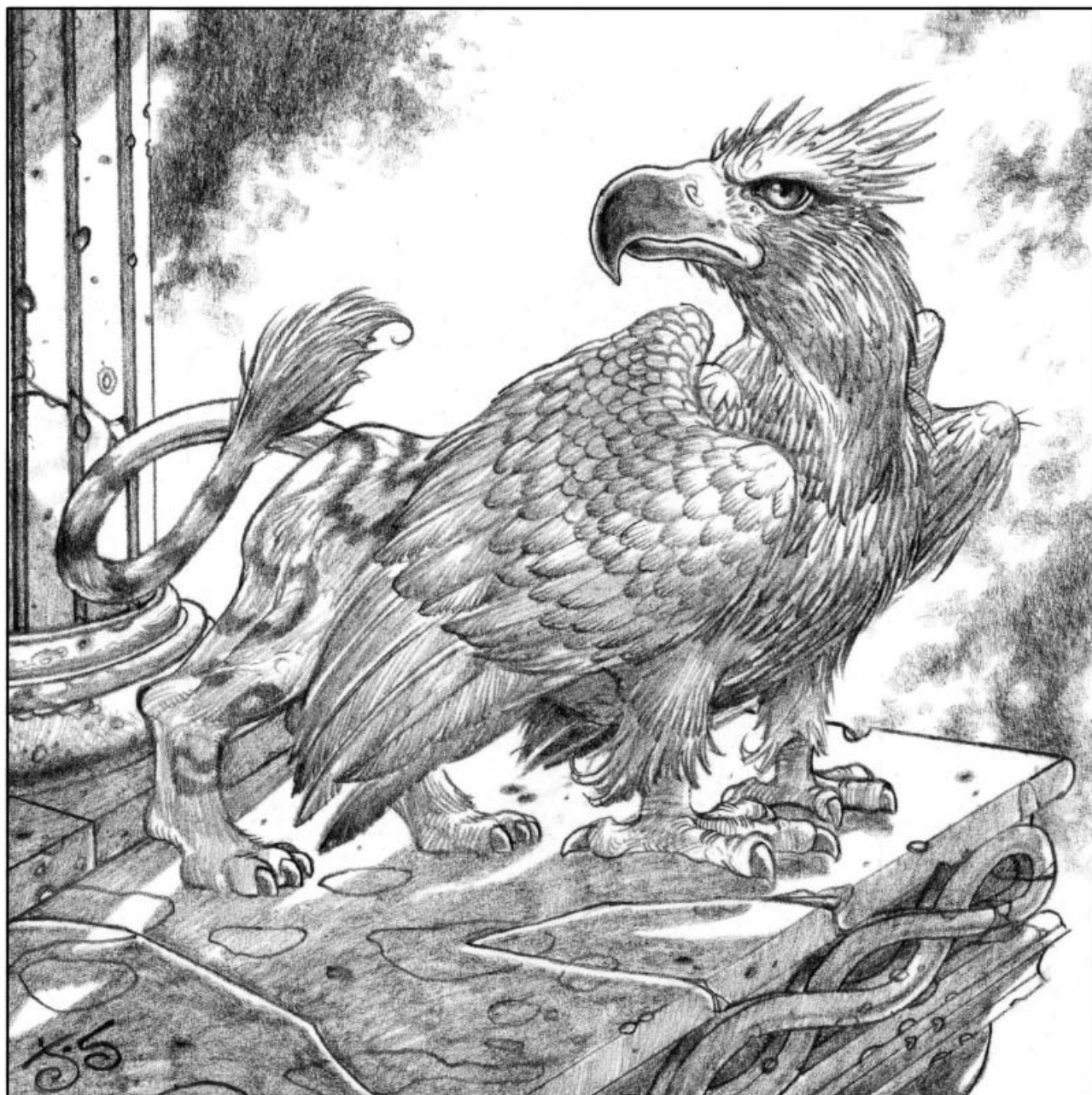


CREATURES & TREASURES™



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1.0 INTRODUCTION



Creatures & Treasures (CT) is a compendium of information and statistics for three key elements of fantasy roleplaying: creatures, treasures, and encounters. It is meant to provide a reference work and guidelines for use with the *Rolemaster Classic System (RMC)*. The information provided in this work can also be used with most other fantasy role-playing systems.

The material presented in *CT* is meant to aid a Gamemaster in running their game. A Gamemaster should keep in mind that these “rules” are actually guidelines to be used by a variety of Gamemasters in a number of world systems, covering a wide range of danger and power levels. A Gamemaster should always consider how a particular creature or magic item fits into their world system. If such a creature or item is inappropriate, the Gamemaster should feel free not to use it and use another. To these ends we provide alternative methods of generating treasures and encounters. Some Gamemasters will use one, some will use another, and some will use bits and pieces of different methods to obtain a hybrid system more suited to their game.

1.1 REFERENCES AND INDEX OF RMC TITLES

When referring to sections of this book, the text will read “See *CT* section 1.1” or “section 1.1” or “See 1.1”. For the other *RMC* Titles, the text will use the following abbreviations:

CL	Character Law
AL	Arms Law
SL	Spell Law

So, “See CL 2.0” means you should check *Character Law* section 2.0 for the reference.”

1.2 CREATURES

Sections 2.0-5.0 cover a wide variety of creatures that can add flavor, detail and excitement to any FRP game. Section 2.0 covers the stats and codes used in displaying the various creatures. Creatures are classified as being animals (section 3.0), monsters (section 4.0), or members of intelligent races (section 5.0).

Of course, *CT* cannot hope to cover all of the creatures that can be used in fantasy roleplaying. Section 6.0 provides guidelines for modifying standard animals and monsters in order to create your own unique,

unusual creatures (i.e., gigantism, magic, poison, movement modes, etc.). Section 6.5 provides a brief glossary of some unusual mythological creatures. This is intended to provide a Gamemaster with examples of the types of creatures that can be found in the standard reference works on legends and mythology. In addition, a short list of useful references is provided at the end of *CT*.

Section 7.0 covers poisons and their effects.

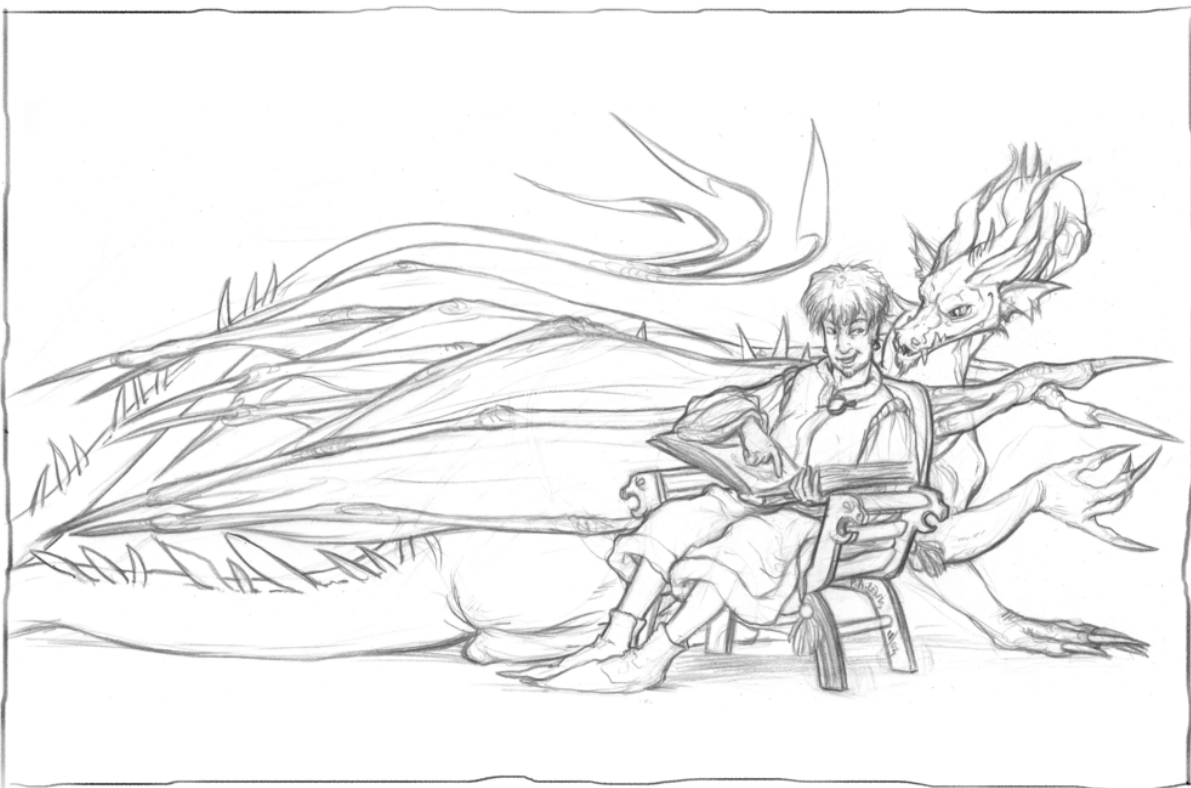
1.3 TREASURES

Sections 8.0-9.0 deal with one of the goals and rewards in fantasy roleplaying “treasure”: money, valuables, and magic items. It is often helpful for a Gamemaster to have a list of items to include in treasures and a method for generating the exact contents of treasures. Section 8.2 provides tables for generating totally random treasures based upon the following treasure classifications: ‘very poor’, ‘poor’, ‘normal’, ‘rich’, and ‘very rich’.

Section 8.3 provides a set of tables and item descriptions that can be used to generate treasures. This section serves as an example for keying treasures to a specific world system and mythos. The items described in this section and section 9.10 provides a Gamemaster with a large set of magic items that can be used individually or with any treasure generation system.

1.4 ENCOUNTERS

Section 10.0 has tables and guidelines for generating encounters. When an “encounter” occurs in a fantasy roleplaying environment, it is often useful for a Gamemaster to be able to generate a specific creature or groups of creatures. *CT* presents two different ways for randomly generating such an encounter. Section 10.1 presents tables that base an encounter upon the power of the creatures and the danger that they represent. Section 10.2 presents tables which base encounters upon the social and physical environment in which the encounter takes place.



2.0 CREATURES



This section contains descriptions for a variety of creatures and guidelines for handling them during play. Guidelines for creating your own creatures can be found in section 6.0. Before attempting to use the statistics provided for each creature, a Gamemaster should read sections 2.1 through 2.5, which contain the key to the codes used in the creature tables and descriptions.

For the purposes of *CT*, animals are creatures that are found in our world (earth). Usually, animals are not “intelligent”; they act and react based solely upon instinct and experience. Section 3.0 provides complete descriptions and game stats for a wide variety of normal animals, including: reptiles, cats, insects, riding animals, snakes, canines, large mammals and many more.

Races include all intelligent beings whose capabilities fall into the general profession/level development system outlined in *Character Law*. Many of these races can be handled as “monsters (i.e., treated as encounters or general opponents

of player characters), as well as being handled as player characters or non-player characters.

Section 5.0 gives representative statistics for use when members of races are handled as monsters. It also gives guidelines for handling members of races as characters. Races described include: fairy races, giant races, underground races, and many other unusual races.

Monsters in *CT* are creatures which are not characters (i.e., members of “races”) and which are not standard earth animals.

Section 4.0 provides complete descriptions and game stats for an assortment of fantastic beasts and monsters, including: demons, elementals, golems, lycanthropes, dragons, the undead, and a variety of other creatures from mythology, literature and fantasy roleplaying.

2.1 CREATURES OVERVIEW

The statistics given are split into three portions, a block of encounter/combat statistics given on a table, a line item of more specific creature information, and then a detailed description of the creature.

Chapter Two Creatures

The stats given describe typical or average creatures. Many statistics for a given creature (animal or monster) are actually given for a family of related creatures. Individual species of such a family may be smaller, larger, faster, etc. In certain cases, a percentage (%) chance of special properties (e.g. poison, flight, etc.) is given. This information is provided to aid in play and is not necessarily accurate with respect to our world.

These stats are of course abstracted to fit into an FRP environment and speed play. Additional codes provide a Gamemaster with guidelines for generating creatures that vary from the average in terms of level, hits, bonuses, etc. These additional statistics can be ignored when a Gamemaster does not want to or have time to generate each creature encountered.

A Gamemaster may also wish to generate skills for some creatures using *Rolemaster*

skill development (e.g. a demon alchemist/forged, an undead bard, etc.). To do this the Gamemaster should assign a profession to the creature and then use Non-Player Character table 10-18 in *Character Law* or develop the creature's skills themselves.

These rules assume several different environments of activity for creatures: on land, in the water, and flying in the air (and in certain rare cases underground movement). Some creatures that can operate in several environments will have several sets of statistics describing their capabilities in the various environments. In these cases, the set of statistics for the creature's primary environment is given first, then on the following line any statistics that change in a different environment are given.

The groupings and classifications of the creatures are not entirely biological; they are keyed more to environmental and attack patterns.

02-01 LEVEL TABLE								
Roll	Level Code from the Statistic Tables: (Roll D100, open-ended)							
	A	B	C	D	E	F	G	H
≤ 01	Young helpless creatures (i.e., baby, egg, etc.)							
02-10	-1	-2	-3	-4	-5	-6	-10	-2
11-15	0	-1	-2	-3	-4	-5	-8	-2
16-20	0	0	-1	-2	-3	-4	-6	-1
21-25	0	0	0	-1	-2	-3	-4	-1
26-35	0	0	0	0	-1	-2	-2	-1
36-45	0	0	0	0	0	-1	-1	0
46-55	0	0	0	0	0	0	0	0
56-65	0	0	0	0	0	+1	+1	0
66-75	0	0	0	0	+1	+2	+2	+1
76-80	0	0	0	+1	+2	+3	+4	+1
81-85	0	0	+1	+2	+3	+4	+6	+1
86-90	0	+1	+1	+3	+4	+5	+8	+2
91-100	+1	+1	+2	+4	+5	+6	+10	+2
101-140	+1	+1	+2	+5	+6	+7	+11	+3
141-170	+1	+2	+3	+6	+7	+8	+12	+3
171-190	+1	+2	+4	+7	+8	+9	+13	+3
191-200	+2	+3	+5	+8	+9	+10	+14	+3
201-250	+2	+4	+6	+9	+10	+11	+15	+3
251-300	+3	+5	+7	+10	+11	+12	+16	+4
> 300	+4	+6	+8	+11	+12	+13	+17	+4

Note: This chart can also be used for determining a poison's actual level.

2.2 GENERAL CHARACTERISTICS

These statistics are found on the appropriate creature table, and give basic information, such as the creature's type, its level, and its movement capabilities

TYPE

This is the generally accepted name or the given type of creature. If the movement statistics given are not for land movement, the type of movement is given in parentheses (e.g. fly, swim, burrow, etc.).

Note: The generic sub-classifications given for some types of creatures (small, medium, large) are not the creature's size relative to other creatures, but instead they are the creature's size relative to other creatures of its own type.

LEVEL

The number given here is the level of an average creature of the given type; it is primarily used for determining the creature's hits, attacks and experience points and resistance points. If the Gamemaster wishes they might use the chart given on the previous page to vary the exact level of the creature, just roll (open-ended) and cross-index with the letter (level code) given in the statistics. The result is added to the average level to give the creature's actual level. If a negative level is obtained, just use level 0. Creatures with lower levels than average can be considered to be the "young" of their type, while those with higher than average levels can be the "leaders" or "adults".

2.3 MOVEMENT STATISTICS

These movement statistics assume average quickness and encumbrance for the particular monster and may be adjusted for special cases.

A creature's actual movement rate is determined by its base rate as modified by its "pace" (up to its max pace) and possibly a maneuver roll using its MM bonus (movement and maneuver bonus). To determine a creature's movement rate for a given round, the Gamemaster should first decide on the creature's pace (up to the maximum allowed) and then the base movement rate can be multiplied by the movement rate multiplier given in the pace chart below.

A creature's pace also determines how many exhaustion points it uses each round. A creature's exhaustion points are dependent upon its constitution; the process for determining exhaustion points is given in the base hits section when constitution is discussed.

BASE RATE (MOVEMENT)

A creature's base movement rate is the distance which the creature may normally move each round at a "walking" pace. Base rates less than 1' are given as 1' (usually tiny creatures).

MAX PACE

The pace given in the statistics is the maximum allowed pace for the given animal. In flight, 'fast sprint' and 'dash' may only be used if in a dive. Some creatures are described as wearing armor, the slower than

expected "average" pace limit listed on the table may reflect this. If so, presume the max rate is the same as unarmored equivalent creatures on the same table block. (If still unclear, default to "Dash").

The pace for flying creatures works slightly differently, for those capable of the top two paces, Fast Sprint is

02-02 PACE TABLE

Code	Pace	Movement Rate/Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Point Cost/Rnd
Walk	Walk	1x	none	1 every 30 rnds
Jog	Fast Walk/Jog	1.5x	routine	1 every 6 rnds
Run	Run	2x	easy	1 every 2 rnds
Spt	Sprint/Fast Run	3x	light	5/rnd
FSpt	Fast Sprint	4x	medium	25/rnd
Dash	Dash	5x	hard	40/rnd
Var	Varies due to armor	—	—	—

"Diving" pace, speeds achievable only by rapidly descending. Dash is "Power Diving" pace, speeds achievable only by flying as hard as possible while rapidly descending. Flying creatures can glide at up to base movement rate (i.e. "walking" pace) for full movement for only 20% activity. Unless conditions are ideal in the form of strong thermals or updrafts, every round they attempt to continue will require a successful maneuver of one difficulty higher than the last round. (No MM the first round of gliding, Routine on the 2nd round, Easy the 3rd, etc.)

SPEED "MS/AQ"

A creature's speed is given in terms of "Movement Speed" / "Attack Quickness". Movement speed helps determine a creature's "base defensive bonus", while attack quickness determines a creature's "first swing points". Both factors can be used to determine a creature's defensive bonus (DB) in various tactical situations. The DB's given in this product already include the base DB, but they do not include the modifications for charge/lunge or flee/evade.

SIZE

This is the size of the given type of creature. This information is in the same column as the critical modification characteristic (if any) in the format of "Size/Crit Mod". Everything in this "size" section refers to actual size, the stat given before the "/". There are five size classifications in *RM*:

T	Tiny
S	Small
M	Medium
L	Large
H	Huge

Note: *This is merely an approximation of the creature's size with medium being approximately man-sized.*

02-03 SPEED TABLE

Code	Rate	Defensive Bonus Modifications			
		(MS) Base	(MS) Flee / Evade	(AQ) Charge / Lunge	(AQ) Initiative Modifier
IN	Inching	-25	+0	+0	-25
CR	Creeping	-20	+0	+0	-20
VS	Very Slow	-10	+0	+0	-10
SL	Slow	+0	+0	+0	+0
MD	Medium	+10	+5	-5	+10
MF	Moderately Fast	+20	+10	-10	+20
FA	Fast	+30	+15	-15	+30
VF	Very Fast	+40	+20	-20	+40
BF	Blindly Fast	+50	+25	-20	+50

MANEUVER BONUS

The maneuver bonus is used if the Gamemaster requires a maneuver roll to move at paces greater than a walk. The GM should first total the maneuver roll and the MM bonus; and then they should obtain a result from the moving maneuver table by cross indexing this total and the normal maneuver difficulty for the given pace (see pace chart above for suggested difficulties). The result is the percentage of the creature's movement rate that is actually covered.

If the creature attempts any extraordinary maneuvers (climbing, jumping) this is the bonus to apply.

Distance moved = base rate x pace multiplier x (maneuver roll result / 100)

2.4 COMBAT STATISTICS

This next set of stats is mostly found on the appropriate creature table, but some specifics will be found on the creature detail information, or the creature description.

SIZE AND MELEE RANGE

With the introduction of much more variety in the size of combatants, *CT* gives a spread of melee ranges for creatures from Tiny to Huge. (The Medium sized creature melee range matches the one given in *AL*.)

Tiny:	1' + Weapon Length
Small:	2' + Weapon Length
Medium:	5' + Weapon Length
Large:	10' + Weapon Length
Huge:	15' + Weapon Length

Most natural weapons have a "Weapon Length" of 0 (like fists, claws, bite), but some will have usable lengths, like tentacles, tails and stingers.

Note: *This modification applies to size, not crit modification factor, so make sure you are looking at the characteristic before the "/" not after it.*

Chapter Two Creatures

02-04 KNOCKBACK MODIFICATION BY SIZE					
Size	Tiny	Small	Medium	Large	Huge
Tiny	100%	50%	0%	0%	0%
Small	150%	100%	50%	0%	0%
Medium	200%	150%	100%	50%	0%
Large	250%	200%	150%	100%	50%
Huge	300%	250%	200%	150%	100%

SIZE AND KNOCKBACK

Knockback results on the *AL* and *SL* attack charts may have absurd knockback characteristics due to differences in combatant size. A Tiny creature should not be knocking a Huge creature back 20' regardless of how the critical reads. Use the following table to modify any knockback distances given by melee and missile criticals: (Attacker size down the left side, defender size across the top.)

Multiply the critical knockback by the percentage given on the table to determine actual knockback distance.

Example: A Medium creature inflicts a critical that says "Throws foe back 10". Looking at the "Medium" row on the table; If the target is Tiny, the result is $10' \times 200\% = 20'$, if the foe is Small the result is $10' \times 150\% = 15'$, if the foe is Medium

the result is $10' \times 100\% = 10'$, if Large the result is $10' \times 50\% = 5'$, and if the foe is Huge the result is $10' \times 0\% = 0'$.

Note: Any critical result that gives knock back, but does not specify a distance is treated as if that distance were 10'.

Note: This modification applies to size, not crit modification factor, so make sure you are looking at the characteristic before the "/" not after it.

CRITICAL MODIFICATION "CRIT"

This statistic indicates how critical strikes inflicted on the given type of creature are resolved. This information is in the same column as the size characteristic in the format of "Size/Crit Mod". Everything in this "Crit" section refers to Critical Modification, the stat given after the "/".

In some cases more than one of these codes apply:

- Use normal critical procedure.
- I Decrease the critical severity by one ('A' - modify by -20, 'B' becomes an 'A', 'C' becomes a 'B', etc.).
- II Decrease the critical severity by two ('A' - modify by -50, 'B' becomes an 'A'-20, 'C' becomes an 'A', etc.).

02-05 CONSTITUTION TABLE								
(Roll D100, non-open ended)								
Con Bonus	Constitution Code From the Statistic Tables							
	A	B	C	D	E	F	G	H
-25	—	—	01	01	01	01	01	01
-20	—	01	02-03	02	02	02	02	02
-15	01	02-04	04-08	03-04	03-04	03	03	03
-10	02-09	05-11	09-23	05-09	05-09	04-05	04	04
-5	10-25	12-31	24-74	10-24	10-24	06-10	05-06	05
0	26-74	32-69	75-89	25-74	25-72	11-25	07-11	06-07
+5	75-91	70-89	90-94	75-89	73-87	26-72	12-26	08-12
+10	92-99	90-96	95-97	90-94	88-92	73-87	27-71	13-27
+15	100	97-99	98-99	95-97	93-95	88-92	72-86	28-72
+20	—	100	100	98-99	96-97	93-95	87-91	73-88
+25	—	—	—	100	98	96-97	92-94	89-93
+30	—	—	—	—	99	98	95-96	94-96
+35	—	—	—	—	100	99	97-98	97-98
+45	—	—	—	—	—	100	99	99
+60	—	—	—	—	—	—	100	100
Hits/Level Diff								
	1	2	3	5	8	10	12	15
Bonus Exhaust. Pts								
	0	0	0	0	+50	+100	+150	+200

- LA Use the large creature critical table.
 SL Use the super-large creature critical table.
 @ Stun results do not affect creature.
 # Stun results and hits/rnd do not affect creature.

Note: *Creatures that are immune to stun are not immune to physics. If such a creature is given a critical result that inflicts a "Down" or "Out" severity stun result, they are knocked into a prone position, but otherwise unaffected. (Subject to "Prone" positional penalties, but have neither restrictions on activity nor any stun based penalties.) They are free to attack from the prone position or get up.*

CONCUSSION "HITS"

A creature's base hits are the number of concussion hits that an average creature of the given type can absorb before becoming unconscious. The letter following the hits number is the "Constitution Factor" that tells you what column to use on Table 02-05.

VARYING BASE HITS DUE TO LEVEL DIFFERENCES

In addition, a creature's hits can vary if its level differs from the given average level. Just multiply the hits/level difference given in Table 02-01 on page 8 by the difference between the actual level of the creature and the average level for its type. This product is then added to the previous base to obtain the creature's level modified base hits.

Example: *A creature that is normally 3rd level, with 50C hits that is actually 7th level will have $50 + 12(7-3=4 \times 3) = 62$ base hits*

CONSTITUTION BONUS

If the Gamemaster wishes they might use Table 02-05 on page 11 to vary the exact number of hits that the creature can take. Just roll (open-ended) on the column indicated by the letter given under "base hits" in the statistics (this roll is the creature's constitution). The resulting constitution bonus (con bonus) is

given at the left of the chart; multiply the base hits by the Co bonus as a percentage and add it to the base hits. A resulting hit total of less than one is treated as one. No letter indicates there is no change.

Example: *A creature with 50 base hits and a +20 constitution bonus would have $50 + 10 (50 \times 20\%) = 60$ hits.*

EXHAUSTION POINTS

To determine the number of exhaustion points initially available to an animal use the constitution chart. Use the creature's constitution code (the letter given after its base hits) and the "constitution roll" (the creature's constitution) to determine the creature's constitution bonus. The creature's available exhaustion points are obtained by adding the creature's constitution, its constitution bonus, and its bonus exhaustion points based upon its constitution code (also available from the constitution chart).

Exhaustion points = constitution + con bonus + bonus exhaustion points

02-06 AT TABLE

AT: The first number is the creature's Rolemaster armor type:

1 = Skin/Cloth	11 = Half-Hide Plate
2 = Robes	12 = Full-Hide Plate
3 = Light Hide	13 = Chain Shirt
4 = Heavy Hide	14 = Chain Shirt and Greaves
5 = Leather Jerkin	15 = Full Chain
6 = Leather Coat	16 = Chain Hauberk
7 = Reinforced Leather Coat	17 = Metal Breastplate
8 = Rein. Full-lgth. Lth. Coat	18 = Met. Breastpl. & Greaves
9 = Rigid-Leather Breastplate	19 = Half Plate
10 = R-Lth. Breast. & Greaves	20 = Full Plate

ARMOR TYPE AND DEFENSIVE BONUS "AT(DB)"

The first number is armor type. So 5(30) would indicate armor type 5. The number in parentheses after the AT is the creature's defensive bonus. It is given for the average quickness for a creature of that type and may need to be adjusted for exceptional cases. This defensive bonus usually does not include any shield bonuses, but certain creatures may be capable of using a shield or the equivalent of a shield. If a

shield is normally used, an 'S' is included after the number in parentheses, and shield DB has already been included in the figure.

ATTACKS

These statistics indicate how a creature attacks using the *Rolemaster Classic* tables. Usually a number of attacks are given for each creature, separated by slashes, "/". Each creature usually initiates combat using one of these attacks as indicated. During later rounds, the same or other attacks may be used depending upon the situation or success of earlier attacks. Each attack is usually described by the following three statistics:

Note: *There are no spaces between the "/" and the numbers, so be careful not to confuse the end of one attack type with the beginning of another.*

OFFENSIVE BONUS

The first number is the offensive bonus for that attack.

ATTACK TYPE

The letter codes that follow the first number indicate the attack type.

For most animal attacks, the first letter indicates the size of the attack:

T Tiny
S Small



M Medium
L Large
H Huge

For martial arts attacks, the attack size indicates the tier that may be used:

S Tier 1
M Tier 2
L Tier 3
H Tier 4

Tiny attacks are resolved on the tiny animal attack table regardless of attack type. Tiny attack types are included for GM's that wish to create "monsters" by increasing an animal's size (see section 6.4).

The next two (or three) letters indicate the type of attack:

Some attacks are treated as weapon attacks using the following code without an attack size code (a random weapon can be generated using the weapons lists provided in section 8.2):

We = general weapon used based upon situation and availability.

Certain special attacks can be indicated, such as a breath weapon, elemental attacks or anything else not handled on the *Arms*

02-07 NATURAL ATTACK TABLE

Ba = Bash/Ram/Butt/Knock Down/Slug	Mst = Martial Arts Strikes
Bi = Bite	Pi = Pincher/Beak
Cl = Claw/Talon	St = Stinger
Cr = Crush/Fall	Ti = Tiny
Gr = Grapple/Grasp/Envelop/Swallow	Ts = Trample/Stomp
Msw = Martial Arts Sweeps & Throws	Ho = Horn/Tusk

02-08 WEAPON TABLE

ba = battle axe	hcb = heavy cross bow	sc = scimitar
bs = broadsword	ja = javelin	sl = sling
bo = bola	lb = long bow	sp = spear
cl = club	lcb = light cross bow	ss = short sword
cp = composite bow	ma = mace	th = two handed sword
da = dagger	ml = mounted lance	ts = throwing star
fa = falchion	pa = pole arm	wh = war hammer
ha = hand axe	qs = quarter staff	wm = war mattock
hb = halbard	sb = short bow	wp = whip

02-09 MAGIC ATTACK TABLE

ABolt	=	Air Bolt (Use WaterBolt Table)
CBolt	=	Cold Bolt (Use WaterBolt Table; Cold Criticals)
FBolt	=	Fire Bolt
IBolt	=	Ice Bolt
SBolt	=	Shock Bolt
StBolt	=	Steam Bolt (Use IceBolt Table; Heat/Impact primary/secondary criticals)
WBolt	=	Water Bolt
LBolt	=	Lightning Bolt
ABall	=	Air Ball (Use ColdBall Table; Impact Criticals)
CBall	=	Cold Ball
EBall	=	Earth/Explosion Ball (Use Cold Ball table; Impact crits)
FBall	=	Fire Ball
IBall	=	Ice Ball (Use IceBolt table)
LBall	=	Lightning Ball (Use Fire Ball table; Elect. Crits +1 severity vs metal armor)
SBall	=	Shock Ball (Use Cold Ball table; Elect. Crits +1 severity vs metal armor)
StBall	=	Steam Ball (Use FireBall Table)
WBall	=	Water Ball (use FireBall Table; Impact Crits)
ACone	=	Air Cone (Use ColdBall table; Impact Crits)
CCone	=	Cold Cone (Use Cold Ball table)
FCone	=	Fire Cone (Use Fire Ball table)
GCone	=	Gas Cone (30' length, 50' base; See below)
LCone	=	Lightning Cone (Use Fire Ball table; Elect. Crits +1 severity vs metal armor)
SCone	=	Shock Cone (30' length, 50' base; Use Cold Ball table; Elect. Crits +1 severity vs metal armor)
StCone	=	Steam Cone (30' length, 50' base; Use FireBall Table)

Law attack tables. Those given table codes are listed in Table02-09 above.

Spells, touch attacks, poison, constitution drain and the rest of the "Special" attacks are all detailed in Sections 2.8 & 2.9.

ADDITIONAL INFORMATION

Finally, the last code gives additional information concerning the attack pattern, number of attacks, damage, etc. Codes in parentheses or brackets indicate special attributes of that particular attack, while the other codes indicate the creature's overall attack pattern.

Nothing – If no code outside parentheses or brackets is given after the attack type, that attack is one of the options available for the creature to use if it is appropriate for the situation (as determined by the Gamemaster).

– This number, #, is the % chance of this particular attack being used. All of these

numbers for a creature's attacks will add up to 100, so that one roll can be made to determine which attack is used.

?– If the attack given on the left has obtained a non-tiny critical, this attack occurs in the same round of combat as the attack which obtained that critical.

v – If the attack given on the left has obtained a non-tiny critical, this attack will occur in the next round of combat as the attack which obtained that critical.

(#) – If this number, #, of creatures attacks as a group, this attack may be used. For example, (12) indicates that if 12 of these creatures attack as a group they may use the given attack.

(#x) – This number, #, indicated how many times this attack may be made in a given round. That is, (2x) is two attacks per round, (3x) is three attacks per round, etc. Usually no more than two of

these attacks may be used against any one foe, but a maneuver roll may use more.

(#d) – *This number, #, indicates how much to increase the concussion hit damage normally given by this attack. Just multiply the normal hits given by the number, #. That is, (2d) is double damage, (3d) is triple damage, etc.*

(Critical) – *If this attack inflicts a critical, the given special critical type is used instead of the normal critical indicated on the attack chart. The critical codes are listed on Table 02-10 below.*

[Critical] – *If this attack inflicts a critical, this secondary critical type is used in addition to the primary critical. See Table 02-10 above.*

Note: *These codes differ slightly from the Character Law creature attack codes.*

Note: *A “both” or an “all” attack indicates that all of the other attacks may be made in the same round. Special attacks are usually detailed in the text for that particular type of creature.*

Note: *These codes may be replaced by key words for special attacks that will be described in the creature’s description section (e.g. “spell” for spell attacks, “poison” for poison attacks, etc.).*

02-10 CRITICAL TABLE			
S	= Slash	ST	= Martial Arts Strikes
P	= Puncture	SW	= Martial Arts Sweeps & Throws
K	= Crush	LP	= Large Creature (Physical)
U	= Unbalance	SLP	= Super L. Creature (Physical)
G	= Grappling	LS	= Large Creature (Spells)
T	= Tiny Animals	SLS	= Super Large Creature (Spells)
H	= Heat	E	= Electricity
C	= Cold	I	= Impact

VARYING OFFENSIVE BONUSES DUE TO LEVEL DIFFERENCES

A creature’s offensive bonuses can vary if its level differs from the given average level for creatures of its type. Just multiply the difference between the actual level of

the creature and the average level for its type by three. This product is then added to the creature’s offensive bonuses to obtain the creature’s new offensive bonuses.

EVERY CREATURE ATTACKS

All creatures can make certain attack types, but prefer the ones listed per their statistics. The attacks below will be used at the GM’s discretion. If any of the attacks below are used, they should have an OB based on the GM’s discretion, but should always be lower than the lowest OB attack listed on the preferred attacks:

- Any creature with limbs capable of grasping (claws, hands, tentacles, etc.) can execute a grapple attack of a severity one size smaller than its size.
- Any creature that can move at running or faster pace can execute a charging ram (Ram, Butt, Bash, Knockdown, Slug) attack of a severity equal to its size. At the discretion of the GM, accidental/incidental (+0 OB) attacks of this sort can happen when panic causes combatants to flee combat through another combatant’s space. (This does not count as an attack or require any activity on the part of the fleeing “attacker”)
- Any creature with limbs capable of grasping (Claws, Hands, Tentacles, palps) also capable of moving at running pace or faster can execute a tackle/takedown attack (Grapple) of its own size.
- Any creature with non-motive limbs (Arms, Tentacles, Wings on the ground, tail) can execute a slug/bash attack (RBBKS) of a severity one size smaller than its size.
- Any creature that uses legs to move can execute a trample/stomp attack on a downed opponent (or a standing foe at least two sizes smaller than it) that are in the same space. At the discretion of the GM, accidental/incidental (+0 OB) attacks of this sort can happen when combat causes a combatant to occupy the same space as other combatants who are downed or at least two sizes

smaller. (This does not count as an attack nor require any activity on the part of the accidental attacker.)

- Creatures capable of leaping or flying can execute a Crushing (Fall Crush) attack equal to their size on targets of the same size or smaller.
- Creatures capable of picking up objects can throw them for a Bash (RBBKS) attack equal to the size of the object. (GMs call on the size of the object). Some objects are better suited to throwing than others, but the average improvised object should be -1 per foot of range. (Perhaps $\frac{1}{2}$ that penalty for a more suitable thrown object like a good rock, or x2 that penalty (or more) for an awkward object like a chair.)
- Creatures capable of picking up objects can drop them on people for a Crush (Fall/Crush) attack of a severity equal to the object's size. Bonus of +1 per foot the object falls is applied to the attack. (Assumes a non-mobile target, if the target is aware and capable of moving it should be almost impossible to hit them with a dropped object).

Note: The last two items are considered Thrown attacks, while the first six are considered melee attacks.

Example: A Huge dragon could choose to attack with its claws on the Grapple table with a Large severity or charge and execute a Ram, Butt, Bash attack of huge severity with its body or pounce for a Huge grapple attack or execute a Ram, Butt, Bash attack with its wings or tail of Large Severity or execute a Huge trample stomp attack on Medium sized humans in the space it occupies (Or a downed Large Ogre) or it could land on another Huge dragon for a Huge Crush (Fall/Crush) attack or it could bat a Large Boulder at someone with its claw for a Large Bash (RBBKS) attack or while flying it could drop a Huge boulder for a Huge Crush (FC) attack.

2.5 ENCOUNTER STATISTICS

Information relating to encounters with these creatures is found on the creature table, the specific creature information line, and in the description.

NUMBER ENCOUNTERED “# ENC”

This is the size range of a typical pack of the creatures when encountered in their lair. A pack will often contain a wide range of levels/



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ages (including some young). Often only a patrol will be encountered away from the creature's lair that will be of much less size than a whole group. A Gamemaster should vary the number encountered based upon the game situation and location of the encounter. If no range is given, one such creature is normally encountered, or the Gamemaster must determine the number based upon the situation in their game and world.

TREASURE

These codes indicate the type and how much treasure each group of these creatures will normally have. Each letter code for this class indicates the richness of "part" of the

creature's treasure, as specified in the Table 02-11 (see section 8.2 for using these ratings). A treasure may consist of several "parts", each specified by a separate letter. Often all of a creature's (or group's) treasure will not be with it since all or part of it remains in the creature's lair. These codes are only used if a Gamemaster wishes to randomly generate treasures.

BONUS EXPERIENCE POINTS "EP"

The letter given determines the bonus "kill points" received for killing or taking out a creature of the given type. This letter indicates which column is used on the bonus kill point Table 02-12 below. These points are in addition to the normal experience points

given for hit points and level, and are normally based upon a creature's special abilities or skills.

INTELLIGENCE "IQ"

This is a measure of the monster's reasoning and memory ability; this statistic is not normally given for animals since they normally act based upon instinct or very low order intelli-

02-11 TREASURE TABLE

Relative Richness			Relative Richness		
Code	Magic Items	Money/Gems/etc	Code	Magic Items	Money/Gems/etc
a	Very Poor	Very Poor	n	Normal	Rich
b	Very Poor	Poor	o	Normal	Very Rich
c	Very Poor	Normal	p	Rich	Very Poor
d	Very Poor	Rich	q	Rich	Poor
e	Very Poor	Very Rich	r	Rich	Normal
f	Poor	Very Poor	s	Rich	Rich
g	Poor	Poor	t	Rich	Very Rich
h	Poor	Normal	u	Very Rich	Very Poor
i	Poor	Rich	v	Very Rich	Poor
j	Poor	Very Rich	w	Very Rich	Normal
k	Normal	Very Poor	x	Very Rich	Rich
l	Normal	Poor	y	Very Rich	Very Rich
m	Normal	Normal	z	-----	Special -----

02-12 BONUS KILL POINTS TABLE

Level of Character getting the E.P.	Bonus EP Code from the Statistic Tables											
	A	B	C	D	E	F	G	H	I	J	K	L
1 - 2	50	75	100	200	400	800	1200	1600	2000	3000	4000	5000
3 - 4	40	60	95	190	380	760	1140	1520	1900	2850	3800	4750
5 - 6	30	50	90	180	360	720	1080	1440	1800	2700	3600	4500
7 - 8	20	40	85	170	340	680	1020	1360	1700	2550	3400	4250
9 - 10	10	30	80	160	320	640	960	1280	1600	2400	3200	4000
11 - 12	—	20	75	150	300	600	900	1200	1500	2250	3000	3750
13 - 14	—	10	70	140	280	560	840	1120	1400	2100	2800	3500
15 - 16	—	—	65	130	260	520	780	1040	1300	1950	2600	3250
17 - 18	—	—	60	120	240	480	720	960	1200	1800	2400	3000
19 - 20	—	—	55	110	220	440	660	880	1100	1650	2200	2750
> 20	—	—	50	100	210	400	600	800	1000	1500	2000	2500

gence. It may be given as a general category or a range of numbers that are approximate human equivalents. To convert from categories to human equivalent abilities, use the following table:

02-13 IQ TABLE			
NO = none (Animal Instincts)		AV = average	36-65
VL = very low	1-5	AA = above avg.	50-77
LO = low	3-12	SU = superior	60-86
LI = little	7-25	HI = high	80-98
IN = inferior	13-40	VH = very high	94-99
MD = mediocre	23-50	EX = exceptional	100-102

OUTLOOK

This code is meant to be a general measure of the creature's outlook (i.e., attitude, demeanor, reaction; behavior pattern). If no code is given, such creatures exhibit a variety of outlooks.

These descriptions are merely guidelines that the Gamemaster should modify based upon the specifics of the game world, the situation, the actions of the characters, and reaction rolls.

2.6 THE GENERAL DESCRIPTIONS

Along with the tables containing detailed system information on the various creatures, each creature of type of creature has a "description". These descriptions contain information on the creature's sizes, habitats, behavior, and unusual properties.

The general description is divided into two sections; the first is the creature summary. The creature summary starts with the creature's name, and then a listing of characteristics of the creature not given on the table, and a complete listing of any special characteristics or abilities. (See sections 2.8 & 2.9)

Often the statistics given for a particular animal are also applicable to a number of similar species. These animals are either mentioned in the text or listed at the end of the description in italics and enclosed in brackets.

2.7 CLIMATE-ENVIRONMENT-FREQUENCY

These codes give the Gamemaster an idea of where and how often these creatures are normally encountered. First, the codes give one or more small letters for the climate(s) in which the creature normally resides. Next, four groups of codes (capital letters or special symbols) separated by commas give details on the environments in which the creature might be most

02-14 CREATURE OUTLOOK TABLE	
Code	Description
Aggres.	Aggressive and will attack if provoked or hungry.
Aloof	Ignores other creatures unless interfered with or attacked.
Altru.	Altruistic, has an unselfish regard for the interests of others, often to the extent of risking his own safety.
Bellig.	Belligerent, often attacks without provocation.
Berserk	Attacks closest living creature until it is destroyed.
Carefree	Does not believe that danger or misfortune exists for it.
Cruel	Not only hostile, but delights in death, pain, and suffering.
Domin.	Desires power, attempts to control or dominate other creatures
Good	Opposed to "evil" (e.g., those who are cruel, hostile, belligerent, etc.); supportive of those who are "good".
Greedy	Will attack or attempt to steal from other creatures if the risk does not seem to high.
Hostile	Normally attacks other creatures on sight.
Hungry	If hungry, will attack anything edible; otherwise Normal.
Inquis.	Inquisitive/Curious will approach and examine unusual situations.
Jumpy	Normally bolts at any sign of other creatures.
Normal	Watches and is wary of other creatures, will sometimes attack if hungry.
Passive	Ignores the presence of other creatures unless threatened.
Playful	Mischievous/Playful, will attempt to play with or play pranks on other creatures.
Protect	Protective of a thing, place, other creature, etc.
Timid	Skittish around other creatures, runs at the slightest hint of danger.

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02-15 CLIMATE CODES

Code	Climate	Equivalent Codes from Other Products		
		CL	Campaign Law	Humidity/ Precipitation
		From Herb Tables	Temperature	
h	Hot/Humid	hot and humid	hot	rainy, humid
n	Hot/Average	hot and humid	hot	temperate
a	Hot/Dry	arid	hot	rainy, humid
w	Warm/Humid	mild temperate	warm, temperate	rainy, humid
m	Warm/Average	mild temperate	warm, temperate	temperate
s	Warm/Dry	semi-arid	warm, temperate	dry, arid
k	Cool/Average	cool temperate	cool	temperate
t	Cool/Dry	cool temperate	cool	dry, arid
c	Cool/Dry	cold	cold	dry, arid
f	Frigid	sever cold, everlasting cold	cold	arid

02-16 ENVIRONMENT CODES

Special Features:

E	= Enchanted/magical places
K	= Cross-over points between dimensions
N	= Near villages/towns/cities/castles
V	= Volcanic areas
X	= cavern complexes
Y	= battlefields/shipwrecks
†	= rural inhabited/cultivated areas
@	= cave entrance/overhangs/lairs
\$	= burial areas
#	= ruins

Water Sources:

B	= Breaks/wadis
F	= Freshwater coasts & banks
G	= Glacier/snowfield
I	= tropical Islet/reef/atoll
L	= Lake/river
M	= Marsh/swamp
O	= Ocean
Q	= oasis/isolated water sources
S	= Salwater shores/shallws
Z	= Desert (perhaps scattered cactus & scrubs, no grass)

Terrain:

A	= Alpine/high altitude/mountainous
R	= Rough/Rugged/Rocky hills
U	= Underground (caverns, etc.)
W	= Waste/barren

Vegetation:

C	= Coniferous forest/taiga
D	= Deciduous/coniferous/mixed forest
H	= Heath/scrub/moor
J	= Jungle/rain forest
P	= Plains/grassland (odten with scattered trees and scrubs)
T	= Tundra (Lichen/Mosses, Lichen/Grasses)

often encountered. The four groups are special features, water sources, terrain, and vegetation.

If any of these codes are given in parentheses, the creature is found in all of the climates/environments except those given. If no codes or “(-)” are given for a group of codes, the

creature could be found in any of those environments but none of them are its primary environment.

Finally, a frequency factor is included which indicates the chances of such a creature being found in a given area in the proper climate/environment. These codes can be used in conjunction with the tables in section 10.0 to generate random encounters and to find creatures you are looking for.

A Gamemaster should keep in mind that the climate/environment codes give the primary area locations for the creatures. These are the types of areas in which the creatures are found to live and thrive on our world. Creatures will often be found outside these “primary” areas if the climate and environment are not too radically different.

02-17 FREQUENCY CODES

Code	Chance/Freq.	Mod
1	= Routine	(+30)
2	= Easy	(+20)
3	= Light	(+10)
4	= Medium	(+0)
5	= Hard	(-10)
6	= Very Hard	(-20)
7	= Extremely Hard	(-30)
8	= Sheer Folly	(-50)
9	= Absurd	(-70)

2.8 CREATURE ABILITIES

ABILITY TYPES

There are a number of different types of creature abilities. These abilities fall within 3 major classifications, Spell Casting, Natural Abilities, and Innate Abilities.

The rules given below are designed to allow the GM to determine how to deal with these varied abilities, and perhaps even turn a creature into a NPC or a PC. (Particularly the races in section 5.0)

SPELL CASTING

Spell casting creatures will essentially be just like characters built using *Character Law*, they have a profession and cast from a realm per the normal spell resolution rules in *Spell Law*. (See "Wraith" page 98 for an example.)

NATURAL ABILITIES

Natural Abilities are those abilities that that a creature has that are directly and specifically tied to its form. This includes such things as flight for normal birds like a falcon. These abilities are always non-magical in nature and are often based on the creature type, not the specific creature itself. Natural Abilities are almost never considered to be magical in nature, although there can be exceptions.

INNATE ABILITIES

Any abilities that do not fall under the Spell Casting or Natural Ability sections will default to being an Innate Ability. It is up to the GM to determine the source of an Innate Ability based upon his campaign setting. It could be non-magical in nature or technological, or magical. It is up to the GM. However, we do recommend that if you, the GM, are not positive of what the source of an Innate Ability is, that you treat it as being magical.

One Innate Ability of special note that needs detailing here is the ability known as **Innate Caster**. Certain creatures are given access to a group of related abilities from which they have a certain amount of limited access/uses based upon their level. This is often reflected as the creature having a number of innate power points that may solely be

utilized to activate the individual abilities, which are often reflected as the creature having access to a specific list to a specific level. As with other Innate Abilities, the GM needs to determine the source of this ability.

ABILITY RESOLUTION

Many Innate Abilities are listed as being spells usable a certain number of times per day or through the Innate Ability known as Innate Caster. We use spells and spell lists to describe many Innate Abilities because it provides us with an easy to recognize and easy to handle method of resolution. This does not mean that the abilities that use this short-hand method of description are automatically magical in nature. All it means is that the method of resolution and the spell's description works for the ability as given.

The following lists of items give some gives special guidelines to follow. These items are where the rules for Innate Abilities, those that are described as spells and use spell-like resolution, differ from the rules given in *Spell Law*.

All Innate Abilities share certain characteristics regardless of source:

- The spell/ability must be prepared/cast or activated in the number of rounds indicated in *Spell Law*. If the spell/ability is normally instant, it is always instant. If the spell/ability is over the level of the creature, it is Class III and takes 3 rounds to prepare and cast. It's innate and instinctual, that doesn't mean it's easy or fast.
- There are NO armor, helmet or equipment carried restrictions on Innate Abilities.
- There are NO incantations for Innate Abilities.
- A gesture must be made, though it is subtle and follows the Mentalism model.
- A creature may use *Spell Law* "Option 6: Flamboyant Gestures" if the GM allows its use in the game.
- Spells/abilities are resolved in the usual mechanics, via Base Casting Roll, Base Attack Roll or Elemental Attack Roll per *Spell Law*, chapter 4.0.
- Innate magic and abilities may not be channeled, cast/placed into

Runes, Symbols, or embedded into items via alchemy.

- Meta magical spells that allow casters to modify spells, like ranging or extensions, may not normally be used on Innate Abilities.
- Directed Spell skill may be developed for any applicable Innate Abilities.
- The Spell Mastery skill may be learned, with Self Discipline as the bonus stat. This is only to be used for adjusting rolls relating to concentration, maneuvers or orientation when using the Innate Ability such as facing or orientation with teleportation effects.
- Spell adders may not be used with innate magic or abilities, not even arcane adders.

If the Innate Ability is magic-based, the following apply:

- Magical Innate Abilities are a primal form of Arcane Proto Magic. (see *Spell Law*, Section 2.1). Spells are gained simply by being a creature of this type, not learned via training or education, nor can they be taught to others.
- This is Arcane magic, so the resistance bonus against it is the average of all three realms. Add the Channeling, Essence and Mentalism resistance bonuses of the target and divide by 3 to get their Arcane resistance bonus.
- Innate Abilities are treated as Arcane magic, and may be canceled only by effects that target all realms or target Arcane magic directly.
- If using the Extraordinary Spell Failure Options from *Spell Law*, those options may not be applied to, or used with Innate Abilities.
- Due to the way their auras are directly linked to the essence fields, forced separation is harmful to creatures with magical Innate Abilities. If a creature with a magical Innate Ability is separated from the essence field, either by entering a zone without magic, or via a spell effect like 'Unpower' they will feel mildly ill and will be at -10 to all actions until the connection is restored. After the first full day of separation, each day they are separated

will cause the penalty to increase by 10, until after the tenth full day of deprivation they reach -100 and lapse into a coma, dying after the eleventh day.

- The type of ability and the frequency in which it may be used are specified and cannot be modified.
- Level of the ability or creature does not matter in regards of whether or not the ability may be used by the creature. (It only affects the time to cast/activate).

If the Innate Ability is not magic-based, the following apply:

- The type of ability and the frequency in which it may be used are specified and cannot be modified.
- Level of the ability or creature does not matter in regards of whether or not the ability may be used by the creature. (It only affects the time to cast/activate.)
- If the Innate Ability is not an elemental type of attack, then that target is allowed a Resistance Roll (RR) to resist the effects of the ability. This RR should be based on Constitution against physical effects and against Self Discipline for mental effects. If you are unsure, then use the RR modifiers given for magically-based Innate Abilities (listed above).

Certain traits only apply to "Innate Casters":

- Even though spells/abilities are gained by level ("Know 'Fire Law' to xx level") it is still primal and instinctive, not something they learn, nor is it something they can spend DP on to "learn faster".
- They may not utilize the spells on the list that are above their level.
- They must follow the normal rules in *Spell Law* for Power Point expenditure. (A 5th level spell/ability costs 5 Power Points, an 8th level spell costs 8 Power Points.)
- Innate Caster Power Points may not be Channeled.
- An Innate Caster may not use power point multipliers to affect their innate power points, not even arcane multipliers.

If a creature or being is both a Spell Caster, and an Innate Caster, these rules apply

- They may not cast/activate Innate Abilities with their realm power points, nor cast Realm magic spells using Innate Caster Power Points.
- They may not exchange or channel PP between their Realm and Innate Caster Power Point Pools.

Other Innate Abilities, those that are not described in terms of spells, can and often will use other methods of resolution. If the Innate Ability is not one that can be used for an attack, then a simple roll can be used for activation, with any non-fumble result meaning that the ability was activated.

Some Innate Abilities may require a skill roll to use effectively, or an attack roll, based on a developed skill, to use the ability effectively.

Some attacks may even use the Base Attack Roll (BAR)/Resistance Roll (RR) mechanism with different stats involved (i.e. a Snake spitting venom into a target's eyes, it makes a BAR to get an adjustment on the RR table, with the defender using Quickness to avoid being hit by the poison - if hit, then the target would still have to resist the poison normally).

Some of those are described in other sections and others are described when they are given.

2.9 SPECIFIC ABILITIES

CONSTITUTION DRAINS

Certain undead drain life force by touch, or by proximity. A drain of temporary Constitution is used to simulate this effect. All Constitution drains are avoidable by succeed-

02-18 MAGIC ATTACK TABLE

ABolt	=	Air Bolt (Use WaterBolt Table)
CBolt	=	Cold Bolt (Use WaterBolt Table; Cold Criticals)
FBolt	=	Fire Bolt
IBolt	=	Ice Bolt
SBolt	=	Shock Bolt
StBolt	=	Steam Bolt (Use IceBolt Table; Heat/Impact primary/secondary criticals)
WBolt	=	Water Bolt
LBolt	=	Lightning Bolt
ABall	=	Air Ball (Use ColdBall Table; Impact Criticals)
CBall	=	Cold Ball
EBall	=	Earth/Explosion Ball (Use Cold Ball table; Impact crits)
FBall	=	Fire Ball
IBall	=	Ice Ball (Use IceBolt table)
LBall	=	Lightning Ball (Use Fire Ball table; Elect. Crits +1 severity vs metal armor)
SBall	=	Shock Ball (Use Cold Ball table; Elect. Crits +1 severity vs metal armor)
StBall	=	Steam Ball (Use FireBall Table)
WBall	=	Water Ball (use FireBall Table; Impact Crits)
ACone	=	Air Cone (Use ColdBall table; Impact Crits)
CCone	=	Cold Cone (Use Cold Ball table)
FCone	=	Fire Cone (Use Fire Ball table)
GCone	=	Gas Cone (30' length, 50' base; See below)
LCone	=	Lightning Cone (Use Fire Ball table; Elect. Crits +1 severity vs metal armor)
SCone	=	Shock Cone (30' length, 50' base; Use Cold Ball table; Elect. Crits +1 severity vs metal armor)
StCone	=	Steam Cone (30' length, 50' base; Use FireBall Table)

ing in a Constitution-based resistance roll of the target's level vs. the undead's level.

Area effect Constitution drains are normally resolved at the beginning of the round, between action declaration and the resolution of the first action. If a being enters an area of Constitution drain during the round, they must resist against it or be immediately affected. A target may only be affected by an area effect Constitution drain once per round. Moving out of, and then returning to an area of Constitution drain in a single round will not trigger a second attempt to drain even if the target passed their RR the first time they were in the area of effect.

Some creatures may also make a Constitution drain when making physical attacks. In such cases, the drain is triggered automatically if the attack is successful (Still get RR).

Both types of Constitution drain are automatic. They do not need be declared as an action, nor do they require any of a creature's activity percentage to utilize.

Once lost, temporary constitution can be regained normally via complete rest at 1 point per day, or normal activity at 1 point per week. They can alternate periods of rest and activity, but bed rest will only count if taken in full days. Target will only recover temp Con this way for a number of days equal to the amount of temp Con lost (so failing to rest will result in some long term loss in temp con). Magic and/or herbs may be able to aid in recovering lost Constitution.

ELEMENTAL ATTACKS

Some creatures have attacks that are resolved as if they were elemental spell attacks. As elemental attacks, they allow no RR unless specified in the creature description. Any spell or effect offering protection vs. elemental attacks applies to these attacks. These attacks generally come in three varieties.

Certain creature melee attacks give a bonus elemental critical per their creature description. Some creatures inflict elemental criticals in a given radius. The third and final type takes the form of an attack resolved on one of the *Spell Law* tables.

The table on the previous page gives the special attack code, and the Ball or

Bolt tables to use for table attacks. (If there are any modifications to the table indicated, they are noted in parenthesis next to the table.).

Note: *Cones are covered in more detail in the Elemental Breath Weapons section.*

Gas cones are unusual in that they do not dissipate as quickly as the other types of elemental attacks. A Gas Cone will, on the round after the attack, form into a cloud centered on the furthest point of the cone. This cloud will have 5' radius for every 30' of cone length (round to nearest increment of 30'). Gas cones that are smaller than 15' in length will form clouds with a 5' diameter (2.5' radius).

These gas clouds will then drift with the wind, and dissipate at a rate of 1' radius per round. The actual effects of the gas upon those caught within the cone/cloud will depend up a RR against the gas, and type of gas involved.

While Steam Cones are technically a Gas Cone, they do not behave as normal Gas Cones, and do not form gas clouds.

A number attacks share tables and critical result types. It is important for the GM to keep in mind the source of the attacks. For example, a Steam Ball and a Fire Ball use exactly the same table and same criticals. However, the Steam Ball causes damage through the use of extremely hot water vapor while Fire Ball causes damage through the use of flames. The Fire Ball can have the secondary effect of catching material on fire, while Steam would have the secondary effect of putting out fires and coating everything in hot water. The GM may also have to adjust the descriptive portions of criticals to match the elemental source material that caused the critical.

Note: *If the Gamemaster is unsure how much activity to charge for an elemental attack, use 90% activity.*

ELEMENTAL BREATH WEAPONS

There are a number of creatures that have the inborn ability to utilize an elemental attack that is made through an exhalation process. This is referred to as an El-

emental Breath Weapon and can include Bolts, Balls and Cones. Ball and Bolt elemental attacks are covered in the section, Elemental Attacks, above.

Unless specifically stated otherwise in a creature's description, "Cones" are a type breath weapons which covers a cone shaped area that originates from the creature's mouth and extends for a length of 50' with a base diameter of 30'. Cone attacks comprised of gas normally have the reverse of the length and base of a normal cone.

Cone attacks are resolved on the ball attack tables given in the Elemental Attacks section above. The range modifiers on the ball tables should be, when being used for cones, treated as describing the density of the elemental material within the cone. Thus the further from creature you are, the less damaging the cone will be. Cone attacks from flying creatures may be treated as "ball" attacks, as described in *Spell Law*, against targets on the ground.

Many creatures, such as dragons, are listed as having breath weapons, instead of being listed with the individual attack types. Breath Weapons are special package deals consisting of one or more individual attacks, with those attacks coming from the creature's mouth instead of its hands like they would from a Magician. The following list gives the usual types of attacks found with each type of breath weapon along with some additional information. This includes the basic guideline that only the smallest attack of a given breath weapon gets full OB and all other attacks use 1/2 OB. Unless otherwise specified, the attacks listed below follow the guidelines given in the Elemental Attacks section above. Individual entries may also give additional attack types or different capabilities for the breath weapon of a specific creature.

Fire Breath ("FBr")

FBolt - Use at full OB.

FCone - Use at 1/2 OB.

Shock Breath ("SBr")

SBolt - Use at full OB.

SCone - Use at 1/2 OB

Lightning Breath ("LBr")

LBolt - Use at full OB

LCone - Use at 1/2 OB

Ice Breath ("IBr")

IBolt - Use at full OB

Water Breath ("WBr")

WBolt - Use at full OB

Gas Breath ("GBr")

GCone - Varying effects as determined by type of gas

Cold Breath ("CBr")

CCone - Use at full OB

Steam Breath ("StBr")

StBolt = Use at full OB

StCone = Use at 1/2 OB

EXTRAORDINARY SENSES

Many creatures have senses well beyond humans, usually this is noted as a bonus to perception, but some creatures have specific senses not normally available to characters.

NIGHTVISION

Nightvision allows an individual to see in the presence of extremely faint light. The light from the moon or stars or even a tiny point source of light is enough to allow a person with Nightvision to see normally. If there is no light (i.e., underground, in magical darkness, etc.), then Nightvision does not give any benefit. In addition, the use of Nightvision makes a person highly susceptible to sudden bright light. A very bright flash of light can stun an individual using Nightvision, giving



a -50 RR modification to Sudden Light and similar spells. Nightvision suffers normal penalties to visibility due to fog, mist, etc.

Most nocturnal animals will have Nightvision, even if it is not noted.

DARKVISION

Darkvision is a magical vision that allows the user to see in complete (including magical) darkness as if in normal daylight. The user is subject to the same penalties for bright light and fog as Nightvision. This is the only Vision type that can operate normally in Utterdark.

SONAR (ECHOLOCATION)

Used primarily by sea creatures like dolphins and whales, it is used by some land animals like bats. Sound projected from the creature bounces off objects and returns creating a "picture" of their environment. Creatures using sonar will be unaffected by invisibility or darkness, and will "see through" illusions that do not incorporate feel as an element. 'Silence' and 'Quiet' spells will behave like invisibility with a radius vs. this sense. Creatures with this sense inside the radius of a 'Silence' or 'Quiet' spell (Either cast on them, or that they pass through) will have their sonar "blinded" as long as they are within the silence radius. Feel illusions (Phantasms) will appear as real objects to this sense as light illusions appear to vision.

FEAR

Some creatures project "fear" as part of their descriptions, this is not normal fear, like coming around a corner confronted by an army of orcs normal fear, this is a quasi-magical effect which provokes a resistance roll.

- Roll an RR vs the target's level using the attack level indicated (Creature's level if none given). The RR bonus stat vs Fear is Self Discipline.
- If the RR is failed, the target will panic and flee from the source of their fear for 1 round /10% failure.
- Fleeing means running away, at the fastest possible pace, on the shortest possible route to perceived safety. (Those capable may use a transportation spell if that is the fastest means

available to flee only if the spell is an instant or Class I effect for them, they will not wait for anyone, nor make any effort to bring anyone with them when they flee via spell.)

- The fleeing character will not attack anyone unless physically restrained from fleeing (per a grapple attack for instance) in which case they will fanatically attack the person or thing restraining them at full OB with whatever weapon they have in hand, with a +20 bonus to OB until they are released to continue fleeing, or the panic duration runs out.

Fear is a passive action (Unless otherwise noted in the creature description). As such it requires no activity, nor does it count as an action. Fear caused by radius effects should be resolved at the end of the movement action that places a valid target within the radius (regardless of who moved.). The effects can only be triggered once per creature per target per round (so moving into a creature's radius, then out of it and back into it will not provoke two fear checks).

IMMOLATION

Certain creatures are capable of surrounding themselves in an elemental aura or field that inflicts damage. These attacks will give type, a radius of effect and an intensity/severity or attack table reference. Their bodies will seem to radiate the type of attack, affecting all in the radius. As these are elemental attacks, there is no RR unless specified in the creature description.

It requires 50% activity to activate immolation, and anyone observing the creature will see the power building, then crawling across their outer surfaces before it completely activates. Once activated, the field requires 0% activity to maintain, but is tiring to use for long periods. It can be maintained for a maximum duration of 1 round per level, and requires a recovery period of 1 minute per round used before it may be used again. This recovery period does not affect other actions.

IMMUNITIES & RESISTANCE

Some creatures are immune to certain attacks, such as normal weapons, or fire. They

completely ignore concussion hit damage from the attack table and critical damage inflicted by these attacks.

Some creatures are just resistant, in which case they take half damage from certain attacks. Cut concussion hit damage from the attack table in half, and modify any critical rolls by -20. (Minimum of 01, no effect on UM 66 or UM 100 results.)

NON-CORPOREAL

A term that applies to undead or spirits, these are beings that are completely without physical form. Composed of other worldly spirit matter, they can pass through solids without any effect on movement. Only enchantments, blessings or holy ground will hinder their movement.

In combat, only magical weapons or spells will affect them, non-magical weapons will simply pass through with no effect at all. Their physical attacks are manifestations of a telekinetic, quasi-physical force, so parry, armor and shields will act to deflect and protect normally (even with non-magical items).

A touch attack attempt that is not a side effect of a physical attack (i.e. "Touch for Con drain" rather than a "claw attack that also does Con Drain") are not quasi-physical attacks, so will ignore DB gained from non-magical shields and parry DB from non-magical weapons in executing the touch maneuver. (See "Touch Attacks".)

POISON

Some attacks will allow the creature to poison its foe. Poison allows a resistance roll, the level of the poison vs. the level of the target. The RR bonus stat vs. poison is Constitution. See chapter 7.0 for further details on resolving poisons and progression and scale of specific effects.

TOUCH ATTACKS

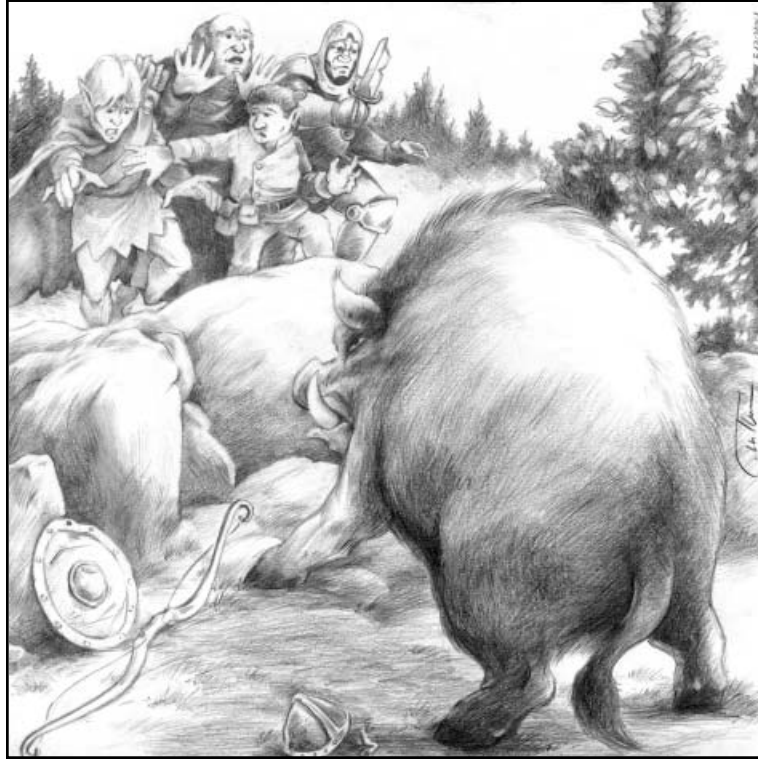
To make a purely "touch" attack, the attacker must make a Medium Moving Maneuver, adding in the average of their Agility and Quickness stat bonuses, or using his Spell Mastery skill for these spells, and subtracting his target's DB. A result of 100 or higher from the table indicates a successful attack, and the foe then gets his RR against the spell.

- For creatures without those stats, use their Maneuver Bonus as the modifier.
- To make a touch attack combined with a physical attack (claw, martial arts, etc.), the attacker must make their attack normally, any attack that inflicts damage to the target means there was a touch, and the touch attack goes off also.

Note: Most touch attacks allow a RR vs. the actual effect.



3.0 ANIMAL DESCRIPTIONS



3.1 HERBIVORES AND OTHER NORMALLY NON-AGGRESSIVE ANIMALS

In this grouping of creatures we find passive plant eaters, of which the bovid family (sheep, deer, cattle, antelopes, goats) comprises the largest group.

ANTELOPE-LIKE ANIMALS

Small Antelope - [(cf)-(OZ),DHP-2]; 13-30" long

Large Antelope - [(cf)-(OZ),DHP-2]; 4-8' long

Antelope-like animals vary greatly in size and habitat. Similarities they share include hooves split into two toes and the four-chambered stomach. Other antelope-like

03-01 HERBIVORES AND OTHER NORMALLY UNAGGRESSIVE ANIMALS												
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Antelope-like Animals												
Small	1B	110*	Dash/40	VF/FA	M/—	55E	3(40)	20 SHo 80/00 STs 20	5-500	—	—	Jumpy
Large	2C	130*	Dash/30	VF/FA	M/—	75F	3(30)	30 MHo 90/30 MTs 10	2-200	—	—	Timid
Rodents												
Small	0A	20	FSpt/20	MD/MF	S/—	8A	1(30)	20 TBI 100/20 SBi (6)	2-20	—	—	Timid
Large	1A	30	FSpt/10	MD/MF	S/—	15B	1(20)	10 SBi 100/20 TBi ◀	2-20	—	—	Timid
Buffalo/Bull	4C	90	Dash/10	MF/MF	L/—	150G	4(10)	50 MHo 50/60 LBa 50/70 LTs	1-50	—	A	Aggres.
Moose	3C	120	Dash/10	FA/MF	L/—	180G	4(20)	55 LBa 100/60 LTs ◀	1-2	—	A	Normal
Sheep	2B	110	Dash/50	FA/FA	M/—	45E	3(40)	60 MBa 100/50 MTs ✓	1-10	—	—	Normal

* — Special

Note: Female deer, cattle, sheep, antelopes, etc. have smaller horns than males or do not have horns at all, and thus usually attack only with hooves or a Horn attack one size smaller than the one given.

animals include the bongo, eland, duiker, reedbuck, waterbuck, oribi, klipspringer, gazelle, and gerenuk, as well as many antelopes. The majority of these creatures feed on stems, twigs, and grass. The smallest of these animals are the royal antelope, no bigger than



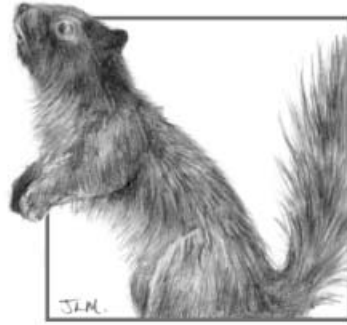
a large hare at between 13-16", the dik-dik, measuring in at 22", and the grysbok, averaging between 24-30". Most of the antelope-like animals have an average body size between 3' and 4'. The largest of these animals include the bongo, 5-8', the waterbuck, 6-7', and the roan antelope, 8-8'6".

RODENTS

Small Rodent - [(f)-(GO)-2]; 4-11" long

Large Rodent - [(f)-(GO)-2]; 12-30" long

Rodents comprise the largest order of mammals, rodentia, of which there are over 1500 species. Rodents include squirrels, prairie dogs, chipmunks, woodchucks, gophers, mice, beavers, rats, hamsters, lemmings, moles, muskrats, gerbils, porcupines, maras, pacas, and chinchillas. Most



rodents feed on seeds, green vegetation, grain, roots, and insects. Some also eat other small mammals, bark, and insects. Some of the smaller rodents include the golden mouse, 3-3.5", the field mouse, 4.5-5.5", and the striped hamster, 2-4". The largest rodents include the crested porcupine, 28-33", the African cane rat, which can grow to 24", the capybara of South America, 3.5-4'6", and the beaver, 28"-4'6".

3.2 RIDING AND DRAFT ANIMALS

The following are a sampling of traditional beasts of burden.

CAMELS, LLAMAS AND ALPACAS

Camels and their relatives, alpacas and llamas, are the principal domesticated members of the camel family. These beasts are noted for their unique two-toe foot structure, with wide, padded soles adapted to travel on soft, sandy soils. Their long necks support relatively small heads, and their teeth are designed to cut and chew tough, often thorny vegetation. Each has a three-chambered stomach ideal for digesting their vegetarian diet.

Bactrian Camel (2-hump) - [acfkmsw-BQZ,AR,HP-4]; 8-10'; 1 calf

Dromedary Camel (1-hump) - [amns-BQZ,HP-4]; 7-11'; 1 calf

Chapter Three Animal Descriptions

03-02 RIDING AND DRAFT ANIMALS												
Type	Lvl	MOVEMENT STATISTICS			COMBAT STATISTICS						Carrying Capacity	Riding Bonus
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Stationary Attacks		Charging Attacks		
Camels/Llamas/Alpacas												
Bactrian Camel	3C	50	Spt/10	SL/MD	L/—	140E	3(10)	40 MBi 100 *		30 MBa 100/40 LTs ◀	450 lb	-15
Dromedary Camel												
Racer	4D	90	FSpt/20	MF/MF	L/—	130D	3(30)	30 MBi 100 *		40 MBa 100/40 MTs ◀	225 lb	+0
Draft	3C	60	Spt/10	MD/MD	L/—	110D	3(10)	40 MBi 100 *		30 MBa 100/50 MTs ◀	400 lb	-5
Alpaca	3C	100	FSpt/30	MF/MF	M/—	60D	3(20)	20 SBi 100 *		20 MBa 100/40 MTs ◀	50 lb	+0
Llama	3C	100	FSpt/30	MF/MF	M/—	60D	3(20)	20 SBi 100 *		20 MBa 100/40 MTs ◀	50 lb	+0
Elephants	7E	120	Spt/10	FA/FA	H/LA	350H	12(20)	75 HHo 70/60 LGr 30 30/90 MCr ✓*		75 HBa 100/75 HTs ◀	1000 lb	-10
Horses/Donkeys/Mules												
Donkey	3C	60	FSpt/40	MD/MF	M/—	90E	3(40)	40 SCr 60/40 SBi 40 *		10 MBa 100/20 STs ◀	300 lb	-10
Mule	4C	90	Dash/20	MF/FA	M/—	110F	3(30)	40 MCr 60/40 MTs ✓/30 MBi 40 *		30 MBa 100/40 MTs ◀	450 lb	-10
Mustang	4D	100	Dash/40	FA/FA	L/—	120F	3(40)	40 MCr 80/30 MTs ✓/40 MBi 20 *		30 MBa 100/30 MTs ◀	250 lb	+0
Plow Horse	2B	80	FSpt/10	MF/MF	L/—	130E	3(10)	10 MCr 30/30 LTs ✓/10 MBi 70 *		20 MBa 100/30 LTs ◀	500 lb	+10
Pony	2B	70	Dash/30	MD/MF	M/—	75E	3(40)	30 SCr 40/20 MTs ✓/20 SBi 60 *		10 MBa 100/20 MTs ◀	180 lb	+5
Quarter horse	3C	110	Dash/30	FA/FA	L/—	110E	3(30)	30 MCr 70/40 MTs ✓/30 MBi 30 *		30 MBa 100/40 MTs ◀	300 lb	+0
Thoroughbred	4D	120	Dash/20	VF/FA	L/—	100D	3(20)	20 MCr 60/30 MTs ✓/20 MBi 40 *		20 MBa 100/30 MTs ◀	200 lb	+5
Warhorse, Lesser	5E	90	Dash/30	MF/FA	L/—	140F	3(30)	50 MCr 50/50 MTs ✓/40 MBi 50 *		40 LBa 100/50 MTs ◀	350 lb	+15
Warhorse, Greater	6F	80	Dash/40	MF/VF	L/I	150G	3(40)	70 MCr 50/60 MTs ✓/60 MBi 50 *		50 LBa 100/60 LTs ◀	400 lb	+30
Oxen	3C	60	FSpt/20	MD/MD	L/—	120D	3(20)	50 MHo 100/50 LTs *		40 MBa 100/50 MTs ◀	400 lb	+0
Water Buffalo	3C	60	FSpt/20	MD/MD	L/—	120D	3(20)	50 MHo 100/50 LTs *		40 MBa 100/50 MTs ◀	400 lb	+0
Reindeer/Caribou	2B	110	Dash/20	FA/FA	M/—	130E	3(15)	40 MHo 50/40 MBa 50/40 LTs ✓*		30 MBa 100/40 MTs ◀	350 lb	-10

Note: Encounter stats are not given for these animals since they are usually domesticated when encountered. If encountered wild they have no treasure or Bonus EP and their outlooks are generally "Normal".

* —The horse attacks given as "stationary" use rearing (Cr) and biting (Bi) for near stationary horses. A rider should be allowed to make a riding maneuver in order to be able to choose which attack his mount uses; biting and trampling allow the rider to attack also, rearing does not. Alternatively, horses charging a foe may attempt to knock down and trample that foe using the "charging" attacks given (once again the rider may attempt to have his mount perform this attack). The rider may also attack during a charge attack if a successful riding maneuver is made.

Carrying Capacity: This is the amount that an animal can normally carry before incurring move/maneuver penalties (i.e., its weight allowance in encumbrance terms).

Riding Bonus: A rider gets this bonus in addition to his riding bonus when maneuvering or fighting on this type of animal.

The two camel species, dromedaries and Bactrian camels, both have large back humps that store fat and provide a food and water reserve for times of famine or drought. Dromedaries can store and lose amounts of fat equal to over 25 % of their body weight and, in order to replenish their reserves, have been known to consume over 26 gallons (100 liters) of water in 5-10 minutes. Thus, both types are ideally suited for slow, steady travel in rugged, remote reaches. The one-hump, shorthaired dromedaries are masters of the hot, arid desert, while the two-humped Bactrian is less specialized and works well in cold or hot regions. In winter or in cool regions, the Bactrian grows a long coat, but in warm climes it sheds its hair to become virtually naked. Their great strength allows them to carry great loads, but they are generally slow animals (with the exception of the racing dromedary) and are loud, temperamental, dirty, and given to spitting.

Alpaca - [acfkms-FQZ,AR,HPT-4]; 4'-5'; 1 calf

Llama - [acfkms-QZ,AR,HPT-4]; 4'-6"-6'; 1 calf

Alpacas and llamas are smaller than camels and have no humps. Both are domesticated forms of the guanaco, beasts adapted to high altitudes and arid or semi-arid locales. Rugged, fast, and lively, they are good pack animals and produce fine fleece. Although they cannot support a full grown man like a camel can, alpacas and llamas are superb climbers and can bear goods up seemingly invincible grades.

HORSES, DONKEYS, AND MULES

Horses, mules, and donkeys are generally domesticated herbivores, members of the same family that contains the zebra and the wild ass. Hoofed beasts, they are adapted to fast, fluid running. (Their hoof is actually an extended third toe.) They live in herds and migrate between grasslands, depending on changes in supply and weather.

Donkey - [ackmstw-FQ,AR,HP-3]; nocturnal in the wild; 5'-7'; 1 offspring

Mule - [ckmnstw-FQ,AR,HP-2]; 6'-7'6"; 1 young

Donkeys are domesticated asses and, like their wild kin, are wonderful climbers. Tough and ornery, they live and travel in loose-knit troops rather than herds. Donkeys are difficult to work with and prefer to be active in the dark hours. Many folk prefer to use mules, the offspring of a mare and a male ass, for they are larger than donkeys and more rugged than typical horses.

Mustang - [ckmnstw-FQ,AR,HP-3]; 6'-6'6"; 1 young

Plow horse - [ckhmnstw-FQ,HP-2]; 7'-8'6"; 1 young

Pony - [cfkmnstw-FQS,AR,HP-4]; 4'-5"; 1-2 young

Quarter horse - [hkmstw-F,P-7]; 7-8'; 1-2 young

Thoroughbred - [hkmstw-F,P-6]; 7-8.5"; 1 young

Domesticated horses come in many varieties. Ponies are exceptionally rugged and often shaggy-haired creatures, well suited to difficult climes. Plow horses are huge breeds that are adapted to heavy work. Bred for short sprints (e.g. ¼ mile), quarter horses are light, delicate, and swift. All of them can be mixed breeds or pure breeds.

Warhorse, Lesser - [hkmstw-F,P-5]; 7.5-8'; 1 young

Warhorse, Greater - [hkmstw-F,P-6]; 8'-8'6"; 1 young

Warhorses are bred and trained to take riders into combat. They are generally less shy of fire, smoke, loud noises and blood than other horses, and sometimes are trained to kick, rear-and-strike or bite on command. Lesser warhorses are lighter breeds related to riding varieties, intended for skirmisher type cavalry (Mongols, Parthians).



Greater warhorses are heavy breeds related to plow and draft varieties, intended to bear heavy cavalry into combat. (Knights, Cataphracts).

ELEPHANTS

African - [hmnstw-FQ,CDHP-6]; 19'6"-24'6" long, 9-13' high; 1 calf

Indian - [hmnstw-FQ,CDHP-6]; 18'-21'6" long, 7'-11' high; 1 calf.

The biggest typical land animals, elephants are huge herbivores and may weigh up to 13,000 lbs. They are not above consuming as much as 450 lbs of vegetation in a single day. Elephants fan themselves with their large ears, feed themselves with a long prehensile trunk (actually an elongated nose and upper lip), and walk on thick, pillar-like legs which end in flat, padded feet. They use their size, their trunk, and a pair of curved ivory tusks when in combat. Although they rest at midday and twice in the night, they are otherwise constantly active.

Elephants have poor eyesight, but otherwise their senses are excellent. Young males may operate alone or in small groups, but elephants are primarily social beasts and prefer to travel in herds led by an old female. All rely on leaves, shoots, grass, and fruit for their diet, feeding and drinking with their nimble trunks.

Indian elephants differ from the African variety by virtue of their smaller ears, gently humped back, and slightly smaller stature.

OXEN AND WATER BUFFALOES

Oxen and water buffaloes are both largely domesticated Bovids. Like all Bovids, they are horned herbivores with four-chambered stomachs and two-toed or "split" hooves.

Ox - [(a)-FLMQ,AR,CDH]P-2; 6'3"-11'6"; 1-2 calves

The term "ox" is often used to refer to a castrated bull, but here it is used to refer to any bulky domesticated, draft bovid which spends its time on dry land: e.g. bulls, musk ox, African buffalo, Bateng, Yak, and Gaur. In the wild, these creatures travel in herd groups of 5-100 and defend themselves by keeping the older, weaker, or younger beasts at the center of the herd and fleeing or forming a circle ringed by stronger males.

Water Buffalo - [hmnw-FLMQ,D]P-2; height 5'-6'; length 8'3"-9'9"; 1-2 calves

Chapter Three Animal Descriptions

03-03 FISH AND OTHER WATER CREATURES												
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Dolphins/Porpoises												
Dolphin	8F	80	FSpt/40	VF/FA	L/—	80E	1(40)	50 MBa 80/40 MBi 20	20-100	—	B	Normal
Orca/Killer Whale	9F	100	FSpt/25	VF/VF	H/LA	450H	8(20)	100 LBa 30/110 HBi 70/150 HGr ✓	1-5	—	F	Bellig.
Porpoise	7E	80	FSpt/35	VF/FA	L/—	85E	1(40)	60 MBi 100	2-20	—	A	Normal
River Dolphin	6E	80	FSpt/30	FA/FA	L/—	70E	1(40)	50 MBi 100	2-6	—	A	Timid
Eels												
Electric	2B	60	Spt/20	MF/FA	L/—	60E	3(20)*	80 SBolt 60/40 MBi 20/Both 20 *	1-2	—	D	Aggres.
Moray	3C	80	FSpt/40	FA/VF	M/—	50D	3(40)	60 MBi 100	1-2	—	B	Bellig
Fish												
Small	0A	50	Spt/40	FA/FA	S/—	8A	1(50)	0 TPi 100/10 SPi (6)	1-100	—	—	Passive
Medium	1B	70	Spt/30	FA/FA	M/—	20B	3(30)	30 SPi 100/40 MPi (3)	1-20	—	—	Normal
Large	3C	90	Spt/20	FA/FA	L/—	35D	4(20)	50 MPi 100	1-5	—	—	Normal
Octopi/Squids												
Small	1A	40*	Run/30	MF/MF	S/—	20B	1(50)*	40 SGr 100/30 TPi ◀	1-2	—	—	Normal
Medium	3B	60*	Run/20	MF/MF	M/—	40D	1(30)*	60 MGr 100/40 SPi ◀	1-2	—	A	Normal
Large	6D	80*	Run/10	MD/MF	L/II	70E	1(30)*	80 LGr 100/60 MPi◀	1-2	—	C	Normal
Rays												
Electric	3B	40	Run/10	SL/MD	L/—	50D	1(30)*	60 SBolt 60/50 MBa 20/Both 20 *	1-2	—	C	Normal
Manta	3C	50	Run/20	MD/MD	M/—	40D	1(40)	40 SBa 100	1-10	—	—	Normal
Sharks												
Small	2B	80	FSpt/30	FA/VF	M/—	90E	4(40)	60 MBi 100	1 - 20	—	A	Aggres.
Large	5E	100	FSpt/20	FA/FA	L/—	180F	2(20)	100 LBi 100	1-10	—	C	Bellig.
Whales												
Baleen	10G	100	Spt/10	MF/MF	H/SL	700H	8(50)	80 HGr 50/75 HBa 50	2-10	—	F	Passive
Beaked	6E	90	Spt/20	MF/MF	H/LA	400G	8(40)	85 HPi 75/60 LBa 25	6-10	—	EP	Timid
Narwhal	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	80 HHo 60/60 LBi 20/50 LBa 20	2-10	—	EP	Normal
Toothed (Small)	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	75 LBi 75/60 LBa 25	2-10	—	D	Timid
Toothed (Large)	9F	110	Spt/20	MF/MF	H/SL	550H	8(40)	80 HBa 50/90 HBi 50/70 HGr ✓	2-20	—	F	Normal
Jellyfish	0A	5	Walk/0	IN/IN	T/—	2	1(30)	Touch gives 1-10 hits	1-100	—	—	Passive
Lamprey	1A	30	Run/0	SL/SL	S/—	15D	3(20)	50 SGr 100/Special ✓ *	1-5	—	—	Aggres.
Piranha	0A	70	FSpt/30	VF/VF	S/—	10B	1(40)	30 TPi 100/40 SPi (6)/70 MPi (20)	1-100	—	—	Aggres.
Port. Man-o-war	3B	20	Run/0	VS/SL	L/II	40C	1(10)	50 LGr 100/Poison◀/Special *	1-5	—	A	Passive
* — Special												
Note: The statistics above are for activities in water.												

Water buffaloes are compact, bulky creatures that feed on rich grass and spend hours in the water or wallowing in mud. When submerged in water, they prefer to keep their entire body submerged, allowing only their muzzle to be seen. Their flattened, upward-curving horns are the largest found among Bovids, but these beasts rarely use them in combat, for they are usually exceptionally timid and docile.

REINDEER (CARIBOU)

Reindeer - [cfkt-FG,CHT-1]; 4'-7'3"; 1-2 young

Reindeer (or Caribou) are large deer, the only species where both males and females grow horns. They vary in coloration, but all have large, heavily branched antlers. Herd animals, they travel in often huge, migratory groups that circulate between the tundra (in summer) and

coniferous taiga forests (in colder periods). Lone adult males, however, are not uncommon.

Because of their preference for cold weather, their ability to ingest scrub and lichens, and their ability to negotiate rugged, snowbound terrain (they have wide two-toed hooves), reindeer are fine winter draft animals. No beast, save perhaps the dog, is so well suited to extremely cold climes.

3.3 FISH AND OTHER WATER CREATURES

Water takes up the majority of the earth's surface. The diversification found among creatures inhabiting our fresh and ocean water is truly astounding.

DOLPHINS/PORPOISES

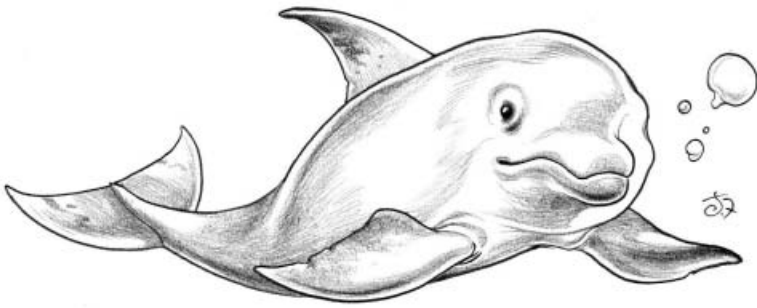
Dolphins and porpoises are mammals that are familiar inhabitants of the water. They are powerful

swimmers, with streamlined bodies and prominent foreheads. Although most of the dolphins have beaks, porpoises are all beakless. River dolphins display the longest beaks. Another distinguishing characteristic is the number of teeth; while porpoises have 60-80, dolphins have 100 or more.

Dolphin - [(cf)-OS-4]; 6'-10' long; 1 young

Innate Abilities: *Sonar sense*

Dolphins are most commonly found in coastal waters. Their markings are variable but all possess a distinctive, long beak. Fast swimmers, they feed on fish, shrimp, mollusks, and crustaceans. All four forms use sonar both as a sense, and as a complex form of communication.



Orca (Killer Whale) - [(f)-OS-4]; 23'-32' long; 1 young

Innate Abilities: *Sonar sense*

Orcas are not whales, but rather are the largest species of dolphin, even though they don't possess the usual beak. With their 40-50 teeth they prey on fish, dolphins, small whales, squid, and even birds.

Porpoise - [(f)-OS-4]; 4'-7'6" long; 1 young

Innate Abilities: *Sonar sense*

Porpoises are small, beakless whales that range equally through coastal and deep oceanic waters. They feed on squid and fish.

River Dolphin - [(ktcf)-FL-4]; 5'-9' long; 1 young

Innate Abilities: *Sonar sense*

River Dolphins are recognized by their prominent foreheads and very long beaks. They feed on small fish and crustaceans.

EELS

Eels belong to the order Anguilliformes, in which there are approximately 600 species. All eels have elongated bodies with dorsal and anal fins usually running the entire length.



Electric - [(ktcf)-FL-5]; 8' long; produce eggs

Innate Abilities: *Can trigger SBolt when it strikes, is struck, or 5'r (1x/min).*

Electric eels also live in freshwater but even though they have long, slender bodies they are not true eels. Usually found in streams and pools, they prey on smaller fish and bottom-living invertebrates. These eels stun their food by releasing high voltage charges from special organs.

Moray - [(cf)-S-5]; 4'6" long; produce eggs

Moray eels normally inhabit rocky shores. They possess very large mouths and sharp teeth. Morays prey on fish and squid.

FISH

Small - [(-)-FLMOS-1]; 1-11" long

Medium - [(-)-FLMOS-1]; 12"-3' long

Large - [(-)-FLMOS-1]; 3'-50' long

Fish comprise over 20,000 species and are commonly found in all waters. Because of this huge number, the variety in size, coloration, feeding patterns and reproduction is overwhelming. Most are not dangerous to human-sized creatures, but in large numbers or special circumstances they could be a hazard. (Barracuda, Gar, Pike, Monkfish, Tigerfish, Catfish.)

OCTOPI/SQUIDS

Small - [(-)-OS-3]; 6-24" body; 12-48" tentacles

Innate Abilities: "Ink" cloud, obscures vision in radius 4x body size

Medium - [(-)-OS-5]; 2'-5' body; 4'-12' tentacles

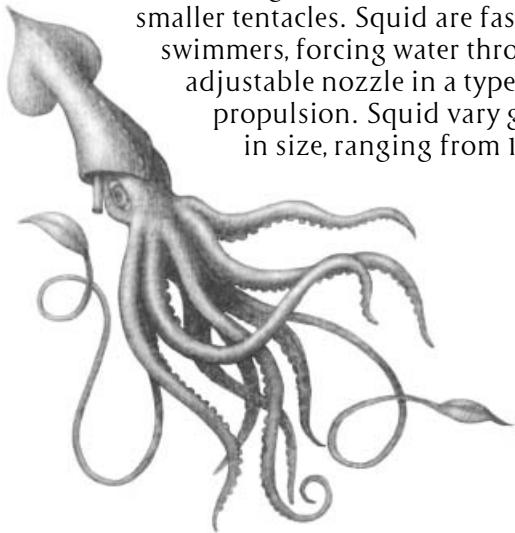
Innate Abilities: "Ink" cloud, obscures vision in radius 4x body size.

