

BASIC ROLEPLAYING

BRP

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BASIC CREATURES



CLASSIC CREATURES & CRITTERS
FOR THE BRP SYSTEM



BASIC ROLEPLAYING

The Chaosium Roleplaying System

Basic Creatures

Authors: Sandy Petersen and Steve Perrin

Editors Lynn Willis, Yurek Chodak

Production: Charlie Krank, Yurek Chodak

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Here are presented a sampling of the many creatures inhabiting the worlds of *Basic Roleplaying*. Many others exist, some truly terrible and nigh invulnerable to any injury which humankind can inflict.

Introduction

Study a creature's abilities and limitations before using it. Incomplete creatures possess special limitations and advantages which complete creatures lack.

The worlds of *Basic Roleplaying* are rife with supernatural and alien beings. Players can interact with exotic animals, fairy folk, extraterrestrial horrors, and other-planar entities, as well as mundane creatures such as lions and horses. This chapter provides some 90 creatures, both noble and bestial, for the gamemaster to utilize.

Incomplete Creatures

An entity lacking one or more of the characteristics of STR, CON, SIZ, INT, POW, or DEX, or which possesses one such characteristic in a limited fashion, is said to be an 'incomplete creature.' By definition, the otherworld planes of existence are inhabited solely by incomplete beings. An elemental which must summon its body into existence and has no permanent STR or SIZ is incomplete. An undead monster with no POW is also incomplete.

Only fully sentient physical beings are defined as 'complete.' Animals are incomplete because they lack free will, possessing instead fixed INT, described below.

Gamemasters should not usually permit the roleplaying of incomplete creatures.

Fixed INT versus Normal INT

Intelligent, sentient beings are said to possess normal INT. Animals and other unintelligent creatures possess fixed INT. Players of creatures with fixed INT do not normally make a die roll to determine their beings' INT.

For example, all dogs have an INT of 5 and all cows have an INT of 4. No die roll is involved. This does not mean that all dogs are equally intelligent, but it does mean that any dog (INT 5) is considered to be more intelligent than any cow (INT 4) and less intelligent than any baboon (INT 6). Ghouls, with an INT of 2D6, have normal INT. They are considered sentient. A dog might show more common sense than a ghoul with an INT of 4, or less, but the dog's common sense is derived from instinct and experience rather than logic or intuition, and is less flexible.

Creatures with fixed INT may not learn knowledge or communication skills. They are ruled by instinct. Creatures with fixed INT will neither disobey nor betray their instincts, though circumstance may modify their reactions. Creatures with large fixed INT have complex and elaborate instincts, and even some reasoning power.

Beings with normal INT also possess instincts, often as powerful as those of any animal. However, beings with normal INT are capable of defying their instincts and acting according to logic.

A Comparison of Typical INT Ratings

INT representative animals

- 1 worm, snail
- 2 insect, shark
- 3 shrew, chicken
- 4 sheep, raven
- 5 dog, cat
- 6 baboon
- 7 chimpanzee, gorilla

Do not confuse fixed or normal INT with free INT, which is important to sorcerers. Having normal INT indicates that an entity is sentient. Free INT concerns the degree to which a sorcerer can manipulate his spells, and has to do with memory.

Lacking and Gaining Characteristics

Many creatures do not possess all of the *Basic Roleplaying* characteristics which define humans. Lack of one or more such characteristics causes a variety of effects. Adding a new characteristic (usually done only through the creation of a sorcerer's familiar) changes the creature, and may profoundly affect its abilities.

A creature lacking a characteristic is invulnerable to attacks directed against that characteristic. Example: a spirit without CON is invulnerable to a shade's fearshock attack because fearshock must overcome CON to succeed.

Effects of Characteristic Lack

STR: Creatures lacking STR may not interact with physical objects. They may not lift or move any tangible thing. Such a creature may not use any weapons, agility, or manipulation skills. It has no fatigue points and never tires.

A creature that gains STR may now touch physical objects and move them. It gains a damage modifier if it also has SIZ. If the creature has CON, it now has fatigue points. If the creature has DEX, it may learn weapons, agility, and manipulation skills (with a base chance of 00% in all such skills).

CON: A creature lacking CON is immune to disease and poison. If the creature possesses SIZ, it has hit points based on a separate roll, usually related to SIZ. It lacks fatigue points and cannot tire.

If a being gains CON it may or may not retain immunity to disease and poison, depending on its nature (and the gamemaster's decision). It will now have fatigue points if it also has STR. If the creature has SIZ it now has hit points equal to the average of its CON plus SIZ.

SIZ: Creatures without SIZ lack bodies and are said to be disincorporate. They cannot interact with physical objects. Certain of such creatures may initiate spirit combat. If a disincorporate being possesses CON, its hit points are equal to its CON. If it lacks CON it has no hit points.

Such an entity which gains SIZ becomes corporate, and may not initiate spirit combat. If it possesses CON, its hit points become equal to the average of CON and SIZ.

INT: Fixed INT is described above. Creatures with no INT at all are no more truly alive than a crystal or flame. Creatures with fixed or with no INT may not learn or use communication or knowledge skills. Creatures with fixed or with no INT are not affected by emotion-affecting spells such as Demoralize or Befuddle.

A being which gains INT may now learn communication and knowledge skills (with a base chance of 00% in all such skills). After gaining INT, the being is considered to be sentient, though possibly stupid. If it formerly had fixed INT it is now considered to have normal INT. The being also becomes susceptible to emotion-affecting spells such as Demoralize and Befuddle.

POW: If a creature lacks POW, a typical magic point score is provided. Creatures lacking POW may not regenerate magic points expended. Many such creatures have special abilities allowing them to gain additional magic points, such as the vampire's magic-point-draining touch. Others lack such abilities and must carefully hoard their magic points. Creatures lacking POW are said to be soulless; all undead fall into this category.

If a soulless creature gains POW, it becomes capable of regenerating magic points up to its POW, acting as does normal POW. If the creature possesses a special ability used to increase magic points, it may not use the ability to increase its magic points higher than its POW (though it could use, for example, a Tap spell to do so). Thus a vampire which had received a POW of 10 could not use its magic-point-draining touch to increase its magic points to more than 10.

DEX: Creatures lacking DEX have a specific strike rank on which their attacks (if any) always take place. For example, wraiths always attack on SR-1. Such creatures may only use their natural attacks, and may not learn weapons, agility, manipulation, or stealth skills.

Upon gaining DEX, a being may learn stealth skills. It may learn agility, manipulation, and weapons skills if it has STR. The creature's strike rank will change—it will be based on its DEX alone if it has no SIZ.

APP: All beings are considered to have APP, though it may not be given. The vast majority of incomplete creatures have not been given such a rating (vampires are such an exception). If the gamemaster deems it necessary, he may assign APP ratings. Non-human beings have species-specific APP. Beings with APPS of less than 3D6 are considered to be intrinsically more ugly to any observer, while those with an APP of over 3D6 are intrinsically more striking, awe-inspiring, or beautiful. Regardless of this, a normal rule-of-thumb in *Basic Roleplaying* is to subtract 10 from the APP of any individual of another species when your adventurer first encounters it, unless your adventurer has had previous experience with such beings. Later, a more mature judgment can be made, of course.

Creatures As Adventurers

Instead of simply encountering non-human creatures, a player may desire to roleplay one. In many cases this possibility is limited.

Certain creatures are easier to roleplay than others. Incomplete creatures are too limited for enjoyment. Nor do we recommend playing of creatures with characteristic INT rolls of less than 3D6.

A gamemaster also may wish to forbid the attempt to run very powerful or philosophically-unappealing beings. For example, in a campaign where elves play a major role, and in which there are many elf adventurers, the game master may forbid trolls or dwarfs as adventurers. A gamemaster who feels that roleplaying a dragon or giant overshadows adventurers of lesser size may forbid them. All such decisions belong to the gamemaster, and a player should ask the gamemaster if he is permitted to run a particular type of being in the campaign.

Full statistics and information have been given to permit the roleplaying of nine species in addition to humans. Most non-humans have .species-specific weapons which vary less than those used by humanity. For non-humans, use the weapons base chances given in the combat section of their description in this book rather than using those given for the various human cultures in the Creating An Adventurer chapter of the Player's Book. The fully described species include broos, centaurs, ducks, dwarfs, elves, halflings, humans, ogres, ores, and trolls.

The Creatures

The creature statistics are organized alphabetically. The different elemental, nymph, whale, and spirit types are grouped together under general headings.

All creatures are listed in alphabetical order by common name. In a few cases, several different types are described under a single common name.

Format for Creature Entries

Name: All entries begin with the creature's common name. In most cases, the creature's scientific name follows in parentheses. The scientific name has no bearing on play and is provided solely for your education and amusement. In the case of animals such as lions or gorillas, the actual scientific names are given. In the case of previously unclassified entities such as trolls or giant lizards, we have created our own names. We make no claims for accurate nomenclature.

Description: The text of the entry first deals with the creature's appearance. In the case of familiar species such as horses or centaurs, description is judged unnecessary. Next is a brief description of the ecology, with preferred habitat and food, and some useful or interesting details about behavior, lifestyle, or culture. Finally, any special abilities, powers, and limitations are noted.

Data: The creature's characteristic rolls are given along with average scores (for the gamemaster's convenience in quickly making up non-player-characters). Average scores for hit points, fatigue points, and movement rate per round are here.

Incomplete creatures will lack one or more characteristic entries. Missing characteristics are not used to calculate skills category modifiers. For example, a player of a creature lacking POW ignores penalties or bonuses attached to POW when figuring the creature's magic, stealth, or communication skills.

After the characteristic, comes the Hit Location Table (or reference) with an average creature's hit points and armor. In most cases there are two columns for rolling a D20. One is for melee and the other is for missiles. In some cases there will only be one D20 column to be used for both melee and missile hit determination.

Skills: Most skills are presented in an 'X+Y' format, where X represents the base skill chance for the creature, and where Y represents the skills category modifier for a typical member of the species. For example, a chimpanzee's Climb skill is written as '90+8' indicating that a chimp's base chance to Climb is 90%, and that a chimp with average characteristics has a +8 percentiles agility modifier. A particular individual could be lower or much higher in a skill.

Combat skills are listed first. This is usually done in the same order, with weapon type given first, then the strike rank for that weapon, then the percentage chance to attack plus attack modifier if any, then the damage done, then the parry chance plus parry modifier if any, and finally the weapon hit points, if appropriate.

Many creatures can attack more than once in a round. For example, a lion may claw in a round and bite as well. This gives it two attacks each round. In the lion's case, the two attacks take place 3 strike ranks apart. Animals with multiple attacks are considered capable both of Dodging and of making all possible normal attacks each round. For example, each melee round the lion can attack twice, as well as Dodge. Some creatures can make multiple attacks and parry as well: the broo, for instance, can have a normal weapon attack and a head butt each melee round, in addition to either a parry or dodge.

Damage is given in an X+Y format. X represents the weapon's basic damage, and Y represents an average creature's damage modifier. If a monster had claw damage listed as 1D6+1D6, this would mean that its claws naturally did 1D6 damage and that a typical representative of the species has a +1D6 damage modifier. Some natural weapons gain no damage modifier, or use it in a non-standard manner, as explained in particular creature descriptions. Some creatures have natural weapons capable of impaling -- if so, the weapon never gets stuck in the target on an impaling roll, unlike normal weapons.

After combat, other important skills are given. In the case of an intelligent race, all skills not listed are assumed to have the same basic chance as for humans.

In the case of certain species, each skills category is listed, with an average individual's skill bonus. Base chances for all skills in each category are given as well.

Other Features: Following skills comes the natural or typical armor and defensive powers of the creature. The last section is left out of some descriptions. It describes magic known or supernatural powers possessed.

Allosaurus (*Allosaurus*)

Allosaurs are large carnivorous dinosaurs, reaching 10 meters (33 feet) in length and standing over 3 meters (11 feet) tall. Allosaurs

are bipedal, have large heads with mouths packed full of sharp fangs, long balancing tails, and tough hide.

These quick and cunning beasts have the keen eyesight of birds of prey, and a good sense of smell as well.

Allosaurs haunt savannas and light tropical forests. They run down large prey and are not averse to eating creatures as small as humans. Allosaurs may be solitary or hunt in small packs, depending on the area and profusion of prey.

Allosaurus

Characteristics	Average		
STR	6D6+32	53	Move 6
CON	4D6+21	35	Hit Points 41
SIZ	4D6+32	46	Fatigue 18
INT	3	3	
POW	2D6+6	13	
DEX	2D6+9	16	
Hit Location	20	Points	
Tail	01-02	0/14	
R Leg	03-05	0/14	
L Leg	06-08	0/14	
Abdomen	09-11	0/17	
Chest	12-15	10/17	
R Claw	16	10/11	
L Claw	17	10/11	
Head	18-20	10/14	
Weapon	SR	Attack%	Damage
Bite	8	40+9	2D6+5D6
Kick	8	25+9	1D6+5D6
Foreclaw	5	25+9	1D10

Notes: An allosaur may use both foreclaws simultaneously against one target and either kick or bite 3 Strike Ranks later. The bite does no knockback.

Skills: Scan 40+5.

Armor: 10-point knobbly hide.

Giant Ant (*Formicidae*)

Everyone knows what an ant looks like — a tripart body, long thin legs and antennae, and vicious-looking mandibles. Ants live nearly everywhere except underwater or the poles.

There are several types of ants: granivorous (seed-eating), carnivorous, scavenger, and more. Giant ants may herd other giant insects, go on slave-taking raids, or engage in war against other anthills or even humans. A typical ant colony can range from a few hundred to over ten thousand individuals and is usually marked by a large mound.

Ants live in complex underground lairs containing many interconnected chambers and tunnels. Some chambers hold the ant eggs, larvae, or pupae. One holds the queen. Other chambers store food and loot. Ants are irrepressible collectors, and hoard all sorts of strange objects, possibly including human artifacts.

Ants have a communal mind. Although an individual ant only has an INT of 2, the ant colony as a whole also has its own INT-which varies with colony size. This INT may be fixed or normal, depending upon the gamemaster.

Ant Communal INT Table

Colony Size	Colony INT
Less Than 100	1D6
100-300	2D6
300-1000	3D6
1000-3000	4D6
3000-10000	5D6

An anthill can react and adapt, setting ambushes for intruders, barricading tunnels for defense, raiding animal herds, and clearing out nearby menaces. Anthills are hard to invade-parties of ants will ambush the party from the rear, seal off critical passages, and set traps.

The queen is just a breeding machine, and neither the spiritual nor the intellectual leader of the hive. However, the death of the queen spells eventual doom to the colony, since no more eggs will be laid. The ants guard their queen fanatically. Some ant species have multiple queens, possibly hidden in separate chambers. The queens are large and powerful, but never are expected to fight.

Some ant species possess soldier castes, specially bred for battle. A few vicious ant types have soldiers only. Statistics below are for an ordinary, moderate-sized ant species, with but one caste fulfilling the functions of both workers and soldiers.

Giant Ant

Characteristics		Average	
STR	4D6	14	Move 4
CON	3D6+6	16-17	Hit Points 12
SIZ	2D6	7	Fatigue 31
INT	2	2	
POW	1D6+4	7-8	
DEX	2D6+6	13	

Hit Location	D20	Points
RH Leg	01	5/2
LH Leg	02	5/2
RC Leg	03	5/2
LC Leg	04	5/2
Abdomen	05-09	5/2
Thorax	10-13	5/5
RF Leg	14	5/2
LF Leg	15	5/2
Head	16-20	5/5

Weapon	SR	Attack%	Damage
Bite	8	40-3	1D10
Sting	9	40-3	1D6

Notes: Both the bite, with sickle-like mandibles, and the sting are capable of impaling. The ant will bite until it scores a hit, then hang on, continuing to bite and

simultaneously stinging each melee round. While the ant is hanging on, the bite automatically hits (unless 96-00 is rolled), and has usual chances for impaling or getting a critical hit. If a fumble is rolled, the ant drops off.

The sting injects an acid poison with a POT of 1D6 (roll separately each time the sting penetrates armor). Full-sting venom damage is automatically done; don't match it against the target's CON. An ant can only sting a target with which it is hanging onto with its mandibles.

Skills: Track 90-5, Climb 70+8, Dodge 25+8.

Armor: 5-point chitin.

Baboon (Papio Sp.)

Baboons are large ground-dwelling monkeys, familiar to most zoo visitors. They inhabit tropical and semi-tropical savanna. Omnivorous, they both hunt live prey and gather roots and fruit. Baboons roam in troops ruled by powerful dominant (called "Alpha") males. A typical troop has 30-100 baboons, of which a tenth or so are dominant males. Baboon troops are well-organized, and sentinels are always on guard. When on the move, the females and infants are in the center, guarded by the dominant males, while lesser males and adolescents scout the perimeter of the troop. Faced with superior foes, baboons run or climb trees and rocks to escape.

Female baboons are unlikely to engage in battle. Only statistics for males are given below. Females are identical except that their STR and SIZ are 2D4 and 1D4 respectively. A female's smaller canines give her a bite damage of only 1D6.

Baboon

Characteristics	Average		
STR	2D6	7	Move 4
CON	3D6	10-11	Hit Points 7-8
SIZ	2D3	4	Fatigue 18
INT	6	6	
POW	3D6	10-11	
DEX	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	1/3
LH Leg	03-04	03-04	1/3
Abdomen	05-07	05-09	1/4
Chest	08-10	10-14	1/4
RF Leg	11-13	15-16	1/3
LF Leg	14-16	17-18	1/3
Head	17-20	19-20	1/3

Weapon	SR	Attack%	Damage
Bite	8	40+2	1D8

Note: Negative damage modifiers do not apply to the baboon's bite.

Skills: Scan 40-2, Climb 75+10, Dodge 25+10.

Armor: 1-point fur.

Bandersnatch (*Bandersnatchus Caroli*)

The bandersnatch is derived from Lewis Carrol's book, *Through the Looking Glass*. They are large, clawed tetrapods with bright patches of color on their hides, extensible necks and roundish fanged skulls. Bandersnatches are vaguely leonine in general outline.

Bandersnatches live in temperate climes, inhabiting forests and meadows. They are strictly carnivorous and generally solitary.

Bandersnatch

Characteristics	Average		
STR	2D6+18	25	Move 16
CON	2D6+6	13	Hit Points 16
SIZ	2D6+12	19	Fatigue 38
INT	6	6	
POW	2D6+10	17	
DEX	1D6+18	21-22	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/5
LH Leg	03-04	03-04	4/5
Hind Q	05-07	05-09	4/8
Fore Q	08-10	10-14	4/8
RF Leg	11-13	15-16	4/5
LF Leg	14-16	17-18	4/5
Head	17-20	19-20	4/6

Weapon	SR	Attack%	Damage
Bite	2	50+16	1D10+2D6
Claw	5	30+16	1D6+2D6

Notes: A bandersnatch may bite once or claw twice each melee round, but not both simultaneously. If it claws twice, the attacks take place 3 strike ranks apart.

The extensible neck of the bandersnatch allows it to shoot its head out to 3 or 4 meters away. This gives the bite a base strike rank of zero.

Skills: Sneak 50-4, Track 40+2, Dodge 100+11. Armor: 3-point skin.

Magic: Once-wounded, a bandersnatch becomes magically furious. Its Dodge is halved, and its chance of hitting increased by half again. Thus, a bandersnatch with a 110% Dodge and a 70% Bite attack would have a 55% Dodge and a 105% Bite when furious.

By expending an extra fatigue point, a bandersnatch can emit clouds of vapor from its frothing mouth and steaming hide. As these fumes accumulate, the bandersnatch becomes harder to see, only the snapping jaws and waving claws being visible. Each successive round the cloud is generated, cumulatively subtract 5 percentiles from chances of hitting the bandersnatch. This applies to all those trying to strike the creature. For example, a bandersnatch that had been generating the cloud for 3 consecutive rounds would subtract 15 percentiles from the chances to hit of all those attacking him. This cloud moves with the animal. Bandersnatches can see through the fumes easily.

If the bandersnatch does not expend fatigue to keep the cloud forming, it will dissipate at the rate of 5 percentiles per round. If a bandersnatch kept his cloud going for 5 rounds and then left it off for two, on the start of the seventh melee

round the animal would only subtract 15 percentiles from his foes' chances to hit.

Basilisk (*Viperigallo necatrix*)

Basilisks are reptilian horrors famed for deadly power. A basilisk is small, with grey or green scales, and four roosterlike clawed legs. Upon its head is a crown-like crest. Basilisks have two bat-like wings and a "mane" of black twisted feathers running down the back of the neck and body. A basilisk's head is cock-like, wattled, and fork-tongued. Its large eyes glare, moon-like, through the mists of its breath.

A basilisk can kill with a glance. In combat, the basilisk glares at a single opponent each round. If the basilisk overcomes the target in a magic point against magic point struggle, the target dies. Using the glance costs no magic points, and the creature may attack normally in the same round. The glance penetrates magical defenses as if it were a divine magic spell of POW 3. (This may vary from basilisk to basilisk.) The glance acts on strike rank 1, and may be used once per round in addition to any other attacks.

Basilisk

Characteristics	Average		
STR	2D3	4	Move: 2/3 flying
CON	2D6+6	13	Hit Points: 8
SIZ	1D3	2	Fatigue 17
INT	3	3	
POW	1D6+12	15-16	
DEX	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	2/3
RH Leg	03-04	02	2/3
LH Leg	05-06	03	2/3
Hind Q	07-08	04-08	2/4
Fore Q	09-10	09-14	2/4
R Wing	11-12	15	2/3
L Wing	13-14	16	2/3
RF Leg	15-16	17	2/3
LF Leg	17-18	18	2/3
Head	19-20	19-20	2/3

Weapon	SR	Attack%	Damage
Glance	1	100%	Death (see above)
Bite/Peck	10	40-13	1D6+poison

Notes: If the basilisk's bite penetrates armor, it injects a venom with a potency equal to twice the basilisk's CON (an average basilisk has potency 26). This venom is extremely quick-acting, and its potency is matched against the target's CON on the strike rank following the one in which he has been bitten. If he resists the poison successfully, he takes damage equal to half the venom's potency. If he fails to resist the poison, he dies automatically.

Skills: Scan 40-2, Search 30-2, Hide 40-1, Dodge 25+2.

Armor: 2 points of scales and feathers.

In addition, weapons hitting a basilisk corrode in the creature's blood. Any weapon hitting a basilisk takes one point of damage for every point of damage done to the monster. Magical damage does not count for this purpose. For example, a sword with a *Bladesharp 4* spell on it would take 4 points less damage than done to the basilisk. A *Truesword* would take damage equal to what the user actually rolled (plus his damage bonus), not counting the *Truesword* increase.

Magic: The deadly glance is obvious magic, as is the extreme power of the basilisk's venom and its corrosive blood.

Bear (*Ursus arctos*)

The European brown bear is source of many legends and tales. It is larger than the American black bear, but not nearly as gigantic as the grizzly. It was once found all across Europe and northern Asia, including Japan.

Bears kill deer and even cattle on occasion. They can be vicious or cowardly. Bears sleep in the winter, but it is not a true hibernation. At intervals, an overwintering bear will go forth to forage. Bears are solitary.

Statistics below are for male bears, which are likelier to turn rogue, and are more aggressive. Females have SIZ and STR of 3D6+12.

Brown Bear

Characteristics	Average		
STR	3D6+15	24-25	Move: 7
CON	2D6+6	13	Hit Points: 19
SIZ	3D6+15	24-25	Fatigue: 38
INT	5	5	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-0	01-02	3/6
LH Leg	03-04	03-04	3/6
Hind Q	05-07	05-09	3/9
Fore Q	08-10	10-14	3/9
RF Leg	11-13	15-16	3/6
LF Leg	14-16	17-18	3/6
Head	17-20	19-20	3/7

Weapon	SR	Attack%	Damage
Bite	9	25+4	1D10+2D6
Claw	6	40+4	1D6+2D6

Notes: A bear may attack twice in a round, using either two claw attacks separated by 3 strike ranks or a claw and bite separated by 3 strike ranks. (Bite rarely comes first.)

