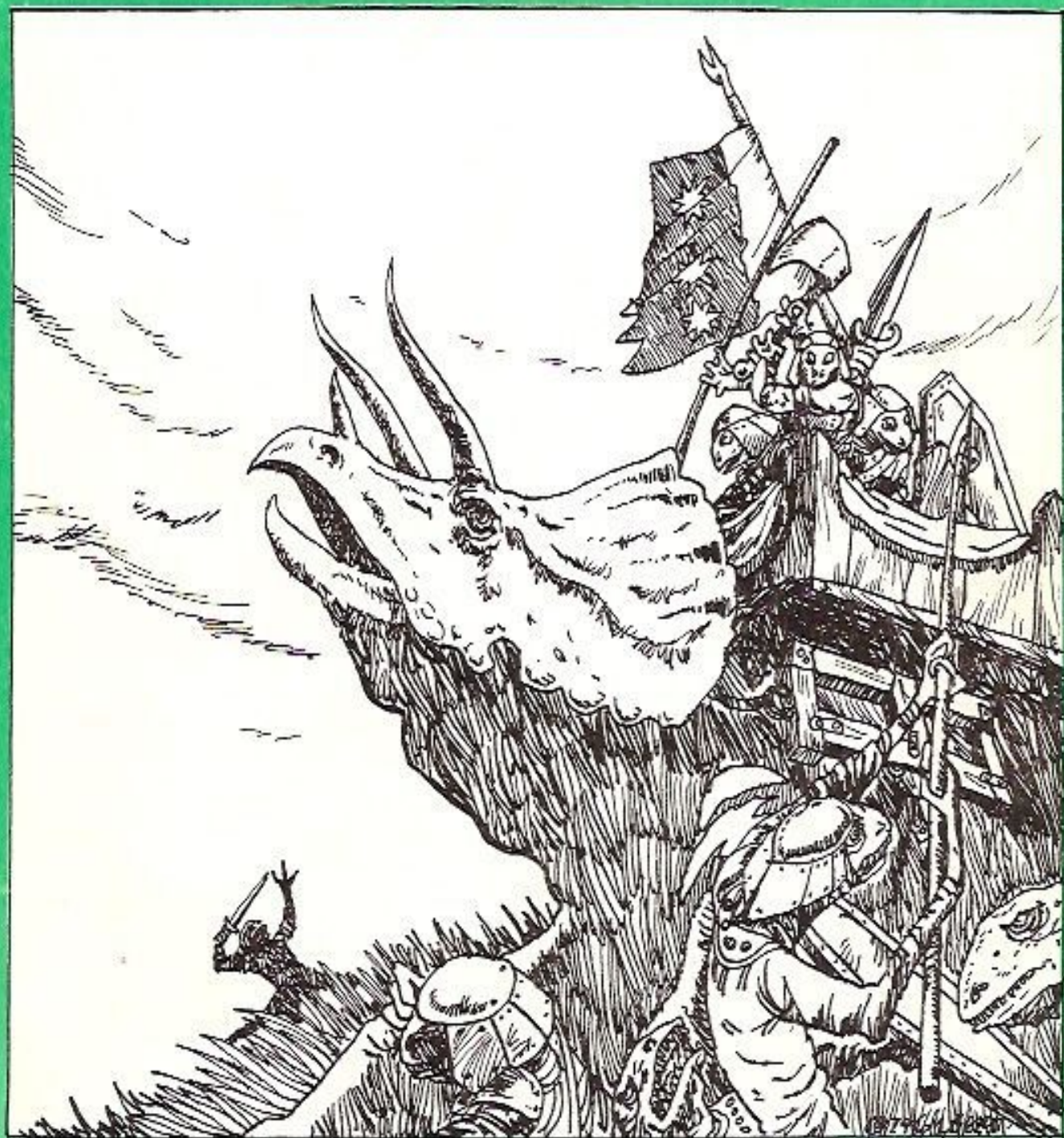


Expanding the World of Chivalry & Sorcery

SAURIANS



Dinosaurs & Intelligent Saurian Races

Wes Ives
Edward C. Simbalist

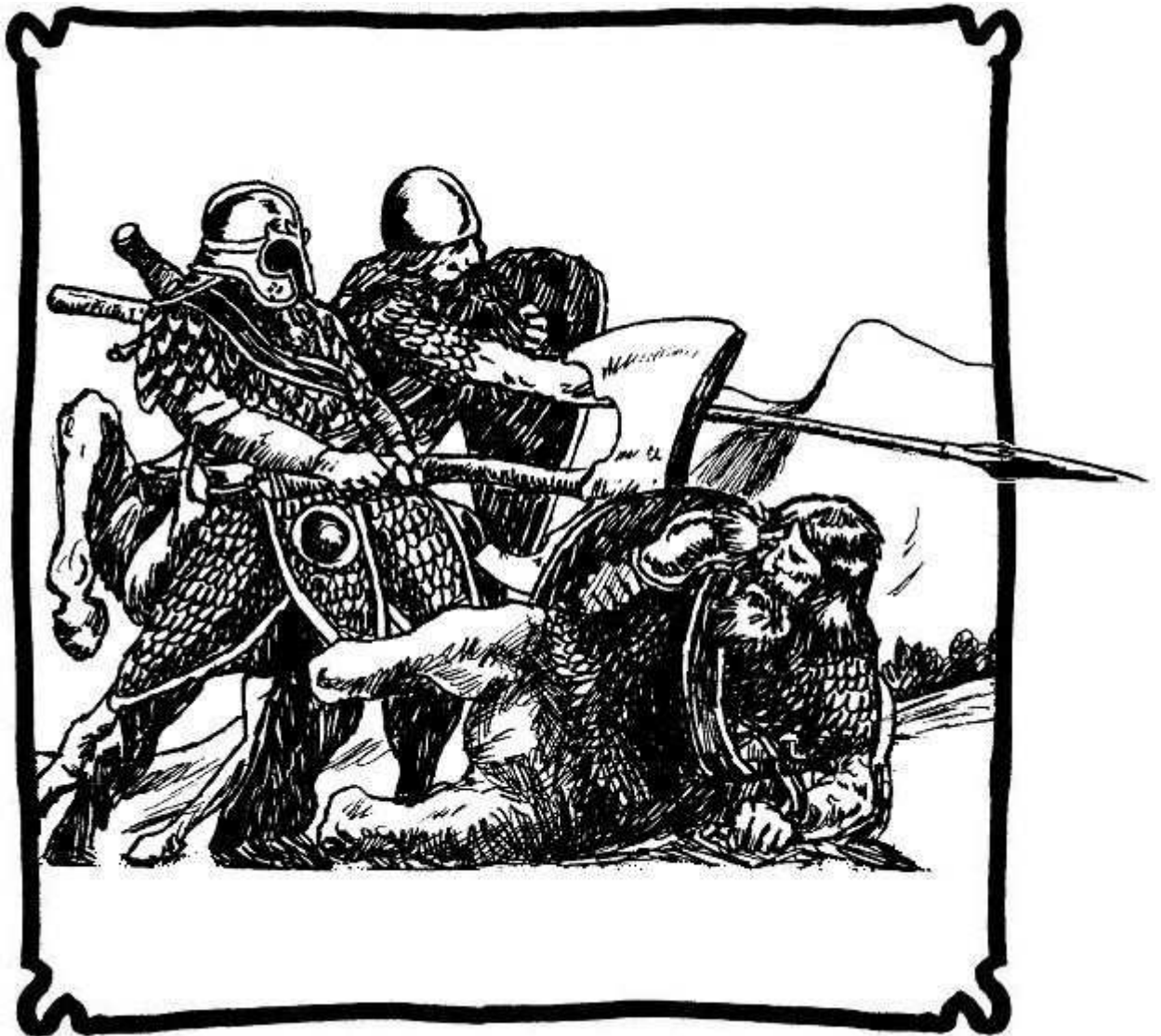


Fantasy Games Unlimited, Inc.

Book 4

The Appendices

Dedicated to the memory of John Andrew Keith who passed away in august of 1999



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Saurians

Most of you who read this introduction will have followed the growth of Chivalry & Sorcery over the past several years and will remember that we had not intended to release an unending stream of supplemental volumes and expansions. Nonetheless, the Chivalry & Sorcery Sourcebook and Swords & Sorcerers were printed and we have heard nothing but anxious requests for information on the release date of the forthcoming Saracen & Crusader.

All of this has served to build a proliferation of expansions for C&S, far beyond the original scope of the rules. Currently in the works are expansions for the Indian cultures of Mesoamerica and for the Far East of the Samurai. At that point, we have placed a definite halt to such expansions to the original medieval framework of C&S.

There will be a second volume to the C&S Sourcebook, but after that there will be no further supplemental or expansions to the C&S world. We will content ourselves with referees aids and with maps and stats from the original C&S campaign. Players will also be able to look forward to similar materials produced under license by the Judges Guild.

Since C&S is not a static game and is constantly growing, we do recognize that some systems and areas of the rules will require modification and expansion. All such expansions or modifications will be published in a new series of books which will deal with all role playing games. This series, the Role Players Guidebook(s), will feature articles by the designers of Chivalry & Sorcery and the members of this ever-expanding design team. The articles will deal with systems and philosophy of interest to all role players, whether those players use C&S or some other role playing system.

Thus, the end is in sight and there is a definite and finite number of books that will relate to Chivalry & Sorcery rules. Those wishing to follow the development of new systems for FRP in general should watch for the Guidebook series, but these books will not be necessary to the play of C&S.

Scott B. Bizar
Editor

Introduction

The following rules arose from the "mythos" or background history we have developed for our Archæon campaign for C&S. It is not a definitive statement about how the Hss'Taathi are to be played in FRP or even to be understood. It is merely a piece of "background colour" that gives some meaning, purpose and atmosphere to our FRP campaign. Unlike a dungeon, which can exist only as a competitive "arena" in which characters merely make penetrations to see how far they can get, how many enemies they can vanquish, and how much treasure they can discover and carry away, a world needs some history and tradition to bring it to life. This is our explanation of the way things are; each Game Master and playing group will arrive at their own versions of the way their FRP world is, and why.

Thus the story of the Dragonlords should be understood as standing only as a model for such background stories. The rules which follow may be placed in equally original settings by imaginative FRPers, and they are encouraged to develop their own explanations to account for the presence of saurians in a "human" world, or for the ability of characters to pass from one world to an alternate plane of existence,

The concept of a "Gateway" between worlds opens up new possibilities in FRP for "alternate-world play-". From the original

mythos of our own campaign we constructed a consistent, reasonable, and yet infinitely flexible mechanism to permit characters from one type of world to enter another which is radically alien, experiencing thereby conditions and tests not easily worked into their native reality.

A journey into the land of the Ss'ait'kaa or Land of the Lords is as fraught with danger as a deep-level dungeon adventure. Indeed, it can be even more dangerous, for one can encounter the most ferocious of beasts in a natural environment. It will be hard for some FRPers to accept, given their experience with the usual run-of-the-mill fantasy monsters, that the real monsters who actually trod the earth for more than 100,000,000 years as Lords and Masters of creation are in many respects tougher than anything conceived in FRP. Those who have slain FRP "dragons" will discover -- to their horror -- that the real dragons are far worse, and that they abound in profusion in the natural setting of a primeval world.

We have also made provision for excursions into the prehistoric world of more recent times, the time of the Sabre-Tooth and the Mammoths, perhaps slightly more congenial to men but still fraught with natural dangers.

The result has been, in part, a development of a manual of "monsters" with more than 250 monsters, adapted for other FRP games besides Chivalry & Sorcery to permit the widest use and enjoyment by FRPers, whatever the rules they use or the campaign they play.

We have also presented a demonstration of how to develop an entire fantasy culture for totally non-human characters, based on our assessment of how such creatures as intelligent dinosaurs would develop as social creatures. In part, we hoped to provide a model which would serve as an inspiration for FRPers to develop their own fantasy worlds along creative and yet logical and consistent lines. Examination of the various elements of the "social" rules and background materials will reveal the interlocking aspects of the basic nature of any creature, the way it responds to its natural environment, and the type of customs and behaviors it can evolve. In this sense, we hope that Saurians will serve as a guidebook on how to "think as a monster", a skill that every Game Master should develop if he really wishes to role-play his monsters as people, instead of simply serving them up as cannon fodder to be slain by the characters or else to act as their destroyers.

Saurians was also written in response to what we felt were unwarranted and ill-conceived criticisms of the allegedly "limiting" aspects of the original Chivalry & Sorcery. These rules are based on exactly the same concept as C&S, which is not that Fantasy Role Playing should somehow reflect historical feudalism, but that any coherent FANTASY world must have some kind of background tradition to explain it and bring it to life. Saurians is pure Chivalry & Sorcery in every respect. It partakes of the same philosophy, uses the same game systems, and encourages role-play with a vengeance. IT IS NOT NOR EVER COULD HAVE BEEN "HISTORY"! It is solidly based on hard reality -- the actual facts of paleontology and sociology and anthropology -- but it is a totally fantastic creation of a totally fantastic world. Every "monster" is a creature which actually lived on the earth at one time, not one conceived through the fears of pre-scientific man or by the imagination of a FRP game designer or player. REAL MONSTERS, and we think they are better for their hard realism. We reject the notion that "realism" is the death of fantasy role-playing. As Tolkien once noted, realism is the foundation of true fantasy; the problem is to let our knowledge of reality inform our fantasy, but not dominate it.

For this reason, we take no credit for the 250 monsters and more included in these rules. We have only collected and interpreted in gaming terms the factual data gathered by scientists over more than a century. But the result, we believe, is truly "fantastic".

On a final note, the "Gateway between Worlds" we explain in terms of a Supernova explosion (of: Tihel's reference to a "bright star") which warped the very fabric of the time-space continuum and bridged the dimensions between two worlds. Other explanations could be as easily evolved, we suppose, to explain such cross-over points between worlds. We postulated a number of nexi or Gates came into being, then faded as the time-space continuum healed itself after the Super-nova died down. However, at least one nexus and possibly several still exist in our fantasy world, so the world of Saurians can yet be reached by our characters if they find a Gate. Similarly, we also provide for other Gates into a more recent prehistoric world in which primitive Cave Men and Cro-Magnons as well as early mammalian life abound.

These are only the tools and materials. What you as FRPers do with them is "limited" only by your imaginations.

Ed & Wes

The Primaebal World of Saurians

Fantasy Role Playing (FRP) is squarely in the realm of "What if?" What if magick worked? What if the monsters of legend and fiction actually existed? What if we were actual people living in such a world? What are the customs and laws of the place? How does one make a living? What opportunities exist for adventure?

Yes, indeed. Being fascinated with prehistory for a long time, the designers of Saurians posed the question, "What if our FRP characters had to deal with a real world -- the world of the misty past?" The answer was not entirely unexpected: they would have a hard time of it, a very, very hard time!

In designing the prehistoric worlds which are the gaming arenas for Saurians, we made a number of assumptions and compromises which cannot be called "realistic" in terms of the actual evolution of

species. But then, who ever said that FRP had to correspond to hard reality and nothing more? There is a vast difference between "realism" -- the depiction of things in a fairly rational and consistently believable manner -- and "reality", which is the literal thing itself as it actually exists in this world. As C&S designers, we opt for realism at most turns, but we will not be bound to presenting mere reality.

Realism in Saurians is restricted largely to background considerations. The many "monsters" (over 250 variants) are presented with an eye to depicting the authentic beasts in an authentic environment and ecology. Similarly, the intelligent races -- saurians, amphibians, even fish -- are all projections of what such creatures might have evolved into if they had acquired a high level of intelligence.

Clearly, where most of our assumptions and compromises were made lies in the deliberate "mixing" of a wide variety of different species belonging to different prehistoric eras. Those players familiar with paleontology will instantly recognize that Saurians includes creatures drawn from more than 100,000,000 years of evolutionary history. That is deliberate. We ignored the facts. Tyrannosaurus and Allosaurus were separated by more than 20 million years, and Dimetrodon predated them both by millions of years more. We mixed the species in order to give FRPers a representative sampling of the more interesting "wild life" of the past. We make no apologies for the "unrealism" of such a decision.

We have not made provision for the usual monsters of FRP already introduced into role gaming. This does not mean that they couldn't be introduced, but we recommend some common sense and an eye to play balance. Some of the truly "exotic" monsters are so far from reality that they properly belong only in a dungeon environment. For example, Trolls could make a go of it in the Pre-Ice Age/ Ice Age world of Saurians but would find the earlier Dinosaurian World too much to handle. Trolls are simply too big to escape the notice of the large carnosaurs, too clumsy to evade, too slow to run, and too lacking in power to combat the more fearsome hunters in the water. In a world of dinosaurs, Trolls would be quickly served up as someone's lunch and would become extinct as a race. Indeed, any Trolls in such an environment would be a haggard and harassed race eager to join anyone who could offer a chance for survival. Again, Giant Slugs, Snails, and all monsters of their ilk would probably have a slim chance of survival as a species. Small but savage predators could easily leap to their backs, etc., to burrow into their dinners, and eventually destroy the beasts by their parasitic feeding.

To be perfectly blunt about it, most FRP monsters were never designed with any idea of fitting them into any kind of natural ecology. The monsters just "get invented". They are conceived only as nasty surprises to be encountered in dungeons. They don't make sense in terms of a world ecology; and thus they won't stand up to the total environmental assault. In a world there is always something which preys on a creature, sooner or later. The FRP monsters properly belong in dungeons -- and dungeons are both fitting and proper even in a saurian world, provided they have some logical explanation for being there.

Undead, for instance, are common only to a few mythic traditions. To understand undead, one has to see them in the light of Western legend and folklore or of Japanese myth, or whatever.

But to the Eskimos and Indians of North America, only "spirits" or "ghosts" make sense. Such monsters are the result of a "belief structure"; they make sense and have substance only if one had a tradition or belief (at least in the past). Thus players and Game Masters will dis-cover that the saurians we have developed for role-play can easily deal with Undead as low-level monsters because they do not believe in their powers, are unfearing when confronted by Undead, and can marshal their own powers to drive away or destroy the "bad dreams". It is all a matter of perspective. Undead are often incorporeal, lacking real substance; their powers are directly related to one's belief in their reality.

One can go on and on. The essential thing to remember is that an FRP monster must occupy a definite place in the environment. They simply don't appear out of thin air at the command of a random dice roll, do their thing, and then dematerialize again. Not, that is, in a world. Either they are viable life forms or they are restricted as to their numbers and types and are placed in some kind of "dungeon" which will isolate and protect them from the realities of the world outside. That is the only way to maintain a "balanced" and workable campaign in a world setting. Using all of the world's monsters all of the time just doesn't work in the long run.

We have "rated" the various monsters by "Attack Dice" to permit as wide a use as possible in FRP gaming in general, and thus they are not limited to C&S gaming alone. More will be said of this later.

A Campaign World for Dinosaurs



primal world can be a tricky thing to design in that one has to follow some kind of a plan that takes into account factors like the geography of the region and the ecology of the lifeforms as they interact with each other and with the environment. The reason that it is "tricky" is obvious: a significant proportion of the natural wildlife is potentially or actually more dangerous than all except the toughest FRP monsters. In a very real sense, living in or travelling across "untamed" regions of a dinosaurian world would be equivalent to spending one's time in a deep level of an FRP dungeon -- day after day, year after year.

Because characters must live in such an environment, a Game Master must be careful with the monsters. There shouldn't be an attack

every two or three turns just because "wandering monster dice" call for it or because everyone expects to be "trashing" monsters all of the time. That is a simple dungeon crawl with no other dimensions open for proper and expanded role-play in other areas. Remember that one Tyrannosaurus could wipe out even the most heavily armed party, especially if it had demoralized some of its victims with FEAR -- which it very well ought to do. Similarly, a pack of maniacal Deinonychus could swarm all over a group of adventurers. The question that should be foremost in the Game Master's mind is whether or not such attacks are really called for. One must come to terms with his job as story teller who is managing a long-term cross-country adventure, not simply acting as the God of the Dungeon who sends forth his ravaging destroyers in columns of hordes. Serious encounters should be planned as part of the adventure, not left to random dice -- which are mindless and have no heed of what is really happening in a role-game anyway.

The encounter tables provided with these rules should therefore be regarded as guides to assist a Game Master, not as unalterable Divine Will which must be obeyed, however stupid the situation appears. If the Game Master thinks that two Tyrannosaurus attacks within the hour is just a bit much, he is not only free but under a duty to the players (out of plain fairness) to alter the situation. It is not fun to the players to have a badly stricken party wiped out just because the Game Master didn't have the experience or the fairness to disregard the "dumb" wandering monster encounter tables. If FRP gaming is a "fun" activity, the enjoyment of the players is always the prime consideration. And one thing they "enjoy" is having a character barely survive a tense encounter. To hit a party repeatedly and put it so far out of its depth that it cannot have a reasonable chance of winning through is plain BAD GAME-MASTERING. It considers nothing except blind obedience to rules which cannot possibly anticipate every circumstance or a "killer instinct" on the part of the Game Master who takes the game as a personal challenge to kill off all of the "weaklings".

Moderation is the key. If one understands that an environment is not always hostile, a lot of countryside can be covered between encounters. The frequency of "safe" encounters (game, etc.) should be significantly higher than "perilous" encounters with carnivores, etc. Remember, in the entire Serengeti Plain of Africa there are about 5,000 estimated carnivores for every several millions of game animals. Typically, when encountered, many of the carnivores are already feeding or have fed and aren't "interested". Of course, in such instances, it is up to the players to initiate action if they want it. For instance, the Hss'Taathi are herders of hadrosaurs and often attempt to reduce the carnivore population out of a simple desire to preserve their herds from predation. Imagine a band of these intelligent saurians on a journey to a neighbouring Hold and encountering a pack of feeding Deinonychus. The vicious little killers are bad for business. Thus, the party halts, opens fire with arrows and spears, and wipes out a number of the little horrors as a matter of policy. Now the feeding Deinonychus would have likely ignored the party, intent on eating, so the sleet of missiles would probably have come as a real surprise. Depending on their numbers and their mood, they would either flee or the survivors would attack the band of hunters.

It is often the players who make decisions as to whether or not they wish an encounter. A timid group of players will receive little experience. An overly aggressive bunch will get killed. A Game Master merely has to place the opportunity in the players' path and let things run their natural course. The idea is to understand the nature of monsters as living creatures. Few beasts have a suicidal impulse, although some carnivores may go berserk with pain or frustration. If they are badly hurt, but still able to flee, they often do so (thereby robbing a party of full experience and often forcing a pursuit and a second encounter when the wounded beast is run down and brought to bay). In this manner, players, have a bit of a say in what is going on, instead of occupying the role of "victim" to have wings pulled off like flies whenever the Game Master decides. Let them choose the moment when it is reasonable to do so, then pull their wings off if they have bitten off more than they could chew.

Turning from general procedures to the environment of a dinosaurian world, the following considerations should prove to be of assistance:

Some regions will be relatively "tame", with few truly serious problems with carnosaurs. This is probably the direct result of previous "hunting" activities like the one described above: intelligent beings will reduce the predators to protect their herds, their livings, and their lives. The closer to the community, the more "safe" it is -- never completely safe, just a lot safer than in the wilderlands. Some regions may also be designated as "hot spots", literally teeming with game and the carnosaurs who prey on them. This satisfies the general desire for suitably perilous encounters without overbalancing the entire world ecology. Such "hot spots" occur in nature, as do places of relative safety. And, continuing with this logic, some regions will be moderately perilous if one is not careful or else deliberately seeks out trouble. Such "players' choice" regions are the most ideal for normal hunts or cross-country journeying to another place where a real series of encounters is desired (say, a distant dungeon).

