flora specimen, but terminal leaves on some portions are near-metallic and resonate. It generates and stores, within underground bladders, a toxic gas that it emits from these leaf formations whenever any creature approaches within a six-foot radius. The expulsion of gas produces a loud, metallic-sounding blare of noise similar to a horn being winded. Any air-breathing creature within the indicated radius will be paralyzed for one to four minutes real-time unless it escapes quickly.



Note: Predators tend to lurk near these growths and rush to the sound of the "trumpet" in order to get an easy kill. Blood and remains fertilize the plant thereafter.

Unicorn

Appearing: *1 (75%) or 1-6 (25%)*
H: 50 ***P: 75*** ***S: 28***

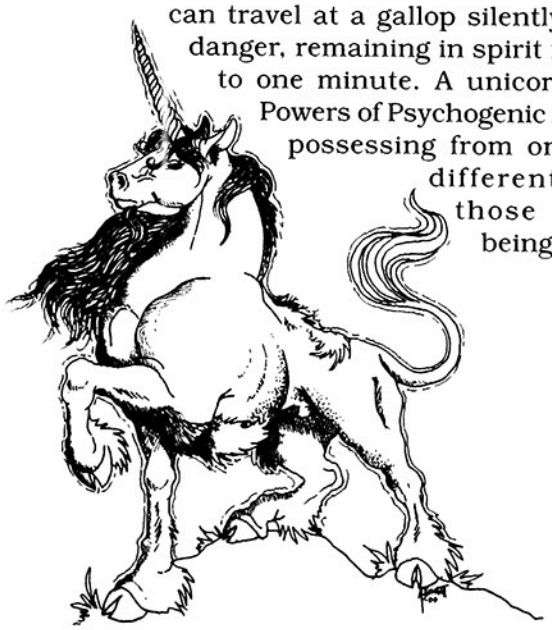
Attacks: A unicorn inflicts 1-20 Harm with its horn, or, if charging, 2-40 points of Harm. Either attack gains a Supernatural energy bonus of +13-16 Harm. The beast can also attack with its hooves for 7-20 +9-12 points of shock Harm (Supernatural bonus).

Defense: The unicorn enjoys 18 points of armor and total immunity to all poisons.

A typical unicorn looks very much like a perfectly-conformed horse of courser sort. The head is broader and a bit shorter than that of a horse, and sports a distinct beard of some considerable length that is reminiscent of a billy goat's beard. The mane is also more profuse, extending to the chest and neck, and thicker and curlier than that of a horse. The skull is altogether more massive, and very much so in the forepart where the four- to six-foot long spiral horn grows. The hooves of the unicorn are cloven and look more goat-like than equine, although they are large as a horse's. The base and for the first foot or so of the tail is similar to that of a bull, and for the balance of its three foot length, it is hair-plumed, with beautiful curling masses parting left, center, and right.

This exotic and quite intelligent creature is native to the Fair Alfar dimensional matrix, was brought to Earth in ancient times for use in warfare, and has since established a sufficient population in this world to retain a viable presence. As the creature prefers lonely woodlands, it is seldom encountered by mankind, although certain of the benign Alfar races are known to have contact with the unicorn.

In addition to the attacks noted above, a unicorn can, in one ABC, become immaterial. In this form it can travel at a gallop silently to escape danger, remaining in spirit form for up to one minute. A unicorn also has Powers of Psychogenic Ability sort, possessing from one to three different Powers, those possible being:



1) Alter Vibrations
2) Create Contentment
3) Empathic Confusion
4) Nictoscopy
5) Power Sensing
6) Premonition
7) Self Teleportation
8) Sensory Acuity
9) Sixth Sight
10) Spirit Barrier
11) Thought Insinuation
12) Thought Reading

Because of the sovereign power of the creature's horn over poisons, toxins, and venom of any sort, the unicorn is hunted so as to gain its horn and thus the virtual immunity to such substances. Furthermore, as the horn stores from 24 to 30 Activation Energy Points, and recharges AEPs expended at the rate of one per hour, unicorn horns are doubly prized by those employing Extraordinary Powers.

Warhound, Ogre

Appearing: *1-6*
H: 50 ***P: 50*** ***S: 16***

Attacks: An ogre warhound's jaws inflict 9-20 +13-16 Harm, the latter bonus always bypassing armor protection.

Defense: It has natural protection of 4 points, and if also wearing armor, it then has 12 points of protection.

A vicious killer, this huge Alfar-world canine is the size of a pony, and weighs about 500 pounds! It can, in most cases, be tamed and handled only by some few giants or ogres. It is a favored animal of the latter species for both hunting and use in combat.



Water Leaper

Appearing: *11-20*
H: 11-20 ***P: 26-35*** ***S: 10*** *attacking*
20 *swimming*

Attacks: A water leaper has a fanged bite for 1-2 Harm plus 9-12 VT Harm bonus that bypasses all armor if 2 is scored on the attack Harm check.

Defense: It has 2 points of protection for its size and movement.

This other-dimensional aquatic creature is adapted to the waters of Earth. It resembles a particularly large and malign-looking foxbat with scaled wings and gray-green body. It lairs in shallow

waters, along reefs or in thick beds of seaweed. At dawn and dusk this monstrous thing surfaces to flap and leap along the wave crests seeking prey. It is venomous and particularly loves warm-blooded victims, so humans on seagoing vessels and near the shore are at risk when this vile creature is hunting.

Webworm

Appearing: *8-32*
H: 5 ***P: 25*** ***S: 10***

Attacks: A webworm stings to deliver 1 point of Harm plus VT of 3-5 points that bypasses armor. The sting bypasses armor 10% of the time for full armor, 50% of the time against half armor).

Defense: The webworm has no armor protection.

This is an aggressive, foot-long creature that inhabits large sheets of webbing that can be mistaken for spiders' spinnings (75% likelihood). The webs, though, are both sticky and resistant to flame, so anyone thrusting a torch into them is likely to entangle it, have it extinguished by the sticky sheets, and alert the hungry, subterranean webworm that something to eat has come calling. A webworm will actually swing from abdomen lines to strike at prey not entangled in their nets.



Weapons are 25% likely to become stuck in the webs. Dust of any sort, flour, and such substances coat the webs and negate stickiness, and then the strands can be broken or severed easily. Solutions containing mild acid, such as vinegar, also remove the adhesive substance from web strands.

Werebeasts in General

Werebeasts are a class of once-humans who, for whatever reason, have acquired the Extraordinary Power of changing from human to animal form. In addition to this shape-shifting ability, all werebeasts also have Preternaturally-protected physical bodies that resist Harm. Only acid, fire weapons of silver can inflict normal Harm on a werebeast. Other attacks cause only one-tenth normal Harm, and health lost thus is regained in one day after being suffered.

Note that when in human form, any sort of werebeast has the range of human Abilities typical of their origination, and they can likewise use weapons as do normal humans. All such Abilities are left to the discretion of the LM, as each werebeast is special.

Wealth is as individual as any human's. Nomadic werebeasts will have some small, highly valuable items in the range of $10,000 to $100,000 and a good chance for 1-3 Extraordinary objects of Moderate, Good, or Very Good sort. Sedentary beasts will have half that in small objects of value, plus perhaps as much in larger, less portable items. Extraordinary possessions will be the same.

There are many sorts of werebeasts, and the major kinds are listed hereafter.

Werebeast, amphibian

Appearing: *1 (or more)*
H: 80 ***P: 50*** ***S: 10*** *attacking*
20 *swimming*

Attacks: In bestial form, it will bite for 1-10 Harm plus VT touch of 9-12 Harm that ignores all armor protection.

Defense: The amphibian werebeast has 4 points of armor from Preternatural energy, plus the special defenses noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual hops as might a giant bullfrog. The werebeast has all the prowess of a frog in regards to swimming.



A typical amphibian werebeast will have a rather batrachian look, with wide-set and somewhat bulging eyes, a wide mouth, thick body, and short, often bowed legs.

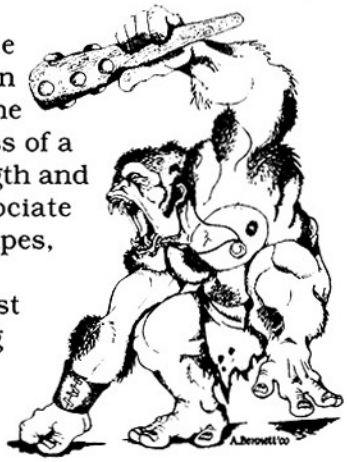
Werebeast, ape

Appearing: *1 (or more)*
H: 90 ***P: 60***
S: 15

Attacks: This werebeast can strike for 1-12 Harm, and bite for 1-2 Harm. These attacks gain a Physique Ability bonus of +12 Harm.

Defense: The ape werebeast has 4 points of armor from Preternatural energy plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual walks upright or on all fours as does a true ape. The werebeast has all the prowess of a great ape in regards to strength and climbing. It can freely associate with and dominate normal apes, chimpanzees, gorillas, etc..



A typical simian werebeast will have a slightly protruding brow, long arms and barrel chest, and is likely noticeably hirsute.

Werebeast, arachnidian

Appearing: *1 (or more)*
H: 50 ***P: 60*** ***S: 20***

Attacks: In bestial form, this werebeast can bite for 3-5 Harm plus VT of 13-16 Harm that ignores armor if the maximum base Harm of 5 is scored.

Defense: The beast has 5 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual scuttles and leaps as does a huge jumping spider. The arachnidian werebeast has all the prowess of a spider in regards to climbing, but does not spin web lines.

A typical arachnidian werebeast will have a fixed and glaring gaze, low forehead with thick gray or black hair of bristling and abundant sort, and be of short, broad stature.

Werebeast, avian

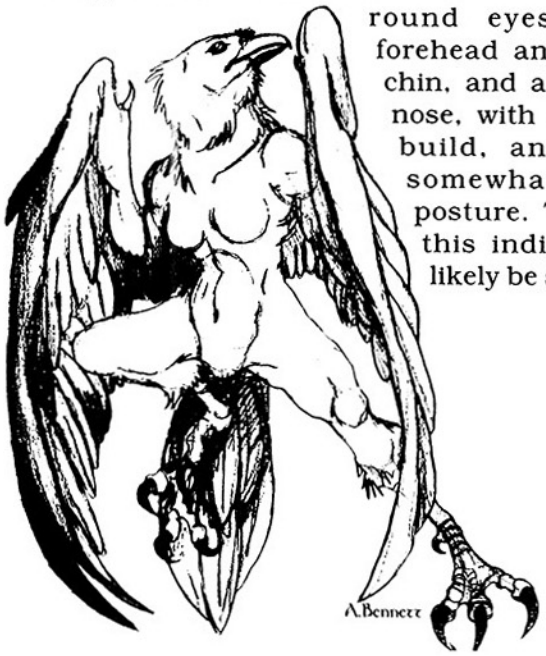
Appearing: *1 (or more)*
H: 60 ***P: 75*** ***S: 12*** *attacking*
24 *flying*

Attacks: In bestial form, the avian werebeast will use its beak to slash for 1-20 + 2-16 Harm.

Defense: This werebeast has 5 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual hops and flaps as might a giant hawk, vulture, or stork. The werebeast has all the prowess of a bird in regards to flying and perching.

A typical avian werebeast will have wide-set and round eyes, sloping forehead and receding chin, and a prominent nose, with a tall, thin build, and often a somewhat stooped posture. The gait of this individual will likely be stiff as well.

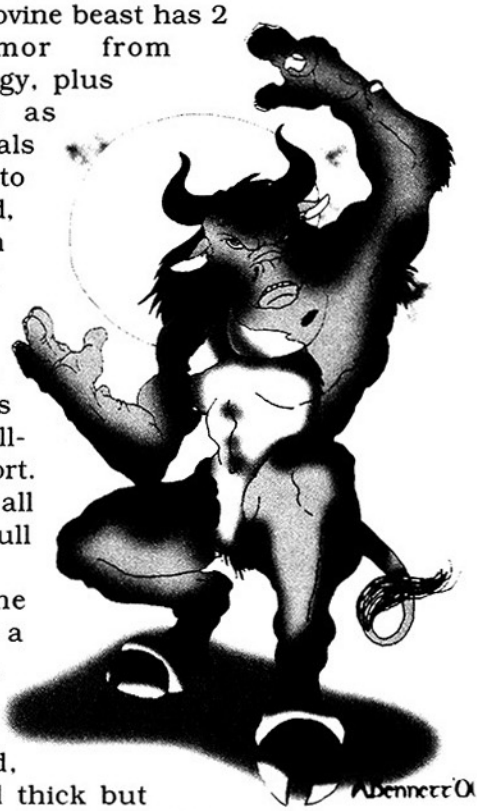


Werebeast, bovine

Appearing: *1 (or more)*
H: 120 ***P: 30*** ***S: 6*** *attacking*
12 *moving*

Attacks: In bestial form, the bovine werebeast will butt for 7-20 +1-10 points of Harm, or 7-20 +1-20 if charging 10 or more feet to attack.

Defense: The bovine beast has 2 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.



In animal form, the individual walks and charges as would a normal bull-type animal of its sort. The werebeast has all the prowess of a bull of its animal form.

A typical bovine werebeast will have a somewhat long and rather placid appearing visage, with a large head, wide forehead, and thick but short hair. The body build will be very stocky and the gait steady and heavy.

Werebeast, canine

Appearing: *1 (or more)*
H: 70 ***P: 70*** ***S: 12*** *attacking*
20 *moving*

Attacks: In bestial form, this werebeast will bite for 1-10 +1-20 points of Harm.

Defense: The canine werebeast has 5 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual performs as might any hound, mastiff, or wolf. The werebeast has all the prowess of such a canine/lupine of its animal form.

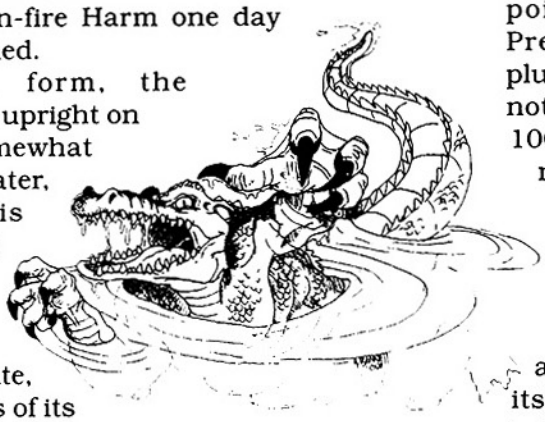
A typical canine werebeast will have a noticeably sharp-faced visage, thick hair, and very white teeth with prominent canines. The body build will be very muscular and lean, and the walk loping.

Werebeast, crocodilian

Appearing: *1 (or more)*
H: 100 ***P: 70*** ***S: 7*** *on land*
20 *in water*

Attacks: In bestial form, the crocodilian werebeast will bite for 9-20 +10 Harm.

Defense: This werebeast has 3 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.



In animal form, the individual walks upright on land, but is somewhat slow. When in water, of course, this werebeast has all the prowess of a crocodile. It can freely associate with, and dominate, normal creatures of its kind, alligators or crocodiles.

A typical crocodilian werebeast will have a slightly reptilian look to his face and skin that, under close scrutiny, will show a faint tracery of scale markings similar to crocodile hide.

Werebeast, equine

Appearing: *1 (or more)*
H: 100 ***P: 40*** ***S: 9*** *attacking*
27 *moving*

Attacks: In bestial form, this werebeast will kick for 1-20 +3-12 Harm.

Defense: The equine werebeast has 4 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.



In animal form, the individual performs as might any horse or zebra. The werebeast has all the prowess of such an equine in its animal form.

A typical equine werebeast will have a long face and nose, with large teeth often displayed in an ample mouth. The body build will be heavy and muscular, and the walk purposeful.

Werebeast, feline

Appearing: *1 (or more)*
H: 90 ***P: 75*** ***S: 15*** *attacking*
20 *moving*

Attacks: In bestial form, the feline werebeast will strike for 2-12 Harm, and bite for 1-12 Harm. Each attack receives Precision and Physique Ability bonus Harm of +1-10 points.

Defense: The beast has 6 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.



In animal form, the individual performs as might any great cat. The werebeast has all the prowess of its feline animal form and might associate with jaguars, leopards, lions, or tigers, with such result as would be expected from animals of this sort regarding recognition and acceptance.

A typical feline werebeast exhibits a litheness of form and grace of movement reminiscent of the great cat family. The eyes will be commanding, the smile wide and showing sharp canines.

Werebeast, glutton

Appearing: *1 (or more)*
H: 80 ***P: 65*** ***S: 12***

Attacks: In bestial form, the glutton werebeast will strike with claws for 4-16 +1-10 Harm, and bite for 1-12 +1-10 Harm. A bite will result in the target being held and the werebeast will automatically hit and cause maximum Harm on the next and all successive ABCs.

Defense: This werebeast has 2 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.



In animal form, the individual walks either as a man or else on all fours as a wolverine-like creature.

A typical glutton werebeast will have a low forehead, widely spaced eyes, and a somewhat long and pointed nose.

Head hair will be coarse and dark, possibly with gray or white streaks to either side. The temper of these individuals is irascible in the extreme.

Werebeast, hyaenid

Appearing: *1 (or more)*
H: 75 ***P: 50*** ***S: 10*** *attacking*
18 *moving*

Attacks: In bestial form, the hyenid werebeast will bite for 1-12 +3-18 Harm.

Defense: This werebeast has 3 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual performs as might any large hyena. The werebeast has all the prowess of a hyena and might associate with ordinary ones with such result as would be expected from animals of this sort regarding recognition and acceptance.

A typical hyaenid werebeast exhibits a rather ugly countenance and unkempt appearance. Posture of the individual will be slouching, the gaze sidelong, voice harsh, and laughter a disconcerting giggle.

Werebeast, ophidian

Appearing: *1 (or more)*
H: 55 ***P: 35*** ***S: 15***

Attacks: In bestial form, this werebeast will coil around a foe for 6-8 points of continuing Harm (also prevents subject from attacking). It can also bite for 1-2 Harm plus VT of 9-12 Harm delivered if bite scores 2 points.

Defense: The werebeast has 2 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual performs as might any large (c. 12-foot-long) snake, although it has both constricting and poisonous bite capacities. The werebeast has all the prowess of a large snake (swimming, slithering, climbing) and might associate with ordinary ones.

A typical ophidian werebeast exhibits a decidedly smooth and expressionless countenance. Features in the narrow head will be small, save for the large, nearly lipless mouth in which a long and slender tongue is lodged. The individual will be tall, thin, and quick of movement.

Werebeast, piscean

Appearing: *1 (or more)*
H: 100 ***P: 30*** ***S: 10*** *attacking*
30 *swimming*

Attacks: In bestial form, the ophidian werebeast will bite for 1-30 +1-6 Harm.

Defense: This werebeast has 8 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual performs as might any large (c. 12-foot-long) shark or like dangerous fish of the type transformed to. The werebeast has all the prowess of a fish of the sort noted and might associate with ordinary fish of similar type.



A typical piscean werebeast exhibits a decidedly pale complexion, odd eyes, and generally "fishy" look. The individual will have little neck, sloping shoulders and large feet.

Werebeast, porcine

Appearing: *1 (or more)*
H: 65 ***P: 25*** ***S: 14***

Attacks: In bestial form, this werebeast will strike with two tusk slashes for 1-12 +1-20 Harm each.

Defense: Porcine werebeast has 5 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.

In animal form, the individual performs as might any large boar. The werebeast has all the prowess of one, and might associate with ordinary animals with such result as would be expected from animals of this sort regarding recognition and acceptance.



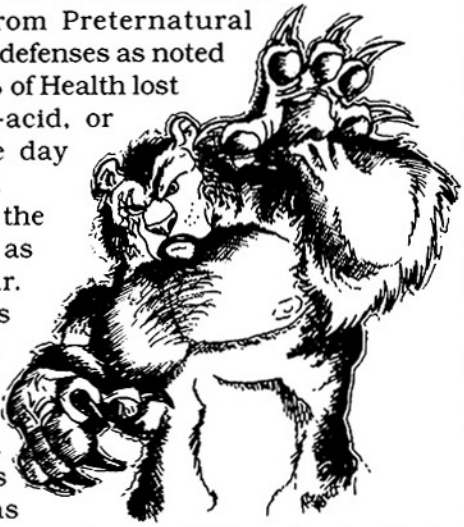
A typical porcine werebeast exhibits an appearance as might be expected—slab-sided face (possibly with warts), small eyes, bristling hair, grunting speech, etc. The body will be heavy, but smooth and lacking defined muscles.

Werebeast, ursine

Appearing: *1 (or more)*
H: 140 ***P: 30*** ***S: 10*** *attacking*
20 *moving*

Attacks: In bestial form, this werebeast will strike with a paw slap for 17-20 +1-10 Harm. A result of 20 Harm indicates both paws hold the victim fast for an automatic maximum Harm bite the following ABC. The werebeast can bite for 1-20 +1-10 Harm.

Defense: The ursine werebeast has 2 points of armor from Preternatural energy, plus special defenses as noted above. It heals 100% of Health lost to non-silver, non-acid, or non-fire Harm one day after being harmed.



In animal form, the individual performs as might any big bear. The werebeast has all the prowess of a creature of its animal form, and might associate with ordinary animals with such result as would be expected from animals of this sort regarding recognition and acceptance.

A typical ursine werebeast exhibits a bearded and rather rough visage, but with a certain bluff attractiveness. The build of the individual will be tall, powerful, and slope-shouldered, and the gait rolling.

Werebeast, Loup Garou

Appearing: *1+*
H: 100 ***P: 75*** ***S: 15*** *attacking*
25 *moving*

Attacks: A loup garou can bite for 13-16 +1-20 Harm.

Defense: As noted above.

In human form, the loup garou is as any person of commensurate sort and can use various Abilities, even Extraordinary ones—except Enchantment, Geourgy, or Theurgy.

This is a particularly terrible sort of werebeast, a special one that is treated after the rest because of its greater threat. It is thought that the original loup garou were creatures from another set of dimensions that, upon coming to this world, preyed upon and sometimes made humans into their own kind through infection from their saliva. Currently, the vast majority, save the most powerful of this species, are once-humans who have become infected, and thus have acquired the Extraordinary power of changing from human to wolf form at will.

During the time of the full moon, from moonrise until dawn, a loup garou will automatically change into lupine-like bestial form. During this time it must kill and devour at least one human, humanoid, or Alfar each night, or else the individual will lose one quarter of its stat strength until the next full moon.

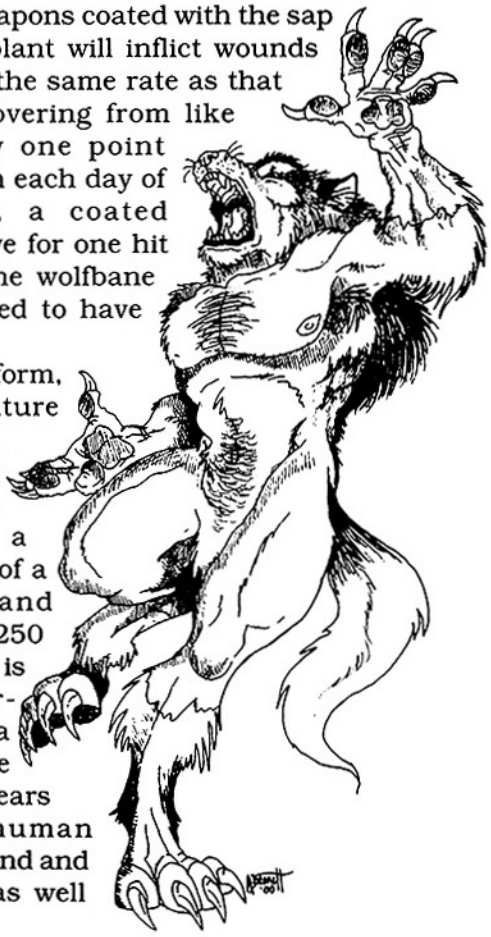
In addition to this shape-shifting ability, loup garou have Preternaturally-protected physical bodies that resist Harm, save from silver or Extraordinary attacks of Supernatural force. A Preternatural Extraordinary protection (8 points) surrounds the loup garou at all times, in both human and lupine form. Health lost to such attacks as can cause them damage—silver and Supernatural magic—is regained at the rate of one point of Health per ABC.

Checks:

1) The smell of a bunch of fresh or dried wolfbane will keep a bestial-form loup garou at bay, or weaken it when it attacks. It will gain only half its normal bonus (+1-10 Harm) for its Precision and Physique.

2) If in bestial form, a loup garou cannot stand on hallowed ground. To do so causes it to suffer one point of Harm for each AB it does, and this Harm takes a full day to heal for each point.

3) A draught of alcohol in which wolfbane has been steeped will inflict from 31-60 points of VT Harm to a loup garou in human form who happens to swallow such infusion. Weapons coated with the sap of the wolfbane plant will inflict wounds that heal only at the same rate as that of a human recovering from like Harm (basically one point restored to Health each day of rest). However, a coated weapon is effective for one hit only, and then the wolfbane toxin is too diluted to have potency.



In loup garou form, this terrible creature appears to be a monstrous wolf of about twice normal size, a creature the size of a Great Dane and weighing at least 250 pounds. The head is larger and longer-snouted than a wolf's, but the eyes, brow, and ears suggest the human element. It can stand and move bipedally, as well as on all fours.

The forepaws of the loup garou are as dexterous in manipulation as are a human's hands, although they are leather-hard and not sensitive in regards to touch. The senses of sight, hearing, taste, and smell are nearly as keen as those of a normal wolf. The loup garou's vision is, in fact, such that it can see in total darkness as if it were dim twilight.

In human form, a typical loup garou will be likely to have a noticeably sharp-faced visage, thick hair, the eyebrows will likely meet in the middle, and the teeth will be very white, with prominent canines. The body will be tall, very muscular, and quite lean, and movement will be quick and the gait long and rapid.

Note that any human, humanoid, or Alfar bitten, but not killed, by a loup garou is 90% likely to be infected and become a loup garou. The process takes 13 days to complete.

Wealth possessed is as individual as any human's, but in the range of $50,000 to $500,000 (or even more). There is a 50% chance each for a total of 0-9 Extraordinary objects of Very Minimal to Extreme sort, with checks being made progressively, from lowest to highest grade. (Note that if insufficient objects have been discovered by percentile check to match the number [0-9] of items indicated, work through the process again, from lowest to highest.)

Whisklings

Appearing: *2-20*
H: 10 ***P: 70*** ***S: 25***

Attacks: A whiskling will hurl stones for 1-8 +7-12 Harm.

Defense: A whiskling has 12 points of effective armor due to its size, agility, and speed.

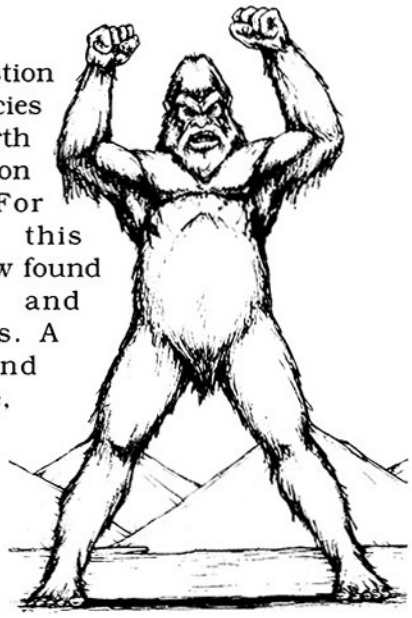
A whiskling is another of the many species of other-dimensional creatures which somehow came, or were brought, to this Earth and have adapted to its conditions. A whiskling is vaguely humanoid in form, about three feet tall, exceptionally silent (95 Stealth Ability), and fast of movement. Because it is curious and inquisitive, it is likely that it will follow and watch any adventurers it sees. It has an appealing, furry face, huge sorrowful eyes, and manipulative paws similar to those of raccoons. A whiskling dwells in caves where it collects shiny things to decorate its nest.



It is suspected that this creature is intelligent, or at least semi-intelligent, but has so different a thought process that humans and their ilk can not fathom it. A whiskling makes no audible sounds, and perhaps communicates by some means such as telepathy.

Although it is not aggressive, a whiskling will defend its nesting area with tenacity. Its speed gives it an effective Precision and Physique Ability bonus of +7 to +12 when hurling stones to protect itself.

Yeti in General



There is little question that the humanoid species of yeti is native to Earth and older in origination than humankind. For whatever reason, this intelligent biped is now found only in remote and inhospitable regions. A proper yeti is found mainly at, and above, the tree line in snow-covered mountains. It stands about eight feet tall, weighs 500 or so pounds, and is covered with long, thick, ivory-colored hair.

The susquash sub-species inhabits cold rain forests and taiga. A susquash is about seven and a half feet tall, weighs 450 pounds on average, and its hairy coat ranges from light to dark brown.

Both sorts of these creatures have the following characteristics:

They have no speech, but clearly communicate with each other through signs and some form of telepathy when proximate to another—say within 100 feet distance.

They are omnivores, with a carnivorous predilection, and while they tend to hunt singly, they dwell in family groups consisting of a male, one to three females, and such immature offspring as have been generated. Yeti and susquash have hideous strength.

They employ only a few primary tools, and use no constructed weapons. They seem to have an instinctive hatred for all other humanoids—they kill and devour those they are able to, and avoid and flee from those who pose too great a threat. They have Ranging, Stealth, and Waylaying Abilities at the equivalent of 100 Score.

A yeti (or susquash) has the following Extraordinary Powers of attack and defense:

1) Once per hour, it may utter a piercing wail that causes creatures within 100 feet to suffer a 50% reduction in their actions and reactions (including Ability use) for 4 ABCs.

2) Once per hour, it can fix a glare upon a single subject within 10 feet, and by this eye contact cause the subject to be paralyzed for 4 ABCs, unless it is intelligent and succeeds in a check against four times Speed Base Rating.

3) It can conceal itself, motionless, in natural surroundings so as to be 100% undetectable from as near as 50 feet, with greater proximity reducing concealment percentage by 1% per foot.

4) Once per day, it can move at twice normal speed in semi-material form (thus seeming blurred to an observer's sight) for 4 ABCs. While thus semi-material, it can pass through matter such as snow or small branches, twigs, and leaves of vegetation without leaving a trace. (Denser matter such as earth, stone, ice, and wood thicker than a thumb impose themselves in normal fashion on the yeti or susquash.) If such matter as is being moved through in semi-material form obscures the yeti or susquash from the sight of an observer, that one can not thereafter follow the continued course of movement.

5) A yeti is immune to Harm from cold that is not of Extraordinary Supernatural sort, and even such Harm is but half normal. A susquash is immune to Harm from cold that is not of Extraordinary sort, and such Harm is but half normal if it is of Preternatural kind.

Yeti (male)

Appearing: *1 (75%) or 1 with others (25%)*
H: 61-80 ***P: 61-80*** ***S: 9*** *attacking*
18 *moving*

Attacks: The yeti can smash for 2-12 +21-25 Harm.

Defense: The hair coat, speed, and Preternatural energy convey 10 points of armor protection

Yeti (female/immature)

Appearing: *1-7*
H: 51-70 ***P: 51-70*** ***S: 9 attacking***
18 moving

Attacks: The yeti can strike for 1-10 +17-20 Harm.

Defense: The hair coat, speed, and Preternatural energy convey 10 points of armor protection

Susquash (male)

Appearing: *1 (75%) or 1 with others (25%)*
H: 66-75 ***P: 66-75*** ***S: 10*** *attacking*
20 *moving*

Attacks: The susquash can strike for 1-12 +21-25 Harm.

Defense: The hair coat, speed, and Preternatural energy convey 11 points of armor protection

Susquash (female/immature)

Appearing: *1-9*
H: 56-65 ***P: 56-65*** ***S: 10*** *attacking*
20 *moving*

Attacks: The susquash can strike for 2-8 +17-20 Harm.

Defense: The hair coat, speed, and Preternatural energy convey 11 points of armor protection.

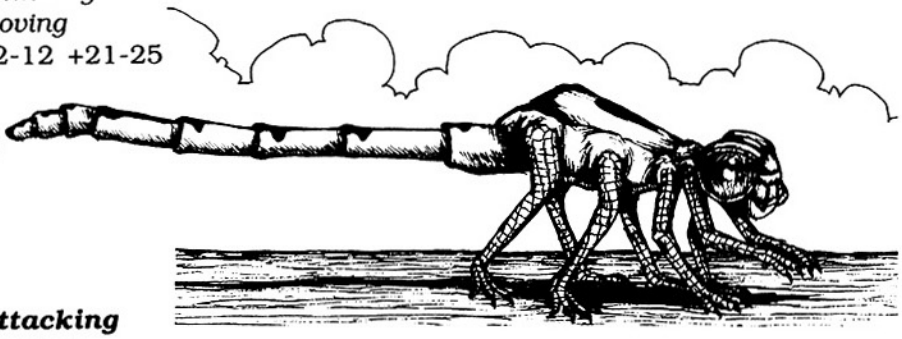
Zygar

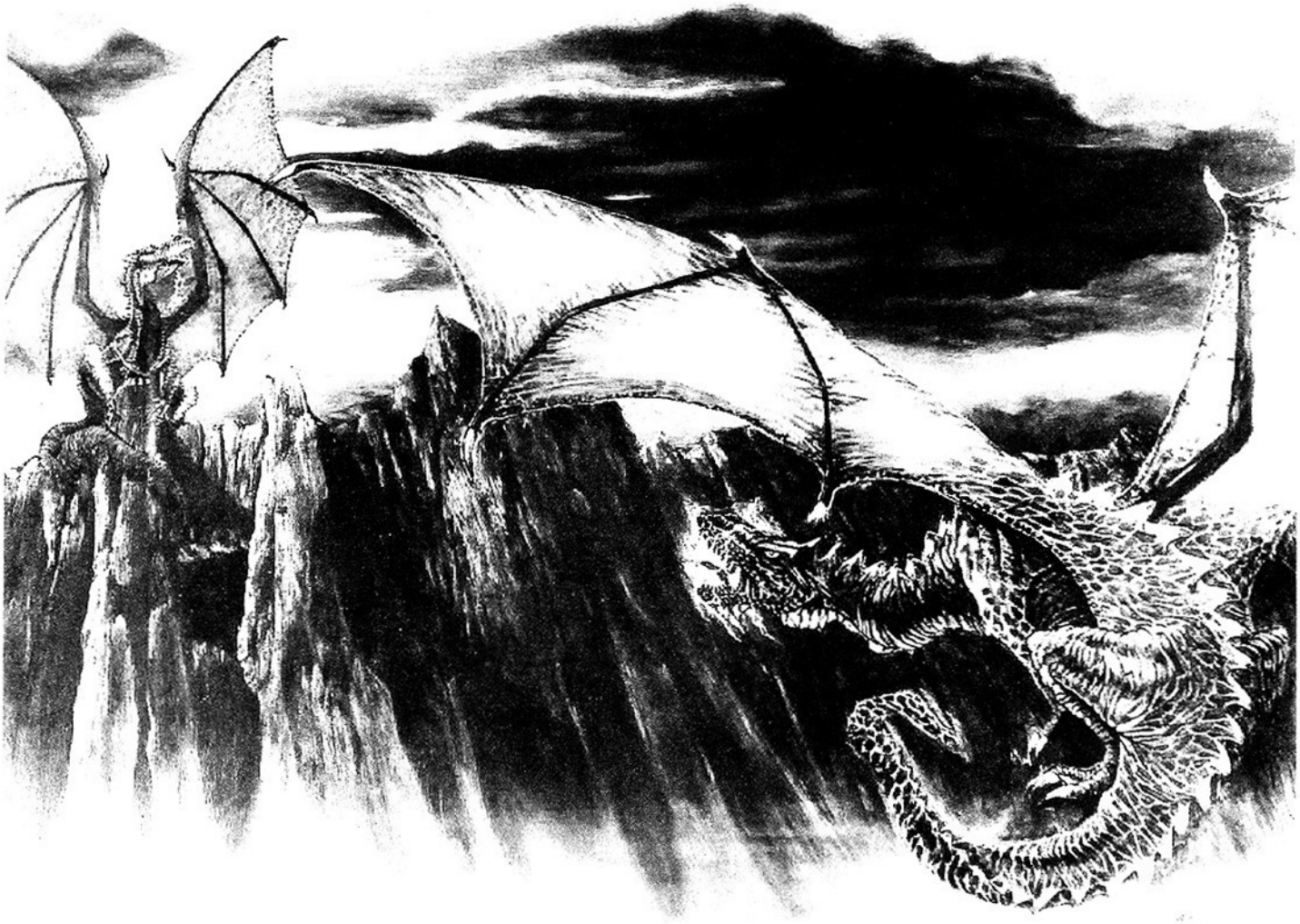
Appearing: *1 (80%) or 2-4 (20%)*
H: 21-30 ***P: 25*** ***S: 12*** *attacking*
8 *moving*

Attacks: A zygar can launch two eye-released energy bolts for 1-12 points of Harm that ignores all armor protection. Each point of Harm so suffered reduces the target subject's Precision or Weapons Ability by a like amount. The bolts are dischargeable only every other ABC.

Defense: A constant Preternatural energy conveys 18 points of armor protection.

This creature looks vaguely like a huge, wingless dragonfly with eight lizard-like legs. The average height of a zygar is about three feet, with a body length of some nine feet. They are adapted to all warmer climes and some have even managed to do so in subterranean places. It is supposed that the first of these creatures was brought to this earth by the ancient Adepts.





The Dragonkin

Dragons and their ilk are among the mightiest of creatures that can be encountered in the Lejendary Earth. These great beasts are varied and interesting enough to warrant being separated into a section of their own. The important details of all dragons, drakes, wyrms, and wyverns can be found herein.

The Dragonkin, Listed Alphabetically

Creature	Appearing	H	P	S	Attack	Defense
Dragon	1 (2+)					
Air, red		70	70	20a/50f	sp	20
Air, green		80	75	19a/48f	sp	21
Air, violet		90	80	18a/46f	sp	22
Air, blue		100	85	17a/44f	sp	23
Air, white		110	90	16a/42f	sp	24
Air, black		120	95	15a/40f	sp	25
Water, red		60	70	20a/30f-w	sp	19
Water, green		70	75	19a/28f-w	sp	20
Water, violet		80	80	18a/26f-w	sp	21
Water, blue		90	85	17a/24f-w	sp	22

Creature	Appearing	H	P	S	Attack	Defense
Water, white		100	90	16a/22f-w	sp	23
Water, black		110	95	15a/20f-w	sp	24
Earth, red		55	70	20a-e/30f	sp	18
Earth, green		65	75	19a-e/28f	sp	19
Earth, violet		75	80	18a-e/26f	sp	20
Earth, blue		85	85	17a-e/24f	sp	21
Earth, white		95	90	16a-e/22f	sp	22
Earth, black		105	95	15a-e/20f	sp	23
Drake	1 (1+)					
Firedrake, immature		40	55	18a/28f	sp	14
Firedrake, small		50	65	17a/26f	sp	16
Firedrake, average		70	75	16a/24f	sp	18
Firedrake, large		80	85	15a/22f	sp	20
Firedrake, huge		100 sp	95	14a/20f	sp	22
Icedrake, immature		40	55	18a/28f	sp	14
Icedrake, small		50	65	17a/26f	sp	16
Icedrake, average		70	75	16a/24f	sp	18
Icedrake, large		80	85	15a/22f	sp	20
Icedrake, huge		100 sp	95	14a/20f	sp	22
Noosedrake, immature		40	55	18a/28f	sp	14
Noosedrake, small		50	65	17a/26f	sp	16
Noosedrake, average		70	75	16a/24f	sp	18
Noosedrake, large		80	85	15a/22f	sp	20
Noosedrake, huge		100 sp	95	14a/20f	sp	22
Slimedrake, immature		40	55	18a/28f	sp	14
Slimedrake, small		50	65	17a/26f	sp	16
Slimedrake, average		70	75	16a/24f	sp	18
Slimedrake, large		80	85	15a/22f	sp	20
Slimedrake, huge		100 sp	95	14a/20f	sp	22
Wyrm	1					
Flame Wyrm		61-70	50	14	sp	13
Fume Wyrm		56-65	45	15	sp	14
Shock Wyrm		41-50	55	17	sp	16
Stone Wyrm		46-55	40	16	sp	15
Wyvern	1 (1+)					
Small		41-50	40	17al/25f	sp	11
Average		56-65	50	16al/24f	sp	13
Great		71-90	60	15al/23f	sp	15

The Dragonkin Descriptions

Dragons in General

Appearing: *1 (rarely 2+)*

The race of dragons—a species native to another dimensional matrix—is thought to be the likely progenitor of the degenerate branch of the mundane western drakes (and potentially wyrms), so the name is stressed to clearly separate them from these latter dragon-like creatures. The latter beasts are different in appearance from the eastern dragons, and inferior in regards to power and Extraordinary capabilities, and so are treated under the listing of Drake (see also Wyrm).

Unlike the malign drakes, dragons vary in nature, and few, if any, are of evil intent, though provocation of a dragon can result in baneful consequences. There are three species of dragon-kind currently known—the imperial air dragons, the noble water dragons, and the common earth dragons—each will be treated separately hereafter.

The dragons are of at least above-average human intelligence, and the greater sort are indeed deital in nature. Only the less powerful kinds will be dealt with here—the violet, black, white, blue, green, and red—and not the mighty bronze, golden, and celestial purple sorts that fall into a more powerful category.

Although dragons can assume spirit (non-corporeal) form, all but those of the heavens must take a material body when in the dimensions of Earth. They are equally at home in all elements in regard to senses, but the capacities of the three sorts of dragons are greatest when in their particular habitats of air, water, or earth.



Dragons have a language of their own, and can speak human tongues as well. Air dragons have the capacity of activating one or more Powers akin to those air and fire Powers of Geourgy Ability, water dragons have Powers akin to those water Powers of Geourgy Ability, and earth dragons have Powers akin to those earth Powers of Geourgy Ability. Any individual dragon can likewise possess some Power similar to those of the Psychogenic Ability.

All species of dragons have the same general body conformation. The great head resembles that of a lion with an elongated snout and with huge teeth in the great jaws. The muzzle is fringed by feeler-like growths and the head is shielded by a bony, swept-back crest, frilled— sometimes sharply spiked—and fronted by single or branching horns in one or two pairs. The neck is long and very sinuous, joining the slightly larger barrel of the snake-like body smoothly where the upright forelegs grow to terminate in massive claws. The dragon's body comprises about one-half of the total length, tapering from the clawed hind legs in a long tail that is fringed top and bottom with sharp, saw-like plates, and ends in a multi-spiked plate. The neck and tail comprise equal portions of the creature's length, each being one-quarter of the total length. Dragons can stand upright or coil as easily as does a snake. They will assume whatever posture is most advantageous (or comfortable) in the situation at hand.

All dragons possess the capacity of Extraordinary flight, although they have no wings.

Dragons can change form in one ABC. The forms possible to shift to, other than the spirit form, are noted in the individual treatments hereafter. The color of the dragons indicates their size and capacities. Because only mature specimens are ever encountered, the breeding habits, if any, of dragons are unknown, and only the color seems to dictate the variations within sizes and strengths.

Note: The following attack information does not include the special capacities of individual sort noted—human-like Extraordinary Powers—as these are different from specimen to specimen. The probability of possessing more than one such Power is 10% (cumulative) per size/color category, with equal chances for either a Geourgy-like Power or a Psychogenic-like Power. The chance for each added Power is one-half the probability of the former, or 5% per size/color category.

Additionally, the very essence of dragon nature is such that anyone in the presence of one is subject to an Ability use penalty of five points per size/color category, when such Ability is meant to be used in opposition to, or bring Harm to, a dragon. This means incurring a penalty of from +5 to +30 on dice rolls for Ability use. Extraordinary Ability activations incur a double penalty (+10 to +60) because of the potent celestial energy of dragons.

Air Dragons

The sky-storm species of imperial dragon has five-taloned feet.

The capacity to use wind, thunderclap, and electrical discharge is limited, in that an air dragon is able to do so no more often than once every minute, and repetition of a previously used attack form is further limited to four-minute intervals (a respite of at least one minute between such barrages!). A dragon attacking or being attacked will sometimes take to the air and spend time regaining its energies before returning to fight again.

* The range of the gale of wind that can be generated is always equal to three times the body length of the dragon, and that breath sweeps over an area that is as wide as the body is long.

* The deafening thunderclap of an air dragon likewise affects the same area.

* The electrical bolt discharged from the dragon's mouth extends for a length exactly equal to that of the dragon's body. The bolt travels in a wavering line that will arc to any and all conductive objects that are within a five-foot distance of the line of travel. The bolt is always spat forth at least five and one-half feet above the ground, and roughly parallel to it. The ignition of inflammable substances, including dry wood, is a side effect of exposure to the high-amperage charge of an air dragon's electrical bolt discharge. Harm from such burning is in the 6-9 point range and will continue until the burning material is consumed or the fire is extinguished.

This great, imperial creature can assume human appearance, and it will frequently take the form of mundane birds, including, but not limited to, the peacock, raven, blue jay, duck, goose, hawk, and quail. Air dragons can also assume the form of the ki-lin, or dragon-horse.

An air dragon does not accumulate wealth in the dimensions of Earth, but will carry with it a mystical pearl with which it can grant a fairly substantial wish.

Red

A red dragon is the smallest and least powerful of the species, and has ruby-like, glittering scales picked out with coppery and/or metallic blue markings.

Length: 30 feet
H: 70 ***P: 70*** ***S: 20*** on land ***50*** flying

Attacks:

1) A red dragon can attack with a 30-foot by 90-foot wind exhalation for 3-5 shock Harm. The wind disregards armor and leaves subjects that weigh less than 1,000 pounds sprawled and unable to attack for one ABC, with all weighing less than 300 pounds and not held fast blown to the limit of the gale.

2) A red dragon can attack with a 30-foot by 90-foot thunderclap for 3-5 shock Harm that disregards armor. All subjects suffer from deafness and stunning (-10 to all Abilities) for one to three ABCs.

3) A red dragon can attack with a 30-foot long electrical bolt that has a 10-foot effective width, for 9-12 Harm. The Harm is doubled if the subject struck is the end target or is in contact with a large amount of ferrous metal, and Harm is tripled if both cases apply.

4) A red dragon can strike with its talons for 5-30 +1-6 Harm (Physique), and bite for 3-20 +7 Harm (Physique bonus Harm ignores armor).

5) If attacked from behind, a red dragon can lash with its tail for 1-20 +13-16 Harm.

Defense: A red dragon's scales and Extraordinary energy convey a constant 20 points of protection against all Harm.

Green

The next-to-smallest of the species, a green dragon has jade-like, glossy scales picked out with coppery and/or metallic lilac markings.

Length: 40 feet
H: 80 ***P: 75*** ***S: 19*** on land ***48*** flying

Attacks:

1) A green dragon can attack with a 40-foot by 120-foot wind exhalation for 3-5 shock Harm that disregards armor. The wind leaves subjects weighing less than 1,200 pounds sprawled and unable to attack for one ABC, with all weighing less than 400 pounds and not held fast blown to the limit of the gale.

2) A green dragon can attack with a 40-foot by 120-foot thunderclap for 3-5 shock Harm that disregards armor. All subjected suffer from deafness and stunning (-10 to all Abilities) for one to three ABCs.

3) A green dragon can attack with a 40-foot long electrical bolt that has a 10-foot effective width, for 13-16 Harm. The Harm is doubled if the subject struck is the end target or is in contact with a large amount of ferrous metal, and Harm is tripled if both cases apply.

4) A green dragon can strike with its talons for 5-30 +1-8 Harm, and bite for 5-20 +9 Harm (Physique bonus ignores armor).

5) If attacked from behind, a green dragon can lash with its tail for 5-20 +13-16 Harm.

Defense: A green dragon's scales and Extraordinary energy convey a constant 21 points of protection against all Harm.

Violet

A middling-small member of the species, a violet dragon has amethyst-like, glittering scales picked out with silvery and/or metallic red markings.

Length: 50 feet
H: 90. ***P: 80*** ***S: 18*** on land ***46*** flying

Attacks:

1) A violet dragon can attack with a 50-foot by 150-foot wind exhalation for 3-5 shock Harm that disregards armor. The wind leaves subjects weighing less than 1,500 pounds sprawled and unable to attack for one ABC, with all weighing less than 500 pounds and not held fast blown to the limit of the gale.

2) A violet dragon can attack with a 50-foot by 150-foot thunderclap for 3-5 shock Harm that disregards armor. All subjected suffer from deafness and stunning (-10 to all Abilities) for one to three ABCs.

3) A violet dragon can attack with a 50-foot long electrical bolt that has a 10-foot effective width, for 17-20 Harm. The Harm is doubled if the subject struck is the end target or is in contact with a large amount of ferrous metal, and tripled if both cases apply.

4) A violet dragon can attack with its talons for 5-30 +1-10 Harm, and bite for 7-20 +11 Harm (Physique bonus ignores armor).

5) If attacked from behind, a violet dragon can lash with its tail for 7-20 +13-16 Harm.

Defense: A violet dragon's scales and Extraordinary energy convey a constant 22 points of protection against all Harm.

Blue

A middling-large member of the species, a blue dragon has turquoise-like, shining scales picked out with silvery and/or metallic purple markings.

Length: 60 feet
H: 100 ***P: 85*** ***S: 17*** on land
44 flying

Attacks:

1) A blue dragon can attack with a 60-foot by 180-foot wind exhalation for 6-8 shock Harm that disregards armor. The wind leaves subjects weighing less than 2,000 pounds sprawled and unable to attack for one ABC, with all weighing less than 600 pounds and not held fast blown to the limit of the gale.

2) A blue dragon can attack with a 60-foot by 180-foot thunderclap for 6-8 shock Harm that disregards armor. All subjected suffer from deafness and stunning (-10 to all Abilities) for 1-3 ABCs.

3) A blue dragon can attack with a 60-foot long electrical bolt that has a 10-foot effective width, for 17-20 Harm. The Harm is doubled if the subject struck is the end target or is in contact with a large amount of ferrous metal, and tripled if both cases apply.

4) A blue dragon can strike with its talons for 5-30 +1-12 Harm, and bite for 9-20 +13 Harm (Physique bonus ignores armor).

5) If attacked from behind, a blue dragon can lash with its tail for 9-20 +17-20 Harm.

Defense: A blue dragon's scales and Extraordinary energy convey a constant 23 points of protection against all Harm.

White

The next-to-largest member of the species, a white dragon has ivory-like, glowing scales picked out with gold and/or metallic pastel nacreous markings.

Length: 70 feet
H: 110 ***P: 90*** ***S: 16*** on land
42 flying

Attacks:

1) A white dragon can attack with a 70-foot by 210-foot wind exhalation for 6-8 shock Harm that disregards armor. The wind leaves subjects weighing less than 2,750 pounds sprawled and unable to attack for one ABC, with all weighing less than 700 pounds and not held fast blown to the limit of the gale.

2) A white dragon can attack with a 70-foot by 210-foot thunderclap for 6-8 shock Harm that disregards armor. All subjected suffer from deafness and stunning (-20 to all Abilities) for two to four ABCs.

3) A white dragon can attack with a 70-foot long electrical bolt that has a 10-foot effective width, for 21-25 Harm. The Harm is doubled if the subject struck is the end target or is in contact with a large amount of ferrous metal, and tripled if both cases apply.

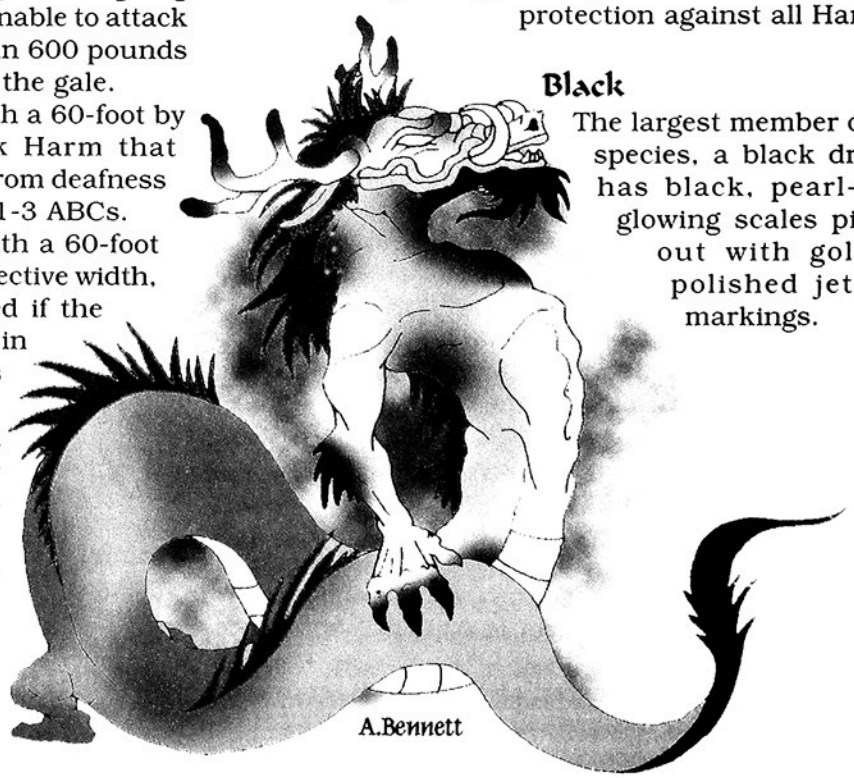
4) A white dragon can strike with its talons for 5-30 +1-16 Harm, and bite for 11-20 +15 Harm (Physique bonus ignores armor).

5) If attacked from behind, a white dragon can lash with its tail for 11-20 +17-20 Harm.

Defense: A white dragon's scales and Extraordinary energy convey a constant 24 points of protection against all Harm.

Black

The largest member of the species, a black dragon has black, pearl-like, glowing scales picked out with gold or polished jet-like markings.


A.Bennett

Length: 80 feet
H: 120 ***P: 95*** ***S: 15*** on land
40 flying

Attacks:

1) A black dragon can attack with an 80-foot by 240-foot wind exhalation for 9-12 shock Harm that disregards armor. The wind leaves subjects weighing less than 4,000 pounds sprawled and unable to attack for one ABC, with all weighing less than 800 pounds and not held fast blown to the limit of the gale.

2) A black dragon can attack with an 80-foot by 240-foot thunderclap for 9-12 shock Harm that disregards armor. All subjected suffer from deafness and stunning (-20 to all Abilities) for two to four ABCs.

3) A black dragon can attack with an 80-foot long electrical bolt that has a 10-foot effective width, for 21-25 Harm. The Harm is doubled if the subject struck is the end target or is in contact with a large amount of ferrous metal, and tripled if both cases apply.

4) A black dragon can attack with its talons for 5-30 +1-20 Harm, and bite for 13-20 +17 Harm (Physique bonus ignores armor).

5) If attacked from behind, a black dragon can lash with its tail for 13-20 +17-20 Harm.

Defense: A black dragon's scales and Extraordinary energy convey a constant 25 points of protection against all Harm.

Water Dragons

The sea-cold species of noble dragon has four-taloned feet.

The capacity to use cold and water discharge is limited, in that a water dragon is able to do so no more often than once every minute, and repetition of a previously used attack form is further limited to three-minute intervals (a respite of at least one minute). A dragon attacking or being attacked will sometimes swim off and spend time regaining its energies before speeding back to fight again.

* The range of the blast of cold is always equal to three times the body length of the dragon, and sweeps over an area that is as wide as the body is long.

* The discharge of a jet of steaming water from the dragon's mouth extends for a length exactly equal to the being's body, going forth in a solid cone with an end radius always one-tenth the length of the whole.



These great, noble creatures have the capacity to assume human shape, and they will sometimes take the form of mundane fish such as the carp or trout in fresh water, or a grouper or similar fish in salt water. A water dragon can also assume the form of a lung-quai, or dragon turtle.

Water dragons do not accumulate wealth, but each carries with it a mystical pearl with which it can grant a fairly substantial wish. They also know of, and sometimes guard, marine treasures.

Red

The smallest and least powerful of the species, the red dragon has ruby-like, glittering scales picked out with coppery and/or metallic blue markings.

Length: 30 feet
H: 60 ***P: 70*** ***S: 20*** on land/water
30 flying/swimming

Attacks:

1) A red dragon can attack with a 30-foot by 90-foot blast of cold for 6-8 Harm that ignores armor.

2) A red dragon can attack with a 30-foot long, three-foot radius jet of steaming water for 13-16 Harm that ignores all protection save that created to ward against elemental water.

3) A red dragon can strike with its talons for 4-20 +2-8 Harm, and bite for 4-20 +6 Harm (Physique bonus ignores armor).

4) If attacked from behind, a red can lash with its tail for 2-20 +6-8 Harm.

Defense: A red dragon's scales and Extraordinary energy convey a constant 19 points of protection against all Harm.

Green

The next-to-smallest of the species, a green dragon has jade-like, glossy scales picked out with coppery and/or metallic lilac markings.

Length: 40 feet
H: 70 ***P: 75*** ***S: 19*** on land/water
28 flying/swimming

Attacks:

1) A green dragon can attack with a 40-foot by 120-foot blast of cold for 6-8 Harm that ignores armor.

2) A green dragon can attack with a 40-foot long, four-foot radius jet of steaming water for 13-16 Harm that ignores all protection save that created to ward against elemental water.

3) A green dragon can attack with its talons for 4-20 +2-8 Harm, and bite for 6-20 +7 Harm (Physique bonus ignores armor).

4) If attacked from behind, a green dragon can lash with its tail for 3-20 +6-8 Harm.

Defense: A green dragon's scales and Extraordinary energy convey a constant 20 points of protection against all Harm.

Violet

A middling-small member of the species, a violet dragon has amethyst-like, glittering scales picked out with silvery and/or metallic red markings.

Length: 50 feet
H: 80 ***P: 80*** ***S: 18*** on land/water
26 flying/swimming

Attacks:

1) A violet dragon can attack with a 50-foot by 150-foot blast of cold for 9-12 Harm that ignores armor.

2) A violet dragon can attack with a 50-foot long, five-foot radius jet of steaming water for 13-16 Harm that ignores all protection save that created to ward against elemental water.

3) A violet dragon can strike with its talons for 6-20 +3-12 Harm, and bite for 6-20 +8 Harm (Physique bonus ignores armor).

4) If attacked from behind, a violet dragon can lash with its tail for 4-20 +9-12 Harm.

Defense: A violet dragon's scales and Extraordinary energy convey a constant 21 points of protection against all Harm.

Blue

A middling-large member of the species, a blue dragon has turquoise-like, shining scales picked out with silvery and/or metallic purple markings.

Length:60 feet
H: 90 ***P: 85*** ***S: 17*** on land/water
24 flying/swimming

Attacks:

1) A blue dragon can attack with a 60-foot by 180-foot blast of cold for 9-12 Harm that ignores armor.

2) A blue dragon can attack with a 60-foot long, six-foot radius jet of steaming water for 17-20 Harm that ignores all protection save that created to ward against elemental water.

3) A blue dragon can strike with its talons for 8-20 +3-12 Harm, and bite for 8-20 +9 Harm (Physique bonus ignores armor).

4) If attacked from behind, a blue dragon can lash with its tail for 5-20 +9-12 Harm.

Defense: A blue dragon's scales and Extraordinary energy convey a constant 22 points of protection against all Harm.

White

The next-to-the-largest member of the species, a white dragon has ivory-like, glowing scales picked out with gold and/or metallic pastel nacreous markings.

Length: 70 feet
H: 100 ***P: 90*** ***S: 16*** on land/water
22 flying/swimming

Attacks:

1) A white dragon can attack with a 70-foot by 210-foot blast of cold for 13-16 Harm that ignores armor.

2) A white dragon can attack with a 70-foot long, seven-foot radius jet of steaming water for 17-20 Harm that ignores all protection save that created to ward against elemental water.

3) A white dragon can strike with its talons for 10-20 +4-16 Harm, and bite for 10-20 +11 Harm (Physique bonus ignores armor).

4) If attacked from behind, a white dragon can lash with its tail for 6-20 +6-16 Harm.

Defense: A white dragon's scales and Extraordinary energy convey a constant 23 points of protection against all Harm.

Black

The largest member of the species, a black dragon has black, pearl-like, glowing scales picked out with gold and/or polished jet-like markings.

Length: 80 feet
H: 110 ***P: 95*** ***S: 15*** on land/water
20 flying/swimming

Attacks:

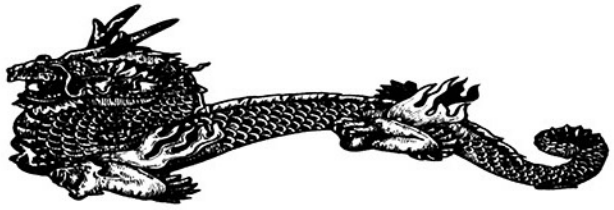
1) A black dragon can attack with an 80-foot by 240-foot blast of cold for 17-20 Harm that ignores armor.

2) A black dragon can attack with an 80-foot long, eight-foot radius jet of steaming water for 21-25 Harm that ignores all protection save that created to ward against elemental water.

3) A black dragon can strike with its talons for 12-20 +5-20 Harm, and bite for 12-20 +12 Harm (Physique bonus ignores armor).

4) If attacked from behind, a black dragon can lash with its tail for 7-20 +17-20 Harm.

Defense: A black dragon's scales and Extraordinary energy convey a constant 24 points of protection against all Harm.



Earth Dragons

The earth-darkness species of common dragon has three-taloned feet.

The capacity to use ground ripple and blackness discharge is limited, in that an earth dragon is able to do so no more often than once every minute, and repetition of a previously used attack form is further limited to three-minute intervals (a respite of at least one minute). A dragon attacking or being attacked will sometimes slip into the ground and spend time regaining its energies before bursting forth to fight again. Naturally, the ripple of earth does not effect an earth dragon, nor does the blinding blackness inhibit the sight of earth dragons in the least!

* The range of the ground ripple effect is always equal to three times the body length of the dragon, sweeping over an area as wide as the body is long.

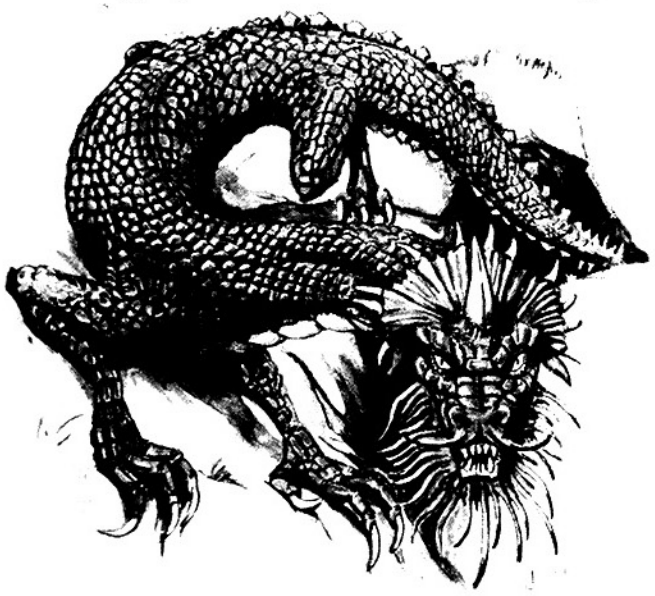
* The discharge of a cloud of absolute blackness from the dragon's mouth extends for a length exactly equal to the being's body, and issues forth in a solid cloud whose size (in length and width and depth, as applicable) is the length of the dragon.