Skills: Climb 30-6, Listen 30-2, Track 25-2, Sneak 30-15.

Armor: Skin and fur worth 3 points of armor.

Bear, Polar (*Thalarctos maritimus*)

The polar bear is one of the largest and most dangerous bears. They live only in the frozen wastes of the tundra and ice, and are strictly carnivorous. Polar bears feed largely on seals, and may pass their entire life without sight of land. They are excellent swimmers. Polar bears have little fear of humans, and often treat them as prey.

The statistics given below are for male bears. Females have SIZ and STR of 3D6+15.

Polar Bear

Characteristics	Average		
STR	3D6+21	31-32	Move 6/2swim
CON	2D6+6	13	Hit Points 23
SIZ	3D6+21	31-32	Fatigue 45
INT	5	5	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/6
LH Leg	03-04	03-04	4/6
Hind Q	05-07	05-09	4/10
Fore Q	08-10	10-14	4/10
RF Leg	11-13	15-16	4/6
LF Leg	14-16	17-18	4/6
Head	17-20	19-20	4/8

Weapon	SR	Attack%	Damage
Bite	9	25+6	1D10+3D6
Claw	6	40+6	1D6+3D6

Notes: A bear may attack twice in a round, using either two claw attacks separated by 3 strike ranks or a claw and bite separated by 3 strike ranks. (The bite rarely comes first.)

Skills: Swim 90-11, Listen 30-2, Scan 25-2, Hide 60-22, Sneak 50-22.

Armor: Skin and fur worth 4 points of armor.

Beetle, Giant (*Carabus sp.*)

There are thousands of beetle species. The variety described here is an active, running carnivore. It has a glossy black shell, bulging black eyes, and sharp toothed mandibles which cross in front.

This beetle inhabits forests, where it preys upon anything it can catch. If a beetle attacks a party, it will be mindlessly ferocious, battling to the death. If the beetle kills a horse or man, it will try to drag the prey off and eat in privacy.

Giant Beetle

Characteristics	Average		
STR	2D6+12	19	Move 6
CON	3D6+6	16-17	Hit Points 16-17
SIZ	3D6+6	16-17	Fatigue 36
INT	2	2	
POW	1D6+6	9-10	
Hit Location	D20	Points	
RH Leg	01	6/3	
LH Leg	02	6/3	
RC Leg	03	6/3	
LC Leg	04	6/3	
Abdomen	05-09	6/8	
Thorax	10-13	6/8	
RF Leg	14	6/3	
LF Leg	15	6/3	
Head	16-20	6/6	
Weapon	SR	Attack%	Damage
Bite	7	50+0	1D10+1D6

Note: The beetle's bite is capable of impaling.

Skills: Scan 60-4, Track 30-4 Armor: -point chitin.

Behemoth (*Behemoth giganteum*)

The behemoth is probably the largest land animal ever in existence. An adult behemoth stands over 6 meters (25 feet) tall at the shoulder, 6 meters broad across the middle, and is around 15 meters (50 feet) long. It has smooth gray skin, pillar-like legs, and a thick tail ending in a knobbed and spiked club. The behemoth's colossal, slab-sided muscles audibly grate upon each other as the monster smashes through the jungle. A behemoth's skin is more than 22 cm (9 inches) thick.

Behemoths live in tropical jungles. Behemoths are strict vegetarians, eating leafy brush and grass. They enjoy wallowing in pools and rivers. Behemoths are solitary, but occasionally a calf and its dam are seen together.

Behemoth

Characteristics	Average		
STR	6D10+100	133	Move 5
CON	6D10+60	93	Hit Points 108
SIZ	4D10+100	122	Fatigue 226
INT	4	4	
POW	4D6	14	
DEX	2D3	4	
Hit Location	D20	Points	
Tail	01-02	40/27	
RH Leg	03-04	40/27	
LH Leg	05-06	40/36	
Hind Q	07-10	40/44	

Fore Q	11-14	40/44
RF Leg	15-16	40/27
LF Leg	17-18	40/27
Head	19-20	40/36

Note: Beings less than 1/3 the behemoth's SIZ do not roll on this chart for melee — they just hit whatever part is nearest them.

Weapon	SR	Attack%	Damage
Tail Smash	7	50-2	1D6+16D6
Bite	7	25-2	8D6

Notes: A behemoth may attack once per round, with either tail smash or bite. The behemoth's bite does damage equal to half its damage bonus in D6's (round fractions up). The damage is matched against the target's SIZ and, if it overcomes the target, he is swallowed whole. Swallowed victims are incapable of action and will asphyxiate if not quickly rescued.

The behemoth's tail smash is an area-effect attack which may be used either for an overhead smash or a sweep attack. If used for a sweep attack, chance for hitting is increased by 25 % and the damage is reduced to 3/4 normal (typically 12D6 instead of 17D6).

Skills: Scent 40+6.

A armor: Behemoths have 40-point skin from their enormously thick hide.

Brontosaur (*Apatosaurus*)

All dinosaur fans are familiar with the "thunder lizard." Brontosaurs are colossal reptiles with relatively tiny heads, elephantine bodies, and whiplash tails.

Brontosaurs live near warm conifer forests. They often wallow in lakes and rivers. Brontosaurs are vegetarians, feeding mainly on cones and needles of giant conifers by stripping tree branches, then grinding up this coarse fodder in muscular gizzards.

Brontosaurs may be found either alone or in herds. They are not aggressive, and generally ignore insignificant creatures such as humans. Brontosaurs are around 20 meters long and 3-5 wide.

Brontosaur

Characteristics	Average		
STR	4D10+40	62	Move 5
CON	2D10+30	41	Hit Points 57
SIZ	4D10+50	72	Fatigue 103
INT	3	3	
POW	1D6+8	11-12	
DEX	1D6	3-4	
Hit Location	D20	Points	
Tail	01-02	14/19	
RH Leg	03-04	14/19	
LH Leg	05-06	14/19	
Hind Q	07-10	14/23	
Fore Q	11-14	14/23	
RF Leg	15-16	14/19	
LF Leg	17-18	14/19	
Head/Neck	19-20	14/19	

Note: Beings under 1/3 the brontosaur's SIZ do not roll on this chart for melee — they just hit the part nearest them.

Weapon	SR	Attack%	Damage
Tail Lash	5	60-3	7D6
Trample	7	75%	14D6

Creating a Broo Adventurer

Roll 1D6;

1-2 Feral Culture, 3-6 Wild Culture.

Feral Culture: roll D100

01-97 Raider

98-00 Shaman

Wild Culture: roll D100

01-80 Raider

81-97 Warrior

98-00 Shaman

Feral Broo Raider

SKILLS: Animal Lore x2, Plant Lore x1, Conceal x2, Listen x2, Scan x3, Track x3, Hide x4, Sneak x3, Head Butt x2, Thrown Missile x2, 1-H Weapon Attack x3, Shield or Weapon Parry or Dodge x3. **MAGIC (Spirit):** none. **EQUIPMENT:** weapons, firemaker, thick untanned leather hides worth 2-point armor for torso, arms, and legs.

Feral Broo Shaman

SKILLS AND MAGIC: as per human Primitive Shaman except has Track x2, and Head Butt x2 and lacks Throw, Fist attack, and Dagger attack skills. **EQUIPMENT:** weapons, any armor desired up to ring-mail, fetishes, firemaker, small drum or flute, booty worth 500 pennies.

Wild Broo Raider

SKILLS: Climb x1, Jump x1, Animal Lore x1, Ceremony or Enchant or Summon x1, Conceal x2, Devise x1, Scan x2, Search x2, Track x3, Hide x4, Sneak x3, Head Butt x2, Thrown Missile x2, 1-H Weapon attack x3, Weapon or Shield parry or Dodge x3. **MAGIC (Spirit):** 1D3-1 on maturity, plus 1 point per 10 years or fraction thereof.

EQUIPMENT: weapons, hard leather armor for limbs, cuirbouilli vest for torso, firemaker.

Wild Broo Warrior

SKILLS: Conceal x3, Listen x3, Scan x3, Search x1, Track x3, Hide x3, Sneak x3, Head Butt x2, missile weapon x2; any weapon attack x4, any parry or Dodge x4. **MAGIC (Spirit):** 1D3-1 points upon reaching maturity, plus 1 point per 10 years or fraction thereon. **EQUIPMENT:** as per human Barbarian Warrior, except lacks riding animal.

Wild Broo Shaman

The Wild Broo Shaman is exactly the same as the Feral Broo Shaman.

Notes: Brontosaurus may attack once per round. The tail lash is an area-effect sweep attack which does damage equal to half the brontosaur's damage bonus in D6s (round up).

The trample can hit prone targets or erect targets with SIZs less than 1/3 the brontosaur's SIZ.

Skills: Scan 20+4.

Armor: 14-point skin.

Broo (*Capricephalus chaos*)

Human-bodied with the heads of deer, antelope, or goats, broos are foul chaos hybrids. They rub dung in their hair, worship spirits of disease, and engage in other repulsive practices.

At least 90% of all broos are male. They can hybridize with almost any other creature, so there is no standard broo shape—all are mongrels.

Broos roam wastes, deserts, swamps, and mountains in small gangs. They are not builders, though they may inhabit ruined buildings or caverns. They use other beings as targets for their frequent raids and carry away victims to be used as objects of sadistic pleasure. A common broo trick is to infect money or jewelry with disease, then leave the stash where humans can find it. Broos are immune to disease and poison. There is a 50% chance a random broo carries disease on its person and weapons.

Broo

Characteristics	Average				
STR	2D6+6	13	Move 4		
CON	1D6+12	15-16	Hit Points 16		
SIZ	1D6+12	15-16	Fatigue 29		
INT	2D6+6	13			
POW	3D6	10-11			
DEX	3D6	10-11			
APP	2D6	7			
Hit Location	Melee (D20)	Missile (D20)	Points		
R Leg	01-04	01-03	2/6		
L Leg	05-08	04-06	2/6		
Abdomen	09-11	07-10	3/6		
Chest	12	11-15	3/8		
R Arm	13-15	16-17	2/5		
L Arm	16-18	18-19	2/5		
Head	19-20	20	3/6		
Weapon	SR	Attack%	Damage	PARR%	PTS
Head Butt	9	40+6	1D6+1D4	—	—
Club	6	25+6	1D10+1D4	25-3	10
1-H Spear	6	25+6	1D8+1+1D4	25-3	10
Target	-	-	1D6+1D4	25-3	12

Notes: A broo may use its head butt 3 strike ranks apart from any other attack, as well as parry and/or dodge. The head butt is usually a second attack.

Skills: Agility -3; Climb 30, Jump 30, Swim 05, Communication +3, Knowledge +3, Manipulation +6; Conceal 25, Perception +7; Track 25, Stealth -6.

Armor: The head has tough skin worth 3 points of armor. Often has at least cuirbouilli on body and leather on limbs. Will steal or salvage metal armor when available.

Magic: Broos possess primitive magic. The Bad Man is the origin of their shamans, rather than an obstacle to them. Some have access to divine spells.

Disease: Anyone wounded by a disease-carrying broo is exposed to that broo's disease(s).

Cattle (*Bos taurus*)

Cattle are beasts well-known. The term includes domestic bulls, cows, and oxen. Various breeds of cattle may be smaller or differently-shaped having smaller SIZ or less DEX, or other changes. Cattle live on plains and in meadows. They are purely herbivorous, but bulls can be dangerous. For that matter, cows can be dangerous, but rarely are, because bulls take care of intruders. The statistics below are for bulls. Cows have STR and SIZ of 3D6+24 instead.

Cattle

Characteristics	Average		
STR	4D6+24	38	Move 9
CON	2D6+9	16	Hit Points 27
SIZ	4D6 + 24	38	Fatigue 54
INT	4	4	
POW	2D6	7	
DEX	2D6	7	
Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/7
LH Leg	03-04	03-04	4/7
Hind Q	05-07	05-09	4/11
Fore Q	08-10	10-14	4/11
RF Leg	11-13	15-16	4/7
LF Leg	14-16	17-18	4/7
Head	17-20	19-20	4/9
Weapon	SR	Attack%	Damage
Charge	7	35+1	1D10+4D6
Trample	7	75	8D6 to downed foe only

Skills: Smell Intruder 25-4, Listen 25-4.

Armor: 4-point hide.

Centaur (*Centaurus Centaurus*)

Centaur are familiar mythological creatures. A centaur has the body of a horse, but the torso, arms, and head of a human appear where a horse's head and neck would normally be.

Centaur live in meadows and open deciduous forests. They are hunters renowned for their strength, musicianship, and archery. Their favorite musical instrument is the lyre.

Because of their peculiar body arrangement, their damage bonus is based upon STR alone when using melee weapons (i.e., use STR X2 instead of STR plus SIZ to determine damage bonus). However, when kicking, trampling, or charging with lance, figure damage bonus normally.

Centaur

Characteristics		Average			
STR	3D6+6	16-17	Move 10		
CON	3D6	10-11	Hit Points 19		
SIZ	4D6+12	26	Fatigue 27		
INT	2D6+6	13			
POW	3D6	10-11			
DEX	3D6+3	13-14			
APP	3D6	10-11			
Hit Location	Melee (D20)	Missile (D20)	Points		
RH Leg	01-02	01	2/6		
LH Leg	03-04	02	2/6		
Hind Q	05-06	03-06	2/9		
Fore Q	07-08	07-10	2/9		
RF Leg	09-10	11	2/6		
LF Leg	11-12	12	2/6		
Chest	13-14	13-17	2/9		
R Arm	15-16	18	2/6		
L Arm	17-18	19	2/6		
Head	19-20	20	3/7		
Weapon	SR	Attack%	Damage	PARR%	PTS
Comp Bow	3/9	30+11	1D8+1	10-8	7
Lance	3	25+11	1D10+1+2D6	—	10
Sword	5	25+11	1D10+1+1D6	25-8	12
Target Shield	—	—	—	25-8	12
Kick	8	25+11	1D6+2D6	—	—

Notes: A centaur can kick 3 strike ranks after striking with a sword or other melee weapon, though not when charging with lance.

Armor: None natural. Usually wears at least leather over body and legs (2 points) and a composite helm (3 points).

Skills: Agility -8; Boat 00, Climb 00, Jump 30, Ride 00, Swim 25, Communication +5; Sing 25, Knowledge +3; First Aid 25, Animal Lore 15, Centaur Lore 25, Plant Lore 15, World Lore 25, Manipulation +11; Play Lyre 40, Perception +5, Stealth -13; Hide 05, Sneak 05.

Magic: Centaurs primarily use spirit magic. A large minority of the centaur population practices divine magic.

Creating a Centaur Adventurer

Roll D100

01-05	Crafter
06-80	Hunter
81	Noble
82	Priest
83-84	Shaman
85-00	Warrior

Centaur Crafter

SKILLS: as per human Barbarian Crafter, but lacks Throw, Fist attack, and Dagger attack. Possesses Play (lyre) x3, Kick attack x1, and Bow attack x2.
MAGIC: as per human Barbarian Crafter, but 75% are spirit magic users.
EQUIPMENT: as per human Barbarian Crafter.

Centaur Hunter

SKILLS: Jump x3, Animal Lore x2, Ceremony or Enchant or Summon x1, Play (Lyre) x2, Listen x3, Scan x3, Search x2, Track x4, Kick x1, Bow x5, 1-H weapon attack x3, Shield parry x2. **MAGIC AND EQUIPMENT:** as per human Barbarian Hunter, but 75% are spirit magic users, and weapons possessed are those appropriate to centaurs.

Centaur Noble

SKILLS: Fast Talk x1, Orate x3, Speak Own x1, Speak Other x2, Evaluate x2, First Aid x2, Human Lore x2, World Lore x2, Ceremony or

Enchant or Summon x1, Play (Instrument) x2, Search x1, Kick x1, Bow x4, Lance attack x2, 1-H weapon attack x3, any parry x2. **MAGIC AND EQUIPMENT:** as per human Barbarian Noble, but weapons possessed are those appropriate to centaurs and has no riding animal.

Centaur Priest

SKILLS: as per human Barbarian Priest, but lacks Throw, Fist attack, and Dagger attack. Possesses Play (Instrument) x1, Kick x1, and Bow x1.
MAGIC AND EQUIPMENT: as per human Barbarian Priest, but has no riding animal.

Centaur Shaman

SKILLS: as per human Barbarian Shaman, but lacks Throw, Fist attack, and Dagger attack. Possesses Play (Instrument) x2, Kick x1, and Bow x1.
MAGIC AND EQUIPMENT: as per human Barbarian Shaman.

Centaur Warrior

SKILLS: Jump x2, First Aid x2, Ceremony or Enchant or Summon x1, Play (lyre) x2, Listen x3, Scan x3, Search x1, Track x2, Kick x1, Bow x5, Lance attack x3, 1-H weapon attack x3, any parry x3. **MAGIC AND EQUIPMENT:** as per human Barbarian Warrior, but have 75% chance of being a spirit magic user and has no riding animal.

Chimpanzee (*Pan troglodytes*)

These forest apes are familiar to all zoo-goers. Chimpanzees are intelligent and fair-sized, adult males standing over 1.5 meters (5 feet) tall. They have rather thin black hair and long muscular arms. Chimps are quadrupeds, and spend quite a bit of time on the ground, though they are also at home in the trees.

Chimps are fruit-eaters, though they also eat meat and insects. Chimps live in bands of about 6-20, with several males and females all dwelling in harmony. The strongest male is usually the group leader, but he is not the tyrant that a dominant male baboon can be. Some male chimps have used clubs in threatening gestures and might even do so in combat. Most chimpanzees would not use weapons, however.

Statistics given here are for male chimpanzees. Females have STR of 4D6 and SIZ of 2D4+4.

Chimpanzee

Characteristics		Average	
STR	3D6+6	16-17	Move 2/3 in trees
CON	3D6	10-11	Hit Points 12
SIZ	2D4+7	12	Fatigue 27
INT	7	7	
POW	3D6	10-11	
DEX	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	0/3
L Leg	04-06	03-04	0/3
Abdomen	07-09	05-08	0/4
Chest	10	09-13	0/5
R Arm	11-14	14-16	0/4
L Arm	15-18	17-19	0/4
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage
Paw	7	25+7	1D4+1D4
Bite	7	25+7	1D8

Note: A chimpanzee may either strike once with each paw or once with paw and once with bite. The second attack takes place 3 strike ranks after the first.

The damage modifier is not used with the bite.

Skills: Climb 90+8, Dodge 35+8, Swing Through Trees 80+8, Hide 30+4, Search 25-1, Scan 25-1.

Armor: None.

Chonchon (*Eucephalus horribilis*)

Chonchons are magical otherworld monsters. They look like enormous, bodiless human heads with two large ears. These beings fly by flapping their ears. At night, in areas haunted by chonchons, they can be heard keening their eerie cry of “Kon-Kon!” They were first recorded in Peru.

Chonchons appear after dark; daylight forces them back to the spirit plane. Chonchons cannot return to the spirit plane at will, though they are forced back there each dawn, unless they can find a spot cut off from sunlight in which to hide.

They are incomplete creatures, lacking POW and permanent STR, CON, and SIZ. A chonchon’s body appears automatically when it is on the mundane plane.

Chonchons are vulnerable to Dispel Magic. For each magic point in a Dispel or Neutralize Magic spell cast at a chonchon, one of the chonchon’s magic points is blasted away (it loses 4 magic points for each point in a Dismiss Magic spell). If the creature’s magic points reach 0, it falls to the ground, and may no longer fly.

Chonchon

Characteristics	Average		
STR	2D6	7	Move 0~6fly
CON	3D6	10-11	Hit Points 8
SIZ	2D3	4	Fatigue 18
INT	4D6	14	Magic Points 3D6+6
DEX	2D6+6	13	
APP	1D6	3-4	
Hit Location	D20	Points	
Head	01-20	0/All	
Weapon	SR	Attack%	Damage
Bite	9	50+6	1D4+Magic Point drain

Notes: If the chonchon’s bite penetrates armor, the chonchon matches its magic points vs. the victim’s magic points. If the chonchon overcomes the victim, it steals 1D6 magic points for itself. Once it has bitten through armor, the chonchon will hang on and continue to drain magic points each round it succeeds in the magic points versus magic points roll.

Defensive magic effective vs. spirits will help to block off the chonchon’s drain.

Skills: Sense Life 80+5; this special Perception skill allows the chonchon to feel the presence of mortal entities within 20 meters.

Armor: None.

Magic: Chonchons always know their full INT worth of spirit magic, including such spells as Befuddle, Countermagic, Disrupt, Mobility, Protection, Shimmer, and Toothsharp. Chonchons need not carry focuses to cast their spells. A chonchon’s chance for success in casting any spirit magic spell is always to 100%.

Crocodilians (*Alligator mississippiensis*, *Crocodylus porosus*)

These large saurians live in swamps and rivers. Crocodilians are active predators, eating fish, snakes, and animals coming for drinking water. Crocodilians are not social animals, but often are found in large numbers. Crocodiles are faster in the water than on land, and are likeliest to attack a victim in the water or close on the shore.

Both a moderately-sized 3m reptile and a huge 6m one are given below.

Small Crocodile

Characteristics	Average		
STR	4D6+12	26	Move 3/4 swimming
CON	3D6+8	18-19	Hit Points 23
SIZ	4D6+12	26	Fatigue 45
INT	3	3	
POW	3D6	10-11	
DEX	2D6	7	
Hit Location	D20	Points	
Tail	01-03	5/8	
RH Leg	04	5/6	
LH Leg	05	5/6	
Hind Q	06-09	5/10	
Fore Q	10-14	5/10	
RF Leg	15	5/6	
LF Leg	16	5/6	
Head	17-20	5/8	
Weapon	SR	Attack%	Damage
Bite	7	50-2	1D10+2D6
Tail Lash	7	30-2	2D6+knockdown

Note: A crocodile may use either tail lash or bite in combat, but not both simultaneously.

A successful tail lash always counts as a knockdown attack. Tail damage is equal to the crocodile’s damage bonus.

If a crocodile bites a target in the water, it will hang on and spin around, twisting a hunk of the prey off to eat. This does damage equal to the crocodile’s damage bonus to the area struck each round. Armor will not protect against this damage. The attack is not efficacious on land.

Skills: Hide 60-20, Sneak 70-20.

Armor: 5-point hide and bone armor.

Large Crocodile

Characteristics	Average		
STR	8D6+12	50	Move 3/4 swimming
CON	6D6+8	29	Hit Points 40
SIZ	8D6+12	50	Fatigue 79
INT	3	3	
POW	3D6	10-11	
DEX	2D6	7	

Hit Location	D20	Points
Tail	01-03	12/14
RH Leg	04	12/11
LH Leg	05	12/11
Hind Q	06-09	12/17
Fore Q	10-14	12/17
RF Leg	15	12/11
LF Leg	16	12/11
Head	17-20	12/14

Weapon	SR	Attack%	Damage
Bite	7	50+0	1D10+5D6
Tail	7	30+0	5D6 + knockdown

Note: A crocodile may use either tail lash or bite in combat, but not both simultaneously.

A successful tail lash always counts as a knockdown attack. Tail damage is equal to the crocodile's damage bonus.

If a crocodile bites a target in the water, it will hang on and spin around, twisting a hunk of the prey off to eat. This does damage equal to the crocodile's damage bonus to the area struck each round. Armor will not protect against this damage. The attack is not efficacious on land.

Skills: Hide 60-44, Sneak 70-44.

Armor: 12-point hide and bone armor.

Deer (*Cervus elaphus*)

This is the European red deer, somewhat larger than the American white-tailed deer. It is much larger than the fallow deer, the other common European deer.

All deer live on the fringes of forests and in brushy areas. They are easily frightened, shy, and wary. Occasionally a stag attacks a human when cornered or during rutting season.