Large (squids only) - [(-)-OS-7]; 8'-30' body; 9'-30' tentacles

Innate Abilities: "Ink" cloud, obscures vision in radius 4x body size.

Octopi and squid are both invertebrates in the class Cephalopoda. They have captured the imagination of mariners since man has sailed the oceans. Hunting primarily in shallow seas, the octopus lurks unseen until a fish or crustacean passes, and then shoots out a tentacle, capturing its victim on one of the sucking disks. It moves along with a gliding/pulling action. Contrary to legend, octopi rarely grow larger than approx. 17' (including tentacles).

Squid capture their prey on the suckered tips of two long tentacles, and then haul it to the mouth region where it is held fast by smaller tentacles. Squid are fast swimmers, forcing water through an adjustable nozzle in a type of jet propulsion. Squid vary greatly in size, ranging from 18" to



the giant squid of up to almost 60' in length. The body size for small and medium squid is double that given above. The base speed for a squid is 1.5x that given in the table and its max pace is "FSpt". (kraken)

RAYS

Electric - [(f)-OS-5]; 6' long

Innate Abilities: Can trigger SBolt when it strikes, is struck, or 5'r (1x/min)

Electric rays, or torpedo rays, are capable of delivering shocks up to 220 volts, enough to kill its prey or stun a man. These charges are produced by specialized organs. Electric rays first envelop their meal in the pectoral fins, and then turn on the juice. Common to ail rays is the flat, disk-like body and large pectoral fins tapering into the long, thin tail.

Manta - [(f)-OS-5]; 17' long, 22' wide

Rays' strange appearance has made them much feared through the ages. A flapping motion of their pectoral fins gives them the illusion of "flying" through the water. The Manta Ray, or Atlantic Manta, is the largest ray. Mantas feed on plankton, but also eat fish and crustaceans.

SHARKS

Small - [(-)-OS-3]; 4"-4' long

Large - [(-)-OS-4]; 4'-60' long

Sharks are fairly common to all the waters of the world. Their skeletons are made of cartilage, not bone. They also possess two dorsal fins, one anal fin, and five or six gill slits. Smaller sharks are found under the order Squaliformes, which includes the Dwarf Shark (9") and the Common Saw Shark (4'). The larger sharks include the White (20'), the Basking Shark (34'), and the Whale Shark (60').

WHALES

Whales are ocean dwelling mammals that have been admired and hunted for hundreds of years. Some are the largest existing creatures; fully grasping their size is nearly impossible. All forms make use of sonar as a sense for both navigation and to locate prey.

Baleen - [(-)-OS-5]; 25-105' long

Innate Abilities: Sonar sense

Baleen whales are those that feed with their baleen, which consists of rows of plates suspended from the upper jaw. Fish and plankton are caught on the plates, while the water is expelled from the sides of the mouth. The tongue then transfers the food to the back of the mouth so it can be swallowed. Baleen whales

include the blue whale (the largest mammal at 105' long and weighing 160 tons), the Humpback (48'-62'), and the Minke (26'-33')

Beaked - [(-)OS-5]; 16-39' long

Innate Abilities: *Sonar sense*

Beaked whales comprise 18 species, all of which have slender bodies, long snouts, and generally only one or two pairs of teeth. They feed on fish, squid, and crustaceans.

Narwhal - [cf-OS-8]; 13-20' long; tusk/horn up to 9'

Innate Abilities: *Sonar sense*

Narwhals are well known for their long spiral tusk, which is actually the upper-left incisor. Narwhals feed on fish, shrimp, crabs, and squid.

Toothed, small - [(-)OS-5]; 8-20' long

Innate Abilities: *Sonar sense*

Toothed, large - [(-)OS-5]; 20-66' long

Innate Abilities: *Sonar sense*

Toothed whales are those which aren't baleen or beaked. Of these, the Sperm whale is the most familiar. Their common characteristics are the square forehead and the spermaceti organ (above the jaw), which is used in controlling buoyancy. Toothed whales usually have 12 or more pairs of teeth in the lower jaw. They feed on fish, squid, and crabs.

SPECIFIC BEASTS

Jellyfish - [(-)OS-2]; 6"-8' in diameter, tentacles 12"-275' long

Innate Abilities: *Stinging cells at the ends of their tentacles - inject 1st lvl muscle poison (variability b).*

Jellyfish have a floating "body" (actually a gelatinous,

gas or water-filled bag) with stinging tentacles hanging below the water. With these, jellyfish dispatch their food and move it to the digestive canal. The number of hits given per round of contact with the tentacles may vary with size. Jellyfish prey on all types of fish that swim into contact with the dangerous tentacles. (Sea Wasp, Sea Nettle, Sea Blubber)

Lamprey - [ktcf-OS-4]; 35" long

Innate Abilities: *If SGr attack gets a critical, it is attached and will drain blood at 1-10 hits/rnd.*

Lamprey are long, eel-like blood-sucking parasites. They first attach themselves firmly to the host. Then a secretion from the sucker's mouth prevents the fish's blood from clotting, allowing the lamprey to feast at will. Victims will usually die from loss of blood. Lampreys have also been found in inland lakes. When torn from its prey an 'A' slash crit is taken. Fire or electricity may (Medium maneuver roll) cause the lamprey to release its prey. (Hagfish)

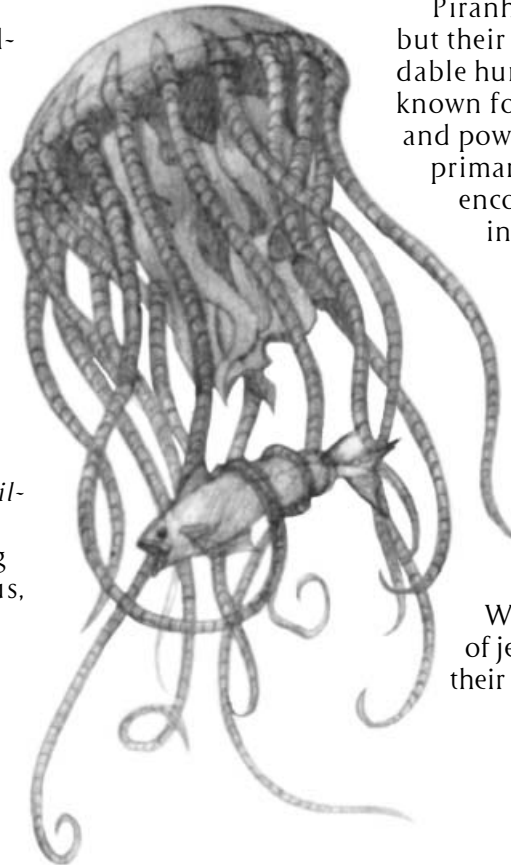
Piranha - [hna-FL-4]; 12" long

Piranhas are not overly large, but their vast schools form formidable hunting groups. They are known for their razor-like teeth and powerful jaws. Piranhas feed primarily on fish, but if they encounter a wounded animal in the water they will consume it in an amazingly short time.

Portuguese Man-of-War - [(-)OS-6]; 8' diameter, 275' long tentacles

Innate Abilities: *Tentacles inject a 3rd level muscle poison (variability c).*

Portuguese Man-of-War are complex groupings of jellyfish. They are known for their huge gasbag, which catches



03-04 INSECTS, ARACHNIDS, AND CRUSTACEANS												
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Ants *	0A	1	Spt/10	IN/VF	T/—	1	11(30)	0 TPi (100) / 0 SSt (30) / Special *	20-2000	—	—	Normal
Crabs *	0A	10	Run/10	VS/SL	T/—	8A	12(30)	0 TPi 100 / 20 SPi (6)	1-10	—	—	Aggres.
Lobsters *	0A	10	Run/10	VS/SL	T/—	8A	12(30)	0 TPi 100 / 20 SPi (6)	1-10	—	—	Aggres.
Scorpions	0A	2	Spt/10	IN/VF	T/—	1	12(30)	0 TPi 50 / 10 SSt 50 / Poison ◀	1-2	—	—	Aggres.
Spiders												
Poisonous	0A	1	Spt/10	IN/VF	T/—	1	1(10)	0 TPi (50) / 0 SSt / Poison ◀	1-2	—	—	Normal
Non-Poisonous	0A	1	Spt/10	IN/VF	T/—	1	1(10)	0 TPi (6) / 20 TPi (12) *	1-5	—	—	Normal

* — Special

the wind and provides additional propulsion, and their extremely long and dangerous tentacles. Its special attack is digestion if trapped and paralyzed. Man-of-War are colonies of different animals, each performing a specific function. Some catch the food, some paralyze it, some eat and digest it, and some propel the entire colony. Fish, some as large as 15' long, have been seen trapped in the tentacles of Man-of-War.

3.4 INSECTS, ARACHNIDS, AND CRUSTACEANS

Insects, arachnids, and crustaceans are all classes of arthropods, multi-segmented, cold-blooded invertebrates encased in an external skeleton.

Of these and, in fact, all creatures, insects form the largest class. They are distinguished by a number of features: a head bearing a pair of antennae; three pairs of mouthparts; a three-part thorax, and an abdomen. Each unit of the thorax contains a pair of legs (six legs in all), and the last two thorax units often sport a pair of wings. The legless abdomen serves other functions, such as housing sensory organs, glands, and stingers.

Arachnids are almost entirely land animals and have but two body segments. The forward area combines the head and thorax and bears twelve appendages, four pairs of legs, a pair of small "feeding" chelicerae, and a

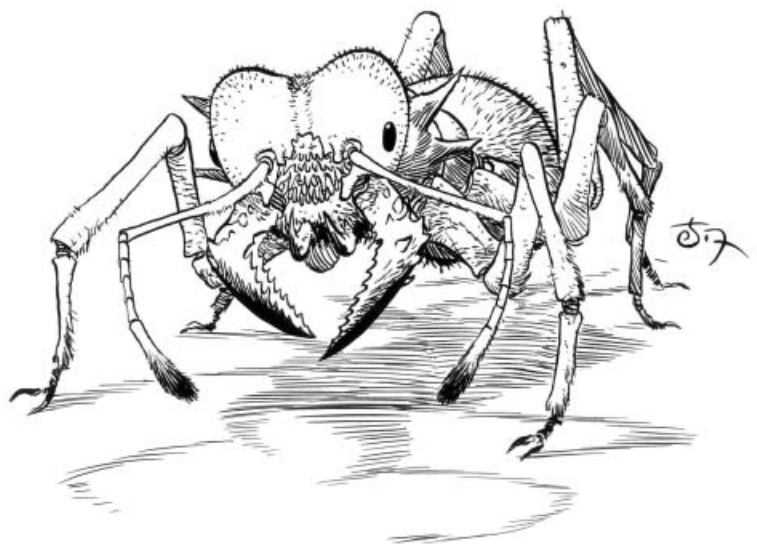
pair of leg-like pedipalps (some of which end in pinchers). The rear area of these aggressive predators holds no appendages.

Primarily aquatic creatures, crustaceans are well designed for marine life. They have three segments: a head, a thorax, and an abdomen. The head contains feathery gills and three to six pairs of feeding appendages, while eight walking legs protrude from the thorax.

ANTS

Queen - [(f)-(GLO,A,T)-1]; 0.1-3"

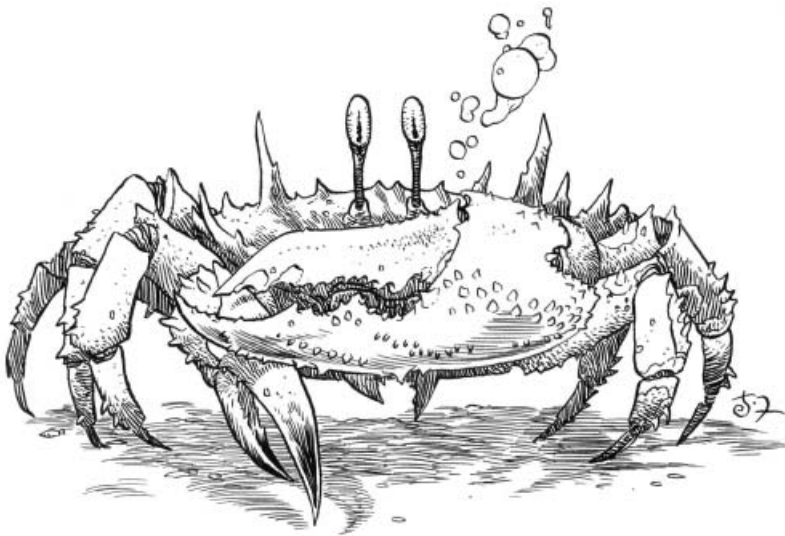
Soldiers - [(f)-(GLO,A,T)-1]; 0.05-1"



Natural Abilities: *Abnormally large head contains huge jaws; abdomen contains a retractable stinger that injects a mild lvl 1 poison (variability c).*

Workers - [(f)-(GLO,A,T)-1]; 0.05-1"

Ants adhere to a complex social organization based on a nest or colony, which contains a single relatively huge, egg-laying queen (normally dormant or producing eggs in nest; wings permit flight) and thousands of specialized servants. Small males and mostly sterile females compose the queen's mates, workers (routine confined to nest-building or defense), and in some species soldiers (programmed to defend nest until they die). Using chemical deposits secreted from glands in the abdomen, ants can communicate with one another and act in relative unison. These same glands produce stronger toxins for use in personal combat.



Exceptionally strong jaws complete their formidable arsenal, and these pincher-like mandibles are made all the more deadly by virtue of the ant's incredible strength. All varieties are capable of lifting loads equal to many times their own body weight. The varied ant diet includes plant and animal matter, for food gathering and nest building both require considerable effort.

CRABS AND LOBSTERS

Crabs - [(f)-OS-2]; 0.1-7' diameter (stretched)

Lobsters - [(f)-O-4]; 6"-2'6"; 1-38 lbs.;

10,000-75,000 eggs

Crabs and lobsters are related crustaceans, both known for their aggressive, predatory manner, relatively large size, and proportionately huge pincher claws. These creatures are remarkably unintelligent but efficient killing machines that will gorge until they molt. Molting occurs 3-5 times during their long lives (lobsters can live to age 60) and involves the complete shedding of their shell and outer skin. After molting up and growing a new covering over a 2-5 week period, they emerge anew, often 15-25% larger.

Lobsters and crabs share many of the same structures. They have long antennae that contain no pain-receiving nerves and, although very sensitive to food or danger, are designed to ignore damage. These beasts listen with their legs, taste with their feet, chew with their stomachs, and propel themselves backwards when swimming. Both have shell armor that covers their fused head and thorax, and each sports a pair of pinchers. The slightly larger pincher is used to capture and crush prey, while the smaller claw has a saw-tooth cutter and is generally a defensive weapon. Their claws immobilize a foe, allowing their side-chewing mandibles to tear it apart and deliver the pieces to the other four pairs of mouthparts. Food is "chewed" after delivery to the stomach.

Crabs differ from lobsters in a number of ways, notably in terms of lifestyle. Both are burrowers who dig holes or live in nooks or caves, but the ultra-adaptable and numerous crab varieties are not confined to aquatic living. Many types live in extremely shallow water, on tidal flats, or in the sands above the high water mark. Although all live and feed near the sea, some rarely venture in. Most of the amphibian varieties are nocturnal.

Because crabs are often amphibious,

they must be mobile on land and therefore have stronger legs and smaller pinchers. All but the sea-dwelling soldier crab walk sideways. The land-dwelling burrowers often employ hibernation vs. the cold. On the other hand, lobsters are exclusively aquatic and prefer deep water. This allows them to grow disproportionately huge claws (as much as 60% of their body weight), for their water buoyancy aids in their mobility.

SCORPIONS

Scorpions - [ahmns-V,BFQZ,R,CDHJP-5]; 1"-7.5"

Innate Abilities: *Stinger injects a 3rd level respiratory poison (variability d).*

Scorpions are secretive, nocturnal arachnids whose forward appendages are tipped with large pinchers, and whose long rear segment ends in a large, bulbous stinger (injects a 3rd level respiratory poison

- variability d). Carnivorous hunters, they feed on various invertebrates, particularly insects, during the mild hours of the warm night. During the day or when faced with a larger foe, they retreat into burrows or beneath rocks. They use their potent, venomous stinger only when hunting or forced into a "corner." Stronger scorpion poisons can fell a dog in seven minutes or kill a man in under seven hours.

SPIDERS

Poisonous - [ahkmnsw-BMQZ,R,DJP-3]; 0.1-5"

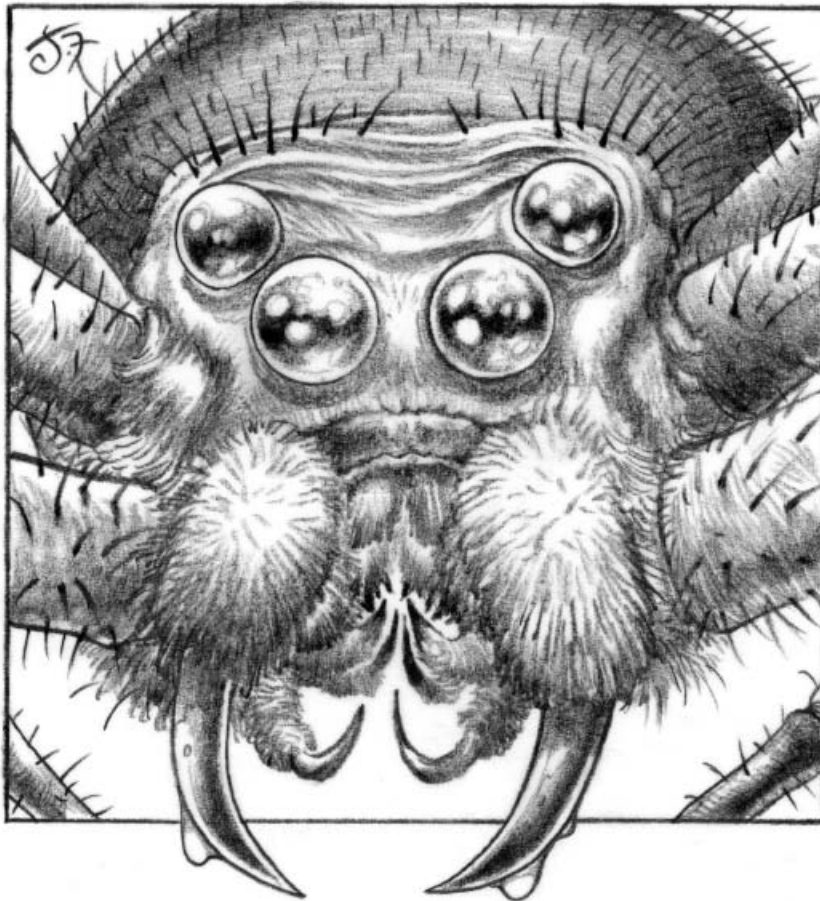
Innate Abilities: *Bite or spray 1st level reduction poison (variability a).*

Non-poisonous - [ahkmnsw-V,BLFMQZ,R,CDHJP-5]; 0.1-10"

Spiders are eight-legged invertebrates, arachnids that are related to scorpions and mites. They are carnivorous hunters noted for their pincher-like jaws, groupings of eight primitive eyes, and glands that produce silky web-spinning proteins.

Spiders use their webs as both nests and traps. They spin remarkably strong, interwoven lines across shady defiles, creating a sticky web in a matter of hours, or even minutes. Movements in these sensitive devices are keyed to vibration receptors in the spider's legs, allowing the spider to distinguish between wind gyrations and the presence of prey. Once alerted, the spider will move on the trapped victim, using its powerful jaws to finish the poor sot.

There are a number of variations on the web trap. One variety uses tempting

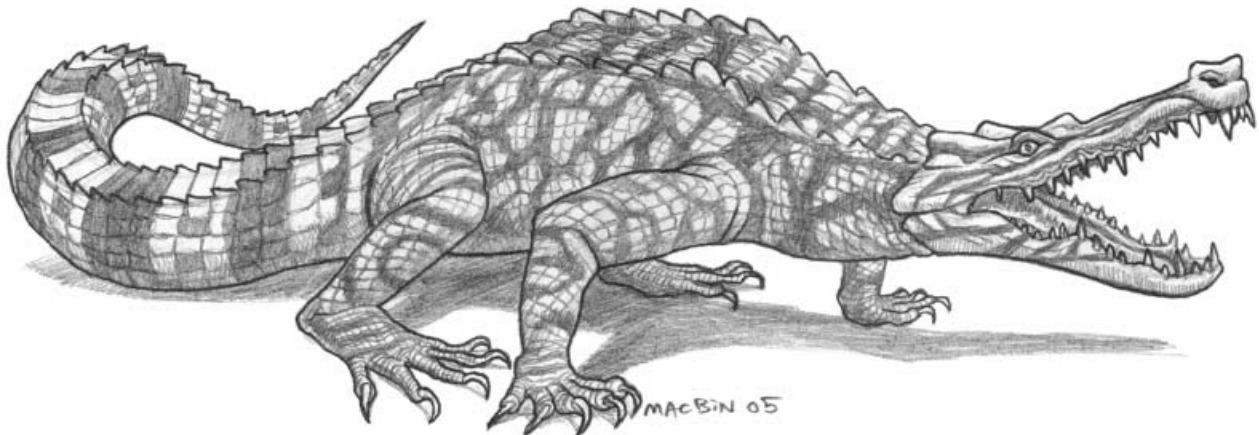


Chapter Three Animal Descriptions

03-05 REPTILES AND AMPHIBIANS

Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Alligators/Crocodiles/ Caimans												
Small, water	1A	40	Run/20	MD/MD	M/—	85D	7(20)	50 MBi 100/30 SGr ✓/Special *	1 - 10	—	—	Aggres.
Small, land	1A	20	Run/0	VS/MD	M/—	85D	7(0)	30 SBi 50/30 SBa 50/MBi ✓	1 - 10	—	—	Aggres.
Large, water	3C	50	Run/10	MD/MD	L/—	120E	7(10)	80 LBi 100/80 MGr ✓/Special *	1 - 10	—	B	Aggres.
Large, land	3C	30	Run/0	VS/SL	L/—	120E	7(0)	40 MBi 30/60 MBa 40/80 LBi ✓	1 - 10	—	A	Aggres.
Lizards												
Small	0A	10	Dash/10	VF/FA	T/—	8A	3(60)	0 TBi 60/0 TCl 40/20 SBi (6)	1 - 10	—	—	Normal
Large	1B	20	FSpt/0	MD/MD	S/—	20C	3(50)	10 SBi 50/20 SCl 30/Both 20	1 - 10	—	—	Normal
Snakes												
Boa/Python	3C	30	Run/0	VS/MD	L/I	85F	3(0)	70 MBi 30/60 MGr 70/90 LGr ✓	1 - 2	—	C	Aggres.
Cobra	2B	40	Spt/20	SL/VF	S/—	20B	1(40)	30 SSt 100/Poison ◄/Special *	1 - 2	—	B	Aggres.
Non-Poisonous	0A	40	Spt/10	SL/VF	S/—	20B	1(40)	20 TBi 100/0 SBi (6)	1 - 5	—	—	Normal
Pit Viper	2A	40	Spt/20	SL/BF	S/—	20B	1(40)	40 SSt 100/Poison ◄	1 - 2	—	A	Aggres.
Sea Snake (water)	1A	30	Run/10	SL/FA	S/—	10B	1(40)	30 TSt 100/Poison ◄	1 - 2	—	B	Normal
Viper	1B	40	Spt/10	SL/VF	S/—	15B	1(30)	20 SSt 100/Poison ◄	1 - 2	—	A	Normal
Turtles/Aquatic & Land												
Small, water	0A	30	Run/10	SL/SL	S/—	30B	12(20)*	20 SPi 90/30 TBa 10	1 - 2	—	—	Passive
Small, land	0A	5	Run/0	CR/SL	S/—	30B	12(20)*	0 SBi 100	1 - 2	—	—	Passive
Large, water	2B	40	Run/10	MD/MD	M/—	90E	12(0)*	50 MPi 70/60 SBa 30	1 - 2	—	—	Passive
Large, land	3C	10	Run/0	CR/SL	M/—	90E	12(0)*	20 MBi 100	1 - 2	—	—	Passive
Gila Monster	1A	15	Run/0	SL/MD	S/—	25C	3(30)	00 SCl 30/10 SBi 70/Poison	1 - 2	—	—	Normal
Komodo Dragon	5E	50*	Spt/10	MD/FA	L/II	110F	7(30)	60 LBi 50/60 MBa 50/90 LCl ✓	1 - 2	—	D	Aggres.
Nile Monitor	3C	60*	Spt/20	MD/VF	M/—	70E	2(20)	40 SBi 60/30 MBa 40/70 MCl ✓	1 - 5	—	—	Aggres.

* —Special



“fishing lines,” dangling threads with ending with lure and covered with an extremely thick fluid. Others build silk-lined pit traps or actually resort to tossing small snare-webs at passing victims.

Feasting often involves the injection of a solvent fluid that combines with the victim's innards to produce a jelly-like meal. The spider then sucks the food out of the lifeless body. Poisonous spiders immobilize their foes with sprays or injections of toxic venom.

their time at rest or in a quasi-dormant state. Of course their lower levels of activity require less food.

Despite being their ancestral group, amphibians markedly differ from reptiles. While reptiles can attain rather large size and exist in virtually any warm or moderate ecosystem, amphibians tend to be very small and must stay moist. Even desert-dwelling amphibians have at least a puddle to breed in, and many varieties possess gills in addition to, or in lieu of, lungs. This reliance on water also dictates a reliance on water temperature. Reptiles have scaly hides, while amphibians generally have thinner, smoother skin.

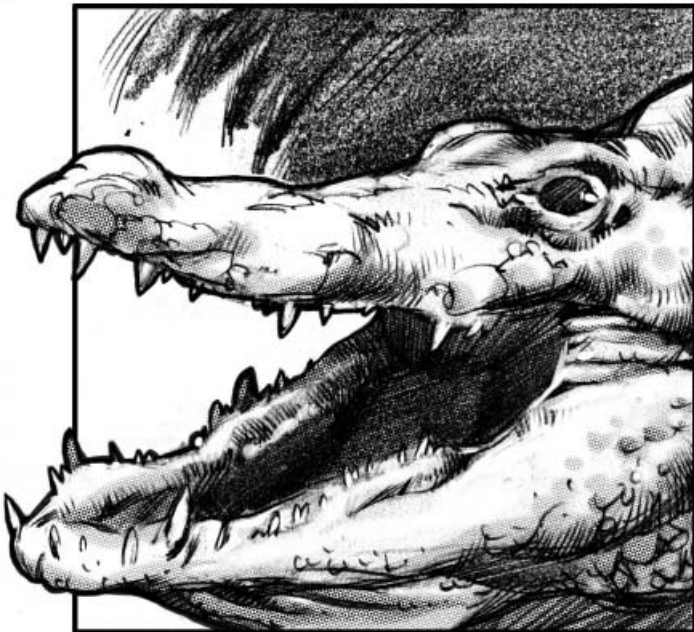
ALLIGATORS AND CROCODILES

Alligator - [hmnw-LMF,HJ-2]; 8'-18';
28 to 52 eggs

Crocodile - [hmnw-LMF,HJ-2]; 5'-19'6";
25-90 eggs

Alligators and crocodiles – and their relatives the smaller, more gracile gavials and caimans – are the largest and deadliest of reptiles. Adapted for water, they are aggressive, carnivorous beasts and avid swimmers and divers. All groups have long muscular tails, bodies, and snouts and possess big, well-anchored conical teeth. Great forward teeth allow them to grapple their prey, while nose and throat flaps permit them to fight under water without fear of drowning. Their thick, horny hides have bony back plates that act like body armor and cover the only part of the creature that is commonly above the water level. While on land, they are more vulnerable, stuck with short, stout legs and a small stride. Nonetheless, they can be quick over short distances and are very fierce when defending their nest piles.

Males and females are virtually indistinguishable (except to each other), although the former tend to be larger. Crocodiles differ from alligators by virtue of their always-exposed front teeth. Alligators have sockets in the upper jaw which hide their cruel canines.



3.5 REPTILES AND AMPHIBIANS

Reptiles and amphibians are cold-blooded vertebrate creatures whose body temperature is regulated by external heat sources. As such, they prefer warm or out-right tropical climates, especially if they are nocturnal or spend a great deal of time in water. Some use special stances, sprawl out on rocks, or orient their bodies toward the sun in order to increase their heat intake. Unless warm, they are relatively sluggish or inactive, and most spend a great portion of

LIZARDS

Small - [ahmnsw-(G,A,T)-2]; 3-12"; .05-2 lbs.; 1-40 eggs, some produce live young

Large - [agmsw-(B,G,A,T)-5]; 1-10'; 2 lbs-3000 lbs.; 10-40 eggs, some produce live young

Lizards and snakes are related species of slender, scaly reptiles with long tails. Unlike snakes, however, lizards possess limbs; some sporting rib-supported wings that permit gliding flight (see 3.7). Like snakes, they can be burrowers, climbers, runners, or swimmers.

Lizards have tough, scaly, virtually waterproof surfaces that act as body armor and resist the dangers of physical and chemical attack. Those in harsh climes bear live young, while most others lay fast-hatching eggs. Females of these varieties lay tough, rubbery eggs and guard or warm the clutch while resting.

Generally, lizards are carnivorous. They rely on their quickness when striking, some dashing on their two hind limbs. Their hunting and hiding tools vary, and may include gripping tails and feet, color-variable skin, or darting, prehensile tongues.

SNAKES

Snakes are akin to lizards, but are limbless. Flexible and often quite quick, they rely on powerful jaws, venomous fangs, or strangling constriction to kill their prey. Some have jaws with detachable connections, enabling the snakes to free the upper and lower bones and swallow extremely large victims.

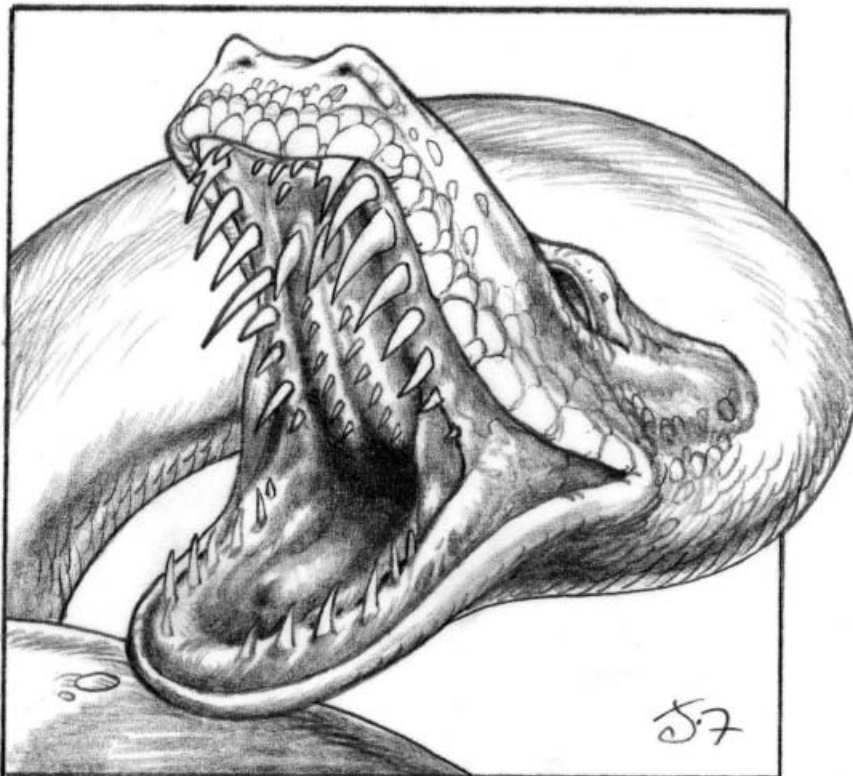
Non-poisonous - [ahkmnstw-BFLMQSZ,RU,CDHJP-3]; 6"-10'; 2-100 eggs or 2-80 live young

Boa - [hmnstw-FLM,CDHJ-4]; 3-30'; 2-40 live young

Python - [hmnstw-FLM,CDHJ-4]; 3-30'; 10-100 eggs

Of the non-poisonous varieties, constrictors (such as boas or pythons) are in many ways the most dangerous. Relatively large, they have strong teeth and use rapidly coiling movements to surround, entwine, strangle, and eventually swallow their prey.

Cobra - [hmnsb-BF,DJP-4]; 1'6"-18'; 2-50 eggs



Natural Abilities: *Bite injects 4th lvl nerve poison (variability a).*

Sea Snake - [hnams-LOS-6]; 2-8';
2-20 live young

Natural Abilities: *Bite injects 6th lvl nerve poison (variability a).*

Spitting Cobra - [hmns-BF,DJP-4]; 1'6"-18';
2-50 eggs

Natural Abilities: *Can spit their poison up to 10', blinding their adversary. RR (+Qu) vs. Cobra level to avoid being hit and immediately blinded 1-10 rounds, then RR normally vs. the effects of the nerve toxin absorbed through the eye.*

Cobras use nerve-poisons that are more venomous than the viper's, acting faster and can kill very large prey, but cobra attacks are usually slower, and their venom is often delivered by a chewing rather than an injection method. Cobra-related sea snakes use the strongest venoms, but are entirely adapted to aquatic life and never venture on land (where their skeletons would collapse). Although air-breathers, they can stay under water for up to two hours.

Viper - [ahmnst-BFQZ,R,CDHJP-5]; 5-7';
3-40 eggs

Innate Abilities: *Bite injects 2nd lvl muscle poison (variability b).*

Pit Viper - [achkmnstw-(G,A,T)-4]; 1'-11'6"; 2-50
live young, some produce eggs

Innate Abilities: *Bite injects 2nd lvl muscle poison (variability b).*

Vipers ambush their prey, striking with their long poisonous fangs in frighteningly quick attacks. Their muscle-poison immobilizes or kills their foes. Pit vipers (e.g. rattlesnakes) are nocturnal varieties that use heat sensors to locate their quarry.

SPECIFIC REPTILES

Gila Monster - [ans-BQZ,HP-6]; 17.5"-24";
3-5 eggs

Innate Abilities: *Bite for extra grapple critical 1 less severity and 3rd lvl nerve poison (variability b).*

A venomous, nocturnal lizard, the gila monster is a formidable foe. Its carnivorous diet includes bird and reptile eggs, but it does not shy away from a cheap, meaty meal.

Their low-slung, heavy bodies end in a broad, fat tail, where they store fat for famine periods. Covered in gaudy, beadlike scales of red, orange, brown, and black, they blend well into arid landscapes. Gila monsters shelter in burrows or under rocks and hunt along the ground during the warm desert night or during the sunny days of spring. When hungry or aroused, they bite their victims with vise-like jaws, chewing and poisoning the target.

Komodo Dragon - [hmnw-FI,P-3]; 7'-11';
10-15 eggs

Innate Abilities: *High bacterial loads in their mouth make almost any bite that inflicts a critical become a septic wound; treat as 4th level Muscle poison (variability a) but RR vs. Disease.*

The komodo dragon is a huge low-slung lizard, with a bulky body and a long, thick tail. Its muscular legs end in fierce, talon-like claws. These cruel claws enable the komodo dragon to grasp and maim prey as large as a hog deer or as tough as a wild boar. They also aid in climbing, and these beasts are quite capable of scaling steep grades or large trees. Quick and agile daylight hunters, komodos swim and sprint quite well, although they spend most of their time sunning in splendid repose. High bacterial loads in their mouth make almost any bite become a septic wound.

Nile Monitor - [hmns-FLMQ,DP-3]; 6'-7';
10-60 eggs

Versatile, quick, and agile, the Nile monitor is an able hunter. This large, powerfully built lizard prefers freshwater environs and is an accomplished swimmer and tree-climber. Strong legs, big claws, and a large prehensile tail enable it to obviate most obstacles in its constant search for fish, snails, frogs, and eggs (their favorite fare). Some even hang by their tails from trees, enlivening the boring routines of the common passers-by. Relatively active, they do not guard their clutches, but prefer to lay their eggs in termite mounds, where the insects repair their nests and encase the brood in a natural fortress-terrarium. Nile monitors are distinguished by their thick black hides, covered with bands of bright yellow blotches.

Chapter Three Animal Descriptions

03-06 CARNIVOROUS MAMMALS													
Type	Lvl	Movement Statistics			Combat Statistics					Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks		# Enc.	Treasure	Bonus EP	Outlook IQ
Bears													
Small	5E	80	Spt/20	MF/MF	L/—	150F	8(20)	60 LGr 60/50 LCI	4/50 MBi ✓/70 MBa 40	1 - 5	—	A	Aggres.
Large	10G	90	Spt/10	MF/MF	L/I	230G	8(30)	85 LGr 60/65 LCI	4/70 MBi ✓/90 MBa 40	1 - 5	—	C	Aggres.
Cats													
Small	3C	110	Dash/40	VF/VF	S/—	60D	3(60)	30 MCl 30/20 SBi 30/Both 40		1 - 2	—	—	Aggres.
Large	5D	100	Dash/30	FA/MF	M/—	100E	3(40)	40 MCl 40/60 MBa 60/60 MBi ✓		1 - 2	—	—	Aggres.
Dogs													
Small	2B	100	Dash/30	FA/FA	S/—	45F	3(50)	20 SBi 100		1 - 10	—	—	Normal
Large	4C	120	Dash/20	VF/FA	M/—	65G	3(40)	45 MBi 100		2 - 20	—	—	Aggres.
Mustelids/Civets													
Small	1B	70	Run/40	FA/VF	S/—	35C	1(50)	50 SBi 100/40 TCl	4	1 - 2	—	—	Inquis.
Large	2B	60	Spt/30	FA/VF	S/—	45D	3(50)	40 MBi 60/40 SCl 20/Both 20		1 - 2	—	—	Inquis.
Cheetah	3C	180	Dash/30	BF/VF	M/—	70G	3(50)	60 MBa 100/70 MBi ✓/60 MCl	4	1 - 2	—	B	Aggres.
Ferret ("Swink")	2B	60	Run/40	MF/VF	S/—	30C	3(50)	40 SBi 100/40 TCl	4	1 - 2	—	—	Playful
Housecat	1A	80	FSpt/40	FA/FA	S/—	10A	1(40)	10 TCl 50/0 TBi 20/Both 30		1 - 2	—	—	Normal
Fishing Cat													
Water	2B	30	Run/20	MD/MF	S/—	50D	3(30)	20 SBi 50/30 MCl 40/Both 10		1 - 5	—	—	Aggres.
Land	2B	90	Dash/40	VF/VF	S/—	50D	3(50)	40 MCl 40/30 SBi 30/Both 30		1 - 5	—	—	Aggres.
Lion	5D	100	Dash/30	FA/MF	L/—	150F	4(20)	85 LCl 100/85 LBi	4/120 LCl ✓	2 - 10	—	C	Aggres.
Mongoose	2B	70	FSpt/30	FA/BF	S/—	40C	3(70)	50 SBi 100/40 SCl	4	1 - 2	—	—	Normal
Otter													
Water	2B	50	Run/30	MF/FA	S/—	50D	3(40)	40 SBi		1 - 5	—	—	Normal
Land	2B	70	FSpt/30	MF/FA	S/—	50D	3(40)	40 SBi		1 - 5	—	—	Normal
Skunk	1B	50	Run/40	MD/FA	S/—	30B	1(40)*	30 SBi 100/20 TCl	4/Special *	1 - 2	—	—	Normal
Tiger	5E	100	FSpt/30	FA/VF	L/—	150F	4(30)	75 LCl 40/90 MBa 60/110 LBi	4	1 - 2	—	—	Normal
Wolf	3C	110	Dash/20	FA/FA	M/—	110E	3(30)	65 MBi 100		2 - 20	—	A	Aggres.
Wolverine	2B	60	Spt/30	FA/VF	S/—	45D	3(50)	50 MBi 40/45 MCl 10/Both 50		1 - 2	—	A	Bellig.

* —Special

Note: Some creatures have entries on this table, but their descriptions have been combined with that of their general type (e.g., Ferret is described under Mustelids/Civets).

3.6 CARNIVOROUS MAMMALS

Carnivorous mammals are flesh-eaters of the order carnivora.

BEARS

Small - [(cf)-LM,CD-5]; 3'-5' long; 2-3 young

Large - [(hna)-GLM,CDT-5]; 5'-8' long; 1-4 young

Bears are descended from doglike ancestors. Like dogs, they supplement their meat diet with a wide variety of plant matter, but also consume insects, fruits and nuts. Bears are large, heavily built animals with big heads and small tails. Bears' short legs are deceptive for they are able to achieve rapid gaits. During the cold months, bears go into winter sleep, or torpor, a state similar to hibernation. Bears vary in size from 3' to over 8' long. (Small: Asiatic Black, Sun; Large: Grizzly, Kodiak, Polar, Black, Ovir)



CATS

Small - [(cf)-(GOZ),(T)-3]; 19"-36" long; 1-4 young

Large - [(cf)-(GIOZ),(T)-4]; 4'-9'6" long; 1-4 young

Cats belong to the family Felidae, of which there are approximately 35 species. They are distributed worldwide and are particularly admired for their very efficient killing. The cat body type is powerful and very flexible. Cats stalk and run down their prey, delivering death with a bite from their strong jaws. (Small: Lynx, Bobcat, Wild Cat, Fishing Cat; large: Lion, Tiger, Leopard, Jaguar, Chatmoig)

DOGS

Small - [(-)-Nt,(O)-2]; 8"-15" long; 1-5 young

Large - [(-)-Nt,(O)-4]; 3'-5' long; 1-5 young

Dogs comprise 35 species worldwide. The first animal domesticated by man, many breeds of dog have lived and worked alongside humankind since the dawn of time. The dog family includes coyotes, wolves, foxes, and dingos. Dogs are effective hunters, using their quick speed and endurance to wear down their prey. They are easily recognized by the generally long muzzle and large triangular ears, usually erect. (Small: Fox, Domesticated Dog; Large: Coyote, Dingo, Jackal, Hyena, Domesticated Dog)

MUSTELIDS/CIVETS

Small - [(f)-(OZ),(T)-2]; 2"-15" long; 1-8 young

Large - [(f)-(OZ),(T)-2]; 15"-3' long; 1-5 young

Mustelids include weasels, ferrets, otters, sables, ermines, wolverines, and badgers, among others. They are all small to medium in size. In all 67 different species the body pattern remains the same: long flexible bodies connected by long necks to rather small heads, short legs ending in powerful feet, and long tails. Because of these characteristics, they prove to be excellent swimmers, climbers, and burrowers. Most Mustelids eat primarily other small mammals, as well as fruits, nuts, and insects.

There are 72 species of civet, of which the mongoose is perhaps the most familiar. Civets are all small to medium in size, with long bodies, elongated heads, and short legs. They possess very keen senses, which help in

hunting. Territory is marked with a strong secretion from their scent glands. Civets feast on other mammals, as well as insects, reptiles, frogs, nuts, and berries.

SPECIFIC BEASTS

Cheetah - [(hf)-HP-7]; 3'6"-4'6" body; 25-31" tail; 2-4 young

Cheetahs are the fastest animals on four legs, being able to move at over 65 mph. The sleek body sits atop long muscular legs; a lengthy tail helps it maintain balance during the chase. The cheetah picks out its prey from hiding, then stalks it and overtakes it with a quick dash. The victim is usually dispatched with a bite to the throat.

Housecat - [(f)-Nt-2]; 8-18" long

Housecats are the domesticated versions of the smaller cat species. Even though well-fed and bred to the coziness of the household, housecats adapt quickly if forced to fend for themselves. Like their larger relatives, they will stalk and run down their prey, killing with their strong jaws.



Chapter Three Animal Descriptions

Lion - [hnawms-LQ,HP-5]; 4'6"-6'6" long;
1-6 young

Lions are characterized by their broad heads, large mane, and strong thick legs. Surprisingly, most of their time is spent resting. They live in groups, called prides, which are commonly made up of 3 adult males and as many as 15 females and young. The lionesses do most of the hunting, preying on antelopes, zebras and gazelles. Their hunting pattern consists of a period of stalking, followed by a quick chase and pounce. They kill by biting the neck.

Mongoose - [(hf)-FLMQSZ,(T)-5]; 11"-27" long;
1-6 young

The widespread nature of the mongoose has caused it to vary its appearance. Most are medium to small in size; their slender, elongated bodies and small, drawn out heads sit on top of average to short legs. Many are excellent swimmers and divers, most are expert climbers and diggers. Mongoose feed on small rodents, snakes, frogs, reptiles, scorpions, crabs, fish and aquatic insects.

Skunk - [(f)-FLMS,CDH,3]; 4.5"-12" long;
2-6 young

Innate Abilities: *Spray as Tear Cloud* (Essence "Feel-Taste-Smell") with 2'r around target (plus the odor of course).

Skunks are the most familiar of the Mustelids, being well known for their strong gland secretions. Most of their day is spent in the burrow or den. At night, skunks feed on carrion, mice, insects and eggs. Their powerful odor is an effective weapon against enemies, causing the victim to momentarily stop breathing



Tiger - [(tcf)-FLMS,CDJ-5]; 6'-9'6" long;
2-3 young

Tigers are the biggest cats, possessing very large powerful bodies and muscular legs. They are usually nocturnal creatures, living and hunting alone. Tigers are good climbers, and are well known for their ability to maintain a fast pace while on the chase. Cattle, wild pigs, and deer all fall prey to this successful hunter.

Wolf - [(hf)-(IO)-3]; 3'-5' long, 3-8 pups

Wolves are easily recognized by their powerful canine body and thick, bushy tail. They vary in coloring from white to yellowish brown and almost black. Wolves live and hunt in packs, a fact which allows them to take on large prey such as deer, horses and caribou. They also feed on smaller animals such as rabbits, and mice.



Wolverine - [ktcf-FGL,CT-5]; 25"-35" long;
2-3 young

Wolverines have solid bodies and possess great strength, both of which allow them to bring down animals much larger than themselves. They have keen senses and are good climbers. Their meat eating is supplemented with berries and nuts. Wolverines are considered the most ferocious medium-sized animal. Wolverines spray urine to mark their territory.

Chapter Three Animal Descriptions

03-07 BIRDS AND OTHER FLYING/GLIDING ANIMALS

Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Birds												
Small	0A	70	Dash/30	FA/FA	T/—	5A	1(70)	0 TPi 50/0 TCI 50/0 SCI (6)	1 - 200	—	—	Timid
Large	1A	100	Dash/30	FA/FA	S/—	8A	1(50)	0 SPi 50/0 SCI 50/20 MCI (3)	1 - 100	—	—	Timid
Bats												
Small	0A	50	FSpt/40	VF/VF	T/—	4A	1(60)	10 TBI 100/20 SBI (6)	1 - 100	—	—	Passive
Large	1A	90	Dash/30	VF/VF	S/—	10A	1(60)	20 SBI 100/30 MBI (3)	1 - 50	—	—	Normal
Raptors												
Condor	4C	100	Spt/10	FA/MF	M/—	90E	1(30)	50 LCI 100/45 MPi ✓	1 - 2	—	—	Passive
Eagle	3C	130	Dash/20	FA/FA	M/—	30E	1(30)	50 MCI 100/35 SPi ✓	1 - 2	—	—	Aggres.
Falcon, Peregrine	2B	200	Dash/40	VF/BF	S/—	20E	1(60)	45 SCI 100/20 SPi ✓	1 - 2	—	—	Aggres.
Hawk	2B	150	Dash/30	VF/BF	S/—	25B	1(50)	40 MCI 100/25 SPi ✓	1 - 2	—	—	Aggres.
Owl	1A	100	FSpt/20	FA/FA	S/—	20A	1(50)	35 SCI 100/10 SPi ✓	1 - 2	—	—	Normal
Vulture	2B	90	Spt/20	FA/MF	M/—	45B	1(30)	30 MCI 100/30 MPi ✓	1 - 10	—	—	Normal
Bee/Wasp	0A	30	Dash/30	MD/VF	T/—	1	1(40)	0 TSt 80/0 TPi 20/20 TSt (10)	1 - 300	—	—	Normal

* — Special

Note: The movement speed is assumed to be flying speed (their ground speed is usually a "crawl"). For the "Gliders", the statistics given are their flying statistics; see the other sections for their statistics in other environments.

3.7 BIRDS AND OTHER FLYING/ GLIDING ANIMALS

Birds and other flying/gliding animals possess the much dreamed-of ability to fly, at least in some form. The earth is populated with about 8,600 bird species. Birds are warm-blooded vertebrates possessing four appendages, the front two of which are powerful wings. Bats, on the other hand, are the only flying mammals and comprise about 800 species. Among the other flying/gliding creatures, reptiles, fishes, and mammals are all represented.

BIRDS

Small - [(f)-(GOZ),(W)-2]; 2"-12" long

Large - [(f)-(G)-(W)-3]; 12"-55" long

Natural Abilities: Flight (speed varies by species)

During the course of evolution, birds have taken the heavy-boned elongated reptilian body and transformed it into a light and efficient flying machine. Birds can be found in all sizes, ranging from those weighing but a few grams to the ostrich, often taller than a human. A well-honed respiratory system enables them to extract the quantity of oxygen from the air necessary for constant wing exertion, lightning speed, and flight at alti-

tudes where the oxygen is thin. Plumage of both sexes is usually similar. Males of the species are most often slightly larger in size.

Most birds lay their eggs in some form of nest, where a good percentage of their kind remain for a period of feeding and care after birth. A few species are able to walk immediately after hatching. The varying species feed on almost every type of small animal or plant matter, just one of the indications of their amazing diversity. (Small: Wren, Dove, Robin, Hummingbird, Thrush, large: Buzzard, Crow, Raven, Condor.)



BATS

Small - [(cf)-X@,(GOZ),(T)-2]; 1-2" long;
6-8" wingspan

Large - [(f)-X@,(GOZ),(T)-4]; 10-15" long;
5' wingspan

Natural Abilities: *Flight; Sonar sense*

Of the order chiroptera, bats have been successful predators for many reasons. First, they are able to fly just as well as birds. Their large, membrane-like wings serve double duty as nets for scooping tasty insects out of the air. Nearly all bats possess a unique sonar-like tracking ability that allows them to hunt at night as well as fly very efficiently in the darkness. High-pitched, ultrasonic sounds are thrown out in front of the bat and bounced off obstructions and flying objects. Their large ears pick up the returning echoes, and they are analyzed as to size, direction, and speed.

Although most feed on insects, some consume small animals, lizards, fish and fruit. Three species of bat feed on animal or human blood – thus the name “vampire”. Vampire bats consume over 40 pints of blood per year but the amount ingested at any one feeding is never enough to seriously harm the victim. The major threat from this type of bat is the transmission of disease, primarily rabies. (Small: Grey Bat, Tree Bat. Large: Great Bat, Vampire Bat, Cavern Wing.)

RAPTORS

Condor - [(hnf)-GLAR-7]; 45"-55" long,
wingspan of 12'; up to 25 lbs; 1 young

Natural Abilities: *Flight*

Condors are some of the largest birds in the world. They inhabit the lonely crags of high mountains. They can soar to great heights and often glide as far as 10 miles without wing movements. Never attacking live animals, the condor feeds exclusively on carrion. Only one egg is laid at a time, the young bird remaining under the care of its parents for over a year.

Eagle - [(hf)-FLS,AR-6]; 32"-40" long; 1-3 young

Natural Abilities: *Flight*

Eagles are formidable predators, soaring for long periods before swooping in to crush their prey in their powerful talons.



Falcon - [(hf)-(IOQZ),(U),(I)-5]; 12"-25" long;
2-7 eggs

Hawk - [(hf)-(GIOQ)-(U)-(I)-5]; 15"-28" long;
1-5 eggs

Natural Abilities: *Flight*

Falcons are known for their incredible swiftness and their ability to catch prey in the air. Hawks include 216 species of diver birds and can be found in most regions of the planet. They are best characterized by their curved beak, rounded wingtips and aggressive hunting behavior. [Goshawk, Kite, Peregrine, Red-tailed Hawk.]

Owl - [(hf)-(IO),(I)-4]; 5"-25" tall; 1-10 eggs

Natural Abilities: *Flight*

Owls can be found in most areas of the world. They are best recognized by their large head and enormous eyes set in a circular facial disk. Owls hunt at night, feeding on insects, birds and mammals the size of rabbits. They have excellent hearing and eyesight.

Vulture - [(f)-(GO)-4]; 30"-55" tall; 1-2 eggs

Natural Abilities: *Flight*

Vultures range over an extensive portion of the earth, feeding on carrion. They, like condors, are solitary birds, easily recognized by their featherless heads. This feature allows them to thrust the head into slimy carcasses (while feeding) without ruining the plumage.

Chapter Three Animal Descriptions

03-08 OTHER POTENTIALLY DANGEROUS ANIMALS													
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics				
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ	
Elephants (African)													
Male	7F	130	DA/FA	Spt/10	H/LA	400H	12(20)	90 HHo 70/80 HBa 30/75 HTs ✓	1-2	—	F	Normal	
Female	7E	120	FA/FA	Spt/10	H/LA	350H	12(20)	75 HHo 50/75 HBa 50/75 HTs ✓	2-10	—	E	Normal	
Elephants (Indian)													
Male	7F	130	DA/FA	Spt/10	H/LA	400H	12(20)	90 HHo 70/80 HBa 30/75 HTs ✓	1-2	—	F	Normal	
Female	7E	120	FA/FA	Spt/10	H/LA	350H	12(20)	75 HHo 50/75 HBa 50/75 HTs ✓	2-10	—	E	Normal	
Primates													
Lesser Primate	2B	50	MD/FA	Spt/40	S/—	35C	3(40)	30 SBi 50/40 SGr 50/60 SBi ✓	2-20 *	—	—	Normal	
Great Apes	4C	60	MD/FA	Spt/30	M/—	65D	3(30)	45 SBi 30/50 MGr 70/70 SBi ✓	2-20 *	—	A	Normal	
Kangaroos/Wallabies													
Small	2B	100	FA/MF	Dash/30	S/—	45D	3(40)	40 SCL 100/40 SBa ◀	2-20	—	—	Normal	
Large	3C	110	FA/MF	Dash/20	M/—	75D	3(30)	60 MCL 100/50 MBa ◀	1-10	—	—	Normal	
Boar	3B	80	FA/MF	Dash/20	M/—	110E	4(30)	50 MHo 100/50 MBa ◀/40 STs ◀	2-20	—	C	Aggres.	
Gorilla	5D	70	MD/FA	Spt/20	L/—	100G	3(20)	50 MBi 20/60 LGr 80/70 MBi ✓*	1-10	—	C	Normal	
Hippopotamus													
Water	5E	40	MD/MD	Run/10	L/II	170F	4(20)	60 LBa 40/60 LBi 60/100 LHo ✓	1-10	—	D	Normal	
Land	5E	60	MD/MD	Spt/10	L/II	170F	4(10)	60 LBi 50/60 LBa 50/100 LTs ◀	1-10	—	C	Normal	
Porcupine	1A	30	SL/SL	Spt/10	S/—	25B	3(20)*	10 TCL 40/10 TBi 40/Both 20	1-5	—	—	Normal	
Rat	0A	20	MD/MF	FSpt/20	S/—	10B	1(30)	20 TBi 100/20 SBi (6)	2-20	—	—	Normal	
Rhinoceros	7F	80	MF/MD	Dash/10	L/II	220G	12(20)	120 HHo 100/100 HBa ◀/120 LTs ✓	1-2	—	E	Normal	
Seal													
Water	3C	80	MF/MD	FSpt/30	M/—	55D	3(30)	30 MBi 60/40 SBa 40	2-20	—	—	Normal	
Land	3C	20	VS/SL	Run/0	M/—	55D	3(10)	20 MBi 100	2-20 *	—	—	Normal	
Sea Lion													
Water	3C	80	MF/MD	FSpt/30	M/—	55D	3(30)	30 MBi 60/40 SBa 40	2-20	—	—	Normal	
Land	3C	20	VS/SL	Run/0	M/—	55D	3(10)	20 MBi 100	2-20 *	—	—	Normal	
Tasmanian Devil	3C	50	FA/VF	Dash/30	S/—	40D	3(50)	50 MBi 30/40 SCL 30/Both 40	1-2	—	A	Aggres.	
Walrus													
Water	4D	40	MD/MD	Spt/20	L/I	100F	3(20)	50 MBa 50/60 LHo 50	2-20	—	B	Normal	
Land	4D	10	VS/SL	Run/0	L/I	100F	3(0)	30 MBa 50/40 LHo 50	2-20 *	—	A	Normal	
* — Special													

* —Special

SPECIFIC BEASTS

Bee/Wasp - [(hf)-(GOZ),(T)-2]; up to 1" long

Natural Abilities: *Flight*

Wasps live in colonies of thousands. They attack with a quick bite from their powerful mandibles or jaws; the painful sting is used only as a last resort (poison, sting injects poison [lv 1 irritant]). All wasps are mixed feeders, eating both plants and other insects. [bees, hornets, killer bees.]



3.8 OTHER POTENTIALLY DANGEROUS ANIMALS

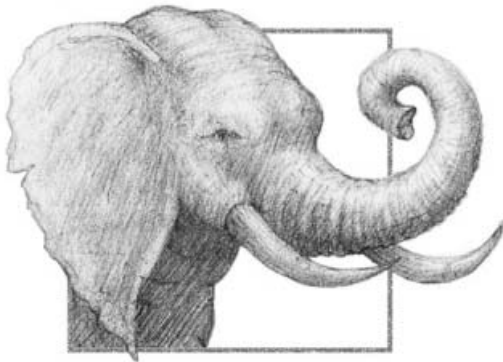
Because of size, intellect, or disposition, the following creatures are capable fighters and can be quite dangerous when aroused, angered, or cornered.

ELEPHANTS

See the section on riding and draft animals for more details.

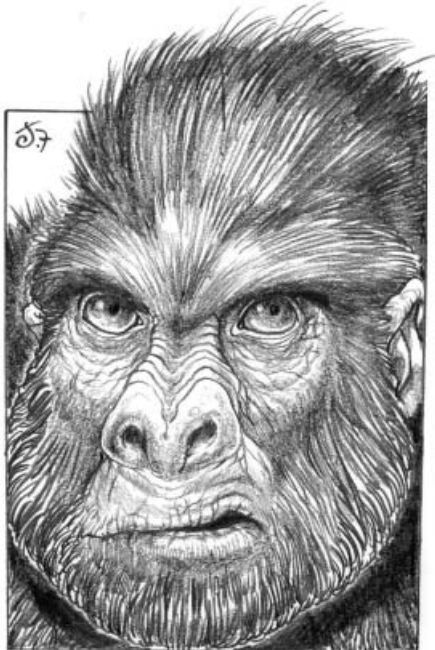
Elephants are normally passive or docile herbivores, but can be destructive foes. This is particularly true of females who, when in heat or upon hearing a distress call from another elephant, may become aggressive or unpredictable. Fortunately for elephant handlers, females are smaller than males and have shorter tusks.

Elephants employ their bulk, their trunks, and their tusks when fighting, and some are not above rearing up on their hind legs before squashing an enemy.



PRIMATES

Primates are warm-blooded mammals, an order which includes man. They are divided into two groups: Lesser Primates, like Aye-aye, Lemurs, Mouse-lemurs, Tarsiers, and Lorises; and Higher Primates, including marmosets, monkeys, apes, and Hominids (e.g. man). As a whole, primates are generally either arboreal or live in open areas near woodlands. They are relatively bright creatures that have grasping hands and a good sense of sight. Most are herbivores that eat fruit, roots, buds, nuts, and supplement their diet with insects and eggs. Orangutans, chimpanzees (both great apes), and men are omnivores. All species



(aside from man) are found in tropical or sub-tropical locales.

Lesser Primates - [hmnstw-FQ,CDJP-4]; 3.25"-24" body, 5"-24" tail; 1-3 young

Lesser primates are relatively small, primitive beasts who have long snouts and lack stereoscopic vision. They have long, non-prehensile tails and move by scurrying or leaping along or between branches. Some (10%) are loners, but the majority move in small troops of 10-40 around a well-defined territory. Although they lack the superb depth perception found in higher primates, they have sensitive hearing and see well in dark areas. Most of (about 75%) these groups are nocturnal creatures.

Great Apes - [hmnw-AR,CDJP-3]; 21.5"-72" body, no tail; 100-600 lbs.; 1 young

The great apes are robust and often huge creatures. Chimpanzees, orangutans, and gorillas fall into this category. These beasts live in small troops of 5-15 and operate in set territories, which they can defend quite effectively. They are good climbers who have adapted well to ground movement (where they normally walk on all fours). Brighter individuals and most chimpanzees make use of simple tools and rather complex tactics. Strong, even the small chimps can break a man's arm with one snap of a single hand.

KANGAROOS AND WALLABIES

Kangaroos and wallabies are both herbivorous members of the kangaroo family; the world's most advanced marsupial mammals. Unlike the offspring of placental mammals, their young are born after a short gestation period and spend most of their development period in a pouch on their mother's belly. They eject their young when faced with a dangerous drought, but retain a partially developed, suspended embryo in order to obviate a need for immediate mating.

Small - [hmns-FQ,R,CDHJP-3]; 9.25"-35.5" body, 5-36.5" tail; 1 young

Small kangaroos and wallabies come in a variety of forms and live in a number of warm or hot locales. Most like dense vegetation or forest and three species (about 5%) actually live in trees. All are quick and about 33% are nocturnal.

Large - [amns-FQZ,HP-2]; 3'3"-5'3" body, 35.5"-40" supporting tail; 80-155 lbs; 1 young

Large kangaroos (e.g. the Red Kangaroo) are well adapted to the desert and sub-desert. Using extremely efficient leaps (10-12 mph), they move between isolated food and water sources with startling mobility. No quadruped can move so far on so little food. They move in small herds during the cooler hours of day or early night and find shade at hotter times. When feeding, they consume large amounts of vegetation, which they convert to energy nearly twice as effectively as sheep. Males are reddish in coloration and lack pouches, while the slightly smaller females have blue-grey fur.



PORCUPINES

New world - [hkmntw-CDJ-4]; 11.75"-24" body, 4"-18" prehensile tail; 1-2 young

Old world - [hkmmstw-QZ,CDJP-3]; 11"-33" body, 1"-10" tail; 1-4 young

Porcupines are relatively large rodents, known for the long spines that cover their back, sides, and upper tail. Herbivorous mammals, they live in burrows and feed on roots, bulbs, nuts, fruits, bark, and miscellaneous plant material. Most also enjoy insects and some even eat carrion. Although they normally flee from danger, they can be mean. Should you strike them, you may find yourself punctured by a number of spines.

New world porcupines differ from old world varieties by virtue of their arboreal

ways. The former sport prehensile tails and wide, nimble feet, and live in nooks in trees, while the latter are adapted to a number of ecological niches. Both forms are inquisitive and given to rooting about in exposed trash or food-stores. New world groups mark their territory with urine.

RATS

Rats - [(f)-(O)-2]; 2.75"-16" body, 2.75"-15" tail; 1-12 young

The rat family produces some of the world's most adaptable animals. Small rodents, they are omnivorous mammals known for long, thin tails, short legs, relatively large heads, and incredibly flexible bodies. They are quick scurriers, adept climbers, and strong swimmers (20%). With their strong gnawing teeth and malleable bone structure, these creatures burrow their way through or into virtually any unarmored nook. They can produce a litter every 21-50 days. 5% carry deadly diseases, either with their associated vermin (e.g. fleas) or internally (the latter communicated with a bite).

SEALS, SEA LIONS, AND WALRUSES

Seal - [cfkt-OS2]; 4'6"-19'9"; up to 6,000 lbs; 1-2 pups

Sea lion - [cfkmt-OS-2]; 4'6"-9'3"; 1-2 pups

Seals, sea lions, and walruses are aquatic mammals called Pinnepeds. These carnivorous creatures have adapted to life in and around the sea by developing flippers in lieu of arms and legs. Superb swimmers and divers, they feed upon fish, mollusks, and crustaceans and spend relatively little time on land. Their terrestrial activities are generally confined to mating and relaxation. When ashore, these beasts gather at "rookeries" in groups of 10-1000. There they court, and there the males fight to establish dominance.

Nearly all (95 %) Pinnepeds prefer life in cool or cold seas and have bulky, but streamlined bodies. The majority of their weight rests in layers of insulating fat. Because of their size and lack of land-oriented appendages, they are cumbersome when out of water. Both sea lions and walruses tuck their rear flippers forward and waddle about. The more

aquatic seals cannot tuck their flippers and are forced to pull themselves along on their bellies. When in water, however, these creatures are swift and graceful. Seals can reach speeds of 16 mph, while sea lions can dive to depths of more than 600'.

Aside from their fixed hind flippers, seals differ from walruses and sea lions by virtue of their internal ears and an exceptionally streamlined body. They are the fastest Pinnepeds and are capable of submerging for prolonged periods (as much as 15 minutes). By controlling the discreet flow of blood to areas other than their heart and brain they can cut their pulse from 120 to 4 beats per minute without fear of lost pressure or suffocation.

Walrus - [cfkt-OS-3]; male 8'9"-11'6", female 7'3"-9'6"; 1-2 young

Walruses are the largest pinneped, and are known for their huge downward-facing tusks and preference for icy waters and shores. Sea lions are their close relatives. The latter are the most adaptable and aggressive.

SPECIFIC BEASTS

Boar - [hkmmstw-F,R,CDH]P-3]; 3'6"-4'3"; 2-10 piglets

The ancestor of the domestic pig, the wild boar differs from its tame relatives by virtue of its long, bristly hair and (in males) prominent tusk-like canine teeth. These creatures are agile and fast and run on thin legs which are supported by

sharp "two-toed" hooves. Although they are omnivorous, they generally feed on nuts, bulbs, and tubers, using their long, tough, sensitive snouts to dig up dinner. They will not overlook an offering of carrion, however, and when alarmed, may be quite dangerous. They can easily kill a foe by charging and biting or goring with their upward-curving tusks.

Gorilla - [hmnw-AR,J-4]; males 5'6"-6', females 4'6"-5'; 1 young

See primates for more on gorillas. Gorillas live in both mountain and lowland rainforests, but they are confined to warm climes. Normally gentle and peaceful, they live quietly in groups containing 1 or 2 males, several females and their young, and one dominant male leader. They range over 4-16 square mile territories which are normally unguarded and unmarked. Gorillas avoid conflict with intruders through warnings, notably by drumming on the ground. Old males are given to standing erect, drumming on their chests, screaming, and tearing apart foliage or nearby objects. Rivals for dominance among the troop may kill each other, however. Although females and the young are avid tree climbers, mature males are too heavy for most branches. When on the ground, gorillas move on all fours.

Hippopotamus - [hmnws-FLQ,HP-3]; males 10'6"-13'9", females 9'3"-12'; 1 young

Hippos are huge creatures, with a bulky body surmounted by a massive head. Known for their rounded features, they have short ears, a little tail, and relatively small, bulging eyes. Their short, stout legs end in four-toed, webbed feet.



Hippopotami are social animals and prefer to live in groups of 10-15 creatures, always led by an old male. During daylight hours they rest in freshwater or on the shore, while at night they graze on the nearby plain. Their herbivorous diet includes grass, brush, and fallen fruit. Superb swimmers and divers, they enjoy resting their bulk beneath the water surface, exposing only their eyes and nostrils.

Hippos can be extremely aggressive. They are fierce guardians of both their young and their territory and, following a warning bellowed from their gaping maw, they attack the intruder. Their huge teeth, particularly their tusk-like canines, are deadly weapons. (They are infamously good small boat tipplers).

Rhinoceros - [hmnsw-FQDJHP-3]; 8'3"-16'6"; 1 calf

Aside from elephants, rhinos are the most massive land animals. These mammals have long, huge heads surmounted by one or two horns and a prehensile upper lip. Their short, stout legs and three-toed hooves support their great frames and give them surprising mobility. This agility, coupled with their size, horns, and tough armor-like hide, make rhinos formidable adversaries.

As a whole, rhinos are solitary animals.

A mating pair may live together, but most are loners, particularly older males. Only the rare, huge, timid "square-lipped" or "white" rhinoceros lives in troops. The more aggressive black rhino operates in overlapping ranges marked by dung heaps. All groups eat grass, leaves, weeds, twigs, and other rough plant matter.

Rhinos have excellent senses of smell and hearing, but their sight is poor. They move and feed at all hours and rest at various times during the day and night.

Tasmanian devil - [mnsw-R,CD-4]; 20.5"-31.5" body, 9"-11.75" tail; 2-4 young

The tasmanian devil is a marsupial mammal and is distantly related to the kangaroo. They resemble large rodents, but have relatively huge heads and powerful jaws that are ideal for crushing bone. Scavengers, they feed on dead carcasses. Hungry devils may resort to predatory ways, although this practice is not the norm.

These beasts live in dens under trees, in caves, or under rock piles. They sleep during day and prowl at night. Their naps often involve sunning in the open.



4.0 MONSTER DESCRIPTIONS



4.1 GIANT ARTHROPODS, GREAT SERPENTS, AND WATER BEASTS

The following creatures are potentially dangerous variations of other animals and monsters.

GREAT SPIDERS

Lesser - [ahkmnsw-BMQZ,R,DJP-5]; 1'-2'

Innate Abilities: Bite accompanied by a 2nd level muscle poison (variability b) or a 3rd level reduction poison (variability a).

Greater - [ahkmnsw-EKVX@,BMQZ,RU,DJP-6]; 4'-8'

Innate Abilities: Bite accompanied by a 4th level muscle poison (variability b) or a 6th level reduction poison (variability a).

Giant spiders are huge predatory arachnids, the largest variety of venomous, eight-legged web spinners. Armed with both reduction and muscle poisons, they lurk in large trees and rocky defiles, suspending themselves

above their complex web traps. Groups build their traps along commonly used tracks or trails, leaving an opening for their wandering prey. As the unwary traveler enters the insidious silk canyon, the spiders close off the approach. Then, the spiders close on their victim, injecting a muscle poison. The paralyzed prey is bound in a cocoon of strong but valuable silk, carried off to the dark spider lair, and then suspended until dinnertime. Just before being consumed, the victim is injected with a reduction poison. This breaks its innards down into a savory jelly that the spider simply sucks out of the imprisoned body.

Major - [ahkmnsw-EKVX,BMQZ,RU-DJP-8]; 11'-20'

Innate Abilities: Bite accompanied by a 10th level muscle poison (variability b) or a 20th level reduction poison (variability a). *Innate Caster* (3xlevel pp "Essence's Perceptions," "Detecting Ways," and "Spirit Mastery" essence lists to level).

Major individuals of this race are often ascribed to be, at least in part, demons. Clearly

Chapter Four Monster Descriptions

04-01 GIANT ARTHROPODS, GREAT SERPENTS, AND WATER BEASTS													
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics				
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ	
Great Spiders													
Lesser	3C	60	FSpt/30	MF/FA	S/—	30D	3(30)	20 SPi/40 SSt/poison ◀/Special	2 - 20	m	B	Hungry (NO)	
Greater	8F	80	Spt/30	MF/FA	M/I	160F	4(40)	70 LPi/75 LSt/poison/Special	1 - 10	t	D	Hungry (LI)	
Major	20G	100	Dash/10	FA/VF	L/LA@	350G	12(60)	120 HPi/90 LHo/poison/Spells/Special	1	yy	J	Cruel (HI)	
Great Serpents													
Horse Viper	6F	60	Spt/20	MD/VF	L/I	100E	4(40)	50 LGr/90 LCr ✓/80 MBi/poison ◀/Special	1 - 5	a	E	Hungry (NO)	
Horned Snake	5E	80*	Spt/40	MF/VF	L/I	80F	4(50)	80 MHo */poison◀/Special	1 - 2	a	D	Hungry (NO)	
Tatzelwurm	4D	60	Spt/10	MD/FA	M/I	150F	8(30)	50 MBi/40 MBa/60 MCl (2x) ◀	1	a	D	Bellig. (LO)	
Unique Arthropods													
Gemsting	4D	80	Run/10	MF/VF	M/I	85F	12(40)	60 LPi (2x)/80 LSt/poison ◀	1 - 2	a	E	Hungry (NO)	
Jadeback	2B	50	Spt/10	SL/MF	M/II	65F	20(10)	70 MPi/poison ◀	1 - 5	a	D	Hungry (NO)	
Water Beasts (all swim)													
Capricorn	10G	100*	FSpt/30	FA/FA	M/I	120E	4(50)*	100 MHo/80 MBa/60 MTs */90 We */Spells	1	y	F	Playful (HI)	
Demon Whale	9F	120	FSpt/20	FA/FA	H/SL	500H	8(40)	150 HBa/150 HBi/100 HGr ◀*	1 - 2	—	H	Bellig. (NO)	
Giant Hellbender	4D	75	Spt/10	MD/VF	M/I	130F	7(20)	70 MBa/60 MBi/70 LGr ◀/Special ✓	1	—	E	Hungry (NO)	
Hippocampus	6F	90	Dash/20	MA/MF	L/I	140G	4(30)	50 MBa/40 MCl (2x)	1 - 5	—	D	Carefree (MD)	
Nator	4D	80	FSpt/30	MF/MF	L/—	120G	4(40)	60 LHo/50 SCl (2x)/40 MBa	1 - 2	—	C	Normal (LO)	
Nuckelavee	5E	70	FSpt/10	MF/FA	L/—	150F	3(30)	40 MBa/70 LTs ◀/30 MGr/90 MCr ✓	1	—	C	Hungry (NO)	
Rath	4D	50	Spt/10	SL/SL	L/II	130G	20(20)*	50 LBa/60 LBi	1	—	D	Hungry (NO)	
Red Jaw	3C	90	FSpt/30	FA/VF	M/—	80D	4(30)	70 MBi/Special	1 - 5	—	C	Bellig. (NO)	
Spineshark	5E	100	FSpt/20	VA/VF	L/I	200E	11(40)	70 LBa/120 HCl (dorsal fin) ◀/70 LBi	1 - 5	—	D	Hungry (NO)	
* — Special													

* — Special

enchanted, they are exceptionally large and are capable of casting spells. They augment their already considerable hunting skills and superb senses of smell and hearing with knowledge of magic. Hunting as nocturnal loners, they live in remote regions, setting long-lived traps in caves and well-defined channels. Their sensitivity to subtle changes in pressures on the nearby ground (range 100') and along their 200'-300' wide webs is astounding.

GREAT SERPENTS

"Woe to those who incur the serpent's wrath." These telling words, penned by the loremaster Trevor Ferret-Friend, reflect the fear wrought by the great serpents. Huge and ever hungry, these snakes are unabashed predators that possess all of the powers of their smaller, venomous cousins, without being in any way timid.

Horse Viper - [(cf)-EK†,P-7]; 16'-25'

Innate Abilities: Bite accompanied by 5th level muscle poison; can spray venom, RR (+Qu) vs. blinding then 2nd level muscle poison; range 30' no range modifiers.

The horse viper and the horned snake are two of the most bizarre and legendary serpents. The larger horse vipers are grass-dwelling hunters that occasionally venture onto farms in search of food. They feed on rodents, eggs, sheep, small cattle, and folk

unwary enough to challenge them. (In fact, the snake's name is derived from the practice of hunting these creatures from horseback.) Stalking in the mild hours of late afternoon and early evening, these creatures slither through crops or tall grass, using their yellowish-brown coloring for camouflage. When they strike, they attack in one of two ways. Horse vipers fell smaller victims with a single, lunging bite. For larger prey, they reserve a spitting attack that immobilizes or slowly kills their quarry. These snakes are related to the nocturnal window viper found in urban areas.

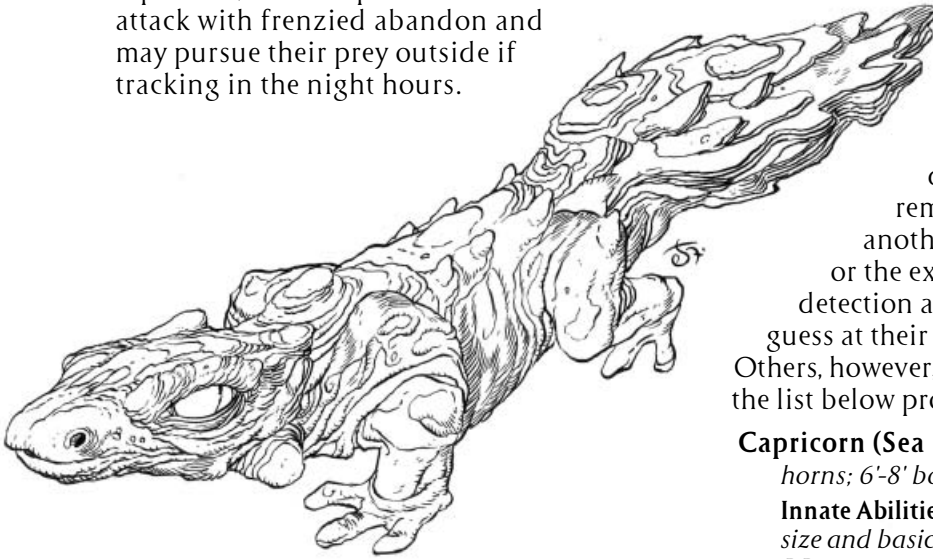
Horned Snake - [(af)-F,R,CDH-6]; 11'-15'

Innate Abilities: Horned tail strikes accompanied by 6th level conversion poison (variability d).

Horned snakes are creatures of the forest. Notable for their sharp, horn-sheathed tails, they do not bite. Instead, they spin their bodies with frightening quickness, whipping their tails about and striking like a "living arrow" (range 10'). The piercing horn conceals a venomous stinger that injects poison upon penetration. When startled or wounded, a horned snake uses a similar maneuver to flee. By speedily coiling its tail around, the snake grasps its rear end in its mouth, forms its body into a circle, and rolls off; hence the nickname "hoop snake."

Tatzelwurm - [wmskt-X@,ARU-5]; 5'-7'

The tatzelwurm is a strange-looking lizard-like beast with a short, stubby tail and virtually no neck. Powerful and compact, it has stumpy legs (so short that the beast is often taken for a snake) and a thick, blunt-nosed head. Tatzelwurms tend to have a brown upper body and a tan underside, although some are colored in grayish tones. Whatever the hue, however, it inevitably blends into the shades of the surrounding rock, enabling the creature to hide exceptionally well (+75). Quick, cunning, and rapacious, these serpentine lizards attack with frenzied abandon and may pursue their prey outside if tracking in the night hours.



UNIQUE ARTHROPODS

The giant spider is not the only huge predatory arthropod (invertebrate with a segmented body). Its relatives, the gemsting and the jadeback, are two other exceptionally dangerous foes.

Gemsting (Giant Scorpion) - [ahmns-V,BFQZ,R,CDHJP-6]; 10"-18" pinchers; 4'-6' body

Innate Abilities: *Stinger attack injects a 6th level respiratory poison (variability a).*

The gemsting (or "giant scorpion") is another arachnid known for hunting large prey, including man. Stalking in rugged terrain, these sneaky creatures literally walk up and attack their quarry. Their quiet and patient manner often leaves its sleeping victim oblivious until the final strike.

Jadeback (Giant Beetle) - [(f)-(O)-5]; 4"-7" pinchers; 5'-8' body

Innate Abilities: *Bite accompanied by 4th level reduction poison (variability b).*

Less subtle, but no less dangerous than the gemsting, the blue-green jadeback is also a nocturnal predator. These giant beetles are well armored and have adapted to virtually any ecosystem. A jadeback will eat virtually anything they can get their pinchers on, which includes men. Their poisonous bite can slay even a hearty soul, so it is good advice to avoid resting on shiny green jade-like rocks (particularly those that move).

WATER BEASTS

The denizens of the deeps are myriad. They are also remote and elusive, being of another sub-world. The very clever or the extremely shy often escape detection altogether, so one can only guess at their nature or their numbers. Others, however, are more evident. Of those, the list below provides a sampling.

Capricorn (Sea Goat) - [(cf)-OS-7]; 8"-24" horns; 6'-8' body

Innate Abilities: *Shapechanger - maintains size and basic form, magic mirror: foe makes RR or sees own image instead of Capricorn and will not attack (underwater only), Innate Caster (3xlv PP, "Illusion Mastery" and "Mind Sense Molding" essence illusionist base lists to the creature's level), breathes water or air.*

An enchanted shapechanger, the Capricorn is a horned goat that prefers the freedom and protection of the sea. When entering water it transforms its hind legs into a powerful fish-like tail, although it retains its forelegs. On land it runs on four hooves or alters its shape to that of a bipedal goat-satyr. Ever swift, they are agile as a mountain sheep and as perceptive as a wily fox.

Skilled in the arts of perplexing incantation, Capricorns possess knowledge of magic. While under water, they also have the ability to guise themselves as a wavy "mirror" (100% action), forcing all who gaze upon them to resist, failure means seeing their own image (which they cannot bring themselves to attack).

Demon whale - [ktcf-OS-6]; 60'-70'

White or gray, the demon whale hides in the roaring breakers near northern sea-lanes, awaiting the incautious seamen who dare trespass into their territory. Diving deep, these denizens hurl straight upward, ripping through the hull of wooden boats like playful pets. Their five-inch teeth can tear steel, while their gaping eight' maw can swallow a man whole.

Giant hellbender - [(f)-FLM-4]; 5'-8'; 2-6 young

The giant hellbender is a slimy, loathsome, four-legged amphibian that spends little or no time on land. Preferring to lurk in stagnant pools or in the mud of freshwater shallows, it awaits opportunities for ambush. The blue-gray creature strikes quickly, darting from below and unbalancing its prey. Those small enough to fit into its eighteen-inch wide jaws are swallowed whole, while larger victims are wrestled beneath the water. Using its sharp claws and a powerful, vise-like bite, the hellbender immobilizes the adversary, drowns it, rises back to the surface with the body, rolls over, and proceeds to feed on the kill using its chest as a dinner table. Although these creatures have little stamina, they can go for weeks without eating.

Hippocampus - [(cf)-OS-6]; 11'-15'

Sleek, powerful, and noble, the hippocampus is the lordliest of the sea-steeds. It resembles a horse, but has the hind parts of a sea serpent. Its forelimbs end in great webbed feet, which sport arrays of curving claws.

Nator - [hnawms-OS-4]; 8'-10'; 1 foal; Seahorse

Innate Abilities: *Breathes air or water*

Foaming wind-tossed waves, green mirror-Flat inland seas, and the threatening peace of the sunless deeps harbor the scaly nator. A three-horned horse with translucent fins instead of hooves, the nator often draws the carriages of merfolk or bears the water-lords upon its back. The triangular arrangement of horns and sharp spurs above its leg fins make the nator a superb battle-steed.

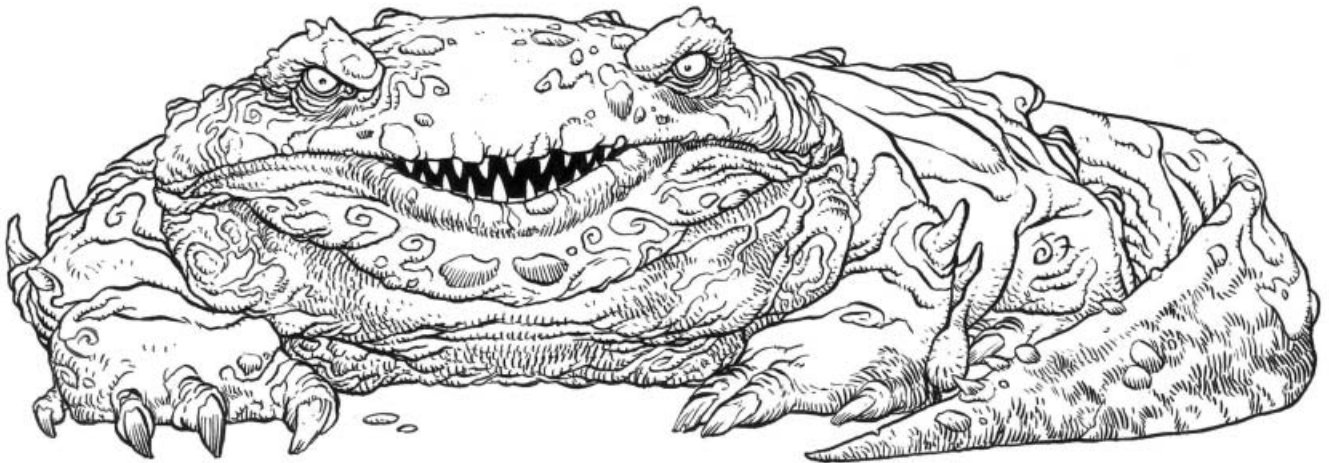
Nucklelavee - [msktc-OS-7]; 9'-11';

Aquatic horse

Innate Abilities: *GBr (cone length 20'; cone base 20'; 3rd level conversion poison variability b; when inhaled turns bodily fluids into saltwater).*

Wave spume flecks the hooves of this sea-dweller as it gallops from the shadowed deeps onto moonlit sands in search of nourishment. A fiery-eyed horse with poisonous breath, the nucklelavee carries a grotesque rider: straight from its back grows the upper half of a man whose embrace crushes those escaping the equine assault. No skin hides the nucklelavee's internal anatomy, and the tracery of veins over knotting muscles increases its horror. Fortunately, the beast remains driven by an obsessive fear of freshwater, making havens of lakes and rivers. 80% encountered are male.