These mighty, if "common," creatures can assume human shape, and they will sometimes take the form of mundane burrowing or denning animals such as the badger, fox, mole, or rabbit. An earth dragon can also assume the form of a fu dog or fu lion.

Earth dragons do not accumulate wealth, but know of, and usually guard, buried treasures or veins of gold or seams of gemstone minerals.

Red

The smallest and least powerful of the species, a red dragon has ruby-like, glittering scales picked out with coppery and/or metallic blue markings.



Length:30 feet

H: 55 ***P: 70*** ***S: 20*** in/on earth
30 flying

Attacks:

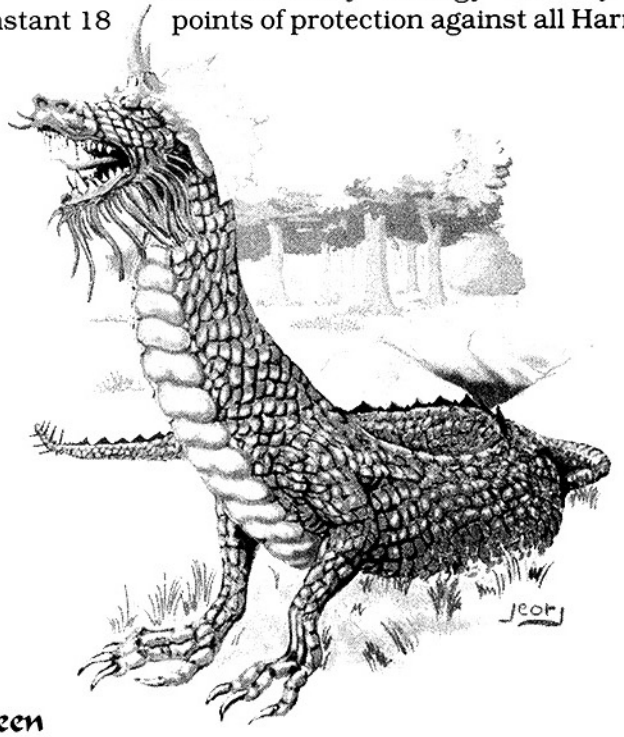
1) A red dragon can attack with a 30-foot by 90-foot ground ripple for 3-5 Harm that ignores armor. The ripple halves the actions and Ability use in all subjects for both the ABC on which it occurs and the following ABC.

2) A red dragon can attack with a 30-foot diameter cloud of blinding blackness for 6-8 Harm that ignores armor and prevents any action for the remainder of that ABC.

3) A red dragon can strike with its talons for 3-20 +1-6 Harm, and bite for 2-20 +8 Harm (Physique bonus ignores armor).

4) If attacked from behind, a red dragon can lash with its tail for 1-20 +6-8 Harm.

Defense: A red dragon's scales and Extraordinary energy convey a constant 18 points of protection against all Harm.



Green

The next-to-smallest of the species, a green dragon has jade-like, glossy scales picked out with coppery and/or metallic lilac markings.

Length:40 feet

H: 65 ***P: 75*** ***S: 19*** in/on earth
28 flying

Attacks:

1) A green dragon can attack with a 30-foot by 90-foot ground ripple for 3-5 Harm that ignores armor. The ripple halves the actions and Ability use in all subjects for both the ABC on which it occurs and the following ABC.

2) A green dragon can attack with a 40-foot diameter cloud of blinding blackness for 6-8 Harm that ignores armor and that prevents any action for the remainder of that ABC.

3) A green dragon can strike with its talons for 4-20 +1-8 Harm, and bite for 3-20 +9 Harm (Physique bonus ignores armor).

4) If attacked from behind, a green dragon can lash with its tail for 2-20 +6-8 Harm.

Defense: A green dragon's scales and Extraordinary energy convey a constant 19 points of protection against all Harm.

Violet

A middling-small member of the species, a violet dragon has amethyst-like, glittering scales picked out with silvery and/or metallic red markings.

Length: 50 feet
H: 75 ***P: 80*** ***S: 18*** in/on earth
26 flying

Attacks:

1) A violet dragon can attack with a 50-foot by 150-foot ground ripple for 6-8 Harm that ignores armor. The ripple halves the actions and Ability use in all subjects for both the ABC on which it occurs and the following ABC.

2) A violet dragon can attack with a 50-foot diameter cloud of blinding blackness for 9-12 Harm that ignores armor and that prevents any action for the remainder of that ABC.

3) A violet dragon can strike with its talons for 5-20 +1-10 Harm, and bite for 4-20 +10 Harm (Physique bonus ignores armor).

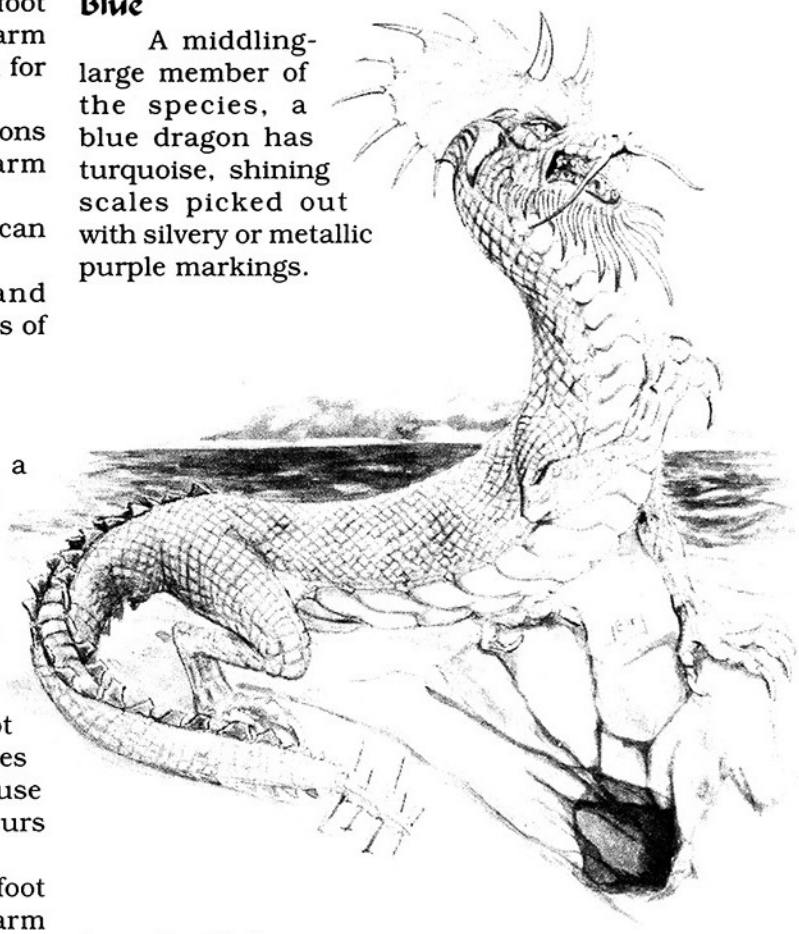
4) If attacked from behind, a violet dragon can lash with its tail for 3-20 +9-12 Harm.

Defense: A violet dragon's scales and Extraordinary energy convey a constant 20 points of protection against all Harm.



Blue

A middling-large member of the species, a blue dragon has turquoise, shining scales picked out with silvery or metallic purple markings.



Length: 60 feet
H: 85 ***P: 85*** ***S: 17*** in/on earth
24 flying

Attacks:

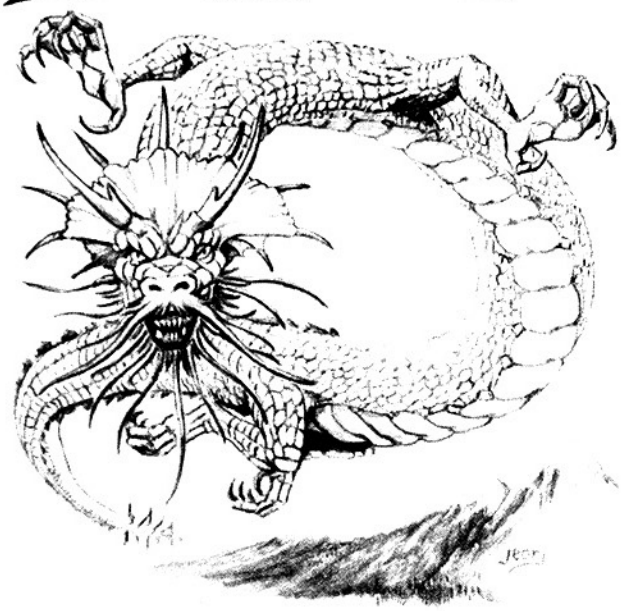
1) A blue dragon can attack with a 60-foot by 180-foot ground ripple for 6-8 Harm that ignores armor. The ripple halves the actions and Ability use in all subjects for both the ABC on which it occurs and the following ABC.

2) A blue dragon can attack with a 60-foot diameter cloud of blinding blackness for 9-12 Harm that ignores armor and that prevents any action for the remainder of that ABC;

3) A blue dragon can strike with its talons for 6-20 +1-12 Harm, and bite for 5-20 +11 Harm (Physique bonus ignores armor).

4) If attacked from behind, a blue dragon can lash with its tail for 4-20 +9-12 Harm.

Defense: A blue dragon's scales and Extraordinary energy convey a constant 21 points of protection against all Harm.



White

The next-to-the-largest member of the species, a white dragon has ivory-like, glowing scales picked out with gold and/or metallic pastel nacreous markings.

Length: 70 feet
H: 95 ***P: 90*** ***S: 16*** in/on earth
22 flying

Attacks:

1) A white dragon can attack with a 70-foot by 210-foot ground ripple for 9-12 Harm that ignores armor. The ripple halves the actions and Ability use in all subjects for both the ABC on which it occurs and the following ABC.

2) A white dragon can attack with a 70-foot diameter cloud of blinding blackness for 13-16 Harm that ignores armor and that prevents any action for the remainder of that ABC.

3) A white dragon can strike with its talons for 7-20 +1-16 Harm, and bite for 6-20 +12 Harm (Physique bonus ignores armor).

4) If attacked from behind, a white dragon can lash with its tail for 5-20 +13-16 Harm.

Defense: A white dragon's scales and Extraordinary energy convey a constant 22 points of protection against all Harm.

Black

The largest member of the species, a black dragon has black, pearl-like, glowing scales picked out with gold and/or polished jet-like markings.

Length: 80 feet
H: 105 ***P: 95*** ***S: 15*** in/on earth
20 flying

Attacks:

1) A black dragon can attack with an 80-foot by 240-foot ground ripple for 13-16 Harm that ignores armor. The ripple halves the actions and Ability use in all subjects for both the ABC on which it occurs and the following ABC.

2) A black dragon can attack with an 80-foot diameter cloud of blinding blackness for 17-20 Harm that ignores armor and that prevents any action for the remainder of that ABC.

3) A black dragon can strike with its talons for 8-20 +1-20 Harm, and bite for 7-20 +13 Harm (Physique bonus ignores armor).

4) If attacked from behind, a black dragon can lash with its tail for 6-20 +17-20 Harm.

Defense: A black dragon's scales and Extraordinary energy convey a constant 23 points of protection against all Harm.



Drakes in General

Appearing: *1 (rarely 2)*

The race of drakes, the dragon-kind of the west, is thought to be a degenerate branch of the potent eastern dragons. It is identified under this name so as to indicate its difference and inferiority in regards to power and Extraordinary capabilities. This is not to say that drakes are weak. On the contrary, they are very strong, death-dealing and darkly malign creatures. There are four species of drake known currently—the firedrake, icedrake, noosedrake, and slimedrake—each of which is treated separately hereafter.

Drakes are all very cunning and their intelligence grows as they age and mature. It is thought that some possess Psychogenic capacity that increases in the number of Powers possessed as the individual grows. Some of these Abilities are not those known to humans, or even the Alfar. Drakes have a language of their own, spoken by all species of drake, and elder ones can read and speak human languages as well.

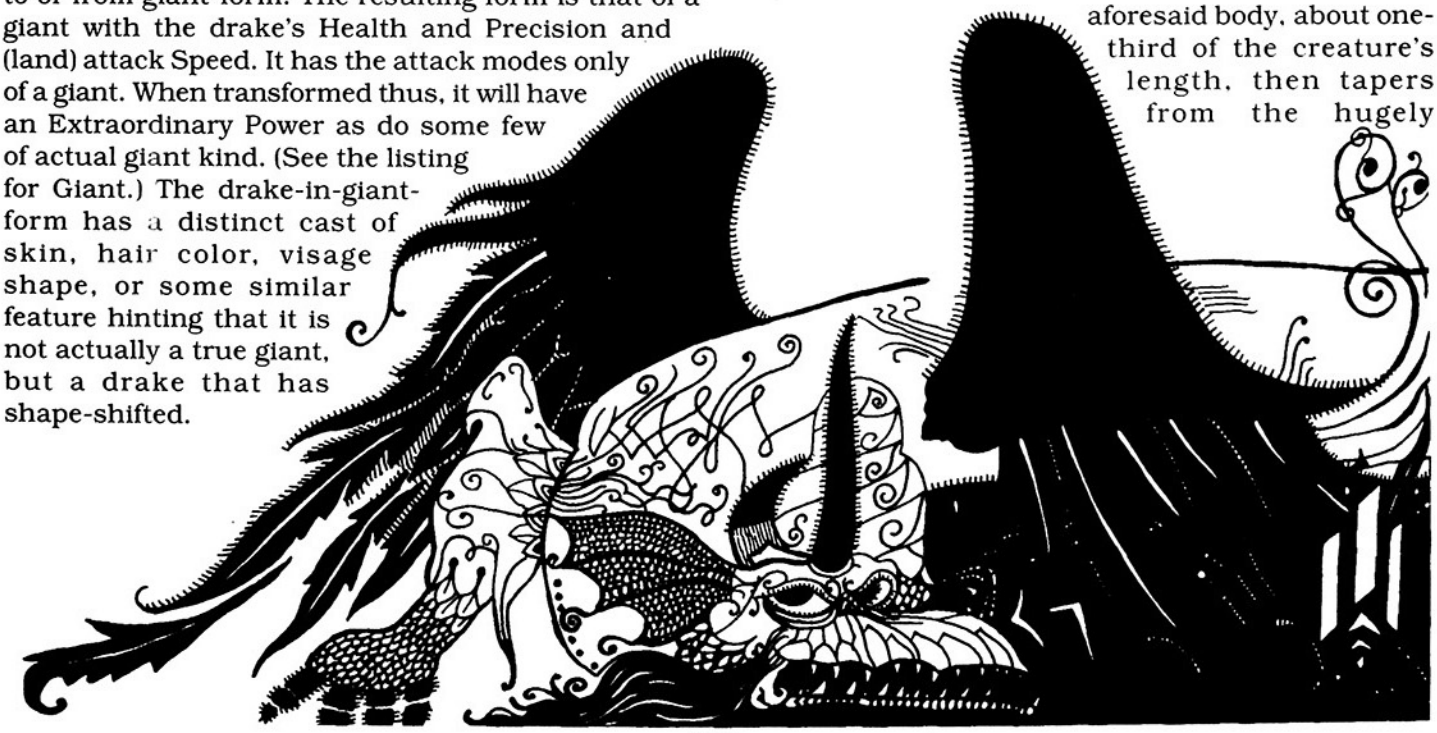
Intelligent, clever, and wily, drakes can plan and execute complex things. They will enslave weaker creatures to perform services (usually for a short duration, after which the unfortunates are devoured), and know when to attack and when to retreat. In leaving, though, no drake is giving up, but rather he or she is withdrawing to recoup resources so as to return to defeat an enemy, wreaking terrible vengeance in victory.

All drakes are able to shape-shift in one ABC to or from giant-form. The resulting form is that of a giant with the drake's Health and Precision and (land) attack Speed. It has the attack modes only of a giant. When transformed thus, it will have an Extraordinary Power as do some few of actual giant kind. (See the listing for Giant.) The drake-in-giant-form has a distinct cast of skin, hair color, visage shape, or some similar feature hinting that it is not actually a true giant, but a drake that has shape-shifted.

Furthermore, when in giant form, a drake can then shape-shift into the form of some very large animal—brown bear, huge snake, etc. This transformation takes one ABC realtime. In animal form, the drake again has its own statistics, not those of the animal form assumed, save for attacks. Again, there will be some special feature of the assumed animal form that will reveal to anyone scrutinizing it that it is not a normal specimen but a shape-shifted drake. Typical animal forms are those of large predators or aggressive herbivores. However, a drake might be able to assume the shape of a large bird such as a condor or a moa, or even a moderate-sized creature such as a carp or a turtle. Drakes have from as few as one to as many as three different animal forms, the average being two.

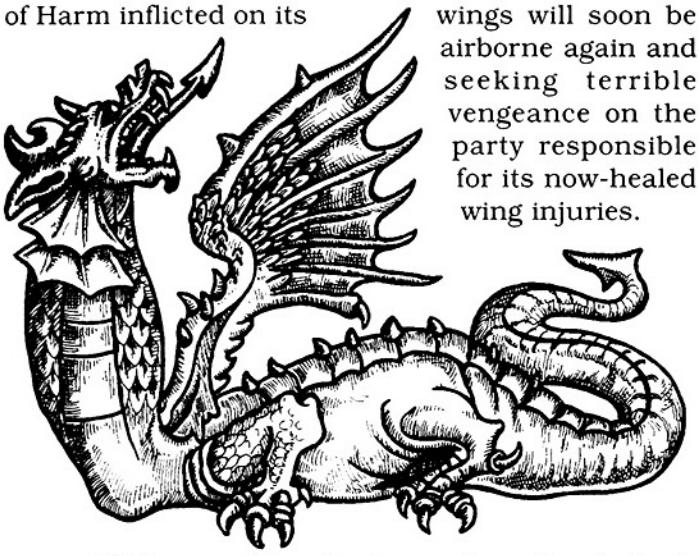
Although drakes are generally nocturnal or subterranean and possess relatively poor (human-like) eyesight, all have a very keen sense of smell (hound-like capacity). One might indeed be active in patrolling its territory in daytime, although it is much more likely at night. Drakes are quite deaf to what we consider normal sounds, save for very low frequencies to which they are sensitive. They are also sensitive to vibrations.

All species of drakes have the same general body conformation. The long and massive jaws resemble those of a monstrous crocodile, but the skull is far larger and more bulbous than any crocodile, and it is crested with a sharply ridged shield (firedrake), lateral ridge (icedrake), horns (noosedrake), or spikes (slimedrake). The neck is long and sinuous, joining the barrel of the crocodilian body smoothly where the sprawling forelegs jut out and down to terminate in three massive claws. The aforesaid body, about one-third of the creature's length, then tapers from the hugely



clawed and longer hind legs to a mighty tail that terminates, at its relatively slender tip, in a bony projection resembling a double-headed bardiche. The head and neck, body, and tail comprise equal portions of the creature's length, the central portion, however, comprising half of the mass. Drakes often stand upright, always do so to take flight where no drop is available, and frequently stand to attack when utilizing their exhalation power to assail a foe.

The great, bat-like wings of a drake sprout from its upper shoulder and fold back along the body. Although not otherwise sufficiently powerful to lift and support so massive a creature, some Extraordinary capacity imbued in these pinions enable a rapid lift and steady, if not very speedy, flight. Not coincidentally, the otherwise vulnerable wings have a near-miraculous power of repair, so that Harm inflicted upon them is mended at the rate of three points per ABC. A drake forced to the ground because of Harm inflicted on its wings will soon be airborne again and seeking terrible vengeance on the party responsible for its now-healed wing injuries.



With regard to attacks on foes, the drake is inventive. For instance, the long and deadly tail is usually used only in defense while the beast concentrates on what is before it. A drake might use this appendage as a primary weapon of offense, when assailing a number of small opponents by sweeping with its tail. When a drake attacks in this fashion, its normal Precision is reduced to one-half the indicated score, but all targets in an area with a frontage and depth equal to one-quarter of the drake's body length can be attacked.

The young drake is smaller and has a different coloration than older members of its species. Only the mature, large, drake is capable of reproduction, and the coloration change undoubtedly marks this fact to others of its kind. Breeding pairs are always large, mature drakes, and this is the only time, other than in early immaturity, that more than one drake will be encountered. Growth continues past breeding age, and the largest and most horrid of drakes are those few attaining such longevity. Naturally, these greatest of their kind are generally solitary and terrible, and avariciously guard their vast hoard of wealth.

Note: The aura and presence of a drake of any size is such that it impairs the capacities of those threatened by, or threatening, one. Thus, an Ability use penalty of five points per age category is applicable, so a huge drake automatically confers on foes a +25 penalty to die rolls on Ability use checks. Furthermore, Extraordinary Ability activations are made with double the penalty (+10 to +50) because of the potent negative energy of drakes.

Because of the considerable variation between the capacities of drakes as they grow from immature to elder, the information by species is presented by description of attack, then an explanation of statistical data by maturity stage. The wealth of all drakes can be figured from the base ranges below. A like amount of treasure is added for each increase in the size of the drake. All Extraordinary items checks are made separately, one at a time, for each progressive grade category from Very Minimal to Extreme (but excluding Extreme + and ++—save for one check at 10% if the drake is a huge specimen).

Metals/Coin	500,000-5,000,000
Crystals/Gems/Jewelry	1,000,000-10,000,000
Extraordinary Items	10% for one + of each

Note: Various other rare, attractive, and valuable items might be in a hoard—ivory, sculptures, tilferium nodes, etc.

Firedrakes

A firedrake is a flame-spouting drake. The range of the fiery gout is always equal to the body length of the drake. The flames gush forth in a triangular plane of four-foot depth that is only two feet wide when it originates at the creature's mouth but fans out to a width equal to one-half the length of the drake. The ignition of inflammable substances, including dry wood, is a side effect of exposure to the flames of a firedrake. Harm from such burning is in the range of 6-8 points per ABC and will continue until the material is consumed or the fire is extinguished.

The capacity to exhale flames is limited, in that a firedrake can create the internal fluids to do so no more often than once every two minutes. Thus, it is likely that one attacking or being attacked will take to the air, or withdraw, if possible, and spend time rekindling its fire before diving to fight again.

All firedrakes are immune to fire, flame, and heat from any source, including Supernatural sources currently known to mundane (humanoid) activators.

Immature

These have dark yellow scales with various turquoise markings, such as scale edges, crest, tail, legs or claws, that vary btween individuals. The wings are generally dark blue-green with possible yellow ochre markings.

Length: 20 feet

H: 40 ***P: 55*** ***S: 18*** on land ***28*** flying

Attacks:

1) These firedrakes can attack with a 20-foot flame exhalation for 13-16 Harm ignoring armor not specifically proof against Supernatural flame.

2) An immature firedrake can strike with its claws for 2-16 +1-4 Harm, and bite for 1-20 +6 Harm (Physique bonus ignores armor).

3) If attacked from behind, an immature firedrake can lash its tail for 1-12 +1-8 Harm.

Defense: An immature firedrake's scales and Extraordinary energy convey a constant 14 points of protection against all Harm.

Small

These have orange scales with various dark green markings, scale edges, crest, tail, legs and claws, that vary between individuals. The wings are generally dark green with possible rust-red markings.

Length:40 feet

H: 50 ***P: 65*** ***S: 17*** on land ***26*** flying

Attacks:

1) A small firedrake can attack with a 40-foot flame exhalation for 17-20 Harm that ignores armor not specifically proof against Supernatural flame.

2) A small firedrake can strike with its claws for 2-16 +1-6 Harm, and bite for 3-20 +8 Harm (Physique bonus ignores armor).

3) If attacked from behind, a firedrake can lash with its tail for 1-20 +1-8 Harm.

Defense: A small firedrake's scales and Extraordinary energy convey a constant 16 points of protection against all Harm.

Average

These have scarlet scales with various yellow markings, scale edges, crest, tail, legs and claws, that vary between individuals. The wings are generally mustard brown, with possible bright red markings.

Length: 60 feet

H: 70 ***P: 75*** ***S: 16*** on land ***24*** flying

Attacks:

1) These firedrake can attack with a 60-foot flame exhalation for 21-25 Harm that ignores armor not specifically proof against Supernatural flame.

2) An average firedrake can strike with its claws for 2-16 +1-8 Harm, and bite for 5-20 +10 Harm (Physique bonus ignores armor).

3) If attacked from behind, a firedrake can lash with its tail for 1-20 +1-10 Harm.

Defense:An average firedrake's scales and Extraordinary energy convey a constant 18 points of protection against all Harm.

Large

Large firedrakes have crimson red scales with various magenta or purple markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally brown-purple with possible bright violet markings.

Length: 80 feet

H: 80 ***P: 85*** ***S: 15*** on land ***22*** flying

Attacks:

1) A large firedrake can attack with an 80-foot flame exhalation for 26-35 Harm that ignores all armor not specifically proof against Supernatural flame.

2) A large firedrake can strike with its claws for 2-24 +1-10 Harm, and bite for 7-20 +12 Harm (Physique bonus ignores armor).

3) If attacked from behind, a large firedrake can lash with its tail for 1-20 +1-12 Harm.

Defense: A large firedrake's scales and Extraordinary energy convey a constant 20 points of protection against all Harm.

Huge

Huge firedrakes have dark red—verging on black—scales, with various glossy ebony markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally purple-black with possible glossy black markings.

Length: 100 feet minimum

H: 100 +2/foot over 100' ***P: 95***

S: 14 on land/***20*** flying

Attacks:

1) A huge firedrake can attack with a 100-foot flame exhalation for 36-55 Harm that ignores all armor not specifically proof against Supernatural flame.

2) A huge firedrake can strike with its claws for 2-24 +1-12 Harm, and bite for 9-20 Harm +14 points (Physique bonus ignores armor).

3) If attacked from behind, a hugefiredrake can lash with its tail for 1-30 +1-8 Harm.

Defense: A huge firedrake's scales and Extraordinary energy convey a constant 22 points of protection against all Harm.

Icedrakes

This is the cold-spewing species of drake. The range of its icy blast is always equal to the body length of the drake. The freezing chill spreads out in a cloud of ten-foot depth that is ten feet wide when it originates at the creature's mouth. It then expands to a width equal to one-half the length of the drake. Any substances within the area indicated that are subject to freezing will be affected by the chill gust.

The capacity to exhale freezing cold is limited, in that an icedrake can create the internal fluids to do so no more often than once every two minutes. Thus, it is likely that one attacking, or being attacked, will take to the air and spend time to secrete refrigerants before diving to fight again.

All icedrakes are immune to cold and ice from any source, save those Supernatural sources beyond the ken of mundane activators.

Immature

These have gray scales with various pale blue markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally ivory, with possible gray-blue markings.

Length: 20 feet
H: 40 ***P: 55*** ***S: 18*** on land, **28** flying

Attacks:

1) An immature icedrake can attack with a 20-foot cold exhalation for 13-16 Harm that ignores all armor not specifically proof against Supernatural cold.

2) An immature icedrake can strike with its claws for 2-16 +1-4 Harm, and bite for 1-20 +6 Harm (Physique bonus ignores armor).

3) If attacked from behind, an immature icedrake can lash with its tail for 1-12 +1-8 Harm.

Defense: An icedrake's scales and Extraordinary energy convey a constant 14 points of protection against all Harm.

Small

Small icedrakes have pale blue-white scales with various dark blue markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally gray, with possible blue-violet markings.

Length: 40 feet
H: 50 ***P: 65*** ***S: 17*** *on land*, ***26*** *flying*

Attacks:

1) A small icedrake can attack with a 40-foot cold exhalation for 17-20 Harm that ignores all armor not specifically proof against Supernatural cold.

2) A small icedrake can strike with its claws for 2-16 +1-6 Harm, and bite for 3-20 +8 Harm (Physique bonus ignores armor).

3) If attacked from behind, a small icedrake can lash with its tail for 1-20 +1-8 Harm.

Defense: This icedrake's scales and Extraordinary energy convey a constant 16 points of protection against all but Extraordinary Harm.

Average

Average icedrakes have white scales with various pale blue markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally white, with possible violet markings.

Length: 60 feet
H: 70 ***P: 75*** ***S: 16*** on land, **24** flying

Attacks:

1) An average icedrake can attack with a 60-foot cold exhalation for 21-25 Harm that ignores armor not specifically proof against Supernatural cold.

2) An average icedrake can strike with its claws for 2-24 +1-8 Harm, and bite for 5-20 +10 Harm (Physique bonus ignores armor).

3) If attacked from behind, an average icedrake can lash with its tail for 1-20 +1-10 Harm.

Defense: This icedrake's scales and Extraordinary energy convey a constant 18 points of protection against all Harm.

Large

These icedrakes have silver-white scales with various blue and violet markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally silvery, with possible bright blue markings.

Length: 80 feet
H: 80 ***P: 85*** ***S: 15*** on land
22 flying

Attacks:

1) A large icedrake can attack with an 80-foot cold exhalation for 26-35 Harm that ignores all armor not specifically proof against Supernatural cold.

2) A large icedrake can strike with its claws for 2-24 +1-10 Harm, and bite for 7-20 +12 Harm (Physique bonus ignores armor).

3) If attacked from behind, an icedrake can lash with its tail for 1-20 +1-12 Harm.

Defense: A large icedrake's scales and Extraordinary energy convey a constant 20 points of protection against all Harm.

Huge

Huge icedrakes have opalescent scales with various glittering, prismatic-color markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally crystalline, with possible pale blue or gray markings.

Length: 100 feet minimum
H: 100 +2/foot over 100' ***P: 95***
S: 14 on land/***20*** flying

Attacks:

1) A huge icedrake can attack with a 100-foot cold exhalation for 36-55 Harm that ignores all armor not specifically proof against Supernatural cold.

2) A huge icedrake can strike with its claws for 2-24 +1-12 Harm, and bite for 9-20 +14 Harm (Physique bonus ignores armor).

3) If attacked from behind, an icedrake can lash with its tail for 1-30 +1-8 Harm.

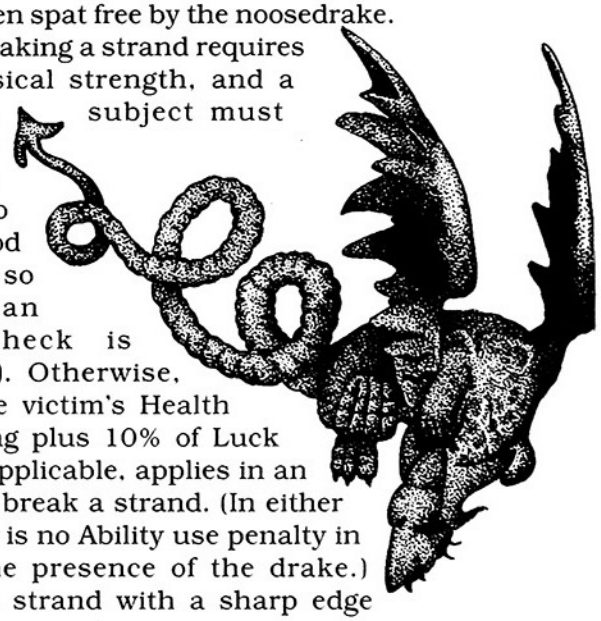
Defense: The scales and Extraordinary energy of a huge icedrake convey a constant 22 points of protection against all Harm.

Noosedrakes

This is the saliva-spitting species of drake. The range of the entangling spray is always equal to the body length of the drake. The saliva strands spew forth in a triangular plane of two-foot depth and width when it originates at the creature's mouth, and fans out to a width equal to one-half the length of the drake. The strands exhaled are affixed to the mouth and throat of the drake, and the creature then immediately draws them back. This is accomplished by both inhalation and movement of the body and neck.

The noosedrake creates and exhales three strands per size category (3, 6, 9, 12, 15, and 18 respectively). At one-quarter or less of the maximum range, one or two strands can hit the same target, otherwise only one strand can hit a target. Each strand attack is rolled for separately. A noosedrake can "manage," or "draw," an average of 300 pounds per strand that it can exhale.

The venomous adhesive of a strand holds fast to any victim caught, and its great elastic strength enables the drake to effectively deliver Harm while yanking victims from their feet to fall, caught fast and prone, or else be drawn towards the drake. The former is the most usual attack form, and in this case the saliva is then spat free by the noosedrake.



Breaking a strand requires great physical strength, and a humanoid subject must possess Physique Ability to have a good chance of so doing (an Ability check is necessary). Otherwise, 10% of the victim's Health Base Rating plus 10% of Luck Ability, if applicable, applies in an attempt to break a strand. (In either case, there is no Ability use penalty in regards the presence of the drake.) Severing a strand with a sharp edge requires Harm inflicted in excess of 10 points, and Weapons Ability use is at the indicated penalty for the presence of the drake.

The capacity to shoot forth the many saliva strands is limited, in that a noosedrake can create the internal fluids to do so no more often than once every two minutes. Thus, it is likely that one attacking, or being attacked, will take to the air or withdraw, if possible, and spend time reforming the sticky strands to be secreted before diving to fight again.

All noosedrakes are immune to poisons, toxins, and venoms from any sources save those beyond the Supernatural sources known to mundane activators.

Immature

Immature noosedrakes have deep violet scales with various fuchsia markings, such as scale edges, crest, tail, legs and/or claws, that varies between individuals. The wings are generally dark blue-violet, with possible peach-hued markings.

Length: 20 feet
H: 40 ***P: 55*** ***S: 18*** on land
28 flying

Attacks:

1) An immature noosedrake can attack with a 20-foot strand exhalation for 13-16 Harm that ignores armor not specifically proof against Supernatural venom.

2) An immature noosedrake can strike with its claws for 2-16 +1-4 Harm, and bite for 1-20 +6 Harm (Physique bonus ignores armor).

3) If attacked from behind, these noosedrakes can lash with its tail for 1-12 +1-8 Harm.

Defense: An immature noosedrake's scales and Extraordinary energy convey a constant 14 points of protection against all Harm.

Small

Small noosedrakes have indigo scales with various light blue markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally Prussian blue-green, with possible emerald green markings.

Length: 40 feet
H: 50 ***P: 65*** ***S: 17*** on land
26 flying

Attacks:

1) A small noosedrake can attack with a 40-foot strand exhalation for 17-20 Harm that ignores armor not specifically proof against Supernatural venom.

2) They can strike with its claws for 2-16 +1-6 Harm, and bite for 3-20 +6 Harm (Physique bonus ignores armor).

3) If attacked from behind, a small noosedrake can lash with its tail for 1-20 +1-8 Harm.

Defense: A small noosedrake's scales and Extraordinary energy convey a constant 16 points of protection against all Harm.

Average

These noosedrakes have purple scales with various deep blue markings, such as scale edges, crest, tail, legs and/or claws, that vary between individuals. The wings are generally red-purple, with possible pale gray markings.

Length: 60 feet
H: 70 ***P: 75*** ***S: 16*** on land
24 flying

Attacks:

1) An average noosedrake can attack with a 60-foot strand exhalation for 21-25 Harm that ignores armor not specifically proof against Supernatural venom.

2) It can strike with its claws for 2-24 +1-8 Harm, and bite for 5-20 +8 Harm (Physique bonus ignores armor).

3) If attacked from behind, an average noosedrake can lash with its tail for 1-20 +1-10 Harm.

Defense: This noosedrake's scales and Extraordinary energy convey a constant 18 points of protection against all Harm.

Large

These have gray-green scales with various blue-white markings, scale edges, crest, tail, legs and claws, that vary from individual to individual. The wings are usually deep gray, with white markings.

Length: 80 feet
H: 80 ***P: 85*** ***S: 15*** on land
22 flying

Attacks:

1) A large noosedrake can attack with an 80-foot strand exhalation for 26-35 Harm that ignores armor not specifically proof against Supernatural venom.

2) It can strike with its claws for 2-24 +1-10 Harm, and bite for 7-20 +10 Harm (Physique bonus ignores armor).

3) If attacked from behind, a large noosedrake can lash with its tail for 1-20 +1-12 Harm.

Defense: Large noosedrake scales and Extraordinary energy convey a constant 20 points of protection against all Harm.

Huge

Huge noosedrakes have pale dove gray scales with various metallic turquoise or aquamarine markings, such as scale edges, crest, tail, legs and claws, varying from individual to individual. The wings are generally ivory, with possible pale, glossy verdigris-hued markings.

Length: 100 feet minimum.
H: 100 +2/foot over 100' ***P: 95***
S: 14 attacking on land/***20*** flying

Attacks:

1) A huge noosedrake can attack with a 100-foot strand exhalation for 36-55 Harm that ignores armor not specifically proof against Supernatural venom.

2) It can strike with its claws for 2-24 +1-12 Harm, and bite for 9-20 +12 Harm (Physique bonus ignores armor).

3) If attacked from behind, a huge noosedrake can lash with its tail for 1-30 +1-8 Harm.

Defense: A noosedrake's scales and Extraordinary energy convey a constant 22 points of protection against all Harm.



Slimedrakes

This is the phlegm-spitting species of drake. The range of the acidic gout is always equal to the body length of the drake. The acidic mucus vomits forth in a cone of one-foot diameter at origination and spreads to a diameter equal to one-quarter the length of the drake. The dissolution of substances not impervious to supernaturally strong acid is a side effect of exposure to the expectorated phlegm. Harm to any, and all, such objects is equal to that suffered by flesh.

The capacity to spew forth acidic mucus is limited, in that a slimedrake can create the internal fluids to do so no more often than once every two minutes. Thus, it is likely that one attacking, or being attacked, will take to the air or withdraw, if possible, and spend time internally generating the sputum before diving to fight again.

All slimedrakes are immune to acids and corrosives from any sources save those Supernatural ones beyond the ken of mundane activators.

Immature

Immature slimedrakes have pale citrine scales with various maroon markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally pale green-white, with possible purple markings.

Length: 20 feet

H: 40 ***P: 55*** ***S: 18*** on land
28 flying

Attacks:

1) An immature slimedrake can attack with a 20-foot phlegm exhalation for 13-16 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.

2) It can strike with its claws for 2-16 +1-4 Harm, and bite for 1-20 +6 Harm (Physique bonus ignores armor).

3) If attacked from behind, an immature slimedrake can lash with its tail for 1-12 +1-8 Harm.

Defense: A slimedrake's scales and Extraordinary energy convey a constant 14 points of protection against all Harm.

Small

Small slimedrakes have light blue-green scales with various dark brown markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally green-gray, with possible brown-black markings.

Length: 40 feet

H: 50 ***P: 65*** ***S: 17*** on land ***26*** flying

Attacks:

1) A small slimedrake can attack with a 40-foot phlegm exhalation for 17-20 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.

2) It can strike with its claws for 2-16 +1-6 Harm, and bite for 3-20 +8 Harm (Physique bonus ignores armor).

3) If attacked from behind, they can lash with its tail for 1-20 +1-8 Harm.

Defense: A small slimedrake's scales and Extraordinary energy convey a constant 16 points of protection against all Harm.

Average

These slimedrakes have emerald-green scales with various metallic indigo markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally gray-forest green, with possible deep metallic green markings.

Length: 60 feet

H: 70 ***P: 75*** ***S: 16*** on land ***24*** flying

Attacks:

1) An average slimedrake can attack with a 60-foot phlegm exhalation for 21-25 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.

2) They can strike with its claws for 2-24 +1-8 Harm, and bite for 5-20 +10 Harm (Physique bonus ignores armor).

3) If attacked from behind, an average slimedrake can lash with its tail for 1-20 +1-10 Harm.

Defense: Average slimedrake scales and Extraordinary energy convey a constant 18 points of protection against all Harm.

Large

Large slimedrakes have deep verdigris scales with various, bright violet markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally brown-green, with possible black markings.

Length: 80 feet

H: 80 ***P: 85*** ***S: 15*** on land ***22*** flying

Attacks:

1) A large slimedrake can attack with an 80-foot phlegm exhalation for 26-35 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.

2) It can strike with its claws for 2-24 +1-10 Harm, and bite for 7-20 +12 Harm (Physique bonus ignores armor).

3) If attacked from behind, a large slimedrake can lash with its tail for 1-20 +1-12 Harm.

Defense: Scales and Extraordinary energy of the large slimedrake convey a constant 20 points of protection against all Harm.

Huge

Huge slimedrakes have dark moss green, verging on black, scales with various glossy aquamarine markings, such as scale edges, crest, tail, legs and/or claws, that vary from individual to individual. The wings are generally green-black, with possible iridescent green markings.

Length: 100 feet minimum

H: 100 +2/ft over 100' ***P: 95***

S: 14 on land/***20*** flying

Attacks:

1) A huge slimedrake can attack with a 100-foot phlegm exhalation for 36-55 Harm that ignores, and also Harms, all armor not specifically proof against Supernatural acid.

2) These slimedrakes can strike with its claws for 2-24 +1-12 Harm, and bite for 9-20 +14 Harm (Physique bonus ignores armor).

3) If attacked from behind, ahuge slimedrake can lash with its tail for 1-30 +1-8 Harm.

Defense: Huge slimedrake scales and Extraordinary energy convey a constant 22 points of protection against all Harm.

Wyrms in General

Appearing: *1*

The race of wyrms is thought to be the ancient progenitor from which drakes arose, wyrm-kind itself being the old, degenerate link between the dragon and the drake. All wyrms are snake-like in form, with two pairs of widely separated legs and vestigial wings

that sprout from slightly behind the forelegs. The head of a wyrm is lizard-like, with a domed brain region, and a very long, sharply narrowing snout with crocodilian-type teeth.

These are intelligent subterranean creatures who are as at home in water as they are in dry places. There are four species of wyrm—flame, fume, shock, and stone—each of which is treated separately hereafter. Wyrms are all completely solitary creatures, and a pair with young has never been found. It is thought they are either near-eternal or else they come to the dimensions of Earth only when grown, and breed only in their own set of dimensions.

It is worth noting in passing that there might be some connection between nether serpents and wyrms, although this is not firmly established. In any event, the fore-toes of all wyrms are manipulative, and the two front ones oppose the two rear ones. These creatures are able to speak and read, and it is thought that some might possess human-like Abilities and employ tools.

As with the wyvern species, the length of the wyrm specimen dictates its attack range. The exhalation is always three feet in diameter. The deadly breath exhalation and tail-sting range extend to exactly one-half of the creature's total length. The tail can be used to attack an opponent before the creature, if such individual is within a few feet of the wyrm's forepart. Otherwise, the tail is employed to counter foes attacking from the rear.

The breath exhalation is employable no more frequently than once every two minutes, so it is typically of limited use, and the wyrm will withhold release awaiting an opportune moment to employ it.

Flame Wyrm

Length: 24' to 36' in 2' increments
H: 61-70 P: 50 S: 14

Attacks: *1)* The flame wyrm can breathe a 12- to 18-foot flame exhalation for 13-16 Harm that ignores armor not specific to fire, flame or heat Harm. The combustion of inflammables can also Harm the target, generally for 3-5 continuing Harm (from clothing worn while garments burn).



2) A flame wyrm can bite for 9-20 +1-12 Harm, and a tail strike inflicts 1-6 +6 Harm, plus VT of 9-12 Harm whenever armor is bypassed.

Defense: Supernatural energy, scales, and the flame wyrm's speed convey 13 points of protection against all forms of Harm.

A flame wyrm is a slimy, orange-maroon creature.

Fume Wyrm

Length: 22' to 34' in 2' increments
H: 56-65 P: 45 S: 15

Attacks:

1) The fume wyrm can breathe an 11- to 17-foot VT fume exhalation for 1-2 Harm that ignores armor not specific to poisonous gas, and induces stupor in the subjects for 5-8 ABCs. During the time of stupor, all actions, reactions, and Abilities are at half normal.

2) This wyrm can also bite for 7-20 +1-10 Harm, or strike with its tail for 1-6 +6 Harm, plus VT of 17-20 Harm whenever armor is bypassed.

Defense: Supernatural energy, scales, and the fume wyrm's speed convey a constant 14 points of protection against all forms of Harm.

A fume wyrm is a glistening, sickly ochre-colored creature.

Shock Wyrm

Length: 24' to 36' in 2' increments
H: 41-50 P: 55 S: 17

Attacks:

1) The shock wyrm can breathe a 12- to 18-foot electrical bolt with a three-foot diameter for 17-20 Harm that disregards normal protection. The Harm is doubled if the subject is wearing or touching conductive metal or liquid, and tripled if a subject is both wearing a conductor and standing in water.

2) This wyrm can bite for 3-30 +1-6 Harm, or strike with its tail for 1-8 +10 Harm that delivers VT of 6-8 Harm whenever armor is bypassed.

Defense: Supernatural energy, scales, and the shock wyrm's speed convey a constant 16 points of protection against all forms of Harm.

A shock wyrm is an eye-tearing, blue-violet color.

Stone Wyrm

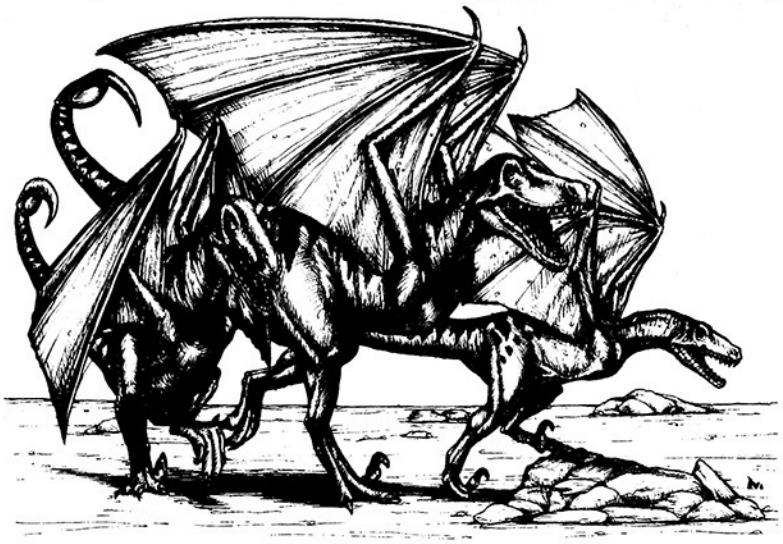
Length:20' to 32' in 2' increments
H: 46-55 P: 40 S: 16

Attacks:

1) The stone wyrm will automatically breathe a 10- to 16-foot VT poison exhalation for 3-5 Harm each ABC that ignores all armor protection. This will continue until the victim is petrified or the cell transformation process is reversed (or removed through Extraordinary means).

2) This wyrm can bite for 5-20 +1-8 Harm, or strike with its tail for 1-8 +8 Harm that delivers VT of 13-16 Harm whenever armor is bypassed.

Defense: Supernatural energy, scales, and the stone wyrm's speed convey a constant 15 points of protection against all forms of Harm.



Wyverns

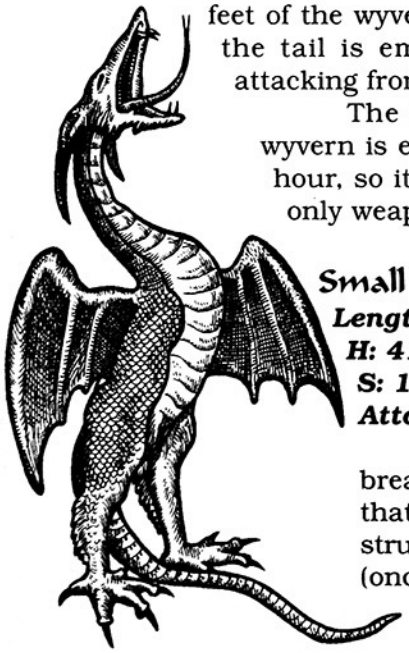
Appearing: *1 (rarely 2—a breeding pair)*

The wyvern is a bipedal, reptilian, bat-winged creature of monstrous sort that looks very much like an overgrown velociraptor with wings instead of forelegs. It is a metallic, red-brown color with various striped and dotted markings ranging in hue from green to blue. The wyvern is semi-intelligent and ferocious in the extreme. It is thought to be an offshoot of the drakes. There are three general size categories of wyvern, each treated separately hereafter.

The wyvern is a mountain-dwelling creature that prefers remote and undisturbed areas, attacking and killing any perceived threat within its territorial range of some 900 square miles.

The length of the specimen dictates its attack range. The deadly breath exhalation and tail-sting range extend to exactly one-half of the creature's total length. The tail can be used to attack an opponent before the creature, if such individual is within a few feet of the wyvern's forepart. Otherwise, the tail is employed to counter foes attacking from the rear.

The breath exhalation of a wyvern is employable but once each hour, so it is effectively a one-time-only weapon in combat.



Small Wyvern

Length: 20' +/-
H: 41-50 ***P: 40***
S: 17 on land/***25*** flying

Attacks:

1) The small wyvern can breathe a 10-foot exhalation that paralyzes any one victim struck by the jet of noxious gas (once).

2) Small wyverns can strike with its claws for 9-20 +1-10 Harm, or with its tail for 1-20 +6 Harm, plus VT of 6-8 Harm whenever armor is surpassed or bypassed.

Defense: The small wyvern's scales and speed convey a constant 11 points of protection.

Average Wyvern

Length:30' +/-
H: 56-65 ***P: 50*** ***S: 16*** on land
24 flying

Attacks:

1) Average wyverns can breathe a 15-foot exhalation that paralyzes one or two victims struck by the jet of noxious gas (once).

2) It can claw for 13-20 +1-12 Harm, and strike with its tail for 1-20 +9 Harm, plus VT of 9-12 Harm whenever armor is surpassed or bypassed.

Defense: The average wyvern's scales and speed convey a constant 13 points of protection.

Great Wyvern

Length: 40' +/-
H: 71-90 ***P: 60*** ***S: 15*** on land
23 flying

Attack:

1) The great wyvern can breathe a 20-foot exhalation that paralyzes one to three victims struck by the jet of noxious gas (once).

2) This wyvern can claw for 7-30 +1-12 Harm, and strike with its tail for 1-20 +12 Harm, plus VT of 13-16 Harm whenever armor is surpassed or bypassed.

Defense: Supernatural energy, scales, and speed convey a constant 15 points of protection against all forms of Harm.

The Living Dead and Unquiet Spirits

Living dead and evil spirits to be encountered in the lands of Lejendary Earth come in a wide variety. This tome lists and describes all of the major sorts of such, and Lejend Masters are urged to carefully consider the capabilities of players and Avatars before unleashing these dark beings.



The Unquiet Spirits, Listed Alphabetically

Creature	Appearing	H	P	S	Attack	Defense
Living Dead						
Cunning Living Dead						
Lichwight	1+	106-135	56-75	8-11	HV +9-12 sp	5 sp
Peccant	1+	185-230	61-80	18-21	HV +17-20 sp	9 sp
Vampire	1+	101-200	61-80	14-19	HV +13-16 sp	13 sp
Free-willed Living Dead						
Balewretch	1-3	36-45	36-45	9-12	1-10+8/1-10+12 sp	12 sp
Ghoul	1-3	22-32	31-40	12-15	1-12+10/ 1-12 +VT sp	10 sp
Moriant	1 (1-2)	41-50	41-50	10-13	3-5/1-12+1-20 sp	14 sp
Unwilled Living Dead						
Animort	1+	11-40	11-30	5-8	1-2 +VT 9-12	12 sp
Bonewalker	1+	16-25	26-35	11-14	4x 1-20+3-5 sp	16 sp
Zomboid	1+	32-46	31-40	7-10	1-20+1-20	8 sp
Living Dead—Spirit and Material						
Bruholak (spirit)	1+	22-36	46-55	10-13	sp	10 sp
Bruholak (volitant)	1+	35-60	61-90	14-17	HV +13-16 sp	14 sp
Nosferatu	1	56-75	51-70	14-16	HV +10/1-8 +6-8 +VT sp	8 sp
Spirits of Evil of the Human Dimensions						
Animal Evil Spirits						
Nightgrim	1	50	50	15 sp	1-2 sp	6 sp
Phantom	1	45	30	13 sp	sp	4 sp
Specter	1	55	35	17 sp	sp	5 sp
Human Restless Dead						
Apparition	1+	30 sp	30	7	sp	4 sp
Ghost	1+	10 sp	20	9	sp	8 sp
Shadowling	1-12	20 sp	25	11	HV sp	sp
Human Supernatural Restless Dead						
Fright	1+	40 sp	45 sp	12	HV +6-8/1-12 sp	20 sp
Gloom	1	70	35	6 sp	sp	14 sp
Haunt	1	80 sp	60	9	sp	12 sp
Spirits of Nether Dimensions, Malign, Ordinary						
Demon (ordinary)	1	100	66	13	9-12 +11\ 3-5 +VT 17-20 sp	21 sp
Demon Imp	1+	10	60	15	1-2\1-2 +VT 9-12 sp	20 sp
Devil (ordinary)	1	130	72	12	5-20 +11S\6-8 + VT9-12 sp	22 sp

Creature	Appearing	H	P	S	Attack	Defense
Devil Imp	1+	13	63	14	3-5 +VT 9-12 sp	20 sp
Fiend (ordinary)	1	160	78	11	9-12 +13S\17-20sp	23 sp
Fiend Imp	1+	16	66	13	6-8 sp	20 sp
Oni (ordinary)	1	190	86	10	HV +14/17-20 sp	24 sp
Oni Imp	1+	19	69	12	9-12 sp	20 sp

Other Troublesome Beings

Bonestalker	1	41-60	50	20	2x 9-12 sp	4
Deital Minions						
Avenger	1	112	77	17	sp	12 sp
Destroyer	1	77	112	12	sp	14 sp
Guardian	1	111	77	17	sp	10 sp
Protector	1	77	111	12	sp	12 sp
Demoniacal Hybrids						
Agrue	2-5	60	60	12	13-16+6/ 9-12+6	4 sp
Banecreeper	2-8	30	40	12	9-12 sp	6 sp
Darkgaunt	1-6	40	35	18	1-2 +VT sp	5/15 sp
Dread	1	100	60	21	2x HV+10 sp	12
Nightslinker	3-12	31-40	46-55	15-18	HV/6-8 sp	9
Pang	1+	101-130	51-70	15-18	sp	8
Prowler	1+	131-160	35-80	14-16	1-12+11-20/3-20	11
Skulk	4-24	31-40	31-40	15-18	1-12+7-10	6 sp
Elementals						
Devati, air	1	60-150	50-80	21-33	2x 5-30+9-12 sp	12
Efriti, fire	1	70-160	43-70	16-25	5-30+13-16 sp	10
Jinni, earth	1	90-180	23-50	13-22	9-30+13-16 sp	8
Maridi, water	1	80-170	33-60	11-20	12-30+9-12 sp	6/14
Sendings						
Aether Beast	1	20-25	41-50	14-17	sp	10 sp
Nether Beast	1	60-69	30-35	12-14	3x 6-8 sp	12 sp

The Vnquiet Spirits Descriptions

Living Dead in General

There are three types of living dead, and three kinds within each type, so there are nine separate descriptions. These creatures are all listed under this singular heading because of their similarities. It is most difficult to destroy any kind of living dead thing because of the unholy energy that motivates it, and the stronger the kind, the more that must be done to rid the world of its presence.

Note that no living dead thing can ever enter a place that is Theurgically sanctified to benign ends, or one that has been actually consecrated and hallowed, and remains so, not having been defiled or profaned. To do so inflicts one point of Harm per second while on, or in, such a place. If reduced to zero Health, the living dead thing is absolutely destroyed.

Cunning Living Dead

Greatest in energy are these main three kinds of living dead. They not only have wills of their own, but they have a cleverness, sinister mental powers, and unholy cunning that enables them to plague mankind. Not all living dead of this type chose their state, but no matter the circumstances, each becomes demoniacal. The unspeakably malign force creates monsters bent on making humanity into cattle to be used most foully. The cunning living dead move amongst men, and against them, desiring to keep the species alive only as servants and prey. No matter the kind, all cunning dead are able to mask their true appearance through the unholy power that fills them. To the observer, any of these might seem a normal, or even highly attractive, person. The three kinds are:

1) Lichwight (Literally a corpse-weird person)

A lichwight is a scheming and disgusting thing that cheated—and still cheats—death, through dark Supernatural means. It must always lurk underground to remain in its state of vigor. It keeps itself strong by devouring the flesh and blood of the living—humanoids suffice, but thoseof its own kind give the greatest energy. If seen as it actually is, this monstrous creature is a withered and rotting form, its appendages worm-like, bearing a visage with feral teeth and eyes that burn with a hellish purple light.

2) Peccant

A peccant is the most potent and vile of all once-human monsters. This thing has used the most disgusting of Supernatural means to create itself before natural death occurred, and thus attained its living dead state. It is shielded as to be free to move about in sun or dark, impersonate a living human, and dwell amongst its prey without fear of discovery. It can alter its appearance and size as it chooses, appearing male or female, plain or pretty, child or adult—as well as shape-shift. It feeds upon the life force of humans, drawing off Health slowly; the victim weakens and dies over the course of days or even weeks. Seen as it truly is, the peccant is a horridly diseased and bloated creature with a long proboscis terminating in a lamprey-like end, and eyes that flame red-purple.

3) Vampire

The vampire is a night-haunter that can wing through the sky, walk as a man, or shed material form to slip from seeming captivity and escape. When seen in true form, a vampire has unnaturally attenuated extremities, clawed hands and feet, and a bat-like face with hateful eyes of fiery red.

Lichwight

Appearing: *1+*
H: 106-135 ***P: 56-75*** ***S:8-11***

Attacks: Any weapon to which the creature lends its unholy Extraordinary power strikes with a bonus of +9-12 Harm.

Powers:

1) A lichwight can immobilize targets with a gaze of three seconds in length. The subject is then held rigid until the lichwight frees it or the victim is touched by someone with Enchantment or Theurgy Ability and given release via a Power activation.

2) A lichwight can leech Health permanently from a human or humanoid by touch, disregarding any and all forms of armor. The lichwight draws off one to two points thus, and adds those points to its own Health.

3) A lichwight can shape-shift in one second into the form of a huge worm, thus regaining all Health previously lost, but having only one-half Precision and Speed capacities. The attack of this worm form is a bite for 1-12 Harm plus VT of 17-20 Harm (VT always bypasses armor). Movement while in this form is slow, but it does permit travel through spaces as small as a foot in diameter, along walls and across ceilings.

4) A lichwight can initiate, instantaneously, a Speed burst enabling it to move (not attack) at twice normal human rate for three seconds (one ABC) so as to escape extreme danger.

5) A lichwight can command and call to assist, from up to one mile distant, 1-3 balewretches and 2-6 zomboids. These come in response at double normal movement rate.

6) A lichwight can command up to two persons by speaking, when within its own sanctum, and those failing an avoidance check against four times Speed BR are then without volition—they do not attack or flee, and are compelled to obey simple commands such as "Come," "Leave," "Stand," etc.

Note: Some very few, especially potent, creatures of this sort can retain Extraordinary Abilities and the Powers and other capacities attendant thereto.

Anti-Powers Checks:

1) A devotional object, when held by an individual, adds a bonus of 10 to his or her target number to enable resistance to a command. If such an object is touched to a lichwight, it inflicts 9-12 Harm, but this is only temporary Harm, with the loss regained in 12 seconds realtime (one AB). The touch of the object also prevents shape-shifting by the lichwight for a full AB.

2) A mirror placed to reflect the gaze of the lichwight removes its power to immobilize its foes for a full two ABs.

3) Contact with a large amount (at least six ounces) of the pennyroyal herb prevents the lichwight from doubling its movement rate for a full minute thereafter.

4) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 6-8 Harm to a lichwight that disregards the creature's Extraordinary protection, and this loss is recovered at the rate of 1 point per day.

5) Direct exposure to the rays of the sun causes 21-25 points of Harm to a lichwight for each ABC it is so exposed.

Defense: Normal armor can be worn, and in addition, the dark and unnatural energy of this thing provides a continuous 5 points of armor protection against all attacks of any sort, including those aimed at the living dead, even when it is in worm-like form.

The malign energy of the lichwight restores it to an unharmed state in a short time unless it is completely destroyed. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, and restores 5 points of Health each second after its Health has reached zero or less. No amount of dismembering or the like will prevent its restoration, except as detailed below. When it has regained full Health, it will arise and be fully restored once again.

To destroy a lichwight, the head must be severed, then the head and body sprinkled with holy oil or holy water, and thereafter both must be burned by acid or fire, or be placed into the cleansing rays of the sun (or its equivalent) for a full three minutes. The remains may also be enclosed in a hallowed and sanctified container to destroy the malign force.

Peccant

Appearing: *1+*

H: 185-230 ***P: 61-80*** ***S:18-21***

Attacks: Any weapon to which the creature lends its unholy Extraordinary power inflicts an additional 17-20 points of Harm when it scores a blow.

Powers:

1) A peccant can immobilize, by force of will, any individual human or humanoid concentrated on for a three second period. The subject will be held rigid until the peccant frees it, or the victim is touched by someone with Theurgy Ability and given release.

2) A peccant can leech Health permanently from a human or humanoid by touch, disregarding any and all forms of armor. This touch draws off 6-8 points and adds them to the creature's Health.

3) A peccant can shape-shift, in one second, into any desired form of human, humanoid, or roughly man-sized animal of any sort—including even a giant condor. This change of form does not affect its Health, and any new form taken has the same attack capacities of the peccant, regardless of shape.

4) A peccant can become immaterial in one second, and remain so for as many minutes as it has Speed Base Rating. It is able to move at a normal rate while thus altered, but is unable to carry anything not worn as clothing.

5) A peccant can initiate, instantaneously, a Speed burst enabling movement or attack at twice the normal rate for one ABC. This allows the peccant to escape extreme danger, attack one opponent twice, or attack two foes once each.

6) A peccant can command, and call to assist, from up to one mile distant, 1-3 moriants and 5-8 animorts, which will answer the call at double their normal movement rate.

7) A peccant can command up to four persons by speaking, when within its own sanctum, and those failing an avoidance check against four times their Speed BR are then without volition—they do not attack or flee, and are compelled to obey simple commands such as "Come," "Leave," "Stand," etc.

Note: All of these creatures have normal Abilities, and some few likewise manage to retain Extraordinary Abilities and the Powers and other capacities attendant thereto.

Anti-Powers Checks:

1) A devotional object, when held by an individual, adds a bonus of 20 to his or her target number to enable resistance to a command. If such an object is touched to a peccant, it inflicts 17-20 points of Harm, but this Harm is only temporary loss (being regained in one AB). The touching of the object also prevents shape-shifting for a full AB.

2) A mirror placed to reflect the gaze of the peccant removes its power to immobilize its foes for 2 full ABs.

3) Grain (representing life and fertility) such as wheat or rice sprinkled in the path of an immaterial peccant prevents passage across the area, as does running water not spanned by a bridge of some sort.

4) Contact with a large amount—at least six ounces—of mint prevents a peccant from doubling its movement or attack rate, making this impossible for a full one minute thereafter.

5) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 6-8 Harm to a peccant, disregarding the creature's Extraordinary protection. This loss is recovered at 1 point per day.