Deer live in small herds, consisting of either a number of does and fawns with one stag or a group of bachelor stags.

Does lack horns. Their SIZ and STR is generally 6 points lower than that of the males. White-tailed deer stags have a STR of 2D6+2 and a SIZ of 3D6+4. Fallow deer stags have a STR of 2D6 and a SIZ of 3D6. A Fallow deer doe has a STR of 2D6 and a SIZ of 2D6+2.

Deer

Characteristics	Average		
STR	2D6+6	13	Move 11
CON	3D6	10-11	Hit Points 17
SIZ	3D6+12	22-23	Fatigue 24
INT	4	4	
POW	2D6	7	
DEX	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	1/5
LH Leg	03-04	03-04	1/5
Hind Q	05-07	05-09	1/8
Fore Q	08-10	10-14	1/8
RF Leg	11-13	15-16	1/5
LF Leg	14-16	17-18	1/5
Head	17-20	19-20	1/6

Weapon	SR	Attack %	Damage
Butt	5	30+3	1D8+ 1D6

Skills: Listen 75-6, Scan 75-6, Search 10-6, Scent 50-6, Jump 90-4. Armor: 1-point hide.

Dog (*Canis familiaris* and others)

Dogs include both wild dogs, such as Indian dholes and Cape hunting dogs, and the semi-wild dogs common to primitive societies, such as huskies and dingoes. Gamemasters are encouraged to create other dog breeds.

Dogs hunt in packs composed of members of both sexes. The packs cooperate in hunting and are led by a single dominant animal or two.

Dog

Characteristics	Average		
STR	1D6+1	4-5	Move 7
CON	3D6	10-11	Hit Points 7
SIZ	1D6	3-4	Fatigue 15
INT	5	5	
POW	1D6+6	9-10	
DEX	2D6+6	13	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	0/3
LH Leg	03-04	03-04	0/3
Hind Q	05-07	05-09	0/4
Fore Q	08-10	10-14	0/4
RF Leg	11-13	15-16	0/3
LF Leg	14-16	17-18	0/3
Head	17-20	19-20	0/3

Weapon	SR	Attack%	Damage
Bite	9	40-4	1D8-1D4

Skills: Dodge 25+7, Listen 40-4, Track 80-4.

Armor: None.

Dragon (*Draco pyrofer*)

Dragons are gigantic flying reptiles which can breathe flame. They are clawed, fanged, and voracious. Those described here are the well-known Western European dragons.

Dragons are solitary, living alone and devastating the countryside. Some dragons are intelligent, but many are merely cunning animals. A gamemaster should feel free to endow a particular dragon with normal intelligence, if he desires, though most have only fixed INT.

Dragons frequently fight by flying overhead and vomiting down fire upon their foes.

Dragon

Characteristics		Average	
STR	20D6	70	Move 3/7 flying
CON	10D6	35	Hit Points 53
SIZ	20D6	70	Fatigue 105
INT	10	10	
POW	4D6+6	20	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	24/14
RH Leg	03-04	02	24/18
LH Leg	05-06	03	24/18
Hind Q	07-08	04-08	24/22
Fore Q	09-10	09-14	24/22
R Wing	11-12	15	24/14
L Wing	13-14	16	24/14
RF Leg	15-16	17	24/18
LF Leg	17-18	18	24/18
Head	19-20	19-20	24/18

Weapon	SR	Attack	Damage
Breath	3	60+11	flame
Bite	9	25+11	3D6+8D6
Claw	6	25+11	1D6+8D6
Tail	6	50+11	4D6

Notes: A dragon has two attacks each round: it may either bite or breathe flame for one attack, and either use claw or tail for the other. The bite attack will come 3 strike ranks after any other attacks being performed. When flying, a dragon only has the breath attack.

Tail damage equals half the dragon's damage modifier in D6s (round up). It is an area-effect sweep attack.

A dragon's fire blankets an area 3 meters in diameter and has a range equal to the dragon's POW in meters.

The flame does 4D6 points of damage to each of the target's hit locations: 4D6 is rolled once; the damage rolled is applied to all hit locations simultaneously. Armor does protect against this damage. The dragon must expend 1D6 fatigue points to belch forth flame.

Skills: Listen 50+15, Search 25+15.

Armor: 24-points of metal scales.

Magic: Dragons are rife with magic. Both their fiery breath and flying ability demonstrate this. Intelligent dragons have an INT of 4D6 and can know spells, usually spirit magic or sorcery.

Ducks (Anatanthropos donaldi)

Legend claims that these odd creatures were cursed during pre-mortal times. It is unclear whether they were humans cursed with feathers and webbed feet or ordinary ducks cursed with intelligence and flightlessness. Although all intelligent ducks are of the same species, and can interbreed, there are different color patterns among them.

Ducks live peacefully along rivers, in marshes, and in hamlets. They make their livings as swamp guides, boatmen, fishermen, and merchants. Ducks can be good thieves because of their small size and adroitness. Their culture is organized similarly to humans, and there are many duck-human mixed cities.

Duck

Characteristics		Average	
STR	2D6+1	8	Move 2
CON	2D6+6	13	Hit Points 10
SIZ	1D6+2	5-6	Fatigue 21
INT	2D6+6	13	
POW	3D6	10-11	
DEX	2D6+6	13	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/4
L Leg	05-08	04-06	2/4
Abdomen	09-11	07-10	3/4
Chest	12	11-15	3/5
R Arm	13-15	16-17	2/3
L Arm	16-18	18-19	2/3
Head	19-20	20	3/4

Weapon	SR	Attack%	Damage	PARRY	PTS
Shortsword	8	25+5	1D6+1	25+6	10
Sling	3/9	30+5	1D8	—	—
Buckler	—	—	—	25+6	8

Skills: Agility +6; Boat 25, Climb 15, Jump 15, Ride 00, Swim 80, Communication +3; Fast Talk 25, Sing 00, Knowledge +3; Manipulate +5, Perception +6, Stealth +6.

Armor: Generally no more than 2-point leather on limbs and cuirbouilli on head and body.

Magic: Ducks may learn any sort of magic. Ducks in all-duck areas tend towards primitive magic. Those with extensive human contact frequently practice divine magic, often joining war cults. A rare duck learns sorcery.

Dwarf (Lithanthropos mostali)

Dwarfs are small humanoids dwelling beneath the earth's surface. Their bodies and heads are nearly as large as those of humans, but their limbs are short, powerfully-muscled, and often twisted. Male dwarfs usually sport long beards.

Creating a Duck Adventurer

Roll D100

01-05	Crafter
06	Entertainer
07-65	Fisher
66	Healer
67-76	Herder
77-81	Merchant
82	Priest
83	Shaman
84-90	Soldier
91-99	Thief
00	Sorcerer

Note: All duck occupations give the duck the same skills and equipment as the equivalent civilized human, with the exceptions listed below. However, magic learned is the same as the equivalent barbarian human magic.

Duck Crafter

SKILLS: as per human Civilized Crafter, except lacks Throw, Fist attack, and 2-H Spear attack and parry. Possesses Boating x2, Swim x2, Shortsword attack x1 and parry x1.

Duck Fisher

SKILLS: Boat x5, Climb x2, Sing x2, Animal x2, Human Lore x1, World Lore x4, Devise x3, Scan x3, Search x2, Swim x3, 1-H weapon attack x2, any parry or Dodge x2.

Duck Priest

SKILLS: Boat x3, Swim x1, Fast Talk x2, Orate x5, Speak Own x2, First Aid x2, Human Lore x3, Read/Write Own x3, Ceremony x3, Enchant x2, Summoning x2, Dagger attack x1, 1-H weapon attack x1 and parry or Dodge x1.

Duck Shaman

SKILLS: as per human Barbarian Shaman, except lacks Throw and Fist attack. Possesses Boating x1, and Swim x2.

Duck Soldier

SKILLS: Boat x2, Swim x2, First Aid x1, Human Lore x1, Conceal x2, Devise x2, Listen x2, Scan x2, Hide x4, Sneak x3, Dagger attack x1, missile weapon x3, 1-H weapon attack x3, any parry or Dodge x3.

Creating a Dwarf Adventurer

Roll D100

01-70	Crafter
71-72	Merchant
73	Noble
74-92	Soldier
93-96	Sorcerer
97-00	Thief

MAGIC AND EQUIPMENT: all dwarfs have Sorcery as their primary magic. By occupation, they have the same access to sorcery spells as does a civilized human. All dwarf occupations give the dwarf the same equipment as the civilized human equivalent, except that a dwarf has no live animals and twice the money in goods.

Dwarf Crafter

SKILLS: as per human Civilized Crafter, except that Woodworkers are considered to be Masons and Leatherworkers are considered to be Armors instead. Lacks Throw, Fist attack, Dagger attack, and 2-H Spear attack and parry. Possesses Mineral Lore x 5 and Hammer attack x1 and parry x1.

Dwarf Merchant

SKILLS: as per human Civilized Merchant, but lacks Throw, Fist attack, and Dagger attack. Possesses Craft (blacksmith) x2 and Mineral Lore x3.

Dwarf Soldier

SKILLS: Craft (armorer) x3, First Aid x1, Mineral Lore x3, Conceal x2, Devise x3, Listen x2, Scan x2, Crossbow x3, 2-H Weapon attack x3 and parry x3, 1-H weapon attack x3 and Shield parry x3.

Dwarf Noble

SKILLS: Craft (blacksmith) x2, Craft Armor x3, Orate x3, Speak x1, Evaluate x5, Human Lore x2, Mineral Lore x4, Scan x2, Search x1, 1-H weapon attack x4 and Shield parry x4, or 2-H weapon attack x4 and parry x4.

Dwarf Sorcerer

SKILLS: as per human Civilized Sorcerer, but lacks Dagger attack and Fast Talk and his craft and Lore gains are x3 instead of x1.

Dwarf Thief

SKILLS: Climb x2, Jump x1, Fast Talk x2, Evaluate x4, Human Lore x2, Mineral Lore x3, Conceal x3, Sleight x3, Devise x3, Hide x2, Sneak x2, Shortsword or Hammer attack x2 and appropriate weapon parry or Dodge x2.

Dwarfs are famed artificers and craftsmen. They spend most of their time underground, and only adventurers or avenging armies invade the surface world. Dwarfs are popularly believed, with justification, to be enormously wealthy. When aboveground, dwarfs commonly travel armed and armored. Dwarfs are ancient enemies of elves, trolls, and ores.

Dwarfs move in the dark using a supremely-developed touch called Earthsense. They can sense other beings by the slight air currents created in any movement. They direct blows in combat by feeling their enemy's body heat, and dodge or parry his blows by perceiving the air currents produced when he swings. Earthsense — a combination air current/heat sensing system — is possessed by a few other underground species as well.

Dwarfs are inventive and famed for their contrivances. They hate having their mechanical wonders and money fall into the hands of other races. Dwarf adventurers generally have no more special items or cash than those from any other race, though they are usually better-armed and better armored.

Male and female dwarfs do not differ in size or strength. Dwarf women are even more rarely seen than the men.

Dwarf

Characteristics		Average	
STR	4D6	14	Move 2
CON	1D6+12	15-16	Hit Points 12
SIZ	2D6	7	Fatigue 30
INT	2D6+6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/4
L Leg	05-08	04-06	5/4
Abdomen	09-11	07-10	5/4
Chest	12	11-15	5/5
R Arm	13-15	16-17	5/3
L Arm	16-18	18-19	5/3
Head	19-20	20	4/4

Weapon	SR	Attack%	Damage	PARR%	PTS
1H Hammer	8	25+6	1D6+2	25+6	10
Battleaxe	8	20+6	1D8+2	20+6	10
Crossbow	3	20+6	2D4+2	20+6	8
Buckler	-	-	-	20+6	8

Notes: The dwarf medium crossbow is a repeater. It fires once a round without needing to reload until all five quarrels in the clip have been expended. It takes three rounds to refill the clip.

Skills: Agility +6; Boat 00, Climb 20, Jump 15, Ride 00, Swim 05, Communication +5, Knowledge +3 Craft (stone and metal working) 25, Evaluate 40, Animal Lore 00, Dwarf Lore 25, Mineral Lore 50, Plant Lore 00, Read/Write 10, Manipulation +6; Conceal 15, Devise 30, Perception +7; Earthsense/Scan 25, Earthsense/Search 25, Visual Scan 05, Visual Search 25, Track 00, Stealth +3.

Armor: Usually chainmail (5 points) over entire body, plus open helm (4points).

Magic: Dwarfs usually learn sorcery.

Elementals

Elementals are otherworld entities which manifest themselves in bodies of natural forces or materials. The most common elementals are gnomes, salamanders, shades, sylphs, and undines, which form bodies from earth, fire, darkness, air, and water, respectively.

Elementals are incomplete entities possessing STR, SIZ, and POW. Their hit points are related to their SIZ, as explained later. An elemental's SIZ is expressed as a volume rather than a number; an elemental would be described as having a SIZ of, say, 3 cubic meters. Elementals lack fatigue points and never tire.

If a point value is needed for an elemental's SIZ, the elemental's hit points may be used as its SIZ. Thus, if an elemental with 10 hit points climbed into a box and was lifted by an adventurer, its SIZ could be treated as if it were 10. Elementals, lacking INT, act solely on the basis of physical tropisms. They are capable of being controlled by spells, but when left on their own, they will simply do whatever is natural: salamanders burn flammable materials within reach, undines flow to the lowest possible spot, gnomes crystallize, shades flee light, and sylphs breeze around.

Many elementals are god-servants, and priests of certain deities learn to control appropriate elementals.

When summoned, there must be sufficient quantities of the appropriate element for an elemental to manifest itself. For example, a 10-cubic-meter salamander would require quite a large fire and a 1-cubic-meter undine would need a large tub filled with water. No matter how much element is available, an elemental may not be larger than its SIZ. If sufficient element is unavailable, the elemental will not form at all, rather than forming with less than full size.

All elementals can be struck in combat with ordinary weapons, breaking up their physical construction and eventually disrupting them. They have only one hit location and no armor. When an elemental has been reduced to zero hit points, it dissolves and its spirit returns to the other world, from where it may be summoned again to inhabit another volume of material.

A successful attack roll must be made to damage an elemental, even if the attacker is engulfed by the entity.

GNOMES: A gnome cannot be summoned or travel through areas floored by quarried stone or solid rock. However, it likes very rocky soil. A gnome moves directly through the earth, leaving a trail of overturned and ground dirt behind it. It cannot leave the soil, and looks like a whirlpool or pulse in the earth itself.

Abilities: A gnome can open pits in the soil, make tunnels, and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from falling, or forming mounds and ridges in the soil (no larger than the elemental's volume). A gnome has many homely uses, such as uprooting tree trunks, plowing fields,

and clearing foundations for homes. In war, a gnome could be used to undermine or build fortifications. Gnomes are perhaps the most generally useful elemental.

A gnome can carry a person and “swim” through the soil if it has STR enough to carry that person. There is no air underground, and an individual being carried must make CON rolls or suffocate. The gnome can only do this with an unresisting passenger. A gnome can carry several people if its STR is sufficient.

Attack Forms: This creeping horror can attack 10 SIZ points or fraction thereof per cubic meter of volume. It can attack more than one foe at a time, dividing its volume among them.

In combat, the gnome uses its volume to engulf its opponents, opening up a pit beneath a foe with a maximum volume equal to the gnome’s own volume. If a gnome has 1 cubic meter per 10 SIZ pts of its foe, it simply engulfs his legs. If it has three cubic meters per 10 SIZ pts of any enemy, it can swallow him up to the neck, covering the victim’s chest and abdomen as well as legs. If the gnome has 5 cubic meters of volume per 10 SIZ points of the victim, it can swallow him completely, engulfing all hit locations. In this case, the victim also will asphyxiate (as per suffocation rules) unless he breaks free.

After burying a victim, the gnome closes up the pit, doing the gnome’s damage modifier (figured by the gnome’s STR X2 rather than STR+SIZ) as damage to all hit locations engulfed. A gnome can only attack in this manner in dirt or rocky soils (not in sand or soft loam), and can only attack once in a given spot, because the pulverized dirt is too fine for a second attack.

The victim is held by the gnome in any case, and must overcome the gnome’s STR with his own to break free and crawl out of its grip.

If a gnome lacks any damage bonus, or attacks a victim in unsuitable soil, it will swallow the victim as described above, without causing damage. The victim must still resist STR vs. STR to pull free of the gnome’s grip.

Statistics: Each cubic meter of SIZ gives a gnome 1D6+6 STR, 2D6+6 hit points, and 1D6 POW. Gnomes move 1 meter per strike rank. A gnome’s attack pit opens on strike rank 1 and crushing damage occurs on strike rank 10.

Sample Gnomes

Characteristics		Average
STR	1D6+6	9-10
SIZ	1 cubic meter	
POW	1D6	3-4
HP	2D6+6	13
Move	1	
Damage Bonus:	0	

Characteristics		Average
STR	3D6+18	28-29
SIZ	3 cubic meters	
POW	3D6	10-11
HP	6D6+18	39
Move	1	
Damage Bonus:	3D6	

Characteristics		Average
STR	10D6+60	95
SIZ	10 cubic meters	
POW	10D6	35
HP	20D6+60	130
Move	1	
Damage Bonus:	11D6	

SALAMANDERS: Salamanders must be summoned from an existing flame. Once formed, the salamander can move at will without being extinguished — it does not even need fuel. However, a salamander can be doused with water or soil, like an ordinary flame.

Abilities: A salamander will ignite any flammable object touched. It will heat metal (and can eventually melt it), bake stone, set fires, and, of course, burn people. A salamander can also be used to douse natural fires, though not other salamanders, Firebladed weapons, or the like. The salamander enters the fire and sucks it up, extinguishing the flames. This does 1D6 points of damage to the salamander per cubic meter of fire sucked out.

Salamanders can float through the air at the same rate as they move on ground. A salamander must touch an object to ignite it.

Attack Forms: In combat, a salamander engulfs foes in flame. It can swallow 10 SIZ points of enemy per cubic meter of volume.

Each round a roll of 3D6 is matched against the victim’s best armor. If the damage overcomes the victim’s armor (including protective spells), he takes all damage directly to his hit points. If the armor successfully resists the damage, the victim takes half the 3D6 roll (round fractions down) as damage. If a salamander is too small to fully cover a victim, 1D6 is rolled against the target’s armor instead of 3D6.

Statistics: Per cubic meter, a salamander has 1D6 STR, 1D6 POW, and 2D6 hit points. A salamander moves 3 meters per strike rank either flying or creeping on the ground. Damage is done on SR 10 of the round in which the salamander engulfs its foe.

Sample Salamanders

Characteristics		Average
STR	1D6	3-4
SIZ	1 cubic meter	
POW	1D6	3-4
HP	2D6	7
Move	3	3

Characteristics		Average
STR	3D6	10-11
SIZ	3 cubic meters	
POW	3D6	10-11
HP	6D6	21
Move	3	3

Characteristics

STR	10D6	35
HP	1D6	
SIZ	10 cubic meters	
POW	10D6	35
HP	20D6	70
Move	3	3

SHADES: Shades must form from shadows in which no light is visible. Once formed, the shade consists of a pool of darkness which can move at will, even into broad daylight. Shades are absolutely pitch-black. Only the strongest light penetrates them at all.

Abilities: Shades can douse small lights, such as candles or lanterns. They can also hide objects within their volume.

Anyone within a shade is sensorially deprived—the senses of touch and hearing are benumbed, sight is impossible, and the freezing air blunts the sense of smell. Thus a shade blocks not only eyesight, but also troll Darksense and dwarven Earthsense. This is an automatic effect of all shades, and cannot be turned off.

Attack Forms: A shade attacks via fearshock, by matching its magic points against the target's CON. The shade must actually be touching and partially englobing the target to use this attack form.

A shade can only use fearshock on a given victim once every full turn. Unconscious beings are immune to fearshock.

Shade Fearshock Success Table

Success Level	Result
Critical roll	Victim dies
Special roll	Victim collapses for 20 minus CON melee rounds. Must roll CON X 5 or less on D100 or die.
Normal success	Victim is demoralized (see the spell). The effect lasts for 20 minus CON melee rounds.
Failure	No effect on beings with normal INT. Beings with restricted INT are demoralized.
Fumble	Victim unaffected

In addition, a shade produces freezing cold, which may damage characters completely engulfed by the elemental. The shade may engulf 10 SIZ points of opponent per cubic meter of volume it possesses.

Each round a victim is engulfed by a shade, he takes 1 point of freezing damage to a random hit location. Neither armor nor protective clothing protect against this magic damage.

A shade may combine fearshock and cold damage in the same round.

Statistics: Shades have 1D6 STR, 1D6 POW, and 1D6 hit points for their every cubic meter of volume. Shades move 6 meters per strike rank, either flying or along the ground. A shade's fearshock attack takes place on the SR that victim is touched. Freezing damage takes place on strike rank 10 of the round the shade has engulfed its victim.

Sample Shades

Characteristics		Average
STR	1D6	3-4
SIZ	1 cubic meter	
POW	1D6	3-4
HP	1D6	3-4
Move	6	6

Characteristics		Average
STR	3D6	10-11
SIZ	3 cubic meters	
POW	3D6	10-11
HP	3D6	10-11
Move	6	6

Characteristics		Average
STR	10D6	35
SIZ	10 cubic meters	
POW	10D6	35
HP	10D6	35
Move	6	6

SYLPHS: Sylphs are available practically anywhere except underwater or outer space. They are tangible, formed out of what feels like "solidified air." Sylphs have no fixed volume, and SIZ is primarily used to determine how much damage a sylph does in combat.

Abilities: A sylph can carry objects or people with a total SIZ no greater than the sylph's STR. It can create a breeze or small whirlwind. A sylph can increase a sailing ship's speed by filling the sails.

Attack Forms: A sylph fights by picking up and dropping enemies. It can lift a number of victims with a total SIZ equal to or less than its STR. The victims are lifted and dropped 3 meters for every cubic meter the sylph possesses. Normal falling rules (1D6 damage per 3 meter drop) are used to determine damage.

A victim can resist being lifted by a sylph by matching his STR against the sylph's STR. Instead, he may try to hit the sylph, hoping to destroy it before it can lift him into the air. A sylph can lift more than one target by dividing its STR among them.

Statistics: Sylphs have 2D6 STR, 1D6 POW, and 1D6 hit points per cubic meter. Sylphs fly 10 meters per strike rank. A sylph's attack takes place on strike rank 10 of the round in which it grabs its prey.



Sample Sylphs

Characteristics		Average
STR	2D6	7
SIZ	1 cubic meter	
POW	1D6	3-4
HP	1D6	3-4
Move	10	10

Characteristics		Average
STR	6D6	21
SIZ	3 cubic meters	
POW	3D6	10-11
HP	3D6	10-11
Move	10	10

Characteristics		Average
STR	20D6	70
SIZ	10 cubic meters	
POW	10D6	35
HP	10D6	35
Move	10	10

UNDINES: Undines may form from any fluid of at least 90% water. It is possible to make undines out of diluted wine, milk, urine, etc. Undines flow over land like huge liquid amoebas, and move through water like a living ripple or current.

Abilities: An undine can purify itself of sediment, insoluble oils, or particles by sitting and churning for a full turn. It cannot remove dissolved chemicals (such as salt) or miscible liquids (such as alcohol) in this way.

An undine can push a ship through the water. An undine can carry objects or beings if its STR can support the SIZ. It can carry things either entirely underwater, or partially exposed (to permit air-breathing).

Attack Forms: An undine attacks on land by engulfing foes and forcing itself into mouths and lungs. Use normal drowning rules, but the victim starts out at CON X 3. As normally, a character failing a CON roll takes 1D8 points of damage. An undine can engulf 10 SIZ points of foe per cubic meter of volume.

Underwater, an undine can smash victims against the bottom, doing 1D6 damage per cubic meter of undine. A victim can resist by succeeding in a STR vs. STR roll. An undine attacking multiple targets must divide its STR up among them.