Rath - [hna-OS-5]; 6'-10'; 5-9 young



Chapter Four Monster Descriptions

04-02 DRAGONS AND OTHER FELL CREATURES													
Type	Lvl	Movement Statistics			Combat Statistics					Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ	
Dragons (Great Drakes)													
Cold Drake (land, 15%**)													
Young	10G	170	F\$pt/20	FA/VF	H/LA	400G	12(60)	80 HBi/100 HCl/90 HBa/60 HHo/50 CBr/60 IBr*	1	yz	I	Varies (AA)	
Mature	30G	150	Spt/10	FA/FA	H/SL	500G	20(50)	120 HBi/120 HCl/120 HBa/80 HHo/60 CBr/80 IBr*	1	yyz	K	Varies (SU)	
Old	50G	130	Spt/0	FA/FA	H/SL	650G	20(65)	150 HBi/130 HCl/150 HBa/90 HHo/75 CBr/100 IBr*	1	yyzsz	L	Varies (HI)	
Light Drake (air, 80%**)													
Young	10G	280	Dash/40	BF/VF	H/LA	200G	12(70)	60 HBi/80 HCl/60 HBa/90 HHo/100 LBr*	1	yz	I	Varies (SU)	
Mature	34G	250	Dash/25	BF/VF	H/SL	300G	12(60)	80 HBi/100 HCl/70 HBa/100 HHo/120 LBr*	1	yyz	K	Varies (HI)	
Old	60G	220	F\$pt/10	VF/FA	H/SL	450G	12(50)	90 HBi/110 HCl/80 HBa/110 HHo/140 LBr*	1	yyyz	L	Varies (VH)	
Fire Drake (air, 60%**)													
Young	10G	210	Dash/30	VF/VF	H/LA	350G	12(60)	70 HBi/120 HCl/80 HBa/50 HHo/80 FBr*	1	yz	I	Varies (HI)	
Mature	38G	200	F\$pt/15	VF/FA	H/SL	450G	16(50)	100 HBi/140 HCl/110 HBa/70 HHo/100 FBr*	1	yyz	K	Varies (VH)	
Old	66G	180	Spt/0	FA/FA	H/SL	600G	20(75)	125 HBi/150 HCl/130 HBa/90 HHo/120 FBr*	1	yyyz	L	Varies (EX)	
Gas Drake (land, 20%**)													
Young	10G	140	F\$pt/20	FA/FA	H/LA	300G	12(50)	80 HBi/80 HCl/80 HBa/70 HHo/GBr*	1	yz	I	Varies (HI)	
Mature	20G	120	F\$pt/15	FA/FA	H/SL	350G	16(30)	100 HBi/100 HCl/100 HBa/80 HHo/GBr*	1	ysz	J	Varies (VH)	
Old	30G	100	F\$pt/10	MF/FA	H/SL	400G	16(50)	120 HBi/120 HCl/120 HBa/90 HHo/GBr*	1	yyzsz	K	Varies (EX)	
Sea Drake (water, 2%**)													
Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(50)	100 HBi/60 HCl/120 HBa/40 HHo/90 WBr*	1	yz	I	Varies (AV)	
Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(30)	110 HBi/80 HCl/150 HBa/60 HHo/120 WBr*	1	ysz	J	Varies (AA)	
Old	40G	90	Spt/10	MF/MF	H/SL	500G	16(50)	130 HBi/90 HCl/180 HBa/80 HHo/150 WBr*	1	yyzsz	K	Varies (SU)	
Lesser Drakes													
Air Drake (air, 100%**)													
Young	6F	300	Dash/40	BF/VF	H/LA	150G	11(80)	50 LBi/90 HCl/50 LBa/70 LHo	1	t	G	Varies (AV)	
Mature	15G	280	Dash/25	BF/VF	H/SL	200G	11(50)	60 HBi/110 HCl/60 HBa/70 HHo	1	yj	I	Varies (AA)	
Old	25G	240	Dash/10	VF/VF	H/SL	300G	12(40)	80 HBi/120 HCl/70 HBa/80 HHo	1	yt	J	Varies (SU)	
Land Drake (land, 0% **)													
Young	6F	180	Dash/25	VF/VF	H/LA	250G	11(60)	80 LBi [Heat]*/90 LCl/90 HBa/60 LHo	1	tj	G	Varies (AA)	
Mature	18G	160	Dash/15	VF/FA	H/SL	350G	19(40)	100 HBi [Heat]*/100 HCl/100 HBa/70 HHo	1	ym	I	Varies (SU)	
Old	30G	1400	F\$pt/10	FA/FA	H/SL	450G	20(50)	110 HBi [Heat]*/110 HCl/120 HBa/90 HHo	1	yyj	J	Varies (HI)	
Cave Drake (land, 0% **)													
Young	6F	160	Dash/30	VF/FA	H/LA	200G	11(60)	80 LBi/50 LCl/50 LBa/70 LHo	1	o	G	Varies (IN)	
Mature	13F	140	F\$pt/20	FA/FA	H/SL	250G	19(40)	90 HBi/50 HCl/50 HBa/80 HHo	1	t	H	Varies (MD)	
Old	20G	120	F\$pt/10	MF/FA	H/SL	300G	20(30)	100 HBi/60 HCl/50 HBa/90 HHo	1	y	I	Varies (AV)	
Water Drake (water, 0% **)													
Young	6G	140	F\$pt/40	VF/FA	H/LA	180G	11(60)	100 LBi/50 LCl/90 HBa/50 LHo	1	t	G	Varies (IN)	
Mature	15G	120	F\$pt/30	FA/FA	H/SL	240G	12(40)	110 HBi/50 HCl/100 HBa/50 HHo	1	yo	H	Varies (AV)	
Old	25G	100	F\$pt/20	FA/MF	H/SL	350G	16(40)	120 HBi/50 HCl/110 HBa/60 HHo	1	yy	I	Varies (AA)	
Wyverns (Minor Drakes)													
Winged (fly)	10G	300	Dash/50	BF/VF	H/LA	160G	12(65)	50 LCl (2x)/90 HSt/poison ◀	1	o	G	Hungry (LI)	
Land	8F	180	Dash/50	BF/VF	H/LA	200G	19(35)	70 LCl/110 HSt/poison ◀/80 LBi/poison ◀	1	s	G	Hungry (LO)	
Water (swim)	6F	150	Dash/50	BF/VF	H/LA	180G	16(45)	90 LBa/60 LCl/100 HHo/poison ◀	1	r	G	Hungry (LI)	
Basilisk (fly)	6F	80	F\$pt/10	MF/MD	L/II	110F	12(30)	60 LPi/50 LCl/Spells/Special	1	y	H	Cruel (AV)	
Cave Worm	10G	50	Spt/0	SL/MD	H/LA	160H	12(20)	90 HGr/110 HHo/120 LBi ✓[Heat]	1	s	H	Hungry (VL)	
Cockatrice (fly)	5E	90	Dash/20	VF/MF	M/—	70D	3(60)	50 MPi80/Special ◀/50 SCI 20	1	r	G	Greedy (AA)	
Dragon Salamander	10G	140	F\$pt/30	VF/VF	H/LA	250H	12(40)	60 LBi/70 LCl/50 HBa/50 FBall*	1	j	G	Protect (VL)	
Dragon Turtle	15G	100	Spt/10	MF/FA	H/SL	400G	20(30)	70 HPI/110 wp (4D)/70 FBr/80 StBr*	1	w	J	Inquis. (IN)	
Fell Beast (fly)	12G	320	Dash/30	BF/VF	H/LA	240H	11(40)	80 HCl/60 LBa/90 LBi	1-10	n	F	Bellig. (LI)	
Hydra	20G	100	Run/10	MD/VF	H/SL*	380G	19(40)*	150 HBa/90 LBi (3-9x)/60 FBr (3-9x)	1	yo	K	Hostile (IN)	
Oriental Dragon (land ***)													
Young	10G	180	Dash/50	BF/BF	H/LA	250G	12(70)	80 LBi/60 LCl/70 HBa/100 SBr/Spells	1	yz	I	Playful (HI)	
Mature	30G	150	F\$pt/40	VF/VF	H/SL	350G	16(60)	100 HBi/80 HCl/90 HBa/125 SBr/Spells	1	yyz	K	Aloof (VH)	
Old	50G	120	Spt/30	FA/FA	H/SL	450G	20(50)	120 HBi/90 HCl/100 HBa/150 SBr/Spells	1	yyyz	L	Altru. (EX)	
Sea Serpent (swim)	15G	100	F\$pt/20	MF/FA	H/SL	400G	16(30)	90 HGr/150 HCr ◀/80 HBi/90 StBr*	1	j	I	Aggres. (LO)	
Sirrush	10G	150	Dash/10	VF/BF	H/SL	350G	12(40)	80 LCl/100 LGr/150 HBi ◀/Spells	1	y	J	Greedy (SU)	
* — Special ** — Winged *** — 50% movement in water													

* — Special ** — Winged *** — 50% movement in water

Natural Abilities: *Clumsy on land (25% of base rate); Top AT 20, bottom AT 12.*
Possessed of a shark-like mouth, the rath is a

large marine turtle with curved forelegs that force it to walk on its knees when on land. Although it is an awkward stroller, the rath's webbed feet

Chapter Four Monster Descriptions

Effects of Age on Drake Statistics: In the table above, the statistics for drakes are classified according to age; however, several other capabilities and characteristics given also vary with age: <ol style="list-style-type: none"> 1) The ranges (bolt range and cone length and base) given for breath weapons in the descriptions for dragons are for 'mature' and 'old' dragons. The ranges for 'young' dragons are only half of the given ranges. In addition, a 'young' drake can only use its breath half as often as indicated in the descriptions. 2) 'Young' drakes of a given type fall into the lower half of the size ranges, 'mature' drakes fall into the middle half, and 'old' drakes fall into the upper half (so there is some overlap of size and age combinations). Roll (1-100 open-ended) to get an estimate of exact sizes. 				
Changes in Base Movement Rate due to Environment: The base movement rates above for drakes and wyverns are for movement in their primary environment (air, land or water; listed after the creature type above). The chart below gives the percentage of primary base movement rate which may be used in other environments. In parenthesis after the percentage is the actual base movement rate for a 'mature' drake of the given type. A dragon in flight must be in a dive to achieve a 'pace' of 'FSpt' (x4) or 'Dash' (x5, a power dive). No drake may 'FSpt' or 'Dash' underwater.				
Attack Patterns for Drakes: (wyverns and fell beasts follow a similar pattern) Each round while in flight, a drake may: <ol style="list-style-type: none"> 1) use its breath weapon (if able) and 2) if diving on a target, it may also use: <ol style="list-style-type: none"> a) its horn attack (roll each critical twice and take both results) or b) its claw attack (can be used as a HGr attack to attempt to grab smaller targets) or c) its bash attack (can be used as a HCr attack with double damage in an attempt to land on a smaller target). On land or in the water a drake may use: <ol style="list-style-type: none"> 1) its breath weapon (if able to) and one claw attack or one bash attack (tail) or 2) its horn attack and one claw attack and its bash attack (tail) or 3) its bite attack and one claw attack and its bash attack (tail) or 4) two claw attacks and its bash attack (tail) 	Dragon Type	Winged		Unwinged
		In Air	On Land	On Land In Water
	Cold Drake	120% (180)	50% (75)	100% (150) 30% (15)
	Fire Drake	100% (200)	30% (60)	70% (140) 10% (20)
	Gas Drake	150% (180)	75% (80)	100% (120) 50% (60)
	Light Drake	100% (250)	20% (50)	50% (125) 10% (25)
	Sea Drake	100% (100)	10% (10)	50% (50) 100% (100)
	Air Drake	100% (280)	25% (70)	NA 10% (18)
	Land Drake	NA	NA	100% (160) 25% (40)
	Cave Drake	NA	NA	100% (140) 50% (70)
	Water Drake	NA	NA	10% (12) 100% (120)
	Land Wyvern	NA	NA	100% (180) 10% (18)
	Water Wyvern	NA	NA	NA 100% (150)
	Winged Wyvern	100% (300)	25% (75)	NA 5% (15)

make it a graceful swimmer. Rathes love to stuff oysters into their toothy cavities, but they have been known to mangle most anything.

Red Jaw - [wmskt-X@,L,U-5]; 4'-6'

Innate Abilities: *Light-producing fin growths illuminate 100' radius.*

The red jaw is a bottom-dwelling scavenger that haunts underground lakes and streams. Voracious, they will eat any meat, live or dead, that presents itself. Their reddish maw contains seven rows of large, razor-sharp teeth, which cut through bone like a pair of sharp swords. Colorless, they are adapted for subterranean life, and perform poorly (-50) in hot or cold waters. These creatures have several hundred light-yielding organs set along the flanks of their large fins. These illuminate large areas, enabling the fish to see with its very small eyes. The eerie glow casts a bright fog into hazy water, leaving other swimmers at a pronounced disadvantage (-25).

Spineshark - [wmskt-OS-6]; 16'-20'

Innate Abilities: *Strong knife-edged dorsal fin*
 Spinesharks are nightmarish creatures.

Huge carnivorous fish, they are an abhorrent breed of shark known for their exceptionally hard upper back armor and obvious spine-ridge. Their steely dorsal fins are quite capable of inflicting mortal slashing wounds through the toughest of coverings.

Note: *varying the character of terrestrial races can create any number of water creatures. Sea dogs, sea lion, sea horses,*

and sea witches are examples of familiar beasts that have aquatic qualities. By giving them fins, scales, tails, and/or the ability to breathe underwater, Loremasters have made them live underwater.

4.2 DRAGONS AND OTHER FELL CREATURES

This section pertains to greater fell creatures, dragons, wyverns (lesser drakes), hydras, basilisks, and the like. These beasts share a number of characteristics, the most fundamental of which are their vaguely reptilian features and their decidedly enchanted nature.

DRAGONS (GREAT DRAKES)

A noble and mysterious race, dragons are among the most potent and terrible of all creatures. They are huge yet agile, bright but vain, enchanted but physical, and learned yet savage beasts. Dragons are the embodiment of all natural forces of knowledge, motion, strength, and magic, be it for defense or offense. No creature epitomizes such a wondrous blend of attributes.

The ancient line of dragons has spawned many varieties. Some are winged and capable of flight, while others bound, crawl, swim, or slither about. A large number breath jets of water, fire, ice, or noxious fumes. Smaller sub-groups bear whip-like tails tipped with lethal stingers. All, however, share features common

to dragon-kind: fiery, captivating eyes; well-muscled but slender bodies; six appendages (two legs, two arms, and two variably developed “wings”); great talons, a long neck and tail; one to four horns; and scaly body armor, relatively soft on the underside and reinforced along the spine by a row of raised or spike-like plates.

Internally, dragons have a mystical configuration. Their enchanted blood is always caustic and frequently corrosive, and their foul secretions exceptionally acidic. Few have trouble recognizing their awful breath or the inscribed signs of their passing.

Great drakes reside in many remote or devastated locales, but all prefer to live in cavernous lairs. These chambers have narrow mouths, just large enough to admit a dragon with backswept wings. Passages within the cavern may be just as confining, although a dragon’s nesting area is usually spacious enough for the beast to swing about, or even fly. Wherever a great drake travels, however, stench and acid-etched markings serve as a trail.

Dragons are generally very intelligent and enjoy battles of logic and wit. Skilled in many tongues and adept at understanding subtle inflection, they are masters of conversation and debate. Riddles and puzzles fascinate them, for word games provide these magnificent beasts with rare challenges. A great drake can be swayed by trickery in situations where weaponry or spells would do nothing but sow the speaker’s doom. Still, dragons are schooled in the arts of verbal illusion and are quick to see through falsehoods and facades. Those who dare speak to them have difficulty concealing their real feelings, particularly when they involve fear; but then again, a great drake always assumes that it is being held in awe.

Although dragons are disarmingly perceptive, they are amazingly boastful and self-centered, and invariably consumed with pride. They revel in flattery and bask in other’s adoration. Signs of fearful panic spur them on. A great drake will toy with an admirer, even a false flatterer, far longer than it will deal with an insolent fool or an aggressive adversary. Although dragons are capricious, they are quick to anger and despise disrespect.

Most dragons live alone, apart from their (single) mates. Males and females are similar in habits and size, although the latter are less apt to move their lairs. This is particularly true during the prolonged and elaborate courting period, when the male makes a pilgrimage to his mate’s home. There he will conduct a ritual dance (be it at sea, on ground, or in the air) and combat any pretenders or rivals. After a few days of breeding, the male departs for 10-100 years, and, six months or so later, the female lays 1-10 eggs. These hatch in another six months. (Little dragons use their sharp horns to break out of their tough, hard shells.) It is during these long days that dragons are most fearsome.

Great drakes sleep a lot and, even when awake (50% of the time when “active,” 10% of the time when “hibernating”), while away the hours reclining on beds of wealth in their treasure-laden lairs. Once they “clear” (devastate) the region around their chosen abode, making it safe for habitation, they spend some time gathering a hoard. Slaughtering their prey, they cow the countryside and then retreat into their cavernous home until they grow restless, irritated, or bored. All dragons hole up in a sort of hibernation; some do not venture forth for decades. Their omnivorous diet enables them to eat and store virtually anything, while their bizarre metabolism allows them to consume massive amounts of nourishment in an orgy of gorging, and then lay dormant for years. Some (10%) lay in one place long enough for jewels, gems, or coinage to become permanently embedded in their undersides.

A dragon’s weapons are legion. Their huge claws, whip-like tails, and massive, multi-rowed teeth enable them to physically overpower most any beast. The beat of a dragon’s wings can stir the ground with a fierce whirlwind, doubling the spreading speed of a fire and making all maneuvering difficult (-75). They can use spells like the best of men (when not in melee), and breathe with deadly vigor. Even their blood is dangerous, for its burning acids will eat through almost anything (for each exposure, treat it as a 5th level reduction poison accompanied by a +50 fireball). Their great (4-40 lb) horns—renowned for their enchanted musical, weapon-making, and

curative properties—are coveted by artisans, physicians, and kings (at 5 gp/oz raw or 2000 gp/whole horn). When made into a bugle, their sound carries 2-20 miles; as fronting for a composite bow, they make it a magic dragon-slaying weapon and bestow a +25 bonus (1 bow/horn core). When ground (1-10 doses/horn), the horn is an antidote for all drake venoms (e.g. wyvern stings) and toxins (e.g. dragon-blood burns), as well as being a cure-all for any damage done by a dragon's breath (if the victim is still alive).

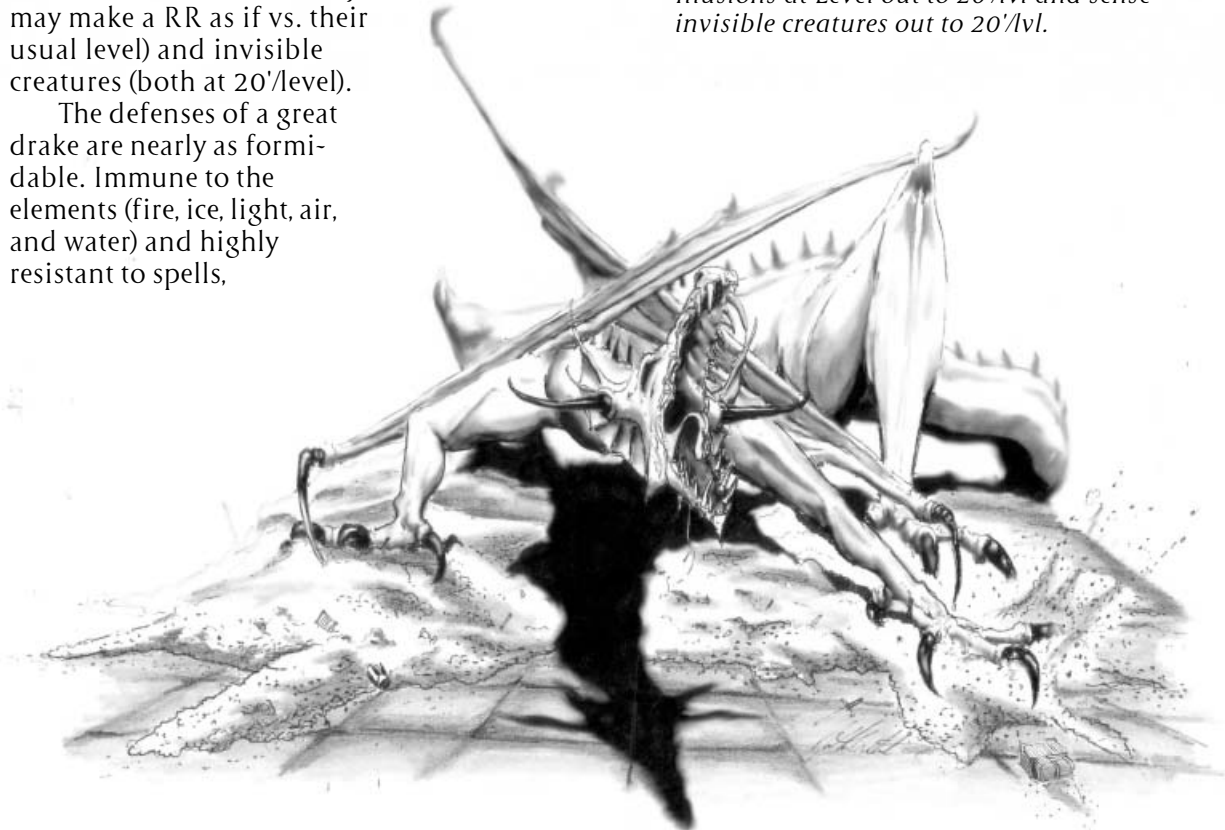
As noted, dragons are accomplished spell users. Some employ spells to augment their brute strength, while others prefer to rely more on their enchantments, basking in the powers of their spirit and intellect. Dragon magicks vary with the sub-race and individual, but all possess knowledge of the "spirit mastery, spell reins, dispelling ways," and "essence's perceptions" spell lists (essence, "open" and "closed") to the creature's level. In addition, their enchanted senses of smell, hearing, sight (they have perfect Nightvision and Darkvision), and intuitive feeling give them the inherent ability to discern illusions (when they may make a RR as if vs. their usual level) and invisible creatures (both at 20'/level).

The defenses of a great drake are nearly as formidable. Immune to the elements (fire, ice, light, air, and water) and highly resistant to spells,

they are rarely bothered by incantations. Their scaly skin forms a natural armor of multi-layered, overlapping plates. Even their softer underside is capable of deflecting all but the finest weaponry. Only sensitive areas on their heads (e.g. the eyes) and their strange "birth spots," places where scales mysteriously fail to develop (some fall off), afford an attacker any hope of dealing them a death blow. Dragon-slaying arms seek these places. Young drakes, of which there are few, have softer, less-developed hides, and are of course more vulnerable... Although no dragon can be called weak.

GREAT DRAKES

Innate Abilities: *Innate Casters (See specific drake for PP, "Spirit Mastery", "Spell Reigns", "Dispelling Ways" and "Essence Perception" Essence open and closed lists to the creature's level); Contact with their acidic blood is equal to 5th level conversion poison and a +50 Fire Ball attack; can create a windstorm if they have wings (doubling the spreading speed of a fire and making all maneuvering -75); Enhanced senses give full range Nightvision and Darkvision, RR vs. Illusions at Level out to 20'/lvl and sense invisible creatures out to 20'/lvl.*



Chapter Four Monster Descriptions

Over time, drakes have adapted to many conditions. The great drakes, those creatures that have a breath weapon, are no exception. They come in many colors – usually gray or black, or some warm hues such as red, gold, or brown – and some have an exceptionally unique appearance.

Cold drake - [ktcf-EVX@#,G,ARUW,T-8]; 30'-80' body; 15% winged 50'-120' wingspan

Innate Abilities: *Innate Caster (3xlvl PP, "Ice Law" Magician list and "Delving Ways" open Essence list to the creature's level); CBr: 1x/min; 50 times/day; bolt range 500'; cone length 300'; cone base 50'.*

Cold drakes are frequently gray-white or even white and live in cool or frigid climes. They are proportionally bulkier than other dragons and although relatively few (15%) have wings, are good swimmers. Rugged and agile, they can negotiate almost any terrain in their wide search for prey. No dragon can go so far on so little, and no dragon is as likely to physically

attack its enemies.

Fire drake - [(-)(GO)-7]; 30'-90' body; 60% winged 50'-140' wingspan

Innate Abilities: *Innate Caster (3xlvl PP, "Fire Law" Magician list to the creature's level); FBr: 1x/min; 50 times/day; bolt range 500'; cone length 300'; cone base 100'.*

Fire drakes are the most common of the dragons. They live in well-removed lairs in every clime. The oldest of sub-races, they are versed in the ways of all beasts and all realms. Large and graceful, they are suited for land or sky and make poor swimmers.

Fire drakes are typically red or reddish gold, but many are gray, black, brown, and/or gold. Confirmed sightings of green or greenish-gold fire drakes, however, indicate that these creatures are unrestricted as to hue.

Gas drake - [(f)-EVX@#,M,U-8]; 40"-70" body; 20% winged 60'-100' wingspan

Innate Abilities: *Innate Caster (3xlvl PP, "Confusing Ways", "Liquid Alteration" Mystic lists and "Lesser Illusions" open Essence list to the creature's level); GBr: 1x/min; 40 times/day; cone length 100'; cone base 100'. Respiratory poison, level equal to Dragon's level.*



Gas drakes are commonly marsh creatures, although they are well known in the wild heath of remote moors. Grey, green, black, or brown, they blend into the sprawling foliage of forested swamps. There they wade in stagnant pools, occasionally diving for snacks. With the exception of sea drakes, they are the best swimmers among the dragon sub-races. Gas drakes surround themselves with sickening odors and fetid mists, creating a sense of death in their land. This allows them privacy, for their gaseous breath is unsuited to the complete devastation of the local countryside. Wise and cunning in the arts of enchantment, they prefer to trap their prey.

Light drake - [mktcf-EKVX@#,ARUW-9]; 25'-60' body; 80% winged 40"-90' wingspan

Innate Abilities: *Innate Caster (3xlv PP, "Light Law" Magician list to the creature's level); LBr; 1x/min; 25 times/day; bolt range 300'; cone length 200'; cone base 40'.*

Light drakes, are comparatively rarer and more fragile than other drakes, albeit more dangerous. Their electrified breath is akin to a bluish lightning bolt and is one of the more frightening weapons in all of dragon kind. Generally black, bluish black, sky blue, or black gold; light drakes are nocturnal predators. They are restless (hyperactive by dragon standards) and, as drakes go, are peerless fliers. Their lairs are always in remote highlands, where storms are near and the air is clear. Since they favor thunderous electrical displays, the battered heights provide them with ideal lodgings. Fair swimmers, they move 20% of their usual pace while in water. Most are nocturnal (80%).

Sea drake - [(-)-LOS,U-8]; 25'-70' body, 15'-40' fin-span; 2% winged 40'-95' wingspan

Innate Abilities: *Innate Caster (2xlv PP, "Water Law" Magician list to the creature's level.); WBr; 1x/min; 100 times/day; bolt range 300'; can submerge for 2min/level.*

Sea drakes are almost always wingless, and are therefore confined to the land and the deeps. Superbly streamlined, those that do not fly have modified wings, fins which serve as "water-wings." These enable them to propel themselves at an incredible pace while at the water's surface and quite fast even when submerged.

Sea drakes live in caverns with submarine entryways and prey on other water-beasts and ships. They have no gills; instead they rely on their huge lungs and their ability to conserve oxygen when diving (safely 2 minutes per level). In this they are like seals. Striking from below, they can hurl out of water and make gliding leaps of up to 300' (or 75 vertical feet). Even in "flight," they can spray their quarry with stunningly powerful water bolts or resort to their modest arsenal of spells.

LESSER DRAKES

Lesser drakes resemble the great drakes (dragons) in structure and habits, but lack the overall size and enchanted qualities of their more lordly brethren. These creatures possess no breath weapons and, with the exception of the land drake, only rarely cast spells. They are, however, quicker than dragons.

Lesser drakes are quite bright and enjoy riddles, though they are less vain and their preference for debate and word games is less pronounced than that of dragons. They are much more prone to attacking an intruder or adversary, despite having a relatively even temper. This makes them more predictable, but no less dangerous, than the great drakes.

Air drake - [(-)-(O)-8]; 20'-40' body, 30'-60' wingspan

Innate Abilities: *10% are Innate Casters (See below).*

Nocturnal hunters that nest in cliff nooks or giant trees.

Land drake - [(-)-(LOS)-7]; 20'-50' including 7'-15" tail

Innate Abilities: *50% are Innate Casters (See below).*

Agile climbers that nest in caves, breaks, or glens.

Cave drake - [(-)-VU-7]; 15'-40' including 5'-12' tail

Innate Abilities: *Bite accompanied by burning acidic saliva attack (with critical, delivers heat critical 1 severity higher); -50 in natural daylight; 10% are Innate Casters (See below).*

Nest exclusively in caves.

Water drake - [(-)-FLOS-7]; 25'-60' including 8'-20' prehensile tail

Innate Abilities: *10% are Innate Casters (See below).*

Natural Abilities: *Vertical leap 30', horizontal leap 100'*

Almost exclusively aquatic and live in coastal caves.

Treat lesser drakes that use spells as having one list per 5 levels, using the selection system in section 2.8. The first roll dictates what realm all the lists will come from. If the initial list is a base list for hybrid or semi-spell users, all lists must be chosen from that base category, until the category is exhausted. In any case, lesser drakes know spell lists up to their own level and receive two PP per level.

Oriental dragon - [(O)-7]; 20'-50" body

Innate Abilities: *Innate Caster (4xlv1 PP, all the "open" and "closed" spell lists from either the Essence (01-50), Channeling (51-65), or Mentalism realms (66-100) to the creature's level); electrified breath or touch SBr: bolt; 100' range; 1x min; 10x day.*

Natural Abilities: *Grapples with 2'-5' prehensile tongue.*

The oriental dragon is a beautiful, gleaming, serpentine beast. Agile climbers they nest in highland caves or on passing (enchanted) clouds. Their colorful and wingless bodies are often mistaken for those of giant snakes, but actually they have short, powerful arms and legs. When erect, the foldable, fin-like scales on their spine and around their neck give them the appearance of having "sails." No fell creature is more enchanted than the oriental dragon. Most (75%) live on or in enchanted clouds, moving sky-lairs that enable them to roam far and wide. Ancient and exceptionally intelligent, they share the dragons' love for riddles and word games.

WYVERNS (MINOR DRAKES)

Like the lesser drakes, wyverns do not have a breath weapon; nor do they employ incantations. Instead, they rely on their superb agility and deadly venoms. Land wyverns have muscle poison glands in their mouths and tails, with ducts through their 5" fangs and barbed tail-stingers. Water-based varieties deliver a nerve poison through their 2' - long horns, while winged wyverns rely solely on their venomous tail barb.

Wyverns are smaller and more graceful than either dragons or lesser drakes. They are also less intelligent, scoffing at word games

and trite conversation. Instinctive and physical, they are active, predatory hunters who spend little time (20%) asleep or confined at home (30%). Food excites them more than treasure. Although they shy away from civilization, they never bypass a meal and are apt to ambush their quarry before contemplating the consequences.

Land - [(O)-7]; 15'-30' body (including 5'-10' prehensile tail)

Innate Abilities: *Bite or tail-stinger attack injects muscle poison (poison level is wyvern's level).*

Agile climbers that nest in highland caves or huge, hollow trees.

Water - [(O)-LOSM-7]; 20'-40" including 7'-13" prehensile tail

Innate Abilities: *Horn or stinger attack injects nerve poison (poison level is wyvern's level).*

Natural Abilities: *Vertical leap 35', horizontal leap 200'*

Exclusively aquatic and live in submarine caves

Winged - [(O)-6]; 15'-25' body; 25'-45' wingspan

Innate Abilities: *Tail-stinger attack injects nerve poison (poison level is wyvern's level.); 5% BMR in water.*

Nest in highland caves or atop pinnacles or giant trees.

SPECIFIC FELL CREATURES

The following beasts are related to drakes by virtue of their somewhat reptilian features and their association with evil; hence the label "fell creatures." These beasts are undoubtedly distant relatives of the ancient lineage that spawned the race of dragons, lesser drakes, and wyverns.

Basilisk - [(cf)-(LOSZ),(UW)-9]; 21'-30' including 7'-10' tail; 21'-30' wingspan

Innate Abilities: *Stare instantly turns those looking upon it to stone (RR failures: 1-25 = 1-100 minutes, open-ended; 26-50 = 2-20 hrs; 50-100 = 1-100 days, open-ended; 100+ = 1-100 yr, open-ended; although these durations may be shortened by certain spells, rituals, or herbs); touch inflicts "Cracks Call" from "Solid Destruction," 4th level 100x/day; hiss for 50'r Fear; 50% have GBr: cone; 10' base; 10' length, poison level 10 (variability c).*

The basilisk is an extremely rare beast with a serpent-like body, feathered wings and legs. It has no arms and its feathery head ends in a

sharp beak. Thus it looks like a cross between a cock and a drake. Legends say that they derive from cocks' eggs that hatch beneath a fell beast. Although their origin is clouded, it is clear that basilisks evolved so that their leathery surfaces became lighter and better insulated. Whatever the case, they have a hideous countenance that turns all who watch them and are gazed upon to stone. The only safe way to observe a basilisk is by its reflection.

Tortured creatures, basilisks are constantly unhappy and extremely bitter. Despite their moderate intelligence, they seem unpredictable and insane. Their power is considerable, however, and whenever they employ their wailing hiss, all those within 50' must resist fear. Sharp talons and a vise-like beak complete their array of battle tools. Those that challenge a basilisk for their inevitably considerable treasure are either very strong or exceptionally stupid. (in the end, most are simply statuesque.)

Hydra - [(-)-FLOS-9]; 5'-10' necks, 7'-15" body, 7'-15' tail

Innate Abilities: 3-9 regenerative heads; Primary head and body depend on super large critical table, other heads use large critical table; each head has FBr; Cone length 40'; base 25' 1x/min; 10x/day and some (5%) have heads which use individualized breath weapons. (i.e. other than fire, GM's choice of which type(s).)

Hydras are flightless relatives of dragons, dull-witted, multi-headed creatures seemingly spawned by some heinous nightmare. Fully scaled, their armor rivals that of great drakes. Their appearance is akin to a fat serpent with a long neck and tail, two strong legs, and a pair of small arms. Most have nine heads, but some have as few as three (01-05 = 3; 06-09 = 4; 10-14 = 5; 15-17 = 6; 18-22 = 7; 23-25 = 8; 26-100 = 9). These fanged skulls operate independently and, if killed, their neck will split and regenerate as two new heads (in 2-20 rounds). Only a cauterizing wound will stay this horrible process. One head, however, serves as the original (and immortal core). It cannot

regenerate, nor can it be stunned; but if slain, the hydra perishes. Alternatively, one can kill a hydra by destroying its body. Each hydra head possesses the power to speak and breathe fire.

Cave worm - [(-)-X,U-7]; 24'-26'; -75 in natural daylight

Innate Abilities: Critical from bite accompanied by heat criticals of lesser severity (same roll).

Natural Abilities: Moves 25'/round through packed earth, 5'/round through solid rock; prehensile tongue grapples from 10'.

Blind and exclusively subterranean, cave worms are colorless, legless drake-like beasts, huge and foul serpents. Oozing a raunchy, acidic slime, they wind through caverns and chasms and slither through earth and rock. Their repugnant excretions soften all but the hardest of substances, while the six 3' horns that encircle their bizarre head cut through obstacles. In this way they move directly toward their prey, meals which they track using their uncanny senses of hearing, smell, and feeling. Omnivorous, they eat anything, even stone, although their preferred delicacy is bone. Six-inch fangs enable them to tear through armor with casual unconcern, and their pungent acids act to melt their fodder.



Cockatrice - [(cf)-(LOSZ),(UW)-8]; 3'-12' including 1'-4' tail; 3'-12' wingspan

Innate Abilities: Stare instantly turns those looking upon it to stone (RR failures: 1-25 = 1-100 minutes, open-ended; 26-50 = 2-20 hrs; 51-100 = 1-100 days, open-ended; 100+ = 1-100 yr, open-ended; although these durations may be shortened by certain spells, rituals, or herbs).

The cockatrice is a small relative of the basilisk. Although they are more common than their kin, they are less dangerous, for they lack the ability to breathe gas, crack stone, or elicit fear (they do not hiss). Otherwise they are just like basilisks. Most nest in trees, in towers, or upon rock spires, but one can find them anywhere (look for the "natural statuary").

Dragon Salamander - [(-)(O)-8]; 21'-30' including a 7'-10' tail

Innate Abilities: Breathe under water. Breathe Lava, Immolate to deliver a + 75 fireball attack to all within 10'; move equally well on land or in water or lava.

Dragon salamanders (a.k.a. "salamanders") are reddish gold or red serpent-like beasts. They are akin to lesser drakes, but have short necks, huge heads, and smaller legs. A fan-like (foldable) mane of upright scales wraps around their neck. Deriving their name from their fully amphibious lifestyle, dragon salamanders are commonly found near steaming waters or molten lava, their favorite playgrounds.

Dragon Turtle - [(cf)-FLOS-7]; 15'-25' body, 3'-5' neck, 2'-3' prehensile tongue

Innate Abilities: FBr; 1x/min; 30x/day; bolt range 200'; cone length 100'; cone base 50'; 50% have StBr; 1x/3 rnds; bolt range 150'

Natural Abilities: Base movement 100% in water, 20% on land.

These huge carnivorous beasts are essentially giant terrapin-like creatures protected by great, spined shells and long, coiling necks. Although they have beaks like snapping turtles and use quick flicks of their



whip-like prehensile tongues to down most prey, they are capable of directing flames born by a fiery breath.

Fell Beast - [(-)(O)-6]; 15'-25' body; 20'-30' wingspan.

Spawned from the line of flying cold drakes, fell beasts look much like small armless, dragons. Nocturnal hunters that nest in cliff nooks or atop rock spires. Although they lack the dragon's breath weapon, their powerful talons and huge jaws down most any adversary. Most (75%) of these winged nocturnal predators live in "flights" of 1-10, starting their encircling searches from open nesting areas set high upon virtually inaccessible outcroppings or stone pillars. Agile,

strong, and moderately bright, they can be cowed or tamed, making them fine (but invariably evil tempered) air steeds.

Sea Serpent - [(-)-FLOS-7]; 25'-100' including 8'-20' prehensile tail

Innate Abilities: StBr; lx/3 rounds; cone length 300'; cone base 100'

Natural Abilities: Vertical leap 40'; horizontal leap 150'; can coil 60% of body out of water.

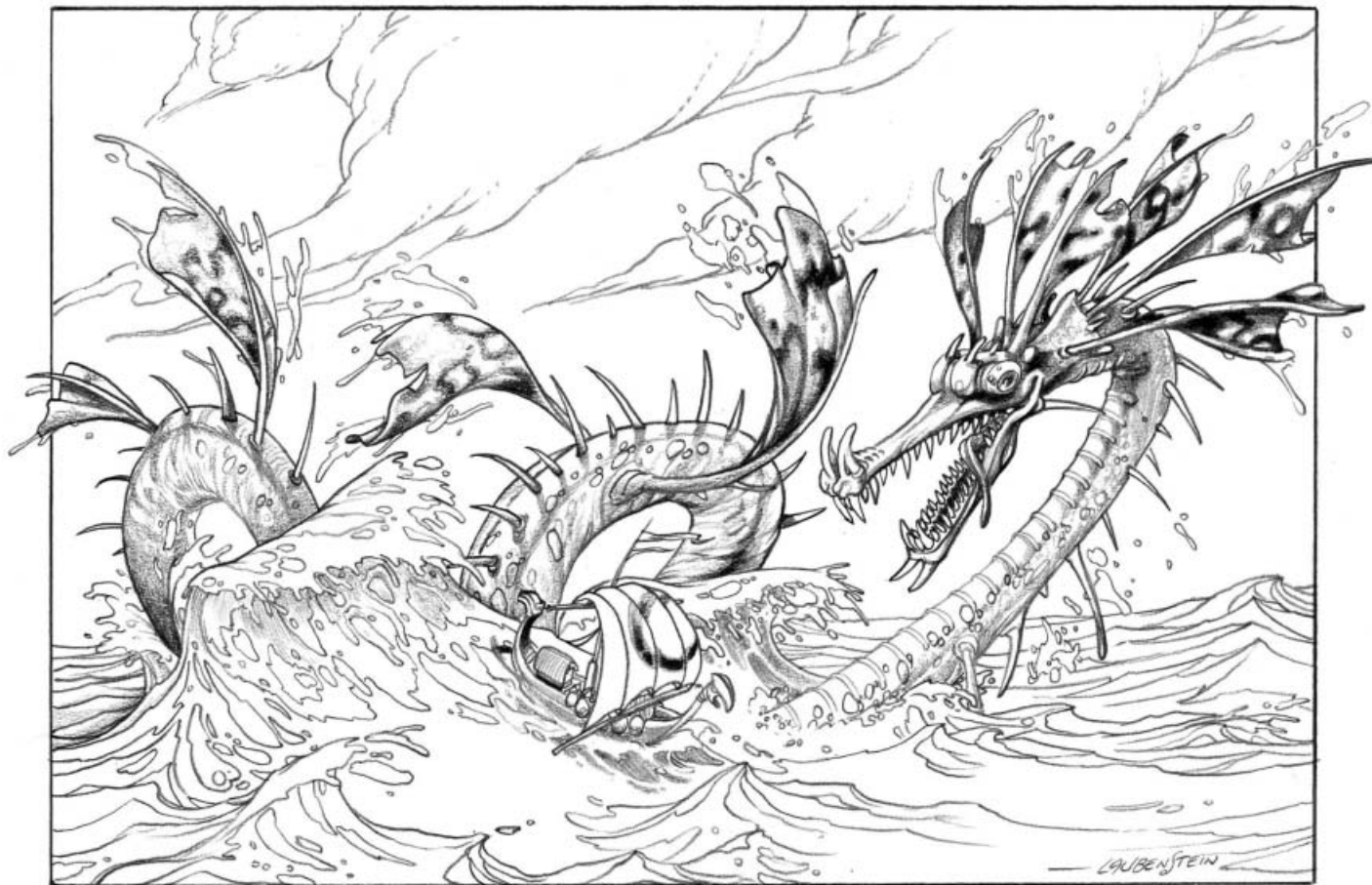
Sea serpents are related to water drakes, but are generally longer and more snake-like. Exclusively aquatic they live in coastal caves. They can breathe above or below water. Swift and given to coiling through stormy waters, they are prone to crushing ships (max of half their length). Unwary sailors may mistake them for whales, since they frequently spray steam or water; and, when coiling in and out of the water, their twisting bodies may look like a school of leaping fish.

Sirrush - [(cf)-FLMQ-7]; 20'-40' including 6'-12' tail

Innate Abilities: Innate Caster (6xlv1 PP, all of the "Illusionist" base lists to the creature's level); SBr bolt; 200' range; lx/min, 10x/day.

Natural Abilities: Grapples with 5'-10' prehensile tongue.

The sirrush is a marsh-dwelling beast, a wingless, drake-like creature with powerful legs and a long, narrow head. Agile climbers they nest in caves, breaks, or glens. Its forelimbs end in compact paws, while its hind legs sport cruel talons. These specialized appendages enable it to run on two or four legs and give it a peculiar gait (hence the name "festus drake"). They like to set clever ambushes and prefer to hunt at night, using their long, grappling tongues and a myriad of illusion spells.



Chapter Four Monster Descriptions

04-03 COMPOSITE MONSTERS

Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Abraxas	4D	70	FSpt/10	MD/FA	L/-	120F	3(30)*	60 We/50 M Pi/50 M Gr (2x)/ 90 L Cr ✓	1 - 2	n	E	Hostile (LO)
Al-mi'raj	5E	110	Dash/20	FA/VF	M/-	80F	3(40)	70 M Ho/Spells	1 - 2	k	E	Altru. (HI)
Caustic Slime	3C	30	Run/0	vs/vs	L/LA#	240G	4(20)	Touch: 6-15 hits & 'A' Heat Crit	1	c	E	Passive (NO)
Cerebus	6F	140	Dash/20	VF/FA	L/II	140G	4(50)	80 L Bi (3x)/60 M St(6x)/poison ◀	1	f	F	Protect (HI)
Chameleon Amoeba	8F	60	Spt/0	MD/MD	M/LA@	170E	1(20)	60 M Gr/80 L Gr ◀/100 H Gr ✓/Special ✓	1	d	F	Hungry (LO)
Chimera	10G	100	Dash/30	FA/FA	L/I	180E	8(40)	90 L Cl/90 L Bi & 90 M Ho & 60 FBr	1 - 2	o	H	Berserk (IN)
Echidna (Lamiae)	10G	120	Spt/20	FA/VF	L/I	140F	3(30)	120 We & 80 L Gr/130 L Cr ✓/Spells	1	q	G	Protect (HI)
Euryale	6E	100	Dash/10	FA/MF	L/LA@	280G	20(10)	80 L Ho/90 L Ba ◀/150 L Ts ✓/Special	1 - 2	i	G	Bellig. (AV)
Gorgon(Medusa)	7F	50	Dash/10	MD/FA	M/-	90D	1(30)*	75 We/40 S St (3x)/poison ◀/Special	1	w	H	Domin. (SU)
Great Porcupine	3C	70	FSpt/10	MD/MD	M/-	70E	3(40)*	60 lcb (1-10x)/30 S Cl & 40 S Bi	1 - 5	a	B	Bellig. (NO)
Gulo	2B	90	Dash/20	MF/FA	M/-	80F	4(30)	60 L Cl/70 M Ba/80 M Bi ✓	1 - 5	f	A	Hungry (NO)
Guyascutus	3H	110*	Spt/40	FA/MD	L/I	110E	3(30)	50 L Ba/90 L Ts ◀/70 L Gr/120 L Cr ✓	1 - 2	a	D	Passive (VL)
Jackalope	1A	150	Dash/20	VF/FA	M/-	60D	3(40)	40 M Ho/50 S Ba/60 M Ho ✓	1-10	a	A	Timid (NO)
Ki-lin	6F	140	Dash/40	VF/VF	L/I	120H	3(50)	120 L Ho/80 M Ba/140 M Ts ◀/Spells	1	u	I	Cruel (VH)
Killer Rabbit	10H	200	Dash/30	BF/BF	S/SL	190G	3(30)	150 H Bi [Crush, Slash]	1	t	J	Hostile (AV)
Manticore	5E	90	Dash/20	FA/VF	L/I	170F	7(40)	80 hcb (2x)/poison ◀/100 L Cl	1 - 5	s	F	Cruel (MD)
Minotaur	8F	100	Dash/30	FA/VF	L/I I	160F	4(35)*	150 We/90 M Ho/80 L Ba ◀/70 S Bi ◀/Spells	1 - 2	n	E	Domin. (AA)
Rumtifusel	3C	40	Spt/40	VS/BF	S/I	90C	4(30)	90 M Gr/Special ◀ (2-20 hits/rnd)	1 - 2	a	C	Hungry (VL)
Sasquatch/Yeti	6E	120	FSpt/30	FA/FA	L/-	180G	4(40)	80 M Cl/100 M Ba ◀/120 M Bi ✓	1 - 2	c	E	Aggres. (LO)
Scylla	5E	80	Spt/20	MF/FA	L/-	160F	3(30)*	110 We & 70 M Gr (2x)/120 L Cr ✓/Spells	1 - 2	s	F	Greedy (SU)
Seftuau	3C	100	Dash/10	FA/FA	M/-	90E	3(40)	100 M Cl/40 S Bi	2 - 20	h	B	Normal (IN)
Su	2B	120	FSpt/30	FA/VF	M/-	100F	3(20)	60 M Cl/50 M Ba/80 M Bi ✓	1 - 2	a	A	Aggres. (NO)
3-tailed Bavolorus	4D	90	Dash/20	MF/MF	L/-	110E	3(30)	80 L Ho/60 M Ho & 50 M Ba	1 - 2	a	A	Aloof (LI)
Tove	1A	60*	Spt/30	MD/MF	S/-	40A	3(40)	30 M Cl & 30 S Bi	1 - 2	a	A	Hungry (NO)
Unicorn	10G	160	Dash/40	BF/VF	L/I	130H	4(50)	140 L Ho/70 M Ba ◀/110 M Ts ◀/Spells	1	u	H	Good (SU)
Will of the Wisp	6E	130	FSpt/20	VF/MF	M/LA#	80D	1(100)	Body acts as a 50 CBall	1	n	F	Cruel (MD)
Zephyr Hounds												
Fire Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70 M Bi/50 FBreath	1 - 10	q	E	Bellig. (NO)
Ice Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70 M Bi/50 IBreath/30 CBreath	1 - 10	r	E	Bellig. (NO)
Night Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60 M Bi/GBreath	1 - 10	l	D	Bellig. (NO)
Storm Hound	3C	140	Dash/20	VF/FA	M/-	60G	4(30)	50 M Bi/60 SBreath	1 - 10	g	D	Bellig. (NO)
Vapor Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60 M Bi/GBreath	1 - 10	m	E	Bellig. (NO)
Water Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50 M Bi/60 WBreath	1 - 10	h	D	Bellig. (NO)

* — Special

4.3 COMPOSITE MONSTERS

The obscene union of earth with sky, man with demon, or beast with deity seems to have spawned this bizarre jumble of limbs and powers. Whether a common brute gifted with dragon-breath, a strange fusion of hoof and horn with mannish fragments, or a dancing collection of spherical lights, the extravagant form of a composite creature appears to derive from an impossible mutation. Yet, most breed true, each retaining its unique configuration through generations.

Abraxas - [hn-V-J-5]; 2-5 young; 7-8' tall

Natural Abilities: Snake legs can grasp foes; directs beak at vulnerable areas, eyes, etc.

A fowl's head and snake's legs merge with the human torso of the abraxas, whose virulent temper matches its aberrant figure. Brilliant crown

feathers brush against colorful jungle foliage while the abraxas darts after all that moves.

Al-mi'raj - [wmskt-CDHP-6]; 1-2 young

Innate Abilities: Innate Caster ("Cloaking" and "Speed" Mentalism lists to 20th level).

Silky fur, the color of butter or honey, coats the supple form of the al-mi'raj. A hare from whose forehead thrusts the onyx spire of a single horn, the al-mi'raj possesses sufficient cunning to confound the thousand enemies that threaten eaters of grass, leaves, and grain. The horned hare champions them against fox and wolf, disease and blizzard, and man. It leaps from ground to impale foes on horn.

Caustic slime - [(f)-EX@#,U-5]; variable size

Innate Abilities: Touch delivers 6-15 hits/round; heat or cold elemental attacks deliver double damage.

A cloudy, viscous ooze that coats the surfaces of damp, enclosed chambers, caustic slime erodes wood, metal, and flesh on contact. Extreme heat or cold renders it inactive, but other measures have little effect.

Cerberus - [hnwm-ENT@,FL-5]; 2-6 young

Innate Abilities: *Serpent's fangs dispense 3rd level reduction poison (variability C).*

Three-headed dogs whose necks bristle with writhing serpents, they guard entrances and river crossings, bridge, ford or ferry, to prevent the passage of evildoers. Frequently employed by monarchs to protect their kingdoms, a cerberus' concept of evil changes to coincide with its employer's desires.



Chameleon Amoeba - [wmskt-EX@,U-5]

Innate Abilities: *Perception rolls to discern the amoeba at -50.*

Amorphous polyps of gelatin, chameleon amoebas acquire the coloring and texture of any surface on which they rest. Invisible from a distance and often unnoticed with proximity, the amoeba waits until prey strolls insouciantly within an arms length before sweeping to envelop the careless unfortunate. Suffocation prepares the corpse for digestion.



Chimera - [hna-DHJP-6]; 5-10 young

Innate Abilities: *Snake head FBr (Bolt range 100' 1x/round)*

Natural Abilities: *The two heads and the snake can all attack once per round.*

A lion possessing an extra head – that of a goat – the voracious chimera prowls in an incessant search for prey. The goat's horns and the lion's steaming jaws receive lethal aid from the chimera's tail, a serpent spewing firebolts. The chimera's savagery extends to even its own young; it usually eradicates the hatchlings on sight.

Echidna (Lamia) - [hnwm-FILMQS,D]-7]; 1-2 young; 10-15'

Innate Abilities: *Innate Caster (animist base lists to 10th level)*

Natural Abilities: *Snake tail can grasp foes.*

The translucent scales of its serpent's tail blend at the waist into the delicately tintured flesh of its human torso. Jungle shadows dapple the echidna's alien beauty while it slithers between tree boles or bathes in clear green water. A self-appointed guardian of the good, the echidna preserves the beasts and the bush from trespass by civilization.



Euryale - [ast-VX@,Z,RUW-6]; 10'

Innate Abilities: GBr: Cone 10' base 10' length acts as level 12 poison; instantly turns to stone those who inhale it (RR): mild, 1-100 minutes (open-ended), moderate, 2-20 hours, serious, 1-100 days (open-ended), extreme, 1-100 years (open-ended); these durations may be shortened by certain spells, rituals or herbs.

A metal-plated hide of brass preserves this huge bull from harm. Bronze horns and hooves gore or trample its foes, while its breath turns flesh to stone.

Gorgon (Medusa) - [nams-EX@#,U-7]; 1-2 young

Innate Abilities: Sight of its face instantly turns victim to stone (RR): for duration see euryale above; the snakes' venom is 5th level special poison (var. E) which paralyzes victim: mild, 1-5 rounds, moderate, 1-10 min, serious, 1-2 hrs, extreme, 1-2 days.

Writhing serpents rather than curling tresses frame this charmer's face. Her nubile figure rivals the beauty of her visage, but a gorgon acquires few lovers. One glance at the lady's face turns the admirer to stone, if the venomous kisses dispensed by her snaky hair do not poison them first. Females encountered more often (85%) than males

Great Porcupine - [wmk-D-4]; 3-6 young; 3-4' long

Innate Abilities: Shoots 1-10 quills at a time, as light crossbow bolts.

Larger and more ferocious than its smaller cousin, the great porcupine shoots its sharpened quills at enemies standing many feet away. Savage red eyes and a slaving mouth warn varmint-chasing dogs and careless tourists that the great porcupine is no timid hedgehog. Any excuse for battle draws its bloodthirsty instincts into the fray.

Gulo - [cf-G,A,CT-4]; 2-4 young

Thick, white fur patterned by black markings protects the gulo from chill during the fiercest of blizzards, while an insatiable appetite provides the energy required by frigid climes. Cat's head wedded to a fox's body, the gulo has acquired a reputation for gluttony, although it eats for survival rather than pleasure.

Guyascutus - [msk-V@,AR-4]; 1 calf

Natural Abilities: Prehensile tail can grasp foes

Telescopic legs assure the comfort of this herd beast on even the steepest slopes. A massive, serpentine tail wraps around rocks and other projections (the man mistakenly selected as an anchor risks death by constriction) for additional security.

Jackalope - [wms-@t,HP-4]; 4-6 young

A large hare with the antlers of an antelope, the Jackalope possesses the timid nature of the rabbit. When threatened it attempts to bolt to the safety of its hole. Only if cornered will it turn to shed blood with its antlers.



Ki-lin - [hnwm-CDJ-7]; 1 pup

Innate Abilities: *Innate Caster* ("Invisible Ways" and "Lofty Bridge" Essence lists to 20th level).

Hints of careless sea-Foam, glacial ice, and serene moonlight illumine the snowy hide of the ki-lin. The fluid elegance of its greyhound's loins, limbs, and stature combines with the nobility of its stag's face to evoke chilled awe rather than wondering delight. The thin spire of a horn burns like a star from its forehead. Often mistaken for the unicorn, the ki-lin shares nothing of that beast's gentle virtue. A virgin who awaits the savage Ki-lin's submission discovers herself bloodily rent by the starlit horn when its head bows to lie in her lap.

Killer rabbit - [wmskt-t,P-6]; 3-5 young

Natural Abilities: *Bounds for the throat, never for another part of the body.*

A plump bundle of fluff identical to its harmless cousin, the killer rabbit betrays its true nature after the innocent wayfarer makes cooing noises of appreciation. The cute, bright-eyed bunny leaps for the throat, its jaws spreading to encompass an impressive chunk of neck. Steely muscles clamp sharp teeth together, frequently ripping the victim's head from their body.



Manticore - [hnawms-EVX@#,RUW-4];

2-4 young

Innate Abilities: *Tail may shoot two iron darts each round (treat as heavy crossbow) that dispense a 3rd level (var. A) Nerve poison.*

Coarse, slovenly beasts whose favorite prey is man, manticores reek of fresh blood, their odor giving notice of their presence. They roam in packs through underground sewers, caverns, crypts, and ruins. A fleeting glance reveals the manticore's resemblance to an unkempt lion;

steadier scrutiny notes an uncouth mannish head and the lethal spiked tail.

Minotaur - [hnwms-VX#,U,D-6]; 1 calf

Innate Abilities: *Innate Caster* ("Monk's Sense" and "Body Renewal" Monk lists to 20th level).

Sylvan mazes and cavernous labyrinths house the rapacious minotaur, whose red eyes gleam from a bull's head. Tangled threads litter the corners of its abode, ominous reminders of past failure and death. Abnormal strength and speed, derived from the minotaur's fantastically muscled human body, habitually cheat its foes of victory. Males encountered more often (85%) than females.

Rumtifusel - [(hna)-t,CD]; 3-5 young

Innate Abilities: *Sucking pores deliver 2-20 hits/round; if struck while on a victim, victim receives the same number of concussion hits and criticals decrease 2 in severity.*

A flat, rug-like beast that flaunts its luxurious, mink-like pelt, the rumtifusel drapes itself over stumps while mimicking the contours of an expensive fur. When a wayfarer approaches for a closer look, the rumtifusel glides over the fool's shoulders, devouring all but the bones through efficient ventral sucking pores.

Sasquatch (Yeti) - [ktcf-G,A,CHT-5]; 1 infant

Innate Abilities: *Pelt changes colors and shades to help blend in with surroundings, +100 to all stalking/hiding rolls.*

Fond of glaciers and icy wastes where snow never melts, the sasquatch's furry pelt can match the color of its surroundings: the chilly whiteness of snow, the blacks and grays of rocks, and the browns and greens of trees. The heavy, gorilla-like body has claws on its digits and fangs in its mouth, well equipped to satisfy its appetite for man-flesh.

Scylla - [hnams-IOS-4]; 1 infant

Innate Abilities: *Innate Caster* (All illusionist base lists to 10th level).

Tropical lagoons soothe the tempers of the feisty scylla, creating the illusion of preening mermaids and mermen by hiding the two serpentine limbs that replace a fishtail. Scylla walk on land using their snake tails, but they prefer a watery existence where swimming provides transit. The prehensile limbs coil around enemies and constrict when a scylla's ire is roused.



Seftuau - [hn-DJP-6]; 1-2 young

Wild, tangled hair falls from the seftuau's mannish head to brush the tawny hide of its lion's body. Brute savagery remains absent from its temperament, but a primitive innocence often moves the seftuau to swift and startling action. Little thought mediates its behavior; instinct governs a seftuau in life-threatening situations. Yet, songs and stories related by them at informal gatherings reveal the seftuau as social creatures with more than bestial intelligence.

Su - [wmskt-Fm-6]; 4-6 young

River banks and marshes attract the fierce, elegant Su to their reeds and rushes. The dainty greyhound's body exhibits a squirrel's tail that curls up and over its back, sheltering the young that often cling there. An innate savagery, displayed by the snarling cat's face, risks the infant Su's well-being during frequent hunts for sustenance. Females encountered more often (75%) than males

Three-Tailed Bavolorus - [mskt-@t,HP-4]; 1 calf

A barbed fighting tail, a broad flat tail, and a beautifully feathered fan-tail supply this goat-like creature with its name. The obsessive vanity of the bavolorus inspires it to sit for hours on its flat tail while admiring its fan tail. This sedentary preoccupation greatly reduces the danger promised by its fighting tail and the corkscrew horn protruding from its forehead.

Tove - [nwm-Nt-6]; 3-5 young

A badger with a lizard's tail and corkscrewed digging talons, the tove shelters exclusively near or under stone structures and subsists on nuts and dairy products. It prefers sharp, nutty cheeses, but will settle for less if hungry. Follows the scent of cheese anywhere.

Unicorn - [mk-CDHP-8] - 1 foal

Innate Abilities: *Innate Caster* ("Shield Mastery", "Lofty Bridge", "Elemental Shields", and "Spell Reins" Essence lists to 20th level; all poisons within 10'r of its horn are neutralized); if horn is removed (a difficult task) the radius is only 6'.

A deer's velvet grace mated to a goat's dancing fragility imbues the unicorn's equine features with an alien, ethereal quality. The whorled horn of pearl and the drifting mane and tail of raveled silk further remove the opalescent unicorn from the dross of mortal life. Undying, yet subject to death, the one-horned beast can be slain by the sword. Virgins alone tempt it into captivity. The unicorn stoops to bloody its horn with fierce violence should less innocent figures attempt to curtail its freedom.

Will of the Wisp - [hnwmk-M-3]; body size can range from 1'r to 5'r at will.

Innate Abilities: *Body can act as a 'cold ball' attack in melee.*

Prismatic globes of light float through the mists that rise from marshes and fens, luring the wayfarer towards certain danger. A supernatural lantern, the will of the wisp alternately dims and brightens its glow while gliding slowly or flitting from place to place, confusing and attracting its prey. The traveler who succumbs to quicksand or deep water feels its cold touch, draining the warmth of life from the dying.

ZEPHYR HOUNDS

Dragon breath streams from the slaving mouths of the brutish zephyr hounds. A pack of the creatures swiftly devastates the lands through which they roam, adopting a wander-

ing existence through necessity. Each breed of hound adheres to its own kind, fighting to the death in encounters with other breeds. All of these hounds can operate in daylight or at night, and they all blend in with their base environments (+ 50 to stalking/hiding).

Fire hound - [nams-EKVX@#,RUW-5];

3-5 young

Innate Abilities: FBr: Bolt range is 50'; cone length is 30' with a 20' base; immune to fire attacks; takes double damage from cold attacks.

Glowing red eyes match the smoking flames that roar from a fire hound's fanged mouth. Soot dulls its coppery fur and marks the ground where it passes. A pack of fire hounds pollutes the air and the earth with ashen residue while shedding the blood of all who cross their path.

Ice hound - [ktcf-

EKX@#,GAUW,T-4];

3-5 young

Innate Abilities: CBr: cone with 50' length and 30' base; IBr: standard Cone range; immune to cold attacks; takes double damage from fire attacks.

Gray fur and fluorescent blue eyes suggest the frigid nature of this hound. It is very sure-footed on snow and ice with no maneuver penalties.

Night hound - [wmskt-

EKX@#,RUW-6];

3-5 young

Innate Abilities: GBr 4th level poison (var. C) which induces comas: mild 1-10 rounds, moderate 1-10 minutes, serious 1-10 hours, extreme 1-10 days; breath is standard cone: 50' length and 30' base; it is immune to its own breath and all sleep spells.

Night hounds shun the sun, wandering by starlight when their coal black coats conceal their presence.

Storm hound - [hnwmk-

EKX@#,FLMQ-5];

3-5 young

Innate Abilities: SBr: bolt range is 100'; cone length is 50' with a 30' base; immune to electricity attacks; takes double damage from water attacks.

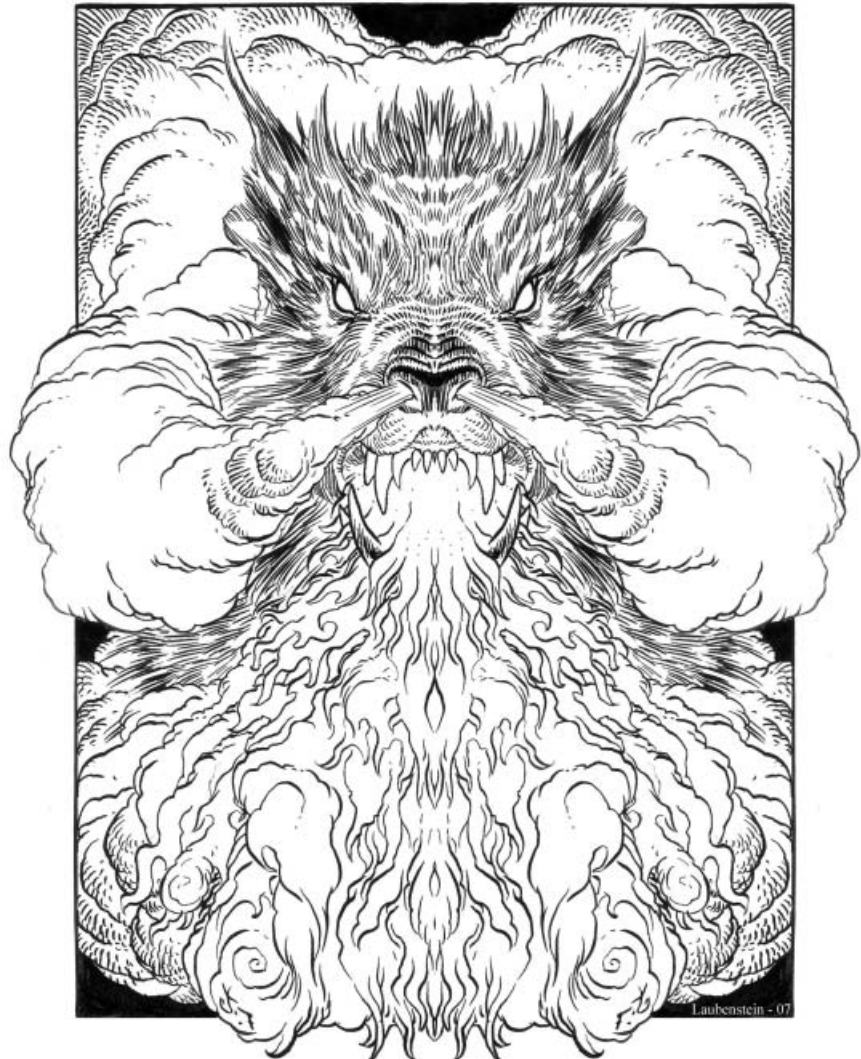
Static-Filled, yellow fur crackles around the lithe forms of these hounds, and their eyes glow citrin yellow.

Vapor hound - [hw-EKVX@#,FILMQS-6];

3-5 young

Innate Abilities: GBr: 3rd level reduction poison (var. B); breath is a cone: 30' length and 20' base; it is immune to its own breath and all reduction poisons.

Soft-Footed as the breeze, these hounds stalk their prey with feline care. Disguised by thick snowy coats, they creep along the ground like small clouds to bathe victims in a fog of green vapor.



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Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Constructs												
Minor	3H	40	Run/0	VS/MD	M/I#	150A	20(0)	60 We (2x)/50 lcb/Special	1	—	D	Mission (NO)
Lesser	8H	60	Run/0	MD/MF	M/II#	250A	20(10)	120 We (2x)/75 lcb/Special	1	—	E	Mission (NO)
Greater	13H	80	Run/0	MF/VF	M/LA#	400A	20(20)	180 We (2x)/100 lcb/Special	1	—	F	Mission (NO)
Elementals												
Air, Weak	10H	140	Spt/10	VF/VF	M/LA#	80H	1(60)	30 L Ba (3x)/50 L Gr/[Impact B] ◀ *	1	—	E	Berserk (NO)
, Strong	20H	120	Spt/10	VF/VF	L/SL#	120H	1(50)	40 L Ba (3x)/70 L Gr/[Impact D] ◀ *	1	—	F	Berserk (NO)
Cold, Weak	10H	90	Spt/10	MF/MF	M/LA#	80H	1(50)	30 M Ba (2x)/60 M Gr/[Cold B] ◀ *	1	—	E	Berserk (NO)
, Strong	20H	70	Spt/10	MF/MF	L/SL#	120H	1(40)	40 M Ba (2x)/80 M Gr/[Cold D] ◀ *	1	—	F	Berserk (NO)
Earth, Weak	10H	45	Run/0	SL/MD	M/IW	80H	8(20)	90 L Ba/40 L Gr/[Impact B] ◀ *	1	—	E	Berserk (NO)
, Strong	20H	45	Run/0	SL/MD	L/LA#	120H	8(10)	120 H Ba/60 H Gr/[Impact D] ◀ *	1	—	F	Berserk (NO)
Fire, Weak	10H	110	Spt/10	FA/FA	M/LA#	80H	1(40)	40 M Ba (2x)/70 M Gr/[Heat B] ◀ *	1	—	E	Berserk (NO)
, Strong	20H	90	Spt/10	FA/FA	L/SL#	120H	1(30)	50 M Ba (2x)/90 M Gr/[Heat D] ◀ *	1	—	F	Berserk (NO)
Light, Weak	10H	180	FSpt/20	BF/VF	M/II#	80H	1(70)	20 S Ba (4x)/60 M Gr/[Elect. B] ◀ *	1	—	E	Berserk (NO)
, Strong	20H	150	FSpt/20	BF/VF	L/LA#	120H	1(60)	30 M Ba (4x)/80 M Gr/[Elect. D] ◀ *	1	—	F	Berserk (NO)
Water, Weak	10H	60	Spt/0	SL/FA	M/II#	80H	3(30)	60 L Ba/60 L Gr/[Impact B] ◀ *	1	—	E	Berserk (NO)
, Strong	20H	50	Spt/0	SL/FA	L/LA#	120H	3(20)	100 H Ba/75 H Gr/[Impact C] ◀ *	1	—	F	Berserk (NO)
Golems												
Flesh	5H	60	Spt/20	MF/MF	M/II@	100D	1(55s)*	80 S Ba/50 M Gr/80 M Cr ✓/100 We *	1	—	D	Varies (NO)
Clay	8H	40	Run/10	MD/MD	M/LA#	120G	3(20)*	90 M Ba/60 M Gr/100 M Cr ✓*	1	—	E	Varies (NO)
Tar	8H	30	Run/0	SL/SL	M/LA#	BOG	3(20)*	70 M Ba/70 M Gr/150 L Cr ✓*	1	—	E	Varies (NO)
Brass	10H	70	FSpt/0	MD/MD	M/LA#	150G	20(10)	150 M Ba/50 M Gr/150 L Cr ◀ *	1	—	F	Varies (NO)
Stone	10H	40	Run/0	MD/MD	M/LA#	170G	16(20)*	100 L Ba/60 L Gr/150 L Cr ◀ *	1	—	G	Varies (NO)
Iron	15H	50	Spt/0	MD/MD	M/SL#	200H	20(30)*	120 L Ba/70 L Gr/170 L Cr ◀ *	1	—	H	Varies (NO)
Steel	20H	60	FSpt/0	MD/MD	M/SL#	250H	20(40)*	150 L Ba/70 L Gr/170 L Cr ✓ *	1	—	I	Varies (NO)
Mithril	25H	75	FSpt/0	MD/MD	M/SL#	400H	20(50)*	200 H Ba/90 L Gr/200 H Cr ✓ *	1	—	J	Varies (NO)
Eog	30H	60	Spt/0	MD/MD	M/SL#	500H	20(60)*	250 H Ba/60 L Gr/250 H Cr ✓ *	1	—	K	Varies (NO)
Guardians (Air, Cold, Earth, Fire, Light, Water)												
Base Statistics	15G	—	—	— / MF	L/LA#	120H	3(60)	Spells/Special	1	—	F	Protect (AA)
Servants (Air, Cold, Earth, Fire, Light, Water)												
Base Statistics	5H	100	Dash/30	VF / BF	S/LA#	50F	1(60)	30 Ball attack *	1	—	E	Varies (—)
Shards												
Lesser	15H	1000*	Dash/50	BFVBF*	M/II	175G	12(50)*	120 lcb (2x) (Slash)/poison ✓	1-5	y	G	Cruel (AV)
Greater	25H	1000*	Dash/50	BFVBF*	M/LA	225H	12(50)*	150 lcb (2x) (Slash)/poison ✓/100 Bolt*	1	y	I	Cruel (VH)
Warders												
Lesser	8H	120	FSpt/30	FA/VF	L/II*	80F	4(40)	80 L Bi (2-3x)/Special (use animal type)	1	—	E	Proetct (LI)
Greater	15H	90	FSpt/30	MF/VF	L/LA*	250G	11(30)	100 L Bi (4-5x)/Special (use animal type)	1	—	F	Protect (MD)

* — Special

Water hound - [hnwmk-EKVX@#.FILMQS-5];
3-5 young

Innate Abilities: WBr: Bolt range of 100';
immune to water attacks; takes double
damage from fire attacks; can swim well
and can breathe water as well as air.

These hounds are as much at home in the water as on land. Many a swimmer has found themselves besieged by these blue-furred hounds both in the surf and on the beach.

4.4 ELEMENTALS AND ARTIFICIAL BEINGS

Elementals and artificial beings are unnatural creatures constructed by enchantments. Composed of virtually any element or substance, they have no inherent soul. Instead, their spirit is

a gift or a temporary lodger. Their bodies would not "live" but for the incantations that unite a mass of material with a wandering soul or part of the maker's own spirit.

Note: Elementals and summoned beings, like demons, are often conjured or "summoned forth." Symbols, runes, songs, or enchanted rituals or items may provide a means to call up such a creature. The GM may also wish to allow use of the "summons" and "control" spells found on the "dark summons" (essence, "evil magician base") list, treating the following beasts as one would demons (e.g. lesser elementals or constructs would be handled as lesser demons). Alternatively, research into similar specialty spell lists (e.g. "elemental summons") may be permitted. Whatever

the case, the summoner must concentrate in order to control any lesser or greater creature of this type, unless otherwise stated. Manipulation of minor creatures or servants requires no such concentration.

CONSTRUCTS

Minor - [(-)(-)-6]; 4'-6'; Small and lacking intelligence; often have single mission
Innate Abilities: Possess built-in dart-thrower (lcb; lx/round; unusable in melee).

Lesser - [(-)(-)-7]; 6'-10'; instinctive
Innate Abilities: Possess built-in dart-thrower (lcb; lx/round; unusable in melee).

Greater - [(-)(-)-8]; 11'-15'; modest intelligence
Innate Abilities: Possess built-in dart-thrower (lcb; lx/round; unusable in melee).
 Constructs are creatures whose bodies consist of numerous separate parts, like a full suit of plate armor. A robot is a construct, as is a scarecrow. As such, they come in many forms, most of which mimic the human structure. Those that are tools of war or vigilance often have specialized appendages – hook-hands, wrist-mounted dart-throwers, blade-tipped fingers, spiked toes or elbows, and the like – for a constructs weaponry is always a part of its being. Artificially animated, they are as dependent on their bodies as any creature, and usually limited with respect to mobility and flexibility. After all, a moving suit of armor is rarely mistaken for poetry in motion.

ELEMENTALS

Air - [(-)(-)-7]; 7'-11'; A Tornado-like structure visible only by virtue of suspended particles caught in its wake.
Innate Abilities: Flies; grappled/enveloped victim takes a 'D' ('B' for lesser) impact critical (1/round); "electricity" criticals against it are 'slaying'.

Cold - [(hna)-(ZW)-8]; 7'-11'; A mass of swirling ice surrounded by a cool fog.
Innate Abilities: Must maintain contact with water or ground;

grappled/enveloped victim takes a 'D' ('B' for lesser) cold critical (1/round); "heat" criticals against it are 'slaying'.

Earth - [(-)(LOG)-7]; 7'-11'; A concentration of billowing earth.

Innate Abilities: Must maintain contact with ground; grappled/enveloped victim takes a 'D' ('B' for lesser) impact critical (1/round); "air" criticals against it are 'slaying'.

Fire - [(-)(LOG)-7]; 7'-11'; A moving flame capable of casting flamelets.

Innate Abilities: Must maintain contact with ground; grappled/enveloped victim takes a 'D' ('B' for lesser) heat critical (1/round); "cold" criticals against it are 'slaying'.



Light - [(-)(-)-8]; 7'-11'; A swirl of bluish, electrically charged particles.

Innate Abilities: Flies; grappled/enveloped victim takes a 'D' ('B' for lesser) electricity critical (1/round); 7'-11'; "water" criticals against it are 'slaying'.



Water - [(-)(ZW)-7]; 7'-11'; A spinning water-spout-like form.

Innate Abilities: Must maintain contact with water source or ground (e.g. flies in rain); grappled/enveloped victim takes a 'C' ('B' for lesser) impact critical (1/round) and will drown in 11-20 rounds; "earth" criticals against it are 'slaying'.

Elementals are creatures whose bodies are made from one of the basic raw elements and whose form is derived from motion. They must be summoned (10' x summoner's level range) from an essential source (e.g. a camp-fire for a fire elemental) consistent with their composition and exist only as long as their summoner concentrates, or for a number of rounds equal to the summoner's level (which-ever is longer).

Constant movement enables an elemental to maintain shape. Their spirit lodges in a focus, which, like the ice in the center of a

snowball, becomes the core or "heart" of the creature. Gathered material swirls around this focus, increasing in speed whenever the elemental hastens its pace or assumes a more compact form.

Since these creatures are flexible and quasi-amorphous, they are difficult to slay. One dispatches an elemental by separating it from its spirit or by killing its core. Any slowing of its movement stuns it, however, so these creatures are vulnerable to any disruption of their material flow. When an elemental is frozen or disintegrated, it cannot function. Then its spirit must make an RR or it will depart, prompting the abandoned body to return to its natural state.

Elementals have vague, ever-shifting shapes. They maintain contact with the ground, but have no definitive appendages; nor do they have true facial features, although a hint of eyes or a mouth may suggest characteristics common to its spirit. The creature's arms, legs, and head take shape with need, such as when it wishes to strike or speak. As with all creatures, they depend on their substance and cannot wield anything much more solid than their own essential base. Only earth and water elementals can carry solid objects, while air, cold, fire, and light elementals are incapable of bearing any item.

SERVANTS

Air - [(-)(-)-8]; 2'-3' diameter flying sphere of air.

Innate Abilities: Grappled/enveloped victims receive a +30 airball attack.

Cold - [(-)(-)-8]; 2'-3' diameter flying sphere of icy air.

Innate Abilities: Grappled/enveloped victims receive a +30 coldball attack.

Earth - [(-)(-)-8]; 2'-3' diameter flying sphere of earth.

Innate Abilities: Grappled/enveloped victims receive a +30 earthball attack.

Fire - [(-)(-)-8]; 2'-3' diameter flying sphere of fire.

Innate Abilities: Grappled/enveloped victims receive a +30 fireball attack.

Light - [(-)(-)-8]; 2'-3' diameter flying sphere of electrified air.

Innate Abilities: Grappled/enveloped victims receive a +30 lightningball attack.

Water - [(-)(-)-8]; 2'-3' diameter flying sphere of water.

Innate Abilities: *Grappled/enveloped victims receive a +30 waterball attack.*

Servants are small spherical creatures akin to diminutive elementals. Extensions of their maker/summoner's (master's) mind, they follow them wherever they go (range = 5' x master's level), flying above and behind them unless ordered otherwise. They cannot speak or reason, but are quite capable of obeying simple commands (e.g. "attack that ferret!"). In addition, servants can perform menial chores. With specific orders, they can retrieve objects at distances up to 100' x their master's level. Although they cannot manipulate items and are incapable of handling goods affixed to something, servants can pick up and carry loose objects (weighing up to 5 lbs x master's level). They will drop them only on specific command. (Object must be capable of surviving contact with the element that makes up the servant.)

GUARDIANS

Air - [(-)(-)-7]; 11'-15' tall, 3'-5' radius

Innate Abilities: *Innate Caster (2xlv PP, "Air Law" Magician list to the creature's level).*

Natural Abilities: *Intelligent; appears as stationary column of turbulent air, visible only in strong light; all actions by those within it at -50; one must make a RR vs it's level (+SD bonus) to voluntarily enter or leave it.*

Cold - [(hna)-(ZW)-8]; 11'-15' tall, 3'-5' radius

Innate Abilities: *Innate Caster (2xlv PP, "Ice Law" Magician list to the creature's level).*

Natural Abilities: *Intelligent; appears as stationary column of freezing mist, visible only in mild to strong light; all actions by those within it at -60; one must make a RR vs it's level (+SD bonus) to voluntarily enter or leave it.*

Earth - [(-)(LOG)-7]; 11'-15' tall, 3'-5' radius

Innate Abilities: *Innate Caster (2xlv PP, "Earth Law" Magician list to the creature's level)*

Natural Abilities: *Intelligent; appears as stationary column of swirling earth; all actions by those within it at -70; one must make a RR vs it's level (+SD bonus) to voluntarily enter or leave it.*

Fire - [(-)(LOG)-7]; 11'-15' tall, 3'-5' radius

Innate Abilities: *Innate Caster (2xlv PP, "Fire*

Law" Magician list to the creature's level).

Natural Abilities: *Intelligent; appears as stationary column of coruscating flames; all actions by those within it at -75; one must make a RR vs it's level (+SD bonus) to voluntarily enter or leave it.*

Light - [(-)(-)-8]; 11'-15' tall, 3'-5' radius

Innate Abilities: *Innate Caster (2xlv PP, "Light Law" Magician list to the creature's level).*

Natural Abilities: *Intelligent; appears as stationary column of swirling bluish sparks; all actions by those within it at -65; one must make a RR vs it's level (+SD bonus) to voluntarily enter or leave it.*

Water - [(-)(ZW)-7]; 11'-15' tall, 3'-5' radius

Innate Abilities: *Innate Caster (2xlv PP, "Water Law" Magician list to the creature's level).*

Natural Abilities: *Intelligent; appears as stationary column of whirling water; all actions by those within it at -60; one must make a RR vs it's level (+SD bonus) to voluntarily enter or leave it.*

Guardians resemble elementals, but are much more stable creatures. They are also much more intelligent, for they embody complete and fully sentient spirits. Stationary, they exist to guard a particular thing or place, a task they tend to perform quite well. Using their cunning and spell-casting powers, they can adapt to circumstances and react in a dangerously sophisticated manner. Guardians are often placed to block an enemy's passing and are quite capable of trapping an unwary traveler.

GOLEMS

Brass (Talos) - [(-)(-)-7]; 5'-8'

Innate Abilities: *Quick, but not very durable.*

Clay - [(-)(-)-6]; 5'-8'

Innate Abilities: *Immune to crush criticals.*

Eog - [(-)(-)-9]; 5'-8'

Innate Abilities: *Softer weapons must make a RR each time they deliver hits (wood -60; bone -40; iron -30; steel -10; mithril -10).*

Flesh - [(-)(-)-7]; 4'-7'

Innate Abilities: *Capable of wearing garb*

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(including armor) and using weapons; may appear as human.

Iron - [(-)(-)-6]; 5'-8'

Innate Abilities: Softer weapons must make a RR each time they deliver hits (wood -30; bone -10).

Mithril (Yenor) - [(-)(-)-9]; 5'-8'

Innate Abilities: Softer weapons must make a RR each time they deliver hits (wood -50; bone -30; iron -20; steel -10).

Steel - [(-)(-)-8]; 5'-8'

Innate Abilities: Softer weapons must make a RR each time they deliver hits (wood -40; bone -20; iron -10).

Stone - [(-)(-)-6]; 5'-8'

Innate Abilities: Softer weapons must make a RR each time they deliver hits (wood -5; bone -0); non-brittle; moves as clay golem.

Tar - [(-)(-)-7]; 5'-8'

Innate Abilities: Immune to crush criticals; if foe delivers hits but no critical their weapon sticks in golem.

Golems are formed of solid substances imbued with a spirit. Many are creatures given life without a complete form and are little more than stupid beasts prematurely endowed with a soul; others are animated sculptures. All appear and act as living statues. They serve only their maker, responding to simple instructions (e.g. one-liners). Whenever a golem is unable to close with a foe, it will throw rocks or any other available objects in order to fulfill its duty (range 200'; bash attack at 50% OB). Should their maker perish, they will attempt to complete their last instruction (even if it is an ongoing duty) or, if uninstructed, they will become uncontrollable avengers.

Unlike constructs, golems are composed of a single piece of a particular substance. Mannish in appearance, their features are only as

defined as their maker's sculpting skill allows.

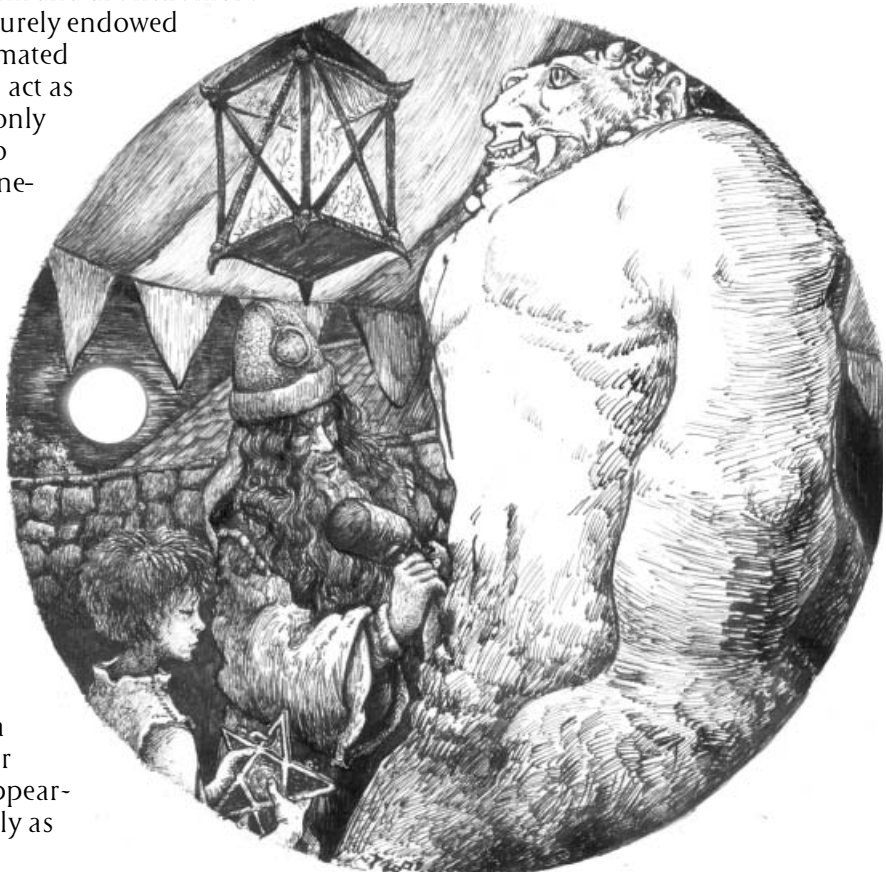
SHARDS

Lesser - [(-)(-)-7]; 6'-7'

Innate Abilities: Nocturnal; -50 in natural daylight (-100 if their facial skin is folded up); savage arboreal predators; smell as an elf might see; attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); found in groups of 6 (including 1 greater shard leader); When moving AT 11(100DB x pace multiplier), when stationary AT 12(50).

Greater - [(-)(-)-8]; 6'-7'

Innate Abilities: Nocturnal; -25 in natural daylight; somewhat cunning but predominantly cruel and instinctual arboreal hunters; hear and smell as an elf might see; enchanted gemstone eyes emit bolts of coherent light (treat as one attack; lx/min; 6x/day; 100' range; use lightning bolt table; delivers Heat/Puncture/Heat criticals); attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); lead groups of 5 lesser shards;





*When moving AT 11(100DB x pace multiplier),
when stationary AT 12(50).*

Shards are awful “amalgams,” artificially altered elves or men who incorporate enchanted organic features akin to those found in constructs. Immortal but unable to reproduce (as are all artificial beasts), these heinous creatures are haunting arboreal spirits. Nothing surpasses them in speed or agility, and few entities possess their fetish for unrestrained terror.

Shards look like tall, featureless men. Their entire body is covered with a sort of greenish hide, a thick skin that resembles tight clothing. This covering extends over their entire body, including the face. On the feet, it is an inch thick and permeated by bizarre mole-like protrusions, “gripper-like” soles designed to accentuate their already-stunning traction. Their hairless heads are also adorned with a second outer skin. Extending down from a heavy bone brow which surrounds the shard’s skull, this semi-transparent layer flaps down over their lower head, obscuring the creature’s facial features. Shards pull the skin up when eating, but retreat behind its light-

shielding protection at all other times.

Shards normally live in “lats” of six: five lesser led by one greater. Omnivores, they reside in dark “nests” and live on tree products, but retain a quaint fondness for raw meat, particularly fresh brains. Their diet is ideal given their peculiar routine, for shards are active less than an hour a day. Although they are capable of moving about for up to six hours, they prefer to rest all but one hour of the day.

This is no doubt due to the fact that they never move at speeds under 1000’/round (a shardic “walking pace”). Shards either stand still, or they burst about with alarming velocities; they travel 5000’/round when dashing. Effortlessly leaping distances of up to 100’, they move along tree limbs with the ease of a skilled (and hyperactive) monkey, hurling forward in a blur that defies the most excited of imaginations. When at rest, they spread their arms to their sides and stare forward in a rigid pose, as if statues. This absolutely immobile form of relaxation has led many an unwitting victim to believe they were surrounded by sculptures, only to later discover that their brain was missing.

Shards must also remain still when attacking. Using but a fraction of a second's momentum, a shard strikes by swinging its arms back along its side, up behind its back, over its shoulders, and then down until pointing straight forward. This wheeling motion brings their head down and upper body forward, and pulls two natural bone discs out of the shard's interior chest reservoir. These sharp, 2" diameter discs travel along an exposed bone track on the shards inner arm; then they are flung forward at amazing speed. Deadly missiles, they are coated with a fluid of diluted shard blood, which serves as a third level nerve poison. Such attacks are always preceded by at least one round's movement, for the shard must generate momentum. With a full reserve of fifty discs (which are actually the shard's waste matter), a shard can initiate twenty-five dual attacks over the course of fifty rounds (supply renews at rate of 3/hr).

While the lesser shards rely on their hideous missiles, greater shards have another enchanted means of assault. Truly blind, they have magical gemstone eyes that pierce their facial covering. These emit bolts of power even when the creature is (and has been) motionless, making greater shards exceptionally deadly. Unfortunate adventurers who take them for statues and attempt to steal their valuable eyes (500 gp) usually find the experience to be an unwelcome climax to their journey.

Still, the best way to attack a shard is while it is motionless. When it moves, it is virtually unhittable (unless caught in a confined area, when DB drops). Fortunately, since shards must decide where to start, turn, or stop seconds ahead of time, they can be ambushed even while moving. One need only know their exact path. Once the shard stops, of course, any readied attack will serve quite well. With a successful orientation roll, an adventurer can react to the shard's pause. Then, assuming the dauntless warrior does not swallow a disc or two, they can fell the pitiless creature.

Note: Loremasters hold that this poisonous blood serves as a lubricant, and that it is peculiar to the variety of shard. According to legend, there are six "l-lats" of shards, each being a group of six lats. The blood of each l-lat is reputedly unique, and it is said that shard blood types equate with the six forms of poison: circulatory, conversion, muscle, nerve, reduction, and respiratory. These same

lates speak of the greater shards from each l-lat as having gemstone eyes which cast differing bolts of power. Some supposedly use lightbolts, while others use fire, air, water, cold, and earth. Given the nature of incantations, this is possible, but hardly plausible.

WARDERS

Lesser - [(-)(-)-7]; 6'-10'; 2-3 heads

Innate Abilities: *Innate Caster* (30% chance per head: "See Invisible" from Seer "True Sight" list; 30% chance per head: "Presence" from "Essence Perceptions" list).

Natural Abilities: *Opponents at -50 for all stalking/hiding maneuvers; must remain within sight of their charge or a radius = 5' x their own level (whichever is less); each stun result affects only 1 head.*

Greater - [(-)(-)-8]; 11'-15'; 4-5 heads

Innate Abilities: *Innate Caster* (30% chance per head: "See Invisible" from Seer "True Sight" list; 30% chance per head: "Presence" from "Essence Perceptions" list).

Natural Abilities: *Opponents at -75 for all stalking/hiding maneuvers; must remain within sight of their charge or a radius = 10' x their own level (whichever is less); each stun result affects only 1 head.*

Warders are multi-headed creatures which otherwise resemble a large version of a naturally occurring beast. Inhabited by guardian spirits that are tied to a particular creature, place, or thing, they cannot leave their charge. They are vicious but extremely vigilant and are rarely subject to surprise. Ever hungry but never starving, warders are otherwise akin to the creatures from which they are spawned.

A warder's multiple heads, however, are coequal and each can serve to guide the beast. One must kill all the heads should one wish to slay the creature (as a result of a head attack). Warders have superb senses of sight, smell, and hearing.

4.5 ENTITIES FROM OTHER PLANES

While we may believe our world, our reality, to be all that is, it is but one manifestation of the essence. Ours is only one plane of existence, a unique gift of the song of creation and the patterned essence which is its legacy. Other planes lie beyond the reach of normal

Chapter Four Monster Descriptions

04-05 ENTITIES FROM OTHER PLANES												
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Demons of the Pale												
Pale I	1A	90	Dash/10	MF/FA	M/I	35D	1(20)	40 MCl (2x)/30 MBa/60 MCr ✓/50 d (2D)	1	—	C	Berserk (LI)
Pale II	4H	110*	Spt/10	FA/FA	M/II	60F	3(30)	50 MCl (2x)/40 LBa/80 LCr ✓/70 bs (2D)	1	—	E	Berserk (IN)
Pale III (fly)	8H	130*	FSp/20	VF/FA	L/II	90F	4(50)	60 MCl (2x)/70LBa/105 LCr ✓/90 th	1	—	F	Cruel (MD)
Pale IV	13H	160	Dash/40	BF/FA	L/LA	120G	4(60)	60 wp (2D)/70 LBa/130 LCr ✓/Spells/90 We	1	—	H	Cruel (SU)
PaleV	18H	100	FSp/20	VF/FA	L/LA#	300H	8(50)	150 HBa/200 HCr ✓/Spells/140 We (2D)	1	—	J	Domin. (HI)
Pale VI	27F	150*	Dash/50	VF/FA	M/LA#	250H	12(60)	180 LCl (2x)/130 LBa/100 MBi ◀/150 LCr ✓	1	—	H	Cruel (AV)
Beyond the Pale	50G	120	Dash/20	VF/FA	L/SL	400H	20(60)	200 HBa/250 HCr ✓/240 We (2D) and/or 180 We	1	—	L	Varies (EX)
Demons of the Void												
Elf-demons												
Daedhel (I)	2H	55	Dash/20	MD/MF	M/I	45D	1(30)	50 We/Spells	1	—	C	Cruel (HI)
Culraug (II)	4H	60	Dash/30	MD/FA	M/II	65F	1(40)	70 We/Spells	1	—	D	Cruel (VH)
Hodhedhel (III)	7H	60	Dash/20	MD/MF	M/LA	90E	4(50)	130 We/120 We	1	—	E	Cruel (AV)
Thauredhel (IV)	12H	60	Dash/20	MD/MF	M/LA	150E	4(60)*	140 We/Spells	1	—	F	Cruel (VH)
Celebdel (V)	20G	80	Dash/30	MF/FA	M/LA@	200F	1(70)*	175 We/Spells/Special	1	—	I	Cruel (VH)
Man-demons												
Hothrog (I)	2B	50	Dash/10	SL/MD	M/I	60F	11(15)*	50 MCl (2x)/50 MBa/100 MBi ✓	2-20	—	C	Cruel (AV)
Daerauk (II)	4H	60	Dash/20	MD/VF	M/I	60E	11(25)	60 We/Spells	1	—	D	Cruel (HI)
Gogonaur (III)	6H	70	FSp/10	MF/FA	L/II	135F	4(45)*	100 We [Heat]/60 LBa/Spells	1	—	F	Cruel (AA)
Narauk (IV)	11H	50	Dash/10	SL/MD	L/LA	175G	12(50)	110 LCl (2x) [Heat]/30 FBr/Special	1	—	G	Cruel (HI)
Demons of Might												
Noble Gogonaur(V)	17H	70	FSp/0	MD/MF	L/SL	250G	15(60)*	160 We (3D) [Heat]/Spells/Special	1	—	I	Cruel (SU)
Ordainer Raukamar (VI)	30G	80	FSp/10	MF/MF	L/SL	350H	20(70)	200 We (3D) [Heat]/Spells/Special	1	p	K	Domin. (VH)
Ordainer Moloch (VI +)	35G	100	Dash/30	FA/FA	H/SL	450H	20(80)	250 We (2x) (3D) [Heat]/Spells/Special	1	u	L	Domin. (EX)
Genii (Jinn, all can fly)												
Jann (I)	2B	170*	Dash/50	BF/BF	M/I	50E	4(70)	70 Msw (rank 2)/Special	1	*	D	Playful (AA)
Jinn (II)	5E	150*	Dash/40	VF/VF	M/I	80F	4(60)	90 Msw (Rank 3)/Special	1	*	E	Playful (SU)
Shaitan (III)	10G	120*	Dash/30	FA/FA	M/II	100G	4(50)	110 Msw (Rank 4)/Special	1	*	F	Special (SU)
Ifrit (IV)	15G	130*	FSp/20	VF/VF	M/II	150G	4(60)	130 Msw & Mst (Rank 4)/Spells/Special	1	*	G	Cruel (HI)
Marid (V)	20G	110*	FSp/10	FA/FA	M/LA	200H	4(50)	150 Msw & Mst (Rank 4)/Spells/Special	1	—	H	Domin. (VH)
Black Stalker (VI)	15G	180	Dash/30	BF/BF	M/II	150H	20(50)	180 bs (Slaying for target)/Special	1	—	F	Special (HI)
Demon Dog (II)	4H	120	Dash/20	FA/FA	M/I	70G	3(30)	50 MBi/60 MBa/90 LBi ✓/60 FBr *	2-20	—	D	Hungry (VL)
Demon Horse (III)	7F	150	Dash/40	VF/FA	L/LA	160H	4(40)	100 MCr 50/90 MTs ✓/90 MBi 50 *	1	—	F	Special (AV)
Neng (IV)	8F	90	FSp/20	MF/FA	M/I	120F	11(50s)	110 We/Special/40 Acid Bolt *	1	—	F	Cruel (HI)
Succubus/Incubus (IV)	12G	80	Dash/10	MF/MF	M/—	140F	3(50)	100 We/Spells/Special	1	—	F	Special (VH)
* — Special												
Note: For each of the non-Pale demons, a Pale equivalence is given for the purposes of comparison, "Dark Contacts" spells, and "Dark Summons" spells.												

senses and common roads, but they are no less real than what we see or touch or feel.