Dinosaurs, like most creatures, tend to become specialists at making their living in one way or another. Some hunt; others graze or browse. Some prefer shoreline habitats; others prefer forest or "grasslands" or swamps. Many species will be found in several habitats. In virtually all cases, the size, physical equipment, food preferences, etc., of a given dinosaur will all operate to limit its range to certain types of countryside.

The most obvious consideration is climate. Dinosaurs -- even hot-blooded ones, as some may well have been -- would prefer a warmer climate to a cooler one. This is particularly true of the large herbivores who need vast quantities of vegetation on a steady basis to survive. Since the large carnosaurs need a lot of meat, they will stay where the large herbivores are. Since "winter" reduces

the food supply (vegetation), large herbivores would never venture into cold climates, not would they survive there, Large carnosaurs would die of starvation, for they would obtain only small "tidbits" in cooler regions, hardly enough to replace the energy needed to catch the speedy and maneuverable smaller prey.

This is why we have separated a dinosaurian world from a mammalian world (which was historically "cooler" and even caught in an Ice Age), but we will suggest how to blend the two without causing serious problems. It is perhaps significant that the periods in which dinosaurs reached their greatest size and numbers were tropical/semi-tropical. Diebacks and evolutionary changes occurred in cool periods although other factors may have intervened, like massive geological upheavals bringing the rise of great mountain chains or the sudden draining of swamps.

The climate is clearly tropical, ranging from hot and dry to hot and rainy. The more humid things are, the lushier the vegetation and the more numerous the dinosaurs -- particularly the big ones. The smaller ones might be able to manage in cooler climates, but they would probably find competition with the mammals to be a losing proposition in the long run. The larger types would find even a mild winter too severe, not only temperature-wise but also in terms of lack of food at a time when even more food is required to maintain body heat. The foregoing assumes "warm-blooded" dinosaurs; if the species is "cold-blooded", it has no hope at all in cold climates; winter will simply kill it.

A second consideration is the nature of the beast and its feeding habits as applied to adaptation to a particular terrain. A giant Brachiosaurus would not be encountered in a highland of any degree of ruggedness. Imagine moving 50 to 60 tons of mass up and down steep hillsides, probably covered with sufficient underbrush if not actual trees to make going impossibly energy-consuming, not to mention providing an ever-present peril of tripping up the brutes at most inopportune moments. Similarly, a Brachiosaur would not venture into arid plains or deserts. The prairies are not for him; his habitat is lush ferns, swamp and light woodland. There he can find adequate vegetation to feed his vast bulk and water to drink or to hide in to escape his carnosaur enemies.

The Gorgosaurus, Allosaurus, or Tyrannosaurus would not venture into the territory which Brachiosaurians would avoid, and for much the same reasons. Their size makes going difficult in hill country. Their level of activity would require supplies of drinking water on a regular basis, impossible in the prairies and certainly unthinkable in desert wasteland. They would avoid dense woodland or jungle because their very bulk acts against them, unlike in more open regions. Above all, the large herbivorous dinosaurs won't be found in such regions, and the carnivores always go where the food hangs out.

And so it goes through every species included in these rules.

What is therefore important is to make interesting adventuring possible. The dinosaurs have all been rated for their habitat (see the Dinosaur Characteristics Charts), so what in fact remains is designing the tropical world of the dinosaurs out so that regions are fairly easily assessable.

This task is very easy, once one understands the unique nature of primeval landforms.

First, most of the land is low-lying. This means that such things as swamps and shallow lakes can be formed quite easily because drainage is much poorer than in a world like our own. And these can be immediately adjacent to wooded regions of various densities.

Second, there are few significant highlands. Hills tend to be rolling. One can make provision for craggy hills, escarpments and very occasional mountain ranges -- although solitary cinder-cone volcanoes are more likely and more "useful" from the gaming point of view rather than mountain chains.

Third, and most important of all, the seas themselves were shallow and most extensive, with long arms of the sea extending far inland. No land mass is continent-sized in the way they are today. The sea cuts the continents into low-lying islands and archipelagoes. Some of the "islands" can be tens of thousands of square miles/kilometers in area, but all will be cut by bays and gulfs stretching far inland. This permits one to easily "isolate" special regions. A "nation" of Hss'Taathi, for instance, could actually clear an island of many thousands of square miles/kilometers of all seriously hostile life forms -- providing a fairly "settled" environment. Meanwhile, a mere three hours sail across the strait is a totally untamed, primeval wilderness where one can experience the sheer horror of a continuous dungeon crawl day after day, week after week, depending upon just how serious one's mission is or how masochistic the player is. Further, a "naval" dimension permits adventurers to travel far and wide with relative speed, and with ease of accessibility to most regions because few are far removed from the sea.

THE GRASSLANDS

"Grasslands" did not exist as such because grasses did not exist; however, there were analogous areas where the ground was covered by hardy ferns, vines and/or small shrubs. There would be occasional stands of trees (though no flowers) and all would be relatively well-watered through-out most if not all of the year. Indeed, such regions may be adjacent to deep arms of the sea, swamps, woodlands, etc., as desired. They can also be quite extensive or limited in area.

THE WOODLANDS

The primeval woods vary from light to dense forest and even thick jungle. Truly large creatures -- especially bipeds -- will find dense forestation a major obstacle to movement. They could bash their way through the trees and underbrush with some effort, but at the expense of considerable speed and energy. Carnivores and

herbivores would choose to go around or else hang about the edges of real woods rather than bulldozing their way deep inside. They could do it, but they probably won't. Too hard! In this respect, dinosaurs are little more stupid than people; they know better than to go out of their way making work for themselves.

LIGHT WOODS are typified by the "parkland" regions of North America. The trees and other vegetation are somewhat different, but of about the same size and density.

DENSE WOODS are marked by the presence of large trees. They are well-established and deep, with extensive undergrowth that will slow or even stop large creatures while permitting smaller ones relatively easy passage.

VERY DENSE WOODS are, in fact, quite "open" in that the now giant trees of the rainforest have grown so large that they have "starved out" weaker competitors and have established a zone around their bases which leads to a fair separation between the large trees. Under-growth may be light or dense, depending on the amount of light coming through the leafy top cover and upon the characteristics of the ground-level plants. Ferns, etc., grow quite profusely in relatively shaded areas; other types do not. Thus, "open" or "dense" woods are possible in the rainforests. The option is left to the GM to decide in a given case.

JUNGLE is usually encountered on well-watered slopes and along rivers, lakes or swamps. The vegetation is not especially tall but is very thick. Thus, it can be a haven for smaller creatures (and people) seeking refuge from the large carnosaurs. Here only the "small" carnosaurs need be feared. (Some consolation!)

THE PRAIRIES AND DESERTS

The primeval prairies are dry "grasslands" much like the prairies of the North-American Midwest. These are not particularly scanty in vegetation, but water is scarce outside of the rivers/streams/lakes/sloughs. In short, small dinosaurs can survive and thrive here. Large herbivores may find the going difficult, foodwise; while large carnosaurs will find water to replenish that lost by their exertions at hunting impossible to replace unless they follow water sources like rivers and streams, or make their base of operations a lake or slough. Even this last situation is unsatisfactory because grazing animals roam about, and a carnivore must follow them -- even away from water -- if it wants to eat. This ecologically explains the relative absence of large dinosaurs on the plains.

The desert environment is even more severe, and only the smaller-sized dinosaurs, virtual "lizards" in their habits and physical capacities, will thrive here.

THE SWAMPS

A good portion of a primordial world will be swampy, for the land is very flat and often close to sea level. The resulting poor drainage makes any place which is a depression or which is at the same level as the water table into a swamp. Swamps should be regarded as fairly similar to today's swamps, with areas of shallow and somewhat deeper water, mounds of dry land at regular intervals on which trees, etc., take root, and extensive vegetation in the shallows and on the shores. One can design in mudflats, quicksand, etc., as required.

THE SHORELINE

The shoreline of lakes, swamps and oceans is itself a sub-environment with features all its own. Many succulent plants grow in the shallows and near the beaches (or on them), attracting life forms which have specialized in such habitats or on the creatures who feed on the plants growing there. Often the water is used by herbivores as a means of escaping predators.

The shoreline is literally the place where life from the land and the sea meet, a sort of common no-man's land. Thus amphibians will be found here as well as land-dwelling creatures. In the primeval past, the division between land-dwellers and amphibians was far less clear, and many dinosaurs spent their time in the water as well as on land. Amphibians (such as the ancestors of the modern alligator and crocodile) similarly spend time on the beach between forays for food.

THE HIGHLANDS

There are few true mountain ranges in a primeval world of dinosaurs. There will be hills, sometimes quite craggy, and there will be cinder-cone volcanoes of various sizes, but regular mountain ranges are rare. If mountains are placed in a tropical dinosaur region, remember that the temperatures drop with altitude and conditions will not favour most dinosaurs by the time 4000' or so is reached (1200 m) because night--time temperatures are too low, vegetation differs considerably from normal diet, and well-watered regions (especially swamps) are rarer.

Hill country could be forested or relatively bare, depending on the rainfall. Solitary vol-canoes could reach 2000' - 10,000' (650 m - 3000 m) and the slopes could be barren to densely forested, depending on the conditions. Lifeforms inhabiting such regions would be appropriate to the vegetation, etc.

THE DESERTS

Desert country ranges from dry prairies (like the North-American Midwest and the Canadian Prairies) to outright desert. Dinosaurs in such regions would tend to be of the small variety, living in much the same way as the lizards of today.

THE WATERS

The large lakes and the oceans are teeming with life. We have included only a few significant species, but, as noted above, one may populate them with a variety of fish and crustaceans because

such life forms have not significantly changed over the last 100 million years.

The seas are very important to a primordial campaign. The primeval seas were shallow, with long bays and gulfs stretching far inland, dividing the low land masses into islands and subcontinents, with all marked by numerous peninsulas and such like. This permits a Game Designer to easily "isolate" a region for special treatment. It also introduces the need for

some form of maritime transportation: it makes no sense to march hundreds of miles/kilometers when a one or two days' sea voyage would get one to his destination, saving both time and exposure to grievous perils along the way.

The 'Big Ice'



World of more recent prehistoric times would resemble ours with regard to climate and vegetation. The animal life is different, but its behavior would correspond to known species today. Similarly, the terrain types would be very similar to today's prairies, swamps, forests, jungles, hill country and mountains. Thus, all one has to do is reproduce the current setting.

An Ice Age simply pushes the climates southwards (or northwards if we are in the southern hemisphere). Truly tropical regions are restricted to a small belt at the equator or on islands in the sea. The ice fields are glaciers, often several thousand feet thick, which overlie all the land except for mountain tops; there the temperatures and conditions are polar all year around and few creatures range there because there is no food for the herbivores (and thus few game animals for the carnivores). Beyond the Great Ice is tundra land and boreal (northern) forest, with appropriate wildlife. And beyond that are the plains and forests similar to southern Canada, the northern U.S., and northern Europe. The tropics resemble the climate and vegetation or southern Europe of the U.S. today. A small "jungle" belt could exist in the equatorial regions. Hot and cold deserts would, of course, exist in regions of low rainfall.

In such a world, a few of the smaller dinosaurs could survive in the tropical regions, but the dominant life would be mammalian. Many of the considerations concerning encounters, "monster" behavior, etc., mentioned for a dinosaurian world would be equally applicable for a world of the Big Ice.

This kind of world is ideal for establishing the "Ancient Civilizations" so beloved of fantasy fiction -- Hyborea, Mu, Atlantis, Melniboné, etc. The environment encourages a large number truly formidable natural creatures as well as making possible the introduction of many FRP monsters (who would be viable life forms in such an environment).

Combining Saurian and Ice Age Worlds



Provided one does some preplanning and designs a world which isolates different environments from one another, it is possible to have the best of all worlds without destroying play balance, ecological balance, or one's belief that the situation could occur.

First, postulate a fantasy planet somewhat larger than Earth, with a slightly lower density so at the gravity remains about the same. This gives the space for a variety of climatic types to co-exist on the same planet.

The oceans and seas are the main isolating factor, barring animal migrations into regions which would provide the Game Master and Players with ecological fallacies to contend with. In short, however fantastic a particular environment is, it would be fitted into the total picture without having to revise one's view of the "natural" scheme of things in general. Usually, the closer the background elements of an FRP world correspond to the world we know, the easier it is for players and Game Masters alike to concentrate on the fantasy elements of the game and to assume that everything else functions in a "normal" predictable manner as it does on this Earth of ours today. Incidentally, the more a Game Master attempts to play God the Creator and modifies the basic Laws of the Universe, instead of creatively using the ones we've got, the more arbitrary his FRP world becomes. In extreme cases, even he can't really make sense of it or consistently present the world so that things that happened earlier in the campaign happen in the same way later on. It's more than enough for players and Game Masters to keep track of the fantasy elements without complicating matters. Besides, characters live in their world all their lives, and if the Game Master refuses to accept some basic principles of reality as governing his world, he unfairly penalizes characters who would know how their world works. Unless he wishes to detail in full the alterations he has made to reality, a Game Master should restrict the "mysteries" to magick and hitherto unencountered monsters and intelligent races.

The isolating ocean permits islands and continents to take on the appropriate character. For instance, a continent around the equator of our mythical world could possess the requisite conditions for dinosaurian life to thrive. Farther north, islands and continents resembling our present conditions could exist, and still farther north would be the lands of the Great Ice. Only intelligent races with naval capability could travel by ship from place to place, the characters sampling a variety of adventures as desired.

At the same time, the oceans are open to the "monsters" of the sea, and the sea monsters of legend can, in fact, be presented in the

form of marine dinosaurs, mosasaurs, etc., to harry ships and gobble up careless crewmen -- in true fantasy tradition. The best of all worlds, with each in its place.

An alternative is the "Dimensional Gate" concept which we use in our own C&S campaigns. Readers will learn later of the Cosmic catastrophe (a Supernova) which warped and fractured the very fabric of space and time to bring alternate worlds into contact at certain "Gateways" or nexi, permitting creatures of one world to cross into another. We postulated three worlds in con-tact; an Earthlike world, a Dinosaurian world and an Ice Age world. We even postulated the translation of large regions in several instances, the literal transplanting of sections of an Earthworld to the Dinosaurian alternate world, and vice versa. It just so happened that the transfer occurred in the northern hemisphere, where there is an Ice Age environment now in the Land of the Lords, while a tropical environment (which cooled) was translated to Earthworld, necessitating migrations by dinosaurs to the warmer south. In time, the "Gates" vanished the time-space continuum healing itself, except for a few scattered here and there -- objects of search by adventurers. More of this will be shown later as an example of a "cover story" to justify the fantastic elements of the campaign and put them into a logical light.

Forget the Deus ex Machina. Just imagine the possibilities. Everywhere one could want to go, either by putting everything in isolated environments on one planet (precedents have been set by the "Lost World" stories of Burroughs, Doyle, etc.) or by providing interdimensional "Gates" or journeys to the "center of the earth", etc., all there for the asking.

Imagine the expressions on the faces of a band of our Vikings, translated into the Land of the Lords, when the stars suddenly changed in the heavens, and some days later on their southward voyage, they made landfall on a likely looking tropical island for food and water -- only to be chased back to the ship by a rampaging Gorgosaurus! That one was told in the mead halls with much feeling, believe us!

We now turn to the life-forms of these two alternate worlds, providing a new intelligent species and a new "dimension" in FRP.

Some Observations on Dinosaurs



Nearly every ecological niche in the world of Saurians is occupied by some species of dinosaur. The only ones left unfilled are those niches especially suited to very small creatures (under 10 pounds), which are the saurian/amphibian versions of small rodents -- lizards and the like.

COLORATION

The "small" dinosaurs (under two tons) vary widely in coloration. All have some form of skin covering, ranging from sparse hair in the larger species to thick fur; or feathers in the small types. (This may seem surprising to some readers; see Desmond's Hot-blooded Dinosaurs for a discussion of the subject). This skin covering is assumed to have evolved as diversely in the dinosaurs as it has in mammals. Both herbivores and carnivores have concealing patterns to prevent immediate detection in their characteristic environments; some also have developed striking sex differentiation, with the males being cardinal red, etc., while the females retain a more drab and concealing coloration.

BEHAVIOR

Many of the species of dinosaurs are social creatures, congregating in herds or packs. These have been marked by a "P" (for "pack") on the Dinosaur Characteristics Chart. The size of the herds or packs is given in the encounter charts to give Game Masters an idea of the number ranges likely to be encountered.

The larger herbivores are browsers or grazers who live fairly placid, pacifistic lives. Not much can really hurt a 20 to 50-ton animal, especially when it is one of ten or twenty or so in a herd. These tremendous beasts have almost nothing to fear from most predators, so all such dinosaurs will typically ignore anything which is less than 10% of its weight unless attacked and hurt. (At that point, it could either move off or become "nasty" and try to trample the offender into the mud.) Of course, large carnosaurs like Gorgosaurus, Allosaurus and Tyrannosaurus are always noticed! However, dinosaurs are not so non-parental as to ignore on their young if they are herd animals, so there is a 30% chance that an adult could choose to interfere with the killing of a small member of its species. This is not the act of a parent defending its young at all, but rather a herd member coming to the assistance of the weak amongst the herd.

The carnivores tend to overlook anything less than 0.5% (1/200) of their body weight (2% of body weight if the "victim" is not moving, talking, etc.). Of course, if sufficient numbers of small creatures (say man-sized) are present, even a lordly Tyrannosaurus will take notice of the abundance of small meals present and easy for the picking. But if anything else is in the vicinity which is larger and reasonably close, the carnosaur will pass up such a tidbit for a proper lunch.

The tendency of large dinosaurs to ignore small creatures can be dangerous for the creature so ignored! A man could probably walk right up to a Brachiosaurus (50-60 tons), and the huge creature would take no notice of him. He would simply keep grazing. He would also make no effort to avoid stepping on a man on foot or accidentally smashing him with his tail. In similar fashion, a man on foot would be beneath the notice of a Tyrannosaurus, but he could get stepped on as the beast thunders past in hot pursuit of proper food.

Game Masters will have to make reasonable "value judgments" in such cases. Remember that a monster has its nature, too, and does not attack everything in sight just because we are playing an FRP game. Players can have a chance to evade danger simply by knowing the nature of a particular dinosaur and acting accordingly so as not to frighten it into attacking out of self-defense or not to attract the hunter to its next meal. Smaller carnosaurs and herbivores will provide less problems; typically, these will react to man-sized creatures.

In the case of settlements in dinosaur country, it is obvious that herds of grazers could prove highly destructive. A roaming herd of Brachiosaurs or Triceratopsi, even a herd of small hadrosaurs, could trample and eat entire fields of crops or unintentionally smash down buildings. Carnosaurs are even more of a problem. In general, moats 20' deep and 30' wide will turn most dinosaurs from their intended path. Another common method for herding large herbivorous dinosaurs is to either release the scent of or else make a sound like a large carnosaur from the direction opposite the one the herd should move. (This method can have the unfortunate side effect of attracting a highly territorial carnivore to investigate and deal with....) Fire also tends to discourage even the largest dinosaurs if built high and wide enough. Ideally, caves or moated fortresses (medieval style) are the safest places to be when large dinosaurs are roaming or prowling the area.

YOUNG

As a rule of thumb, dinosaurs weighing more than one ton do not lay eggs: the size of the embryo would require an eggshell so thick as to prevent its hatching. Thus, the only "Dinosaur eggs" will be those belonging to types weighing less than one ton: all larger varieties either bear their young alive (viviparous) or in membranous "eggs" which hatch immediately upon birth (ovoviviparous). When not specified, use the above guide to determine a dinosaur's manner of birth.

SOUNDS

Dinosaurs are a vocal lot. The repertoire of sounds range from the most birdlike calls of the small, bipedal herbivores to the foghorn honks of the Apatosaurs (brontosaurus), the bellows of the Ceratopsians, the screams and yips of the small carnosaurs, to the unforgettable and utterly blood-chilling roars of the Allosaur and Tyrannosaur. The meanings of the calls can vary from "I'm lookin' for love" to "This is MY turf, Buster, so you better be tougher than you look!"

The expenditure of one language point (saurian characters; humans and non-saurians require three points) and a month of study with an expert in the field can teach a character to learn the difference between the calls of herbivorous and carnivorous dinosaurs. After that, a character may expend an additional language point to learn the cries of a specific species and will be able to distinguish between hunting, mating and challenge calls for that species. Expending yet another language point once the specific calls are learned will enable a character to imitate those cries. Props will probably be necessary and will weigh 5 dr./ton for carnosaurs and 1 dr./ton for herbivorous dinosaurs. If the total weight for props works out to less than 5 dr. total, no props are needed. Such aids could be large horns, etc.

It should be noted that dinosaurs are vocal. Thus a character who has specialized in the "tongue" of a species of dinosaur will know the intentions of the creature. Further, he will likely anticipate the presence of a creature before an encounter occurs, since the hunting dinosaurs tend to advertise their presence once they are hot on the trail of prey. Most are "pack" creatures and hunt with at least one other (a mate). Only solitary hunters tend to be silent until they actually sight their prey and begin the attack.

The most vocal of the dinosaurs are the social ones. Pack hunters tend to communicate with each other as they make a "sweep" for prey, alerting each other the moment prey is sighted. Even solitary carnosaurs give an occasional "challenge" honk because they are exceedingly territorial and regularly mark off their "turf" in this manner to discourage competition. Solitary herbivores and small dinosaurs are relatively silent when anything big is near; they survive by being as innocuous as possible.

SENSES

Some dinosaurs -- most notably the hadrosaurs, whose elaborate crests are housings for nasal receptors -- have very highly developed olfactory senses and can scent the presence of any unpleasantness from a considerable distance if the wind is right. The carnivorous dinosaurs tend to have good eyesight if they are "open country" predators, or moderately good eyesight and hearing if they are typically found in dense forests/swamps, etc. A useful rule for such decisions is for the Game Master to consider the terrestrial mammal which most nearly fills the appropriate dinosaurian niche, and then assume that the species in question will have similar sensory apparatus. The Lycaenops, for instance, is a "dog-like" or "wolf-like" dinosaur which inhabits woodlands and grasslands, is typically nocturnal, and so tends to have excellent hearing and smell, with eyesight being passable but not relied on in and of itself.

POSTURE

The illustrations in Saurians will give Game Masters and players some idea of the way dinosaurs move. The large tails possessed by most dinosaurs are not intended to be dragged along the ground in order to make travel more difficult (compute the coefficient of friction for large appendages) or to be stepped upon in turning around. The dinosaurian tails are balancing mechanisms, normally held out parallel to the ground by exceedingly powerful muscles. This is especially true of the bipedal dinosaurs, which use the tail both as a one-legged stool when resting and as a balance pole when moving.

When on the move, a bipedal dinosaur will hold his body almost parallel to the ground (see the illustration of Gorgosaurus, a 5-6 ton hunting dinosaur), with the head and tail extended, pivoting on the hips to make surprisingly sharp turns. In the smaller bipeds, this arrangement allows for unexpectedly fast speeds. Even the giants can move terribly fast for a moderate distance if they have to, though they develop a definite waddle as they grow larger.