An undine can suffocate water-breathing organisms in the water by drawing away oxygen from gills, causing suffocation as per normal drowning rules, beginning at CON X 10.

Statistics: Undines have 2D6 STR, 1D6 POW, and 1D6+6 hit points per cubic meter of volume. Undine swim at 6 meters per strike rank or crawl overland at 2 meters per strike rank. An undine's attacks are all performed on SR 10 of the round they grab their victim.

Sample Undines

Characteristics		Average
STR	2D6	7
SIZ	1 cubic meter	
POW	1D6	3-4
HP	1D6+6	9-10
Move	6/2	6/2

Characteristics		Average
STR	6D6	21
SIZ	3 cubic meters	
POW	3D6	10-11
HP	3D6+18	28-29
Move	6/2	6/2

Characteristics		Average
STR	20D6	70
SIZ	10 cubic meters	
POW	10D6	35
HP	10D6+60	95
Move	6/2	6/2

Elephant (*Loxodonta africanus*)

The elephant described here is of the African variety. The Indian elephant (*Elephas maximus*) is smaller (SIZ 6D6+30) and has much smaller tusks. The now-extinct African forest elephant used by Hannibal was smaller still (SIZ 6D6 +24).

Elephants travel in herds and live on tropical plains, sometimes entering forests. When feeding, a herd will break up temporarily. Sometimes an elephant is outcast from the herd because of its bad nature, becoming a rogue. Elephants will help and defend an injured comrade, unlike most other herd animals.

The extinct mammoths and mastodons resembled modern elephants, though some varieties were larger. Some mammoths and mastodons were furred, and could survive a more temperate climate than the modern breed. Their habits were similar, and they doubtless roamed in small herds over the primeval world.

Elephants are intelligent, and learn quickly—one of the reasons that rogues are so dreaded. They can be domesticated and trained. When injured, an elephant may go berserk, so it is not always a good war beast. An elephant requires quite a bit of upkeep—an adult male Indian elephant eats 225 kg of hay, fruit, grain, and foliage each day.

Elephant

Characteristics		Average	
STR	6D6+24	45	Move 6
CON	3D6+16	26-27	Hit Points 40
SIZ	6D6+32	53	Fatigue 72
INT	6	6	
POW	2D6+6	13	
DEX	3D6	10-11	

Hit Location	D20	Points
RH Leg	01-02	8/14
LH Leg	03-04	8/14
Hind Q	05-08	8/17
Fore Q	09-12	8/17
RF Leg	13-14	8/14
LF Leg	15-16	8/14
Trunk	17	4/11
Head	18-20	8/14

Weapon	SR	Attack%	Damage
Trunk	6	50+6	grapple
Rear & Plunge	6	25+6	2D8+5D6
Trample	6	50	10D6 vs downed foe
Tusk	6	25+6	5D6

Notes: An elephant can attack once a melee round. If the trunk grapples a victim, the victim may escape by successfully matching his STR against half of the elephant's STR. The trunk does no damage in and of itself, but each round following the initial grapple, a grappled victim can be hit by any of the elephant's other attacks with a 100 chance for success. Indian elephants have no tusk attack.

The tusk damage equals the elephant's damage modifier. A tusk can impale.

Skills: Smell Intruder 50+7, Listen 50+7.

Armor: 8-point thick skin, except on trunk, which has 4-point skin.

Elf (Dendro sapiens)

Elves are human-like folk dwelling in forests. They are slender and slightly shorter than humans, with pointed ears. Elvish skin is usually a pastel greenish tint. Their eyes are large, without pupils or whites, and variable in color—often violet or pale green. Female elves have boyish, rather than voluptuous, figures, while male elves lack facial hair. Both males and females generally have green-tinted short hair lying close to their skull, giving a cap-like effect. There is no size or strength difference between the sexes.

Elves are vegetarians, tied to their forests in ways not understandable by humankind. Individual elves seem free to go and come at will, but mass elvish migrations only occur in times of disaster.

Elves are ancient foes of trolls, orcs, and dwarfs. Sometimes parties of elves seek their enemies underground. There are several races of elves. Green Elves are found mainly in pine forests and the north. Brown Elves dwell in deciduous forests and sleep all winter, but are awake all summer, spring, and fall. Yellow Elves inhabit tropical jungles, and Black Elves live underground in mushroom forests.

Creating an Elf Adventurer

All elf occupations give the elf the same equipment as the equivalent human Barbarian occupation. However, all animals or animal goods are considered to be equivalent plant goods instead. Plant Tender gives the equipment of a Barbarian Farmer.

Elves learn magic as does the equivalent human Barbarian. Allure considered to be initiates of their own special cult from age 15 forward, if they so desire.

Roll	D100
01-05	Crafter
06	Entertainer
07-80	Plant Tender
81	Noble
82-85	Priestess
86-00	Warrior

Elf Crafter

SKILLS: Speak Other Language X2, Craft X5, Evaluate X2, First Aid X3, Elf Lore X3, Plant Lore X3, Animal Lore or World Lore X1, Conceal X4, Devise X2, Ceremony or Enchant or Summon X1; Hide X2, 1H weapon attack X1, Dodge X2.

Roll D100 on the following table to determine precise craft:

01-20	Weaver
21-25	Redsmith (bronze worker)
26-30	Leatherworker
31-70	Woodworker
71-80	Cook

81-00 Herbalist

Elf Entertainer

SKILLS: as per human Civilized Entertainer but lacks Throw, Fist attack; and Dagger attack. Possesses Plant Lore X2, Ceremony or Enchant or Summon X1, and Hide X2.

Elf Plant Tender

SKILLS: First Aid X2, Animal Lore X1, Plant Lore X5, World Lore X3, Ceremony or Enchant or Summon X1, Devise X2, Listen X2, Scan X3, Search X3, Hide X2, Sneak X2; Bow X2, 1-H weapon attack X2, Dodge X1.

Elf Noble

SKILLS: Fast Talk X1, Orate X2, Speak Own X1, Speak Other X1; First Aid X1, Elf Lore X2, Plant Lore X3, World Lore X2, Ceremony or Enchant or Summon X1, Listen X1, Scan X2, Search X1, Hide X4, Bow X5, 1-H weapon attack X2, Dodge X2.

Elf Priestess

SKILLS: as per human Civilized Priest, but lacks Ride, Throw, Fist attack, and Dagger attack. Has World Lore X2, Plant Lore X3, and Hide X2.

Elf

Characteristics		Average	
STR	2D6+2	9	Move 4
CON	3D6	10-11	Hit Points 10
SIZ	2D4+4	9	Fatigue 20
INT	3D6+6	16-17	
POW	2D6+6	13	
DEX	3D6+3	13-14	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/4
L Leg	05-08	04-06	2/4
Abdomen	09-11	07-10	2/4
Chest	12	11-15	2/5
R Arm	13-15	16-17	2/3
L Arm	16-18	18-19	2/3
Head	19-20	20	2/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Elf Bow	3/9	25+11	1D8+1	10+5	8
Spear	7	20+11	1D6+1	20+5	10
Shortsword	9	20+11	1D6+1	20+5	10
Buckler	9	05+11	1D4	20+5	8

Note: Elf bows are usable only by the owner. They wither if touched by any non-elf.

Elves are very protective of their bows.

Skills: Agility +5; Boat 00, Climb 70, Dodge 20, Swim 05, Communication +10, Knowledge +7; First Aid 25, Elven Lore 15, Plant Lore 50, Manipulation +11; Conceal 20, Perception +10; Listen 45, Track 25, Stealth +2; Hide 25, Sneak 25.

Armor: Elves have no natural armor. They generally prefer to Dodge rather than wear armor. They often wear 2-point leather and occasionally light mail.

Magic: Elves practice divine magic, worshiping a plant-goddess. Their goddess provides their priests with many sorts of special nature- and plant-spirits, as servants and guardians. Elves also have access to all non-ritual spirit magic spells, though they have no shamans.

Fachan (Monopus cyclops)

A fachan is a large and fierce monstrosity, sporting one eye in the middle of his forehead, one arm in the middle of his chest, and one leg supporting him beneath. His features are as twisted and gnarled as the roots of an old tree, and his torso is protected with a hard, matted coat of filthy blue feathers. His scalp has a single tuft of hair, which is magically strong and cannot be uprooted.

The normally-solitary fachans are of unknown origin. Though rare, they sometimes wander through ravaged lands, smashing, pilaging, and eating hapless folk. They are amenable to logic, and are sometimes found as champions or hired warriors for tribes of trolls or other sorts who will provide them with plenty of battle and booty.

Fachans are well-armed (at least in terms of weaponry), and frequently own a magic weapon. Fachans love weapons and carry

the best they can obtain. This love may be exploited by adventurers desiring to bribe a fachan into leaving them alone.

Since fachans have only a single arm, they can only use one weapon at a time. They must hop to move and do so quite effectively. A fachan can leap 6m in a single bound, and may jump once every other strike rank. If a fachan is knocked down, it must roll its DEX x5 or less to regain its posture (and can do nothing else that round). Fachans have poor depth perception and rarely use missiles.

Fachan

Characteristics		Average	
STR	3D6+24	34-35	Move 6m/leap
CON	3D6+12	22-23	Hit Points 29
SIZ	3D6+24	34-35	Fatigue 58
INT	2D6+3	10	
POW	3D6	10-11	
DEX	1D6+6	9-10	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
Leg	01-06	01-04	8/10
Abdomen	07-10	05-09	12/10
Chest	11-12	10-15	12/12
Arm	13-16	16-18	8/10
Head	17-20	19-20	8/10

Weapon	SR	Attack%	Damage	PARR%	PTS
Flail	4	50+10	2D6+2+3D6	50-15	10
Fist	6	50+10	1D6+3D6		

Notes: A fachan's flail often has poison smeared over its spiked apples.

Fachans may be found with any weapon, but flails are a favorite. The statistics above are a minimum-a given fachan may well have 90 % or more in skill at using his chosen armament.

Skills: Climb 20-15, Jump 150-15, Ride 00, Swim 05-15, Listen 50+8, Scan 10+8.

Armor: 5-point skin plus 4 points of feathers on torso. Usually wears at least cuirbouilli armor as well for a total of 8 points of armor on limbs and head and 12 points on the torso.

Magic: Fachans are not strong on magic-using, except for magic weapons.

Fachans with magic may learn any variety, most frequently knowing primitive magic.

Ghost

Ghosts are spirits of the dead. Ghosts found on the mundane plane are always tied to a specific site or object, and either cannot leave or must return if they do leave.

Ghosts can become visible at will, and engage intruders in spirit combat. If a ghost reduces a foe to zero magic points, it will possess him, usually causing the victim to kill himself. Even if a ghost possesses someone, it remains tied to its site and may not leave.

Most ghosts are malignant, and hate the living. They are frequently insane. Ghosts possess only INT and POW.

Ghosts

Characteristics	Average		
STR	2D6+6	13	Move equal to POW POW 4D6 14

Magic: A ghost may possess any type of magic, at the gamemaster's option. A shaman ghost may even have a fetch.

Ghoul

Ghouls are demonic monsters which feed on the dead. They look like caricatures of humans who have stepped from a week-old grave. Any armor they possess is looted from graves or victims, and they usually fight only with their talons and deadly poison bite.

Ghouls are magical incomplete creatures lacking POW. They are formed when a certain class of malignant spirit crosses from the other-world and possesses a freshly-dead corpse. The corpse is thereby transfigured and animated, becoming a parody of life. Ghouls gain 1 magic point for every 3 SIZ points of corpses they devour. They must expend a magic point every daybreak or collapse, the malignant spirit returning to the otherworld, and the animated corpse dissolving. For each hour in the sun, a ghoul must spend an extra magic point.

Ghouls use a blood-chilling howl in combat. When a ghoul howls, match its magic points against the INT of each foe. If more than one ghoul howls, use only the magic points of the ghoul with the most magic points against each foe. If a victim is overcome, he becomes Demoralized (for effects see Spirit Magic spell of the same name) until all howling stops. If an adventurer resists the howl's effects, he must try again on the next round. An adventurer who resists for five successive melee rounds becomes immune to the howl until he has not heard the howl for a week or more.

Countermagic, Shield, and Resist Magic do not protect against ghoulish howling.

With its rotten fangs a ghoul can inject magical venom with a potency equal to the ghoul's CON. Resolve the attack by matching it against the victim's CON. If the victim is overcome, the full potency enters his system — otherwise, only 1D3 potency is injected. When the total potency injected equals or exceeds the victim's CON, the victim is paralyzed till an antidote counteracts the venom. The unfortunate adventurer will live for as many days as he has points of CON, but loses a point of current CON each day.

An adventurer bitten by a ghoul, yet not paralyzed, purges the venom from his system at the rate of 1 point per day.

Ghoul

Characteristics	Average		
STR	4D6	14	Move 3
CON	3D6	10-11	Hit Points 12
SIZ	2D6+6	13	Fatigue 25
INT	3D6	10-11	Magic Points 2D6+6
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/2
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4
Weapon	SR	Attack%	Damage
Claw	8	25+4	1D6+1D4
Bite	8	25+4	1D6+1D4+venom
Howl	3	Auto	Demoralize

Notes: A ghoul can attack with both claws and the bite simultaneously, all on the same strike rank.

Armor: None natural; may have looted armor from graves or victims.

Magic: The ghoul's howl costs an extra point of fatigue to use. Ghouls can learn sorcery.

Giant (Homo colossus)

Giants are huge, ugly humanoids with a taste for human flesh. They are surly and untrustworthy. At full growth of 16 meters, SIZ 24D6+48, a giant is truly formidable. (Fortunately, most giants are smaller.) Giants grow at the rate of 1D6 SIZ and 1D6 STR every five years.

Giants use enormous clubs or tree trunks in battle. Humans fighting giants roll only 1D10 to determine hit location struck, unless using missile weapons.

Giants are naturally contrary. Any magical attempt to influence a giant's actions or emotions (such as casting at them Demoralize, Harmonize, Befuddle, or Fanaticism, or attempting possession by a spirit of Fear) has only a 5% chance to work, no matter how many magic points the spell caster has in comparison to the giant. This even applies to such spells cast by the giant on himself. It does not apply to spells specifically designed to command giants nor to spells or spirits which cause madness rather than emotion.

Giant

Characteristics	Average		
STR	(3D6+6)/2m height	16-132	Move 1/1m height
CON	(2D6+6)/2m height	13-94	Hit Points 15-113
SIZ	(3D6+6)/2m height	16-132	Fatigue 29-226
INT	3D6	10-11	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	2D6	7	



Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	11/15
L Leg	05-08	04-06	11/15
Abdomen	09-11	07-10	11/15
Chest	12	11-15	11/18
R Arm	13-15	16-17	11/12
L Arm	16-18	18-19	11/12
Head	19-20	20	11/15

Note: This assumes a 6m-tall giant with a 5D6 damage bonus. Roll only 1D10 on the melee hit location table vs. giants unless the attacker is also huge.

Weapon	SR	Attack%	Damage	PARR%	PTS
Maul Butt	9	25+5/ 25+12	3D6+1D6/ 3D6+15D6	25	11-25

Notes: Despite their great size, most giants are able to parry competently with their mauls, for they learn to parry in their youth and increase their skill as they age.

A giant's maul has hit points equal to 10 plus the giant's damage modifier in D6s.

Skills: Smell Blood 50+4 to +12

Armor: As armor, giants have tough skin worth 6 points plus their damage modifier in D6s. A giant with a 10D6 damage modifier has 16-point skin. Some giants wear leg armor (often of hammered plate).

Magic: A giant is capable of learning any magic type, if someone is so foolish as to teach him.

Gorgon (Teratocoma damnosum)

Gorgons are dread flying horrors, with the faces and breasts of human hags and hair composed of writhing serpents. They have bat-like wings and most of their bodies are covered with bronze scales. Talons adorn feet and hands.

The most famous attack of a gorgon is her deadly appearance. The face of a gorgon is so hideous that anyone seeing it automatically is turned to stone, his spirit trapped until the statue is broken. (Then he dies.) Each melee round, everyone within sight of a gorgon's face must receive a successful POW X 5 roll or inadvertently see the face and be turned to stone.

The gorgon's appearance-attack may not be prevented by defensive spells, such as Countermagic or Shield. Gorgons are immune to their own appearance and to that of other gorgons.

Gorgon

Characteristics		Average	
STR	4D6	14	Move 3/8 flying
CON	3D6+6	16-17	Hit Points 16
SIZ	4D6	14	Fatigue 31
INT	3D6	10-11	
POW	1D6 + 12	15-16	
DEX	3D6+6	16-17	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	8/6
L Leg	04-06	03-04	8/6
Abdomen	07-09	05-08	8/6
Chest	10	09-13	8/8
R Wing	11-12	14-15	8/5
L Wing	13-14	16-17	8/5
R Arm	15-16	18	8/5
L Arm	17-18	19	8/5
Head	19-20	20	8/6

Weapon	SR	Attack%	Damage
Talons	7	50+10	1D6+1D4
Serpents	7	100	2D3+poison
Appearance	1	Auto	Petrifies

Note: The gorgon's appearance attack is automatic each round. Additionally, each round a gorgon can attack with two talons or 1D10 serpents. The talons strike 3 strike ranks apart.

The gorgon's head/serpents can reach up to half a meter. The bites are capable of impaling and inject a poison with a potency equal to the gorgon's CON. If the victim does not successfully resist the poison, he takes its potency in damage to his hit points. If he resists, he takes 1D6 damage.

Armor: 8-point bronze scales.

Gorilla (Gorilla gorilla)

Gorillas are jungle-dwelling apes. They are quite large, with strength excessive to even their massive size. Gorillas are quadrupeds, but can walk and stand on their hind legs.

Gorillas are mainly vegetarians, though they eat grubs, insects, and an occasional rodent. They move in small family groups usually led by an old silverback male.

Gorillas are unaggressive and retiring, but an angry gorilla can tear a man to pieces. Female gorillas are smaller than the males, and have 1D6 less SIZ and STR.

Gorilla

Characteristics		Average	
STR	6D6+15	36	Move 2/3 in trees
CON	2D6+6	13	Hit Points 20
SIZ	4D6+12	26	Fatigue 49
INT	7	7	
POW	3D6	10-11	
DEX	3D6+3	13-14	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	3/6
L Leg	04-06	03-04	3/6
Abdomen	07-09	05-08	3/7
Chest	10	09-13	3/9
R Arm	11-14	14-16	3/7
L Arm	15-18	17-19	3/7
Head	19-20	20	3/7

Weapon	SR	Attack%	Damage
Bite	6	40+11	1D10+3D3
Wallop	6	20+11	1D3+3D3
Grapple	6	50+11	special

Note: Each round, a gorilla may attack twice. It may wallop twice, bite and wallop, or bite and grapple. The attacks occur 3 strike ranks apart.

The gorilla's bite and wallop damage has only half its damage modifier.

If a grapple succeeds, the gorilla grips its opponent and does full damage modifier (usually 3D6) each round. It may continue to bite as well.

Skills: Climb 60-2, Dodge 40-2, Listen 25+0, Scan 25+0, Swim 00, Hide 40-13, Sneak 30-13.

Armor: 3-point skin, muscle, and hair.

Grampus (*Mastigoproctus giganteus*)

These odd arthropods are also known as vinegaroons or whipscorpions. They resemble gigantic maroon scorpions with massive dark claws, but they lack the dreadful stings of true scorpions. Instead, there is a slender whip-like tail at the end of their abdomen. At the base of this tail is a gland which can expel clouds of noxious vapor.

Grampuses are strictly carnivorous and live in forests, jungles, and swamps.

Grampus

Characteristics	Average		
STR	4D6+12	26	Move 3
CON	2D6+12	19	Hit Points 21
SIZ	3D6+12	22-23	Fatigue 45
INT	2	2	
POW	3D6	10-11	
DEX	3D6	10-11	
Hit Location	D20	Points	
RH Leg	01	6/4	
LH Leg	02	6/4	
RB Leg	03	6/4	
LB Leg	04	6/4	
Abdomen	05-09	6/9	
RC Leg	10	6/4	
LC Leg	11	6/4	
RF Leg	12	6/4	
LF Leg	13	6/4	
RF Claw	14-15	6/7	
LF Claw	16-17	6/7	
Thorax	18-20	6/9	

Note: The head is contained within the thorax.

Weapon	SR	Attack%	Damage
Pincer	6	50+1	1D8+2D6
Spray	3	100	Variable

Notes: A grampus can attack with spray and both pincers in the same round. The pincers strike 3 strike ranks apart.

The most common spray smells strongly of vinegar and is 1 point acid, dissolving armor on all hit locations of the target. If all armor has been dissolved, it damages flesh instead. This spray has a range of 10 meters, and covers an area of 3 meters square.

The second type of spray smells of chlorine, and is a poisonous gas with a potency of 3D6. If the gas's potency is resisted, the victim takes half the potency as damage. If not resisting, he takes full potency as damage. It is possible to hold one's breath while inside this cloud. The cloud covers a 3m-radius-area all around the grampus, and can be squirted up to 10 meters away, covering an area of 3 meters square.

The last type smells like formic acid and is squirted in a narrow stream. If it hits, the target takes 2D6 acid damage directly to a random hit location, losing armor first, then hit points.

Skills: Listen 50-2, Hide 60-13, Sneak 60-13.

Armor: 6-point chitin.

Griffin (*Gryphus gryphus* or *G. Opinicus*)

The griffin is a large flying carnivore with the body of a lion and the head, foreclaws, and wings of a mammoth eagle. They prize horse meat, live in desert areas and dry mountains.

Griffins are found in family groups of no more than a dozen. They lair in great nests, often placed in caverns or dug into the side of mountains. In combat, a griffin will drop from above, grab a prey, and carry it away, clawing and tearing at it.

Griffin

Characteristics	Average		
STR	10D6	35	Move 5/12 flying
CON	3D6+12	22-23	Hit Points 29
SIZ	10D6	35	Fatigue 58
INT	6	6	
POW	3D6+6		
Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01	6/8
LH Leg	03-04	02	6/8
Hind Q	05-07	03-07	6/12
Fore Q	08-10	08-12	6/12
R Wing	11	13-14	6/8
L Wing	12	15-16	6/8
RE Leg	13-14	17	6/8
LF Leg	15-16	18	6/8
Head	17-20	19-20	6/10
Weapon	SR	Attack%	Damage
Bite	4	50+19	1D6+3D6
Claw	4	50+19	1D6+3D6

Note: Each melee round, a griffin attacks with both claws simultaneously and bites three strike ranks later.

Skills: Dodge 25-2, Scan 70 + 5.

Armor: 6-point hide.

Halfling (*Homo minutem*)

Halflings are small, generally stout, humanoids living in temperate climes. They usually live underground or in the sides of hills. They are quite civilized, and dwell in prosperous small villages, though with much underground construction. Their advanced techniques of food storage and cookery are well-known.

Halflings are phlegmatic and avoid conflict. Stifled by such bucolic existence, occasionally a halfling becomes an adventurer. Halflings get along well with humans and may share a village. They also get along moderately well with elves and dwarfs, though they fear and mistrust trolls. There is no great size difference between female and male halflings.

Creating a Halfling Adventurer

All halfling player characters use the human Civilized culture charts for skills, magic, and equipment. Treat any roll of "Sorcerer" or "Priest" as Crafter. Replace Fist attack by adding the skill multiplier to the Sneak skill. Replace Dagger attack by adding the skill multiplier to the Hide skill.

Halfling

Characteristics	Average		
STR	2D6	7	Move 2
CON	2D6+12	19	Hit Points 12
SIZ	2D3	4	Fatigue 26
INT	2D6+6	13	
POW	2D6+3	10	
DEX	2D6+10	17	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Shortsword	7	25+9	1D6+1-1D4	25+12	10
Sling	2/7	25+9	1D8		
Rock	2/7	35+9	1D4 -	-	

Notes: Halflings throwing rocks do a full 1D4 points of damage; this is not reduced by their damage modifier.