Entities from other planes occasionally come forth in this world, either as visitors or in search of residence. Frequently unwelcome, these creatures upset the balance of things, for their entire being is keyed to a different aspect of the song. Their enchanted nature often harbors awesome power.

In coming to this plane, these creatures bring only their spirit, and thus must generally take a form in order to interact with others. This guise is not critical to their existence, but it allows them freedom of action and enables them to affect things in a physical manner. Without it, they are but unseen souls forced to rely on imagery and enchantments.

Still, with every creation and each act, the

spirit of these entities risks being captured by its adopted form. Acts of great power also carry the danger of changing the form itself, regardless of the entity's desire. After a time, some of these creatures find their appearance allied with their inner being and shaped by their feelings. No illusion can change their countenance. When their spirit is fully trapped in such an unchanging form, these entities may become imprisoned outside their natural setting. Most avoid this plight, shifting from plane to plane, as summoned, by happenstance, or at their own whim.

Entities from other planes vary considerably. Some are friendly and benevolent, while some are selfish masters of mischief; others are simply evil. Of the latter group, demons are the most notable.

Demons are tortured spirits, born of all-consuming desire and tied to a frightening form. Many are possessed of considerable intelligence and command the allegiance of numerous lesser thralls. Others are unthinking, unflinching death-dealers. Most have hairless bodies and glistening skin of unusual hues. Immensely strong and agile, they possess claws, fangs, or horns and are capable of wielding a variety of melee weapons.

DEMONS OF THE VOID

Demons of the Void are evil creatures who reside in the nothingness outside of creation, apart from the essence and beyond known planes. They are of the realm at the very edge of existence. Unlike demons of the Pale, they are beings who were once of the "high races," but have long been changed. There are three kinds of these demons: (1) malformed spirits of fallen demigods; (2) perverted elven spirits; and (3) corrupt souls of immortal mannish spell-casters. All were cast into the Void as a result of heinous crimes or their own foul incantations. In any case, they were sundered from this world because of their own evil acts.

Demons who dwell in the Void can only take form on known planes when under a summons or by entering a gate to the other worlds. Since the gates are guarded, their passage is often tied to a pardon, a rare event typically inspired by trickery. Like demons of the Pale, these wicked spirits take distasteful forms while in this world, thereby interacting with other beings. These forms serve as their conveyance, but are vulnerable and can be destroyed. Their "real being" or spirit, on the other hand, cannot be destroyed outside the Void.

Demons of the Void, like undead, are rated on a scale from I to VI, with Ordainers stretching off the

bounds. An Ordainer may only be summoned by a spell-caster of at least 50th level utilizing a "Summon Demons VI" spell. They may never be controlled or mastered, although their presence outside the Void usually requires the use of these spells. The approximate breakdown by numbers is: Type I, 5% (01-05); Type II, 8% (06-13); Type III, 20% (14-33); Type IV, 30% (34-63); Type V, 25% (64-88); Type VI, 10% (89-98); Ordainers, 2% (99-00).

While some are masterful enchanters, all these creatures can make use of spells from the sorcerer base list "Soul Destruction" and the Evil Mentalist base-list "Mind Disease".

ELF-DEMONS

Daedhel - [(-)EK\$#-7]; Type I elf-demon; 5'6"-6' tall

Innate Abilities: *Innate Caster (all sorcerer base lists and Essence "Darkness" list to 5th level).*

Culraug - [(-)EK\$#-7]; Type II elf-demon; 6' tall

Innate Abilities: *Immune to fire.*



Hodhedhel - [(-)-EK\$#-8]; Type III elf-demon;
6'-7' tall

Thauredhel - [(-)-EK\$#-8]; Type IV elf-demon;
6'-7' tall

Innate Abilities: *Innate Caster (1x lvl PP, All Evil Mentalist Lists to the creature's level); Immune to normal weapons.*

Celebdel - [(-)-EK\$#-8]; Type V elf-demon; 7' tall

Innate Abilities: *Presence causes Fear 50' radius; Innate Caster (3x lvl PP all Evil Mentalist lists to the creature's level); Immune to cold and normal weapons.*

The Daedhel, Culraug, Hodhedhel, Thauredhel, and the Celebdel arose out of the spirits of evil elves. All possess the size (5'6"-7') and skills (e.g. infra-vision) they had in life, but have lost true form and have difficulty assuming a fair guise. Daedhel, or "shadow elves", appear as shadowy remnants of their former selves. They enjoy high senses of empathy and intuition (85-102). They despise the light and favor darkness. Their golden-red brethren, the Culraug, have similar abilities. Enamored of fire and given to serving fire-spirits, Culraug are also immune to flames and prefer warm places. Stronger demons, the Hodhedhel have black skin and silver hair. Their thick hide is extremely tough, although it appears smooth and flawless, like that of true elves. So too, does the skin of the Thauredhel. Outwardly indistinguishable from Hodhedhel, these creatures wield considerably more power. Of all the elf-demons, though, Celebdel are the most potent. Frightening yet cruelly noble, because they wear bizarre silver crowns, Celebdel are called "silver horror" by the high-elves. These crowns permit them 2 extra power points per level when worn (already included above).

MAN-DEMONS

The Hothrog, Daerauk, Gogonaur, and Narauk comprise the changed souls of evil humans called "man-demons." Like the demonic elven spirits, man-demons possess the skills and stature they had in life, but lack true form or pleasant features.

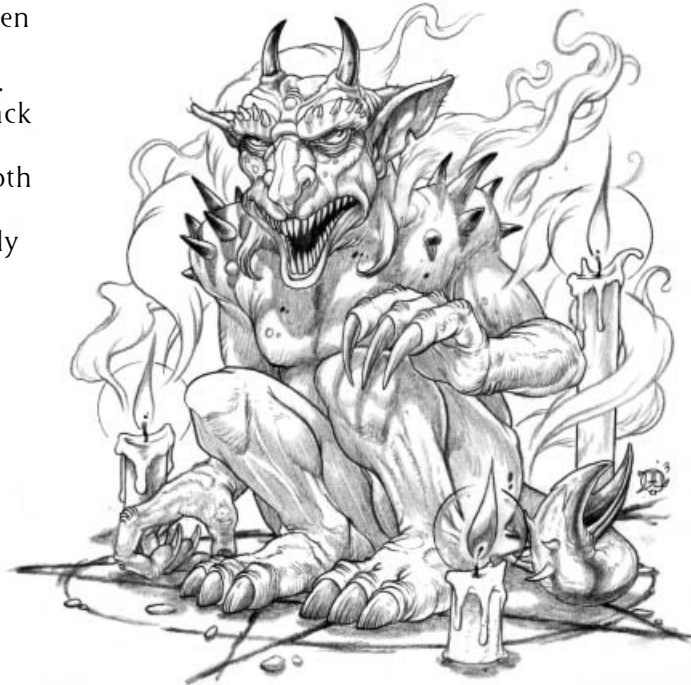
Hothrog - [(-)-EK\$#-7]; Type I man-demon; 7' tall
Hothrogs are man-demons whose forms

combine the bodies of men and the heads of large jackals. Their hands have but two non-opposing fingers, so they cannot use weapons. Instead, they rely on their long, steely claws to tear or shred their foes. Hunting in "packs" of two to twenty individuals, they are instinctively tied to one another and often attack with suicidal frenzy (+30 OB; -20 DB and no parrying) when alone. Those who aspire to lead are less prone to such behavior but even more brutal, having slaughtered their numerous rivals.

Daerauk - [(-)-EK\$#-7]; Type II man-demon;
6' tall

Innate Abilities: *Innate Caster (2x level PP, all Evil Cleric lists to the creature's level). Utterlight will kill them if they fail an RR vs. it.*

The more gifted Daerauk can wield weaponry. They also invoke greater awe; these shadowy forms appear as mere silhouettes of blackness, for they reflect no light. Although this



makes them virtually invisible in shadows or deep darkness, this thirst for light can be their downfall. An "Utterlight" spell will slay any Daerauk failing to resist within the area of effect.

Gogonaur - [(-)-EK\$#-8]; Type III man-demon; 10' tall

Innate Abilities: *Innate Caster (3xlv PP, "Fire Law" Magician list to level); Melee critical strikes get additional 'A' fire critical; immune to fire and normal weapons. Double damage from cold or ice attacks (Including two separately rolled criticals).*

Gogonaur are demons of fire, appearing as 10' tall men surrounded in flame. Their skin is a dark red and their eyes are a deep and unblemished black. When aroused, their bodies burn brighter and take on an amorphous quality. While in this state they move like a dancing fire and cannot be harmed by normal weaponry.

Narauk - [(-)-EK\$#-8]; Type IV man-demon; 11' tall

Innate Abilities: *Can weave 10' x 60' x 1' fire wall that delivers 'B' critical; no RR each round; FBr: Bolt: 100' range 3x/day; Melee critical strikes get additional equal fire critical.*

Narauk are greater fire-spirits, towering 11' tall. They have the bodies of men, with huge, flaming hands tipped with gleaming talons. Their melee critical strikes are accompanied by fire criticals of an equal level. Worse, they can "weave" a 1' wide, 10' high wall of flame. It requires their undivided concentration (100% activity), they can extend the wall by 60' per round, and the fires last from 1-10 minutes (roll once for the duration of the whole). This wall delivers a 'B' fire critical (no RR) to all who pass through (1x) or remain in (1x/round) its confines. Narauk can also breathe flames, exhaling +30 white fire bolts up to three times a day (100' range).

DEMONS OF MIGHT

The Ordainers and their lesser brethren, the Noble Gogonaur, are demigodal spirits whose avarice led to their fall from grace. These demons of might were cast into the void as they upset the balance of things. Most were exiled this way, but many were destroyed and passed beyond existence. A few survived to dwell in the depths of the earth, laying in wait as a dormant curse upon the world. Like the Demons Beyond the Pale, they are terrifyingly powerful creatures, with a thirst for lordship and a hunger for casual revenge.

Noble Gogonaur - [(-)-EK\$#-9]; Type V demon

of might; 13' tall

Innate Abilities: *Innate Caster (50 PP, "Fire Law" Magician list to level); melee critical strikes get additional 'B' fire critical; immune to fire and normal weapons.*

Natural Abilities: *Strength yields 3x damage*
Noble Gogonaur are great fire-spirits,

demons who were once lower demigods. They serve as a model for the lesser fire-demons and, as such, their appearance is that of larger (13' tall) gogonaur. They possess all the powers of gogonaur, but are more cunning and capable. Their melee critical strikes are accompanied by 'B' fire criticals and most (80%) are armed with fire-weapons (e.g. a "sword of flame"), great two-hand arms that they wield in but one hand (delivering 3x damage). Their thick, smooth hide is both enchanted and resilient, and cannot be harmed by normal weapons.

Ordainer Raukamar - [(-)-EK\$#-9]; Type VI demon of might; 12'-15' tall

Innate Abilities: *Presence causes Fear 100' radius; Immolation ('C' heat or cold critical to all in 5'R); Innate Caster (3xlv PP, all open Essence and Mentalism lists to level); immune to fire or cold.*

Natural Abilities: *Strength yields 3x damage; fly at 25'/round.*

Raukamar are lesser Ordainers, fire- or ice-spirits who embody great strength and power. Appearing as huge (12-15' tall) man-like forms veiled in blackness, their pitiless image fosters fear. The sight of such a presence is such that all non-demonic creatures viewing the demon must roll a successful RR or flee in terror. Once a person has stood and fought a Raukamar, they are immune to the fear auras of all lesser level raukamar.

Raukamar can bathe themselves in fire or an icy mist, immolating with explosive vengeance and each round inflicting a 'C' heat or cold critical on all characters within a 5' radius. Horned and winged, they can take flight, moving 25' per round, like fiery fell beasts.

Ordainer Moloch - [(-)-EK\$#-9]; Type VI+ demon of might; 15'-18' tall

Innate Abilities: *Shapechangers; Presence causes Fear 100' radius; Immolation ('D' heat or cold critical to all in 6'R); "Absolution" from "Soul Destruction" at will; Innate Caster (5xlv PP, All Essence and Mentalism base lists to level); immune to fire or cold.*



Natural Abilities: *Strike with 2 arms per round as if 2 individuals; hands strike as maces; strength yields 3x damage; fly at 30'/round.*

The mightiest of the demons of the Void, however, are the greater Ordainers, the Moloch. These lordly demigods are high servants of evil, brilliant, yet exceptionally cruel masters of hate. All are unique in guise and possess the power to change shape at will (takes 1 round), although they cannot hold fair form without concentration (50% activity). In their usual state, they are huge, hideous, beasts, with tremendous wings and well-muscled arms and legs.

Like the less spectacular Raukamar, Moloch can fly (30'/round). When utilizing arms they carry two 2-handed weapons, striking each round as if 2 individuals. When unarmed, they simply use their hands, which strike as maces. In any case, their immense

strength yields 3x damage. Given to immolation, Moloch can explode into flame or shroud itself in ice, and all within 6' receive a 'D' heat or cold critical each round they remain in the terrible, flickering radius. A Moloch can also "ordain" a foe, tearing the target's soul from their body with a 30th level "Absolution" (Essence list; "Soul Destruction").

DEMONS OF THE PALE

The Pale consists of six realms of near-void, places characterized by faint, unchanging light and featureless "terrain." Utterly horrible, these are planes where life and death have no meaning. Here, evil reigns and tortured demonic souls exist in a twisted state – without hope, yet consumed by desire. Creatures of these hellish realms are either prisoners of their own misfortune or spirits banished due to some misdeed. All mortals lack comfortable existence in this "misbegotten land."

Demons of the Pale are categorized according to their plane, of which there are six. Individually called "pales," these terrible realms compose a hierarchy of hideously insane existence. Of those within the Pale, first pale demons are the weakest; demons of the sixth pale are the strongest. Demons "Beyond the Pale" exist in any pale or on an entirely different plane, although they are not of the Void. Exceedingly powerful creatures, their individuality defies categorization.

First Pale (Pale I) - [(-)-EK\$#-6]; 7' tall

First Pale demons are social creatures, given to animal-like ways and organization. These 7' high beasts have light gray skin and a tuft of hair protruding from the center of their otherwise bald heads. Almost purely instinctive, their actions reflect a near absence of intellect, although they use simple one-hand weapons (like clubs) and know nothing of shields.

Second Pale (Pale II) - [(-)-EK\$#,LMOQ-6]; 8' tall

Second Pale demons are 8' tall denizens from a realm of uniformly dark, murky "water." Somewhat more intelligent than First Pale creatures, they are fewer in number. They are also larger and darker (medium gray), quicker, and brighter than their lesser brethren, often making use of higher quality one-hand weaponry (e.g. swords). Hairless, they are endowed with extremely smooth hides and partial "webbing" between their long clawed toes. Huge hands and lungs adapted to drawing air out of a gaseous or liquid environment make them capable amphibians (i.e., they can breathe beneath water or in normal air).

Third Pale (Pale III) - [(-)EK\$#-7]; 9' tall

Natural Abilities: *Fly; virtually blind and reliant on sonar sense.*

Third Pale demons stand 9' tall and wield wicked, two-hand weapons. Most are completely hairless and dark gray in color. They have large ears and noses, both of which are formed of gnarled bone, and enjoy superb senses of hearing, smell, and reflected sound location (akin to bats). This is essential to their survival, since they exist in an eerie underworld. Demons of the Third Pale are virtually sightless in any conditions other than blinding light (a situation which permits them to see quite well). Like bats, they are winged creatures with well-adapted flying and gliding skills.

Fourth Pale (Pale IV) - [(-)EK\$#-7]; 10' tall

Innate Abilities: *Innate Caster (2x lvl PP, All astrologer base lists to level.)*

Fourth Pale demons are 10' tall and markedly contrast with beasts of the third pale. To begin with, they have huge eyes guarded by a bony brow inset with two to four small, sharp horns. Spirits of an enchanted sphere marked by stark, unending mazes, they are intuitive but insane. Each is given superb sight (including Nightvision and Darkvision), but often lacks development of other senses. Their ears and noses are malformed but relatively small, like First and Second Pale demons, but here the resemblance ends. These creatures have a mottled, light blue coloration and long, thin appendages, including a whip-like, prehensile tail. Few have any hair. Slender, agile, and strik-

ingly precise, they usually throw things or resort to spell-casting; as a race, they have mastered both forms of attack.

Fifth Pale (Pale V) - [(-)EK\$#-8]; 11' tall

Innate Abilities: *Innate Caster (3x level PP, all open Channeling lists to level).*

Fifth Pale demons are strong, huge (11' tall), and given to using complex weapons. They are in many ways the most dangerous of the common varieties. Although related to Fourth Pale demons – using spells and enjoying the same superb sight – they are a darker blue, tail-less, stocky, and powerful of build, and have heightened senses of smell and taste (but not hearing). No Demons of the Pale are stronger from the point of brute force. Legends commonly cite these creatures as being capable of punching through steel doors or thick, stone walls. Many are also quite bright, as evidenced by their skills in the ways of spell-casting and organized war-craft. Fifth Pale demons are jealous of power and forever seek to dominate others. Highly individualistic, they consider their brethren to be minions.

Sixth Pale (Pale VI) - [(-)EK\$#-8]; 7'

Innate Abilities: *Immune to Fire, Resistant to Cold.*

Sixth Pale demons are intelligent but absolutely wild and murderous creatures. The most feared of common demons of the pale, they hail from a province covered in endless, fiery chasms. They resemble first pale varieties in stature and structure, but possess black skin, huge hands, and large, prehensile tongues and feet. Their glowing red eyes and foot-long tongues create a frightening visage. All are immune to extremes of temperature, particularly fire, and pain seems alien to their being. Worse yet, they are powerful and elusive foes. With their re-curved musculature, they are given to feats of tremendous acrobatic skill and rarely paralleled strength. Even after twisting leaps of up to 100', they can right themselves for a crushing blow or a seemingly impossible hold on a vertical rock face. They frequently accomplish the latter maneuver by driving their clawed hands and feet into the sheer and solid rock, literally gripping the torn surface. Such fearless displays of raw, dexterous power are inherent in their character, and many have been known

to tear the head off of a fallen foe with one swift motion.

Beyond the Pale - [(-)EKs#-9]; 12'-18'

Innate Abilities: *Presence causes Fear in 50' radius; Immolate (5'R - 'D' heat, cold, or electricity critical per rnd); Commanding voice ("Spirit Mastery" 50th level spell from Essence "Spirit Mastery"); Innate Casters (6xlv1 PP, Fire-spirits, for instance, know the "Fire Law" spell list, as well as any other spell whose name contains the word "fire", while those of light know "Light Law" and any spell with a name including "light"); fly at up to 240'/round.*

Natural Abilities: *Strike with 2 hands per round as if 2 individuals.*

Demons Beyond the Pale are spirits of downcast demigods (related to Ordainers) who have not yet been banished into the Void. Their tremendous power permits them to take gigantic forms, although none are fair-seeming. Agile and powerful, they swing

great (two-hand) weapons with each hand and have the power of swift flight (60'/round acceleration; max speed 240'/round). Each possesses an almost irresistible voice and commanding presence that enables them to lead large groups or dominate exceptionally strong minds.

Most such spirits are tied to a specific element (e.g. fire), which allows them to command related elemental or base spells akin to their own makeup. Given to immolation, demons beyond the pale can engulf themselves in fire, cold, or ball lightning, thereby delivering a 'D' critical to all within 5' of their huge, hideous bodies. Few creatures have so many tools of power, or so prone to wield them.

GENII (ALSO JINN OR DJINN)

Genii are household or nature-demons, trapped spirits from outside the world. Unlike other demons, they are not tied to a set corporeal form; instead, they are bound to



a focus, such as an object or a place. This enables them to take many differing quasi-physical forms, but prevents them from having complete freedom of action. In fact, the wills of many genii are subject to the master of their focus (e.g. the owner of an oasis or holder of a jar).

A genie's master must be an intelligent being. In the case of a non-portable focus, such as a place or an immovable item, the master is normally the first individual who touches the focus and remains in its sphere of influence (i.e., the radius the genie can operate). (GMs may wish to determine possession otherwise.)

The destruction of the genie's focus releases the demon from imprisonment in this world. However, since the genie is enslaved by its focus, it must protect the given object or place. These demons cannot employ spells or chicanery as a means of breaking their ties. Genii must rely on other ways to exact freedom and a return home. Typically, this involves the fulfillment of its accursed quest. In the case of the lower genii (the jann, jinn, and shaitan), the demons must grant their masters

the required number of wishes. The greater genii – the cunningly evil ifrit and marid – have individual quests.

There are five types of Genii: Jann, Jinn, Shaitan, Ifrit, and Marid, in ascending order of power. Although they vary in demeanor, those who are stronger tend to be the most evil. Their multitudinous forms are somewhat dependent on their inner characters, so that manifestations of the savage Marid are invariably ugly. On the other hand, Jann are pleasing of countenance, or at the very least comical.

Jann - [(-)EKN†-6]; Type I; max size 7'

Innate Abilities: *Grant master 1 transference wish; spirit and will tied to inside of immobile container.*

Jann are lesser demons commonly found residing in fixed containers around or in a household, typically storage bins, closed wells, rooms, and the like. Cast into our world from another plane, they are forced to live within their new focus until they grant their master one wish. Such a wish can involve the transference of any one object (up to a rad = 10' x Janni's level; range = 10 mi x Janni's level), but cannot involve the creation or transformation of a thing. A Janni can offer an existing replacement, but cannot renew life or mend what is broken. (However, should the master desire to use a "Force Analysis" spell (Essence list "Dark Contacts") in lieu of a wish, the Janni will analyze an item with no chance of failure.)

When the Janni's container is opened, it can come forth for 1-100 minutes, but must return at the appointed time or whenever its master so commands. Both its will and spirit are bound within the focus, and whosoever rightfully owns the container is its master. It must serve and obey them, despite the Janni's mischievous nature. Generally jovial and friendly, Jann can be troublesome pests when released and uncontrolled. Their pranks have been the downfall of many a fine fellow.

Jinn - [(-)EKN†@#-6]; Type II; max size 9'

Innate Abilities: *Grant master 3 transference wishes; spirit and will tied to inside of mobile container.*

Jinn (or Djinn) resemble Jann, but are much more powerful. Generally, they live within a closed yet mobile focus, such as a jar or bottle (not to exceed 50 lbs), and are locked within this world until they grant their master 3 wishes



(akin to a Janni's). Should a Jinni's focus be transferred to the ownership of another, all prior wishes are forgotten and the Jinni must begin anew. Upon the fulfillment of the first wish by the new master, physical objects acquired by previous owners as a result of wishes simply "disappear" (returning to the point and state where they were before the wish).

Jinni can be released from their focus for up to 10 hours but, like a Janni, must return upon its master's command. While about, it appears friendly and servile; however a Jinni is actually conniving and untrustworthy. Although its spirit and will are tied to its container and it must obey its owner as master, a Jinni will only follow the literal wording of orders. Whenever possible, it will twist meaning to fit its own, sneaky desires, thereby transforming simple wishes into dangerous propositions. (however, should the master desire to use a "Force Analysis" or a "Force Information" spell [Essence list "Dark Contacts"] in lieu of a wish, the Jinni will analyze an item or answer a question with no chance of failure.)

Shaitan - [(-)EKNVY†#-7]; Type III; max size 5'

Innate Abilities: *Grant master 1 transformation wish; spirit and will tied to a natural feature.*

Shaitan are similar in power to Jinn, but are wilder, stronger, meaner, and rather impish. As such, they cannot take truly fair forms. Their guises must be small (max 5') and either weird or humorous. A Shaitani will grant its master 1 greater wish, a request which will either transfer or transform an object, but cannot involve an act of creation or lifegiving. These demons are tied to a natural feature (e.g. a pool or tree), but are not confined to a life in a container; instead they exist within or outside their focus (must be in a radius = 10'x level). Both their will and their spirit are subject to the guidelines of their master. (however, should the master desire to use a "Force Analysis," a "Force Information," or a "Force Search" spell (Essence list "Dark Contacts") in lieu of a wish, the Shaitani will analyze an item, answer a question, or conduct a search with no chance of failure.)

Ifrit - [(-)EKNXVY†-7]; Type IV; Max Size 11'

Innate Abilities: *Innate Caster (3x level PP, All Evil Mentalist Lists); spirit tied to specific location.*

Ifrit are nature-spirits who have been tied

to a specific location, yet who retain their freedom of will and need not reside in confined quarters. Still, an Ifriti can only leave its focus for a limited time in a given day (1 min/level). Otherwise, it must stay within specific bounds (e.g. the border of a city quarter or the walls of a compound) or inside a set radius (10'/level) of the appointed location. Clever but utterly wicked spell users, they have no master, grant no wishes, and show no compassion.

Marid - [(-)EKNY†#-8]; Type V; Max Size 13'

Innate Abilities: *False Wishes; Innate Caster (5x level PP, all the Sorcerer lists, "Essence Hand" and "Lesser Illusions" Essence lists.); spirit tied to mobile object.*

Marid are the most powerful and evil of all Genii. Like the Ifrit, they have free will and the ability to move outside their focus. A Maridi's focus, however, is not a location; instead it is a specific mobile object, such as an orb or a sword. The one who owns or bears the item does not command the Maridi, although they do direct where the demon must go. A Maridi can never leave the area around the focus (radius of 10'/level), nor can the demon move its object or force the focus' movements through spells). Of course the power of the Maridi may dictate the moves of the focus' possessor (who, like all masters, must be an intelligent being), since few are as strong as these demons.

Marid are dangerous spell users, their most dangerous tool may be the power to grant "false wishes". These, they handle as a Shaitani might undertake a real (transferring or transforming) wish, but Marid will invariably cancel the request, either on a whim or at a preset time. Generally a Maridi will obviate the wish at a time that is most detrimental to the grantee. For instance, with the first critical use of the desired end (e.g. one is besieged in their wished-for tower or wielding a wished-for mace in real combat), the wished-for attributes or object will return to its normal state. Marid conceal their true nature, so the victims of their falsehoods typically believe that they are dealing with other Genii.

SPECIFIC ENTITIES FROM

OTHER PLANES

Black Stalker - [(-)EK#-8]; 5'6"-7'; *Wield "Slaying Blades of Quickness"*

Innate Abilities: +50 Stalk/Hide; -50 to all actions in sunlight; Nightvision; Darkvision; Regenerate 2 hits/round out of sunlight.

The black stalker is a demonic assassin, a cursed warrior possessed by a spirit from another plane. Blindingly fast and armed with a blade of quickness (+30 to first swing/initiative calculations), they are deadly foes. Each of

these rare creatures stalks a particular target until it succeeds in assassinating them or is "killed" in the process. Nothing short of death will stay their mission. They will do whatever is necessary to smite their victim and always utilize the fastest, most complete manner possible. Black stalkers prefer to avoid delaying melees but when forced to fight, they will usually dispose of the opponent.

The quick blades these creatures carry are re-forged for each mission, thereby becoming a slaying broadsword keyed to the new target. Garbed in light, black, enchanted full plate demon-skin armor (encumbers as AT 4; acts as AT 20) and a shadowy cloak of hiding (+ 50 to hiding/stalking maneuvers), they prefer to hunt during hours of darkness. During daylight they sleep in a dark chamber, for they are weakened (-50) when exposed to natural sunlight or its enchanted equivalent. Darkness invigorates them and allows them great advantages over most prey. They have both Nightvision and Darkvision. Out of daylight, they have limited hit regeneration (2 hits/round).

Demon Dog - [(-)EKY@t#-7]; 5'-7'

Innate Abilities: FBr 1/min; 10x/day; Cone; range 50'

The demon dog is a huge black wolf-like hound, one capable of breathing fire. As such, they possess all the attributes of large hunting dogs and often hunt in packs of 2-20. Craving flesh, these fire-spirits roam at night in search of human fodder. Their only restraint is their master, for most (75%) serve a greater power (typically a greater fire-spirit). Demon dogs often watch over or herd the undead armies of their overlord.

Demon Horse (Nightmare) - [(-)EKYt-8];

8'5"-11'. (see horse descriptions)

The demon horse, or "nightmare," is a nocturnal steed. Possessed by an evil spirit, it is invariably jet black and appears as a huge, swift, rider-less horse. Typically, a demon horse contains the soul of a jaded or vengeful spirit, and may seek to kill a specific individual or group that directly or indirectly (e.g. through their ancestors) harmed either the horse or its demon-possessor at an earlier time.

Neng (N'ng) - [(-)EKXY@t#-7]; 5'-6'6"



Innate Abilities: *Innate Caster (Invisibility 4x/day, 4 hours total; all movable objects they touch become invisible, if desired total weight not more than their encumbrance allowance); Acidic spit missile attack (1/min; +40 Fbolt; range 40').*

Neng are demonic warriors, spirits from another plane whose saliva is composed of a powerful acid. Their six inch tongues contain a hollow tube which enables them to spit up to 40' with startling accuracy. This power, coupled with their relatively normal appearance and exceptional intelligence, makes them formidable. Worse, a neng has the ability to turn movable objects (total weight not to exceed their encumbrance allowance) invisible with a mere touch, should they so desire. Such items will remain invisible for as long as the neng touches them, save for any round in which they are struck or jarred. neng can also make their own bodies invisible, but they must concentrate (50% activity) for 1 round and will become visible after making a violent move or being subjected to attack.

Succubus and Incubus

(Succubus Cambion) - [(-)FKXY@t#-7]-5'-14'



Innate Abilities: *Shapechanger (Mist Form); Flight (normal 100'/round or mist-Form 50'/round); Innate Casters (6x lvl PP, all Mentalist lists).*

The succubus and incubus are demons (female and male incubi, respectively) who are enamored of this world and full of lust for mankind. Appearing as fantastically virile, sensual humans, they hide their origins and intentions until their victims lose control. They prey upon the sleeping, coming in the night like beautiful, terrifying dreams, and seducing their quarry with spells and soothing words. In this way they achieve their goal, which is the conception of a half human demon-child, one who will serve them for eternity. Unfortunately, their chosen mate usually (75%) dies at childbirth, although a witch or warlock will have a better chance of survival (50%). The successful offspring of these creatures appear as wild humans, but many (25%) are born misshapen and crippled.

All incubi share similar powers.

Shapechangers, they can alter their size (from 5'-14') and exterior features (or shift to mist form) whenever by concentrating (50% action) for one round, enabling them to change both their strengths and identity. An incubus or succubus cannot, however, change its odor (which is musky and slightly foul) or its fundamental structure, the latter of which resembles that of a normal man or woman, but for their cloven feet. Additionally, incubi can fly, either as a mist at AT 1(50) or in typical form; in neither case do they require wings.

Chapter Four Monster Descriptions

04-06 THE UNDEAD

Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Standard Created Undead												
Class I	1H	40	Run/0	VS/SL	M/I#	25	1(10)	25 SBa 90/15 We 10	1-30	a	A	Berserk (NO)
Class II	3H	50	Run/0	SL/MD	M/I#	50	1(20)	40 MBa 60/45 We 40	1-20	a	B	Berserk (NO)
Class III	6H	50	Spt/0	SL/MF	M/I#	100	1(30)	60 MBa 50/50 We 50	1-10	g	C	Berserk (NO)
Class IV	9H	60	Spt/0	MD/FA	M/II#	135	1(40)	70 LBa 40/95 We 60	1-5	g	D	Berserk (NO)
Class V	13H	80	Spt/0	MF/VF	M/LA#	165	1(40)	90 LBa 30/110 We 70	1-2	m	E	Berserk (NO)
Class VI	16H	100	FSpt/0	FA/BF	M/SL#	200	1(40)	90 LBa 20/180 We 80	1	s	F	Berserk (NO)
Apparition (III)	6D	45	Run/20	L/MD	M/II#	80F	1(50)*	50 MBa [Elect]/Spells	1	q	E	Cruel (SU)
Barrow-Wight (V)	15D	50	Spt/10	SL/VF	M/LA#	145E	1(90)	110 We [Cold]/90 LBa (Cold)/Spells	1	s	G	Protect (AV)
Corpse Candle (III)	7H	—	—/ —	—/ —	M/I#	100A	1(30)	Spells/Special (4 Con pt/rnd)	1	f	C	Cruel (LO)
Corpse Lantern (IV)	10H	—	—/ —	—/ —	M/II#	135A	1(40)	Spells/Special (5 Con pt/rnd)	1	k	D	Cruel (LO)
Fire Phantom (III)	5C	100	FSpt/30	FA/FA	M/LA#	90F	1(50)*	50 FBall (its body)/Special	1	c	C	Special (AV)
Ghosts												
Minor (II)	3H	75	Spt/10	MF/MF	M/LA#	55A	1(40)*	40 MCl/Special (3 Con pt/rnd)	1	h	B	Bellig. (AV)
Lesser (III)	7H	100	Spt/20	FA/FA	M/LA#	100A	1(30)*	60 MBa/50We/Special (4 Con pt/rnd)	1	m	D	Bellig. (AV)
Greater (V)	15H	130	FSpt/30	VF/VF	M/LA#	165A	1(50)*	110 We/90 LBa/Special (5 Con pt/rnd)	1	s	F	Bellig. (AV)
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA#	200A	4(55)*	100 LBi 50/75 MCl 50/Special	1-5	g	E	Berserk (NO)
Ghouls												
Lesser (I)	1A	50	Spt/20	SL/MF	M/I#	25D	4(10)	25 SBa 100/30 SCL ◀/10 SBi ◀	1-10	e	B	Protect (NO)
Greater (II)	3H	65	Spt/20	MF/MF	M/I#	50E	4(20)	40 MBa/50 SCL ◀/45 We/Special	1-5	g	C	Protect (NO)
Headless Ghost (III)	6H	40	Run/0	VS/SL	M/LA#	90G	1(30)*	60 We/50 MBa/Special (3 Con pt/rnd)	1	g	D	Bellig. (MD)
Ice Skeleton (II)	3B	60	Spt/10	MD/MF	M/I#	50G	1(35)*	45 MBa 100 [Cold]/Special	1	h	C	Hostile (IN)
Lich (VI)	20G	40	FSpt/20	SL-VF	M/LA#	150D	18(75)	70 We [Cold]/Spells/Special	1	v	I	Domin. (EX)
Mara (II)	2B	100	Dash/20	FA/FA	M/LA#	70B	1(30)*	Spells / Special (2 Con pt/rnd)	1	a	C	Timid (AA)
Mummies												
Lesser (III)	6C	40	FSpt/0	VS/MD	M/II#	100F	8(30)	70 LBa 100/120 LGr ✓	1-2	n	E	Protect (IN)
Greater (IV)	10H	55	FSpt/0	SL/MF	M/LA#	150G	8(40)	110 LBa/150 LGr ✓/Spells	1	o	F	Protect (AV)
Phantom (I)	2B	50	FSpt/10	SL/MD	M/I#	40D	1(20)*	30 SBolt/Special (1 Con pt/rnd)	1-2	a	B	Inquis. (LI)
Revenant (II)	3C	40	Spt/0	VS/MD	M/I#	55F	7(25)*	40 We [Cold]/Spells/Special	1	g	D	Berserk (MD)
Shadows												
Lesser (II)	4H	80	FSpt/20	MF/MD	M/I#	60A	1(35)	Special/75 MBi ✓/Special ◀	1	h	C	Hungry (VL)
Greater (IV)	8H	70	Spt/10	MD/MD	M/II#	100A	1(30)	Special/110 MBi ✓/Special ◀	1	I	E	Hungry (LO)
Skeletons												
Minor (I)	1A	40	Spt/0	VS/MD	M/I#	25F	1(0)*	25 We 50/40 MBa 50	2-20	a	A	Berserk (NO)
Lesser (II)	3H	60	Spt/0	MD/MF	M/I#	55E	1(10)*	40 We 50/50 MBa 50/Special	1-10	c	B	Berserk (NO)
Greater (III)	5H	80	Spt/10	MF/FA	M/I#	100F	1(30)*	50 We 50/60 MBa 50/Special	1-5	h	C	Berserk (NO)
Joker (III)	5H	90	FSpt/10	MF/FA	M/I#	110F	1(60)*	Spells / Special	1	f	A	Playful (MD)
Lord (IV)	8H	90	FSpt/10	MF/VF	M/II#	135G	1(70)*	95 We 50/70 LBa 50 [Cold]/Spells/Special	1	I	E	Domin. (AV)
Sovereign (IV)	10F	45	FSpt/20	SL/FA	M/LA#	150E	1(70)*	90 We [Cold]/Spells/Special	1	t	F	Domin. (HI)
Red (VI)	20G	40	FSpt/50	SL/BF	M/SL#	999G	1(200)*	300 Joke 35/350 Pun 35/250 Pie 30	1	—	—	Playful (EX)
Specter												
Minor (II)	5H	100	FSpt/40	FA/VF	L/II#	150F	1(100)*	40 SBolt 100	1	c	C	Playful (IN)
Lesser (III)	10H	90	FSpt/30	FA/VF	L/LA#	200F	1(75)*	50 LBolt 100	1	h	E	Cruel (AA)
Major (V)	15H	80	FSpt/20	MF/FA	L/LA#	250F	1(50)*	70 MBa [Cold]/Spells/Special	1	m	G	Cruel (HI)
Swamp Star (IV)	9H	120	Dash/40	VF/VF	S/LA#	30F	1(70)	Spell/Special (6 Con pt/rnd)	1	a	D	Inquis. (SU)
Vampire												
Minor (IV)	10H	120	Dash/30	VF/BF	M/II#	110E	1(100)*	90 We [Cold]/70 MBi/Special ✓/Spells	1	l	G	Domin. (HI)
Lesser (V)	15H	100	Dash/20	FA/VF	M/LA#	120F	1(90)*	110 We [Cold]/90 MBi/Special ✓/Spells	1	r	H	Domin. (VH)
Greater (VI)	20G	100	Dash/10	FA/VF	M/SL#	140G	1(80)*	150 We [Cold]/120 MBi/Special ✓/Spells	1	w	J	Domin. (EX)
Bunny (III)	5E	170	Dash/50	BF/BF	S/LA#	70E	4(80)*	80 TBa/80 SBi ◀/Special §	1	k	F	Cruel (SU)
Wight												
Minor (IV)	10H	50	Dash/10	SL/MD	L/II#	90E	11(30)	90 We [Cold]/80 LBa/Special/Spells	1	n	F	Cruel (AV)
Lesser (V)	15H	60	Dash/10	MD/MD	L/LA#	120G	16(30)	110 We [Cold]/80 LBa/Special/Spells	1	s	G	Cruel (AA)
Major (VI)	20G	80	Dash/10	MD/MD	L/SL#	170H	19(30)	150 We [Cold]/80 LBa/Special/Spells	1	x	H	Cruel (SU)
Wraith												
Lesser (IV)	10C	70	Dash/30	MF/VF	M/II#	120D	1(70)*	80 We [Cold]/70 LBa/Special/Spells	1	r	F	Cruel (SU)
Greater (V)	15F	60	Dash/20	MD/BF	M/LA#	165E	1(50)*	100 We [Cold]/90 LBa/Special/Spells	1	w	G	Cruel (HI)
Wild Hunt Hound (I)	1A	160	Dash/40	BF/BF	M/I#	50A	1(40)	Special (touch: 1 Con pt/rnd)	*	—	A	Hostile (NO)
Zombie (I)	2B	30	Run/0	VS/MD	M/I#	45F	1(15)	30 MBa 100/Special	2-20	a	B	Berserk (NO)

* — Special

4.6 THE UNDEAD

Unnatural extension of human or bestial existence gives birth to the undead – transformed spirits that harbor disturbing intentions. Some retain an ability to reason and to act upon their thoughts. Many become pawns responding to the will of the spell caster who created them. All have passed through the gates of death and linger in the world unnaturally. They prefer the shadowy lack of definition that fills the night rather than the harsh clarity of day, since man's fear of the unknown is heightened by dark. Ironically, the force of life feeds this terror, since often slaughter by undead creates undead.

The statistics given for the 6 specific classes of the undead (I-VI) are intended to be for undead “created” through the use of “Create Undead” spells from the Evil Cleric base list, “Necromancy”. Usually these undead have a physical presence in the form of the bodies used to create them. Special undead are detailed separately, with their “classes” given in the table in parentheses after their types. An undead’s “class” is used to determine the exact effect of “Repel Undead” spells from the Cleric base list “Repulsions”, and of “Control Undead” spells from the “Necromancy” list.

“KILLING” THE UNDEAD

Normally undead are not “killed” when given their hit total or incapacitated due to criticals. Enough hits to cause “unconsciousness” in a living being will cause an undead to “drop” due to loss of physical structure; however hits are “healed” at a rate of one every minute, and the undead will become active when its “hits taken” total drops below its hits total. While “dropped” the undead may be given more hits by attacking its inert form; even the undead without a solid body may be attacked like this as their “bodies” are assumed to “drop” to the ground. Non corporeal forms will “puddle”, then flow in a mist or water like pattern downhill. If there are any cracks or holes to drain downward through, they will often seem to shrink and fade away. (This makes it even harder to permanently kill these forms.)

Enough hits to “kill” (or similar major critical damage) a living being will cause the undead to fragment; at this point the hits heal at a rate of one every 10 minutes as the pieces come back together. When the “hits taken” falls below the “death” point (i.e., the undead has pulled itself together), the hits will “heal” at the rate of one every minute as specified



above. If physical barriers separate the pieces of the body, this process will be hindered or delayed with respect to those pieces (e.g. an undead might be missing a head, hand, or arm and still be functional with a penalty).

For damage due to criticals the Gamemaster must classify the critical damage as minor or major and "heal" it in a manner similar to the processes given above. We suggest an average "healing" time of 10 minutes for minor critical damage and 1 hour for major critical damage (each critical being healed separately).

To actually destroy an undead other steps must be taken. The standard and most straightforward method is to burn the pieces of the undead's "body"; this consists of merely applying a flame to each piece. Undead without solid "bodies" may be destroyed by burning only when their "bodies" have pulled together enough to begin the one per minute "healing" process. Damage caused by holy weapons and appropriate "slaying" weapons is never "healable" by undead and thus can destroy them. Other methods of destruction may be allowed for specific undead or at the discretion of the Gamemaster (i.e., spells, rituals, holy water, etc.).

STANDARD CREATED UNDEAD

Those practiced in the art of necromancy, pronouncing foul incantations over the helpless dead, produce mindless abominations chained to a malevolent will. These animated corpses are preserved from decay, but their cold flesh emanates the dark chill of the grave. The degree of power inherent in these creations reflects the skill of the necromancer.

A created undead's "class" is determined by the spell ("Create Undead") used to create it. If not controlled by a "Control Undead" spell, they will attempt to attack the closest living being with cruel fists or savage weapons. Normally they can take no activity other than moving to and attacking the closest living being. (They never devote any OB to parry.)

Their lack of memory or attention means that when not being directly supervised, they will "forget" prey that can stay out of their perception for over a minute. Their lack of intelligence makes a closed door an obstacle to be smashed through, even if unlocked.

Class I - [(-)-EY\$#-3]

Innate Abilities: *Undead Regeneration*; -25 to perception maneuvers.

These corpses are weakly animated, their flesh still in the state it was before animation (Rotting, dried, or merely dead), only the underlying skeleton will repair itself during animation, the flesh merely adheres to and clothes this unholy frame. They are easily avoided except in cramped spaces, as they are rather slow. When they fight, their blows are as hard as those of their mortal form, but slow, clumsy and uncoordinated. They cannot negotiate terrain more complicated than open ground or stairs without falling over and crawling. Mute, the only sound they make is the step and drag of their feet. They retain normal vision, but due to their degraded form, they cannot hear soft sounds (anything less than normal speaking volume). The will "heal" damage per above, but only their bones properly do so, their flesh will merely rejoin the body if chopped off, without any further repair. Generally, this means that they will take on a very chopped and abused appearance over time. ("Shamblers")

Class II - [(-)-EY\$#-3]

Innate Abilities: *Undead Regeneration*

Though they closely resemble Class I, they are noticeably faster and more coordinated. They do not strike any harder than the Class I, but their attacks are of normal speed, and far more coordinated. (Unlike Class I they can negotiate ladders or rough terrain.) ("Walkers")

Class III - [(-)-EY\$#-4]

Innate Abilities: *Undead Regeneration*

During animation, the flesh will mostly repair, but the skin will not, so they will retain a very corpse-like form, often with wounds, bruises or mold upon their pale, lifeless exterior. As fast as their mortal form, but untiring, they are capable of running down almost any living thing across almost any terrain over a long chase. Their attacks are as fast and well coordinated as a mortal's, but utterly offensive without care for injury. They have normal hearing range. Their "healing" will repair anything but their skin, which will become more tattered or absent over time. They will moan when agitated. ("Moaners", "Skinless Zombies")

Class IV - [(-)EY\$#-4]

Innate Abilities: *Undead Regeneration*

At this point, the animation fully repairs everything, and infuses the flesh with an unholy vigor. They appear as bloodless, pale mortals, with dark, almost bruised circles under their eyes, which have an unsettling, unblinking stare. Faster and stronger than they were as mortals, they are fierce foes in combat. They are fast and untiring pursuers, and their blows strike with inhuman speed and force. They are capable of any form of movement available to mortals, including climbing any non-sheer surface. They can use all the senses they had when mortal. They will moan and growl when agitated. ("Blanks", "Fast Zombies")

Class V - [(-)EY\$#-5]

Innate Abilities: *Undead Regeneration; +25 to perception maneuvers.*

Similar to Class IV in appearance, but they seem angry rather than blank, constantly clenching fists and gritting their teeth. They are superhuman in combat, often capable of taking on groups of mortals and defeating them. They make a focused use of their senses, and even cues as subtle as breathing or the smell of sweat can set off a murderous pursuit. They will moan and growl when agitated, and howl and bay while in pursuit. ("Howlers", "Rage Zombies", "Runners")

Class VI - [(-)EY\$#-5]

Innate Abilities: *Undead Regeneration; +50 to perception maneuvers.*

The "True" Created Undead may look like Class V, but are unholy engines of destruction, the very perfection of this form of creature. Very difficult to kill, unbelievably fleet of foot and fast in combat, the evil forces that drive them squeeze every bit of functionality out of their re-animated forms. Heroic, extreme feats within the edges of mortal capability are ordinary to these creatures. They will bend iron bars, rip heavy doors off of their hinges, bash their fists through opponents, or leap up nimbly to scramble over walls and other obstacles. Their senses are unnaturally focused; the sound of your beating heart, or the smell of your fear will reveal your presence to them. When agitated, their voices spill out an unending litany of nonsense. Clearly spoken words, but strung together in an incomprehensible continuous babble, a mockery of

their former mind randomly pouring out its contents. Those who hear find it chilling and disturbing. ("Dread Zombies", "Babblers")

SPECIFIC UNDEAD

Apparition - [(-)ENY\$#-5]; Class III

Innate Abilities: *Undead Regeneration; Innate Caster ("Disease" and "Curses" lists to the creature's level); touch drains 1 Con point/round; Non-Corporeal.*

Men so strong in their evil ways that they cling to the world and the wicked chances it affords persist as apparitions. Some remain free to exercise their own depraved will, while others serve as tools of the Pale or the Void. Their touch heralds pain, but they do not wield weapons, seeking victory in combat through sorcery.

Barrow-Wight - [(-)Y\$-4]; Class V

Innate Abilities: *Undead Regeneration; 60' radius Fear; touch affects victim as 'Paralysis' spell or 'Sleep' spell or drains 5 Con points/round -25 RR; Non-Corporeal.*

Dark, shadowy human forms with eyes akin to faint lights, barrow-wights haunt the mounded tombs erected to honor great warriors and kings. Evil forces create them by perverting the spirits of the fallen. When observed through magic, they take on the tattered forms of great lords and ladies with cold cruel gleaming eyes. Wights wield with chill efficacy the enchanted weapons often buried with the dead and cast dread spells on the living who violate the burial grounds by night.

Corpse Candle - [(-)Y\$#,M-4]; Class III

Innate Abilities: *Undead Regeneration; trance victims on sight, victim rolls RR each round to wake before death; its gaze drains 4 Con points/round).*

The flooded graves of unquiet spirits beget the alluring malice of these water-dwellers. Illusion cloaks the remains of the corpse, bequeathing upon it a whole and fair, if moist appearance. The image seems to float just below the surface of the water, cupping a beckoning light in its hands. Those attracted by its glamour fall into a trance from which they may never awake.

Corpse Lantern - [(-)Y\$#,M-6]; Class IV

Innate Abilities: *Undead Regeneration; while viewing, victim must make RR each*

round to refrain from drowning; its gaze drains 5 Con points/round -10 RR).

Born of the same waters as the corpse candle, these more powerful sirens lure the living to death by drowning. The victims harbor different delusions intended to draw them into the water – a gallant warrior in need of rescue from the depths, a brave lady desiring companionship in her enchanted realm – which entice them below the watery surface.

Fire Phantom - [(-)-#,HPT-6]; Class III

Innate Abilities: *Undead Regeneration; touch drains 1 con point/round; Non-Corporeal; all cold and water spells do double normal damage against them; immersion in water will "kill" them as burning does other undead.*

Dead of flames, the unreleased souls of these sufferers are swathed in supernatural fire. Any conflagration may draw them to its light, as a candle attracts moths, where they engulf new victims in a desperate, belated plea for succor.

Ghost - [(-)-ENYt#s-5]; Class II-V

Innate Abilities: *Undead Regeneration; drains 3-5 Con points/round from all in 10'R; Non-Corporeal.*

Frequently the subtlest of the undead, ghosts masquerade as the living, often unaware of the true nature of their own existence. The lesser reveal their deceit by a slight haziness that blurs their image, while the greater bestow no visual clues. They drain energy from the living, often unknowingly, through mere proximity. Only magical weapons can release a ghost from its ties to the earth, if its focus – a person, a weapon, a treasure, a place – cannot be located and destroyed or dispersed.

Ghost Wolf - [sktcf-Et@s#,RW,CHPT-4]; Class IV

Innate Abilities: *Undead Regeneration; touch drains 3 Con points/round; Non-Corporeal.*

Counterfeiting the dread great wolves, this ghost's canine fangs and claws draw blood like those of its living brethren. But, when death calls it, their corpse dissipates like smoke.

Ghoul, Lesser - [(nstcf)-EYs#,FLMS-3]; Class I

Innate Abilities: *Undead Regeneration; Fear at sight; Touch confers disease (30% Ghoul Rot - victim becomes a Ghoul over the next week; otherwise, bubonic plague/gangrene - RR vs Disease [attack level = 4]).*

Ghoul, Greater - [(nstcf)-EYs#,FLMS-5]; Class II

Innate Abilities: *Undead Regeneration; Fear at sight; Touch confers disease (50% Ghoul Rot - victim becomes a Ghoul over the next week; otherwise, bubonic plague/gangrene - RR vs Disease [attack level = 8]).*

A strangely transformed, putrescent corpse with teeth lengthened into fangs and nails strengthened into claws, the ghoul prowls moist, swampy areas. Stupidity clouds its behavior; a ghoul remains preoccupied with the protection of territory. Older ghouls inspire terror with their more ghastly appearance and dispense more certain infection with their decomposing talons.

Headless Ghost - [(-)-EYs-6]; Class III

Innate Abilities: *Undead Regeneration; drain 3 Con points/round in a 10'R -15 RR; Non-Corporeal.*

The spirits of men beheaded in battle or by execution often sleep uneasily. Those that wander adopt the ghostly conceit of a flawless illusion of mortality, but the absence of a head or its presence tucked under an arm quickly reveals them as undead.



Ice Skeleton - [(kcf)-Y\$#-7]; Class II

Innate Abilities: *Undead Regeneration; Fear 10'R; After 3 rounds drains 2 Con points/round in 10'R -10 RR; unaffected by puncture criticals; fire does double normal damage to them.*

Shrouded by a mist of evaporating ice, this chill spook freezes all that it touches. Shrubs in its wake sparkle with frost, and tree branches grow icicles.

Lich - [(-)-ENX#-9]; Class VI

Innate Abilities: *Undead Regeneration; Presence causes Fear; Touch delivers CBolt +50; Touch drains 5 Con points/round -20 RR).*

Spell Caster: *Many spell lists available depending upon profession and level, roll 1-10: 1-2 Evil Magician, 3-7 Evil Cleric, 8-10 Sorcerer.*

When confronted by unavoidable death, most Evil Clerics, Evil Magicians, and Sorcerers depart life with one last, dreadful curse. A few forego this privilege to become undead, securing immortality as a lich. A lich brings all of their powers and possessions through this last feared portal, retaining their memories and magic abilities along with their treasures and their stronghold. But their humanoid form must be exchanged for that of a skeleton, often draped in concealing robes and wearing a crown.

Mara - [(-)-t\$#,HPT-8]; Class II

Innate Abilities: *Undead Regeneration; Drains 2 points Con per round in 10'R; can prevent sleep and restoration of PPs -30 RR; Non-Corporeal.*

In life gifted with song, the mara uses its talent in death to trouble the sleep of the living. Attracted by slumber, the musical ghost plays eerie ballads on ethereal instruments. The sound brings nightmares to the sleeper (without waking them) and destroys the restorative properties of their repose. Should the solitude of those asleep be interrupted, the mara flees to avoid discovery.

Mummy, Lesser - [(-)-Es#-4]; Class III

Innate Abilities: *Undead Regeneration; Susceptible to fire, -25 to heat and fire RR's, double damage from fire.*

Mummy, Greater - [(-)-Es#-6]; Class IV

Innate Abilities: *Undead Regeneration; Innate Caster (May use "Disease" list to its level); Susceptible to fire, -25 to heat and fire RR's, double damage from fire.*

Embalmed human remains secured by many layers of wrappings, mummies often prowl the necropolis built for their interment. Concerned primarily with grave robbers, a mummy usually limits its attention to its own sepulcher, where intruders are ruthlessly attacked. Lesser mummies crush with their well-wrapped arms; greater ones utilize sorcery. Both will falter when confronted by fire, to which they are particularly susceptible.

Phantom - [(-)-EY\$#-3]; Class I

Innate Abilities: *Undead Regeneration; Fear 20'R; Touch drains 1 Con point/round; Non-Corporeal.*

These insubstantial spirits have lost all they once possessed while inhabiting the realm of the living: flesh, emotions, and memories. Only



a sense of the loss and the imagery of their death agonies remain with them, expressed in the contorted rictus displayed on their pale, translucent faces. The misty image of a diseased or dismembered body sometimes accompanies the horror of the face. Phantoms are wanderers, inspiring fear, but unable to draw blood from the living.

Revenant - [(-)-EN\$#-7]; Class II

Innate Abilities: *Undead Regeneration; Non-Corporeal; Innate Caster ("Soul Destruction", "Mind Destruction", and "Flesh Destruction" lists to the creature's level); Touch drains 3 Con points/round -10 RR.*

An artful suicide ties this haunt to the world. Death channels its inward destruction toward the living, further strengthening the chains of blood that bind its soul. The weapon that ended its life, if such exists, accompanies the ghost on its nightly forays to draw new victims through the last gate.

Shadow, Lesser - [(-)-E+\$#-6]; Class II

Innate Abilities: *Undead Regeneration; All in 10'R must make RR or fall into trance 1-10 rounds; Non-Corporeal; Bite drains blood at 2-20 hits/round.*

Shadow, Greater - [(-)-E+\$#-8]; Class IV

Innate Abilities: *Undead Regeneration; All in 10'R must make RR or fall into trance 1-10 rounds; Non-Corporeal; Bite drains blood at 2-20 hits/round.*

Huge, cloudy bat wings augment the soaring flight adapted by this spirit, a shred of darkness barely visible against the night sky. Invisible fangs facilitate consumption of the warm and living red blood of its prey to satiate its raging hunger. Once human, the shadow favors mannish life fluids, transformed into a cannibal by its unnatural existence.

Skeleton, Minor - [(-)-E\$#-3]; Class I

Innate Abilities: *Undead Regeneration, Drains 1 Con pt/round after 3 rounds in 10'R.; Unaffected by Puncture Criticals.*

Skeleton, Lesser - [(-)-E\$#-3]; Class II

Innate Abilities: *Undead Regeneration, Drains 2 Con pt/round after 3 rounds in 10'R.; Unaffected by Puncture Criticals.*

Skeleton, Greater - [(-)-E\$#-4]; Class III

Innate Abilities: *Undead Regeneration, Drains 3 Con points/round after 3 rounds in 10'R -10 RR.; Unaffected by Puncture Criticals.*



The animated skeletons of dead creatures, man or beast, possess little except bones and hostility. Retaining expertise at wielding weapons or claws and tusks, they scamper to denude bones of their cloaking flesh at every encounter with the living. Since sorcery rather than muscles and ligaments holds their own limbs intact, broken or shattered bones rejoin during tranquil times.

Skeleton Lord - [(-)-E\$#-5]; Class IV

Innate Abilities: *Undead Regeneration, Drains 3 Con points/round after 3 rounds in 10'R -10 RR; Unaffected by Puncture Criticals; Innate Caster ("Physical Erosion" list to its level).*

Glowing yellow eyes hint of the sorcerous skills at the command of this fleshless haunt. Dominated by the will of the skeleton lord, many lesser skeletons inhabit its domicile, ready to attack. (2-20 Greater Skeleton guards)

Skeleton Joker - [(-)-E\$#-4]; Class III

Innate Abilities: *Undead Regeneration, Drains 3 Con points/round after 3 rounds in 10'R -10 RR; Unaffected by Puncture Criticals.*

A red jester's cap sewn with bells adorns the skull of this jolly bundle of bones. It carries a deck of cards with which to do tricks while recounting atrocious jokes filled with horrible puns.

Skeleton Sovereign - [(-)-E\$#-5]; Class IV

Innate Abilities: *Undead Regeneration, Drains 3 Con points/round after 3 rounds in 10'R -10 RR; Unaffected by Puncture Criticals; Innate Caster ("Physical Erosion" list to its level: all Evil Cleric lists to its level).*

A crown of bone welded to the skull of this skeleton indicates its suzerainty over the contingent of skeletons that guards the stronghold it inhabits. (1-5 skeleton lords and 20-200 other skeletons under its rule.)

Skeleton, Red - [(-)-E\$#-6]; Class VI

Innate Abilities: *Undead Regeneration; Drains 3 Con points/round after 3 rounds in 10'R -10 RR; Unaffected by Puncture Criticals; Innate Caster (all Bard lists to its level).*

With cutting wit and a deadly accurate throwing arm, the Red Skeleton is a formidable foe.

Specter, Minor - [(-)-EN\$#-7]; Class II

Innate Abilities: *Undead Regeneration, Fear 100'R; touch drains 10 Con points/round -20 RR; Non-Corporeal.*

Specter, Lesser - [(-)-EN\$#-7]; Class III

Innate Abilities: *Undead Regeneration, Fear 100'R; touch drains 10 Con points/round -20 RR; Non-Corporeal.*

Specter, Major - [(-)-EN\$#-7]; Class IV

Innate Abilities: *Undead Regeneration, Fear 100'R; touch drains 10 Con points/round -20 RR; Non-Corporeal; "Ice Law" and "Wind Law" lists to the creature's level.*

Cold white lights inhabiting the region where eyes might shine reveal the presence of these nearly invisible spirits. Terror heralds their arrival and fades with the departure of the tattered cloaks they often wrap around their non-solid forms. Lust for power and evil has rendered them inhuman.

Swamp Star - [(-)-EY\$#-M-5]; Class IV

Innate Abilities: *Undead Regeneration, Glowing lure draws victim off path if they fail RR; Touch drains 6 Con points/round; Non-Corporeal.*

A denizen of marshes and fens, the swamp star manifests as a small, bright light. It hops from place to place, falsely promising victims a lost treasure or a safer path, leading them into deep water or quicksand where death awaits.

Vampire - [(-)-EN\$#-7]

Type IV (Minor - Class IV)

Innate Abilities: *Undead Regeneration Innate Caster (2 Evil Ment lists to the creature's level, 2 PP/lvl), bite drains 10-20 hits/round, touch drains 2 Con points/round (-5 RR), Only harmed by magic weapons, silver weapons, puncture criticals from wooden stakes (or similar wood weapons), water and electricity elemental spells, and other appropriate RR spells; shapechange into 1 vampiric form.*

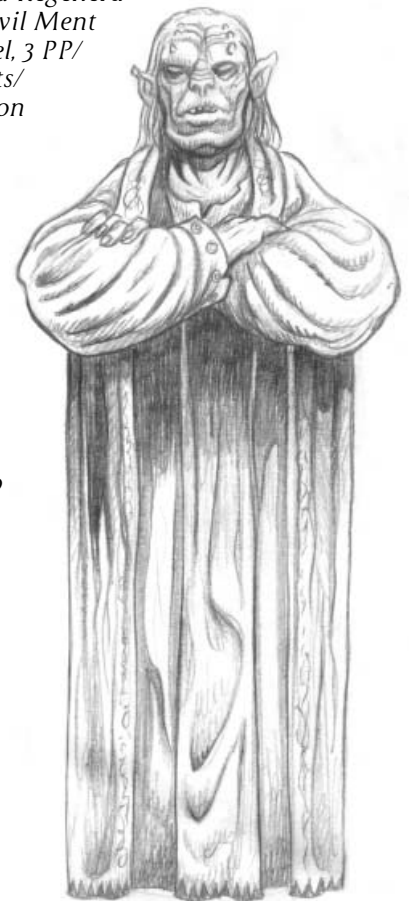
Type V (Lesser - Class V)

Innate Abilities: *Undead Regeneration Innate Caster (4 Evil Ment lists to the creature's level, 2 PP/lvl), bite drains 15-25 hits/round, touch drains 3 Con points/round (-10 RR), drained victims become vampires under control of killer, Only harmed by magic weapons, silver weapons, puncture criticals from wooden stakes (or similar wood weapons), water and electricity elemental spells, and other appropriate RR spells; shapechange into 2 vampiric forms.*

Type VI (Greater - Class VI)

Innate Abilities: *Undead Regeneration Innate Caster (all Evil Ment lists to the creature's level, 3 PP/lvl), bite drains 20-30 hits/round, touch drains 4 Con points/round (-15 RR), drained victims become vampires under control of killer, Only harmed by magic weapons, silver weapons, puncture criticals from wooden stakes (or similar wood weapons), water and electricity elemental spells, and other appropriate RR spells; shapechange into all vampiric forms.*

Unusually handsome men and women, vampires prey on the living to counteract their own deaths and to maintain their excellent health indefinitely. With this change in values, they acquire the ability to change shape – into a bat, a wolf, or a cloud of vapor



– as well as the lack of a reflection in mirrors. Vampires fear direct sunlight and running water, since both mediums curtail their supernatural abilities. Repose in a coffin or similar enclosed area (i.e., mausoleum or vault) is essential to their vitality, and most vampires maintain a stronghold in which to protect their various weaknesses. A stake through the heart or blows from silver weapons will harm a vampire.

Vampire Bunny - [(-)EN\$#-7]; Class III

Innate Abilities: *Undead Regeneration, Touch drains 1 Con points/round; Bite drains 5-15 hits/round; Only harmed by magic weapons, silver weapons, puncture criticals from wooden stakes (or similar wood weapons), water and electricity elemental spells, and other appropriate RR spells.*

This is what happens when a Vampire is trapped with no human victims available!!!

Wight, Minor - [(-)EY\$#-5]; Class IV

Innate Abilities: *Undead Regeneration, Non-Corporeal; 50'R Fear; Innate Caster ("Illusion Mastery" list to the creature's level); Touch delivers 'A' Cold critical; Drains 4 Con points/round in 10'R.*

Wight, Lesser - [(-)EY\$#-5]; Class V

Innate Abilities: *Undead Regeneration; Non-Corporeal; 75'R Fear; Innate Caster ("Illusion Mastery" list to the creature's level); Touch delivers 'B' Cold critical; Drains 5 Con points/round in 10'R.*

Wight, Major - [(-)EY\$#-6]; Class VI

Innate Abilities: *Undead Regeneration; Non-Corporeal; 100'R Fear; Innate Caster ("Illusion Mastery" list to the creature's level); Touch delivers 'C' Cold critical; Drains 6 Con points/round in 10'R.*

Kin to the dreaded barrow-wights, the less insular wights haunt abandoned graveyards and profaned cemeteries. Their vague, dark forms, with a flicker of light where eyes should gleam, present (through magic) the uncertain image of fair and perilous folk whose stern faces promise death and whose weapon arms are quick to fulfill the promise.

Wild Hunt Hound - [(-)EKVY\$#-7]; Class I

Innate Abilities: *Undead Regeneration; 100'R Fear; Touch drains 1 Con points/round.*

A pack of ghostly, white hounds whose eyes and mouths glow red races across the skies and the lands on cold, windy, moonless

nights. Their wild cries drive all without shelter before these tireless pursuers. The dogs do not pause to accommodate the weary, but bite deeply once, leaving the laggard to the fangs of the rest of the pack as it passes. Packs can be modest, or quite large 20-2000 hounds (GM discretion).

Wraith, Lesser - [(-)ENY\$#-8]; Class IV

Innate Abilities: *Undead Regeneration; Non-Corporeal; 50'R Fear; Innate Caster (Gaze delivers 'True Hold', Continuous 'Aura'); 'A' Cold critical to all in 5'R; Touch drains 10 Con points/round.*

Spell Caster: *All spells mastered in life*

Wraith, Greater - [(-)ENY\$#-8]- Class V

Innate Abilities: *Undead Regeneration; Non-Corporeal; 100'R Fear; Innate Caster (Gaze delivers 'True Hold', Continuous 'True Aura'); 'B' Cold critical to all in 10'R; Touch drains 20 Con points/round.*

Spell Caster: *All spells mastered in life.*

A quivering in the air, a red glow where the eyes might flash, a garment or armor housing empty air: these are the signs of a wraith. Its corporeal structure has been so changed through magic that it hardly exists in the physical world. A wraith's weapons also must straddle the gap between the spirit world and the physical world. Their weapons strike during flickers in which they have physical substance. Tiny weapon fragments and residue are left in the wounds and drain the injured; at death, due to these fragments, a new wraith is created. (This taint will remain in any character that receives a critical from a wraith; they will turn into a wraith upon their death unless it is removed, even if they die years later of unrelated causes. The wounds, even after healing will faintly radiate evil. A "Poison Purification" or "Remove Curse" will remove the taint completely. Amputation before death is the only non-magical cure.)

Zombie - [(-)EY\$#-4] Class I

Innate Abilities: *Undead Regeneration; Touch causes nausea (-10 to activity if target fails RR)*

The rotted, shambling remains of dead men drip from the frames of these mindless monstrosities, creatures who serve the wishes of necromancers or more powerful undead. Zombies unimaginatively batter their victims, raising bruises and an often-incapacitating nausea.

Chapter Four Monster Descriptions

04-07 FLYING MONSTERS													
Type	Lvl	Movement Statistics			Combat Statistics					Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ	
Androsphinx	10G	120	Dash/20	FA/FA	L/LA	200G	4(30)	90 LCl (2x)/Spells	1	r	F	Aloof (HI)	
Banshee	3C	70	FSpt/0	MD/MD	M/—	60D	3(20)	40 SCl/50 We/Special	1-2	c	D	Cruel (AA)	
Gargoyle	5D	80	FSpt/30	MF/FA	M/@	80F	16(35)	60 LCl/40 MBi ◀/50 We	1-10	n	D	Greedy (IN)	
Geryon	4C	60	Spt/20	MD/FA	M/—	70D	3(20)*	60 We/80 MGr/100 LCr ✓	1-5	l	C	Aggres. (AV)	
Gorcrow **	1A	110	Dash/30	FA/MF	S/—	20A	1(55)	10 SPi/10 SCl/30 MCl (3)	5-50	b	—	Inquis. (VL)	
Great Eagle													
Minor **	8F	150	Dash/20	VF/VF	M/I	150F	3(60)	80 LCl/60 MBa ◀/60 MPi ✓	1-10	a	F	Good (SU)	
Lesser **	15G	170	Dash/20	BF/VF	L/LA	280G	4(50)	120 HCl/80 LBa ◀/95 LPi ✓	1-5	a	H	Good (HI)	
Greater **	25G	190	Dash/20	BF/VF	H/SL	350H	4(60)	180 HCl/120 HBa ◀/150 HPi ✓	1-2	a	K	Good (VH)	
Great Falcon **	10G	200	Dash/30	BF/BF	L/I	120F	3(80)	70 LCl/90 MPi ✓	1-2	f	F	Aggres. (LO)	
Great Wasp	2B	130	FSpt/20	VF/FA	M/@	50F	3(45)	60 LPi/80 MSt/Poison ◀	1	f	E	Hostile (NO)	
Griffin/Gryphon	8F	100	Dash/30	FA/VF	L/II	160F	4(35)	90 LCl/60 LBa/100 MPi ◀/Both100	1-2	q	F	Bellig. (LI)	
Harpy **	4C	90	FSpt/20	MF/MD	M/—	50F	3(40)	30 MCl (2x)/50 We	1-10	n	C	Cruel (AA)	
Hippogriff	9F	120	Dash/40	FA/FA	L/I	180G	8(20)	90 LCl/75 LPi/Both100	1-2	g	E	Carefree (MD)	
Homunculous	2B	70	FSpt/50	MD/FA	S/@	40D	4(50)	30 SCl/50 SSt/Poison ◀	1	—	G	Varies (IN)	
Ki-rin	8F	100	Dash/30	FA/FA	M/II	90G	4(40)	110 MHo/90 MBa/130 LTs ◀	1-2	m	F	Aloof (AV)	
Lammasu	10G	120	FSpt/20	FA/VF	L/LA	150F	4(30)	140 LCl (2x)/160 MBi/Spells	1-5	j	G	Altru. (VH)	
Pegasus	6F	140	Dash/40	VF/FA	L/I	150G	3(40)	50 MBa/60 MTs ◀/40 MBi	1-5	a	E	Timid (AV)	
Phoenix **	14G	160	Dash/30	BF/VF	L/LA	250F	4(40)	100 HCl (2x)/70 MPi/Spells	1	r	I	Aggres. (AV)	
Roc **	10G	180	FSpt/10	BF/FA	H/LA	400G	4(60)	140 HCl/90 LBa ◀/120 HPi ✓	1-2	x	J	Bellig. (VL)	
Siren **	6E	80	Spt/20	MF/MD	M/—	70D	3(30)	20 MCl (2x)/60 We/Special	1-10	t	D	Playful (SU)	
Sphinx	12F	80	FSpt/20	MF/VF	L/LA	250H	11(60)	140 LCl/100 HBa/Both100	1	v	H	Playful (VH)	
Steardan	5E	120	Dash/20	FA/FA	L/I	200H	3(50)	70 MBa/80 LTs/50 MBi	1-5	a	D	Normal (VL)	
Thyfur **	10G	140	Dash/40	VF/FA	L/I	200G	4(40)	100 HCl/80 LPi	1-2	a	F	Aggres. (AV)	
* — Special													
** — On ground, movement rate is 1/4 of that given; "run" is the maximum pace; the DB is halved, and claw (Cl) attacks cannot be used.													
Note: These statistics are for the given creatures in flying mode.													

4.7 FLYING MONSTERS

Wings bequeath the sky and windblown freedom to those possessed of them. Dizzying views of the tilting earth, leisurely perusals of fabulous cloud castles, and solitary flights close to the stars appear between wing beats on journeys survived by the more intrepid fliers. A searing flash of lightning, the tossing tumult of the winds, and freezing needles of rain demand daring of the sky traveler, but the chance encounter with a fellow wayfarer may prove more dangerous, for malevolence and compelling blood-thirst share the roosts of the winged.

Androsphinx - [asc-E#, QZ, W-7]; 2-4 young; 35' wingspan

Innate Abilities: *Innate Caster ("Creations" and all Ranger lists to 10th level)*

A lion's mane shot with streaks of pure gold haloes their mannish face with supernal light. Their lithe lion's body and gilded wings

enhance the aura of divine inspiration emanating from their presence. Desert ruins, molded from sun-bleached marbles, draw the androsphinx to their inky shadows by day, while the star-powdered sky lures them onto the sands at night. Solitary habits lead the androsphinx to eschew company, mannish and feline, contributing to the dwindling of their kind. Males encountered more often (80%) than females

Banshee - [wmsktc-Et#, Z, W, HPT-6]; 1-2 young; 15' wingspan

Innate Abilities: *If a RR against banshee's cry (100'R) is failed by 01-50 victim flees per "Fear", by 51-100 feelings of hopelessness immobilize victim, by 100+ the victim attempts suicide.*

Long, wild hair veils the unclothed, aged limbs of a banshee. Unruly winds threaten her modesty, tearing the tangled tresses from her wrinkled hag's flesh, while carrying the banshee's cry far across the withered lands

where she spreads her terror. Desiccated, filmy wings carry her husk of a body to the far reaches of her chosen domain. Her tortured wail, strident and shrill within sight of her toothless mouth or wavering and faint from windblown distance, evokes panic, despair, and death. Females encountered more often (85%) than males

Gargoyle - *[-(-)ENX@#-3]; 4-8 young;*

5-7' wingspan

Winged lizards or goblins of stone, gargoyles resemble statuary when still, but rarely display uniformity. Some possess fangs while others have beaks; one is fox-sized, another man-sized; this one flies on bat wings, that one on bird wings. All covet bright, shiny things, which they hoard in concealed nooks. Gargoyles frequent monumental stone buildings, posing on the capital of a column, then moving to a cornice.

Skilled counterfeits of architectural ornamentation, gargoyles are difficult to perceive and recognize except when in motion.

Geryon - *[hnwm-EX@#F,CDJ-7]; 1-2 young;*

30' wingspan

The upper body of a geryon is human, but its lower body is like a snake's tail. Frequently coiled around dappled forest ponds, the geryon displays a placid temperament, rarely attacking unless forcibly disturbed. When traveling from pond to pond, ruin-to-ruin, it glides smoothly on its snake tail. Longer journeys require the bat wings that furl from its human torso.

Gorcrow - *[wmskct-t,R,DHP-3]; 3-5 young;*

8' wingspan

Uniform black plumage mutes the splendor of the gorcrow, grander than the princely raven. gorcrows fly in flocks, wheeling and diving across the sky, observing all movement on the land below. Not

powerful enough to prevail against the mature, armed adults of a species, they prey on the young, the weak, and the aged. Often followers of darkness employ them to harass and spy on their enemies.





Great Eagle, Minor - [(hnaf)-A-4]; 20-40' wingspan, 1-3 young

Great Eagle, Lesser - [(hnaf)-A-5]; 40-60' wingspan, 1-3 young

Great Eagle, Greater - [(hnaf)-A-7]; 120-180' wingspan, 1-3 young

Absolute rulers of the sky, the great eagles build their eyries in the peaks and crags of the loftiest mountains. In ages past they were messengers to the gods, reporting to them all happenings on the surface of the lands below ('greater'). They have dwindled since then, their huge wingspans shrinking to less than a third their original size ('minor' and 'lesser'). Yet the eagles' spirit has lost nothing to time, and they remain fierce, noble enemies of evil. Their sharp sight, hooked beak, and vice-like talons vanquish lesser foes, while the eagles' wisdom and knowledge allied with strategic expertise defeat greater adversaries.

Great Falcon - [kfc-A,CD-4]; 1-3 young; 25' wingspan

A skillful and acrobatic flyer, the great falcon resembles its lesser cousin, the peregrine, in its prowess as an aerial killer. A blow from the talons dispatches the prey at the end of a stoop, while the hooked beak shreds flesh after the kill. If captured while young and trained, great falcons make superb steeds.

Great Wasp - [nwmskt-E@,DH-5]; 50-200 young (many die); 10' wingspan

Innate Abilities: *Sting delivers special level 3 poison (var. B) – causes paralysis in the part of body struck.*

Two large, compound eyes and prominent antennae equip the head, attached to the thorax by a thin neck. Six legs and four wings sprout from this central body part. A narrow waist connects the thorax to the abdomen, striped in black and yellow, where the deadly sting resides. Great wasps are solitary creatures, living alone in mud or clay nests rather than in colonies.

Chapter Four Monster Descriptions

When they hunt prey, the tooth-edged mandibles dominate combat, the stinger used only as a last resort. Plant foods supplement the diet of the great wasp, but this man-sized insect stalks its habitat daily for animal flesh.

Griffin/Gryphon - [mkt-V@,AR,CD-6] 1 cub;
30' wingspan

The scent of warm blood exerts a compulsion akin to battle lust in the savage griffin, drawing it into combat with a swiftness unsurpassed by that of hunger. Metallic plumage clothes its eagle's head and wings, and feathers conceal the razor-sharp talons of its forequarters. Tawny fur covers its lion's hindquarters. Captured in its youth and intensely trained, the gryphon can become a fierce, loyal steed, obedient to none save its rider.

Harpy - [hnawm-R,DJ-6] 1 fledgling; 15' wingspan

Hatred tightens the pale asymmetries of her woman's face and gleams from her narrowed eyes; tension tempers her slender neck and small breasts. Reflected in the shining, blue plumage of her wings and avian body, her psyche hungers for violence. Directed towards all except her own kind, the harpy's malice seeks always to bring hurt and misfortune. Her keening cries paralyze her foes, increasing the deadliness of her cruel talons. The harpy feasts on those she defeats and fouls with excrement their undesired remains. Females encountered more often (85%) than males.

Hippogriff - [wmskt-AR,D-5]; 1 foal; 30' wingspan

Wary of men, the hippogriff dwells among the lonely crags of deserted mountains. It shares the eagle-like forequarters and wings of the gryphon, but the hippogriff's ears and



hindquarters are equine. A frisky disposition leads the hippogriff to play among the winds and thermals of the sky, where it occasionally falls victim to the fiercer leonine gryphon.

Homunculus - [(f)-ENT-6] 2-3' wingspan

Innate Abilities: *Fangs deliver 10th level special poison (var. F) - mild: 1-5 min sleep; moderate: 10-30 min sleep; serious: 1-3 hours sleep; extreme: 4-10 hours sleep.*

Formed of a mage's blood and animated by a shard of their soul, the homunculus rarely strays far from its master. Bat wings carry the stunted goblin (who scarcely reaches a man's knee) to inaccessible nooks and crannies, revealing their secrets to its senses (and to its master if they are concentrating). Snake's fangs deliver a mild poison, but few masters allow a homunculus to face real danger, since wounds given to the homunculus can incapacitate the master.

Hits and activity modifications caused by wounds given the homunculus (e.g. -25 to all attacks) are also suffered by its master; its death stuns them for 1 day; its master may "concentrate" and completely control the homunculus as they view the world through its senses (up to 500'/master's level).

Ki-rin - [msktc-E,AR,HPT-8]; 1 foal

Innate Abilities: *Innate Caster (All Cleric and Healer base lists to 15th level); walk and climb the sky and clouds as if hills or mountains.*

The cloven hooves of ki-rin tread air, clouds, and wind as though the breezes were more solid than soil and stone. Descending from the sky only at night to graze and imbibe the dew, Ki-rin shun the earth and its denizens. By day, the sun bounces from the golden fur covering a deer's body, leaps from the deeper gold of a lion's mane and an ox's tail, and gleams on the rose pearl of a unicorn's horn as the ki-rin gallops across the heavens.

Lammasu - [nams-EVX@,Z,HP-7]; 2-4 young; 35' wingspan

Innate Abilities: *Innate Caster (Animist lists to 15th level)*

Desert caves or sun-drenched rocks in the plains harbor the warmth-loving lammasu. A pride of lions bearing eagle-wings, the lammasu scare travelers with their appearance. Longer acquaintance reveals them to be gentle creatures possessing a deep well of wisdom and compas-

sion. In defense of their young or the troubled seeking succor, lammasu fight valiantly and effectively. But the weak and innocent have no cause to fear them since lammasu feast off the fruits of the soil, never drawing blood to satisfy pride or hunger. Their wings facilitate travel, allowing lammasu to visit other climes, but they avoid human civilization.

Pegasus - [wmsktc-AR-6]; 1 foal; 35' wingspan

Remote alpine valleys secure privacy for the shy pegasus. Meadow grasses and flowers underfoot, winds whistling through the peaks above, and the company of its own kind satisfy the simple desires of this winged horse. The lure of excitement and change draws a few from their secluded abodes into the wide world. Men driven by greedy hearts steal others at foal-hood to rear as steeds. Abducted pegasi often kill their cruel masters to escape and return home. Those who leave willingly in search of adventure form friendships, finding pleasure in carrying these friends on their backs.



Phoenix - [(f)-D-8]; no young (special);
25'-35' wingspan

Innate Abilities: *Innate Caster* ("Fire Law" to 20th level.); immune to fire damage; takes double damage from cold attacks; treat ice bolts as "slaying".

Red and gold plumage clothes the exotic form of the phoenix and sparkles from the fan crest that adorns the slim head, poised on a long, sinuous neck. Hawk-like golden eyes stare from over its crimson beak. Wings matching those of the great eagles carry it to the tops of the tallest trees, where the phoenix makes its nest. If the phoenix succumbs to death while ensconced in the nest, the reeds feed a funeral pyre when the corpse spontaneously ignites. Later, among the cooling ashes a marble egg cracks to give life to a young phoenix (10% of the time two eggs result). Legend asserts that the old phoenix has been reborn.

Roc - [hnwm-AR,CD-6]; 1-3 young;
80'-120' wingspan

Innate Abilities: *Treat claw attacks as "magic" against large or super-large creatures.*

A survivor from primeval eras, the roc remains one of the largest birds hunting the skies. Its strength can easily lift an elephant to the clouds, while its talons and razor-edged beak challenge the might of dragons. Silk-black plumage gleams from the roc's colossal form, and malevolence shines from its yellow eyes. A grove of great trees supports the

tangled mass of its nest at their tops. Piles of bones (and rusted weapons) testify to the roc's carnivorous nature and bloated appetite.

Siren - [hna-V,OS-5]; 1 fledgling; 15' wingspan

Innate Abilities: *Innate Caster* (20th level charm spell at will to all within earshot who fail RR)

Clustered on rocky islands near dangerous coral reefs, sirens lure mariners to these hazards with melodious song. Beauty of voice accompanies beauty of form, and the face and shoulders of a lovely woman grow from an avian body. Sirens resemble the harpies, but their habits are cleaner, their image more seductive, and their disposition mischievous rather than spiteful. Females encountered more often (80%) than males.

Sphinx - [nams-N@,Z,P-6]; 2-4 young;
30' wingspan

Innate Abilities: *Innate Caster* (*Mentalist* base spell lists to 15th level)

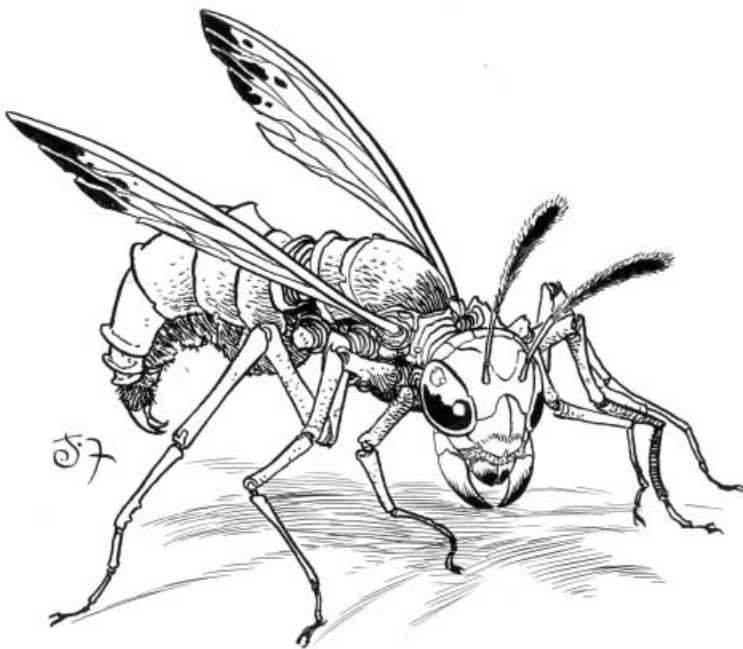
A solitary creature who lingers along the roads outside of cities, the sphinx delights in annoying travelers. One ploy involves the posing of a riddle which must be answered before the wayfarer may continue their journey. When bribed by new riddles, poetry, or bits of prose, a sphinx infrequently volunteers her own extensive knowledge to those seeking such. The winged lion's body, from which her woman's head grows, provides physical security on the occasions when mental machinations fail. Females encountered more often (85%) than males

Stearndan - [mktc-AR-5]; 1 foal; 35' wingspan

Perfect reflections of the graceful pegasi, steardan mirror their cousins in form alone. A steardan's intelligence, although remarkable, is suited to a beast. As steeds, steardan display fierce loyalty, and they make excellent warhorses.

Thyfur - [ktcf-g,AR-4]; 1-2 young; 30' wingspan

More companionable than the great eagles whom they resemble, the thyfur form enduring friendships with men and women, rarely parting from the rider of their choice. Bird and rider shelter in a shared cave, hunting together to supply their meals, and flying together to furnish their pleasure. Thyfur normally inhabit glacial mountains, invigorated by the icy cold of winter and refreshed by the brief, chill spring. Usually accompanied by rider.



Chapter Four Monster Descriptions

04-08 SHAPECHANGERS													
Type	Lvl	Movement Statistics				Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ	
Lycanthropes **													
Werebear	8F	100	FSpt/30	FA/FA	L/II	250G	8(40)	110 MBa/90 LGr/75 LCL ◀/80 MBi ✓	1	m	F	Aloof (→)	
Wereboar	6E	90	Dash/30	MF/FA	M/-	120E	4(40)	70 MHo/70 MBa ◀/60 STs ◀	1 - 2	g	E	Bellig. (→)	
Werejackal	5E	120	Dash/40	FA/FA	M/-	80G	3(50)	60 MBi	1 - 5	g	D	Greedy (→)	
Wererat	3C	60	Dash/20	MD/FA	M/-	50E	4(30)	Both - 40 MBi/30 SCL (2x)	1 - 10	g	C	Greedy (→)	
Weretiger	10G	110	Dash/40	VF/VF	L/I	150F	4(40)	95 LCL/110 MBa/130 LBi	1	m	F	Protect (→)	
Werewolf	7F	130	Dash/30	VF/VF	M/-	130E	4(50)	Both - 70 MBi/60 SCL	1 - 5	m	E	Aggres. (→)	
Changeling	3C	60	Dash/10	MD/MD	M/@	60D	3(30)*	60 We/40 We	1	h	B	Greedy (SU)	
Doppelganger	6F	80	Dash/20	MF/VF	M/@	50D	4(40)*	100 We/70 We	1	m	D	Domin. (HI)	
Empusa	8F	50	Dash/0	SL/MD	M/@	70D	3(50)*	80 We/70 We	1	m	E	Domin. (VH)	
Naga													
Snake form	5E	90	Spt/30	MF/BF	L/LA	100F	11(30)	80 LSt/Poison ◀/70 LGr/150 LCr ✓	1 - 10	h	D	Domin. (SU)	
Human form	5E	70	Dash/20	MD/VF	M/II	100F	4(40)	100 We/60 SSt (3x)/Poison ◀	1 - 5	h	D	Domin. (SU)	
Human/Snake form	5E	90	Spt/30	MF/VF	L/LA	100F	11(30)*	100 We/60 LGr/120 LCr ✓	1 - 5	h	D	Domin. (SU)	
Plon	4D	150	Dash/50	BF/BF	L/SL	150G	1(80)*	body is 50 FBall/Spells	1	r	F	Playful (SU)	
Pooka	10G	130	Dash/30	VF/VF	S/LA	110E	4(50)	120 OB (Varies with size and form)	1	f	E	Playful (AA)	
Silverscale													
Human form	20G	80	Dash/20	MF/VF	M/LA	450H	4(60)*	180 da/Spells	1	m	J	Timid (EX)	
Dragon form	20G	120	Dash/20	FA/FA	H/SL	450H	16(40)	110 HBi & 100 HCL/180 HBa/120 LBr/60 CBr	1	y	L	Domin. (EX)	
Strige	5E	100	Dash/10	FA/FA	M/@	90F	3(40)	60 LCL (2x)/70 MPi/Spells	1 - 5	o	D	Cruel (HI)	
Vargamor	8F	50	Dash/20	SL/MD	M/@	110D	3(30)*	70 We/Spells	1	l	E	Varies (VH)	
Vestice	7F	110	Dash/30	FA/FA	M/@*	130D	4(30)*	90 OB (Varies with size and form)	1 - 2	h	F	Varies (MD)	

* — Special

** — Stats are given for the beast form, not the human form.

Note: For creatures with a Human form and a beast form, the stats given are for its beast form (unless stats are specifically given for a human form). Most of these creatures can have any of the professions and capabilities in their human form. The attack sizes and types for creatures who can take on more than one beast form will vary; usually an OB is given and the attack types can be obtained from the animal tables.

4.8 SHAPECHANGERS

Wherever a shapechanger exercises the aberrant possibilities of a mutable form, confusion spreads through civilization like ripples in still water. Doubt and horror grip the witness of a shapechanger's fluid metamorphosis from woman into tiger or serpent into king. Which is real: woman or cat, snake or king? The insane imagery relayed by the outraged senses persists as an hallucination straight out of nightmare. Unwitnessed transformations permit subtler delusions. The contradictory decrees issued by a monarch, the unexplained mutiny of an army, or a new coolness displayed by one's mate all suggest the tampering deceit of a shapechanger.

LYCANTHROPES

Werebear - [(-)-ENT#-5]

Innate Abilities: Shapechanger (can take the form of a large grizzly bear); Transmit infection (10%); Unharmed by non-magic, non-silver weapons while in beast form. Slow to anger in bear form.