In the following Dinosaur Characteristic Charts and Descriptions, the heights are given for posture when standing erect for bipeds. When "on the move", the height is about 1/2 the figure given for the length. Quadrupeds do not change height in this fashion, being four-footed. Also, smaller bipedal dinosaurs can stand more or less erect when moving, so those under 10' tall have a moving height ranging from 2/3 to their full standing height.

THE CARNOSAURS

The bipedal carnosaurs are usually highly territorial, but only with regard to their own kind, especially in the case of the solitary hunters. An Allosaur and a Gorgosaur will not argue over property rights; they might try to eat each other if hunting has been very, very bad (dinosaurs are not so stupid as to take on each other if the opponent seems almost as tough as the other, even if he could serve as food). Two Allosaurs, however, will dispute the moment they meet (see illustration). Such carnosaurs draw the boundaries of their hunting territories by their challenge roars, which will echo and re-echo for miles.

The great carnivores tend to follow large Ceratopsian or Brontosaurian herds, waiting for a chance to pick off stragglers, eating whatever else is encountered along the way in between proper meals. Their favorite prey are the hadrosaurs, which are plentiful, not well-protected and often small enough to kill easily while still being large enough for a few good meals.

The solitary quadrupedal carnosaurs are normally not very much of a threat to intelligent races (human, Hss'Taathi, etc.). They tend to be rather shy and not nearly as confident as the great carnivores, who have the sheer size and power to overmatch most opponents, or Deinonychus, which hunt in packs. Although dangerous when surprised, cornered or defending a lair, quadrupedal solitaires seldom seek out and attack parties of humans/Hss'Taathi, etc.

At complete opposites are the pack quadrupeds. These hunting dinosaurs can be compared, point for point, with wolves insofar as behavior is concerned. The packs tend to haunt the edges of herds of smaller herbivores and will attack as a team to pull down strays. The packs will also chase down solitary herbivores. They seldom bother intelligent beings unless the pack

is greatly superior in number or the victims are weak or running away. They are also intelligent enough: to be able to "count losses" when an attack is not going well and the defense is spirited -- again, like wolves. (See the illustration of Cynognathus, which resembles the somewhat larger Lycaenops, examples of these "wolf-like" pack quadrupeds.)

The small bipedal hunters, like Coelophysis, Hesperosuchus, et al, are relatively ill-equipped to deal with prey larger than relatively small creatures. They never attack man-sized creatures since they themselves are often prey to many creatures of that size and larger. They will attempt to run when confronted by aggressive behavior and will fight only to defend a nest from a foe approximately equal in size or when cornered and seemingly doomed.

As in the nature we are used to, a larger carnivore may attempt to challenge a smaller one for its kill. Thus the Tyrannosaur may appear on the scene to drive off a band of hunters of an intelligent race or a smaller carnosaur, content to take possession of the prey if the previous owner is wise enough to abandon it.

THE PREY

Hadrosaurs -- the best known of which is the Duck-Billed Dinosaur (see illustration entitled "At the Beach") -- are the major type of bipedal herbivores. They are herding animals, each herd having a dominant male, several subordinate males, an equal or larger number of females, and a number of moderate-sized juveniles (hatchlings fend for themselves until large enough to travel with the herd). The Hadrosaurs are the primary food of the carnosaurs, especially the giants.

Other herding bipedal herbivores include the astounding Hypsiolophodon, a truly speedy creature comparable to the antelope. It also eats insects and very small animals when it can catch them. The Iguanodon is a significantly larger herd dinosaur and makes up the major component of many carnivores' diet. Like Hadrosaurs, Iguanodons are quite common.

The quadrupedal herbivores are often too large or too-well-armoured to be considered as prey. They occupy much the same position in a dinosaurian ecology as the elephant does in ours. A Tyrannosaur or Allosaur could probably run down and kill a Brachiosaur, but it would be a job comparable to a large tiger killing a moderate-sized elephant. The blamed things take a lot of killing and will be large and strong enough to knock the predator off its feet with a sweep of a tail or to keep plodding toward the water, into which few carnosaurs would wish to go. The presence of such creatures in herds also makes such attempts virtually impossible to bring off. In short, there are easier ways to get one's meals, and carnosaurs are far less stupid than their small brains suggest. Still, it is worthwhile to attempt to bring down a solitary, sick or injured brontosaur.

THE DREADNAUGHTS

The Ankylosaurs are magnificently armoured beasts. Some species reach such sizes that their sheer massiveness prevents even a Tyrannosaur from flipping them over to get at the soft underbelly. Ankylosauri are very comparable to giant porcupines

minus the quills in the way they defend themselves. They just hunker down and cover the weak spots. Small ones are somewhat vulnerable but often not worth the effort. The most advanced of the species also have a club-like spiked tail, powered with mighty muscles, which can be used to good effect on attackers -- even the largest of carnosaurs. Thus Ankylosaurs are more or less left in peace to graze.

The Stegosaurians are quite another matter. Their upper bodies and heads are well-armoured, but c:: s: for their lower sides. Thus larger carnosaurs will attack them with the hope of gaining several substantial meals. Stegosaurians are "grassland" creatures, but stick close to copses of trees, rich often so inhibit the attacks of larger carnosaurs that they give up in disgust.

Smaller carnosaurs have little change against Stegosaurians, who have hides thick enough to prevent serious damage as they trample their tormentors into the dirt with their 10-ton weight. The "dreadnaughts" tend to depend on their armour for protection, but they will "fight back" if cornered and not permitted to retreat. They are, by nature, placid animals who will move c:: whenever they feel threatened.

THE CERATOPSIDS

The Ceratopsi, of which the Triceratops is the best known, are herd animals with a relatively high degree of organization. Their heads protected by massive "armour plate" of all but impervious bone, they will attempt to face an attacker frontally to protect their far less armoured sides and rear. Being herd creatures, they will "form circle", all facing outward, with their unprotected backs to the center. In which the juveniles gather. Ceratopsians are known to charge when especially irritated, no mean threat considering their triple horns which project out like lances and their 12-ton weights. Giant carnosaurs tend to ignore the large Ceratopsians as potential prey, but may attack a solitary individual in a "weaker ant". Only if it can outmaneuver the Ceratopsian so encountered will even a Tyrannosaurus Have a chance of killing it; and the Ceratopsian will do its utmost to prevent a carnosaur from getting behind its horned shield and its "lances".

THE SMALL DINOSAURS

The small quadrupedal and bipedal dinosaurs are herbivores and insectivores for the most part, and correspond to swine and rodents in our world. Their main protection is agility and an ability to go where the larger carnivores cannot follow with ease. However, when they can be cornered, they're meat on the table.

THE FLYERS

The airborne dinosaurs have as much variety as modern birds. The specks circling above a Hss'Taathi or human dying of thirst in the desert are Pteranodons, not vultures. The chirping and trilling which fills the woods is made by various Pterodactyli. The major distinction between Pterodactyli and birds is that the winged dinosaurs have more tendency to glide than do birds. Some of the smaller types can safely flap their wings to become airborne, but the larger types require a slight breeze to get aloft, whereupon all ride on thermal updrafts. As gliders, they enjoy an incredible efficiency and can stay aloft for many, many hours.

The Flyers are not the huge, plunging beasts of prey often depicted in poorly researched F-grade "Cave Man" movies. They are necessarily of very light weight, fragile construction to permit them to glide effortlessly. Pteranodon, for instance, with a wingspread of up to 27' and standing height of almost 7' weighted only 20 to 25 points, with a body 20" long (excluding tail) and a head 45" to 70" long, This is not your typical Terrible Flying Lizard at all! Most Flyers were insectivores and carrion eaters -- like vultures -- but very small ones might also have eaten fruits and seeds.

If one wishes to imbue the largest of these species with Terrible Flying Lizard qualities, beef up the body by 300% to 400% and give it large fang/beak attack (3x WDF) or 2 + 1d6 attack die. Thus you have the Fighting Pteranodon, on the prowl for meat -- live meat. But remember, it really wouldn't get off the ground except in FRP!

THE MARINE DINOSAURS AND FISH

A number of marine dinosaurs (as opposed to amphibians) may be encountered once one ventures into the open sea or into large lakes. These might attack ships, but it is doubtful. Small craft and rafts are quite another matter. Also, assume fish like sharks are present in the primordial oceans (seeing as the current models do date back to the Shark of 100,000,000 B.C. and much earlier). Other fish are pretty much the same as today's types, just a bit cruder in design or packing a bit of armour.

One might also put some Giant Crabs and the like in the coastal areas near and on the beaches for variety -- although these did not, in fact, exist in primordial times.

THE INSECTS

The insects have been with us for a long, long time. One can postulate "giant" forms such as dragonflies with 24" wingspans, etc. For the most part, they are the same as the types we know today in general form and behavior. For the Game Master concerned with appropriate monsters, Giant Ants, Spiders, Scorpions and Centipedes can be postulated. These already exist in other rules and can easily be translated into a primordial setting.

REPTILES

Reptilians, as opposed to the dinosaurs and amphibians, are a fairly late development. However, snakes have been found in late Cretaceous and Paleocene formations. Most ancient snakes were non-poisonous, but vipers did exist. Cobras and true vipers were appearing by the Miocene; pit vipers, like rattlesnakes, did not

appear until the Pleistocene -- very recently indeed. Game Masters will have to use their judgment in this case. Assume that poisonous snakes are rare, and instead of randomly determining an appearance, plan one to account for the rarity.

Giant snakes, etc., were unlikely in a realistic setting. They'd be excellent targets for the fast-moving, very toothy carnosaurs. However, one hidden in the depths of the swamps is quite acceptable.

By "reptiles" we mean the contemporary, small, cold-blooded types we are familiar with today. Dinosaurs are "reptilian" in the sense that they are the ancestors of today's models, but why confuse the whole thing. Simply talk about "small" or "tiny" dinosaurs when you have little reptiles and lizards in mind. Snakes would be most commonly found in water -- swamps, lakes, streams and the shallow parts of oceans.

TURTLES AND TORTOISES

These most ancient shell-backs have a proper place in any primordial world. Some grew to fairly large size. We have not made provision for small ones, but Game Masters can insert them into the game with ease. They are all placid creatures, even the one-ton varieties, so killing them is only a question of time. Turtle soup is therefore on the menu.

GENERAL COMMENTS

The research for these creatures was undertaken to provide a variety of new monster types which have the dual virtue of providing exciting action for FRP while, at the same time, satisfying the need for any coherent and rationally organized world (yes, even in FRP) to have the various ecological niches filled. To repeat, we have made no attempt to segregate the creatures with regard to the proper era or epoch in which they actually appeared. It should be noted, however, that even if the proper creature has not yet been discovered in the proper geological strata, the niches were still there and were filled by something which probably resembled its earlier or later counterparts.

Our major source for ideas concerning dinosaurian behavior and appearance was Adrian J. Desmond's The Hot-Blooded Dinosaurs, which is recommended for anyone who thinks dinosaurs ruled the earth for over 100 million years by being clumsy, slothful, accidental and stupid. Also of use was the slightly dated but still excellent Fossil Book by C. L. Fenton. Many other works were also used in passing, but the two forementioned works serve as a good introduction to the whole subject.

The conception of the dinosaurs that appears in Saurians is the one presented by Desmond in The Hot-Blooded Dinosaurs. In that book, Desmond brings together compelling arguments from dozens of diverse fields in support of his thesis, reflected throughout these rules, that dinosaurs were active, in many cases surprisingly intelligent despite their deceptively small brains, and -- above all -- warm-blooded more than a few instances. We realize that these theories are the subject of controversy in paleontological circles, but they do serve to bring the dinosaurs alive as formidable Lords in the Earth, true Monsters in a real as well as an FRP sense.

The Dinosaurs

The Great Carnosaurs



he dinosaurs provided vast amounts of meat, often in timid and relatively defenseless packages weighing from several hundred to over a 100,000 pounds. Because of this natural bounty, the carnivorous dinosaurs were able to evolve into giants and ruled the earth for scores of millions of years. We have included here four of the mightiest which existed, although each evolved in a separate period of prehistory and were not contemporary with one another.

The Great Carnosaurs were immensely powerful and perhaps not quite as "stupid" as some have made out. One thing is clear; with a " of prey, they would opt for the larger meal and ignore "tidbits" unless nothing better was available. Thus man-sized creatures would be relatively "safe" under normal circumstances, as better pickings would lead a Great Carnosaur away. Nevertheless, they could attack; if so, the long pike and very heavy portable missile weapons would be the only defense short of flight on swift mounts or resort to the most powerful of magicks. What is worst is that these creatures were so tenacious of life that they literally had to be hacked down to stop them; no portion of the anatomy was vulnerable to a mortal blow: the heart was buried under slabs of muscle, sinew and bone; the brain was small and protected by a massive skull.

TYRANNOSAURUS REX

All descriptions of the Tyrannosaurs miss the mark. No matter how many superlatives one uses, one gets the distinct idea that there aren't enough in the language to do justice to this incredible engine of destruction. Suffice it to say that Tyrannosaurus is the ultimate land-dwelling carnivore.

A roaming Tyrannosaurus is less an animal than it is an elemental force. Once it notice you or is hot on your trail, it becomes the quiteness of all things that go "bump" in the night. One must save from FEAR whenever confronted by the beast to avoid panic-stricken flight at a flat 50% chance. Panic prevents any rational action whatsoever; all efforts are bent to just getting away. FEAR grips any man-sized creature (or any prey of the Great Carnosaur) the moment a Tyrannosaur approaches within 300 feet and is, of

course, seen by the potential victim(s). Only a Berserk individual has a reasonable chance of standing his ground (80%), if he is foolhardy to want to do so. (Increase save us FEAR by 5% per lower size level from maximum sized Tyrannosaur.)

The typical Tyrannosaur is about 50' long, 20' tall and weights up to 20,000 pounds as a fully mature adult. It is not slow; it can keep up to a speeding horse and rider for a short time! Its teeth are 6" long or more, set into a mighty jaw capable of crushing most lesser creatures with a single bite. Any critical hit on a target weighing 2000 pounds or less means that the victim is dead! The chance of a critical hit is:

140% - 10% per armour class of the target over bare skin.

Shields and other such flimsy defenses simply don't count for intelligent creatures attempting to ward off a Tyrannosaur; only body armour is of any assistance.

In addition to its jaws, the Tyrannosaur uses its heavily clawed feet to gauge larger prey and to kick over and pin smaller prey. A hit from such claws causes an automatic bash to be delivered to all targets under the Tyrannosaur's weight (excepting quadrupeds 50% or more of the beast's weight). Creatures of 6000° pounds have a 3% chance per 1000 pounds of weight to "save" from being knocked down.

To repeat, intelligent beings will instantly check morale when confronted by Tyrannosaur as though they had suffered excess casualties in the party. Remaining motionless is perhaps the best defense for man-sized creatures -- or smaller -- as the Tyrannosaur will notice an individual's presence only 10% of the time if he is not moving (40% of the time if running).

Tyrannosaur frequents the grassy plains (where its great height gives it a view of the grazing herds in the distance), the shores of lakes and swamps and light woods -- regions which, in short, are the ranges of most of its favorite prey. The monster is a daytime hunter, most active in the morning and early evening, it is viviparous and mates in the early spring. At that time this jealously solitary beast hunts in mated pairs and mates stay together until early summer until the young (usually one) is born. The young stays with the mother until it attains a 25' length.

ALLOSAURUS

Hardly less awesome or terrifying than the Tyrannosaur, everything said of Rex is equally true for the Allosauri. They literally radiate FEAR for 300 feet round about, and with good reason. The Allosaurus is one of the largest Carnosaurs, almost as large and well equipped as the Tyrannosaur. Worse, being used to slightly smaller prey, it will notice a running reature under 1000 pounds 50% of the time (still only 10% for standing individuals).

The Allosaurus can reach lengths of 35', heights up to 15' and weights as much as 16,000 pounds. It is a solitary hunter and is exceedingly jealous of its territory, flying into a berserk rage whenever another Allosaurus is seen or heard on its "turf". At such times, it will forego even the choicest meal to hunt down the hated intruder. Only during the mating season (early spring) will it tolerate the presence of even a member of the opposite sex.

Allosauri are nocturnal, hunting through the evening, night and very early morning. Their hearing is excellent and their night-vision is surprisingly good -- especially if the prey is relatively large (1000 pounds or more). These oviparous creatures are highly protective of their nests and their young, and females will savage any intruders with a fury that is utterly indescribable, often pursuing them for miles to vent her wrath.

Allosauri tend to have the same ranges as Tyrannosaurs, but the two creatures rarely come into conflice because of the differences in hunting times. When they confront each other, the smaller beast usually gives way to the larger, and the retreat is accepted as a truce. (Even Tyrannosauri are not suicidal and prefer not to fight powerful opponents if they can avoid it.)

GORGOSAURUS

Smaller than the Tyrannosaur and the Allosaurus, the Gorgosaurus is "only" 20' in length, 12' tall and weighs up to 10,000 pounds. They are hefty in build, however, and are much more dangerous than the Ceratosauri (see below).

Gorgosaurus specializes in game up to its own body weight (but will tackle larger). It will notice prey under 1000 pounds 20% of the time if it remains motionless, and 65% of the time if it is running. The creature is a nocturnal hunter, with the Allosaurus' hours, but till switch to daytime activity if an Allosaurus is operating in the same area.

The Gorgosaurus is notable for its ability to maintain a high speed chase for some distance, unlike the Tyrannosaur or Allosaurus. Also, it can bound for its full length in an attack leap!

Like Allosaurus, Gorgosaurus is terribly jealous of its territory, but it will permit a female to range in its territory and often forms a mated pair hunting team for the spring and summer. Typical ranges are the same as that of the Allosaurus, but Gorgosauri will also enter swamps, sticking to the shallows and to the dry land of the mounds dotting swamps. It will not venture into deep water any more than will Tyrannosauri and Allosauri, all of whom are at a grave disadvantage when in depths over 1/3 their height (Kicks are difficult; maneuvering impossible; and bogging down is a real threat).

Gorgosauri are oviparous and females guard their nests with the same ferocity as do Allosauri; however, they will chase intruders out of sight, and no farther. Young remain with the mother.

CERATOSAURUS

The smallest of the Great Carnosaurs, Ceratorsaurus reaches a length of 18', height of 12' and weights up to 6000 pounds. The general behavior of the Ceratosaur is similar to that of the Allosauri and Gorgosauri, except that it hunts during the daytime. It specializes in prey up to its own weight but will attempt larger kills. It notices prey under 1000 pounds 30% of the time if it remains motionless, and 75% of the time if it is running. Like Gorgosaurus, the Ceratosaurus can maintain a good pace for quite a distance and can bound up to two times its length in an attack leap!

Ceratosauri tend to hunt in mated pairs throughout much of the year. They are oviparous and viciously protective of their nests and young, who remain with them until they reach 12' in length. Their range is similar to that of the Allosaurus and Gorgosaurus, but they will also be found in deep woods.

The Lesser Carnosaurs

In addition to the Lords of the Land, there are a number of smaller hunting dinosaurs, many of which are quite dangerous to man-sized creatures.

COELOPHYSIS

The Coelophysis is a tall, ostrich-like carnosaur about 10' long, 8' tall and weighing about 500 pounds; The Coelophysis hunts by day, running down smaller creatures and capturing them with its fine, clawed, manipulative hands. Although primarily carnivorous by nature, the beast will also eat eggs and insects. Its favorite prey are the Ornithosuchus and Psitticosaurus, which it runs to earch, and the Bienotherium, which it digs out of burrows. Coelophysis hunt in mated pairs, are =oviparous, and nest in sand-scrapes where the eggs are so difficult to see that they are in more danger of being stepped upon by maurading carnosaur than of being eaten. Coelophysi are covered by a coat of very fine, soft hair which is often strikingly coloured in the male and mottled brown in females and young. Ranges in "grasslands".

COELUROSAURUS

A smaller version of the Coelophysis, the Coleurosaurus is about 3' long and 2' tall, weights 20-25 pounds, and has a very similar behavior and habitat as its larger cousin.

CYNOGNATHUS

A wolf-like saurian which is one of the most dangerous of the small carnosaur, the Cynognathi The creatures have surprisingly canine appearance, with rather thick body hair, floppy wars and long canine teeth jutting over the lower jaw. In the wild, Cynognathi range in packs of from 3 to 20, communicating with high-pitched yips and lower purring sounds. There are several varieties, and some prefer solitary ways. Cynognathi are sometimes domesticated by the intelligent saurian races but do not make the best of domestic animals because their intelligence is lower than the larger Lycaenops (see below). Cynognathi are oviparous and hunt either by day or by night, depending on the species. Generally, they are 5' long, 2' tall and weigh around 100/150 pounds. They range widely in "grasslands", woods and arid desert/ prairies.

DEINONYCHUS

These "little" horrors are considered by the knowledgeable to be amongst the most dangerous of the carnosaur, including His Imperial Majesty, Tyrannosaur Rex! Deinonychi hunt in packs of 11-20, and a pack will confidently attack creatures up to twice its combined weight -- the Great Carnosaurs excluded. In addition to being one of the fastest carnosaur, it is also equipped with a particularly unnerving system of attacking its prey. The entire pack will charge the Victim(s) and, if the victim(s) are notably taller, the Deinonychi will leap onto their prey, clinging with sharp claws and sometimes the fangs (two of the three must score hits to give the little beast proper bracing), and kicking with the back legs, each of which is armed with a wicked 5" long, forward-facing spur of sickle shape. If a Einonychus cannot grapple an opponent, it will still attempt to kick; while others inthe pack attempt to attack the prey from the rear, using similar tactics. When so grappled, a Deinonychus scores automatic hits with its hind legs, but it cannot dodge blows/bites and will itself be automatically hit if within reach. The Deinonychus is oviparous, ranges in "grasslands" and woods in the daytime, and is 8' long, 4' tall, with weight around 150 pounds. The beasts are totally unafraid of intelligent species, though it will rarely attack a group unless the pack clearly outnumber it. And woe unto the foolish creature who ventures too close to the pack's nest.

DIMETRODON

The Dimetrodon is a fearsome looking beast but is not overly dangerous. It is about 10' long, 8' tall, and weighs about 2000 pounds. It is recognizable by its gigantic high back sail, which accounts for much of its height. This oviparous creature hunts largely by day in swamps, along shorelines and in grasslands adjacent to these areas.

HESPEROSUCHUS

Another small, bipedal carnosaur, Hesperosuchi are solitary hunters who stay in woodlands and swamps, rarely venturing into the open. The species has a coat of mottled fur which allows it to stand absolutely still and undetected until its prey comes within range of a sudden charge It prefers nighttime activity but is otherwise very similar to Ceratosaurus in behavior. These oviparous dinosaurs are typically about 5' long, 4' tall, and weigh up to 100 pounds.

HYPSILOPHODON

This small, bipedal carnosaur can achieve speeds nothing short of phenomenal, and, for all its small size, it is the fastest of dinosaurs with its cross-country speed of up to 60 mph. It cannot maintain such a pace for long (like the modern cheetah), but it can also leap 10 feet straight up to catch insects, its favorite prey, or to look for possible pursuers sneaking up on it in the tall grass. In addition to insects, it also preys on small "rodent-like" dinosaurs and fruit. These oviparous creatures roam in flocks of 20 to 60 individuals during the daylight, sticking to the tall grass to avoid the larger carnosaur's attention.