Skills: Agility +12; Boat 10, Climb 25, Dodge 25, Swim 25, Communication +4; Fast Talk 20, Orate 20, Knowledge +3, Manipulation +9; Sleight 15, Perception +8, Stealth +13; Hide 20, Sneak 30.

Armor: None natural; may wear any.

Magic: Halflings may learn a little magic, but rarely become shamans, priests, or sorcerers.

Harpy (*Gynaves vexans*)

This hateful creature has the head and breasts of a harridan, but the rest of the body is that of a particularly grimy vulture. Harpies are notoriously filthy and delight in befouling the food and persons of others. They are cowardly and, unless they outnumber their enemy, will fly away if attacked. Any article of food contaminated by harpy dung is disease carrying and completely inedible (except to harpies).

Harpies delight in snatching small valuable objects (such as familiars) from their owners and in other petty torments. They are extremely vindictive and will follow an enemy (at a safe distance) for miles. A harpy may work with another creature as a scout or spy.

Harpy

Characteristics	Average		
STR	3D6	10-11	Move 1/8 flying
CON	3D6	10-11	Hit Points 9
SIZ	2D6	7	Fatigue 21
INT	3D6	10-11	
POW	3D6	10-11	
DEX	5D6	17-18	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
R Claw	01-02	01	1/3
L Claw	03-04	02	1/3
Abdomen	05-07	03-06	1/3
Chest	08-09	07-11	1/4
R Wing	10-13	12-15	1/3
L Wing	14-17	16-19	1/3
Head	18-20	20	1/3

Weapon	SR	Attack%	Damage
Claw	8	25+10	1D6+disease
Stone	2	25+10	1D6/3m dropped
Droppings	2	50+10	-1D10 APP+disease

Notes: A harpy can attack with both claws on the same strike rank.

A harpy can fight by dropping stones. Chances to hit are reduced by 5 percentiles for every 3 meters of height.

An adventurer struck by harpy droppings must scrub for hours to cleanse himself. Until he has done so, only monsters such as harpies or broos would associate with him.

A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease.

Skills: Scan 40 + 3.

Armor: 1-point feathers.

Hawk (various)

Hawks are predacious birds which inhabit all temperate and tropical climates. They make excellent familiars. They are unlikely to attack a human unless diseased or defending their nest. The stats below are for a large hawk and can also be used for a big owl or other bird of prey.

Hawk

Characteristics	Average		
STR	1D3	2	Move 1/12 flying
CON	2D4	5	Hit Points 4
SIZ	1D2	1-2	Fatigue 7
INT	3	3	
POW	2D6	7	
DEX	3D6+18	28-29	

Hit Location	D20	Points
Body	01-20	0/4

Note: Large or giant hawks use the same Hit Location Table as do harpies.

Weapon	SR	Attack%	Damage
Claw	7	40+8	1D2
Bite	10	25+8	1D3

Note: A hawk attacks with both claws simultaneously and bites 3 strike ranks later.

Skills: Dodge 80 +23, Scan 100-10, Search 100-10.

Armor: none.

Headhanger (*Decapitans rugosus*)

A headhanger resembles a pallid, spined and clawed insect or reptile. Sprouting from the flaccid body are many thin stalks, some sporting living heads. Headhangers are powerfully-magic monsters, and live entirely on souls.

Headhangers prey on intelligent creatures, taking their heads and storing them internally. A day after a headhanger has taken a head, it sprouts on a stalk and joins the monster's external collection. The heads stay half-alive for months, while their souls are gradually consumed.

Headhangers lack a true head, though a pushed-in mass at the front of the body bears sensory organs and openings to internal cavities.

The heads help their master in combat by shrieking, biting, and spitting at foes. For each head, everyone within 3-4 meters of a headhanger must subtract 5 percentiles from all skills used.

A headhanger has a fixed INT of 1D3 per head. A typical headhanger has 2D4 heads.

Headhanger

Characteristics	Average		
STR	4D6+12	26	Move 3
CON	4D6	14	Hit Points 22
SIZ	3D6+18	28-29	Fatigue 40
INT	1D3/head	4-16	
POW	2D6+9	16	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/8
LH Leg	03-04	03-04	4/8
Hind Q	05-07	05-09	4/10
Fore Q	08-10	10-14	4/10
RF Leg	11-13	15-16	4/8
LF Leg	14-16	17-18	4/8
Heads	17-20	19-20	4/varies(ea)

Notes: A "heads" hit strikes one of the monster's captive heads. If a head is brought to zero hit points, it becomes comatose and inactive. If it takes twice its hit points in damage, it immediately rots, freeing whatever is left of its spirit.

The heads stored internally cannot be struck in melee. Those heads can be saved only by slaying the monster.

Weapon	SR	Attack%	Damage
Claw	6	60+3/	1D8+2D6
	6	60+15	

Notes: A headhanger can attack with both claws in the same round, 3 strike ranks apart.

If a claw hits, the hit location struck is always the target's head. If the victim's head is severed, on the next round the headhanger will attack with a single claw, as it uses the other claw to store the head within special cavities. If it fails to do this immediately after severing a head, the spirit may escape it, leaving only a useless skull.

Skills: Sense Intelligent Life 50-1 to +11.

Armor: 4-point skin.

Magic: Headhangers are completely magical. They can gain knowledge from captive heads. They do not learn spells nor skills, but can gain information about the head's past life and friends. A headhanger may use such information (such as battle skills, personalities, and spells) cunningly in battle or to ambush or track down a victim's former comrades. Such knowledge does not become available to the headhanger until the head has grown a stalk. When a head is destroyed or absorbed, the headhanger gradually forgets the information that head provided.

Hellion

These strange inhabitants of the otherworld are sentient buildups of null force. They possess SIZ and INT. Their hit points, magic points, and armor points are always equal. When a hellion loses hit points, its armor and magic points decrease by an equal amount. When it casts a spell costing 3 magic points, its armor and hit points also go down 3 each.

Hellions look like silvery-translucent amorphous bubbles that quiver and shake with abandon. They are accompanied by a heavy pre-rainstorm smell. They become more reflective as they gain

essence and lose their silvery appearance, and become more translucent, as they lose essence. Hellions can be struck by normal weapons and magic.

The hellion attacks with an outlash of entropic energy. This attack has a range of 10 meters. The attack automatically hits a chosen target within range. It is not especially painful, but drains the target's fatigue.

For each magic point expended in an attack, 1D10 fatigue points are drained from the target. If a hellion were to expend 6 points, it would subtract 6D10 fatigue points from the target. This attack takes place on strike rank 1.

If the victim's CON x5 roll is brought to zero via the hellion attack, the victim will become comatose until he has rested long enough to regain fatigue points to a positive level.

Hellions have no attack other than the essence drain, and cannot initiate spirit combat. They can know sorcery (but never bother to learn the Drain spell, for obvious reasons). Hellions are rarely found alone, and usually have mundane slaves, controlled monsters, and similar beings to capture unconscious foes, or to Tap for magic points.

Hellion

Characteristics		Average	
SIZ	1	1	Move 20
INT	4D6	14	Hit Points 16-17
HP	3D6+6	16-17	Magic Points 16-17
Hit Location	D20	Points	
Body	01-20	17/17(All)	

Armor: equal to hit points.

Magic: usually knows sorcery.

Horse (*Equus caballus*)

There are many horse breeds. Given here is a typical multipurpose horse. A gamemaster may wish to make up special breeds of horses.

Cart horses are animals used as beasts of burden. They may or may not be usable as riding beasts, but may not be compelled to much more than a broken trot, and that over a very short period. Their main function in a battle would be to run away as fast as possible, and no one with any knowledge of horses would attempt to use them otherwise.

Riding horses include nearly everything we think of nowadays as being a horse. A riding horse will not fight unless cornered or engaged in a fight with another horse.

Cavalry horses are trained to stay calm in battle and carry the rider where he wants to go amidst the hubbub of melee. They are not trained to Fight. If a cavalry horse were to commence fighting for any reason, the rider would have to make Riding rolls each round to stay on its back. If he made a second successful Ride roll, he could fight as well. Most horses used in battle fall into this cat-

egory. A good cavalry horse could be trained to fight, in which case it would become a warhorse.

Warhorses are very specialized animals, nearly always geldings. A warhorse will fight in conjunction with the rider. A warhorse must be separately trained in each type of attack. Warhorses will attack footmen in combat, but not usually riders, and only attack other mounts in combat if the rider makes a Riding roll commanding it to do so. Warhorses are mean, and cannot be stabled with other horses without risking a fight. Someone unknown to the horse takes his life in his hands by entering the stall of such a horse.

A horse doing moderate work needs about five kilograms each of grain and fodder, and 20 to 60 liters of water a day. The water needed varies with temperature; an average day requires 24 liters. A hard-working horse needs an additional two kilograms each of grain and fodder.

Certain breeds of horses from the most ancient times were as large as modern horses (excluding massive draft horses). Horse size has not increased over the centuries.

Horse

Characteristics		Average	
STR	4D6+18	32	Move 10
CON	3D6	10-11	Hit Points 22
SIZ	4D6+18	32	Fatigue 43
INT	4	4	
POW	3D6	10-11	
DEX	2D6+6	13	
Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/6
LH Leg	03-04	03-04	2/6
Hind Q	05-07	05-09	2/10
Fore Q	08-10	10-14	2/10
RF Leg	11-13	15-16	2/6
LF Leg	14-16	17-18	2/6
Head	17-20	19-20	2/8
Weapon	SR	Attack%	Damage
Bite	6	40+7	1D8
Kick	6	25+7	1D6+3D6
Rear & Plunge	6	10+7	2D6+3D6
Trample	6	75	6D6 vs. prone target

Notes: A horse may attack once in a melee round. A ridden non-warhorse normally makes no attacks, as described above.

Skills: Climb 10-9, Jump 50-9, Smell Intruder 25-4.

Armor: 2-point hide. Horses can wear special armor made for them, called barding.

Human (*Homo sapiens*)

There are various races of humans, some coming in different sizes. Statistics for conventionally-scaled humans are provided below.

Men have more mass and muscle mass, both proportionally and absolutely, than women.

Adventurer females need not be rolled on the Women Characteristics below — they can be assumed to be outside the normal run of humanity and to be built on a more heroic scale.

Man

Characteristics		Average	
STR	3D6	10-11	Move 3
CON	3D6	10-11	Hit Points 12
SIZ	2D6+6	13	Fatigue 21
INT	2D6+6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Any	5+	Base+5	per type	Base-1	type

Woman

Characteristics		Average	
STR	2D6+2	9	Move 3
CON	3D6	10-11	Hit Points 11
SIZ	2D6+3	10	Fatigue 20
INT	2D6+6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Any	5+	Base+4	per type	Base-1	type

Skills: as per character sheet.

Armor: None natural, may wear any.

Magic: Humans may learn any variety of magic, and frequently are masters.

Insect Swarm (*Apis mellifera* & co.)

Normally-sized insects can be as great a danger to adventurers as gigantic ones. This category includes hornet nests, wasp swarms, and aroused beehives.

Stinging insects are not found in the far north, but are ubiquitous in warmer climes. They will not go out of their way to sting or otherwise harass a group of clumsy humans, but if a hive is threatened, a horde of buzzing insects could burst out after their tormentors.

Beasts this small need no characteristics, merely a description of effects. The size of the hive determines the number of stings delivered each round. Consult the chart below:

Stings Hive Size

1D6	very small (small wasp nest)
2D6	small (large wasp nest, small beehive)
4D6	large (very large wasp nest, average beehive)
6D6	very large (large beehive)
8D6	huge (very large beehive)

Each character attacked by a hive takes the listed number of stings each melee round until he escapes the swarm. For heavy clothing subtract two stings per die from the number of stings suffered each round. Normal battle armor subtracts one sting per die. Battle armor combined with heavy clothing only subtracts two per die. Muffling worn with the purpose in mind of preventing stings subtracts three stings per die. Specially-made beekeeping gear (only available in certain civilized areas) subtracts four stings per die. Protective magic subtracts one per die from the total number of stings per three points of spell.

Keep track of the total number of stings that each victim has suffered. After the bees or wasps have been driven away or stung the target to their hearts' content, total the number of stings taken and then divide the total by that insect species' venom factor, as given in the following chart.

Venom Factor Hive Size

Honeybees	20	2D6 to 8D6
Hornets	15	1D6 to 4D6
Bumblebees	15	2D6 to 4D6
Yellowjackets	20	1D6 to 2D6
Army Ants	10	6D6 to 12D6
Fire Ants	15	4D6 to 8D6
Bulldog Ants	5	1D6 to 3D6

The total number of stings divided by the venom factor gives the venom potency introduced into the victim's body. After 1D6 hours from the first sting, match the victim's CON against the venom. If his CON resists the potency, he takes half the potency as damage to his hit points. If his CON is overcome by the potency, he takes the full potency as damage.

Jabberwock (Jabberwock Carroli)

The jabberwock is from Lewis Carrol's classic, *Through the Looking Glass*. Our description is largely taken from Sir John Tenniel's celebrated illustrations. A jabberwock stands as tall as 8 meters (25 feet), though much of this is scrawny neck and thin legs. A jabberwock has two long arms, ending in claws like those of a gigantic bird of prey. It has two thin bat-like wings sprouting from its back and a long reptilian tail. A jabberwock's head is hideous, with downward-staring eyes, rodent-like teeth, and four long tendrils or antennae around the mouth.

Jabberwocks live in forests and ravenously set upon anyone they find. They have some intelligence, and can make plans, set ambushes, and terrorize an entire region. Jabberwocks are solitary, but may organize other creatures of horror to keep house or to otherwise help them.

Jabberwock

Characteristics	Average		
STR	3D6+18	28-29	Move 4/4 flying
CON	3D6+6	16-17	Hit Points 28
SIZ	4D6+24	38	Fatigue 45
INT	2D6+3	10	
POW	4D6	14	
DEX	3D6+6	16-17	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	6/10
L Leg	04-06	03-04	6/10
Tail	07	05	6/8
Abdomen	08-10	06-09	9/10
Chest	11-12	10-13	9/12
R Wing	13	14	6/8
L Wing	14	15	6/8
R Arm	15-16	16-17	6/10
L Arm	17-18	18-19	6/10
Head	19-20	20	6/10

Weapon	SR	Attack%	Damage
Claw	5	50+17	1D10+3D6
Bite	8	30+17	1D6+3D6
Glare	2	100	2D6

Notes: A jabberwock attacks with two claws simultaneously, followed by a bite 3 strike ranks later. If a claw hits, the jabberwock can grasp and immobilize its target. The victim can only escape by overcoming the jabberwock's STR with his own STR. An immobilized target may be bitten automatically.

For 1 magic point, a jabberwock can glare flames from its eyes. Match the target's CON against the flame damage rolled. If the flame damage overcomes the target's CON, he takes full damage to his hit points. If not, he takes half damage. Armor is useless against this damage.

Armor: 6-point skin. May wear 3 points of leather and padding on the body.

Magic: Flaming glare. A jabberwock may learn other magic (generally preferring sorcery or spirit magic), if it can find anyone to teach it.

Lamia

A lamia is a supernatural vampiric female. Lamiae resemble beautiful women from the abdomen up, but they have the lower torsos of gigantic serpents. Lamiae can cast illusions so that they appear to be whole women. Lamiae lack POW.

Each melee round, a lamia may try to overcome a male humanoid in a match of her magic points against the male's INT. This costs no magic points.

If the lamia wins, then the man will remain hopelessly in love with her for as long as she is present. The first time he sees her in her true form, he may attempt to break the spell in a match of his INT against her current magic points. If he succeeds, then he is no longer enslaved. If he fails, he will remain entranced. If a character resists the lamia's initial charm, he will be immune for a full day to her wiles.

Even after being taken from or leaving the lamia, the victim will remain in love with her for a number of days equal to her APP. In this manner, a lamia keeps a strong man or two as her slaves for extended periods of time, protecting her. Eventually, her bloodlust will cause her to drain them of blood, too, but they may survive for weeks or months or longer.

A lamia loses 1D6 fatigue points per day, but does not lose fatigue points through exertion or combat. She gains fatigue points only by draining STR (blood) from passersby. Lamiae do not regenerate fatigue points normally.

Lamia

Characteristics	Average		
STR	3D6	10-11	Move 3
CON	3D6	10-11	Hit Points 14
SIZ	3D6+6	16-17	Fatigue 21
INT	4D6	14	Magic Points 2D6+6
DEX	4D6	14	
APP	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-06	01-05	4/6
Abdomen	07-10	06-10	4/5
Chest	11-12	11-15	0/6
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Weapon	SR	Attack%	Damage
Bite	7	40+9	1D6+1D4+STR drain
Kiss	7	40+9	POW drain
Constrict	10	60+9	2D4

Notes: each round, a lamia may either bite or kiss. Three strike ranks after that attack, she may use her constriction ability to attack.

When a character is hit by the constriction attack, he is held in the lamia's coils and takes damage automatically on succeeding rounds. Armor will protect only until cumulative damage surpasses his armor points, when it is crushed and broken. A lamia cannot use her constriction attack without dropping her illuso-

ry appearance. Constriction damage is equal to twice the lamia's damage bonus (minimum of 1D6).

On a successful bite, the lamia will hang on and drain 1 point of STR (blood) from him each round thereafter. This STR drain gives her 1D6 fatigue points. This STR loss is permanent for the victim. When she drains a victim to zero STR, he dies.

The kiss of the lamia drains POW. Match her magic points against those of her victim. If she overcomes the victim, he loses 1D6 POW and she gains an equal number of magic points. She cannot drain a victim below 1 POW.

Skills: Hide 90-3, Sneak 90-3.

Armor: the snake body has 4-point scales.

Magic: bite, touch, illusion spell, and love trance attack. The lamia's illusion spell costs 2 magic points to maintain per day, and can be dispelled as if it were a 4-point magic spell. The lamia's attacks and love charm cost no magic points to use. Many lamias know sorcery.

Both defensive and dispelling magic are useless against the lamia's love-trance attack.

Lion (*Panthera leo*)

These big cats hunt arid regions and savannah. They are the most social felines and live in packs known as prides.

Lions cooperate; a pair may frighten prey towards the rest of the pride, for example. A pride is led by a male, who lords it over several lionesses and adolescent lions. Several brothers may rule a pride together. Prides composed entirely of bachelor lions are not uncommon. Lionesses do much of the hunting, but males do some, and fight defensively for the pride.

The statistics below are for male lions. Lionesses have STR 4D6+12 and SIZ 3D6+12. Otherwise, the sexes are identical.

Lion

Characteristics		Average	
STR	5D6+12	29-30	Move 6
CON	3D6	10-11	Hit Points 19
SIZ	4D6+12	26	Fatigue 19
INT	5	5	
POW	2D6+6	13	
DEX	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/6
LH Leg	03-04	03-04	2/6
Hind Q	05-07	05-09	2/9
Fore Q	08-10	10-14	2/9
RF Leg	11-13	15-16	2/6
LF Leg	14-16	17-18	2/6
Head	17-20	19-20	4/7

Weapon	SR	Attack%	Damage
Claw	5	50+12	1D8+2D6
Bite	8	40+12	1D10+2D6
Rake	5	80	2D8+2D6

Notes: A lion can attack with one claw and one bite each round. The bite will take place 3 strike ranks after the claw. If both connect, it will continue to bite and rake with the hind legs.

Skills: Hide 60-12, Sneak 70-12, Listen 50-2, Scent 50-2.

Armor: 2-point fur; 4-point mane on neck. Lionesses lack the mane.

Lizard, Rock (*Megasaurus uanium*)

These giant lizards live in hills and caves. They are also found in ruined cities. They are carnivorous but cheerfully eat carrion. In their haunts, groups of these reptiles can be seen basking together each morning. They are basically slow, dumb predators and scavengers.

Lizard

Characteristics		Average	
STR	2D6+6	13	Move 3
CON	2D6+6	13	Hit Points 14
SIZ	4D6	14	Fatigue 26
INT	2	2	
POW	2D6	7	
DEX	2D6+3	10	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-02	01	3/4
RH Leg	03-04	02-03	3/5
LH Leg	05-06	04-05	3/5
Hind Q	07-09	06-09	3/6
Fore Q	10-13	10-14	3/6
RF Leg	14-15	15-16	3/5
LF Leg	16-17	17-18	3/5
Head	18-20	19-20	3/5

Weapon	SR	Attack%	Damage
Claw	8	45-6	1D6+1D4
Bite	8	45-6	1D10+1D4

Notes: A rock lizard will attack with a claw until it scores a hit. Then it will hang on with that claw, and bite.

Skills: Hide 25-1, Track 30-7.

Armor: 3 point scales.

Manticore (*Manticora rapax*)

A manticore is a large leonine monster with a giant scorpion's tail and a human head. The face is huge and somewhat ugly, with protruding tusks and a lion-like mane of hair. The hindquarters sport several dozen long, sharp spines which pulse in and out as the creature breathes.

Manticores live in wastelands and mountainous terrain. They always eat the brain of their prey and are notorious man-killers. Manticores are a surly, dangerous lot, and it is fortunate that they rarely work in groups.

In some universes, manticores may actually be considered to have normal INT, in which case they should be given an INT of 2D6. The disposition of a manticore is not improved by such sentence. It is sometimes claimed that manticores hate the smell of manticore blood so much that one can protect himself from attacks by smearing fresh manticore blood over his body.

Manticore

Characteristics	Average		
STR	4D6+12	26	Move 6
CON	2D6+9	16	Hit Points 21
SIZ	4D6+12	26	Fatigue 42
INT	7	7	
POW	3D6	10-11	
DEX	2D6+3	10	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	4/7
LH Leg	03-04	03-04	4/7
Tail	05-06	05	4/7
Hind Q	07-09	06-09	4/9
Fore Q	10-12	10-14	4/7
RF Leg	13-14	15-16	4/7
LF Leg	15-16	16-17	4/7
Head	17-20	19-20	4/7

Weapon	SR	Attack%	Damage
Claw	6	30+5	1D6+2D6
Sting	9	30+5	1D6+2D6+poison

Note: A manticore will claw first, then sting 3 strike ranks later. The sting injects a poison with POT equal to the manticore's CON. If the poison's POT overcomes the victim's hit points, he takes the poison's POT in damage. If he resists the poison, he takes half its POT in damage.

Skills: Climb 80-8, Dodge 45-8, Scan 40+1.

Armor: 4-point skin.

Minotaur (*Minotaurus bestialis*)

Such large humanoids have a bull's head and tail. They are omnivorous and sometimes eat people. Minotaurs live in arid brushy places.

If a minotaur is wounded or gets a special hit on an opponent, it will go berserk. This has similar effects to the divine spell Berserk, but the minotaur will stay berserk until all foes have been destroyed. These effects are: the minotaur loses all power to Parry or Dodge, and can cast no spells. Its Attack chance is doubled. Also, all its CON rolls, no matter what the modifiers, are assumed to succeed. It is immune to shock, exhaustion, unconsciousness, and incapacitation. The minotaur can come out of its rage by rolling below INT x1 or less on 1D100. After the rage, the minotaur's fatigue level is always considered to be at 0 or his normal fatigue level, whichever is lower. The divine Berserk spell simply induces the minotaur's normal battle rage, described above. The

spirit magic Fanaticism spell is cancelled out when the minotaur goes berserk.

Minotaur

Characteristics	Average		
STR	3D6+12	22-23	Move 5
CON	1D6+12	15-16	Hit Points 19
SIZ	3D6+12	22-23	Fatigue 38
INT	2D6	7	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/7
L Leg	05-08	04-06	5/7
Abdomen	09-11	07-10	5/7
Chest	12	11-15	5/9
R Arm	13-15	16-17	5/6
L Arm	16-18	18-19	5/6
Head	19-20	20	3/7

Weapon	SR	Attack%	Damage	PARR%	PTS
Great Axe	4	25+5	3D6+2D6	25-5	10
Head Butt	6	40+5	1D6+2D6	-	-

Note: A minotaur can use either a head butt or a hand-held weapon in a given round.