Wereboar - [(-)-ENT#-6]

Innate Abilities: Shapechanger (can take the form of a large boar); Transmit infection (20%); Unharmed by non-magic, non-silver weapons while in beast form. Irascible and hot-tempered in boar form.

Werejackal - [(-)-ENT#-5]

Innate Abilities: Shapechanger (can take the form of a large jackal); Transmit infection (5%); Unharmed by non-magic, non-silver weapons while in beast form. Cowardly and sneaky in jackal form.

Wererat - [(-)-ENT#-4]

Innate Abilities: Shapechanger (can take the form of a man-sized rat); Transmit infection (30%); Unharmed by non-magic, non-silver weapons while in beast form.

Slightly smaller than man-sized when in rat form; occasionally maintains the partially transformed shape of a rat-man.

Weretiger - [(-)-ENT#-7]

Innate Abilities: Shapechanger (can take the form of a tiger); Transmit infection (20%); Unharmed by non-magic, non-silver weapons while in beast form. Least common of the were-creatures.

Werewolf - [(-)EN#-3]

Innate Abilities: *Shapechanger* (can take the form of a large wolf); *Transmit infection* (10%); *Unharmd by non-magic, non-silver weapons while in beast form.*

Occasionally maintains the partially transformed shape of a wolf-man.

During the hours of darkness between dusk and dawn, the phase of the moon affects the shape assumed by lycanthropes. The new moon helps a were-beast to retain their human form, while the full moon tries to mold them into a beast. With morning, the sun's brilliance conquers the moon's gentler elegance, restoring to were-creatures more control over their humanity. Strength of will and experience help free some from the dominion of these luminaries; both in inhibiting the transformation when it is undesired and in aiding the transformation when it is desired.

False rumors imply that wounds received from were-beasts invariably cause lycanthropy in the injured. Actually, the syndrome is rarely transmitted in this fashion (percentage chances of such "infections" are given above). Only the offspring of were-beasts consistently inherit the shapechanging gift, a phenomenon that manifests at puberty. The first plunge into the night-world of bestial passions drowns human reason, but practice facilitates its retention. Were-beasts progress from innocence to altruism or villainy, choosing as men, elves, and other free-willed races do.

TRANSFORMATIONS

The were-beasts given above are a list of the most common forms. A Gamemaster may decide to use any type of animal as the base for a lycanthrope in their world. Similarly, lycanthropes are usually men in their humanoid form; but a Gamemaster may use any race they wish.

Transformations: the chance of transformation into beast form varies depending upon the phase of the moon (at night), the lycanthrope's "control" skill bonus (treat as a secondary skill modified by the self-control stat), and several other factors. In any "tense" situation and every time the moon rises or day breaks, a transformation roll must be made. When the lycanthrope wants to change at other times, they may concentrate for one round and make a transformation roll. After

the roll (1-100 open-ended) is made, the lycanthrope's "control" skill (and stat) bonus is added (i.e., they does not want to take beast form) or subtracted (they wants to take beast form). Then any applicable modifications are added. If the result is negative (or 0), the lycanthrope takes on (or remains in) beast form. If the result is positive, the lycanthrope takes on (or remains in) human form.

Modifications (to transformation rolls and control rolls):

Full moon	-100
daybreak	+100
have taken hits	-25
Half moon	-50
daylight outdoors	+50
have take a critical	-50
New moon	+0
daylight indoors	+25
see a friend wounded	-25
No moon	+0
daylight underground	+ 10
see a friend killed	-50

Plus any similar modifications for emotional responses due to circumstances (GM assigned).

Control while in beast form: if the circumstances dictate it, the Gamemaster may require a lycanthrope to make a control roll. The lycanthrope's "control" skill bonus, self-discipline stat bonus, and any applicable modifications (see above) are added to a roll (1-100 open-ended). If the result is 50 or under the lycanthrope acts as an animal of that type would, if it is 51-100 the human part has partial control, and if it is over 100 the human part has full control.

OTHER SHAPECHANGERS

Changeling - [(-)Nt-8]

Innate Abilities: *Shapechanger* (Alters body form once to resemble another person, rarely shifts more than its facial features after that) *Innate Caster* (can utilize "Study" and "Face Shifting True" from Mystic base at will).

An infant of the faerie folk, the changeling is abandoned to replace a human babe, lost or stolen from its parents. The changeling assumes the image of the lost child, but cannot counterfeit human warmth. Its chill reserve and timeless eyes bewilder and sadden the changeling's adopted family, but the true

loss may go unnoticed. When the changeling matures, it usually attempts to return to the faerie folk, stealing gold, gems and even children as gifts to give upon its return.

Doppelganger - [(-)-ENX†#-7]; 1 child

Innate Abilities: *Shapechanger* (Alters form at will to resemble another, 1 change/round); *Innate Caster* (all spells on the Mystic list, "Mystical Change" to 50th lvl).

Mutable flesh enables the doppelganger to mimic precisely the appearance of any person. Following such a duplication, the doppelganger attempts to eliminate and impersonate its victim. Success in this endeavor allows the doppelganger to simulate a gradual change in their victim's approach to life, allowing the imposter's nasty ambitions to surface plausibly. Failure prompts them to attack, striving to block their exposure as a double.

Empusa - [(-)-NX†-8]; 1 child

Innate Abilities: *Shapechanger* (Assumes any organic form within \times and $2\times$ her mass, but does not obtain any special abilities or spell casting capabilities; 1 round/change).

A gaunt, old hag who conceals her blemishes by shape changing, the empusa

retains a donkey's leg in all her aspects. Whether a seductive houri, a savage lioness, or an imperious amazon, the asinine limb reveals her true nature. As hate-filled as a harpy, the empusa uses subtler means to achieve her malign ends. Females encountered more often (90%) than males

Naga - [(-)-X,U-4]; 1-2 young; 20'

Innate Abilities: *Shapechanger* (May take human form at will.).

Natural Abilities: *Fangs dispense 5th level nerve poison* (var. D).

Normally appearing as snakes with constrictive and poisoning abilities; Extensive underground cities containing onion-domed spires, sculptured fountains, colored lanterns and florescent mosses sprawl through the cavern realm of the Naga, the snake people. Long, lazy cobra-like creatures bathing in the eerie glow of their urban grotto, the Naga take human form while above ground. Of the many strange permutations between man and snake, the Naga favor two: that of a human with three snakes growing from their shoulders to curve over the top of their head where they bare their fangs; and that of a mannish torso joined to a serpent's tail.



Plon - [(-)-Nt-7]; 1 offspring

Innate Abilities: *Shapechanger* (shifts from flaming globe to flaming dragon or serpent at will at 1 change/round.); *Can use its powers of Suggestion on any within hearing* (effects as per the "Suggestion" spell, all RR's are made at -25); *Innate Caster* ("Fire Law" list to 10th level).

As a fiery globe, the plon lurks at cross-roads to misdirect travelers. A hissing voice issues from the midst of the flames to beguile and persuade, often urging a ruinous course of action. When migrating from one cross-roads to another, the plon travels as a great serpent or dragon, scorching the ground where it passes. However, it always returns to flame form if attacked or attacking.

Pooka - [(-)-Nt-4]; 1 offspring

Innate Abilities: *Shapechanger* (Can take on the form of any small mammal; can enlarge to 3x normal size, for 5 minutes every hour); *Invisible at will*.

Animal spirits who make mischief in the domestic realm, pookas wear the shapes of rabbits, weasels, ferrets and other small creatures. When confronted by an angry housewife's broom or an enraged stableman's pitchfork, the pooka expands its size to better defend itself. (See animal descriptions to extrapolate the abilities of giant rabbits, stoats, etc.) A pooka may occasionally befriend a human; especially shy, quiet, retiring ones. A pooka cannot be controlled by such a "friend" and will often play mischievous tricks on those around the "friend"; it will however protect its "friend" in its own way (often a 'big' surprise for bullies).

Silverscale - [(cf)-AR,CD-8]; 1 infant

Innate Abilities: *Shapechanger* (May assume either human form or dragon form at will, requires 1 round of concentration); *Innate Caster* (All Bard base lists to 20th level, and "Mind Visions" Seer list to 15th level).

Reflections glitter in metallic hair and eyes when the silverscale assumes the human form of a lissome maid or a muscled youth. Roaming mountainsides and wandering forests, this fair creature encounters few save nymphs and satyrs, avoiding men and man-nish envy. Alternates between being "timid" and "dominant" every century. Those lucky enough to encounter one of these long-lived creatures in its "timid" phase might receive

much information. However in its "dominant" phase, the Silverscale is less reclusive. The rule of nations usurped by dragon-queens and the worship of priests given to dragon-gods flavor its draconic life.

Strige - [ktc-C-7]; 3-5 young

Innate Abilities: *Shapechanger* (at will from human form to giant raven form, 1 round/change); *Innate Caster* (all bard lists to 10th level when human.)

Shape shifters whose womanly form changes to that of a great raven, striges steal children by night. Their grasping talons snatch the innocent through the window and away to needle-carpeted pine forests. In the filth of their nests, the most delicate morsels are gobbled by the strige's foul hatchlings, trapped in bird form until maturity. Females encountered more often (85%) than males

Vargamor - [mktc-CD-6]; 1 child

Innate Abilities: *Innate Caster* (As maid: All Magician lists to 10th level; as matron: all Cleric and Evil Cleric lists to 10th level; as crone, all Mentalist, Seer, Bard, and Astrologer base spell lists to 10th level)

A witch whose aspect changes with the aging of the day, the vargamor appears as a maid in the morning, a mother in the afternoon, and a crone by night. Her disposition varies with her aspect. The maid explores the world with a newborn's curiosity, but displays little human warmth. The mother rules her kingdom – house or nation – and nurtures those in need. The crone hoards knowledge and prophecy, dispensing such with bitter rancor. Females encountered more often (95%) than men

Vestice - [(f)-Z,W,H-5]; 1 child

Innate Abilities: *Shapechanger* (Can assume any animal form within ½x and 2x her mass, 1 round/change); *Innate Caster* ("Disease" and "Curses" Evil Cleric lists to 20th level.)

Wild women who can assume the shape of any animal, vestices roam the wastelands where they dance under the moon. Insanity clouds their mental faculties and prompts crazed behavior. Exchanging human babes with those of the fey folk, a vestice creates changelings and the grief that surrounds such children. Females encountered more often (90%) than males.

Chapter Four Monster Descriptions

04-09 PREHISTORIC ANIMALS												
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Dinosaurs												
Anklosaur	5E	50	Spt/10	VS/MD	H/LA	300H	20(30)*	100 HBa 100	3-30	—	E	Passive(NO)
Brontosaur	4D	60	Run/0	SL/SL	H/SL	550H	8(20)	60 HBa 30/60 LBa 20/Both 50	10-100	—	E	Passive(NO)
Triceratops	5E	90	FSpt/20	MF/MF	H/LA	350G	20(20)*	100 HHo 100/80 LBa ◀/70 LHo ◀	3-30	—	E	Passive(NO)
Tyrannosaur	8F	50	Dash/30	MD/FA	H/SL	500E	11(30)	200 HBi 100	1	—	G	Bellig.(NO)
Stegosaur	4D	40	Run/0	VS/VS	H/SL	400G	19(40)	80 LBa 100/100 HHo ◀	2-20	—	E	Passive(NO)
Pterosaurs (fly)												
Small	3H	60	Spt/50	SL/MD	M/—	60E	3(50)	50 MPi 80/40 MCl 20	2-20	—	C	Hungry(NO)
Large	4D	50	Spt/40	SL/MD	L/—	90F	3(30)	80 LPi 70/60 MCl 30	1-10	—	D	Hungry(NO)
Elothere (G. Boar)	5E	100	Dash/20	FA/FA	L/I	180G	4(20)	80LHo 100/70 LBa ◀/60 MTs ◀	1-10	—	D	Aggres.(NO)
Megalodon (G. Shark)	8F	110	FSpt/10	VF/FA	H/LA	450H	7(30)	140 HBa 20/120 HBi 80/160 HGr ✓	1-2	—	F	Hungry(NO)
Sabertooth Tiger	7F	120	FSpt/30	FA/VF	L/I	200G	4(40)	90 LCl 30/ 100 MBa 70/90 MHo ✓/120 LBi ◀	1-2	—	D	Aggres.(NO)
* — Special												

4.9 PREHISTORIC ANIMALS

Although their heyday preceded recorded time, the size and nature of these creatures still stirs wonder and fear. Giant beasts which loremasters commonly consider extinct, they are more than mere figures of legend. These ancient denizens may yet be about, roaming in the remote wild and awaiting the rebirth of their primacy.

DINOSAURS

Dinosaurs are reptiles and as the distant ancestors of birds. Unlike most reptiles, these creatures come in cold-and warm-blooded varieties, some being as small as a hen while others reach lengths of over 90' and weights exceeding eighty-Five tons.

Herbivorous dinosaurs are legion, but the most interesting sampling travel in herds or small bands and walk on all fours, with their tails outstretched for balance. Slow-witted (it takes 2 seconds for a message to travel from a brontosaur's tail to its head) and plodding, they rely on their size, numbers, or body-armor to ward off meat-eating predators.

Carnivorous dinosaurs tend to be quick, two-legged hunters that run like ostriches and attack using their huge jaws. Always hungry and not particularly smart (although smarter than the herbivore), they will stalk and ambush almost any creature. During the hunt they rely on their acute sense of smell and small but effective eyes to track their prey.

Then they dash forth, with their necks out and their tails up off the ground.

Anklosaur - [hnawms-V,FQ,HP-6]; herbivores; travel in groups of 3-30; thick armor plates cover its low, wide back; prehensile tail ends in huge bony club; 15'-25' body; back is AT 20, underside is AT 4.

Anklosaurs are low-slung vegetarians. Their small skulls and wide, flat backs are covered with a thick, bony armor which is nearly impermeable to physical attack. Most predators prefer to attack their necks or undersides. Before defeating an anklosaur, however, one must overcome its less passive defense – a long, prehensile tail which is tipped with a huge bone club. Anklosaurs can rotate fairly well, flicking their tails to discourage their foes. In close combat, they can club an unfortunate aggressor.

Brontosaur (Apatosaur) - [hnawms-V,FMQ,DHP-2]; extremely stupid; exclusively herbivores; move in herds of 10-100; 50'-80' body including 12'-20' neck and 15'-25' tail; 25-50 tons.

The brontosaur is a classic plant-eating dinosaur. Huge, they can pick foliage out of trees 30' above the ground. They are grazing animals that live in large herds and have habits similar to those of a giraffe. Although they occasionally wade into marshes for food or protection, they sink in mud and do not venture into lakes. Contrary to the legends of old loremasters, brontosaurs tend to drown when fully submerged. Their herd organiza-

tion and great size are their primary weapons of defense.

Triceratops - [hnawms-V,FQ,HP-4]; herbivores; travel in groups of 3-30; armored head sports two 2'6"-4' horns and one 1'-2' nose horn; 18'-27' body; head is AT 20; body is AT 4.

The triceratops is an agile, fast-moving herbivore, a rather unique and pugnacious plant-eater. Although its stout, arching body is unarmored, it rarely runs or refuses a fight when confronted. Its massive head is covered with thick bone which sweeps up over its neck, like an outstretched collar. Two great forward-facing horns protrude above its smallish eyes, while a smaller horn sprouts from the tip of its hard nose.

Tyrannosaur (T-rex) - [hnawms-V,FQ,DHP-4]; brutal carnivorous predator; loners; 3'-4'6" jaws, 5"-6.5" teeth; 40'-50' body including 15'-20' tail, 15'-22' tall; 8-12 tons.

No dinosaur is more ferocious than the tyrannosaur. The "terrible lizard's" great bulk supports a 6' long skull, fitted with huge, ripping teeth. Fast and furious, it prowls near the herbivore's foraging grounds and then attacks with a short burst of speed. The startled and terrified prey may flee and most may outrun the rapidly-tiring tyrannosaur

over a few hundred yards distance, but at least one will fall victim to its quick, brutal charge. As with most hunts, the old or weak provide the common fare.

Stegosaur - [hnawms-V,FQ,R,HP-3]; extremely stupid; upland herbivore; travel in groups of 2-20; prehensile tail supports four to six 18"-30" spikes; 20'-35' body.

The stegosaur is a peaceful herbivore with a low-slung head and tail and an arching, bulky body. Its armored hide deters attack, as does the double row of projecting, upright plates that run along its spine. A stegosaur's short, powerful tail ends in an array of four to six spikes. Its formidable arsenal is critical to its survival, for the stegosaur is incredibly slow and stupid.

Pterosaur, Small - [hnawms-FQ,R,HP-4]; combine gliding and true flying; roost in cliff nests; most active around dawn or dusk; 3'-4' body, 9"-18" beak, 9'-12' wingspan.

Pterosaur, Large - [hnawms-FQ,R,HP-5]; gliders that get lift out of almost any breeze; roost in cliff nests; most active around dawn or dusk; 4'6"-6' body, 3'-4'3" long head (including 18"-30" beak), 15'-30' wingspan.

Pterosaurs (e.g. pterodactyls and pteranodons) are close relatives of dinosaurs and are, in many ways, akin to ancient



mammals. These great warm-blooded flying beasts have (usually white) fur-covered bodies, short legs, sharply curving talons, and disproportionately large wings. The pterosaur's furry wings are actually formed of extremely thin skin and membranes, with webbing stretched between their arms and an elongated outer finger (like those of bats). Extremely light and awkward when walking (they cannot run), they operate best in the sky. Their phenomenal gliding ability enables them to soar about for hours without flapping. They take off by stretching their wings against the lightest of breezes. Once in air, they manipulate the drafts and maneuver with artful skill, searching for carrion or small beasts. Pterosaurs have superb hearing and eyesight and, although amazingly light (35-60 lbs), large individuals can sweep down and carry off loads of up to 200 lbs. (when standing, however, they cannot lift off when bearing any appreciable weight.) Ever-hungry, they can be very dangerous.

OTHER PREHISTORIC BEASTS

The ancestors of many of our foremost mammals are known to be giant beasts, species adapted to temperate, cool, or cold climates. These are the dominant early ice age species.

Elothere (Giant Boar) - [wmktc-@,F,R,CDHP-4]; *sluggish in hot weather; travel in families of 1-10 led by a single male; 3"-5" upward-curving tusk-like lower canines; 4-8 ft; 2-6 piglets*

Two of the most notable ancient mammals are the elothere and smilodon. The former is a huge omnivore, the forefather of the wild boars of the old world. A quick, agile beast which prefers forest dwelling, the elothere is both wily and adaptable. When threatened or alarmed, it can also be quite dangerous. The Elothere won't pass up a meal and, should it down its adversary, may indulge in a little carrion carry-out.

Sabertooth tiger (smilodon) - [wmktc-@,F,R,CDHP-5]; *adept nocturnal predators; loners; 5"-7" tusk-like canine teeth; 6-10 ft; 2-5 young*

Smilodons are awe-inspiring stripeless tigers. Often dwelling in caves or under overhangs, they are well-suited to rugged, open terrain; otherwise their aggressive predatory habits mimic those of normal tigers. These meat-eaters leap well (up to 40' on the run) and are accomplished wrestlers. Generally, sabertooths will ambush their quarry, making a quick charge, leaping, and immobilizing the shocked or downed prey with their long claws and powerful, toothy jaws. They make terrible pets.

Megalodon (giant shark) - [hnawms-O-3]; *instinctual, ever-active hunter; 40'-60'*

Ancient fish are often remarkably similar to their descendants. Being a relatively stable environment, change comes slow to the sea. Still, the elder days produced a number of uniquely dangerous predators, the most conspicuous being the megalodon or "giant shark."

Like the great hunting sharks, the megalodon is always on the prowl, constantly swimming and feeding. Its acute senses allow it to perceive slight changes in water pressure and subtle odor shifts at ranges exceeding one mile. Sudden movements and blood spills attract them from afar. Their quick, meandering approach usually (75%) results in a frightening attack, particularly if the potential meal is wounded (95%). Fresh blood may spawn a megalodon "frenzy," a sort of rampaging orgy. At that point, one's best defense is to stun the megalodon, either by whapping it "upside the head" or outmaneuvering the charge and striking it on its large, smooth, vulnerable sides. The shark's "soft," flexible cartilage skeleton fails to protect its precious organs as well as the bony structure found in most fish. In addition, the megalodon will run from most sonic attacks. They prefer easy meals, and flee if shocked or badly wounded. Their flight is invariably accompanied by a discharge of excrement, which acts as a cloud covering their retreat.

Chapter Four Monster Descriptions

04-10 DANGEROUS PLANTS

Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Animal Trees												
Lambtree	1A	80*	Dash/10	MF/MD	M/—	30A	1(30)	10 SBa (1 attack/lamb)	1 - 10	—	—	Passive (NO)
Tigertree	5E	100*	FSpt/30*	FA/VF	L/—	150F	4(30)	as Tiger (1 attack/tiger)	1 - 5	h	D	Aggres. (NO)
Emitter Plants	3C	—	—	—	M/—	50E	1(10)	poison: varies (see descriptions).	varies	—	—	Passive (NO)
Sentients												
Awakened Tree	5E	—	—	—/MD	L/LA@	200F	11(0)	60 LBa (3x)/50 LGr ◀/60 LCr ✓/Special	1 - 50	m	C	Bellig. (MD)
Slowroot	10G	60	Run/0	SL/MD	L/LA@	250G	11(40)	80 LBa (2x)/70 MGr◀/80 LCr ✓	1 - 10	a	F	Aloof (AV)
Treherd	20G	60	Run/0	SL/MD	H/SL@	350H	12(50)	120 HBa (4x)/100 LGr ◀/100 HCr ✓(2D)	1	a	H	Protect (HI)
Trapping Plants	2B	—	—	—/MD	M/II@	50D	11(10)	Special/20 SGr (number varies)	2 - 20	g	—	Hungry (NO)

* — Special

4.10 DANGEROUS PLANTS

Forests and jungles harbor more dangers than the warm-blooded and cold-blooded beasts that stalk and kill. Ancient, tangled roots of mighty trees and young, sinewy threads of ephemeral vines wring nourishment and anchorage from the earth to support the upper foliage reaching for the sky. Branches clothed in these leaves stretch eagerly towards passersby, constricting to crush or entwining to cause a stumble. Flowers adorning the greenery emit toxic pollens and oils, poisoning those who breathe too deeply or touch habitually. The sun-warmed beauty of the arboreal world can be startlingly lethal.

ANIMAL TREES

Lamb-tree - [wmsk-t,DP-5]

Innate Abilities: A pod tree that generates baby sheep.

Tiger-tree - [na-JP-6]

Innate Abilities: A tether tree that generates tigers.

A strange fusion of animal and plant life, the pod tree and the tether tree both take nourishment from the earth and sun, but give birth to carnivores, omnivores, and herbivores. Pod trees grow fruits that open to release the animal grown within, now free to wander as it chooses. Tether trees produce buds that flower into animals,

forever tied to the parent plant by the stems on which they bloomed.

EMITTER PLANTS

The noxious substances created and emitted by certain plants – toxic pollens, poisonous spores, or envenomed hairs – make them menaces to all. Often a deceptive beauty encourages the traveler to admire more closely, leading them to inhale damaging fumes or touch corrosive oils.



Ansillus - [nms-N†,D-7]

Innate Abilities: Pollen is level 6 special poison (variability C) – inhalation produces violent behavior together with memory loss: mild -1 hrs; moderate 1-2 hrs; serious 2-6 hrs; extreme 6-12 hrs.

White, many-petaled blossoms cluster among the shiny, dark green leaves of this decorative creeper. A sweet fragrance drifts from them, inviting enjoyment. Yet fate punishes those who accept the invitation and inhale more deeply from the flower-cup. An expression of inhuman rage transforms their faces, while they perform almost every kind of violent depravity imaginable. Amnesia claims their memories of the events, but victims do not forget so easily.

Clivimis - [hnwms-†,D-3]

Innate Abilities: Pollen is level 4 special poison (variability B) – damage to lungs requiring complete rest (or healing magic) for recovery: mild 5-15 hits & 1 wk rest; moderate 15-25 hits & 2 wks; serious 25-40 hits & 4 wks; extreme 40-60 hits & 8 wks.

Growing in clusters that resemble moss from a distance, purple bell-like flowers hang from small, delicate stalks. In springtime they disperse a pollen that severely burns the lungs when inhaled. A season of bed rest and healing must follow to prevent death.

Deadly Milk-White Trumpet - [nmk-CD-3]

Innate Abilities: Pollen is level 7 special poison (variability D) – if fail RR by 01-100, 4-8 days nausea, blindness; if fail by 100+, madness; seed is level 1 special poison (var. A) – if fail RR, euphoria & -25 in combat.

A dead-white shrub that grows in temperate, coniferous woods to twice the height of a man, the trumpet exudes a sickening odor when bruised. In late summer, huge pale flowers bloom on it, producing pollen that causes blindness and nausea lasting a week if inhaled, and in extreme cases, madness. In mid-autumn, a prickly seedpod shelters black, bitter seeds that bestow euphoria and a false sense of surety in battle (when ingested). The shadows of evil strongholds foster an unusual concentration of these plants.

Delphinuris - [nmk-CD-2]

Innate Abilities: Oil is level 10 special poison (variability E) – amnesia: mild 1-10 days; moderate 10-25 days; serious 25-50 days; extreme 50-100 days.

Many rocks and northerly slopes of deciduous forests display a thick carpet of this springy moss (whose name means “night’s silences” in the woodfolk’s tongue). Its natural pillows beckon the weary to rest within sylvan dells, but this enticing prospect is best resisted. The weight of a relaxing traveler presses a volatile oil from the moss, inducing several days amnesia upon contact with it.

Exploding Mushrooms - [hnwmk-DJ-4]

Innate Abilities: Spores are a level 15 special poison (variability H) – one breath delivers 5-20 hits.

Ripening inside the umbrellas of these mushrooms, spores produce ever-increasing pressure as they approach maturity. In late autumn the mushrooms burst, disseminating great clouds of spores into the air. Unwary footsteps often hasten this explosion, bathing the unfortunate in the poisonous spores.



Laevenus - [hw-J-5]

Innate Abilities: Pollen is a level 2 special poison (variability B) - if fail RR, death in 2-12 hrs.

A showy, orchid-like flower with black petals, the laevenus thrives in the warm, moist climate of the jungle. The unfortunate who breathes its scented pollen dies slowly and euphorically as their blood turns into a black, sticky, toxic fluid.

Spinewoods - [nwmk-F-3]

Innate Abilities: Spine irritant is a level 5 special poison (variability E) - mild -50 to maneuvers; moderate convulsions; serious blindness; extreme death.

A low-growing, shrubby tree, spinewoods often form dense thickets on islets and along streams. The twigs and leaves blur behind a covering of fine, short downy hairs. Brushing against the foliage reveals the "hairs" to be extremely sharp spines that pierce the skin, causing an extensive, burning rash and occasionally, muscle spasms. Spines violating the eyes may cause blindness, and those inhaled may cause death by suffocation.

Salorisa - [nwmk-CD-4]

Innate Abilities: Pollen is a level 4 special poison (variability C) - one breath delivers:

mild 25-50 hits; moderate 50-100 hits; serious 100-175 hits; extreme 175-275 hits.

Delicate pink flowers sprinkle the dense, blue leaves of this prolific ground-covering shrub. It grows wild in shaded beds along the edges of meadows. Deer graze on its foliage in all seasons except early spring, when the budding flowers carry harm in their fragrance.

Spirium - [nams-D-4]

Innate Abilities: Pollen is a level 12 special poison (variability G) - Mild: one breath brings: mild drowsiness, -25 to general effectiveness; moderate 1-2 hr doze; serious 1-4 hrs sleep; extreme 4-8 hrs sleep.

A white snowy moss, spirium hangs in garlands from the boughs of trees in warm climates. Its soothing pollen brings restful sleep to the passerby, a gift to the insomniac, but a grave risk in territory frequented by enemies or bloodthirsty beasts.

SENTIENTS

The violence manifested by many of the dangerous plants is an unwitting response to the pressures of evolution. True choice is the prerogative of only a few dwelling within the arboreal world. Elven sympathy for the lesser plants, wild and domestic, colors their attitudes and actions.

Awakened Tree - [(f)-CD-5]

Innate Abilities: 20'R, feelings of despair if RR is failed.

Warped by the unclean influence of evil, these gnarled trunks grasp spider webs and shadows as well as darkened foliage with their boughs. Malice and spite devour their treeish spirits, bestowing an unusual animation to their limbs. Mannish creatures take the brunt of their hate, expressed by hurled fruit and grasping branches. Yet none remain exempt from such treatment, and all feel the oppressive gloom generated by a grove of these trees.

Slowroot - [(f)-CD-6]

Innate Abilities: In one minute: a slowroot can reduce 20 cubic feet of packed earth to powdered earth or crack 2 cubic feet of stone into rocks.





Treeherds who have grown sleepy (or trees whose acumen has grown to rival the treeherds' sagacity) are called slowroots. They gather together in groves where the creak and groan of limb accompanied by the murmur of wordless voices affirms their drifting awareness. When roused, slowroots borrow sufficient purpose to release their grip on the earth and shroud themselves in shadow to obscure their movement. Their freed roots gnaw earth and crack stone, defeating even the mightiest of fortresses, while their sweeping boughs suffocate the armies of their enemies. Fueling their unusual alertness, the slowroots' wrath heats the air and makes it throb with hostility.

Treeherd - [(f)-CD-9]

Innate Abilities: *In one minute: a treeherd can reduce 100 cubic feet of packed earth to powdered earth or crack 10 cubic feet of stone into rocks.*

Guardians of trees and slowroots in ancient forests and wardens of herbs and flowers in sunny dales, treeherds have tended their rustic charges since the dawn of time. As the ages passed, their numbers dwindled until only a few treeherds remained, and the garden-keepers lived solely in memory.

Treeherds who have not grown drowsy appear as mannish or giantish figures that stand as tall as a cottage. Skin like smooth bark covers their limbs – graceful like the limbs of rowan, birch, and beech – and many fingers adorn each hand. Bushy, twiggy hair sprouts from their heads and two solemn, penetrating eyes flash with green light. Young treeherds possess the sweet, rustling beauty of tall grasses, while the older are hale and hearty. Usually decisions and subsequent actions require lengthy deliberation by the sage treeherds, but anger rouses them to hasty cogitation and swift accomplishment. The stone-cleaving power of their rage wreaks awe-inspiring devastation. Treeherds who grow sleepy and treeish change shape, adopting the form of the trees they guard.

TRAPPING PLANTS

Those who run on legs, slither on scales, or fly with wings are threatened by trapping plants. Flesh and blood forms an integral part of their diet, and these flora have devised many tricks with which to obtain both.

Dreamvines - [wmk-F,D-6]

Innate Abilities: *Touch produces euphoria after 10 turns, then sleep (RR); roots which achieve a Gr critical suck fluid from flesh, dealing 21-40 hits/round.*

Wiry creepers with shriveled black leaves, dreamvines grow among the exposed roots of the greatest trees. Prolonged contact with the leaves (while lounging on them) brings a dreamy joy followed by slumber, allowing the vines to twine around their victim, sinking hair-like roots securely into their flesh. Death comes swiftly even if the sleeper awakes, since euphoria saps their will to escape.



Fly Trap, Giant - [hnwm-DJ-4]

Innate Abilities: *Trap shuts in 1 round; digestive acids deliver 5-10 hits/round.*

A cluster of thick shoots, each terminating in a man-sized leaf with a spring-like hinge down its middle rib and fringed by spikes, the fly trap requires more than earth, rain, and sunshine to sustain life. Animal flesh supplies the missing nutrients. Careless prey venturing onto the broad leaves brush sensitive trigger hairs which cause the trap to snap shut, imprisoning the beast or man behind the spines that complete the cage. Digestive juices work at leisure, dissolving the prisoner in two or three days.

Grippershrub - [hnwm-M-4]

Innate Abilities: *Trap closes in 1-2 rounds; digestive acids deliver 2-4 hits/round.*

Smaller cousin of the giant sundew, grippershrubs rarely grow large enough to threaten a grown man, but many possess sufficient size to harm dogs, goats, and stray children. Its sticky leaves are resilient, resisting cuts and the blows of blunter tools, but they burn readily when exposed to a hot flame. Marshes darkened by evil powers shelter numerous grippershrubs, but they can thrive in any swampy area.

Pitcher Plant, Giant - [hnwm-DJ-3]

Innate Abilities: *Stomach acid delivers 10 hits/round.*

The carnivorous pitcher plant shadows its gourd-shaped stomach by a tall, leafy stalk where a giant crab spider usually takes shelter. The spider stretches its web across the brightly colored lip thick with sweet, sticky plant fluids. Smaller prey are caught in the web, killed by the spider's poisonous fangs, and sucked dry of bodily fluids. The withered corpse is discarded into the plant's viscous belly. Larger prey, intrigued by the curious appearance of the interior of the stomach gourd, break through the web, sliding rapidly into a pond of digestive acids.

Sundew, Giant - [nwmk-F,DJ-5]

Innate Abilities: *Trap closes in 1-2 rounds; digestive acids deliver 3-6 hits/round.*

A tall, narrow shoot sprouts from the center of huge, sticky leaves clustered around its base. The unwary are caught by the leaves, which curl up and around their prey to form a temporary stomach in which digestion occurs. The largest of sundews can trap and digest a human being in 48 hours.

5.0 RACE DESCRIPTIONS



The creatures presented in this section are described as members of specific “races”. For the purposes of encounters and adventures, their statistics are presented in the same fashion as the other creatures (i.e., statistics for an average member of each race). However, we also give statistics (see race abilities table after section 5.4) that allow the development of individual characters using character law. The mannish races are not discussed because they are the norm for standard *Rolemaster* abilities and skills (see table 04-01 in *Character Law*).

A Gamemaster must decide the place (if any) for these races in their world and their significance. They must also decide which races are appropriate for their players' characters and which are appropriate for non-player characters only. We provide the full capacities for each race in order to allow a Gamemaster flexibility in making their own decisions as to which races are appropriate.

We do not necessarily intend all races to be used as player characters in all games (e.g. a group of “titans” might quickly get out of hand in most games) and some races are almost crippled for use as PCs by flaws. To help out, we offer two options.



OPTION 1.1: RACIAL LEVEL OFFSET (RLO)



The Racial Level Offset (RLO) figure given on table 05-05 is a basic measurement of how strong or weak a race is in relation to Common Men. A value of 0 indicates this race is roughly equivalent in power to Common Men, a positive figure indicates that the race is more powerful, and a negative value indicates that a race is weaker.

There are two RLO values given, one with, and one without Background Options (BGOs). When used, the variance in number of BGOs by race go a long way toward final balancing of the races, so the values in that

column are much less diverse, most of them being "0". If the GM is playing without BGOs, or giving all races even BGOs, then use the second, more diverse column of RLO values.

Any Character created with a race that has a Racial Level Offset (RLO) of 0 can be created normally and introduced into a party of the same level.

Stronger Races: *Any Character created of a race with a Positive RLO are level 1 but their Level values for experience points should be adjusted upward to the level indicated, which will cause them to develop slower. (They are pushed up the table closer to the points where the EP costs per level rise.). This race is now balanced for character generation and can be introduced into a party of a level equal to their racially adjusted level.*

Example: *Hill Giants have a RLO of 5. So creating a character using this option, the Hill Giant character would be 1st level, but should be considered 6th (1st level + 5 RLO) level for experience point purposes (70,000 EP), and require 90,000 EP to advance to 2nd level (The equivalent of 7th level worth of EP). This character is suitable to be introduced into a party of 6th level characters, or can be leveled up to the point where they are 5 levels behind the party level.*

Weaker Races: *Any Character created of a race with a negative RLO has their Level values for experience points adjusted downward to the level indicated, which will cause them to develop faster. (They will reach the 20k EP per level and every latter increase later, allowing faster leveling.) This race is now suitable for character generation to be introduced into a party of the Character's level minus the (negative) RLO.*

Example: *Kobolds have a RLO of -2. So creating a character using this option, the Kobold character would be two steps down the experience level table (mirror of the table going up) so this character would complete character generation at 1st level, at -10,000 exp. This character can be leveled up and will fit into a party equal to their actual level -2. (i.e. at 3rd level, this character would fit in with a brand new party of 1st level Common Men.)*

OPTION 1.2: HARDER TO **REMOVE RACIAL FLAWS**

Set Option 8 (**Character Law**, pg 61) allows flaws to be removed from character races for 1 background option each. This can at times make things too easy in terms of turning a flawed race into a strong one. Using this option there are two new rules regarding flaws and BGOs.

New flaws are introduced here in *CT*, labeled on the race summary as "Crippling Flaw (Description)". These flaws cost two BGO each to remove for a PC.

The intolerance to sunlight flaw, , takes 1 BGO per -25 of penalty removed. (So -75 would require 3 BGOs to completely remove.). It can be partially removed, so 2 BGOs applied to a -75 penalty would reduce it to -25.

5.1 GIANT RACES

Superhuman strength grants giantish folk frequent victory over lesser foes. Yet lack of numbers, fear of daylight, or altruistic intentions diminish their threat to mannish civilizations. Some increase the pride-swollen armies of evil lords, but most value their independence above all else and wander uninhabited tracts of wilderness.

Cyclops - [hnwm-X@,UR-7]; 23'-27' tall

One-eyed giants who prefer solitude, cyclops keep tidy, well-provisioned caves full of wax-sealed cheeses, dried meats, jars of honey, and casks of wine. The remains of trespassers are flung out onto the garbage heap, but their belongings find places in orderly chests and closets. A cyclops rarely seeks violence, but will not tolerate any breach of their privacy. Even chance encounters in the woods and fields adjacent to a cyclops' abode stir them to repel intruders with fury. The man who flees may live to tell the tale, but he who stands to do battle seldom escapes the compost pile. When a cyclops meets another of their kind, both usually perform an about-Face and stride rapidly away. Average lifespan of 120 years.

Chapter Five Race Descriptions

05-01 GIANT RACES													
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics				
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ	
Cyclops	12G	100	FSpt/10	MF/MD	H/SL	450G	11(30)	90 We * (3D)/70 LGr */110 LCr ✓	1	t	F	Hostile (AV)	
Giants, Lesser (non-intelligent)													
Minor	6E	100	Dash/20	FA/FA	L/LA	200F	4(20)	60 We (2D)/50 LGr/80 LCr ✓/50 ro	1	g	E	Belig. (VL)	
Normal	12F	110	FSpt/10	FA/MF	H/LA	250G	8(20)	80 We (3D)/70 LGr/100 HCr ✓/70 ro (150')	1	m	F	Belig. (VL)	
Major	15G	120	FSpt/10	FA/MF	H/SL	350H	12(30)	100 We (4D)/90 LGr/150 HCr ✓/90 ro (200')	1	r	H	Belig. (VL)	
Giants, Greater (intelligent races)													
Cloud	12G	120	FSpt/20	FA/MF	H/SL	400H	16(70s)	140 We (4D)/90 ro (300')/Spells	*	x	J	Varies (SU)	
Fire	6F	90	FSpt/20	MF/MF	L/LA	325G	11(50s)	100 We (3D)/70 ro (300')/Spells	*	t	H	Greedy (AA)	
Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80 We (2D)/100 lb (2D) (2xRange)/Spells	*	r	G	Aloof (AV)	
Frost	6F	80	FSpt/10	MD/MD	H/LA	350G	11(40s)	100 We (3D)/60 ro (250')/Spells	*	t	H	Greedy (AV)	
Hill	4D	80	FSpt/20	MD/MD	L/II	200F	12(35s)	60 We (2D)/70 ro (100')/Spells	*	m	F	Normal (MD)	
Mountain	10G	120	FSpt/10	FA/MD	H/SL	350H	12(60)	120 We (4D)/90 ro (400')/Spells	*	w	I	Hostile (AA)	
Stone	5E	70	FSpt/10	MD/MD	L/II	275F	12(30)	90 We (2D)/50 ro (150')/Spells	*	o	F	Normal (MD)	
Storm	15G	130	Dash/30	VF/MF	H/SL	450H	16(70s)	180 We (5D)/100 ro (400')/Spells	*	y	J	Varies (HI)	
Water	5E	100	FSpt/30	FA/MF	L/LA	300G	11(35)	90 We (2D)/60 ro (200')/Spells	*	s	G	Greedy (AV)	
Trolls													
Cave	12F	70	Spt/0	MD/MD	L/LA	220G	11(25)	100 HCl/85 We/80 ro	*	o	G	Hostile (IN)	
Forest	6D	80	FSpt/10	MF/MD	L/II	150F	11(10)	70 LCl/60 LBi/40 We/50 ro	*	i	E	Hostile (LI)	
Hill	10E	60	FSpt/0	SL/MD	L/LA	175F	11(20)	95 LBa/85 LCl/50 We/60 ro	*	n	F	Hostile (LI)	
Mountain	10F	75	Spt/10	MD/MD	L/LA@	240G	16(40s)	110 We/100 LBa/100 ro	*	t	H	Hostile (MD)	
Snow	13F	65	FSpt/10	MD/MD	L/LA	200G	11(30)	105 HCl/80 HBa/70 We/80 ro	*	o	G	Hostile (MD)	
Stone	7D	65	FSpt/0	SL/MD	L/II	150F	11(15)	80 LBa/65 LCl/40 We/60 ro	*	h	E	Hostile (LO)	
War	8F	70	Spt/10	MD/MD	L/LA@	250H	16(50s)	120 We/80 LBa/70 ro	*	t	H	Hostile (AV)	
Ogres													
Small	4D	80	Dash/20	MD/MF	M/I	100F	3(20)	40 We/75 MBa/50 MCl ◀	*	h	C	Greedy (LO)	
Large	8F	80	FSpt/10	MD/MF	L/II	160F	4(10)	70 We/100 LBa/80 LCl ◀	*	n	D	Belig. (IN)	
Titans	15G	140	Dash/20	VF/VF	H/SL	375H	18(40s)	180 We (4D)/110 HGr/200 HCr ✓/Spells	*	yy	K	Aloof (HI)	
* — Special													
Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the Rolemaster rules (use Character Law). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.													
Note: A rock thrown (ro) by one of the creatures has a range of 100' and is treated as a Large attack (they don't use just rocks, any large object will do) see section 2.3 "Every Creature Attacks".													

LESSER GIANTS

Minor - [(cf)-E@,R-4]; 9'-12' tall

Normal - [(cf)-5]; 13'-15' tall

Major - [(cf)-6]; 16'-20' tall

These giants are not usually classified as intelligent races, they include the very stupidest giants who exhibit the instinctual ferocity of beasts and deserve no one's trust. Hairier and uglier than their brethren, these giants take noisy pleasure in hurling rocks at randomly picked targets.

GREATER GIANTS

Cloud - [(as)-AR-8]; 17'-19' tall

Innate Abilities: Innate Caster (4x/lvl PP, "Liquid Alteration", "Essence Hand", "Lofty Bridge", and "Wind Law" lists to the creature's level).

Fire - [hna-V-7]; 12'-14' tall

Innate Abilities: Innate Caster (3x/lvl PP, "Fire Law" list to the creature's level); immune to heat and fire; double damage from cold or ice attacks.

Forest - [(ascf)-CDJ-6]; 13'-15' tall

Innate Abilities: Innate Caster (3x/lvl PP, "Nature's Lore" and "Nature's Protection" lists to the creature's level).

Chapter Five Race Descriptions

Frost - [ktcf-AR-7]; 17'-19' tall

Innate Abilities: *Innate Caster* (3x/lvl PP, "Ice Law" list to the creature's level); immune to cold; double damage from fire.

Hill - [(cf)-X@,RU-4]; 10'-12' tall

Innate Abilities: *Innate Caster* (2x/lvl PP, "Solid Alteration" list to the creature's level); excellent diggers.

Mountain - [(cf)-X@,ARU-6]; 18'-20' tall

Innate Abilities: *Innate Caster* (3x/lvl PP, "Solid Destruction" and "Earth Law" lists to the creature's level).

Stone - [(cf)-X@,ARU-5]; 11'-13' tall

Innate Abilities: *Innate Caster* (2x/lvl PP, "Earth Law" list to the creature's level); tunnels through stone easily.

Storm - [(-)-AR-5]; 18'-22' tall

Innate Abilities: *Innate Caster* (4x/lvl PP, "Ice Law", "Water Law", "Wind Law", and "Light Law" lists to the creature's level).

Water - [(f)-FILMOS-5]; 14'-16' tall

Innate Abilities: *Innate Caster* (2x/lvl PP, "Liquid Alteration" and "Water Law" spell lists to own level); can breathe underwater as well as out of water.

Huge, muscular men often standing twice or thrice the height of their mannish counterparts, giants possess immense strength, but lessen its effectiveness with frequent clumsiness and stupidity. The smartest among them aspire to civilized life, building intricate stone castles on craggy hills and icy peaks or (as legend has it) conjuring enchanted palaces among the clouds. Unfortunately, a veneer of sophistication and ease does not guarantee benevolence. Many intelligent giants are malicious man-eaters who disguise their proclivities from visitors, hoping trickery will net them an easy meal. Less intelligent giants content themselves with simple caves in the wilds, foraging among the beasts and plants for food. Average lifespan of 75-150 years



Ogres - [f]-@U-5]; 8'-10' tall

An unkempt, slovenly race whose coarse, grizzled features betray their rapacious greed, ogres resemble giants when distance blurs details and disperses their rank odor. Garments constructed of hastily cured animal skins add to the stench, but contribute little to modesty. The stench of their littered dens keeps most thieves at bay, effectively guarding the enchanted things and extensive wealth garnered within. While relaxing and quarreling at home, a clan of ogres displays the rollicking exuberance of a band of clowns. When they leave their cave to raid the countryside, this levity yields to intent eagerness for a fight. Wood or stone clubs accompany

them on these forays, but are frequently abandoned in the heat of battle for the more satisfying sensation of knuckle against tender flesh and bone. Average lifespan of 90 years.

Titans - [nams-9]; 18'-24' tall

Innate Abilities: *Innate Caster (5x/lvl PP, all Mentalist base lists to own level)*

Clean-shaven giants with handsome, nobly proportioned bodies, titans drape their muscular limbs with pleated swathes of translucent silk. Elegantly wrought breastplates and greaves conceal these flowing garments when a titan marches in battle, but few were against any save their own kind. The ephemeral concerns of the mannish peoples bore these long-lived beings, although they feel a similar disinterest for the immortal fairy races. Occupied by the solitary pursuit of leisure within



the elaborate marbles of their lonely castles, titans frequently ignore even their own kin for decades at a time. The echo of a forgotten whim or jealousy stirs them at irregular intervals to break their seclusion and disturb the privacy of their similarly preoccupied friends with war, seduction, or intrigue. Average lifespan of 1000 years.

TROLLS

For the purposes of trolls, direct sunlight is sunlight un-obscured by clouds, precipitation, foliage, shade, etc.; given type indicates preferred environment:

Cave - [(-)X@,RUW-6]; 10'-14' tall

Innate Abilities: *Crippling Flaw (When outside in the daytime they take 10 hits/hour); Resistant to heat and cold attacks*

Forest - [(F)CDJ-7]; 8'-10' tall

Innate Abilities: *-50 to all activities in sunlight; Resistant to heat and cold attacks (This is the Troll from Character Law)*

Hill - [(-)RUW-4]; 9'-12' tall;

Innate Abilities: *Crippling Flaw (When exposed to direct sunlight they go blind - 100, and remain blind after getting out of the light for a number of rounds equal to the time exposed); Resistant to heat and cold attacks*

Mountain - [(-)ARU-6]; 12'-15' tall

Innate Abilities: *Can function normally in sunlight; Resistant to heat and cold attacks*

Snow - [ktcf-X@,FGL,U-7]; 10'-12'tall

Innate Abilities: *Crippling Flaw (Turns to ice when exposed to direct sunlight, but become normal again when night falls); Resistant to heat and cold attacks*

Stone - [(-)X@,RUW-4]; 8'-10' tall

Innate Abilities: *Crippling Flaw (turn to stone when exposed to direct sunlight); Resistant to heat and cold attacks*

War - [(-)-7]; 9'-11' tall

Innate Abilities: *Unaffected by sunlight; Resistant to heat and cold attacks*



Chapter Five Race Descriptions

05-02 UNDERGROUND RACES												
Type	Lvl	Movement Statistics			Size/ Crit	Combat Statistics			Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ		Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Dwarves	3C	50	Spt/0	SL/MD	M/—	50E	16(35s)	60 Melee/30 Missile	*	*	C	Varies (AV)
Gnolls	3C	60	Dash/20	MD/MD	M/—	40D	3(30)*	20 Melee/10 Missile/Spells	*	*	C	Varies (AA)
Gnomes	5E	40	Dash/30	SL/MD	M/—	50D	1(20)*	15 Melee/10 Missile/Spells	*	y	D	Varies (HI)
Goblins	2B	45	FSpt/0	SL/MD	M/—	40D	8(30s)	40 Melee/20 Missile	*	*	C	Hostile (MD)
Halflings	2B	60	Dash/40	MD/MF	M/—	60F	1(40)	15 Melee/40 sl	*	*	C	Carefree (AV)
Hobgoblins	2C	50	Spt/0	SL/MD	M/—	60E	16(25s)	50 Melee/30 Missile	*	*	C	Hostile (MD)
Kobolds	1B	60	Dash/20	MP/MD	M/—	30D	9(35s)	20 Melee/40 Missile	*	*	B	Hostile (AV)
Orcs												
Lesser	2B	50	FSpt/0	SL/MD	M/—	50D	8(30s)	40 Melee/40 Missile	*	*	C	Cruel (MD)
Greater	4D	60	Spt/10	MD/MD	M/—	70F	17(40s)	80 Melee/60 Missile	*	*	D	Cruel (AV)
Troglodyte	2B	60	FSpt/10	MD/MD	M/—	55F	3(30)	50 Melee/10 Missile	*	*	B	Bellig. (MD)

* — Special

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the Rolemaster rules (use Character Law). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.

Hideous travesties of sagacious treeherds, trolls possess huge, hulking bodies patched by bushes of harsh, wiry hair. Ill-proportioned hands and feet display granite claws, while flattened nostrils deform a cruel visage. A perpetual snarl distorts the sneering maws of these battle fiends to reveal curving, blood-stained fangs. Grey, stony hides with the rough texture of a cliff face protect the calcified innards of reclusive, solitary trolls, but more formidable armor guards the dread war trolls. Articulated plates of adamant (a stone-like material) grow naturally from their petrified skin, warding the sharp edges of an enemy's sword with ease. Bred to withstand the sun's bright gaze, war trolls are quicker and cleverer than their ancient brethren. Hill trolls (more timid, but equally fond of man-flesh) lose their sight when exposed to direct sunlight, while stone trolls return to the rock from which they were born. Average lifespan of 300 years.

5.2 UNDERGROUND RACES

Dwellers beneath the earth inhabit a wide variety of abodes. The dank, echoing spaces of natural caverns shadow those races who cower when blistered by the unshielded sun, while the snug, cozily furnished rooms of windowed burrows provide homes for day-loving folk who value security. Differences in habits, temperament, and residence divide the underground races; an affinity for the earth and things born of it is often the sole characteristic they share.

Dwarves - [(f)-NX†@,U-4]; 4'-5' tall

Natural Abilities: *Darkvision*

Legend and song assert the dwarves to have been born of stone, naming them as sons and daughters of earth. They are a stalwart people, comfortable below ground, where they delve labyrinthine mines and palatial dwellings. Like the goblins, dwarves are masters of metalcraft; but unlike those unsavory cavern dwellers, they design their works to exhibit beauty as well as strength and utility. Full of ridicule for the ways of conjurers, they employ such magicks only to enhance the powers of the weapons and artifacts reluctantly released from their forges. Dwarves are short and stocky with ruddy complexions; their dark eyes are deep set, generating the illusion of great wisdom, and their hair is brown or black, occasionally flame-colored. The men grow long beards which they often braid. Infertility combined with a lack of females (who comprise less than a third of their kind) leads few dwarves to marry or conceive young. Dwarves favor colorful, hooded clothing and hand arms. Many are proficient with standard bows, but a liking for mechanical devices prompts them to employ crossbows when a need for missile weapons arises. Average lifespan of 250 years with many individuals reaching 400 years.

Gnolls - [ktc-X@,ARU-7]; 3'-4' tall

Natural Abilities: *Nightvision; Darkvision; dislike daylight (-25 to all activity).*

Small, wrinkled men with grey skin and little hair, gnolls inhabit the natural caverns

that abound in mountainous regions. Sunlight does not harm them, but the brightness scares them and makes their eyes water, leading gnolls to adhere to the underground realm. Skill as conjurers and magicians enables them to avoid encounters with other races, few gaining knowledge of their presence until after the gnolls have passed from the area. They travel in clans and settle only in deserted grottos where access is limited and concealed. When sheltered by secrecy and stone, their timid dispositions relax and permit the enjoyment of gleeful festivals. On these occasions, gnolls put aside their sober, earth-toned clothing for more colorful garb. Average lifespan: 105 years.

Gnomes - [hnwmk-X@,RU,DJ-8]; 4'-5' tall

Natural Abilities: *Nightvision; Darkvision*

Bald, wizened men who usually live in shallow caves, long-lived gnomes gather knowledge and lore as a hobby. Ancient tomes and rare scrolls litter their crowded libraries,

precious chambers that usually fall to ruin with a gnome's death. A love of solitude ensures that most gnomes remain heirless, rarely marrying or raising a family. Although loners, gnomes are neither shy nor joyless; generous hospitality accompanied by ingenious entertainments draw many friends to visit as houseguests. Gnomes do not often return these visits, for they dislike abandoning their abodes and the treasures guarded within for even a few days. Average lifespan of 600 years.

Goblins - [(f)-X@,ARU-4]- 3'6"-4'6" tall

Natural Abilities: *Nightvision; Darkvision, Blinded by daylight (-75 to all activity)*

Round-headed imps with snub noses and wide, grinning mouths, goblins possess greenish, yellow skin and tender, toeless feet. To protect these sensitive appendages from hurt (and, perhaps, to hide their lack of toes – all of the proper bones and ligaments are present, but the mass of flesh has not divided into separate digits), goblins wear clumsy, stone clogs. When particularly enraged, they



attempt to denude a scapegoat of their clogs and stamp with laughter upon the exposed limbs. Mechanical devices appeal to the clever cruelty intrinsic to goblins; they have invented many machines of torture as well as those useful in warfare and siege. Utility and strength mark most of their creations, but beauty eludes them. Skilled miners, goblins enlarge their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range may be webbed by these passages, effectively detouring travelers to longer routes. Goblins stay below ground by day, but night sees them swarming the lands in search of brutal amusement. Average lifespan of 80 years.

Halflings - [nwmsk-N†-6]; 2'-4' tall

Shallow burrows dug into hillsides comprise the majority of residences in halfling villages, although small cottages house a few families and provide taverns or inns for local meeting places. All of these structures tend to have round windows and doors, like portholes, and are painted in bright colors. Halflings prefer the ease and quiet of a sedentary life, avoiding the excitement and danger that accompany adventure. Love of good food and drink leads them to spend much of their time at taverns and friends' houses, eating and growing fat. Despite plumpness, halflings can move very quietly and possess exceedingly nimble fingers. Their large feet are very hairy, almost furry, and immune to cold; halflings rarely wear shoes. Their garments tend to be bright and colorful, like their houses, for halflings are a merry folk, full of gaiety and ready to enjoy life's bounty. Average lifespan of 110 years.

Hobgoblins - [(f)-X@,ARU-8]; 4'-5' tall

Natural Abilities: *Nightvision; Darkvision, dislike daylight (-25 to all activities if outdoors)*

Larger, tougher goblins whose skin has a muddy tinge and whose feet feel no pain, hobgoblins often mingle with their lesser brethren. Superior size and strength offer them dominance over those who revere the rule of brute force, and the goblins frequently submit to a hobgoblin king. The brilliance of the sun, although unpleasant, holds no horror for hobgoblins who fearlessly follow enemies

through daylight. Only lack of numbers prevents them from terrorizing all lands lit by the sky. Goblins avert this fearsome fate by killing most hobgoblins at birth. Average lifespan of 95 years.

Kobolds - [(f)-X@,ARU-5]- 3'-4' tall

Natural Abilities: *Nightvision; Darkvision; Blinded by daylight (-75 to all activity).*

Smaller, quicker, weaker goblins with ruddy skin and a pair of horns growing from the head, kobolds knuckle under to the fiercer bullying practiced by their larger kin. The arts of lying, cheating, stealing, and flattery enable the cowardly kobold to survive within blood-thirsty goblin society; they exercise these skills with much whimpering and whining in all situations. The compassionate wayfarer who feels sympathy for their piteous plight discovers their mistake when kobold treachery rewards their generosity with capture by goblins. Average lifespan of 75 years.

Orc, Lesser - [(-)-X@#,ARU-4]; 4'-5' tall

Natural Abilities: *Nightvision; Darkvision; Partially blinded by sunlight (-50 to all activity)*

Orc, Greater - [(-)-X@#,ARU-6]; 5'-6' tall

Natural Abilities: *Nightvision; Darkvision; Dislike, but can operate normally in sunlight.*

Rumor asserts that Orcs possess as ancestors elves whose minds and bodies were twisted by evil. If any truth remains mingled with this oft-repeated whisper, the fair has indeed become obscenely foul. Grotesque faces with slanting eyes and flattened snouts full of sharpened tusks further deform the heavily built, muscled body with its long arms and thick, swarthy hide. Cannibalistic cruelty motivates their distorted souls, and orcs respect little save superior force. Most are superb smiths, but they rarely make items unassociated with war. Lesser orcs are born to live, fight, and die in darkness; they hate the stars and moon, but panic under the brighter sun. Greater orcs are smarter and tougher; they can operate in daylight and possess superior skills in speaking, reasoning, and fighting; some superior individuals have been known to be spell-casters. Loremasters frequently confuse orcs with goblins due to their similar gruesome physi-

ognomies and proclivities, but if legends are to be heeded, their origins are very different. Fabulous tales depict orc and elf locked in fratricidal hatred, determined to vanquish their sinister brethren or perish in the attempt. The fury displayed their counterparts who roam outside the realm of story lends credence to the existence of a blood tie. Average lifespan of 500 years.

Troglodytes - [(f)-X,U-5]; 4'6"-5'6" tall

Natural Abilities: *Fear daylight, but can become accustomed to it*

Primitive cave drawings mark the stone surfaces where troglodytes have passed, mute evidence of the strange tie that they believe bonds an object to its image. Gory portrayals of dying goblins and orcs emphasize the identities of their chief enemies, although troglodytes fear all things alien to the underground world. Terror keeps them far from the surface and entrances where

sunlight penetrates; encounters with beasts or men from the sky-covered fields quickly become bloody frays driven by panic. Troglodytes skin their fallen foes, creating simple garments from the cured pelts; claws, tails, and mummified heads remain as ornament. Goblin hides dominate troglodyte raiment, but the occasional mannish or elven skin stirs deep rage and horror in the one who recognizes a friend by its preserved details. Beneath this macabre clothing, troglodytes possess muscled bodies with bluish-white skin (their own dead do not provide clothes). Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. Troglodytes often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when their swords and maces are lost or damaged. Average lifespan of 50 years.



Chapter Five Race Descriptions

05-03 FAIRY RACES												
Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Treasure	Bonus EP	Outlook IQ
Elves												
Wood	4D	70	Dash/20	MD/MD	M/—	50D	9(40s)*	50 Melee/60 Missile	*	*	C	Varies (AV)
High	5E	75	Dash/15	MD/MD	M/—	50D	14(50s)*	80 Melee/100 Missile/Spells	*	*	D	Varies (AV)
Fair	6F	80	Dash/15	MD/MD	M/—	50D	18(60s)*	100 Melee/100 Missile/Spells	*	*	E	Varies (AV)
Fey Folk												
Dwelfs	2B	60	Dash/20	MD/MD	M/—	40D	1(20)	20 Melee/30 Missile	*	*	C	Timid (AV)
Gremlins	3C	40	Dash/40	MD/MF	S/—	30D	3(25)	30 Melee/40 Missile/50 SCl (2x)	*	*	A	Cruel (AV)
Nixies	3C	40	Dash/30	MD/MD	S/—	30D	1(30)	10 Melee/30 Missile/Spells	*	*	C	Varies (AV)
Pysk	3C	40	Dash/35	MF/MD	T/—	25D	1(45)	5 Melee/20 Missile/Spells	*	*	B	Playful (AV)
Sylphs (flies)	3C	60	Dash/45	FA/MD	T/—	20C	1(50)	5 Melee/20 Missile/Spells	*	*	B	Carefree (AV)
Tylweth	4D	50	Dash/20	MD/MD	S/—	45D	9(50s)	40 Melee/50 Missile/Spells	*	*	D	Varies (AA)
House Spirits	2B	30	Dash/30	MD/MD	T/—	25D	1(40)	5 Melee/20 Missile/Spells	*	*	E	Carefree (AV)
Occupational Spirits												
Leprechaun	3C	40	Dash/20	MD/MD	S/—	40D	1(25)	10 Melee/30 Missile/Spells	*	*	C	Varies (AV)
Pech	3C	30	Dash/10	MD/MD	S/—	45D	1(20)	15 Melee/25 Missile/Spells	*	*	C	Timid (AV)
Rural Spirits												
Fosse-Grim	5E	80	Dash/10	MF/MD	M/—	80D	1(20)	50 Melee/50 Missile/Spells	*	*	D	Altru. (AA)
Nymphs	3C	80	Dash/20	MF/MD	M/—	50D	1(20)	10 Melee/30 Missile/Spells	*	*	C	Protect (AV)
Satyrs	3C	100	Dash/15	FA/MF	M/—	60D	3(20)	50 Melee/50 Missile/60 SHo	*	*	C	Playful (AV)
Undines	3C	70	Dash/20	MF/MD	M/—	60D	1(25)	15 Melee/20 Missile/Spells	*	*	C	Playful (AV)
Yaai	3C	80	Dash/25	MF/MD	M/—	50D	3(20)	40 Melee/40 Missile/Spells	*	*	C	Jumpy (AV)

* — Special

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the Rolemaster rules (use Character Law). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.

5.3 FAIRY RACES

Finer and fairer than the mannish races, fairies surpass their lesser brethren in many ways. Nobler, more skillfully molded lines and slimmer, more graceful limbs combine with flawless skin to create the image of perfection. Keener senses and diminishment of the need for sleep allow them the freedom of clear, starlit nights for solitary rambles undisturbed by diurnal mortals. Virtual immunity to disease and the absence of aging bestow eternal youth upon fairies, but a vulnerability to death by sword or poison snatches true immortality from their grasp. Often bloody inclinations of pride are a major hindrance to the extension of their long, fey lives.

ELVES

General: *males 6'-6'10", 150-200 lbs; females, 5'6"-6'2", 115-165 lbs*

Natural Abilities: *Nightvision; Death occurs only through violence; 2 hours of meditation each day suffice in place of mortal sleep.*

Least alien of the fairy, elves follow mannish ways more closely than do the fey folk or the spirit fairies. Desire for power and wealth stir similar jealousies and passions within their souls, producing cities and wars and religions. Like most fey folk, they are highly resistant to extremes of natural heat and cold and wear clothing merely for decoration and modesty. Sylvan deities who rule the winds, the waters, and the growing things of the earth absorb elven worship, although a few stray to revere shadows and tainted violence. Meditation on the balance of the world and the degree of its harmony with the divine music, a daily ritual that replaces sleep, hinders the triumph of evil in most.

Wood elves - *[(f)-CD]-4*; *less tall than the other elves by 2-4".*

Most attuned to the subtle tides of forests, streams, and the creatures that form the sylvan realm, wood elves wear greens and grays to blend with their surroundings. Adept at moving silently, their presence in the wood frequently goes unnoticed among the shadows of swaying branches. Sandy hair and light blue, green, or grey eyes complement their rustic demeanor.

High elves - [(a)-CDHJP-5]

Raven-black hair distinguishes the high elves from their fairer kindred, and brown or hazel dominates eye color. A love of beautiful things, expressed by skill in building and crafting, unites with a curiosity about the nature of all creation to lure the most ambitious from the path of light. Yet, the superb armor, the bright weapons, and the lovely jewelry cherished within their graceful, marble-walled cities seem almost worth the price of a vanquished soul. Their cultural focus on alchemy means that many can learn some of the base alchemist lists to 5th level (20%) or 10th level (5%) regardless of actual profession.

Fair elves -

[nwmk-
CDHP-6]

The lordliest of all elves, they have golden-blond hair, blue eyes, and pale skin. Melody and song frequent their gatherings, since even the least of them can play the harp or sing, while the more talented compose music or delight the ear with expertise on several instruments. Garments of white, silver or gold enhance the nobility of the fair elves' demeanor.



FEY FOLK

Diminutive peoples who live under green knolls, beneath the sea, or among tree roots, the fey folk gather within their miniature domains to form noble courts ruled by queens, kings, and princes. The ephemeral concerns of mannish cities and kingdoms hold little interest for these eternal folk, and their own jealousies, intrigues, and feuds demand most of their attention.

Infrequent meetings between sprite and man may endow the mortal with the fairy gift of enhanced beauty and wit or distress them with the spite of a cruel, mischievous prank. The fey folk rarely display any but a capricious nature to outsiders. Religious symbols and rituals cause them deep unease, since the fey folk believe themselves to be the only races not created by a deity. To other races they are also known as fays, fees, pygmy elves, etc.

Dwelfs - [k-
X@,U,CDHT-7];
3-3.5' tall

Natural Abilities:
Darkvision

Fair little trolls, dwelfs dig modest holes in stream banks and hills for their homes. They roam underground mines, generating strange knocking sounds that confuse

miners. Dwarves are shy and habitually wear grey cloaks to conceal themselves from mortal eyes. Only a disaster of extraordinary magnitude might tear a dwarf from the cloistered society of their kind. Some obscure legends have suggested that this race could be the merging of the dwarven and elven races (a thought that prompts certain elves who have heard of the legend to refer to dwarves as "abominations").

Gremlins - [(asf)-5]; 2-3' tall

Natural Abilities: *They are 'stunned' in direct sunlight; they regularly use poison on their weapons.*

Withered skin and deformed limbs echo the spite and malice harbored by these wicked fey. Teeth filed into triangular fangs and nails protected by steel guards resembling claws provide further evidence of their evil intentions. The fair form usually granted those of fairy has been twisted by their inner passions. Mannish mortals take the brunt of their hatred, but no one remains exempt from the gremlins' ugly humor. When gathered to perform the warped rituals of their noble court, gremlins often turn their frustration on each other.

Nixies - [hnwmk-L-4]; 2-3' tall

Innate Abilities: *Touch grants "Water Lungs" from Monk "Body Reigns" at will.*

Natural Abilities: *Can breathe water or air*

Crystal palaces beneath the calm ripples of mountain lakes or the foaming waves of the oceans house the beautiful nixies. Music, storytelling, and poetry entertain their royal court, but the themes expressed by such amusements are frequently mournful since the nixies are a solemn people. Mortals who trespass in their watery realm often remain for centuries, enjoying the splendor of their company. Nixies seldom depart their aqueous domain, but the retrieval of a lost child or an artifact, or the desire to capture a mortal wife or husband brings a few to land.

Pysk (Pixies) - [mktc-CDH-4]; 12-18" tall

A strong love of fun and pranks motivates the saucy pysk. They prefer bright colors and dress in garments of vibrant green. Curly, red hair clashes with a pixie's

clothes while an upturned nose, slanting eyes, and a wide mouth betrays their mischievous disposition. True malice is lacking from their practical jokes, and a benevolent interest in certain mortals may lead the pysk to provide helpful guidance. Occasionally a pixie abandons their people for years to aid a mannish friend.

Sylphs - [hnwmk-Dj-4]; 12-18" tall; 2' wingspan

Scantly clad sprites with rainbow-tinted gossamer wings, sylphs lead a carefree existence among the tops of trees. Miniature cottages and terraces woven from twigs sway with the highest branches in strong winds while the sylphs flit from one to another. Frequently possessing an influence over the weather (They have a preference toward learning Open Channeling "Weather Ways"), these fey fliers appear to usher in the frosts of winter and the rains of spring. They delight in all of the seasons, but control no more than the winds and clouds. Comprising the most fluid and informal assemblage of fey, sylphs occasionally join forces with mannish friends for the novelty of the experience. Found semi clothed in any weather, as they are unaffected by natural extremes of temperature.

Tylweth Teg (Peries) - [mktc-X@,U,CDH-6]; 2.5-3' tall

Innate Abilities: *May bestow virtues or defects on certain mortals at birth such as grace, patience or ugliness, stupidity.*

Most exalted of the fey folk, the tylweth teg dwell beneath moss-covered hills in sparkling caverns and grottos. Preoccupation with riding, hunting, and dancing enlivens their brilliant court. A glimpse of these fey astride their fairy steeds has lured many mortals to follow the hunt back to their wondrous realm. Time can speed beneath the hills, and a man returning to his own lands will find centuries have passed. Few of the golden-haired Tylweth Teg depart their hidden palace to walk the mannish world. A threat to their kingdom or a personal feud infrequently draws a Peri forth.

HOUSE SPIRITS

Merry sprites who work after dark when men have sought the refuge of sleep, house spirits complete domestic chores left unfinished by day. Mending, cleaning, planting and harvesting occupy their nimble fingers while they chatter and sing. Privacy and access to the larder are the only requirements they impose, but should they be aware of an audience (or if gifts are left as payment rather than as a celebration of a holiday), house spirits often depart to aid another household. Many varieties exist: Nis, Brownies, Billies, etc. The Ellyllon are provided as an example of household spirits.

Ellyllon - *[wmktc-N†,CDH-6]; 9"-15" tall*

Innate Abilities: *Move at double speed when doing domestic chores.*

Dainty fairies who wear fine, diaphanous garments, the ellyllon dance in the forest by day among the velvet mosses and toadstools that grow between tree roots. At night they return to their chosen household to weed the garden, tidy the house, or raid the pantry. An ellyl rarely abandons this carefree existence to journey among mortals since ellyllon are shy of big folk and prefer to avoid responsibility.

OCCUPATIONAL SPIRITS

Stouter and tougher than the fey folk, occupational spirits reserve their faculties for the execution of professional crafts. Carpenters, tailors, chandlers and other craftsmen frequently receive help from their clever hands, but usually occupational spirits work in the wilds. Summer finds them busy among the meadow grasses and clover, while winter sends them underground to neat, cozy workshops. In nooks and corners, ignored and almost forgotten, wooden chests often hold considerable wealth. The Leprechaun and the Pech are provided as examples of occupational spirits.

Leprechaun - *[(asf)-N@,CDHP-5]; 2-3' tall*

Innate Abilities: *+75 to hiding/stalking*

Small, yet hearty creatures with red cheeks and smiling mouths, Leprechauns are shoemakers. Always occupied with leather and needle in hand, a leprechaun creates the finest footwear (usually enchanted) to be found. Since the product of their constant labor is often abandoned upon completion, magical

sandals and seven-league boots are discovered by the lucky in isolated meads and dells. Greedy mortals who attempt to benefit from a leprechaun's immense wealth are foiled by their tricks (the use of sneezing powder for example) and their skill at concealment. Distrust of all mortals prevents most Leprechauns from sustaining mannish friendships. Most carry sneezing powder which can incapacitate foes 2-6 rounds (RR vs. level).

Pech - *[(asf)-CDH-7]; 2-2.5' tall*

Innate Abilities: *50% have the alchemist base lists, "Inorganic Skills", "Channeling Imbedding", and "Enchanting Ways", to their level.*

Natural Abilities: *Nightvision*

Expert stonemasons who work by starlight, the pechs retire to their burrows by day. Round towers and arched bridges adorn the countryside to be adopted for use by mortals, but their shy builders are rarely seen. Silver-haired and cloaked in grey, the pechs are a fair people, small in size and reclusive, yet untouched by evil. The threat of dark victory over good brings the pechs from their rural retreats to fight on the side of light.

RURAL SPIRITS

Dancing beneath tree branches or splashing under foaming cascades, the attendant spirits who frequent rural bluffs and glens lead carefree lives in sympathy with their rustic surroundings. The obsession with power, achievement and progress displayed by so many mortals is abhorrent to rural spirits. They prefer the blithe company of elves, the fey and other hedonists. Yet, the man who loses his way in the woods, with luck, finds himself swept into a prancing ring of forest lasses and meadow lads, a temporary part of the rural festivities. Many of these spirits are tied (emotionally or physically) to a particular type of terrain or environment.

Fosse-Grim (Grims, Fosergrims) - *[hnwm-Fl-4]; 5'4"-6'4"*

Innate Abilities: *Crippling Flaw (must immerse themselves in water at least 90 minutes per day, they are at -20 to all activity for each day missed. Coma results at -80 and death at -100); can breathe water and air.*

Waterfalls splash over the black and green-haired fosse-grim, mingling bubbles

with the waters they prefer to inhabit. Wisdom and kindness tempers their cool reserve and induces them to monitor the activities of the impish undines. The rescue of drowning mortals brings the fosse-grim frequent encounters with the mannish races.

Nymphs - 5-6' tall

Innate Ability: *Crippling Flaw (Location Tied)*

Dryad (tree spirit) - [(-)-CDP-4]

Naiad (river or lake spirit) - [(-)-FL-5]

Nereid (sea spirit) - [(-)-IS-6]

Oceanide (ocean spirit) - [(-)-O-7]

Oread (hill spirit) - [(-)-AR-4]

Usually closely tied to a specific ecological or geographical feature of the type given; damage to the feature is reflected in the spirit. Felling a dryad's tree or polluting a naiad's stream brings death or disease to these nymphs. Born with the first sprout to emerge from a seed or the first drops to collect in a fold of the land, nymphs rarely stray far from the ecological or geographical features that give them life. Guarding the waters, trees or hills, and engaging in dances, frolics or feasts, nymphs desire little else from existence. The only impending dooms that might wrench them from their sylvan idyll are those that threaten the rural world, since the nymphs' immortality rests upon the land's health.

Satyrs (fauns) - [wmkt-CDP-5];

5'4"-6' tall

Natural Abilities: *Can run twice as fast as men.*

Spirits of the woods and fields, satyrs possess the hind legs of a horse and display goat horns springing from the chestnut curls that cover their pointed ears. Merry dispositions and considerable skill with panpipes bring them invitations to fairy feasts. Wild, stamping dances under the forest's eaves begin and conclude their own festivals, events which scare mortals with their apparent abandon.

Undines (Nokke, Necks) - [hnwmk-FL-5];

5'2"-6'2" tall

Innate Abilities: *Crippling Flaw (must immerse themselves in water 1 hour per day or they suffer as the fosse-grim above); can breathe water and air.*

Fair maids and youths with golden curls, undines swim the rivers and streams in search of mischief. Unwary mortal bathers provide much amusement when suddenly dunked, their unnatural thrashing and choking provoking gales of laughter in the amphibious undines. Prolonged existence on land, causing sensations of suffocation combined with extreme thirst in these water breathers, teaches them that drowning is not so entertaining.

Yyai - [(hf)-AR-8]; 5'8"-6'4" tall

Innate Abilities: *Good climbers (+ 50)*

Black-haired spirits who inhabit the meadows of the less lofty mountaintops, yyai shout and sing while roaming the steep slopes. Echoes bounce their clear voices from peak to peak, concealing their true location. Few mortals see the yyai, but many have heard their song.



Chapter Five Race Descriptions

05-04 UNUSUAL RACES

Type	Lvl	Movement Statistics			Combat Statistics				Encounter Statistics			
		Base	Max Pace/	Speed	Size/		AT		#		Bonus	Outlook
		Rate	MN Bonus	MS/AQ	Crit	Hits	(DB)	Attacks	Enc.	Treasure	EP	IQ
Centaurs	3C	110	Dash/10	FA/MD	M/—	50D	3(25s)	50 Melee/60 Missile	*	*	C	Varies (AV)
Garks	2B	60	Dash/15	MD/MD	M/—	60F	3(20)	40 Melee/20 Missile/50 SGr (tail)	*	*	C	Hungry (LI)
Hira'razhir (Avians)	3C	90	Dash/25	MF/MD	M/—	40D	1(30s)	20 Melee/50 Missile/Spells	*	*	C	Aloof (AV)
Idiyva (Felines)	3C	70	Dash/20	MD/MD	M/—	50D	3(30s)	50 Melee/40 Missile/60 MCl (2x)	*	*	C	Aggres. (AV)
Maazhat (Insects)												
Warriors	3C	60	FSpt/10	MD/MD	M/I@	80F	12(55s)*	70 Melee/50 Missile/50 MGr/100 LPi @	*	*	E	Protect (LI)
Workers/Drones	1A	40	Spt/0	SL/SL	M/—	40D	12(10)	10 Melee/20 MGr/50 MPi @	*	*	A	Timid (LI)
Lieutenants	3C	50	FSpt/0	SL/MD	M/I	50D	12(35s)	50 Melee/40 Missile/30 MGr/50 MPi @	*	*	C	Varies (AV)
Queen	10G	50	Spt/0	SL/MD	M/I	100D	12(45s)	80 Melee/50 Missile/Spells	*	*	G	Varies (HI)
Mermen	3C	60	Dash/10	MD/MD	M/—	50D	1(35s)	60 Melee/30 Missile	*	*	C	Varies (AV)
Neanderthals	2B	50	FSpt/0	SL/MD	M/—	60F	7(25s)	55 Melee/35 Missile	*	*	C	Varies (MD)
Sea-Krals	2B	50	Dash/10	SL/MD	M/—	55D	9(30s)	50 Melee/50 Missile	*	*	C	Bellig. (MD)
Sohleugir (Lizardmen)	3C	50	FSpt/10	SL/MD	M/—	60F	11(25s)	65 Melee/50 Missile/60 MBa (tail)	*	*	C	Aggres. (AV)
Sstori'sslythi (Reptiles)	3C	60	Dash/10	MD/MD	M/—	40D	3(10)	20 Melee & Missile/40 SSt/poison @/Spells	*	*	C	Varies (AV)
Vulfen (Wolfmen)	3C	70	Dash/10	MD/MD	M/—	55D	3(35s)	60 Melee/40 Missile/50 MCl (2x)	*	*	C	Aggres. (AV)

* —Special

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the Rolemaster rules (use Character Law). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.

5.4 UNUSUAL RACES

Centaurs - [namsktc-CDP-5]; 6'6"-7'4" tall from front hooves to head

Nobly proportioned men and women whose torso joins at the waist to the four-legged body of a horse, centaurs rarely mire their aspirations with the greed for material possessions that so often traps mannish beings. They strive for less tangible goods such as knowledge, power, and friendship. Interpretation of the great dance preformed by the stars century after century occupies their wisest sages, a role to which all centaurs aspire. This fascination with the sky's luminaries makes them prefer dry climates where few clouds hide the heavens. Their architecture characteristically uses many skylights. Average lifespan is 150 years.

Garks - [hnwm-DJ-4]; 4'-4'6" tall

Mottled gray fur covers all of the ape-like gark, except the palms and soles of their feet. Long arms hang to their knees, and a powerful, prehensile tail grows from the base of their spine. Most garks possess only limited intelligence, and usually use crude weapons such as clubs, hatchets, and spears. They wear simple, decorative clothing and organize themselves by family

groups. Each group shares a large nest suspended high above the ground in the trees. Occasionally, males band together to raid the homes of nearby mannish peoples. Garks are omnivores, but some groups relish the taste of raw human flesh. Average lifespan is 30 years.



Hira'razhir (avians) - [(A)-5]; 5'-5'4" tall; 60-85 lbs; 12' wingspan

Emaciated people whose skeletons are formed of hollow bones, the hira'razhir are adapted to high altitudes. The upper back and shoulders are incorporated into the wing structure, the feathers of which are a gorgeous blue. The wings fold into a flattened configuration on the back when a hira'razhi is not airborne, to protect the delicate surfaces from damage. Their head hair, short and tightly curled, is silver or white, their eyes blue or grey, and their skin fair. The hira'razhir spend most of their lives gliding with the winds, scorning more than minimal use of the graceful eyries they build on mountaintops. Babies with deformed wings are usually killed at birth; the injured whose wounds cripple their wings and the aged whose infirmities prevent flight commit ritual suicide. Their thick feathers make them extremely resistant to natural extremes of temperature. Average lifespan of 75 years.

Idiyva (felines) - [(cf)-(T)-7]; 5'8"-6'4"

Natural Abilities: *Nightvision*

Short, gold-tipped coffee fur covers the lithe, well-muscled form of the idiyva (except at the face, the genitals, the palms, and the soles of the feet). Smooth, brown suede-like skin emerges at these features, and the fur on the head lengthens and lightens to form a golden mane around the face. Green feline eyes give the idiyva excellent night vision; fanged teeth reveal their carnivorous nature. The toes of their feet anchor short, sharp talons, but their hands sport vicious 3" claws that retract at the knuckle into the backs of the hands, leaving the fingers free at all times. The fighting instincts of a predator lurk behind the civilized manners that characterize most idiyva, and the bloody custom of a duel to the death remains an acceptable way to settle social differences among themselves. Average lifespan is 70 years.



Maazhat (Insectoids) - [(f)-RU-7]

Warriors: 6'-6'6"; red chitin, average lifespan is 25 years

Workers: 5'-6'; blue chitin, average lifespan is 15 years

Drones: 5'-5'6"; green chitin, average lifespan is 5 years

Lieutenants: 6'-8'; bronze chitin, average lifespan is 100 years

Queens: 8'-10' gold chitin; average lifespan is 200 years

Huge arthropods encased in the armor of a chitinous exoskeleton, the maazhat stand erect on their third, strengthened pair of legs. The middle set is used to manipulate objects, while the first pair has become a set of palps used to derive information from the environment by touch. Large, complex eyes at the front of the head process visual information. Razor-edged mandibles outside of the mouth shred food before it is introduced to

the inner chelicerae. Maazhat communicate primarily through touch and taste, generating complex biochemicals that possess semantic meaning for those of their race. With time they can learn to interpret the biochemistry of other races, but usually the queen and her lieutenants are the most proficient at this skill. They are the only ones in a hive who can learn to produce the aural sounds that comprise the languages of most other species. Warrior maazhat are the most dangerous since their mandibles have been enlarged and easily amputate the limbs or heads of mannish foes. Bred for fighting, a warrior resorts to violence whenever it is confused or uncertain, as well as when ordered by its queen or her lieutenants.

Mermen - [hnaams-10S-5]; 6'6"-7'6" from head to fin

Innate Ability: A small percentage (5%) are mutations that can shapechange their fish tail into a pair of scaled human legs, this



transformation (either way) usually takes 1 minute of concentration and each day it can be maintained for 4 hours + 1 hour/level. (If taken for a PC this costs 1 BGO); **Crippling Flaw** (Must totally immerse once a day in water, -10 to all activities for each missed day (at -80 a coma ensues, at -100 death occurs).

The fair skin of a merman's torso blends at the waist into the shimmering scales of their fish's tail. Comfortable above and below the waves, mermen eschew land merely because of the difficulty they experience in locomotion. They are fond of sunlight and build their manors and palaces in the shallows, away from the gloomy deeps where only the attenuated, fanged sea monsters lurk. Natots and seahorses serve them as steeds and draw their carriages, while certain fish become pets. Since cloth deteriorates when constantly waterlogged, mermen wear strings of shells, precious stones, or gems as raiment. Average lifespan is 80 years

Neanderthals - [nwmkt-CDHP-7]; 4'10"-5'10" tall

Muscular men with sloping foreheads and oversized jaws, Neanderthals have brown hair and eyes, and tan skin. Their intellect is not powerful, but a cooperative, good-tempered disposition makes their company a pleasant experience. Neanderthals band together to form tribes, each with its own complex set of social rituals and religious beliefs. Simple garments made of animal skins are the normal garb; and rough spears or clubs are the usual weaponry. Neanderthals rarely use these hunting tools on men unless they, their family, or their tribe is threatened. Average lifespan is 50 years.

Sea-Krals - [(tcf)-10S-4]; 4'6"-5' tall

Natural Abilities: *Nightvision*

Sea-Krals are ape-like creatures with dark grey or blue skin and a pelt of thick, white hair growing on the head, neck, and shoulders. Females possess an additional thicket that grows down the bony spine of their backs. Both genders have long arms and an extra bone connecting the wrist to the hand. Long, dexterous fingers capped by a claw-like nail aid them in becoming accomplished

craftsmen and bowman. They build long ships in which to ply the seas, raiding and plundering other vessels as pirates. Leather armor and curved swords are their usual battle garb. Their boats serve as their only home in spite of the fact that most cannot swim. Sea-Krals fear the hungry waves, but derive too much pleasure from their violent way of life to abandon the ocean. Nocturnal, they sleep by day. Average lifespan is 55 years.

Sohleugir (Lizardmen) - *[(cf)-IS-6]; 5'8"-6'6" tall*

Textured, jade scales shimmer on the hide of the amphibious sohleugir, interrupted by fin-like ridges rising along the spine. These jagged spikes march from the tip of the 3' tail to the crown of the draconic, snouted head. A transparent, extra lid covers the eye underwater or against dust in the air. The digits of hands and feet bear translucent, claw-like nails. Sohleugir build convoluted cities of stone, corals, and shells on rocky shores next to the ocean. They cultivate the waves like a farmer tills the soil, spending long days in the water gathering seaweed and other ocean resources. Yet they choose to dwell on the land, creating immense, briny submersion pools in every house or palace. Sohleugir are a war-like people, eager to test the points of their tridents and the courage of their spirits, but cruelty remains absent from their passion for combat. Average lifespan is 95 years.

Sstoi'isslythi (Reptilians) - *[hnawms-JP-7]; 5'2"-6" tall*

Natural Abilities: *Venom delivered by fangs is muscle poison whose level varies up to their level depending upon the degree of danger compelling the strike reflex.*

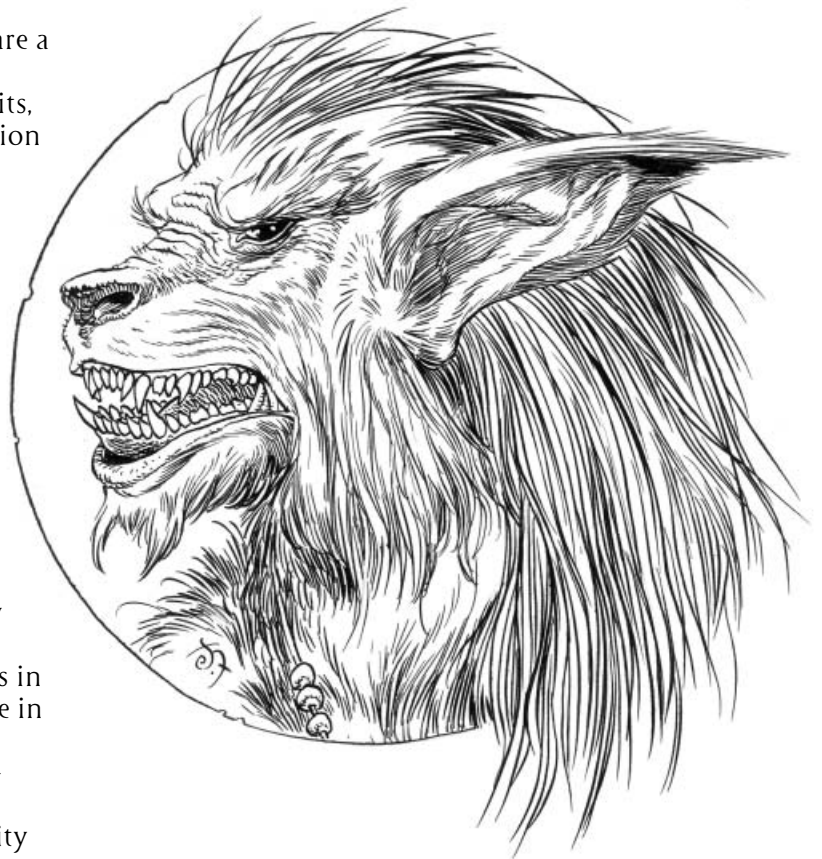
Slim men who move with the coiling grace of serpents, sstoi'isslythi possess soft reptilian skins comprised of small golden scales. Hair, a mammalian feature, remains conspicuously absent from their smooth bodies. Venom sacks, located at the neck, supply the fleshy fangs folded in their mouths with poison when danger arrives to stiffen these organs in preparation for the strike. Sstoi'isslythi live in family groups, each member of which is immunized to their relatives' venom. Relations between families are surrounded by ritualized courtesy to minimize any hostility

since the strike reflex, once aroused, is impossible to quell. Dependent upon the environment for warmth, the sstoi'isslythi inhabit sunny climes that never experience the chill of winter. Wide terraces for relaxation in the heat and skylights to warm interior spaces with the sun's rays dominate their elegant cities. Average lifespan is 105 years.

Vulfen (wolf men) - *[msktc-CDHP-7]; 5'10"-6'8" tall*

Natural Abilities: *Nightvision*

Furred men with wolfish heads and tails, vulfen are often confused with werewolves, to the detriment of these shapechangers. Nocturnal, they sleep by day. Cunning intelligence shapes the behavior of vulfen, but their cruel and bloodthirsty nature deprives them of mannish respect and liking. Weapons often supplement their own armament of fangs and claws. Wild vulfen run in packs, killing and devouring all in their path until exhaustion and sated hunger compel them to rest for a few days. Average lifespan is 40 years.