LYCAENOPS

There are quite a few different types of Lycaenops. Like the Cynognathi, the species are wolf-like in behavior and appearance. The smaller varieties tend to be mated pairs or solitary hunters, while the larger types range in packs of up to 12 in number. The typical Lycaenops is 7' long, 3' tall and weights around 1000 pounds. Lycaenopsi are covered with hair which can have just about any coloration, but with sandy greys and mottled browns predominating for maximum camouflage effects. Their teeth are regular except for the two knife-like upper canines which extend to below the level of the lower jaw. Lycaenopsi are usually nocturnal and range the grasslands and woods for their prey. Most unusual is the fascination of the Lysaenopsi with the intelligent saurians, with whom they seem to identify. The wild packs will shy away from close contact with groups of adventurers, but they often accompany the wayfarers at a "safe" distance for many miles, even in the daylight, almost as if providing an escort and sounding their strange howls whenever any dangerous carnosaur is nearing. When "raised from the egg", Lycaenopsi make superb hunting companions and pets, and their loyalty and devotion of their masters is legendary in the saurian world. In the domesticated form, Lycaenopsi can function equally well in day or night without problems with adjustment.

ORNITHOLESTES

This small, fast dinosaur is a "grassland" creature which depends upon its speed and maneuverability to avoid the large? carnosaur even as it runs down its own smaller prey. They tend to hunt in pairs, usually during the day. These oviparous creatures average 6' long, 4' tall and weigh up to 200 pounds.

ORNITHOSUCHUS

As the name indicates, this creature is very similar in appearance to Ornitholestes, though much smaller with a length of 4' and a height of 2', with weight a low 10 pounds or so. It prefers life in the underbrush of forests and is an insect-eater for the most part. It can climb trees. This oviparous creature is active during the night.

SPHENACODON

This creature is almost identical to Dimetrodon in most respects except that it has a smaller back sail.

YALEOSAURUS

The Yaleosaur is a bear-like omnivore. It normally walks on all fours but is actually bipedal and will fight standing erect, rending and hugging its prey with its claws while biting at it with fairly powerful jaws. Yaleosaurs reach 8' long, 4' of height, and can mass up to 2000 pounds. They are surprisingly fast even in the woods which is their normal habitat. Yaleosaurs are nocturnal and viviparous.

The Flyers

DIMOROPHODON

Though the names are similar, this flying creature is in no way related to the carnivorous Dimetrodon (see above). Dimorophodon is a hawklike flyer which lives in nearly all climes (there are several varieties). Its food is fish and small land animals. The head appears too large for the body at first, as is the case with most flyers, and the feet are much larger than one might expect in order to permit the creature to cling to the branches of trees or to It is covered by fine hair which is patterned colorfully and which craggy cliff-faces. It is a daytime hunter and is oviparous, nesting like varies from variety to variety. modern birds in a high place.

PTERANODON

The Pteranodon is a great sailing dinosaur which has a wingspread of 25' to 50' across. It is mainly a catcher of fish and frequents lakes and seashores, but it will stoop to eating carrion. The creatures are such efficient gliders that they can ride the thermals until they are driven to nest in a tree or on a crag by stormy weather. The creatures are, like all fliers, very light and fragile for their size; thus they nest high in crags or on barren islands uninhabited by any carnosaur. In typical flier fashion, they are covered by a coat of fine hair, almost silky in appearance. Nesting takes place only until the eggs hatch, whereupon the youngster clings to its mother for a few weeks until it is old enough to fly on its own. (Only one egg is laid in a clutch.) Some types of Pteranodon have beak pouches, like modern pelicans.

PTERODACTYLS

There are dozens of different types of flying dinosaurs, with 24 major species. The creatures occupy the same ecological niches in a saurian world as do birds in ours -- with fliers ranging from

sparrow to large goose sizes. Each species has its own coloration, diet, calls and behaviors. At any time a Pterodactyl-Watcher with proper training and experience, could point out or identify either visually or aurally several different species in the vicinity. Some types form large flocks, while others are solitary. Most are daytime creatures, all are covered with fine hair, and all are oviparous nesting creatures.

RHAMPHORYNCHUS

A small flying dinosaur which is some 2' long, counting the head and tail, Rhamphorynchus is a woodland dweller specializing in insects. It is prized for its brilliant super-soft fur.

Aquatic Life

ELASMOSAURUS

A marine dinosaur, the Elamosaurus is one of the Pleisosaurs and is a sailor's worst night-mare come true. When floating on the surface the head of the Elamosaurus can rest some 15' above the water, its sinuous neck permitting the monster to pluck sailors right off the deck of their ship. However, Elamosaurus is mainly a fish-eater and seldom bothers ships or their crews. They are a decided threat to small boats and rafts, however. Elamosauri rarely leave the water, but on occasion one can be seen sunning itself on off-shore rocks. The creatures are viviparous.

HENODUS

The Henodus is a very turtle-like creature, so aquatic in its habits that it comes ashore only to lay its eggs on the beach. The creature is eminently comparable to the modern sea-turtle.

MACHAEROPROSOPUS

This swamp-dweller is the archaic crocodilian or alligator, reaching lengths up to 50 feet in extreme cases but more typically of 6 to 20 feet. The Machaeropsopi are relatively well-armoured, good swimmers, and exhibit much the same behaviors of the crocodilians and alligators of modern times. Their only weapons are their mighty jaws and sharp teeth, which they use to drag prey beneath the water. A parallel version are the MESOSUCHIANS. Because they are so similar, MESOSUCHUS should be regarded about the same as Machaeropsopus. Both types lay their eggs on the sand of the mounds that dot the swamps, to be left to hatch more or less on their own, although mothers lurk in the vicinity to prevent interference with the egg beds.

MURANEOSAURS

The Muraneosaurus is a smaller version of the Elamosaurus, even less likely to attack ships but still a threat to small boats and rafts.

NOTHOSAURUS

The Nothosaurus (not to be confused with the Nodosaurus) is a tiny version of the Elamosaurus. It is often captured and sold as a curiosity or pet. The tiny creature is mostly neck and tail, and it lays its eggs upon the sand of the beach.

PLACODUS

The Placodus is a totally aquatic, turtle-like creature which lacks a full-blown shell. In-stead, it has overlapping bony plates along its back. It is hunted by intelligent saurians, who consider the meat a delicacy.

TYLOSAURUS

One of the most fearsome groups of the Mosasaurs, the Tylosauris is a marine dinosaur which parallels the contemporary dolphin/porpoise/whale family of modern earth. Six different types are given in the Dinosaur Charts. All are fish-eaters. They are not so intelligent as porpoises but otherwise act in much the same manner. The large varieties are the "killer whales" of the primeval oceans. What is surprising is that they rarely bother swimmers of the intelligent saurian races, and even are "friendly", especially the larger varieties of Tylosauri.

SHARKS

Sharks have changed little in form or habits since the Ordovician, and thus the six sizes given in the "Dinosaur" Charts can be regarded as being little different from today's models. (See Tylosaurs.)

FISH

Fish also have changed little except in form. Assume more or less the same types of fish existed in saurian times as today. The "trout" might look and taste a bit different, but the fish occupying that niche in the ecology will be close enough to make further differentiations unnecessary. Some fish could be "exotics", like the prehistoric Stonefish that still survives on the Great Barrier Reef today; it has highly poisonous spines. In general, though, fish are basically fish.

CRUSTACEANS

Shell-fish, crabs, lobsters, etc., existed in the distant past, so put them in as food. Some "giants" could also be introduced as "monsters", although none really existed in fact.

AMPHIBIANS

Frogs, etc., also existed in prehistoric times, and were much the same as those of today. We also assume a large, intelligent species

to reflect the Dragontooth Figures, and one could, we suppose, introduce Giant Killer Frogs as "monsters" -- albeit with somewhat beefed up fighting characteristics and body points/attack dice to reflect the environment.

The Armoured Dinosaurs



ne of the defensive measures which evolved for the "prey" of the carnosaurs was heavy armour. This development was the equivalent in primeval times of landgoing "dreadnoughts" which could withstand the attacks of all but the larger carnosaurs,

ANKYLOSAURUS

With his 18' length, 6' width and weight of 10,000 to 14,000 pounds, the lowset Ankylosaurus was able to withstand the attacks of even the mighty Tyrannosaurus. His entire back was covered by AC 12 (equivalent of -2 plate). The creature resembles nothing so much as a 5-7 ton armadillo. It is a slow, grazing, hard-shelled creature which seldom uses the wicked-looking spiked tail except to discourage the occasional curious carnosaur who ventures too close. Even the Allosaur and the Tyrannosaur respect this spiked club, which can deliver a savage blow (20 points of damage). The Ankylosaur is viviparous, and the young (1 or 2 in number) remain with the mother for several years until they are large enough to fend for them-selves. Until that time, they will hide under their parent when any danger threatens. Ankylosaurs are generally nocturnal; during the day, they sleep in shallow scrapes, with head and feet tucked safely beneath the shell, out of harm's way. It should be noted that the adult Ankylosaurus has a mass so large and a center of gravity so low that a Tyrannosaurus has only a 5% chance of flipping it to expose the soft underbelly (with proportionately higher odds for smaller creatures).

DESMATOSUCHUS

The Desmatosuchus is a slow-moving dinosaur with moderately good armour. It depends upon both protective color and its armour for protection. Characteristically, it moves only a limited distance into open "grasslands", tending to stay near the forest edge or else by copses of trees in the grasslands. If forced to fight, it will make for thick woods, flailing at its attacker with its spiked tail as it retreats. Like the Ankylosaurus, it is nocturnal and viviparous. It is much smaller, however, rarely exceeding 4000 pounds.

NODOSAURUS

Nodosaurus is built like a Stegosaur (see below), but it is less well armoured, having only a tough, beaded back armour. However, the Nodosaur is so large that it has only a few enemies, and those can generally eat anyone they wish. The large tail is sufficient for batting away "troublemakers" who annoy this 10,000 pound grazer of the "grasslands". It is viviparous but grazes in daylight, unlike the timid Ankylosaurs and Desmatosuchi.

SCOLOSAURUS

The Scolosaurus is an improved Ankylosaur with a shell 8' wide. It can "hunker down" so that none of its soft parts are vulnerable to attack by any creature. Like the Ankylosaur, it is armed with a spiked, club-tail and has little to fear from any enemy.

SCOLIDOSAURUS

If this creature were 50% larger and endowed with the Stegosaurus' armour, the two would be almost indistinguishable. As it is, the Scelidosaurus is basically a slightly smaller but better armoured Nodosaurus. It weighs about 4 tons but can move moderately fast when it has to. It is viviparous and grazes during daylight hours.

STAGNOLEPSIS

Another of the armoured dinosaurs, the Stagnolepsis weighs only about a ton and lacks the complete coverage of Scolosaurus and Ankylosaurus. Instead, it is protected by overlapping bony plates, with two 2 1/2' spikes over each front shoulder to discourage any unwanted attention to its leas, neck or head. It is oviparous and nocturnal, tending to stick close to the woods and venturing only short distances into the "grasslands".

STEGOSAURUS

The Stegosaurus have a very distinctive shape amongst dinosaurs, these 20,000 pound grazers are massive quadrupeds, with the hind legs substantially larger than the front ones, giving them a highly arched back. The back is partially protected by a double row of bony triangular plates (which are temperature-control organs as well as armour). The Stegosaurus are also armed with a hefty morning-star arrangement of tail spikes which easily and efficiently discourage the small carnosaurs. Only the largest of the carnivorous dinosaur give the Stegosaurus any serious problems. But, as so common amongst all of the defense-minded armoured dinosaurs, the Stegosaurus will graze out in the "grass- glands" with an eye to reaching the nearest copse of trees, where the attack of a large carnosaur can be suitably hindered. Like the Scelidosauri and Nodosauri, the Stegosaurus graze in the daytime. They are viviparous, and the Fauna accompany the mother until about half-grown.

The Ceratopsians



ll the Ceratopsians are characterized by a heavily armoured head and mantle. The larger species are also armed with three horns, which they use with devastating effect as lances. Damage given for these weapons assumes a charge; merely "hooking" the enemy produces 1/2 damage. Trampling causes full damage as with a charging attack, with an automatic critical hit for the larger species.

MONOCLONIUS

This "moderate-sized" Cerotopsian reached a 15' length, 8' height and a weight of about 4 tons. As do all of its kind, it herds together with others of its species for mutual protection. See Tricerotops below for details.

PROTOCERAPTOPS

A Protoceratops resembles a baby Triceratops; when full grown, this creature is only knee-high and, though it has the bony head covering of the larger Ceratopsians, it lacks the horns. Often hunted by larger carnosaurs, it is a shy creature which flees any larger animals as a matter of policy. It typically seeks out dense undergrowth. Found in herds of 10-30, this nocturnal, oviparous creature has a rich pelt highly prized by the intelligent saurian races.

STYRACOSAURUS

Slightly smaller than the Triceratops, the Styraeosaurus has the most elaborate neck frill of the Ceratopsians. There are eight or so 2' to 4' spikes ringing the frill, pointed outward from the body instead of forward like its horns. As in Triceratops, there are also two long horns, one over each eye, plus a shorter horn over the nose. Behavior is exactly like that of Triceratops.

TRICERATOPS

The Triceratops travels in a herd of 10-30. These creatures have the general appearance of modern rhinoceri but are more heavily built. They will charge anything that looks threatening, and they will do so as a herd, without regard for the size of the target until it takes on the form of an Allosaurus or Tyrannosaurus, whereupon the herd will form a defensive circle. The Ceratopsian defensive circle is a tight ring, with the young in the center and the adults facing outwards. The adults will charge small carnosaurs (solitary or pack types) to impale or trample them, making short charges and then returning to the defensive ring. As a rule, any creature weighing more than 1000 pounds and having the general lines of a carnosaur will be suspect the moment it comes within 300 feet of the herd. If it continues, it is in danger of receiving a massed charge.

In a wild herd, once a Ceratopsian begins a charge, the others will drift in and likely follow suit. The charge will carry forward as far as 500 feet, the young running along with the adults, after which the herd will come to a slow stop (assuming there are no suspicious characters around to continue charging), then will sedately return to whence they came from in the first place. If there are a number of targets or if a big carnosaur arrives, the herd may adopt a defensive ring and may remain that way for up to an hour. If there has been no action, the herd will decide that the danger is clearly past and breaks up to continue grazing.

It is clear that these "grasslands" dwellers are no mean proposition for even a Tyrannosaur to handle, and most solitary carnosaurs tend to avoid herds. Allosaurs and Tyrannosaurs may attempt to kill stragglers, however, especially the young and adolescent Ceratopsians.

A Ceratopsian will always attempt to maneuver so that it is facing its enemy with its full armoured defense. The Styraeosaurus and the Triceratops are invulnerable to critical injury in this position (a Triceratops' armour is equal to -2 plate frontally). A large Carnosaur will therefore attempt to maneuver around such a victim or will leap onto its back (1/2 hit probability bonus of success, with a Triceratops, etc., having an impaling blow first). The mated pairs will, of course, double team a straggler, the one discovering the "food" bellowing to its mate and merely holding the Ceratopsian at bay until reinforcements arrive.

Large targets "save" from a bash from a Ceratopsian charge as outlined for Tyrannosaurus "kicks".

The Prey: Herbivorous Dinosaurs

APATOSAURUS

The Apatosaurus (also known as the Brontosaurus) is a smaller version of the Brachiosaurus, so see below:

BRACHIOSAURUS

One of the most awe-inspiring sights a person is ever likely to see is a herd of 50-ton Brachiosaurs moving past. With their heads towering some 45' in the air, tails arrow-straight behind them, and their slow, elephantine walk, Brachiosaurs (and their smaller cousins the Apatosaurs and Camarasauri) seem almost elemental. The herds tend to remain in forested areas, where they move steadily among the trees, browsing upon the leafy top foliage; and just when one thinks he's seen it all, one of these "Brontosaurus" will spot a particularly succulent branch just out of reach and rear up on its hind legs in order to reach it! The huge creatures occasionally push down trees to reach otherwise inaccessible foliage, nature's version of a bulldozer.

The response of such creatures to a non-imminent danger is to move away from it: thus they will move away from an Allosaur's scent or a Tyrannosaur's bellow -- a fact used to good effect by the intelligent saurians to "herd" the beasts in a desired direction. When confronted by immediate and present danger, however, the reaction of the herd is often to stampede towards the threat. Even the lordly Tyrannosaur is in serious danger from such a stampede, for his "modest" 10-ton mass is only a fraction of that possessed by the "Brontosaurians" -- comparable to a six or seven year old child in the path of a charging Guard in football. Being bashed and trampled by 50-ton dinosaurs is simply no joke! On the other hand, a single "Brontosaurian" can be easy pickings for a Great Carnivore if he stays out of reach of the lashing tail that can sweep him off his feet; the killing takes some time, though, because Brachiosaurs and their somewhat smaller cousins are massive and vital creatures, a terrible lot to kill.

BIENOTHERIUM

Seen in a dim light, one might swear that the Bienotherium was a large rat. Its behavior is very rat-like. This scurrying little creature with the comical ears (almost 4" long and often held erect) can live anywhere -- and usually does. No more than 3' long and often smaller, it also shares the rat's ability to enter where it likes to engage in its destructive eating habits. For that reason, the beasts are the bane of cooks. They are nocturnal and may be found in most habitats. The Bienotherium may be used as the "model" for the small dinosaurs occupying the place of "rodents" in a saurian ecological system, it is covered with thick hair.

BRADYSAURUS

The Bradysaurus is a small herding herbivore averaging around 8' in length, 3' in height with weights up to 1000 pounds. Though it congregates in herds up to 50 strong, the shy Bradysaurus stays in the woods and is rarely detected in the thick brush and deep forest it prefers. Clearly, such surroundings discourage the larger predators who might prey on these daytime browsers and grazers.

CAMARASAUROS

The Camarasauri are the small cousins of the Brachiosaur family (one can call them "Brontosaurus" as a general family name for Apatosauri, Brachiosaurs and Camarasauri). The "tiny" Camarasauri reach lengths of 40', heights of about 20' and weights up to 30,000 pounds. They are often "domesticated" by the intelligent saurian races.

CAMPTOSAUROS

There are numerous varieties of Camptosauri, but, without exception, all are solitary, daytime grazers and browsers who prefer the woodlands. They depend upon their camouflage markings and, when necessary, their speed to evade the hunters. All the carnosaurs place the Camptosauri high on their list of prey, for the creatures are not too large to kill with ease and also provide a truly satisfactory meal of 1 to 4 tons. The species is also used by the intelligent saurian races as "beasts of burden" and peace-time mounts because of their general tractability once trained "from the egg". Domesticated Camptosauri, being hooved, are often shod with iron shoes, like horses.

COTYLORHYNCHUS

At first glance, one might think that the 2000-pound Cotylorhynchus has nothing going for it at all. It is slow, ungainly, virtually unarmoured, and has almost no claws or fangs worth mentioning for combat. However, this dinosaur has a secret weapon: a skunk-like scent which it releases when frightened. The overpowering stench will turn away all but the most desperately hungry carnosaur. To give the Cotylorhynchus credit for fair play, it will give warning to an aggressor by rearing up on its hind legs, stamping its front feet angrily, and making an other-wise comical whuffing sound (cf: modern skunks). If the warning is not heeded and the aggressor continues its advance, the Cotylorhynchus will spew out the contents of one of its several stomachs for a distance of 10 to 20 feet in a dense spray. These partially digested stomach contents and fluids have an indescribably noxious odor. If anyone ever comes across a Gorgosaur or Allosaur pawing at its eyes, rolling about on the ground, and generally taking out its rage and frustration on the surrounding foliage, one may be sure that a chance meeting with a Cotylorhynchus has occurred. Of course, there will be a certain "air" about the place as well to confirm such suspicions.

DIADECTES

This small semi-aquatic beast spends most of its time in the shallow waters of swamps, grazing on pondshore plants. It seldom comes out of the water, preferring to sleep amongst the thick reeds of the shallows. It is mainly nocturnal but always napping between meals. The creature is viviparous.

EDAPHOSAURUS

This creature is almost identical to the Dimetrodon (see above) but is not carnivorous. It relies on protective coloration, especially the sail, which blends in well with the grasses or foliage of its grassland or swamp habitat. It is oviparous and grazes in the daytime.

ENDOTHION

This tiny fur-bearing dinosaur is remarkably like a ground squirrel and lives in woodlands, burrowing down amongst the roots of trees for protection. It subsists mainly on nuts and large seeds, which it cracks with its hefty beak. The creature is fur-covered and oviparous.

ERYOPS

The Eryops is actually an amphibian rather than a dinosaur. Its

behavior and, to a slight degree, its appearance resembles that of the hippopotamus. It spends most of its time in the waters of swamps and small rivers, where it is relatively safe. It has no significant defenses other than its size. Intellectually, it is rather dim and sluggish. It is oviparous, and its larval stage after hatching it resembles a walking catfish. The creatures are usually nocturnal.

THE HADROSAURS

These dinosaurs are one of the larger "families" of saurians and are all characterized by duck-bills and prominent crests. The three most typical examples follow:

ANATOSAURUS

This 10,000 pound creature is the largest of the hadrosaurs. It browses on the leaves and fruit of low trees and bushes, or grazes in the shallows on water plants. It is a herding creature and may be found in company with up to 17 others of its kind. Anatosauri feed during the day and rest at night, though they are light sleepers. If startled, the creatures will flee, attempting to lose their pursuers in the thick stands of trees which they frequent. The skins of Anatosauri, like most hadrosaurs, tend to be prettily patterned and colored in the males. They are viviparous.

CHENEOSAURUS

The Cheneosaurus weights only about 1000 pounds and is one of the smallest of the many varieties of hadrosaurs. In behavior, it is very similar to its larger cousin, the Anatosaurus.

HYPACROSAURUS

A medium-sized hadrosaur of about 5000-6000 pounds, the Hypacrosaurus is often domesticated by the intelligent saurian races.

IGUANODON

The 6-ton Iguanodon is one of the largest of the herbivorous bipedal dinosaurs. However, though a grazer, the Iguanodon is far from defenseless. It has a nasty bite and, in addition, the thumb on each foreleg has been transformed into a 12" long, braced "knife" capable of slashing at its attackers with often devastating effect. Indeed, due to the very structure of the creature's "hand", blows delivered with that weapon are upward thrusts into the belly and chest of an adversary. Herds of up to 30 Iguanodons are commonly seen grazing in "grasslands", woods, and along shorelines in the daytime. They are viviparous.

LYSTROSAURUS

The 50 pound Lystrosaurus resembles a tiny hippo, and, in the wild, it seldom leaves the waters of its swampy habitat except for brief forays into thick pond-side underbrush to graze on its favorite succulent foliage or fruits. The intelligent saurians use this singular weakness to lure the creatures ashore, capture them, and keep them as food animals. The tiny beasts are nocturnal and viviparous. They run in small herds and often make squealing or grunting noises, reminiscent of modern pigs.