6) Direct exposure to the rays of the sun causes 13-16 points of Harm to a peccant for each ABC it is exposed, but only if the creature is absolutely naked.

Defense: Only non-metallic normal armor can be worn by a peccant, but the unnatural evil energy of this thing provides a continuous 9 points of armor protection against all attacks of any sort, including

those aimed at the living dead, including when it is in any other material form, but not when immaterial and normally invisible.

The malign energy of the peccant restores the thing to an unharmed state in a very short time unless it is completely destroyed. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, and restores 10 points of Health each second after its Health has reached zero or less. No amount of dismembering or the like will prevent its restoration, except as detailed below. When it has regained full Health, it will arise and be fully able once again.

To destroy a peccant, its head must be severed, the head and body sprinkled with holy oil or holy water, and thereafter both must be burned by acid, immersed in pure running water, be placed in the cleansing rays of the sun (or its equivalent) for a full 10 minutes, or the remains enclosed in a hallowed and sanctified container then burned to ashes.

Vampire

Appearing: *1+*

H: 101-200 ***P: 61-80*** ***S:14-19***

Attacks: Any weapon to which the creature lends its unholy Extraordinary power inflicts an additional 13-16 points of Harm when it scores a blow.

Powers:

1) A vampire can immobilize, by gaze or voice, any individual human or humanoid stared at or spoken to (must be heard) for a three-second period. The subject will then be held rigid until the vampire frees it, or the victim is touched by someone with Enchantment or Theurgy Ability and given release.

2) A vampire can leech Health permanently from a human or humanoid by touch, disregarding any and all forms of armor. This touch draws off 3-5 Health, and adds it to the creature's own Health.

3) A vampire can shape-shift, in one second realtime, into any of several forms. This change does not affect the creature's Health, and any new form taken has the same Health and Precision as the vampire, but the attack forms of the creature. The shapes that can be taken are: a very large bat, a dog, a robust blackrat, a 40-inch diameter jumping spider, or a wolf.

4) A vampire can become semi-material in 1 ABC, and remain so for as many minutes as it has Speed Base Rating, and is able to move at normal rate while thus altered, but unable to carry anything not worn as clothing.

5) A vampire can initiate, instantaneously, a Speed burst enabling movement or attack at twice normal human rate for 1 ABC. This allows the vampire to escape extreme danger, attack one opponent twice, or attack two opponents once each.

6) A vampire can, by fatal bite, create from the victim a vampire of 10 percent of the original vampire's statistical strength, and without any Powers. The new vampire grows stronger at a rate of five percent per victim it kills, and with Powers accruing one at a time (at 40% to 100% of full vampire stats).

7) A vampire can command, and call to assist, from up to one mile distant, 1-3 werebeasts (most likely lupine) and 1-8 ghouls, all of which will answer and respond at twice normal movement rate.

8) A vampire can command up to three persons by speaking, when within its own sanctum, and those failing an avoidance check against Speed are then without volition—they do not attack or flee, and are compelled to obey simple commands such as "Come," "Leave," "Stand," etc.

Note: Many of these creatures have normal Abilities, and some few of those likewise manage to retain Extraordinary Abilities and the Powers and other capacities attendant thereto.

Anti-Powers Checks:

1) A devotional object, when held by an individual, adds a bonus of 30 to his or her target number to enable resistance to a command. If such an object is touched to a vampire, it inflicts 13-16 points of Harm. This is only temporary Harm, and the loss is regained in 12 seconds. The touch also prevents shape-shifting for a full 1 AB.

2) A mirror placed to reflect the gaze of the vampire removes its power to immobilize its foes for a full 24 seconds.

3) Exposure to bright light, equal to full sunlight, forces a semi-material vampire to flee to its burial soil, as does contact with iron filings, the ringing of a silver bell, or the crowing of a rooster.

4) Contact with a large amount—at least six cloves—of garlic prevents the creature from doubling its movement or attack rate, making this impossible for a full minute realtime thereafter.

5) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 6-8 Harm to a vampire that disregards the creature's Extraordinary protection. This loss is recovered at the rate of one point per day.

6) Direct exposure to the rays of the sun causes 17-20 Harm to a vampire for each ABC it is so exposed, assuming that some portion of its skin is directly exposed to the sun's rays.

Defense: No armor can be worn by a vampire, but the unnatural evil energy of this thing provides a continuous 13 points of armor protection against all attacks of any sort, including those aimed at the living dead, even if the vampire should shapechange in to any other material form.

The malign energy of the vampire restores it to an unharmed state in a very short time unless it is completely destroyed. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, restoring 10 points of Health each second after Health has reached zero or less. No amount of dismembering or the like will prevent its restoration, except as detailed below. When it has regained full Health, it will arise and be fully restored once again.

To destroy a vampire, wood of at least one inch thickness must be driven through its heart. The head of the vampire must be severed, a consecrated object placed within its mouth, and then head and body sprinkled with holy oil or holy water. Thereafter both the head and body must be burned by fire, placed into the cleansing rays of the sun (or its equivalent) for a full 5 minutes, or the remains enclosed in a hallowed and sanctified silver container.

Free-willed Living Dead

These three types of living dead are intermediate in power. They have wills of their own, although some were certainly brought to their unspeakable state through no fault of their own. Whether by their own evil, or brought to such state by some malign force, all are now inimical foes of what is good, clean, and truly alive. The bestial thoughts and vile minds of these things seem fixed on wreaking havoc on all that flourishes under sun and sky. The three kinds are:

1) Balewretch

A balewretch is a gaunt and cadaverous thing with dark, leathery skin, long, lank hair, and a hideous visage that leers in delight as the creature feeds on the fleeting life energy of the victim it is killing.

2) Ghoul

A ghoul is a twisted, once-human monster with skin of yellow ochre hue, a hyena-like muzzle and jaws, and thick, spaded nails for digging and clawing. It subsists on the flesh of human and humanoid corpses.

3) Moriant

A moriant is a death-pale and horribly ugly thing that most resembles the corpse of a being steeped in the vilest of evil, now alive again with an insane desire to slay, as it cruelly brings slow and painful death to a victim so that it might batten on the terror of the doomed.

Balewretch

Appearing: *1-3*
H: 36-45 ***P: 36-45*** ***S: 9-12***

Attacks: A balewretch attacks with its fist for 1-10 +8 Harm (bonus bypasses armor) and a kick for 1-10 +12 Harm (bonus bypasses armor). A result of 10 on a Harm roll indicates the opponent is stunned for 1 ABC, and 2 ABCs if both attacks succeed.

Defense: An unnatural energy provides 12 points of armor protection against all attacks, except those of blessed oil/water or Extraordinary power—including those Theurgy Ability Powers specifically attuned to affect the living dead.

Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 1-2 Harm to a balewretch, disregarding the creature's Extraordinary protection. This loss is recovered at the rate of 1 point per day.

Unless the head of the balewretch is severed, it will, by virtue of its malign energy, restore itself to unharmed state. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, restoring 1 point of Health each second after Health has reached zero or less. If the head is within a ten foot radius of the body, and is not impeded, it will roll to the body and rejoin, thus enabling the restoration to commence. The newly-severed head must be physically kept away from the body for one minute for the creature to be destroyed.

Ghoul

Appearing: *1-3*
H: 22-32 ***P: 31-40*** ***S:12-15***

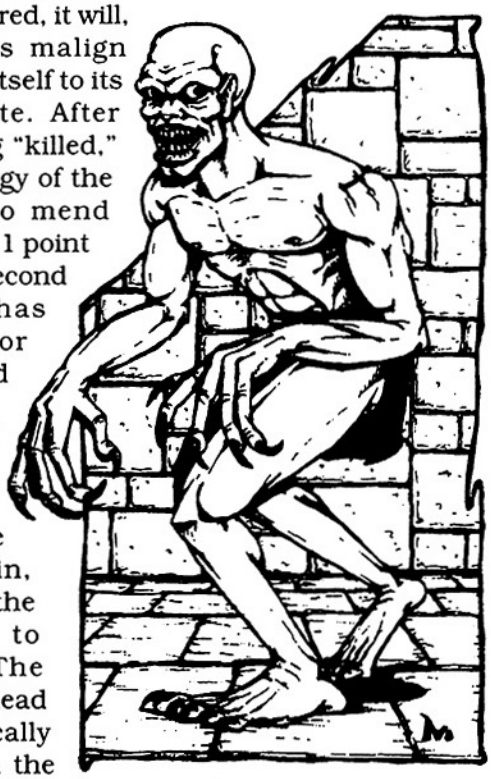
Attacks: A ghoul will us its nails to inflict 1-12 +10 Harm. It will also bite for 1-12 Harm plus VT (10% chance of VT bypassing armor if the opponent



has a buckler or shield and has half armor, or has full armor; 50% chance if only half armor and no buckler or shield is used against the attack). The VT slows the victim by 3-5 points of Speed Base Rating for one minute (20 ABCs).

Defense: An unnatural energy provides 10 points of armor protection against all attacks, except those of blessed oil/water or Extraordinary power—especially those of Theurgy Ability Powers specifically attuned to affect the living dead.

Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 1-2 Harm to a ghoul that disregards the creature's Extraordinary protection. This loss is recovered at the rate of 1 point per day.



Unless the head of the ghoul is severed, it will, by virtue of its malign energy, restore itself to its unharmed state. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, restoring 1 point of Health each second after Health has reached zero or less. If the head is within a ten foot radius of the body and not impeded, it will roll to the body and rejoin, thus enabling the restoration to commence. The newly-severed head must be physically kept away from the body for one minute to destroy the creature.

Moriant

Appearing: *1 or 1-2* *(25% chance)*
H: 41-50 ***P: 41-50*** ***S:10-13***

Attacks: A moriant has a stare of Extraordinary force that automatically inflicts 3-5 Harm that ignores any protection. It also may use a two-armed grasp, immobilizing an opponent and inflicting 1-12 +1-20 additional Harm.

Defense: An unnatural energy provides 14 points of armor protection against all attacks, except those of blessed oil/water or Extraordinary power—especially those of Theurgy Ability specifically attuned to affect the living dead.

Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 1-2 Harm to a moriant that disregards the creature's Extraordinary protection. This loss is recovered at the rate of 1 point per day.

Unless the head of the moriant is severed and burned, it will, by virtue of its malign energy, restore itself to its unharmed state. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, and restores one point of Health each second after Health has reached zero or less. If the head of a moriant is not destroyed, the body is still able to restore itself—the severed head will re-materialize atop the body. A newly-severed head must be burned by flame or acid to destroy the creature.

Unwilled Living Dead

The least powerful type of living dead are the unwilled sort, things with no thoughts and only an unholy desire to slaughter and destroy beings that are truly alive. The unwilled are created by evil Extraordinary powers, such as those supplied by the dark Ability of Necrourgy. The three kinds are:

1) Animort

An animort is a decayed or mummified and foul-smelling corpse that has been given an unnatural vitality that manifests itself as a feral glow of sickly yellow in the eye sockets of the rotting head of the creature.

2) Bonewalker

A bonewalker is a human or humanoid skeleton that is invigorated by a force drawn from an unspeakable sphere, and this manifests itself in both a glow of disgusting green emanating from the eye sockets, and by a Preternaturally-detectable shimmer of energy that surrounds the bare bones.

3) Zomboid

A zomboid is the corpse of a dead human or humanoid that is seemingly relatively fresh and of robust sort, made and kept so by malign energy, with its flesh and lifeless eyes having a ghastly gray gleam.

Animort (animate remains)

Appearing: *1+*
H: 11-40 ***P: 11-30*** ***S: 5-8***

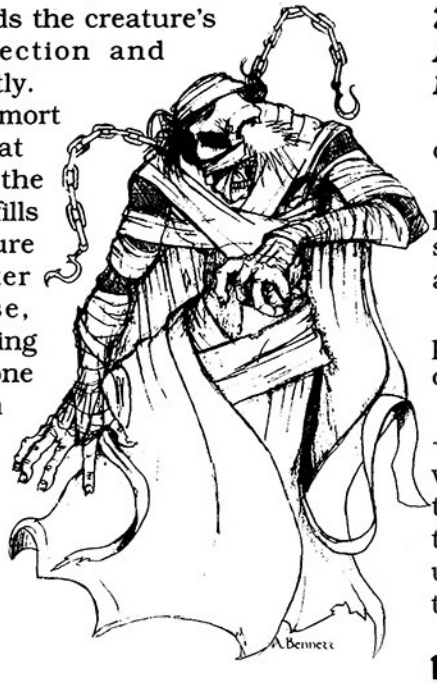
Attacks: An animort can use the bony fingers of its hands to inflict 1-2 Harm plus VT 9-12 Harm that bypasses armor or other protection.

Defense: An unnatural energy provides 12 points of armor protection against all attacks, except those of blessed oil or water, those with continuing Harm such as acid and fire, and Theurgy Ability Powers specifically attuned to affect the living dead.

Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 3-5 Harm to an

animort that disregards the creature's Extraordinary protection and restoration permanently.

Unless the animort is so harmed as to be at -30 or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seeming to collapse, destroyed, the animating force begins restoring one point of Health each second thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

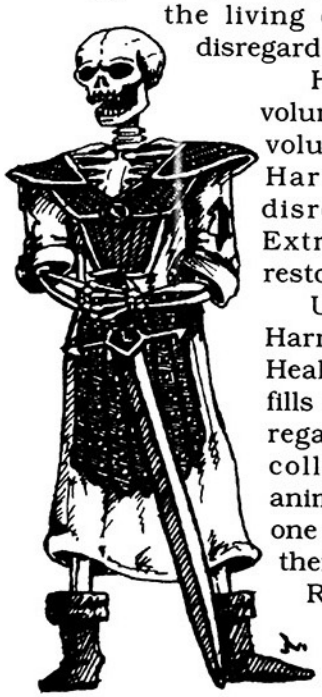


Bonewalker

Appearing: *1+*
H: 16-25 ***P: 26-35*** ***S:11-14***

Attacks: A bonewalker attacks with up to four Preternaturally created and projected bone darts that shoot to a six foot distance. Each dart inflicts 1-20 +3-5 Harm (bonus Harm disregards all except Supernatural armor)

Defense: An unnatural energy provides 16 points of armor protection against most attacks, but only 8 points of protection against blunt (shock-Harm only weapons) attacks and acid. Blessed oil/water and Theurgy Ability Powers specifically attuned to affect the living dead have full effect, and disregard the protection.



Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 3-5 permanent Harm to a bonewalker that disregards the creature's Extraordinary protection and restoration.

Unless the bonewalker is so Harmed as to be at -20 or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seeming to collapse, destroyed, the evil animating force begins restoring one point of Health each second thereafter, until the Health Base Rating has reached its full state, at which point the creature arises and functions again.

Zomboid

Appearing: *1+*
H: 32-46 ***P: 31-40*** ***S: 7-10***

Attacks: A zomboid strikes with a single crushing blow for 1-20 +1-20 Harm.

Defense: An unnatural energy provides 8 points of armor protection against all attacks, except salt and those of Theurgical nature specifically attuned to affect the living dead.

Salt in a eight-ounce volume causes 3-5 permanent Harm to a zomboid that disregards the creature's Extraordinary protection and restoration.

Unless the zomboid is so Harmed as to be at -25 or lower Health, the unnatural energy that fills it will cause the creature to regain power. After seeming to collapse, destroyed, the evil animating force begins to restore one point of Health each second thereafter, until the Health Base Rating has reached its full state, then the creature arises again.

Living Dead, Spirit and Material

The several kinds of this sort of monstrous creature are treated hereunder because of their similarities and the complexities of dealing with them.

Bruholaki in General

This is a vampire-like monster akin to the horrid group of cunning living dead. It is able to send forth its spirit from the grave. The spirit can then materialize and assume human form and attack as would a weak vampire. Each feeding succeeds in adding to the buried monster's unnatural energy, making it stronger, so than when one has devoured 13 victims it can arise physically from its grave and become a powerful, fully able monster that is part lichwight and part vampire. Such arisen bruholaki are unable to go out in the day, but are able to roam freely on very dark nights where there are heavy clouds or no moon.

In spirit form, the creature can materialize to appear as a gaunt and cadaverous human. However, in arisen form, the bruholak is even more horrid in true appearance, looking like a decayed and mummy-like corpse upon whose flesh small parasites feed as the outer layer of flesh rots and is replaced by unnatural growth from within.

Bruholak (materialized spirit)

Appearing: *1 (more may appear)*
H: 22-36 ***P: 46-55*** ***S:10-13***
Attacks: 2 (see Powers below)
Defense: Preternatural malign energy provides 10 points of protection against attacks of any sort.

Powers:

1) A bruholak can immobilize a subject for 1 ABC by successful touch.

2) A bruholak can attack by biting for 1-12 Harm. A damage roll of 11 or 12 indicates an automatic 1-12 Harm per ABC—the bruholak remains latched onto the victim—until the victim is dead or the bruholak is destroyed.

3) A bruholak can instantaneously dematerialize to sink into the ground and escape.

Anti-PowersChecks:

1) A devotional object or knife of pure silver, when touched to a bruholak, inflicts 9-12 points of Harm, but only temporarily, as this loss is regained in one hour. A silver knife blade thrust into the ground forces any bruholak within seven feet of it to dematerialize and return in spirit form to its buried, lichwight-like body, and it must remain there for one hour before rising again.

2) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 3-5 Harm to a bruholak, such Harm being a permanent loss of Health/Freewill.

3) Direct exposure to sunlight causes 21-25 Harm to a bruholak for each ABC it is exposed.

The malign energy of the bruholak is such that it will regenerate to full Health/Freewill if its material form is not completely destroyed. After seemingly being killed, the unholy energy of the thing begins to mend Harm, and restores five points of Health/Freewill each minute realtime after the materialized form is destroyed. No amount of dismembering of the materialized body will affect the lichwight-like material form hidden underground.

To destroy a bruholak, the living dead corpse must be dug up, its head severed, and then the head and body both burned by acid or fire. It may instead be placed under the cleansing rays of the sun or its equivalent, for three full minutes.

Bruholak, volitant (arisen)

Appearing: *1+*

H: 35-60 ***P: 61-90*** ***S:14-17***

Attacks: The volitant bruholak has two attacks per ABC. One can be with a weapon, to which the creature lends its unholy energy and inflicts an additional 13-16 Harm when it succeeds in an attack. It can also use its Powers to attack.

Powers:

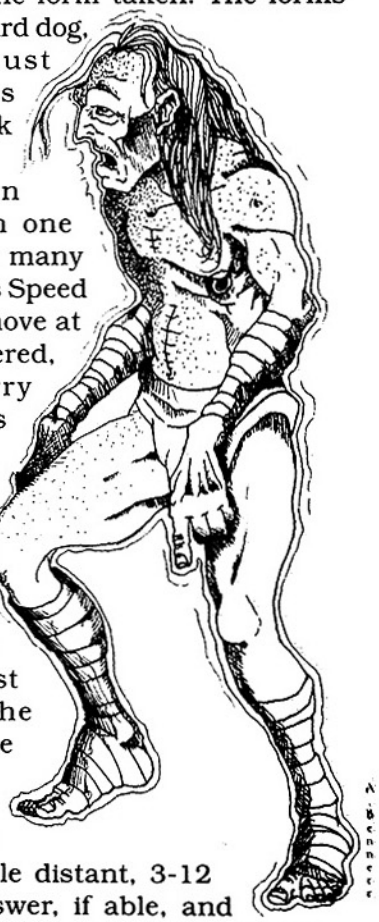
1) A bruholak can immobilize a subject with a successful touch. The victim is then held rigid until the bruholak frees it by a second touch, or the victim is touched by a someone with Enchantment or Theurgy Ability and given release via a Power activation.

2) A bruholak can drain temporarily 1-10 points of Precision (and thus Weapons Ability in the same number) from up to four human or humanoid individuals who are in the creature's sanctum area and do not succeed in an avoidance check against twice Speed Base Rating. The Precision lost is recovered after one hour has elapsed, unless zero Precision is reached.

3) A bruholak can leech Health by successful touch, disregarding any and all forms of armor/protection. This touch draws off 3-5 Health points, and adds those points to its own Health immediately.

4) A bruholak can shape-shift, in one second, into the form of a huge worm, and regains all lost Health, but has only one-half Precision and Speed capacities. While in worm-form, it attacks with a bite for 9-12 Harm plus VT of 17-20 Harm (VT bypasses buckler or shield and half armor, or full armor, 10% of the time, and bypasses half armor 50% of the time). As a worm, movement is slow but does permit travel through spaces as small as one foot in diameter, up and along walls, and even across ceilings.

5) A bruholak can shape-shift in one-second into any of several forms. This change does not affect its Health, and any new form taken has the same Speed and Precision as the bruholak. The creature can only attack as does the form taken. The forms that can be taken are: a guard dog, an aether owl, or robust blackrat, each four times normal size, double attack and Harm.



6) A bruholak can become semi-material in one ABC and remain so for as many minutes thereafter as it has Speed Base Rating. It is able to move at normal rate while thus altered, but is unable to carry anything not worn as clothing.

7) A bruholak can, by fatal leeching of Health or Precision (zero Precision meaning the individual is mindless), create a bruholak (spirit) from a victim which must materialize and obey the original if it is within one mile.

8) A bruholak can command, and call to assist, from up to one mile distant, 3-12 bonewalkers that will answer, if able, and move at double normal rate to reach the bruholak.

9) A bruholak can command up to four persons by speaking, when within its own sanctum. Those failing an avoidance check against Speed BR are then without volition—they do not attack or flee, and are compelled to obey simple commands such as "Come," "Leave," "Stand," etc.

Note: Exceptional bruholaki can have one or more normal Abilities, and some rare few of those likewise manage to retain Extraordinary Abilities and the Powers and other attendant capacities.

Anti-PowersChecks:

1) A devotional object, when held by an individual, adds a bonus of 30 to the target number to enable resistance to a command. If the object is touched to a bruholak, it inflicts 13-16 Harm, but only temporarily. The loss is regained in 12 seconds. The touch prevents shape-shifting for a full 12 seconds.

2) A mirror placed to reflect the gaze of the bruholak removes its power to immobilize foes for a full 24 seconds.

3) Exposure to bright light equal to full sunlight forces a semi-material bruholak to flee to its barrow, as does contact with iron filings, the ringing of a silver bell, or the crowing of a rooster.

4) Contact with a large amount—at least six cloves—of garlic destroys its VT capacity for one full day.

5) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 3-5 permanent Harm to a volitant bruholak that disregards the creature's Extraordinary protection and restoration.

6) Direct exposure to the rays of the sun causes 17-20 Harm to a bruholak each ABC. This assumes that some portion of its skin is exposed to the sun's rays. Light nearly equal to sunlight inflicts 9-12 Harm, likewise.

Defense: No armor other than cloth sort can be worn by a bruholak, but the unnatural evil energy of this thing provides a continuous 14 points of armor protection against attacks of any sort, including those aimed at the living dead, regardless of its material form.

The malign energy of the bruholak restores the thing to an unharmed state in a very short time, unless it is completely destroyed. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, and restores six points of Health each second after Health has reached zero or less. No amount of dismembering or the like will prevent its restoration, except as detailed below. When it has regained full Health, it will arise and be fully able once again.

To destroy a bruholak, a wooden stake of at least one inch diameter must be driven through its heart. The head of the bruholak must be severed, a consecrated object placed within its mouth, and then the head and body sprinkled with holy oil or holy water. Thereafter, both the head and body must be burned by fire, or be placed into the cleansing rays of the sun (or equivalent) for a full six minutes.

Nosferatu in General

This is a vampiric monster akin to the horrid group of cunning living dead of the same sort. The nosferatu is capable of withstanding full sunlight as long as its body is covered in heavy clothing and its head covered with some sort of like protection, with the face so shaded as to prevent the sun from striking its flesh. In sunlight or in any very bright illumination, however, the creature lacks its full Extraordinary capacities, being able only to use weapons, and then without its Physique Ability addition.

The nosferatu is a tall, slightly hunch-backed figure of a man or woman. It is always bald of head, beady of eye, and horribly ugly to behold, with huge, protruding rat-like incisor fangs—with which it inflicts its death-dealing bites—evident the moment the mouth is opened. That it is the personification of unnatural disease and death is seen if the creature is actually viewed plainly, when it is not disguised in some fashion.

Nosferatu

Appearing: *1*
H: 56-75 ***P: 51-70*** ***S: 14-16***

Attacks: A nosferatu has two attacks per ABC, one of which can be with a weapon (+10 Harm for Physique), and a bite for 1-8 +6-8 Harm (bonus bypasses armor). A nosferatu has Powers as described below.

Powers:

1) A nosferatu can immobilize a victim with a bite. A Harm roll of 8 indicates the VT paralyzes the victim instantly, and the paralysis lasts for 2-5 hours.

2) A nosferatu can leech Health at a rate of 9-12 points each ABC after biting a victim. All such points of Health accrue to the nosferatu, even if these points are such as to exceed its normal Heath Base Rating. All excess points drain away at the rate of 1-3 points per hour.

3) A nosferatu can shape-shift once per day, in one second, into the form of any human or humanoid of the same size (+/-10%) as the nosferatu. This change of form does not affect its Health, Precision, Speed, or any Abilities or capacities. It is able to retain this form for one to three hours realtime.

4) A nosferatu can convey, by physical touch, a disease that links the victim to the nosferatu. The disease then drains 1 point of Health each day from the victim and conveys to the nosferatu a like gain in

Health (just as does physical draining of blood detailed in #2 above).

5) A nosferatu can, by fatal bite, create a nosferatu of 10 percent of the original's statistical strength and without any Powers. It will grow stronger at the rate of 5 percent per victim it kills, and Powers will accrue one at a time (at 50% to 100% of full nosferatu stats).

6) A nosferatu can command, and call to assist, from up to one mile distant, 1-3 werebeasts (most likely lupine), and 1-8 ghouls, and 2-12 wild dogs or wolves—all of which will come at double movement rate.

7) A nosferatu can command a person by speaking, when within its own sanctum, and if that individual fails an avoidance check against four times Speed BR, he is then without volition—he does not attack or flee, and is compelled to obey simple commands such as "Come," "Leave," "Stand," etc.

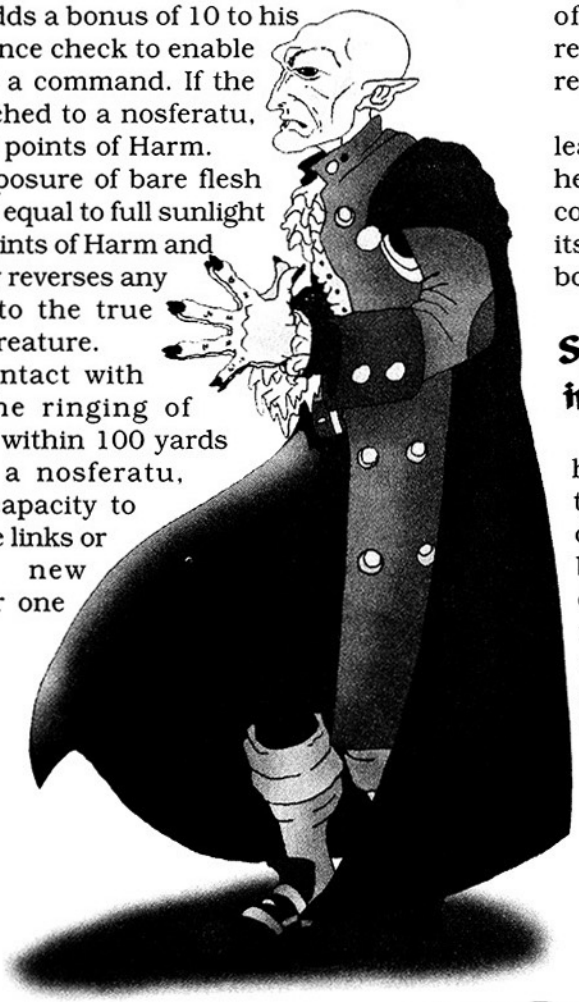
Note: Nosferatu have one or more normal Abilities, and some rare few of those likewise manage to retain Extraordinary Abilities and the Powers and other capacities attendant thereto.

Anti-PowersChecks:

1) A devotional object, when held by an individual, adds a bonus of 10 to his or her avoidance check to enable resistance to a command. If the object is touched to a nosferatu, it inflicts 6-8 points of Harm.

2) Exposure of bare flesh to bright light equal to full sunlight inflicts 3-5 points of Harm and automatically reverses any shape-shift to the true form of the creature.

3) Contact with silver, or the ringing of church bells within 100 yards distance of a nosferatu, negates its capacity to retain disease links or to create new nosferatu for one hour.



4) Contact with a large amount—at least six cloves—of garlic destroys its VT paralysis capacity for one full day.

5) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 6-8 points of Harm to a nosferatu that disregards the creature's Extraordinary protection. This loss is recovered at the rate of 1 point per day.

6) A holy wafer thrust into the mouth of the creature inflicts 17-20 points of Harm that disregards the creature's Extraordinary protection, and destroys its VT paralysis capacity for one full day. The loss is recovered at the rate of 1 point per day.

Defense: No armor other than cloth or leather sort can be worn by a nosferatu, but the unnatural evil energy of this thing provides a continuous 8 points of armor protection against attacks of any sort, including those aimed at the living dead, including when it is in any other material form.

The malign energy of a nosferatu restores the thing to an unharmed state in less than a day's time, unless it is completely destroyed. After seemingly being "killed," the unholy energy of the thing begins to mend Harm, and restors five points of Health each hour after Health has reached zero or less. No amount of dismembering or the like will prevent this restoration, except as detailed below. When it has regained full Health, it will arise, fully restored again.

To destroy a nosferatu, a wooden stake of at least one inch diameter must be driven through its heart. The head of the nosferatu must be severed, consecrated wafers placed within its mouth, and then its head and body sprinkled with holy oil. Thereafter, both the head and body must be burned by fire.

Spirits of Evil of the Human Dimensions, in General

There are three types of evil spirits of the human dimensions, and three kinds within each type, so there are nine separate listings in all. These creatures are all listed under this singular heading because of their similarities. It is most difficult to destroy any such evil spirit because of its basic non-material state and the unholy energy that motivates it. In regards to the most powerful kind, the only relatively sure way to be rid of one permanently is through the use of Extraordinary power.

Note that no living dead thing can ever enter a place that is Theurgically sanctified to benign ends, or one that has been actually consecrated and hallowed, and remains so, not having been defiled or profaned. To do so inflicts one point of Harm to Health/Free Will per second on, or in, such a place. If reduced to zero Health/Free Will, the malign thing is absolutely destroyed.

Animal Evil Spirits

These are intermediate in threat and force, a type of spirit filled with an unholy energy and a devilish intelligence most unlike the natural, living sort of animal. These spirits clearly have some sort of thought for in the night they stalk and bedevil humans. These evil animal spirits are created by evil Extraordinary Powers, such as those supplied by the dark Ability of Necrourgy. Note that the Health/Free Will of these spirit creatures can exceed the normal shown, for each victim one slays brings it an additional point.

The three kinds are:

1) Nightgrim

A nightgrim is an animal spirit that takes the material form of a savage and dangerous sort of animal, such as a bear, bull, great cat, wild boar, hound or mastiff, or wolf. They often have a luminous sheen, and their eyes alone show lightless.

2) Phantom

A phantom is an animal spirit that takes the material form of an apparently harmless creature such as a calf, cat, cow, small dog, fox, goat, goose, pig, sheep, etc. Its sudden appearance or sometimes translucent nature might reveal its true nature, as will a barely discernible pearlescent light from its eyes.

3) Specter

A specter is an animal spirit that takes the material form of a seemingly mundane, relatively large, and useful or desirable animal, such as a deer, horse, mule, draft ox, or large pony, etc. It is almost impossible to tell a specter from a natural animal, which is why it is so dangerous. Only Extraordinary means can give warning that it is an evil spirit.

Nightgrim

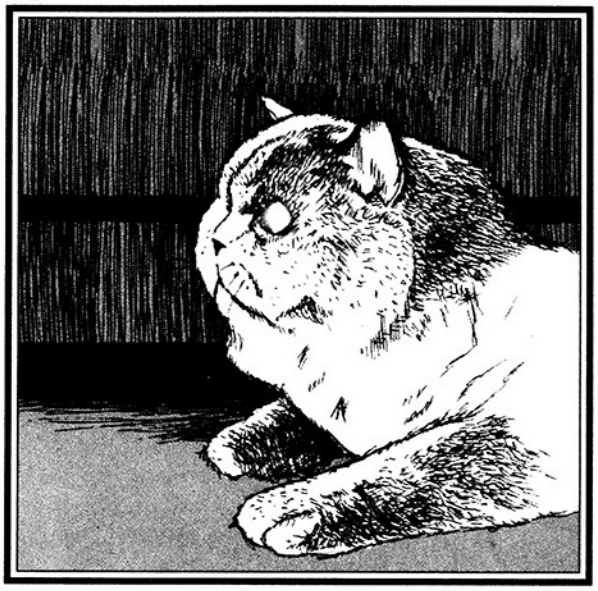
Appearing: *1*
H/FW: 50 ***P: 50*** ***S: 15*** special

Attacks: All material armor is ignored when the nightgrim attacks, and each successful attack inflicts 1-2 Harm on the Speed Base Rating (only) as fear and terror are fed into the opponent. If Speed reaches zero points, the victim becomes raving mad, incurably insane.



Defense: A nightgrim is unaffected by mundane attacks, and its unnatural energy provides 6 points of protection against Extraordinary Harm of any sort save Theurgical sort.

A nightgrim can become immaterial in 2 ABCs, and when in spirit form, it travels at double normal movement (30). The seeming destruction of a nightgrim—lacking Theurgy Power use—merely sends it into immaterial form for as many hours as it has points of material Health, and then it reforms and is able to appear once again. It must be sent to perdition through use of a Power to be eliminated.



Phantom

Appearing: *1*
H/FW: 45 ***P: 30*** ***S: 13*** special

Attacks: The simple presence of a phantom animal evil spirit within 10 feet of any normal being begins an automatic leeching of Precision Base Rating from each exposed individual. No armor will stop this, and the loss is 1 point per ABC, cumulative (2 the 2nd ABC, 3 on the 3rd, etc.), as fear and terror are fed into the opponent. When Precision reaches zero, the victim dies of heart failure, and the phantom gains all of the Health of that individual (any Health beyond its own normal total is temporary, and dissipates at the rate of one point per ABC unless otherwise destroyed through Harm). Should the phantom be attacked physically, it will assail the attacker for 3-5 Harm to Precision, ignoring all armor.

Defense: A phantom is unaffected by mundane attacks, and its unnatural energy protection gives 4 points of protection against Extraordinary Harm of any save Theurgical sort.

A phantom can become immaterial in 2 ABCs, traveling at double normal movement. The seeming destruction of a phantom—lacking Theurgy Power use—merely sends it into immaterial form for as many hours as it has points of material Health, and then it reforms and is able to appear once again. It must be sent to perdition through use of a Power to be eliminated from the world.

Specter
Appearing: *1*
H/FW: 55 ***P: 35*** ***S: 17*** special

Attacks: A specter (animal evil spirit) manifests itself when potential victims are unlikely to detect it as such—when a steed is needed, a hunt is in progress, or so on. It will attempt to establish a channel to a victim through one of the two following means: touching or being touched, or being pursued.

Touch causes an attachment that can be broken only if the victim can make a successful avoidance roll against current Health Base Rating, adding the specter's Health Base Rating total to the result. Otherwise, the individual is stuck fast and will have to run or ride with the specter until exhaustion slays him or her as the spirit draws away one point of Health per second of realtime. The phantom gains all Health drained from that individual, all Health in excess of its normal total being temporary and dissipating at the rate of one point per ABC unless otherwise destroyed through Harm, or the specter is forced to become immaterial, or is truly destroyed.

A victim pursuing the specter is treated just as if an attachment were made, including the single chance to avoid its continuance. Should the specter be physically attacked, it will assail the attacker for 21-25 Harm, normal armor being ignored, from 1-4 times, then vanish into immaterial form.

Defense: The specter is unaffected by mundane attacks, and its unnatural energy protection provides 5 points of defense against Extraordinary Harm of any save Theurgical sort.

A specter can become immaterial in 2 ABCs, and when in spirit form it travels at double normal movement rate. The seeming destruction of a specter—lacking Theurgy Power use—merely sends it into immaterial form for as many hours as it has points of material Health. It then reforms and is able to appear once again. It must be sent to perdition through use of a Power to be eliminated from the world.

Human Restless Dead Spirits

The least energetic of mundane spirits of the deceased are these three kinds of restless dead. They have wills of their own, can assume at least semi-material form, and attack the living, but are not so dangerous as are evil animal spirits or the supernaturally empowered human spirits. Whether by their own malign refusal to accept a material end or brought to or kept in our dimensions through Extraordinary agency, any spirit of this kind is hateful and bent on causing misery and death to all humans. Note that the Health/Free Will of these spirit creatures can exceed the normal shown, for each victim that one of these slays brings it an additional point.

The three kinds are:

1) Apparition

An apparition is a spirit able to assume the likeness of any human, but if it is seen in bright light its semi-substantial state can be detected, as can its true, frightfully malign visage.

2) Ghost

A ghost is a spirit that can assume only its own past likeness, and that in but a semi-transparent state until it is fed.

3) Shadowling

A shadowling is a weak, semi-material, shadow-like manifestation of a dead human that seems no more than another shadow unless seen clearly, in which case the evil face and faintly glittering eyes can be discerned, and then it is clear it is a shadow form not belonging to any material body.

Apparition
Appearing: *1 or more*
H/FW: 30 special ***P: 30*** ***S: 7***

Attacks: An apparition attacks by contact that disregards all but Theurgical Extraordinary protection, or Supernatural protection, and inflicts one of the following:

1) 1 point of Harm to Speed
2) 3-5 points of Harm to Precision
3) 6-8 points of Harm to Health

When contact (a successful attack) occurs, the Harm inflicted is temporarily added to the apparition's own corresponding ratings, and lasts for one day only, then fades, save 1 point of H/FW that will remain as the creature's own if the assailed victim is slain.



Defense: An apparition is unharmed by normal attacks, and malign energy gives 4 points of armor against all Extraordinary forms of attack.

In full daylight, an apparition is powerless. In bright light, such as that of a well-illuminated room no touch can succeed in taking possession of a victim.

Knowing this, a, free-willed spirit being is most malicious and hateful. It is active only after sundown or when light conditions are such that there are dark places and shadows where it can manifest itself.

The seeming destruction of an apparition—lacking Theurgy Power use—merely sends the spirit into immaterial form for as many hours as it has points of material Health. It then reforms and is able to appear once again. It must be laid to rest through a Theurgical Power to be eliminated from the world.

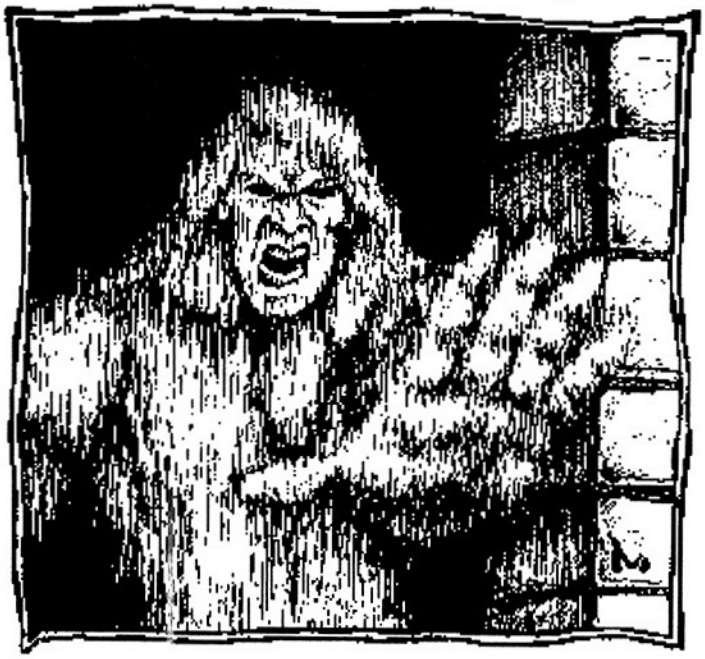
Ghost

Appearing: *1 or more*
H/)FW: 10 special ***P: 20*** ***S: 9***

Attacks: A successful attack means the ghost has entered and taken over the subject for 1-4 ABCs. During this time it has full control of the subject individual's physical body, and if the possessed form is slain thus, the ghost gains 1 point of Free Will.

Defense: A ghost is unharmed by normal attacks, and malign energy gives 8 points of armor against all forms of Extraordinary attacks.

In full daylight, a ghost is powerless. In bright light, such as that of a well-illuminated room, no touch can succeed in taking possession of a subject.



Knowing this, a free-willed, spirit being is very malicious and spiteful. It is active only after dark, or when light conditions are such that there are very dark and shadowy places in which to manifest.

The seeming destruction of a ghost—lacking Theurgy Power use—merely sends the spirit into immaterial form for as many hours as it has points of material Health, and then it reforms and is able to appear once again. It must be laid to rest through a Theurgical Power to be eliminated from the world.

Shadowling

Appearing: *1-12*
H/FW: 20 special ***P: 25*** ***S: 11***

Attacks: A shadowling uses a shadow-sword or like weapon that has a negative energy, inflicting 1-12 Harm that ignores all but negatively-energized Extraordinary protection. Half (rounded down) of the Harm accrues to the shadowling's Health/Free Will total for one hour. For each victim slain, 1 point of H/FW accrues permanently to the shadowling.

In strong twilight or full darkness, no touch can do other than 1-4 Harm, for unless there are deep shadows present, no shadow-weapon touch can be greater than that. In conditions with many deep shadows, a successful touch scores 5-8 Harm. In a place partially illuminated by flickering light sources, with a great variety of light and dark and shadow, a touch scores 9-12 Harm.

Defense: A shadowling is unharmed by normal attacks. Shadowlings are harmed only by weapons or attacks of an Extraordinary nature, such affecting its particular dimension or drawing upon dark energies, thus extending to the dimension of the creature.

The knowing, loosed, free-willed spirit being of this kind is malicious and hateful. It is active only when light conditions are equal to twilight or darker, or when brighter light produces very strong, deep shade, such as in a forest.

The seeming destruction of a shadowling—lacking the use of a Theurgical Power—merely sends the spirit into immaterial form for as many hours as it has points of Health. Then it reforms and is able to appear once again. It must be laid to rest through a Power to be eliminated from the world.

Human Supernatural Restless Dead Spirits

The strongest energy for the class of spirits belongs to these three types of spirits of the dead. They not only have the capacity to manifest wholly, but a malign desire to inflict untold Harm on mankind drives them. Not all spirits of this type chose their state, but each, no matter the circumstances, becomes wholly evil. These spirits do not merely stay in one place, but can move from place to place so as to Harm and cause death. The Health/Free Will of these monstrous spirit creatures can exceed the norm shown, for each victim they slay adds 1 point to their H/FW Base Rating. Also, there are some other statistical additions possible for these spirits as will be detailed separately hereafter.

The three kinds of these spirits are:

1) Fright

A fright is a suddenly-appearing evil spirit that comes to partial materialization in some hideous and terrifying form. Then, energized from reactions to its appearance, it gains strength and can further horrify, or manipulate objects to frighten and Harm its victim(s), or even become material and assail them physically.

2) Gloom

A gloom is an area-pervasive spirit that manifests itself insidiously. It affects those within the area subtly until it is strong and ready to invade individuals and cause their doom through quarrel and strife.

3) Haunt

A haunt is the most powerful sort of this type of dead spirit. It is also area-pervasive and able to affect non-living material objects of substantial mass within its area.

The very perceptive will possibly note the presence of any one of these spirits by an oppressive feeling, a slight chill, a barely detectable stench, or even a suddenly fleeting, foul taste in the mouth.

Fright

Appearing: *1 (or more)*
H/FW: 40 special ***P: 45*** special ***S: 12***

Attacks: When material, a fright will use any non-Extraordinary weapon at base Harm +6-8 Extraordinary Harm. It can also use any unattached object (up to about three pounds weight) as a distraction, or as a missile weapon that inflicts 1-12 Harm, provided it is a weapon or possesses enough weight (at least one pound) to work as a weapon.

Powers:

1) Upon partial materialization in any horrifying human or humanoid form, all who see the fright lose 3-5 Precision points, and a second attack the next ABC drains another 1-2 Precision points (all such loss restored after 10 minutes if the subject is beyond 100 feet distance of the spirit). The victim loses the points of Precision from its Weapons Ability score, and the fright gains that lost Precision to utilize when manipulating objects in attack.

2) Victims that flee the area are subject to a further, permanent loss of 1-2 Precision. This is added permanently to the fright's own.

3) A semi-materialized fright can manipulate 1-4 loose objects of 1-3 pounds weight each ABC, and send these at as many targets as desired. The target's protection serves as normal in regards to absorption of Harm.

4) Upon full materialization, a fright can attack with a material weapon, if available, and deliver base Harm plus its negative Extraordinary Harm bonus of +6-8 points. The bonus points will be drawn to the Health/Free Will of the fright for one hour, and any victim slain adds 1 point of H/FW permanently.

Anti-Powers Checks:

1) A devotional object, when touched to a materialized fright, inflicts 6-8 Harm (loss regained only after a full 24 hours has elapsed).

2) Contact with a ginger root in the shape of a human prevents it from further gain of Precision points for 12 seconds realtime (4 ABCs).

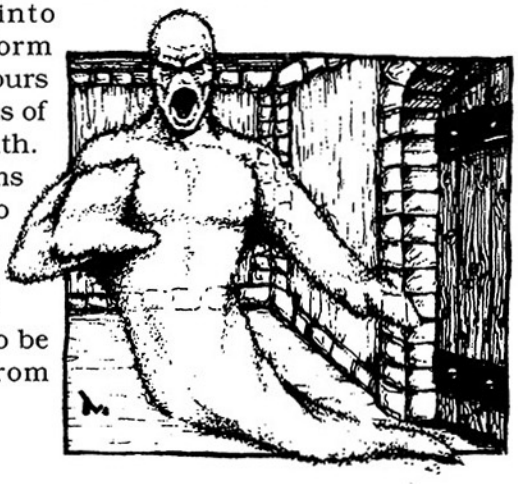
3) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 3-5 Harm to a semi-materialized or materialized fright.

In bright light, such as that of a brightly-illuminated room where there are no dark places, no manifestation of a fright can take place. Direct exposure to daylight causes a fright to dematerialize.

Defense: The unnatural evil energy of this thing provides a continuous 20 points of armor protection against all attacks of any sort, including those Extraordinary attacks aimed at spirits, but excluding touch by a devotional object and/or holy oil or water.

This knowing, free-willed spirit being is of great evil and darkest intent. It is active only after dark or when light conditions are such that there are dark and shadowy places in which to manifested itself.

The seeming destruction of a fright—lacking Theurgical Power use and exorcism—merely sends the spirit into immaterial form for as many hours as it has points of material Health. Then it reforms and is able to appear once again. It must be laid to rest by exorcism to be eliminated from the world.



Gloom

Appearing: *1*
H/FW: 70 ***P: 35*** ***S: 6*** special

Attacks: An area of some 2,500 square feet can be pervaded by a gloom. In this area it is, in effect, armed as noted below.

Powers:

1) Without materializing, the gloom affects all humans and humanoids who enter its area. This is done through its evil energy that begins insidiously leeching away Speed Base Rating points from victims,

at the rate of one-half point per ABC. After losing one full point, all victims become depressed, morose, and argumentative. Any word will set them to fighting amongst each other unless an avoidance roll against four times current Speed BR succeeds. If an individual loses three points of Speed to the gloom, he or she will commit suicide (adding 1 point to the gloom's Health/Free Will Base Rating), unless succeeding in a roll against four times current base Speed BR.

2) After it gains at least four points of Speed, in total, from its victims, the gloom has sufficient energy to become semi-material and thus attempt possession of an individual. The gloom must succeed in an attack to possess an individual. A successful possession allows the gloom to use the physical body of the possessed for 1 ABC, and continue this use for additional like periods at the cost of 1 Speed point from its leeched store. Suicidal actions are possible for the possessed, as well as an attack upon another. Upon reaching its natural 6 Speed BR, the gloom must relent, and leave the individual and dematerialize instantly.

3) Those who leave the area are subject to a further, possibly permanent loss of one-half Speed point. Any such loss accrues to the gloom's arsenal for expenditure in possession. Each subject that leaves the gloom's area must roll versus four times current Speed BR or lose, permanently, one half point of Speed 50% of the time.

4) Upon full materialization (at 13 or greater Speed BR), it can also attack by Extraordinary touch and deliver 21-25 Harm that ignores all armor protection.

Anti-Powers Checks:

1) A devotional object, when touched to a materialized gloom, inflicts 9-12 Harm (the loss being regained only after a full 24 hours realtime has elapsed).

2) Contact with a mandrake root prevents it from further gain of Speed points for 12 seconds realtime (4 ABCs).

3) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 6-8 Harm to a materialized or semi-materialized gloom—with like damage to any individual it might be in possession of at the time of contact.

In bright light, such as that of a brightly-illuminated room where there are no dark places, no manifestation of a gloom can take place, and no leeching effect will be possible to it in such part of its area of pervasion.

Direct exposure to daylight causes a gloom to dematerialize.

Defense: The unnatural evil energy of thing provides a continuous 14 points of a protection against all attacks of any sort, inclu those Extraordinary ones aimed at spirits, excluding touch by a devotional object and/or oil or water.

A free-willed spirit being is of very grea and the most vile intent. It is active only after or when light.conditions are such that there are dark, shadowy places in which to manifest.

The seeming destruction of a gloom—lac Theurgy Power use and exorcism—merely send spirit into immaterial form for as many hours has points of material Health/Free Will, and th reforms and is able to appear once again. It mu laid to rest by exorcism to be eliminated from world.

Haunt

Appearing: *1*
H/FW: 80 special ***P: 60*** ***S: 9***

Attacks: An area of some 10,000 square can be pervaded by a haunt. This area is, in e armed as noted below.

Powers:

1) Without materializing, the haunt affec humans and humanoids who enter its area. Th done through its evil energy that begins to insidic leech away Health points from victims at the ra one point per ABC. The victims will not notice loss until they have suffered 10 points of loss, o at ten percent of normal Health BR. A victim of loss will regain 50% of the lost Health immedi after leaving the area, but the remainder mus restored through natural healing or Extraordi means.

2) Without using leeched Health energy, non-materialized haunt can cause a glowing similar to a candle to appear anywhere in its a and have it move about slowly

3) Without using leeched Health energy, non-materialized haunt can send a draft of air to s out small, unshielded flames, such as those of la or open lanterns.

4) Without using leeched Health energy, non-materialized haunt can attack with unattached object of up to a 10 pound weight distraction or missile weapon. It inflicts 1-20 Ha it is a missile weapon or of 1-4 pounds in weigh 1-30 Harm if a hand weapon or of 5 or more pou in weight.

5) Utilizing leeched points of Health, the ha can, in one second, manipulate things within its a shutting a door or 1-3 windows so as to be unopen for one hour. This uses 3 Health.

6) Utilizing leeched points of Health, the haunt can, in one second, move a non-living object of around 300 pounds so as to interfere with passage. The cost in Health use is 1 point per 5 feet distance an object of this sort is moved.

7) Utilizing leeched points of Health, the haunt can, in one second, fuel a fire (large brazier, fireplace, etc.) to send forth a ball of flame of three-foot diameter to a distance of six feet from the fire source. It will inflict 9-12 Harm that disregards all save Extraordinary armor protection. The cost in Health is 6 points.

8) Utilizing leeched points of Health, the haunt can, in one second, shatter a container or mirror, roll up a carpet, tip over a table, and so forth. Each action or object moved costs 1 point per action or three feet of movement.

9) The haunt can semi-materialize using only 4 points of leeched Health, and in this form attack to possess an individual. A successful attack allows possession, and the haunt can then use the physical body of the possessed for 1 ABC, and continue this use for additional ABCs at the cost of 1 additional Health point from its leeched store. Upon reaching its natural 80 Health BR, no such manipulation is possible, and the haunt dematerializes instantly.

10) The haunt can utilize 10 points of leeched Health and fully materialize, then appearing as a normal human or a horrible monster at will. When it attacks its touch will inflict, by Extraordinary negative energy, 26-35 Harm that ignores all armor. Upon reaching its natural BR of 80 Health, attack is no longer possible, and the haunt will dematerialize instantly.

Anti-Powers Checks:

1) A devotional object, when touched to a materialized haunt, inflicts 13-16 Harm (loss being regained only after a full 24 hours realtime has elapsed).

2) Contact with a mandrake root in the shape of a human while the haunt is in semi-material or material form prevents it from further gain of Health points for 12 seconds (4 ABCs).

3) Holy water in a three-ounce volume, or holy oil in a one-ounce volume, causes 9-12 Harm to either a semi-materialized or materialized haunt, and the same damage to any individual it might be in possession of at the time of contact.

In bright light, such as that of a brightly-illuminated room where there are no dark places, no manifestation of a gloom can take place, and no leeching effect will be possible. However, materialized elsewhere, it can subsequently enter the lighted area.

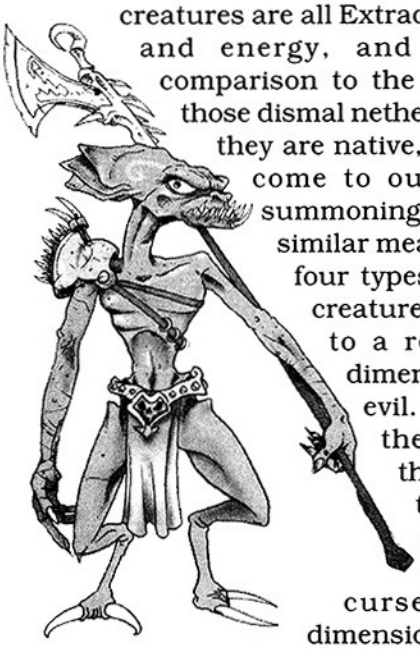
Direct exposure to daylight causes a haunt to dematerialize.

Defense: The unnatural evil energy of this thing provides a continuous 12 points of armor protection against all attacks of any sort, including those Extraordinary ones aimed at spirits, but excludes the touch by a devotional object or holy oil or water.

A free-willed spirit being is of greatest evil and vilest intent. One is active only after dark or when light conditions are such that there are very dark, shadowy places in which to manifest itself.

The seeming destruction of a haunt—lacking a Theurgical Extraordinary Power use or exorcism—merely sends the spirit into immaterial form for as many hours as it has points of material Health. It then reforms and is able to appear once again. It must be laid to rest through an exorcism to be eliminated from the world.

Spirits of Nether Dimensions, Malign, Ordinary, in General



"Ordinary" is a misleading term, for these creatures are all Extraordinary in origination and energy, and ordinary only in comparison to the other inhabitants of those dismal nether dimensions to which they are native, and from which they come to our own through the summoning of some Sorcerer or similar means of entry. There are four types of this sort of spirit creature, each corresponding to a region of the nether dimensions associated with evil. When they travel to the world of mankind, they materialize bodies that resemble their own forms as would be seen were one cursed to such nether dimensions.

The four types of ordinary malign nether spirits are:

1) Demon, the most brutish of the nether spirits.

A demon is a hulking creature around seven feet tall. Any combination of the following features is possible: a rounded or oval body, either hairless and warty or covered with black bristles, seemingly too-thin spider-like or too-thick toad-like limbs, either an arachnidian head with multiple eyes or a rat-like visage with bulging eyes of disgusting green, and chisel-like incisors or small mandibles protruding from the slit-like mouth.



2) Devil, the most clever of the nether spirits

A devil is an evil thing some six or more feet tall, with a human or snake-like body covered with patches of green scales, or orange wattle-like growths, or both in combination, hairy and goat-like or naked and bird-like limbs, a six-foot length tail with an arrowhead sting, great bat-like wings protruding from the shoulder blades, and long head with forehead or temple-area horns, an inverted V mouth, and slanting, reptilian red eyes.

3) Fiend, the fiercest of the nether spirits

A fiend is a mangy, furred or crocodile-hided—or both—chimerical thing almost seven feet tall, with a hyena-like body, muscular and too-long human or simian limbs with spike-suckered fingers and toes, a feather-crested and snake-like or vulture-like head and neck, and a gruesome visage displaying staring goat-like eyes of putrescent yellow, and a too-wide mouth full of large and crocodilian-type-teeth.

4) Oni, the strongest but most gullible of the nether spirits

An oni is a huge denizen of the nether dimensions towering above seven feet height, with a gorilla-like or orangutan-like body covered with colored hair of blue, green, indigo, purple, or mustard yellow, short and knotty-muscled limbs, a square and bull-like or lizard-like head with laterally projecting horns, a visage with great round eyes of dead black or dull purple, and a thick-lipped mouth from which protrude boar-like tusks.

They are, in order, progressively worse and stronger in all respects. The material form any malign nether spirit of this sort must assume to venture into the world of mankind is initially that of its own appearance in the nether dimensions. The senses of all ordinary malign spirits of this sort are somewhat superior to human senses, although the spirits are not as intelligent as above-average humans. Fortunately, they are usually encountered singly, so their threat is thus not absolutely overwhelming.

A spirit of this kind, destroyed in material form, will rematerialize in as many seconds realtime as it has Health points, unless it is exorcised or annihilated via Extraordinary means, thus being sent back to its own dimensions with only one point of Health, and taking normal recuperative time to regain full Base Rating.

Anti-Powers Checks:

No malign spirit of this sort can enter a sanctified or consecrated place built on hallowed ground. Hallowed ground and the sound of a bell or gong in combination inflict 9-12 points of Harm upon such a spirit, material or immaterial in form, each ABC it remains so exposed. An immaterial spirit of this kind cannot remain within a one-foot radius of seven or more ounces of pure silver or a single common legume (bean of any sort) that has been blessed by a Theurgist.

Imps in General

There are also four types of this sort of spirit creature, each corresponding to a greater, but ordinary, creature of its sort, all native to the nether dimensions associated with evil. When they travel to the world of mankind, they materialize bodies that resemble their own forms as would be seen were one to be so unlucky as to experience those nether dimensions.

The four types of imp are:

1) Demon imp

A demon imp is a monstrous little creature just under two feet tall, with a toad-like body covered by black bristles, spidery limbs with hooked claws, a rat-like visage with bulging eyes of disgusting green, and small mandibles protruding from its mouth.

2) Devil imp

A devil imp is a small and horrid creature a bit more than a foot tall, with a snake-like body covered by patches of green scales and orange wattle-like growths, hairy and goat-like limbs, a two-foot length tail with an awl-like sting, bat-like wings protruding from the shoulder blades, and long head with forehead horn nubs, an inverted V mouth, and spiteful orange eyes.

3) Fiend imp

A fiend imp is a mangy, furred, chimerical thing a foot and one-half tall, with a hyena-like body, muscular and too-long human limbs with spike-suckered fingers and toes, a feather-crested and snake-like head and neck, and a gruesome visage displaying staring goat-like eyes of putrescent yellow, with a too-wide mouth full of small, needle-like teeth.

4) Oni imp

An oni imp is a squat and blocky denizen of the nether dimensions slightly more than two feet tall, with a monkey-like body covered with varicolored hair, knotty-muscled limbs, a square and bull-like head with small horns, a visage bearing great round eyes of dead black and a mouth from which protrude boar-like tusks.

The imps, too, are, in order, progressively worse and stronger in most respects. The material

form any imp must assume to venture into the world or mankind is around two feet tall, humanoid and bipedal, and has considerable muscular power. The senses of all imps are somewhat superior to human ones, although they are not as intelligent as above-average humans. Fortunately, they are usually encountered singly or in small groups, so their threat is not overwhelming.

A spirit of this kind, destroyed in material form, will rematerialize in as many seconds realtime as it has Health points, unless it is exorcised or annihilated via Extraordinary means. In either of these cases the spirit is sent back to its own dimensions with only 1 point of Health, and takes normal recuperative time to regain full Base Rating.

Anti-Powers Checks:

No malign spirit of this sort can enter a sanctified or consecrated place built on hallowed ground. Hallowed ground and the sound of a bell or gong, in combination, inflict 9-12 points of Harm upon such a spirit, material or immaterial in form, each ABC it remains so exposed. An immaterial spirit of this kind cannot remain within a one foot radius of four or more ounces of pure silver or a common legume (bean of any sort) that has been blessed by a Theurgist.

Demon (ordinary)

Appearing: *1*
H/FW: 100 ***P: 66*** ***S: 13***

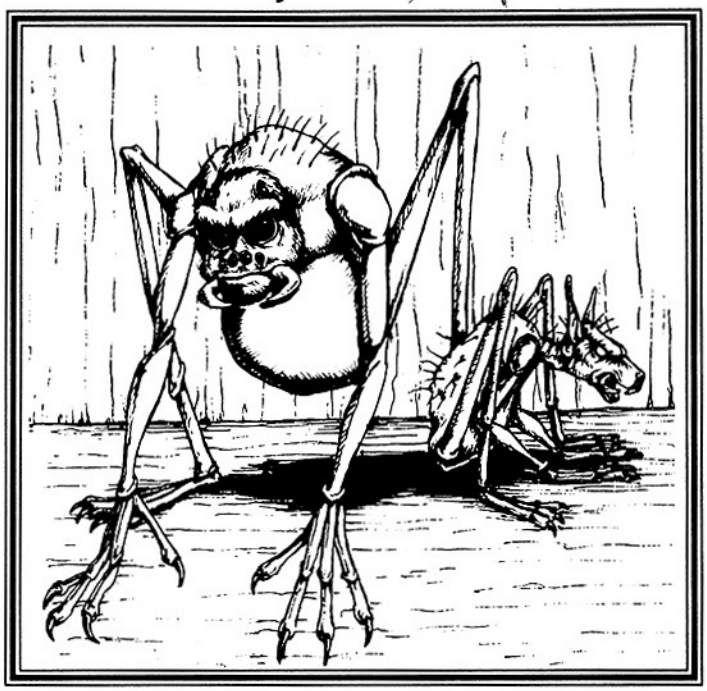
Attacks: A demon can strike with its claws, inflicting 9-12 +11 points of Harm that disregards all but Supernatural Extraordinary protection. It will then seize and hold the opponent motionless—unless the victim succeeds in an avoidance roll (+13 penalty to roll) against Speed times four—for a biting attack the following ABC. That attack delivers 3-5 points of Harm and VT for 17-20 Harm, both ignoring all protection.

Powers:

1) A demon can shape-shift in 1 ABC to the form of a normal-appearing human or an unnatural, 80-inch diameter, web or jumping spider. The demon will have the attack capacity of the form assumed, including weapons use in human form, but retaining its Extraordinary armor protection.

2) A demon can, at will, dematerialize or materialize in 1 ABC.

3) A demon can, while in non-material form, expend 13 points of H/FW (as if sustaining Harm) and possess the body of any person then touched. This succeeds on a roll of 33% or less—with a penalty equal to the subject's Speed if the target is intelligent. If successful, only a Theurgist can evict the possessing spirit, but when evicted it returns instantly to its own realm.