Chapter Five Race Descriptions

05-05 EXPANDED RACE ABILITIES TABLE

05-05 EXPANDED RACE ABILITIES TABLE																										
Type	STAT BONUS MODIFICATIONS										RESISTANCE ROLL MODIFICATIONS						HEALING AND INJURY						CHARGEN			
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess	Chan	Ment	Poison	Disease	Soul Dept.	Stat Det.	Rec. X	Lang.	Dice Type	Max Hits	BGOs	RLO			
																							w/ BGO	w/o BGO		
FAIRY RACES																										
Elves																										
Wood	+0	+5	+5	+0	+5	+0	+10	-20	+5	+0	-5	-5	-5	+10	+100	3	+2	1.5x	3	1-8	100	4	1	2		
High	+0	+10	+10	+0	+5	+0	+5	-20	+5	+0	-5	-5	-5	+10	+100	2	+4	2x	4	1-8	110	3	1	3		
Fair	+0	+15	+15	+0	+5	+0	+5	-20	+5	+0	-5	-5	-5	+10	+100	1	+6	3x	5	1-10	120	2	1	3		
Fey Folk																										
Dwelfs	-10	+10	+0	-10	+5	+5	+10	+0	+0	+0	-5	+20	-5	+0	+100	9	+0	1.5x	1	1-8	100	3	0	2		
Gremlins	-10	+15	-5	-10	+5	+5	+15	-10	+0	+0	-5	+20	-5	+20	+100	9	+0	1.5x	1	1-8	100	6	0	0		
Nixies	-25	+20	+10	-10	+5	-5	+20	+0	+0	+0	-5	+20	-5	+0	+100	9	+0	1.5x	1	1-5	80	2	0	2		
Pysk	-30	+25	+5	-10	+0	-5	+25	+0	+0	+0	-5	+20	-5	+0	+100	9	+0	1.5x	1	1-5	60	5	0	1		
Sylphs	-40	+30	+0	-10	+15	-5	+30	+0	+0	+0	-5	+20	10	+0	+100	9	+0	1.5x	1	1-5	60	2	1	3		
Tyiweth	-20	+15	+10	-10	+10	-5	+15	+0	+0	+0	-5	+20	-5	+0	+100	9	+0	1.5x	3	1-8	100	3	0	2		
House Spirits	-30	+20	+0	-10	+5	0	+25	+0	+0	+0	-5	+20	-5	+0	+100	9	+0	1.5x	2	1-5	60	5	0	1		
Occupational Spirits																										
Leprechaun	-15	+10	+0	+0	+0	+0	+15	+0	+0	+0	-5	+20	-5	+10	+100	18	-1	.7x	2	1-8	90	2	1	3		
Pech	-5	+5	+0	+0	+0	+0	+10	+0	+0	+0	-5	+20	-5	+50	+100	18	-1	.7x	2	1-10	150	2	1	3		
Rural Spirits																										
Fosse-Grim	-5	+5	+5	+0	+0	0	+5	-5	+5	+5	-5	-5	-5	+30	+100	20	-2	.5x	3	1-8	120	3	0	2		
Nymphs	-10	+10	+5	+0	+0	+5	+15	-15	+0	+0	-5	-5	-5	+20	+100	20	-2	.5x	1	1-8	100	5	0	1		
Satyrs	+5	+10	-5	+0	+0	+10	+10	-15	-5	+0	-5	-5	-5	+20	+100	20	-2	.5x	1	1-10	150	2	0	2		
Undines	-5	+15	+10	+5	+0	+10	+15	-20	-5	0	-5	-5	-5	+20	+100	20	-2	.5x	1	1-8	100	4	0	1		
Yaai	-5	+10	+0	+0	+0	+0	+20	-10	-5	0	-5	-5	-5	+30	+100	20	-2	.5x	1	1-8	120	2	1	3		
GIANT RACES																										
Cyclops	+40	-10	-5	-5	-5	+30	-5	-10	-5	-10	+20	+20	+20	+30	+30	9	+0	1x	1	1-30	550	2	7	9		
Giants																										
Forest	+25	+0	-5	-5	-5	+20	+0	+5	-5	-10	+0	+10	+10	+10	+10	9	+0	1x	1	1-20	400	2	7	9		
Hill	+25	+0	-5	-5	-5	+20	+0	+5	-5	-10	+0	+10	+10	+10	+10	9	+0	1x	1	1-20	400	2	5	7		
Stone	+25	+0	-5	-5	-5	+20	+0	+5	-5	-10	+0	+10	+10	+10	+10	9	+0	1x	1	1-20	400	2	5	7		
Fire	+30	-5	-5	-5	+0	+25	-5	-5	-5	-5	+0	+15	+15	+15	+15	9	+0	1x	1	1-25	450	2	7	10		
Frost	+30	-5	-5	-5	+0	+25	-5	-5	-5	-5	+0	+15	+15	+15	+15	9	+0	1x	1	1-25	450	2	8	10		
Water	+30	-5	-5	-5	+0	+25	-5	-5	-5	-5	+0	+15	+15	+15	+15	9	+0	1x	1	1-25	450	2	8	10		
Cloud	+35	-5	+0	-10	+5	+30	-5	+0	+0	+0	+0	+20	+20	+20	+20	9	+0	1x	2	1-30	500	2	14	16		
Mountain	+35	-5	+0	-10	+5	+30	-5	+0	+0	+0	+0	+20	+20	+20	+20	9	+0	1x	2	1-30	500	2	12	14		
Storm	+35	-5	+0	-10	+5	+30	-5	+0	+0	+0	+0	+20	+20	+20	+20	9	+0	1x	2	1-30	500	2	16	18		
Trolls																										
Forest	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	+0	+0	+0	+10	+10	1	+0	.5x	1	1-10	250	4	1	2		
Hill	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	+0	+0	+0	+10	+10	1	+0	.5x	1	1-10	250	4	0	1		
Stone	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	+0	+0	+0	+10	+10	1	+0	.5x	1	1-10	250	4	0	1		
Cave	+20	-10	-10	-10	-10	+20	-15	-10	-10	-10	+0	+0	+0	+15	+10	1	+0	.5x	1	1-15	300	2	1	3		
Mountain	+20	-10	-10	-10	-10	+20	-15	-10	-10	-10	+0	+0	+0	+15	+10	1	+0	.5x	1	1-15	300	2	3	5		
Snow	+20	-10	-10	-10	-10	+20	-15	-10	-10	-10	+0	+0	+0	+15	+10	1	+0	.5x	1	1-15	300	4	0	1		
War	+20	+0	-5	-10	-10	+25	+5	+0	-5	-5	+0	+0	+0	+20	+10	1	+0	.5x	1	1-20	350	2	6	8		
Ogres, Small	+15	-5	-15	-10	-10	+10	-5	-10	-5	-5	+5	+5	+5	+10	+10	1	+0	.7x	1	1-10	220	6	-1	-1		
Ogres, Large	+15	-5	-15	-10	-10	+10	-5	-10	-5	-5	+5	+5	+5	+10	+10	1	+0	.7x	1	1-10	220	6	0	0		
Titans	+30	+0	30	+0	+0	+30	+15	+0	+5	+5	+0	+0	+0	+75	+100	5	+0	1x	6	1-20	450	2	22	24		
UNDERGROUND RACES																										
Dwarves	+5	-5	-10	+0	-10	15	-5	5	+0	+0	+40	+0	+40	+20	+15	18	-1	.5x	2	1-10	120	5	1	1		
Gnolls	-10	+5	-10	-5	20	+5	+5	+5	+0	+0	+0	+5	+5	+0	+0	15	+0	.5x	2	1-8	100	6	0	0		
Gnomes	-5	-5	-5	-10	15	+5	+0	5	+10	+5	+0	+10	+0	+0	+0	15	+0	.5x	4	1-6	90	4	0	1		
Goblins	+5	-5	-5	-5	-5	+10	+0	-5	+5	-5	+0	+0	+0	+5	+5	6	+0	.5x	1	1-8	100	6	-2	-2		
Halflings	-20	+10	-15	+0	-5	+15	+15	-10	+0	+0	+50	+0	+40	+30	+15	18	-1	.5x	2	1-8	80	5	1	1		
Hobgoblins	+10	-5	-5	-5	-5	+15	-5	-5	+5	-5	+0	+0	+0	+5	+5	6	+0	.5x	1	1-10	120	2	0	2		
Kobolds	+0	+5	-5	-5	-5	+10	+5	-5	-5	+0	+0	+0	+0	+5	+5	6	+0	.5x	1	1-6	70	6	-2	-2		
Orcs																										
Lesser	+5	+0	-5	-10	-5	+5	+0	-10	-10	-5	+0	+0	+0	+5	+10	1	+0	.5x	1	1-8	80	5	-2	-2		
Greater	+10	+0	-5	-5	-5	+10	+0	-5	-5	-5	+0	+0	+0	+5	+10	1	+0	.5x	1	1-10	120	4	0	1		
Troglodytes	+10	+0	-5	-5	-5	+10	+0	+5	-5	-5	+20	+20	+20	+10	+15	12	+0	.5x	1	1-10	150	5	0	1		
UNUSUAL RACES																										
Centaur	+0	-5	+0	+10	+10	+0	-5	+0	+0	+0	-5	-5	-5	+10	+15	10	+0	1x	4	1-8	150	5	0	1		
Garks	+10	+10	-5	+0	+5	+15	+5	-10	-5	-15	+20	+5	+20	+10	+5	18	-1	.6x	1	1-10	140	4	0	1		
Hira'razhir (avians)	-5	+5	+0	+0	+5	-10	+15	+0	+0	+0	-5	-5	-5	-10	-20	12	+0	1.2x	3	1-5	90	5	0	1		
Ldiyya (felines)	+0	+10	+5	+0	+0	+0	+10	-5	-5	-5	+0	+0	+0	+5	+5	15	+0	1x	2	1-8	120	4	0	1		
Maaazhat (lieutenants)	+15	-5	-10	+10	-5	+0	+0	+5	+10	-5	+0	+0	+0	+10	+20	20	-2	.8x	1	1-8	180	2	2	4		
Mermen	+0	+0	+0	+0	+0	+0	+0	+0	+5	5	+0	+0	+0	+0	+0	12	+0	1x	2	1-8	120	6	-1	0		
Neanderthals	+10	+0	-5	+5	+0	+10	+5	+0	-5	-10	+25	+0	+25	+5	+0	20	-2	.5x	1	1-10	150	5	0	1		
Sea-Krai	+10	+5	-5	+0	+0	+5	+10	-5	-5	-5	+15	+15	+15	+15	+15	20	-2	.6x	1	1-10	140	4	0	1		
Sohleugir (lizardmen)	+15	+5	-5	+0	+0	+10	+0	-5	+5	+0	+5	+5	+5	+10	+10	15	+0	.7x	2	1-10	160	2	0	2		
Sstoi'isslythi (reptiles)	-5	+0	+5	+0	+10	-5	+0	+10	+0	+0	+0	+0	+0	+50	-5	10	+0	.9x	3	1-8	120	4	0	1		
Vulfen (wolfmen)	+10	+15	-5	+0	-5	+5	+0	-10	+0	+0	+20	+20	+20	+10	+10	18	-1	.5x	1	1-10	150	2	0	2		

6.0 CREATING YOUR OWN MONSTERS



Often a Gamemaster wishes to create new and unique creatures to add flavor and inject excitement into their world. This section provides some guidelines, suggestions, and tables which may help in this process. Three basic approaches to creating creatures are discussed: combining or modifying the capabilities of existing creatures, adding a new capability to an existing creature, and designing an original creature. These approaches may be used individually or collectively.

6.1 COMBINING AND MODIFYING CREATURES

The “composite” creatures presented in [section 4.3](#) are a good example of combining and modifying other creatures. A chimera is a lion with an additional goat head

and snake head. The great porcupine is a normal porcupine that has had its size and other combat capabilities increased. A jackalope is a result of combining a huge jackrabbit with an antelope.

The examples presented above involve basic modifications to the creatures’ forms; actually any of the *CT* statistics (level, base rate, size, crit, etc.) Provided for a given creature may be modified or replaced with statistics from another creature.

Remember, minor changes can often provide great variety. Just increasing a creature’s intelligence (IQ) or changing its outlook can change a dull, boring animal into a powerful, exciting “monster” (or at least make it a more interesting conversationalist). Section 6.4 gives some guidelines for gigantism, a method for turning small, non-dangerous animals into

huge potential “man-eaters”. Gigantism involves increasing a standard creature’s size and thus a number of its other statistics.

6.2 ADDING NEW CAPABILITIES

Adding new capabilities to existing creatures can produce a seemingly familiar creature which provides real novelty and surprise for those encountering it. The giant porcupine mentioned above is a good example of this; it is not only much larger than a normal porcupine, but it can also fire its spines as missile weapons. Standard additional capabilities include:

- Special movement powers: flying, leaping, swimming, burrowing, “leaving”, “long door”, “wind-walking”, etc.
- Special defensive powers: unusual armor types, the use of the large and super-large critical table by smaller creatures, and immunity from certain types of attacks, special magic resistance, etc.
- Special offensive powers: breath weapons (see section 2.9), element attacks, attacks, poisons (see sections 2.9 & 7.0), death gazes, gas cloud attacks, etc.
- Professions: creatures can be given professions (and the resulting Capabilities) from *Rolemaster*.
- Spell casting powers: either innate powers equivalent to spells or the Ability to cast actual spells. Random spells and spell lists for creatures can be obtained by using the spell list chart in section 8.2. If casting actual spells, creatures should be given 1-5 power points per level.
- Special mental powers: this can be handled by giving the creature the proper Mentalism spell casting capability, see above.

6.3 CREATING AN ORIGINAL CREATURE

Of course, it is impossible to tell someone how to “create something original”; because if you could, then the result would not be “original”. However, there are a few hints and suggestions that can help the process:

- Balance strengths given a creature with weaknesses.
- Balance the power of a creature with the rewards (i.e., treasure and EP) Received from defeating it.
- Do not always view a creature’s power in terms of brute strength and offensive capabilities; subtle factors such as speed, spells and intelligence can often lead to more interesting encounters.
- Use sources from mythology and literature to guide you (see section 6.5).
- Try not to be too heavily influenced by already existing creatures found in this and other FRP products; be creative and design your own creatures that fit into your world.



6.4 GIGANTISM – LARGER THAN NORMAL CREATURES

In a FRP game, using “monsters” that can be easily visualized by the players adds detail and flavor to a game. Using pictures of the creatures from mythological sources, FRP products, and personal sources often helps to accomplish this. Another useful method is to create monsters that resemble familiar animals from our own world. This can be accomplished by using some of the techniques presented in section 6.2. When using *CT*, one of the easiest and most rewarding of these techniques is to take a normal animal and make it a “giant animal”, thus increasing its power and its potential danger to characters.

The size classifications in *CT* are tiny, small, medium, large, and huge. When describing the effects of gigantism, one “size step” is tiny to small, small to medium, medium to large, or large to huge; two size steps is tiny to medium, small to large, or medium to huge; three size steps is tiny to large or small to huge; and four size steps is tiny to huge. We will now present suggestions for how to modify each of a creature’s statistics when its size is increased.

LEVEL

For each size step increase add one to the creature’s level; then multiply the resulting total by 2. For example, a tiny creature (with a level of 0) made into a medium creature (2 size steps) by gigantism would have a level of $(0+1+1) \times 2 = 4$.

MOVEMENT STATISTICS

Gigantism does not normally modify a creature’s max pace, mm bonus, ms, or aq; it does affect its base rate. Base rate: for every size step increase, add 20 to the creature’s base rate.

COMBAT STATISTICS

Gigantism affects each of the combat statistics.

Size: straightforward.

Crit: *when the size of a creature is increased to large, the creator of a “giant” creature must decide on a crit type to use: L/I, L/II, or L/LA (see section 2.4). When the resulting size is huge, they must decide*

on H/LA or H/SL. They can base this on the actual size of the “giant” creature or some of its special properties.

Hits: *for each size step increase add 10 to the creature’s hits; then multiply the resulting total by 2. For example, a tiny creature (with 5 hits) made into a medium creature (2 size steps) by gigantism would have $(5 + 10 + 10) \times 2 = 50$ hits.*

AT(DB): *most AT’s will not change due to gigantism, but some tiny creatures with AT’s of 1 may be given other AT’s at the Gamemaster’s discretion. For each size step increase subtract 10 from the creature’s DB. If any resulting DB’s are negative, treat them as 0.*

Attack type and size: *all attack types and patterns remain unchanged. Increase the attack sizes by the same number of steps that the creature’s size changed by.*

Offensive Bonus (OB): *for each size step increase add 20 to the creature’s original OB. For example, a tiny creature (with an attack of 10 SBi) made into a medium creature (2 size steps) by gigantism would have a large bite ob of $(10 + 20 + 20) = 50$.*

ENCOUNTER STATISTICS

How to change most of these statistics (# enc., treasure, outlook, and IQ) is up to the Gamemaster on a case-by-case basis. We suggest that the EP bonus be increased at least one step (i.e., one letter code) for each size step increase.

6.5 A GLOSSARY: UNUSUAL MYTHOLOGICAL CREATURES

The following list of fabulous creatures (and races) from legend and Mythology is very brief. For more detail, check the bibliography and do some reading on your own.

Often one of the creatures described below may have two or more radically different forms, depending upon the particular legend or myth examined. Some of the following descriptions give alternative forms for creatures described in more detail in the earlier sections.

- Anqa:** An enormous bird with a human face. (Also known as *simurgh*.)
- Antholops:** Animal with large saw like horns and the body of a bull.
- Ant-lion:** Monster resembling a lion with the hind quarters of an ant. Neither a carnivore (because its mother is entirely herbivorous) nor an herbivore (because its father is entirely carnivorous), the Ant-lion is one confused beast.
- Apocalyptia animal:** A beast with seven heads and ten horns, bear's feet and a lion's mouth.
- Apophis dragon:** Huge serpent.
- Arba:** Winged monster of human appearance but for a long tail.
- Arimaspi:** Gold-loving people with only one eye in the middle of the forehead.
- Asakku:** Figure with a human body and an animal's head.
- Asbsar:** Winged beast with the body of a man and a horse's head.
- Asmodeus:** Demon akin to the *pazuzu*.
- Aspis:** Small music-loving dragon.
- Assa-mukhi:** Man-eating female demon with a horse's head.
- Ass-headed fish:** Just what you think.
- Astomi:** Mouth-less race of people said to be cheap, quiet dates.
- Asura:** Demonic demigods of composite physiologies.
- Ba:** A bird with a woman's head and human hands.
- Bahri:** Human-headed bird.
- Ballaena:** Giant fish with a sword on its back. Sailors view it as a living island upon which to feast.
- Basilisk:** A gigantic serpent with the body of a cock, iron claws and beak, and a tri-part snake's tail. Its stare is fatal. May be killed by holding a mirror up to it.
- Behemoth:** A gigantic beast similar to a huge and very angry water-buffalo.
- Benu:** A sacred bird similar to the phoenix, also a symbol of rebirth.
- Bes:** A demon-like dwarf with a fat tongue whose image wards off evil spirits.
- Blemmyes:** A headless race of people with eyes and mouths on their chests. Speak to you straight from the heart.
- Bucentaur:** A centaur with bull's body.
- Cacus:** A fire-breathing giant.
- Catoblepas:** A bull-monster which feeds on poisonous herbs, its breath is deadly. *Halitosis kills!*
- Centaurs:** Men-horses and symbols of strength and passion.
- Cerberus:** Three-headed watchdog of the underworld.
- Cetus:** A sea monster with lion's head and feet, a fish tail and wings.
- Charybdis:** A sea monster that delights in creating deadly whirlpools.
- Chimaera:** Beast with the head of a lion, the body of a goat, and the tail of a serpent. Sometimes three-headed.
- Cidipes:** Odd creature with one foot.
- Cockatrice:** see *basilisk*.
- Corpse-eater:** Monster with the head of a crocodile, the hindquarters of a hippopotamus, and the body of a lion.
- Cyclops:** Giant with one round eye in the forehead.
- Cynocephalics:** Fire-breathing, dog-headed, man-eating monkeys.
- Dabbe-i-chahar-sar:** Four-headed, winged monster that makes horrifying sounds.
- Dahnesch:** A tainted winged spirit.
- Devourer:** A man with horns and the hump of a buffalo.
- Echidna:** Half-woman, half-serpent mother to cerberus and the hydra.
- Elephant-headed tiger:** This cat never leaves home without a trunk.
- Endrop:** a creature half-horse and half-fish which loves to gallop through the water.
- Enkidu:** A bull-man.
- Ephialtes:** A demon of nightmares.
- Fanamin-pitoloha:** A seven-headed hydra.
- Fanesians:** Fifteen foot tall and white as marble, these men have ears so large that they can wrap them around their bodies. (it is unwise to tease the fanesians about the size of their ears.)

Faun: *Satyr with a goat's tail, pointed ears and a flattened nose.*

Feng-huang: *A phoenix both male and female, with the head and comb of a pheasant and the plumes of a peacock.*

Filsar: *Winged elephant-man.*

Fluco: *A four-eyed god-like creature with a keen sense of humor and a deadly "hook shot"; most often found in rural settings.*

Foot-shade-men: *A wondrous race with a single gigantic foot, which they lift over their heads to provide shade. (a shoe salesman could make a fortune!)*

Gajasimha: *A monster with an elephant's head and a lion's body.*

Gajavirala: *A monster half-lion and half-elephant.*

Gallu: *Diseased demons of the air most are men with various animal heads.*

Galon: *A giant bird. (see garuda.)*

Garuda: *Giant winged man with a beak.*

Ghormuha: *A horse-faced demon with one leg.*

Ghul: *A blood-sucking ghoul.*

Giant: *Both a huge man and a monster with five heads.*

Gigantes: *Giants of composite body parts.*

Glycon: *Demon with a human head and a snake's body.*

Goat-Fish: *Commonly a carp-goat. (not a pretty catch of the day.)*

Gorgon: *A lewd female figure whose look is fatal.*

Graouilli: *A dragon-monster.*

Gula: *A winged dog-headed man. (see Apot fly. Fly, Spot, fly.)*

Harpies: *Deadly spirits with the head and breasts of a woman, a bird's body and a lion's claws.*

Hecate: *Mistress of specters, she is a giant with snake-locks and a snake-foot, or with a horse's head, or three-headed.*

Hedamnu: *Amphibious sea-dragon.*

Hippocamp: *A sea-centaur.*

Hippogryph: *A horse-griffon with an eagle's head and wings.*

Hor-hekenu: *A griffin with a lion's body and the head of a falcon.*

Horse-heads: *A tall race of people with blue eyes, wings, horses' heads and human bodies.*

Hydra: *A snake-monster with nine heads.*

Ifrit: *A gigantic demon with horns, lion's claws and ass's hoofs.*

Ihamriga: *A monster with a human head and animal parts.*

Illuyanka: *A hydra-like dragon.*

Imdugud: *A lion-headed bird.*

Kkabandha: *A demon with a massive torso, one large yellow eye and an all-devouring mouth on its chest.*

Kalinaga: *A huge, thousand-headed snake.*

Kamadhenu: *A sphinx with a cow's body.*

Karkaddan: *Winged unicorn with the body of an antelope.*

Kashkash: *a hump-backed, half-blind spirit with six horns and tufts of hair hanging down to its feet.*

Kautuhala: *An animal with the head of an elephant and the body of a lion or a deer.*

Kinnara: *Bird-monster with the face of a man.*

Kinoly: *A demonic corpse.*

Kiu-lung: *A hornless dragon.*

Kumbhandha: *Demonic dwarfs.*

Kutshedra: *A huge, hirsute demon-woman with a long tail and nine tongues.*

Labartu: *A female fever-demon with a lion's head and pointed ass's ears.*

Lacertine: *A two- or four-footed eel.*

Lamassu: *A winged bull with a human head.*

Larch: *Often referred to simply as "the larch", this passive tree-like being only attacks by falling and killing itself (as well as anyone stupid enough to be under it).*

Lasi: *Winged demons.*

Leongalli: *A beast that is half-lion and half-cock.*

Leviathon: *A gigantic, many-headed sea-beast.*

Licorne: *A unicorn.*

Lilith: *A monster with a snake's body and a woman's head.*

Lindwurm: *Winged snake-dragon.*

Lion-dogs: *Dogs with lions' bodies and bushy tails.*

Locust-demons: *Horse-monsters with human faces and scorpion's tails.*

Long-ma: *A horse-dragon.*

Lorelei: *Half-human water-maiden.*

Lung: *A fire-breathing, scaly, horned dragon.*

Mafedet: *A lion with a serpent's neck.*

Mahr: *A domestic spirit who takes on the shape of a common object.*

Makara: *A monster one-third crocodile, one-third elephant and one-third snake.*

Manticore: *A flesh-eating beast with four feet, a woman's head and a scorpion's tail.*

Medusa: *Both a horse with wings and a woman with equine hind quarters. With snakes for hair and a fatal vision, she is tough to get close to.*

Mermaid: *A beautiful sea-siren whose body ends in a fish-tail.*

Midgard serpent: *A huge demon-snake which bites its own tail.*

Minotaur: *Bull-man.*

Monsok: *A human race with elephant ears which cover the monsok as they sleep. (see panochi.)*

Mushussu: *A fire-red dragon.*

Naravirala: *A beast with a lion's body and a human head.*

Nidhogar: *Serpent who resides in volcanoes.*

Norwegian blue: *A parrot-like creature that often "plays dead" to avoid capture or to escape from captivity. When in this state it is said to be "pining for the fjords".*

Oannes: *A primeval being in the shape of a fish but with human head and feet.*

Odonototyrannus: *A three-horned monster.*

Onocentaurs: *Ass-centaurs.*

Panochi: *A race of people with gigantic ears, eight fingers on each hand, and eight toes on each foot.*

Pazuzu: *Four-winged demon which brings disease. Has a horned head, lion's forepaws, eagle's feet and a scorpion's tail.*

Pegasus: *Winged horse said to have sprung from the blood of medusa.*

Peri: *Flesh eating witches of great beauty who tempt the faithful.*

Phantom: *The "living" shadow of a dead person.*

Phoenix: *A bird which flies once every five hundred years, burns itself on a pyre, and arises renewed from the ashes.*

Plague-women: *A small disease-carrying women without noses or ears, with tiny snake's eyes, cat's paws and goat's feet.*

Poqhiraj: *A gigantic bird or flying horse friendly to its rider.*

Psempolnica: *A murderous woman covered in black hair, with horse's feet, but with human face. She will cut the head off whoever refuses to talk to her between noon and one p.m.*

Quetzlal: *Gigantic feathered snake.*

Rakshasa: *Gigantic fire-breathing demons, hostile to man, with massive tusks.*

Roc: *An enormous bird with two horns and four humps on its back.*

Ryu: *A large dragon which can live and move in air, in water and on land.*

Sarabha: *a deer-like creature with eight feet which lives on snow-covered mountains.*

Sardula: *A horned lion.*

Satan: *The devil. Sometimes described as a half-dog and half-cat, with a long trunk.*

Satyr: *A forest-demon with goat's legs (perhaps partly horse-shaped) often lustful to a ridiculous degree.*

Sciapods: *People whose sole gigantic foot serves as a sunshade. They can hop at great speed over the surface of the sea.*

Scorpion-man: *Half-human beast with a "stinging" wit,*

Scylla: *A sea-monster with twelve shapeless feet and 6 toothy heads upon 6 long necks. Delights in wrecking ships at sea.*

Shedu: *A human-headed, winged, bull-beast.*

Sickle-man: *A murderous man with glowing eyes, one horse-leg, one cow-leg, and long talons.*

Sirabich: *Evil bird-like spirits who stalk and kill women in childbirth.*

Sirens: *Singing mermaids who lure sailors to their deaths.*

Skoffin: *Basilisk-like monster, hatched from an egg, whose look is deadly.*

Spahlen-tier: *Dragon-like spectre.*

Sphinx: *A lion with a human head,*

Stomach-Faces: *Headless folk with a face on their stomachs.*

Stymphalian birds: *Giant birds with iron talons and beaks.*

Sulafati: *Human figure with a turtle's body and a pair of wings.*

Taksaka: *Giant snake-demon.*

Tannin: *Many-headed.*

Tarasque: *A dragon of massive size and strength.*

Tayir: *A winged, human-shaped creature which speaks a language no one understands.*

Tatzlwurm: *A winged, fire-breathing dragon.*

Telchines: *Half-fish, half-snake demon.*

Ten-gu: *Winged mountain and forest sprites with long noses or beaks, they steal children for fun.*

Thu'ban: *Gigantic fire-breathing dragon.*

Toe nayo: *A unicorn with a horse's sturdy body.*

Tulchulka: *A human with a vulture's beak and animal ears.*

Typhon: *A giant with a hundred snake-heads.*

Undine: *Female water-sprite.*

Unicorn: *A rare, one-horned horse-like beast with great power to do good.*

Vetala: *A group of demons who enter into corpses and revivify them.*

Vouivre: *A one-eyed dragon, their only eye a great jewel.*

Wak-wak tree: *A tree whose fruits consist of human and animal heads,*

Walimana: *Beast with a bird's body and a human face.*

Water-elephant: *An enormously strong elephant the size of a mouse which likes to feed on the brains of their much-larger brethren.*

Werewolf: *a Wolf-man. (contact Lawrence Talbot for details.)*

Wild men: *Giants with owl's eyes, boar's tusks and elephant's ears.*

Yakshas: *Demonic half-snake demigods.*

Yagug and magug, gog and magog: *A stocky race of humans half the size of a normal man, with lion's fangs and claws.*

Yali: *A beast with a lion's body and the trunk and tusks of an elephant.*

Yu-lung: *A sea-beast, half-fish, half-dragon.*

Zagh: *A human-Faced, speaking crow. (see roc.)*

Zu: *A bird-centaur.*



7.0 POISONS AND THEIR EFFECTS



Poisons come in many forms and involve myriad effects. Actually, they include any substance that destroys life or impairs health from within the victim, regardless of the ultimate result.

The guidelines here relate to the design of poisons suitable for an FRP game and specifically associated with living creatures. In this case, a poison's source and form will depend on the plant, animal, or monster that uses it. Creature-based poisons are described using other criteria, notably:

- Attack Level (in terms of a base level and a variability factor);
- Type of Effect
- Degree of Severity (including restrictions, modifications, or ranges pertaining to the severity of effect).

Often the attack level of a poison is given as a "base attack level" and a "variability" code (a-h) in parentheses. This variability refers to the "level chart" in section 2.2. To determine the

actual attack level of a poison, first roll (1-100 open-ended) and cross-index the result with the "variability" code letter. The resulting modification is then added to the "base attack level" to obtain the actual attack level. For simplicity purposes, a Gamemaster may wish to just use the base attack level as the actual attack level.

When designing poisons, you need to consider these factors, as well as noting any peculiarities the poison might have (e.g. attack bonuses).

The Types of Effect:

For convenience's sake, we classify poisons in six effect categories:

- Circulatory Poisons
- Nerve Poisons
- Conversion Poisons
- Reduction Poisons
- Muscle Poisons
- Respiratory Poisons

Each is a grouping of substances which share symptoms and means of attack and work toward

the same detrimental aim (unpalatable result). All poisons in a given category affect a given system in the victim's body. Essentially, circulatory poisons disturb the system which moves blood and lymph through the body. Conversion poisons transform fluids or tissue into a new form, muscle poisons attack the tissues and organs which produce movement, and nerve poisons disrupt the body's signaling mechanisms. Reduction poisons dissolve tissue, while respiratory poisons retard a victim's ability to take in oxygen and give off carbon dioxide.

Certain "special" poisons have unusual effects. Their effects are detailed when they are indicated. If no level is given for a poison, its level is assumed to be the same as the creature's level.

DETERMINING THE SEVERITY OF EFFECT

Within these categories are four levels of severity that determine the degree of harm to the victim: mild, moderate, severe, and extreme. Normally, the degree of severity is based on the potential victim's resistance roll (RR), but the description of the poison or circumstance may dictate otherwise. If two or more means of determining severity are specified (e.g. the victim must make a RR and a roll based on their con), resolve each and apply the most severe result.

RR-BASED SEVERITY

Generally, a person receiving a critical strike in an attack that is accompanied by a poison must make a RR (using Table 11-01), comparing their own level with the level of the poison. When the unfortunate soul fails a RR, the GM should determine how much of a failure is involved by comparing the adjusted RR with the number needed to succeed. (Generally the victim adds their constitution stat bonus and their race bonus to the RR.) Unless the poison attack is described otherwise (e.g. the poison delivers only mild effects or the effects are not RR dependent), the difference indicates the resulting level of severity.

07-01 SEVERITY (RR BASED)	
RR Failure	Severity Level
01-25	mild
26-50	moderate
51-100	serious
101+	extreme

CONSTITUTION-BASED SEVERITY

Some poisons affect the victim in ways which are independent of their level. Instead, the victim's fate is a factor of their constitution, or even their luck.

In the case constitution-based results, the determination begins with a single closed-end d100 roll that determines whether or not the poison affects the target. Individual poisons may modify the roll (e.g. a +20 venom would subtract 20). The potential victim adds their con **stat** to the roll, hoping for an adjusted result of 101+. Should they get a result of 00 or less, the poison affects them and another closed d100 roll is made. Severity levels are based on the second roll:

07-02 SEVERITY (CON BASED)	
Roll	Severity Level
< 16	extreme
16-40	serious
41-80	moderate
81-100	mild

LUCK-BASED SEVERITY

Luck-based effects are determined by a single closed-end d100 roll. These are often very powerful substances which will harm anyone unfortunate enough to experience their penetration. Typically, the poison will affect anyone, should the roll fall into affect range. For instance, a poison which will affect anyone on roll of 01-10 (10 or less) attacks a 20th level lord with the same vigor as it does a 1st level peasant, and each target is equally vulnerable. As with any poison, however, the effects of such an attack can be negated if the victim possesses special powers, items, or immunities.

07-03 SEVERITY (LUCK BASED)	
Affect Range	Severity Range
01-50	01-05 = extreme; 06-15 = severe; 16-30 = moderate; 31-50 = mild.
01-25	01-03 = extreme; 04-10 = severe; 11-17 = moderate; 18-25 = mild.
01-10	01-02 = extreme; 03-05 = severe; 05-07 = moderate; 08-10 = mild.
01-05	01 = extreme; 02 = severe; 03 = moderate; 04-05 = mild.

The severity of effect may be specified, or it can be a function of the roll; the lower the roll, the more severe the result. We suggest the above ranges for severities versus rolls. They serve as handy examples.

The GM should remember that, while most poisons are limited by their purity or concentration (i.e., level), some yield effects restricted to lesser severity levels (e.g. the effects are never worse than moderate).

DESCRIPTIONS OF EFFECT

The following descriptions delineate the impact of each variety of poison, based on severity levels. Effects are generally cumulative, so a victim beset with two impairments reducing their activity by -25 is actually at -50. A victim experiencing serious effects must also weather moderate and mild effects. In other words, the effects of upper level severities include all the lower severity results in the same category.

Example: *the overly excited 3rd level mystic Trevor attempts to eat a live "Sheepmonger" tree frog. He succeeds, but is embarrassed when he realizes that the glands on the frog's back contain a 6th level nerve poison. Trevor rolls an adjusted RR of 64, barely resisting the effects. He breathes a sigh of relief. Unfortunately, the poison also requires a luck-based roll, and affects anyone with a roll of 01-10. Trevor rolls again, this time getting an 01. Sadly, the young mystic receives the maximum result: an extreme severity effect. The GM consults the descriptions of effects and rolls to see when the symptoms at each of the various severity levels set in. Because the severity is extreme, Trevor experiences mild, moderate, severe, and extreme effects. Sometime later, his already clouded brain fails. Trevor dies with a smile on his contorted face.*

TIME OF EFFECT

The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for severest effect first, thereby dictating the upper limit for lesser symptoms.

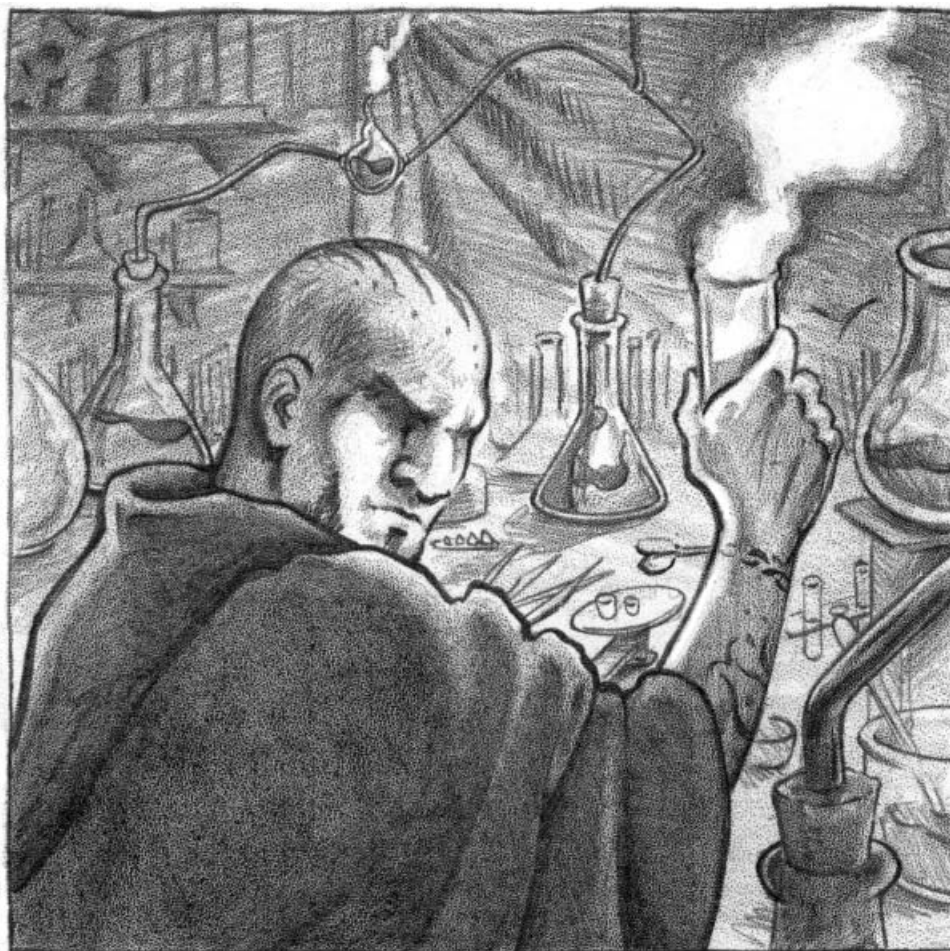
AREA OF EFFECT

The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g. a maneuver or critical strike indicates that the spider injects the reduction poison in the victim's neck), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart:

07-04 SEQUENCE OF EFFECT	
Poison Variety	Areas Affected (Suggested Sequence)
Circulatory	feet, legs, hands, arms, abdomen, chest, neck, head.
Conversion	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Muscle	hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
Nerve	extremities, eyes, mouth, brain.
Reduction	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Respiratory	lungs, throat, brain.

CIRCULATORY POISONS

- Mild or initial effects involve swelling around the point of injection or ingestion, drowsiness (-15), and slightly blurred vision (-25), all beginning in 1-50 rounds and lasting 1-50 hours.
- Moderate or secondary effects occur after 3-30 rounds and include lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers), together with mild euphoria (-20).
- Severe effects set in after 5-50 rounds. They boil down to pronounced discoloration and chills, together with incapacitating headaches (no activity; 1-10 hits/round until unconsciousness or coma).
- Extreme effects take place in 10-100 rounds and involve death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).



CONVERSION POISONS

- Mild effects occur in 5-50 rounds. They center on queasiness and an upset stomach (2-20 hits; -20).
- Moderate effects kick in after 10-100 rounds and involve painful vomiting (3-30 hits; 10% chance of incapacity each rnd).
- Severe effects take place in 20-200 rounds and involve partial conversion (1-100%) of bodily tissue to another form (with given disability). Victim is at negative 51-100, lapses into unconsciousness, and will die if the area affected is a critical organ.
- Extreme effects set in at 20-200 rounds. Area affected is fully transformed, with all the associated results, including the possibility of death.

MUSCLE POISONS

- Mild effects occur in 3-30 rounds. They involve lightheadedness and swelling (-10) and pain (1-5 hits/rnd).
- Moderate effects come to pass in 5-50 rounds. Victim has a moderate loss of overall coordination (-30) and in any given rnd, there is a 5% chance that they cannot effectively operate the muscles required for the desired action.
- Severe effects arise in 1-10 hrs. Victim is beset with a fever and sweating and lapses into unconsciousness for 1-10 days.
- Extreme effects occur in 1-50 hrs. Victim dies due to overall muscle failure, which includes cessation of heart activity.

NERVE POISONS

- Mild effects occur in 1-10 rounds. They center on mild loss of thought and motor coordination (-20).
- Moderate effects hit in 1-20 rounds, leaving victim with 5-50 hits and operating at -75 due to nervous system shock.
- Severe effects strike in 2-20 rounds. Victim suffers a stroke and is at negative 1-100 for all activities. All of their temporary stats are reduced by 1-80 (d100 roll; re-roll 81-00).
- Extreme effects occur in 5-50 rounds. Victim dies due to brain failure.

REDUCTION POISONS

- Mild effects beset victim in 10-100 rounds. They center on great pain (4 hits/rd until unconscious).
- Moderate effects occur in 20-200 rounds. Victim begins bleeding through pores at a rate of 3 hits/rd.
- Severe effects occur in 30-300 rounds. Victim is incapacitated and, after 1-100 minutes, lapses into a coma that lasts 1-100 days.
- Extreme effects set in after 1-10 hours. Victim dies due to dissolution of vital tissue and destruction of associated organs (e.g. their heart turns to jelly).

RESPIRATORY POISONS

- Mild effects occur in 1-20 rounds. Victim is struck with mild euphoria (-20).
- Moderate effects strike in 2-20 rounds. Victim experiences significant euphoria (-50) and some choking pain (1-5 hits/rd, for 1-100 rounds).
- Severe effects occur in 1-100 rounds. Victim coughs uncontrollably (1-10 hits/rd, for 1-10 rounds), lapses into unconsciousness and, on a roll of 01-50, slides into a coma which lasts 1-10 days.
- Extreme effects occur in 2-200 rounds, leaving victim dead due to respiratory failure and associated oxygen starvation.

RANDOM POISON DETERMINATION

If you want to randomly determine a poison for a creature you are creating, roll twice (1-100) to determine its type and severity factors (i.e., severity type and modifiers):

07-05 TYPE OF POISON	
First Roll	Type
01-05	Special
06-20	Circulatory
21-35	Conversion
36-50	Muscle
51-65	Nerve
66-80	Reduction
81-95	Respiratory
96-00	Special

07-06 POISON SEVERITY FACTOR	
Second Roll	Severity Factor
01-30	RR-based: Creature's Lvl.
31-50	RR-based: Lvl-3 Var.-H
51-60	RR-based: Lvl-8 Var.-H
61-65	RR-based: Lvl-13 Var.-H
66-67	RR-based: Lvl-25 Var.-G
68-75	Constitution-based (-20)
76-80	Constitution-based (+0)
81-84	Constitution-based (+10)
85-87	Constitution-based (+25)
88-89	Constitution-based (+50)
90	Constitution-based (+75)
91-94	Luck-based: Range (01-05)
95-97	Luck-based: Range (01-10)
98-99	Luck-based: Range (01-25)
00	Luck-based: Range (01-50)

8.0 TREASURES



Most of the time a Gamemaster will choose a treasure that is appropriate for a particular adventure site. However, it is often useful to be able to quickly generate a random treasure or part of a treasure.

This section provides guidelines and tables which can be used to create and generate treasures for a variety of FRP situations. Section 8.1 describes the basic classifications for treasure. Section 8.2 provides a set of tables for generating random treasures keyed to specific monsters described in section 2.5 and treasures keyed to certain “richness” ratings.

Section 8.3 presents a system for generating treasure based upon a number of treasure tables, each allowing for the generation of a specific type of item (e.g. a table for magic weapons, a table for magic armor, a table for spell items, etc.). This provides an example of

how a Gamemaster can create tables keyed to their world system.

Finally, section 9.4 provides descriptions for a number of specific magic items classified as being “most potent”, “potent” or “modest”; these items can be used with the generating tables in sections 8.2 and 8.3. The items described in section 9.0 are also classified in this manner.

These tables can be used for a variety of other purposes in a FRP game. The Gamemaster can use them to determine what magic items are for sale in a particular shop or town. They can use them to determine the magic items possessed by non-player characters. They can use them to stock a variety of adventure sites ranging from vaults and treasuries of kingdoms to the contents of buried treasures.

8.1 TREASURE CLASSIFICATIONS

The basic types of treasure are described in this section.

GEMS AND JEWELRY

Gems and jewelry are forms of wealth that are more portable than most money. They are also more easily identifiable and more difficult to assess.

MONEY

The Gamemaster should keep in mind that most money in the world at large is in the form of tin pieces (tp) and copper pieces (cp), followed in decreasing frequency by; bronze pieces (bp), silver pieces (sp), gold pieces (gp), and mithril pieces (mp). Often the sheer weight of the money in a treasure will limit the amount which can be carried away.

NORMAL EQUIPMENT

Many treasures will include lots of normal equipment (i.e., weapons, rope, tools, clothing, books, and manuscripts, etc.).

BONUS SPELL ITEMS

There are two types of magic items, called bonus spell items, which enable a character to cast more spells than they normally would be able to: spell adders and PP multipliers. Each bonus spell item is keyed to one of the three realms of power: essence, channeling, or mentalism. Some rare items embrace two realms (Hybrid), rarest of all are items that affect all three (Arcane) Such an item can only be used for the realm(s) which it is keyed to.

- A +1 spell adder allows a character to cast one extra spell between 8 hour periods of rest in addition to those which they can normally cast by using their power points; a +2 spell adder allows 2 additional spells; a +3 spell adder allows 3 additional spells; etc.
- A x2 Power point multiplier doubles the number of power points available to a character between 8 hour periods of rest; a x3 PP multiplier triples their power points; etc.

ITEMS WITH NON-MAGICAL BONUSES

Superior items (special material or construction) add their bonus to the total skill bonus of any skill that normally utilizes an item of that type (e.g. a +10 mace, a +5 lock pick, a set of +15 chain, etc.). For example, the use of a +10 mace would increase a character's offensive bonus by 10, a +5 lock pick would increase their pick lock skill bonus by 5, and a set of +15 chain would increase their defensive bonus by 15. These bonuses apply to any appropriate rolls by any character using them.

MATERIAL QUALITY AND SUPERIOR CRAFTSMANSHIP

The materials an item is made out of, the quality of its manufacture, will modify its bonus and the time it takes to manufacture and the cost to purchase. Manufacturers cannot craft quality bonus items in excess of their ranks in the appropriate skill (So it takes at least 25 ranks in Smithing to forge a suit of +25 Masterwork AT20 Plate Mail). If a particular item requires 2 or more skills to make, the lowest skill determines the maximum possible bonus the craftsman (or craftsmen) can reach. It may prove more difficult, costly and time consuming to locate a craftsman of sufficient skill than to create and purchase the actual item.

08-01 QUALITY OF MANUFACTURE TABLE

Bonus	Status	Time mod	Cost mod
-15	Barely Usable	25%	25%
-10	Shoddy	50%	50%
-5	Poor	75%	75%
+0	Average	Normal	Normal
+5	Above Average	2x	10x
+10	Quality	4x	50x
+15	High Quality	8x	100x
+20	Superior	16x	1,000x
+25	Masterwork	32x	10,000x

Certain materials will improve the quality of the item. The following table generally assumes weapons; armor and tools needing material strength are the items in question.

08-02 BONUSES DUE TO SPECIAL MATERIAL AND MAGIC

Bonus	Example Material	Base Cost Modifier*	Notes
-50	Stone	0.1x	(-15)-(-30) for crushing tools.
-30	Wood	0.1x	(-20)-(-40) for crushing tools.
-20	Bone	0.25x	Supposes fire hardened bone.
-10	Bronze	0.5x	Copper/tin alloy.
+0	Iron	1x	Typical material.
+5	Low Steel (I)	5x	Non-magic iron/carbon alloy.
+10	High Steel (II)	20x	Non-magic alloy of iron/carbon/variable element(s).
+15	White Alloy	100x	Non-magic alloy of iron/carbon/titanium.
+20	Black Alloy	500x	Non-magic alloy of iron and meteoric metals.
+5	Enchanted Iron	10x	Magic iron.
+10	Enchanted Steel I	40x	Magic low steel.
+15	Enchanted Steel II	200x	Magic high steel.
+20	Mithril Alloy	1000x	Magic true-silver alloy.
+25	Laen	5000x	Magic true-glass.
+30	Eog	10000x	Magic true-steel.

*— Cost Multiplier 1x if item is normally made from material(s) with a lower bonus than that given iron."

LIGHT & HEAVY EQUIPMENT

The weight of equipment (e.g. weapons, armor, shields, food, etc.) is often a big hindrance to a character. A piece of equipment that is lighter than normal is often very valuable to a character. Heavier items will gain a bonus in use, but be heavier to carry and often clumsier to use.

08-03 WEIGHT DECREASES DUE TO MATERIAL AND DESIGN

% Of Min Normal Weight	Base Cost Modifier
95% - 100%	1.5x
80% - 94%	4x
60% - 79%	8x
40% - 59%	20x
20% - 39%	100x
0% - 19%	500x

08-04 BONUSES DUE TO HEAVIER DESIGN

Bonus	Base Cost Modifier	% of Max. Normal Weight	Modification to Min. Armor Maneuver Penalty
+5	2x	120%	5
+10	5x	140%	10
+15	10x	160%	15

ITEMS WITH MAGIC BONUSES

Items with magic bonuses are treated like items with non-magic bonuses for the purposes outlined above. However, they also have special properties due to their magic nature (e.g. weapons with magic bonuses use the "magic" columns on the large and super-large critical strike tables). Certain very powerful creatures cannot be harmed at all by non-magic weapons.

IMBEDDED SPELL ITEMS

Certain magic items contain spells that a character may cast. Such spells do not require power points, and the caster needn't have learned the list that they come from. The various types of spell items include: rune paper, potions, single use items, daily items, wands, rods, staves, and constant items. These are the usual restrictions. Certain extraordinary items may have unique properties. The characteristics of these items are summarized below:

TOMES

These are books which usually contain all or part of a given spell list. Depending upon how a Gamemaster handles learning spells, tomes can be used in two ways. If the Gamemaster

requires that texts be used to “learn” spell lists, tomes can fulfill this requirement. In any case, each spell in a tome can be cast once as if it were a rune. Such use of a spell in a tome destroys that spell description and it can not be used again to “learn” the spell or cast it. The pages of tomes are not “reusable” like rune paper. Tomes usually have a special protective cover and weigh between 5 and 50 pounds.

SPECIAL ITEMS

These items do not always fall completely into the categories above. To determine the exact nature of a “special” item, the Gamemaster may create (make up) any magic item that they want or they may use the system presented in section 8.3 to generate an item or they may choose an item from those described in section 9.0. If they use the last option, the Gamemaster may wish to roll to determine the item’s potency: modest (01-75), potent (76-95), and most potent (96-100). Section 9.0 contains descriptions of a number of these types of items classified as being “most potent”, “potent”, or “modest”.

ARTIFACTS

Artifacts are special items that are very powerful and often contain multiple powers and abilities. Usually these items have a history and a cultural or political significance, and should be placed by the Gamemaster in specific locations (i.e., not generated randomly).

INTELLIGENCE AND WILL

In *Rolemaster*, item intelligence allows any character to use spells “imbedded” in items without having to successfully use their Staves & Wands skill. The character does not need to attune their aura to the item, because the item attunes itself to its wielder.

The effect of intelligent items on characters or a game will depend upon the world system used (e.g. control or dominance of a character by an item they are wielding). Normally, the “alignment” of such an item is the same as that of the Alchemist that makes it.

The following is a summary of the effects of various intelligences that can be placed in an item by the corresponding spells on the enchanting ways list:

Empathy	Allows casting of 1st lvl spells.
Low Intelligence	Allows casting of 2nd lvl spells.
Medium Intelligence	Allows casting of 5th lvl spells.
High Intelligence	Allows casting of 10th lvl spells.
Very High Intelligence	Allows casting of 20th lvl spells.
Artifact Intelligence	Allows casting of ANY spells (Not possible via Enchanting Ways)

When generating items from this book, some are indicated as definitely being intelligent, but any item might be intelligent. (At the GMs discretion.). If an item is intelligent, find the highest-level spell effect it can cast, this is the item’s minimum intelligence level. The GM can randomly roll, or assign any of the above intelligence levels to the item as long as it is equal to that minimum level or higher.

Items with intelligence may come into conflict with the characters that possess them, so it is important for the Gamemaster to establish the purpose and goals of any item with intelligence before introducing them into the game. If an intelligent item feels that its possessor is acting contrary to either its purpose or goals it will engage in a contest of wills, either to resist being used, or to possess it’s wielder. This can happen rarely, or every time the item is used, depending on how opposed the character and the item’s goals and purposes are.

To generate Will for characters, add together their Reasoning, Self Discipline, Empathy, Intuition and Presence Bonuses. Gamemaster’s can randomly determine or assign these stats to an intelligent item to generate Will, or just use the table below as a rough guide. The more intelligent an item is, the higher these stats will be, and so stronger its will is. (if the Gamemaster wants to randomly generate stats for an item per the stat generation rules in *CL* section 2.4, use the “Average Stat Bonus” column below as the “Race Stat Bonus” when generating the 5 stats needed).

<i>Intelligence</i>	<i>Average stat bonus</i>	<i>Average Will</i>
Empathy	-20	-100
Low Intelligence	-10	-50
Medium Intelligence	0	0
High Intelligence	+10	+50
Very High Intelligence	+20	+100
Artifact Intelligence	+35	+175

To resolve a will contest, make a resistance roll with the item's level as the attack level, and the character's level as the target level. Subtract the item's Will from the roll, and add the character's Will to the roll. Use the following table to determine the result:

Example: *Darby is wandering alone through some ruins in the wilderness, and*

finds a ring. He picks up the ring and just slips it on. The ring is of very high intelligence, and VERY evil, it was created by a demon that wants a gate opened to this world to free it to wreak havoc. Having foolishly put the ring on, Darby is immediately confronted by a will contest from the ring (It has very different goals and morals, to say the least.) Darby is 10th level, and has a will of +35. The ring is 15th level, and has a will of +100. Darby is in trouble, looking at the RR chart for a 15th level attack vs. a 10th level target; we see Darby needs a 65 to resist. Darby's player rolls a 65, but then the will bonuses are applied: Roll 65 + 35 (Darby's will) - 100 (Ring's Will) = 0. Darby has failed his RR by 60 points. Consulting the will contest results table, we see that Darby is "struggling to resist" but may make another will check immediately at no penalty. His second roll is a 55; 55 + 35 - 100 = -10, Darby has failed by 70. This time, the Ring gets control, but not completely. Darby forgets the struggle, and proceeds to walk off toward that ring of stones he passed two days earlier, a thin point between realms, it

08-05 RESULTS FROM WILL CONTEST

Fails by 150 or more —Item masters the character. The character is completely under the sway of the item and will pursue its purpose (or be overcome by its influence). The character suffers a permanent -25 penalty to all future Will Contests with this item.

Fails by 66 to 149 —Item is in control of the character. The character is influenced by the item. He begins to act in accordance with the item's desires (although the influence is not absolute). The character may initiate another Will Contest under certain circumstances (GM's discretion; usually only allowed when separated from the item, or some traumatic experience caused by the item. Note that controlled characters will not voluntarily be separated from the item. The next Will Contest with this item suffers a penalty of -25.

Fails by 51 to 65 —Character struggling. Although presently influenced by the item, the character realizes that his mind is affected and makes a valiant effort to resist the item. The affected character may immediately initiate another Will Contest (with no extra modifications).

Fails by 26 to 50 —Item gains. The item is gaining influence over the character. Although not compelled to comply, the character feels biased by the item's will. Friends may notice a change in personality. The next time a Will contest occurs with this item, it suffers a penalty of -10.

Fails by 1 to 25 —Contest in question. The struggle is still undecided. For the moment the character may wield the item as he desires. The character may not even be aware that a Will Contest has taken place.

Succeeds by 1 to 25 —Contest in question. The struggle is still undecided. For the moment the character may wield the item as he desires. The character may not even be aware that a Will Contest has taken place.

Succeeds by 26 to 50 —Character gains. Character is gaining influence over the item. Although not compelled to comply, the item is biased by the character's will. For the moment the character may wield the item as he desires. The next time a Will Contest occurs with this item, it suffers a bonus of +10.

Succeeds by 51 to 65 —Item struggling. The item makes a strong effort to resist the character, but it remains under the control of the character. The item may initiate another Will Contest immediately (with no extra modifications).

Succeeds by 66 to 149 —The item fails under the strong influence of the character. The character may wield the item as he desires. The spirit will begin to act in accordance with the character's desires, although control is not absolute. The spirit receives taint through interaction with the PC. The item may initiate another Will Contest under certain circumstances (GM's discretion). The next time a Will Contest occurs between the character and this item, there is a +25 bonus.

Succeeds by 150 or more —The item is completely under the control of the character. The spirit is overcome by the character's influence and obeys his will insofar as possible. The character receives a permanent modifier of +25 bonus to all future Will Contests with this item.

08-06 BONUS KEY

Normal	= A normal non-magic item, roll on column "Type B" of the Capabilities Chart.
Spell	= An item containing a spell, roll on the Spell List Chart.
Tome	= A Tome, roll on the Spell List Chart.
Special	= A special magic item.
Artifact	= An artifact may be present.
Light	= These are items which weigh less than normal. Roll on the Capabilities Chart, column "Type B" from item's type. Then roll on the 'Light' column of the Capabilities Chart to determine the actual % of normal weight. Finally, roll to see if the item has "additional capabilities."
Bonus	= These are items which have a "Bonus" for certain activities. Roll on the Capabilities Chart, column "Type B" for item's type. Then roll on 'Bonus' column of the Capabilities Chart to determine the actual bonus for the item (a bonus followed by (M) is magic). Finally, roll to see if the item has "additional capabilities".
Sp. Bonus	= These are Bonus Spell items. Roll on the Capabilities Chart, column "Type A" for item's type. Then roll on the "Sp. Bonus" column of the Capabilities Chart to determine the actual spell bonus for the item ("x #" indicates a spell multiplier, while "+ #" indicates a spell adder). Finally, roll to see if the item has "additional capabilities".

should do nicely, unfortunately Darby thinks this is completely normal, and will proceed there without finding it odd. When the actual opening of a demon gate starts, Darby will likely get another chance to resist the will of the ring, as this is freaky enough that even in his fuddled state, Darby will know something is wrong. Unfortunately, due to that last result, he will resist at a -25 penalty.

Note: intelligent items actually cast their spells, not the wielder. The item uses the wielder's aura sort of the way a radio uses a broadcast antenna, so they still count toward the caster's one spell per round limit (An item capable of casting completely by itself, without a wielder, would be a form of construct creature.) and any spell failures apply to the wielder, not the item. This also means that if the wielder is not in control of an active, intelligent item, it can cast spells through them of it's own choice, including on or against the wielder or their allies.

08-07 TREASURE SIZE TABLE

Roll	RELATIVE RICHNESS				
	Very Poor	Poor	Normal	Rich	Very Rich
01-20	0	0	0	0	2
21-40	0	0	0	0	2
41-55	0	0	1	2	2
56-70	0	1	1	2	3
71-80	0	1	2	2	3
81-90	1	1	2	3	4
91-94	1	2	3	3	4
95-97	2	3	4	4	6
98-99	3	4	5	6	8
00	4	5	6	8	10



RESISTANCE ROLLS VS ITEM EFFECTS

All spells in items will be from a list tied to a realm, you resist those effects at the level indicated (The level of the spell on the given list if not stated in the item description) using resistance bonus against the realm of the list which the spell came from.

If the effect is spell like but not a spell, a RR form should be indicated, if none is given, assume "Essence".

08-08 COMPOSITION TABLE					
Roll	Relative Richness				
	Very Poor	Poor	Normal	Rich	Very Rich
01-05	Normal	Normal	Normal	Normal	Normal
06-10	Normal	Normal	Normal	Light	Light
11-20	Normal	Normal	Light	Light	Light
21-30	Normal	Light	Light	Light	Spell
31-40	Light	Light	Light	Bonus	Spell
41-50	Light	Light	Bonus	Bonus	Spell
51-55	Light	Bonus	Bonus	Bonus	Bonus
56-60	Light	Bonus	Bonus	Bonus	Bonus
61-65	Bonus	Bonus	Bonus	Bonus	Bonus
66-70	Bonus	Bonus	Bonus	Spell	Bonus
71-75	Bonus	Bonus	Bonus	Spell	Bonus
76-80	Bonus	Bonus	Spell	Spell	Sp. Bonus
81-85	Bonus	Bonus	Spell	Spell	Sp. Bonus
86-90	Bonus	Spell	Spell	Sp. Bonus	Sp. Bonus
91-94	Spell	Spell	Sp. Bonus	Sp. Bonus	Tome
95-97	Spell	Sp. Bonus	Sp. Bonus	Tome	Special
98-99	Sp. Bonus	Sp. Bonus	Tome	Special	Special
00	Special	Special	Special	Special	Artifact



08-09 CAPABILITIES TABLE (use when indicated by Composition Table)					
Roll	Original Result from Composition Table				
	Light	Bonus	Sp. Bonus	Type A	Type B
01-07	80%	+5	+1 Ess	Staff	Weapon, 1-H Slashing
08-11	80%	+5	+1 Ess	Staff	Weapon, 1-H Concus.
12-15	80%	+5	+1 Ess	Staff	Weapon, 2-Handed
16-19	80%	+5	+1 Chan	Staff	Weapon, Pole Arm
20-22	80%	+5	+1 Chan	Staff	Weapon, 10 Arrows
23-25	80%	+5	+1 Chan	Staff	Weapon, 10 Quarrels
26-30	70%	+10	+1 Ment	Staff	Weapon, Bow & Thrown
31-35	70%	+10	+1 Hybrid	Rod	Weapon, Special
36-44	70%	+10	+2 Ess	Rod	Shield
45-50	60%	+15	+2 Chan	Rod	Rigid Leather Armor
51-53	60%	+15	+2 Ment	Rod	Soft Lether Armor
54-56	60%	+15	+2 Hybrid	Rod	Helmet
57-62	60%	+20	+3 Ess	Wand	Chain Armor
63-68	50%	+5(M)	x2 Ess	Wand	Plate Armor
69-72	50%	+5(M)	+3 Chan	Wand	Lockpick Kit
73-76	50%	+5(M)	x2 Chan	Wand	Disarm Trap Kit
77-78	50%	+10(M)	+3 Ment	Robes	Gloves (Martial Arts)
79-80	50%	+10(M)	x2 Ment	Robes	Glasses (Perception)
81-82	40%	+10(M)	+3 Hybrid	Robes	Cloak (Hiding)
83-84	40%	+10(M)	x2 Hybrid	Robes	Boots (Stalking)
85	40%	+10(M)	+4 Ess	Robes	Bridle (Riding)
86-87	40%	+15(M)	+4 Ess	Robes	Robes (DB if no armor)
88-89	40%	+15(M)	x3 Ess	Headband	Bracers (Adrenal Def.)
90	40%	+15(M)	x3 Ess	Headband	Bracers (Adrenal Def.)
91	30%	+20(M)	+4 Chan	Armband	Belt (DB)
92	30%	+20(M)	x3 Chan	Armband	Lockpick Kit
93	20%	+25(M)	+4 Ment	Necklace	Disarm Trap Kit
94	20%	Special	x3 Ment	Necklace	30 Pitons (Climbing)
95	Special	Special	+4 Hybrid	Ring	Saddle (Riding)
96	Special	Special	x3 Hybrid	Ring	Ring (DB)
97	Special	Special	+5 Ess	Ring	Special
98	Special	Special	x3 Ess	Special	Special
99	Special	Special	Special	Special	Special
100	Special	Special	Special	Special	Special

8.2 GENERATING RANDOM TREASURES

The charts below are included to help the Gamemaster generate random treasures. The Gamemaster must assign a relative richness (very poor, poor, normal, rich or very rich) to

the treasure's wealth (money, gems and jewelry) and to the treasure's magic item content. The richness of these factors may differ; for example, a treasure might be very rich in terms of wealth, but poor in terms of magic items.

The richness of treasures associated with particular creatures may be assigned by the Gamemaster or determined by using the

08-10 ADDITIONAL CAPABILITIES			
Roll	Light	Bonus	Special Bonus
01-40	Nothing	Nothing	Nothing
41-50	Bonus	Light	Nothing
51-75	Bonus	Light	Light
76-88	Spell	Spell	Spell
89-90	Special Bonus	Special Bonus	Bonus
91-94	Bonus & Spell	Light & Spell	Light & Spell
95-96	Special Bonus & Spell	Light & Special Bonus	Light & Bonus
97-98	Bonus & Special Bonus	Special Bonus & Spell	Bonus & Spell
99	Bonus & Special Bonus & Spell	Light & Special Bonus & Spell	Light & Bonus & Spell
00	Special	Special	Special

NOTE: Use this chart as indicated by the Composition Chart. 'Nothing' indicates no additional capabilities. If any other result is obtained, roll as indicated on the appropriate column(s) on the Capabilities Chart and/or the Spell List Chart.

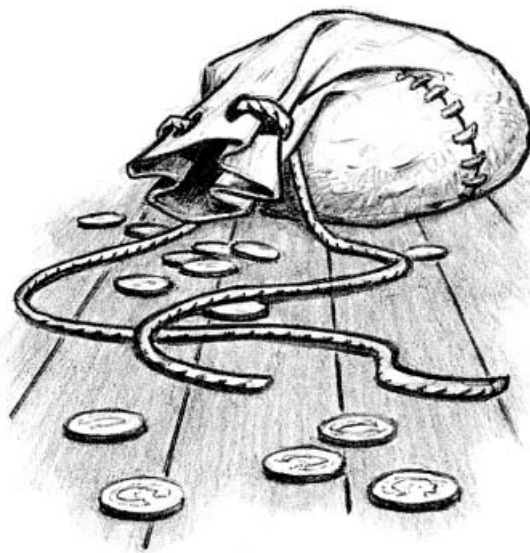


creature's treasure code given in the tables in section 2.5.

Each chart also has a section for determining the size of the treasure; alternatively the Gamemaster may decide on the size. The size of the treasure is reflected in the number of rolls allowed on the composition section of each chart. These charts are only included to provide aid to the Gamemaster; they should use them as they see fit.

MAGIC ITEM CHARTS

First roll to determine the size of the treasure (the number of rolls allowed), then make the indicated number of rolls to determine the actual composition. If certain results are obtained, further rolls are required to determine what the item is and what special properties and capabilities it has. The Gamemaster may choose the type of item based upon the location of the treasure, or they may roll on the capabilities chart. Suggested items include: weapons, armor, helmets, greaves, shields, tools, saddles, cloaks, boots, gloves, glasses, etc.



08-11 ITEM KEY

Realm Code: Under the "Sp.Bonus" column, the code following the number indicates what realm(s) of magic the item is keyed to: "Ess" = Essence, "Chan" = Channeling, "Ment" = Mentalism, and "Hybrid" = hybrid spell user spells. For a "Hybrid" result, roll again for specific type: Sorcerer(01-40), Astrologer(41-70), Mystic(71-00).

Special: An item which has special properties along the lines of the category rolled. For example, a "special" suit of armor under the Lightweight category might float or have no encumbrance, under the Bonus category it might be +10(M) but +30(N) against Orcs, and under the Sp.Bonus category it might be x3Ess and +1 Ess. Special properties might also include "Slaying" weapons, "Holy" weapons, "Throw and Return" weapons, etc.

Type A: Most of these types of items are self-explanatory. The sizes for Wands, Rods and Staves are given in Section 3.1. Most items must be worn or held to be effective. This column is most often used for "Bonus Spell" items.

Type B: Most of these items are self-explanatory. Weapons affect Offensive Bonuses; Armor, Shields and Helmets affect Defensive Bonuses; the other types are self-explanatory or they have the activity they affect in parenthesis. The column is most often used for "Bonus" items and "Light" items.

Weapons, shields and armor: are included as a group categories as presented in Arms Law and on the Summary of Historical Weapons and the Summary of Fantasy Weapons from Claw Law. To determine the specific item type the Gamemaster may choose an item which is used by the local inhabitants or they may choose to roll (1-100) and use the result to indicate the specific item type. The following lists give a result number range in parenthesis after each weapon, shield or armor type. The Gamemaster may want to make up their own weapons for their world and add them to these lists.

1-H Slashing Weapons: Bastard Sword(01-05), Broadsword(06-21), Cutlass(22-23), Dagger(24-43), Dirk(44-45), Falchion(46-49), Foil(50), Handaxe(51-57), Long Sword(58-69), Main Gauche(70-73), Rapier(74-77), Sabre(78-79), Scimitar(80-86), Short Sword(87-98), Tomahawk(99-00).

1-H Concussion Weapons: Armored Gloves(01-04), Blackjack(05-08), Cat of Nine Tails(09-10), Club(11-15), Mace(16-50), Morning Star(51-65), War Hammer(66-90), Whip(91-00).

2-Handed Weapons: Battle Axe(01-25), Claymore(26-29), Cudgel(30-33), Flail(34-42), War Mattock(43-50), Quarterstaff(51-70), Two-Handed Sword(71-00).

Pole Arm Weapons: Boar Spear(01-05), Harpoon(06-10), Javelin(11-20), Medieval Lance(21-30), Mounted Lance(31-40), Pilum(41-45), Pole Arm(46-70), Spear(71-95), Trident(96-00).

Bow & Thrown Weapons: Blow Gun(01-02), Bola(03-07), Boomerange(08-09), Composite Bow(10-23), 6 Darts(24-27), Heavy Crossbow(28-38), Lasso(39-42), Light Crossbow(43-54), Long Bow(55-68), Net(69-72), Short Bow(73-90), Sling(91-00).

Special Weapons: Baw(01-05), Cabis(06-10), Dag(11-15), Ge(16-20), Irgaak(21-25), Jo(26-32), Katana(33-39), Kynac(40-44), Long Kynac(45-49), No-Dachi(50-56), Nunchauk(57-63), Sai(64-70), Shang(71-75), 6 Shuriken(76-83), Tonfa(84-90), Typh(91-95), Yarkbalka(96-00).

Shields: Target Shield(01-15), Normal Shield(16-55), Full Shield(56-85), Wall Shield(86-00).

Helmets: Leather Helm(01-15), Superior Leather Helm(16-35), Plate Helm(36-50), Pot Helm(51-65), Full Helm(66-85), Visored Helm(86-00).

Soft Leather Armor: AT-5(01-15), AT-6(16-30), AT-7(31-65), AT-8(66-00).

Rigid Leather Armor: AT-9(01-35), AT-10(36-70), AT-11(71-85), AT-12(86-00).

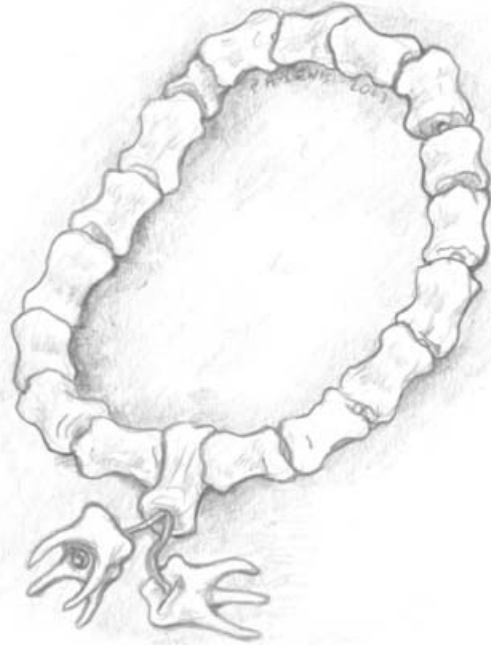
Chain Armor: AT-13(01-25), AT-14(26-50), AT-15(51-75), AT-16(76-00).

Plate Armor: AT-17(01-30), AT-18(31-60), AT-19(61-80), AT-20(81-00).

MONEY, GEMS, AND JEWELRY CHART

First roll to determine the size of the treasure (the number of rolls allowed), and then make a number of rolls to determine the actual composition.

08-12 MONEY, GEMS, AND JEWELRY	
First roll to determine the size of the treasure (the number of rolls allowed), then make a number of rolls to determine the actual composition.	
Size:	
First Roll	# Composition Rolls
01-30	1
31-55	2
56-75	3
76-90	4
91-97	5
98-99	7
00	9



08-13 MONEY, GEMS & JEWELRY COMPOSITION					
Roll	Relative Richness				
	Very Poor	Poor	Normal	Rich	Very Rich
01-10	50 tp	500 tp	1000 tp	5000 tp	10000 tp
11-20	100 tp	1500 tp	3000 tp	7500 tp	5000 cp
21-30	500 tp	2500 tp	5000 tp	1000 cp	10000 cp
31-35	1000 tp	500 cp	1000 cp	1750 cp	1500 bp
36-40	2000 tp	750 cp	1500 cp	2500 cp	2000 bp
41-45	300 cp	1000 cp	2000 cp	400 bp	250 sp
46-50	400 cp	1250 cp	250 bp	500 bp	300 sp
51-55	500 cp	150 bp	300 bp	600 bp	400 sp
56-60	600 cp	200 bp	350 bp	75 sp	60 gp
61-65	70 bp	250 bp	40 sp	90 sp	80 gp
66-70	80 bp	30 sp	50 sp	110 sp	100 gp
71-75	90 bp	35 sp	60 sp	15 gp	125 gp
76-80	100 bp	40 sp	70 sp	25 gp	150 gp
81-85	12 sp	50 sp	8 gp	35 gp	2 mp
86-90	15 sp	60 sp	10 gp	45 gp	Gem(250)
91-94	20 sp	7 gp	15 gp	Gem(60)	Gem(300)
95-97	3 gp	8 gp	Gem(20)	Gem(80)	Jew.(400)
98-99	5 gp	Gem(10)	Gem(50)	1 mp	Jw.(600)
00	Gem(10)	Jw.(25)	Jw.(100)	Jw.(500)	Jw.(1000)

NOTE: Jw. = Jewelry, Numbers in parenthese indicates the value of the gem or jewelry in gold pieces.

CHOOSING SPELLS AND SPELL ITEMS

The magic item charts section 8.2 may indicate that a spell item is included in a treasure, or a Gamemaster may want to randomly choose a spell which is in an item. The two charts below provide a mechanism for choosing a spell and a spell item. Using the spell list chart, roll to determine which type of spell list the spell is from, and then roll to determine the specific spell list. Then the item and spell level chart can be used to determine the type of item (if the Gamemaster has not already decided), and to determine the level of the spell. If the spell obtained is inappropriate, just repeat the process or part of the process, as necessary.

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08-14 ITEM AND SPELL LEVEL TABLE

First Roll (if necessary) Determines The Type of Item

	01-30	31-50	51-65	66-70	71-75	76-80	81-85	86-94	95-98	99	00	—
2nd Roll	Rune Paper	Potion	Single Use Item	Daily I	Daily II	Daily III	Daily IV	Wand	Rod	Staff	Constant Item (Ring)	Tome
01-20	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st-5th
21-25	2nd	1st	2nd	1st	1st	1st	1st	1st	1st	2nd	2nd	1st-5th
26-30	2nd	1st	2nd	1st	1st	1st	1st	1st	1st	3rd	2nd	6th-10th
31-35	2nd	2nd	3rd	1st	1st	1st	1st	1st	2nd	3rd	3rd	6th-10th
36-40	2nd	2nd	3rd	2nd	1st	1st	1st	1st	2nd	4th	3rd	6th-10th
41-45	3rd	2nd	4th	2nd	2nd	1st	1st	1st	2nd	4th	4th	6th-10th
46-50	3rd	2nd	4th	2nd	2nd	2nd	1st	1st	2nd	5th	4th	1st-10th
51-55	3rd	2nd	5th	3rd	2nd	2nd	1st	1st	2nd	5th	5th	1st-10th
56-60	4th	3rd	5th	3rd	2nd	2nd	2nd	2nd	3rd	6th	5th	1st-10th
61-65	4th	3rd	6th	4th	3rd	2nd	2nd	2nd	3rd	6th	6th	1st-10th
66-70	5th	4th	6th	4th	3rd	2nd	2nd	2nd	3rd	7th	6th	1st-10th
71-75	5th	4th	7th	5th	3rd	3rd	2nd	2nd	3rd	7th	7th	11-20th
76-80	6th	5th	7th	5th	4th	3rd	2nd	2nd	4th	8th	7th	11-20th
81-85	7th	6th	8th	6th	4th	3rd	2nd	2nd	4th	8th	8th	11-20th
86-90	8th	7th	9th	7th	5th	4th	3rd	2nd	4th	9th	8th	1st-20th
91-94	9th	8th	10th	8th	5th	4th	3rd	2nd	5th	9th	9th	1st-20th
95-97	10th	9th	HL	9th	6th	5th	3rd	2nd	5th	10th	10th	1st-25th
98-99	HL	10th	HL	10th	7th	5th	3rd	2nd	5th	10th	10th	1st-30th
00	HL	HL	HL	HL	HL	HL	HL	2nd	5th	HL	HL	1st-50th

HL: Higher than normal level spell: The Gamemaster may either choose a spell level themselves, or they can roll 1-20 (i.e., 1-100 divide by 5) until the result is above the highest normal spell level for that type of item.

NOTE: The Gamemaster can determine the number of charges (if charges are used) left in a wand, a rod, or a staff by using a 1-100 die roll; low rolls indicating a few charges and high rolls indicating lots of charges. They may also want to include multiple charges (or doses) on special scrolls and potions. A Daily # item may be used to cast a spell a number (#) of times each day (e.g., a Daily III item could be used 3 times a day), and may take any form that the Gamemaster wishes (e.g., a ring, a weapon, a bracelet, an earring, a rod, etc.).

Item	Size	Max. Charges	Max. Spell Lvl.	Composition	Requirements to Use
Rune Paper	varies	1/100%	10	organic	touch/look at
Potion	4 oz	1/100%	10	liquid	ingested
Single Use Item	varies	1/100%	10	varies	held in hand
Daily Item	varies	Daily #	10	varies	touch/look at
Wand	1'	10/10%	2	organic	held in hand
Rod	2.5'	30/4%	5	organic	held in hand
Staff	5'	100/1%	10	organic	held in hand
Constant Item	varies	Constant	10	varies	worn

Max. Charges: There are two methods for keeping track of the number of spells castable by an item: keep track of the number of "charges, or roll after each use to determine if the item is used up. The first number given is the maximum number of charges that such an item can contain, while the second number is the chance of exhausting the item whenever it is used.

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08-15 SPELL LIST TABLE

2nd Roll	First Roll Determines Column for Spell List Type			
	01-25 Channeling	26-74 Essence	75-90 Mentalism	91-100 Evil/Semi/Hybrid
	Open Lists	Open Lists	Open Lists	Evil Magician Base Lists
01-03	Spell Defense	Spell Wall	Delving	Physical Erosion
04-06	Barrier Law	Essence's Perceptions	Cloaking	Matter Disruption
07-09	Detection Mastery	Rune Mastery	Damage Resistance	Dark Contacts
10-12	Lofty Movements	Essence Hand	Anticipations	Dark Summons
13-15	Weather Ways	Unbarring Ways	Attack Avoidance	Darkness
				Monk Base Lists
16-18	Sound's Way	Physical Enhancement	Brilliance	Monk's Bridge
19-21	Light's Way	Lesser Illusions	Self Healing	Evasions
22-24	Purifications	Detecting Ways	Detections	Body Reins
25-27	Concussion's Way	Elemental Shields	Illusions	Monk's Sense
28-30	Nature's Law	Delving Ways	Spell Resistance	Body Renewal
	Closed Lists	Closed Lists	Closed Lists	Evil Cleric Base Lists
31-33	Blood Law	Invisible Ways	Sense Mastery	Disease
34-36	Bone Law	Living Change	Gas Manipulation	Dark Channels
37-39	Organ Law	Spirit Mastery	Shifting	Dark Lore
40-42	Muscle Law	Spell Reins	Liquid Manipulation	Curses
43-45	Nerve Law	Lofty Bridge	Speed	Necromancy
				Ranger Base Lists
46-48	Locating Ways	Spell Enhancement	Mind Mastery	Path Mastery
49-51	Calm Spirits	Dispelling Ways	Solid Manipulation	Moving Ways
52-54	Creations	Shield Mastery	Telekinesis	Nature's Guises
55-57	Symbolic Ways	Rapid Ways	Mind's Door	Inner Walls
58-60	Lore	Gate Mastery	Movement	Nature's Way
	Cleric Base Lists	Magician Base Lists	Mentalist Base Lists	Sorcerer Base Lists
61-63	Channels	Fire Flaw	Presence	Soul Destruction
64-66	Summons	Ice Law	Mind Merge	Gas Destruction
67-69	Communal Ways	Earth Law	Mind Control	Solid Destruction
70-72	Life Mastery	Light Law	Sense Control	Fluid Destruction
73-75	Protections	Wind Law	Mind Attack	Mind Destruction
76-78	Repulsions	Water Law	Mind Speech	Flesh Destruction
	Healer Base Lists	Illusionist Base Lists	Seer Base Lists	Mystic Base Lists
79	Surface Ways	Illusion Mastery	Past Visions	Confusing Ways
80	Bone Ways	Mind Sense Molding	Mind Visions	Hiding
81	Muscle Ways	Guises	True Perception	Mystical Change
82	Organ Ways	Sound Molding	Future Visions	Liquid Alteration
83	Blood Ways	Light Molding	Sense Through Others	Solid Alteration
84	Transferring Ways	Feel-Taste-Smell	True Sight	Gas Alteration
	Animist Base Lists	Alchemist Base Lists	Lay Healer Base Lists	Astrologer Base Lists
85	Nature's Movement	Enchanting Ways	Muscle Mastery	Time's Bridge
86	Plant Mastery	Essence Imbedding	Concussion Mastery	Way of the Voice
87	Animal Mastery	Ment.-Chan. Imbedding	Bone Mastery	Holy Vision
88	Herb Mastery	Organic Skills	Blood Mastery	Far Voice
89	Nature's Lore	Liquid-Gas Skills	Prosthetics	Starlights
90	Nature's Protection	Inorganic Skills	Nerve/Organ Mastery	Starsense
				Evil Mentalist Base Lists
91	special	special	special	Mind Erosion
92	special	special	special	Mind Subversion
93	special	special	special	Mind Death
94	special	special	special	Mind Disease
95	special	special	special	Mind Domination
				Bard Base Lists
96	cursed	cursed	cursed	Loress
97	cursed	cursed	cursed	Controlling Songs
98	cursed	cursed	cursed	Sound Control
99	cursed	cursed	cursed	Sound Projection
100	cursed	cursed	cursed	Item Lore

Curse - The spell is somehow cursed; it may attack a character or affect in some other negative fashion (e.g., a disease, a poison, a drop in stats, a phobia, etc.). The Gamemaster has great flexibility in this matter.

Special - The Gamemaster may make up a spell or use a higher level spell (e.g., a spell above 10th level).



8.3 A TREASURE SYSTEM KEYED TO A SPECIFIC WORLD SYSTEM

This section contains a system for generating special individual magic items based upon a specific world system. This system provides not only more structured items than the one presented in [section 8.2](#), but it may be used when the tables in [section 8.2](#) indicate a “special” result. The system also serves as an example for those Gamemaster who wish to develop special magic item tables keyed to their own world system. An independent designer, Lee Short, originally designed it for use in his own game, Ice has developed it and modified it slightly for use with the *Rolemaster* system.

DICE AND THEIR USE

When using this system, dice, other than just the ten-sided or twenty-sided dice, often prove useful. In some cases 4-sided, 6-sided, and 12-sided dice are more convenient, even though percentile dice can be used. Further, there are many number ranges which can be determined through several methods. For instance, 20-200 could be determined by rolling twenty ten-sided dice or by rolling two ten-sided dice and multiplying the result by ten. The Gamemaster can use whichever method they wish.

NOTES ON THE DESCRIPTIONS AND PLACEMENT OF MAGIC ITEMS

There are many weapons listed as doing an additional critical of varying types. These additional criticals are of the same degree as the hit critical unless specified otherwise. In determining such criticals, the roll that was made for the hit critical is used. Thus, if a fighter using a spear of brilliance gets a result of “18 DP” on the combat charts and rolls a 57 for their critical, the result listed under 57 on the ‘D’ column of the electricity critical strike table is inflicted upon the target, in addition to the result listed under 57 on the ‘D’ column of the puncture critical strike table.

Many weapons are described as delivering “double damage”, “triple damage”, “quadruple damage”, etc. These factors multiply attack table concussion hit damage, not critical damage.

In fantasy roleplaying, there is often a tendency for Gamemaster to give out powerful items because that is what the charts indicate. This leads to over-powerful player characters, a lack of challenge in the game, and often times a boring game. The Gamemaster must be very careful about the placement of all magic items, due to their tendency to unbalance the game. Most of all, they must make sense. For instance, a wandering patrol of goblins is very unlikely to have a magic staff in their possession: they have no use for it, and would trade it at the first opportunity for a magic weapon or similar item which they could use. Further, artifacts of great power attract much attention and are not likely to stay in the hands of any creature for very long unless they are of great power. Some very powerful items actually seek powerful masters.

Many items of great power listed in the magic items chart may be in specific locations, or even owned by non-player characters. As this precludes their being found as a part of most treasures, the GM should make a list of such items and their locations. Also, some items would be claimed by various groups should they be recovered. All of these things must be considered in dealing with magic items.

DETERMINING THE TYPE OF ITEM

In order to determine the type of item roll on the following chart:

08-16 MAGIC ITEM TABLE	
Roll	Type Of Item
< 06	Potion
06-10	Rune
11-25	Sword
26-40	Type I Sword
41-50	Type II Sword
51-64	Shield
65-87	Type I Armor *
88-89	Type II Armor *
90-100	Spell Device
101 +	Miscellaneous Magic Item
* - There is a 25% chance that any suit of metal armor will be Dwarf-size; otherwise it will fit any Elf, Human, Half-Elf, or similarly sized humanoid creature.	
NOTE: The items given in the table below often have specific descriptions which are given following the tables.	

DETERMINING THE EXACT NATURE OF THE ITEM

After the item type has been determined, make an open-ended roll and use it on the proper table to determine exactly what the item is. The Gamemaster may assign modifiers to this roll if the item being generated is supposed to be powerful or significant. Often a relative rating of a magic item's power is given in bold italics at the end of its description. The ratings are: "modest", "potent", "most potent", and "artifact". If no rating is given for an item, its rating is "modest". (Some non standard weapon types listed here can be found on *Arms Law* table 10-02.)

08-17 POTIONS	
Roll	Item
< (-99)	Poison (50th level)
(-99)-(-76)	Poison (30th level)
(-75)-(-50)	Poison (20th level)
(-49)-(-26)	Poison (10th level)
(-25)-01	Poison (5th level)
02-10	Levitation
11-19	Flying
20-26	Heat Resistance
27-33	Cold Resistance
34-40	Neutralize Poison
41-48	Heroism
49-60	Healing (2-20)
61-65	Remove Curse
66-70	Blood Stopping III
71-80	Invisibility
81-87	Restoration
88-95	Strength
96-114	Speed
115-134	Healing (5-50)
135-150	Immunity
151-174	Blood Stopping V
175 +	Awareness

08-18 SHIELDS	
Roll	Item
< 09	Main Gauche +5
09-18	Target Shield +5
19-30	Normal Shield +5
31-40	Full Shield +5
41-49	Wall Shield +5
50-57	Main Gauche +10
58-66	Target Shield +10
67-80	Normal Shield +10
81-90	Full Shield +10
91-97	Wall Shield +10
98-99	Shield of Arn
100-105	Shield of Camouflage
106-119	Target Shield +15
120-144	Normal Shield +15
145-165	Full Shield +15
166-175	Wall Shield +15
176-190	Normal Shield +20
191-200	Full Shield +20
201-214	Wall Shield +20
215-234	Normal Shield +25
235-250	Full Shield +25
251-261	Wall Shield +25
262-270	Adamantine Shield
271-300	Normal Shield +30
300 +	Full Shield +30



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08-19 RUNES

Runes are spells inscribed upon parchment. Spellcasters inscribe the runes, but once they are scribed any character may use them if he makes a successful "Runes" skill roll. Use the following table to determine what type of spells are contained in any magical runes found. Then roll on the next table to determine what level they are, and randomly select a spell list from the type determined.