PLATEOSAURUS

The Plateosaurus is a relatively large bipedal herbivore that sometimes reaches a weight of 3 tons or more. It is a woodland dweller which uses its sizable claws to husk fruit and nuts, and to tear strips of edible bark from trees. It is marked by a relatively small head.

PSITTICOSAUROS

A 150-pound bipedal relative of the lordly Triceratops, Psitticosauri has no neck frill or horns, and, though it has the bony head-covering of the larger Ceratopsians, it lacks horns. It is a shy creature, fleeing any larger animals and hiding in the dense foliage of the deep woods. It retains the characteristic beak of the Ceratopsians, however, and can deliver a nasty nip if cornered. Trappers of the intelligent saurian races set special snares for these creatures, for the downy fur of the Psitticosaurus is one of the most prized of dinosaur pelts. The creatures are nocturnal and oviparous, often herding together.

RUCHNEOSAURUS

The tiny Ruchneosaurus is another forest dweller and would be unremarkable except for the flap of skin between the front and back legs which the creature uses as a sail as it makes prodigious leaps from tree to tree, much as the modern flying squirrel does. Its fur is soft and downy. The creatures feed on fruits and nuts during the day. They are oviparous and make nests in trees, especially in hollows.

SCAPHONYX

The 800-pound Scaphonyx is a pig-like creature found in woodlands and swamps. Like the Lystrosaurus, it is often "domesticated" as a food animal by the intelligent saurians.

TANYSTROPHAESUS

Over half of the 10' length of this creature is taken up by its long, giraffe-like neck. The Tanystrophaesus lives in tall grass, where it eats insects which it captures on its sticky tongue. When endangered it holds its head upright and waves its neck to match the movement of the grass or bushes it is hiding in. The coloration of the creatures and the skill of its camouflaging movements are often so effective that the creature is more often than not overlooked by a carnosaur passing within even a few yards of it. The creatures are oviparous and tend to be active in the day and early evening.

ASSORTED SAURIANS

A large variety of small, "rodent-like" saurians existed in much the same fashion as the mammals of today. These can be "assumed" to exist in the game without special differentiations among the many species. Some can be "fur-bearing" or small food animals.

Some Observations on Early Mammals



he mammals of the Ice Age and the periods immediately before it will be relatively "familiar" to players in that they correspond very closely to contemporary creatures. Indeed, it could not really be otherwise because such creatures had to fit into ecological niches virtually identical to those existing in modern times. Some of these creatures, in primitive form, existed since the Jurassic -- tiny mammals hiding in trees, thickets and burrows to escape the notice of the carnosaurs. Thus they saved their lives, making little progress in a saurian world but surviving the catastrophe that overwhelmed the dinosaurs and so having the opportunity at last to explode into a world vacated of the terrors which hunted them.

With the Laramide Revolution, a period of geological upheaval, climatic change, alteration in vegetation types, and a host of other developments, the dinosaurs wilted away and the mammals emerged from their trees and holes to replace them in the ecological scheme of things. Of this 60,000,000 year era of the Cenozoic, much is left uncovered by these rules, for the evolutionary trend took scores of millions of years before a sufficient number of "interesting" types had emerged for role-playing purposes. Most of the creatures we have chosen come from the Eocene forward to the Ice Ages.

The Carnivores

FELINES

A large variety of feline carnivores evolved, ranging from cat-sized hunters to giants larger than any feline today. A few representative types are given here:

BREA LION

This "dawn" lion stood about 50" at the shoulder, was 7' 6" long (not including tail and weighed around 1200 pounds. It was relatively short-maned. The Brea Lions probably hunted in small "family" prides and likely exhibited many of the same behaviors associated with modern lions. Their hunting range was generally grassland and plains. Also known as *Felis* or *Panthera Atrox*, the Brea Lions were active hunters and preyed on horses, camels, bison and most other herbivores. Females were considerably smaller than males, and ranged from jaguar to modern lioness size (treat as Sabre Tooth IIs).

SMILODON

One of the largest of the sabre-tooths, the Smilodon is remarkable for his short tail (similar to that of the bobcat). Smilodon stood about 45" at the shoulder, was 7' long, and attained weights of 750-1000 pounds, making it as large as the biggest tigers of today. Its sabre-canine teeth often reached lengths of 6" or more and were used for stabbing and slashing its prey. The beasts were likely solitary hunters, although mated pairs likely ranged together in the Ice Age forests.

SABRE-TOOTH TIGERS

Smaller sabre-tooths having the general configuration of a modern tiger (but not tiger markings) also developed throughout the Pleistocene. These stood 30"-40" at the shoulder, were 5' - 6 1/2' long, and weighed from 450-700 pounds. Except for their long tails (not included in their lengths), they resembled Smilodon. Most ranged in woodlands and at the edge of the ice, but some were plains dwellers as well.

PUMAS

Smaller than the Great Cats, there were a number of species of pumas as well, more or less resembling contemporary large hunting cats. Weights and dimensions vary, and these are given in the Animal Charts which follow. Hunting ranges varied from grasslands to swamp to woodlands, and a few even ventured onto the ice or into the high mountains.

HUNTING CATS

These represent the "small" hunting felines, again having a wide range and a considerable variation of types, which will be represented in the Animal Tables. Some were no larger than modern cats, lynx and bobcats.

WOLVES & CANINES

Yet again, a considerable variety of canine types evolved in the prehistoric period. The wolves varied in size, none of them in fact exceeding modern timber wolf dimensions. The Dire Wolf (*Canis dirus*) actually was somewhat smaller than the timber wolf, but to provide some "excitement" to life in the Pleistocene we have provided for several larger and even more fearsome varieties. Other wolf-types correspond to modern species, and several types of wild dogs are also given. All details are presented in the Animal Tables. The wolves and other canines tend to be pack carnivores, operating as teams with a high degree of intelligence and cunning. They will not make "suicide" attacks, preferring to pick off stragglers and overwhelming them by combined assaults. They quickly

learn from experience and soon learn the meaning of a drawn bow or a raised spear. If direct assault is not the answer, they will resort to ambush.

The range of the canine carnivores is total; depending on the species that can be found in grassy plains, woodlands, in mountains, or even at the edge of the ice.

VARIED CARNIVORES

Where plant-eating animals are common, carnivores are sure to be found also. A wide range of weasels, skunks, badgers, foxes, etc., existed in prehistoric times. Most were almost the same in size and behavior as present varieties. However, we have made provision for a few "Giant" types for variety and "excitement".

CROCODILIANS

Crocodiles and alligators could be found in the swampy regions of warmer climates and are virtually identical in size and behavior to present species.

BEARS

A large variety of bears evolved in recent geological times, and the varieties included below include both prehistoric and contemporary species to give a range of types:

"CAVE BEAR"

A huge creature 4' 6" tall at the shoulder, 9' - 10' long (rearing up to 12' in height), the Cave Bear weighted from 2000-3000 pounds. Its claws and fangs were frighteningly powerful. Its habitat was woodland, and its lairs were caves -- hence the popular name. Despite its power and ferocity, the Cave Bear appears to have been hunted by Neanderthals, probably as a test of manhood and courage.

TREMARCTO THERIUM

The huge "short-faced" bear of La Brea was about 4' 2" tall at the shoulder, 8' - 9' long (rearing to 10'), and weighed 1500-2000 pounds. Its typical range is along the edge of woods or in large copses of trees in the plains and grasslands. Like the Cave Bear, its natural armaments are powerful and deadly.

BROWN BEAR

This modern bear is representative of the "small" members of the bear clan. It stands about 3' at the shoulder, 5' long (rearing to 5 1/2' - 6 1/2'), and weighs about 450 pounds. It is a woodland animal.

GRIZZLY BEAR

Standing 3 1/2' - 4' at the shoulder, 6 1/2' - 8' long, and weighing 750-1500 pounds, these bears approach the size and power of some of the larger prehistoric ancestors. The largest varieties are the Swan Hills Grizzlies of Alberta and the Alaskan Kodiaks, often rearing to 9' - 10' in height. Smaller varieties rear to 7' - 8'. Typical range is woodland.

Bears are all omnivores and eat everything from berries to prey they either kill or steal from other carnivores. The large bears are more likely to indulge in carnivorous habits than are the smaller species.

POLAR BEAR

If on the ice, one might wish to introduce the Polar Bear, a Grizzly-sized beast with a whitish coat. Unlike the other bears, the Polar Bear rarely rears up until it actually springs to grasp an opponent, preferring a fast, four-footed charge to close with its prey quickly. It is a powerful swimmer and has been known to make 40-50 miles a day in arctic waters. It is a master of camouflage and is exceedingly speedy. Indeed, pound for pound, it is one of the most dangerous of all the bears because of its intelligence and its armaments. By nature it is a total carnivore, preferring meat to any other diet, but it can revert to an omnivorous mode if necessary.

The Herbivores

THE TITANOTHERES

The rhinoceros-like Titanotheres were herd animals and appear to have been browsers who fed on the foliage of shrubs and low trees, or upon tall, succulent grasses (but not coarse grasses).

BRONTOPS

The largest of the Titanotheres, Brontops reached heights of 8' or more, lengths of 12' - 14' and weights of 4-5 tons. In shape, Brontops resembled the modern rhino quite closely. The body was "armoured" with a thick hide, and the body was broad and deep, supported by massive legs. The head was long, low and concave in shape, like the rhino's, with two large, broad blunt "horns" growing side by side on the nose. The feet had three hoof-bearing toes behind and four in front. The bulls appear to have been very combative, and the horns were dangerous weapons when backed by the beasts' considerable weight. The creatures were not particularly intelligent, but in behavior they resembled the bad-tempered rhinos and will attack potential enemies and irritations individually or as a herd with a characteristic charge once a "threat" approaches within 300'. Their eyesight is not particularly good, but they have good hearing.

BRONTOTHERIUM

A slightly smaller version of Brontops, the Brontotherium is about

4' 4" tall, 10' long and weights 3-4 tons. The beasts are almost identical in shape and behavior to the Brontops.

MANTEOCERAS

A slightly smaller Titanotheres, Manteoceras was about 4' tall, 8' - 9' long and weighed 2-3 tons. Its head was significantly different in shape from the previous two species, having a crude equine shape and lacking horns. Its instinct would be to flee enemies in a stampede, but the creature was massive and aggressive enough to use its mass and its stubby feet to knock down enemies. and trample them if it was brought to bay.

PALEOSYOPS

This early development in the Titanotheres family stood 38" at the shoulder and was about 5' - 6' long, with weights about 1000-1500 pounds. Like Maneoceras, it had no horns and sought escape in flight.

THE RHINOCERI

The rhinoceros saw a considerable variety of types during its evolution. Unlike the Titanotheres, the creatures were often able to graze on coarse grasses as well as upon leafy foliage.

BALUCHITHERIUM

This giant stood an incredible 18' high at the shoulder and reached lengths of up to 30'! The weight of the beast was 10-12 tons. Baluchitherium was a browser that lived in small herds. By raising his head and neck, he could easily nibble at leaves and twigs 25' above the ground. The beast was probably quite placid in nature, virtually unassailable by any carnivore by virtue of its great size, but it could trample any enemy with ease if it was "bothered" or if its young was threatened.

DICERATHERIUM

The Diceratherium was a common rhino-type about 3' 4" tall, 6' long, and weighing about 300 - 700 pounds -- no more than a hog. It ran in large herds on the early Miocene plains -- herds which some scientists feel might have rivalled those of the contemporary Bison in size. The females were hornless, but the males had two small horns side by side on the nose. The Diceratherium would be as dangerous as a large wild boar when cornered or defending its young, but the herds probably sought safety in flight. Small herds might have acted more aggressively, in much the same manner as wild pigs, when confronted by a carnivore.

METAMYNODON

This swamp-dwelling early rhinoceros resembled a hippo more than a rhino in both general shape and habits, preferring a watery habitat to dry land. It was about 42" - 72" tall and 8' - 12' long, weighing from 2000 - 7000 pounds. Like modern hippos, it was a herding animal and generally of a size large enough to protect it from prowling crocodiles.

WOOLY RHINOCEROS (Dicerorhinus)

The Wooly Rhinoceros was an Ice Age rhino who tended to live near to the Wooly Mammoth, and, like that creature, had a thick undercoat covered with coarse long hair that was yellowish-red in color. It was about 5' - 6' tall, 10' - 12' long, and weighed 2 1/2 - 3 1/2 tons. The beasts gathered in small herds for protection against carnivores. They were armed with two horns on the nose, the first a long, fearsome spike, followed by a shorter horn farther back on the nose. The Wooly Rhinoceros was as bad-tempered as its modern cousins and charged its enemies, either singly or in a herd.

RHINOCEROS

Slightly larger than the Wooly Rhinoceros and weighing 3-4 tons, the modern rhino is a solitary creature who is a plains grazer. It is armed with a substantial horn for protection and is notoriously bad-tempered, charging anything that appears to be a threat.

DINOHYUS

The so-called "giant pig" was rather stupid, unlike true swine, and as bad-tempered as any Titanotheres. It was more than 7' tall at the hump between its shoulders, about 11' long and weighed about 2 tons. In addition to its considerable mass and sharp hooves (used to trample its enemies), the Dinohyus also possessed wicked boar-like tusks. Herding animal.

PROMERCOCHOERUS

A piglike oreodont of the early Miocene, Promercochoerus was about 32" - 42" tall, 5' - 6' long and weighed 500-1000 pounds. It was a dweller of the wood-lands and border grasslands, relying on camouflage and flight for protection as it had no significant defense except its bulk and trampling feet (still toed, not fully hooven). This grazer was again a herding creature.

BOARS AND PIGS

A variety of boars and pigs evolved late in the Pleistocene which resemble those of modern times. These ranged from about 24" - 40" tall, 3 1/2' - 6 1/2' long, and weights of 125-750 pounds. They are tusked, herd together and range in woodlands or arid wastes (the smallest varieties in the dry regions, like modern piccaries).

GIANT SLOTHS

Ground sloths were plentiful from the Oligocene to the Pleistocene. None were completely toothless, but the teeth were pegs assisted by bony cropping plates which permitted the creatures to browse on leafy foliage, fruits, etc. All tended to walk very slowly, the massively clawed feet twisted at the wrists and ankles so that the beasts walked on the outer knuckles of their forefeet and on the

outer sides of the hindfeet. All were placid in temperament but were capable of defending themselves from attack with their powerful fore-paws and large claws.

HAPALOPS

A smallish ground sloth about 24" tall, 4' long (including the tail), and weighing about 200 pounds. The skull was low and relatively long, with a spoutlike projection at the front of its lower jaws which bore plates with which the creature pulled leaves from bushes. The creature can also be used as a model for the typical tree sloth.

MEGATHERIUM

These giant sloths often reached heights of 5' - 6', lengths of 20' and weights of 7500 - 10,000 pounds. They were armed with huge claws on their very powerful forelegs and were more formidable than any living bear when brought to bay and forced to defend themselves. Their standard defense was to sit on their hind legs and swing their forepaws in mighty blows or to catch and "hug" their attackers, raking their backs with their claws even as they crushed them to their chests.

MYLODON

A slightly smaller version of the Megtherium, the Mylodon stood about 4' tall, was 10' - 13' long and weighed about 2000 pounds.

NOTHROTHERIUM

About 3' tall and 7' 6" long, with a weight of 350-600 pounds, the Nothrotherium preferred dry, mountainous regions where it fed on the leaves of yucca and other hardy aridland plants.

MASTODONTS

The ancestors of the modern elephant ranged from very small creatures to truly massive beasts. We have chosen to ignore the earlier varieties, some of which were truly strange types, and will deal only with the large, advanced models.

MAMMOTH IMPERIAL

The Mammoth Imperial reached heights of up to 13' 6" and lengths up to 18', imparting a weight of 7 - 9 tons to the beasts. (These figures are for bulls; females are somewhat smaller.) The tusks often grew to a huge size -- 7' to 9' long -- and proved to be terrible weapons in the face of attack by carnivores. The creatures were grazers and browsers, using their trunks to pluck fodder and convey it to their mouths. These huge herding beasts ranged in woodlands and grasslands. They were covered by a coat of long hair, but not as dense as that of the Wooly Mammoth.

MAMMOTH (Mammuthus Columbi)

A smaller version of the Imperial Mammoth which reached heights of 10' 6", lengths around 14' and weights of 6 - 7 tons.

WOOLY MAMMOTH (Mammuthus Primigenius)

9' tall at the shoulder, about 12' - 13' long, and weighing around 5 tons, the Wooly Mammoth was covered with a thick undercoat of grey wool over which lay long, coarse reddish-brown hair. This warm covering permitted the creatures to live within a few miles of the ice during the Ice Ages. Like the other Mammoths, it was a herding animal, was armed with long tusks, and grazed and browsed on leafy foliage.

ELEPHANTS

Modern elephants are 8' to 10' at the shoulder, about 12' - 13' long and weigh from 4 to 5 tons. They are heavily tusked, herding animals usually found on plains/grasslands or in forests and are superior in intelligence to their Mammoth ancestors.

It should be noted that the heights given for these beasts are shoulder heights; the heads could be held 15" - 30" higher.

MASTODONS

The Mastodon predated all of the "elephant" types given above and was smaller. The American Mastodon, for example, was 7' - 9' 6" in height, about 9' 6" - 12' 6" long and weighed 2 1/2 - 4 tons. It was covered with short, thick hair, and, like many mastodons, possessed tusks of considerable size. (The bulls are the larger size, females the smaller.) Smaller mastodons were tapir-like beasts 3' - 4' high, 6' - 8' long, and weighing 1000 - 2000 pounds. Medium-sized versions, tusked and with longer trunks, were 6' high, 8'-9' long, and weighed around 4000 pounds. All were herding animals.

SUPER ARMADILLOS

Several species of Armadillos evolved into veritable giants. Like modern armadillos, their shells are somewhat pliable but include several bony rings that allow the body to bend. The largest living species is about 3' long. Their ancestors sometimes approximated the size of a modern rhinoceros.

DOEDICURUS

A huge armadillo 5' high and 12' - 15' long, weighing up to 4000 pounds, the Doedicurus was armed with a massive spiked tail which it used in the same manner as a porcupine (only no quills are shed) to bash enemies and discourage their continued interest in an armadillo dinner. Indeed, the blows were so powerful that small carnivores could be seriously injured or killed with a single solid whack. The creatures were herbivorous and ate succulent grasses and low foliage on bushes.

GLYPOTODON

A huge armadillo approaching the general size of Doedicurus, except that it did not have a clubbed tail. Whereas Doedicurus remarkably resembled the modern armadillo in shape, Glyptodon had a more rigid shell resembling that of a turtle or tortoise, with bony plates cemented together. The creature could draw its head back and curl it down to give it the full protection of its shell, while the tail was armoured with rings of bone or even was completely sheathed in bone.

BEAVERS

Beavers evolved during this period, and while one group largely resembled the modern beaver, another reached giant proportions:

CASTORIDES

The "giant" beaver was as large as a black bear and measured some 8' from tip of nose to tip of tail. Standing erect, it could reach about 4 1/2' - 5'. Weights reached over 500 pounds. The creatures built large dams and houses as those of today (no solid evidence exists for this, but it appears likely), but though they had very large gnawing teeth it is possible that they fed extensively on water plants in preference to bark. The creatures were communal, a "herd" living in a large family group in their artificial ponds.

BEAVERS

The more typical beaver was about 3 1/2' - 4' in length, stood 2 1/3' - 3' when erect, and weighed 40-80 pounds. Its behaviors and feeding habits were likely identical to those of modern beavers.

HORSES

Horses underwent a tremendous evolution from the Eocene to the present, and the following varieties are really a cross-section of that evolution.

EOHIPPIUS

This tiny ancestor of all modern horses stood only 9" tall, was 18" long and weighed about 25-30 pounds. It was a grazer and browser, ranging in woodlands and grasslands.

MESOHIPPUS

was about 20" tall, 40" long and weighed about 60-90 pounds. Its skull was slender, rather deep and had a truly horse-like muzzle. The brain was surprisingly large for a mammal of the Oligocene and suggests considerable intelligence. The creature was a grazer and browser, ranging in wood-lands and grasslands.

Both Eohippus and Meshippus were "toed", not hooved animals. The following species are true hooved horses:

MERYCHIPPUS

This 40" tall (10 "hands"), 65" long horse was about as large as a Shetland pony, with a weight of 500-750 pounds. It was horselike in build and appearance, with almost a straight back. Some of the stocky species were slow runners, but the lighter ones were more slender and swift. They were grazers and ranged largely in grasslands and open woodlands.

PHILOHIPPIUS

Fully hooved, the Philohippus was the first "horse" in the fullest sense of the word. It stood about 15 "hands" or 60" at the shoulder, was about 8 1/2' long and weighed about 1000 pounds or more. It was a grazer and ranged largely in grasslands. (Comparable to the modern "light" horse.)

EQUUS

This giant of the prehistoric plains was as large or larger than modern Belgian draft horses. 5 1/2' - 6' tall at the shoulder, 9 1/2' long and weighing 1800 - 2500 pounds. A somewhat smaller version was the size of a good quarterhorse, about 60" - 66" tall, 8 1/2' long, and weighing 1200 - 1500 pounds, with great acceleration and speed over short distances. It was a grazer and ranged largely in grasslands.

DEER

A large number of varieties of deer evolved in prehistoric times. Several varieties are given below, along with modern counterparts (which were more or less represented by equivalent types in prehistoric times):

CERVALCES

A large beast often referred to as an "elk-moose", the Cervalces had divided antlers and very large hooves. It stood about 5' at the shoulder, was about 8' - 8 1/2' long, and reached weights of about 1000 pounds. Its range was woodlands, where it grazed on grasses, shoreline plants, and leaves and twigs of shrubs and low trees.

MEGACEROS

A giant deer which stood 6' at the shoulder, was about 9' long and weighed about 1000 pounds. Its huge antlers spread 7' to 10' and were quite similar in shape to those of modern elk. It was a woodland grazer and browser, like Cervalces.

DEER

Smaller varieties closely resembling modern deer were more typically 3,6" - 54" tall, 4' to 5 1/2' long, and weighed 100-300 pounds. Occasional Great Stags might reach 5' in height, 6 1/2' in length, and weights of 450-500 pounds. The beasts were again dwellers of woodlands.

Deer are both herding and solitary creatures, so they may be found either as individuals or as small herds (especially during mating

season) of females with a dominant male,

BISON

Several species of Bison ranged the plains and grasslands, but they were less abundant than in wooded regions. Unlike more recent varieties, prehistoric Bison gathered in small herds.

FIGGINS BISON

This huge Bison stood 6' to the hump, about 9' in length and could weigh up to 3000 pounds. The males had a spread of horns of 6' or more. Females were somewhat smaller. It ranged on the grasslands and plains in respectable-sized herds.

BISON LATIFRONS

Almost identical to Figgins Bison, this species ranged in woodlands. It was slightly smaller, with a height of 5' 6", length of 8' and weight around 2000-2500 pounds. The horns were more curved but otherwise matched those of Figgins Bison. Herds were smaller, probably due to the dense country in which they lived.

Plains Bison tended to stampede when attacked, but individuals and herds might also attack a carnivore or hunter, especially bulls. Woodland Bison are more prone to group up in a defensive circle, if space permits, to defend against carnivores, but individuals (either from the herds or encountered alone) would be prone to charge enemies to trample and gore them.