It could use both only as per normal two-weapon use, thereby depriving itself of the ability to parry that round.

Skills: Track 50 + 1.

Armor: 3-point hide. Usually wears leather body and limbs as well for 2 more points of armor.

Magic: Minotaurs normally disdain magic, except for healing and fertility spells.

Mummy

A mummy is an undead monster formed from a preserved, dried, eviscerated corpse. The former spirit animates the lich. The Enchanting ritual for creating a mummy takes a point of POW from the enchanter, and requires consent upon the part of a living individual, who becomes the mummy, and who expends all of his own POW in the process. Depending upon the type of preservation, a mummy may be wrapped in bandages or cloth. It takes several years of "seasoning" to finish the process.

Only a few morbid religious cults and cloistered sorcerers know the secret rituals needed to create mummies. Mummies lack POW, like other undead. They have no convenient way to gain magic points, so usually refrain from casting spells. Since mummies are dry and spiced, they are vulnerable to fire. An ignite spell will work on any portion of a mummy's body, if it overcomes the mummy's magic points. A normal torch will do damage, and the mummy counts as a flammable substance when checking whether or not the mummy catches fire.

If a mummy's limb is broken, a Repair spell will fix it. Healing spells do no good.

Mummy

Characteristics	Average		
STR	3D6 x 2	20-22	Move species -1
CON	3D6 x 2	20-22	Hit Points 18
SIZ	2D6+6	13	Fatigue 42
INT	2D6+6	13	Magic Points 2D6+2
DEX	2D6	7	
APP	1D3-1	1	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/6
L Leg	05-08	04-06	3/6
Abdomen	09-11	07-10	3/6
Chest	12	11-15	3/8
R Arm	13-15	16-17	3/5
L Arm	16-18	18-19	3/5
Head	19-20	20	3/6

Weapon	SR	Attack%	Damage	PARR%	PTS
Maul	7	75	2D8+1D6	75	16
Fist	9	50+8	1D6+1D6	-	-

Armor: May wear any, plus has 3-point skin.

Magic: Mummies may retain divine magic from their former existence, and may learn sorcery. Gaining new divine magic and casting spirit magic is beyond their abilities. Any magic points they have must be given to them via some spell or ritual.

Nymph

Nymphs are nature beings tied to a specific locale or natural feature. They can create female, human-like bodies from their native essence at will. They cannot voluntarily engage in spirit combat nor cast spells when disembodied.

If a nymph is reduced to zero hit points while in body, it passes to the spirit plane like any other embodied creature. However, if the locale remains intact, the locale eventually will generate another body for the nymph's spirit to inhabit.

There are many types of nymphs. Four of the most common are dryads, hags, naiads, and oreads, representing respectively trees, shadowy places, streams and ponds, and hills and mountains. Nymphs are always female. When a natural feature has existed a long time, it often grows a nymph.

Different nymph types vary greatly in personality, power, and nature, and rarely associate. Some nymphs are benign and others are malevolent. Some malignant ones are hideous. Most are playfully indifferent to mortals.

DRYADS: A dryad is a wood nymph, tied to a special copse or grove. One of the trees in the copse is always the dryad's personal tree. As this tree fares, so fares she. When a dryad forms her body, she appears to step out of her tree. To dissolve her body, she must

step back into it. Larger and older copses have more powerful dryads. As a copse goes senile and trees are lost, the dryad weakens with it. However, as long as her personal tree remains alive, she will not die.

A dryad can control all the trees and other plant life in her grove. Thus, she could make trees creak and move their branches, flowers bloom out of season, and cause blades of grass to entangle an intruder.

Most dryads are not too powerful. Forests tend to have multiple dryads rather than one very strong dryad.

Dryads are close friends to elves, and frequently associate with them. Dryads cannot leave their grove of trees. If forced outside it, their body will dissolve, and the dryad's spirit will re-enter its tree.

Dryad

Characteristics	Average		
STR	2D6	7	Move 3
CON	3D6	10-11	Hit Points 11
SIZ	2D6+3	10	Fatigue 18
INT	3D6+6	16-17	
POW	2D6+16	23	
DEX	4D6	14	
APP	2D6+12	19	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Staff	5	10+10	1D8	10+3	8

Skills: Conceal 90 + 10, Hide 90-9, Sneak 90-9.

Armor: None.

Magic: Form body at will from tree; knows INT worth of spirit magic, including Healing and Second Sight.

For 1 magic point, the dryad can command any one incomplete creature born in her grove. The creature may not resist this charm, which lasts for an hour at a time.

HAGS: Hags are nymphs of dark and shadowy places. Because most such places are old and forlorn, most hags are malevolent and ugly. Hags are often friends of undead, shades, and other horrors. They may haunt old crypts, dank caverns, or dark, dense forests.

Hags can materialize their bodies at will, clotting out of the darkness and mists of their lair.

Hags can leave their home for short periods of time, but must return before dawn. Their bodies are dissolved by direct sunlight — this doesn't kill the hag, however, and her spirit merely returns to her home.

Hag

Characteristics		Average	
STR	6D6	21	Move 3/3flying
CON	3D6	10-11	Hit Points 10-11
SIZ	3D6	10-11	Fatigue 32
INT	2D6+12	19	
POW	2D6+20	27	
DEX	3D6	10-11	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage
Claw	8	50+16	1D6+1D4

Skills: Hide 90-17, Intensity 25+27.

Armor: None.

Magic: May form body at will. Hags know at least 2D6 points of spirit magic and 1D6 sorcery spells. A hag may create a shade from the shadows in her lair at a cost of 1 magic point per cubic meter of shade. She can only have one shade at a time, but if it is destroyed, she can form another.

She can command any one incomplete creatures living in her locale for 1 magic point. This can include undead or monsters as well as creatures such as bats, scorpions, or snakes. The creature may not resist this charm, which lasts for an hour.

NAIAD: The several types of naiads include oceanids, naiads of fountains and streams; nereids, connected with the ocean; potameides, naiads of the rivers; and limnades, naiads of still water, lakes, marshes, and swamps. Limnades are the most malignant of the water nymphs, and can try to lead wayfarers astray, like a will o' the wisp.

Naiads form their bodies directly from the water. For every 10 meters distant a naiad is from her body of water, she loses a magic point. She only regenerates magic points while immersed in her water.

Naiad

Characteristics		Average	
STR	4D6	14	Move 3/9 swimming
CON	3D6	10-11	Hit Points 10
SIZ	2D6+2	9	Fatigue 25
INT	3D6+6	16-17	
POW	2D6+18	25	
DEX	4D6	14	
APP	2D6+12	19	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage	PARR%	PTS
Whip	3	25+13	1D4	-	6

Skills: Dodge 90 + 7.

Armor: None natural.

Magic: May form body at will. Has INT points of spirit magic, usually including Binding, Healing, Extinguish, Disrupt, Shimmer, and Coordination. Usually also has 1D6 points of water-connected divine magic.

A naiad can transform herself into an undine. She will have a size of 1 cubic meter for every magic point she expends. Sufficient water must be available to do this. Destruction of a naiad while in undine form dispels her, and she must expend more magic points to again appear in that form.

Naiads can command any one incomplete creature living in her waters at a cost of 1 magic point. The creature may not resist the charm's effects, which last for one hour.

OREADS: Oreads are nymphs of the mountains and hills. They include limoniads (nymphs of meadows and flowering places) and auloniads (nymphs of mountain valleys). An oread cannot leave its particular mountain and foothills. An auloniad can leave its valley and limoniad its meadow, but lose 1 magic point for every 20 meters distance from the home area. Oreads frequently consort with satyrs.

Oread bodies are normally always formed, but can be dissolved if need be.

Oread

Characteristics		Average	
STR	2D6	7	Move 4
CON	3D6	10-11	Hit Points 10
SIZ	2D6+2	9	Fatigue 18
INT	3D6+3	13-14	
POW	2D6+16	23	
DEX	3D6+6	17-17	
APP	2D6+10	17	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Weapon	SR	Attack%	Damage
Fist	8	25+10	1D3
Kick	8	15+10	1D6

Skills: Climb 90+7, Jump 90+7, Conceal 90+10, Hide 90-7.

Armor: None.

Magic: May form body at will. Oreads have spirit magic equal to their INT, including Healing, Second Sight, and Mobility. An oread can command any one incomplete creature born on her mountain for 1 magic point. The creature may not resist this charm, which lasts for an hour.

Octopus (*Octopus vulgaris*)

Octopi are large mollusks with eight arms and no shell, which normally feed on shellfish. Octopi are not naturally aggressive, but have been known to attack people. They can change their skin color and texture at will to an amazing extent, and can release clouds of ink into the water to distract attackers or block views.

For every meter an octopus is from tentacle-tip to tentacle-tip, give it 1D6 of SIZ and STR. The stats below are for a six meter version.

Octopi can crawl slowly on land, and survive for quite a long time out of water.

Octopus

Characteristics		Average	
STR	6D6	21	Move 1/4 swimming
CON	2D6+6	13	Hit Points 17
SIZ	6D6	21	Fatigue 34
INT	4	4	
POW	3D6	10-11	
DEX	3D6+12	22-23	

Hit Location	Melee (D20)	Missile (D20)	Points
Arm 1	01-02	01	2/5
Arm 2	03-04	02	2/5
Arm 3	05-06	03	2/5
Arm 4	07-08	04	2/5
Arm 5	09-10	05	2/5
Arm 6	11-12	06	2/5
Arm 7	13-14	07	2/5
Arm 8	15-16	08	2/5
Head	17-18	09-13	2/8
Body	19-20	14-20	2/8

Weapon	SR	Attack%	Damage
Arm	4	60+13	2D3 constrict
Bite	7	40+13	2D6+venom

Notes: An octopus can attack with all eight arms simultaneously and then bite 3 strike ranks later. On the round an arm gets a hit, it does no damage, but clings. When a victim has been gripped in the same hit location by two arms, they will constrict, doing damage equal to half the octopus' damage bonus each round. Armor protects only until broken through.

An octopus bite does damage equal to the octopus' damage modifier (minimum of +1D3). It also injects venom with a potency equal to the octopus' CON. If the victim resists this venom, he takes 1D6 damage. Otherwise, he takes damage equal to the venom's potency.

Skills: Hide 100+1, Search 50-3, Scan 50-3.

Armor: 2-point skin (1 point per +D6 damage modifier).

Ogre (*Homo anthropophagus*)

These ogres resemble Cornish ogres. They are human-sized and formed, though they often have sharp, carnivore-like teeth. They eat all forms of sentient beings, and are essentially malignant. They are very strong, and try to fit into human society. Naturally, ogres must keep their real identities secret, and indulge in their cannibalistic tendencies only in secret or when none can gainsay them.

They can appear very handsome or beautiful and are rare. Female ogres are the same size as the males, and are thus somewhat larger than normal women.

Ogre

Characteristics		Average	
STR	2D6+12	19	Move 3
CON	2D6+6	13	Hit Points 13
SIZ	2D6+6	13	Fatigue 32
INT	2D6+6	13	
POW	2D6+6	13	
DEX	3D6	10-11	
APP	3D6+3	13-14	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/5
L Leg	05-08	04-06	0/5
Abdomen	12	11-15	0/6
Chest	09-11	07-10	0/5
R Arm	13-15	16-17	0/4
L Arm	16-18	18-19	0/4
Head	19-20	20	0/5

Weapon	SR	Attack%	Damage	PARR%	PTS
Any	5+	type +9	type +1D4	type +3	type

Skills: Agility +3, Communication +7, Knowledge +3; Disguise 50, Manipulation +9, Perception +7, Stealth-5.

Armor: May wear any.

Magic: May use any; generally tends towards sorcery or divine magic from evil gods.

Orc (*Orcanthropus piltowni*)

Orcs are a swarthy, long-armed, bow-legged species of mountain-dwelling humanoids. Orcs are nocturnal and weaker races of them



Creating an Ogre Adventurer

Ogres live secretly with humans, and have the same culture and many of the same occupations. In every case, he will receive the skills, magic, and equipment as given.

Roll 1D20+80 on the occupation chart for primitive, nomad, or barbarian ogres. An ogre raised in a civilized culture rolls on the following chart to determine his occupation.

Roll D20

01-02	Entertainer
03-08	Merchant
09-10	Noble
11	Priest
12-16	Soldier
17-18	Thief
19-20	Sorcerer

are Demoralized in daylight. Orcs generally live in rough country such as mountains and poor terrain.

Since orcs are a degenerate form of elf, elves and orcs have a special hate for each other, and feel a racial obligation to battle the other.

The several varieties of orcs differ in size, strength, and resistance to daylight. The weaker races breed faster than the stronger ones, and often are, in fact, slaves of stronger orcs. Even the largest orcs are smaller than a large man, though they may be much stronger. Innate orcish traits include brutality and cannibalism.

The orc statistics given below are for an intermediate race of orcs. Smaller races would have a STR of 3D6 and SIZ of 2D6 while larger ones would have a STR of 5D6, CON of 3D6+3, and SIZ of 2D6+4. Otherwise, all races are identical.

Creating an Orc Adventurer

Orcish occupations yield the same skills and equipment as the human barbarian or civilized equivalents. 'Hunter/Raider' is the equivalent of Barbarian Hunter. 'Chieftain' is the equivalent of Barbarian Noble. 'Sorcerer' is the equivalent of a Civilized Sorcerer. All orcs learn sorcery as their magic system. Any orc receiving the Ride skill is considered to have Ride Wolf. All orcs replace any Fist attack with an equivalent amount of Bow attack.

Roll D100

01-02	Crafter
03-70	Hunter/Raider
71-72	Chieftain
73	Sorcerer
74-00	Warrior

Orc

Characteristics		Average	
STR	4D6	14	Move 3
CON	3D6	10-11	Hit Points 10
SIZ	2D6+2	9	Fatigue 25
INT	3D6	10-11	
POW	2D6+3	10	
DEX	4D6	14	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	4/4
L Leg	05-08	04-06	4/4
Abdomen	09-11	07-10	4/4
Chest	12	11-15	4/5
R Arm	13-15	16-17	4/3
L Arm	16-18	18-19	4/3
Head	19-20	20	4/4

Weapon	SR	Attack %	Damage	PARR %	PTS
Scimitar	8	25+7	1D6+2	25+7	10
Comp. Bow	3/9	25+7	1D8+1	-	7
Spear	8	25+7	1D8+1	25+7	8
Mdm Shield	—	—	—	25+7	12
Knife	9	30+7	1D4+2	30+7	6

Skills: Agility +7, Communication +0, Knowledge +1, Manipulation +7; Conceal 20, Perception +2; Track 20, Stealth +5; Hide 20, Sneak 20.

Armor: None natural. Usually wear at least ringmail and open helm (4 points).

Magic: Because of the convoluted and treacherous orcish social system, the few orcs who manage to learn powerful magic teach little of it to their fellows. All orcs use sorcery.

Panther (*Panthera pardus*)

The panther, also known as the leopard, is a large hunting cat which may be spotted or all-black. Panthers live in forests and jungles, ranging onto nearby savannah or plains. They prey on anything they can catch, but leave large aggressive prey to bigger cats.

Panthers hunt by lying in ambush until their victim nears, then pouncing.

Panther

Characteristics		Average	
STR	3D6+6	16-17	Move 8
CON	3D6	10-11	Hit Points 13
SIZ	2D6+8	15	Fatigue 27
INT	5	5	
POW	3D6	10-11	
DEX	2D6+12	19	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	1/4
LH Leg	03-04	03-04	1/4
Hind Q	05-07	05-09	1/6
Fore Q	08-10	10-14	1/6
RF Leg	11-13	15-16	1/4
LF Leg	14-16	17-18	1/4
Head	17-20	19-20	1/5

Weapon	SR	Attack%	Damage
Claw	7	50+7	1D6+1D4
Bite	10	30+7	1D10+1D4
Rip	7	80	2D6+2D4

Notes: A panther first attacks twice with claws simultaneously, followed by a bite three strike ranks later.

If both claws hit, the panther will hang on and rip with its hind claws on the next round, while continuing to bite.

Skills: Hide 80+3, Sneak 90 +3.

Armor: 1-point fur.

Plesiosaur (Plesiosaurus)

This sea reptile has a long neck, a stubby body like that of a shell-less turtle, and flippers. It hunts fish and squid in shallow seas by paddling slowly along and suddenly striking with the long head and neck.

Plesiosaurs can be dangerous to sailors by picking off isolated men aboard ships. When the creature strikes up from the water, only its head and neck can be struck.

Plesiosaur

Characteristics	Average		
STR	6D6	21	Move 3 swimming
CON	4D6	14	Hit Points 24
SIZ	6D6+12	33	Fatigue 35
INT	3	3	
POW	3D6	10-11	
DEX	3D6+6	16-17	

Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01	01	5/6
RH Paddle	02-03	02	5/8
LH Paddle	04-05	03	5/8
Hindbody	06-08	04-09	5/10
Body	09-11	10-15	5/10
RF Paddle	12-13	16	5/8
LF Paddle	14-15	17	5/8
Head/Neck	16-20	18-20	5/8

Note: in a typical combat probably only the animal's head and neck would be exposed to damage. Do not bother to roll on the above chart in such a case.

Weapon	SR	Attack%	Damage
Bite	2	70+6	1D8+1D6

Note: The long neck of the plesiosaur gives it a weapon strike rank of zero. It only receives half normal damage modifier on bite attacks.

Skills: Hide 60-17, Dodge 60-10 (only applies to head and neck).

Armor: 5-point skin and blubber.

Python (Python or Boa)

Pythons and similar gigantic constrictors live in jungles and rain forests. Some types, such as the anaconda, are water snakes, some live and hunt in trees, and some are ground dwellers. Statistics are given here for constrictors about eight meters long-potential man-eaters.

Python

Characteristics	Average		
STR	3D6+24	34-35	Move 2/3 swimming
CON	3D6+18	28-29	Hit Points 29
SIZ	3D6+18	28-29	Fatigue 63
INT	3	3	
POW	2D6+6	13	
DEX	2D6+6	13	

Hit Location	D20	Points
Tail	01-06	3/10
Body	07-14	3/12
Head	15-20	3/10

Weapon	SR	Attack%	Damage
Bite	6	60+6	1D4+3D3
Constrict	9	40+6	3D6

Notes: A python can attack twice in a round, by bite and constriction, separated by 3 strike ranks.

The bite attack has a base strike rank of 1 and only half normal damage modifier applies to it.

If the constriction attack hits, then the victim is wrapped in the serpent's coils. He can gasp but cannot yell or shout. Each round of constriction does 3D6 damage to the victim's total hit points-chest armor (only) counts against this damage.

No matter how much armor the victim has, he immediately starts suffocating when the constrictor engulfs him. Begin at once with CON x10 rolls and proceed from there.

The victim can free himself. Match his STR against the constrictor's STR. He cannot attack when doing this.

Skills: Because of the snake's elongated body, its SIZ does not affect its agility or stealth bonuses, except in a positive way. Climb 80+13, Dodge 50+13, Hide 60+0, Sneak 80+0. Armor: 3-point skin.

Satyr (Faunus hircus)

Satyrs are high-magical wilderness entities. They often associate with nymphs, or try to. All satyrs are male, and perpetuate their stock by breeding with nymphs or with captured human and elf women.

Satyrs have the haunches and rear limbs of horses or goats, and have horns like those of a goat or ram. Their skin is baked brown. Their muscles and faces are gnarled. They are famed for lechery and wiry strength.

Satyr

Characteristics		Average	
STR	5D6	17-18	Move 5
CON	4D6	14	Hit Points 14
SIZ	2D6+6	13	Fatigue 32
INT	2D6+6	13	
POW	4D6	14	
DEX	3D6+6	16-17	
APP	2D6	7	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/5
L Leg	05-08	04-06	3/5
Abdomen	09-11	07-10	3/5
Chest	12	11-15	1/6
R Arm	13-15	16-17	1/4
L Arm	16-18	18-19	1/4
Head	19-20	20	3/5

Weapon	SR	Attack%	Damage	PARR%	PTS
Butt	9	40+14	1D6+1D4	-	-
Club	6	25+14	1D10+1D4	25+8	10
Thrown Rock	2/7	25+14	1D4+1D2	-	-

Note: Can use head butt 3strike ranks after any other attack.

Skills: Hide 50+0, Sneak 75 +0, Play Pipes 90+14, Dance 80+8.

Armor: 3-point skin on head, abdomen, and legs; 1 point elsewhere.

Magic: Satyrs use spirit magic, with pipes or (rarely) another musical instrument as a focus. When the satyr plays his pipes the desired spell is cast by expending the appropriate number of magic points. This spell will affect anyone within earshot, unless the satyr specifically exempts a particular target.

Through their pipes satyrs normally can cast Fanaticism, Demoralize, Second Sight, Extinguish, and Healing, as well as one of the following three special spells: Sleep (costs 3 MP), which causes those listening to fall asleep; Harmonize (costs 2 MP), which causes all listeners to dance so long as the satyr dances and plays his pipes; and Madness (cost 4 MP), which causes those listening to either scream in fear or sing merrily, but in any case not react to outside stimuli.

When using the offensive spells make only a single roll to match the satyr's magic points against the magic points of all potential targets. Only those characters overcome by the roll are affected. Every ten rounds the song is played, make another such resistance check. If the satyr stops playing his pipes, the effect stops after one melee round.

Magic point cost of the spells does not vary with the number of targets affected.

The satyr does need to keep these spells in mind, and may learn other magic, which may be cast in the same manner, or normally.

Sea Serpent (Megaserpentes maritimus)

Sea serpents are colossal marine reptiles. They are carnivorous, and occasionally attack ships. The stats below are for a serpent around 20 meters long and a meter thick at the broadest. They are usually found far from shore, and rarely crawl ashore. The biggest sea serpents are found furthest from shore.

The sea serpent can attack ships in two ways. It can lurch onto a ship's deck and attack sailors directly, or it can wrap around a ship and constrict it. Only larger sea serpents can constrict ships.

Sea Serpent

Characteristics		Average	
STR	8D6+30	26	Move 3/5swimming
CON	6D6+20	41	Hit Points 50
SIZ	8D6+30	58	Fatigue 99
INT	3	3	
POW	5D6	17-18	
DEX	2D6	7	

Hit Location	D20	Points
Tail	01-06	15/17
Body	07-14	15/21
Head	15-20	15/17

Weapon	SR	Attack%	Damage
Bite	7	60+0	1D6+6D6
Constrict	10	40+0	6D6

Note: A sea serpent can bite and then use its constriction attack 3 strike ranks later, in the same melee round.

If the constriction attack succeeds, the victim is caught in the serpent's coils. He will take damage equal to the serpent's damage bonus each round. His chest armor (only) will protect until overcome. The victim can escape by overcoming the serpent's STR with his own.

Skill: The serpent's body form eliminates negative skill modifiers due to SIZ.

Climb 50+7.

Armor: 15-point skin.

Shark (Carcharodon)

These well-known and dreaded fish are unpredictable, and can be quite dangerous. Two sizes of sharks are given here: one 2-3 meters long, and a larger type 8 meters long.

Sharkskin is extremely tough and covered with tiny enamel teeth.

Medium Shark

Characteristics	Average		
STR	3D6+12	22-23	Move 10
CON	2D6+9	16	Hit Points 20
SIZ	3D6+12	22-23	Fatigue 39
INT	2	2	
POW	3D6	10-11	
DEX	2D6+3	10	
Hit Location	D20	Points	
Tail	01-03	5/7	
Hindbody	04-08	5/9	
Forebody	09-13	5/9	
R Fin	14	5/6	
L Fin	15	5/6	
Head	16-20	5/7	
Weapon	SR	Attack%	Damage
Bite	6	75-1	2D6+2D6
Fin Slash	9	50	2D3

Note: If the shark's bite misses, or is dodged, then 3 strike ranks later a fin slash takes place. If the shark's bite is parried or hits, then there is no fin slash that round. Fin slash damage equals half of the shark's damage modifier.