Defense: A demon has 21 points of armor protection against material attacks, so Harm inflicted must generally accrue through Extraordinary attacks, including Harm added by Extraordinary weapons and Powers. The touch of a sanctified devotional object inflicts 1-2 Harm despite the evil force otherwise protecting the creature.

Demon Imp

Appearing: *1+*
H/FW: 10 ***P: 60*** ***S: 15***

Attacks: A demon imp can strike with its claws, inflicting 1-2 points of Harm that disregards all except Extraordinary protection. The strike will spin the target 180 degrees and cause a loss (non-cumulative) of 10% of Precision for 4 ABCs thereafter. A strike will be followed by bite for 1-2 Harm plus VT for 9-12 Harm that ignores all armor protection (save that versus poisons) as it is delivered from what is now behind the opponent.

Powers:

1) A demon imp can shape-shift in 1 ABC to the form of a robust blackrat, a large poisonous toad, or a 10-inch diameter jumping spider, taking the attack capacity of the form assumed, but still retaining the Extraordinary armor protection.

2) A demon imp can, at will, dematerialize or materialize in 2 ABCs.

Defense: A demon imp has 20 points of armor protection against material attacks, so Harm inflicted must generally accrue through Harm bonuses or Extraordinary attacks.

Devil (ordinary)

Appearing: *1*
H/FW: 130 ***P: 72*** ***S: 12***

Attacks: A devil will strike with a hoof kick that delivers 5-20 +11 shock Harm, or with its tail, an attack that inflicts 6-8 Harm plus VT of 9-12 points (disregards all but Supernatural protection) that paralyzes the victim permanently (Theurgy Powers or Extraordinary Items Powers possibly reversing this, of course). This paralysis can be avoided with an avoidance roll (penalty of +13 to roll) against twice the current Health Base Rating. It can, as well, pick up and use any normal weapon to add a second attack thereafter during later ABCs.

Powers:



1) A devil can shape-shift in 1 ABC to the form of a normal-appearing human, a subterranean boa, or an unnatural springbat, taking the attack capacity of the form assumed, but retaining its Extraordinary armor protection.

2) A devil can fly as quickly as a bat.

3) A devil can, in 1 ABC, become invisible without dematerializing and not appear to normal sight again until actually attacking.

4) A devil can, at will, dematerialize or materialize in 1 ABC.

5) A devil can, when in non-material form, expend 19 points of Health (as if taking Harm) and possess the body of any person then touched, succeeding on a roll of 39% or less—with a penalty equal to the subject's Speed if the target is intelligent. If this is successful, only a Theurgist can evict the possessing spirit, but when evicted it returns instantly to its own realm.

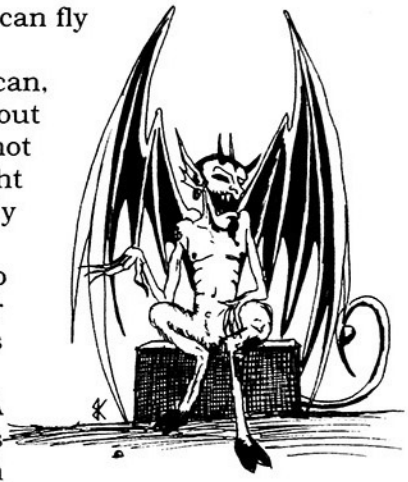
Defense: A devil has 22 points of armor protection against material attacks, so Harm inflicted must accrue mainly through Extraordinary attacks, including Harm added by Extraordinary weapons and Powers. The touch of a sanctified devotional object inflicts 3-5 Harm despite the evil force otherwise protecting the creature.

Devil Imp

Appearing: *1+*
H/FW: 13 ***P: 63*** ***S: 14***

Attacks: A devil imp can strike with a barbed tail sting that inflicts 3-5 points of Harm plus VT of 9-12 Harm that ignores all armor protection except that specifically protecting against poison.

Powers:



1) A devil imp can fly as quickly as a bat.

2) A devil imp can, become invisible without dematerializing and not appear to normal sight again until actually attacking in 1 ABC,.

3) A devil imp can dematerialize or materialize in 2 ABCs at will.

Defense: A devil imp has 20 points of armor protection against material attacks, so Harm inflicted must generally accrue through Extraordinary attacks, including Harm added by Extraordinary weapons and Powers.

Fiend (ordinary)

Appearing: *1*
H/FW: 160 ***P: 78*** ***S: 11***

Attacks: A fiend can strike for 9-12 +13 points of shock Harm, ignoring all armor protection. The strike has a chance to knock the opponent down (on its back). The opponent must succeed in an avoidance roll of Speed BR times four with a penalty of +13 to remain standing, and being prone allows the fiend to deliver a bite for 17-20 Harm that ignores all armor. The opponent must also spend 1 ABC in recovery to a standing position and is unable to attack the following ABC.

Powers:

1) A fiend can jump in any direction, including straight up, as far as 20 feet.

2) A fiend can climb up or move along walls or ceiling at normal movement rate.

3) A fiend can, in 2 ABCs, while otherwise taking other actions, ready and spit forth a two-foot-wide tongue of flame to a distance of 11 feet. The flame inflicts 13-16 Harm, ignoring all armor not Exceptionally granted against fire/flame/heat.

4) A fiend can, at will, dematerialize or materialize in 1 ABC.

5) A fiend can, when in non-material form, expend 23 points of Health and possess the body of any person then touched. This succeeds on a roll of 60 or under—with a penalty equal to the subject's Speed if the target is intelligent. If successful, only a Theurgist can evict the possessing spirit, but when evicted it returns instantly to its own realm.

Defense: A fiend has 23 points of armor protection against material attacks, so generally Harm

inflicted must accrue through Extraordinary attacks, including Harm added by Preternatural or Supernatural energized weapons and Powers. The touch of a sanctified devotional object inflicts 6-8 Harm despite the evil force otherwise protecting the creature.



Fiend Imp

Appearing: *1 or more*
H/FW: 16 ***P: 66*** ***S: 13***

Attacks: A fiend imp will strike with a kick for 6-8 Harm that ignores all armor protection and has a chance to knock the opponent down (on its back). The opponent must succeed in a roll against Speed BR times four, with a penalty of +13, to remain standing. A fallen opponent must spend 1 ABC to recover to a standing position, and is unable to attack the following ABC.

Powers:

1) A fiend imp can jump in any direction, including straight up, as far as 10 feet.

2) A fiend imp can climb up or move along walls or ceilings at normal movement rate.

3) A fiend imp can, in 1 ABC, while otherwise taking other actions, ready and hurl a ball of flame to a distance of 13 feet. A hit inflicts 9-12 Harm, ignoring all armor not Extraordinarily energized against such.

4) A fiend imp can, at will, dematerialize or materialize in 2 ABCs.

Defense: A fiend imp has 20 points of armor protection against material attacks, so Harm inflicted must generally accrue through Extraordinary attacks, including Harm added by Extraordinary weapons and Powers.

Oni (ordinary)

Appearing: *1*
H/FW: 190 ***P: 86*** ***S: 10***

Attacks: An oni can attack with a weapon (such as a battle axe, great cleaver, long flail, mace, short pole-arm, or cleaving sword) at base Harm +14, with 6-8 points of Extraordinary Preternatural Harm added. It can also use its horned head to butt opponents, when moving 10 or more feet at the charge, and inflict 17-20 Harm that ignores all armor protection. The shock of the head butt knocks the target flat, where it is stunned and helpless for 1 ABC. It then can recover and stand up again on the next ABC. The Weapons Ability of the subject is at -50 while so knocked down.

Powers:

1) An oni can shape-shift in one second to human form of any sort.

2) An oni can partially dematerialize in one second realtime and is then able to pass through wood or similar solid material—but not solid stone—as if it were not present, or fly through the air at human running speed.

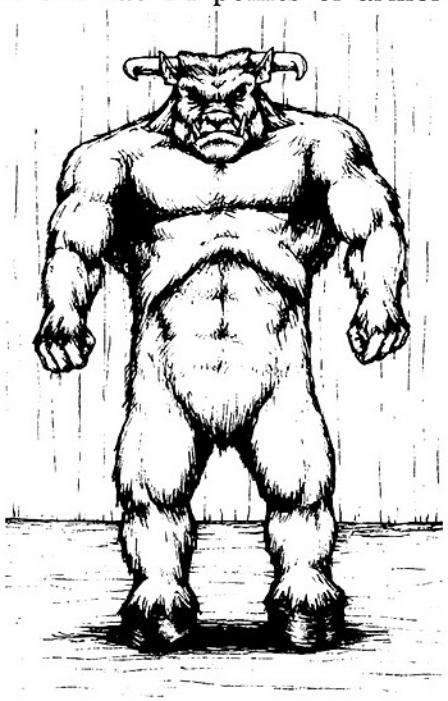
3) An oni can materialize from semi-material form in one second realtime.

4) An oni can, in 2 ABCs, while otherwise taking other actions, ready and hurl a coil of energy to a distance of 10 feet. This inflicts 13-16 Harm, ignoring all armor, and immobilizes the subject for 4 ABCs—until the magical binding evaporates in 12 seconds realtime.

5) An oni can, at will, dematerialize or materialize in 1 ABC.

6) An oni can, when in non-material form, expend 29 points of Health and possess the body of any person touched. This succeeds on a roll of 66% or less—with a penalty equal to the subject's Speed if the target is intelligent. If successful, only a Theurgist can evict the possessing spirit, but when evicted it returns instantly to its own realm.

Defense: An oni has 24 points of armor protection against material attacks, so Harm inflicted must generally accrue through Extraordinary attacks, including Harm added by Extraordinary weapons and Powers. The touch of a sanctified devotional object inflicts 9-12 Harm despite the evil force otherwise protecting the creature.



Oni Imp

Appearing: *1+*
H/FW: 19 ***P: 69*** ***S: 12***

Attacks: An oni imp can strike with a horned head butt for 9-12 Harm that ignores all armor protection. The shock of the head butt reduces the Weapons Ability of the opponent by 25 in the ABC of effect and the following ABC.

Powers:

1) An oni imp can shape-shift in one second to human form.

2) An oni imp can partially dematerialize in one second realtime, and is then able to pass through wood or similar solid material—but not solid stone—as if it were not present.

3) An oni imp can materialize from semi-material form in one second realtime.

4) An oni imp can, while otherwise taking other actions, ready and hurl a coil of energy to a distance of 12 feet, in 2 ABCs. A hit inflicts 6-8 Harm, ignoring all armor, and immobilizes the subject for 2 ABCs until the magical binding evaporates.

5) An oni imp can, at will, dematerialize or materialize in 2 ABCs.



Defense: An oni imp has 20 points of armor protection against material attacks, so Harm inflicted must generally accrue through Extraordinary attacks, including Harm added by Extraordinary weapons and Powers.

Other Troublesome Beings

Bonestalker

Appearing: *1*
H: 41-60 ***P: 50*** ***S: 20***

Attacks: A bonestalker can strike twice with its finger bones for 9-12 Harm. A successful strike, regardless of actual Harm inflicted, chills and slows the victim by 25 percent. Four such hits paralyze the target for one AB.

Defense: A bonestalker's bones provide 4 points of armor, and it can absorb 90% of piercing Harm without damage.

A bonestalker is an aggressive form of Living Dead Animate Remains (q.v. Bonewalker). Whether by curse or other Extraordinary means, these skeletal remains of a human or humanoid creature is Preternaturally energized and difficult to destroy. Some are self-willed, but able to exist and be active only in a relatively small area in which the energizing power for their existence has effect, and some few are free to roam widely.

Deital Minions in General

Spirits of lesser sort, say of around 16th or 17th Rank, that serve the many deities active in the world, can be sent by a greater entity or summoned by a Theurgist to become material. Usually one will appear in some sort of human-form guise, from a strikingly handsome or beautiful man or woman to a small and ordinary, or even old or ugly, person of any human-like race.



There are four sorts of deital minions generally encountered. Each of these four is detailed hereafter. There are many others of this sort of spirit creature, slightly different from these, but not essentially more powerful. More potent spirits are of 15th or greater Rank and are treated in the work that gives information on deities (Pantheons of Lejend™).

Note that minions of evil and baneful deities will have Powers that are likewise baneful, generally reversing the beneficial results of Powers normally helpful. Thus, a Power that normally restores Health will become a Power that inflicts Harm, and so forth.

Avenger

Appearing: *1*
H: 112 ***P: 77*** ***S: 17*** (58 AEPs)

Attacks: An avenger can attack with a Supernatural bow (+20% distance, +20 Precision, +7 Harm) and 17 Supernatural arrows (+20 Precision, +7 Harm), a Supernatural dagger (Darkspirits' Demise; +20 Precision, +7 Harm [+35 Harm vs. spirits]), and a Supernatural piercing sword (+25 Precision, +17 Harm).

Defense: An avenger wears Supernatural full leather armor for 12 points of protection against all Harm.

Invulnerabilities: An avenger is immune to any and all fear effects, leeching of Base Rating points, or possession.

Abilities: An avenger has the following Abilities:
Ability Score 112: Planning, Ranging, Urbane
Ability Score 77: Hunt, Scrutiny, Stealth, Weapons
Ability Score 68: Theurgy (knowledge and use of any Glory Order or General Power)
and carries a devotional object with an additional 22 AEPs.

An avenging minion will seek out one individual—Avatar, creature, human, or spirit—and do its utmost to slay the designated individual. The intended victim must be destructive or malign in regards to the deity the minion serves, and also have attacked or otherwise substantially harmed the activating Theurgist or a faithful follower of the deity which the Theurgist serves. The avenging minion will remain material and hunt the intended victim for one day (24 hours) for each seven AEPs expended at the time of activation of the Rite.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

Destroyer

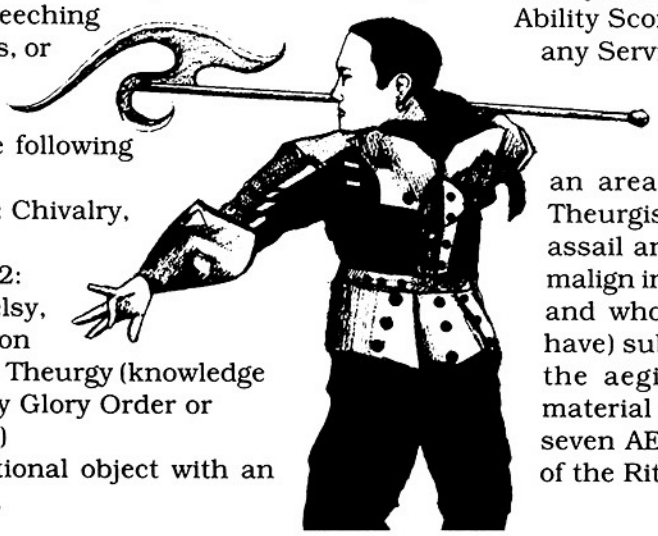
Appearing: *1*
H: 77 ***P: 112*** ***S: 12*** (48 AEPs)

Attacks: A destroyer can attack with a Supernatural axe (Unhallowed Bane; +20 Precision, +12 Harm [+35 Harm vs. spirit]), or a Supernatural heavy cutting sword (+25 Precision, +17 Harm).

Defense: A destroyer wears Supernatural full steel mail armor for 14 points of protection against all Harm.

Invulnerabilities: A destroyer is immune to any and all fear effects, leeching of Base Rating points, or possession.

Abilities:
A destroyer has the following Abilities:
Ability Score 77: Chivalry, Waylaying
Ability Score 112: Hunt, Minstrelsy, Stealth, Weapon
Ability Score 48: Theurgy (knowledge and use of any Glory Order or General Power)
and carries a devotional object with an additional 17 AEPs.



A destroyer minion will accompany the Theurgist, and assail, in company with that individual, any and all who are destructive or malign in regards to the deity the minion serves. The intended foe must be opposed to and have (or would have) substantially harmed the activating Theurgist. The destroyer minion will remain material and assist the Theurgist for one hour for each seven AEPs expended at the time of activation of the Rite.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

Guardian

Appearing: *1*
H: 111 ***P: 77*** ***S: 17*** (58 AEPs)

Attacks: A guardian can attack with a Supernatural ranging sling (+20 Precision, +6-8 Harm) with 22 blessed sling bullets (+7 Harm vs. malign targets), and a Supernatural fighting staff (+20 Precision, +12 Harm, +7 Lucky Hit bonus, all added Harm bypasses armor).



Defense: A guardian wears Supernatural full cloth garments for 10 points of protection against all Harm.

Invulnerabilities:
A guardian is immune to any and all fear effects, leeching of Base Rating points, or possession.

Abilities: A guardian has the following Abilities:
Ability Score 111: Chivalry, Evaluation, Mechanics, Pantology
Ability Score 77: Hunt, Minstrelsy, Weapons
Ability Score 68: Theurgy (knowledge and use of any Service Order or General Power) and carries a devotional object with an additional 34 AEPs.

A guardian minion will stay within an area under an Aegis Rite placed by the Theurgist. The guardian will stand watch and assail any and all who are destructive and/or malign in regards to the deity the minion serves, and who are opposed to and have (or would have) substantially harmed those protected by the aegis. A guardian minion will remain material and stand watch for one day for each seven AEPs expended at the time of activation of the Rite.

If destroyed in material form, a guardian minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

Protector

Appearing: *1*

H: 77 ***P: 111*** ***S: 12*** (48 AEPs)

Attacks: A protector can attack with a Supernatural hafted hook (+20 Precision, +9-12 Harm, added Harm bypasses armor).

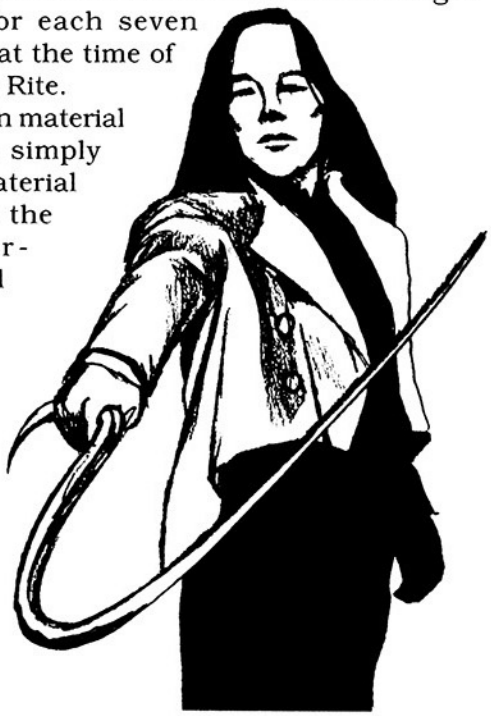
Defense: A protector wears Supernatural full leather armor that provides 12 points of protection, and carries a Supernatural buckler (Warding Palm targe, +5 armor against all attacks).

Invulnerabilities: A protector is immune to any and all fear effects, leeching of Base Rating points, or possession.

Abilities: A protector has the following Abilities:
Ability Score 111: Evaluation, Pretense, Ranging
Ability Score 77: Hunt, Minstrelsy, Stealth, Weapons
Ability Score 48: Theurgy (knowledge and use of any Service Order or General Power)and carries a devotional object with an additional 24 AEPs.

A protector minion will stay with the Theurgist to watch over and defend him using weapon and shield. It will defend against any and all who are destructive and/or malign in regards to the deity the minion serves, and who are opposed to, and have (or would have) substantially harmed the Theurgist. A protector minion will remain material and defend the Theurgist for one hour for each seven AEPs expended at the time of activation of the Rite.

If destroyed in material form, a minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.



Demoniacal Hybrids

Agrue

Appearing: *2-5*

H: 60 ***P: 60*** ***S: 12***

Attacks: An agrue can strike with its claws for 13-16 +6 Harm. It can also bite for 9-12 +6 Harm (the attack bonus of +6 ignores armor).

Defense: An agrue's tough hide and flesh provide 4 points of armor. An agrue heals 3 points of Harm caused by penetration wounds each ABC.



An agrue will not venture into full sunlight, as it is nearly blind in bright light and only half as effective in attack (Precision 30). In somewhat less-bright conditions, it has only a one-quarter penalty (Precision 45). Because of its clawed extremities and excellent balance, an agrue is able to climb as quickly as a cat, and it can move along narrow and precarious places with relative ease. Thus, an agrue might lurk in a tree, on a rocky outcrop, or in some other place similar to ambush a victim.

Although the agrue's claws prevent proper grasping of weapons, it is otherwise as clever as any human. An agrue will use mimicry and deceit to lure a potential victim into a compromising position.

An agrue is an intelligent, demoniacal quasi-humanoid six feet tall. The agrue is thought to have been purposefully bred in the Age of Adepts to infest rival states. A typical agrue is sooty black and appears to have no skin covering its muscles. Its head is human-like, with glittering, ice-white eyes, and its jaws protrude to accommodate the fangs that fill its mouth. The voice of the agrue is soft and pleasant, almost pleading in tone.

The wealth that can be found in the habitation of an agrue is a mass of randomly hoarded things. The hoard includes arms, armor, items of equipment, and loose coins of $200 to $1,200 value per individual. There is a 50% chance for one Very Minimal or Minimal Extraordinary item, a 40% chance for one Low Moderate item, a 30% chance for one Moderate item, and a 20% chance for one Good Extraordinary item in a typical hoard, regardless of the number of agrues encountered.

Banecreeper

Appearing: *2-8*
H: 30 ***P: 40*** ***S: 12***

Attacks: A banecreeper can "lasso" prey for 9-12 Harm. The beast will then attempt to take advantage of having snared the creature and attach feeding spines. A damage result roll of 12 Harm, regardless of armor protection that would negate the Harm, indicates successful attachment of a feeding spine. If a spine gets attached, the banecreeper inflicts Harm of 9-12 points each successive ABC, disregarding armor.



A banecreeper will attempt to lasso a victim, so as to make the target automatically subject to a grappling attack by it. Then, through such grappling contact, the now-raised body-spikes of the monster can pierce the flesh of the victim and allow the introduction of hollow probes. In the following ABC, the latter immediately find and suck bodily fluids from the victim, and inflict 9-12 Harm to the victim's Health. Once attached, the feeding spines continue to inflict Harm until either the victim or the banecreeper is dead.

Defense: A banecreeper's flesh provides 6 points of armor. It heals 3 points of Harm caused by shock attacks each ABC.

A banecreeper is as quiet as the proverbial mouse in all movement (Stealth Ability Score 90). It always seeks to attack from ambush and surprise victims. There are usually no warning signs of the approach or presence of a banecreeper, and this makes them particularly dreaded.

A banecreeper is an intelligent, demoniacal quasi-humanoid, five feet tall, possessed of excellent senses, and is one of the terrible hybrids created during the Age of Adepts. A typical banecreeper is a dark, moss green, with vertical bands the color of terra cotta. The body is rather ape-like in form, and muscular. The head is small and pointed at the top, with large, leaf-shaped ears that protrude considerably. The visage shows small, hateful, pea-green eyes and a long and root-like nose, with a narrow slit of a mouth used only for breathing and communicating. The arms and legs are somewhat short, but the digits are unnaturally long and root-like.

As with all of the demoniacal monsters of this ilk, a banecreeper is intelligent and has the ability to speak. When stalking prey, a group of banecreepers will communicate using ultrasonic frequencies, or sometimes imitate the high-pitched calls of small animals—including birds—to signal to each other. A banecreeper can speak human tongues, but only in a squawking, horrid fashion.

The wealth of a banecreeper found in its den is a random mass of hoarded things that includes arms, armor, items of equipment, and loose coin of $1,000 to $4,000 value per individual. There is a 45% chance for one Very Minimal or Minimal Extraordinary item, a 35% chance for one Low Moderate item, and a 25% chance for one Moderate Extraordinary item in a typical banecreeper hoard.

Darkgaunt

Appearing: *1-6*
H: 40 ***P: 35*** ***S: 18***

Attacks: A darkgaunt will strike for 1-2 Harm plus VT that is delivered regardless of armor protection, unless the armor is Extraordinary. The VT has a 50% chance of paralyzing the subject. The darkgaunt will then bite for 9-12 Harm as it feeds.

Defense: A darkgaunt's flesh provides 5 points of armor. If a darkgaunt is encountered in light not bright enough to read by, its armor protection is 15 points.

In any sort of dim light, a darkgaunt is so quick and seemingly shadowy that it is difficult to assail by any means. Thus, unless illumination is brought to near daylight condition, the creature is difficult to defeat.

A darkgaunt loves warm-blooded prey, and stalks and takes mainly humans and humanoids with its coma-inflicting touch. A darkgaunt will then typically remove the victim, bind it, and dine at leisure, either alone or with its fellow darkgaunts.

A darkgaunt is able to move with such stealth (Stealth 90) and speed that all but the most alert prey will see nothing more than a flitting shadow before the creature strikes its victim. There is a peculiar, sickly sweet odor given off by a darkgaunt, though, that might give warning to potential prey with keen olfactory powers.

A darkgaunt is an intelligent, demoniacal quasi-

humanoid, some seven feet tall, with excellent senses and the ability to see in total darkness as if it were bright moonlight. It is another of the terrible hybrids created during the Age of Adepts. A typical darkgaunt is a deep gray color and very lean. The head is longish and narrow, with a wide mouth filled with many small, pointed teeth. The visage shows amber, oval eyes, a small and sharp nose, and large ears similar to those of a bat. The arms and legs are long, and the grasping hands overly large.

A darkgaunt has the ability to speak. It acts instinctively when stalking prey, but also can communicate with others of its kind during a hunt. It can speak human tongues, but only in soft and distorted fashion.



The wealth found in the habitation of a darkgaunt is a hoard of things that includes arms, armor, items of equipment, and loose coin of $1,000 to $10,000 or more value per individual in the pack. There is a 50% chance for one Very Minimal and/or Minimal Extraordinary item, a 40% chance for one Low Moderate item, a 30% chance for one Moderate item, and a 20% chance for one Good Extraordinary item in a typical darkgaunt hoard.

Dread

Appearing: *1+*

H: 100 ***P: 60*** ***S: 21***

Attacks: A dread has two attacks with striking weapons with a bonus of +10 Harm. The sight of a dread's visage reduces all Abilities by half (causing all checks to be made at half effectiveness, or at a penalty of 20 added to the dice roll).

Defense: A dread's flesh provides 12 points of protection from all Harm.

Perhaps the most deadly of all the intelligent demoniacal quasi-humanoid hybrids created during the Age of Adepts, a dread is a 7.5 foot tall horror.



A typical dread is a mottled yellow ochre and rust-black. In any shadowy setting, this blotchy coloration is near perfect camouflage. Its smooth, lean, and apparently boneless body is surmounted by a long-necked triangular head with a long and pointed chin. The slit eyes are as yellow as sulfur, the nose is bat-like, and the mouth is lipless—its saw-edged teeth are exposed at all times. The ears of the dread seem to be separate entities, long and lamprey-like, and usually in constant, writhing motion. The short torso of the monster makes the long arms and legs seem even more attenuated and unnatural than they actually are.

The dread usually makes only a guttural, coughing bellow as it attacks, but it is able to use language. Its mouth is unable to pronounce many human sounds, so when speaking in human tongues the speech is most difficult to understand.

The nocturnal (or subterranean) dread is quite stealthy (Stealth 80) in all things, but its eyes give off a faint radiance that can sometimes be detected by a very alert and keen-sighted observer. As these creatures can spring forward as far as 30 feet in one bound, their usual mode of attack is to leap into the middle of a group and attack. They will then bound away, turn, and ready for another assault.

As a dread is absolutely reckless, one will assail almost any foe, no matter how large or numerous. However, if one is harmed severely (below 50% Health), a typical tactic is to employ its unnatural quickness to escape to its den and hide until it heals. A dread's Health is recovered at five times the normal human healing rate (five points per day).

Wealth found in the habitation of a dread is a mass of randomly hoarded things, including arms, armor, items of equipment, loose coins, crystals, gems, jewelry, and such, of $5,000 to $500,000 or more value. There is a 60% chance for one Very Minimal and/or Minimal Extraordinary item, a 50% chance for one Low Moderate item, a 35% chance for one Moderate item, a 25% chance for one Good item, a 15% chance for one Very Good item, and a 5% chance for one Strong Extraordinary item.

Nightslinker

Appearing: *3-12*
H: 31-40 ***P: 46-55*** ***S: 15-18***

Attacks: A nightslinker will use weapons such as a whip or harpoon. It can also attack with its hook-tipped tail for 6-8 Harm that ignores all save Supernatural armor protection.

Defense: Its flesh is equal to 9 points of armor.

The quiet (Stealth Ability 75) and sly nightslinker works as part of an organized pack to lay ambushes for unwary victims. This monster can burrow in the ground, or use small openings and low, hidden places from which to launch its surprise assaults. Any prey brought down will be attacked by harpoon, whip, or hook-barbed tail. The victim will be dragged into a low space where it is near helpless, while the nightslinker pack is in its element.



The nightslinker is able to prepare such clever ambushes and traps that only the most alert and observant approaching will notice the lurking danger that awaits. There are frequently a number of blackrats in the vicinity of a pack of nightslinkers, and anyone observing the former might be alerted to the possibility of the latter.

A typical nightslinker looks as if some madman dyed a giant howler monkey a livid purple. Of course the demonic facial quality and bone-hooked tail show instantly that the thing is no monkey, but a ghastly creature of evil.

Nightslinkers are intelligent and have the ability to speak their own hissing speech, as well as human tongues. Sometimes their traps will include a voice calling for help or the like to lure the victims into the ambush.

The wealth of these creatures is a hoard of things in their den, including arms, armor, items of equipment, and loose coinage of $500 to $3,000 or more value per individual in the pack. There is a 50% chance for one Very Minimal and/or one Minimal Extraordinary item, a 40% chance for one Low Moderate item, a 30% chance for one Moderate item, and 20% chance for one Good, one Very Good, and/or one Strong Extraordinary item in a typical hoard.

Pang

Appearing: *1+*
H: 101-130 ***P: 51-70*** ***S: 15-18***

Attacks: The pang attacks with a scream that reduces all Health-based Abilities to 50% of normal Score (likewise causing all other checks to be made with a penalty of +20 added to the dice roll) for one AB (12 seconds) for those within a 20-foot radius of the creature. This is usually followed by a leaping kick (talons) for 26-35 Harm.

At the moment of attack, the pang sends forth its terrifying scream, and it repeats this cry a second time only after a minute of fighting. After the second scream, the special energy involved is expended, and the beast must rely entirely upon its natural weapons to kill. The capacity to scream in this fashion will not return for a full 24 hours.

Defense: The creature's unnatural flesh and Preternatural energy equal 8 points of armor against even Extraordinary Harm.

A pang recovers Health at the incredible rate of 3 points per AB, so it seems reckless in combat.

A pang is another of the deadly, intelligent, demoniacal, quasi-humanoid hybrids created in the Age of Adepts, a six-and-one-half-foot tall monster sufficient to make brave persons tremble. The lightly-scaled skin of a typical pang is a pale brown-gray when relaxed, but its skin can range from brown-black through brown-green to pale dove color. The body, limbs, and head of this creature have a vaguely reptilian look, and the visage is also rather ophidian. The bulging reddish-brown eyes are wide and have slit pupils, the nose is no more than a pair of slitted openings, and the lower face is split with a too-wide, grinning mouth containing many tiny, very sharp teeth. A pang has ridges of bone on the sides of its head where the ear-holes are located, but no ears per se.



The nocturnal and subterranean pang is not particularly Stealthy (Score 25), but it has the chameleon-like power of changing its skin color, can remain motionless for long periods (an hour or longer), and is very patient. The keen ears and nose of the pang alert it to the approach of prey when within 90-120 feet, usually, and it then "freezes" awaiting opportunity. When the victim moves within a 20-foot

range, the pang screams, then jumps forward to strike with its talons. The monster then spins, leaps away, and turns to ready for a second strike.

Pangs can converse in rasping voice, and they will do so to seek some advantage or if forced to do so.

Wealth found in the habitation of a pang is a mass of randomly hoarded things, including arms, armor, items of equipment, and loose coins of $1,000 to $20,000 or more value, plus crystals, gems, and jewelry of 10 times the value of the coins. There is a 60% chance each for one Very Minimal and/or one Minimal Extraordinary item, a 50% chance for one Low Moderate item, a 35% chance for one Moderate item, a 25% chance for one Good item, a 15% chance for one Very Good item, and a 5% chance for one Strong Extraordinary item in a typical hoard.

Prowler

Appearing: *1+*
H: 131-160 P: 35-80 S: 14-16

Attacks: A prowler can attack with its hands for 1-12 +11-20 Harm. It can also bite for 3-20 Harm.

Defense: Its flesh and unnatural energy equal 11 points of armor.

A prowler heals 20 points of its Health Base Rating total each day after being harmed.

A prowler can avoid attacks it sees coming 75% of the time, but this will then reduce the number of the creature's attacks by one, negating first its bite, then its hand attack. It can leap up to 20 feet forward, and 10 feet aside, back, or upwards. A prowler will usually avoid combat against a large and powerful foe, or with large numbers of weaker ones, as it knows Harm to it will reduce its chance for ongoing survival.

A prowler is an intelligent, demoniacal, quasi-humanoid of eight-foot height, thought to have been purposefully bred in the Age if Adepts to infest rival states. A typical prowler is pale gray and seems to be unnaturally lean. The head is long and narrow, with lightless black oval eyes, a pug nose, and a hooked lower (mandibular) jaw that scythes upwards to allow its three wide fore-teeth to mesh with their opposite members above. The long, multi-jointed fingers are horn-hard, harder even than its hide, and when they grip a victim their pointed tips sink in and tear out flesh.

A prowler prefers warm-blooded prey, but will eat anything of flesh, or even vegetable matter, if nothing else can be found.

A prowler's feet moving on stone give off a faint rattling noise. Although some authorities assert these things can converse, the only known vocalization made by a prowler is a deep, reverberating "Euh-euh-euh!" when in pursuit of prey and a sinister "Nhnyaaa . . ." when it has a victim helpless.

Wealth found in the habitation of a prowler is a mass of randomly hoarded things including arms, armor, items of equipment, and loose coin of $2,000 to $20,000 or more value, plus crystals, gems, and jewelry of 10 times that value. There is a 70% chance each for one Very Minimal and/or one Minimal Extraordinary item, a 55% chance for one Low Moderate item, a 40% chance for one Moderate item, a 30% chance for one Good item, a 20% chance for one Very Good item, and a 10% chance for one Strong Extraordinary item in a typical hoard.

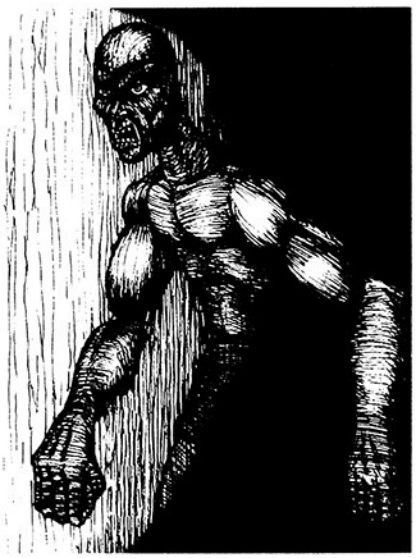
Skulk

Appearing: *4-24 (2-12 pairs)*
H: 31-40 P: 31-40 S: 15-18

Attacks: A skulk can strike with its hands for 1-12 +7-10 Harm and get a strangulation grip on the victim's throat.

Defense: A skulk's flesh and speed equal 6 points of armor, and it heals one point of Harm each ABC.

In attack, one or more pairs of skulks follow the intended victims, with another one or more pairs also slinking ahead. Any lone target will be seized around the throat by one skulk as the other one grabs the victim's arms to prevent thrashing. After a successful seizure, Harm in successive ABCs is automatic and bypasses armor. Only 20% of the time will a surprised victim be able to cry out for help. The attacking pair then hold fast until the subject is dead, and they can carry off the corpse for feeding.



Skulks possess Stealth Ability (90 Score) and are expert at concealment (Waylaying Ability 70). They always seek to attack from behind and select an unwary or unobserved member of a larger group where applicable. If the presence of skulks is detected, and these monsters realize it, they will retreat quickly unless their potential prey appears weak and easy to overcome.

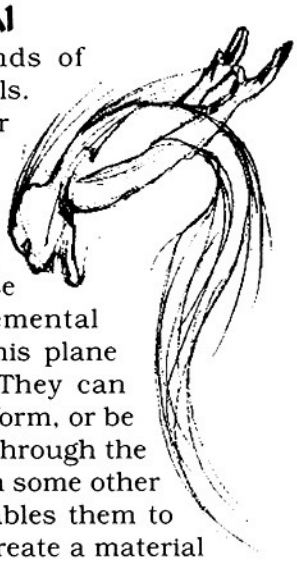
One of the intelligent, demoniacal, quasi-humanoid hybrids created during the Age of Adepts, this species is five feet tall. A typical skulk is a dull, light-absorbing charcoal gray color that makes it seem almost as if it were a living shadow. The body is slender

and very human-like. The head is a long oval, but generally like a human's in feature. The raging eyes of a glittering silvery color, with red irises, betray the hateful nature of these monsters. The arms are extremely powerful, as are the long, corded fingers of the huge hands.

Skulks are more cunning than intelligent, but they have language and can converse in human tongues, if forced to do so. When stalking prey, a group of skulks seems to communicate by some Psychogenic means, a sort of mass telepathy. This has, indeed, alerted certain sensitive persons and saved them from becoming prey to a band of these vile creatures.

Wealth found in the den is a random mass of hoarded of things including arms, armor, items of equipment, and loose coins, crystals and gems, and jewelry each of 1,000 to $10,000 value per individual. There is 50% chance each for one Very Minimal and/or Minimal Extraordinary item, a 40% chance for one Low Moderate item, 25% chance for one Moderate, and a 15% chance for one Good item of Extraordinary nature in a typical skulk hoard.

Elemental Spirits in General



There are four main kinds of elemental spirits, or elementals. These are the Devat, or air elementals; the Efrit, or fire elementals; the Jinn, or earth elementals; and the Marid, or water elementals. In their own unique sets of dimensions, these elementals are formed of elemental matter, but in transition to this plane they must take spirit form. They can remain invisibly here in spirit form, or be conjured into material bodies through the power of a Geourge, or through some other Extraordinary means that enables them to gain the energy necessary to create a material form.

There are, of course, far more potent elementals, the greater of which are indeed able to fulfill so-called wishes for material things or that have to do with material time. To trifle with such mighty beings, however, is so far beyond the pale that no further discussion is needed. (In a grimoire, perhaps...)

Elementals are not to be confused with elementaries, creatures of matter and form that always retain such form when in the world of mankind.

The four main kinds of elementals each have widely varying Base Ratings, but are otherwise similar.

Devati (Air Elemental Spirit)

Appearing: *1*
H: 60-150 (increments of 10)
P: 50-80 (increments of 3) ***S: 21-33***

Attacks: A devati has two strikes with a Supernatural, curved, cutting sword for 5-30 +9-12 Harm, plus an additional +1 Harm per grade of elemental (+1 to +10).

Powers: Once per day, a devati can create a 100 mph wind gust of 10-foot width, and of length equal to the elemental's Health points. This will knock down and blow creatures of 220 pounds per grade of elemental a distance of one foot, with one foot added for each 20 pounds under that weight:

Grade 1: 220 pounds
Grade 2: 440 pounds
Grade 3: 660 pounds
Grade 4: 880 pounds
Grade 5: 1,100 pounds
Grade 6: 1,320 pounds
Grade 7: 1,540 pounds
Grade 8: 1,760 pounds
Grade 9: 1,980 pounds

Each foot blown backwards inflicts 1 point of Harm that disregards armor protection.

Defense: Armor worn—and innate Extraordinary power—provides 12 points of protection from Harm.

Devati are tall, slender, and very beautiful creatures with somewhat cold features, flowing hair, and seemingly clad in gossamer garments.

A materialized devati can fly through the air at up to 200 miles per hour while carrying up to 2,000 pounds. A devati can travel in this fashion for 10 hours without pausing to rest. The speed of travel (wind blast) will not affect anything, including a person, carried by the elemental.

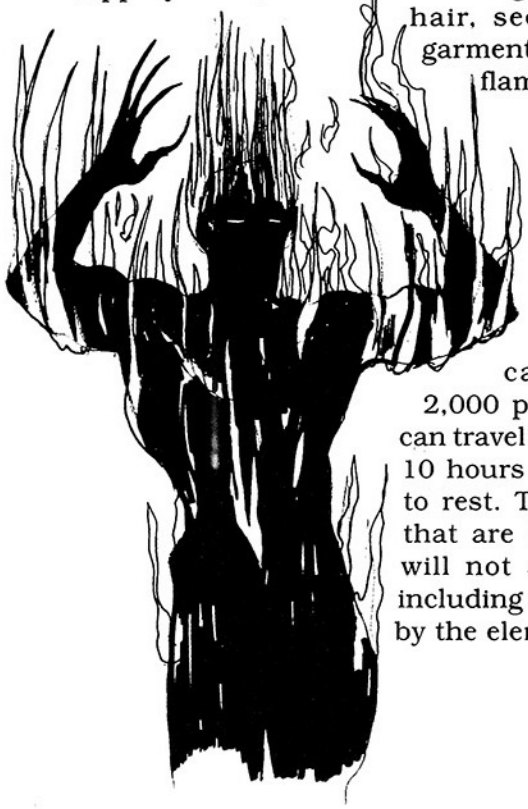
Efriti (Fire Elemental Spirit)

Appearing: *1*
H: 70-160 (increments of 10)
P: 43-70 (increments of 3) ***S: 16-25***

Attacks: An efriti can strike with a Supernatural, curved, cutting flame for 5-30 +13-16 Harm, +1 point Harm per grade of elemental (+1 to +10). All flammable materials (clothing/equipment) hit will combust and inflict 3-5 points of Harm per ABC of burning.

Powers: Once per day, an efriti can create a flame blast of three-foot diameter and three-foot length per grade of elemental. Each subject exposed to this flame suffers 26-35 Harm that disregards armor protection not specifically empowered to resist heat and fire.

Defense: Armor worn—and Extraordinary power—provides 10 points of protection from Harm.



An efriti is a near- giant-sized creature with coppery skin, devil- like visage, and dark red hair, seemingly clad in garments of shimmering flames.

A materialized efriti can pass through fire, flames, and even molten lava, at up to 100 miles per hour while carrying up to 2,000 pounds. The efriti can travel in this fashion for 10 hours without pausing to rest. The fire and heat that are traveled through will not affect anything, including a person, carried by the elemental.

Jinni (Earth Elemental Spirit)

Appearing: *1*
H: 90-180 (increments of 10)
P: 23-50 (increments of 3) ***S: 13-22***

Attacks: A jinni can strike with a Supernatural, spiked club for 9-30 +13-16 Harm, +1 point of Harm per grade of elemental (+1 to +10). Each hit also causes stunning (-10 to Abilities and Ratings) and Speed loss (1-3 points) for one AB.

Powers: Once per day, a jinni can create a ground-swell ripple of two-foot width and four-foot length per grade of elemental. Each subject exposed to this sudden ripple falls prone, suffers 6-8 Harm that disregards armor protection, and is unable to do anything for one ABC thereafter.

Defense: Armor worn—and Extraordinary power—provides 8 points of protection from Harm.

A jinni is a very tall, but still squat, creature with leather-brown skin, ogrish face, no hair, and is seemingly clad in garments of rough, earth-toned hides.

A materialized jinni can walk through earth—even stone—at up to 30 miles per hour while carrying up to 2,000 pounds of weight. A jinni can travel in this fashion for 10 hours without pausing to rest. The otherwise-solid matter (dirt, rock) that is traveled through will not affect anything, including a person, carried by the elemental.

Maridi (Water Elemental Spirit)

Appearing: 1
H: 80-170 (increments of 10)
P: 33-60 (increments of 3) ***S: 11-20***

Attacks: A maridi can strike with a Supernatural trident for 12-30 +9-12 Harm, +1 point of Harm per grade of elemental (+1 to +10). A hit that scores 20 or more Harm (before bonus additions) indicates the subject is caught and immobilized, and can be automatically hit the succeeding ABC.

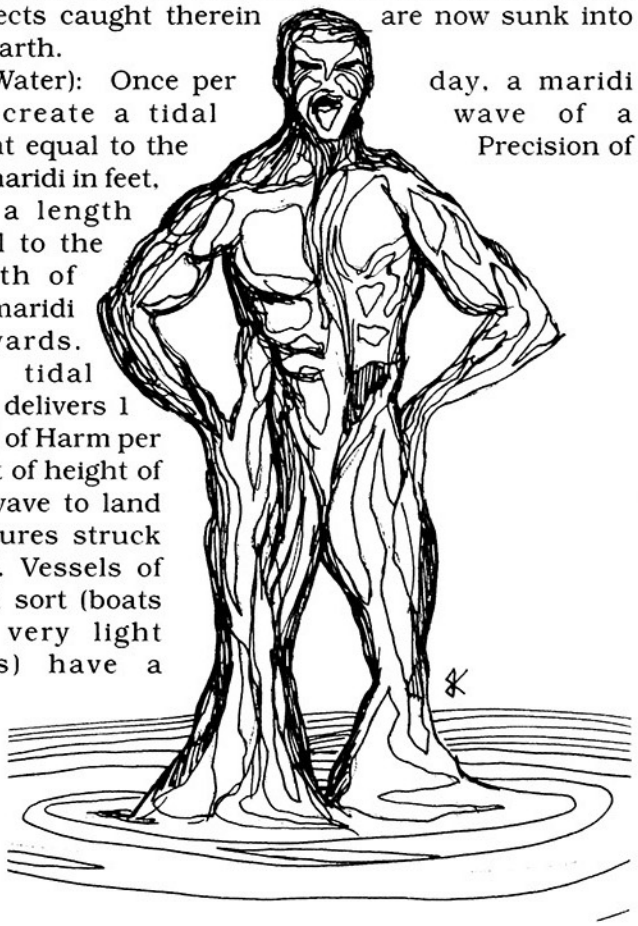
Powers:

(Land): Once per day, a maridi can create a quagmire of 10-foot width and length per grade of elemental:

Grade 1: 10' x 10' x 1' quagmire area
Grade 2: 20' x 20' x 2' quagmire area
Grade 3: 30' x 30' x 3' quagmire area
(etc.)

Each subject caught in the quagmire area suffers a loss of one-quarter movement, and incurs a penalty of 20 to Weapons Ability, per foot of depth. Being sunk to a depth of four or more feet means being mired, for creatures of man-like sort, and horses and such. Subjects in a quagmire at the depth of their breathing organs height will drown in 1-3 minutes. The quagmire persists for 1 minute per grade of maridi, and when its energy fades, the ground becomes dry and solid. Subjects caught therein are now sunk into dry earth.

(Water): Once per day, a maridi can create a tidal wave of a height equal to the Precision of the maridi in feet, and a length equal to the Health of the maridi in yards. The tidal wave delivers 1 point of Harm per 3 feet of height of the wave to land creatures struck by it. Vessels of small sort (boats and very light ships) have a



percentage chance for being swamped or capsized equal to the Precision of the elemental (33% to 60%). All vessels struck by the wave take structural Harm equal to the maridi's Precision, and small vessels take this Harm in addition to any swamping or capsizing. Crew on deck have a percentage chance of being swept overboard equal to the height of the wave in feet (33%-60%).

Note that production of a tidal wave automatically discharges the maridi from service.

Defense: Armor worn—and Extraordinary power—provides 6 points of protection from Harm from shock attacks, and 14 points of protection from piercing attacks.

A maridi is a tall, muscular, and disturbingly smooth-shaped creature with silvery-green, slightly scaled skin, a narrow face with staring, fish-like eyes, and is crested with, and sprouting, fins, while seemingly clad in garments of seaweed.

A materialized maridi can swim through any sort of water at up to 100 miles per hour, even while carrying up to 6,000 pounds of weight. A maridi can travel in this fashion for 10 hours without pausing to rest. The water that is traveled through will not affect anything, including a person, carried by the elemental.

Sendings in General

All sendings are spirit creatures from some other set of dimensions brought by means of an Extraordinary activation to serve the purpose of the summoner. The summoned spirit will attempt to gain the immediate proximity of the target subject(s) named and proceed to attack. Any inability to do so causes a sending to lurk invisibly for a few hours while awaiting an opportunity to strike; it will attack anything else that comes near it in the process. If unable to attack the subject, a sending will usually return to assail the individual who summoned it. If barred from entering the activator's immediate proximity, the sending is freed and will most probably then return to its own dimensions.

There are various sorts of strange spirits used in sendings, the better known ones being:

Aether Beast

Appearing: *1*
H/FW: 20-25 P: 41-50 S: 14-17

This is a weird thing from the aethereal dimensions that has a neutral energy that tends to slow life forms from the material dimensions, leeching their life force when contact is strong.

Attacks: A Supernatural lethargy slows—by one-half—the Speed (actions, reactions, and even AEP resources) of all subjects within a 12-foot radius. After slowing the subject(s), the aether beast materializes, still invisible, and uses its tentacle-like appendages to assail up to five targets. Each successful attack inflicts 3-5 Harm that disregards all armor protection. The Health lost by victims accrues to the aether beast until it is lost due to Harm or 24 hours have passed. Each subject drained of Health adds one point of Health/Free Will permanently to the aether beast; when such addition exceeds 25 points, however, the creature metamorphoses into an aetheric master.

Defense: When immaterial, an aether beast is invulnerable to all attack forms save those that affect spirit/immaterial creatures of neutral sort. The beast has 10 points of armor protection against all material attacks, including any Extraordinary attacks, except those of wholly wooden weapons (any metal addition negates this vulnerability), against which the materialized spirit has no protection whatsoever and suffers full Harm according to the weapon and the success of the strike. For example, a Preternaturally energized club would deliver 1-20 Harm, plus its Extraordinary bonus damage, when it succeeded in striking the aether beast.

Nether Beast

Appearing: *1*
H/FW: 60-69 P: 30-35 S: 12-14

Attacks: Supernatural energy enables the materialized nether beast to invisibly deliver, using the beetle-like mandibles on its three arms, a like number of attacks each ABC on targets within a six-foot radius of it. Each successful attack inflicts 6-8 Harm, regardless of armor/protection. Each will also inflict the following in addition, unless the victim succeeds in an avoidance check against its current Health total:

The first arm oozes acid that inflicts 17-20 Harm on whatever the subject wears. The second arm produces venom (VT) that paralyzes the victim for 2-5 ABCs. The third arm releases toxic gas that sends the victim fleeing (fastest movement) directly away from the nether beast for 1-4 ABCs.

Defense: The beast has 12 points of armor protection against all attacks, including any Extraordinary attacks, except for those from wholly iron weapons (any other metal or substance in conjunction with the weapon negates this vulnerability), against which the materialized spirit has no protection whatsoever and suffers full Harm, plus an additional 17-20 points of Harm, accordingly.

This is a malign thing from the abyssal dimensions that materializes in a horrid form so as to kill and enjoy a feast of flesh, blood, and soul!



Humanalia~
Humans, Alfar, and Other Humanoids

Humanoids of all types can be found in the lands of the Lejendary Earth. This tome lists and describes most of those that can be encountered. Humans, of course, are the most numerous of these peoples, and the races of the Alfar slightly less so. There are more races beyond those, however, and most of those are described herein as well.

The Humans, Alfar, and Other Humanoids, Listed Alphabetically

Creature	Appearing	H	P	S	Attack	Defense
Alf	21-40					
Archer		46-55	41-50	14-16	HV	9
Esquire		61-70	56-65	17-19	HV	I 11
Guard		55-60	46-55	13-15	HV	I 10
King		56-110	52-110	15-20	HV	I 16
Knight		66-85	66-75	16-18	HV	I 14
Lady		31-60	31-60	17-19	HV	9
Lady/Lord enchanter		36-65	21-50	19-22	HV sp	(I) 9
Lady/Lord geourge		36-65	21-50	19-22	HV sp	(I) 9
Lord		71-100	71-90	17-19	HV	I 15
Priestess/Priest		36-65	21-50	19-22	HV sp	(I) 11
Queen		42-80	41-70	15-20	HV	(I) 11
Ranger		41-50	41-50	15-18	HV	(I) 5
Boggart	1-10+	25-30	26-35	16	2x HV +1-4	8
Boggle		31-40	36-45	17	2x HV +4	10
Brownie	2-40+	15-20	21-30	16	2x HV +2-8	8
Foreone		21-30	31-40	17	2x HV +8	10
Clodreg	11-20 (100+)					
Monitor		20	33	9	3-20+5	4
Soldier		10	16	6	1-20	2
Warden		40	67	14	6-20+10	8

Creature	Appearing	H	P	S	Attack	Defense
Dockalf	2-12+ (201-300+)					
Cavalier		56-75	51-70	16-18 sp	HV	I 10
Guard		41-60	36-55	14-17 sp	HV	I 8
King		81-110	61-90	15-20 sp	HV-sp	I 14
Noble		61-90	61-80	16-19 sp	HV	I 12
Officer		46-65	41-60	15-18 sp	HV	I 9
Ordinary		31-40	21-30	13-15 sp	HV	I 5-6
Priestess		21-50	21-50	17-20 sp	HV-sp	9
Queen		41-70	51-80	19-22 sp	HV-sp	16
Wizard/Wizardress		21-50	21-40	17-20 sp	HV-sp	14
Dunnie	1-10+	21-30	30-35	16-18	2x HV +1-10 sp ?	8
Boss		36-45	41-60	17-20	2x HV +1-10 sp ?	10
Dwarf	25-170+					
Captain		41-60	41-60	11-13	HV +2-10	I 12
Lord		61-90	51-80	11-16	HV sp	(I) 14
Mechanic		41-70	21-50	14-16	HV +2-10 sp	6 sp ?
Miner/Worker		26-45	21-30	8-13	HV +2-10	(I) 2-6
Priest		46-65	21-40	13-16	HV +2-10 sp	8 sp ?
Smith		56-65	31-60	10-14	HV +2-10	6
Warrior		31-50	31-50	9-12	HV +2-10	I 8/4 sp
Elf	8-15 (or 100-600+)					
Archer		40-45	35-40	14-16	HV	8
Esquire		50-55	46-55	15-17	HV	I 10
Guard		45-50	40-45	13-15	HV	I 9
King		37-90	52-110	14-19	HV	I 13
Knight		56-75	56-65	16-18	HV	I 12
Lady		21-50	21-50	17-19	HV	8
Lady/Lord Enchanter		26-55	11-40	18-20	HV sp	(I) 8
Lady/Lord Geourge		26-55	11-40	18-20	HV sp	(I) 9
Lord		56-85	51-80	17-19	HV	I 13
Priestess/Priest		26-55	11-40	18-20	HV sp	(I) 10
Queen		32-70	31-60	14-19	HV	(I) 9
Ranger		35-40	36-45	15-17	HV	(I) 4
Ellyllon	1-4+ (105-600)					
Ordinary		2/21-30	26-35	14-16	2x HV	(I) 12/4
Prince		5-7/51-70	56-65	17-19	2x HV	16/8
Princess		6-8/61-80	66-75	18-20	2x HV	(I) 18/10
Ranger		3-4/31-40	36-45	15-17	2x HV	(I) 14/6
Squire (Dame/Knight)		4-6/41-60	46-55	16-18	2x HV	16/8
Giant	1 (1-2+)	101-120	46-65	6a/18m	1-20 +14/HV +14 sp	9
Cephalocorn	1+	111-130	56-75	7a/17m	2x 5-10 +20\7-20 +15	9
Cyclopean	1+	121-140	51-70	8a/19m	HV +16 sp	8
Ettin	1+	131-150	76-95sp	9/3a sp/15m	HV +22 (or +11)sp	12
Gnome	26-225+					
Captain		41-50	41-60	8-11 sp	HV	I 12
Diviner		30-35	11-30	11-13 sp	HV-sp	4
Lord		51-80	41-70	9-11 sp	HV	I 12
Mechanic		50-55	27-45	10-12 sp	HV +1-6	12

Creature	Appearing	H	P	S	Attack	Defense
Gnome (continued)						
Priestess		21-40	16-45	10-13 sp	HV-sp	6
Sergeant		36-40	36-40	7-10 sp	HV	I 10
Smith		45-50	22-40	9-11 sp	HV +2-8	4
Soldier		30-35	26-35	6-8 sp	HV	10
Worker		23-32	16-25	7-9 sp	HV	(I) 1-6
Goblin	1-6+					
Common		41-60	31-50	11-14	HV +1-8	8 sp
Great		76-95	66-85	13-16	HV +9-12	16 sp
Harasser		56-75	46-65	12-15	HV +5-8 sp	(I) 12 sp
Shaman		41-70	31-60	14-17	HV +1-4 sp	14 sp
Grotto/Thicket Elf	11-110+					
Archer		31-40	31-50	13-16	HV	(I) 8
Chieftain		56-65	32-70	14-19	HV-sp	(I) 10 ?
Chieftain Consort		36-45	26-45	15-18	HV +VT 13-16	(I) 7
Irregular		21-40	21-30	13-16	HV	(I)4 ?
Leading Warrior		41-50	36-55	13-18	HV	(I) 8 ?
Netter		26-35	26-45	13-16	HV	6
Weird		22-30	11-41	15-20	HV-sp ?	4
Hobgoblin	1-12+					
Chief		51-60	46-65	15-18	2x HV +6	12 sp
Common		30-35	30-35	12-15	HV +1-6	8 sp
Shaman		31-50	26-45	14-17	HV +1-6 sp	10 sp
Troubler		35-40	35-40	13-16	2x HV +4-6	9 sp
Huldra	3-18+ (301-400+)					
Cavalier		51-80	41-70	14-19 sp	HV	(I) 11
Consort		31-60	41-70	15-18 sp	HV	(I) 12
Guard		45-50	31-50	14-17 sp	HV	(I) 8
Noble		66-85	56-75	16-19 sp	HV	(I) 13
Officer		51-60	46-55	15-18 sp	HV	(I) 9
Ordinary		31-40	21-30	13-16 sp	HV	(I) 5-6
Priestess		31-60	31-50	17-19 sp	HV sp	12
Queen		66-95	66-95	18-21 sp	HV sp	16
Wizard/Wizardress		31-50	21-40	17-20 sp	HV sp	14
Human, Demented		41-90	31-80	15-20	HV sp ?	sp ?
Human, Fanatics	20-120+					
Fanatic leader		44-80	51-80	13-16	HV	(I)/I 12-14
Fanatic scout		31-40	26-45	10-13	HV	(I) 6-8
Fanatic warrior		36-45	36-55	8-11	HV +0-5	(I)/I 7-9
Female devotee		21-50	31-50	10-15	HV sp?	(I) 8-10
Typical follower		16-25	16-35	7-12	HV	(I) 1-3
Warrior follower		21-40	31-40	9-12	HV	(I)/I 4-6
Human, General	1+					
Arminger/Bravo		22-40	28-55	9-12	HV	I 7-8
Cook/Laborer/Lascar		17-28	11-30	7-12	HV	(I) 1-3
Enspeller/Priest		41-70	21-50	14-19	HV sp	4-8 sp ?
Esquire/Captain		33-60	33-60	9-13	HV	I 9-11

Creature	Appearing	H	P	S	Attack	Defense
Human, General (continued)						
Guardsman/Sergeant		26-35	21-40	8-11	HV	(I)/I 8-10
Knight/Commander		53-110	35-80	10-13	HV	(I)/I 10-14
Maelurge		41-90	21-50	15-18	HV sp	4-8 sp?
Noble/Lord		6-120	24-100	7-18	HV sp ?	(I)/I 12-14
Outlaw/Bandit Chief		42-80	44-80	10-15	HV sp ?	(I) 7-10
Out/Ban Chieftainess		41-80	35-80	10-17	HV sp ?	7-10
Out/Ban/Soldier, common		16-35	16-35	8-11	HV	I 3-6
Out/Ban lieutenant		36-45	22-40	9-12	HV	(I)/I 6-8
Out/Ban lt., magical		31-60	15-60	12-15	HV sp	4-8 sp ?
Out/Ban lt., swindler		52-70	24-60	9-14	HV	4-8 sp ?
Out/Ban lt., warrior		42-80	42-60	8-13	HV	(I)/I 7-9
Page/Street Youth		13-24	11-21	9-16	HV	0-4
Rogue		55-100	37-95	11-16	HV sp?	(I) 7-10 sp
Servant/Clerk		15-26	11-20	7-12	HV	0-2
Human, Savage	1+					
Chief		32-90	52-90	13-18	HV sp	(I)/I 4-14
Enspeller/shaman		31-60	21-50	13-20	HV sp	2-8 sp ?
Ordinary member		22-40	22-40	11-16	HV	0-5
Other member		16-35	21-30	9-16	HV	0-3
Sub-chief/leading warrior		42-80	42-80	11-18	HV	(I)/I 2-12
Warrior		33-60	41-60	10-17	HV	(I)/I 2-8
Warrior & Scout		41-60	41-70	11-18	HV	(I) 2-5
Ilf	5-30 (70-120+)					
Archer		32-50	31-50	12-15	HV	5-7
Chieftain		61-80	51-70	13-16	HV	(I)/I 9-11
Combatant		42-60	41-60	11-14	HV	I 6-8
Guide		31-50	21-30	14-17	HV sp	4-8
Javelineer		32-50	26-45	11-14	HV	(I) 6-8
Odylan		31-60	21-40	15-18	HV sp	3-5 sp ?
Woodranger		43-70	32-50	12-15	HV	2-4
Kobold	3-30 (33-300+)					
Chief/Chieftainess		32-50	46-65	17-19	2x HV sp	12 sp
Ordinary		21-30	36-45	15-17	2x HV	8-10 sp
Trickster		22-40	31-60	16-18	2x HV sp	9-11 sp
Lutin	See statistics for Lyf; refer to Lutin description for details.					
Lyf	21-40+					
Archer		45-50	40-46	14-16	HV	8
Esquire		55-60	51-60	15-17	HV	I 10
Guard		50-55	45-50	13-15	HV	I 9
King		46-100	47-105	14-19	HV	I 15
Knight		61-80	61-70	16-18	HV	I 13
Lady		26-55	36-55	17-19	HV	8
Lady/Lord Enchanter		31-60	16-45	18-21	HV sp	(I) 8
Lady/Lord Geourge		31-60	16-45	18-21	HV sp	(I) 9
Lord		66-95	61-80	17-19	HV	I 14
Priestess/Priest		31-60	16-45	18-21	HV sp	10
Queen		37-75	36-65	14-19	HV	(I) 10
Ranger		40-45	40-45	15-17	HV	(I) 4

Creature	Appearing	H	P	S	Attack	Defense
Nis	1-8+ (50-200)					
Chief/Chieftainess		61-70	61-70	14-17	2x HV +8	12 sp
Common		36-45	36-45	11-14	HV +1-8	9 sp
Killer		46-55	46-55	12-15	HV +5-8	10 sp
Shaman		31-50	31-50	13-16	HV +1-8 sp	11 sp
Oaf (80%)	3-60 +	36-55	31-40	6-9	MT HV +2-12	I 4
Major oaf (20%)		46-65	36-45	5-8	MT HV +3-18	I 5
Ogre	1 (2-6)	222-280	96-125	4a/16m	MT 1-30/HV +20 sp	15/20S sp
Orc	2-40 +					
Great Orc		41-50	31-50	6-8	HV +3-15	I 8
Great Orc chieftain		56-75	56-65	7-9	HV +4-16	I 10
Lesser Orc		30-35	25-30	10-13	HV +1-4	(I) 6
Common Orc		35-40	30-35	8-10	HV +2-8	I 6
Orc Shaman		31-50	21-40	12-14	HV +1-6 sp	10 sp?
Sub-human	14-50 +					
Average		20-25	20-25	9-11	HV +1-2	4
Irregular		26-35	26-35	10-12	HV +1-4	5
Leader		51-70	51-70	12-14	HV +4	I 8
Sub-leader		41-50	41-50	11-13	HV +3-4	I 6
Trog	3-18 (55-200+)					
Average		35-40	25-30	7-10	HV +2-5	6
Bully		40-45	35-40	8-11	HV +6	7
Chief		51-70	51-80	12-15	HV +8	(I) 8
Hag		35-40	31-50	13-16	HV sp	8
Troll	1-2 (2-24+)	71-90	36-55	5-7	MT 1-20+12/HV +12	3-6
Trollkin, Barrens	110-1,100+					
Average		25-30	21-30	8-10	HV	(I) 6
Chief		35-40	31-36	10-13	HV	(I)/I 8
Jarl		45-50	41-50	11-14	HV sp	(I)/I 10
King		61-90	51-80	11-16	HV sp	(I) 12 sp
Spaewife		26-35	21-40	12-14	HV sp	4
Weirdwife/Queen		36-45	31-50	13-15	HV sp	8
Trollkin, Cave	22-220+					
Average		21-26	20-25	8-10	HV	(I) 6
Chief		31-40	26-35	11-13	HV	(I)/I 8
Jarl		41-50	40-46	12-14	HV	(I)/I 10
King		61-80	51-70	11-16	HV	(I) 12 sp
Spaewife		21-30	26-35	12-15	HV sp	4
Weirdwife/Queen		31-40	26-45	13-16	HV sp	8
Trow, Hill	5-50+	36-45	31-50	12a/8m	HV sp	(I) 8
King		61-80	61-80	15a/10m	HV sp	I 12
Ulf	1-2 + (4-16)					
Ulf		61-80	61-80	16-18	2x HV +3-12 sp	13 sp
Ulf Executioner		66-85	81-100	15-17	2x HV +32 sp	14 sp
Ulf Savant		51-70	66-95	19-22	2x HV +3-30 sp	16 sp

Creature	Appearing	H	P	S	Attack	Defense
Url	1-2 (2-10+)	91-110	61-90	10-13	HV +5-30	5-7 sp
Url King		121-140	91-110	11-14	HV +22-32 sp	8 sp
Veshoge	25-250+					
Enspeller		31-50	26-45	15-18	HV sp	6 sp?
Master		46-55	45-50	11-14	HV +3-12	I 10
Packer		26-35	26-35	9-11	HV +1-4	2-4
Scavenger		35-40	31-40	11-14	HV +2-5	5-7
Trader		51-70	51-70	13-16	HV +4-16	I 12
Warrior		36-45	36-45	8-11	HV +5-8	I 8
Wylf	(see Grotto/Thicket Elf)					

The Alfar family:

The races and species of this family are:

FAIR	NEUTRAL	MALICIOUS	MIXED	STRONG & VILE
Grotto Elf*	Brownie	Dunnie	Trollkin	Oaf
Ilf	Kobold	Boggart	Trow	Orc
Elf	Gnome	Hobgoblin	Trog	Giant
Lyf	Dwarf	Nis	Troll	Ulf
Alf	Dockalf	Goblin	Url	Ogre

*Properly wylf, and including the thicket elf, a variety of the race.