ANTELOPE

A large variety of antelope could be found in the grasslands and plains. Essentially, modern varieties can be used to represent them, as prehistoric varieties often bear close resemblance to contemporary species.

PRONGHORN-TYPES

These small antelope stand about 20" high, are about 30" long, and weigh 40 - 60 pounds. They graze in herds and are capable of considerable speeds across country. Some are also capable of bounding leaps up to 10' when running at top speed.

MOUNTAIN GOATS

Actually antelope-types, prehistoric mountain goats were hairy beasts that preferred dry barrens and high places where the temperatures ranged from cool to cold. They stood about 30" - 36" at the shoulder, were about 4' - 4 1/2' long, and weighed 150-200 pounds. They are all armed with sharp horns of moderate length and graze in small herds.

CAMELS

The story of camel evolution parallels that of the horses, and camels prospered during pre-historic times but did not reach the numbers attained by horses.

PROTYLOPUS

This camel was little larger than a jack rabbit and stood only 20" at the shoulder, was about 32" long, and weighed 25-30 pounds. It ranged in grasslands in small herds and relied on flight or concealment in tall grasses for protection.

STENOMYLUS

A somewhat larger "dawn" camel, Stenomylus stood 27" at the shoulder, was about 40" long, and weighed around 50 pounds. It was remarkably "gazelle-like" and moved at a good speed. These grazers apparently ranged the grasslands in fairly large herds.

OXYDACTYLUS

A small browser with long, almost giraffe-like legs, Oxydactylus stood 4' 6" at the shoulder but could reach leaves 8' from the ground by stretching its neck, was about 6' long and weighed around 100 - 150 pounds. It preferred light woodlands or large wooded copses in the grass-lands. It gathered in small herds and relied on speed for protection.

ALTICAMELUS

A giraffe-sized camel which stood almost 8' at the shoulder (and could reach up to 12' - 14' when it stretched its neck), about 9' long and weighing about 1000 pounds, Alticamelus was a browser on leaves. It ranged in small herds and relied on flight for protection. Unlike the giraffe, their bodies did not slope to the tail.

PROCAMELUS

This species marked the mainstream direction of camel development. Procamelus was 4' high at the shoulder and about 8' long. It had only a very modest single hump, and the beast weighed about 750 pounds. It ranged widely in small herds, usually preferring grasslands and arid prairies.

CAMELOPES

A beast closely resembling the modern dromedary or one-humped camel, the Camelopes stood 7' at the shoulder, was 10' - 12' long and weighed around 1500-1800 pounds. It was a herding grazer and could do well in grasslands or arid prairies -- even deserts.

PARACAMELUS

The ancestor of the modern camels, this beast approached the Camelopes in size and weight. Apparently both one-humped and two-humped versions developed, with the latter being quite hairy and capable of surviving in cold climates.

RODENTS AND CREODONTS

Many species of rodents would be encountered, most resembling to all intents and purposes the rodents of today.

RABBITS AND HARES

As in the case of rodents, many species of rabbits and hares would be encountered, especially in the period around the Ice Age. These, once more, approximate present species.

BIRDS

Vast numbers of bird species had evolved, most approximating present species. However, a few prehistoric birds are of particular note:

AEPYORNIS

Reaching a height of 8' and a length of 8', this 1000-pound ostrich-like bird of the plains and grasslands was a true giant. (In one variety, the drumstick was 25" long, 18" around its broad upper end, and 6" around near the middle!) Eggs were 12" - 13" in length, and had a capacity of 2 gallons, making them useful as jugs and bowls! Not as speedy as an ostrich, the Aepyornis was eminently capable of defending itself with powerful kicks from its spurred feet. The creatures probably gathered in small flocks.

DIATRYMA

A flightless Eocene bird about 7' tall and 6' long, with weights around 600-750 pounds, the Diatryma possessed a 17" skull with a 9" curved beak. Its jaw was pored by massive muscles. The neck and body were thick, and the legs were heavy and powerful; the creature lived in the grasslands, feeding on a mixed diet of plants and small animals. Like Aepyornis, its powerful legs and also its terrible beak were formidable weapons when it was attacked. A relative of Diatryma, BRONTORNIS, was perhaps 9' tall and 8' long, with a weight around 1000 pounds. Both these types probably hunted alone or in very small flocks.

DINORINTHIFORMES or MOAS

These "terrible birds" were actually peaceful plant-eaters that roamed in small flocks or pairs and had no means of offense of defense except to kick with their powerful legs. Heights ranged from 7' to 10', lengths from 4' to 6', and weights from 300-500 pounds. They probably fed on roots and leafy foliage. Colors ranged from chestnut and brown tipped with white to black and white (like the plumage of a Plymouth Rock hen). The birds ranged in woodlands and grasslands.

PHORORHACOS

This carnivorous, flightless bird stood about 5' tall, was about the same length, and weighed 200-250 pounds. It had fairly powerful legs and spurred feet, a large head with a heavy curved beak powered by strong muscles, and fed on small rodents and lizards.

We have made provision for several "giant" birds which did not, in fact, exist. However, some early condors did reach considerable size, but not the proportions suggested in the Animal Charts.

The Monster Characteristics Charts



The following charts and tables provide a summary of the various characteristics of the animals and dinosaurs used in the game. The beasts can be adapted to FRP using other game systems than C&S, although some adjustment may have to be made for fighting characteristics of the large Carnosaurs (eg: 25HD might have to be reduced when determining fighting ability, but the adjustment should be made with an eye to the actual deadliness of the creature).

L/H or L/W: The length and maximum height (or wingspan) of the creature. Bipedal dinosaurs vary from 1/2 to 3/4 maximum height when moving.

WEIGHT: The weights are given in pounds (C&S dr.) to aid players in judging the masses of the various beasts. When computing "bashes" (C&S combat) between large dinosaurs, either follow the direction as given for combat in the charts or regard weight range differentials in 1000s of dr. instead of 100s as per the basic C&S Combat Tables. Of course, small dinosaur attacks against man-sized creatures, etc., will be in terms of 100s of dr. for "bashes", etc.

BODY: C&S body-point values. These are given for fully-sized adults and sometimes for smaller, younger creatures of the same species. Players of FRP games using variable hit dice to set the amount of damage that a creature will take may be surprised by the static values given here. One can roll the HP as indicated in the body column and add 1/2 the result to 1/2 the maximum body value for variation. However, DO NOT ROLL HD alone; imagine a 50' Tyrannosaurus Rex with 30-50 HP; it is simply ridiculous!

MOVE: Melee movement only, in feet/turn. For longer distances, use the cross-country movement tables following the monster characteristics sections.

ARMOUR: The armour rating of the dinosaurs is in C&S values, which begin with 0 = bare, human-type skin covered with cloth clothing at best.

It should be noted that a shield absorbs damage from smaller creatures but not from large carsosaurs (200% heavier than defender = 1/2 damage absorbed; 201% and up = 1/4 damage absorbed.)

It should be noted that C&S combat systems use the "bash" as an integral part of combat. This takes into account the sheer

battering effect of a blow from an adversary larger and more powerful than a defender, with a chance of a stricken defender being knocked backward or even off his feet entirely, sometimes stunning him. When fighting monsters significantly large, this effect should be taken into account to avoid such silliness as a character actually standing up to a Tyrannosaurus and not being knocked flying. As a rule, about a 10% chance of a bash exists for each 100 pounds more weight than the defender possesses. Thus a 2000 pound dinosaur will have a 100% chance of "bashing" a 200 pound human-type if it hits (the weight of the target includes armour and such gear). Players should consult C&S for ideas on how to handle the problem or else devise their own bash systems.

% HIT: C&S percentage bonuses to be added to basic chances to hit using the C&S Natural Weapons Tables. These percentages can also be applied in RuneQuest, likely with some adjustment to take into account the differences in the systems. Note: shield and weapon parries do not work for the truly large dinosaurs: a parry in such a case is an occasion for a "fumbled" weapon or for a "bash" against a shield. One simply cannot stand up against a creature with many times one's own weight and hope to remain standing! D&D players can use the HD ratings given in the charts as a guide to the attack level to be given to the monsters. Note, however, that only if a character is able to defend actively can he use his experience to evade and ward off blows. An attack by several Deinonychis, for instance, means that one will likely get an attack at good odds. C&S players are encouraged to use the "pack" tactics rules in the C&S Sourcebook as a guide to combined attacks from pack carsosaurs, especially Cynognathi and Lycaenops, who are very wolf-like.

ATTACKS: C&S attack systems are used to rate the effectiveness of a dinosaur attack. The following terms are used:

WDF	= weapon damage multiplier, a numerical factor multiplied times the basic strike value of a given weapon, given in brackets immediately afterwards. For example, 6WDF = 6x the damage points following. Numbers of bites, etc., vary. The basic attacks are:
MSB(1/2)	= Monster Small Bite, 1/2 pt. damage x WDF: 4 bites per melee round.
MMB(2)	= Monster Medium Bite, 2 pts. damage x WDF: 3 bites per melee round.
MLB(4)	= Monster Large Bite, 4 pts. damage x WDF: 2 bites per melee round,
MGB(5)	= Monster Giant Bite, 5 pts. damage x WDF: 2 bites per melee round.
MSC(1/2)	= Monster Small Claws, 1/2 pt. damage x WDF: 4 claws per melee round.
MMC(2 1/2)	= Monster Medium Claws, 2 1/2 pts. damage x WDF: 3 claws per melee round.
MLC(3 1/2)	= Monster Large Claws, 3 1/2 pts. damage x WDF: 2 blows per melee round.
MLK(2)	= Monster Large Kick, 2 pts. damage x WDF: 3 kicks per melee round. This entry is also used to represent blows with the tail by some dinosaurs.
MLH(4)	= Monster Large Horns, 4 pts. damage x WDF: 2 blows per melee round.
MSS(1/2)	= Monster Small Stinger, 1/2 pt. damage + Poison: 2 stings per melee round.
MLS(1)	= Monster Large Stinger, 1 pt. damage + Poison: 2 stings per melee round.

For players used to variable damage for weapons, the static C&S damage systems may not prove suitable. To convert to variable damage, find the total possible damage. Apply half the maximum damage + a percentage of the remainder (roll 1d10 for 10% increments) rounded up to the nearest whole number. This still may seem severe, but consider the nature of the monsters being fought! If they hit you, they often hurt you! Also, to adjust character fighting abilities and HP levels, rate all weapons as delivering 1/2 maximum damage + normal die roll. Rate characters as having 1/2 HD maximums + 1/2 HD roll. These adjustments will bring characters into line with the monsters and permits a greater chance of survival. C&S characters, etc., will need no adjustment.

% DODGE: C&S dodge bonus to be applied by monsters attempting to evade blows. All dinosaurs under 500 pounds, all cats, canines and wolves, and small rodents, etc., have free dodges if not leaping. Insects and all larger creatures must expend a blow to dodge.

Players of games not having a "dodge" may simulate an evasion of a blow by doing a "Dexterity Characteristic Roll": A character must roll equal to or lower than his Dex. score (on same dice used to roll characteristics). The basic Dex. score will be reduced by -1 per 3 HD of the monster to a maximum of -5. Such an evasion is "total" and does not permit a counterblow unless a 6 is rolled on 1d6 (5 or 6 if dexterity is 17+). This variant may also be used by C&S players. A successful dodge means that the blow has missed completely! Exceptions may exist, however (see tail blows for large dinosaurs).

HABITAT: The environments in which a monster is usually found; exceptions, can occur:

G = "grasslands", with "grasses" 2' - 7'

Sh = shoreline zone of swamp/marsh/lake/ocean

D = arid "grassland" (prairies)/desert

A/O = aquatic, usually ocean

W = woods; LW = light woods

R/L = river/lake

S = swamps/marshes

DIET: The typical feeding habits of the monster:

C = carnivore; P = fish-eating sub-class, often carnivorous in general.

O = omnivore, not fussy about eating plants or meat.

I = insectivore.

H = herbivore, specializing in eating plants.

POS: The characteristic posture of the monster:

B = bipedal

Q = Quadrupedal

Qf = Quadrupedal/fishlike

F = Fishlike or fish; a pure swimmer

Flier = Flying creature

6Ldg = Insectoid

Serp. = Serpent

EXPER.: The amount of experience awarded for a kill. In some instances, the amounts may seem ridiculously low, considering the monster, but only a stupid or foolhardy person would allow himself to actually have to fight such creatures. In the case of characters who survive the attack of a large carnosaur, 5% experience is awarded FOR THE EXPERIENCE! (One doesn't have to kill the beast, either; just survive its attack.)

In addition, if monsters are placed on variable dice, experience should be graded down some-what to reflect the reduction in HPs. One doesn't get full EP for killing a Tyrannosaur at 80% strength!

LEAPS: Some of the monsters -- especially the carnosaurs and carnivores -- are capable of making almost prodigious leaps. These are:

Tyrannosaurus Rex	: 1/2 length
Bienotherium	: full length
Allosaurus	: 1/2 length
Brea Lion	: 4x length
Gorgosaurus	: full length
Smilodon	: 5x length
Ceratosaurus	: 2x length
Sabre-Tooths	: 5x length
Coeleophysus	: 2x length
Pumas	: 6x length
Coelurosaurus	: 3x length
Hunting Cats	: 4x length
Cynognathus	: 3x length
Wolves & Canines	: 2x length
Deinonychus	: 2x length
Coyote	: 3x length
Hesperosuchus	: full length
Deer	: 3x length
Hypsilophodon	: 6x length
Pronghorns	: 6x length
Lycaenops	: 3x length
Ornitholestes	: 2x length
Horses	: 1 1/2x length
Ornithosuchus	: 2x length
Tiny Horses	: 3x length
Yaelosaurus	: full length
Giant Birds	: 2x height
Intelligent Saurians	: 3x height

Vertical jumps are typically 1/2 the height of a creature. Some creatures -- notably the smaller quadrupeds -- may be able to jump up several times their height. A cat, for instance, could easily jump 8' - 12' into the air, especially when taking a running jump. In this area, therefore, the Game Master should carefully consider the nature of the beast.

GREAT CARNOSAURS	L/H	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
TYRANNOSAURUS	*15'/12'	4000	100	60/270	2	+25%	3WDF MGB(5) 3 bites	-10%	G/LW/Sh	C	B	7	2500
	*20'/15'	10000	150	60/240	2	+20%	2WDF MGC(4½) 2 kicks						
						+35%	4WDF MGB(5) 3 bites	0%	G/LW/Sh	C	B	10	5000
	25'/16'	12000	190	60/240	3	+25%	3WDF MGC(4½) 2 kicks						
						+45%	5WDF MGB(5) 3 bites	0%	G/LW/Sh	C	B	10	6000
						+25%	4WDF MGC(4½) 2 kicks						
	35'/17'	15000	230	60/240	3	+50%	6WDF MGB(5) 4 bites	0%	G/LW/Sh	C	B	11+	7000
						+30%	4WDF MGC(4½) 3 kicks						
	40'/18'	17000	260	60/240	3	+60%	7WDF MGB(5) 4 bites	0%	G/LW/Sh	C	B	11+	9000
						+35%	5WDF MGC(4½) 3 kicks						
	50'/20'	20000	300	60/220	4	+65%	8WDF MGB(5) 4 bites	0%	G/LW/Sh	C	B	11+	10000
						+35%	6WDF MGC(4½) 3 kicks						

*Always in company with parents.

Victims under 2000 pounds: critical hit on 140% - 10% per armour class of the victim (minimum 10%), with a critical indicating the victim is dead! Critical hits on creatures over 2000 pounds: 100% - 10% per armour class of the victim, with a critical causing 6d10% additional damage. Small Tyrannosaurs (15' and 20') cause 3d10% additional damage on a critical.

"Kicks" cause an automatic bash to be delivered to all victims under the Tyrannosaur's weight (excepting quadrupeds 50% of the Tyrannosaur's weight or more). Creatures over 6000 pounds have a 3% chance per 1000 pounds of weight to "save" from being knocked down.

ALLOSAURUS	*12'/9'	2500	90	60/270	2	+25%	2WDF MGB(5) 3 bites	-15%	G/LW/Sh	C	B	7	1750
						+15%	2WDF MGC(4½) 2 kicks						
	*15'/11'	5000	125	60/270	2	+25%	3WDF MGB(5) 3 bites	-10%	G/LW/Sh	C	B	7	2500
						+20%	3WDF MGC(4½) 3 kicks						
	20'/12'	10000	160	60/240	3	+30%	4WDF MGB(5) 3 bites	0%	G/LW/Sh	C	B	10	4000
						+25%	3WDF MGC(4½) 3 kicks						
	25'/13'	12000	190	60/240	3	+35%	4WDF MGB(5) 4 bites	0%	G/LW/Sh	C	B	10	5000
						+25%	3WDF MGC(4½) 3 kicks						
	30'/14'	14000	220	60/240	3	+40%	5WDF MGB(5) 4 bites	0%	G/LW/Sh	C	B	10	6000
						+25%	4WDF MGC(4½) 3 kicks						
	35'/15'	16000	250	60/240	3	+45%	6WDF MGB(5) 4 bites	0%	G/LW/Sh	C	B	11+	7500
						+30%	4WDF MGC(4½) 3 kicks						

*Always in company with parents.

Critical hits and kicks as for Tyrannosaurs.

GREAT CARNOSAURS	L/H	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
GORGOSAURUS	*9'/6'	1000	60	60/270	1	+25%	2WDF MLB(4) 2 bites	-15%	G/W/Sh/S	C	B	5	1500
						+15%	2WDF MLC(3½) 2 kicks						
	*12'/8'	2000	75	60/270	2	+30%	3WDF MLB(4) 2 bites	-10%	G/W/Sh/S	C	B	7	2250
						+20%	3WDF MLC(3½) 2 kicks						
	15'/10'	5000	120	60/240	3	+35%	4WDF MLB(4) 3 bites	-10%	G/W/Sh/S	C	B	7	3750
						+25%	4WDF MLC(3½) 2 kicks						
	18'/11'	8000	160	60/240	3	+45%	5WDF MLB(4) 3 bites	0%	G/W/Sh/S	C	B	9	5000
						+30%	5WDF MLC(3½) 3 kicks						
	20'/12'	10000	200	60/240	3	+55%	5WDF MLB(4) 4 bites	0%	G/W/Sh/S	C	B	11+	6500

*Always in company with parents.

Victims under 1000 pounds: critical hit on 100% - 10% per armour class of the victim (minimum 10%), with a critical indicating the victim is dead! Critical hits on creatures over 1000 pounds: 100% - 10% per armour class of the victim, with a critical causing 5d10% additional damage. Small Gorgosaurs (9' and 12') cause 2d10% additional damage on a critical.

"Kicks" cause an automatic bash to be delivered as for Tyrannosaurs (see above).

CERATOSAURUS	*8'/5'	800	35	60/270	1	+20%	2WDF MLB(4) 2 bites	-15%	G/W/Sh/S	C	B	3	750
						+15%	2WDF MLC(3½) 2 kicks						
	12'/8'	2000	85	60/240	2	+25%	3WDF MLB(4) 2 bites	-10%	G/W/Sh/S	C	B	5	1750
						+15%	3WDF MLC(3½) 2 kicks						
	15'/10'	4500	100	60/240	2	+30%	3WDF MLB(4) 3 bites	0%	G/W/Sh/S	C	B	7	2500
						+25%	3WDF MLC(3½) 2 kicks						
	18'/12'	6000	125	60/240	3	+35%	4WDF MLB(4) 3 bites	0%	G/W/Sh/S	C	B	8	3500
						+25%	3WDF MLC(3½) 3 kicks						

Critical hits and kicks as for Gorgosaurs.

THE "LESSER"	L/H	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
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CARNOSAURS

Coelophysys	10'/8'	500	45	60/240	2	+30%	3WDF MMB (2) 3 bites	-20%	C	C	B	1	150
						+30%	3WDF MMC (2½) 3 kicks						
Coelurosaurus	3'/2'	20	8	60/300	1	+35%	2WDF MMB (2) 3 bites	-50%	G/W	C/I	B	1	50
						+25%	6WDF MSC (½) 3 kicks						
Cygnognathus (P)	4½'/2'	100	30	60/240	1	+30%	3WDF MMB (2) 4 bites	-30%	G/W/D/S	C	Q	4	150
	5'/2'	150	40	60/240	1	+30%	4WDF MMB (2) 4 bites	-30%	G/W/D/S	C	Q	5	200
Deinonychus (P)	8'/4'	150	25	60/300	1	+15%	1WDF MMB (2) 1 bites	-25%	G/LW	C	B	2	100
						+40%	3WDF MLC (¾) 3 kicks						

This horror leaps at victims and attempts to grapple: 55% chance. If grapple is successful, Deinonychus expends all kicks simultaneously as if on one blow (roll for each kick, however). If grapple fails, then kicks, etc., are conducted normally, in sequence. Dodge bonuses may be applied to counter grapples.