First Roll	Spell Type	2nd Roll	Spell Level
01-06	Cleric	(-50)	1st
07-08	Healer	(-49)-01	2nd
09-12	Animist	02-08	3rd
13-15	Evil Cleric	09-12	4th
16-21	Magician	13-17	5th
22-24	Illusionist	18-23	6th
25-29	Alchemist	24-30	7th
30-31	Evil Magician	31-37	8th
32-37	Mentalist	38-45	9th
38-39	Seer	46-53	10th
40-46	Lay Healer	54-60	11th
47-48	Evil Mentalist	61-66	12th
49-50	Sorcerer	67-73	13th
51-53	Mystic	74-79	14th
54-55	Astrologer	80-84	15th
56-58	Ranger	85-88	16th
59-60	Monk	89-91	17th
61-63	Bard	92-93	18th
64-68	Open Channeling	94-95	19th
69-73	Open Essence	96-125	20th
47-78	Open Mentalism	126-150	25th
79-85	Closed Channeling	151-200	30th
86-92	Closed Essence	201 +	50th
93-100	Closed Mentalism		

08-20 TYPE I WEAPONS

Roll	Item
< (-75)	Axe of Delusion
(-75)-04	Arrows/Bolts +5 (70/30)
05-08	Mace +5
09-14	Spear +5
15-19	Battle Axe +5
20-23	Hand Axe +5
24-26	War Mattock +5
27-30	Flail +5
31-34	War Hammer +5
35-38	Morning Star +5
39-40	Arrows/Bolts +10 (65/35)
41	Arrows of Flame

08-20 TYPE I WEAPONS

42-49	Mace +10
50-59	Spear +10
60-67	Battle Axe +10
68-73	Hand Axe +10
74-76	War Mattock +10
77-82	Flail +10
83-89	War Hammer +10
90-97	Morning Star +10
98-99	Hammer of the Hills
100-104	Dwarven Battleaxe
105-110	Mace +15
111-117	Spear +15
118-124	Battle Axe +15
125-131	Hand Axe +15
132-134	War Mattock +15
135-140	Flail +15
141-146	War Hammer +15
147-152	Morning Star +15
153-155	Axe of Orc-Slaying
156-159	Spear of Piercing
160-165	Spear +20
166-170	Battle Axe +20
171-175	Hand Axe +20
176-178	War Mattock +20
179-184	Flail +20
185-190	War Hammer +20
191-195	Morning Star +20
196-199	Holy Morning Star
200-205	Adamantine Flail
206-210	Spear of Brilliance
211-215	Korin's Hammer
216-225	Spear +25
226-233	Battle Axe +25
234-241	Hand Axe +25
242-250	Flail +25
251-259	War Hammer +25
260-269	Morning Star +25
270-275	Mattock of Lightness
276-284	Axe of the Dwarves
285-289	Mace of Crushing
290-300	Hammer of the Underworld
300 +	Spear of the Light

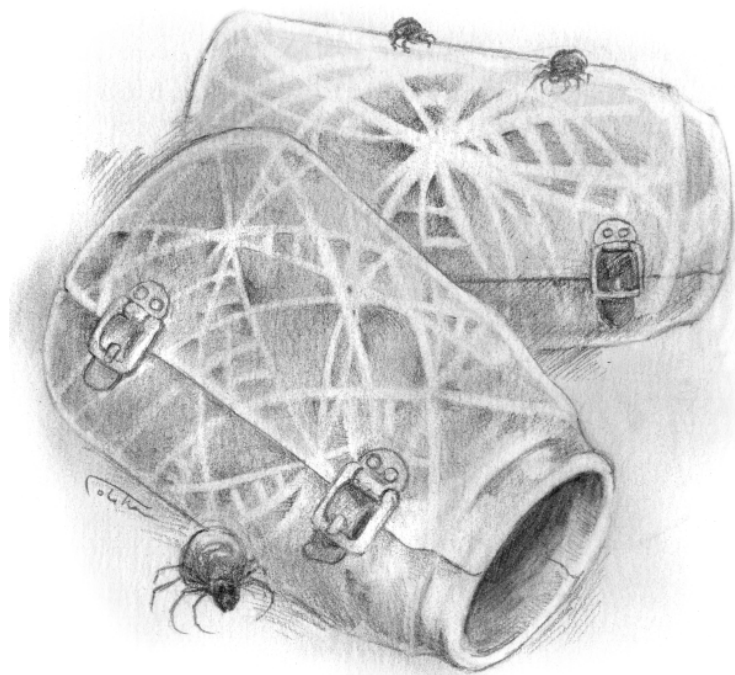
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08-21 TYPE II WEAPONS	
Roll	Item
< 05	Pole Arm +5
05-07	Club +5
08-11	Sling +5
12-14	Staff +5
15-20	Javelin +5
21-25	Short Bow +5
26-30	Composite Bow +5
31-35	Long Bow +5
36-40	Light Crossbow +5
41-47	Heavy Crossbow +5
48-52	Pole Arm +10
53-54	Club +10
55-58	Staff +10
59-65	Javelin +10
66-70	Short Bow +10
71-76	Composite Bow +10
77-83	Long Bow +10
84-88	Light Crossbow +10
89-94	Heavy Crossbow +10
95-97	Longbow of Accuracy
98-100	Akara's Javelin
101-106	Pole Arm +15
107-110	Club +15
111-118	Javelin +15
119-125	Short Bow +15
126-134	Composite Bow +15
135-142	Long Bow +15
143-150	Light Crossbow +15
151-157	Heavy Crossbow +15
158-160	Composite Bow of Speed
161-162	Crossbow of Nyoth
163-168	Pole Arm +20
169-170	Staff +20
171-176	Javelin +20
177-179	Short Bow +20
180-184	Composite Bow +20
185-189	Long Bow +20
190-194	Light Crossbow +20
195-200	Heavy Crossbow +20
201-210	Elven Longbow
211-225	Javelin +25
226-250	Composite Bow +25
251 +	Long Bow +25

08-22 MAGIC SWORDS	
Roll	Item
< (-99)	Blade of Discord
(-99)-24	Sword +5
25-30	Longsword +5, +10 vs Orcs
31-37	Scimitar +5, +10 vs Dwarves, +15 vs Elves
38-40	Sword +5, +10 vs Undead, +20 vs Demons
41-44	Sword +5, +10 vs Trolls and Giants
45-47	Sword +5, Dragonslayer
48-75	Sword +10
76-79	Sword +10, +25 vs Demons
80-84	Dagger of Assassination
85-87	Sword of Slaying Giants
88-90	Scimitar of Darkness
91-93	Blade of Life
94-96	Blade of Warning
97-104	Sword of Bleeding Wounds
105-155	Sword +15
156-165	Blade of Frost, +10
166-175	Blade of Flame, +10
176-184	Vampiric Sword
185-194	Blade of Frost +15
195-204	Blade of Flame, +15
205-234	Sword +20
235-239	Sword of Justice
240-244	Sword, Demonslayer
245-264	Sword +25
265-289	Great Longsword of the Elves
290-300	Sword of the Dark Elf
301-310	Swiftslayer
311-325	Ranger's Blade
326-335	Blade of Light, Darkbane
336-345	Blade of Light, Dragonbane
346-355	Blade of Light, Magebane
356-366	Sword of the Righteous, Gil-Glin
367-377	Sword of the Righteous, Aglarang
378-388	Sword of the Righteous, Celebtil
389-399	Sword of the Righteous, Ururuin
400-415	Blade of Light, Demonbane
416-430	Sword of the Righteous, Curutur
431-445	Sword of the Righteous, Noril
446-460	Sword of the Righteous, Melercir
461 +	Sword of the Righteous, Turang

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08-23 MISCELLANEOUS MAGIC ITEMS			
Roll	Item	Roll	Item
< (-151)	Ring of Agony	91-94	Rod of Elemental Command
(-150)-(-81)	Mirror of Hypnotism	95-100	Gauntlets of Ector
(-80)-(-51)	Helm of Visibility	101-119	Robe of Protection
(-50)-00	Rope of Grappling	120-125	Talisman of Absorption
01-08	Belt of Balance	126-131	Genie of Charm
09-17	Ring of Shielding	132-137	Dice of Chaos
18-22	Gauntlets of Climbing	138-144	Rod of Nobility
23-30	Scarab of Detection	145-149	Book of Yesh
31-39	Cloak of Stealth	150-160	Helm of Sight
40-43	Amulet of Arn	161-164	Tome of Wisdom
44-46	Backpack of Storing	165-170	Helm of Strength
47-51	Ring of Power	171-175	Staff of Aristarchus
52-55	Goblet of Purification	176-185	Ring of Invisibility
56-61	Boots of Speed	186-200	Kawfigu's Ring
62-65	Ring of Lordship	201-219	Amulet of the Void
66-71	Elevn Cloak	220-235	Medallion of the Myrmidon
72-76	Cloak of Flying	236-249	Helm of Might
77-79	Truncheon of Command	250-260	Tome of Power
80-82	Horn of Inspiration	261-274	Cup of the Healer
83-85	Figurines of the Fighters	275-289	Marlor's Crown
86-87	Lartes' Ointment	290-324	Robe of Kazlauskas
88-90	Crucifix of Warding	325 +	Ring of Elves



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08-24 TYPE I ARMOR		
Roll	Item	
< (-50)	Breastplate of Encumbrance	[20](AT-17)
(-50)-02	Leather Jerkin +5	(AT-5)
03-07	Leather Coat +5	(AT-6)
08-09	Reinforced Leather Coat +5	(AT-7)
10-11	Rein. Full-Length L-Coat +5	(AT-8)
12-16	L-Breastplate +5	(AT-9)
17-21	L-Breastplate & Greaves +5	(AT-10)
22-28	Chain Shirt +5	(AT-13)
29-33	Chain Shirt & Greaves +5	(AT-14)
34-37	Full Chain +5	(AT-15)
38-40	Chain Hauberk +5	(AT-16)
41-46	Breastplate +5	(AT-17)
47-51	Breastplate & Greaves +5	(AT-18)
52-55	Half Plate +5	(AT-19)
56-58	Full Plate +5	(AT-20)
59-60	Elven Chain +5	[13](AT-14)
61-62	Leather Jerkin +10	(AT-5)
63-64	Leather Coat +10	(AT-6)
65-66	Reinforced Leather Coat +10	(AT-7)
67-68	Rein. Full-Length L-Coat +10	(AT-8)
69-73	L-Breastplate +10	(AT-9)
74-78	L-Breastplate & Greaves +10	(AT-10)
79-83	Chain Shirt +10	(AT-13)
84-87	Chain Shirt & Greaves +10	(AT-14)
88-90	Full Chain +10	(AT-15)
91-93	Chain Hauberk +10	(AT-16)
94-109	Breastplate +10	(AT-17)
110-125	Breastplate & Greaves +10	(AT-18)
126-135	Half Plate +10	(AT-19)
136-144	Full Plate +10	(AT-20)
145-150	Elven Splinted Leather +10	[10](AT-11)
151-155	Leather Coat +15	(AT-6)
156-160	Reinforced Leather Coat +15	(AT-7)
161-165	Rein. Full-Length L-Coat +15	(AT-8)
164-180	L-Breastplate +15	(AT-9)
181-199	L-Breastplate & Greaves +15	(AT-10)
200-215	Armor of the Rangers +15	[5](AT-10)
216-250	L-Breastplate +20	[5](AT-13)
251 +	L-Breastplate & Greaves +20	[9](AT-14)

NOTE: L-stands for Leather. A number in brackets indicates the armor type for encumbrance purposes if it is different than the armor type for defensive purposes.

08-25 TYPE II ARMOR		
Roll	Item	
< (-40)	Armor of Lightness +10	[5](AT-10)
(-40)-06	Armor of Lightness +10	[5](AT-13)
07-15	Armor of Lightness +10	[9](AT-14)
16-22	Armor of Lightness +10	[13](AT-15)
23-29	Armor of Lightness +10	[14](AT-16)
30-32	Armor of Lightness +10	[9](AT-17)
33-39	Armor of Lightness +10	[13](AT-18)
40-45	Armor of Lightness +10	[17](AT-19)
46-49	Armor of Lightness +10	[18](AT-20)
50-55	Chain Shirt +15	(AT-13)
56-60	Chain Shirt & Greaves +15	(AT-14)
61-65	Full Chain +15	(AT-15)
66-69	Chain Hauberk +15	(AT-16)
70-75	Breastplate +15	(AT-17)
76-81	Breastplate & Greaves +15	(AT-18)
82-86	Half Plate +15	(AT-19)
87-90	Full Plate +15	(AT-20)
91	Dragonskin Armor +15	[10](AT-12)
92-93	Chain Shirt +20	[9](AT-13)
94	Chain Shirt & Greaves +20	[13](AT-14)
95	Full Chain +20	[14](AT-15)
96-100	Chain Hauberk +20	[15](AT-16)
101-104	Elven Chain Hauberk +15	[13](AT-16)
105-122	Breastplate +20	[13](AT-17)
123-135	Breastplate & Greaves +20	[17](AT-18)
136-145	Half Plate +20	[18](AT-19)
146-150	Full Plate +20	[19](AT-20)
151-155	Adamantine Alloy +25	[9](AT-13)
156-160	Adamantine Alloy +25	[13](AT-14)
161-165	Adamantine Alloy +25	[14](AT-15)
166-169	Adamantine Alloy +25	[15](AT-16)
170-175	Adamantine Alloy +25	[13](AT-17)
176-180	Adamantine Alloy +25	[17](AT-18)
181-185	Adamantine Alloy +25	[18](AT-19)
186-189	Adamantine Alloy +25	[19](AT-20)
190-200	Elven Chain Hauberk +20	[13](AT-16)
201-210	Mithril Alloy +25	[9](AT-14)
211-220	Mithril Alloy +25	[13](AT-15)
221-230	Mithril Alloy +25	[9](AT-17)
231-240	Mithril Alloy +25	[13](AT-18)
241-249	Adamantine Alloy +35	(AT-15)
250-255	Adamantine Alloy +35	(AT-16)
256-265	Adamantine Alloy +35	(AT-17)
266-272	Adamantine Alloy +35	(AT-18)
273-275	Adamantine Alloy +35	(AT-19)
276-280	Mithril Alloy +25	[14](AT-19)
281-287	Mithril +30	[5](AT-13)
288-294	Mithril +30	[5](AT-17)
295-300	Mithril +30	[9](AT-18)
300 +	Plate of the Dwarves +50	[17](AT-19)

Note: A number in brackets indicates the armor type for encumbrance purposes if it is different than the armor type for defensive purposes.

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08-26 SPELL DEVICES			
Roll	Item	Roll	Item
< (-99)	Staff of Draining	73-74	Emerald Ring
(-99)-05	Bracers of Channeling	75-77	Sapphire Ring
06-10	Bracers of Essence	78-80	Opal Ring
11-15	Bracers of Mentalism	81-82	Staff of Light
16-25	Silver Ring	83-84	Staff of Healing
26-28	Pendant of Potency	85-87	Stone of Will
29-33	Ruby Ring	88-94	Platinum Ring
34-35	Wand of Lightning	95-96	Feather of Iris
36-37	Wand of Sleep	97-115	Diamond Ring
38-41	Mentalists' Crown	116-120	Cloak of Darkness
42-45	Gauntlet of Healing	121-130	Tunic of Essence
46-47	Bracelets of Gorgax	131-135	Soul of Gem
48-49	Wand of the Winds	136-145	Circlet of Mentalism
50	Ring of Firebolts	146-149	Staff of Sorcery
51-52	Beamguard's Staff	150-154	Staff of Life
53-55	Robe of Illusion	155-160	Anvil of Forging
56-63	Gold Ring	161-167	Stone of Seeing
64	Dust of Channeling	168-172	Necklace of Power
65-66	Staff of Flames	173-186	Mithril Ring
67-68	Staff of Ice	187-190	Dragon Wand
69-70	Wand of Illusion	191-200	Opal Necklace
71	Crossbow Wand	201-250	Ring of Kazlauskas
72	Wand of Summoning	251 +	Staff of the Wise



9.0 ITEM DESCRIPTIONS



9.1 POTION DESCRIPTIONS

All potions except poison must be completely imbibed to take effect.

Poison: Any person taking so much as a sip of one of these potions may be affected by poison. The level listed in parentheses is the attack level of the poison. The Gamemaster may choose one of the poison types given in section 7.0, or they may assign each a number and roll to randomly determine the poison type.

Levitation: This potion bestows the ability to levitate up from the ground at a rate of 50' per round. 100 pounds of baggage can be carried. The potion lasts for 2-20 minutes, and the drinker will feel it begin to weaken 30 seconds before it wears off.

Flying: Any creature that drinks this potion will be able to fly at a rate of 200' per round for 4-40 minutes. They cannot rise above 50' of altitude.

Heat Resistance: Affects its drinker as the Mentalism spell of the same name ("Damage Resistance", 1st level). It will last for 15 minutes.

Cold Resistance: Affects its drinker as the Mentalism spell of the same name ("Damage Resistance", 2nd level). It will last for 15 minutes.

Neutralize Poison: Affects any poison currently in the drinker's bloodstream as the Mentalism spell of the same name ("Damage Resistance", 12th level).

Heroism: This potion bestows great prowess in melee combat, giving an additional offensive bonus of + 35 for 24 hours.

Healing (2-20): This potion will instantaneously heal 2-20 hits of damage upon whoever drinks it.

Remove Curse: This potion may remove all curses currently placed upon the imbiber. Each curse is allowed a resistance roll vs. 50th level magic; if it passes the RR, it is not removed.

Blood Stopping III: This potion will immediately and permanently stop 3 hits per round of bleeding. The imbiber can move at will and not re-open the wound.

Invisibility: Drinking this potion will allow the drinker to cast an "Invisibility I (to 1)" spell (Ess, "Invisible Ways", 6th level) anytime within one minute of drinking it. The spell only has a duration of four hours.

Restoration: The imbibing of this draught will immediately restore 80% of all lost exhaustion points and heal 50% of all lost concussion hits.

Strength: This potion strengthens its drinker for 24 hours. A roll is made to determine the strength given by the potion, and the bonus commensurate to that strength:

Roll	Bonus	Stat
(01-15)	+30	Str 101
(16-40)	+35	Str 102
(41-67)	+35	Str 103
(68-90)	+40	Str 104
(91-100)	+45	Str 105



This Strength bonus usually affects melee and thrown weapon offensive bonuses. Note that if the character has a higher strength than the potion gives, their strength is lowered to that given by the potion. (This affects only stat bonus, not racial modification.)

Speed: This potion will bestow a "Haste X" (Essence, "Rapid Ways" list, 20th level) on whoever drinks it.

Healing (5-50): This potion will immediately heal 5-50 hits.

Immunity: Upon drinking this potion, all poisons and diseases in the body of the imbiber will be immediately neutralized. Further, any diseases or poisons received within the next four hours will also be neutralized.

Blood Stopping True: As Blood Stopping III, except that all hits per round of bleeding are stopped.

Awareness: This potion affects the user as the 50th level spell (Ment, "Detections", 50th level). It will last for 10 minutes. **Potent.**

9.2 SWORD DESCRIPTIONS

All magic swords are listed as having a + # bonus. # is the number added to the attack roll of anyone using this sword. There are also swords have an additional bonus only against certain opponents. The following table, should be used to determine the type of a magic sword if its type is indicated otherwise or if its type is not inherent in its name (i.e., a Dagger of Assassination need not be rolled for; it must be a dagger). If a Gamemaster feels that the type rolled is inappropriate, they should feel free to roll again (e.g. a "Dagger" of Slaying Giants might not fit into a GM's world scheme),

Roll Type

01-15	dagger
16-20	rapier
21-35	shortsword
36-45	scimitar
46-60	long sword*
61-75	Broadsword
76-85	Falchion
86-95	two-handed sword
96-100	Special **

* - See table 10-02 in **Arms Law**.

** - Use **Arms Law Classic** Table 02-10; or use the lists of "special" weapons given in Section 8.2 of this product.

Blade of Discord: When any character who has skill (Rank 1 or better) with this weapon handles it, the GM must secretly roll a RR for them against a 15th level attack. If they pass, they may use the weapon freely as a +10 magic sword, being immune to the sword's powers. If they fail, they may freely drop the sword until such time as they enter into a battle or argument. After this occurs, they may only drop it when its curse (treat as 15th level for removal purposes) has been neutralized or removed.

While under the power of the sword, the wielder will become very combative and will demand a fight to settle any differences of opinion. The wielder is only allowed one resistance roll, and if they pick the sword up again after its curse has been neutralized, but not removed, they will again be under these effects.

Sword + 5, Dragonslayer: This blade is specially enchanted to be +25 and slaying against dragons. **Potent.**

Dagger of Assassination: This +10 magic dagger adds 1 to the Stalk and Hide skill rank of its user, and 4 to their ambush skill rank (only when using it).



Sword of Slaying Giants: These are +10 magic swords; and are +20 and "Of Slaying" against all humanoids taller than 9'. 40% of these swords are broad-swords. **Potent**

Scimitar of Darkness: These +10 scimitars were forged by the Orcs for their wars with the dwarves. As a result, they are +20 against dwarves normally, and +25 against dwarves when used underground. They can detect dwarves from a range of 300'. **Potent.**

Blade of Life: These blades (20% daggers, 5% broadswords, 70% long swords, 5% two-handed swords) are +10 weapons which are specially enchanted against undead (Wraiths and wights in particular). Against any undead creature they attack at +20, and against wraiths and wights of any type they inflict double damage. **Potent.**

Blade of Warning: These elven blades (20% daggers, 5% short swords, 65% long swords, and 10% two-handed swords) were made by great elven smiths. They are +10 weapons which are +15 vs. any creature of darkness and +25 vs. orcs and trolls. They are made of an alloy which is 2% mithril and 5% adamantite, although only a few loremasters are aware of this, this gives them a bluish-silver color, and they glow blue when danger is near. Each blade may also have individual spells embedded in it, to a suggested maximum of 10 levels daily. **Potent.**

Sword of Bleeding Wounds: These +10 swords cause additional bleeding to that normally given by critical strikes. On a 'C' or 'D' critical, they cause additional bleeding of 1 hit per round, and on 'E' criticals they cause 2 hits per round additional bleeding. **Potent.**

Blade of Frost: These swords deliver a cold critical addition to their normal criticals. If the sword is +10, then the cold critical will be 1 degree of severity less than the hit critical (on 'A' hit criticals, there is no cold critical). the sword is +15, then the cold critical will be of equal severity. Note the same roll is used for both the

normal critical and the cold critical. Individual blades may have assorted minor Ice/Cold spells embedded in them (25% chance); roll 1-10 for level (Ess, "Ice Law", levels 1-10). **Potent.**

Blades of Flame: These swords flame when drawn from their sheaths. They are in all respects identical to Blades of Frost, except cold criticals are replaced by heat criticals and spells come from 'Fire Law' instead of 'Ice Law'. **Potent.**

The Vampiric Glass Blade of Narn: This short sword is made of clear lean; the hilt is hollow. When the blade draws blood it sucks it through capillaries in the glass to fill the hilt. It gives +15 and strikes fear when it inflicts bleed (4th lvl as "Confusing Ways") The blade is intelligent and evil, it has empathy with the wielder and will demand blood to prevent the hilt from running dry, even if it is the wielder's. With any critical result with bleed in it, the sword sucks blood out of the target, draining hits equal to 3x the amount of bleed indicated in the critical as well as doubling the blood loss for each round there after. (So bleeding a 5 hits/round becomes a drain for 15 hits and bleeding at 10 hits/round.)

When the blood is drawn into the hilt, the blade converts it into power points at a rate of 10 hits to 1 PP, to a max of 25pp, which can be used to cast any spell from "Physical Erosion", or "Darkness" lists to 5th level. The blade consumes 1pp per day worth of blood to sustain itself and if it drops to zero pp, it becomes as weak as ordinary glass. Just like a vampire even if shattered it can be reformed by bathing it in blood. (10 hits worth of blood will restore the shattered pieces to the 0 PP "fragile as normal glass" status.) If reformed without all the pieces, it will be useless as a weapon, but still capable of drinking spilled blood and casting. It will sense the direction and distance to all missing pieces, and urge or force it's wielder to seek them out. **Potent**

Sword of Justice: These swords are +15 against most creatures, but against Evil Magicians, Mentalists Clerics, Sorcerers and demons it attacks at +30. It is "Holy" and will not allow itself to be wielded by any creature which is not thoroughly good. If any such creature picks it up, the sword will attack them (roll on the appropriate table at +30, no defensive bonus for shield or quickness) for as long as they hold it. **Potent.**



Sword, Demonslayer: These longwords are +20 normally, but against all demons they are + 35 and give an additional cold critical. They are also considered "Holy" for purposes of critical strikes against any large and super-large creatures, and "Of Slaying" against demons. **Most Potent.**

Great Longsword of the Elves: These +20 longwords protect their possessor as 'Resist Heat' and 'Resist Cold' (Ess, "Elemental Shields"). They also provide a +10 RR modification vs. spells cast by Evil Mentalists, Evil Magicians, Evil Clerics and Sorcerers. They are "Holy" and can detect Orcs, Trolls, and Undead within 500'. **Potent.**

Sword of the Dark Elf: These two swords were forged by a dark elf. They are +20 two-handed swords. On any attack, if the damage would be greater against AT 1, then the sword has a 30% chance of cutting through the armor. If it does so, use the damage against AT 1 and make the armor -1 to DB for every three points of damage done (up to -30). **Potent.**

Swiftslayer: This weapon is a +40 longsword which does triple damage. It bestows a constant "Blur" (Ess, "Shield Mastery") upon its possessor when drawn, and twice per day can cast "Haste X" on it's wielder. **Most Potent.**

Ranger's Blade: This +30 longsword does double damage and gives its wielder an additional defensive bonus of 20. In addition to its normal criticals, it inflicts an electricity critical of equal severity. It has armor cutting ability equal to the swords of the Dark Elf. **Most Potent.**

THE BLADES OF LIGHT

These blades shine brilliantly when unsheathed, and strike all creatures of darkness within 250' with a Shock Bolt (+50 bonus at a range of 1-100' and +25 bonus at a range of 101'-250'). This effect will only occur after the blade has been sheathed for at least one hour. All are Artifacts.

When unsheathed, these blades are also harmful to creatures of darkness who view them. If they are within 50' of such a blade, they will take 2 points of damage per round and attack at -10. If within 10 feet, they will take 5 hits per round and attack at -20. The first round after looking at it (if it is within 250'), any such creature will be stunned unless it resists against 20th level magic.

These swords have an offensive bonus of +10 against creatures not of darkness. Against creatures of darkness, its power reacts to the power of its enemy, providing not only an increased offensive bonus (OB), but also increased Concussion hit damage on critical strikes. The OB addition is 10 plus twice the Level of Defender. The additional damage on critical hits is found by multiplying the creature's level by the degree of severity of the critical ('A' = 1; 'B' = 2, 'C' = 3, etc.). Thus, if a sword of light struck an Orc of 4th level and the weapon chart indicated `21 DS', 16 concussion hits (4th level x a 4 degree of severity) would be inflicted in addition to the 21 normal hits and the critical damage.

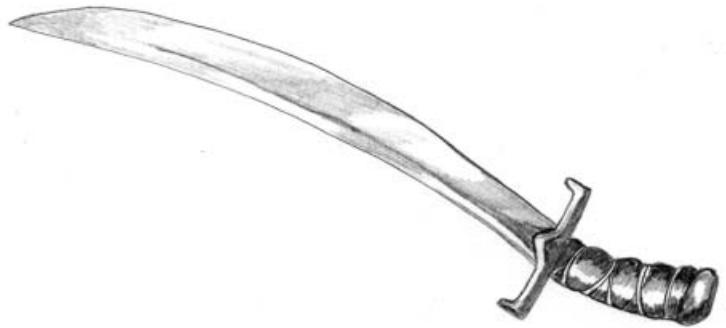
There are four Blades of light and all of them are longswords except for Darkbane which is a broadsword. 'They are:

Darkbane: This broadsword has been endowed with the ability to cast "True Aura" (Ment, "Brilliance", level 8) upon its wielder once per week. *Artifact.*

Dragonbane: This sword is specially magicked to slay dragons. Against them it is +40 and all critical strikes are rolled in the "Of Slaying" column. *Artifact.*

Magebane: This sword is magicked so as to be +20 additionally against evil spellcasters and +5 additionally against orcs and trolls. *Artifact.*

Demonbane: This is the most powerful of the four. It has 1.5 times the normal range on all brilliance effects. Furthermore, it has an additional +5 bonus to what is listed in the table, and it is +20 additionally against any type of demon. *Artifact.*



SWORDS OF THE HIGH ELVES

There are eight of these swords, which were forged at the height of high elven smith skill. If used by a character who has no elven blood and who is not truly "good" (in the good vs. evil sense), their magic will not function, and they will be merely +25 due to their high quality. When drawn by an acceptable wielder, these swords add +10 to the wielder's defensive bonus. All eight of the swords have the ability to cast "Stun Relief III" (Ess, "Body Renewal", level 9) at will and can cast "Utterlight" (Ess, "Light Law", level 17) twice per week. All are Artifacts.

Turang: This sword is a +75 longsword and is +100 vs. demons and evil demi-gods. It can cast the following spells up to three times per day (each), two spells per round, all at 30th level of ability:

Bladeturning I, Lightning Bolt (5x hits), Regeneration III, Unpain 25%, and Spell Shield III. In addition to its normal critical, it does additional electricity and impact criticals. *Artifact.*

Melercir: This sword is a +50 two-handed sword which bestows "Regeneration III" and "Shield" upon its wielder when drawn. It does double damage and does an additional impact critical. Twice per day it can loose a 20th level Shock Bolt, doing 6x normal concussion hits. *Artifact.*

Noril: This sword is a +40 longsword which delivers an additional heat critical. It inflicts triple damage on all opponents, and it bestows "Self Aura" (Ment, "Brilliance", level 4) upon its possessor (note that it need not be drawn for this effect). *Artifact.*

Curutur: This sword is a +40 longsword which does double damage and an additional electricity critical. It also causes a "Light Eruption" (Ment, "Brilliance", level 5) when unsheathed. Once per day, upon mental command of its wielder, it will cast a Lightning Bolt (+50 bonus, 300' range), doing triple damage. *Artifact.*

Ururuin: This sword is a +45 longsword which does an additional heat critical. Twice per day it can cast a Shock Bolt at 20th Level (+30 bonus) doing quadruple concussion hit damage. If its bearer is killed while it is drawn, it will immediately attempt to loose a Lightning Bolt (+100 bonus, 500' range) upon the person who killed its wielder, doing 7x damage. *Artifact.*

Celebtill: This sword is a +30 shortsword which does triple damage and an additional cold critical. *Artifact.*

Gil-Glin: This sword is a +40 broadsword which does double damage and an additional impact critical of equal level to the normal critical. Once per day it can cast "Speed X" (Ess, "Rapid Ways"). *Artifact.*

Aklarang: This sword is identical to Gil-Glin above. *Artifact.*

9.3 TYPE I WEAPONS DESCRIPTIONS

Axe of Delusion: (30% Battle Axe, 70% Hand Axe) This axe has an illusionary blade and does no damage. Upon picking it up, the character is allowed a RR vs. 20th level magic. If they resist, they have perceived the object's true nature. Otherwise, a save is allowed every 5th round of combat using it for them to notice its effects. It appears to be of fine workmanship, perhaps +5 or +10 for the sharpness of the blade alone.

Arrows of Flame: These magical arrows burst into flames upon impact and do an additional heat critical of 2 levels less than the normal critical.

Hammer of the Hills: This +10 war hammer is +25 against orcs, goblins, and hobgoblins.

Dwarven Battleaxe: This +10 battle axe is +15 if used by a dwarf, and in any case is +5 additionally against Orcs.



Axe of Orc-Slaying: Three of these hand axes were forged by the dwarves. They are +15, and when wielded against an orc, goblin, or hobgoblin they become +25 and bestow "Blur" (Ess, "Shield Mastery") upon their wielder. *Potent.*

Spear of Piercing: A +10 spear which increases the severity level of all puncture criticals by 1, treating an 'F' critical as an 'E' and a 'B'. *Potent.*

Holy Morning Star: This +10 weapon is "Holy" and is specially enchanted to destroy undead creatures. Upon striking them, they must resist a 10th level spell or be dissolved instantly. *Potent.*

Adamantine Flail: A +15 flail which gives an additional impact critical of 1 degree less than the normal critical. *Potent.*

Spear of Brilliance: A +15 spear which does an additional electricity critical. *Potent.*

Korin's Hammer: This +15 war hammer does an additional unbalancing critical with every normal critical. It also bestows upon its user 90 strength and 90 constitution (if the stats are below 90). *Potent.*



Mattock of Lightness: A war mattock made of an exceptionally strong and light alloy with a greenish-silver tint, the Mattock of Lightness is a +15 weapon which can be wielded single-handedly by any character with a strength of 95 or more.

Great Axe of the Dwarves: This axe is a +15 battle axe if used by any non-dwarf. However, if it is used by a dwarf, it becomes a +25 weapon and bestows upon its wielder a constitution of 101. *Potent.*

Mace of Crushing: This +25 mace inflicts an additional impact critical, and +5 is added to the critical roll (maximum of 100 for criticals which are not "large" or "super-large"). *Potent.*

Hammer of the Underworld: This 6' weapon requires a strength with at least a +45 bonus (e.g. a great demon or giant) to wield one-handed, and a strength bonus of at least +35 to wield two-handed. Anyone under 20th level who so much as touches the Hammer will fall into the ways of darkness and evil. Anyone over 20th level who touches must resist each week that they keep it or have a 5% chance

(cumulative) of their personality being corrupted. The Hammer is a +50 war hammer that does x5 damage and additional impact and unbalancing criticals. *Artifact.*

Spear of the Light: This spear is a +40 weapon wrought of golden wood with a mithril tip. It does x4 damage and does an additional electricity critical. It is "Holy", and can be thrown twice normal range, returning to the thrower at the end of the round. It is highly intelligent, though it cannot speak. It will not allow itself to be used for evil, and will deliver a 'D' electricity critical to anyone who attempts to do so. It can cast the following spells once per day unless stated otherwise: Aiming (Ess, "Essence Hand", when thrown), Haste X (Ess, "Rapid Ways"), Utterlight (Ess, "Light Law", at will), Unpain 50% (Ess, "Body Reins"), Monksight (Ess, "Monk's Sense"), Stun Relief III (Ess, "Body Renewal", 4/day), and True Aura (Ment, "Brilliance", 2/day). It also gives its bearer a +30 RR modification against Evil Magicians, Evil Clerics, Evil Mentalists, and Sorcerers. *Artifact.*

9.4 TYPE II WEAPON DESCRIPTIONS

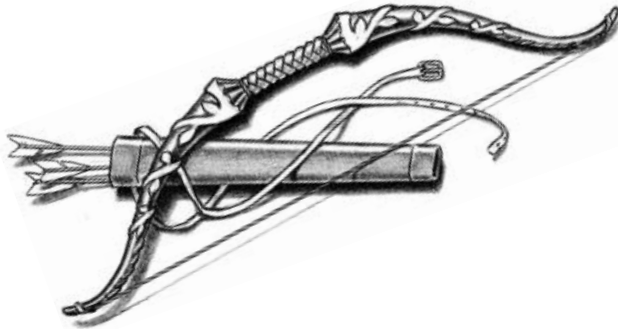
Longbow of Accuracy: +10 longbows which have a range of 100' longer than normal, and all ranges are treated as though they were 100' closer (e.g. treat up to 110' as 10').

Akara's Javelin: +10 javelins with double range (double all range categories).

Composite Bow of Speed: +10 composite bows which allow users to fire every round with no penalty.

Crossbow of Nyoth: +10 crossbows that magically re-cock and create a new bolt one round after the last one was fired, allowing a shot with no penalty every other round. 45% will be heavy crossbows; the rest will be light crossbows.

Elven Longbow: +20 longbows which require 50% time to reload if used by an elf, allowing one arrow shot per round with no penalty.



9.5 SHIELD DESCRIPTIONS

All magic shields have a listed bonus. This bonus is added to the normal defensive bonus for a shield of its type.

Main Gauche: The listed bonus for a main gauche is both an offensive bonus and a defensive bonus.

Shield of Arn: This +10 normal shield provides protection against spells, allowing its bearer to save as though they were 2 levels higher than they actually are. **Potent.**



Shield of Camouflage: This +10 full shield blurs its bearer's image at ranges of over 20', providing +10 to hiding attempts and an additional +10 defensive bonus against missile attacks from 20' or further away. **Potent.**

Adamantine Shield: This shield is constructed of thin sheets of Adamantine. It is a +25 full shield and weighs but 10 lbs. **Potent.**

9.6 TYPE I ARMOR DESCRIPTIONS

All magical bonuses on armor are added directly to the wearer's defensive bonus (DB). All magical armor encumbers as does non-magical armor unless stated otherwise.

Breastplate of Encumbrance: This cursed breastplate protects normally, but encumbers as AT-20. Once put on, it cannot be removed until its 12th level curse is either removed or neutralized.

Elven Chain: This armor is non-magical, being the armor that most elves wear. It is a suit of chain that protects as AT-14 with a DB bonus of +5, while only encumbering as AT-13. Elves will never sell it, though they may give it to their allies.



Elven Splinted Leather: This armor, made of leather with wood splints, is a leather breastplate and greaves which protects as AT-11 with a defensive bonus of 10. It encumbers as AT-10. It blends in well with vegetation of all kinds, adding +10 to all hiding attempts when in vegetation. **Potent.**

Armor of the Rangers: This suit of leather breastplate and greaves gives all Rangers a +6 power point addition. It adds 2 to the "Stalk and Hide" skill rank of anyone using it. It has a +15 magical defensive bonus and is good camouflage (as a Shield of Camouflage) in any terrain except desert. It encumbers as AT-5. **Most Potent.**

Rigid Leather Breastplate +20: This AT 8 encumbers as AT-5. **Potent.**

Rigid Leather Breastplate and Greaves +20: This magical AT 10 encumbers as though it were AT-9. **Potent.**

9.7 TYPE II ARMOR DESCRIPTIONS

Armor of Lightness: Armor of Lightness is magical armor which was manufactured specially for increased mobility. It has a DB of 10. **Modest to Potent.**

Dragonskin Armor: Made of the hide of dragons and fell-beasts. Roll to determine the exact nature of the armor: (01-25) AT-12 DB-15 encumbers as AT-10; (26-50) AT-11 DB-15 encumbers as AT-9; (51-70) AT-19 DB-20 encumbers as AT-13; (71-80) AT-20 DB-20 encumbers as AT-14; (81-95) AT-3 DB-10 encumbers as AT-5; (96-00) AT-4 DB-10 encumbers as AT-5. **Potent to Most Potent.**

Elven Chain Hauberk: Elven Chain Hauberks are +15 or +20 magic suits of chain mail that only encumber as AT-13 due to the magic which has been placed on them. **Potent.**

+20 magic armor: There is a 50% chance that +20 armor will encumber normally, and a 50% chance that its AT-for encumbrance purposes is given on Table 08-25, page 167. **Potent.**

Adamantine Alloy Armor: All Adamantine Alloy Armor is +25 and its AT-for

encumbrance purposes is given on Table 08-25, page 167. **Most Potent**

Mithril Alloy Armor: Made of an alloy of Mithril and steel, this armor is very light and strong. It is +25 armor and its AT-for encumbrance purposes is given on Table 08-25, page 167. **Most Potent**

Adamantine Armor: All Adamantine armor is made of solid Adamantine. It encumbers normally and is +35 armor. **Most Potent**

Mithril Armor: Mithril armor is made of nearly pure mithril (a slight alloy containing Adamantine is necessary since



pure mithril is too malleable), but it is much thinner than other armor. For this reason, it is not as strong as Adamantine armor, but it is much more mobile. Both the chain shirt and the breastplate encumber as if they were AT-5, and the breastplate and greaves encumber as AT-9. All Mithril armor has a defensive bonus of +30. **Most Potent**

The Plate of the Dwarves: This suit of AT 19 (made of the mithril alloy mentioned above) is thicker than any other suit of mithril armor cast. It protects as armor type 19 with a defensive bonus of 50, and it encumbers as though it were armor type 17. Should the dwarves hear of any non-dwarf possessing it, they will immediately send a demand for its return. If it is not returned, they will be prepared to go to war for it; for it is considered a holy artifact to them. It will only fit dwarf-sized creatures. **Artifact.**



9.8 SPELL DEVICE DESCRIPTIONS

Spell devices are those magic items that are manufactured to increase the spell-casting ability of their users. They may either allow their possessors to cast more spells, or they may cast spells themselves. In the latter case, the owner must know how to use the item before they may put it to use. This most often requires a successful wands-staves skill roll.

Spell devices which supplement the inherent spell-casting abilities of their user are of two types: spell adders, and PP multipliers. Spell adders and PP multipliers are as described in section 3.1 and in *Rolemaster*.

There are several spell devices that may affect the spell casting ability of a specific realm or realms. For such items, roll on the following table to determine which realm will benefit from such an item. This table will hereafter be referred to as:

09-01 DEVICE EFFECTIVENESS TABLE	
Roll	Character Type
01-25	Channeling
26-55	Essence
56-80	Mentalism
81-85	Channeling / Mentalism
86-90	Channeling / Essence
91-95	Essence / Mentalism
96-100	Channeling / Essence / Mentalism (Arcane)

Staff of Draining: Any spell caster touching this staff must resist against a 25th level Essence attack or have their power points drained. They will not be able to regain their power points for 48 hours, no matter how long they rest.

Bracers of Channeling: These magical copper or silver bracelets act as + 3 spell adders for any spell caster of Channeling.

Bracers of Essence: As above, except Essence spell casters are affected.

Bracers of Mentalism: As above, only Mentalism is affected.

Silver Ring: This ring will act as a + 1 spell adder. Roll on the Device Effectiveness Table (09-01) to determine who may benefit from the use of any particular ring. Note that Silver Rings are actually wrought of silver.

Pendant of Potency: This arcane pendant will act as a +8 power point adder for any realm. Further, all spells have an effectiveness 3 levels higher than normal. **Potent.**



Ruby Ring: This arcane ring, which is set with a small ruby, will act as a +1 spell adder for any realm.

Wand of Lightning: This 2' wand may cast a Lightning Bolt spell with a +10 bonus for each charge expended on casting that bolt. A maximum of 8 charges may be expended in one bolt (i.e., a +80 max). Such wands will generally be found with 21-40 charges. **Potent.**



Wand of Sleep: This device causes all targets in a 30 degree arc and within 50' of its holder to fall into a natural sleep when it is discharged (each target gets a RR). Such wands generally have but 21-60 charges. **Potent.**

Mentalists' Crown: Any character of the Mentalism realm who dons this silver crown will have a constant "Self Aura" (Ment, "Brilliance") placed on them, as well as receiving the effects of a +1 spell adder.

Gauntlet of Healing: Anyone who wears this glove of fine purple cloth can cast four healing spells per day of 5th or lower level that they know with no loss of power points.

Bracers of Gorgax: These bracelets add 2 points to the effectiveness of any "Repel Undead" spell. They further act as a +1 spell adder for Channeling.

Wand of the Winds: This wand can cast any spell from the "Wind Law" (Ess) list to 12th level. A typical wand can cast 60 + (1-100 open-ended) power points before becoming exhausted. **Potent.**

Ring of Firebolts: A ring of silver set with a yellow topaz, this ring can cast fire bolts with a +40 attack bonus. When found, there will be 2-20 crosswise indentations on the inside of the band, which indicate how many charges the ring has. One indentation disappears with each fire bolt cast. **Potent.**

Beamguard's Staff: This staff can cast one fireball per week and decreases required preparation time for fire spells cast by its wielder by 1 round (prep, not casting rounds). Furthermore, there are 4 silver rings with the staff that convey immunity to the staff's fireballs (not fireballs cast by its possessor, though). **Potent.**

Robe of Illusion: This robe (AT-2) displaces its wearer's image by approximately 3 inches, so that 10 is deducted from all attack rolls. Further, it will act as a +1 spell adder for Essence & Mentalism.

Gold Ring: These golden rings will act as +2 spell adders. Use the Device Effectiveness Table (09-01, page 178) to determine who can use any particular ring.

Dust of Channeling: When this dust is spread in a 10' radius circle on earth (stone will not work), any Channeling spell caster within the ring may cast spells at a cost of one-quarter their usual power point cost (round down, minimum 1). For the purposes of casting these spells, the caster's level is effectively doubled for the duration of the effects of the dust. The effects of the dust will last for 15 minutes. **Potent.**

Staff of Flames: With this staff, all fire-based spells cost one-half (round up) of their normal power point expenditure. The staff strikes as a +5 quarterstaff, doing an additional heat critical of one degree less than the normal critical. **Potent.**

Staff of Ice: As a Staff of Flame, except cold-based spells replace fire-based spells, and cold criticals replace heat criticals. **Potent.**

Wand of Illusion: This wand can cast ten power points weekly from any Illusionist base spell list. **Potent.**

Crossbow Wand: This black wand is hollow and has a hole at one end. When its magic is invoked (once per round), a crossbow bolt will emerge from the wand as if it had been fired by a light crossbow (+10). In addition to the wand's +10 bonus, the user may develop "directed spells" skill with it. A typical Crossbow Wand can fire 125 + (1-100 open-ended) missiles before it is exhausted. **Potent.**

Wand of Summoning: A wand of summoning will summon elementals of any type so long as a large quantity of the proper type of material (earth, fire, etc.) is available. Summoning a greater elemental takes 2 charges, a lesser elemental uses 1 charge. Such wands will have 10 + (2-24) charges. **Potent.**

Emerald Ring: This ring, set with an emerald, will act as a +2 spell adder for any spell caster of Essence.

Sapphire Ring: This ring, set with a small sapphire, will act as a +2 spell adder for any Channeling spell caster.

Opal Ring: This gold ring set with a fire opal will perform as a +2 spell adder for any spell caster of Mentalism.

Staff of Light: This staff strikes as a +10 weapon, on all normal criticals it also inflicts an additional impact critical, and it can cast +10 Shock Bolts and +20 Lightning Bolts. It will generally have 20 + (3-30) charges and they are expended in the following manner: inflicting a 'D' or 'E' impact critical drains 1 charge; casting a Shock Bolt uses 1 charge; and casting a Lightning Bolt requires 2 charges. **Potent.**

Staff of Healing: This staff will perform the following healing functions (number of charges used in parentheses): heal 1-10 (1), heal 4-40 (5), heal 8-80 (10), cure disease (6), neutralize poison (7), and cure blindness (12). It will have 100 + (1-100 open-ended) charges. **Potent.**

Stone of Will: When this agate is clutched, all Mentalism attacks are at +5, and all RRs vs. mentalism are modified by +10. Further, it acts as a +1 spell adder for Mentalism.

Platinum Ring: This thin band of platinum will act as a x2 PP multiplier for the realm resulting from a roll of the Device Effectiveness Table (09-01, page 178).

Feather of Iris: This 10-inch white feather will act as a x2 PP multiplier for any Channeler.

Diamond Ring: This arcane diamond-set ring will act as a +2 spell adder for any spell caster.

Cloak of Darkness: This evil item is usable only by Evil casters. It acts as a x2 PP multiplier and protects as armor type 1 with a DB of 30. A character of any other profession who dons the robe must make a RR (based upon the previous owner's level), modified by +20, or become a servant of the previous owner (if they are dead, the servant will do everything in their power to get their master back to life). If they resist, they will take 2-20 hits each day that they wear it and will have a tendency to do evil. **Potent.**

Tunic of Essence: This item acts as a x2 PP multiplier for any user of Essence. It also protects as armor type 3 with a DB of 10, and provides a +5 bonus to all spell RRs. **Potent.**

Soul Gem: A diamond or emerald of at least 100 GP value for its gem properties alone, this stone is also enchanted so as to be a x2 PP multiplier for any Channeling spell caster. Further, if its owner dies, their soul will be stored in the gem for 1-100+ (open-ended) hours (GM rolls secretly). If their body is made capable of living within this time period, the soul will repossess the body as in "Lifegiving".

Circlet of Mentalism: This circlet made of a light bluish-silver metal, is a x2 PP multiplier for Mentalism. In addition, it protects the head as a helm and provides a +10 RR bonus against mental attacks.

Staff of Sorcery: This staff functions as a x2 PP multiplier for Essence and Channeling, and gives its wielder a +15 RR bonus against Mentalism. **Potent.**

Staff of Life: This staff has the ability to cast any spell on the "Life Mastery" list (Chan) of 15th level or lower. It can expend at most 30 power points per week and will be totally exhausted after expending 125 + (1-100 open-ended) power points. **Most Potent.**

Anvil of Forging: This anvil will act as a x2 PP multiplier for Essence while creating a metal magical item. It allows free use of "Inorganic Skills" (Ess) list up to 10th level.

Stone of Seeing: This 4-inch sphere of rock crystal appears blue when looked upon from above. Any spells cast through it (i.e., mental spells, detection spells, sensing spells, and other appropriate spells) by a Seer or an Astrologer will cost one-quarter normal power points. **Potent.**

Necklace of Power: This gold necklace is a x2 PP multiplier. roll on the Device Effectiveness Table (09-01, page 178) until you get hybrid type.

Mithril Ring: This powerful ring is a x3 PP multiplier. To determine who may effectively use it, roll on the Device Effectiveness Table (09-01, page 178). **Potent.**

Dragon Wand: This powerful wand is carved to resemble a long thin dagger. It's possessor is protected as though they were wearing Dragonskin Armor (see Type II Armor) but is not encumbered. The wand will possess 75 + (1-100) charges to expend as follows: +50 Dragon Fire (8), +50 Fire Bolt (1), +50 Lightning Bolt (1), and Flying 150'/rnd, 10 min (1). Dragon Fire is a fire ball in a 30 degree arc extending to 100'. **Most Potent.**

Opal Necklace: This arcane gold necklace holds a large white opal, with a jewelry value of 250 GP. It will act as a +4 spell adder for any realm, and bestows a constant "Self Aura" (Ment, "Brilliance") on its wearer. Once per day it can cast a Lightning Bolt (100' range) with a +30 modification, originating in the opal. The caster can increase the power of the Lightning Bolt, but only by draining their personal Essence. For each constitution point they expend, the lightning bolt receives a +10 modification and a multiplication of the Concussion Hits (i.e., a bolt into which the caster put 3 points of constitution would be +30 additionally, for a total of +60, and would do 4x hits). All constitution points lost are from the temporary stat, and a maximum of 20 points of constitution may be placed into any Lightning Bolt. **Most Potent.**

Ring of Kazlauskas: This ring is forged of mithril and set with a diamond. It prevents normal spell failure (re-role spell failure results if there are no ESF modifiers) and acts as a x4 PP multiplier for any realm. Its wearer can fly (150'/rnd) at will and gains "Darkvision" and "Sly Ears" (Ess, "Physical Enhancement"). Once per week it may summon any kind of elemental, which will serve its master for 1 hour (concentration is not necessary). **Most Potent.**

Staff of the Wise: This arcane staff conveys much power to its owner, part of which is acting as a x4 PP multiplier. It also raises their potentials in reasoning and memory to a point such that their modifications are + 5 above what they were before. This effect will become permanent after possessing the staff for 3 years. If the staff is lost before this time, the potentials drop to their previous levels. The staff can cast a "True Aura" (Ment, "Brilliance") upon its owner 2/week, and 1 /day it can loose a Fire Bolt of range 500', with a bonus of + 70, doing x5 damage. All of the possessor's attack spells are cast at an effectiveness 5 levels above the caster's own level. The staff also provides immunity to curses and "Black Channels" spells, as well as providing a + 25 RR modification against all "Absolution" spells. It also gives its possessor a defensive bonus modification of 35. **Artifact.**



9.9 MISCELLANEOUS MAGIC ITEM DESCRIPTIONS

Ring of Agony: This ring has had a constant "Agony" cast upon it. For every round that it is worn, the wearer must resist a 25th level spell attack or suffer the results of the Agony (Ess, "Physical Erosion"). To compound the problem, removing a ring under the effects of this spell is a "Very Hard" maneuver modified by the self-discipline stat bonus.

Mirror of Hypnotism: Any being looking into one of these mirrors must resist 20th level magic or be transfixed upon it. Any such person will resist all attempts to move them. Should the curse be dispelled, the person will be free of the transfixion. While transfixed, the person may take no actions whatsoever. Any attack which physically affects them will free them. Any such mirror can hold from 2-12 people. If this limit is exceeded, there is a 95 % chance that the 1st person to be captured will be released, and a 5% chance that the mirror will break, releasing all of its victims. Any attempt to remove the curse from the mirror must overcome 40th level magic. Once a character has successfully resisted, they may freely look at the mirror without risk. **Potent.**

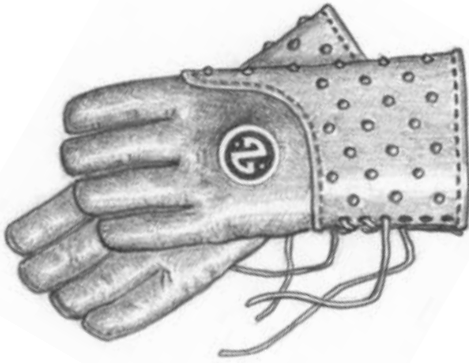
Helm of Visibility: Almost any light will reflect upon this helm, making it readily visible from 50-150 yards. This reflection is magically masked at less than 50 yards.

Rope of Grappling: This 100' rope has a grapnel at both ends. It gives a bonus of + 20 on all moving maneuver rolls using it.

Belt of Balance: This leather belt reduces the severity of all unbalancing Criticals by 1.

Ring of Shielding: This ring can cast a 5th level "Shield" spell (Ment, "Attack Avoidance") up to twice per day.

Gauntlets of Climbing: While being used, these gloves add 3 ranks to their wearer's skill in climbing.



Elven Cloak: This grey cloak will make its owner resistant to cold as "Resist Cold" (Ess, "Elemental Shields"). Furthermore, they will be difficult to spot when their hood is drawn, the following table indicating the roll normally needed to spot them:

09-02 ELVEN CLOAK				
Range	Vegetation			
	None	Light	Medium	Heavy
1' - 10'	10	30	45	55
10' - 100'	50	60	65	90
101' +	80	90	95	98

Scarab of Detection: This scarab can cast any spell on the "Detecting Ways" list (Ess) of 10th or lower level. It has 100 + (1-100 open-ended) power points to expend before its magic is drained.

Cloak of Stealth: While being used, this cloak adds 4 ranks to the "Stalk and Hide" skill of its wearer.

Amulet of Arnd: This pendant casts a constant "Blur" spell (Ess, "Shield Mastery") on its wearer.

Backpack of Storing: This leather pack can hold up to 250 lbs, encumbering as though it weighed but 10% of its actual weight. There is no volume restriction on what may be placed inside. **Potent.**

Ring of Power: This ring casts a constant "Self Aura" (Ment, "Brilliance") when placed upon one's finger.

Goblet of Purification: This silver goblet will neutralize any poison placed inside it, and once a week it can transform any liquid into a Potion of Restoration (see Potions). It is ornately crafted, and has a jewelry value of 200 silver pieces. **Potent.**

Boots of Speed: These dark leather boots can cast 12 power points per day from the "Rapid Ways" list (Ess). **Potent.**

Ring of Lordship: While this ring is worn, it will raise the wearer's Presence to 95. If their Presence is already 95 or greater, their Presence is increased by 1. **Potent.**

Modify the base number according to lighting conditions, the perception of the searcher, and the hiding ability of the wearer. **Potent.**

Cloak of Flying: Whenever the wearer of this cloak pronounces the word "fly" (limit 1 / day), the cloak spreads like large bat wings. The "wings" will remain for one hour and will propel a human-sized creature (200'/rnd). **Potent.**

Truncheon of Command: When used to strike an opponent, this item will strike as a mace + 10. It is ornately wrought of a silvered steel alloy. Its possessor may use it to cast "Quest", 1/two weeks, and "True Quest" 1/month (Ess, "Spirit Mastery"). **Potent.**

Horn of Inspiration: When this great horn is blown in a battle involving 40 or more men, all creatures "allied" with the blower receive a + 10 bonus in melee the next 2 rounds if they are within 200' of the horn when blown. **Potent.**

Figurines of the Fighters: These two 3" white marble figures appear as human fighters dressed in plate. When they are placed on the ground and the person who last touched them says "serve me" in elven, they will grow to full size and obey the speaker. They return to statuette form after 1 hour or when killed or when their master says "rest now" in elven. After shrinking they may not be re-summoned for 24 hours, but when

ever summoned they are completely healed of any previous damage. Often the words controlling size changes are engraved on the bottom of the figures in ancient elven runes. The GM should vary the exact controlling words on different sets of figures. These Fighters wear + 5 full plate and carry wall shields and + 5 war hammers. Their combat stats are: AT 20, DB 40, OB 90, 80 hits, ST 98, CO 98, and the duration of any stun results against them is halved (round up). If one dies, it is unusable for one month. **Potent.**

Laertes' Ointment: This green paste will heal all poison in a living person when rubbed on their tongue. 1-4 applications will normally be found.

Crucifix of Warding: If this silver cross is openly held up before any undead, they must resist 6th level magic or flee in panic. When used in conjunction with a "Repel Undead" spell, it increases the spell's effectiveness by 3 points. **Potent.**

Rod of Elemental Command: This rod can summon an elemental of any type, provided that there is a sufficiently large source of the element needed within 50'. The elemental will last until killed, or the summoner lapses concentration for 1 minute or 4 hours pass. When the summoner lapses their concentration, the elemental will remain stationary. Any such rod will have 10 + (2-20) charges. Summoning a greater elemental requires 2 charges, and summoning a lesser elemental requires 1 charge. **Potent.**

Gauntlets of Ector: These steel gauntlets allow their wearer to strike with their fist as if it were a mace. When used with Martial Arts Striking attacks, it gives a bonus of + 25. **Potent.**

Robe of Protection: This purple robe protects its wearer as though it were AT 8 (no maneuver penalties) with a defensive bonus of 10 and has a permanent "Protection I" (Chan, "Spell Defense") to protect its wearer.

Talisman of Absorption: This talisman can absorb magic spells cast at its owner. The attack level of the talisman is 10th, and any spell failing to resist is absorbed. It can absorb 50 + (1-100 open-ended) power points before becoming inert. **Potent.**



Genie Charm: When this charm is rubbed, a genie will appear (up to 3 times a day for a total of 30 minutes). It will serve the possessor of the charm, and will disappear and reappear upon command. Either the use of a "wish" (GM's discretion) from the Genie or the Genie's death will make the charm powerless. **Most Potent.**

Dice of Chaos: These two obsidian dice with pips of ivory may be either a blessing or a curse upon whoever rolls them. The "one" pip is an engraved skull. The two dice must be rolled together, with the effect on the roller being given in the following table: (All effects RR as 15th level essence at -30)

ROLL EFFECT

The roller may only be affected twice, with further rolls having no effect on

09-03 DICE OF CHAOS ROLL EFFECT	
Roll	Effect
2	Effected by a "Dark Absolution" (Chan, "Dark Channels")
3	Gets a disease from "Disease" list (Chan), roll 1-50 until a result is obtained.
4	Gets a curse from "Curses" list (Chan), roll 1-50 until a result is obtained.
5	Effected by an "Unsoul Curse" (Ess, "Soul Destruction")
6	-10 to all activities for 1 month
7	No effect, roll again
8	Gain a number of fanatically loyal 1 st level Fighters followers (half of own level round up)
9	Gain a fanatically loyal follower of your profession and with a level two-thirds your own (round up)
10	+ 10 to all activities for 1 year
11	Gain ability to cast any spell you know (twice per week) without any normal restrictions (e.g., no preparation, no power points, etc.)
12	Prime requisite stats go up 5 each

them. Once they have affected a person, rolling them will have no effect until the affected person is dead. **Most Potent.**

Rod of Nobility: This truncheon casts a constant "True Aura" (Ment, "Brilliance") on its owner. It strikes as a + 20 mace. If they are not wearing armor, it also protects them like AT 12 with no maneuver penalties. **Potent.**

Book of Yesh: This book is an ancient artifact in which much magical lore is written. It contains the names of many Demon Lords and the rituals necessary to summon them. It also describes how to make protective pentagrams which can decrease or negate the chances of a demon-summoning harming the summoner (depending upon the type of demon and the materials used). It lists all the various "Black Channels" spells and how to perform them. It fully describes both the appearance and power of many powerful ancient magic items. The book is 1'x20" and 7" thick and bound in black cloth with silver trim. It is virtually indestructible and is written in elvish with a single

large "Y" in the center of the last page. **Most Potent.**

Helm of Sight: This visored helmet is enchanted to give its owner "Nightvision" and "Sidevision" (Ess, "Physical Enhancement").

Tome of Wisdom: This lengthy book may only be understood by those with a Reasoning of 60 or more and a Memory of 50 and above. After three straight months of solid studying and reading (8 hours/day), the reader's Memory and Reasoning stats will be permanently raised to 101 (temporaries and potentials). **Most Potent.**

Helm of Strength: Any character of less than 95 strength who dons this helm will have their strength raised to 95 for as long as they wear it. **Potent.**



Staff of Aristarchus: This 5' staff is constructed of red mahogany with a gold band at the gripping end. It strikes as a + 15 quarterstaff, with any melee strike releasing "Dark Stunning" (Chan, "Dark Channels") on the target (in addition to normal damage). Twice per week it may also release "Absolution" (Chan, "Dark Channels") when striking in melee. It also has the ability to cast up to 30 power points per week from the "Dark Lore" list (Chan) up to 15th level, and once per month it may cast "Black Channel II" (Chan, "Dark Channels"). All spells have a 15th level effect. **Most Potent.**

Ring of Invisibility: While this ring is worn, a constant "Invisibility I (1)" (Ess, "Invisible Ways") is placed on the wearer. This can only be dispelled by the wearer attacking a target (which dispels it for 10 minutes) or removing the ring. (Bumping into things while maneuvering, or being the target of an attack does not break the invisibility.) **Most Potent.**

Kawfigu's Ring: Forged by Kawfigu the Necromancer long ago, this gold band imparts many powers to whoever wears it. It protects the wearer as a Robe of Protection. All RR's against spells cast by the wearer are modified by -15. Further, they may cast up to 50 power points per day (up to 5th level) from the Sorcerer's base spell lists (at no personal power point cost). **Most Potent.**

Amulet of the Void: This magic item allows up to seven people linked by hands in a circle, to travel to and from the Void. Such travel is nearly instantaneous and only one round trip can be made per month. However, when it is used, one demon of a level equal to 15% of the combined levels of the Amulet's users is summoned to a material form. It is allowed to stay in material form under their own control until it is killed. **Potent.**

Medallion of the Myrmidion: This golden trinket, when placed around the neck of a Fighter, will give them a Strength of 100 and allow them to wear any armor except plate without encumbrance, maneuver, or missile penalty (plate penalties are halved). **Most Potent.**

Helm of Might: This crown-like helm bestows upon its wearer 50 additional hits, and gives them an additional +30 OB while in melee combat. **Most Potent.**

Tome of Power: This large book will benefit any spell caster who reads it. It can only be read once per decade, for after being read its letters fade to illegibility for ten years. Reading it takes 1 month of uninterrupted study, during which time the caster must spend at least 5 hours per day reading it and get at least 10 hours of sleep daily. At the end

of the time period, they will have completely "learned" any 1 spell list to 50th level (that they chose at the beginning of this period of studying) and they may use it as if it were one of their base lists. **Artifact.**

Cup of the Healer: This golden cup, from which only one draught can be drunk per week, will transform water into a potion which will act as any one Lay Healer spell of 30th level or lower. **Most Potent.**

Marlor's Crown: This thin silver crown is set with 3 diamonds, 5 rubies, and 11 aquamarines, and it has a jewelry value of at least 2500 GP. Further, it places a constant "True Aura" (Ment, "True Aura") upon its owner and gives them 50 additional concussion hits. It can cast "Haste V" (Ess, "Rapid Ways") and "Strength II" (Ess, "Body Reins") upon its owner (each twice per week). **Potent.**

Robe of Kazlauskas: This robe was made by Kazlauskas before he became a Lich. It is made of a very fine black cloth with strands of silver lining the bottom of the robe, and it has a belt of silver links. It protects its wearer as AT 4 with a DB of 30 without maneuver penalties. The robe can cast 40 charges per week of the following Essence spells (30th level effect, charge cost in parentheses): Stun Relief II (2), Cut Repair I (3), +50 Lightning Bolt (5), +25 Fireball (4), Protection II (2), Telepathy (4), Perceive Power (4), Detect Invisible (2), +20 Ice Bolt (2), Ache (2), and Shield (1). **Artifact.**

Ring of the Elves: These five rings are rings forged by the great elven smiths, prevents spell failure (Re roll any spell failure rolled without ESF modifications.), and acts as x4 PP multipliers for any realm. They give their wearer a bonus on defense of +25 and a bonus of +10 on all RR's. They can cast "Stun Relief III" and "Unpain +25" (Ess, "Body Renewal") at 25th level once per day each. While worn, they further increase their wearer's Intuition to 100; to 102 if they are an Elf. **Artifact.**

9.10 GENERAL MAGIC ITEM DESCRIPTIONS

The items presented in this section are intended to provide a Gamemaster a selection of unusual magic items to use with the tables in Section 3.2. They also serve as an example of how to create your own items using the **Rolemaster** system as a basis. The relative power of each item is rated as being Modest, Potent, Most Potent, or Artifact.

MODEST ITEMS

Arrow of Balloon Feather: Usable once.

When attached to a rope and shot into the air, this arrow becomes a balloon which will lift up and carry 300lbs for 10-100 rnds (gradually deflating and losing altitude after that time).

Arrow of Eagle Feather: Once per day, arrow will fly in circle 200' high for one minute and give bowman a visual picture of the surrounding area and activity.

Arrow of Sea-Feathers: Attached to an arrow, the sea-feathers allow underwater bow shots up to 50' with no subtraction.

Arrow of Turkey Feather: Usable once. When shot and it hits, it becomes an "attack turkey" with attacks of 70SPi and 50SCL(2x). (See "bird" section 3.7)

Assassin Bug in Vial: Usable once. When let loose, dagger-nose bug flies behind chosen foe and makes one attack (80SSt/poison@, 8th level nerve poison).

Bell of Stunning Chimes: A plain silver bell, 6" high, which when rung, attacks everyone (but the holder) within a 20'R with a 5th level "Stunning" spell (Chan, "Channels").

Blade of Crevice-fighting: Eight inches long, looks like a telescoping antenna, press button on handle and 5' long blade instantly extends, attacks as a +10 rapier, then retracts.

Blanket of Warming: A blanket that always stays dry and maintains sleeper in perfect comfort on the coldest nights.

Bone Necklace of Charging: Twice per day, the wearer can charge up to 30' and melee with no movement subtraction.

Bowl of Water Boiling: Small, insulated container (16 oz.) that will boil water placed into it in one minute.

Bracers of Balion: Battle scenes depicted in bas relief adorn the plain brass bands. They prevent the fatigue of continuous combat from affecting the wearer, increasing their OB's by +10 after 5 minutes of continuous fighting, 3x/day.

Candle of Daydreams: A normal-looking 16" candle, which can burn for 6 hours. When the candle is lit, a very faint, murmuring chant fills the room (or a 30'R), and everyone within range who fails a RR against a 5th level attack falls into a daydream which lasts as long as the candle stays lit. All affected are at -75.

Candle of Foul Breath: A normal-looking 16" candle, which can burn for 6 hours. When lit, the candle fills a 30'R area with a putrid stench. All within the radius who fail to save against a 5th level attack, become dizzy and are at -50% until they either flee the area or until 2-20 rounds after the candle is snuffed out.

Candle of True Light: A normal-looking 16" candle, which can burn for 6 hours. When the candle is lit and held, the holder can discern the amount of light (good) versus dark (evil) in the souls of a target within 30' (1/rnd).

Cloth of Feasts: A fine, woven square of white linen, 5' X 5'. When spread (1x/day) and given the command 'Worthy cloth, cover your elegance with exotic and tasteful dishes', festive food for four people appears in graceful flagons and plates (which disappear after 1 hour). Bundling the remains in the folds of the cloth immediately banishes them along with any stains from spills.



Collar of Animal Speech: A collar, which when placed on an animal, will allow it to understand and speak a Mannish Language. The collar will not improve the animal's intelligence, nor improve its habits or manners. Roll for which kind of animal a given collar will fit: dog, cat, horse, ferret, pig, eagle, sheep, dolphin, etc. (any animal the Gamemaster feels is appropriate).

Crystal of Smoke Vision: Holder has ability to see through up to 200' of smoke.

Dagger of Long Strokes: A +10 dagger that strikes as long sword.

Desert Suit: If worn in desert, give +50 bonus to stalking and hiding attempts.

Flagon of Wisdom: a 4" high flagon, with blue designs running through clear crystal. Inside lives a very wise cat-like creature, who will come out when the flagon is opened. The cat's name is Weyakin, it is shadowy grey with green eyes, and it gives very good advice based upon information given it. It will remain outside of the flagon until threatened or until 1-10 hours have passed, never venturing more than 100' from the flagon. The chance (once a day) of the cat emerging from the opened flagon is 80% if the holder (owner) is a known friend, but only 10% if not.

Flask of Sweet Rainwater: A crystalline vial with a carved sapphire stopper. Each day dispenses purest rainwater, sufficient for the needs of four people.

Flute of Miss-Tune: While played bows fired in a 200'R are at -50 due to sonic vibrations of their bowstrings.

Gas Melon: Usable once, baseball sized, throw up to 100'. Explodes upon impact releasing a gas (10'R) causing foes who fail a 10th level poison RR to fight nonexistent foes for 1-10 rnds.

Glasses of Far-Seeing: Increases wearer's sight magnification up to 20x normal (as high powered binoculars), but for every round of use the character's vision is blurred (-30 to actions) for 2 rounds afterwards.

Hammer of Hiding: This +10 hammer has hidden compartment in handle: 'sheer folly' to find, shielded against detection spells.

Harmonica of Tail-Wind: calls up a "tail-wind", can be played for up to 5 rnds at a time (2x/day). Missile ranges in a 1000'R will double in the direction of the user's choice. (Halved in the opposite direction).

Imyra's Bathing Basin: A silver basin, 2"R and 2" deep, engraved with watery scenes of fish and mermaids. The basin enlarges 3x/day to 3'R and 2' deep and fills itself with hot, scented water. It shrinks when bath water is discarded.

Inpaelia's Everburning Spark: A small rod (4" long) of faceted yellow stone, at the end of which continually burns a small flame. The rod is ideal for starting a campfire, no matter what the weather, but lack of care with it can burn down houses or forests.

Ladder-stick: This 10" long black teak stick will turn into a 10' ladder one round after its holder issues the command "grow." [t will return to its stick state a half-round after the utterance of the word "diminish" by someone touching the ladder or the person who ordered it to grow (if still within 100').

Medallion of Heavy Metal: A very small medallion which may be stuck to any metal and causes item to be 100x heavier for 10 rnds.

Monitor Bug in Vial: Usable 1/day. Scouts 200'R in 2-20 rnds and reports back.

Pellet of Ground-to-Air: Usable once. When crushed on an arrow or quarrel, it



instantly launches the arrow as a 100 OB attack (use heavy crossbow table).

Pot of Battle Smoke: Usable once. When broken, forms a 50'R smoke circle for 2-20 rnds.

Potion of Fresh Air: Usable once. When poured it releases a pocket of fresh air that will last one person one hour.

Potion of Winds: Usable once. When opened, the wind it releases will blow away or out all fog, smoke, gases, and flames in a 200'R.

Pouch of Ice: Pouch makes ice out of water placed into it in one minute.

Pouch of Preservation: Sack (holds up to 50 lbs.) will protect and preserve food, herbs, items, or anything else perfectly for at least one month.

Quartz of Grabbing: When held and concentrated on, it can transfer one dropped or loose item (up to 50 lbs.) within 100' to the holder's other hand (must be empty).

Quill of Writing: A quill of the fabled Awehei bird, which frees its owner of the laborious task of writing things down. The owner (last to touch it) merely needs to be within voice range (20'), and the quill will put their words on paper (if the quill has been provided with paper). It never runs out of fine, black ink.

Red Glowing Axe: This +10 handaxe 'detects magic' (100') where pointed (blade glows red).

Ring of Reversal: Adds +10 to wearer's OB's. However, if an unmodified roll of 07-10 is made for any of their attacks, they are instantly spun about 180 degrees. Their foe then may proceed with an attack from behind.

Ring of Sky-Larking: Once per day, wearer may turn into a sky-lark for up to 1 min/lvl, but all items on character drop to the ground. (See "bird" section 3.7)

Rock of Fire: Reddish rock will start a fire if placed on earth beneath a pile of wood.

Rope of Moving Knots: This 200' (5 lb.) rope (lengths and weights can vary) enables the user to hold one end of the

rope and "send" the other end up walls, where it can attach itself and tie a knot. It cannot "attack".

Rune of Even Harmonic: Usable once. +25 to all OB's in a 20'R for 6 rnds,

Rune of Hill Flight: Usable once. Allows the reader to leap from cliffs up to 555' in height, sail outward up to 555', and to land like a feather.

Rune of Odd Harmonic: Usable once. Adds -25 to all OB's in a 20'R for 6 rnds.

Rune of Illiteracy: Usable once. All within 50' cannot read or write for 1-100 days. RR vs 10th level essence.

Rune of Trans-Sonic: Usable once. All within 20'R can add +50 to all RR's involving spoken, sound or sonic attacks for 6 rnds.

Rune of Warmth: Usable once. Allows the reader to create a 50' by 50' area that will maintain a 50° temperature for 5 hours.

Scabbard of Bridle-Paths: Will indicate the way to nearest trail suitable for horses (if any are within 1 mile).

Sea Net: A +10 magic net. It may be used to attack underwater as if on land.

Seal of Silence: Attached to a tree, this medallion creates a 100'R circle of silence for up to 10 min/day.

Shrinking Skis: On command, this pair of skis and poles will shrink to 6" or grow to a full size of 4' on command.

Snake Melon: Usable once, grapefruit-sized, thrown up to 50', releases 5-10 pit vipers (see section 3.5) which will attack the closest targets.

Sword of Returning: This +10 broadsword can be thrown as a +20 dagger and then at the end of the round returns to the thrower's open hand.

Thiru's Ring of Shouting: Clear, unadorned band of glass. Wearer may communicate (i.e., yell) coherently over huge distances, 1-5 miles, for 1 hour/day. Unfortunately anyone can listen in on such a conversation. Or, 3x/day they may deafen all within 100' R with their shout (RR), deafness lasting 1 day/10% failure. 1x/day their shout may be used to stun all within 50'R (RR) for 1 rnd/5% failure.

Wearer may not use more than one of these three powers in a given day.

Tooth of Pivot: If implanted in mouth, it gives user a + 50 bonus when performing maneuvers involving changing facing during melee.

Torch of Maze-Solving: Will get warm when in a passage, hall, tunnel, or canyon that dead-ends within 100'.

Torch-ring: This simple gold band is inset with a yellowish light-stone and has a raw worth of about 15 gp. In its natural state the ring is as any other and emits no light. When worn, however, its wearer can control the light-stone's enchanted inner radiance. The wearer can make the ring glow so as to fully illuminate an area with a 100' radius, although any increase or decrease in the light's intensity requires the wearer's concentration. Once the light is at a desired level, the wearer need not concentrate any further. It takes 3 rounds for the ring to reach full brilliance and the gradual nature of the change obviates most any surprise derived from the illumination. A torch-ring will stay lit for up to 4 hours a day, regardless of intensity.

Torch-stave: As a torch-ring, except that the bearer controls light shone from a stone set in the stave's head. Torch-staves stay lit up to 8 hours a day.

Tradene's Indefatigable Slipping Cloth: A grey square of linen, satin on one side, velvet on the other (can take on any size and shape up to 200 sq'). Placed velvet side down it adheres to floors, landings, and stair treads with great tenacity. The satin side provides no traction to the unfortunate who steps on it, and their feet go whizzing out from under them ('extremely hard' maneuver each round to keep on feet, 'sheer folly' if unaware of it.). The cloth is not readily noticeable (-25 to perception rolls).

Truce Flag: Gives an additional 25% chance of a temporary truce if waved in front of foes who have any inclination to parley.

Veil of Cliff-Path: When worn (-50 to other activities) leads way to closest reasonably safe path up or down a cliff side or mountainside (if any are within 1 mile).

Veils of Tanu: Gossamer veils spangled with diamonds, to be draped over the face. The veils cause the wearer to present 3x/day the image of superlative beauty blurred by their gauzy fabric. The illusion lasts indefinitely until the veils are pushed aside to reveal the true features of the wearer.

Whispering Sword: This + 5 short sword uses the two-handed sword table for attack (still using one hand, short sword skill and fumble range), whispers when swung, and floats in water.

Wing-stone: Useable 3x/day. This enchanted reddish basalt stone is carved into the shape of a pair of drake-wings. Small, it weighs but 8 ounces. When dropped, it will magically float downward at a rate of 100' per round; falling until it rests on a solid obstruction (e.g. the bottom of a pit) or it travels 600' (whichever is less). Immediately after reaching this destination it will "fly" back upward at the same rate of speed, returning to its wielder's hand (if still within 600') or the spot from which it was dropped (if wielder is dead or out of range). The wing-stone changes hue according to the distance traveled downward: yellow = 01'-50'; orange = 51'-100'; light red = 101'-150'; deep red = 151'-200'; purple = 201'-300'; blue = 301'-400'; blue-green = 401'-500'; and green = 501'-600'. The wing tips become tinged with black if the wing-stone passes within 10' of an Essence source while descending. Should it fall past a Channeling source the tips turn white, while passage near a Mentalism source gives the wing ends a grayish look (both ranges 10'). Within the black, white or grey, small dots of the appropriate colors indicate the different depths at which the power sources were passed. Once the wing-stone is back in someone's hand it reverts to its original color (takes 3 rounds).

Wrist-cup: The wrist-cup is an open silver cup capable of holding 4 fluid ounces of liquid (a quarter pint). Set into the upper wrist section of a silver inlaid gauntlet, it is worn as a part of its holder's armor. When combined with water, any single dose of any herb placed in the cup magically dissolves into an immediately drinkable (and usable) brew.

Wrist-vial: As the wrist-cup, except that the container is a capped vial which holds drinkable brewed herbs in a preserved state until the lid is opened and the herb-mix is consumed.

Zhura's Pavilion: A brightly colored tent (30'x20' base) with flying pennants and elegant draperies. Erects itself on command 'Provide shelter, pavilion' and deflates to a package 12"x9"x3" on command 'Fold, pavilion,' 3x/day. Excellent for providing modesty while garbing oneself for a jousting tournament or securing prestige with its charm when dining outdoors, but not much in the way of shelter from inclement weather.

POTENT ITEMS

Absorption Clothes: If worn in combat, absorbs up to 20 concussion hits when an attack delivers a 'Crush' critical and reduces the critical severity by one degree.

Access Book: Useable 2x/day, this book has a 90% chance of giving the correct password for one checkpoint or guard observed within 100' (an incorrect password is given the other 10% of the time).

Amulet of Deployment: Once per day, user may 'Longdoor' (Lofty bridge, Ess.) up to 5 targets within 10' (including self if desired) up to 100'.

Bell of Awe-Inspiring: Small silver bell, when rung it casts (3x/day) a 5th level 'Awe' spell

(-25 to activities dealing with bell ringer for 1-10 rounds). RR vs Mentalism.

Bell of Healing: A tiny golden bell (1.5") with the figure of a unicorn as a handle. When rung (3x/day), the sound of the bell dispels pain and gloomy thoughts for those in a 20'R (10-100 rnd) causing their rate of healing to double during this time (including spells and herbs).

Boots of Escape: Allows wearer to 'Dash' (or any slower pace) once per day for up to 10 rounds with no exhaustion pt. costs, over any surface and up any slope of 45 degrees or less.

Boots of Yark: Wearer can run (up to Spt with no exhaustion point expenditure) and jump like the wind (as 'Leaping' and 'Landing' at will) and can fly 75' round for up to 8 minutes a day.

Bow Hand Glove: Useable 12x/day, the wearer can throw an arrow using the gloved hand. They may use any of their normal bow skill bonuses (at +10), and the arrow attack uses that bow's table. There are no range modifications, but the maximum range for effect is only 75'.



Claw-Hand Gloves: Allows wearer to make two +10 MCI attacks per round (skill can be developed as I-Handed Slashing weapon) or can be used with MA Striking attacks with a +10 bonus and additional 'Slash' critical of equal severity.

Crystal of Rock Vision: Useable 1x/day; holder can see through up to 50' of rock or 150' of earth for 1-20 rnds.

Dagger of Death-Stroke: A +5 dagger, +15 and slaying vs. shapechangers (variants are slaying against different target types).

Darts of Staying: These five, 3' long +10 lead throwing javelins come in an embossed leather case that slings over one's back and acts as a sort of scabbard. Enchanted, each dart weighs only one pound while in its case or in the hands of its bearer, but when thrown the javelin magically assumes its usual twenty pound weight. The weapon can be thrown 200' and its range subtractions are +10 at 1'-10', -20 at 101'-150', and -40 at distances between 151' and 200'. Should it strike a large object (e.g. saddle, shield, armor, etc.) solidly, its point will become lodged in the object and the dart will bend (e.g. a crit indicating such a strike or a strike that gives hits but no critical is assumed to hit the shield or armor of target). The recipient of such a blow will then be at -40 until they discard the burdened object. Removal of the dart requires the work of a skilled craftsman, five minutes with a metal-cutting saw, or a 'sheer folly' maneuver.

Dagger of Trollslaying: This +20 dagger detects (50'R), and "slays" Trolls.

Demik Dral's Omba: A throwing cross (a similar weapon to 'thrown projectiles') that strikes acts as a +20 battleaxe (missile only, treat as a +10 dagger in melee).

Dog-ring: This simple blue-grey band is inlaid with four "paw print" shaped designs formed of crushed sapphires. When worn on the finger, in the nose, or through the ear, it enables the wearer to take on the senses of a dog (e.g. those of

a mastiff). Thus, the wearer can hear sounds in higher sonic ranges, smell subtle scents up to a 100' away and discern strong aromas at distances up to a mile, and feel light footfalls. They can also see better at night (160' outside; 40' inside) and perceive invisible objects as hazy, mist-like forms (range 80'). Unfortunately, the wearer cannot see colors or distinguish gradual changes in shading. Their vision, like that of dogs, is reliant on contrasts and movement for reference. The ring also provides the wearer with a +20 bonus for any action involving the manipulation of dogs or the combating of canines.

Fire net: A +10 magic net that flames whenever it delivers a critical (give 'Heat' critical of same severity as normal critical. If foe is entangled, the net will continue to flame and deliver an 'A' Heat critical each round. (Use "gladiator's net" from table 02-10 in AL)

Flail of Non-fumble: This +15 flail only fumbles on a 01.

Flute of Flight Song: Useable 3x/day, Flute player can fly (150' per rnd) for as long as flute is played (don't blow those maneuver rolls).

Flyaway Cape: Useable 1x/day; wearer can rise to a desired height (up to 200') and then fly in a straight line at 300'/rnd for 10 rounds (no more, no less).

Gauntlets: These gauntlets strike as a +20 Mace (skill may be developed as I-H Concussion weapon) or add +20 to MA Striking attacks made while wearing them.

Glove of Make-Way: Useable 3x/day; wearer may point with glove and any crowd of over 25 people (-100 RR's allowed if GM wishes to roll them) will tend to part (seemingly at random) and make a path up to 100' long suitable for one person to traverse, closing after one round.

Ground Net: A 10'x10' invisible net. Can be used in combat (Use "gladiator's net" from table 02-10 in AL) with a +20 bonus; or it can be laid on ground as a trap: it will make a 100LGr attack on anyone who steps on it.

Helm of Two Faces: This black steel helm is inlaid with crushed jade and silver filigree. A claw-shaped spike crowns its top, holding an enchanted black pearl, the closed claw is the focus of the helm's magic. Anyone wearing the helmet will note that it has two movable, eye-level plates, beautiful and protective visors, and that the helm fits comfortably when worn backwards. Unlike the front visor, the rear eye-guard has no holes through which to see. Should one wear the helmet facing rearward, however, they can see invisible objects as if looking upon normal things in clear daylight. Better yet, they can see behind themselves as if they were looking through the forward eye-guard (-20 to activity if looking both backward and forward in the same round). With 20% activity, the wearer can also instantly spin about within the helm, suddenly facing in the opposite direction. This procedure can be used regardless of whether the helm is worn forwards or backwards.

Herb of Smart-Smoke: When burned, it will create a nearly imperceptible "smart-smoke" that explores all passages and tunnels in a 300' radius. After 10 minutes, it returns and forms into a map showing the tunnel pattern (lasts 1-5 minutes).

Jallia's Cloakpin of Shrinking: Jade pin sculpted to depict a hummingbird. The cloak pin allows its wearer and their equipment to shrink up to half their size 3x/day, for 1 hour. No loss of strength or constitutional hardiness is experienced at this diminution.

Mace of Elfslaying: This +25 mace detects (100'R) and "slays" Elves

Magnetic Net: +5 normally, but +15 against foes using iron or steel weapons and +15 against foes in iron or steel armor (all bonuses cumulative). User is at -20 for combat maneuvers and OB if wearing metal armor. (Use "gladiator's net" from table 02-10 in AL)

Niki's Sandals of Illusionary Paths: Thin, gilded soles with silk thongs that wrap around the ankles. Wearer may walk

upon phantasmal surfaces (illusions of bridges, stairs, ramps, etc.) as though they were solid, 3x/day for up to 1 hour.

Ring of Dare-Devils: Once per day allows wearer to undertake 'Absurd' maneuver as if it were an 'Extremely Hard' maneuver, limited to 3 rounds for a multi-round maneuver.

Ring of Left-Hand: Once per day, for 8 rnds wearer can use their left hand as if it were their right or dominant hand (and still use their right hand normally).

Rope of Crevice Crawling: A 1/3 normal weight, 50' long rope that will extend forward, attach itself, and then help pull a character through a crevice or up a slope: +100 to such maneuvers.

Rope of Entanglement: 60' rope, half weight. When concentrating, the user can control the rope's movement. It can be used to make a +50 medium grapple attack up to 50' away (user can develop skill with it). If cut, the rope will repair itself if its ends are placed together.

Rune of Disembowelment: Usable once. Reader is disemboweled, dies instantly. RR vs 15th level Essence at -30.

Rune of the Men Now Hills: Usable once. Allows the reader to turn one so addressed into a small hillock. Range is only 50', but the power of the poet is that of the lord. RR vs Essence at reader's level.

Rune of One's Inner Locks: Usable once. Paralyzes the reader and closes all open orifices for all time, leading to a painful death. RR vs 15th level Essence at -30.

Rune of Stone Lungs: Usable once. Reader's lungs turn to stone, they die instantly. RR vs 15th level essence at -30.

Rune of Throat Fires: Usable once. Kills in six long painful rounds. (Kind of like smoking thirty packs of unfiltered cigarettes in a minute). RR vs 15th level Essence at -30.

Rune of Unminding: Usable once. All of the reader's mental stats drop by 1-100 (minimum result for a stat is 01). RR vs 15th level essence at -30.

Rune of Water's Risings: Usable once.

Allows user to move water 500' in any direction for up to 5 minutes. It is restricted to a columnar shape of up to 10' in diameter, although the shape may dissipate at the user's discretion.

Shield of Flows: This 3' diameter full shield is +10 (+35 total shield bonus) in combat and weighs only 5 lbs. When placed in freshwater it floats and will bear loads up to 250 lbs. Those who sit upon it will find that the shield will remain upright in all but the worst of torrents, enabling the user to float through the most rugged of waters (up to 45 degree) and even negotiate waterfalls of up to 10' without fear of capsizing.

Staff of the Coast Runners: Enables the user to walk or run on the water as though it were land and to manipulate tides and currents up to a 400 yard radius. It is 4' long and made of silver wood.

Sword of the Changing Blade: This +20 longsword can change into any type of sword (1 rnd concentration) that the wielder has seen; it becomes a +20 sword (3 lbs.) of that type (i.e., no other special powers).

Sword of Fire: When drawn, outdoors, in the sun this sword has +25 bonus and does additional "Heat" critical damage.

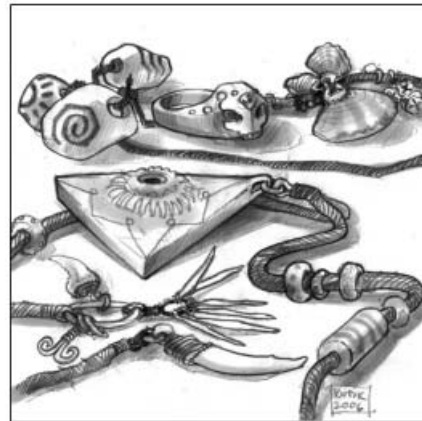
Tamariya's Earring: Earring of worked silver, portraying a convoluted mass of eels. The wearer, when immersed in water, may take fish form for an indefinite length of time. Once human form has been resumed, the earring's power can not be used again until a week has passed. Remaining in fish form too long brings the risk (1 % chance/day cumulative) that human existence will be forgotten and abandoned.

Tooth of Riding: If implanted in mouth, it gives user a +50 bonus for riding backwards (a pretty difficult maneuver) and they will only receive a -25 penalty for melee and missile attacks made while in that position.

Whip of Water Trailing: A +10 whip. When held aloft, holder may track (with 'light' maneuvers) a creature or vessel on or in water that has passed within 8 hours.

MOST POTENT ITEMS

Amulet of Many Tongues: Allows user to understand all languages while worn (but not to speak them).



The Cape of the Black Hand: Once per day, wearer can create a 20'R of darkness that the wielder can see through perfectly (lasts 1-10 rounds).

Cauldron of Conjunction: An iron cauldron weighing 1000 lbs., 3' wide and 3' deep, on legs to allow a fire to be built under it. The user conjures out of the cauldron small humanoid creatures that will do the caster's bidding for exactly one day before dissolving. An hour must be spent conjuring for each creature that appears: if six are desired, then at the end of six hours of conjuring all six will form from the steam arising from the cauldron. While summoning, the conjuror must concentrate on the task they will command them to complete. The creatures are about 3' tall, of low but single-minded intelligence, unyieldingly loyal, grim and gloomy, shadowy grey, and never utter a word. If, after their appointed day on earth, the creatures have not completed their mission, they will nevertheless stop whatever they were doing and turn into steam as the 24th hour ends. For combat purposes, treat the creatures as average Dwelfs (see section 5.3).

Cauldron of Herb Merging: An iron cauldron, 1' by 1', that weighs 80 lbs. It will combine the effects of any two or three herbs and poisons into one potion. The cauldron must be used over an open fire, and it takes a day, from dawn to dusk, to make a potion combining two effects, and two days from dawn to dusk to make a potion combining three effects. Thus, one could create a potion combining the herbs 'Wet Nose' and 'Stone Hands': the user can breathe underwater for 4 hours, but 1 to 4 of their hands and feet would turn to stone.

Eggs of Divination: 1d10+6 small eggs, luminescent royal purple, in a small lidded basket. Each egg, when broken, releases a spirit that will correctly answer one question (as a 'Commune True' spell) and then disappear forever.

Flute of Siren Song: Three times per day, while played casts 'Charm Song True' (Ment, "Controlling Songs", Bard base list). If played, it adds +20 to all base attack rolls for spells from the "Controlling Songs" list.

The Great Sword of Vrak Tanuk: This 10' long sword is nearly weightless (3 lbs.) when held or in its back-mounted scabbard. It is a + 25 2HD sword that does double concussion hit damage in melee. When thrown (double spear ranges) all of its massive weight returns (around 40 lbs.), it becomes + 50 and it strikes on 2HD sword table (triple concussion hit damage).

Harmonica of Gravity: Doubles gravity in a 100'R, can be played for up to 6 rnds at a time (3x/day). The melee OB's and missile ranges for all attacks in the area will be halved, and all movement takes twice as much activity.

Harn's Ship: Complete, perfect replica of a sailing ship, 4" long. Harn's ship grows to accommodate huge volumes of material - people, cargo, horses, etc - it can enlarge, shrink, or change shape 3x/day (Takes 1-10 minutes to transform, depending on amount of change). Its maximum length is 200' and maximum

beam (width) is 150', but within that limitation it can take on any desired size, shape or configuration. It travels through the air (5'-25' above ground or water, controlled by a lever next to the wheel.) at up to 25 knots (about 366'/rnd), regardless of prevailing winds, although windstorms and other accidents can damage the hull.

Helm of Uncleaving: When wearing this full helm (mithril lining with a steel outer shell), there is a 50% chance that criticals that would normally strike the head will have no effect.

Lakebow: This + 20 composite bow fires arrows to "follow" (as 'Following Lightning Bolt', Ess, "Light Law" list), fumbles only on a 01, can fire 2 arrows a round with no penalty (3x/day), will come 250' to the last person to "hold" it for 24 hours on mental command, can become invisible (3x/day).

Lakeshield: This + 20 full shield (weighs 10 lbs.) floats in water with up to a 250lb. load, can be hurled as a + 5 handaxe up to 200' with no range subtraction, can be enruned (as the 'Rune' spells, Ess, "Rune Mastery" list) with 7 runes, speaks dwarvish, will act as 50'R lamp.

Lakesword: This intelligent + 20 broadsword resolves attacks on the twohanded sword table (still used one handed, with broadsword skill and fumble range), speaks elven tongues, calls and communicates with fish in lakes, and enables its holder to breath underwater.

The Lathe of the Moak: Normally it is a +30 grey glass dagger with a mithril hilt (throw and return to 200'). Can become any 1H or 2H sword upon one round of concentration. It glows at night and does 2-6x normal concussion hit damage when it strikes. (2x in dagger form, 4x in 1HD sword form, and 6x in 2HD sword form.) Detects power, Elves, all three realms of power, and curses (range 300'). It is intelligent and speaks all elven languages and most major mannish tongues.

Loom of Spell Entwinning: A large floor loom which will weave any one or two spells (reasonable ones, Gamemaster's discretion) into a length of cloth, which can subsequently be made into a piece of clothing. The loom requires two to three people: a highly skilled weaver and a spell caster for each spell (maximum of 2) to be woven into the cloth. To make the cloth, it takes a number of weeks equal to the level of the first spell plus a number of weeks equal to the square of the level of the 2nd spell (if any). For this period, the weaver must weave all day (approximately 8 hours), and each spell caster(s) must expend all of their power points each day. For every skill rank less than 10 that the weaver has in 'weaving' (treat as a secondary skill), there is a 10% chance of a flaw in the cloth (GM choice). The loom has a second wonderful magic ability: if the weaver leaves yarn by the loom before bedtime, it will thread the warp by itself overnight.

Phial of the Fountainhead: A 3" long, etched crystal with a silver stopper attached to the neck by a fine but unbreakable silvery chain. It contains the headwaters of a river. When the phial is opened, after one round (if not re-corked), a stream of water will emerge. Treat as a +20 water bolt (50' range) for initial burst, and then a slower stream (1 gal/rnd) until re-corked (a 'Very Hard' maneuver).

Pipes of Shadow: Three times per day, when pipes are blown and conditions for shadows exist, user becomes their own shadow. The only actions they can take are sensing and moving, but they will

become solid again if they are in an area where a shadow can not exist.