Humans, Alfar, and Humanoids: Descriptions

Alfs in General

Appearing: *21-40*

The number above is the number of combatants to be found in a visiting alf party in an elvish land. In addition, there will be a number of ladies equal to 50% of the number of warriors, and an equal number of ilf servitors.

Alfs are the "great nobility" of the Fair Alfar races. This race is the most aloof and lordly of their kind, but otherwise alfs are very much like lyfs. Alfs do not normally inhabit Earth's dimensions, preferring their own dimensions, but they occasionally visit the Earth to call upon elven vassals.

The alf race is quite tall, with the males averaging several inches over six feet in height and the females about six feet. They are as slender and lithely built as elves and lyfs, of course. In regards to appearance, the alfs are the most handsome of all the Alfar. The average alf encountered is likely to have a perfect complexion of pale cream and peach, blue or pale violet eyes, and hair of pale gold or platinum color.



In regards to the Extraordinary Ability of Psychogenics, alfs are, on average, strongly (70%) likely to possess one to three Powers.

Other than their archers plying heavy bows, the alf race is so similar to elves that only their Health and Precision is different, that being minimally superior. Thus, for details of their combatants the reader is referred to the listing for Elf.

Boggarts in General

Appearing: *1-4+*

Boggart communities number 41 to 80 individuals. For every 4 normal boggarts there will be, in addition, one boggler.

The race of boggarts is primarily nocturnal and most often of subterranean habitat. They are more malicious than their cousins, the kobolds, and boggarts look very similar to kobolds. They stand a bit under three feet tall and are slender of build, but they have a bright pink cast of skin. They are quite devilish looking, with slanted eyes, long and sharp noses, and wide mouths with sharp teeth. They dress mostly in dark gray clothing with some touches of yellow or blue.

Boggarts are of average human intellect, have a terrible cunning, and love coarse humor and cruel jokes. They are both arrogant and nasty, and will work only to trick someone to whom they have taken a dislike. Because they are sly and love hurtful mischief, their favorite targets are persons who fail to provide food and drink.

As with many species of the Alfar race, boggarts do not like surprises, intrusions, or to be watched, especially by humans. Invisible, boggarts love to make noise, play all manner of nasty pranks, perform hurtful deeds, and break or steal valuables belonging to folks they have determined to bedevil.

Boggart communities are always very well hidden underground or in rocky caves in cliffs or the like. Therein, the residents will have laid up their store of pilfered wealth, a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all inhabitants combined, plus an equal value in precious objects ranging from gems to objects d'art.

Boggarts, like dunnies, can literally vanish in one ABC. In so doing, they do not become immaterial, but simply transport themselves to their abode, wherever that may be, up to one mile distant. They can also turn invisible in one ABC, but are not immaterial when thus unseen. Boggarts have poor visual and auditory senses (about 75% of human capacity), but their olfactory and tactile senses are at least twice as sensitive as those of humans.

All of this race is much alike, male and female. Individuals possess Physique Ability in the range of +1 to +4 despite their small size. Each attacks twice per ABC because of their muscular quickness! One individual in four possesses a random Extraordinary Enchantment-like Power, but this does not convey the general Enchantment Ability. The Power usually can be activated in one second, once per day only, and it does not require either a memory tablet or AEPs, but is innate to the boggart.

Typical Powers are:

1) A boggart can extinguish small fires within a radius of 30 feet.

2) A boggart can start a small fire in combustible material within a radius of 30 feet.

3) A boggart can bring a vile-smelling cloud of vapors of 30-foot height, breadth, and depth, into existence at up to 30 feet distant from themselves. Exposure to the cloud ruins all sense of smell for one minute.

4) A boggart can convey belching and flatulence to all within a radius of 15 feet, thus reducing their capacities and Abilities by 10 points for one AB.

5) A boggart can convey coughing and choking to all within a radius of 15 feet, thus making it impossible for them to act or react for one ABC.

6) A boggart can cause an oncoming individual within 30 feet to stumble and sprawl prone.

7) A boggart can replicate an ordinary thing in sight and up to 60 feet distant, so as to make from 10-100 of it in relatively like places within sight (e.g., chalk marks, small plants, narrow paths [but of only a dozen or so paces long], burning torches, caltrops, small stones, bats, and so forth).

8) A boggart can cause plants that are long and tough, such as creepers, lianas, and vines, that are within sight and within a 60 foot radius, to animate and entwine any individual as if that one were caught and held by as many lassos as there are such plants, or thus "lasso" as many individuals as there are such plants.

A boggart boggler will always have maximum Physique and two Enchantment Powers of most hurtful sort.

Boggarts get on well only with dunnies, kobolds, trollkin, and trow. As do kobolds, boggarts love to bedevil oafs and orcs, and will even pester hobgoblins on occasion, but they stay clear of the really dangerous Alfar races and others of menace as well, as they are not overly brave.

Boggart

H: 25-30 ***P: 26-35*** ***S: 16***

Attacks: A boggart can use any weapon such as a chain, club, hammer, hatchet, mallet, sickle, etc.

Defense: It has 8 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys protection against even Supernatural Harm.

Boggart wealth, in contemporary terms, is in the range of $100-$1,000 in coins, and a like amount in crystals, gems, and/or jewelry. There is a 10% chance for one Very Minimal and/or Minimal Extraordinary object.

Boggle
H: 31-40 ***P: 36-45*** ***S: 17***

Attacks: A boggle will use a weapon such as a great cleaver or flail.

Defense: 10 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys the protection against even Supernatural Harm.

Boggle wealth, in contemporary terms, is in the range of $500-$2,000 in coins and a double that amount in crystals, gems, and/or jewelry. There is a 20% chance for one Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.



Brownies in General
Appearing: *2-40+*

The brownie race is primarily nocturnal and sometimes of subterranean habitat. They are somewhat similar to their depiction in myth and folklore—the largest is barely three feet tall, is sturdy of build, and dark tan of skin. They are plain and homely-looking folk by human standards, and dress mostly in brown-colored apparel.

Brownies are not very smart, but neither are they stupid. They are humble, very hard-working, and rather shy. They do not like surprises, intrusions, or to be watched, especially by humans.

Communities number from 44 to 400 individuals and are always very well hidden. Therein, the brownie inhabitants will have laid up their store of wealth gained through toil and drudgery, a hoard of coins with a value whose sum is equal to the individual wealth of all inhabitants combined.

Although they are small and quick, this race has the capacity to literally vanish in one ABC. In so doing, they do not become immaterial, but simply transport themselves to their abode, wherever that may be, up to one league distant. Brownies have very keen visual and tactile senses, about half again as good as humans, but their olfactory and auditory senses are less than the human norm, about 90% of the latter.

All of this race is much alike, male and female. Individuals possess Physique Ability in the range of +2 to +8 despite their small size. Each attacks twice in an ABC because of muscular quickness! About one individual in four possesses a random Extraordinary Enchantment Power of from Very Minimal to Moderate grade, but this does not convey the general Ability. The Power usually can be activated in one second, once per day, and it does not require either a memory tablet or AEPs, but is innate to the individual brownie.

For every 10 ordinary brownies there will be a brownie foreone. This individual will always have maximum Physique and two Enchantment Powers of useful sort.

Brownies get on well with most of the fair Alfar sort, and are compatible with the larger and generally more potent members of their own, neutral kinds—kobolds, gnomes, dwarves, and dockalfar. They even work with some of the less civil sorts if the pay is right. They are uneasy around dunnies, and typically shun all the others of malign, mixed, and vile Alfar races sort unless coerced or very well paid.

Brownie
H: 15-20 ***P: 21-30*** ***S: 16***

Attacks: A brownie will use any weapon such as a cleaver, club, hammer, hatchet, mallet, etc. for base Harm +2-8 additional Harm varying by individual.

Defense: A brownie has 8 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys protection against even Supernatural Harm.

Brownie wealth, in contemporary terms, is in the range of $101-$1,100. There is a 10% chance for one Very Minimal and/or Minimal Extraordinary object.

Foreone

H: 21-30 ***P: 31-40*** ***S: 17***

Attacks: A foreone will use a weapon such as a long dagger, battle hammer, short sword, etc. for base Harm with +8 bonus Harm inflicted.

Defense: A foreone has 10 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys protection against even Supernatural Harm.

Foreone wealth, in contemporary terms, is in the range of $151-$1,500. There is a 20% chance for one Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Clodregs in General

Appearing: *11-20 or 50+*

These strange and seemingly androgynous humanoids have no known habitat. They all look very much alike, being hairless and pale with huge, silvery eyes. They appear suddenly in some remote and usually wild place, or below ground in a mine, and then disappear. The clodregs attack, pillage, destroy, and thereafter vanish as mysteriously as they came. Some have likened them to army ants, although they are not, fortunately, as numerous or deadly, albeit they are remorseless in their attack and unflinching in the face of any threat. The corpses of their dead decompose with a most unnatural rapidity, and in a half an hour or less, the remains are nothing but a fluid mess of putrescence, even bones liquefying in this process.

The advent of a clodreg assault is usually predicated by the appearance of a small party of these things. These clodregs seem to be scouts. If they are promptly attacked and slain, then there is a fair likelihood (65%) that no others will follow.

There are three known sorts of clodregs. They have been named by those who have survived attacks as "soldiers" (about five feet tall and thin), "monitors" (about five and a half feet tall and muscular), and "wardens" (about six feet tall and very muscular). A scouting party will be composed mainly of soldiers, with one monitor for each five soldiers, and a warden. The latter remains behind and will abandon his "command" and escape, if flight is possible and the main body is being slain. There is no means of eliciting information from clodregs, for they communicate only by chemical scent.

If more than 20 clodregs are encountered, the number will be at least 100 soldiers, accompanied by four monitors and two wardens per 100. Clodregs attack mindlessly and fight until destroyed. In large-scale combat, this applies to all their types.

Clodregs are, of course, automaton-like creatures created somewhere in masses to perform duties for whomever it is that is creating them. As these creatures have only recently been discovered, there is little certainty, but it could be that some subterranean race is behind this. (Could it be the Utiss? No! They are long dead....)

Soldier

H: 10 ***P: 16*** ***S: 6***

Attacks: A clodreg will use a spear or any like (cheap and simple) weapon delivering a standard 1-20 points of Harm.

Defense: Light cloth armor provides 2 points of protection. A clodreg is immune to any form of mind attack or VT.

Monitor

H: 20 ***P: 33*** ***S: 9***

Attacks: A monitor will use a club or any like (cheap and simple) weapon which, regardless of other rules, will deliver 3-20 points of Harm with a +5 bonus because of the strength of the clodreg monitor.

Defense: Cloth armor provides 4 points of protection. A monitor is immune to any form of mind attack or VT.

Warden

H: 40 ***P: 67*** ***S: 14***

Attacks: A warden will use a spiked club or any like weapon which, regardless of other rules, will deliver 6-20 points of Harm with a +10 bonus because of the strength of the clodreg monitor.

Defense: Reinforced leather armor provides 8 points of protection. A warden is immune to any form of mind attack or VT.

Dockalfar in General

Appearing: *2-12+ or 201-300+*

The race of dockalfar is entirely subterranean. They are more akin to alfs than to dwarves, although they sometimes associate with the latter and are not on amicable terms with the former. The dockalfar race is generally as handsome as any lyf, some rivaling even the alf, but some are misshapen and ugly. They are typically as tall as humans, slighter of body on average, and of lithe and sinewy build. These finely-featured folk have complexions of deep blue or even indigo color, hair of deep green, blue-black, or occasionally pale lilac to violet tresses. Their eye

coloration ranges from golden through green and blue to indigo.

A dockalf has the singular capacity to adjust its body structure (including what is worn and carried) in one ABC so as to be able to move at normal speed (walking or even running) through earth or stone for up to 12 seconds, and if at the end of that time is still in solid material, will return instantly to its starting point.

All dockalfar are very intelligent, and have the general scope of human Abilities (as suited to their environment). Each individual possesses a singular Power of Psychogenic Ability, some individuals being able to utilize several (2-4) such Powers.

The race is naturally physically strong and gains a Physique bonus of one to four, is quick of movement, and has recuperative powers twice as rapid as those of humans. Dockalfar are naturally stealthy, with a base capacity equal to Stealth Ability of 50. All of the senses of the race are superior to human norms, and dockalfar see in darkness as well as humans do in light, with light conditions being the reverse of human—full daylight is to the dockalfar as pitch darkness is to humans.

Dockalfar dwell deep underground in small communities of their own kind, with possibly some servants and guard creatures, but basically discreet in regards to mixing, save possibly with huldra. They have a somewhat feudalistic social organization, although all their folk are considered free and near-equal. In this regard, males are not held superior to females, and a queen is as likely to rule as a king.

It is important to note that dockalfar are studious in pursuit of arcane lore, and many possess Arcana Ability and Extraordinary Abilities other than that of Psychogenics.

Some dockalfar are neutral in regards to other intelligent creatures, but many are of what can only be called malign nature, perceiving other races as lesser and to be used. Thus, dockalfar might have slaves, exploit other races, or kill others without qualm. This seems to hold especially true of the most beautiful and the most ugly of their kind.

If a community is encountered, it will be in a great cavern, and entrance thereto is certainly akin to that of a great, walled city, in that there will be fortifications and guards. Therein will be free-standing buildings and rooms and galleries hewn into the walls of the space occupied. Falling water, fountains, gardens of subterranean flora, and community structures will be found therein—sufficient space for thousands, although only a few hundred dwell there. Even the most ordinary of dockalfar require several large rooms each, and the upper classes have commensurably greater space requirements. Common spaces are of polished natural rock, with sculpture and carving throughout. More elite places feature facings of decorative, ornamental, and near-semi-precious minerals.

These subterranean grottoes are constructed by hired brownies, gnomes, and dwarves, then finished by the dockalfar themselves, using their hands and Extraordinary energies to complete their abode.

It is not, then, surprising to find that the furniture, decoration, and garb of this Alfar race is more like that of some human community, with the least of the lot having things such as a wealthy gentleman might display.

Ordinary

Appearing: *50% of total number encountered in a community*

H: 31-40 ***P: 21-30*** ***S:13-15***

Attacks: A dockalf's typical weapons are dagger or hammer, and whip staff (staff sling that is a fighting staff, the leather portion of which can be used as a whip or sling) or short thrusting sword.

Defense: A dockalf will use a buckler if not armed with a staff, and armor plus reaction speed give protection of 5 or 6 points, discounting the buckler.

Dockalf wealth, in contemporary terms, is in the range of $100-$400. There is no chance for an Extraordinary object.

Guard

H: 41-60 ***P: 36-55*** ***S:14-17***

Attacks: One third of all guards encountered will wield a shuriken launcher (2 missiles/ABC, 10/clip, 1 AB to reload) and short, thrusting sword. Another third will use a long spear, short, thrusting sword, and long dagger. The rest will use a battle hammer and heavy knife.

Defense: A guard will carry a buckler, and its armor and speed account for 8 points of protection, discounting the buckler.

Wealth, in contemporary terms, is in the range of $700-$1,200. There is a 5% chance for one Very Minimal and/or one Minimal Extraordinary object.

Officer

H: 46-65 ***P: 41-60*** ***S:15-18***

Attacks: An officer will typically use a repeating shuriken launcher (see *guard* above), thrusting sword, and long dagger.

Defense: Officers carry bucklers that augments normal armor and speed protection of 9 points.

An officer's wealth, in contemporary terms, is in the range of $1,100-$2,000. There is a 15% chance for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.

Cavalier

H: 56-75 ***P: 51-70*** ***S:16-18***

Attacks: A cavalier will carry, if mounted, a lance and battle hammer, and/or, on foot, a thrusting sword and long dagger.

Defense: Armor and speed provide 10 points of protection that may be augmented with a buckler.

There will be one cavalier per group if eight or more guards are randomly encountered. Cavaliers comprise 5% of the total number of dockalfar encountered in a community.

Wealth, in contemporary terms, is in the range of $2,100-$4,000. There is a 35% chance for one Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Noble

H: 61-90 ***P: 61-80*** ***S:16-19***

Attacks: A noble will carry, if mounted, a lance and battle hammer, and/or, on foot, a thrusting sword and long dagger.

Defense: Armor and speed provide 12 points of protection that may be augmented with a buckler.

Wealth, in contemporary terms, is in the range of $5,000-$20,000 in coins and gems/jewelry. There is a 40% chance for one Very Minimal, one Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary object.

Priestess

H: 21-50 ***P: 21-50*** ***S:17-20***

Attacks: A priestess will use Theurgy Powers and a long dagger.

Defense: A priestess's armor and speed account for 9 points of protection.

Wealth, in contemporary terms, is in the range of $5,000-$12,000 in coins and gems/jewelry. There is a 40% chance for one to three Very Minimal, one to three Minimal, and one to three Low Moderate Extraordinary items as well as a 10% chance each for one Moderate to Extreme Extraordinary object.

Wizard/Wizardress

Appearing: *One per community*

H: 21-50 ***P: 21-40*** ***S:17-20***

Attacks: A wizard will use Enchantment and Psychogenic Powers and a long dagger.

Defense: A wizard's armor and speed provide 14 points of protection.

Wealth, in contemporary terms, is in the range of $7,000-$12,000 in coins, gems, and jewelry. There is a 50% chance for one to three Very Minimal, one to three Minimal, and one to three Low Moderate Extraordinary items, as well as a 20% chance each for one Moderate to Extreme+ Extraordinary object.

King

H: 81-110 ***P: 61-90*** ***S:15-20***

Attacks: The king may have Sorcery Powers. If mounted, the king will carry a lance, battle hammer and **Hand of Destruction** with 11-20 ammunition crystals. On foot, he will carry a **Hand of Destruction** with 21-30 ammunition crystals, a thrusting sword, and long dagger.

Defense: Armor and speed provide 14 points of protection, and this may be augmented with a buckler.

The king's wealth, in contemporary terms, is in the range of $55,000-$100,000 in coins, gems, and jewelry. There is a 40% chance each for one Very Minimal to Extreme Extraordinary object.

Queen

H: 41-70 ***P: 51-80*** ***S: 19-22***

Attacks: The queen will use Geourgy (possibly Necrourgy) Powers and a long dagger.

Defense: The queen's armor and speed provide 16 points of protection.

Her wealth, in contemporary terms, is in the range of $51,000-$150,000 in coins, gems, and jewelry. There is a 40% chance each for one Very Minimal to Extreme++ Extraordinary object.

Dunnies in General

Appearing: *1-10+*

The dunnie race is primarily nocturnal, and sometimes of subterranean habitat. Dunnies are, unfortunately, the sinister side of their cousins, the brownies. In all, dunnies look almost exactly like their close kin, being just about three feet tall, sturdy of build, and with dark tan skin. They, too, are plain and homely-looking folk by human standards, and dress mostly in muddy brown and dun-colored apparel, with some touches of dark reds or blues. Dunnies are no smarter than brownies, but they have a innate cunning when it comes to playing malicious pranks. They are tricky, hard-working only in mischief, and sly so as to do quite well when the need arises to pretend (Pretense Ability of 21-50).

They do not like to be surprised or to be discovered, and unless actually expecting what is coming will tend to flee in cases where they are taken unawares—if seemingly surprised and not fleeing, the dunnies are either very brave or else laying a trap.

Dunnie communities are always very well hidden. Therein, the residents will have laid up their store of pilfered wealth, a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all inhabitants combined, plus an equal value in precious objects ranging from gems to objects d'art.

As with their brownie kin, the small and quick dunnies can literally vanish in an ABC. In so doing, they do not become immaterial, but simply transport themselves to their abode, wherever that may be. Dunnies, too, have very keen visual and tactile senses, but their olfactory and auditory senses are a bit weaker than the human norm.

All of this race is much alike, male and female. Individuals possess Physique Ability in the range of +1 to +10 despite their small size. Each attacks twice per ABC because of its muscular quickness! About one individual in five possesses a random Extraordinary Enchantment-like Power, but this does not convey the general Enchantment Ability. The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate to the individual dunnie. Typical Powers are:

1) A dunnie can extinguish, in one second, small fires within a radius of 30 feet.

2) A dunnie can bring, in one second, a wall of vapors, of 60-foot length and 20-foot height and depth, and up to 30 feet distant, between itself and others.

3) A dunnie can convey hiccoughing, in one second, to all within 10 feet, thus reducing their capacities by 10 points for one AB.

4) A dunnie can convey sneezing, in one second, to all within a 10-foot radius, thus making it impossible for them to act or react for one ABC.

5) A dunnie can cause an oncoming individual within a 20-foot radius to stumble and sprawl prone for one ABC.

6) A dunnie can replicate an ordinary thing in one second, so as to make from 10-100 of it in relatively like places within sight up to 300 feet (e.g., chalk marks, small plants, narrow paths [but of only a dozen or so paces long], burning torches, caltrops, small stones, bats, and so forth).

A dunnie boss will always have maximum Physique and an Enchantment Power or two of potent sort.

Dunnies do not get on well with any of the fair Alfar sort, tolerate brownies and kobolds, and rather like boggarts and trollkin. All the rest of the Alfar Races are (generally) avoided assiduously by dunnies.

Dunnie

H: 21-30 ***P: 30-35*** ***S: 16-18***

Attacks: A dunnie will use any weapon such as a cleaver, club, hammer, hatchet, or mallet with a Physique Ability bonus of +1-10 Harm.

Defense: A dunnie has 8 points of armor due to garments and speed, and a Minimal Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $1,000-$10,000. There is a 20% chance for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.

Boss

H: 36-45 ***P: 41-60*** ***S: 17-20***

Attacks: A boss will use a weapon such as an axe, battle hammer, etc., with a Physique Ability bonus of +1-10 Harm.

Defense: A boss has 10 points of armor due to garments and speed, and a Minimal Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $5,000-$50,000. There is a 30% chance for one Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Dwarves in General

Appearing: *25-170+*

The race of dwarves is equally at home outdoors or below ground. The race is very much the same as depicted in myth and folklore—short, with no member of the race much above four feet in height, broad-shouldered and muscular, and fair to tan of complexion, but always with ruddy portions—ears, cheeks, and nose. They are craggy-featured folk, strong of brow, high of forehead, hirsute of face, often bald in part or whole, with hair of dark, earthy hue or the color of ashes or stone. They have large extremities—head, hands, and feet alike.

Dwarves are very intelligent, but tend to be stolid, phlegmatic, and avaricious. They are generally hardworking at whatever enterprise they undertake, be it construction, mining, masonry, mechanics, smithy or some commercial enterprise.

Indeed, most of dwarvenkind is avaricious of precious metals and gemstones, and to acquire such they will sometimes craft magical things. In general, they have capacities similar to those of humans and are prone to employ Extraordinary Abilities of various sorts in quest of riches.

The race is naturally physically strong and gains a Physique bonus of 2-10, and has recuperative powers twice as rapid as those of humans. Dwarves are not stealthy but they have superb capacity (Waylaying 75) in regards to concealment and ambush therefrom, if desired. Similar to their cousins, the gnomes, the racial visual and olfactory powers are marvelous, but their auditory range extends from well below human norm to about the beginning of the upper register, and thus high-pitched sounds such as soprano human female voices and those of young children, are inaudible to them. They are also not

well equipped to resist poisons other than those inhaled, so that if ingested or insinuated, the toxin will inflict maximum Harm, but those only contacted or inhaled cause only one-half normal Harm.

Dwarves dwell in sept groups, and depending on the family size, the group can be quite small or relatively large. Each sept, of course, is a member of one or another dwarf clan, with a clan having from six to a score of septs within it. A few of the notable clans are the Aurum Accumulator, Cavern Comber, Diamond Delver, Emerald Enterprise, Force Forger, Iron Invoker, and the Mountain Master. Some clans are allied, some neutral to another, and some at considerable odds with others.

As this race is rather dour and tends to follow strict routines, dwarves do not enjoy the company of grotto elves or ilfs, let alone haughty elves, lyfs, or alfs. They sneer at gnomes, more because they are rivals for accumulation of wealth than any real dislike. Other, less orderly Alfar are treated with near-complete disdain, if not outright hostility.

It is important to note that dwarves are both very hearty eaters and confirmed tipplers, favoring stews and roasts along with plenty of mead or hearty stouts, porters, and ales.

If a community is encountered, there will be ordinary, non-combatant dwarves therein whose number is at least equal to the number of combatant dwarves. There is a Very Good chance that there are valuables in a Dwarven dwelling place, the treasure having a range of $1,000 to $10,000 value per combatant dwarf. Of course, any such dwelling place is sure to be well fortified, have many traps, and be guarded and stoutly defended by dwarfish warriors and the like.

Typical gear for an individual is a bed and bedding, foodstuffs hamper, personal effects container, backpack, harness belt with hammer and pick, spikes, climbing rope, belt with canteens, and a pair of pouches.

Miner/Worker

Appearing: *50% of total number encountered*
H: 26-45 ***P: 21-30*** ***S: 8-13***

Attacks: A worker will carry a weapon such as belt axe or hammer.

Defense: A worker will wear armor that provides 2 to 6 points of protection and may be augmented by a buckler.

Wealth, in contemporary terms, is in the range of $1,000-$4,000 in coins, and a like sum in crystals and gems. There is no chance for an Extraordinary object.

Warrior

H: 31-50 ***P: 31-50*** ***S: 9-12***

Attacks: One-third of the warriors encountered will carry a repeating (heavy dwarfish) crossbow and 12 quarrels, military hammer, and long dagger. The rest will carry a short polearm and axe or battle axe and dagger.





Defense: The crossbowmen wear 8 points of armor. The others wear 4 points of armor and carry a shield.

Wealth, in contemporary terms, is in the range of $2,000-$5,000 in coins, and a like sum in crystals and gems. There is a 10% chance for one Very Minimal and/or one Minimal Extraordinary object.

Captain

Appearing: *1 per 20 warriors*
H: 41-60 ***P: 41-60*** ***S: 11-13***

Attacks: A captain will carry weapons such as a cleaving sword, two hammers, and a dagger.

Defense: A captain will carry a shield and wear 12 points of armor.

A captain's wealth, in contemporary terms, is in the range of $7,000-$12,000 in coins, and a like sum in crystals and gems. There is a 20% chance each for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.

Smith

Appearing: *1 per 20 workers*
H: 56-65 ***P: 31-60*** ***S: 10-14***

Attacks: A smith will use weapons such as two hammers and maul.

Defense: A smith will have 6 points of armor.

Wealth, in contemporary terms, is in the range of $3,000-$12,000. There is a 30% chance each for one Very Minimal, one Minimal, one Low Moderate, one Moderate, and/or one Good Extraordinary object.

Mechanic

Appearing: *1 per 50 in the total group*
H: 41-70 ***P: 21-50*** ***S: 14-16***

Attacks: A mechanic has Enchantment and/or Geourgy Powers, and weapons such as several hammers, long dagger, etc.

Defense: 6 points of armor is normally worn, and other protection is possible.

Wealth, in contemporary terms, is in the range of $5,000-$50,000 in coins, and a like sum in crystals and gems. There is a 40% chance each for one Very Minimal, one Low Moderate, one Moderate, and/or one Good Extraordinary object, a 20% chance each for one Very Good, one Strong, one Very Strong, one Major, and/or one Extreme Extraordinary object.

Priest

Appearing: *1 per 50 total in the group*
H: 46-65 ***P: 21-40*** ***S: 13-16***

Attacks: A priest will use Theurgy Powers and weapons such as a fighting staff, long dagger, etc.

Defense: A priest will wear 8 points of armor.

Wealth, in contemporary terms, is in the range of $11,000-$30,000 in coins, and a like sum in crystals and gems. There is 45% chance each for 2 Very Minimal, 2 Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary item, and a 10% chance each for a Strong and/or Very Strong item.

Lord

Appearing: *1 in any group of 101 or larger*
H: 61-90 ***P: 51-80*** ***S: 11-16***

Attacks: A lord has possible Enchantment or Geourgy Powers, and uses weapons such as a battle hammer, two belt axes, or any kind of sword or dagger.

Defense: A lord carries a buckler (6 points) and wears 14 points of armor.

Wealth, in contemporary terms, is in the range of $50,000-$100,000 in coins, and a like sum in crystals and gems. There is a 50% chance each for 2 Very Minimal, 2 Minimal, 2 Low Moderate, 2 Moderate, one Good, one Very Good, and one Strong Extraordinary item, and a 10% chance each for one Very Strong, one Major item, and one Extreme Extraordinary item.

Elves in General

Appearing: *8-15 (patrol) or 100-600+ (Combatant number only)*

Elves are the "gentry" of the Fair Alfar races. Being conscious of their place, elves are indeed aloof and lordly in dealing with almost all other races, save for the even haughtier lyfs and alfs, to whom they bend a courtly leg, as it were.

The elf species prefers rustic countryside and closed communities of their own kind. It is not unusual, though, to find a handful of lyfs, or even Alfar races of other compatible sort, visiting a larger community of elves. Naturally, such guests as alfs and lyfs are most honored! Elves do have domestic servants, usually brownies, that race being amiable, hard working, and not in the least concerned with status, thus untroubled with being treated as menials.

The race of elves does not mix readily with humans or most other races, save those already noted. If strangers are of noble sort and chivalrous, the elves will treat them with distant courtesy. In an elven community of more than 1,000 population, however, there will likely be a "foreign quarter" in which ilfs, kobolds, gnomes or dwarves (or both), and even a few humans can be found. Of course, the elves tend to treat all such others as social inferiors.

The race has senses that are slightly superior to human. Elves are, however, able to see in darkness as if it were deep twilight. They otherwise have the general capacities of humans, although they are not quite as strong and are faster.

The elven race is tall, with males averaging a bit over six feet in height, females but a couple of inches less. The race is of slender and willowy build, and is swift, quick, and agile. They are quite handsome on average, with faces that tend toward being long, and features of fine sort. The elves have a complexion range similar to ilfs, but somewhat lighter, so the average elf met is likely to be fair or golden tan of skin, green of eye, with hair of light brown or coppery hue.

Elves possess the capacities common to humans in regards most Abilities. A Moderate (40%) percentage of the population tends to have Psychogenic Ability, however, and a Minimal (10%) few have the Ability of Physique. Elven society is quite similar to that of humans, although most elves consider themselves nobles, and only a few of ordinary freeman status exist in the community, the border guards and servants, as it were. Thus, encounters with elves will not typically be with groups composed mainly of the lesser-status individuals on the borders of their petty principalities, but mainly with their esquires, knights, and lords nearer the heart of such places.

Note: A king and queen are found only in communities where the warrior population exceeds 400, viz. places with a population of 2,000 or more elves.

Ranger

Appearing: *7-12 (majority of a border patrol)*
H: 35-40 ***P: 36-45*** ***S: 15-17***

Attacks: Rangers typically carry a small crossbow and 20 quarrels, a short spear, and long dagger.

Defense: A ranger carries a buckler and wears 4 points of armor.

Wealth, in contemporary terms, is in the range of $300-$1,200 per individual. There is 25% chance each for a Very Minimal and/or Minimal Extraordinary object in an individual's possession.

Archer

Appearing: *20% of any large force*
H: 40-45 ***P: 35-40*** ***S: 14-16***

Attacks: An archer typically has a medium bow and 12 arrows, belt axe, and long dagger.

Defense: An archer wears 8 points of armor.

Wealth, in contemporary terms, is in the range of $200-$800 per individual. There is a 20% chance for a Very Minimal and/or Minimal Extraordinary object in an individual's possession.

Guard

Appearing: *40% of any large force*
H: 45-50 ***P: 40-45*** ***S: 13-15***

Attacks: A guard will typically carry a short pole arm, short thrusting sword, and long dagger.

Defense: A guard will carry a shield and wear 9 points of armor.

Wealth, in contemporary terms, is in the range of $400-$1,600 per individual. There is a 20% chance for a Very Minimal and/or Minimal Extraordinary object in an individual's possession.

Esquire:

Appearing: *1 or 2 with a patrol, 20% of any large force*
H: 50-55 ***P: 46-55*** ***S: 15-17***

Attacks: An esquire is typically armed with a lance, cut and thrust sword, military pick/hammer, and long dagger.

Defense: An esquire will carry a shield and wear 10 points of armor.

Wealth is in the range of $1,200 - $3,000 per individual. There is a 25% chance each for one Very Minimal, one Minimal, one Low Moderate and/or one Moderate Extraordinary object in an individual's possession.



Knight

Appearing: *Perhaps 1 with a patrol, 10% of any large force*

H: 56-75 ***P: 56-65*** ***S: 16-18***

Attacks: A knight will typically carry a lance, cut and thrust sword, mace, and long dagger.

Defense: A knight will carry a shield and wear 12 points of armor.

A knight's wealth, in contemporary terms, is in the range of $7,000-$12,000 in coins, and a like amount in crystals and gems per individual. There is a 30% chance each for one Very Minimal, one Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary object in an individual's possession.

Lord

Appearing: *1 per 5 knights in any large force*

H: 56-85 ***P: 51-80*** ***S: 17-19***

Attacks: A lord will typically use a lance, cleaving sword, mace, and long dagger

Defense: A lord will carry a shield and wear 13 points of armor.

Wealth, in contemporary terms, is in the range of $25,000-$70,000 in coins, and a like amount in crystals and gems per individual. There is a 40% chance each for one Very Minimal, one Minimal, one Low Moderate, one Moderate, one Good, one Very Good and/or one Strong Extraordinary object in an individual's possession.

Lady/Lord Enchanter

Appearing: *1 per regular lord encountered in any large force or in a community*

H: 26-55 ***P: 11-40*** ***S: 18-20***

Attacks: An enchanter has a full range of Enchantment Powers usual for such an individual, and will carry weapons such as a thrusting sword and long dagger.

Defense: An enchanter will carry a buckler and wear 8 points of armor.

Wealth, in contemporary terms, is in the range of $25,000-$70,000 in coins, and a like amount in crystals and gems per individual. There is a 50% chance each for 1-6 Very Minimal, 1-4 Minimal, 1-3 Low Moderate, 1-2 Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object in an individual's possession.

Lady/Lord Geourge

Appearing: *1 per regular 2 lords encountered*

H: 26-55 ***P: 11-40*** ***S: 18-20***

Attacks: A geourge has a full range of Geourgy capacities usual for such an individual, and will carry weapons such as a thrusting sword and long dagger.

Defense: A geourge will carry a buckler and wear 9 points of armor.

Wealth, in contemporary terms, is in the range of $20,000-$70,000 in coins, and a like amount in crystals and gems per individual. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object in an individual's possession.

Priestess/Priest

Appearing: *1 per regular lord encountered*

H: 26-55 ***P: 11-40*** ***S: 18-20***

Attacks: A priest will have a full range of Theurgy capacities usual for such an individual, and will carry weapons such as a thrusting sword and long dagger.

Defense: A priest will carry a buckler and wear 10 points of armor.

A priest's wealth, in contemporary terms, is in the range of $1,000-$30,000 in coins, and double that amount in crystals and gems per individual. There is a 40% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object in an individual's possession.

Lady

Appearing: *1 per esquire, knight, and lord encountered in a community*

H: 21-50 ***P: 21-50*** ***S: 17-19***

Attacks: A lady will carry weapons such as a pair of throwing knives and long dagger.

Defense: A lady will wear 8 points of armor in times of warfare.



Wealth, in contemporary terms, is in the range of $20,000-$50,000 in coins, and double that amount in crystals and gems per individual.

King (or prince or like station)
H: 37-90 P: 52-110 S: 14-19

Attacks: The king carries weapons such as a lance, cleaving sword, mace, and long dagger.

Defense: He will carry a shield and wear 13 points of armor.

Note: There is a 50% chance the king will possess an Extraordinary Ability such as Enchantment in a skill range of 21-50.

Wealth, in contemporary terms, is in the range of $50,000-$120,000 in coins, and double that amount in jewelry. There is a 50% chance for 1-4 Very Minimal to Moderate Extraordinary items, a 30% chance for 1-2 Good, and Very Good, and one each Strong to Extreme++ Extraordinary object in the king's possession.



Queen (or princess or like station)
H: 32-70 P: 31-60 S: 14-19

Attacks: The queen will have weapons such as two throwing knives, short thrusting sword, and long dagger.

Defense: She will carry a buckler and wear 9 points of armor in times of war.

Note: There is a 25% chance the queen will possess an Extraordinary Ability such as Enchantment in a skill range of 41-70.

Wealth, in contemporary terms, is in the range of $151,000-$250,000 in coin, and double that amount in and jewelry. There is a 50% chance each for 1-2 Very Minimal to 1-2 Very Good Extraordinary objects, as well as a 30% chance each for one Strong to one Extreme++ Extraordinary object in the queen's possession.

Ellyllons in General

Appearing: *1-4+ or 105-600*

The ellyllons are very small, Alfar-related folk who are reclusive and shy, but have certain Extraordinary powers. To avoid discovery, these creatures dwell at the bottom of relatively shallow pools of water, using their powers to create a dome of air and therein build their communities and go about their business. Ellyllons are beautiful, sprite-like creatures. They can, of course, swim like fish and breathe in water as if it were air, but they prefer a dry residence. When leaving their secret dwelling place for long journeys they utilize the discarded eggshells of waterfowl to serve as a seat employing one of their Powers to fly through the air.

Ellyllons are only about one inch tall, but can employ Extraordinary Powers akin to Enchantment to enlarge themselves to near human size in one ABC, just as they can likewise make themselves small (normal size) again. Some are also able to make other large things small.

All ellyllons are intelligent, have the general scope of human Abilities (as suited to their size and environment), and each individual possesses one or more Powers of Enchantment Ability.

It is important to stress that ellyllons are shy, reclusive, and suspicious—rightly so, considering the proclivities of most humans and others of their ilk. They are not malign, however, and use baneful Powers only if a threat is perceived. If a community is encountered, these creatures will take rigorous defensive steps, including lethal aggression via Extraordinary means, and physical aggression, too, if outsiders are small and show any sort of threat.



The typical underwater community of an ellyllon group resembles a human hamlet and attendant noble manor/keep, with well-made buildings of timber and stone. The areas within this tiny place are likewise similar to those of a human community.

The wealth of ellyllons is confined to tiny things, generally, so there is usually none in human terms. However, some rare objects found might be enchanted from human-sized objects to suit the ellyllons' need, or vice versa. The greater the individual, the more the likelihood of this being the case, starting from a 5% base chance to a 40% chance in regards a princess. Note that the base chance for an Extraordinary item being magically reduced in size is 10%.



In regard to Extraordinary items of any sort, use 5% chance (grades 1-2) for a common ellyllon, 10% (grades 1-3) for a ranger, 15% (grades 1-4) for a squire, 20% for a knight (grades 1-6), 25% for a lady (grades 1-6), 30% for a priestess (grades 1-8), 35% (grades 1-10) for a prince, and 40% (grades 1-12) for a princess. In the case of a priestess, when applicable, roll d4 +1 to determine the number of Extraordinary items discovered. In the case of the last two, when applicable, roll 2d4 for the prince and 3d4 for the princess to determine number of Extraordinary items possessed.

The sorts of ellyllon encountered are of the following types. Note that Harm when in small size relative to humans is nil against large opponents, but Powers employed are at full normal capacity!

Ordinary

Appearing: *60% of total number encountered in a community*
H: 2/21-30 small/large ***P: 26-35***
S: 14-16

Attacks: Ellyllons have two attacks per ABC with weapons such as long daggers and spears or long thrusting swords.

Defense: They will carry a buckler to augment the 4 points of protection from armor and speed (12 points when small).

Special: An ellyllon has one Extraordinary Power of Enchantment Ability, of grade Very Minimal to Good, in addition to being able to become human-size (5-foot height). It can also fly at up to 120 miles per hour (in an eggshell) for as many minutes as the individual has points of Speed.

Ranger

Appearing: *All of the randomly encountered number, 30% of a community*
H: 3-4/31-40 small/large ***P: 36-45***
S: 15-17

Attacks: A ranger has two attacks per ABC with weapons such as a heavy bow and 12 arrows plus belt axe, or bident, short thrusting sword, and long dagger.

Defense: A ranger has 14 points of protection when small and 6 points when large. This can be augmented with a buckler (6 points).

Special: A ranger has two or three Extraordinary Powers of Enchantment Ability, of grade Very Minimal to Good, in addition to being able to become human-size (5-foot height). It can also fly at up to 120 miles per hour (in an eggshell) for as many minutes as the individual has points of Speed.

Squire (Dame/Knight/Priestess)

Appearing: *One squire per three rangers, generally one priestess per community*
H: 4-6/41-60 small/large
P: 46-55 ***S: 16-18***

Attacks: A squire has two attacks per ABC with a weapon such as heavy cutting sword, long dagger, etc.

Defense: A squire has 16 points of protection when small, and 8 points when large.

Special: A squire has two or three Extraordinary Powers of Enchantment Ability, of grade Very Minimal to Strong, in addition to being able to become human-size (5-foot height). It can also fly at up to 120 miles per hour (in an eggshell) for as many minutes as points of Speed.

Priestess: A priestess will have Weapons Ability at 50% of Precision, Theurgy Ability equal to Precision, and 6 of the various Rituals, Powers, etc. of any grade, plus one per five points of Theurgy Ability.

Prince

Appearing: *One per community*
H: 5-7/51-70 small/large ***P: 56-65***
S: 17-19

Attacks: A prince has two attacks per ABC with weapons such as a long spear or lance, battle axe, thrusting sword, or long dagger.

Defense: A prince has 16 points of protection when small, 8 points when large.

Special: A prince has four or five Extraordinary Powers of Enchantment Ability, of grade Very Minimal

to Major, and three or four of Theurgy of any grade, in addition to being able to become human-size (5-foot height). It can also fly at up to 120 miles per hour (in an eggshell) for as many minutes as the individual has points of Speed.

Princess

Appearing: *One per community*
H: 6-8/61-80 small/large ***P: 66-75***
S: 18-20

Attacks: A princess has two attacks per ABC with weapons such as a long spear or lance appropriate), thrusting sword, long dagger, etc.

Defense: A princess has 18 points of protection when small, and 10 points when large (includes buckler).

Special: An ellyllon princess has five or six Extraordinary Powers of Enchantment Ability, and two or three of Theurgy, of any grade, in addition to being able to become human-size (c. 5-foot height). It can also fly at up to 120 miles per hour (in an eggshell) for as many minutes as the individual has points of Speed Base Rating.

Giants in General

The Alfar race of Giant contains no fewer than four identified species. All are large, none too bright, are Very Strong, and have varying degrees of vileness. In this regard, the following details of the separate species begins with the least offensive and works downwards, literally, to the bottom.

All species of giants prefer gloom to bright light, although they can function reasonably well in full sunlight, their eyes seeing thus as if it were dim twilight. Because of this, the usual habitat for such creatures is one of gloom, or where skies are normally cloudy or obscured by mighty trees, canyon walls, etc. They are seldom encountered underground, save for places of unusual proportion such as very large caves, caverns, or great subterranean halls hewn for colossal-sized beings.

As a rule, giants are not compatible with any other sorts of things, and although the various species will sometimes intermingle, disagreements, brawls, and bloody fights are quite common in such gatherings. This race has neither discipline, common sense, or courtesy. Giants are arrogant, and fear only those proven to be lethal to beings greater than they.

It is important that the reader keep in mind that these creatures are not mighty beings with some strong Preternatural power or even Supernatural qualities. Giants, as dealt with here, are merely hulking humanoids of the Alfar sort as indicated.

Giant

Appearing: *1 or 1-2 (2-24 in a community)*
H: 101-120 ***P: 46-65*** ***S: 6*** attacking
18 moving

Attacks: Giants hurl boulders or similar missiles up to a 60-foot range for 1-20 +14 Harm. They are usually armed with giant-sized club, spiked club, or great mallet, and gain the Physique Ability bonus of +14 Harm when using them.

Defense: Giants have 9 points of armor due to size and hide garments.

One giant in 10 or so possesses a random Extraordinary Enchantment-like Power, but this does not convey the general Enchantment Ability. The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate in the giant. Typical Powers are:

1) A giant can paralyze one character or creature, within sight and 40 feet distance, by bellowing loudly, for 1-3 ABCs.

2) A giant can blind one character or creature, within sight and 10 feet distance for 1-3 ABCs, by belching forth a noxious cloud of gas.

3) A giant can sneeze upon one character or creature, within sight and 10 feet distance, so as to cause that individual to be 50% likely to both drop anything held and/or slip and fall down during each of the following 2 ABCs because of "slippery stuff."



4) A giant can spit and cause one character or creature, within sight and 20 feet distance, to suffer VT of 17-20 Harm, disregarding armor, from the spittle's poison.

5) A giant can clap its hands deafeningly and cause one character or creature, within sight and 20 feet distance, to be thrown down by the force of the sound, and deafened and stunned for one ABC.

6) A giant can stamp and cause a portion of normal ground, within sight and 30 feet distance, to fall downwards and form a 10-foot diameter, 10-foot deep, pit, into which all who stand where it appears will fall and suffer 1-10 Harm.

A "normal" giant is about 9.5' to 11' tall, heavy of bone and muscle, with long arms, a very short neck, and a squarish head. The blocky head is big, but the eyes are small and close set. The nose is typically broad but pug, the large, blubbery-lipped mouth is full of big and sharp, but snaggled, teeth. The forehead looks high, indeed, because all facial features, save the ears, are set in the lower half of the skull. A giant's ears, something akin to small versions of those of an elephant, are set high on the head. To top off this picture, the hair looks like a tangled and filthy string mop, its color generally indeterminate due to filth.

Giants are keen thieves and pillagers, given opportunity. Each will have some wealth, but the amount is highly variable due to lack of wit as well as recent events—such as being caught by an ogre and losing all of it. To find the amount, roll 1d10 and multiply the base by the number generated (10 (0) meaning no wealth at all). The base amount is $1,000 to $10,000, and there is a 5% chance to find one Extraordinary item from Very Minimal to Extreme rating (begin checking for the low end and work upwards, so any such object discovered is likely of low to middling worth).

Cephalocorn Giant

Appearing: *1 (2-16 in a community)*
H: 111-130 ***P: 56-75*** ***S: 7*** attacking
17 moving

Attacks: The giant can butt with its horn for 7-20 +15 Harm. It can strike two blows with its hands for 5-10 +20 Harm.

Defense: The giant has 9 points of armor due to size and hide garments worn.

A cephalocorn giant is about 8.5' to 10' tall, very heavy of bone and muscle, with long arms, a very short neck, and a bullet-shaped head. Generally speaking, the features of the face, all set in the lower half of the head, are much like an ordinary giant's, save the ears being very low-set, folded over, and hanging downwards. The head is bald and sports a rhinoceros-like horn of a cubit or so length, this



excrescence sprouting from the forehead and curving out, up and back, the back portion generally covering the skull dome.

Cephalocorn giants are likewise keen thieves and pillagers, given opportunity. The amount is found in the normal manner in regards all giants: Roll a d10 and multiply the base by the number generated (10 (0) meaning no wealth at all). Base amount is $1,000 to $10,000 with a 5% chance to find one Extraordinary item from Very Minimal to Extreme rating (begin checking for the low end and working upwards, so any such object discovered is likely of low to middling worth).

Cyclopean Giant

Appearing: *1 (2-12 in a community)*
H: 121-140 ***P: 51-70*** ***S: 8*** attacking
19 moving

Attacks: The giant has one use of a Geourgy-like-Power, then will strike blows with a sapling staff (14-foot long, five-inch diameter pole) or club, gaining a Physique bonus of +16 Harm.

Defense: The giant has 8 points of armor due to size and hide garments worn.

Each possesses a random Geourgy-like Power, but this does not convey the general Geourgy Ability. The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate in the cyclopean giant. These Powers include the following:

1) The giant can create fist-size hailstones to rain down in a 30-foot radius around the giant, not striking it, but otherwise pelting all around, and inflicting 5-20 Harm on all there. Movement in the area is at half normal walking pace, or else the one moving risks a 50% chance of slipping and falling. A fall causes loss of all other action for three ABCs as the individual recovers and gets back to a standing position.

2) The giant can create a lightning bolt, at up to a 30-foot range before the giant, that strikes a five-foot radius spot indicated by the giant. All targets therein suffer 9-12 electrical Harm regardless of protection (save that against electrical Harm), double that if standing in water/on wet ground or in contact with a substantial amount of ferrous or conductive metal, triple if both conditions apply.

3) The giant can create a lightning flash, at up to a 30-foot distance before the giant, that blinds all those (except the giant) who are within 30 feet of it for 2-4 ABCs.

4) The giant can create a thunderclap, at up to a 30-foot distance before the giant, that deafens all those (except the giant) who are within 30 feet of it, and reduces them to 50% normal action and Ability use for 2-4 ABCs.

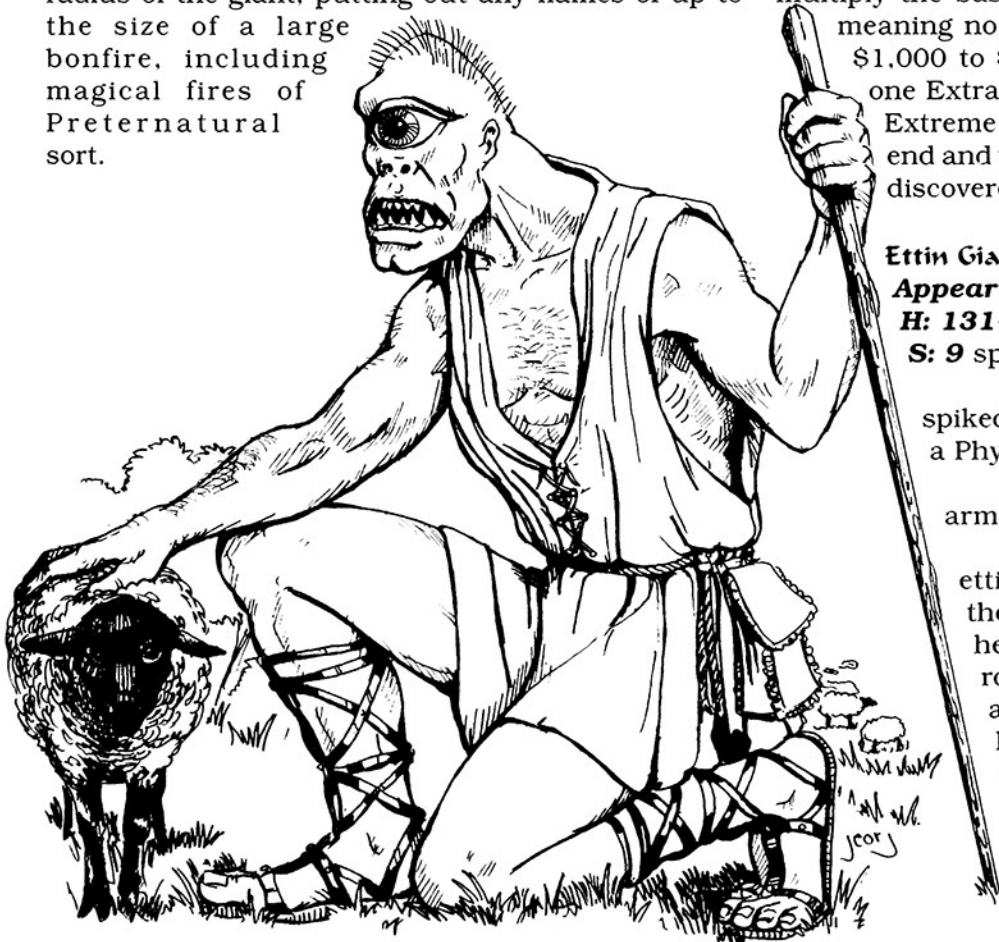
5) The giant can extinguish fires within a 30-foot radius of the giant, putting out any flames of up to the size of a large bonfire, including magical fires of Preternatural sort.

6) The giant can create an Extraordinary Wind Rope—a force of air that has a "loop" which appears at 30 feet distance from the giant—and attacks a single target, automatically hitting and inflicting 3-5 Harm regardless of armor protection. This force holds the target subject immobilized for as many ABCs as it inflicts points of Harm.

A cyclopean giant is 11' to 12.5' tall, slender for the overall race, with proportionate arms and legs, but very long neck that enables much head-swiveling movement, and an almost triangle-shaped head. The facial features begin with a truly gaping mouth, a prognathous jaw and possessing canine teeth of considerable proportion, an ape-like nose above it, and then the great, saucer-sized eye set high, with a single curved and bony ridge, above the ugly snout, and finally the steepled cranium covered sparely with stiff, brush-like bristles a few inches long.

These huge Alfar humanoids are sometimes pastoralists, and in all cases maintain some form of a herd of creatures for supplying their table. As is all too true with many monstrous things, though, cyclopean giants are most partial to human flesh, being able to devour a person at a single sitting.

The wealth of cyclopean giants is found in the normal manner in regards all giants: Roll d10 and multiply the base by the number generated (10 (0) meaning no wealth at all). The base amount is $1,000 to $10,000, with a 5% chance to find one Extraordinary item from Very Minimal to Extreme rating (begin checking for the low end and working upwards, so any such object discovered is likely of low to middling worth).



Ettin Giant

Appearing: *1 (2-8 in a community)*

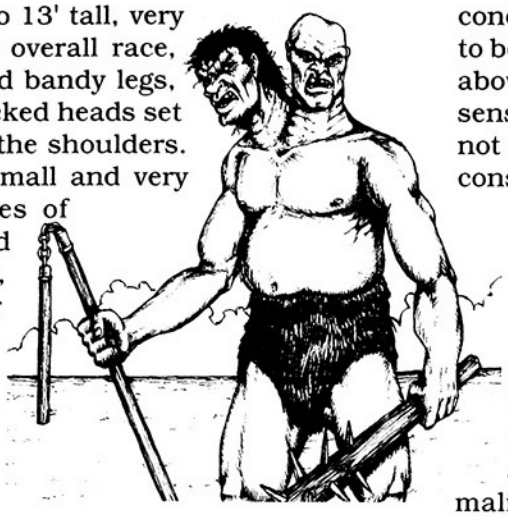
H: 131-150 ***P: 76-95 or 31-40*** special

S: 9 special/***15*** moving

Attacks: An ettin will use a huge spiked club and/or extra long flail, gaining a Physique bonus of +22 Harm.

Defense: An ettin has 12 points of armor due to size and hide garments.

To determine the attack form of an ettin giant, roll a d10. A 1 or 0 means there is no attack that ABC as the two heads glare at each other or argue. A roll of 5 or 6 indicates the deadly single attack (5 the spiked club, 6 the extra long flail, at Speed 9, Precision 76-95). Other results (2, 3, 4, 7, 8, 9) indicate the hulking creature is making two uncoordinated attacks (at Speed 3, Precision 31-40 each).



An ettin giant is 11' to 13' tall, very heavy and broad for the overall race, with overly long arms and bandy legs, and has a pair of long-necked heads set about a span apart atop the shoulders. Each head is relatively small and very ugly, with facial features of disproportionate sizes and uneven setting. That is, one eye might be larger and lower than the other, the nose be too high, too low, or bent or crooked, the mouth slanted, twisted, etc. Hair atop each head is variable, ranging to a thick mat greater than any sheep's wool to stone bald.

These huge Alfar have two brains, albeit marginally functional ones in regards human norm, and if both work together the result is moronic. Worse still for the ettin giant, but better for any opponent, is that if the two heads decide to direct an arm each, the result is quite inefficient. The low rate of movement is due to the inevitable squabbling between the two heads as the creature lumbers along, often in drunken fashion as each head directs a step in non-uniform direction.

The wealth of ettin giants is found in the normal manner in regards all giants: Roll d10 and multiply the base by the number generated (10 (0) meaning no wealth at all). The base amount is $1,000 to $10,000, with a 5% chance to find one Extraordinary item from Very Minimal to Extreme rating (begin checking for the low end and working upwards, so any such object discovered is likely of low to middling worth).

Gnomes in General

Appearing: *26-225+*

The gnome race is primarily subterranean and is just as depicted in myth and folklore—small (about three and a half feet or a bit more in height), gnarled, and ruddy or leathery skinned. They are plain to ugly-looking folk by human standards, wrinkle-skinned from birth, and to humans looking aged as mere babes. However, they are smart, calculating, and able. They are hard working miners and builders, crafty commercialists as well.

This race hasn't the capacity to freely "swim through stone as fish move through water," but they can move so for limited distances in normal soils. Gnomes are also able to regularly move with stealthy step (Stealth Ability at 75) and give a sudden burst of great rapidity (double movement rate for one ABC), all the while so positioned by posture and natural concealment (such as objects and shadow) as to be almost undetectable (90%) at any distance above 30 or so feet. Their visual and olfactory senses are marvelous, but their hearing does not extend into the upper ranges, so humans consider them a bit deaf.

They dwell in groups they refer to as "orders," each a sort of small tribe. Gnomes make fun of dwarves for their greed and stupidity, but in truth the two races are much alike. Also, being orderly, gnomes do not get on well with free-spirited and uncertain-tempered grotto or thicket elves, although they get on well enough with ilfs and the greater elven sort. They like malicious humanoids not at all and tend to attack first and see what was wanted later.

There is a very good chance that are valuables in a gnome dwelling place with a range of $5,000 to $50,000 value.

A gnome dwelling place is sure to be well-guarded and likewise defended by machines and traps devised by these clever folk. One is likely to find ordinary gnomes and even some juveniles, the number of these sort being at least equal to the active types dealt with.

Typical gear for an individual is a small cot and bedding, personal effects container, backpack, harness belts with hammer, spikes, and climbing rope, belt with canteens and pair of pouches.

Worker

H: 23-32 ***P: 16-25*** ***S: 7-9***

Attacks: A gnome worker can use any of such weapons as throwing knives, cleaver, club, hammer, hatchet, or mallet.

Defense: A worker gnome wears 1-6 points of armor and carries a buckler (6 points).

Wealth, in contemporary terms, is in the range of $100-$800. There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object.

Soldier

H: 30-35 ***P: 26-35*** ***S: 6-8***

Attacks: Soldiers typically carry either hand catapults* (6-shot magazine) and 24 darts, military hammer, and dagger, or a seven-foot-long snapping demi-lune** and dagger.

*60 feet before starting to lose its penetrating power, nil at 181 feet (detailed hereafter).

**Sickle-like blades snap shut (detailed hereafter).

Defense: They wear 10 points of armor.

Wealth, in contemporary terms, is in the range of $100-$600. There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object.

Sergeant

H: 36-40 ***P: 36-40*** ***S: 7-10***

Attacks: A sergeant typically has a mace with spring dart*, military hammer, and dagger.

Defense: A sergeant wears 10 points of armor and carries a shield (8 points).

*20 feet before starting to lose its penetrating power, nil at 41 feet.

Wealth, in contemporary terms, is in the range of $300-$800. There is a 15% chance each for one Very Minimal, one Minimal, and or one Low Moderate Extraordinary object.

Captain

H: 41-50 ***P: 41-60*** ***S: 8-11***

Attacks: A captain typically has a spear with spring-triggered, butt-end awl point*, short thrusting sword, and dagger.

*30 feet before starting to lose its penetrating power, nil at 61 feet.

Defense: A captain wears 12 points of armor and carries a shield (8 points).

Wealth, in contemporary terms, is in the range of $1,500-$5,000. There is a 20% chance each for one Very Minimal, one Minimal, one Low Moderate and/or one Moderate Extraordinary object.

Smith

H: 45-50 ***P: 22-40*** ***S: 9-11***

Attacks: A smith typically has two hammers or a maul, and gains a Physique Ability bonus of +2-8 Harm.

Defense: A smith wears 4 points of armor.

Abilities include Mechanics and Pantology.

Wealth, in contemporary terms, is in the range of $2,000-$8,000. There is a 20% chance each for one Very Minimal, one Minimal, one Low Moderate and/or one Moderate Extraordinary object.