Dimetrodon	10'/8'	2000	85	60/150	2	+30%	3WDF MLB (4) 3 bites	0%	S/Sh/G	C	Q	7	1200
						+20%	3WDF MMC (2½) 2 claws						
Hesperosuchus	5'/4'	100	30	60/240	1	+25%	2WDF MMB (2) 3 bites	-30%	W/S	C	B	2	50
						+35%	6WDF MSC (½) 4 kicks						
Hypsilophodon (P)	5'/4'	100	30	60/360	1	+20%	6WDF MSB (½) 4 bites	-50%	G	I	B	1	50
						+40%	6WDF MSC (½) 4 claws						
Lycaenops (P)	6'/2½'	500	55	60/240	2	+30%	4WDF MMB (2) 4 bites	-25%	G/W	C	Q		200
	7'/3'	750	70	60/240	2	+35%	5WDF MMB (2) 4 bites	-25%	G/W	C	Q	5	250
	72'/3½'	1000	85	60/240	2	+35%	6WDF MMB (2) 4 bites	-25%	G/W	C	Q	5	300
Orinhollestes	6'/4'	200	35	60/360	1	+35%	3WDF MMB 2 bites	-20%	G	C	B	3	75
						+35%	2WDF MMC (¾) 2 claws						
Orinthisuchus (P)	4'/2'	10	6	60/240	1	+30%	4WDF MSB (½) 3 bites	-60%	W	C/I	B	1	50
						+35%	6WDF MSC (½) 3 claws						
Sphenacodon	10'/5'	2000	80	60/150	2	+30%	3WDF MLB (4) 2 bites	0%	S/W/G	C	Q	7	1000
						+20%	3WDF MMC (2½) 3 claws						
Yaleosaurus	7'/3½'	1000	75	60/260	2	+25%	4WDF MMB (2) 2 bites	-10%	W	0	B	6	500
						+20%	2WDF MMC (2½) 3 claws						
						+20%	2WDF MMC (2½) 2 kicks						
	8'/4'	1500	90	60/240	3	+25%	5WDF MMB (2) 2 bites	-10%	W	0	B	5	1000
		2000	110			+25%	5WDF MMC (2½) 3 claws						
						+20%	3WDF MMC (2½) 2 kicks						

MARINE AND

AMPHIBIOUS

DINOSAURS

<u>DINOSAURS</u>	<u>L/H</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Elasmosaurus	30/15'	8000	150	10/180s	1	+35%	6WDF MMB (2) 4 bites	0%	O/L/R	P/C	Qf	8	4500
Henodus	8'/1'	1500	75	30/120s	9 shell 4 belly	+20%	4WDF MMB (2) 3 bites	0%	O/L	P	Q	2	150
								0%	S	P/C	Q	2	75
Machaeroprotopus	6'/1½'	150	25	60/100s	2	+10%	2WDF MLB (4) 2 bites						
	10'/2'	500	40	60/110s	2	+15%	2WDF MLB (4) 2 bites	0%	S	P/C	Q	2	150
	15'/3'	1000	60	50/120s	2	+20%	3WDF MLB (4) 3 bites	0%	S	P/C	Q	3	300
	20'/3'	1500	80	50/130s	3	+25%	3WDF MLB (4) 3 bites	0%	S	P/C	Q	3	750
	25'/3½'	2000	100	40/140s	3	+30%	3WDF MLB (4) 3 bites	0%	S	P/C	Q	5	1500
	30'/4'	3000	125	40/150s	4	+35%	4WDF MLB (4) 4 bites	0%	S	P/C	Q	5	2750
	40'/4'	5000	140	40/160s	4	+40%	5WDF MLB (4) 4 bites	0%	S	P/C	Q	7	3500
	50'/4½'	10000	160	40/180s	4	+45%	6WDF MLB (4) 4 bites	0%	S	P/C	Q	7	4000
Mesosuchus	5'/15"	100	20	60/120s	2	+10%	2WDF MLB (4) 2 bites	-10%	S/R	P/C	Q	2	50
	10'/2"	400	35	60/120s	3	+15%	2WDF MLB (4) 2 bites	0%	S/R	P/C	Q	2	75
	15'/3'	1000	50	60/150s	4	+20%	3WDF MLB (4) 3 bites	0%	S/R	P/C	Q	3	300
	20'/3'	1500	65	60/160s	4	+25%	4WDF MLB (4) 3 bites	0%	S/R	P/C	Q	5	500
Muraneosaurus	20'/10'	5000	120	10/180s	1	+30%	4WDF MMB (2) 3 bites	0%	S/L/R	P/C	Qf	7	2500
Nothosaurus	5'/--	40	10	10/90s	0	+20%	4WDF MSB (½) 4 bites	0%	Sh/S/L	P	Qf	1+1	25
Placodus	8'/3'	600	50	30/90s	5 shell 2 belly	+20%	3WDF MMB (2) 3 bites	0%	O/R	P	Q	2	100
								0%	O/L/R	P	F	3	250
Tylosaurus	6'	300	35	200s	2	+20%	1WDF MLB (4) 2 bites						
	10'	600	50	200s	2	+20%	2WDF MLB (4) 2 bites	0%	O/L/R	P	F	3	750
	15'	1200	65	220s	2	+25%	3WDF MLB (4) 3 bites	0%	O/L/R	P	F	5	1500
	20'	2000	100	240s	3	+25%	3WDF MLB (4) 3 bites	0%	O	P	F	5	2500
	25'	300D	125	240s	3	+30%	4WDF MLB (4) 4 bites	0%	O	P	F	7	3500
	30'	7500	150	240s	3	+30%	5WDF MLB (4) 4 bites	0%	O	P	F	7	4500
	35'	10000	175	240s	3	+35%	5WDF MLB (4) 4 bites	0%	O	P	F	9	5000
	40'	20000	225	240s	3	+35%	6WDF MLB (4) 4 bites	0%	O	P	F	9	6500
	45'-50'	30000	275	240s	4	+40%	7WDF MLB (4) 4 bites	0%	O	P	F	11+	7500

Sharks: Same as for 6'-30' Tylosaurs, only hit probability is reduced by -10%; found only in oceans and seas.

<u>THE FLYERS</u>	<u>L/H</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Dimorphodon	4'/10'	3	5	5/240F	0	none	instant kill on small prey	-35%	C/W	P/C	Flier	--	10
Pteranodon	7'/up to 50'	25-30	15	10/400F	0	none	instant kill on small prey	-25%	Sh/0	P	Flier	--	10
FRP Pteranodon	10'/80'	250	80	10/400F	0	+25%	3WDF MLB (4) 3 bites	-10%	Sh/O/G	C/P	Flier	5	1000
						+25%	3d10 strike 1 talons Flying with talons on plunging dive.						
Pterodactyls	Many and varied, from sparrow-size to goose-size: approximately 24 major species and many minor ones, all with varied colorations, calls and habitats.											--	10
Rhamphorynchus	2'/5 1/2'	2	6	5/300F	0	none	instant kill on insect prey up to 20 hit points!	-60%	G/W	I	Flier	--	10
								Flying					

<u>CERATOPSIANS</u>	<u>L/H</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Monoclonius	8'/4'	2000	65	60/240	7 head 2 rest	+25%	2WDF MLH (4) 2 horns	-10%	G	H	Q	4	250
						+20%	2WDF MMB (2) 1 bite						
	10/6'	4000	90	60/220	7 head 2 rest	+25%	2WDF MLH (4) 2 horns	0%	G	H	Q	4	500
						+20%	2WDF MMB (2) 1 bite						
	15'/8'	6000	120	60/200	7 head 2 rest	+25%	3WDF MLH (4) 3 horns	0%	G	H	Q	5	900
						+20%	3WDF MMB (2) 1 bite						
Protoceratops (P)	6'/3'	400	40	60/180	4 face 2 rest	+15%	2WDF MMB (2) 4 bites	-40%	W	H	Q	2	50
Styracosaurus (P)	7'/3½'	2000	55	60/240	7 head 2 rest	+20%	2WDF MLH (4) 2 horns	-20%	G	H	Q	3	500
						+10%	1WDF MMB (2) 1 bite						
	9'/4'	4000	80	60/220	8 head 2 rest	+25%	2WDF MLH (4) 2 horns	0%	G	H	Q	4	750
						+10%	2WDF MMB (2) 1 bite						
	12'/5'	8000	120	60/200	9 head 3 rest	+30%	3WDF MLH (4) 3 horns	0%	G	H	Q	5	1750
						+15%	3WDF NMB (2) 2 bites						
	16'/6½'	12000	160	60/200	10 head 3 rest	+35%	3WDF MLH (4) 3 horns	0%	G	H	Q	7	2500
						+20%	4WDF MMB (2) 2 bites						
	20'/8'	16000	200	60/200	10 head 2 rest	+40%	4WDF MLH (4) 3 horns	0%	G	H	Q	7	3750
						+25%	4WDF MMB (2) 2 bites						
Triceratops (P)	7'/3½'	2500	75	60/240	9 head 2 rest	+20%	3WDF MLH (4) 2 horns	0%	G	H	Q	3	300
						+10%	1WDF MMB (2) 1 bite						
	9'/4'	6000	110	60/220	10 head 2 rest	+25%	4WDF MLH (4) 3 horns	0%	G	H	Q	4	750
						+15%	2WDF MMB (2) 1 bite						
	12'/5'	10000	140	60/200	12 head 3 rest	+35%	5WDF MLH (4) 3 horns	0%	G	H	Q	7	2000
						+20%	3WDF MMB (2) 2 bites						
	16'/7½'	15000	180	60/200	12 head	+40%	6WDF MLH (4) 3 horns	0%	G	H	Q	7	3000

When charging an enemy at full gallop, Ceratopsian horns do an additional 1/2d6 of damage per 1000 pounds of weight. Bashes will occur if a victim is hit and bashed to the ground by the horns: 5% chance per 300 pounds over the enemy's weight if standing and 10% per 500 pounds if charging. A knockdown brings a 20% chance of trampling, with 1/2d6 damage per 500 pounds of the trampling animal's weight. But if the horns miss by less than 10%, the enemy (if smaller) is "hooked and thrown" for 10' per 500 pounds of difference between its weight and that of the Ceratopsian, with a 25% chance of being "stunned". ("Hooking" won't occur if the enemy is within 75% of the Ceratopsian's weight, however.) Note: "Biting" blows may be exchanged for "horn" attacks -10% hit probability.

Tail blows have a 5% chance per 1000 pounds difference in weight (advantage to attacker) of "bashing" a large enemy; "small" enemies (under 20% of dinosaur's weight) are automatically bashed. If bashed, the creature so felled has a 25% chance of being "stunned" for a melee turn and will not be able to attack; small creatures will be rendered unconscious for 1-6 melee turns.

When one of the "Brontosaurus" begins a "tail sweep" (it always has a chance of striking first in a melee), the target has the choice of attempting to "dodge" and continue into the attack or to attempt full evasion by breaking off the attack at an expense of 1-2 blows. Full evasion has a 15% chance of success for every 10' the target is distant from the Brontosaur (roll 1d6 to find the distance in tens of feet when the fleeing target had the tail pass overhead). If the victim has moved more than half the length of the Brontosaur, an automatic save occurs. If evasion fails, a "hit" occurs at 10% - 60% normal damage, and the victim is tossed 10' x 1d10, with a 25% chance of being stunned. If the target merely attempts to dodge, and a hit occurs, full damage is taken. The tail blow is clubbing downward 25% of the time, with 10% - 60% additional damage. Otherwise, it is a horizontal sweep and tosses the victim 10' x 1d10, etc. Beasts within 50% of the Brontosaur's weight are bashed only 1/2 the distance and are not stunned. Beasts over the Brontosaur's weight are not bashed.

Bienotherium	3'1'	5	4	60/120	0	+20%	4WDF	MSB (%)	4 bites	-50%	G/W/D/S	O	Q	1	20
	4'2'	15	8	60/140	0	+25%	6WDF	MSB (%)	4 bites	-45%	G/W/D/S	O	Q	1+1	25
Bradysaurus	8'3'	1000	40	60/180	1	--	--	--	--	-20%	W	H	Q	--	100
Camarasaurus (P)	25'14'	10000	100	60/150	2	+20%	5WDF	MLK (2)	3 tail	0%	G/W/S	H	Q	3	500
						+10%	4WDF	MLK (2)	kicks						
	30'16'	15000	130	60/120	2	+20%	6WDF	MLK (2)	3 tail	0%	G/W/S	H	Q	3	900
						+15%	5WDF	MLK (2)	kicks						
	35'17'	20000	180	60/120	2	+25%	7WDF	MLK (2)	3 tail	0%	G/W/S	H	Q	4	1500
						+15%	6WDF	MLK (2)	kicks						
	40'20'	30000	270	60/120	2	+30%	9WDF	MLK (2)	3 tail	0%	G/W/S	H	Q	6	2250
						+20%	7WDF	MLK (2)	kicks						

Large Camptosauri use their tails and kick in the manner described for Apatosduri and Brachiosaur (see above). Tramples do 1d10 additional damage per 4000 pounds.

HADROSAURS: There are many varieties of hadrosaurs. All have flat, duck-like bills which are especially distinctive in the largest varieties. Feeding is often done in the shallows of lakes and swamps as well as in the woods. The following three types are only typical of the hadrosaurs, and variations can easily be developed for FRP:

Anatosaurus (P)	30' / 18'	10000	140	60/200	2	+40%	4WDF MMC (2½)	3 claws	0%	W/Sh	H	B	6	1000
						+20%	5WDF MLK (2)	2 tail						
						+10%	4WDF MKL (2)	kicks						

Anatosaurus is large enough to use its tail or kick in the manner described for Apatosauri and Brachiosauri (see above).

Cheneosaurus (P)	10' / 7'	1000	45	60/240	1	+20%	8WDF MSC (½) 4 claws	-10%	W/Sh	H	B	3	75
Hypacrosaurus (P)	20' / 14'	6000	100	60/240	1	+25%	4WDF MMC (2½) 3 claws	0%	W/Sh	H	B	5	250
IGUANODON (P)	7' / 4'	1000	35	60/220	1	--	--	-20%	C/W/Sh	H	B	--	25
	12' / 8'	2500	65	60/220	1	+10%	1WDF MMB (2) 1 bite	0%	G/W/Sh	H	B	2	200
						+20%	3WDF MMC (2½) 4 claws						
	20' / 10'	5000	100	60/200	1	+10%	2WDF MMB (2) 1 bite	0%	G/W/Sh	H	B	3	750
						+30%	4WDF MMC (2½) 4 claws						
	30' / 15'	12000	165	60/200	1	+10%	3WDF MMB (2) 2 bites	0%	G/W/Sh	H	B	6	1500
						+40%	5WDF MMC (2½) 4 claws						
Lystrosaurus	3' / 1'	50	12	60/90s	1	+10%	4WDF MSB (½) 4 bites	0%	S	H	Q	1	25
Plateosaurus (P)	7' / 4'	700	25	60/220	1	--	--	-15%	W	H	B	--	25
	12' / 8'	2500	65	60/200	2	+20%	2WDF MMC (2½) 3 claws	0%	W	H	B	2	75
	20' / 12'	6000	110	60/200	3	+30%	4WDF MMC (2½) 3 claws	0%	W	H	B	4	200
Psitticosaurus (P)	4' / 2½'	150	20	60/180	4 head 2 rest	+20%	3WDF MMB (2) 3 bites	-40%	W	H	B	2	25
Ruchneosaurus	3' / ½'	5	4	60/240	1	+10%	2WDF MSB (½) 4 bites	-30%	W	I	Q	1	10
Scaphonyx (P)	7' / 3'	800	40	60/120	3	+20%	5WDF MMB (2) 3 bites	-20%	W/S	H	Q	3	100
Tanystrophaesus	10' / 7'	50-75	15	60/120	1	+15%	6WDF MSB (½) 4 bites	-25%	G	I	Q	2	25

SERPENTS	L/H	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXP. ER.
Constrictor	12'-15'	100-150	10-15	30/60	0	--	MGS strike 2d6 constriction	0%	W/S	C	serp.	1	25
Large Constrictor	20'-30'	250-600	20-35	30/60	0	+10%	MGS strike: 5d6 constriction	0%	W/S	C	serp.	2	50
Small Viper	3'-4'	3-10	3-6	30/60	0	+10%	MSS strike: Poison*	0%	W/S/G/D	C	serp.	2	25
Large Viper	5'-9'	15-30	10-15	30/60	0	+10%	MLS strike: Poison*	0%	W/S/G/D	C	serp.	2	25
Giant Serpent	40'	1000	50	60/160	3	+15%	MGS strike: 4d10 constriction +	-10%	W/S	C	serp.	3	700
	50'	1500	65	60/160	3	+35%	MLS strike: Poison* x 1-6 doses	0%	S	C	serp.	6	900

*Poisons are a tricky business. Alternatively, use the poison system currently employed in your campaign, remembering that the size of the victim will significantly affect the efficiency of the poison. A Cobra bite will often put a 165 pound man down in 5-20 minutes; a quart of the venom would be needed to drop a big dinosaur. Simple "save vs. poison" notions don't cover the situation adequately, however, as poison effectiveness has absolutely nothing to do with one's "experience" but one's size, constitution, the amount of poison used, and the type of poison. Further, no "stinging" creature has more than 1 + 1/2 d6 stings' worth of venom.

INSECTS	L/H	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
Giant Ants (P)	12" / 4"	2-3	4	60/90	3	--	4WDF MSB (½) 3 bites	-	W/G	O	6Lgd.	1	25
	18" / 6"	15	8	60/190	4	+10%	6WDF MSB (½) 3 bites	-	W/G	O	6Lgd.	2	75
	24" / 8"	25	12	60/90	5	+10%	2WDF MMB (2) 3 bites	-	W/G	O	6Lgd.	2	125
	36" / 9"	50	16	60/90	5	+15%	1WDF MLB (4) 2 bites	-	W/G	O	6Lgd.	3	150
	4' / 1'	100	20	60/90	7	+15%	1WDF MGB (4½) 2 bites	-	W	O	6Lgd.	3	175
	5' / 1½'	250	25	60/90	8	+15%	2WDF MGB (4½) 2 bites	-	W	O	6Lgd.	3	200
	6' / 2'	400	35	60/90	8	+20%	2WDF MGB (4½) 2 bites	-	W	O	6Lgd.	4	225

Giant Ants are communal creatures living in large ant-hills. They tend to be reasonably harmless unless of a predatory species or if forced to defend the nest. In attack they are utterly fearless and will swarm over larger creatures. All the details have been given for Warriors (1 in 10-15); Workers are smaller and have no fighting mandibles. Once an ant scores a hit, it hangs on and does additional damage automatically at the end of each turn its head is in contact with the victim's flesh.

Centipede	2"-6"	--	1/2	10/20	0	--	1WDF MSB (½): bite + Poison*	-	W/S	I	M.Lgd.	1	0
Giant Centipede or Millipede	3' / 4"	10-35	20	80/160	2	+10%	1WDF MLB (2) 2 bites + - Poison*	-	W/S	C	M.Lgd.	2	50
	5' / 6"	75	30	80/160	2	+15%	1WDF MLB (2) 2 bites + - Poison*	-	W/S	C	M.Lgd.	3	150
	10' / 1'	250	50	80/160	3	+20%	1WDF MGB (4½) 2 bites Poison*	-	S	C	M.Lgd.	4	300

Giant Centipedes and Millipedes are fairly rare and tend to prey on small game and insects. Attack is unlikely unless a man surprises on or appears to be an inviting meal (sleeping, sitting, etc.)

*See the note for Poisons in "Snakes", above.

Giant Mosquito (P)	6'-7'	5	10	20/300F	0	+25%	3WDF Lt.Sword (2) + blood drain: 4 blows	-20%	S	Blood Flier	4	100
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Giant Mosquitoes will "fence" with an armed man, and, if a hit is scored, fasten on the victim to drain his blood (2d6 drain per turn). Of course, travelling in swarms, more mosquitoes may attack than it is possible for a man to handle.

Giant Mosquitoes can be "discouraged" by a good smudge, which sends them into a "coughing spell" and drives them off. They are uncommon, unlike their normal-sized brethren, and will be encountered only in the deepest swamps. Creatures in good armour tend to be ignored; prey is relatively small (man-sized or under). Attacks occur only at night. Note: Mosquitoes should be considered as 4 HD monsters for fighting purposes, even though they have only 1 HD.

Scorpion	2"-4"	-	1/2	10/20	0	--	1WDF MSS (2) 1 sting	--	D	I	6Lgd	1	0
Giant Scorpion	9' / 1'	300	35	60/150	5	+20%	2WDF MGB (5) 3 pincers	--	D	C	6Lgd	4	200
						+10%	1WDF MLS (1) 2 tail stinger + Poison*						

Giant Scorpions are very rare but when encountered they tend to be quite aggressive. Small scorpions are notorious for hiding under rocks, etc., for shade, and will sting when frightened. *Poisons are generally fairly serious but not always deadly in small species: see note for Snakes. Giant Scorpions tend to have very deadly, fast-acting poisons, with effects in 1 turn (effects are 4d6 damage per turn for 1-6 turns, with death if body/fatigue levels exhausted). Poisons tend to bring fever in victims and general incapacity even if death is averted.

Giant Spider	3' / 1'	30	10	60/160	0	--	1WDF MLB (2) 3 bites + Poison*	-20%	W/S	C	8Lgd.	1	0
	5' / 2½'	75-100	30	60/180	0	+ 5%	1WDF MGB (4½) 3 bites + Poison*	-20%	W/S	C	8Lgd.	3	400
	8' / 3½'	200-350	40	60/180	0	+15%	2WDF MGB (4½) 3 bites + Poison*	-20%	W/S	C	8Lgd.	5	500
	15' / 6'	600	60	60/180	0	+25%	3WDF MGB (4½) 3 bites+;	-10%	W/S	C	8Lgd.	7	750

Giant spiders may throw sticky lines of silk up to 60' with L5% accuracy, and victims will be reeled in. The "webs" are strong enough to hold most creatures up to 2000 pounds or more for 1-6 turns (game turns or melee turns, depending on the mode of action). Ordinary characters are caught until they are released or cut their way out. Time to cut is variable, but usually lengthy unless a Flaming Sword or a torch is used to burn the bonds.

Few Giant Spiders will deliberately attack man-sized creatures (200 and 600 pound varieties being the exceptions to the rule) unless they feel threatened. They should be regarded as "intelligent".

*See the note for Poisons in "Snakes", above.

Giant Preying	8'/12'	1500	60	60/180	3	+40%	5WDF MGC(4½)2 strikes	--	F	C	6Lgd.	7	500
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The Mantis is a tall, green creature which uses camouflage and pounces on its prey with its long, sweeping, spiky arms, conveying its prey to its mouth and beginning to feed immediately. Once it obtains a victim, it will withdraw if attacked (by friends), doing 1/2 damage to its victim each turn it remains in possession of it. Mantises will attack man-sized creatures and smaller for prey.

Giant Wasps and Bees	6'-7'/10'	20-50	12	20/300F		+25%	3WDF Lt. Sword(2) + Paralyzing Poison: 3 stings	-20%	W	C	Fly Pollen	4	100
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Poison is 35% effective for creatures up to 200 pounds (several stings may be needed). Bees simply do 1d6 damage in addition to the thrust from the sting. Bees are bumblebee types but may sting repeatedly.

THE CARNIVORES: MAMMALS

<u>FELINES*</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Brea Lion(P)	4'/7½'	1200-1500	90	60/240	2	+35%	3WDF MLC(3½) 4 claws	-20%	G	C	Q	7	750
						+40%	3WDF MLB(4) 3 bites						
Smilodon Sabre-Tooth (P)	4'/7'	750	80	60/240	2	+35%	3WDF MLC(3½) 4 claws	-20%	W	C	Q	7	750
		1000				+40%	4WDF MLB(4) 3 bites						
Sabre-Tooth I	3½'/6'	600	60	60/240	2	+30%	2WDF MLC(3½) 4 claws	-20%	W/G	C	Q	7	550
						+35%	3WDF MLB(4) 3 bites						
Sabre-Tooth II(P)	3'/5'	400	50	60/270	2	+25%	3WDF MLC(3½) 4 claws	-25%	W/S/G	C	Q	6	400
						+30%	3WDF MLB(4) 3 bites						
Sabre-Tooth III	3'/5'	300	45	60/270	2	+20%	2WDF MLC(3½) 4 claws	-25%	W/S	C	Q	5	250
						+30%	3WDF MLB(4) 3 bites						
Puma I	3'/5'	300	40	60/270	2	+30%	4WDF MMC(2½) 4 claws	-25%	W	C	Q	4	250
						+25%	4WDF MMB(2) 3 bites						
Puma II	2½'/4½'	200	35	60/270	2	+25%	3WDF MMC(2½) 4 claws	-30%	W/S	C	Q	3	175
						+25%	3WDF MMB(2) 3 bites						
Puma III	2½'/4½'	150	30	60/300	2	+25%	3WDF MMC(2½) 3 claws	-35%	G/D	C	Q	3	150
						+25%	3WDF MMB(2) 3 bites						
Puma IV	2½'/4'	100	25	60/325	2	+20%	3WDF MMC(2½) 3 claws	-35%	G/D	C	Q	2	100
						+25%	3WDF MMB(2) 3 bites						
Hunting Cat	2'/3½'	50	15	60/240	1	+20%	2WDF MMC(2½) 3 claws		G/W/S	C	Q	2	50
						+25%	2WDF MMB(2) 2 bites						

*Automatic, "free" dodges of adversaries' blows except when leaping.