Skills: Smell Blood 80-4.

Armor: 5-point skin.

Large Shark

Characteristics	Average		
STR	6D6+24	45	Move 10
CON	4D6+18	32	Hit Points 39
SIZ	6D6+24	45	Fatigue 77
INT	2	2	
POW	4D6	14	
DEX	2D6+3	10	
Hit Location	D20	Points	
Tail	01-03	13/13	
Hindbody	04-08	13/16	
Forebody	09-13	13/16	
R Fin	14	13/10	
L Fin	15	13/10	
Head	16-20	13/13	
Weapon	SR	Attack%	Damage
Bite	6	75+2	2D6+5D6
Fin Slash	9	50	5D3

Note: If the shark's bite misses, or is dodged, then 3 strike ranks later a fin slash takes place. If the shark's bite is parried or hits, then there is no fin slash that round. Fin slash damage equals half of the shark's damage modifier.

Skills: Smell Blood 80+4.

Armor: 13-point skin.

Skeleton

Animated skeletons are magical artifacts, not true undead. To create such a horror, an Enchant ritual is performed over a corpse or skeleton. Each point of current POW placed the skeleton gives it 1D6 STR or 1D6 DEX (specified when enchanted). To be capable of normal movement, the skeleton must have a STR equal to at least half its SIZ. It also must have sufficient STR to wield any weapons the creator gives it. The skeleton's chance to hit with any weapon equals to its DEX x5%.

The corpse need not be skeletal when the ritual is performed, but the processes of putrefaction continue regardless of the ritual, and within a year or so all flesh rots off the body. At that point the skeleton is animated and is subject to its creator's orders. It obeys as literally and as completely as possible.

The skeleton's creator may put magic points into it upon creation. A skeleton cannot cast magic, but its magic points can resist spells.

Skeletons lack CON, INT, and POW. Each hit location has 1 point of armor per +D6 of damage modifier that the skeleton has. When a skeleton is hit through its armor, the struck location shatters. It can be repaired through normal use of spells or by splinting it with Devise. Breaking a skeleton does not destroy the Enchantment involved in its creation, and once it is fixed (or a Repair spell cast), it will once again animate.

A skeleton will keep on fighting till hacked to bits. If the abdomen is destroyed, both legs are lost as well. If the chest is destroyed, the entire skeleton falls apart. If the head is destroyed, the skeleton becomes functionless. Skeletons can wear armor to help defend their brittle bones.

Skeletons take no damage from thrusting weapons, unless the hit was an impale or critical hit.

Skeletons move at the same speed they did in life, but cannot fly or swim (if they could when alive). They have no fatigue points and never tire.

The sample skeleton described below has had 3 current POW expended on STR and 3 current POW expended on SIZ.

Skeleton

Characteristics	Average		
STR	3D6	10-11	Move 3
SIZ	2D6+6	13	
DEX	3D6	10-11	
Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/1
L Leg	05-08	04-06	0/1
Abdomen	09-11	07-10	0/1
Chest	12	11-15	0/1
R Arm	13-15	16-17	0/1
L Arm	16-18	18-19	0/1
Head	19-20	20	0/1

Weapon	SR	Attack	Damage	PAR%	PTS
Broadsword	7	45 to 60	1D8+1	45 to 60	10
2-H Spear	6	45 to 40	1D8+1	45 to 60	8
Bow	3/9	45 to 60	1D6+1	—	5
Mdm Shield	—	—	—	45 to 60	12

Skills: Dodge DEX x 5%.

Armor: As provided.

Spirit

Those spirits included under this heading are spirits of disease, healing, intellect, magic, mentality, passion, power, and spell. Described separately at the end of the discussion are other spirit types, cult spirits, and demons. Ghosts, wraiths, chonchons, nymphs, and elementals are other-world creatures often classified with spirits. They are found in this book under individual alphabetical headings.

There are as many different types of spirits as there are types of animals and plants on the mundane plane. Each type is a different species. Several types of spirits have been grouped together here for convenience. None of the beings classified here have SIZ of any sort. Some can initiate spirit combat and some cannot.

All these spirits normally inhabit the otherworld and are usually found on the mundane plane only when summoned by some magician.

After each spirit listing, typical characteristics for the spirit type are given. Naturally a particular spirit may be more or less powerful than the average spirits given here. Such variations are up to the gamemaster.

DISEASE SPIRITS: There are several types of disease spirits. They have only POW as a characteristic. They also carry a specific disease. For example, the disease spirit that afflicted Cormac in the ruined farmhouse can be adequately described by stating that it had a POW of 15 and carried Wasting Disease.

Disease spirits are capable of engaging in spirit combat. If victorious, the spirit will covertly possess its victim.

A disease spirit attacks by matching its magic points against one of the victim's characteristics. If it overcomes the characteristic, the victim loses 1D3 magic points. The victim does not lose characteristic points in this attack, though he may if the spirit possesses him. The victim resists such attacks through normal spirit combat to reduce the spirit's magic points.

Once a spirit has reduced a victim's magic points to zero, it possesses him with varying results.

The five main types of disease spirits are explained individually below.

Wasting Disease: This spirit attacks against SIZ. Once it has possessed its victim, the sufferer loses one current STR point per day.

Creeping Chills: This spirit attacks against CON. Once it has possessed its victim, the sufferer loses one current CON point per day.

Brain Fever: This spirit attacks against INT. Once it has possessed its victim, the sufferer loses one current INT point per day. It cannot possess beings with fixed INT.

Soul Waste: This spirit attacks against POW (not magic points). Once it has possessed its victim, the sufferer loses one current POW point per day.

Shakes: This spirit attacks against DEX. Once it has possessed its victim, the sufferer loses one current DEX point per day.

Disease Spirits

Characteristics	Average
POW 3D6+6	16-17 Move equal to POW

HEALING SPIRITS: These spirits have POW only. Healing spirits are capable of initiating spirit combat, but only with spirits of disease that are covertly possessing an individual (causing an illness). If the healing spirit can bring the spirit of disease to zero magic points; it can force it to leave its host. The healing spirit must then leave as well, for it cannot permanently possess a body. If a spirit of healing is used on someone who is sick for other reasons than harboring a spirit of disease, the spirit can add its POW to the adventurer's chances of success on the next roll to determine the progress of the disease. The spirit gives its POW as a chance of being cured or improving the disease even if the normal chances for success are 0%. The spirit will remain with the victim until the resistance roll is made, then departs even if the victim is still sick.

Healing Spirit

Characteristics	Average
POW 4D6	14 Move equal to POW

INTELLECT SPIRITS: Intellect spirits have INT and POW. They cannot initiate spirit combat.

If an intellect spirit is forced into a Binding Enchantment, the binder may store spirit or sorcery spells in its INT. Effectively, an intellect spirit's INT serves as an adjunct to the caster's own INT to help in storing spells. The spirit's INT cannot be used as free INT for sorcerers, but could release some of the sorcerers own INT.

Merely casting a successful Control spell on an intellect spirit will not permit one to use its INT — the spirit must also be Enchanted.

Thus, these spirits may be used only by a shaman who holds the spirit with his fetch or by someone who has placed the spirit into an item Enchanted with Bind Intellect Spirit.

The spirit's magic points may not be used to power spells, and intellect spirits may not cast spells of any sort.

Intellect Spirit

Characteristics	Average		
INT	1D6	3-4	Move equal to POW
POW	2D10	11	

MAGIC SPIRITS: Magic spirits have INT and POW. They may both memorize and cast spells. They may not initiate spirit combat.

A magic spirit is one of the more common spirits inhabiting the Other World. The master of a bound magic spirit cannot use the spirit's magic points for casting spells, nor can he store his own spells in the magic spirit's INT. However, he can command the spirit to cast its spells for him.

Magic Spirit

Characteristics	Average		
INT	3D6	10-11	Move equal to POW
POW	3D6+3	13-14	

Magic: Knows 1D6 spirit, divine, or sorcery spells, but no more than their INT worth of spirit and sorcery spells. They will have only one spell type. If it knows divine spells, it must regain their use like a priest does.

PASSION SPIRITS: Passion spirits possess POW only, and can engage in spirit combat. There are several types of passion spirits, most of which match their magic points against a foe's INT. If the spirit overcomes the foe's INT, he loses 1D3 magic points. The target resists the spirit with normal spirit combat, matching his magic points against the spirit's. If the passion spirit ever reduces the foe's magic points to zero, it covertly possesses him, cursing him with an emotional or mental blight which varies according to the spirit. A few passion spirits are described below.

FEAR SPIRITS: Fear spirits look like black wells in space, their pale faces peering out, their skeletal hands stretching toward the viewer.

If a fear spirit covertly possesses a host, that host becomes permanently Demoralized (as per the spirit spell) until the spirit is exorcised.

MADNESS SPIRITS: A madness spirit appears as a ghastly swirl in the air, manifesting a hysterically-laughing or screaming face in the center.

If the madness spirit covertly possesses its victim, the victim becomes subject to fits of insanity. In any stress situation, and at least once a day in any case, the spirit matches its magic points against the victim's magic points. If the spirit overcomes the target, he becomes incapacitated for 1D20 hours - screaming, giggling, or comatose for that time.

PAIN SPIRITS: A pain spirit looks like a pulsating, infected welt in space. It hurts the eyes to look at it. A pain spirit matches its magic points against its target's CON, rather than INT.

If it possesses its target, the victim is momentarily overcome with agony. From then on, he will always be conscious of a dull ache in his bones and muscles. Whenever he acts quickly or concentrates (and sometimes at random), then shooting pains afflict his

joints and skull. This reduces all his skill rolls by a number of percentiles equal to the spirit's POW.

For example, if a pain spirit with a POW of 15 possesses a victim, he loses 15 percentiles from all his skills for the duration of the possession. If he had a 90% Climb and his player rolled 85, the adventurer would fail the Climb roll due to distracting pain flashing through his body as he attempted the climb.

Passion Spirits

Characteristics	Average		
POW	3D6+6	16-17	Move equal to POW

POWER SPIRITS: Power spirits have POW only. They cannot initiate spirit combat. The master of a bound power spirit can use the spirit's magic points to power his own spells. The spirit acts as a sort of adjunct magic point pool to the caster's own magic points. These magic points are only available when the spirit has been bound in some way, either by being tied to a shaman's fetch or through being trapped in a magic item containing the Binding Power Spirit enchantment. Simply casting a Control spell over the spirit will not permit the user to utilize the spirit's magic points.

Power Spirits

Characteristics	Average		
POW	2D6+3	10	Move equal to POW

SPELL SPIRITS: Spell spirits possess only INT and POW. Their INT is restricted: it may hold only one spirit magic spell and nothing else. It is not used for rational thought of any sort. Spell spirits have fixed INT equal to the points in their spell, and POW at least equal to their spell's points. Frequently, it has POW higher than this minimum.

A spell spirit may not initiate spirit combat. If it has sufficient magic points, it may cast its spell more than once.

Spell spirits have an automatic 100% chance of casting their spell, no matter what their POW. Spell spirits match their magic points against those of their target; figure normally the chances for an offensive spell's success.

If a spell spirit is engaged in spirit combat and reduced to zero magic points, the victor may force the spirit to yield its spell to him. Thus, the spirit's conqueror learns a new spell. The spell spirit is left functionless and void, and, if released, will rapidly migrate back to the eternal Source of its spell, where it will regain its magic. Thus recharged, it re-enters the spirit plane.

On the other hand, if the spirit reduces its attacker to zero magic points, it will possess him. The spirit is incapable of operating a body, so the possessed individual will be effectively comatose, incapable of eating, thinking or acting until the spirit is exorcised.

Spell Spirit

Characteristics	Average		
INT	as per spell	varies	Move equal to POW
POW	3D6	10-11	

Note: POW must at least be equal to point value of spell.

OTHER SPIRITS: Other spirit types can be inferred from the types above: spell spirits could know more than one spell or know sorcery instead of spirit magic; magic spirits could be capable of using their INT as do intellect spirits; passion spirits could give their host berserker rage or lycanthropy. The inhabitants of the spirit plane are as varied and bizarre as those of the mundane world.

The only restriction on inhabitants of the spirit plane is that none may have current SIZ.

CULT SPIRITS: Cult spell spirits teach spirit magic to that cult's or that religion's initiates. Cult spirits and ghosts are given as rewards to especially faithful and heroic priests (rarely to initiates). The Binding Enchantment necessary for use of a magic spirit or ghost must be provided by the cultist receiving the spirit. Some religions and cults possess wraiths, disease spirits, or passion spirits which are used as sendings to bring retribution upon heretical or treacherous cult members. Another function for such dread spirits is as temple guardians.

A special feature of all such spirits is that they may be bound only by initiates of their religion or cult(s).

DEMONS: A demon is any malevolent entity from the other-world which does not fall into a convenient category. Such beings as wraiths and hellions are occasionally termed demons.

Some typical demons might include elementals with INT and spells; malignant hags bound to no particular spot, and retaining all powers; disease or passion spirits with INT and spells; magic spirits capable of forming bodies when they appear on the mundane plane; spell spirits with large INT that contain divine magic; and shaman spirits holding fetches and spirits.

Stoorworm (*Dracovermis insidiens*)

Stoorworms are large limbless dragons. They frequent dismal swamps and dank forests. They have no fiery breath, but can belch out clouds of poisonous gas and regenerate hit points after damage.

When adventurers attack a stoorworm, it immediately spews forth its deadly fumes and it attacks simultaneously. To keep from inhaling the poison, all adventurers will have to make CON rolls as per asphyxiation rules.

Stoorworm

Characteristics	Average	
STR	12D6	42
CON	3D6+12	22-23
SIZ	12D6	42
INT	9	9
POW	1D6+12	15-16
DEX	2D6	7
Hit Location	D20	Points
Tail	01-06	10/11
Body	07-14	10/14

Head	15-20	10/11	
Weapon	SR	Attack%	Damage
Bite	7	50+6	1D10+4D6
Breath	1	100	poison only

Note: The stoorworm can bite and emit its poisonous vapors in the same round. The cloud has a radius of three meters and a POT equal to the monsters POW.

The poisonous cloud costs the stoorworm one extra fatigue point every round to keep going.

Armor: 10-point skin.

Magic: The stoorworm regenerates hit points at the rate of 2 points per location per round. A slain stoorworm ceases regeneration.

Tiger (*Panthera tigris*)

The tiger is the largest of the big cats. Tigers hunt alone, and live in jungles and grassy areas. They survive well in cold climates. Tigers hunt by ambush, and are intelligent enough not to attack clearly dangerous foes.

Tiger

Characteristics		Average	
STR	5D6+12	29-30	Move 8
CON	3D6+3	13-14	Hit Points 20
SIZ	4D6+12	26	Fatigue 43
INT	5	5	
POW	3D6	10-11	
DEX	3D6+6	16-17	
Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/6
LH Leg	03-04	03-04	2/6
Hind Q	05-07	05-09	2/9
Fore Q	08-10	10-14	2/9
RF Leg	11-13	15-16	2/6
LF Leg	14-16	17-18	2/6
Head	17-20	19-20	2/7
Weapon	SR	Attack%	Damage
Bite	8	30+12	1D10+2D6
Claw	5	50+12	1D8+2D6
Rip	5	80	2D8+2D6

Note: A tiger gets two simultaneous claws and one bite each round. The bite hits 3 strike ranks after the claws.

If both claws hit, the tiger will hang on and rip with its hind claws on the next round, while continuing to bite.

Skills: Dodge 40+1, Jump 50+1, Hide 80-10, Sneak 80-10. **Armor:** 2-point skin.

Toad, Cliff (*Megabufo hippovorax*)

Cliff toads are gigantic amphibians inhabiting rocky areas, mountains, and canyons. They are gray and pebbled-looking, blending well with their surroundings.

Young cliff toads are mere nuisances, going after provisions and smallish edible items such as familiars. Larger, older cliff toads are infamous for hanging onto the side of cliffs with their sucker-tipped feet, and grabbing up warhorses or riders with their tongues. They swallow their prey whole.

Cliff toads can leap 2 meters per D6 of SIZ once every 2 strike ranks.

A cliff toad's tongue has a range of 1 meter per D6 of SIZ. They continue to grow throughout their lives. Cliff toad tadpoles are a meter long and must live in water until discarding their fins. Cliff toads have a SIZ and STR range of 2D6 to 12D6. A cliff toad's CON is equal to half its SIZ in D6s (round up).

Toad

Characteristics	Average		
STR	2 to 12D6	7-42	Move (hop)2m/D6
CON	1 to 6D6	3-21	Hit Points 5-32
SIZ	2 to 12D6	7-42	Fatigue 10-63
INT	2	2	
POW	3D6	10-11	
DEX	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-04	01-03	7/7
LH Leg	05-08	04-06	7/7
Abdomen	09-10	07-10	7/9
Chest	11-12	11-14	7/9
RF Leg	13-14	15	7/6
LF Leg	15-16	16	7/6
Head	17-20	17-20	7/7

Weapon	SR	Attack%	Damage
Tongue	3	40+3	1 to 4D6
Swallow	3	80	acid damage
Kick	6	25+3	1D6+zero to 4D6

Notes: The toad may attack once per round. It normally uses its tongue, which hits on the toad's DEX strike rank and does damage equaling the toad's damage modifier.

The kick is used against targets too big or too dangerous to swallow.

When the tongue hits a victim, it wraps around him and sticks to him, then retracts with the victim into the toad's stomach on the next round (the "swallow" attack). If the swallow attack misses, the toad may try again next round. Once in the toad's belly, the character is immobilized, and takes 1 point of acid damage to each hit location each round; armor dissolves first, then hit points. The toad can swallow objects with SIZs equal to or less than its own SIZ, its belly swelling tremendously to accommodate large victims.

Skill: Hide in Rocks 100 +3 to -32 stealth bonus.

Armor: 1 point of skin armor per D6 of SIZ.

Troll, Cave (*Styganthropus mutans*)

Cave trolls are huge deformed humanoids with rough green-black hide, hairy shoulders and arms, and long claws. They dwell in mountains and forests, making their dens in caves. Cave trolls gather in small family groups and wear rude clothing made of hides. They have a keen sense of smell and use the same sonar-like Darksense as dark trolls.

Cave trolls have the ability to regenerate. They heal 1 hit point of damage in each location per melee round, unless the troll is dead. Damage taken under sunlight or done by fire does not regenerate in this manner.

Cave trolls are nocturnal and carnivorous. An average cave troll stands 2.5 + meters (8 feet) tall.

Cave Troll

Characteristics	Average		
STR	3D6+12	22-23	Move 3
CON	2D6+6	13	Hit Points 20
SIZ	4D6+12	26	Fatigue 36
INT	2D6	7	
POW	2D6	7	
DEX	2D6+3	10	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	3/7
L Leg	05-08	04-06	3/7
Abdomen	09-11	07-10	3/7
Chest	12	11-15	3/9
R Arm	13-15	16-17	3/6
L Arm	16-18	18-19	3/6
Head	19-20	20	3/7

Weapon	SR	Attack%	Damage	PARR%	PTS
Club	4	25+4	1D10+2+2D6	25-9	12
Claw	7	40+4	1D6+2D6	-	-

Notes: The usual tactic is to strike with the club then hit with the claw, but the troll cannot parry if he does so. (Club plus claw counts as regular two-weapon use.) The troll club is the equivalent of a war maul used one-handed.

Skills: Smell Out Prey 50-2, Darksense/Scan 50-2, Darksense/Search 50-2.

Armor: 3-point skin.

Troll (*Styganthropus sapiens*)

A race of ancient beings including both gigantic and dwarfed forms. They inhabit caves, subterranean dwellings, and waste places. Trolls are noted for their voracious appetites.

Trolls stand a little over 2 meters (6.5 feet) tall and weigh around 130 kilograms (290 lbs). They have snouted faces, tusks, and dark gray or mottled skin. Their bodies tend towards a muscular obesity, accented by a posture normally crouched and ready for action.



Trolls live in ramshackle villages in gloomy troll lands. Hunting trolls may range deep into human territory. Trolls are nocturnal, and have a sonar sense called Darksense used to make their way in the dark. This sense works in a fashion similar to that of bats and dolphins.

Stats given below are for male trolls. The females, who rarely need to leave their dwellings, have 3D6 + 10 SIZ.

Troll

Characteristics	Average		
STR	3D6+6	16-17	Move 3
CON	3D6	10-11	Hit Points 15
SIZ	3D6+8	18-19	Fatigue 27
INT	2D6+6	13	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	5/5
L Leg	05-08	04-06	5/5
Abdomen	09-11	07-10	5/5
Chest	12	11-15	5/6
R Arm	13-15	16-17	5/4
L Arm	16-18	18-19	5/4
Head	19-20	20	5/5

Weapon	SR	Attack%	Damage	PARR%	PTS
Club	6	25+8	1D10+1D6	25-4	10
Sling	3/9	25+8	1D8	—	—
Maul	5	20+8	2D8+1D6	20-4	16
Large Shield	—	—	—	25-4	16

Skills: Agility -4; Ride 00, Swim 05, Communication +5, Knowledge +3, Manipulation +8, Perception +5; Listen 35; Darksense/Search 25, Darksense/Scan 25, Stealth -9; Hide 20; Sneak 20.

Armor: 1-point skin; may wear any armor (the hit location table assumes ring-mail armor and helm).

Magic: All magics are available to trolls. Because trolls are connected with the element of darkness, they excel in darkness-connected magics.

Creating a Troll Adventurer

Roll 1D6: 1-2=Wild, 3-5 =Barbarian, and 6=Civilized culture.

All Wild trolls receive the skills, magic, and experience of human Primitive Hunters.

Barbarian trolls roll on the following table for the same human experience:

Roll D100	
01-05	Savage Hunter
06-08	Barbarian Crafter
09-25	Barbarian Herder (herds insects)
26-75	Barbarian Hunter
76-77	Barbarian Noble (but has World Lore x4 instead of Ride)
78-79	Barbarian Priest
80-81	Savage Shaman
82-00	Barbarian Warrior

Civilized trolls roll on the following table:

Roll D100	
01-05	Barbarian Crafter
06-25	Barbarian Herder
26-60	Barbarian Hunter
61-65	Civilized Fisher
66-68	Civilized Healer
69-70	Civilized Merchant
71-72	Barbarian Noble (but has World Lore x4 instead of Ride)
73-74	Barbarian Priest
75-76	Barbarian Shaman
77	Civilized Sorcerer
78-00	Barbarian Warrior

Unicorn (Unicornus sylvanus)

The unicorn is a cloven-hooved beast with a horse-like body and head, a long, rather leonine tail, and a single spiral horn springing from the center of the forehead. Unicorns are nearly always white.

They live only in verdant forests, and are solitary. They are intelligent, live forever unless killed, and get along well only with virgin female humans and elves.

Unicorn

Characteristics	Average		
STR	2D6+24	31	Move 11
CON	2D6+6	13	Hit Points 19
SIZ	2D6+18	25	Fatigue 44
INT	2D6+6	13	
POW	2D6+12	19	
DEX	2D6+6	13	
APP	4D6	14	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	0/6
LH Leg	03-04	03-04	0/6
Hind Q	05-07	05-09	0/9
Fore Q	08-10	10-14	0/9
RF Leg	11-13	15-16	0/6
LF Leg	14-16	17-18	0/6
Head	17-20	19-20	0/7

Weapon	SR	Attack%	Damage	PARR%	PTS
Horn	4	60+16	1D70+2D6	60-2	14
Kick	6	25+16	1D8+2D6	—	—
Rear & Plunge	6	25+16	2D8+2D6	—	—
Trample	6	75	4D6 to downed foe	—	—

Notes: A unicorn can attack once a round, preferring the horn. A unicorn can parry with the horn as well as either kick or gore simultaneously.

The unicorn's horn is capable of impaling, and, due to its length, has a base strike rank of 1.

Skills: Dodge 30-2, Scan 75+10, Search 75+10. Armor: None natural.