Mechanic

H: 50-55 ***P: 27-45***
S: 10-12

Attacks: A mechanic typically has a hammer and dagger, and gains a Physique Ability bonus of +1-6 Harm.

Defense: A mechanic wears 12 points of armor.

Abilities include Mechanics, Metallurgy, and Pantology.

Wealth, in contemporary terms, is in the range of $3,000-$12,000. There is a 30% chance each for one Very Minimal, one Minimal, one Low Moderate, one Moderate, and/or one Good Extraordinary object.

Diviner

H: 30-35 ***P: 11-30*** ***S: 11-13***

Attacks: A diviner possesses from 5-8 Geourgy powers and typically uses a short thrusting sword and dagger.

Defense: A diviner wears 4 points of armor.

Wealth, in contemporary terms, is in the range of $1,000-$12,000, and double that amount in crystals and gems. There is a 50% chance each for 1-3 Very Minimal and/or Minimal and 1-2 Low Moderate and/or Moderate Extraordinary items, plus a 25% chance each for one Good, one Very Good, one Strong and/or one Very Strong Extraordinary object.

Priestess

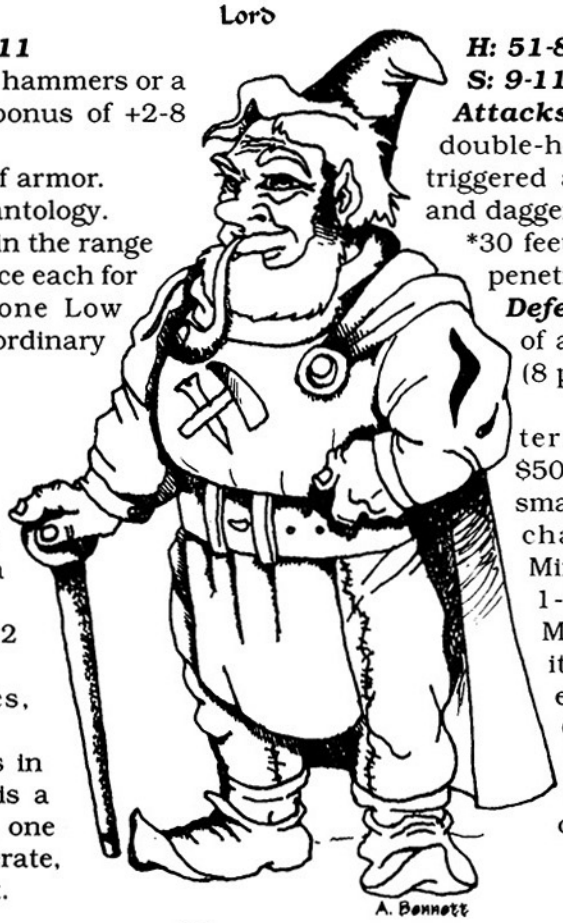
H: 21-40 ***P: 16-45*** ***S: 10-13***

Attacks: A priestess possesses from 5-8 Theurgical powers and typically uses 2 daggers.

Defense: A priestess wears 6 points of armor.

Wealth, in contemporary terms, is in the range of $2,000-$12,000 in coins, and double that amount in crystals and gems. There is a 50% chance each for 1-4 Very Minimal and Minimal, 1-3 Low Moderate and Moderate Extraordinary items, plus a 25% chance each for one Good, one Very Good, one Strong, one Very Strong, and one Major Extraordinary object.

Lord



H: 51-80 ***P: 41-70***
S: 9-11

Attacks: A lord typically uses a double-headed spear with spring-triggered awl points*, small sword, and dagger.

*30 feet before starting to lose its penetrating power, nil at 61 feet.

Defense: A lord wears 12 points of armor and carries a shield (8 points).

Wealth, in contemporary terms, is in the range of $50,000-$100,000 in coins and small valuables. There is a 60% chance each for 1-2 Very Minimal and/or Minimal and 1-2 Low Moderate and/or Moderate Extraordinary items, plus a 30% chance each for one Good, one Very Good, one Strong, one Very Strong, one Major, and one Extreme Extraordinary object.

Gnome Hand Catapult: This is a rifle-like weapon, in that it has a stock and barrel tube. A pair of strong coil springs on either side of the middle portion of the weapon are stretched by operation of a lower, right-angle, forward-and-pull-back pump lever operating a forked rocker arm. Their ends are caught in a lower groove, and a steel-tipped, leather-veined dart can then drop into an opening in the tube's base where the driving plate accepts it. Return of the lever closes the loading slot. A magazine holds six quarrels and it takes two ABCs to reload. It is the same as a hand catapult except it fires twice in an ABC.

Gnome Demi-lune: The twin, sickle-like blades of this pole arm are forced back into their cocked position so as to be in the form of a crescent moon, points away from the wielder, flanking the middle, awl point, of the weapon. When a grip at right angles to the weapon shaft (similar to that of a tonfa) is yanked strongly back—and this will occur automatically on impact against the blades—the springs are released to close the blades (like a beetle's mandibles snapping shut). At worst, the weapon is then a man-catcher with opponent entrapped.

Harm	Range	Precision	Speed
8 - 20*	5	6	10

*A hit indicates the target subject is caught and held in the demi-lune's blades until the arms are pried open or the weapon is destroyed (sustains 40 points of Harm).The gnomish demi-lune causes penetration and shock harm.

Gnome Pneumatic Catapult: A wheeled frame with a missile tube pointing towards the front. The metal tube has an interior piston driven in by a wood mallet to compress the air behind it. It takes about four minutes realtime to seat the piston, then one minute to load the missile(s), but discharge is a matter of knocking free the catch of the ratchet. The piston sends the missile(s) flying. Range below is for level discharge, and it quadruples with a mortar-like flight path.

*Harm**	*Range*	*Speed#*	*Bonus##*
large pnuematic catapult			
4-40 +26-35	60'-120'-180'	5 min.	5/0/0
small pneumatic catapult			
2-20 +21-25			
50'-100'-150'	5 min.	10/5/0	

*Harm assumes a maximum result on any die adds 1-10, but only for short range, reduced to 1-5 for medium range, with no addition beyond medium range.

**Range is multiplied by four if high-angle fire, but all fire is considered as maximum range when so doing.

#Speed is for reloading, as discharge requires only one second realtime to accomplish.

Applicable only to direct fire, not arching fire.

Goblins in General

Appearing: *1-6+ (Communities number from 100 to 400 individuals, all combatants)*

The goblin race is the fiercest of the primarily nocturnal and commonly subterranean Malicious Alfar. Goblins look very much like big hobgoblins, with an average height of five and a half feet, a thick and rotund body, thin but muscular arms and legs, and a skin color ranging from dark pink to maroon. The goblin race has a most devilish look, with a big head with bony forehead protrusions above the eyes, close-set and slanted pea-green or dull maroon eyes, long and hooked nose, huge and toothy mouth, and large pointed ears. Goblins tend to dress in purples and blacks.

The goblin race possesses intelligence equal to human average, and finds pleasure in raiding, killing, looting, and pillaging. Much like their weaker kin, the hobgoblins, goblins are concerned mostly with ease, revelry, and sloth, almost always having slaves do their work, so they are sometimes caught unprepared by wily foes seeking revenge. However, woe to the human intruder who stumbles unknowingly upon a band of goblins, let alone into one of their communities.

Goblin communities are concealed in wilderness places, or underground in caves or old mines. The great goblin there will have a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all his subjects combined, plus an equal value in precious objects ranging from gems to objects d'art.

Goblins have senses superior to the human norm, and can see very well in pitch darkness, but light conditions are near the reverse of human, so full sunlight is like a dim twilight to their eyes.

Although they can neither transport themselves nor become invisible, goblins are naturally very strong, can move quietly, and can conceal themselves in ambush (80% Stealth and Waylaying Ability). They also have a natural resistance to both heat (including fire) and cold such as to serve as a constant 5 points of protection against Harm from either Extreme.

All of this race is much alike, males and females are combatants. Immature goblins (called goblin imps) do not fight and will cower or flee if threatened. Adult individuals of all sorts possess Physique Ability in the range of +1 to +8.

The goblin "harasser" is a sort of group leader, and one will always be present in any group of 4 or more common goblins. In largre arrays of them, one in 10 will be of this sort. Each harasser possesses a random Extraordinary Enchantment-like Power, which does not convey the general Enchantment Ability). The Power can be activated usually once per

day only, and it does not require either a memory tablet or AEPs, but is innate to the individual goblin. The great goblins also possess the ability to use these Powers, each having two. Typical Powers are:

1) The goblin can extinguish a small sort of fire (as large as a normal campfire, for instance), within sight and 80 foot distance, in one second.

2) The goblin can start a small fire in combustible material, within sight and 40 feet, in one second.

3) The goblin can cause an oncoming individual within 20 feet to stumble and fall in one second.

4) The goblin can reverse, in one-tenth second, the flight of one normal missile in sight and within 100 feet distance so as to send it back at its launcher (but with the goblin's Precision in regards to hitting).

5) The goblin can send a wave of nausea, in one second, to one individual within sight and not more than 20 feet distant, so as to make any action attempted to be made at one-half the normal chance.

6) The goblin can create 2-5 illusory duplicates of itself that are indistinguishable from the actual goblin, and which mimic the real one's every action.

There will be one to three shamans in each community, and at least one with any force of 20 or more goblins. A great goblin, one per community or leading a large force of 40 or more goblins, will always have maximum Physique of +8.

Common Goblin

H: 41-60 ***P: 31-50*** ***S: 11-14***

Attacks: A goblin will typically use any weapon such as a light crossbow with 20 quarrels, a club and heavy knife, or short pole-arm and long dagger, spear and curved cutting sword, or cleaver and knife.

Defense: A goblin has 8 points of armor due to leather garb and a Minimal Preternatural energy that conveys 4 points of protection against even Supernatural Harm. (5 points of protection against fire and cold, as noted above.)

Wealth, in contemporary terms, is in the range of $500-$5,000 in coins. There is no chance for an Extraordinary object.

Harasser

H: 56-75 ***P: 46-65*** ***S: 12-15***

Attacks: A harasser has one Extraordinary-like Power, and will use such weapons as bolos and hatchet, or lasso and cleaver, with +5-8 Harm Ability bonus due to Physique Ability.

Defense: A harasser carries a buckler, and has 12 points of armor due to leather garb and a Preternatural energy that conveys 6 points of protection against even Supernatural Harm. (5 points of protection against fire and cold, as noted above.)

Wealth is $2,000-$8,000 in coins, a like amount in crystals and gems. There is a 15% chance each for one Very Minimal, one Minimal, one Low Moderate, and one Moderate Extraordinary object.

Shaman

H: 41-70 ***P: 31-60*** ***S: 14-17***

Attacks: A shaman will have from five to eight Powers of Extraordinary Ability of Enchantment, Geourgy, Necrourgy, Sorcery, and Theurgy, in any mix, plus a weapon such as flail or thrusting sword (+1-4 Physique Ability bonus).

Defense: A shaman has 14 points of armor due to leather garb and a Preternatural energy that conveys 8 points of protection against even Supernatural Harm. (5 points of protection against fire and cold, as noted above.)

Wealth, in contemporary terms, is in the range of $5,000-$12,000 in coins, and a like amount in crystals and gems. There is a 40% chance each for 1-4 Very Minimal, 1-3 Minimal, and 1-2 Low Moderate Extraordinary objects, and a 20% chance each for one Moderate, one Good, one Very Good, one Strong, one Very Strong, and one Major Extraordinary object.

Great Goblin

H: 76-95 ***P: 66-85*** ***S: 13-16***

Attacks: A great goblin will use weapons such as a spiked club and great cleaver, each attacking with a Physique Ability bonus of +9-12.

Defense: A great goblin has 16 points of armor due to leather garb reinforced with horn plates and a Preternatural energy that alone conveys 10 points of protection against even Supernatural Harm. (5 points against fire and cold, as noted).

Wealth carried is in the neighborhood of $2,000-$8,000 in coins, five times that in jewelry, and 32-50 crystals of $10-$1,000 value (each crystal having a 5% chance of being an ammunition crystal of some sort). There is a 25% chance each for 1-3 Extraordinary objects from Very Minimal to Moderate Grade, and a 10% chance each for one Extraordinary object from Good to Major Grade. Check once for each Grade.

Wealth, in contemporary terms, is in the range of $5,000-$30,000 in coin, and like amounts in crystals/gems and in jewelry. There is a 60% chance each for 1-4 Very Minimal, 1-3 Minimal, and 1-2 Low Moderate Extraordinary object, a 40% chance each for one Moderate, one Good, and one Very Good Extraordinary object, and a 20% chance each for one Very Good, one Strong, one Very Strong, and one Major Extraordinary object.

Goblins are not prone to associate with any other sorts of creatures, but they are known to band with trogs, trolls, and orcs when there is need.

Grotto/Thicket Elves (Wylves) in General

Appearing: *11-110+*

Note that the above-ground members of this Alfar race are sometimes distinguished from those preferring subterranean habitat, the former being referred to as thicket elves or thicket wylves. Both types are properly wylves. This race of Fair Alfar has the capacity to move virtually noiselessly (90 Stealth), considerable acuity of hearing and eyesight—grotto elves being not so keen of eyesight in daylight, thicket elves being less keen of vision in darkness—and limited mental Powers that allow them offensive and defensive advantages. A place in which a group dwells will certainly have both sentries and traps to protect against attackers.

These Alfar are about as tall as tall humans, are generally of small bone structure and quite willowy build, and have sinewy strength and great agility. They are reclusive and suspicious, but deal well enough with Alfar Races of their own sort, even tolerating gnomes and some free-spirited humans, and will deal with trollkin guardedly.

Grotto elves dwell in subterranean places and remain therein the majority of the time. They are near albinos, with pale to fair hair and large, light-colored eyes and largish and pointed ears, but relatively small noses and mouths.

Thicket elves are much the same in appearance, but have fair, tanned, or even wood-hued of skin with hair colors that range from fair to the spectrum of leaves in autumn.

Either sort has a whimsical and exotic beauty that is usually highly attractive to humans.

Archer

H: 31-40 ***P: 31-50***
S: 13-16

Attacks: An archer will carry weapons such as a light (grotto wylf) or medium (thicket wylf) bow and 15 arrows, or a sling with 30 bullets, and a military pick or long thrusting sword, and dagger.

Defense: They have 8 points of armor due to leather garments and speed, and slingers generally carry a buckler. Wealth found is in the range of $100-$1,200 per individual. There is a 20% chance each for one Very Minimal and/or one Minimal Extraordinary object in each individual's possession.



Netter

H: 26-35 ***P: 26-45*** ***S: 13-16***

Attacks: A netter has a weighted throwing net or lasso, and weapons such as a 6-foot-long bident or a short spear, military pick, and dagger.

Defense: Leather armor and speed provide 6 points of protection.

Wealth for both sorts of wylves is, in contemporary terms, in the range of $500-$1,000 per individual. There is a 25% chance each for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object in an individual's possession.

Irregular

H: 21-40 ***P: 21-30*** ***S: 13-16***

Attacks: An irregular uses weapons such as a light throwing cleaver or three javelins (with or without launcher) or two throwing spears, and a heavy club, cleaver, hatchet, and dagger.

Defense: A buckler may be carried, and leather armor and speed provide 4 points of protection.

Wealth found is in the range of $100-$1,200 per individual. There is a 20% chance each for one Very Minimal and/or one Minimal Extraordinary object in each individual's possession.

Leading Warrior

H: 41-50 ***P: 36-55*** ***S: 13-18***

Attacks: A warrior typically has 2 javelin-like harpoons or a strong bow and 12 arrows, a short or long thrusting sword, military pick, and long or regular dagger.

Defense: A warrior wears 8 points of armor and will carry a buckler if not carrying a bow.

Wealth is in the range of $600-$1,500 per individual. There is a 40% chance each for 1-3 Very Minimal and/or 1-3 Minimal Extraordinary objects, and a 20% chance each for one Low Moderate and/or one Moderate Extraordinary object in an individual's possession.

Chieftain

H: 56-65 ***P: 32-70***
S: 14-19

Attacks: A chieftain has limited Enchantment Powers (2-5 Powers of Very Minimal to Good grade and useful sort) found at random, and weapons such as a bident harpoon or strong bow and 12 arrows, thrusting sword, military pick, and long dagger.

Defense: A chieftain wears 10 points of armor and will carry a buckler if not carrying a sword.

Wealth, in contemporary terms, is in the range of $5,000-$12,000 in coins, double that in crystals and gems. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal and/or 1-2 Low Moderate Extraordinary objects, and a 25% chance each for one Moderate, one Good, one Very Good, one Strong, and one Very Strong Extraordinary object in the possession of the individual.

Chieftain Consort

H: 36-45 ***P: 26-45*** ***S: 15-18***

Attacks: A consort will typically have a light, repeating crossbow with 10 poisoned quarrels (VT 13-16), military pick, and dagger.

Defense: A consort will wear 7 points of armor and carry a buckler.

Wealth, in contemporary terms, is in the range of $3,000-$12,000 in coins, triple that in crystals and gems, quintuple that in jewelry. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, a 30% chance each for one Moderate, Good, Very Good, and/or Strong Extraordinary object, and a 10% chance each for one Very Strong, one Major, and/or one Extreme Extraordinary object in the possession of the individual.

Weird

A weird is a grotto elf seer/shaman/healer.

H: 22-30 ***P: 11-41*** ***S: 15-20***

Attacks: A weird has one or two Psychogenic Powers, and Theurgy at 31-50 Ability Score (one Order with all Rites and 5-8 Powers, including General sort). It will have weapons such as a fighting staff, hook and sickle, long dagger, etc.

Defense: A weird has 4 points of armor.

Wealth is in the range of $100-$3,000 in coins, 10 times that in each crystals/gems and jewelry, per individual. There is a 60% chance each for 1-6 Very Minimal, 1-4 Minimal, and 1-3 Moderate Extraordinary objects, a 30% chance each for one Moderate, one Good, one Very Good, and one Strong Extraordinary object, and a 15% chance each for one Very Strong, one Major, and one Extreme Extraordinary object per individual.

Hobgoblins in General

Appearing: *1-12+ (Communities number from 100 to 400 individuals, 30% combatants)*

The hobgoblin race is another of the primarily nocturnal and commonly subterranean Malicious Alfar. Hobgoblins look like a larger and rounder version of boggarts, with an average height of three and a half feet, a rotund body, and a strong red cast to their skin. The devilish look is strong, for the big and slanted eyes, long and sharp nose, and wide toothy mouth are framed by large pointed ears. Hobgoblins dress in no set fashion, although motley garments might be the common denominator.

Hobgoblins possess intelligence equal to human average, and, like their kin the boggarts, enjoy nothing more than harmful pranks, coarse humor, and cruel jokes. The hobgoblins are concerned mostly with ease, revelry, and devilment of hapless victims; they shun labor assiduously—much to their detriment at times, for they are often caught unprepared by wily foes. However, woe to the human intruder who stumbles unknowingly upon a band of hobgoblins.

Although they cannot transport themselves as do some of their smaller kin, this race can become invisible, and in such state they are able to harass and confuse foes, but not employ their weapons to do deadly Harm.

Hobgoblin communities are concealed in underground places such as caves and old mines. The hobgoblin chief there will have a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all his subjects combined, plus an equal value in precious objects ranging from gems to objects d'art.

As noted, hobgoblins can become invisible in an ABC, but not immaterial, although they can not be seen or otherwise sensed by normal means other than touch when invisible. Any attack by an invisible hobgoblin with a weapon automatically destroys the non-visible state.

Hobgoblins have senses generally equal to the human norm, but light conditions are the reverse of human, so full light is like pitch darkness to their eyes.

All of this race is much alike, male and female, but only about one-quarter of hobgoblins have the capacity to use weapons effectively, and in a community the non-combatants will flee if they are threatened. Individuals possess Physique Ability in the range of +1 to +6 despite their small size. Hobgoblins make up in numbers what they lack in special capacities. A smaller boggart is more than equal to a single hobgoblin, lacking as the latter does double attacks and Power-like ability, save invisibility. However, when two dozen angry and determined hobgoblins set upon a foe their ferocity usually suffices to carry the day.

The hobgoblin "troubler" is a sort of group leader, and one will always be present in any group of 6 or more common hobgoblins, and in large arrays of them, one in 10 will be of this sort. There will be two to four shamans in each community, and at least one with any force of 30 or more hobgoblins. A hobgoblin chief, one to two per community or one leading a large force

of 50 or more hobgoblins, will always have maximum Physique of +6.

Hobgoblins are not prone to associate with any other sorts of creatures, but they are known to band with nis, trogs, and even orcs when at war.

Common Hobgoblin

H: 30-35 ***P: 30-35*** ***S: 12-15***

Attacks: Hobgoblins will typically have weapons such as a light bow and 12 arrows and heavy knife, or short spear and hatchet, or hafted hook and cleaver, or sickle and dagger—any and all gaining +1-6 Physique Ability Harm bonus.



Defense: A hobgoblin has 8 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys 4 points of protection against even Supernatural Harm.

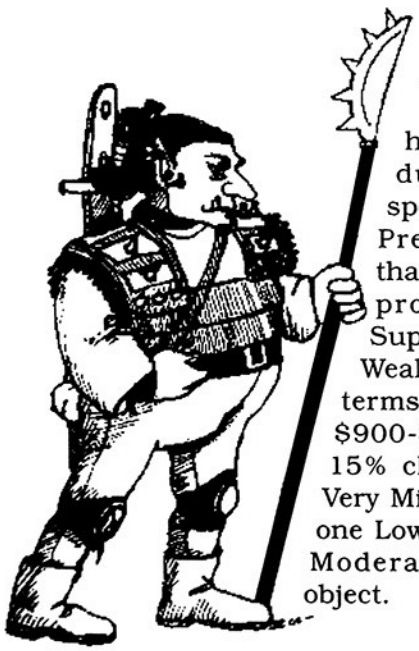
Wealth, in contemporary terms, is in the range of $100-$1,000. There is no chance for an Extraordinary object.

Troubler

Appearing: *1 with every 6 ordinary hobgoblins, 10% of community*

H: 35-40 ***P: 35-40*** ***S: 13-16***

Attacks: A troubler has two attacks per ABC, typically a whip and curved cutting sword or long dagger—any and all gain +4-6 Physique Ability Harm bonus.



Defense: A troubler has 9 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys 5 points of protection against Supernatural Harm.

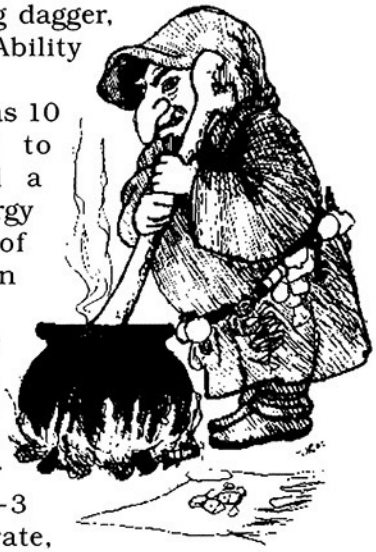
Wealth, in contemporary terms, is in the range of $900-$2,000. There is a 15% chance each for one Very Minimal, one Minimal, one Low Moderate, and one Moderate Extraordinary object.

Shaman

Appearing: *1 per 30 or more common hobgoblins, 2-4 per community*

H: 31-50 ***P: 26-45*** ***S: 14-17***

Attacks: A shaman has from three to six Powers of Extraordinary Ability of Enchantment, Geourgy, and Theurgy, in any mix. It also has weapons, typically a cleaver, hatchet, or long dagger, all gaining a Physique Ability Harm bonus of +1-6.



Defense: A shaman has 10 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys 6 points of protection against even Supernatural Harm.

Wealth is in the range of $2,000-$8,000 in coins, double that amount in crystals and gems. There is a 25% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object.

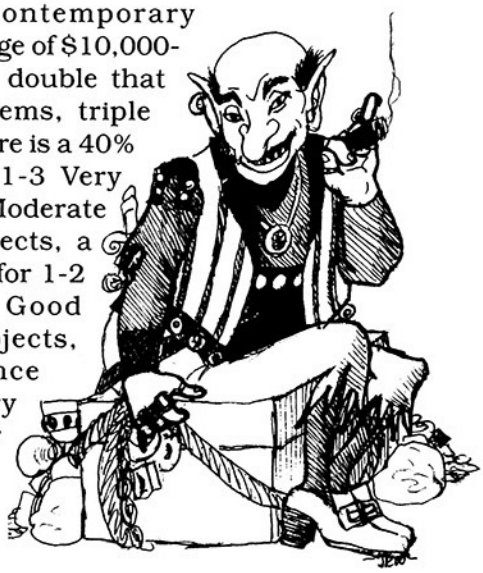
Chief

Appearing: *1 per group of 50, otherwise 1-2 in a community*

H: 51-60 ***P: 46-65*** ***S: 15-18***

Attacks: A chief has two attacks per ABC, typically with a curved cutting sword and long dagger, both with a Physique Ability Harm bonus of +6.

Defense: 12 points of armor due to garments, speed, and a Minimal Preternatural energy that conveys 6 points of protection against even Supernatural Harm.



Wealth, in contemporary terms, is in the range of $10,000-$40,000 in coins, double that in crystals and gems, triple that in jewelry. There is a 40% chance each for 1-3 Very Minimal to Low Moderate Extraordinary objects, a 25% chance each for 1-2 Moderate and Good Extraordinary objects, and a 10% chance each for one Very Good to Major Extraordinary object.

Huldra in General

Appearing: *3-18+ or 301-400+*

The huldra are a relative of the Alfar, distant cousins to the dockalfar, most likely, but from a dimensional matrix of most gloomy sort. Thus, all refer to the race as "hidden," for they dwell in darkness and are seldom seen. That handful choosing to dwell on Earth have underground labyrinths of tunnels and caves, great burghs in deep caverns, and traverse underground rivers and lightless seas in vast subterranean cysts, often near to, or in conjunction with, dockalfar.

Huldra, sometimes called huldrafolk, are of ebony complexion and pale hair, appearing almost as if they were strikingly handsome, negative copies of grotto elves. They are short by human standards, males being only about five feet tall, and females a bit taller on average than the males.

The disposition of these creatures is dark and malign, and they are prone to dislike even others of their own kind. They respect and cooperate only with very strong and evil species or with dockalfar.

This race has the singular capacity to adjust its body structure (including what is worn and carried), in one ABC, so as to be able to move through earth or stone at a normal walking speed for up to 10 seconds. If, at the end of that time they are still in solid material, they return instantly to their starting point.

All huldra are very intelligent, and have the general scope of human Abilities (as suited to their environment). Their saliva is poisonous and will cause deformities such as scarring, warts, hair loss, reddening of the skin, etc. if not neutralized within one ABC of contact by an alkaline wash of some sort. To ingest this saliva brings insanity to those few humans not immune to the toxins therein! (Find immunity at time of contact by rolling against 10% of Health Base Rating.)

The race of Huldra has recuperative powers twice as rapid as those of humans. Huldra are naturally stealthy, with a base capacity equal to stealth Ability of 50. All of the senses of the race are above human norm, and they see in darkness as well as humans do in light, with light conditions being the reverse of our own, viz. full daylight is as pitch darkness is to us.

Huldra are studious in pursuit of arcane lore, and many possess Extraordinary Abilities other than that of Psychogenic sort.

The society of this race is virtually the same as that of the dockalfar. If a community is encountered, it will be in quite similar to that of a dockalfar community, even if it is not one in which that race dwells.

The types of huldra encountered are:

Ordinary

Appearing: *50% of total number encountered in a community*

H: 31-40 ***P: 21-30*** ***S: 13-16***

Attacks: A huldra can use such weapons as 3 javelins and battle hammer, or short thrusting sword and dagger.

Defense: A huldra has 5 or 6 points of armor protection, and will carry a buckler when not using javelins.

Wealth, in contemporary terms, is in the range of $300-$1,200. There will be no Extraordinary objects.

Guard

Appearing: *all of the randomly encountered number, 40% of community*

H: 45-50 ***P: 31-50*** ***S: 14-17***

Attacks: One third of the guards encountered will be armed with repeating hand catapults (discharge 6 missiles before needing reload, one AB to accomplish this), a short thrusting sword, and long dagger, one third will have a long spear, short thrusting sword, and long dagger, and the rest armed with a military pick and heavy knife.

Defense: Armor and speed provide 8 points of protection, and guards will typically carry bucklers.

Wealth, in contemporary terms, is in the range of $500-$2,000. There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object.



Officer

Appearing: *1 per four guards, 10% of community*
H: 51-60 ***P: 46-55*** ***S: 15-18***

Attacks: An officer is typically armed with a repeating hand-catapult (as guard above), thrusting sword, and long dagger.

Defense: A buckler is carried and armor and speed provide 9 points of protection.

Wealth, in contemporary terms, is in the range of $2,000-$8,000. There is a 15% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Cavalier

Appearing: *1 per eight guards, 5% of community*
H: 51-80 ***P: 41-70*** ***S: 14-19***

Attacks: If mounted, a cavalier will have a lance and mace, and while on foot, a thrusting sword and long dagger.

Defense: A buckler will be carried and armor and speed provide 11 points of armor protection.

Wealth, in contemporary terms, is in the range of $2,000-$8,000 in coins, and a like amount in jewelry. There is a 35% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary object.

Noble

Appearing: *1 per 30 residents in a community*
H: 66-85 ***P: 56-75*** ***S: 16-19***

Attacks: If mounted, a noble will have a lance and mace, and while on foot, a thrusting sword and long dagger.

Defense: Armor and speed provide 13 points of protection, and a noble will also carry a buckler.

Wealth, in contemporary terms, is in the range of $7,000-$12,000 in coins, an equal amount in crystals and gems, and double that amount in jewelry. There is a 40% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, and one Strong Extraordinary object.

Priestess

Appearing: *1 per 50 residents in a community*
H: 31-60 ***P: 31-50*** ***S: 17-19***

Attacks: Theurgy Powers at 31-80 and a weapon such as a long dagger.

Defense: A priestess has 12 points of protection due to armor and speed.

Wealth, in contemporary terms, is $5,000-$8,000 in coins, and double that amount in crystals/gems and in jewelry. There is a 50% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object.

Wizard/Wizardress

Appearing: *1 per community*
H: 31-50 ***P: 21-40*** ***S: 17-20***

Attacks: Enchantment or Geourgy Powers at 31-50, Necrourgy or Sorcery Powers at 41-70, and a weapon such as a long dagger.

Defense: A wizard has 14 points of protection from armor and speed.

Wealth, in contemporary terms, is in the range of $7,000-$12,000 in coins, double that amount in crystals/gems, and triple that in jewelry. There is a 70% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, a 40% chance each for one Moderate, one Good, and/or one Very Good Extraordinary object, and a 20% chance each for one Strong, one Very Strong, one Major, and one Extreme Extraordinary object.

Consort

Appearing: *2-5*
H: 31-60 ***P: 41-70*** ***S: 15-18***

Attacks: Consorts typically use two throwing weapons, a thrusting sword and long dagger.

Defense: Consorts carry bucklers to augment armor and speed protection of 12 points.

Wealth, in contemporary terms, is in the range of $11,000-$20,000 in coins, double that amount in crystals/gems, and triple that in jewelry. There is a 25% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, and one Strong Extraordinary object.

Queen

Appearing: *1 per community*
H: 66-95 ***P: 66-95*** ***S: 18-21***

Attacks: Necrourgy or Sorcery Powers at 51-100 Ability, and a weapon such as a long dagger.

Defense: The queen has 16 points of protection from armor and speed.

Wealth, in contemporary terms, is in the range of $11,000-$20,000 in coins, triple that amount in crystals/gems, and triple that in jewelry. There is a 30% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, a 40% chance each for one Moderate, one Good, and/or one Very Good Extraordinary object, and a 50% chance each for one Strong, one Very Strong, one Major, and one Extreme Extraordinary objects.



Humans

Human, demented

Appearing: *1*

H: 41-90 ***P: 31-80*** ***S: 15-20***

Attacks: Attacks are varied as desired, with Harm being lesser or greater than usual because of the mental state of individual, Abilities assigned, etc.

Defense: Protection according to armor actually worn plus Extraordinary Power use and/or movement considerations.

Example:

Barber with H 45, P 68, and S 12 (but S 20 when in a killing frenzy).

Attacks: A straight razor (Precision +60 if victim has throat exposed) or any weapon at hand, all with an insane Physique Ability bonus of +13.

Defense: No armor, but demented speed provides protection of 4 points.

A demented human can be filthy, clad in rags, and horrid in appearance, or absolutely normal-looking, but insanely dangerous. Wealth varies from $10 to $1,000 (add multiplies of d10 or more if desired) with a chance for one or more Extraordinary items of the sort commensurate with the encounter.



Human, fanatical

Appearing: *20-120+*

Typical follower

Appearing: *50% of a group of 40 or more*

H: 16-25 ***P: 16-35*** ***S: 7-12***

Attacks: A follower will use any sort of normal or unusual weapons, such as a sickle and short whip.

Defense: A follower will have a makeshift buckler (4 points) and 1 to 3 points of armor.

These are activists, cultists, rebels, etc. Extraordinary Ability score for a primary one should be in the 41-70 range, 31-50 in a secondary Ability, 21-30 for a tertiary one. Wealth, in contemporary terms, is at least in the range of $10-$100 per individual, and $1,000 to $10,000 is possible. There is no chance for an Extraordinary item.

Warrior follower

Appearing: *about 20% of a group of 20-30 or 30% of any larger group*

H: 21-40 ***P: 31-40*** ***S: 9-12***

Attacks: A warrior will use any sort of normal or unusual weapon, such as a cleaver and lasso.

Defense: A warrior will possibly have a buckler or shield, and wears 4 to 6 points of armor.

Wealth is at least in the range of $200-$800 per individual. There is a 5% chance each for 1-2 Very Minimal and/or one Minimal Extraordinary object.

Fanatic Scout

Appearing: *about 30% of a group of 20-30 or 10% of any larger group*

H: 31-40 ***P: 26-45*** ***S: 10-13***

Attacks: A scout will use some combination of a missile weapon and striking weapon.

Defense: A scout will carry a buckler and wear 6 to 8 points of armor.

Wealth is in the range of $2,000-$5,000 per individual. There is a 20% chance each for 1-3 Very Minimal, 1-2 Minimal, and/or one Low Moderate Extraordinary item.

Fanatic warrior

Appearing: *about 50% of a group of 20-30 or 10% of any larger group*

H: 36-45 ***P: 36-55*** ***S: 8-11***

Attacks: A warrior will use any combination of missile and striking weapons that seems appropriate and colorful, including a repeating crossbow, great cleaver, heavy knife, etc., with variable Precision and/or Harm bonus of +0-5 (based on assumed Abilities).

Defense: A warrior will use a buckler or shield, and wear 7 to 9 points of armor.

Wealth is in the range of $1,000-$4,000 per individual. There is a 25% chance each for 1-2 Very Minimal, 1-2 Minimal, one Low Moderate, or one Moderate Extraordinary item.



Female devotee

Appearing: *Distinct from female typical followers, a handful of dedicated servants of the leader*

H: 21-50 ***P: 31-50*** ***S: 10-15***

Attacks: In addition to a 10% chance for a tertiary score Extraordinary Ability, any combination of missile and striking weapons that seems appropriate and colorful, including throwing knives, six-foot light chain with small ball and sickle-like hook at opposite end, dagger, etc.

Defense: A devotee will possibly have a buckler, and will wear 8 to 10 points of armor when clad for battle.

Wealth is in the neighborhood of $1,000-$4,000 in coins, triple that in crystals and gems, double that in jewelry. There is a 40% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary object.

Fanatic leader

Appearing: *1 always with a group of 40 or more*

H: 44-80 ***P: 51-80*** ***S: 13-16***

Attacks: A leader will have any combination of missile and striking weapons that seems appropriate and colorful, including a sickle-ended triple flail, wavy-bladed long dagger, etc.

Defense: A leader may possibly have a buckler or shield, and will wear 12 to 14 points of armor.

The leader's wealth is amassed in coins, precious metals, ivory, perfumes, unguents, incenses, valuable minerals, and so on, in the range of $100,000 to $1,000,000. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, 1-2 Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object. There will also be various objects in the general area of a fanatic group, such as offertory vessels, symbols of office/state, idols, etc. with a total value of from $10,000-$100,000—possibly more if the cult is large or the leader is a noble-type rebel.

Human, general sorts

Appearing: *1+*

If a human encountered is a mounted warrior, a weapon commensurate to station and steed should be added. Ordinary or Extraordinary Ability Score for a primary Ability should be in the 51-80, 61 to 90, or even 71-100 range, 31-50 in a secondary Ability, 21-30 for a tertiary one.

Arminger, Bravo (local hero, etc.)

H: 22-40 ***P: 28-55*** ***S: 9-12***

Attacks: A bravo will use any typical main weapon and secondary one such as a dagger.

Defense: A bravo will have a shield and 7 or 8 points of armor.

Wealth is in the range of $200-$1,200 in coins and valuables. There is a 10% chance each for one Very Minimal and/or one Minimal Extraordinary object.

Cook, Laborer, Lascar (ordinary freeman, etc.)

H: 17-28 ***P: 11-30*** ***S: 7-12***

Attacks: These will wield weapons such as a cleaver, club, knife, etc.

Defense: They may have a makeshift buckler and 1 to 3 points of armor.

Wealth is in the range of $50-$500 in coins and valuables.



Enspeller or Priest (an enchanter, scourge, etc.)

H: 41-70 ***P: 21-50*** ***S: 14-19***

Attacks: A priest will typically use a long striking weapon and a secondary one such as a dagger, and one or more Extraordinary Abilities with commensurate activation types and Powers (assume a base of 4, plus 2 per 10 points of Ability Score).

Defense: A priest will wear 4 to 8 points of armor, plus any enabled through Extraordinary equipment and/or Power application.

The Ability Score total of the individual greatly affects both personal statistics, equipment and Powers wielded.

Wealth is at least in the range of $1,000-$20,000 in coins, and double or triple that in other valuables,

excluding weapons and armor, of course. There is a chance, equal to the highest Extraordinary Ability Score, each for 1-3 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, 1-2 Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object.

Esquire or Captain

H: 33-60 P: 33-60 S: 9-13

Attacks: A captain will typically use two or more main weapons and one or more secondary ones such as belt axe and dagger.

Defense: A captain will use a shield and wear 9 to 11 points of armor.

Wealth is in the range of at $500-$1,200 in coins, and double that amount in other valuables, excluding arms and armor. There is a 30% chance each for one Very Minimal and/or Minimal Extraordinary item.

Guardsman or Sergeant

H: 26-35 P: 21-40 S: 8-11

Attacks: A guard will use any sort of appropriate combination of weapons, such as a bow or large crossbow and 12 arrows/quarrels, a typical sword and dagger, etc., or a glaive-fork or poleaxe/pole-arm of short length, axe or sword, and dagger.

Defense: The guard will possibly have a buckler or shield, and will wear 8 to 10 points of armor.

Wealth is in the range of at least $200-$500 in coins, and a like amount in valuables other than arms and armor. There is a 20% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Knight or Commander

H: 53-110 P: 35-80 S: 10-13

Attacks: A knight will use any sort of appropriate combination such as sword, belt axe or mace, and dagger, etc.

Defense: A knight will usually have a buckler or shield and wear 10 to 14 points of armor.

Wealth is in the range of at least $3,000-$12,000 each in coins, double that in crystals/gems/jewelry, plus a 25% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object.

Maelurge (Necrourge or Sorcerer)

H: 41-90 P: 21-50 S: 15-18

Attacks: A maelurge will possess an Extraordinary Ability and one or more weapons.

Defense: A maelurge wears 4 to 8 points of armor plus some available Extraordinary protection.

A maelurge deals with dark spirits and/or the dead, and is typically a wanton killer with many Extraordinary activations, including Powers.

Wealth is at least in the range of $5,000-$10,000 in coins, and triple to quintuple that in other valuables. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object.

Noble or Lord (Major leader, great officer, etc.)

H: 6-120 P: 24-100 S: 7-18

Attacks: A noble has potential for an Extraordinary Ability, and will use any sort of weapons, usually including sword and long dagger.

Defense: A noble will have a buckler or shield and 12 to 14 points of armor.

Wealth is at least in the range of $5,000-$10,000 in coins, and triple to quintuple that in other valuables. There is a 40% chance each for 1-2 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object.

Outlaw or Bandit chief

H: 42-80 P: 44-80 S: 10-15

Attacks: A chief may have minor Extraordinary Ability use, and will use any combination of weapons such as a strong bow and 12 arrows, sword, and long dagger, etc.

Defense: A chief will carry a buckler and wear 7 to 10 points of armor.



Wealth, in contemporary terms, is at least in the range of $1,000-$12,000 in coins, and triple that in other valuables. There is a 30% each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object.

Outlaw or Bandit Chieftainess

H: 41-80 P: 35-80 S: 10-17

Attacks: A chieftainess has a possible minor Extraordinary Ability, and any combination of weapons such as 4 throwing knives, 6 throwing stars, 2 short thrusting swords, long thrusting sword and long dagger, etc..

Defense: A chieftainess has 7 to 10 points of armor.

Wealth, in contemporary terms, is at least in the range of $3,000-$12,000 in coins, and triple that in other valuables. There is a 30% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object.

Outlaw or Bandit, common (ordinary soldier, sailor or watchman, etc.)

H: 16-35 P: 16-35 S: 8-11

Attacks: A bandit will use any combination of sophisticated and rude weapons as suits the individual and the circumstances, such as a bow and 12 arrows and mace, or spear and two daggers, club and heavy knife, small crossbow and 20 quarrels, belt axe and dagger, etc.

Defense: A bandit will possibly have shield and 3 to 6 points of armor.

Wealth, in contemporary terms, is in the range of $200-$500 in coins.

Outlaw or Bandit lieutenant

H: 36-45 P: 22-40 S: 9-12

Attacks: A lieutenant will use any reasonable combination of weapons of any sort as suits the individual and circumstances.

Defense: A lieutenant will have a buckler or shield and 7 or 8 points of armor.

Wealth, in contemporary terms, is at least in the range of $500-$2,000 in coins and triple that amount in crystals and jewelry. There is a 25% chance each for 1-2 Very Minimal, one Minimal, and/or one Moderate Extraordinary item.

Outlaw or Bandit lieutenant, magical

H: 31-60 P: 15-60 S: 12-15

Attacks: Extraordinary Ability use (Enchantment, Geourgy, Psychogenic, or Theurgy Abilities), plus any reasonable combination of weapons of any sort.

Defense: A magical lieutenant wearS 4-8 points of armor plus possible Extraordinary protection.

Wealth, in contemporary terms, is at least $1,000-$6,000 in coins, and double and triple that in each of gem crystals and jewelry. There is a 50% chance each for 1-4 Very Minimal, 1-3 Very Minimal, 1-2 Moderate, one Moderate, and/or one Good Extraordinary object.

Outlaw or Bandit lieutenant, swindler

H: 52-70 P: 24-60 S: 9-14

Attacks: This bandit will use any combination of weapons of hidden, unusual, and nasty sort, such as bolos and 2 daggers, or a garrote, sword, and club, etc.

Defense: A swindler has 4 to 8 points of armor plus possible Extraordinary protection.

Wealth, in contemporary terms, is at least in the range of $2,000-$8,000 in coins, and double and triple that in each of gem crystals and jewelry. There is a 25% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object.

Outlaw or Bandit lieutenant, warrior

H: 42-80 P: 42-60 S: 8-13

Attacks: The warrior lieutenant will use any combination of weapons that suits the circumstances, such as heavy bow and 12 arrows, and sword or axe, mace, and long dagger, etc.

Defense: The warrior lieutenant will have a buckler or shield and 7 to 9 points of armor.

Wealth, in contemporary terms, is at least in the range of $1,000-$4,000 in coins, and double and triple that in each of gem crystals and jewelry. There is a 25% chance each for 1-2 Very Minimal, one Minimal, one Moderate, one Moderate, and/or one Good Extraordinary object.

Page or Street Youth

H: 13-24 P: 11-21 S: 9-16

Attacks: A youth will use one or more appropriate weapons, such as dagger, knife, rocks, etc.

Defense: A youth has no armor; a page may have 4 points of armor if well-born.

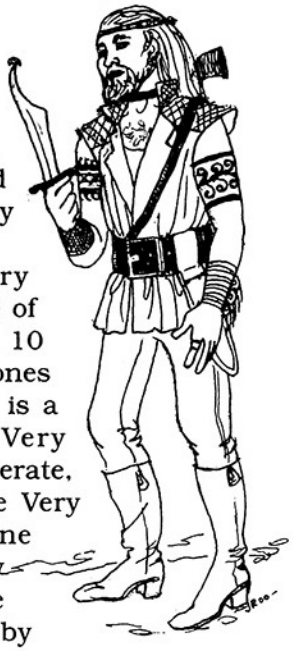
Wealth is in the range of $20-$200 in coins and valuables, and considerably more if a gang member, for example. There will be no Extraordinary items.

Rogue

H: 55-100 P: 37-95 S: 11-16

Attacks: A rogue has possible Extraordinary Ability use of secondary or tertiary sort, and may use any combination of other weapons.

Defense: A rogue may possibly have a buckler and 7 to 10 points of range.



Rogues have Ability in Pretense, Weapons, Stealth, Tricks, etc. Some will have an Extraordinary Ability, possibly two. Being quite intelligent, they act as would Avatars and utilize whatever advantages they have or perceive.

Wealth, in contemporary terms, is at least in the range of $1,000-$8,000 in coins, and 10 times that sum in precious stones and jewelry, combined. There is a 25% chance each for 1-2 Very Minimal, one Minimal, one Moderate, one Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object. Note: Any applicable Extraordinary item will be used by a rogue in attack and/or defense!

Servant or Clerk (ordinary commoner)
H: 15-26 ***P: 11-20*** ***S: 7-12***

Attacks: A clerk will use any small, personal weapon at hand, such as a knife and/or club, or staff, etc.

Defense: May be unarmored or wear up to 2 points of armor.

Wealth is in the range of $20-$600 in coins and valuables, multiplied by d10 (or more) if a shopkeeper or the proprietor of some small enterprise. There is no chance for an Extraordinary item.

Human, wild, savage (barbaric, tribal, etc.)
Appearing: *1+*

If a mounted warrior is encountered, a weapon commensurate to his station and steed should be added. Ordinary or Extraordinary Ability Score for a primary Ability should be in the 41-70 range, 31-50 in a secondary Ability, 21-30 for a tertiary one.

Scouting parties from as small as 3-12, to as large as 10-40, might be encountered. Generally, a group of this nature can number from as few as 30 warriors to as many as 300—or far greater a force in the case of some tribal association akin to the Huns or the Mongols.

For game purposes, assume that about 50% of the total number of members in the group fall into these categories, and the balance of the group is made of young and old non-combatants. The percentages below refer to the whole (100%) of the combatants in, not the whole of, the entire group.

Warrior & Scout
Appearing: *50% of any scouting party, about 10% of the entire group*
H: 41-60 ***P: 41-70*** ***S: 11-18***

Attacks: A warrior will use any typical main weapon or pair of them, such as lance and bow, as well as one or more secondary weapons as suits the group.

Defense: A warrior will possibly have a buckler and 2 to 5 points of armor, according to the circumstances of the group.

Wealth is generally non-existent, or possibly some small amount such as $50-$500 (often livestock is the measure of a person's wealth). There is a 10% chance each for one Very Minimal and/or one Minimal Extraordinary object of the sort commensurate with the society.

Warrior
Appearing: *50% of any scouting party, about 20% of the entire group*
H: 33-60 ***P: 41-60*** ***S: 10-17***

Attacks: A warrior will use any typical main weapon or pair of them, such as lance and bow, as well as one or more secondary weapons as suits the group.

Defense: A warrior will have a buckler or shield and 2 to 8 points of armor, according to the circumstances of the group.

Wealth is generally non-existent, or possibly some small amount such as $20-$200 (often livestock is the measure of a person's wealth). There is a 10% chance each for one Very Minimal and/or one Minimal Extraordinary object of the sort commensurate with the society.

Sub-chief/leading warrior
Appearing: *1 per 20 warriors in the combatant group*
H: 42-80
P: 42-80
S: 11-18



Attacks: A sub-chief will use any typical main weapon or pair of them, such as lance and bow, as well as one or more secondary weapons as suits the group.

Defense: A sub-chief will use a buckler or shield with 2 to 12 points of armor, according to the circumstances of the group.

Wealth is generally non-existent, or possibly some relatively small amount such as $100-$1,000 (often livestock is the measure of a person's wealth). There is a 20% chance each for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object of the sort commensurate with the society. (If the group is such that magical arms and/or armor are possible, a sub-chief has a 25% chance for such, a leading warrior 15%.)

Ordinary tribal warrior

Appearing: *20% of the group*
H: 22-40 ***P: 22-40*** ***S: 11-16***

Attacks: A tribe member will use any typical main weapon and secondary one as suits the group.

Defense: A tribe member will wear up to 5 points of armor, according to the circumstances of the group.

Wealth is generally non-existent, or possibly some small amount such as $10-$100 (often livestock is the measure of a person's wealth). There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object of the sort commensurate with the society.



Other tribal memeber

Appearing: *about 50% of the group*
H: 16-35 ***P: 21-30*** ***S: 9-16***

Attacks: This tribe member will use any typical main weapon and secondary one as suits the group.

Defense: A tribe member may wear up to 3 points of armor, according to the circumstances of the group.

Wealth is generally non-existent, or possibly some small amount such as $10-$100 (often livestock is the measure of a person's wealth). There is a 5% chance each for one Very Minimal and/or one Minimal Extraordinary object of the sort commensurate with the society.

Enspeller/shaman (medicine man, witch doctor, etc.)

Appearing: *1 for each 100 members of the entire group*
H: 31-60 ***P: 21-50*** ***S: 13-20***

Attacks: A shaman will use one or two Extraordinary Abilities (Enchantment, Geourgy, and/or Psychogenics, mainly), and a typical main and a secondary weapon as suits the group.

Defense: A shaman will wear 2 to 8 points of armor, plus possible Extraordinary protection, according to the circumstances of the group.

Wealth is generally non-existent, or some relatively small amount such as $200-$1,200 (often livestock is the measure of a person's wealth). There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, and a 20% chance each for one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object of the sort commensurate with the society.

Chief

Appearing: *1*
H: 32-90 ***P: 52-90*** ***S: 13-18***

Attacks: A chief has possible Extraordinary Ability use, plus any typical main weapon or pair of them, such as lance and bow, as well as one or more secondary weapons as suits the group.

Defense: A chief will use a buckler or shield, and wear 4 to 14 points of armor, according to the circumstances of the group.

Wealth is generally some modest amount, such as $1,000-$10,000, with a possibility of many times that in such valuables as crystals, rarities, etc. There is a 30% chance each for 1-3 Very Minimal, 1-3 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, and one Very Strong Extraordinary object of the sort commensurate with the society. (If the group is such that magical arms and armor are possible, a chief has a 50% chance for such.)

Ilfs in General

Appearing: *5-30 or 70-120+ (Armed types only, with an equal number of non-combatants in a settlement, e.g. a community totals 140 to 240 or more individuals)*

Ilfs are a variety of elves, their kind falling between the wild grotto and thicket elves (wylves) and the aloof and lordly (greater) elves. This race is not as stealthy as wild elves (75 Stealth), but has extreme acuity of hearing. They do not have any innate mental Powers, but they have an overall superior makeup. The ilf species tends to prefer sylvan habitat and does not readily mix with others, although the ilfs are friendly with wild elves and tolerate free-roving humans.

A randomly encountered party of ilfs will be composed of woodrangers and combatants, with some sort of leader if there are more than 15 ilfs in the party—a Guide (ecclesiastic) or Odylan (enspeller).

Ilfs tend to be as tall as short humans, males averaging about 5'5" or so in height, are generally of small bone structure and slender build, but have much sinewy strength and considerable agility. Complexion ranges from quite fair to a near leather-brown. They possess very fine looks, and often an exotic beauty that is highly attractive to humans.

As they are rustic, ilfs know nature and wild creatures, and are frequently superb animal handlers and equestrians.

Ordinary individuals will be archers or javelineers, save that the best amongst them are combatants—those who advance and fight hand-to-hand in battle. Normal patrol of ilfish lands is seen to by their woodrangers.

Archer

Appearing: *half an encountered group: 10% of the armed community*

H: 32-50 ***P: 31-50*** ***S: 12-15***

Attacks: The archer will typically use a medium bow and 12 arrows, belt axe, and long dagger.

Defense: The archer will wear 5-7 points of armor.

Javelineer

Appearing: *20% of the whole armed community*

H: 32-50 ***P: 26-45*** ***S: 11-14***

Attacks: A javelineer will typically have 3 javelins and launcher, a short thrusting sword, and a long dagger.

Defense: A javelineer will have a buckler and 6 to 8 points of armor.

Wealth for archers and javelineers, in contemporary terms, is in the range of $200-$500 per individual. There is a 5% chance for one Very Minimal and/or one Minimal Extraordinary object in an individual's possession.

Woodranger



Appearing: *half of an encountered group, 10% of the armed community*

H: 43-70 ***P: 32-50***
S: 12-15

Attacks: A woodranger will typically use a heavy bow and 12 arrows, lasso, short thrusting sword, belt axe, and heavy knife.

Defense: A woodranger will wear 2 to 4 points of armor.

Wealth found is in the range of $200-$800 per individual. There is a 25% chance for one Very Minimal, Minimal, and/or one Low Moderate Extraordinary object in an individual's possession.

Combatant

Appearing: *60% of the whole armed community*

H: 42-60 ***P: 41-60***
S: 11-14

Attacks: A combatant will typically wield a short spear, cut and thrust sword, mace, and long dagger.

Defense: A combatant will use a shield and wear 6 to 8 points of armor.

Wealth is in the range of $500-$800 per individual. There is a 15% chance for one Very Minimal, one Minimal and/or one Low Moderate Extraordinary object in an individual's possession.

Chieftain

H: 61-80 ***P: 51-70*** ***S: 13-16***

Attacks: A chieftain will typically use a short spear, cut and thrust sword, mace, and long dagger.

Defense: A chieftain will use a buckler or shield and wear 9 to 11 points of armor.

Wealth, in contemporary terms, is in the range of $3,000-$12,000 in coins, double that in crystals and gems, quintuple that in jewelry. There is a 50% each chance for 1-3 Very Minimal, Minimal and/or and Low Moderate, a 20% chance each for one Good, one Very Good, and/or one Strong Extraordinary object in the possession of the individual.

Guide (ilf holy person attending the group)

Appearing: *50% chance for 1 with a group over 16 individuals, 1 per 100 total persons in the community*

H: 31-50 ***P: 21-30*** ***S: 14-17***

Attacks: A guide has Theurgy Ability at 51-80 (chief ecclesiastic), and weapons such as fighting staff, short pole-arm, etc.

Defense: A guide will wear 4 to 8 points of armor.

Wealth is in the range of $100-$600 per individual. There is a 45% chance each for 1-3 Very Minimal, Minimal, and/or Low Moderate, and a 20% chance for one Moderate, one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object per individual.

Odylan

Appearing: *50% chance for 1 with a group over 16 individuals, 50% chance for 1 in the community, otherwise within one day's traveL, with one apprentice Odylan with half the Ability Scores of the master*
H: 31-60 P: 21-40 S: 15-18

Attacks: An odylan has Enchantment, Geourgy and/or Psychogenic Abilities, plus light bow and 12 arrows, short thrusting sword, belt axe, and heavy knife.

Defense: An odylan will wear 3 to 5 points of armor, plus possible Extraordinary protection.

An odylan is the ilf worker of Extraordinary things of non-theological sort, and generally a lone individual apart from the usual group.

Wealth is in the range of $100-$1,000 per individual, quadruple that in crystals and gems, quadruple that in jewelry. There is a 50% chance each for 1-3 Extraordinary objects ranging from Very Minimal to Moderate (four checks in all), a 25% chance each for one Moderate to Strong Extraordinary object (four checks in all), and 10% chance each for one Very Strong to Extreme+ Extraordinary object (four final checks in all) per individual.

Kobolds in General

Appearing: *3-30+ (Communities number from 33 to 300+ combatants, with another 50% of such number being non-combatants)*

The race of kobolds is primarily, but by no means exclusively, nocturnal. Kobolds are typically found in deep forests, wild and dark valleys, and sometimes in subterranean habitat such as mines or caves. They are around three feet tall, slender of build, and have a greenish cast of skin. They are slightly devilish-looking folk, with slanted eyes, sharp noses, and wide mouths—a bit frightening by human standards. They dress mostly in clothing of green, ocher, and russet. Kobolds are of human-average and above intellect but love coarse humor.

They are a bit arrogant, but otherwise hard-working, and friendly to those to whom they take a liking. Because they love pranks and good beer, their favorite persons are those who provide merriment and lager. As with many species of the Alfar Race, kobolds do not like surprises, intrusions, or to be watched, especially by humans. Invisible, kobolds love to shove bent-over humans, trip them, steal and hide their possessions, or even purloin and carry off valuables belonging to hostile folk.

Kobold communities are always very well hidden. Therein, the kobold inhabitants will have laid up their store of wealth gained through both work and a bit of pilfering. It is a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all inhabitants combined, plus an equal value in precious objects ranging from gems to objects d'art.

This race has the capacity to become invisible in an ABC. In so doing, they do not become immaterial, but they can not be seen or otherwise sensed by normal means other than touch. Kobolds, as with many of the small Alfar races, have very keen visual and tactile senses, but their olfactory and auditory ones are a bit less than the human norm.

All of this race is much alike, male and female. Individuals possess Physique Ability in the range of +2 to +5 despite their small size. Each attacks twice in an ABC because of its muscular quickness!

About one individual in four possesses a random Extraordinary Ability Enchantment Power of no better than Good sort, or a Psychogenic Ability Power, but this does not convey the general Ability from which it is drawn. The Power can be activated usually once per day only, and it does not require either a memory tablet or AEPs, but is innate to the individual kobold. These are generally "trickster" kobolds, although the chief or chieftainess of a community of these creatures will also have this capacity.

Kobolds get on passably well, at times, with the fair Alfar sort, and are not compatible with the larger, and generally more stolid, members of their own, neutral kinds—gnomes, dwarves, and dockalfar. They are very fond of brownies, though, and think dunnies, boggarts, trollkin, and trow quite amusing, if untrustworthy chaps. Kobolds love to bedevil oafs and even orcs, but all of the big and really dangerous races of malign, mixed, and vile Alfar are wisely avoided.

A kobold community will have a treasury of from $100-$1,000 per inhabitant in coins and other valuables (crystals, ivory, objects d'art, etc), and there is a 50% chance each for 1-4 Very Minimal, Minimal, Low Moderate, and/or Moderate and a 10% chance each for 1-3 Good, 1-2 Very Good, one Strong, Very Strong, and/or Major Extraordinary object.

Ordinary Kobold

Appearing: *about 75% of the combatant total*
H: 21-30 P: 36-45 S: 15-17

Attacks: A kobold will use any one of such type weapons as a club, hammer, hand catapult, hatchet, mallet, sickle sling, etc., plus a secondary weapon such as a dagger, knife, etc.

Defense: A kobold has 8 to 10 points of armor due to garb, size, and speed, and a Minimal Preternatural energy (4 points) that conveys protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $300-$1,200. There is a 10% chance each for 1-2 Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.

Trickster

Appearing: *25% of the total combatant population*
H: 22-40 P: 31-60 S: 16-18

Attacks: An enchanter has Enchantment or Psychogenic Power, plus any one of such type weapons as a club, hammer, hand catapult, hatchet, mallet, sickle sling, etc., plus a secondary weapon such as a dagger, knife, etc.

Defense: An enchanter has 9 to 11 points of armor due to garb, size, and speed, and a Minimal Preternatural energy (4 points) that conveys the protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $505-$1,000. There is a small (20%) chance each for one Very Minimal, Minimal, and/or Low Moderate, and a very small (10%) chance each for one Moderate, Good, and/or Very Good Extraordinary object.

Chief/Chieftainess (also prince and princess)

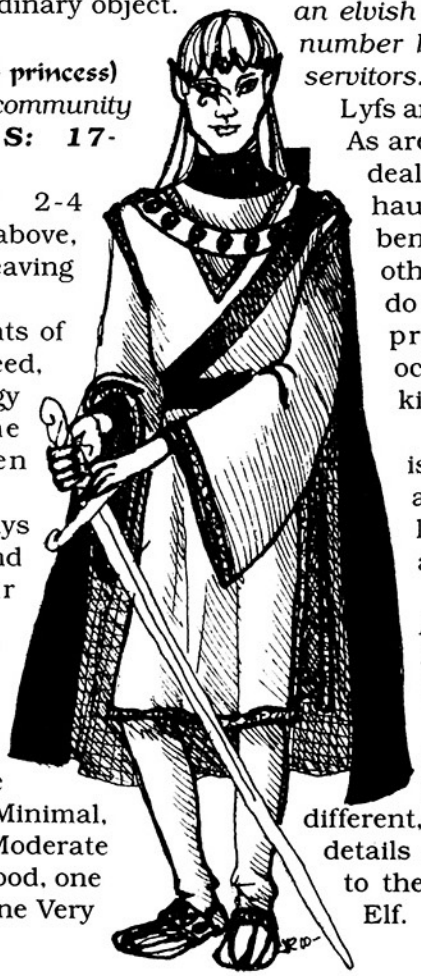
Appearing: *1 of each (4 total) in a community*
H: 32-50 P: 46-65 S: 17-19

Attacks: A chief has 2-4 Extraordinary Powers as noted above, plus weapons such as a mace, cleaving sword, etc. and a long dagger.

Defense: A chief has 12 points of armor due to garb, size, and speed, and a Minimal Preternatural energy (4 points) that conveys the protection against even Supernatural Harm.

Note: A kobold chief will always have maximum Physique (+5), and a chieftainess will have four Extraordinary Powers.

Wealth, in contemporary terms, is in the range of $7,000-$10,000, triple that in crystals and gems, quintuple that in jewelry. There is a 50% chance each for 1-4 Very Minimal, 1-4 Minimal, 1-3 Low Moderate, and/or 1-2 Moderate and a 10% chance each for one Good, one Very Good, one Strong, and/or one Very Strong Extraordinary object.



Lutins in General

Appearing: *1-4 (31-50 in a community)*

These haughty relatives of the lyf Alfar are most secretive, and those deigning to leave their own worlds to dwell on Earth do so only in isolated and beautiful wilderness areas. Trespassers upon their domains are generally not welcome, and if the offenders are perceived as malign or especially dangerous, the lutins will deal harshly with them. Otherwise, strangers will simply be avoided, or, at worst, pestered until they leave.

Lutins are tall, slender and very beautiful. They are fair or ebon of skin and hair in varying degrees.

They can become invisible at will in one ABC, while remaining material. They can also use Extraordinary capacity to assume the form of any sort of human, or some animal from sparrow-sized up to bear- or elk-sized, with that creature's perceptions, movement and attack, yet retaining the lutin's Base Ratings and intelligence.

The lutins are otherwise exactly the same as lyfs/elfs—see Lyf/Elf entries for statistics and other details.