Potion of Permanent Stat Increase: Increase one stat by 1-10, two stats by 1-4 each, or three stats by 1-2 each (maximum result for stat is 102). However, character becomes permanently deaf.

Rune of the Frozen Hearts: Usable once. Turns the hearts of all within 50' to organs of absolute zero temperature and movement. The user is unaffected. Victims die in 55 seconds after their hearts shatter. (Essence RR vs reader's level.)

Rune of Minds' Cleansing: Usable once. Erases the thoughts (if any) and memories of the last 1-100 weeks from the minds of the reader and all within a 100'R. (Reader makes RR at -40 vs 20th level, those in radius make RR at no modification.)

Spear of Dragonslaying: This +10 spear is +40 and 'slaying' vs dragons

Staff of the Winds: Enables user to fly or levitate upon command, walk upon the wind, and change direction and velocity (up to 30 mph) of the winds within 400 yards. It can create the illusion of greater winds. It can concentrate clouds of carbon monoxide as large as 50'R (take a round of concentration for each 5' of radius) that can put targets to sleep and then kill them. Hard Perception maneuver to notice gas, knocks out targets in 2 minutes, kills in 10, will snuff out fires (Which may alert targets).

Staff of the Xyk: When carried, wielder becomes invisible upon desire (3x/day), is totally silent, and can perform feats of climbing with 3 degrees of difficulty less than normal. The staff's size can vary from 2' to 10' at will. It adds +75 to all 'trap detection' perception rolls, and it has a Mithril (+20) spike that can be set to eject as a stiletto (use rapier attack table with staff skill bonus). Spike is coated with a permanent 8th level nerve poison.



ARTIFACTS

The Charm Bracelets of Parting Ways: These mithril bracelets are Essence based with gemstone charms. Each of these bracelets has 6-10 of the 25 different types of charms: Stone, Water, Wood, Earth, Air, Light, Fire, Darkness, Electricity, Heat, Wind, Ice, Snow, Sand, Molten Lava, Metal, Liquid, Gas, Sound, Rocks (boulders), Flesh, Cold, Two-At-A-Time, Three-At-A-Time and Four-At-A-Time. 70% of the bracelets have the following 9 charms before any of the others: Sound, Rocks, Wind, Heat, Wood, Fire, Air, Molten Lava and Water; the rest have all but 1 out of those 9 and one of the others (chose randomly). To use, user must turn bracelet to the desired charm and then squeeze that charm; only 1 charm works at a time and each charm may only be used 1x/day. Each charm creates a 3' wide, 8' high, 5'/level long tunnel through its specific element that lasts for 1 rnd/level. It takes 3 total rnds to get a specific charm working, and the material must be touched for those 3 rnds. Each time a charm is used there is a 5% chance its power will be exhausted. A charmingly useful item!

Dancing Sword of the Fallen Friend: This +30 broadsword is also a +6 adder for Mentalism spells. If wielder drops in combat, it will float over the body and fight (as the wielder) any who attempt to harm the body until 1 hr passes or until it receives a "knocked down" critical result, treat the sword as AT 20(75). 3x/night, it can fire a "Bolt of Coldfire" (use Fire Bolt table with Cold criticals) with a 330' range. Wielder is immune to cold, heat, and fire, and resists spells as if they were at least 33rd level.

The Hammer of Relin: If wielded by a non-Dwarf, this +20 war hammer has no special powers. In the hands of a Dwarf, it is a Holy weapon, has a +35 bonus, does double concussion hit damage, and can be thrown and then returns at the end of the round (range 77', no range modifications). Against creatures using the Super Large Critical table and

all "Great Foes of the Dwarves" it has a +77 bonus, does 7x damage, and throws and returns to a range of 777'. The range against foes that have previously "struck" the wielder is 7 miles. In addition, the wielder resists all spells as if they were 77th level and they ignore the effects of all deception spells (i.e., invisibility, illusions, cloaking, etc.). It 'detects' evil, power, and mithril with a 777' range. It is intelligent and speaks dwarvish and the elven tongues.

The Naharien Orb: This orb is actually the head of the Sceptre of Skal, a x4 PP multiplier (also acts a +15 mace that uses the War Mattock table). It heals 3-300 hits, 1/day for every 3 levels of user. 1/day it can cast any 'Lifekeeping' spell and 1/day it can cast any 'Preservation' spell (Chan, "Life Mastery"). 1/day it enables user to utilize any three spells of healing below 11th level. Detects evil (300'), and determines its nature and power. Halts all true Dark Spells (all 3 realms) 3' radius. Channels herb power: hold sceptre in one hand herb in other, and the effect can be applied to a target within 10' (this consumes the herb). 3x/day, it can cast 'Repel Undead XII' (Chan, "Repulsions"). Allows user to 'Commune' (Chan, Communal Ways) once under each full moon. It is intelligent and speaks most Mannish tongues.



Ringlin's Blue Death Blade: A +15 intelligent Holy Broadsword, +30 vs. Evil foes. Gives unwelcome holder "C" Heat and Electricity criticals each round until dropped. It protects a fallen wielder as described in 'Dancing Sword of the Fallen Friend' above. 3x/day it can fire a blue flame (+90 Firebolt) up to 360'. Wielder can see through all invisibility, illusion, and shape changing. It speaks all basic Elven and Mannish tongues. All non-evil creatures in a 6'R make RR's as if they were at least 30th level. Slaying vs Evil spell casters.

The Staff of Light's Echoes: A +9 Channeling & Essence Spell Adder that reduces ESF by 50 when using it as a focus for spell casting (Channeling & Essence only). Allows user to Resist all spells as if they were at least 30th level. 3x/day, it may use any spell on the "Spell Reins" list (Ess). Allows one to use 'Word of Return' and 'Rereturning' (Chan, "Lofty Movements") as if at least 30th level once per moon (month). (Requires 1 hour of meditation with the staff in hand to designate a location as the "return point")

The Swords of Irgaak: There were six of these +30 Unholy 2H Swords (treat as 'Holy' for critical tables). They can be instantly "called" from sheath to hand. Once a day for 1-10 rounds, the "Harvest of Fools" can be "turned on" the blade glows from hilt to tip. While it

is "on" the blade "cleaves" whatever armor, weapon, shield, or body part indicated by the criticals it delivers (it cuts through anything). Spells fail against wielder 66% of the time. Always intelligent, the blades speak High Elven and 'detect' any of the 3 realms of power to 300'.

The White Bow: This +30 longbow adds 15 to one's OB's and DB when slung. When used with one of the 3 special white arrows it comes with it acts as +50 longbow. (Special arrows are almost unbreakable, but a very hard maneuver to remove from dead targets). User resists spells as if they were at least 30th level. Acts as bow of slaying vs. Demons, Dragons, and similar beasts. Allows wielder to withstand arrows as if wearing armor type 19.



10.0 ENCOUNTERS



One of the key elements of fantasy role playing is adventuring. This often involves a group of characters exploring unusual locations and traveling through dangerous territory. When this occurs there is a chance that the group will “encounter” other creatures, who may be friendly, neutral or hostile. Since a Gamemaster cannot keep track of the movements and locations of all of the myriad of creatures that inhabit their world, it is often necessary for them to be able to generate “random encounters”.

In this section, we discuss three systems for generating encounters: encounters keyed to the creatures’ power, encounters keyed to location and environment, and encounters keyed to specific situations. All of these systems are helpful to a Gamemaster in certain instances, and we expect *CT* users to utilize all or part of each of these systems.

10.1 ENCOUNTERS KEYED TO THE CREATURES’ POWER

Often a Gamemaster wants to key the encounters in a specific area to a certain “power” level that is either appropriate to that section of their world or to the capabilities of their player characters. This allows the Gamemaster and their players to have adventures that are on the right scale (i.e., neither too hard nor too easy).

The system presented in this section bases encounters on a “power” rating: weak, average, strong, tough, powerful, and mighty. These are very subjective ratings which we only intend them to be used in making a very general assessment of the appropriate power of an area.

The system does allow a chance of any creature showing up in any area regardless of the power rating or environment. If the Gamemaster rolls and generates an inappropriate creature, they may assume that the creature wandered into the area or that there is a special reason for it being there. Alternatively, the Gamemaster can re-roll or choose a creature that is similar to the one generated.

10.2 ENCOUNTERS KEYED TO LOCATION AND ENVIRONMENT

The system presented in this section allows a Gamemaster to key an encounter to the group's location and the environment that it is in. When using this system, there are six factors which determine the nature of encounters: civilization/habitation, special features, water sources, terrain, vegetation, and climate. A

specific "encounter table" covers each of these factors except for climate. Climate is used as an optional screening factor to eliminate unsuitable encounters (e.g., a moose in a "hot/humid" climate or a python in a "cold/dry" climate.)

Normally a Gamemaster generates an encounter by first rolling on the civilization/habitation encounter table. This may either indicate a specific encounter or direct them to roll on one of the other tables. This process continues until a specific encounter is obtained (or until the Gamemaster gets tired of rolling and chooses an appropriate encounter).

These encounter tables may also be used individually when the Gamemaster wants to key an encounter to one of the five specific factors. For example, if the Gamemaster wanted an encounter keyed to "ruins" they would roll the encounter on the special features encounter table using the ruins column.

10-01 KEY

ANIMAL: This indicates an encounter with an "Animal". The Gamemaster can choose an appropriate animal or type of animal (e.g., if the encounter is on the ocean you had better choose "Fish and Other Water Creatures" or "Reptiles and Amphibians" or a roll and use the following list to determine the animal type). Modifications: -5 for "Weak", +10 for "Average", and +20 for "Strong":

≤ 05	Riding and Draft Animals (possibly wild)
06-20	Herbivores and Other Normally Unaggressive Animals
21-35	Insects, Arachnids, and Crustaceans
36-50	Fish and Other Water Creatures
51-65	Birds and Other Flying/Gliding Animals
66-80	Reptiles and Amphibians
81-90	Other Potentially Dangerous Animals
91-up	Carnivorous Mammals

RACE: This indicates an encounter with members of an intelligent "Race". The Giant races are included in the main table as individual encounters, but if the situation in his world calls for it he may use the result to include them as well as the other races. This could be anything from a hostile patrol to a wandering merchant; the GM can choose, use the Encounter roll result (if any), or use the tables in Section 4.2. The Gamemaster may choose an appropriate race for the area of his world in which the encounter takes place or roll and use the list below (it assumes Men are fairly dominant):

01-24	Men	49-50	Pechs	75-76	Neanderthals
25-26	Wood Elves	51-52	Nymphs	77-78	Sea-Krals
27-28	High Elves	53-54	Satyrs	79-80	Sohleugir
29-30	Fair Elves	55-56	Undines	81-82	Sstoi'isslythi
31-32	Gremlins	57-58	Yaai	83-84	Vulfen
33-34	Pysks	59-60	Tylweths	85-86	Dwarves
35-36	Sylphs	61-62	Foss-Grims	87-88	Gnolls
37-38	Ellyllons	63-64	Centaurs	89-90	Goblins
39-40	Kobolds	65-66	Garks	91-92	Halflings
41-42	Troglodytes	67-88	Hira'razhir	93-94	Hobgoblins
43-44	Dwelfs	69-70	Idiyva	95-96	Lesser Orcs
45-46	Nixies	71-72	Maazhat	97-98	Gnomes
47-48	Leprechauns	73-74	Mermen	99-100	Greater Orcs

REROLL ON " —": Reroll using the next higher or the next lower "power" rating as indicated.

SPECIAL: The Gamemaster should make up his own encounter or choose one from those given.

Chapter Ten Encounters

10-02 RANDOM ENCOUNTERS KEYED TO POWER						
Roll	"Power" Ratings for the Encounter					
	Weak	Average	Strong	Tough	Powerful	Mighty
01-10	Race	Race	Race	Race	Race	Race
11-20	Animal	Animal	Race	Race	Race	Race
21-22	Animal	Animal	Race	Hill Giant	Euryale	Young Cold Drake
23-24	Animal	Animal	Race	Plon	Young Air Drake	Young Light Drake
25-26	Animal	Race	Animal	Manticore	Young Land Drake	Young Fire Drake
27-28	Animal	Race	Animal	Vampire Bunny	Young Cave Drake	Young Gas Drake
29-30	Animal	Race	Animal	Scylla	Young Water Drake	Young Sea Drake
31-32	Race	Race	Great Wasps	Stone Giant	Water Wyvern	Young Oriental Dragon
33-34	Race	Janni (Genii)	Caustic Slime	Cerebus	Tyrannosaur	Phoenix
35-36	Race	Jadeback	Abraxas	Will of the Wisp	Land Wyvern	Mature Air Drake
37-38	Gorcrow	Guyascutus	Pale II Demon	Gogonaur (Demon)	Winged Wyvern	Sea Serpent
39-40	Lambtree*	Storm Hound	Brontosaur	Demon Horse	Dragon Salamander	Noble Gogonaur
41-42	Tove	Revenant	Stegosaur	Vestice	Minor Vampire	Mature Land Drake
43-44	Jackalope	Minor Construct	Gemsting	Chameleon Amoeba	Stone Golem	Celebdel (Demon)
45-46	Created Undead I	Banshee	Giant Hellbender	Pale III Demon	Lamassu	Old Cave Drake
47-48	Minor Skeleton	Water Hound	Servant (Elemental)	Neng	Narauk (Demon)	Lich
49-50	Wild Hunt Hound	Daerauk (Demon)	Al-mi'raj	Megalodon	Echidna (Lamia)	Steel Golem
51-52	Lesser Ghoul	Culrang (Demon)	Vapor Hound	Werebear	Cave Troll	Old Water Drake
53-54	Pale I Demon	Demon Dog	Jinni (Genii)	Minor Gr. Eagle	Snow Troll	Greater Shard
55-56	Trapping Plants *	Tatzelwurm	Anklosaur	Griffin / Gryphon	Ifriti (Genii)	Killer Rabbit
57-58	Su	Rath	Triceratops	Ki-Rin	Barrow-right	Sirrush
59-60	Gulo	Large Pterosaur	Minotaur	Hill Troll	Major Specter	Cloud Giant
61-62	Homonculous	Greater Skeleton	Sasquatch / Yeti	Shaitani (Genii)	Lesser Wight	Dragon Turtle
63-64	Zombie	Awakened Tree	Fire Hound	Greater Mummy	Greater Wraith	Storm Giant
65-66	Daedhel (Demon)	Nucklelavee	Ice Hound	Sovereign	Lesser Shard	Pale V Demon
67-68	Hothrog (Demon)	Night Hound	Apparition	Minor Wight	Fire Giant	Mature Gas Drake
69-70	Mara	Elothere	Lesser Mummy	Lesser Wight	Frost Giant	Greater Vampire
71-72	Phantom	Tigertree*	Horse Viper	Capricorn	Basilisk	Major Gr. Spiders
73-74	Emitter Plants *	Horned Snake	Wereboar	Slowroot	Gorgon (Medusa)	Mature Sea Drake
75-76	Great Porcupine	Spineshark	Pegasus	Weretiger	War Troll	Old Air Drake
77-78	Seftuau	Werejackal	Minor (Lesser) Giant	Giant Brass Golem	Demon Whale	Mithril Golem
79	Changeling	Naga	Forest Troll	Androsphinx	Mountain Troll	Old Land Drake
80	Lesser Gr. Spiders	Striges	Hothedhel (Demon)	Great Falcon	Chimera	Titan
81	Created Undead II	Flesh Golem	Werewolf	Thyfur	Unicorn	Hydra
82	Minor Ghost	Gargoyle	Stone Troll	Thauredhel (Demon)	Cave Worm	Greater Gr. Eagle
83	Lesser Skeleton	Steardan	Greater Shadow	Succubus / Incubus	Sphinx	Raukamar (Demon)
84	Rumtifusel	Created Undead III	Lord Skeleton	Fell Beast	Pale IV Demon	Mature Cold Drake
85	Small Pterosaur	Headless Ghosts	Empusa	Cyclops	Mature Cave Drake	Old Gas Drake
86	Greater Ghoul	Hippocampus	Vargamor	Normal (Lesser) Giant	Major (Lesser) Giant	Mature Oriental Drake
87	Ice Skeleton	Doppelganger	Lesser Construct	Greater Construct	Mature Water Drake	Eog Golem
88	Red Jaw	Siren	Clay Golem	Black Stalker	Lesser Vampire	Mature Light Drake
89	Wererat	Corpse Candle	Tar Golem	Greater Ghost	Iron Golem	Mature Fire Drake
90	3-tailed Bavalorus	Sabertooth Tiger	Lesser Warder	Guardian (Elemental)	Lesser Gr. Eagle	Old Sea Drake
91	Lesser Shadow	Lesser Ghost	Hippogriff	Greater Warder	Maridi (Genii)	Silverscale
92	Nator	Large Ogre	Ghost Wolf	Created Undead VI	Major Wight	Moloch (Demon)
93	Geryon	Greater Gr. Spiders	Lesser Specter	Strong Elemental *	Treeherd	Bey. the Pale Demon
94	Harpy	Created Undead IV	Pooka	Water Giant	Pale VI Demon	Old Cold Drake
95	Small Ogre	Swamp Star	Weak Elemental *	Cockatrice	Ki-Lin	Old Oriental Drake
96	Joker Skeleton	Corpse Lantern	Created Undead V	Forest Giant	Mountain Giant	Old Light Drake
97	Fire Phantom	Roll on "Weak"	Roll On "Average"	Roll on "Strong"	Roc	Old Fire Drake
98	Minor Specter	Roll on "Strong"	Roll On "Tough"	Roll on "Powerful"	Roll on "Tough"	The Wild Hunt
99	Roll On "Average"	Special	Special	Special	Roll on "Mighty"	Roll on "Powerful"
00	Special	Special	Special	Special	Special	Special

* — Special, usually a class of creatures. The GM should randomly chose one type.

NOTE: If a result is inappropriate for a specific environment (e.g., an all-water creature on land) just reroll.

KEY TO THE ENCOUNTER TABLES

Rolls on the encounter tables are opened high. That is: if 96-100 is rolled, roll again and add the second roll to the first. If the second roll is 96-100, roll again and add the result to the first two rolls. Further rolls are never needed for these encounter tables.

Civilized-area: *areas controlled by forces friendly or neutral towards group; further classified as being rural, town (village), or city.*

Wild-area: *areas unsettled and uncontrolled; further classified as being rural or town (village).*

Border-area: *areas that fall between 'civilized' and 'wild'; further classified as being normal or magic (enchanted).*

Hostile-area: *areas controlled and patrolled by forces normally unfriendly or opposed to the group or members of the group; further classified as being rural, town or city.*

Roll: (01-50) and Roll: (51-100): *some of the encounter classifications required two columns to list all appropriate creatures. For these classifications, make an initial roll (1-100) to determine which of the two columns to use and then proceed normally.*

Univ. Animals: *Roll again, using the 'universal animals' column (on the vegetation encounter table).*

Univ. Monsters: *Roll again, using the 'universal monsters' column (on the terrain encounter table).*

Vegetation: *Roll again, using the appropriate column on the vegetation encounter table.*

Terrain: *Roll again, using the appropriate column on the terrain encounter table.*

Water source: *Roll again, using the appropriate column on the water source encounter table.*

Special feature: *Roll again, using the appropriate column on the special feature encounter table. If no special feature is preset for the area, the Gamemaster can place a small 'ruin', 'cave entrance', 'burial area', etc.*

Social/culture: *Roll again, using the appropriate column on the civilization/habitation (social/culture) encounter table.*

Special or reroll: *the Gamemaster may create or choose a 'special' encounter, or they may roll over.*

OPTIONAL MODIFICATION SUGGESTIONS

In order to handle areas which are more dangerous or powerful than normal, a Gamemaster may wish to make certain modifications to the encounter rolls. They must be very careful when using such modifications as they can result in extremely hazardous encounters. They can base such modifications upon the "activity" roll (see encounter table 6.2), or special local activity (e.g. a war is taking place, a local evil cleric has been stirring up the undead, the local drakes are on the warpath, etc.).

10.3 ENCOUNTERS KEYED TO A SPECIFIC SITUATION

When creating their world for a campaign game, a Gamemaster may want to develop an encounter generation system keyed to the unique situations inherent in their own world. Of course, we can not provide such a system, but the Gamemaster can create it by modifying the systems provided in section 10.1 and 10.2.

First they should determine and eliminate any location or environment features that are inappropriate for their world and game. For example, they might not want to have "cross-over points between dimensions", or their world might be a desert world with no open water, leaving only "oasis/isolated water source" and "desert" as the only "water sources".

Next the Gamemaster should add any new location and environment features by creating encounter columns for them and adding them to the appropriate tables. For example, they might add an "anarchy" feature to the civilization/habitation encounter table and an "enchanted ruins" column to the special features encounter table.

Finally the Gamemaster should eliminate inappropriate encounters (usually creatures) and add encounters unique to their world and their game. For example, they might eliminate golems and constructs from their world but add the concepts of robots, cyborgs, and androids.

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10-03 CIVILIZATION/HABITATION (SOCIAL/CULTURE) ENCOUNTER TABLE										
Type	Civilized Areas			Border Areas		Wild Areas		Hostile Areas		
	Rural	Town	City	Rural	Town	Normal	Magic	Rural	Town	City
Univ. Animals	01-11	01-02	01	01-15	01-05	01-20	01-10	01-12	01-06	01
Univ. Monsters	12-13	03	—	16-21	06-07	21-30	11-25	13-16	07-08	—
Vegetation	14-16	04-05	02	22-27	08-10	31-35	26-30	17-21	09-11	02
Terrain	17-19	06-07	03	28-33	11-13	36-40	31-35	22-26	12-14	03
Water Source	20-22	08-09	04	34-39	14-16	41-45	36-40	27-31	15-17	04
Special Feature	23-25	10-12	05-07	40-45	17-20	46-56	41-60	32-35	18-20	05-07
Local Residents										
Working	26-35	13-22	08-12	46-50	21-26	57-58	61	36-39	21-25	08-09
Playing/Relaxing	36-41	23-37	13-19	51	27-32	59-60	62	40-42	26-32	10-11
Traveling	42-47	38	20	52	33	61-62	63	43-45	33	12-13
Hauling Goods	48-53	39-43	21-22	53-54	34-35	63-64	64	46-47	34-35	14-15
Local Rowdies	54-56	44-47	23-26	55	36-38	—	—	48-49	36-39	16-17
Actors/Ministrals	57	48-49	27-30	56	39	65	65	50	40-41	18-21
Fishermen/Hunters	58-59	50	—	57-59	40-41	66-68	66-68	51-52	42-43	—
General Travelers	60-61	51-52	31-32	60-61	42-43	69	69	53-54	44-45	22-23
Merchants	62-63	53-55	33-36	62	44-45	70	70	55-56	46-48	24-27
Messengers	64-65	56-57	37-38	63	46	71	71	57-58	49-50	28-29
Nobles	66	58-59	39-42	64	47	72	72	59	51-52	30-33
Pilgrims	67	60	43	65	48	73	73	60	53	34
Priests	68-69	61-63	44-47	66	49-50	74	74	61	54	35-38
Refugees	70	64	48	67	51	75	75	62	55	39
Assayers/Tax Takers	71	65	49-50	68	52	—	—	63	56	40-41
Constables	72-76	66-70	51-56	69	53-56	—	—	64-68	57-61	42-47
Police Guards	77	71-72	57-60	70	57-58	—	—	69	62-64	48-52
Police Patrol	78	73-74	61-64	71	59	—	—	70	65-66	53-57
Militia Unit	79	75	65	72-73	60-62	76	76	71-72	67-68	58
Soldiers	80	76	66	74	63-65	77-78	77	73-75	69-71	59-61
Scouts/Watchers	81	77	67	75	66-67	79-80	78-79	76-77	72-73	62-63
Military Guards	82	78	68	76	68-69	—	—	78-79	74-75	64-65
Military Patrol	83	79	69	77	70-72	81-82	80	80-82	76-78	66-68
Military Unit	84	80	70	78	73	—	—	83-84	79-80	69-70
Assassins	85	81	71	79	74	83	81	85	81	71
Bandits	86-87	82	—	80-82	75-76	84	82	86-87	82	—
Beggars/Cripples	88	83-84	72-75	—	77-78	—	—	88	83-84	72-75
Burglars	—	85	76-78	—	79	—	—	—	85	76-78
Highwaymen	89-90	86	—	83-85	80-81	85	83	89-90	86	—
Muggers	—	—	79-80	—	—	—	—	—	—	79-80
Pickpockets	91	87-88	81-83	86	82-83	—	—	91	87-88	81-83
Cutpurses	—	89	84-85	—	84	—	—	—	89	84-85
Raiders	92	90	—	87-88	85	86	84	92	90	—
Spies	93	91	86	89	86-88	87	85	93	91	86
Thieves	94	92-93	87-90	90	89-90	88	86	94	92-93	87-90
Trackers/Searchers	95	94	91	91	91	89	87	95	94	91
Vigilantes/Fanatics	96	95	92-93	92	92	90	88	96	95	92-93
Adventures	97	96	94	93-94	93-94	91-93	89-91	97	96	94
Traps	98	97	95	95-96	95	94-96	92-94	98	97	95
Special or Reroll	99-100	98-100	96-100	97-100	96-100	97-100	95-100	99-100	98-00	96-100

10-04 TERRAIN ENCOUNTER TABLE

Roll	Universal Monsters	"A"	"R" Roll:(01-50) Rough & Rugged Hills	"R" Roll:(51-100) Rough & Rugged Hills	"U"	"W"
01-05	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
06-09	Univ. Animals	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
10-13	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture
14-16	Water Source	Water Source	Water Source	Water Source	Water Source	Water Source
17-19	Special Feature	Special Feature	Special Feature	Special Feature	Special Feature	Special Feature
20-22	Vegetation	Vegetation	Vegetation	Vegetation	Vegetation	Vegetation
23-25	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
26-27	Air Servant	Armadillo	Scorpion	Small Kangaroo	Small Bats	Falcon
28-29	Light Servant	Anteater	Poisonous Spider	New World Monkey	Large Bats	Hawk
30-31	Water Servant	Condor	Non-poisonous Spider	Old World Monkey	Salamander/Newt	Vulture
32-33	Cold Servant	Eagle	Ticks	Pony/Mustang	Caustic Slime	Univ. Animals
34-35	Earth Servant	Falcon	Frog	Falcon	Red Jaw	Univ. Animals
36-37	Fire Servant	Hawk	Salamander/Newt	Hawk	Wererat	Univ. Animals
38-39	Minor Construct	Ticks	Viper	Boar	Dwarves	Univ. Animals
40-41	Lesser Construct	Old World Monkey	Univ. Animals	Univ. Animals	Goblins	Univ. Animals
42-43	Greater Construct	Great Ape	Univ. Animals	Univ. Animals	Hobgoblins	Univ. Animals
44-45	Weak Air Elemental	Gorilla	Univ. Animals	Univ. Animals	Kobolds	Univ. Animals
46-47	Weak Light Elemental	Llama	Univ. Animals	Univ. Animals	Lesser Orcs	Univ. Animals
48-49	Weak Water Elemental	Alpaca	Univ. Animals	Univ. Animals	Troglodytes	Univ. Animals
50-51	Weak Cold Elemental	Bactarian Camel	Univ. Animals	Univ. Animals	Small Ogre	Univ. Animals
52-53	Weak Earth Elemental	Donkey	Univ. Animals	Univ. Animals	Maazhat	Univ. Animals
54-55	Weak Fire Elemental	Mule	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
56-57	Jadeback	Pony/Mustang	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
58-59	Flesh Golem	Oxen	Special or Reroll	Special or Reroll	Univ. Animals	Univ. Animals
60-61	Clay Golem	Univ. Animals	Special or Reroll	Special or Reroll	Univ. Animals	Univ. Animals
62-63	Tar Golem	Univ. Animals	Special or Reroll	Special or Reroll	Special or Reroll	Univ. Animals
64-65	Idiyva	Univ. Animals	Special or Reroll	Special or Reroll	Special or Reroll	Univ. Animals
66-67	Gremlins	Univ. Animals	Special or Reroll	Special or Reroll	Univ. Monsters	Special or Reroll
68-69	Great Eagle (Minor)	Univ. Animals	Univ. Monsters	Univ. Monsters	Univ. Monsters	Special or Reroll
70-71	Fell Beast	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Special or Reroll
72-73	War Troll	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Special or Reroll
74	Str. Air Elemental	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Special or Reroll
75	Str. Light Elemental	Special or Reroll	Univ. Monsters	Univ. Monsters	Chameleon Amoeba	Special or Reroll
76	Str. Water Elemental	Gulo	Univ. Monsters	Univ. Monsters	Fire Hound	Special or Reroll
77	Str. Cold Elemental	Guyascutus	Giant Panda	Gorilla	Ice Hound	Special or Reroll
78	Str. Earth Elemental	Sasquatch	Armadillo	Donkey	Night Hound	Univ. Monsters

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79	Str. Fire Elemental	Ice Hound	Anteater	Mule	Tatzelwurm	Univ. Monsters
80	Air Guardians	Great Eagle (Minor)	Condor	Oxen	Naga	Univ. Monsters
81	Light Guardians	Great Falcon	Eagle	Tasmanian Devil	Gnolls	Univ. Monsters
82	Water Guardians	Gnolls	Gibbon	Llama	Gnomes	Univ. Monsters
83	Cold Guardians	Hobgoblins	Great Ape	Alpaca	Greater Orcs	Univ. Monsters
84	Earth Guardians	Kobolds	Horned Snake	Bactarian Camel	Larger Ogre	Univ. Monsters
85	Fire Guardians	Lesser Orcs	Gemsting	Gnolls	Hill Giant	Univ. Monsters
86	Lesser Warder	Greater Orcs	Lesser Gr. Spider	Gnomes	Stone Giant	Univ. Monsters
87	Lesser Gr. Eagle	Tatzelwurm	Gorcrow	Goblins	Cave Troll	Univ. Monsters
88	Normal(Lesser) Giant	Hira'razhir	Sterdan	Hobgoblins	Hill Troll	Stone Troll
89	Land Wyvern	Oread	Thyfur	Kobolds	Mountain Troll	Vestice
90	Dragon Salamander	Yaai	Hill Giant	Lesser Orcs	Stone Troll	Ghost Wolf
91	Young Air Drake	Pegasus	Stone Giant	Oread	Manticore	Fire Hound
92	Young Land Drake	Sterdan	Orcs	Yaai	Minotaur	Ice Hound
93	Major (Lesser) Giant	Thyfur	Minor (Lesser) Giant	Guyascutus	Young Cave Drake	Night Hound
94	Brass Golem	Frost Giant	Hill Troll	Fire Hound	Mountain Giant	Hill Troll
95	Stone Golem	Stone Giant	Stone Troll	Night Hound	Greater G. Spider	Banshee
96-110	Lesser Shard	Mountain Troll	Maazhat	Mountain Troll	Young Gas Drake	Manticore
111-120	Mature Air Drake	Mountain Giant	Cockatrice	Cave Troll	Young Light Drake	Androsphinx
121-130	Mature Land Drake	Cockatrice	Small Pterosaur	Frost Giant	Young Cold Drake	Cave Troll
131-140	Young Oriental Drake	Young Light Drake	Tatzelwurm	Young Light Drake	Young Sea Drake	Young Light Drake
141-150	Young Fire Drake	Young Cold Drake	Ghost Wolf	Young Cold Drake	Mature Cave Drake	Young Cold Drake
151-155	Greater Warder	Griffin	Greater Gr. Spider	Elothere	Cyclops	Mature Cold Drake
156-160	Greater Shard	Hippogriff	Euryale	Sabertooth Tiger	Euryale	Mature Light Drake
161-165	Iron Golem	Great Eagle (Lesser)	Harpy	Stegosaur	Gorgon	Euryale
166-170	Steel Golem	Storm Giant	Hippogriff	Large Pterosaur	Mature Gas Drake	Univ. Monsters
171-175	Titan	Ki-rin	Pegasus	Cloud Giant	Mature Light Drake	Univ. Monsters
176-180	Mature Fire Drake	Basilisk	Griffin	Mountain Giant	Mature Cold Drake	Univ. Monsters
181-185	Mat.. Oriental Drake	Mature Light Drake	Manticore	Cyclops	Mature Sea Drake	Univ. Monsters
186-190	Old Land Drake	Mature Cold Drake	Basilisk	Mature Light Drake	Cave Worm	Univ. Monsters
191-200	Old Air Drake	Cloud Giant	Ki-rin	Mature Cold Drake	Old Cave Drake	Univ. Monsters
201-220	Mithril Golem	Roc	Special or REROLL	Special or REROLL	Old Gas Drake	Special or Reroll
221-240	Greater Gr. Eagle	Greater Gr. Eagle	Special or REROLL	Special or REROLL	Old Light Drake	Special or Reroll
241-260	Eog Golem	Silverscale	Storm Giant	Silverscale	Old Cold Drake	Special or Reroll
261-280	Old Oriental Drake	Old Light Drake	Roc	Old Light Drake	Old Sea Drake	Old Light Drake
281-up	Old Fire Drake	Old Cold Drake	Major Gr. Spider	Old Cold Drake	Major Gr. Spider	Old Cold Drake

* — Special, usually indicates a "class" of creatures.

10-05 SPECIAL FEATURES I ENCOUNTER TABLE

Roll	"K" X-over Points	"§" Burial Areas	"#" Roll:(01-50) Ruins	"#" Roll:(51-100) Ruins	"E" Roll:(01-50) Enchanted Areas	"E" Roll:(51-100) Enchanted Areas
01-05	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
06-09	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
10-13	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture
14-16	Water Source	Water Source	Water Source	Water Source	Water Source	Water Source
17-19	Terrain	Terrain	Terrain	Terrain	Terrain	Terrain
20-22	Vegetation	Vegetation	Vegetation	Vegetation	Vegetation	Vegetation
23-25	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
26-27	Wild Hunt Hound	Created Undead I	Created Undead I	Created Undead I	Created Undead I	Pale I Demon
28-29	Fire Hound	Corpse Candle	Created Undead II	Created Undead II	Minor Ghost	Jinni
30-31	Ice Hound	Minor Ghost	Minor Ghost	Minor Ghost	Phantom	Janni
32-33	Night Hound	Lesser Ghoul	Lesser Ghoul	Lesser Ghoul	Minor Skeleton	Wererat
34-35	Storm Hound	Greater Ghoul	Ice Skeleton	Ice Skeleton	Wild Hunt Hound	Chameleon Amoeba
36-37	Vapor Hound	Ice Skeleton	Mara	Demon Dog	Zombie	Pale II Demon
38-39	Water Hound	Mara	Lesser Mummy	Wereboar	Created Undead II	Daedhel
40-41	Greater Gr. Spider	Lesser Mummy	Phantom	Werejackal	Lesser Ghoul	Hothrog
42-43	Horse Viper	Phantom	Lesser Shadow	Wererat	Lesser Mummy	Demon Dog
44-45	Pale I Demon	Revenant	Minor Skeleton	Werewolf	Lesser Shadow	Werejackal
46-47	Pale II Demon	Created Undead II	Lesser Skeleton	Gargoyle	Lesser Skeleton	Horse Viper
48-49	Pale III Demon	Lesser Shadow	Minor Specter	Lesser Orcs	Minor Specter	Gargoyle
50-51	Daedhel	Minor Skeleton	Minor Vampire	Pale II Demon	Minor Vampire	Minor(Lesser) Giant
52-53	Culraug	Lesser Skeleton	Minor Wight	Fire Hound	Minor Wight	Caustic Slime
54-55	Hothedhel	Minor Specter	Lesser Wraith	Ice Hound	Lesser Wraith	Wereboar
56-57	Hothrog	Minor Vampire	Wild Hunt Hound	Night.Hound	Greater Ghoul	Werewolf
58-59	Daerauk	Minor Wight	Zombie	Storm Hound	Univ. Monsters	Univ. Monsters
60-61	Gogonaug	Lesser Wraith	Greater Ghoul	Vapor Hound	Univ. Monsters	Univ. Monsters
62-63	Janni	Wild Hunt Hound	Revenant	Water Hound	Univ. Monsters	Univ. Monsters
64-65	Jinni	Zombie	Manticore	Minotaur	Univ. Monsters	Univ. Monsters
66-67	Shaitani	Hothrog	Univ. Monsters	Univ. Monsters	Special or Reroll	Special or Reroll
68-69	Demon Dog	Daedhel	Univ. Monsters	Univ. Monsters	Special or Reroll	Special or Reroll
70-71	Demon Horse	Lesser Ghost	Univ. Monsters	Univ. Monsters	Special or Reroll	Special or Reroll
72-73	Neng	Pale I Demon	Univ. Monsters	Univ. Monsters	Special or Reroll	Special or Reroll
74	Univ. Monsters	Apparition	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
75	Univ. Monsters	Created Undead III	Special or Reroll	Special or Reroll	Special or Reroll	Homonculous
76	Univ. Monsters	Corpse Lantern	Special or Reroll	Special or Reroll	Created Undead III	Culraug
77	Univ. Monsters	Greater Ghost	Special or Reroll	Special or Reroll	Lesser Ghost	Daerauk

Chapter Ten Encounters

78	Univ. Monsters	Headless Ghost	Special or Reroll	Special or Reroll	Greater Skeleton	Doppleganger
79	Univ. Monsters	Greater Mummy	Special or Reroll	Special or Reroll	Skeleton Joker	Androsphinx
80	Univ. Monsters	Greater Shadow	Special or Reroll	Special or Reroll	Created Undead IV	Banshee
81	Univ. Monsters	Greater Skeleton	Special or Reroll	Special or Reroll	Apparition	Great Wasp
82	Special or Reroll	Skeleton Lord	Created Undead III	Gorgon	Ghost Wolf	Geryon
83	Special or Reroll	Created Undead IV	Created Undead IV	Pale III Demon	Revenant	Cerebus
84	Succubus/Incubus	Lesser Specter	Created Undead V	Culraug	Skeleton Lord	Gorgon
85	Pale IV Demon	Major Specter	Apparition	Daerauk	Lesser Specter	Manticore
86	Thauredhel	Swamp Star	Corpse Candle	Neng	Swamp Star	Greater Gr. Spider
87	Narauk	Lesser Vampire	Corpse Lantern	Werebear	Lesser Vampire	Pale III Demon
88	Ifriti	Vampire Bunny	Lesser Ghost	Weretiger	Lesser Wight	Pale IV Demon
89	Pale VI Demon	Lesser Wight	Greater Skeleton	Doppleganger	Created Undead V	Hothedhel
90	Maridi	Greater Wraith	Skeleton Lord	Androsphinx	Fire Hound	Gogonaur
91	Celebdel	Pale II Demon	Skeleton Joker	Banshee	Ice Hound	Shaitani
92	Noble Gogonaur	Culraug	Lesser Specter	Geryon	Night Hound	Demon Horse
93	Pale V Demon	Daerauk	Swamp Star	Greater Orcs	Storm Hound	Neng
94	Young Light Drake	Created Undead V	Lesser Vampire	Firephantom	Vapor Hound	Werebear
95	Black Stalker	Barrow-wight	Lesser Wight	Ghost Wolf	Water Hound	Weretiger
96-110	Major Gr. Spider	Skeleton Joker	Greater Mummy	Pale IV Demon	Vampire Bunny	Ki-rin
111-120	Mature Light Drake	Pale III Demon	Greater Shadow	Hothedhel	Headless Ghost	Lammasu
121-130	Raukamar	Hothedhel	Young Cold Drake	Gogonaur	Greater Mummy	Young Cold Drake
131-140	Moloch	Gogonaur	Young Gas Drake	Shaitani	Greater Shadow	Young Gas Drake
141-150	Bey. the Pale Demon	Pale IV Demon	Young Light Drake	Vampire Bunny	Skeleton Sovereign	Young Light Drake
151-155	The Wild Hunt	Skeleton Sovereign	Created Undead VI	Skeleton Sovereign	Major Wight	Created Undead VI
156-160	The Wild Hunt	Major Wight	Succubus/Incubus	Major Specter	Greater Ghost	Succubus/Incubus
161-165	Old Light Drake	Greater Vampire	Ifriti	Greater Ghost	Greater Wraith	Thauredhel
166-170	Special or Reroll	Created Undead VI	Narauk	Greater Wraith	Major Specter	Celebdel
171-175	Special or Reroll	Pale V Demon	Thauredhel	Major Wight	Lich	Narauk
176-180	Special or Reroll	Narauk	Celebdel	Greater Vampire	Greater Vampire	Ifriti
181-185	Special or Reroll	Thauredhel	Maridi	Mature Light Drake	Mature Cold Drake	Maridi
186-190	Special or Reroll	Celebdel	Pale V Demon	Mature Gas Drake	Mature Gas Drake	Pale V Demon
191-200	Special or Reroll	Pale VI Demon	Pale VI Demon	Mature Cold Drake	Mature Light Drake	Pale VI Demon
201-220	Special or Reroll	The Wild Hunt	Lich	Black Stalker	Black Stalker	Major Gr. Spider
221-240	Special or Reroll	Noble Gogonaur	Old Light Drake	Noble Gogonaur	Noble Gogonaur	Old Cold Drake
241-260	Special or Reroll	Raukamar	Old Cold Drake	Raukamar	Raukamar	Old Gas Drake
261-280	Special or Reroll	Moloch	Old Gas Drake	Moloch	Moloch	Old Light Drake
281-up	Special or Reroll	Bey. the Pale Demon	The Wild Hunt	Bey. the Pale Demon	Bey. the Pale Demon	The Wild Hunt

* — Special, usually indicates a "class" of creatures

10-06 Special Features II Encounter Table

	" X "	" @ "	" + "	" N "	" V "	" Y "
	Cavern Complexes	Cave Entrances/Lairs	Rural Areas	Near Urban Areas	Volcanic Areas	Battlefields
01-05	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
06-09	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
10-13	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture
14-16	Water Source	Water Source	Water Source	Water Source	Water Source	Water Source
17-19	Terrain	Terrain	Terrain	Terrain	Terrain	Terrain
20-22	Vegetation	Vegetation	Vegetation	Vegetation	Vegetation	Vegetation
23-25	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
26-27	Caustic Slime	Small Bats	Small Dogs	Small Dogs	Scorpions	Created Undead I
28-29	Wererat	Large Bats	Large Dogs	Large Dogs	Non-pois. Spiders	Corpse Candle
30-31	Gargoyle	Caustic Slime	House Cats	House Cats	Wild Hunt Hound	Minor Ghost
32-33	Dwarvei	Gargoyle	Rats	Rats	Guyascutus	Lesser Ghoul
34-35	Gnolls	Dwarves	Draft Animals *	Draft Animals *	Griffin	Greater Ghoul
36-37	Gnomes	Goblins	Gorcrow	Tove	Siren	Created Undead II
38-39	Goblins	Hobgoblins	Tove	Ansilius	Gemsting	Ice Skeleton
40-41	Hobgoblins	Kobolds	Lambtree *	Wereboar	Abraaxas	Phantom
42-43	Kobolds	Lesser Orcs	Ansilius	Werejackal	Ifriti	Minor Wight
44-45	Lesser Orcs	Small Ogres	Wererat	Wererat	Water Hound	Wild Hunt Hound
46-47	Small Bats	Guyascutus	Janni	Werewolf	Univ. Animals	Zombie
48-49	Large Bats	Jackalope	Homunculous	Changeling	Univ. Animals	Created Undead III
50-51	Small Ogres	Ice Hound	Dwarves	Pooka	Univ. Animals	Lesser Wraith
52-53	Geryon	3-tailed Bavalorus	Jinni	Minor Ghost	Univ. Animals	Demon Dog
54-55	Stone Troll	Jinni	Minor Ghost	Minor Specter	Univ. Animals	Corpse Lantern
56-57	Troglodytes	Demon Dog	Werejackal	Minor* Vampire	Univ. Animals	Created Undead IV
58-59	Maazhat	Gnolls	Changeling	Janni	Univ. Animals	Apparition
60-61	Dwelfs	Gnomes	Pooka	Homunculous	Univ. Animals	Lesser Ghost
62-63	Tylweth Tyg	Greater Orcs	Lesser Shadow	Dwarves	Univ. Monsters	Univ. Monsters
64-65	Stone Giant	Dwelfs	Social/Culture	Social/Culture	Univ. Monsters	Univ. Monsters
66-67	Naga	Tlyweth Tyg	Social/Culture	Social/Culture	Univ. Monsters	Univ. Monsters
68-69	Neng	Univ. Animals	Social/Culture	Social/Culture	Univ. Monsters	Univ. Monsters
70-71	Univ. Monsters	Univ. Animals	Univ. Animals	Social/Culture	Univ. Monsters	Univ. Monsters
72-73	Univ. Monsters	Univ. Monsters	Univ. Animals	Social/Culture	Univ. Monsters	Univ. Monsters
74	Chameleon Amoeba	Chameleon Amoeba	Univ. Monsters	Univ. Animals	Special or Reroll	Special or Reroll
75	Manticore	Fire Hound	Univ. Monsters	Univ. Animals	Special or Reroll	Special or Reroll
76	Minotaur	Night Hound	Halfings	Univ. Animals	Special or Reroll	Special or Reroll
77	Fire Hound	Storm Hound	Ellyllon *	Univ. Animals	Special or Reroll	Special or Reroll

Chapter Ten Encounters

78	Ice Hound	Vapor Hound	Clivimis	Univ. Monsters	Special or Reroll	Special or Reroll
79	Night Hound	Water Hound	Jackalope	Univ. Monsters	Special or Reroll	Special or Reroll
80	Storm Hound	Elothere	Horse Viper	Univ. Monsters	Special or Reroll	Special or Reroll
81	Vapor Hound	Sabertooth Tiger	Wereboar	Werebear	Special or Reroll	Special or Reroll
82	Water Hound	Greater Gr. Spider	Werewolf	Cerebus	Special or Reroll	Special or Reroll
83	Greater Orcs	Tatzelwurm	Plon	Doppelganger	Manticore	Special or Reroll
84	Greater Gr. Spider	Red Jaw	Mara	Empusa	Minotaur	Special or Reroll
85	Tatzelwurm	Neng	Demon Dog	Plon	Fire Hound	Special or Reroll
86	Red Jaw	Ghost Wolf	Neng	Apparition	Vapor Hound	Shaitani
87	Ifriti	Geryon	Succubus/Incubus	Lesser Ghost	Greater Gr. Spider	Demon Horse
88	Doppelganger	Great Wasp	Ghost Wolf	Revenant	Shaitani	Neng
89	Empusa	Minor(Lesser) Giants	Banshee	Lesser Specter	Fire Giant	Succubus/Incubus
90	Hill Giant	Large Ogres	Lesser Ghost	Lesser Vampire	Euryale	Created Undead V
91	Cave Troll	Stone Troll	Cerebus	Gargoyle	Lammasu	Ifriti
92	Large Ogres	Manticore	Werebear	Jinni	Young Cold Drake	Headless Ghost
93	Succubus/Incubus	Griffin	Doppelganger	Halfings	Young Gas Drake	Swamp Star
94	Lammasu	Cerebus	Shaitani	Ellyllon *	Young Light Drake	Lesser Wight
95	Cyclops	Stone Giant	Weretiger	Leprechauns	Young Cave Drake	Greater Wraith
96-110	Cave Worm	Cave Troll	Demon Horse	Weretiger	Anklosaur	Created Undead VI
111-120	Young Cave Drake	Cyclops	Empusa	Ifriti	Brontosaur	Barrow-wight
121-130	Young Cold Drake	Young Cold Drake	Rumtifusel	Special or Reroll	Triceratops	Greater Ghost
131-140	Young Gas Drake	Young Gas Drake	Ifriti	Special or Reroll	Tyrannosaur	Major Wight
141-150	Young Light Drake	Young Light Drake	3-tailed Bavoiorus	Special or Reroll	Stegosaur	Maridi
151-155	Euryale	Succubus/Incubus	Greater Ghost	Special or Reroll	Mature Cold Drake	The Wild Hunt
156-160	Gorgon	Lammasu	Greater Shadow	Special or Reroll	Mature Gas Drake	Special or Reroll
161-165	Snow Troll	Snow Troll	Killer Rabbit	Vampire Bunny	Mature Light Drake	Special or Reroll
166-170	Mountain Giant	Euryale	Maridi	Lesser Wraith	Mature Cave Drake	Special or Reroll
171-175	Lien	Gorgon	Special or Reroll	Sphinx	Major Gr. Spider	Special or Reroll
176-180	Mature Cave Drake	Hill Giant	Special or Reroll	Maridi	Special or Reroll	Special or Reroll
181-185	Mature Cold Drake	Mature Light Drake	Special or Reroll	Greater Wraith	Special or Reroll	Special or Reroll
186-190	Mature Gas Drake	Mature Gas Drake	Special or Reroll	Greater Ghost	Special or Reroll	Special or Reroll
191-200	Mature Light Drake	Mature Cold Drake	Special or Reroll	Major Specter	Special or Reroll	Special or Reroll
201-220	Major Gr. Spider	Mountain Giant	Special or Reroll	Lich	Old Cold Drake	Special or Reroll
221-240	Old Cave Drake	Sphinx	Special or Reroll	Greater Vampire	Old Gas Drake	Special or Reroll
241-260	Old Cold Drake	Old Cold Drake	Special or Reroll	Special or Reroll	Old Light Drake	Special or Reroll
261-280	Old Gas Drake	Old Gas Drake	Special or Reroll	Special or Reroll	Old Cave Drake	Special or Reroll
281-up	Old Light Drake	Old Light Drake	Special or Reroll	Special or Reroll	The Wild Hunt	Special or Reroll

* — Special, usually indicates a "class" of creatures

10-07 WATER SOURCES I ENCOUNTER TABLE

Roll	" F " Roll:(01-50) Freshwater Coasts	" F " Roll:(51-100) Freshwater Coasts	" L " Roll:(01-50) Lakes & Rivers	" L " Roll:(51-100) Lakes & Rivers	" M "	" Q " (Oasis) Isolated Water Source
01-05	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
06-09	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
10-13	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture
14-16	Special Feature	Special Feature	Special Feature	Special Feature	Special Feature	Special Feature
17-19	Terrain	Terrain	Terrain	Terrain	Terrain	Terrain
20-22	Vegetation	Vegetation	Vegetation	Vegetation	Vegetation	Vegetation
23-25	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
26-27	Small Kangaroo	Small Alligator	Freshwater Eel	Opossum	Freshwater Eel	Small Fish
28-29	Marmoset/Civet	Small Crocodile	Small Fish	Frog	Poisonous Spider	Large Fish
30-31	Freshwater Eel	Salamander/Newt	Large Fish	Woodpecker	Toad	Small Antelope *
32-33	Scorpion	Viper	Small Bear	Small Alligator	Small Fish	Deer
34-35	Small Fish	Small Turtle	Raccoon	Small Crocodile	Large Fish	Frog
36-37	Large Fish	Large Antelope *	Skunk	Salamander/Newt	Small Bear	Small Turtle
38-39	Small Bear	Tree Frog	Small Antelope *	Small Turtle	Ticks	Poisonous Spider
40-41	Toad	Large Turtle	Deer	Large Antelope *	Skunk	Porcupine
42-43	Ticks	Otter	Univ. Animals	Mole	Deer	Scorpion
44-45	Raccoon	Boar	Univ. Animals	Univ. Animals	Opossum	Viper
46-47	Skunk	Horses *	Univ. Animals	Univ. Animals	Frog	Lesser Primate
48-49	Small Antelope *	Large Kangaroo	Univ. Animals	Univ. Animals	Woodpecker	Mongoose
50-51	Deer	Reindeer/Caribou	Univ. Animals	Univ. Animals	Small Alligator	Fishing Cat
52-53	Mole	Buffalo	Univ. Animals	Univ. Animals	Salamander/Newt	Univ. Animals
54-55	Opossum	Large Alligator	Univ. Animals	Univ. Animals	Small Turtle	Univ. Animals
56-57	Frog	Large Crocodile	Univ. Animals	Univ. Animals	Fishing Cat	Univ. Animals
58-59	Woodpecker	Lesser Primate	Univ. Animals	Univ. Animals	Tapir	Univ. Animals
60-61	Univ. Animals	Oxen/Water Buffalo	Univ. Animals	Univ. Animals	Raccoon	Univ. Animals
62-63	Univ. Animals	Univ. Animals	Univ. Monsters	Univ. Animals	Mole	Univ. Animals
64-65	Univ. Animals	Univ. Animals	Univ. Monsters	Univ. Monsters	Falcon	Univ. Animals
66-67	Univ. Animals	Univ. Animals	Univ. Monsters	Univ. Monsters	Hawk	Univ. Monsters
68-69	Univ. Animals	Univ. Animals	Special or Reroll	Univ. Monsters	Flying Squirrel	Univ. Monsters
70-71	Univ. Animals	Univ. Animals	Special or Reroll	Special or Reroll	Univ. Animals	Special or Reroll
72-73	Univ. Monsters	Univ. Monsters	Special or Reroll	Special or Reroll	Univ. Animals	Special or Reroll
74	Fishing Cat	Mongoose	Special or Reroll	Giraffe	Oxen/Water Buffalo	Horses *
75	Alpaca	Tiger	Oxen/Water Buffalo	Moose	Flying Frog	Oxen/Water Buffalo
76	Platypus	Giraffe	Fishing Cat	Sloth	Large Bear	Large Antelope *

Chapter Ten Encounters

77	Hippo	Moose	Platypus	Eagle	Armadillo	Lion
78	River Dolphins	Sloth	Hippo	Falcon	Anteater	Gila Monster
79	Electric Eel	Flying Fish	River Dolphins	Hawk	Pangolin	Elephant
80	Piranha	Eagle	Electric Eel	Large Alligator	Wombat	Rhinoceros
81	Large Bear	Falcon	Piranha	Large Crocodile	Flying Lizard	Hippo
82	Praying Mantis	Hawk	Lion	Sea Snake	Mongoose	Llama
83	Wolverine	Boa/Python	Large Bear	Large Turtle	Tiger	Dromedary
84	Armadillo	Cobra	Wolverine	Nile Monitor	Moose	Alpaca
85	Anteater	Komodo Dragon	Armadillo	Otter	Sloth	Bactrian Camel
86	Koala	Nile Monitor	Anteater	Storm Hound	Large Alligator	Donkey/Mule
87	Wombat	Elephant	Pangolin	Water Hound	Large Turtle	Buffalo
88	Gemsting	Rhinoceros	Wombat	Red Jaw	Nile Monitor	Large Turtle
89	Giant Hellbender	Su	Zebra	Giant Hellbender	Lesser Ghoul	Nile Monitor
90	Lesser Ghoul	Spinewood	Flying Lizard	Lesser Ghoul	Lesser Gr. Spider	Lesser Gr. Spider
91	Greater Ghoul	Storm Hound	Flying Squirrel	Greater Ghoul	Storm Hound	Androsphinx
92	Nixies	Water Hound	Condor	Nixies	Giant Hellbender	Storm Hound
93	Fosse-grim	Dreamvines	Mongoose	Fosse-grim	Greater Ghoul	Vapor Hound
94	Naiad	Giant Sundew	Tiger	Naiad	Grippershrub	Water Hound
95	Undines	Horned Snake	Buffalo	Undines	Corpse Candle	Gemsting
96-110	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Swamp Star	Cockatrice
111-120	Echidna	Special or Reroll	Echidna	Giant Panda	Water Hound	Sirrush
121-130	Cerebus	Water Giant	Cerebus	Water Wyvern	Water Wyvern	Echidna
131-140	Small Pterosaur	Snow Troll	Vapor Hound	Young Sea Drake	Will of the Wisp	Greater Gr. Spider
141-150	Young Water Drake	Vapor Hound	Water Giant	Young Water Drake	Young Gas Drake	Small Pterosaur
151-155	Cockatrice	Elothere	Sea Serpent	Mature Sea Drake	Su	Basilisk
156-160	Mature Water Drake	Sabertooth Tiger	Sirrush	Mature Water Drake	Vapor Hound	Anklosaur
161-165	Sirrush	Anklosaur	Special or Reroll	Special or Reroll	Corpse Lantern	Brontosaur
166-170	Sea Serpent	Brontosaur	Special or Reroll	Special or Reroll	Giant Panda	Triceratops
171-175	Special or Reroll	Triceratops	Special or Reroll	Special or Reroll	Water Giant	Tyrannosaur
176-180	Special or Reroll	Tyrannosaur	Special or Reroll	Special or Reroll	Cockatrice	Stegosaur
181-185	Special or Reroll	Stegosaur	Special or Reroll	Special or Reroll	Echidna	Large Pterosaur
186-190	Special or Reroll	Large Pterosaur	Special or Reroll	Special or Reroll	Greater Gr. Spider	Special or Reroll
191-200	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Mature Gas Drake	Special or Reroll
201-200	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Basilisk	Special or Reroll
221-240	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Sirrush	Special or Reroll
241-260	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Brontosaur	Special or Reroll
261-280	Basilisk	Dragon Turtle	Dragon Turtle	Old Water Drake	Old Gas Drake	Special or Reroll
281-up	Old Water Drake	Hydra	Hydra	Old Sea Drake	Major Gr. Spider	Major Gr. Spider

* — Special, usually indicates a "class" of creatures

Chapter Ten Encounters

10-08 Water Sources II Encounter Table

Roll	" S " Roll:(01-50) Saltwater Shores	" S " Roll:(51-100) Saltwater Shores	" O " Roll Ocean
01-05	Univ. Animals	Univ. Animals	Univ. Animals
06-09	Univ. Monsters	Univ. Monsters	Univ. Monsters
10-13	Social/Culture	Social/Culture	Social/Culture
14-16	Special Feature	Special Feature	Special Feature
17-19	Terrain	Terrain	Terrain
20-22	Vegetation	Vegetation	Vegetation
23-25	Special or Reroll	Special or Reroll	Special or Reroll
26-27	Small Fish	Raccoon	Small Fish
28-29	Large Fish	Skunk	Large Fish
30-31	Small Octopus	Small Antelope *	Small Octopus
32-33	Medium Octopus	Deer	Medium Octopus
34-35	Manta Ray	Mole	Small Shark
36-37	Small Shark	Opossum	Small Tooth. Whale
38-39	Dolphin	Flying Fish	Jellyfish
40-41	Baleen Whale	Frog	Sea Anemone
42-43	Small Tooth. Whale	Woodpecker	Starfish
44-45	Jellyfish	Crabs	Lobsters
46-47	Sea Anemone	Seal	Crabs
48-49	Swordfish/Sailfish	Sea Lion	Seal
50-51	Starfish	Small Turtle	Sea Lion
52-53	Univ. Animals	Univ. Animals	Dolphin
54-55	Univ. Animals	Univ. Animals	Baleen Whale
56-57	Univ. Animals	Univ. Animals	Lamprey
58-59	Univ. Animals	Univ. Animals	Penguin
60-61	Univ. Animals	Univ. Animals	Swordfish/Sailfish
62-63	Univ. Animals	Univ. Animals	Flying Fish
64-65	Univ. Animals	Univ. Animals	Large Turtle
66-67	Univ. Animals	Univ. Animals	Univ. Animals
68-69	Univ. Monsters	Univ. Monsters	Univ. Animals
70-71	Special or Reroll	Special or Reroll	Univ. Animals
72-73	Special or Reroll	Special or Reroll	Special or Reroll
74	Special or Reroll	Special or Reroll	Otter
75	Special or Reroll	Special or Reroll	Porpoise
76	Killer Whale	Viperfish	Manta Ray
77	Porpoise	Mongoose	Large Shark
78	Conger Eel	Tiger	Walrus
79	Moray Eel	Large Antelope *	Killer Whale
80	Large Octopus	Buffalo	Large Octopus
81	Electric Ray	Giraffe	Electric Ray
82	Sawfish	Moose	Sawfish
83	Sting Ray	Sea Snake	Sting Ray
84	Large Shark	Eagle	Beaked Whale
85	Beaked Whale	Falcon	Narwhal
86	Narwhal	Hawk	Large Toothed Whale
87	Large Tooth. Whale	Penguin	Port. Man-of-War
88	Lamprey	Walrus	Viperfish
89	Port. Man-of-War	Otter	Sea Snake
90	Siren	Large Turtle	Spineshark
91	Mermen	Scylla	Siren
92	Sea Krals	Lesser Ghoul	Mermen
93	Sohleugir	Greater Ghoul	Sea Krals
94	Nixies	Water Hound	Nixies
95	Oceanide	Spineshark	Oceanide
96-110	Capricorn	Water Giant	Hippocampus
111-120	Hippocampus	Vapor Hound	Nator

10-08 Water Sources II Encounter Table

Roll	" S " Roll:(01-50) Saltwater Shores	" S " Roll:(51-100) Saltwater Shores	" O " Roll Ocean
121-130	Nator	Water Wyvern	Rath
131-140	Nucklavee	Young Sea Drake	Young Sea Drake
141-150	Rath	Young Water Drake	Young Water Drake
151-155	Demon Whale	Mature Water Drake	Capricorn
156-160	Sea Serpent	Mature Sea Drake	Nucklavee
161-165	Special or Reroll	Special or Reroll	Scylla
166-170	Special or Reroll	Special or Reroll	Water Giant
171-175	Special or Reroll	Special or Reroll	Water Wyvern
176-180	Special or Reroll	Special or Reroll	Megalodon
181-185	Special or Reroll	Special or Reroll	Sea Serpent
186-190	Special or Reroll	Special or Reroll	Mature Sea Drake
191-200	Special or Reroll	Special or Reroll	Mature Water Drake
201-220	Special or Reroll	Special or Reroll	Demon Whale
221-240	Special or Reroll	Special or Reroll	Dragon Turtle
241-260	Special or Reroll	Special or Reroll	Hydra
261-280	Dragon Turtle	Old Water Drake	Old Water Drake
281-up	Hydra	Old Sea Drake	Old Sea Drake



Chapter Ten Encounters

10-09 WATER SOURCES III ENCOUNTER TABLE		
Roll	"I" Islets & Atolls	"G" Glaciers & Snowfields
01-10	Univ. Animals	Univ. Animals
11-18	Univ. Monsters	Univ. Monsters
19-24	Social/Culture	Social/Culture
25-30	Special Feature	Special Feature
31-36	Terrain	Terrain
37-42	Vegetation	Vegetation
43-50	Special or Reroll	Special or Reroll
51-54	Univ. Animals	Univ. Animals
55-58	Univ. Animals	Univ. Animals
59-62	Univ. Animals	Univ. Animals
63-66	Frog	Reindeer
67-70	Flyingfish	Caribou
71-73	Flying Lizard	Small Antelope *
74-76	Small Antelope *	Large Bear
77-79	Penguin	Wolverine
80-82	Univ. Animals	Falcon
83-84	Univ. Animals	Condor
85-86	Univ. Animals	Large Antelope *
87-88	Large Antelope *	Univ. Animals
89-90	Komodo Dragon	Univ. Animals
91	Mermen	Univ. Animals
92	Sea Krals	Univ. Animals
93	Sohleugir	Gulo
94	Nixies	Sasquatch
95	Nereid	Ice Hound
96-110	Vapor Hound	Thyfur
111-120	Water Hound	Snow Troll
121-130	Water Giant	Young Cold Drake
131-140	Cockatrice	Cockatrice
141-144	Echidna	Mature Cold Drake
145-158	Scylla	Basilisk
159-160	Basilisk	Old Cold Drake
161-up	Special or Reroll	Special or Reroll
* — Special, usually indicates a "class" of creatures		

10-10 Water Sources IV Encounter Table		
Roll	" Z " Desert & Near Desert	" B " Breaks and Wadis
01-10	Univ. Animals	Univ. Animals
11-18	Univ. Monsters	Univ. Monsters
19-24	Social/Culture	Social/Culture
25-30	Special Feature	Special Feature
31-36	Terrain	Terrain
37-42	Vegetation	Vegetation
43-50	Special or Reroll	Special or Reroll
51-54	Small Turtle	Univ. Animals
55-58	Scorpion	Univ. Animals
59-62	Poisonous Spider	Woodpecker
63-66	Viper	Salamander/Newt
67-70	Gila Monster	Mole
71-73	Large Turtle	Small Antelope *
74-76	Large Kangaroo	Deer
77-79	Dromedary	Viper
80-82	Bactarian Camel	Poisonous Spider
83-84	Porcupine	Falcon
85-86	Llama	Hawk
87-88	Zebra	Scorpion
89-90	Alpaca	Cobra
91	Mongoose	Gila Monster
92	Hawk	Large Antelope *
93	Lesser Gr. Spider	Dromedary
94	Gemstine	Bactarian Camel
95	Banshee	Buffalo
96-110	Vestice	Giraffe
111-120	Androsphinx	Lesser Gr. Spider
121-130	Greater Gr. Spider	Gemsting
131-140	Lammasu	Basilisk
141-144	Sphinx	Greater Gr. Spider
145-158	Euryale	Cockatrice
159-160	Major Gr. Spider	Major Gr. Spider
161-up	Special or Reroll	Special or Reroll
* — Special, usually indicates a "class" of creatures		

10-11 VEGETATION I ENCOUNTER TABLE

Roll	" P " Roll:(01-50) Plains & Grasslands	" P " Roll:(51-100) Plains & Grasslands	" H " Roll:(01-50) Heath & Scrublands	" H " Roll:(51-100) Heath & Scrublands	" C " Roll:(01-50) Coniferous Forest	" C " Roll:(51-100) Coniferous Forest
01-05	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
06-09	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
10-13	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture	Social/Culture
14-16	Water Source	Water Source	Water Source	Water Source	Water Source	Water Source
17-19	Terrain	Terrain	Terrain	Terrain	Terrain	Terrain
20-22	Special Feature	Special Feature	Special Feature	Special Feature	Special Feature	Special Feature
23-25	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
26-27	Small Antelope *	Lesser Primate	Small Antelope *	Small Turtle	Porcupine	Praying Mantis
28-29	Moles	Marmoset/Civet	Qkunk	Small Kangaroo	Small Bear	Toad
30-31	Deer	Small Kangaroo	Opossum	Large Antelope *	Raccoon	Salamander/Newt
32-33	Ostrich	Large Antelope *	Moles	Small Alligator	Skunk	Large Turtle
34-35	Frog	Buffalo *	Deer	Small Crocodile	Reindeer	Lesser Primate
36-37	Scorpion	Zebra	Frog	Gila Monster	Caribou	Marmoset
38-39	Poisonous Spider	Falcon	Scorpion	Reindeer/Caribou	Deer	New World Monkey
40-41	Ticks	Hawk	Ticks	Mongoose	Woodpecker	Old World Monkey
42-43	Praying Mantis	Llama	Praying Mantis	Falcon	Poisonous Spider	Small Kangaroo
44-45	Toad	Dromedary	Salamander/Newt	Hawk	Ticks	Tasmanian Devil
46-47	Salamander/Newt	Large Kangaroo	Viper	Large Kangaroo	Univ. Animals	Univ. Animals
48-49	Viper	Bactarian Camel	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
50-51	Small Turtle	Horses *	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
52-53	Univ. Animals	Old World Monkey	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
54-55	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
56-57	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
58-59	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
60-61	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals
62-63	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Animals	Univ. Monsters	Univ. Monsters
64-65	Univ. Animals	Univ. Animals	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
66-67	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
68-69	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Special or Reroll	Special or Reroll
70-71	Univ. Monsters	Univ. Monsters	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
72-73	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
74	Porcupine	Komodo Dragon	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
75	Water Buffalo	Nile Monitor	Special or Reroll	Special or Reroll	Special or Reroll	Hawk
76	Cheetah	Rhinoceros	Oxen	Special or Reroll	Mongoose	Scorpion
77	Lion	Hippo	Cheetah	Hippo	Flying Squirrel	Boa/Python

Chapter Ten Encounters

78	Armidillo	Cobra	Lion	Dromedary	Falcon	Viper
79	Anteater	Boa/Python	Giraffe	Boa/Python	Wolverine	Small Turtle
80	Giraffe	Large Turtle	Wombat	Alpaca	Large Bear	Elephant
81	Oxen	Elephant	Large Alligator	Large Turtle	Tiger	Gibbon
82	Moose	Donkey/Mule	Zebra	Bactrian Camel	Buffalo	Great Ape
83	Gila Monster	Alpaca	Large Crocodile	Elephant	Pangolin	Boar
84	Pangolin	Great Ape	Rhinoceros	Horses *	Wombat	Neanderthals
85	Mongoose	Boar	Llama	Donkey/Mule	Pech	Leprechauns
86	Al-mi'aj	Seftuau	Ellyllon *	Boar	Gemsting	Pysk
87	Jackalope	Sstoi'sslythi	Pech	Al-mi'aj	Al-mi'aj	High Elves
88	Lambtree *	Neanderthals	Neanderthals	Jackalope	Gulo	Tylweth Teg
89	Tigertree *	Leprechauns	Leprechauns	Sasquatch	Sasquatch	Vulfen
90	Horse Viper	High Elves	Pysk	Horned Snake	Deadly MW Trumpet	Dwelfs
91	Mara	Vulfen	High Elves	Gpeat Wasp	Delphinuris	Centauris
92	Banshee	Centauris	Tylweth Teg	Gorcrow	Salorisa	Wood Elves
93	Gorcrow	Fair Elves	Vulfen	Gemsting	Ellyllon •	Fair Elves
94	Gemsting	Dryad	Dwelfs	Mara	Horned Snake	Dryad
95	Lesser Gr. Spider	Satyr	Fair Elves	Banshee	Great Falcon	Satyr
96-110	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
111-120	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters
121-130	Univ. Monsters	Univ. Monsters	Univ. Monsters	Univ. Monsters	Ghost Wolf	Vargamor
131-140	Firephantom	Greater Gr. Spider	Firephantom	Ghost Wolf	Awakened Tree	Rumtifusel
141-150	Ghost Wolf	3-tailed Bavororus	Small Pterosaur	3-tailed Bavororus	Forest Troll	Stirges
151-155	Elothere	Unicorn	Anklosaur	Ki-rin	Slowroot	Unicorn
156-160	Sabertooth Tiger	Killer Rabbit	Brontosaur	Lammasu	Griffin	Elothere
161-165	Anklosaur	Chimera	Triceratops	Chimera	Ki-lin	Sabertooth Tiger
166-170	Brontosaur	Ki-rin	Tyrannosaur	Vestice	Special or Reroll	Special or Reroll
171-175	Triceratops	Lammasu	Stegosaur	Unicorn	Special or Reroll	Special or Reroll
176-180	Tyrannosaur	Sphinx	Large Pterosaur	Univ. Monsters	Special or Reroll	Special or Reroll
181-185	Stegosaur	Special or Reroll	Elothere	Univ. Monsters	Special or Reroll	Special or Reroll
186-190	Special or Reroll	Special or Reroll	Sabertooth Tiger	Univ. Monsters	Special or Reroll	Special or Reroll
191-200	Special or Reroll	Special or Reroll	Univ. Monsters	Univ. Monsters	Special or Reroll	Special or Reroll
201-220	Special or Reroll	Special or Reroll	Special or Reroll	Univ. Monsters	Special or Reroll	Special or Reroll
221-240	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
241-260	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
261-280	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll	Special or Reroll
281-up	Univ. Monsters	Major Gr. Spider	Special or Reroll	Special or Reroll	Forest Giant	Roc
			Special or Reroll	Special or Reroll	Treeherd	Silverscale

* — Special, usually indicates a "class" of creatures.

Chapter Ten Encounters

10-12 VEGETATION II ENCOUNTER TABLE

Roll	" D " Roll:(01-50) Decid./Mixed Forest	" D " Roll:(51-100) Decid./Mixed Forest	" J " Roll Jungle & Rain Forest
01-05	Univ. Animals	Univ. Animals	Univ. Animals
06-09	Univ. Monsters	Univ. Monsters	Univ. Monsters
10-13	Social/Culture	Social/Culture	Social/Culture
14-16	Water Source	Water Source	Water Source
17-19	Terrain	Terrain	Terrain
20-22	Special Feature	Special Feature	Special Feature
23-25	Special or Reroll	Special or Reroll	Special or Reroll
26-27	Ticks	Toad	Ticks
28-29	Praying Mantis	Tree Frog	Praying Mantis
30-31	Frog	Salamander/Newt	Frog
32-33	Small Bear	Viper	Toad
34-35	Raccoon	Small Turtle	Tree Frog
36-37	Skunk	Chameleon	Salamander/Newt
38-39	Small Antelope *	Lesser Primate	Small Alligator
40-41	Buffalo	Marmoset	Small Crocodile
42-43	Deer	New World Monkey	Deer
44-45	Moles	Old World Monkey	Poisonous Spider
46-47	Opossum	Gibbon	Viper
48-49	Mongoose	Great Ape	Small Turtle
50-51	Flying Squirrel	Small Kangaroo	Chameleon
52-53	Woodpecker	Boar	Lesser Primate
54-55	Scorpion	Large Antelope *	Marmoset
56-57	Poisonous Spider	Large Bear	New World Monkey
58-59	Univ. Animals	Univ. Animals	Old World Monkey
60-61	Univ. Animals	Univ. Animals	Gibbon
62-63	Univ. Animals	Univ. Animals	Small Kangaroo
64-65	Univ. Animals	Univ. Animals	Scorpion
66-67	Univ. Animals	Univ. Animals	Boa/Python
68-69	Univ. Monsters	Univ. Monsters	Cobra
70-71	Univ. Monsters	Univ. Monsters	Great Ape
72-73	Special or Reroll	Special or Reroll	Univ. Animals
74	Tasmanian Devil	Paneolin	Rhinoceros
75	Rhinoceros	Sloth	Porcupine
76	Porcupine	Wombat	Water Buffalo
77	Water Buffalo	Falcon	Tapir
78	Giant Panda	Hawk	Flying Lizard
79	Tiger	Boa/Python	Flying Frog
80	Armidillo	Cobra	Large Alligator
81	Anteater	Large Turtle	Large Crocodile
82	Koala	Nile Monitor	Tiger
83	Moose	Elephant	Komodo Dragon
84	Leprechauns	Ansilius	Anteater
85	Pysk	Clivimus	Gorilla
86	Tylweth Teg	Deadly MW Trumpet	Sloth
87	Vulfen	Delphinuris	Mongoose
88	Dwelfs	Salorisa	Flying Squirrel
89	Seftuau	Spirium	Large Turtle
90	Centaurs	Dreamvines	Boar
91	Wood Elves	Lambtree *	Seftuau
92	Dryad	Ellyllon *	Sstoi'isslythi
93	Satyr	Gorcrow	Wood Elves
94	Sylphs	Pech	Sylphs
95	Garks	Neanderthals	Garks
96-110	Al-mi'aj	Great Wasp	Gnomes
111-120	Great Porcupine	Great Falcon	Gemsting

10-12 VEGETATION II ENCOUNTER TABLE

Roll	" D " Roll:(01-50) Decid./Mixed Forest	" D " Roll:(51-100) Decid./Mixed Forest	" J " Roll Jungle & Rain Forest
121-130	Gnomes	Lesser Gr. Spider	Lalivorum
131-140	High Elves	Gemsting	Abraxas
141-150	Horned Snake	Awakened Tree	Lesser Gr. Spider
151-155	Hippogriff	Minotaur	Exploding Mush's
156-160	Exploding Mush's	Chimera	High Elves
161-165	Forest Troll	Echidna	Tigertree *
166-170	Griffin	Greater Gr. Spider	Giant Fly Trap
171-175	Harpy	Unicorn	Giant Pitcher Plant
176-180	Vargamor	Giant Fly Trap	Giant Sundew
181-185	Fair Elves	Giant Pitcher Plant	Forest Troll
186-190	Rumtifusel	Giant Sundew	Harpy
191-200	Forest Giant	Slowroot	Greater Gr. Spider
201-220	Elothere	Ki-lin	Forest Giant
221-240	Sabertooth Tiger	Treeherd	Chimera
241-260	Brontosaur	Phoenix	Echidna
261-280	Tyrannosaur	Roc	Ki-lin
281-up	Silverscale	Major Gr. Spider	Major Gr. Spider

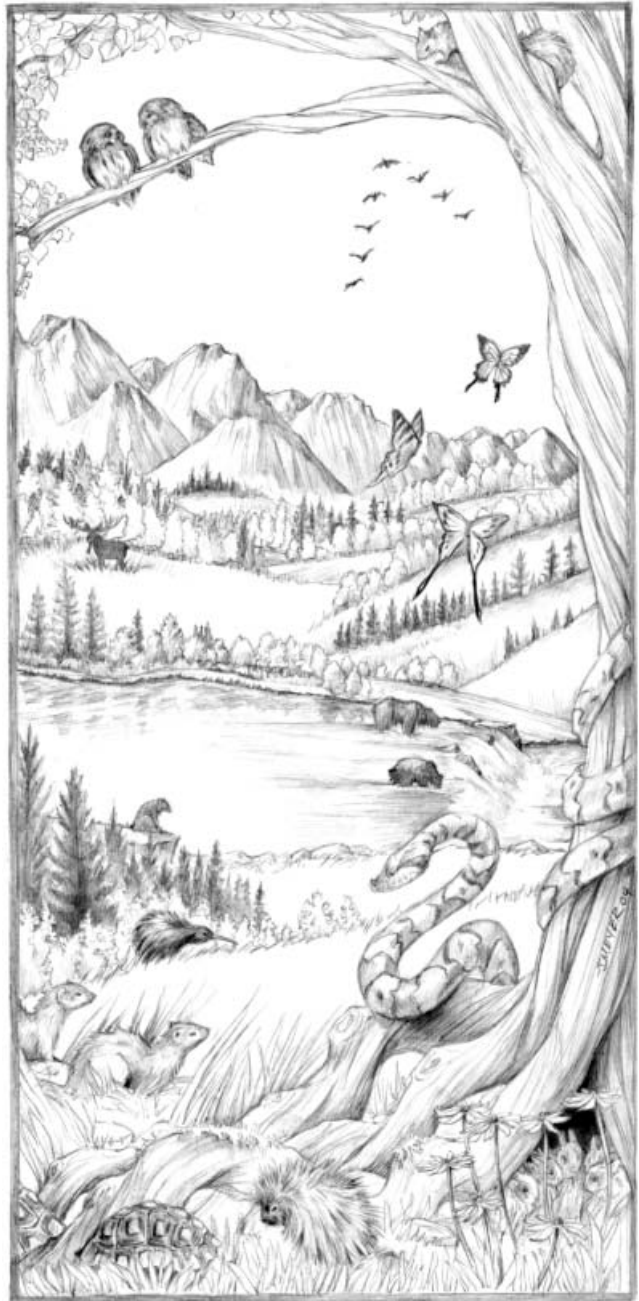
* — Special, usually indicates a "class" of creatures.



Chapter Ten Encounters

10-13 VEGETATION III ENCOUNTER TABLE

Roll	"T" Tundra	Universal Animals
01-10	Univ. Animals	Univ. Monsters
11-18	Univ. Monsters	Special or Reroll
19-24	Social/Culture	Vegetation
25-30	Water Source	Water Source
31-36	Terrain	Terrain
37-42	Special Feature	Small Rodent
43-50	Special or Reroll	Ants
51-54	Reindeer	Small Bird
55-58	Caribou	Wasps/Bees
59-62	Univ. Animals	Small Mustelid/Civet
63-66	Univ. Animals	Beetles
67-70	Univ. Animals	Small Lizard
71-73	Univ. Animals	Small Bat
74-76	Large Bear	Rats
77-79	Moose	Small Cat
80-82	Wolverine	Small Dog
83-84	Falcon	Fleas
85-86	Hawk	Large Bird
87-88	Llama	Large Bird
89-90	Alpaca	Large Mustlid/Civet
91	Special or Reroll	Large Bat
92	Univ. Monsters	Rabbit/Hare
93	Univ. Monsters	Non-pois. Spiders
94	Univ. Monsters	Large Lizard
95	Sasquatch	Non-poisonous Snake
96-110	Gulo	Large Cat
111-120	Firephantom	Large Dog
121-130	Ghost Wolf	Wolf
131-140	Banshee	Vulture
141-144	Dwelfs	Owl
145-158	Mara	Pit Viper
159-160	Ki-rin	Shrews
161-up	Special or Reroll	Special or Reroll



11.0 MISCELLANEOUS TABLES

11-01 RESISTANCE ROLL TABLE																
TARGET LEVEL	ATTACK LEVEL *															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	**
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	12
13	09	14	19	24	29	32	35	38	41	44	46	48	50	52	54	13
14	07	12	17	22	27	30	33	36	39	42	44	46	48	50	52	14
15	05	10	15	20	25	28	31	34	37	40	42	44	46	48	50	15
**	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	**

* For spells the attack level is the caster's level.
 ** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.
 To resist, the target's RR must be greater than or equal to the number given above.

11.1 KEY TO THE ENCOUNTER TABLE

This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The zones represent the relative density of social beings or inhabitants. These are cross-indexed with ranges that cover the differential between the two encounter dice rolls.

The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the Gamemaster should roll again: a low result means that there is an encounter with wild beasts; a high result means interaction with social beings.

The encounter codes are meant to be general and relative. A simple encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved, and what their relative strength will be. A simple rule of thumb: the higher the differential, the more dangerous the encounter. The GM may wish to increase the number or capabilities of the given inhabitants or beasts accordingly.

Modifications to the activity roll

Terrain moving in:

+ 30	Road
+ 20	Open
-10	Forest
-15	Rough
-30	Forest and Rough
-40	Mountainous

11-02 ENCOUNTER TABLE

This chart is intended to cover the usual pattern of encounters between PCs and local inhabitants or wild beasts. The zones represent the relative density of social beings or inhabitants. These are cross-indexed with ranges which cover the differential between the two encounter dice rolls.					AVOIDANCE ROLL MODIFIERS	
The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the GM should roll again: a low result means that there is an encounter with wild beasts; a high result means interaction with social beings.					PC group size*:	Travel mode / speed (profile)
					1 —	+50 Sneaking afoot / 1/4x — +50
					2 —	+20 Careful walk / 1/2x — +20
					3-4 —	— Normal walk / 1x — —
					5-10 —	-20 Run / 2x — -10
					11-20 —	-50 Slow ride / norm — -20
					21-50 —	-75 Fast ride / 3x norm — -40
					51 + —	-100 Flying/Sailing/Rowing — variable
					Other	
						Traveling at night** — +50
						Actively searching for something — +30
						Spells employed — variable
						Encamped after 12 hrs travel — -20
						Encamped after 16 hrs travel — -40
Roll						
Dense	Moderate	Light	Uninhabited	Waste		
01-30	s / —	— / —	— / —	— / —		
31-40	e / —	s / —	— / s	— / —		
41-50	e / —	s / —	— / s	— / —		
51-60	e / —	s / —	s / s	— / s		
61-70	e / —	e / —	s / s	— / s		
71-80	e / —	e / s	s / s	— / s		
81-90	e / —	e / s	e / s	— / h		
91-100	h / —	e / s	e / s	— / h		
101-120	h / s	e / s	e / h	s / h		
121-140	h / h	h / h	h / h	e / h		
141-160	a / a	a / h	h / h	e / a		
161-180	a / a	a / a	a / h	h / a		
181-200	t / a	a / a	a / a	a / t		
200 +	t / t	t / t	t / t	t / t		
Encounter Codes						
t = trap or ambush or surprise attack; a = attacking group; h = hostile group; e = basic encounter; s = sighting by other group.						
The encounter codes are meant to be general and relative. A simple encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of Passive people. The GM should take note of the local folk and beasts to determine which type will be involved, and what their relative strength will be. A simple rule of thumb: the higher the differential, the more dangerous the encounter. The GM may wish to increase the number or capabilities of the given inhabitants or beasts accordingly						
Terrain					(foliage & lay of the land)	
					Forest & rough —	-50 Other Forest & flat — -25
					Light & rough —	+10 Night* — +50
					Light & Flat —	— Rain — +10
					Open & rough —	— Clear weather — +10
					Open & flat —	+50 Spells — variable
* This will vary according to the night capabilities of the inhabitants, animals, or given group. Orcs and Elves are night-oriented.						

Chapter Eleven Miscellaneous Tables

Activity of Inhabitants:

+ 25	hostile
+ 50	patrolled area
+ 100	if hue and cry
+ 30	night-adapted inhabitants (e.g. orcs) at night
-30	night-adapted inhabitants during day

Travel Mode:

+50	Sneaking
+20	Careful Walk
+0	Normal Walk
-10	Jog/Walk
-20	Slow Ride
-40	Fast Ride
variable	Flying/Boat/Ship/etc.

General

-50	traveling at night **
variable	spells used to detect groups

General

+30	If actively searching for something
Variable	Spells used by the group
-20	If in camp and traveled for 12 hours
-40	If in camp and traveled for 16 hours

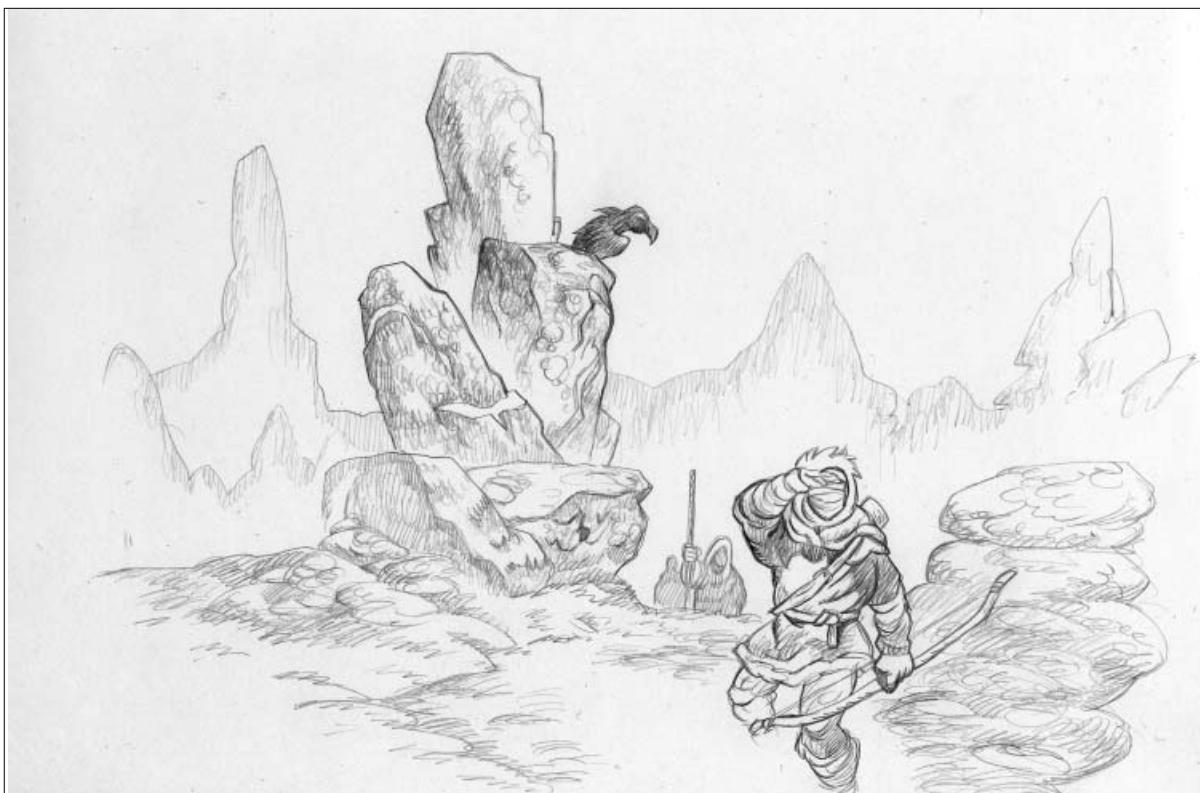
* Rangers, elves and halflings count as 1/2.

** This is lower, depending upon the lighting (i.e. moon or stars on a clear night), (vs day adapted inhabitants).

Modifications to the Avoidance Roll

*Group Size**

+50	1
+20	2
+0	3-4
-10	5-7
-20	8-10
-50	11-20
-75	21-50
-100	51+



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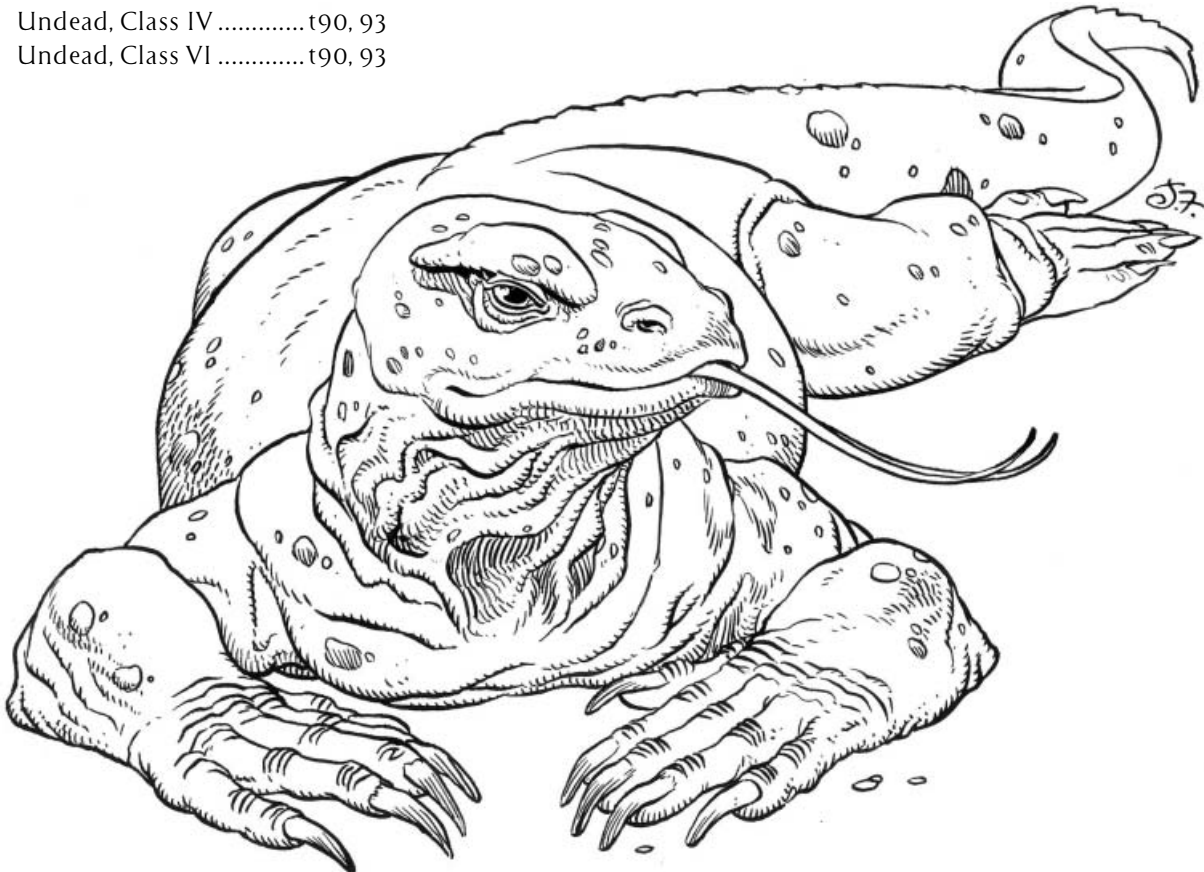
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