Magic: A unicorn can heal wounds with its horn by touching the wound and expending 1 magic point per damage point healed. This healing can reattach a severed limb, if at least six points are expended.

Attribute points lost through poison or disease can also be cured, but this takes a point of current POW per point cured, so unicorns are reluctant to perform this.

A unicorn can detect poison with a touch of its horn. If a horn is made into a cup it will shatter if poison is placed into it.

Vampire

Vampires are pale, clammy entities which cast neither shadow nor reflection. They are usually human in origin. Only carnivorous (or omnivorous) intelligent beings can be converted to this status. These bloodsucking revenants are the nobility of the undead.

Vampires live wherever there is sufficient prey for them to maintain unlife. They must feed on sentient beings — the blood of oxen or pigs will not satisfy their supernatural hunger.

A vampire has twice its former STR and CON.

It can transform itself into mist in its DEX strike rank plus three more, and regenerate damage as a mist at the rate of 1 hit point per round. If a vampire is damaged to zero hit points, it automatically evaporates into mist and regenerates damage. It may do so at whim as well.

In mist form, the vampire moves at a speed of five meters per round, and is immune to most types of physical damage. Some spells can still affect it.

A vampire cannot regenerate from fire damage or from damage taken in daylight. Fire cannot harm a vampire in mist form.

A vampire can change at will into a wolf or bat (or alternate appropriate creatures). These forms are used for camouflage and speed of movement, not combat.

Naturally, vampires can see in the dark.

If a vampire is reduced to zero hit points in its head or chest, it will collapse upon the ground and cannot evaporate into mist. If a stake is then driven through its heart and the head cut off, the vampire will be destroyed. Immersion in running water instantly destroys a vampire.

Crosses are efficacious against vampires. By thrusting a cross strongly towards a vampire and concentrating, an adventurer matches his POW against the vampire's magic points each round. If the adventurer overcomes the vampire's magic points, the vampire takes 1D3 points of non-regenerable damage to a random mis-

sile hit location. Neither armor nor magical defenses will absorb this damage.

A vampire cannot Enthrall a person strongly presenting a cross, though he could attack him physically. If a vampire is actually struck by a cross, he will automatically take 1D3 points of non-regenerable damage to the area struck, ignoring any armor or magical protection. But vampires in mist form are immune to the effects of the cross.

A vampire is unable to transform into mist, to Enthrall others, to turn into a wolf or bat, or to drain magic points in daylight.

Each day a vampire does not spend in its coffin lined with earth, it loses 3D6 magic points. It loses 1D6 magic points every night just to keep its undead body running. Once it has been reduced to zero magic points, it will become comatose, unable to leave its crypt without help.

Vampires do not lose fatigue points through exertion — only through lack of blood. Each night a vampire loses fatigue points equal to its current magic points. Vampires cannot regain fatigue points by resting, only by drinking the blood of sentient creatures. A vampire hungry for several nights will find most of its skills reduced.

Vampire

Characteristics		Average	
STR	3D6 x2	20-22	Move race +1
CON	3D6 x2	20-22	Hit Points 18
SIZ	2D6+6	13	Fatigue varies
INT	2D6+6	13	Magic Points 2D6+6
DEX	3D6	10-11	
APP	3D6	10-11	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/6
L Leg	05-08	04-06	0/6
Abdomen	09-11	07-10	0/6
Chest	12	11-15	0/8
R Arm	13-15	16-17	0/5
L Arm	16-18	18-19	0/5
Head	19-20	20	0/6

Weapon	SR	Attack%	Damage
Touch	8	50+10	1D4+1D6+magic point drain
Bite	8	25+10	1D6+fatigue drain

Notes: A victim hit by a vampire's touch must match his magic points against the vampire's magic points, whether or not the touch penetrated armor. If the vampire wins the struggle, the target loses 1D4 magic points to the vampire.

A vampire's bite does damage equal to his damage bonus, or 1D3 in any case. If the bite penetrates armor, the vampire will stay attached and drain 1D6 fatigue points each round. Once the victim has lost fatigue points equal to the total of his current STR plus CON, the vampire will begin to drain STR instead. Any STR lost this way is gone permanently.

Skills: Vampires retain skill knowledge from their former life. Since they may also have spent many years as a vampire, they usually have excellent skill levels.



Armor: None natural. Usually wears none, because it would have to be left behind if the vampire changed shape or dissolved into mist. This also happens to any clothes it wears except for the clothes in which it was buried.

Magic: By concentrating and overcoming a target's magic points with its own, a vampire can Enthrall him. This costs the vampire no magic points. The victim will stand or slouch helplessly, unable to react to the outside world. This effect wears off after a full turn.

The vampire may only attack a single target per round with Enthrall. This counts as an attack, and the vampire may only parry or Dodge on melee rounds this ability is used.

If his adventurer is engaged in melee, a player can attempt to avoid his adventurer being caught by the vampire's eye, by rolling POW x5 or less on D100 each round. Success indicates that he was lucky and willful enough to avoid the dread glance. Otherwise, the vampire may attack with the Enthrall that round.

Countermagic or similar spells are of no effect against the vampire's Enthrall. However, if an adventurer were somehow able to fight with his eyes closed, he would be protected against this attack.

Since vampires have no POW, they cannot cast spirit magic spells nor sacrifice for divine magic. If a vampire already had divine magic from his former life, he would keep it. Vampires can be potent sorcerers.

Werewolf (*Homo lycanthropus*)

No one knows whether werewolves are humans who turn into wolves, or wolves which transform into humankind. Whatever the truth, a werewolf takes on the strength and senses of the wolf at the expense of intelligence. Lycanthropes can change form at will, taking 1 melee round to do so. On nights of the full moon, a lycanthrope must change to beast form.

Contrary to popular folklore, the bite of a lycanthrope does not ordinarily transmit the shape-changing ability.

In wolf form, werewolves are immune to most damage, which simply bounces off. Only magic, fire, or pure metals such as silver will harm them. If an ordinary steel sword with a Bladesharp 3 spell were used on a werewolf, only the Bladesharp would do damage. The werewolf's skin armor would help to neutralize even this. If the whole blade were enchanted, such as with a Truesword or Fireblade, the entire damage rolled (except for any damage bonus) would count. Poison will affect a lycanthrope, if the skin of the creature is penetrated. Werewolves need oxygen, as do most other living things, and can be asphyxiated or drowned.

The characteristic numbers in parentheses represent the lycanthrope's statistics when in animal form. There are two hit location tables given for the werewolf. One is for use in human form, the other for wolf form.

Werewolf

Characteristics	Average		
STR	3D6(x2)	10-11 (20-22)	Move 3 (7)
CON	3D6	10-11	Hit Points 12
SIZ	2D6+6	13	Fatigue 21 (32)
INT	2D6+6 (x1/2)	13 (7)	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11	

Man form

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	0/4
L Leg	05-08	04-06	0/4
Abdomen	09-11	07-10	0/4
Chest	12	11-15	0/5
R Arm	13-15	16-17	0/3
L Arm	16-18	18-19	0/3
Head	19-20	20	0/4

Wolf form

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	1/3
LH Leg	03-04	03-04	1/3
Hind Q	05-07	05-09	1/5
Fore Q	08-10	10-14	1/5
RF Leg	11-13	15-16	1/3
LF Leg	14-16	17-18	1/3
Head	17-20	19-20	1/4
Weapon	SR	Attack%	Damage
Bite	8	50+4	1D8+1D4

Note: The common tactic is to knock down a foe and then attack him when prone.

Skills: Sneak 50-3, Scan 50-1, Search 50-1, Track 50-1.

Armor: 1-point fur, plus immunity to most weapons.

Whale (Cetacea)

Three types of whale are described here: the sperm whale (*Physeter catodon*), the killer whale (*Orcinus orca*), and the bottlenose dolphin (*Tursiops truncatus*). All whales are carnivores: sperm whales feed on squid, killer whales on other whales and mammals, and dolphins on fish and small squid. Dolphins and killer whales travel in pods, but sperm whales are not infrequently solitary. It is uncertain how intelligent whales really are. Here, we have assumed that they are not fully intelligent. In your universe, this may not be the case. Fully-intelligent whales should have INTs of 2D6+6.

Sperm Whale

Characteristics		Average	
STR	7D6+50	73-74	Move 7
CON	3D6+40	50-51	Hit Points 67
SIZ	7D6+60	83-84	Fatigue 124
INT	8	8	
POW	4D6	14	
DEX	2D6+3	10	
Hit Location	D20	Points	
Tail	01-03	18/23	
Hindbody	04-08	18/28	
Forebody	09-13	18/28	
R Flipper	14	18/18	
L Flipper	15	18/18	
Head	16-20	18/23	
Weapon	SR	Attack%	Damage
Ram	6	60+8	1D6+9D6
Bite	6	40+8	1D6+8D6
Tail Smash	6	25+8	1D6+9D6 d

Note: A sperm whale may attack once per round, using any attack.

The ram is only effective against opponents at least half the whale's SIZ.

The bite only has a half-normal damage modifier in D6s (round up fractions).

The tail smash is generally used against foes to the rear. It cannot be used against submerged foes; only those on the surface.

Skills: The whale body shape removes any negative agility modifier for SIZ.

Scan 50+10, Jump 60+10.

Armor: 18-point blubber.

Killer Whale

Characteristics		Average	
STR	6D6+30	51	Move 10
CON	3D6+25	35-36	Hit Points 49
SIZ	6D6+40	61	Fatigue 87
INT	8	8	
POW	3D6	10-11	
DEX	2D6+3	10	
Hit Location	D20	Points	
Tail	01-03	12/17	
Hindbody	04-08	12/21	
Forebody	09-13	12/21	
R Flipper	14	12/13	
L Flipper	15	12/13	
Head	16-20	12/17	
Weapon	SR	Attack%	Damage
Bite	6	60+8	1D6+6D6

Skills: The whale body shape removes any negative agility modifier for SIZ.

Scan 50+9, Jump 60+8.

Armor: 12-point blubber.

Dolphin

Characteristics		Average	
STR	3D6+8	18-19	Move 6
CON	2D6+8	15	Hit Points 19
SIZ	3D6+12	22-23	Fatigue 34
INT	8	8	
POW	3D6	10-11	
DEX	2D6+3	10	
Hit Location	D20	Points	
Tail	01-03	4/7	
Hindbody	04-08	4/9	
Forebody	09-13	4/9	
R Flipper	14	4/6	
L Flipper	15	4/6	
Head	16-20	4/7	
Weapon	SR	Attack%	Damage
Ram	6	50+3	1D6+2D6

Skills: The whale body shape removes any negative agility bonus for Scan 50+2, Jump 60+5.

Armor: 4-point blubber.

Wolf (*Canis lupus*)

Wolves hunt in packs ranging from under a dozen individuals up to 40 or more. If too many wolves are killed or wounded in a fight, the pack will slink off, unless starved.

Wolves fight cooperatively. Several wolves may attack the same target, ensuring that most of them will not be parried or dodged. Or one or two large wolves may attempt to knock the target down — when he falls over, a bunch of wolves rush to worry him while he is down.

Wolves hunt in mountains and northern forests. Wolf packs may be led by one or more werewolves. Such packs are more likely to attack humans, a feat usually only attempted by normal wolves when very hungry or the human is injured.

Large dogs have statistics similar to those of wolves.

Wolf

Characteristics		Average	
STR	2D6+6	13	Move 7
CON	3D6	10-11	Hit Points 11
SIZ	2D6+3	10	Fatigue 24
INT	5	5	
POW	3D6	10-11	
DEX	2D6+10	17	

Hit Location	Melee (D20)	Missile (D20)	Points
RH Leg	01-02	01-02	2/3
LH Leg	03-04	03-04	2/3
Hind Q	05-07	05-09	2/5
Fore Q	08-10	10-14	2/5
RF Leg	11-13	15-16	2/3
LF Leg	14-16	17-18	2/3
Head	17-20	19-20	2/4
Weapon	SR	Attack%	Damage
Bite	7	25+5	1D8

Skills: Dodge 25 + 9, Track 80-3.

Armor: 2-point fur.

Wraith

A Wraith is a ghost formed when an individual's feelings at death are of overwhelming frustration and hate. Wraiths are malignant to all life. Wraiths appear as skeletal and usually rotted and putrid-looking spectral forms. Their appearance is often heralded by a sudden blast of freezing, foul air.

Wraiths inhabit ruins, abandoned temples, haunted spots, and the spirit world. They are often bound to the site of their death.

A wraith possesses only INT and CON. Its hit points are equal to its CON. A wraith may only be hit by magic. If a sword with a Bladesharp 4 spell were to strike a wraith, the wraith would take exactly 4 points of damage. If a 3D6 Fireblade hit a wraith, it would take 3D6 damage. A Truesworded weapon will do full damage. If a wraith loses all its hit points or magic points, it is forced to the spirit plane and is very unlikely to find a way to return.

Emotional spells such as Demoralize, Stupefy, or Befuddle never affect a wraith.

There are three varieties of wraith; one attacking STR, one INT, and one CON. Match the wraith's magic points against the appropriate characteristic of its target. If it overcomes the target, the victim takes 1D6 points of damage directly to a (missile/spell) hit location. Armor or magical protection will not help against this damage, but a Spirit Block or Spirit Screen will lessen the wraith's chances of success. This is considered to be a form of spirit combat.

A STR-affecting wraith attacks with the enfeebling touch of its icy spectral claw; an INT-affecting wraith numbs the brain and rends the body with the dreadful horrors and pangs of the wraith's own death; and the CON-affecting wraith shocks its victim with a penetrating grip, causing the victim's internal organs to spasm.

If a wraith's target is sleeping, unconscious, incapacitated, or reduced to zero magic points, and the individual can be overcome as in a normal wraith attack, then the wraith can reduce the victim's current characteristic STR, INT, or CON by 1D6 points instead of doing hit point damage. The wraith gains one magic point for each characteristic point it saps. This is not considered to be a form of spirit combat.

All a wraith's attacks take place on strike rank 1.

Wraith

Characteristics	Average		
CON	6D10	33	Move equals magic points
INT	2D6+6	13	Magic Points 3D6+6
Hit Location	D20	Points	
Wraith	01-20	All	

SPECIAL ATTACKS ONLY

Armor: None, but may only be struck by magic.

Wyrm (*Vermidraco tarbus*)

Wyrms are gigantic, legless, winged reptiles. Their bony armor and draconic head show a relationship to dragons. Wyrms live on plains, steppes, and mountains. They are not comfortable in a forest's confines, though they sometimes hunt along the fringes. Wyrms usually hunt alone, though sometimes a small group of wyrms will join together for special purposes.

A newly-hatched wyrm starts out at 3D6 SIZ and STR (about 2 meters or 6-7 feet long) and grows at the rate of 1D6 per five years until it reaches the age of 35, when its growth greatly slows. After 35 (at which point it has reached a length of about 9 meters or 30 feet), it continues to grow at the rate of +1 D6 SIZ and STR per 50 years. Wyrms may live for hundreds of years.

The statistics below are for a wyrm between the ages of 35 and 80.

Wyrm

Characteristics	Average		
STR	10D6	35	Move 2/5 flying
CON	3D6+12	22-23	Hit Points 29
SIZ	10D6	35	Fatigue 58
INT	3D6	10-11	
POW	3D6+6	16-17	
DEX	1D6	3-4	
Hit Location	Melee (D20)	Missile (D20)	Points
Tail	01-04	01-03	9/10
Abdomen	05-08	04-08	9/10
Chest	09-12	09-14	9/12
R Wing	13-14	15-16	9/8
L Wing	15-16	17-18	9/8
Head	17-20	19-20	9/10
Weapon	SR	Attack%	Damage
Bite	7	50+5	1D10+3D6
Tail Lash	7	25+5	1D6+3D6

Note: A wyrm can attack once per round. It cannot attack ground targets without landing.

Skills: Scan 40+12.

Armor: 9-point scales.

Magic: Wyrms can know a variety of spells, usually either spirit magic or sorcery.

Wyvern (*Dracopterus pelorus*)

Wyverns are relatives of dragons. They have two legs, two wings, no forelimbs, and a long tail equipped with a venomous sting. The tail can reach around the wyvern to the front to hit an enemy. Wyverns live in hills and open forests. A typical wyvern is as big as a good-sized horse.

Wyvern

Characteristics		Average	
STR	4D6+12	26	Move 2/8 flying
CON	2D6+12	19	Hit Points 25
SIZ	2D6+24	31	Fatigue 45
INT	2D6	7	
POW	3D6	10-11	
DEX	2D6+6	13	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-03	01-02	7/9
L Leg	04-06	03-04	7/9
Abdomen	07-08	05-07	7/9
Chest	09-11	08-13	7/11
Tail	12	14	7/9
R Wing	13-14	15-16	7/7
L Wing	15-16	17-18	7/7
Head	17-20	19-20	7/9

Weapon	SR	Attack%	Damage
Bite	6	40+8	1D10+3D6
Sting	9	60+8	1D6+3D6

Note: The wyvern will both bite and sting in the same round, against one or two opponents. The attacks take place 3 strike ranks apart.

Armor: 7-point skin.

Zombie

Zombies are corpses, animated by grim spirit magic. The soul which once inhabited what is now the corpse is snatched by magic from the spirit plane and returned to and locked within that corpse. The captured spirit is bound by enchantments, depriving it of the will to rebel. A zombie's fate is ghastly — the soul is prevented from going on to whatever hell or paradise awaits. Instead, it is forced to labor at the behest of another, and usually only uncouth or outlaw witchmen ever perform zombie-making rites.

To make a zombie, the shaman needs a corpse retaining most of its flesh and muscle. This corpse is Enchanted with a Bind Ghost spell. The shaman summons the corpse's original spirit with a Summon Ghost spell, using the spirit's name (only the original spirit can be used to create a zombie). He then engages the ghost

in spirit combat until he has reduced it to zero magic points, then Controls it into the corpse. The result is a spirit bound within an immobile, rotting lich. Then the shaman Enchants the corpse with a Create Zombie ritual, which costs him one point of current POW. Each magic point expended in the ritual in addition to the point of POW endows the zombie with one magic point.

Create Zombie halts putrefaction; the zombie thereafter remains in that degree of decay present when the ritual was performed.

A zombie cannot speak, and its POW is suppressed. It retains half its former INT as fixed INT (drop fractions).

After its creation, if a zombie is fed salt or meat, the ritual's effects are dispelled. Zombie's mouths often are sewn up to make this more difficult. Zombies do not normally eat, and must be force-fed or commanded to eat. When this happens, the zombie suddenly regains its POW. The processes of decay begins and accelerates. The zombie mindlessly races to its burial site, wherever that was. If it was buried at sea, it rushes to the appropriate body of water. Once it has reached the site sanctified by a religious leader for its burial, it will collapse and dissolve into a mass of corruption, and the spirit will be released.

If the body decays to the point of immobilization before the burial site is reached, the spirit remains trapped in the corpse. If the zombie had no spot blessed for its burial, it will seek utter destruction as swiftly as possible, hoping to free its soul in that act. In either case, while en route to the burial site it will blindly strike out at anyone attempting to stop it.

Zombies can labor or fight. They are usually armed with mauls or farm tools.

Sample Human Zombie

Characteristics		Average	
STR	3D6 x1 1/2	15-17	Move race -1
CON	3D6 x1 1/2	15-17	Hit Points 14-15
SIZ	2D6+6	13	Fatigue 32
INT	2D6+6 x1/2	6 (fixed)	Magic Points Approx. 1D6
DEX	2D6	7	
APP	1D6	3-4	

Hit Location	Melee (D20)	Missile (D20)	Points
R Leg	01-04	01-03	2/5
L Leg	05-08	04-06	2/5
Abdomen	09-11	07-10	2/5
Chest	12	11-15	2/6
R Arm	13-15	16-17	2/4
L Arm	16-18	18-19	2/4
Head	19-20	20	2/5

Weapon	SR	Attack%	Damage	PARK%	PTS
Maul	7	35%	1D10+2+1D4	18%	12
Fist	9	35%	1D3+1D4	-	-

Note: A zombie's chance to hit with a weapon is equal to its DEX x5. Its chance to parry is half that. Zombies never attempt to dodge.

Skills: DEX x5 % in DEX-based skills only.

Armor: None natural, may wear any. Often given leather.

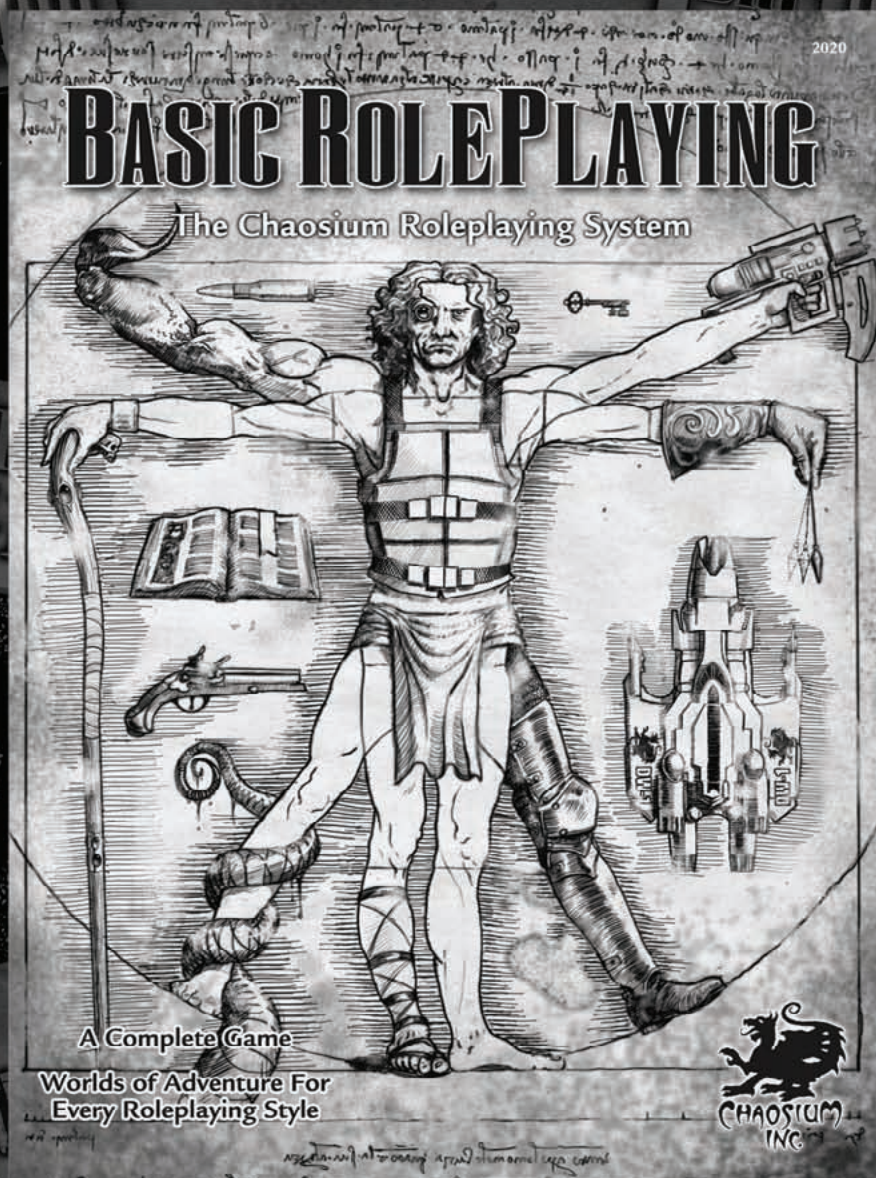


Magic: Zombies cannot die or be incapacitated — only be hacked apart.

Losing the abdomen renders both legs useless, and destroying the chest paralyzes all the limbs, leaving the zombie to thrash helplessly. Destroying the head deactivates a zombie.

Impaling-type weapons do only half damage to zombies. An arrow or quarrel does a maximum of one point of damage after penetrating armor, unless it impales, in which case it does a maximum of two points of damage after penetrating armor.

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