Lyfs in General

Appearing: *21-40+ combatants in a visiting party in an elvish land, plus a number equal to 50% of that number being ladies, and an equal number of ilf servitors.*

Lyfs are the "lesser nobility" of the Fair Alfar races. As are elves, this race is most aloof and lordly in dealing with almost all other races, save for the haughtiest of the Fair Alfar, to whom they must bend a courtly leg, as it were. The race of lyfs is otherwise very much like the elven one. Lyfs do not normally inhabit Earth's dimensions, preferring their own matrix, but they occasionally visit the Earth to call upon elven kinsmen.

The lyf race is just a bit taller than is the elven one, and if anything, a bit fairer and more handsome. The average lyf met is likely to be pale or fair, gray or blue of eye, and with hair of gold.

In regards the Extraordinary Ability of Psychogenics, lyfs are on average 30% likely to possess one or more Powers (10% score indicating 2-3 such Powers).

Other than their archers plying heavy bows, the lyf race is so similar to elves that only their Health and Precision is different, that being marginally superior. Thus, for details of their combatants the reader is referred to the Listing above and to the description for Elf.

Nis in General

Appearing: *1-8+ (Communities number from 50 to 200 individuals, 50% of whom will be combatants)*

The race of nis is a variety of somewhat larger, swamp-dwelling hobgoblins. They are of the primarily nocturnal, but almost never subterranean, malicious alfar. Nis look like large hobgoblins, with spindly arms and legs and even rounder bodies. Their average height is four feet, and all have a strong green cast of skin. The devilish look is accentuated, as the head is round, with big and slanted red eyes, long and sharp nose, wide toothy mouth, and large pointed ears. Nis wear little in the way of clothing, save for some meager bits of reptile skin and leather harnesses.

Nis possess intelligence equal to human average, and, rather than mere pranks, these creatures usually find their pleasure in raids, looting, and pillage. Much like hobgoblins, though, nis are concerned mostly with ease, revelry, and sloth, usually having slaves do their work, so they are often caught unprepared by wily foes seeking revenge. However, woe to the human intruder who stumbles unknowingly upon a band of nis or one of their hidden villages.

Nis communities are concealed in burrows dug into higher ground in their swamp habitat, or in underwater-accessed dugouts or caves, most typically. The nis chief will have a hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of all his subjects combined, plus an equal value in precious objects such as gems and such that are not affected by damp and wet.

Nis have senses generally superior to the human norm, but light conditions are nearly the reverse of human, so full light is like dim twilight to their eyes.

Although they can neither transport themselves nor become invisible, nis are naturally stealthy (70 Stealth Ability), can likewise conceal themselves in ambush (70 Waylaying Ability), and are able to remain underwater for 10 minutes, moving therein at their normal walking pace.

All of this race is much alike, male and female, but only about one-half of nis have the capacity to use weapons effectively, and in a community the non-combatants will flee if they are threatened. Individuals possess Physique Ability in the range of +1 to +8, despite their relatively small size.

The nis "killer" is a sort of group leader, and one will always be present in any group of 6 or more. In large arrays of them, 1 in 10 will be a "killer". There will be one shaman with any force of 10 or more nis, and 1 to 3 shamans in each community (one per 100 members). A nis chief will always be found leading a randomly encountered force, and there are always 2 per 100 individuals in a community. Each will always have maximum Physique of +8.

Nis are not prone to associate with any other sorts of creatures, but they are known to band with hobgoblins, trogs, and even orcs when at war or otherwise direly threatened.

Common Nis

Appearing: *all of a randomly encountered group, 90% of a community*

H: 36-45 ***P: 36-45*** ***S: 11-14***

Attacks: A nis will typically use any one of the following: three javelins and heavy knife, net and short spear, or hafted hook and club, at +1-8 Harm.

Defense: A nis has 9 points of armor due to leather garb and a Minimal Preternatural energy that conveys 2 points of protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $200-$800 in coins. There is no chance for an Extraordinary object.

Killer

Appearing: *1 per 5 in a random group, 10% of a community*

H: 46-55 ***P: 46-55*** ***S: 12-15***

Attacks: A killer will likely use a garrote, plus weapons such as harpoon, spiked club, and long dagger at +5-8 Harm.

Defense: A killer has 10 points of armor due to leather garb and 2 points of Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $700-$1,200. There is a 15% chance for one Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Shaman

Appearing: *1 with random group of 10, 1 per 100 in the community*

H: 31-50 ***P: 31-50*** ***S: 13-16***

Attacks: A shaman has from three to six Powers of Extraordinary Ability of Enchantment, Geourgy, and/or Theurgy (need for Rites not required) in any mix, but not above Low Moderate grade, plus such weapons as short thrusting sword and dagger at +1-8 Harm.

Defense: A shaman has 11 points of armor due to leather garb and 2 points of Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $2,000-$5,000 in coins and double that amount in crystals and gems. There is a 20% chance each for one Very Minimal to one Very Strong (eight separate checks) Extraordinary object.

Chief/chieftainess

Appearing: *1 with random party of 20, 1 chief and chieftainess per 100*

H: 61-70 P: 61-70 S: 14-17

Attacks: A chief will use two attacks with such weapons as a hafted hook and short thrusting sword at +8 Harm.

Defense: A chief has 12 points of armor due to reinforced leather garb and 12 points of Preternatural energy that conveys the protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $4,000-$16,000 in coins, double that in crystals and gems, and quadruple that in jewelry. There is a 25% chance each for one Very Minimal to one Very Strong (eight separate checks) Extraordinary object.

Oafs in General

Appearing: *3-60+*

Oafs are tall, heavy, strong, but usually dull-witted humanoids native to an adjacent alternate Earth. Oafs are in the Alfar family, falling under the general classification of "strong and vile" in regards race (species).

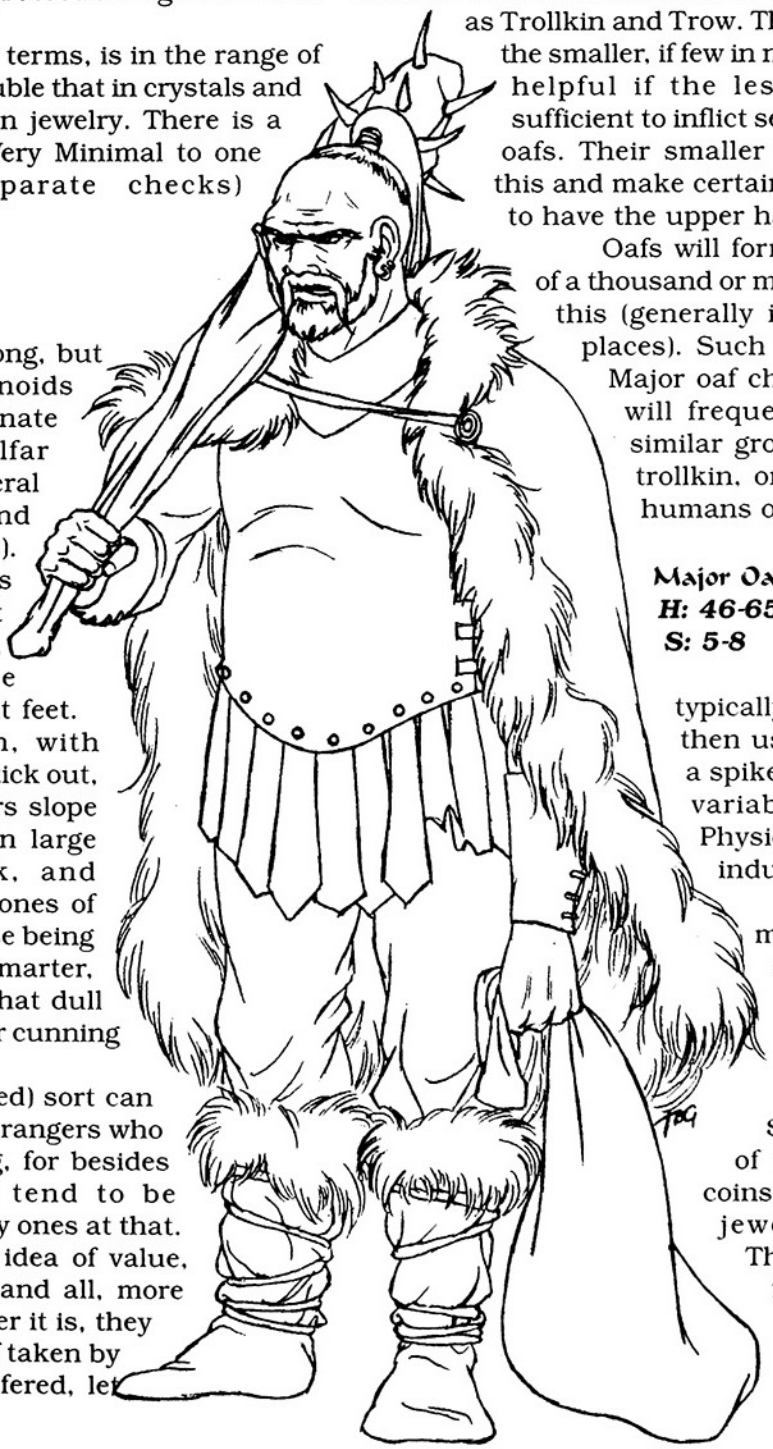
A typical specimen is about six and a quarter feet tall from the top of his flat, oval-shaped head to the callused soles of his big, flat feet. Facial features are apish, with prognathous jaw, ears that stick out, beetling brow, etc. Shoulders slope to long arms terminating in large hands with short, thick, and powerful fingers. The chief ones of this race are major oafs, these being larger and stronger, but no smarter, than the rest. Being somewhat dull of wit does not preclude either cunning or trickiness, however!

Oafs of savage (uncivilized) sort can be counted upon to attack strangers who seem weak or unsuspecting, for besides being dull witted, most tend to be aggressive killers, and greedy ones at that. Because they have no real idea of value, "stuff" is lusted after—any and all, more and bigger is better. Whatever it is, they try to get it and keep it. Stuff taken by force is better than that pilfered, let alone that worked for.

If an oaf realizes he is likely to lose a fight, he will freely plead for mercy. They have no pride in this regard. They will promise anything, then try to renege, or strike a foul blow to beat the adversary by that means. They do understand strength and fear. They watch and wait for weakness, so as to eliminate fear. If an oaf's stuff is taken from him, it is never forgiven or forgotten.

Oafs manage to get along fairly well with the smaller sorts of humanoids of their basic sort, such as Trollkin and Trow. They will simply smash the smaller, if few in number, or be servilely helpful if the lesser have numbers sufficient to inflict serious Harm upon the oafs. Their smaller cousins understand this and make certain, whenever possible, to have the upper hand.

Oafs will form large, tribal bands of a thousand or more if conditions favor this (generally in wild and desolate places). Such groups are led by a Major oaf chieftain. These bands will frequently cooperate with similar groups of orcs, barrens trollkin, or even humanoids or humans of barbaric sort.



Major Oaf

H: 46-65 P: 36-45

S: 5-8

Attacks: An oaf typically hurls a large rock, then uses weapons such as a spiked club or flail, with a variable +3-18 bonus for Physique and other Harm-inducing Abilities.

Defense: An oaf may possibly have a shield and will wear 5 points of armor.

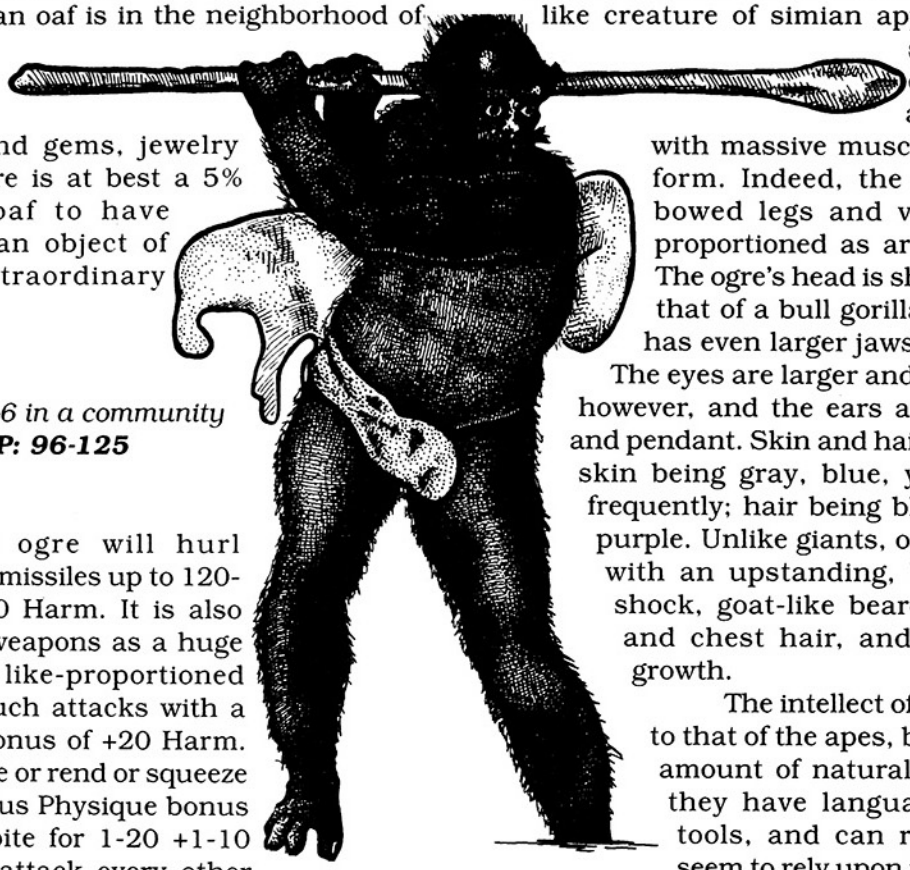
The wealth of a major oaf is in the neighborhood of $100-$1,000 in each of the following areas: coins, crystals and gems, jewelry items, liquor. There is a 10% chance for a major oaf to have blundered upon an object of Very Minimal Extraordinary sort.

Common Oaf
H: 36-55 ***P: 31-40*** ***S: 6-9***

Attacks: An oaf will typically hurl a large rock, then use weapons such as a spiked club or flail, with a variable + 2-12 bonus for Physique and other Harm-inducing Abilities.

Defense: An oaf will possibly use a shield and will wear 4 points of armor.

The wealth of an oaf is in the neighborhood of $100-$600 in each of the following areas: coins, crystals and gems, jewelry items, liquor. There is at best a 5% chance for an oaf to have blundered upon an object of Very Minimal Extraordinary sort.



Ogres
Appearing: *1 or 2-6 in a community*
H: 222-280 ***P: 96-125***
S: 4 attacking
16 moving

Attacks: An ogre will hurl boulders or similar missiles up to 120-foot range for 1-30 Harm. It is also armed with such weapons as a huge long-spear and a like-proportioned spiked club—all such attacks with a Physique Ability bonus of +20 Harm. An ogre may grapple or rend or squeeze for 13-16 Harm, plus Physique bonus of +20 Harm, or bite for 1-20 +1-10 Harm. Ogres will attack every other ABC.

Defense: An ogre has 13 points of armor, 20 points versus shock Harm, due to size and hide garments worn.

Ogres have a constitutional immunity to virtually all poisons. Their body oil and skin secretion, in addition to being horribly noisome, act as a flame retardant so that fire Harm accrues to them at only half the normal amount, and they do not themselves catch fire. Similarly, all cold and electrical attacks inflict only one-half normal Harm because of their constitution. Furthermore, the constitution of all ogres is such that Harm inflicted upon one is healed at the rate of one point per Activity Block Count after being incurred.

The race is both diurnal and nocturnal, being able to see equally well in full sunlight or total darkness—about the same visual capacity in either setting—as a human sees on a bright moonlit night. Thus, it is as likely that an ogre will be roving around in full sunlight as it is in the gloom of night. Because of their size, however, the usual habitat for such creatures is in the wilderness, rarely underground, for only great caverns are suitable for their bulk. However, if a drake has a subterranean lair, the ogre will hunt for it, assail the drake, and, if victorious, set up housekeeping there.

An ogre can be described as a very wide, giant-like creature of simian appearance. A typical specimen is a bit over eight feet tall, about four feet wide, with massive muscles, and an ape-like form. Indeed, the heavy and slightly bowed legs and very long arms are proportioned as are those of a gorilla. The ogre's head is shaped very much like that of a bull gorilla, although the ogre has even larger jaws and mightier teeth. The eyes are larger and slightly protruding, however, and the ears are likewise outsized and pendant. Skin and hair color varies widely, skin being gray, blue, yellow, or red most frequently; hair being black, buff, green, or purple. Unlike giants, ogres are quite hairy, with an upstanding, back-swept cranial shock, goat-like beard, matted shoulder and chest hair, and general body-hair growth.

The intellect of ogres is almost akin to that of the apes, but they have a great amount of natural cunning. Although they have language, make and use tools, and can reason slowly, they seem to rely upon instinct and cunning more than wit in their actions. The foregoing notwithstanding, they seem able enough to plan and to react to situations, for they manage surprise raids and will accept ransom in lieu of combat when an opponent is known to be dangerous and can offer tribute. Thus giants, for example, are often bereft of their ill-gained wealth. A drake and an ogre will not long exist in the same territory, for one or the other will prevail and pillage the treasure trove of the other.

Adult ogres dwelling in a community will always be in mated pairs, and others there (one to four) will be immature, armed with large clubs and with the following statistics:

1st: H: 100, P: 60, S: 3a/15m, +16 Harm, 50%/85% armor

2nd: H: 80, P: 50, S: 3a/15m, +12 Harm, 35%/70% armor

3rd: H: 60, P: 40, S: 3a/15m, +8 Harm, 20%/65% armor

4th: H: 40, P: 30, S: 3a/15m, +4 Harm, 5%/50% armor

As previously noted, ogres are avid in rapine and pillage. The adult ogre, or pair of ogres, is almost sure to possess a hoard of wealth in the den inhabited. To find the amount, roll d20 and only a 1 result indicates a treasureless ogre! Otherwise, multiply the number thus generated by the following base amounts: coins and bullion, $10,000 to $100,000; crystals, gems, and jewelry, $10,000 to $100,000; objects d'art, $10,000 to $100,000; weapons and armor, 20,000 to 200,000.

Extraordinary items: An ogre has a 5% base chance (5 x 2-20 to find the starting percentage chance), with a check for the occurrence of each grade of item, beginning at Very Minimal and working from there to Extreme++, but each step higher in rating reduces the chance for an item being in the hoard by 5%. Any score of 05 or less indicates that number of that rating of items in the hoard. (Example: Checking for Moderate Extraordinary items with a 30% chance, the dice roll is 04; so not only is it successful, but there are four random items of Moderate Extraordinary sort therein.)

It is not to be wondered at that ogres are not usually found in company with any other sort of race, Alfar or otherwise. On occasion, an ogre will capture and enslave a band of oafs, or so humble a giant or two that the latter will serve the monstrous brute.

Orcs in General

Appearing: *2-40+*

Orcs, close kin to oafs, are likewise native to an adjacent alternate Earth. Orcs are, of course, in the Alfar family and of Strong & Vile nature classification, even though this is not entirely deserved. In general, they are not quite so tall as oafs, but are broader and almost as strong, and not quite so dull-witted. (Again, remember that even though most orcs are not fast intellectually, they can be cunning and tricky.) A typical specimen is just under six feet tall from the top of his sloping cranium to the soles of his big, flat, long-toed feet. Facial features are coarse, the jaw lantern-like, ears long. Shoulders are square, arms quite long, hands ham-like with long but thick fingers. The chief ones of this race are great orcs, these being larger and stronger than the usual and lesser sorts.

Orcs are tough, but somewhat cowardly, humanoids typically formed into tribal bands. As the stronger tend to dominate the weaker, it is usual for orcs in a band to be of mixed sort. Only in small bands, or unusual circumstances, are single-type groups encountered—lesser, common, or greater orcs. In any case, they will nearly always attack strangers that appear weak or unready. Those not slain will be enslaved or, in the case of primitive bands, even eaten!

Much like their cousins, the oafs, orcs in general have no real idea of value, "stuff" is lusted after—any and all, more and bigger is better. Whatever it is, they try to get it and keep it. Stuff taken by force is better than that pilfered.

Orcs have little pride or honor. Typically, they will bully when in power, beg when powerless, break their oaths, and betray others for no reason other than the enjoyment it might bring. They respect strength and assail weakness. There are, of course, many exceptions to this broad characterization, especially where orcs have been in contact with, and socialized by, more culturally developed persons.

Orcs gladly associate with their smaller and/or weaker kin, considering them as useful servants and helpful warriors in time of battle. Similarly, when faced with stronger sorts, they become subservient and do whatever is required to remain alive. Naturally, they are not particularly reliable in such situations and must be watched carefully by their masters.

In wilderness places, orcs will form large, tribal bands of a thousand or more, many thousands in some cases. Such groups are led by a very powerful greater orc chieftain and a cadre of lesser chiefs. These bands will frequently cooperate with similar groups of oafs or even humans.

Great Orc

Appearing: *50% of a random group, 20% of any mixed group of orcs*

H: 41-50 ***P: 31-50*** ***S: 6-8***

Attacks: Typical weapons are sword and cleaver, with a variable Physique and other Harm-inducing Abilities bonus of +3-15.

Defense: A great orc will possibly use a shield and wear 8 points of armor.

Wealth is in the neighborhood of $500-$800 in each of the following areas: coins, crystals and gems, jewelry items, and liquor. There is a 15% chance each for one object of from Very Minimal to Low Moderate Extraordinary sort (three checks in all).

Great Orc Chieftain

Appearing: *1 in a group of 30 , 1 per 100 orcs in mixed group*

H: 56-75 ***P: 56-65*** ***S: 7-9***

Attacks: A chieftain typically uses a great axe or spiked club, with a variable Physique and other Harm-inducing Abilities bonus of +4-16.

Defense: A chieftain has a shield and 10 points of armor.

Wealth is in the neighborhood of $5,000-$8,000 in each of the following areas: coins, crystals and gems, jewelry items, and liquor. There is a 30% chance each for 1-3 objects of from Very Minimal to Moderate Extraordinary sort (four checks in all).

Lesser Orc

Appearing: *20% of random group, 30% of any mixed group of orcs*

H: 30-35 P: 25-30 S: 10-13.

Attacks: A lesser orc will typically use a sling or a throwing spear, and hand weapons such as a clever, hatchet, etc., with a Physique and other Harm-inducing Abilities bonus of +1-4.

Defense: A lesser orc will possibly use a buckler and wear 6 points of armor.

Wealth is in the neighborhood of $100-$400 in each of the following areas: coins, crystals and gems, jewelry items, and liquor. There is no chance for an Extraordinary object being in the possession of one of these individuals.

Common Orc

Appearing: *50% of a random group, 50% of any mixed group of orcs*

H: 35-40 P: 30-35 S: 8-10

Attacks: An orc will usually wield a short pole-arm and knife, with a variable Physique and other Harm-inducing Abilities bonus of +2-8.

Defense: An orc will use a shield and wear 6 points of armor.

Wealth is in the neighborhood of $100-$600 in each of the following areas: coins, crystals and gems, jewelry items, and liquor. There is no chance for an Extraordinary object being in the possession of one of these individuals.



Shaman

Appearing: *1 in a group of 20, 1 per 300 orcs in a mixed group*

H: 31-50 P: 21-40 S: 12-14

Attacks: A shaman will usually use a sword and heavy knife, with a variable Precision bonus of +1-6, and the Extraordinary Ability of Geourgy (score 21-30 and 2-3 Powers of up to Good grade considering only one element) and Theurgy (score 41-50, no rites needed, and 4-5 Powers of up to Very Strong grade).

Defense: A shaman has 10 points of armor, plus possible Extraordinary protection.

Wealth is in the neighborhood of $3,000-$12,000 in each of the following areas: coins, crystals and gems, jewelry items, liquor, and metal/valuable objects. There is a 40% chance each for 1-4 objects each of Very Minimal to Moderate grade (four checks), and a 20% chance each for one object each of from Good to Very Strong (four checks) Extraordinary sort.

Sub-humans in General

Appearing: *14-50+*

Typical sub-human species are smaller than the average man and vaguely ape-like in visage and gait. The Neanderthal is a fair starting point, but too bulky and strong for the sub-human of this sort. Ugly, stupid, and vicious, these creatures hide in out of the way places because they know they will not be able to steal and murder if humans discover them. All have Stealth Ability of roughly 25 Score, and Waylaying Ability of 50, with a Physique Harm bonus of from 1-4 points.

Most sub-humans are on good terms with trogs and various sorts of quarrelsome, malign Alfar—such as cave trollkin—but have little love for other sorts, such as gnomes and wylves. All are cunning, and leader types are certainly smarter than the others.

Average

Appearing: *80% of all encountered*

H: 20-25 P: 20-25 S: 9-11

Attacks: Sub-humans use weapons such as javelins, lassos, clubs, knives, etc., plus 1-2 points added for Physique.

Defense: They wear an average of 4 points of armor.

Wealth, in contemporary terms, is around $100-$400 per individual in coins or crystals.

Irregular

Appearing: *20% of all encountered*

H: 26-35 P: 26-35 S: 10-12

Attacks: Irregulars use weapons such as club and knife or spear and axe, plus 1-4 points added for Physique.

Defense: They wear an average of 5 points of armor.

Wealth, in contemporary terms, is around $100-$600 per individual in coins or crystals.

Sub-leader/lieutenant

Appearing: *1 sub-leader per 10 average and irregular individuals*

H: 41-50 ***P: 41-50*** ***S: 11-13***

Attacks: Sub-leaders use weapons such as a spiked club and heavy knife, with 3-4 points of Harm added for Physique.

Defense: They use a shield and wear 6 points of armor.

Wealth, in contemporary terms, is around $1,000-$4,000 per individual in coins, crystals, etc.

Leader

Appearing: *1 per community*

H: 51-70 ***P: 51-70*** ***S: 12-14***

Attacks: Leaders use weapons such as a sling, sword, cleaver, etc., with 4 points Harm added for Physique.

Defense: Leaders use a shield and wear 8 points of armor.

Wealth, in contemporary terms, is around $11,000-$20,000 per individual in coins, crystals, etc.

Trogs in General

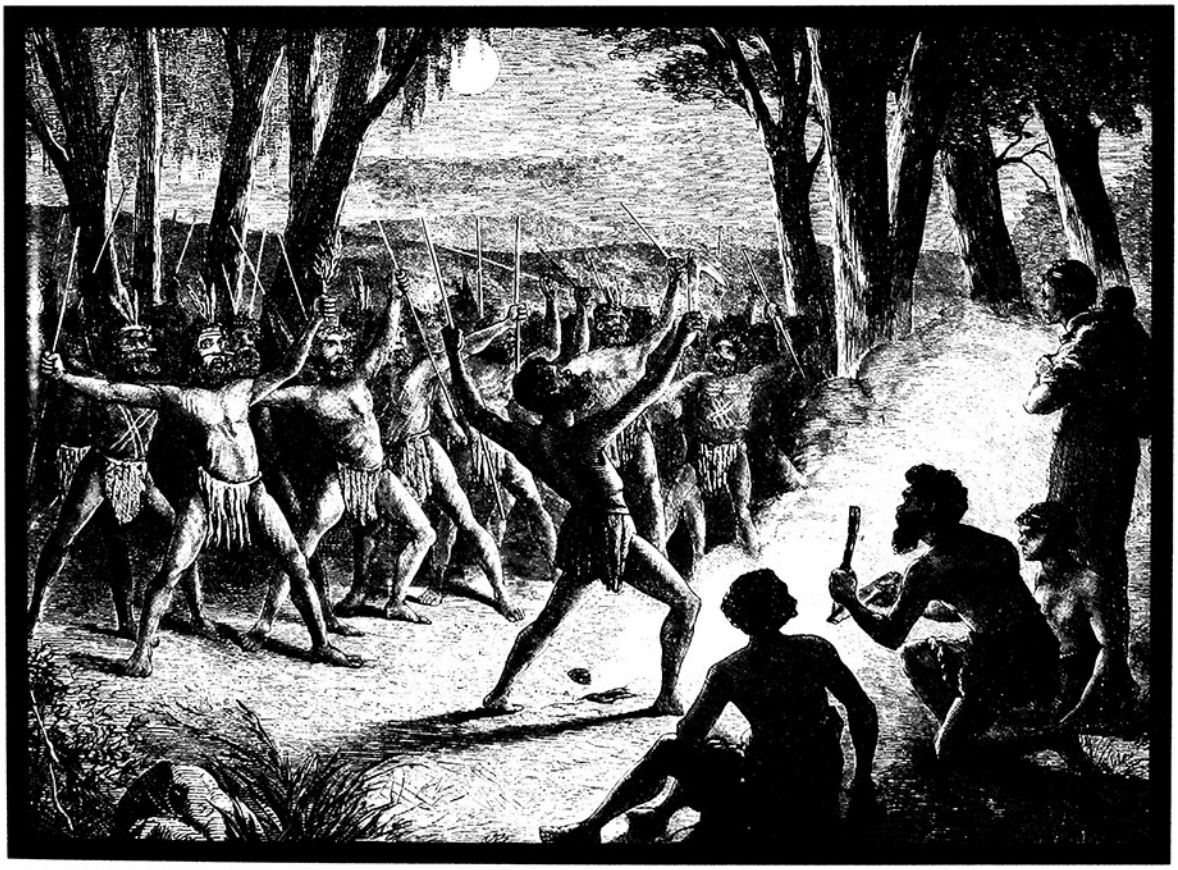
Appearing: *3-18 or 55-200+ in a community*

The Alfar race of trogs most closely resembles the extinct primitive human species known as *Homo neanderthalus*. The species is about five feet tall, heavy boned, broad of shoulder and muscular, with very large hands and feet. The skull is low and long, with a beetling brow ridge. Features are thick and flat, eyes small, and ears rather large. All are hirsute, so the sallow complexion of the leathery skin is sometimes most difficult to see.

Trogs are basically underground dwellers, though some bands will dwell in dark forests and like gloomy places. Although they are rather dull-witted, trogs have excellent senses, save in bright light where their vision is reduced, as such illumination is akin to twilight to their eyes, and touch that is not nearly as sensitive as is human tactile sense. Their communities are always in caves or otherwise located in subterranean or semi-subterranean places.

All of this race are much alike, and whether male or female all are combatants. Immature trogs do not fight, and will cower or flee if threatened. Individuals possess Physique Ability in the range of +2 to +8.

In a community, the chief trog will have a hoard of coins and even some Extraordinary items with a value whose sum is equal to the individual adult wealth of all his subjects combined.



Trogs are mainly carnivores, and enjoy mostly any sort of tender flesh, that of humans being near the top of their culinary list.

There will always be one (additional) bully for every three average trogs randomly encountered, and they constitute one-quarter the number of combatants in a community. Bullies have a Physique bonus of +6.

There will be a trog hag in any group of 12 or more trogs, and in a community there is one for every 20 other trogs therein.

There is always a trog chief in any group of 12 or more trogs, and in a community there will be one chief for every 50 total trogs. Each trog chief has maximum Physique of +8.

Trogs are on relatively good terms with subhumans, nis, trow, oafs, orcs, and even trolls—as long as they are many and the trolls few. Not wishing to be killed or enslaved, they keep well clear of the more powerful sorts such as giants, urls, and so forth.

Average Trog

Appearing: *75% of the total in any group*
H: 35-40 ***P: 25-30*** ***S: 7-10***

Attacks: A trog can use weapons such as the following: throwing stick and spear, or throwing spear and club, or large stone and axe, any such weapons striking with a Physique Ability bonus of from 2-5 points Harm.

Defense: A trog has 6 points of protection for matted hair and skin, plus hides worn.

Wealth, in contemporary terms, is in the range of $50-$500 in odd coins, crystals, etc. per individual. There is no chance for an Extraordinary object

Bully

Appearing: *25% of the group*
H: 40-45 ***P: 35-40*** ***S: 8-11***

Attacks: A bully will use weapons such as sling, throwing spear, spiked club, etc., all such weapons striking with a Physique Ability bonus of +6 Harm.

Defense: A bully has 7 points of protection for matted hair and skin, plus hides worn.

Wealth, in contemporary terms, is in the range of $100-$600 in odd coins, crystals, etc. per individual. There is a 10% chance for one Very Minimal Extraordinary object.

Hag

Appearing: *1 in a group of 12, 1 per 20 trogs in a community*
H: 35-40 ***P: 31-50*** ***S: 13-16***

Attacks: A hag has from two to four Powers of Extraordinary Ability—Enchantment, Geourgy, and Theurgy, in any mix, from Very Minimal to Good grades. Hags will use a knife or club.

Defense: A hag has 8 points of protection for matted hair and skin, plus salvaged armor worn and speed of reflexes.

Wealth, in contemporary terms, is in the range of $500-$3,000 in coins, crystals, etc. per hag. There is a 20% chance each for one Very Minimal, one Minimal, and/or one Low Moderate Extraordinary object.

Chief

Appearing: *1 in a group of 12, 1 per 50 trogs in a community*
H: 51-70 ***P: 51-80*** ***S: 12-15***

Attacks: A chief can use weapons such as two axes, a spiked club, sword, etc., all gaining a Physique Ability bonus of +8.

Defense: A chief will use a buckler and gets 8 points of protection for matted hair and skin, salvaged armor worn, and speed of reaction.

Wealth, in contemporary terms, is in the range of $1,000-$4,000. There is a 20% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.

Troll

Appearing: *1-2 or 2-24+ in a subterranean community*
H: 71-90 ***P: 36-55*** ***S: 5-7***

Attacks: A troll will hurl small boulders to 120-foot range for 1-20 +12 points of Harm, and usually use weapons such as a club or spiked club, gaining also a Physique Ability bonus of +12 Harm.

Defense: A troll will wear 3 to 6 points of armor-hide, plus any protection added.

A troll is a big Alfar humanoid of strong, but deformed, sort, whose home is on the same plane as, and who is often allied to, the goblins, url, and even ulfs. A typical troll is about seven and a half feet tall, heavy of bone and muscle, with short legs and long arms. The head is large with a prominent brow, high, back-sloping cranium, and very large ears. They often kill and eat smaller sorts of Alfar, cooperate marginally with those powerful enough to demand it, and serve greater creatures when forced to.

Some very few trolls are excellent craftsmen, but none are very intelligent. They are subterranean/nocturnal creatures that turn to stone in direct sunlight, and suffer 3-5 points of Harm each AB (12 seconds) they are in strong, indirect sunlight. (The sea troll is not a true member of the Alfar kind and is treated separately under its own name—see the Creatures Listing.)

Trolls have wealth in the range of $2,000 to $40,000 each, with no set chance to find any Extraordinary item—any such objects being of special sort as determined and awarded by the LM.

Trollkin in General

Appearing: *22-220+*

Any organized group of these humanoids is called a brangle. Brangles are generally communal in nature, although the more powerful will have accumulated some personal wealth.

Cave trollkin differ from their close cousins, the barrens trollkin, in that they are slightly smaller and have skin of a pale slate color or blue, rather than deep gray or gray-brown. (See the general Listing above for the statistics pertaining to barrens trollkin.) A typical specimen of cave trollkin is only about three and a quarter feet tall, but weighs some 60 pounds, at least, because of dense bones and muscle. A barrens trollkin might be a couple of inches taller and a few pounds heavier. While trows have round heads and oafs flat oval ones, trollkin are bullet-headed, with features seemingly scrunched down onto the lower third of their faces, with large ears protruding laterally that accentuate this condition. Cranial hair is in a straight-standing shock atop the point of the head.

Trollkin of all sorts are basically underground dwellers, though unlike the larger of their ilk, the various sorts of trolls for instance, they do not explode or turn to stone in sunlight. They just don't function well in bright light. Their eyes see best in dim light, and they can even see somewhat when there is no light of the sort perceptible to human eyes. Likewise, their hearing is keen, especially in regards to echoes, but their sense of smell is abominable—good for them, bad for those being around trollkin.

All of the troll kind, trollkin included, enjoy human flesh, but this species doesn't crave it. All are excellent spelunkers, being able to negotiate the underground ways tirelessly and with alacrity. All can hold their breath for more than a minute, a survival feature required in places where poisonous gases are encountered, and all can swim well and rather fast.

Non-standard Abilities for all include climbing and squeezing quickly through tight spots, breath holding (2 minutes at least), and swimming at a speed equal to a human's average walking pace. Chief, jarl, and king trollkin have the non-standard abilities of belly wiggling at half normal walking speed, somersaulting ahead 10 feet, or backwards 5 feet, in one second, so as to come upright at the end. They add 2 points to armor thus, and do not receive an attack penalty. Barrens trollkin have Ranging and Waylaying Abilities at 50 Score, and cave trollkin have Ranging and Stealth Abilities at 50 Score.

Note: Trollkin often employ volatile mixtures of inflammables, such as naphtha or turpentine, mixed with light oils and kept in skins so as to be able to be squirted at foes. The stream projected will be ignited by flame, usually from a torch, even as it is being directed upon its target. There are typically 10 good squirts in such a skin, and each dousing will burn for about 10 seconds. The range of a stream is about 15 feet, and Harm is 1-2 points for each one second realtime the target is on fire.

A brangle of cave trollkin will collect a great deal of stuff over time. A lot will be useless to anyone save their own kind. There will be some small amount of clothing, equipment and useful gear, weapons, and armor suitable for humans.

High-ranking trollkin, jarls, and weirdwives will also have small hoards of valuables such as small art objects, furs, ivory, precious metals, and the like in a range of from $1,000-$20,000 per category.

Royal trollkin will have personal stashes of valuables such as small art objects, furs, ivory, precious metals, and the like in a range of from $12,000-$50,000.

Cave trollkin are on relatively good terms with other Alfar Races of their general ilk, including oafs (whom they will exploit for their strength) and trow. They are not particularly hostile to capricious grotto wylves. They find gnomes, dwarves, and all the like too smart and too regimented, so whenever they are near, the trollkin harass them, steal, spoil, attack, and so on to drive them away.

Barrens Trollkin: These creatures tend to inhabit the outdoors and their brangles are sometimes of considerable size, numbering in the upper hundreds or even a thousand or more. Such large groups divide into gangs, each a clan-like association of related families. It is most probable that a band of hill trow will be found associated with any large brangle of barrens trollkin at a ratio of about one of the former to each nine of the latter.

Cave trollkin, average

Appearing: *about 90% of the population*

H: 21-26 ***P: 20-25*** ***S: 8-10***

Attacks: One third of a group will be armed with slings (barrens trollkin) or rock-throwers* and a hand weapon, one third with 3 javelins and a hand weapon, and one third with club and knife.

*A billet with a cup, something like a short lacrosse stick, by means of which a goose-egg-sized stone can be thrown up to 150 feet distance. Harm from a hit is a base 1-20.

Defense: A trollkin will carry a targe and have 6 points of armor.

Wealth for average trollkin of all sorts is from $10 to $100 in coins, and a like sum in crystals, per individual. There is no chance for an Extraordinary object.

Cave trollkin chief

Appearing: *10% of the population, 1 per 10 average trollkin*

H: 31-40 ***P: 26-35*** ***S: 11-13***

Attacks: A chief will typically use two throwing axes or hammers, a war axe, and knife.

Defense: A chief will carry a buckler or shield, and wears 8 points of armor.

Wealth for chief trollkin of all sorts is from $50 to $500 in coins, and a like sum in crystals, per individual. There is a 10% chance for one Very Minimal Extraordinary object.

Cave trollkin jarl

Appearing: *1 per 50 average trollkin*

H: 41-50 ***P: 40-46*** ***S: 12-14***

Attacks: A jarl typically has 2 throwing axes or cleavers, sword and knife or dagger.

Defense: A jarl will use a buckler or shield and wear 10 points of armor.

Wealth for trollkin jarls of all sorts ranges from $1,000 to $6,000 in coins, a like sum in crystals and gems, and double that in jewelry per individual. There is a 25% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, and/or one Moderate Extraordinary object.



Cave trollkin spaewife

Appearing: *1 per 25 average trollkin*

H: 21-30 ***P: 26-35*** ***S: 12-15***

Attacks: A spaewife can use special Powers, one per ABC, at will: a glare to cause a single subject to act at half normal speed when watched, or a stare that can deliver 3-5 points of Harm, regardless of armor, to a single subject. The spaewife can also use a weapon such as a dagger or knife.

Defense: A spaewife has 4 points of armor.

It is rumored that some spaewife trollkin have other Powers in addition, but this is so far unproven.

Wealth for trollkin spaewives of all sorts ranges from $1,000 to $3,000 in coins, double that sum in crystals and gems, and triple that in jewelry per individual. There is a 25% chance each for 1-2 Very Minimal, one Minimal, one Low Moderate, one Moderate, and/or one Good Extraordinary object.

Cave trollkin weirdwife/queen

Appearing: *1 per 100 average trollkin weirdwife, plus 1 queen*

H: 31-40 ***P: 26-45*** ***S: 13-16***

Attacks: A weirdwife can use special Powers, one per ABC, at will: a glare to cause the movement and actions of a single subject to be half normal speed when so watched, or stare to deliver 6-8 points of Harm regardless of armor to a single subject, and acid spittle to six-foot distance inflicting 13-16 Harm regardless of armor. Weirdwives can use a weapon such as a dagger or knife.

Defense: A weirdwife has 8 points of armor due to innate Extraordinary energy.

Wealth for trollkin weirdwives of all sorts ranges from $5,000 to $8,000 in coins, a like sum in crystals and gems, and double that in jewelry per individual. There is a 30% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, and/or one Very Good Extraordinary object.

The trollkin queen has twice spaewife wealth, and a 40% chance for Extraordinary objects as noted above, plus a 25% chance each for one Very Good, one Strong, and/or one Very Strong Extraordinary object.

Cave Trollkin king

Appearing: *1 per community*

H: 61-80 ***P: 51-70*** ***S: 11-16***

Attacks: A king typically uses a small crossbow (discharges two quarrels at once, thus a double attack on one target) and 20 quarrels, a short thrusting sword, and belt mace.

Defense: A king will use a buckler and has 12 points of armor that is partially Extraordinary-engendered.

All king trollkin have the Power to walk on walls and ceilings as if they were normal floors, for up to 5 ABCs, and to wiggle along on its belly at full normal speed for 10 ABCs, with each such Power usable no more frequently than once per hour realtime.

Wealth of a trollkin king ranges from $5,000 to $30,000 in coins, twice that sum in crystals and gems, and twice that in jewelry. There is a 60% chance each for 1-4 Very Minimal, 1-3 Minimal, and/or 1-2 Low Moderate Extraordinary objects, 30% chance each for

one Moderate, one Good, and/or one Very Good Extraordinary object, and a 10% chance each for one Strong, one Very Strong, and/or one Major Extraordinary object.

Trow in General

Appearing: *5-50+*

Short and stocky, avaricious, scheming, and rather sinister, Trow look like beardless, bushy-headed dwarfs having a bad hair day. Their ears are too large, their mouths too wide, and teeth are of the snaggled and spiky sort. They wear leather garments, and various belts and harnesses from which weapons such as knives and hammers depend.

Trow

H: 36-45 ***P: 31-50*** ***S: 12*** attacking
8 moving

Attacks: A trow will typically have a small crossbow (with spring arms that make it equal to largest of human ones), or several spears, and an assortment of cleavers, hammers, and knives.

Defense: A trow will have a buckler and 8 points of armor.

Each individual trow also has one minor Extraordinary Power of some sort, typically employable once a day only, such as:

1) A trow can, in 1 second, become invisible and remain so for up to 12 seconds (or until striking with a weapon).

2) A trow can, in 1 second, blend with the surroundings so as to be unnoticed until active.

3) A trow can, in 1 ABC, bring a rain of stinging pebbles for 4 ABCs (12 seconds) into an area of 10-foot radius around the trow (not touching that individual), such rain of stones causing all therein to operate at an Ability penalty of +10 per ABC of exposure, viz. +10 to +40 penalty to dice rolls.

4) A trow can, in 1 second, cause a foot to slip so a subject in sight and within 30 feet distance falls down and must get up next ABC.

5) A trow can instantly dash off at three times normal running speed for 4 ABCs.

6) A trow can instantly dodge a deadly blow.

7) A trow can instantly double its normal precision for one attack.

8) A trow can instantly elevate a long garment upwards for as long as 4 ABCs so as to obscure the wearer's vision and hinder movement of arms and hands by at least 50%.

9) A trow can, in 1 ABC, generate for 4 ABCs' duration a blinding, smoke cloud that measures 10 feet in radius, measured at one-foot distance from the trow's head

10) A trow can, in one second, ignite a fire in any easily inflammable object in sight and not more distant than 60 feet, such as old cloth, dry paper, dead leaves, etc.

11) A trow can instantly leap upwards, arcing or straight up, as high as 20 feet.

12) A trow can instantly cause an opponent's weapon grip to become greasy so that it can't be held properly for the next 4 ABCs, and will be dropped each time a blow/use is attempted during this period.

13) A trow can instantly precipitate a heavy rain for 4 ABCs into an area of 10-foot radius, within sight of, and no more distant than 40 feet from, the trow.

14) A trow can instantly somersault-roll for 20-120 feet distance at twice normal running speed.

15) A trow can instantly spin an adversary around 180 degrees.

16) A trow can instantly cause one blow aimed at the trow individual to rebound and strike the attacker.

Because they enjoy causing discomfort, and love bad jokes, trow can get along as second fiddles to leprechauns. Although quite friendly with cave trollkin, if trow have anywhere near an equal number, they tend to treat the weaker trollkin as servants.

Individual wealth is in the range of $300 to $1,800 in coin, and a like amount in other valuables. There is a 20% chance for one each of the following power Extraordinary objects: Very Minimal, Minimal, Low Moderate, and/or Moderate.

Trow king

H: 61-80 ***P: 61-80*** ***S: 15*** attacking
10 moving

Attacks: A king will typically use a heavy cutting sword plus the usual assortment of cleavers, hammers, and knives.

Defense: A king will use a shield and wears 12 points of armor.

A trow king will usually have 3 or 4 Powers of varied sort, employable once a day only, as given above, or else one Power usable 3 or 4 times daily.

Ulfs in General

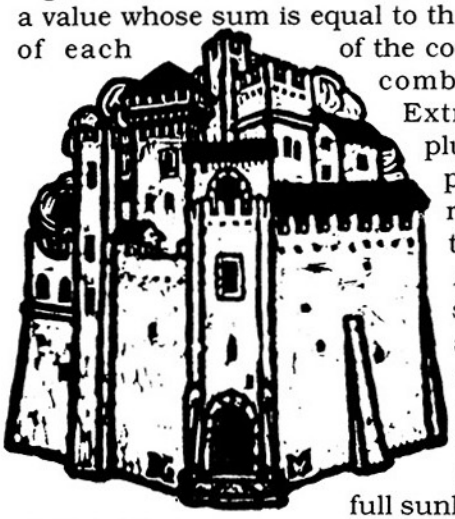
Appearing: *1-2+, communities number 4 to 16, all combatants*

The ulf race is the most vile of all of their form of Alfar, collectively more dangerous than the larger and individually more terrible ogre race. Ulfs are the antitheses of Fair Alfar. They are too tall, at least seven feet in height, thin to the point of cadaverousness, frighteningly—hideously—ugly, and of a dead gray or putrescent ivory complexion. The leering visage, with evil apparent in its every aspect, the fanged mouth and glittering red eyes, the snake-like fingers with razor-like nails, all bespeak volumes of woe to the one who has fallen into the hands of the ulfs.

The race of ulfs possesses intelligence above the human average, and they find their pleasure in putting their intellects to finding innovative ways of causing misery, suffering, disaster, and lingering death.

If encountered randomly it is usual that the ulf or ulfs will each have a troll servant-guard.

Ulfs are nearly solitary, and their communities, referred to as "families" by the ulfs, are small, palatial fortresses concealed in the greatest of wilderness places or deep underground. In such place there will be a number of troll servant-guards equal to the total number of ulfs. Each member of the "family" will have a great hoard of coins and Extraordinary items with a value whose sum is equal to the individual wealth of each of the community members combined, including Extraordinary items, plus an equal value in precious objects ranging from gems to objects d'art.



All ulf senses are superior to human senses, and they can see very well in pitch darkness, but light conditions that are equal to full sunlight are like a dark night to their eyes.

Each ulf possesses at least one Extraordinary Ability, other than Theurgy, at a Score from 55 to 100 points.

All of this race are much alike, and whether male or female are combatants. General individuals possess both Chivalry and Physique Ability so as to convey Harm bonus from 3 to 12 points.

An ulf "executioner" is a sort of family champion. Such individuals have only one to three Psychogenic Ability Powers, but always have maximum Physique Ability of +12. Each has Chivalry Ability conveying added Harm of +10, and Savagery Ability conveying added Harm of +10. There will be one executioner per 5 ulfs in the group.

An ulf "savant" is a sort of family master or mistress. They have randomly determined Chivalry, Physique, and other Ability bonuses of from 3 to 30. There will be one in the group if the family numbers 9 or fewer, two otherwise. Each savant has two or three Extraordinary Abilities, each with a Score range of from 75 to 125 points.

Ulfs do not generally associate with any sort of other races of Alfar, save trolls, as noted. In fact, they do their utmost to slay them, especially those of their own ilk and the potent Malign ones, just as they are inimical to alfs. There are, of course, exceptions...

Ulf

H: 61-70 ***P: 61-80*** ***S: 16-18***

Attacks: An ulf can use Ability Powers, or two attacks per ABC with weapons such as long thrusting sword and a long dagger, with Chivalry and Physique Ability bonus variable of 3-12 points of Harm.

Defense: An ulf has 13 points of armor due to protection worn and a Moderate Preternatural energy that conveys the stated protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $20,000-$200,000 in coins, crystals and gems, and jewelry per individual. There is a 25% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object.

Executioner

Appearing: *1 per 5 ulfs*

H: 66-85 ***P: 81-100*** ***S: 15-17***

Attacks: An executioner can use Psychogenic Powers, or two weapon attacks per ABC, typically heavy bow and 20 arrows and heavy cutting and thrusting sword, all at +32 points of Harm.

Defense: An executioner has 14 points of armor due to protection worn and a Moderate Preternatural energy that conveys the stated protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $20,000-$240,000 in coins, crystals and gems, and jewelry per individual. There is a 30% chance each for 1-3 Very Minimal, 1-2 Minimal, one Low Moderate, one Moderate, one Good, one Very Good, one Strong, one Very Strong, and/or one Major Extraordinary object.

Savant

Appearing: *1 per community, 2 if more than 9 ulfs*

H: 51-70 ***P: 66-95*** ***S: 19-22***

Attacks: A savant can use Extraordinary Abilities, or two attacks per ABC with weapons, such as a thrusting sword and long dagger, with Ability bonuses totalling from 3-30 points.

Defense: A savant has 16 points of armor due to protection worn and a Moderate Preternatural energy that conveys the stated protection against even Supernatural Harm.

Wealth, in contemporary terms, is in the range of $50,000-$500,000 in coins, crystals and gems, and jewelry per individual. There is a 50% chance each for 1-4 Very Minimal, 1-3 Minimal, 1-2 Low Moderate, one Moderate, one Good, one Very Good, and/or one Strong Extraordinary object, and a 25% chance each for one Very Strong, one Major, one Extreme, and/or one Extreme+ Extraordinary object.

Urls in General

An url appears very much like a wide and ugly troll. A typical url is a bit over seven and a half feet tall, heavy of bone and muscle, with short legs and long arms. The head is large with a prominent brow, high, back-sloping cranium, and very large ears. Unlike trolls, however, the skin of the url is smooth, hairless, and usually of mahogany brown or dark gray. Url kings are slightly larger, less deformed (sometimes not at all), and typically of jet-black complexion.

The Alfar race of urls has good intelligence and some, particularly their kings, have, in addition to Extraordinary Powers or like Abilities, one or more full-scale normal human Abilities. Urls are wholly subterranean creatures that are harmed moderately when in direct sunlight, suffering 6-8 points of Harm thus for each AB (12 seconds) so spent. Note that the Extraordinary Power capacity of url kings does not enable these individuals to possess full human-normal capacities, but some few of these individuals have been known to have possessed Sorcery Ability.

Wealth is variable in regards these creatures. Some seem to shun it, while others are as avaricious as are the greediest of dwarves. In the latter case, an individual will be as rich as a dwarf lord, and a community have the hoard of equal to a dwarfish one of 300 to 500 member size.

Url

Appearing: *1-2, 2-10+ in subterranean community*
H: 91-110 ***P: 61-90*** ***S: 10-13***

Attacks: An url can use weapons such as heavy spears hurled to 120-foot range, and battle axe or long flail with combined Physique, Savagery, and Tricks Ability bonus of from +5-30 Harm.

Defense: An url has 5 to 7 points of armor, with Extraordinary energy conveying this protection against even Supernatural Harm.

Url King

Appearing: *1 in a subterranean community of 8 or more*
H: 121-140 ***P: 91-110*** ***S: 11-14***

Attacks: A king can use from two to four Powers of Extraordinary Ability of Enchantment, Geourgy, and Theurgy, in any mix and of any grade, and weapons such as a heavy spear hurled to 180-foot range, a heavy cutting sword, etc., with combined Physique, Savagery, and Tricks Ability bonus of +22-32 Harm.

Defense: A king has 8 points of armor with Extraordinary energy conveying this protection against even Supernatural Harm.

Veshoges in General

Appearing: *25-250+*

Veshoges are strong but not overly robust, nor are they exceptionally bright on average. The crossbow is about the height of the usual veshoge warrior's mechanical reasoning, and to grasp its principles, the typical one must study its operation for a day. On balance, they are generally cowardly, except when in large groups, where they become near foolhardy.

The veshoge race is of other-dimensional origination, and, being despised by most humans, are usually found only in remote areas. They often reside underground if not in remote areas, and these groups go forth to raid and pillage hated human communities for booty. They are notorious kidnappers and slavers, taking humans captive and transporting them for sale to humans or humanoids in order to gain wealth. Veshoges are particularly attracted to crystals and gems of all sorts, prizing them above gold, for instance.

Veshoges do not generally associate with Alfar or any other humanoids, save to trade, and prefer to keep strictly to themselves otherwise, undoubtedly and justly suspicious of attack from the sorts of other creatures with whom they trade—some manimal species, orcs, and so on.

In wilderness areas, veshoges will sometimes be found in tribes numbering up to many thousands. These "wild" members of the race are of better, sturdier, and more mentally active sort. This is generally to the detriment of human opponents.

While on average only about one veshoge in 200 or so has the capacity to employ Extraordinary Abilities, this being about half the human norm, the tribal condition seems to bring to the fore better genetic material in the race, and generally speaking the veshoge average capacity to employ Extraordinary Abilities rises to the human norm in such large and barbaric gatherings.

In a small, average group of around 120 or so veshoges, it is only about 60% likely that one of their number will be able to use some Extraordinary Ability. In the same number of individuals drawn from a large tribal association of veshoges, it is near certain that one will be there, and possibly two or more could be in such a group. Furthermore, the able individuals will have greater capacity than average.

Veshoges look very much like humans, despite their pink cast of skin and somewhat pig-like visages, with outward turning canines, round cheeks, upturned nose, beady eyes, and horizontally oval face with sparse hair. They are possibly a parallel species of Homo Neanderthalus crossed with some Alfar race. A veshoge is, on average, about five feet tall, usually slope-shouldered, thick of body and limb, tending towards corpulence, and has little body hair save a

shock growing atop its head and running to the shoulder blades. They associate in small to large tribe-like groups led by a an enspeller and/or a "trader," policed by "masters," and generally defended by warriors, and lesser veshoges called "scavengers" and "packers," the latter being the laborers as well as second-line troops. "Wild" ones have varied and typically human-type organizations and their communities range in size up to many thousands.

All veshoges randomly encountered are combatants. About half of a community are combatants, the rest young or old who do not fight.

Enspeller

Appearing: *1 per 500, plus 1 per community*
H: 31-50 P: 26-45 S: 15-18

Attacks: An enspeller has attacks with Extraordinary Ability use of any sort employing Powers (Enchantment, Geourgy, Necrourgy, Sorcery, equal chances) at a score from 51-80, plus any weapon or mix thereof, but usually always a sword of some sort.

Defense: An enspeller has 6 points of armor, plus possible Extraordinary sort of protection.

Wealth carried is in the neighborhood of $1,000-$3,000 in coins, plus 41-50 crystals of $10-$100 value (each crystal having a 5% chance of being an ammunition crystal of some sort). There is a 25% chance each for one Extraordinary object of from Very Minimal on up to the grade equal to the individual's Extraordinary Ability Score divided by 10—check once for each grade.

Master

Appearing: *1 per group, 1 per 50 in a community*
H: 46-55 P: 45-50 S: 11-14

Attacks: A master typically uses weapons such as a curved sword and whip, both with a combined variable Nomadic, Physique, and Savagery Ability bonus of +3-12.

Defense: A master will use a shield and wears 10 points of armor.

Wealth carried is in the neighborhood of $1,000-$4,000 in coins, double that in jewelry, and 21-30 crystals of $10-$100 value (each crystal having a 5% chance of being an ammunition crystal of some sort). There is a 20% chance each for one Extraordinary object of from Grade Very Minimal to Strong.

Packer

Appearing: *60% of any group, including combatants in a community*
H: 26-35 P: 26-35 S: 9-11

Attacks: A packer will use weapons such as a sling, club, heavy knife, etc., with a bonus of +1-4 Harm from various Abilities.

Defense: A packer wears 2 to 4 points of armor.

Wealth carried is in the neighborhood of $200-$800 in coins, and 3-8 crystals of $10-$100 value (each crystal having a 5% chance of being an ammunition crystal of some sort). There is no chance for other sorts of Extraordinary objects.

Scavenger

Appearing: *20% of any group*
H: 35-40 P: 31-40 S: 11-14

Attacks: A scavenger will use weapons such as a small crossbow, axe, heavy knife or hatchet, etc., with a bonus of +2-5 Harm from various Abilities.

Defense: A scavenger will wear 5 to 7 points of armor.

Wealth is in the neighborhood of $200-$250 in coins, and 7-12 crystals of $10-$100 value (each crystal having a 5% chance of being an ammunition crystal of some sort). There is no chance for other sorts of Extraordinary objects.

Trader

Appearing: *1 with a group of 20, 1 per 100 in a community*
H: 51-70 P: 51-70 S: 13-16

Attacks: A trader will use weapons such as any sort of sword, heavy mace, heavy knife, etc., with a bonus of +4-16 Harm from various Abilities.

Defense: A trader will use a shield and wear 12 points of armor.

Note that such individuals are likely to possess various other Abilities such as humans have, possibly even an Extraordinary one.

Wealth carried is from $2,000-$8,000 in coins, five times that in jewelry, and 32-50 crystals of $10-$1,000 value (each crystal having a 5% chance of being an ammunition crystal of some sort). There is a 25% chance each for 1-3 Extraordinary objects from Very Minimal to Moderate Grade, and a 10% chance each for one Extraordinary object from Good to Major Grade. Check once per grade.

Warrior

Appearing: *20% of any group, including combatants in a community*
H: 36-45 P: 36-45 S: 8-11

Attacks: A warrior typically uses weapons such as a short spear, club, heavy knife, etc., with a bonus of +5-8 Harm from various Abilities.

Defense: A warrior uses a shield and wears 8 points of armor.

Wealth is from $200-$800 in coins and 7-12 crystals of $10-$100 value (each crystal having a 5% chance of being an ammunition crystal of some sort). There is no chance for other Extraordinary objects.

Random Determination: (Roll d% and consult the tables. **Important:** Ignore encounters that are inappropriate due to climate, light conditions, etc. and re-check until an appropriate result is discovered.

Locale Tables:

Different encounter tables should be consulted based on locale. The Locale Tables presented below should be used with the percentile rolls to determine which Encounter Table is appropriate.

Land, City/Urban-Suburban:

Result	*Encounter Table to Consult*
01 - 80	#1: Humans and Alfar, Urban Setting
81 - 90	#2:Animals, Large and/or Dangerous, Urban Setting
91 - 95	#3: Demoniacal et al., Urban Setting
96 - 00	#4: General List, Urban Setting

Land, Rural:

Result	*Encounter Table to Consult*
01 - 75	#5: Humans and Alfar, Rural Setting
76 - 90	#6: Animals, Large and/or Dangerous, Rural Setting
91 - 95	#7: Demoniacal et al., Rural Setting
96 - 00	#8: General List, Rural Setting

Land, Wilderness, General:

Result	*Encounter Table to Consult*
01 - 30	#9: Humans, Wilderness Setting
31 - 45	#10: Populous Alfar/Humanoid Races, Wilderness Setting
46 - 50	#11: Rare Alfar/Humanoid Races, Wilderness Setting
51 - 90	#12: Wild Animals, Lg. and/or Dangerous, Wilderness Setting
91 - 95	#13: Demoniacal/Humanoid/Living Dead, Wilderness Setting
96 - 00	#14: General List Creatures, Wilderness Setting

Land, Wilderness, Special: Sylvan Woodland/ Plain (Mediterranean-type, warm, open woodland and plains)

Result	*Encounter Table to Consult*
01 - 10	#15: Humans, Sylvan Wilderness Setting
11 - 20	#16: Populous Alfar/Humanoid Races, Sylvan Wilderness Setting
21 - 40	#17: Rare Alfar/Humanoid Races, Sylvan Wilderness Setting
41 - 60	#18: Wild Animals, Sylvan Wilderness Setting
61 - 65	#19: Demoniacal/Humanoid/Living Dead, Sylvan Setting
66 - 00	#20: Sylvan Wood/Plain Creatures

Water, Fresh:

Apply a dice roll to the appropriate table.

Encounter Table to Consult

#21: Marine Encounters on water, Major Body of Water

#22: Marine Creatures in water, Major Body of Water

#23: Marine Creatures in/on water, Marsh, Pond, River, Swamp, etc.

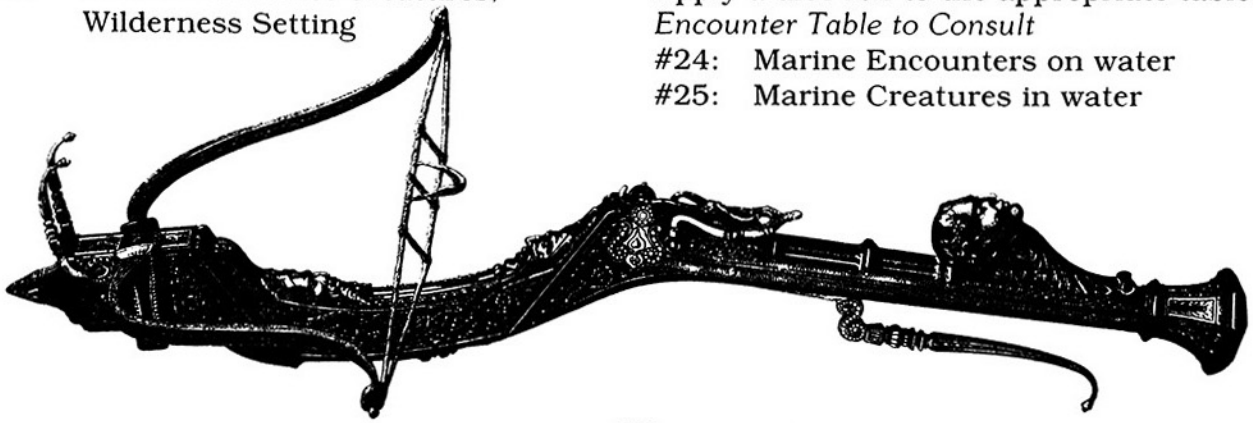
Water, Salt:

Apply a dice roll to the appropriate table.

Encounter Table to Consult

#24: Marine Encounters on water

#25: Marine Creatures in water



Encounter Tables:

After rolling the dice and consulting the Encounter Tables presented below, the LM will discover the nature of the encounter, and should then consult the appropriate listings within this tome. Use judgment and random selection to determine, where appropriate, the number and types of individuals that make up an encounter.

#1: Humans and Alfar, Urban Setting:

Result	*Encounter*
01 - 02	brownie
03 - 04	boggart
05 - 06	dunnie
07 - 18	dwarf
19 - 30	gnome
31 - 75	human (see Table #1A, below)
76 - 80	ilf
81 - 89	oaf (25% chance with major oaf)
90 - 91	orc (25% chance with greater orc addition)
92 - 93	orc (25% chance with lesser orc)
94 - 95	orc (25% chance with lesser and greater orc)
96 - 00	orc, lesser (25% chance with orc)



#1A: Human Encounter, Urban Setting:

Result	*Encounter*
01 - 10	beggar (or 1 of a larger group of 2-5)
11 - 20	bypassers, ordinary (or 1 of a larger group of 2-8)
21 - 22	human, demented (maniac, crazed, filthy, etc.)
23 - 24	human, demented (maniac appearing normal)
25 - 30	human, fanatical (see Table #1A-1, below)
31 - 70	human, general sort (see Table #1A-2, below)
71 - 80	pedlar (with or without a pushcart)
81 - 90	pickpocket, ordinary (a cutpurse with 0-2 associates)
91 - 00	solicitor (for a nearby shop, a pimp, a whore, etc.)

#1A-1: Human Encounter, Urban Setting, Fanatical:

Result	*Encounter*
01 - 30	2-20 typical followers seeking fellows
31 - 50	2-12 warrior followers looking for trouble
51 - 70	fanatic group (1-4 fanatic scouts traveling in advance of a group of 2-8 fanatic warriors), whose members are 1) seeking opposition /trouble, or 2) seeking recruits, or 3) looking for persons to kidnap for ransom/enslavement/sacrifice
71 - 80	fanatic group (1-4 female devotees traveling in advance of a group of 2-8 fanatic warriors), whose members are 1) seeking opposition/trouble, or 2) seeking recruits, or 3) looking for persons to kidnap for ransom/enslavement/sacrifice
81 - 90	fanatic group (fanatic leader with 2-8 female devotees), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice
91 - 00	fanatic band (7-12 typical followers, 1-6 warrior followers, 1-4 fanatic scouts, 1-4 fanatic warriors, 1-4 female devotees, and a fanatic leader; 25% chance that any Enspeller or Maelurge is also present), whose members are 1) attempting to escape from the place, or 2) inciting a riot, or 3) searching about looking to recruit others to join their "cause" andto lead such "worthies" back to their base of operations for initiation into their group

#1A-2: Human Encounter, Urban Setting, General:

Result	*Encounter*
01 - 02	beggar monk ([adjust stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score, or if not, 25% chance that he is a secret police officer [knight stats, with 1-3 Psychogenic Powers] who is looking for dangerous persons)
03 - 10	clerks (2-12 men, possibly with women [servant stats]), who are going about their business
11 - 15	community watchmen (2-5 soldiers [common outlaw stats] with a corporal [guardsman stats] and a watch sergeant [arminger stats])
16 - 20	community watchmen (7-12 soldiers [common outlaw stats] with a corporal [guardsman stats], a watch sergeant [arminger stats], and a captain [esquire stats])
21 - 22	drunk ([adjust stats]; 25% chance that he is a rogue able to steal with a 41-60 Abilityscore, or if not, 25% chance that he is a secret police officer [knight stats, with 1-3 Psychogenic Powers] who is looking for dangerous pesons)
23 - 25	gang (3-12 thugs [common outlaw stats]), whose members are searching for likely victims
26 - 27	gang (2-8 common outlaws, with 1-4 superior outlaws [0-1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, and with outlaw lieutenant, warrior, stats], whose members are led by their leader(s) in their search for likely victims
28 - 29	gang (3-12 common outlaws, with 1-4 superior outlaws [0-1 with outlaw lieutenant stats,0-1 with outlaw lieutenant, magical, stats, 0-1 with outlaw lieutenant, swindler, stats, and the leader with outlaw chief stats], whose membersare led by their chieftain or chieftainess in their search for likely victims
30 - 31	holy man ([adjust stats]; 25% chance that he is a priest [Enspeller stats with 1-3 Psychogenic Powers] looking for persons who need to be helped and/or saved and put on the right track, or if not that, 25% chance that he is a rogue impersonating this role who is able to employ Theurgy but also able to steal with a 41-60 Ability score)
32 - 35	knight with esquire (75% chance that they are cloaked/covered to seem like common folk)
36 - 38	knight with esquire and 2 armingers (75% chance that they are cloaked/covered to seem like common folk)
39 - 40	leper ([servant stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score)
41 - 44	mercenaries (3-12 soldiers [common outlaw stats] with a corporal [guardsman stats] and a sergeant [arminger stats]; 50% chance for a captain [esquire stats] and a commander [knight stats]
45 - 47	ordinary man, traveling through the area (Enspeller—equal chance for Enchanter or Geourge) with 1-3 attendants: a servant, possibly a clerk, and possibly a page; 25% chance for an apprentice of the same Ability as the Enspeller but half the score)
48 - 49	ordinary man, traveling through the area (Maelurge—equal chance for Necrourge or Sorcerer) with 1-3 attendants [1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, warrior, stats, and 0-1 with page stats]; 25% chance for an apprentice of the same Ability as the Maelurge but half the score)
50 - 51	ordinary man, traveling through the area (a priest with 1-3 male attendants: a servant, possibly a clerk, and possibly a youth initiate [page stats]; 25% chance for a novice of the same Ability as the priest but half the score)
52 - 54	ordinary woman, traveling through the area (priestess with 1-3 female attendants: a servant, possibly a clerk, and possibly a youth initiate [page stats]; 25% chance for a novice of the same Ability as the priestess but half the score)
55 - 60	ordinary women (2-5 [servant stats]), who are going about their business
61 - 64	3-6 pages (25% chance that they are accompanied by 1-4 esquires), who are hurrying to conduct business for their masters
65 - 69	revelers (3-12 men, possibly with women [adjust stats]), who are returning to their own quarter, but who are loud and a bit tipsy, likely a bit brash, and possibly insulting
70 - 73	sailors (a noble's private force if in a landlocked place; 3-12 crew [common outlaw stats] with a mate [guardsman stats] and a first mate [arminger stats]; 50% chance that there are also 1 ship lieutenant [esquire stats], and 1 ship captain [knight stats]
74 - 80	2-12 servants, who are going about their business
81 - 83	wags (2-8 men [arminger/bravo stats]), who are insulting passersby and looking for trouble
84 - 87	well-dressed man and servants, traveling through the area (merchant-type with 2 guardsmen, an

	arminger, and 1-4 servants; 25% chance that a capable outlaw [outlaw lieutenant, warrior or Enspeller, stats] is also in the group)
88 - 89	well-dressed man and servants, traveling through the area (noble with 2 knights, 2 esquires, and 1-4 armingers; 25% chance that an Enchanter or Theurgist is also in the group)
90 - 91	well-dressed man and servants, traveling through the area (4 leaders [1 with rogue stats, 1 with outlaw lieutenant stats, 1 with outlaw lieutenant, swindler, stats, 1 with outlaw lieutenant, warrior, stats], and 1-4 common outlaws; 25% chance that there is an additional leader [with lieutenant, magical, stats])
92 - 96	worker group (4-16 men, possibly with women [adjust stats]; 25% chance that they will be bellicose and seek trouble if confronted by only 1-3 Avatars who are not clearly well-armed or who do not appear to be noble-type persons)
97 - 00	youth street gang (4-16 teenage thugs [adjust stats]; 50% chance to be accompanied by 1-4 common outlaws)

#2: Animals, Wild and/or Dangerous, Urban:

Result	*Encounter*
01 - 20	blackrat pack (21-50), starving and mad
21 - 30	boar, robust (domestic but savage)
31 - 40	bull, escaped and running wild
41 - 45	cattle, stampeding herd; or elephant maddened and stampeding
46 - 50	dog, guard, ferocious and running wild
51 - 55	dog pack (wild, 2-12), hungry and aggressive
56 - 60	dog, rabid (or other rabid animal of your choice)
61 - 65	dog, war, masterless, stand-offish, but tamable
66 - 80	horse, runaway team (traveling along a street pulling a wagon)
81 - 90	horse, wildly running (riderless, and ready to trample)
91 - 00	scorpion, black; arachnid; or centipede (any but cold frozen terrain)

#3: Demoniacal et al., Urban:

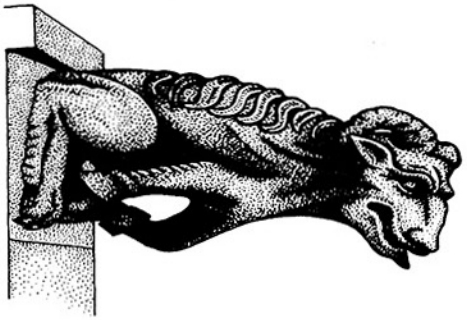
Result	*Encounter*
01 - 02	agrue
03 - 07	apparition
08 - 09	balewretch
10 - 12	banecreeper
13	bonestalker
14	bruholak
15	bruholak (arisen)
16 - 17	darkgaunt
18	dread
19	fright
20 - 30	ghost
31 - 41	ghoul
42	gloom
43	haunt
44	lichwight
45	moriant
46 - 53	nightgrim
54 - 55	nightslinker
56	nosferatu
57	pang
58	peccant
59 - 64	phantom
65	prowler
66 - 71	shadowling
72 - 76	skulk
77 - 80	specter
81 - 85	vampire
86 - 95	werebeast
96 - 00	ZAP! (LM Special: Insert one of your own, choose from above, make it a mere shadowsound that is really nothing at all, or arrange for collection of the unwilled living dead (animorts, bonewalkers, and/or zomboids—in such numbers as are reasonable—that are sent out by a Necrourge to drag in new victims)




agrue

#4: General List, Urban:

Result	*Encounter*
01 - 15	adhere ant
16 - 17	cockatrice
18	flunkh
19 - 45	gargoyle (any/all)
46 - 50	maelhound
51 - 55	moonshadow
56 - 70	slate slug
71 - 80	slime (any type)
81 - 92	spider, jumping (any type)
93 - 99	spider, web (any type)
00	wyrm (flame, fume, or stone)



#5: Humans and Alfar, Rural Setting:

Result	*Encounter*
01 - 02	brownie
03 - 04	boggart
05 - 06	dunnie
07 - 16	dwarf
17 - 18	elf
19 - 28	gnome
29 - 30	hobgoblin
31 - 65	human (see Table #5A, below)
66 - 75	ilf
76 - 77	kobold
78 - 82	oaf (25% chance with major oaf)
83	orc (25% chance with greater orc)
84	orc (25% chance with lesser orc)
85	orc (25% chance with lesser and greater orc)
86 - 87	orc, lesser (25% chance with orc)
88 - 89	trollkin
90	trow
91 - 95	veshoge
96 - 00	wylf (90% thicket elf variety)

#5A-1: Human Encounter, Rural Setting, Fanatical:

Result	*Encounter*
01 - 10	beggar (or 1 of a larger group of 2-5)
11 - 25	bypassers, ordinary (or 1 of a larger group of 2-8)
26	human, demented (maniac appearing crazed, filthy, etc.)
27	human, demented (maniac appearing normal)
28 - 35	human, fanatical (see Table #5A-1)
36 - 80	human, general sort (see Table #5A-2)
81 - 90	peddler (with or without a pushcart)
91 - 95	pickpocket, ordinary (a cutpurse with 0-2 associates)
96 - 00	solicitor (for a nearby shop, a pimp, a whore, etc.)



#5A: Human Encounter, Rural Setting:

Result	*Encounter*
01 - 20	2-20 typical followers seeking fellows
21 - 30	2-12 warrior followers looking for trouble
31 - 60	fanatic group (1-4 fanatic scouts traveling in advance of a group of 2-8 fanatic warriors), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice
61 - 70	fanatic group (1-4 female devotees traveling in advance of a group of 2-8 fanatic warriors), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice
71 - 80	fanatic group (fanatic leader with 2-8 female devotees), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice
81 - 00	fanatic band (12-30 [2d10 +10] typical followers, 3-12 warrior followers, 2-5 fanatic scouts, 2-5 fanatic warriors, 2-8 female devotees, and a fanatic leader; 25% chance that any Enspeller or Maelurge is also present), whose members are 1) attempting to take over the place, or 2) about to attack and pillage the place, or 3) searching about looking to recruit others to join their attacking and pillaging "cause" and to lead such "worthies" back to their base of operations for initiation into their group

#5A-2: Human Encounter, Rural Setting, General:

Result	*Encounter*
01	beggar monk ([adjust stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score)
02 - 07	clerks and/or shopkeepers (2-8 men, possibly with women [servant stats]), who are going about their business
08 - 13	community watchmen (2-5 soldiers [common outlaw stats] with a corporal [guardsman stats] and a watch sergeant [arminger stats])
14 - 15	drunk ([adjust stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score, or if not, 25% chance that he is a secret police officer [knight stats, with 1-3 Psychogenic Powers] who is looking for dangerous persons)
16 - 17	gang of local bullies (3-12 thugs [common outlaw stats]), whose members are searching for victims
18	gang of outlaws (2-8 common outlaws, with 1-4 superior outlaws [0-1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, magical, stats, 0-1 with outlaw lieutenant, swindler, stats, and 1 with outlaw lieutenant, warrior, stats], whose members are led by their leader(s) in their search for likely victims gang of outlaws (3-12 common outlaws, with 1-4 superior outlaws [0-1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, magical, stats, 0-1 with outlaw lieutenant, swindler, stats, and the leader with outlaw chief stats], whose members are led by their chieftain or chieftainess in their search for likely victims
20	holy man ([adjust stats]; 25% chance that he is a priest [Enspeller stats with 1-3 Psychogenic Powers] looking for persons who need to be helped or saved, or if not, 25% chance that he is a rogue impersonating this role who is able to employ Theurgy but also able to steal with a 41-60 Ability score)
21	knight with esquire (75% chance that they are cloaked/covered to seem like common folk)
22	knight with esquire and 2 armingers (75% chance that they are cloaked/covered to seem like common folk)
23	leper ([servant stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score)
24 - 25	local boys (2-8 young teenagers [servant stats]), who are looking for a bit of fun and devilment
26 - 35	local folk (2-8 men and women [servant stats]), who are going about their business
36 - 40	local huntsmen (2-5 warriors [outlaw lieutenant stats, with Archery Ability scores of 21-50])
41 - 43	mercenaries (3-12 soldiers [common outlaw stats] with a corporal [guardsman stats] and a sergeant [arminger stats]; 50% chance for a captain [esquire stats] and a commander [knight stats]
44 - 51	noble's soldiers (3-12 soldiers [common outlaw stats] with a corporal [guardsman stats] and a sergeant [arminger stats]; 50% chance for lieutenant [esquire stats] and a captain [knight stats]
52	ordinary man, traveling through the area (Enspeller—equal chance for Enchanter or Geourge) with 1-3 attendants: a servant, possibly a clerk, and possibly a page; 25% chance for an apprentice of the same Ability as the Enspeller but half the score)

53	ordinary man, merchant type, traveling through the area (regional official [noble stats, with 1-3 Psychogenic Ability Powers and another random Ability with a 31-50 score] with 2 guardsmen, an arminger, and an esquire; 25% chance he is a rogue pretending to be an official)
54	ordinary man, traveling through the area (Maelurge—equal chance for Necrourge or Sorcerer) with 1-3 attendants [1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, warrior, stats, and 0-1 with page stats]; 25% chance for an apprentice of the same Ability as the Maelurge but half the score)
55	ordinary man, traveling through the area (a priest with 1-3 male attendants: servant, possibly a clerk and a youth initiate [page stats]; 25% chance for a novice of the same Ability as the priest but half the score)
56	ordinary woman, traveling through the area (priestess with 1-3 female attendants: servant, possibly a clerk and a youth initiate [page stats]; 25% chance for novice of the same Ability as priestess but half the score)
57 - 61	ordinary women (2-5 [servant stats]), who are going about their business
62	ordinary women, traveling through the area (2-5 [servant stats])
63 - 69	revelers (3-12 men, possibly with women [adjust stats]), who are returning to their own quarter, but who are loud, a bit tipsy, likely a bit brash, and possibly insulting
70 - 76	strolling players (7-18 entertainers [adjust stats], 1-3 Jongleur Order leaders, plus 1 Extraordinary Order leader; 50% chance each for 1-2 Criminal Order members, 1-2 Rogue Order members, and an animal act—with a bear, dogs, etc., as the LM desires), who might well seek profit from activities other than entertainment
77 - 79	traveling tinker in wagon ([servant stats]; 25% chance that he is a rogue with a 41-60 Ability score)
80 - 84	wags (2-8 men [arminger/bravo stats]), who are insulting passersby and looking for trouble
85	well-dressed man and servants, traveling through the area (merchant-type with 2 guardsmen, an arminger, and 1-4 servants; 25% chance that an outlaw [outlaw lieutenant, warrior or Enspeller, stats] is in the group)
86	well-dressed man and servants, traveling through the area (noble with 2 knights, 2 esquires, and 1-4 armingers; 25% chance that an Enchanter or Theurgist is also in the group)
87	well-dressed man and servants, traveling through the area (4 leaders [1 with rogue stats, 1 with outlaw lieutenant stats, 1 with outlaw lieutenant, swindler, stats, 1 with outlaw lieutenant, warrior, stats], and 1-4 common outlaws; 25% chance that there is an additional leader [with lieutenant, magical, stats])
88 - 97	worker/farmer group (4-16 men, possibly with women [adjust stats]; 25% chance that they will be bellicose and seek trouble if confronted by only 1-3 Avatars who are not clearly well-armed or who do not appear to be noble-type persons)
98 - 00	youth gang (2-8 teenage thugs [adjust stats]; 50% chance to be accompanied by 1-4 common outlaws)

#6: Animals, Wild and/or Dangerous, Rural:

Result	*Encounter*
01 - 10	blackrat pack (21-50), starving and maddened
11 - 20	boar, robust (domestic but maddened and savage)
21 - 30	bull, maddened, escaped and running wild
31 - 40	cattle, like herd, or elephant maddened and stampeding
41 - 50	dog pack (wild, 2-12), hungry and aggressive
51 - 55	dog, rabid (or other rabid animal of your choice)
56 - 70	horse, runaway team (traveling along a street pulling a wagon)
71 - 80	man-eating animal (as applicable to the area, bear or big cat, hiding in ambush to attack)
81 - 90	scorpion, black; or arachnid; or centipede (any but cold frozen terrain)
91 - 95	snake, poisonous*
96 - 00	wolf pack (5-12 ravenous members)

* (Desert, Hot: asp, cobra, rattlesnake, tiger snake, viper;
Forest, Cold: adder, coral snake, rattlesnake;
Forest, Hot: adder, asp, bushmaster, cobra, coral snake, fer-de-lance, mamba, rattlesnake, tiger snake, viper, water moccasin;
Plain, Hot: adder, asp, bushmaster, cobra, coral snake, fer-de-lance, mamba, rattlesnake, tiger snake, viper;
Plain, Cold: adder, rattlesnake, viper)

#7: Demoniacal et al., Rural:

Result	*Encounter*
01 - 02	agrue
03 - 07	apparition
08 - 09	balewretch
10 - 12	banecreeper
13 - 20	bestial (any type)
21	bonestalker
22	bruholak
23	bruholak (arisen)
24 - 26	darkgaunt
27	dread
28	fright
29 - 35	ghost
36 - 42	ghoul
43	gloom
44	haunt
45	lichwight
46 - 52	manimal (any type)
53	moriant
54 - 59	nightgrim
60 - 64	nightslinker
65	nosferatu
66	pang
67	peccant
68 - 72	phantom
73	prowler
74 - 78	shadowling
79 - 81	skulk
82 - 85	specter
86 - 89	vampire
90 - 96	werebeast
97 - 00	ZAP! (LM Special: Insert one of your own, choose from above, make it a mere shadow/sound that is really nothing at all, or arrange for a collection of the unwilled living dead

#8: General List, Rural:

Result	*Encounter*
01 - 08	adhere ant
09 - 14	cockatrice
15 - 22	creeping jenny
23 - 27	current bush
28	flunkh
29 - 37	gargoyle (any/all)
38 - 42	hookthorne shrub
43 - 46	maelhound
47 - 50	moonshadow
51 - 60	ogre
61 - 70	slate slug
71 - 75	slime (any type)
76 - 85	spider, jumping (any type)
86 - 93	spider, web (any type)
94 - 99	sundog
00	wyrm (flame, fume, or stone)



#9: Humans, Wilderness Setting:

Result	*Encounter*
01- 05	bandits, mounted unless in woods (31-50 common outlaws with 4 outlaw lieutenants [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, and 1 with outlaw lieutenant, warrior, stats]; 1 outlaw chief or chieftainess leading them), who are looking for likely victims
06 - 10	fanatic group (5-8 fanatic scouts traveling in advance of a group of 9-16 fanatic warriors), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice

11 - 14 fanatic band (14-36 [2d12 +12] typical followers, 9-16 warrior followers, 5-8 fanatic scouts, 7-12 fanatic warriors, 7-12 female devotees, and a fanatic leader; 25% chance that any Enspeller or Maelurge is also present), whose members are 1) roving about looking to attack and pillage, or 2) on the march toward where they plan to attack and pillage, or 3) roving about looking to recruit others to join their attacking and pillaging "cause" and to lead such "worthies" back to their base of operations for initiation into their group

15 - 16 beggar monks (2-12 monks [normally adjust stats; 25% chance for arminger stats, plus Physique of 51-80, and Minstrelsy Ability in regards combat; or if not that, 25% chance the group is actually a rogue and common outlaws in disguise, the former able to steal with a 41-60 Ability score])

17 - 25 cavalry patrol (21-40 mounted soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof; and 4 mounted officers [2 with esquire stats, 1 lieutenant with Enspeller stats, and 1 captain with knight stats]; 25% chance for a double-sized patrol, and, if not that, 25% chance for a combined cavalry-infantry force with half as many cavalry soldiers and an infantry contingent of 21-30 foot soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof) Go to Infantry Patrol if the terrain is unsuited to cavalry

26 - 27 holy man (a priest or Geourge [Enspeller stats with 1-3 Psychogenic Powers] looking for persons who need to be helped and/or saved and put on the right track; 25% chance for a rogue impersonating this role who is able to employ Theurgy but also steal with a 41-60 Ability score)

28 - 30 infantry patrol (41-60 foot soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof; and 4 mounted officers [2 with esquire stats, 1 lieutenant with Enspeller stats, and 1 captain with knight stats]; 25% chance for a double-sized patrol, and, if not that, 25% chance in favorable terrain for a combined cavalry-infantry force with a mounted contingent of 5-8 scouts [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats])

31 - 32 leper band (11-20 lepers [servant stats]; 25% chance that they are actually disguised fanatic rebels; 4-6 typical followers, 1-3 warrior followers, 1-2 fanatic scouts, 3-4 fanatic warriors, 2-3 female devotees, and a fanatic leader; 25% chance for any Enspeller to be in the party)

33 - 40 local herdsmen, mounted if in flat, open terrain (7-12 superior warriors [arminger stats—but with +11-20 Ability in using their missile weapons: bolos, slings, etc.])

41 - 45 local huntsmen/warriors, mounted if in open terrain (10-24 superior warriors [outlaw lieutenant stats—but with +11-20 Ability in using their missile weapons: bolos, slings, etc.])

46 - 50 mercenary company, mounted, journeying (21-30 soldiers [common outlaw stats], 2-8 corporals [arminger stats], 2-5 sergeants [guardsman stats], 1-3 lieutenants [esquire stats], and 1 captain [knight stats]; 25% chance for a priest [Enspeller stats] to be in the party)

51 - 53 noble's mounted traveling party (5-8 servants, 7-12 guardsmen, 5-8 armingers, 2-5 esquires, 2-5 knights, and the noble; 25% chance that an Enspeller [any sort] is also in the party)

54 - 55 noble's mounted traveling party (with an Enspeller [other than a priest], not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

56 - 57 noble's mounted traveling party (with a Maelurge, not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

58 - 60 noble's mounted traveling party (with a Theurge, not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

61 - 75 ordinary merchants caravan (4-24 merchants [adjust stats], each merchant attended by the following: 1- 3 servants, 3-6 packers or teamsters [adjust stats], 3-6 guardsmen, 2-5 mounted guards [arminger stats], mounted guard leader [esquire stats]; 5% chance (cumulative) per merchant that there also is an Enspeller [any sort] in the party, and if this chance is greater than 50%, check for a second Enspeller at one-half the base chance)

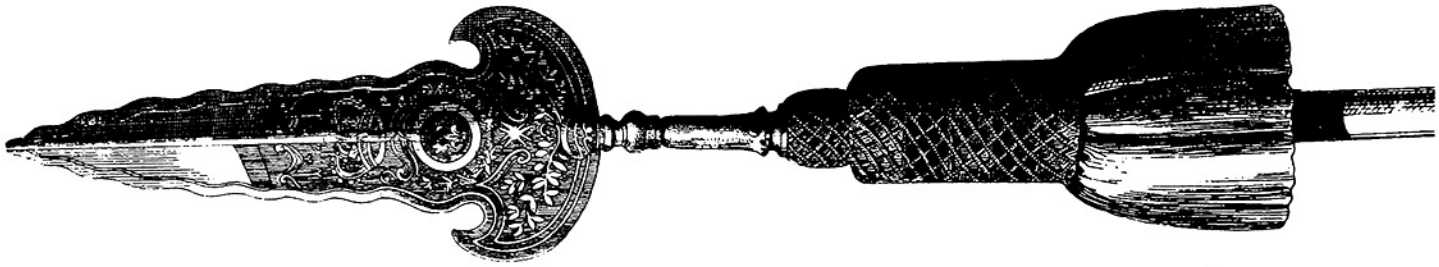
76 - 78 ordinary merchants caravan—disguised "other" encounter group; check to see which kind it actually is: 1. bandits, with chief and chieftainess; 2. fanatic band at full possible strength; 3. noble party, double size, with Enspeller; 4. noble party, double size, with Enspeller 5. noble party, double size, with Maelurge; 6. noble party, double size, with priest/priestess; 7. outlaws; 8. outlaws, mercenary type

79 - 83 outlaws, mounted if not in densely forested terrain (independent/dissenting band ; 21-30 common outlaws, with 5-8 superior outlaws [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, 1-3 with outlaw lieutenant, warrior, stats, and the leader with outlaw chief stats]; 50% chance for additional chieftainess)

84 - 85 outlaws, mounted if not in densely forested terrain (mercenary-type band; 21-30 common outlaws, 5-8 superior outlaws [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, 1-3 with outlaw lieutenant, warrior, stats, and the leader with Rogue stats])

86 - 90 strolling players, with wagons/caravans if terrain permits (17-24 entertainers [adjust stats], 5-8 roustabouts [common criminal stats], 3-5 Jongleur Order leaders, 1-3 each Criminal and Rogue Order members, 1 Extraordinary Order leader, 1 fortune teller [character with 2-3 Psychogenic Ability Powers but common criminal stats], and 1-3 animal acts-with bears, dogs, etc., as the LM desires), who might well seek profit from activities other than mere entertainment

91 - 00 tribesmen (31-60) warriors [common outlaw stats], 3-6 leading warriors [outlaw lieutenant stats], 1-3 chief warriors [outlaw lieutenant, warrior, stats], 1 shaman [outlaw lieutenant, magical, stats, and any Extraordinary Ability and 1-2 outlaw chief/chieftainess leaders), who require a toll (gifts, service, test, etc.) from those who pass through their territory)



#10: Populous Alfar/Humanoid Races, Wilderness Setting:

Result	*Encounter*
01 - 02	brownie
03 - 04	boggart
05 - 06	dunnie
07 - 10	dwarf
11 - 13	elf
14 - 15	giant
16	giant, cephalocorn
17	giant, cyclopean
18	giant, ettin
19 - 23	gnome
24 - 25	hobgoblin
26 - 28	ilf
29 - 30	kobold
31 - 35	oaf
36 - 38	oaf, major
39 - 40	oaf and major oaf in combination
41 - 43	orc
44 - 45	orc, great
46 - 47	orc, lesser
48 - 55	orc, all types combined
56 - 65	sub-human
66 - 70	trog
71 - 72	trollkin, barrens
73 - 77	trollkin, barrens and trow combined
78 - 80	trow, hill
81 - 00	veshoge

#11: Rare Alfar/Humanoid Races, Wilderness Setting:

Result	*Encounter*	*Result*	*Encounter*
01 - 04	alf	41 - 44	lyf
05 - 10	dockalf	45 - 50	nys
11 - 13	ellyllon	51 - 60	ogre
14 - 20	fir darrig	61 - 71	orcull
21 - 24	goblin	72 - 82	troll
25 - 30	huldra	83 - 90	ulf
31 - 36	leprechaun	91 - 94	url
37 - 40	lutin	95 - 00	whiskling

#12: Wild Animals, Large and/or Dangerous, Wilderness Setting:

Result	*Encounter*
01 - 10	animal herd, one species*
11 - 25	animal herd, mixed species (d3 +1 for species in herd, types as above)
26 - 30	ape (generally hot desert, forest, or plain)
31 - 35	bear**
36 - 40	bird, giant***
41 - 45	canine pack (any terrain-dog, wild dog, wolf)
46 - 50	elephant §
51 - 55	feline, big•
56 - 60	hyena (hot forest or plain)
61 - 65	monitor lizard, komodo-type (hot forest)
66 - 70	rhinoceros (hot desert, forest, or plain)
71 - 75	scorpion, black; or arachnid; or centipede (any but cold frozen terrain)

76 - 80	snake, non-poisonous (generally hot forest: boa constrictor, python)
81 - 85	snake, poisonous º
86 - 90	swine herd (any non-desert, excluding frozen)
91 - 95	tapir (or 3-5 agouti, pigmy rhino, etc.)(hot forest only)
96 - 00	wolverine (glutton)(cold forest or plain only)

* Desert, Cold: camel, eastern, caribou, goat, horse, llama, musk ox, reindeer, sheep, yak;
Desert, Hot: antelope, ass, western camel, gazelle, goat, horse;
Forest, Cold: antelope, buffalo, deer, giraffe, goat, guar, kangaroo, moose [elk], wapiti;
Forest, Hot: antelope, buffalo, cattle, deer, gaur, giraffe, goat, hippopotamus;
Plain, Cold: antelope, ass, bison, eastern, camel, cattle, goat, horse, llama, musk ox, reindeer, sheep, wapiti, yak;
Plain, Hot: antelope, ass, bison, buffalo, camel, cattle, gazelle, giraffe, gnu, goat, horse, zebra

** Desert, Cold: polar;
Forest, Cold: black, brown;
Forest, Hot: black;
Plain, Cold: brown, polar

***Desert, Hot: ostrich;
Plain, Hot: moa, ostrich, rhea [giant]

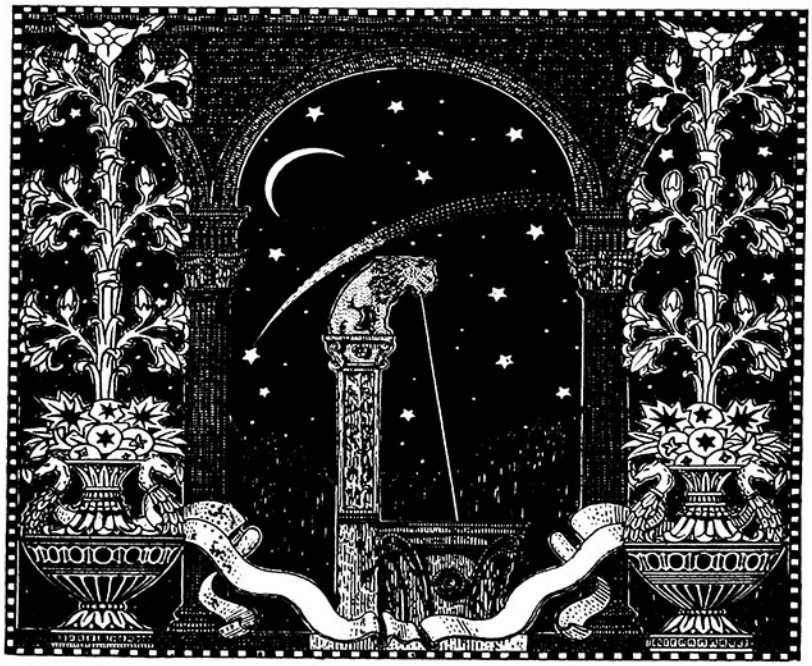
§ Desert, Cold: loxodont;
Desert, Hot: elephant, loxodont;
Forest, Cold: mammoth, mastodon;
Forest, Hot: elephant, loxodont;
Plain, Hot: elephant, loxodont, mastodon;
Plain, Cold: mammoth, mastodon

• Desert, Cold: leopard, tiger;
Desert, Hot: cougar, jaguar, red [tigré], leopard, lion;
Forest, Cold: cougar, leopard, tiger;
Forest, Hot: cougar, jaguar, red [tigré], leopard, lion, tiger;
Plain, Hot: jaguar, red [tigré], leopard, lion, tiger;
Plain, Cold: cougar, leopard, tiger

º Desert, Hot: asp, cobra, rattlesnake, tiger snake, viper;
Forest, Cold: adder, coral snake, rattlesnake;
Forest, Hot: adder, asp, bushmaster, cobra, coral snake, fer-de-lance, mamba, rattlesnake, tiger snake, viper, water moccasin;
Plain, Hot: adder, asp, bushmaster, cobra, coral snake, fer-de-lance, mamba, rattlesnake, tiger snake,
Plain, Cold: adder, rattlesnake, viper

#13: Demoniacal/Humanoid/Living Dead, Wilderness Setting:

Result	*Encounter*
01 - 05	agrue
06	apparition
07 - 11	balewretch
12 - 17	banecreeper
18 - 28	bestial (any type)
29	bonestalker
30 - 31	bruholak
32	bruholak (arisen)
33 - 36	darkgaunt
37 - 38	dread
39	fright
40 - 41	ghost
42	ghoul
43	gloom
44	haunt
45	lichwight
46 - 52	manimal (any type)
53	moriant
54 - 59	nightgrim
60 - 64	nightslinker
65	nosferatu
66 - 70	pang
71	peccant
72 - 73	phantom
74 - 78	prowler
79 - 81	shadowling
82 - 87	skulk
88	specter
89 - 90	vampire
91 - 96	werebeast
97 - 00	ZAP! (LM Special: Insert one of your own or choose from above



#14: General List Creatures, Wilderness Setting:

Result	*Encounter*
01 - 02	adhere ant
03 - 06	bull thistle
07 - 10	burning bush
11 - 12	cockatrice
13 - 16	creeping jenny
17 - 20	current bush
21	dragon, air
22	dragon, earth
23	dragon, water
24	drake, fire
25	drake, noose
26	drake, slime
27	flunkh
28 -30	gargoyle (any/all)
31 - 32	harpy-vulture
33 - 36	hookthorne shrub
37 - 40	leglop tree
41 - 42	maelhound
43 - 44	moonshadow
45 - 50	ogre
51 - 54	quickdeath tree
55 - 56	rukh
57 - 59	sefer
60 - 62	sepi
63 - 65	setcha
66 - 68	setrap
69 - 71	sha
72 - 75	shooting star
76 - 77	slate slug
78 - 80	slime (any sort)
81 - 84	spider, jumping
85 - 88	spider, web
89 - 90	sundog
91 - 94	trumpet vine
95	wyrm, flame
96	wyrm, fume
97	wyrm, stone
98 - 00	wyvern

#15: Humans, Wilderness Setting:

Result	*Encounter*
01- 05	bandits, mounted unless in woods (31-50 common outlaws with 4 outlaw lieutenants [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical stats, 1 with outlaw lieutenant, swindler, stats, and 1 with outlaw lieutenant, warrior, stats]; 1 outlaw chief or chieftainess leading them), who are looking for likely victims
06 - 10	fanatic group (5-8 fanatic scouts traveling in advance of a group of 9-16 fanatic warriors), members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom, enslavement or sacrifice
11 - 13	fanatic band (14-36) [2d12 +12] typical followers, 9-16 warrior followers, 5-8 fanatic scouts, 7-12 fanatic warriors, 7-12 female devotees, and a fanatic leader; 25% chance that any Enspeller or Maelurge is also present), whose members are 1) roving about looking to attack and pillage, or 2) on the march toward where they plan to attack and pillage, or 3) roving about looking to recruit others to join their attacking and pillaging "cause" and to lead such "worthies" back to their base of operations for initiation into their group
14 - 22	brash heroes (2-4 warriors [outlaw lieutenant, warrior stats]; 25% chance that one has spell ability [outlaw lieutenant, Enspeller stats]; or if not that, a 25% chance that one is a surly rapscallion [outlaw lieutenant, swindler stats]
23 - 25	cavalry patrol (21-40 mounted soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof; and 4 mounted officers [2 with esquire stats, 1 lieutenant with Enspeller stats, and 1 captain with knight stats]; 25% chance for a double-sized patrol, and, if not that, 25% chance for a combined cavalry-infantry force with half as many cavalry soldiers and an infantry contingent of 21-30 foot soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof) Use Infantry Patrol if the terrain is unsuited
26 - 30	holy man (a priest or Geourge [Enspeller stats with 1-3 Psychogenic Powers] looking for persons who need to be helped and/or saved and put on the right track; 25% chance for a rogue impersonating this role who is able to employ Theurgy but also steal with a 41-60 Ability score)
31 - 33	infantry patrol (41-60 foot soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof; and 4 mounted officers [2 with esquire stats, 1 lieutenant with Enspeller stats, and 1 captain with knight stats]; 25% chance for a double-sized patrol, and, if not that, 25% chance in favorable terrain for a combined cavalry-infantry force with a mounted contingent of 5-8 scouts [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats])
34 - 40	local herdsmen, mounted if in flat, open terrain (7-12 superior warriors [arminger stats-but with +11-20 Ability in using their missile weapons: bolos, slings, etc.])

41 - 47 local huntsmen/warriors, mounted if in open terrain (10-24 superior warriors [outlaw lieutenant stats-but with +11-20 Ability in using their missile weapons: bolos, slings, etc.])

48 - 49 noble's mounted traveling party (5-8 servants, 7-12 guardsmen, 5-8 armingers, 2-5 esquires, 2-5 knights, and the noble; 25% chance that an Enspeller [any sort] is also in the party)

50 - 51 noble's mounted traveling party (with an Enspeller [other than a priest], not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

52 - 53 noble's mounted traveling party (with a Maelurge, not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

54 - 55 noble's mounted traveling party (with a Theurge, not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

56 - 60 ordinary merchants caravan (4-24 merchants [adjust stats], each merchant attended by the following: 1- 3 servants, 3-6 packers or teamsters [adjust stats], 3-6 guardsmen, 2-5 mounted guards [arminger stats], mounted guard leader [esquire stats]; 5% chance (cumulative) per merchant that there also is an Enspeller [any sort] in the party, and if this chance is greater than 50%, check for a second Enspeller at one-half the base chance)

61 - 62 ordinary merchants caravan—disguised "other" encounter group; actually is:

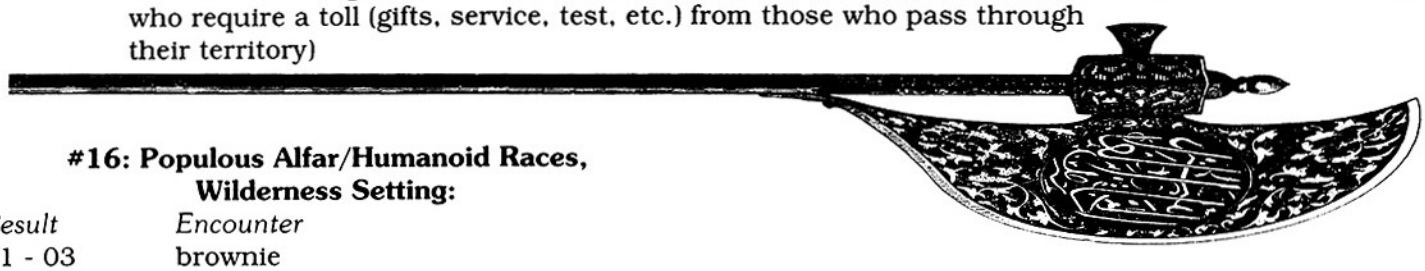
1. bandits, with chief and chieftainess;
2. fanatic band at full possible strength;
3. noble party, double size, with Enspeller;
4. noble party, double size, with Enspeller;
5. noble party, double size, with Maelurge;
6. noble party, double size, with priest/priestess;
7. Outlaws;
8. outlaws, mercenary type

63 - 70 outlaws, mounted if not in densely forested terrain (independent/dissenting band : 21-30 common outlaws, with 5-8 superior outlaws [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, 1-3 with outlaw lieutenant, warrior, stats, and the leader with outlaw chief stats]; 50% chance for additional outlaw chieftainess)

71 - 72 outlaws, mounted if not in densely forested terrain (mercenary-type band; 21-30 common outlaws, 5-8 superior outlaws [1: outlaw lieutenant stats, 1: outlaw lieutenant, magical, stats, 1: outlaw lieutenant, swindler, stats, 1-3: outlaw lieutenant, warrior, stats, and leader with Rogue stats])



73 - 85	reveling band (11-20 females [human fanatic female devotee stats], 1-8 males [human fanatic warrior stats]; a 10% chance that one party member also has an Enspeller Extraordinary Ability found at random: 1-2 = Enchantment, 3 = Geourgy, 4-8 = Psychogenic, 9-0 = Theurgy), whose members demand that those they meet join their revel for at least one day
86 - 90	strolling players, with wagons/caravans if terrain permits (17-24 entertainers [adjust stats], 5-8 roustabouts [common criminal stats], 3-5 Jongleur Order leaders, 1-3 each Criminal and Rogue Order members, 1 Extraordinary Order leader, 1 fortune teller [2-3 Psychogenic Ability Powers but common criminal stats], and 1-3 animal acts—with bears, dogs, etc., as LM desires)
91 - 00	tribesmen, forest (31-60 warriors [common outlaw stats], 3-6 leading warriors [outlaw lieutenant stats], 1-3 chief warriors [outlaw lieutenant, warrior, stats], 1 priest [outlaw lieutenant, magical, stats, and Theurgy Extraordinary Ability], and both 1 outlaw chief and 1 chieftainess as leaders), who require a toll (gifts, service, test, etc.) from those who pass through their territory)



#16: Populous Alfar/Humanoid Races, Wilderness Setting:

Result	*Encounter*
01 - 03	brownie
04 - 05	boggart
06 - 07	dunnie
08 - 12	dwarf
13 - 20	elf
21 - 22	giant
23	giant, cephalocorn
24	giant, cyclopean
25	giant, ettin
26 - 30	gnome
31 - 32	hobgoblin
33 - 44	ilf
45 - 46	kobold
47 - 48	oaf
49 - 50	oaf, major
51 - 59	oaf and major oaf in combination
60 - 61	orc
62 - 63	orc, great
64 - 65	orc, lesser
66 - 70	orc, all types combined
71 - 80	sub-human
81 - 82	trog
83 - 85	trow, hill
86 - 90	wylf, grotto elf
91- 00	wylf, thicket elf

#17: Rare Alfar/Humanoid Races, Wilderness Setting:

Result	*Encounter*
01 - 08	alf
09 - 12	dockalf
13 - 20	ellyllon
21 - 25	fir darrig
26 - 30	goblin
31 - 35	huldra
36 - 48	leprechaun
49 - 62	lutin
63 - 70	lyf
71 - 75	nys
76 - 82	ogre
83 - 86	orcull
87 - 91	troll
92 - 95	ulf
96 - 98	url
99 - 00	whiskling

#18: Wild Animals, Sylvan Wood/Plain Setting:

Result	*Encounter*
01 - 10	animal herd, one species forest: aurochs, cattle, deer,goat, sheep; plain: antelope, ass, aurochs, goat, horse, sheep
11 - 30	animal herd, mixed species (d2 +1 for number of species in herd, types as above) (plain only)
31 - 40	ape
41 - 45	bear plain: 100% brown; woods: 25% black, 75% brown
46 - 50	bird, giant (moa, ostrich, rhea [giant]) (plain only)
51 - 60	canine pack (any terrain: dog, wild dog, wolf)
61 - 65	elephant (normal elephant or pygmy-size elephant that is one-quarter height, weight, and Health)
66 - 75	feline, big (cougar, leopard, lion, tiger)
76 - 80	scorpion, black; or arachnid; or centipede (any but cold frozen terrain)
81 - 90	snake, poisonous (adder, viper, water moccasin)
91 - 00	swine herd (boar-type only)

#19: Demoniacal/Humanoid/Living Dead, Wilderness Setting:

Result	*Encounter*
01 - 05	agrue
06	apparition
07 - 11	balewretch
12 - 17	banecreeper
18 - 28	bestial (any type)
29	bonestalker
30 - 31	bruholak
32	bruholak (arisen)
33 - 36	darkgaunt
37 - 38	dread
39	fright
40 - 41	ghost
42	ghoul
43	gloom
44	haunt
45	lichwight
46 - 52	manimal (any type)
53	moriant
54 - 59	nightgrim
60 - 64	nightslinker
65	nosferatu
66 - 70	pang
71	peccant
72 - 73	phantom
74 - 78	prowler
79 - 81	shadowling
82 - 87	skulk
88	specter
89 - 90	vampire
91 - 96	werebeast
97 - 00	ZAP! (LM Special: Insert one of your own, choose from above, make it a mere shadow/sound that is really nothing at all, or arrange for a collection of the unwilledliving dead (animorts, bonewalkers, and/or zomboids—in such numbers as are reasonable—that are sent out by a Necrourge to draw in new victims)



#20: Sylvan Wood/Plains Creatures:

Result	*Encounter*
01 - 05	basilisk
06 - 10	bucentaur (25% with centaur if in open terrain, 25% with stacentaur if in woodedterrain)
11	bull thistle
12	burning bush
13 - 17	centaur (25% with bucentaur if in open terrain, stacentaur if in wooded terrain)
18 - 20	chimera
21 - 22	cockatrice
23	creeping jenny
24	current bush
25	dragon, air
26	dragon, earth
27	dragon, water
28	drake, fire
29	drake, noose
30	drake, slime
31 - 35	faun
36	flunkh
37 - 38	gargoyle (any/all)
39	geadra
40-41	hippogryf
42	gorgobos
43	gryf
44	gryffon
45	harpy-vulture
46	hookthorne shrub
47	hydra
48	leglop tree
49	mandrakor
50	manticore
51	moonshadow

52 - 54	pegasus
55	quickdeath tree
56 - 60	satyr
61	shooting star
62 - 67	silini
68 - 69	sineen
70 - 74	stacentaur (25% with bucentaur if in open terrain, centaur if in wooded terrain)
75	trumpet vine
76 - 83	unicorn
84 - 93	urisk
94	wyrm, flame
95	wyrm, fume
96	wyrm, stone
97 - 00	wyvern

#21: Marine Encounters ON WATER, Major Body of Water:

Result	*Encounter*
01	dragon, water
02 - 10	groswurm
11 - 20	fishing vessel (1 or 1-10, equal chances for number and size—small or large; small boat has 1-4 fishermen [adjust stats]; large boat has double the number)
21 - 35	merchant vessel (1 or 1-4, equal chances for number and size—medium or small; small vessel has 9-16 crew [adjust stats], 2 mates [arminger stats], 1 captain [esquire stats]; medium vessel has double the number of each)
36 - 40	merfolk
41 - 60	pirate vessel (1-2 large or 2-8 small, equal chances for each grouping; 25% chance that a single large vessel will be a cruising privateer attacking only certain ships; small vessel has 21-30 crew [common outlaw stats], 1-2 mates [outlaw lieutenant stats], and 1 captain [outlaw chief stats]; large vessel has double the crew and mates)
61 - 65	seagoing canoe (2 or 2-8, equal chances for number; each has 2-4 warriors [fanatic warrior follower stats], 1-2 chief warriors [fanatic warrior stats], and a like number of women [adjust stats]; there is a 10% chance per canoe that there will be 1 shaman [Enspeller stats] on one of the vessels)
66 - 67	sea serpent (any 1)
68 - 70	setrap
71 - 75	sturgeon, giant (60 Health, 20% armor)
76 - 80	war canoe (2 or 3-10, equal chances for number; each has 5-8 warriors [fanatic warrior follower stats], 2 leading warriors [fanatic scout stats], and 1 chief [fanatic warrior stats]; there is a 10% chance per canoe that there will be 1 shaman [Enspeller stats] on one of the vessels)
81 - 90	warship (1 or 1-4, equal chances for number and size—small, medium or large; small vessel has 10-15 regular crew [common outlaw stats], 2-8 picked crew [guardsman stats] 2-4 mates [arminger stats], 1-2 lieutenants [esquire stats] and 1 captain [knight stats] per small vessel; medium vessel has double the crew and mates; large vessel has quadruple the crew and mates, and double the lieutenants also)
91 - 00	water leaper



#22: Marine Creatures IN FRESH WATER, Major Body of Water:

Result	*Encounter*
01 - 05	bear, polar (very cold climate only)
06 - 15	bulkopf
16 - 20	crayfish, giant
21 - 25	crocodile
26 - 30	cuttlecatfish
31 - 32	dragon, water
33 - 40	gar
41 - 50	groswurm
51 - 55	merfolk
56 - 65	pike
66 - 67	sea serpent (any 1)
68 - 70	setrap
71 - 80	shark gar
81 -00	sharpik

#23: Marine Creatures IN WATER, Marsh, Pond, River, Swamp, etc.:

Result	*Encounter*
01 - 10	alligator (or cayman, crocodile, or mix of)
11 - 15	anaconda
16 - 20	bear, black, brown or polar
21 - 25	bulkopf
26 - 30	crayfish, giant
31	dragon, water
32 - 35	eel, electric

36 - 45	fish, small, man-eating
46 - 50	gar
51 - 55	groswurm
56 - 60	hippopotamus (or tapir, etc.)
61 - 65	pike
66	sea serpent (any 1)
67 - 74	setrap
75 - 80	shark gar
81 - 85	tiger (or cougar or jaguar)
86 - 00	water moccasin (or viper)

#24: Marine Encounters ON SALT WATER:

Result	*Encounter*
01 - 05	bear, polar (very cold climate only)
06	dragon, water
07 - 20	fishing vessel (1 or 1-10, equal chances for number and size—small or large; small boat has 1-4 fishermen [adjust stats]; large boat has double the number)
21 - 35	merchant vessel (1 or 1-4, equal chances for number and size—medium or small; small vessel has 9-16 crew [adjust stats], 2 mates [arminger stats], 1 captain [esquire stats]; medium vessel has double the number of each)
36 - 40	merfolk
41 - 43	octopus, giant
44 - 60	pirate vessel (1-2 large or 2-8 small, equal chances for each grouping; 25% chance that a single large vessel will be a cruising privateer attacking only certain ships; small vessel has 21-30 crew [common outlaw stats], 1-2 mates [outlaw lieutenant stats], and 1 captain [outlaw chief stats]; large vessel has double the crew and mates)
61 - 65	seagoing canoe (2 or 2-8, equal chances for number; each has 2-4 warriors [fanatic warrior follower stats], 1-2 chief warriors [fanatic warrior stats], and a like number of women [adjust stats]; there is a 10% chance per canoe that there will be 1 shaman [Enspeller stats] on one of the vessels)
66	sea serpent (any 1)
67 - 74	sea troll
75	squid, giant
76 - 80	war canoe (2 or 3-10, equal chances for number; each has 5-8 warriors [fanatic warrior follower stats], 2 leading warriors [fanatic scout stats], and 1 chief [fanatic warrior stats]; there is a 10% chance per canoe that there will be 1 shaman [Enspeller stats] on one of the vessels)
81 - 90	warship (1 or 1-4, equal chances for number and size—small, medium or large; small vessel has 10-15 regular crew [common outlaw stats], 2-8 picked crew [guardsman stats] 2-4 mates [arminger stats], 1-2 lieutenants [esquire stats] and 1 captain [knight stats] per small vessel; medium vessel has double the crew and mates; large vessel has quadruple the crew and mates, and double the lieutenants also)
91 - 95	whale (70 to 140 Health, 10% armor)
96 - 00	whale, sperm

#25: Marine Creatures IN SALT WATER:

Result	*Encounter*
01 - 07	barracuda
08 - 10	bear, polar (very cold climate only)
11 - 15	crocodile
16 - 17	dragon, water
18 - 30	eel, moray
31 - 40	fish, small, poisonous
41 - 50	jellyfish
51 - 60	merfolk
61 - 64	octopus, giant
65 - 68	seadog
69 - 75	seahorse
76 - 80	sealion
81 - 82	sea serpent (any 1)
83 - 88	sea troll
89 - 93	shark
94 - 95	squid, giant
96 - 00	whale, sperm

Quick Selection Random Spell List for Lejend Masters

Various listings herein have individuals able to use some form of Extraordinary Ability Power, without actually possessing the Ability required for such capacity. In those cases where fixed Powers are not listed (in order to keep players guessing, as well as to allow greater latitude to the Lejend Master), the following listings of Powers of Enchantment, Geourgy, and Theurgy are offered for quick random determination.

Take note that these are all of Moderate grade or lower. The Lejend Master should feel free to add any more potent Power or Powers deemed reasonable for the situation.

Where added Activation Energy Points are called for, assume the following:

1. Where the individual is very intelligent and/or "magical" in nature, allow a store of AEP in the range of around 50 to 60—lower if marginal. Then, in playing the individual, determine investment of AEPs according to the perspective of the character and the situation.

2. Where the individual is merely tapping innate capacities, the additional investment is automatic, not consciously determined. In such cases, judge from the species and relative potency of the individual to find the grade at which the Power will be activated. In general, a Very Minimal or Minimal grade is typical, but a potent individual might activate at Low Moderate or Moderate grade, and a great specimen, something akin to a chief priest or wizard, let us say, might activate at Good or higher grade investment. Again, all of this is automatic, and no records need be kept of AEPs for such characters.

The three lists for random determination follow. Feel free to select by any means desired, and add or delete whatever is appropriate in your view. The initial table is for random selection of Extraordinary Ability basis, and then the Powers by Ability and grade follow.

Extraordinary Ability Base of Power

Dice Roll	Extraordinary Ability
01 - 40	Enchantment
41 - 70	Geourgy
71 - 00	Theurgy

Enchantment

1. Borgasta's Flatness:	Very Minimal
2. Flame Finger:	Very Minimal
3. Lighter Than Air:	Very Minimal
4. Personal Armor 1:	Very Minimal
5. Phantom Self:	Very Minimal
6. Shadowed Self:	Very Minimal
7. Shooting Stars:	Very Minimal
8. Unexplained Noise:	Very Minimal
9. Weapon Wizard:	Very Minimal
10. Flame Fan:	Minimal
11. Igxat's Doorman:	Minimal
12. Imitate Surroundings:	Minimal
13. Grasshopper Legs:	Minimal
14. Jumpback, Jack:	Minimal
15. Personal Armor 2:	Minimal
16. Thorn Thrash:	Minimal
17. Vornosh's Magnification:	Minimal
18. Flame Gout:	Low Moderate
19. Dazzling Dagger:	Low Moderate
20. Eel Skin:	Low Moderate
21. Iron Agony:	Low Moderate
22. Mystic Mace:	Low Moderate
23. Acid Globe:	Moderate
24. Adelhard's Attack Augmentation:	Moderate
25. Dazzling Dart:	Moderate
26. Desmuriak's Dramatic Images:	Moderate
27. Energy Explosion:	Moderate
28. Flame Inferno:	Moderate
29. Uncoordinated:	Moderate
30. Obfuscate Observer:	Moderate

Geourgy

1. Wind Lasso:	Minimal to Extreme:A Power of Air
2. Wind Whip:	Minimal to Extreme:A Power of Air
3. Fiery Bolt:	Minimal to Extreme:A Power of Fire
4. Fiery Dart:	Minimal to Extreme:A Power of Fire
5. Earth Hammer:	Minimal to Extreme:A Power of Earth
6. Earth Sling:	Minimal to Extreme:A Power of Earth
7. Ice Arrow:	Minimal to Extreme:A Power of Water
8. Ice Spear:	Minimal to Extreme:A Power of Water

Primary Power-bids:

1. Atmosphere Elementary Service:	Moderate: A Power-bid of Air
2. Calm Elementary Service:	Moderate: A Power-bid of Air
3. Cold Elementary Service:	Moderate: A Power-bid of Air
4. Wind Elementary Service:	Moderate: A Power-bid of Air
5. Clay Elementary Service:	Moderate: A Power-bid of Earth
6. Dust Elementary Service:	Moderate: A Power-bid of Earth
7. Rock Elementary Service:	Moderate: A Power-bid of Earth
8. Sand Elementary Service:	Moderate: A Power-bid of Earth
9. Ash Elementary Service:	Moderate: A Power-bid of Fire
10. Flame Elementary Service:	Moderate: A Power-bid of Fire
11. Heat Elementary Service:	Moderate: A Power-bid of Fire
12. Smoke Elementary Service :	Moderate: A Power-bid of Fire
13. Fog Elementary Service:	Moderate: A Power-bid of Water
14. Ice Elementary Service:	Moderate: A Power-bid of Water
15. Rain Elementary Service:	Moderate: A Power-bid of Water
16. Snow Elementary Service:	Moderate: A Power-bid of Water

Theurgy

1. Blaze of Glory:	Very Minimal Power
2. Grant Might:	Low Moderate Power
3. Grant Puissance:	Strong Power
4. Armor of Faith:	Very Minimal Power
5. Confer Benison:	Moderate Power
6. Nullify Burns:	Moderate Power
7. Nullify Traumas:	Moderate Power
8. Omnivision:	Very Minimal Power
9. Safe Haven:	Minimal Power
10. Shelter from the Elements:	Very Minimal Power

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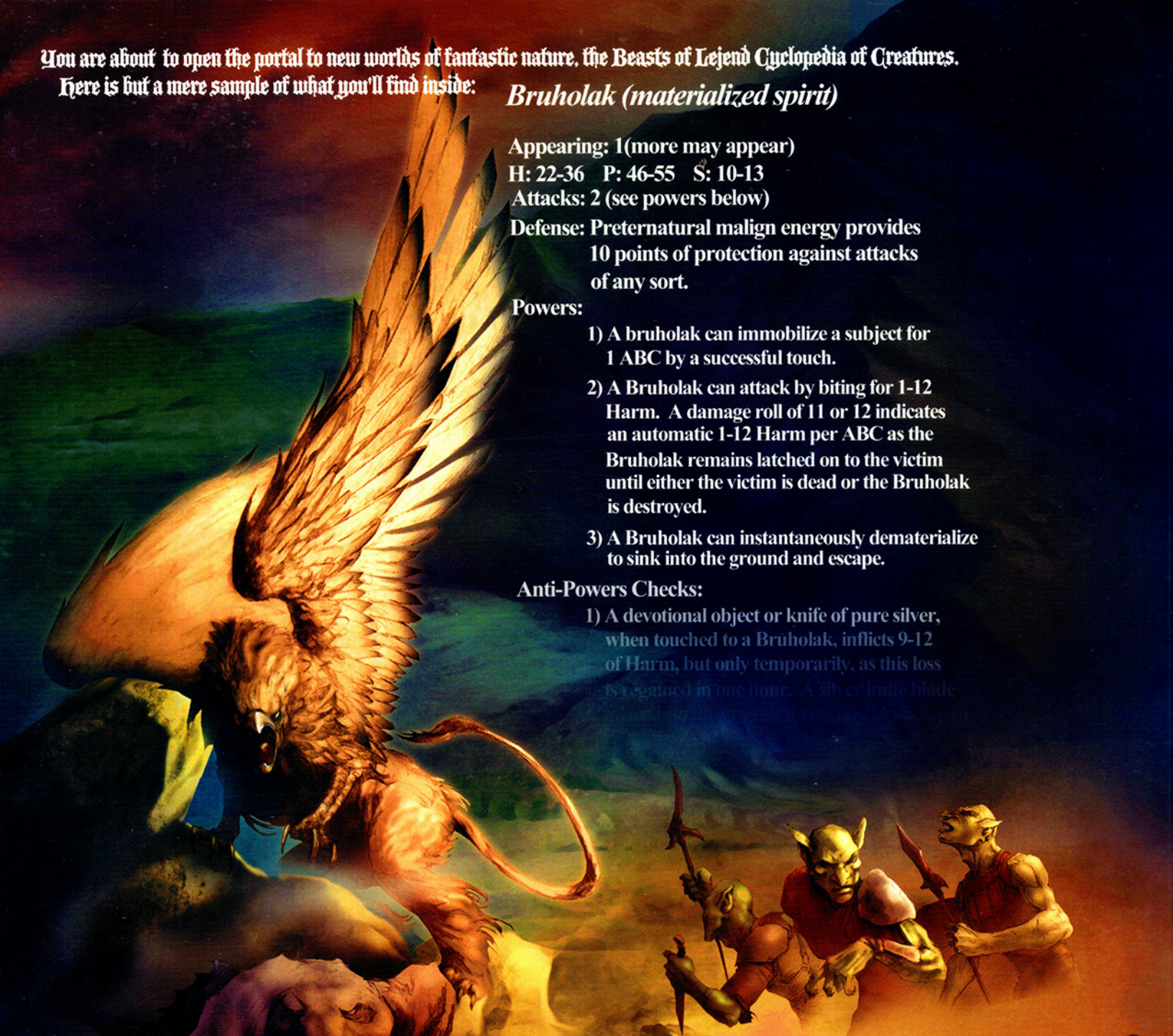

Bruholak (materialized spirit)

Appearing: 1(more may appear)
H: 22-36 **P:** 46-55 **S:** 10-13
Attacks: 2 (see powers below)
Defense: Preternatural malign energy provides 10 points of protection against attacks of any sort.
Powers:

1) A bruholak can immobilize a subject for 1 ABC by a successful touch.
2) A Bruholak can attack by biting for 1-12 Harm. A damage roll of 11 or 12 indicates an automatic 1-12 Harm per ABC as the Bruholak remains latched on to the victim until either the victim is dead or the Bruholak is destroyed.
3) A Bruholak can instantaneously dematerialize to sink into the ground and escape.

Anti-Powers Checks:

1) A devotional object or knife of pure silver, when touched to a Bruholak, inflicts 9-12 of Harm, but only temporarily, as this loss is regained in one hour. A silver knife blade

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