<u>WOLVES AND CANINES*</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXP</u>
Great Dire Wolf(P)	3½'/6'	550	55	60/240	2	+35%	3WDF MLB(4) 5 bites	-25%	W/G	C	Q	6	400
Dire Wolf(P)	3'/5'	400	45	60/240	2	+25%	3WDF MLB(4) 4 bites	-25%	W	C	Q	4	250
Small Dire Wolf(P)	27"/4'	200	25	60/240	2	+25%	5WDF MMB(2) 4 bites	-25%	W/S	C	Q	3	100
Timber Wolf(P)	24"/3½'	125	16	60/240	1	+10%	3WDF MMB(2) 4 bites	-25%	W	C	Q	2	50
Tim. Wolf Leader	27"/4'	200	25	60/240	1	+25%	4WDF MMB(2) 5 bites	-25%	W	C	Q	4	100
Coyote Types	20"/3'	50-75	10	60/300	1	+10%	2WDF MMB(2) 3 bites	-35%	G/D	C	Q	2	25
Large Wild Dog(P)	24"/3½'	75-100	15	60/240	1	+10%	3WDF MMB(2) 3 bites	-25%	G/W/S	C	Q	2	25
Hyna(P)	20"/3'	100-125	15	60/225	1	+15%	3WDF MLB(4) 3 bites	-25%	G/D	C	Q	2	25

*Automatic free dodges of adversaries' blows except when leaping.

<u>VARIED CARNIVORES</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Badger	15"/2½'	35-50	10	60/180	2	+15%	1WDF MLB(4) 2 bites	-15%	G/W	C	Q	2	25
						+5%	1WDF MLC(31) 2 claws						
Giant Badger	3'/5'	400	50	60/180	3	+25%	2WDF MLB(4) 3 bites	-10%	G/W	C	Q	4	300
						+15%	3WDF MLC(31) 3 claws						
Fox	12"/2½'	10-15	5	60/240	0	+25%	6WDF MSB(1) 4 bites	-40%	G/W	C	Q	1	10
Skunk	12"/2'	10-15	5	60/120	0		Spray: cone 20' long by 10' wide: incapacitates 25% of time and routs target at 25-100%. Giants have a range of 60' x 25'. Incapacity lasts 1-10 melee turns.	0%	W	C/I	Q	--	10
Giant Skunk	30"/4'	75-100	35	60/160	0			0%	W	C/I	Q	--	50
Weasel/Ferret	6"/15"	2-5	5	60/120	0	+20%	6WDF MSB(1) 3 bites	-40%	W	C	Q	1+1	10
Giant Weasel	20"/3½'	75-100	25	60/180	2	+15%	3WDF MMB(2) 3 bites plus blood drain (2d6/melee turn + bite on any subsequent turns.)	-20%	W	C	Q	5	150
Wolverine	15"/3½'	50	25	60/180	3	+25%	3WDF MMB(2) 2 bites	-25%	W	C	Q	4	300
						+25%	4WDF MMC(21) 4 claws						
Giant Wolverine	2'/5½'	200	60	60/200	4	+25%	3WDF MLB(4) 2 bites	-20%	W	C	Q	5	600
						+25%	3WDF MLC(4) 4 claws						

<u>CROCODILIANS</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
5' Croc.	15"/5'	100	20	60/120s	2	+10%	2WDF MLB(4) 3 bites	0%	S/R	C	Q	3	75
10' Croc.	2'/10'	300	35	60/120s	3	+15%	2WDF MLB(4) 3 bites	0%	S/R	C	Q	2	100
15' Croc.	3'/15'	500	50	60/150s	4	+20%	3WDF MLB(4) 3 bites	0%	S/R	C	Q	3	125
20' Croc.	3½'/20'	1000	60	60/150s	4	+30%	3WDF MLB(4) 3 bites	0%	S/R	C	Q	4	250

<u>BEARS</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EX PE R.</u>
Cave Bear	4½'/9'	2000-	100-	60/180	3	+30%	5WDF MLC(3½) 4 claws	-10%	W	C/O	Q/B	7	1250
		3000	125			+25%	4WDF MLB(4) 3 bites						
Tremarctotherium	4'/8'	1500-	80-	60/180	3	+30%	4WDF MLC(3½½) 4 claws	-10%	G	C/O	Q/B	7	1000
("Short Faced" Bear)		2000	100			+25%	3WDF MLB(4) 2 bites						
Brown/Black Bear	3'/5'	450-500	50	60/180	3	+15%	2WDF MLC(3½) 4 claws	-15%	G/W	C/O	Q/B	4	300
						+20%	2WDF MLB(4) 2 bites						
Grizzly Bear I	3½'/6½'	750-800	60	60/180	3	+15%	3WDF MLC(3½) 4 claws	-15%	W	C/O	Q/B	4	500
						+20%	2WDF MLB(4) 2 bites						
Grizzly Bear II	4'/8'	1500	75	60/180	3	+30%	4WDF MLC(3½) 4 claws	-15%	W	C/O	Q/B	7	750
						+30%	3WDF MLB(4) 2 bites						
Polar Bear	3½'/7'	900	60	60/225	3	+25%	4WDF MLC(3½) 4 claws	-25%	ice/snow	C	Q	7	700
						+30%	3WDF MLB(4) 3 bites						

Bears will also attempt to "hug" enemies smaller than themselves, with a 25% chance on scoring a "hit" with their claws. A "hug" does 1d6 of damage per WDF possessed by the claws. Damage is halved for class 6-10 armour. A "hug" costs 1 blow and the bear has a 50% chance of either tossing its victim 5-30 feet (if smaller) and stunning it (25% chance of stun) or continuing the hug and automatically scoring a claw hit on the back, head, etc., on the next blow. When fighting amongst themselves, bears do only 1/2 damage to bears of the same size or larger. Posture "B" = rears up in attack.

THE HERBIVORES: MAMMALS

<u>TITANOTHERES</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Brontops (P)	8'/12'	8000	100	60/180	3	+20%	4WDF MLH (4) 3 horns	0%	G	H	Q	5	750
	8½'/14'	10000	120	60/180	3	+20%	4WDF MLH (4) 3 horns	0%	G	H	Q	5	1000
Brontotherium (P)	4'4"/10'	6000	80	60/180	3	+15%	3WDF MLH (4) 3 horns	0%	G	H	Q	4	500
	4'8"/11'	8000	90	60/180	3	+15%	3WDF MLH (4) 3 horns	0%	G	H	Q	4	750
Manteoceras (P)	4'/8'	4000	60	60/200	3	+10%	4WDF MLK (2) 3 kicks	0%	G/LW	H	Q	2	150
	4'4"/9'	6000	70	60/180	2	+10%	5WDF MLK (2) 3 kicks	-10%	G/LW	H	Q	2	250
Paleosyops (P)	38"/6'	1500	50	60/200	2	+5%	3WDF MLK (2) 3 kicks	-10%	G/LW	H	Q	1	50
	36"/5'	1000	40	60/200	2	+5%	2WDF MLK (2) 3 kicks	-15%	G/LW	H	Q	1	75

When charging an enemy at full gallop, Titanotheres horns do an additional 1/2d6 of damage per 1000 pounds of weight. Will occur if a victim is hit and bashed to the ground by the horns: 5% chance per 300 pounds over the enemy's weight if standing and 10% per 500 pounds if charging; a knockdown brings a 20% chance of trampling, with 1/2d6 the damage per 500 pounds of the trampling animal's weight. Kicks will have a 5% chance per 100 pounds over the enemy's weight of bashing the victim to the ground, with a 20% chance of trampling if a knockdown occurs. RHINOS, MASTODONTS, LARGE HORSES, LARGE DEER, LARGE CAMELS and BISON use this rule as well. In certain cases (very large animals) "kicks" represent body gashes rather than actual attacks with hooves, etc.

<u>RHINOCERI</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Baluchitherium (P)	18'130'	20000	150	60/180	3	+20%	8WDF MLK (2) 4 kicks	-%	LW	H	Q	5	2000
		24000	180	60/180	3	+20%	10WDF MLH (2) 4 kicks	0%	LW	H	Q	5	3000
Diceratherium (P)	3'/5'	300	30	60/180	1	+10%	3WDF MLK (2) 3 kicks	-10%	G/LW	H	Q	2	100
	3'4"/6'	700	40	60/180	1	+20%	2WDF MLK (2) 3 kicks	-10%	G/LW	H	Q	3	150
Metamynodon (P)	42"/8'	2000	50	60/120s	2	+10%	3WDH MLK (2) 3 kicks	0%	S/R	H	Q	2	150
	72"/12'	7000	75	60/120s	2	+15%	4WDF MLK (2) 3 kicks	0%	S/R	H	Q	3	200
Woolly Rhinoceros (Dicerorhinus) (P)	5'/10'	5000	90	60/180	5	+15%	5WDF MLH (4) 3 horns	0%	G/W	H	Q	5	900
						+15%	5WDF MLK (2) 2 kicks						
	6'/12'	7000	110	60/160	5	+20%	6WDF MLH (4) 4 horns	0%	G/W	H	Q	5	1200
						+15%	5WDF MLK (2) 2 kicks						
Modern Rhinoceros	6'/12'	8000	125	60/160	6	+15%	4WDF MLH (4) 4 horns	0%	G	H	Q	5	1500
						+15%	5WDF MLK (2) 2 kicks						

Treat charging and bashing with the horns or a kick, and trampling, as given above for Titanotheres.

<u>SWINE</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Dinohyus (P)	7'/11'	4000	95	60/160	3	+20%	3WDF MLB (4) 4 tusks	-10%	G/LW	H	Q	6	450
Promercochoerus (P)	32"/8'	500	40	60/180	2	+10%	2WDF MLK (2) 3 kicks	-15%	G/W	H	Q	2	100
	42"/6'	1000	60	60/180	2	+10%	3WDF MLK (2) 3 kicks	-15%	G/W	H	Q	3	150
Boars (P)	24"/3½'	125	35	60/180	3	+10%	4WDF MMB (2) 3 tusks	-25%	G/W	H	Q	3	150
	40"/6½'	750	50	60/180	3	+15%	4WDF M B (2) 4 tusks	-20%	G/W	H	Q	4	250

Boars invariably score leg hits against large opponents with their tusks, unless the victim is already down. Except for Promercochoerus, swine all trample fallen victims but do not kick. A trample is 1d6 damage per 2 points of damage the particular type does with its tusks. Victims in metal armour suffer 1/2 damage; those in plate suffer 1/4 damage.

<u>GIANT SLOTHS</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Hapalops	2'/4'	200	40	30/90	3	+15%	2WDF MLC (3½) 3 claws	0%	W	H	Q	3	200
Megatherium	5'/17'	7500	120	30/90	4	+20%	5WDF MLC (3½) 4 claws	0%	W	H	Q	4	500
	6'/20'	10000	140	30/90	4	+25%	5WDF MLC (3½) 4 claws	0%	W	H	Q	5	1000
Mylodon	4'/10'	2000	80	30/90	3	+15%	3WDF MLC (3½) 3 claws	0%	W	H	Q	3	300
Nothrotherium	2½'/5½'	350	50	30/90	3	+15%	2WDF MLC (3½) 3 claws	0%	W	H	Q	3	250
	3'/7'	600	65	30/90	3	+15%	3WDF MLC (3½) 3 claws	0%	W	H	Q	3	275

Sloths all attempt to "hug" enemies smaller than they are with a 25% chance on scoring a "hit" with their claws. A "hug" does 1d6 of damage per WDF possessed by the sloth. Damage is halved for class 6-10 armour. A "hug" costs 1 blow, and the sloth has a 25% chance of tossing its victim 5-30 feet (if smaller) and stunning it. If the stun is unsuccessful, the creature is merely pushed away.

<u>MASTODONTS</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Mammoth Imperial (P)	11'/15'	14000	175	60/180	4	+20%	6WDF MLH (4) 4 tusks	0%	G/W	H	Q	5	2500
						+10%	6WDF MLK (2) 2 kicks						
	13½'/18'	18000	200	60/180	4	+25%	7WDF MLH (4) 4 tusks	0%	G/W	H	Q	7	3000
						+15%	8WDF MLK (2) 2 kicks						
Mammoth Columbi	10½'/14'	12000	160	60/180	4	+20%	5WDF MLH (4) 4 tusks	0%	G/W	H	Q	5	2250
						+10%	6WDF MLK (2) 2 kicks						
Woolly Mammoth	9'/12½'	10000	150	60/180	4	+20%	5WDF MLH (4) 4 tusks	0%	G/W	H	Q	5	2000
						+10%	5WDF MLK (2) 2 kicks						
Elephant	8'/12'	8000	140	60/180	3	+15%	4WDF MLH (4) 4 tusks	0%	G/W	H	Q	5	1750
						+10%	5WDF MLK (2) 2 kicks						
	10'/13'	10000	150	60/180	3	+20%	5WDF MLH (4) 4 tusks	0%	G/W	H	Q	5	1800
						+10%	6WDF MLK (2) 2 kicks						
Mastodon (P)	7'/9½'	5000	110	60/180	4	+15%	4WDF MLH (4) 4 tusks	0%	G/W	H	Q	5	1000
						+10%	4WDF MLK (2) 2 kicks						
	9½'/12½'	8000	150	60/180	4	+20%	5WDF MLH (4) 4 tusks	0%	G/W	H	Q	5	2000
						+10%	5WDF MLK (2) 2 kicks						
Medium-sized Mastodon (P)	6'/8'	4000	100	60/180	3	+15%	3WDF MLH (4) 3 tusks	0%	G/W	H	Q	5	800
						+10%	4WDF MLK (2) 2 kicks						
Small Mastodon (P)	3'/6'	1000	65	60/180	2	+10%	3WDF MLH (4) 3 tusks	-10%	G/W	H	Q	3	450
						+10%	3WDF MLK (2) 2 kicks						
	4'/8'	2000	85	60/180	2	+15%	3WDF MLH (4) 3 tusks	-10%	G/W	H	Q	3	600
						+10%	3WDF MLK (2) 2 kicks						

Treat bashing with the horns or a kick, and trampling, as given above for Titanotheres. In addition, a mastodont can attempt to seize an enemy and toss him with its trunk. The creature has a 100% chance -- 10% per 200 pounds of weight of the creature/ creature's dodge or 3x Dex. of character (optional) of seizing an enemy within range of its trunk (range equal to height of creature). A successful seizure allows the mastodont to throw the enemy 1' per 100 pounds of its weight, less 10' for every 200 pounds of the victim's weight. There is a 10% chance of being stunned on impact per 10' thrown. The mastodont will, 25% of the time, choose to throw the victim under its trampling feet. Two such attempts may be made in addition to other attacks in a melee round. (Note: A sabre-toothed Smilodon on the back of a mastodont has a 50% chance of "saving" from a successful seizure.)

<u>SUPER ARMADILLOS</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Doedicurus	5'/15'	4000	100	40/100	6	+20%	8WDF MLK (2) 3 tail	0%	G	H	Q	4	600
Glyptodon	5'/12'	4000	100	40/80	11	+10%	3WDF MMB (2) 3 bites	0%	G	H	Q	2	200

<u>BEAVERS</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Castorides	5'/8'	500	40	40/90*	1	+20%	3WDF MLB (4) 2 bites	0%	S/R/L	H	Q	2	50
Beaver	3'/4'	40-80	10	30/60*	1	+15%	2WDF MMB (2) 3 bites	0%	S/R/L	H	Q	1	10

*120 swimming

<u>HORSES</u>	<u>H/L</u>	<u>WEIGHT</u>	<u>BODY</u>	<u>MOVE</u>	<u>ARMOUR</u>	<u>% HIT</u>	<u>ATTACKS</u>	<u>DODGE</u>	<u>HABITAT</u>	<u>DIET</u>	<u>POS.</u>	<u>HD</u>	<u>EXPER.</u>
Eohippus (P)	9"/18"	25-30	6	60/200	0	--	--	-50%	G/W	H	Q	--	10
Meshippus (P)	20"/40"	60-90	10	60/225	0	--	--	-40%	G/W	H	Q	--	20
Mervchinns (Pl*)	40'/65"	500-750	20/10	60/250	0	+10%	4WDF MSK (1) 4 kicks	-30%	G/W	H	Q	2	50

*Body is 10 + 1d10 + 1d10 "fatigue" -- the latter can be treated as "body".

Philhippus (P) *	5'/8½'	1000	25/11	60/325	0	+15%	2WDF MLK (2) 4 kicks	-25%	G	H	Q	3	150
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Equus (P) *	5' / 8½'	1200	30/13	60/300	0	+20%	3WDF MLK(2)	4 kicks	-25%	G	H	Q	4	150
	5½' / 8½'	1500	33/15	60/275	0	+20%	4WDF MLK(2)	5 kicks	-20%	G	H	Q	4	150
	5½' / 9'	1800	35/18	60/275	0	+25%	4WDF MLK(2)	5 kicks	-20%	G	H	Q	4	150
	6' / 9½'	2500	45/28	60/260	0	+30%	5WDF MLK(2)	5 kicks	-20%	G	H	Q	5	150

*1000 horse = 15 + 1d10B/1 + 1d10F; 1200 horse = 20 + 1d10B/3 + 1d10F; 1500 horse = 23 + 1d10F/5 + 1d10F;
1800 horse = 25 + 1d10B/8 + 1d10F; 2500 horse = 35 + 1d10B/18 + 1d10F. Maximum*body/fatigue values assumed.

See Titanotheres for effects of kicks.

DEER	H/L	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
Cervalces	5' / 8½'	1000	50	60/300	2	+25%	4WDF MLH(4) 3 horns	-25%	W	H	Q	5	275
						+20%	4WDF MLK(2) 3 kicks						
Megaceros	6' / 9'	1000	50	60/300	2	+25%	4WDF MLH(4) 4 horns	-25%	W	H	Q	5	275
						+15%	4WDF MLK(2) 3 kicks						
Stag Deer	4½' / 5½'	300	25	60/240	1	+ 5%	2WDF MLH(4) 2 horns	-15%	W	H	Q	2	100
						+ 5%	4WDF MSK(1) 4 kicks						
Great Stag	5' / 6½'	500	35	60/300	1	+20%	3WDF MLH(4) 3 horns	-25%	W	H	Q	4	200
						+15%	6WDF MSK(1) 4 kicks						
Female Deer	3' / 4'	150	15	60/240	1	+ 5%	4WDF MSK(1) 4 kicks	-15%	W	H	Q	1	50

See Titanotheres for effects of horns for Cervalces and Megaceros.

BISON	H/L	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
Figgins Bison(P)	6' / 9'	3000	75	60/200	2	+25%	5WDF MLH(4) 4 horns	0%	G	H	Q	5	350
						+10%	5WDF MLK(2) 2 kicks						
Bison Latifrons(P)	5½' / 8'	2500	70	60/200	2	+25%	4WDF MLH(4) 4 horns	0%	W	H	Q	5	350
						+10%	5WDF MLK(2) 2 kicks						

See Titanotheres for effects of horns and kicks.

ANTELOPE	H/L	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
Pronghorns(P)	20" / 30"	40-60	10	60/350	0	+ 5%	2WDF MSH(1½) 3 horns	-40%	G	H	Q	2	25
Mountain Goats(P)	30" / 4'	150	15	60/200	1	+15%	4WDF MSH(1½) 3 horns	-30%	D/Mtn	H	Q	3	25
	3' / 4½'	200	20	60/200	1	+20%	5WDFMSH(1½) 3 horns	-30%	D/Mtn	H	Q	4	50
						+10%	5WDF MSK(1)						0

CAMELS	H/L	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
Protolopus(P)	20" / 32"	30	6	60/180	0	--	--	-45%	G/D	H	Q	--	20
Stenomylus(P)	27" / 40"	50	10	60/200	0	--	--	-40%	G/D	H	Q	--	20
Oxydactylus(P)	4½' / 6'	150	15	60/220	0	+10%	4WDF MSK(1)	-30%	G/D	H	Q	1	50
Alticamelus(P) *	8' / 8'	1000	25/11	60/240	0	+15%	2WDF MLK(2) 3 kicks	-15%	G/D	H	Q	2	75
Procamelus(P) *	4' / 8'	750	25/11	60/240	0	+15%	2WDF MLK(2) 3 kicks	-25%	G/D	H	Q	2	75
Camelopes(P) *	7' / 10'	1500	33/15	60/260	0	+20%	4WDF MLK(2) 3 kicks	-20%	G/D	H	Q	3	150
	7' / 12'	1800	35/18	60/240	0	+20%	4WDF MLK(2) 3 kicks	-20%	C/D	H	Q	3	150
Paracamelus(P) *	7' / 11'	1800	35/18	60/240	0	+25%	4WDF MLK(2) 3 kicks	-20%	G/D	H	Q	3	150

*See Titanotheres for effects of kicks. Alticamelus = 15 + 1d10B/1 + 1d10F; Procamelus = 15 + 1d10B/1 + 1d10F; Smaller Camelopes = 23 + 1d10B/5 + 1d10F; Larger Camelopes = 25 + 1d10B/8+1d10F; Paracamelus = as L. Camelopes. Body and fatigue values are assumed at maximum.

BIRDS	H/L	WEIGHT	BODY	MOVE	ARMOUR	% HIT	ATTACKS	DODGE	HABITAT	DIET	POS.	HD	EXPER.
Aepyornis(P)	8' / 8'	1000	50	60/180	1	+15%	5WDF MMC(2½) 4 talons	-10%	G	H	B	3	200
Diatryma	7' / 6'	750	45	60/200	1	+10%	3WDF MMC(2½) 4 talons	-15%	G	C	B	3	200
						+15%	4WDF MMB(2) 2 beak						
Moa(P)	7-10' / 4-6'	300-500	40	60/160	1	+25%	4WDF MMC(2½) 4 talons	-10%	G	H	B	5	200
Phororhacos	5' / 5'	200-250	35	60/160	0	+10%	3WDF MMC(2½) 3 talons	-15%	G/D/W	C	B		200
						+20%	4WDF MLB(4) 3 beak						

Overland Movement



hen C&S was designed, movement was conceived largely in terms of encounter situations rather than in terms of extended pursuits. With the development of hunting rules and the additional likelihood of extended pursuits of/by enemies overland, more comprehensive rules were required to account for movement.

All creatures are assigned a Fatigue Point (FP) level equal to their Body and Fatigue levels (or body levels, if fatigue levels are not stipulated). The FP total represents the stamina and reserve strength of a creature -- the distance it can go at various speeds before it be-gins to lose Fatigue/Body points.

For each 2.5 minute cross-country/road turn, FPs are deducted from the FP total for movement. When all of the FPs are used up, 1 point/2.5 minute turn is lost from Fatigue/Body levels of the creature:

Run or Max. Speed:	FP loss/turn as indicated in the Endurance column.
3/4 Speed:	60% FP loss (50% for wolves, Wolfhounds, Lycaenops, Cynognathi).
1/2 Speed:	30% FP loss (25%) for dogs, wolves, steppe horses, Lycaenops, Cynognathi).
Walks:	10% FP loss (cats 5%).

There are also other impediments:

Partially encumbered (40% to 50% carrying capacity used to bear burden)	= double FP loss
Running in chain hauberk (1/2 or 3/4 speed; full is impossible)	= double FP loss
Running in combination plate or full plate (1/2 speed only)	= triple FP loss
Fully encumbered (50% + carrying capacity used to bear burden)	= triple FP loss
Fully fatigued (all fatigue points lost)	= lose body points

For example, let us take a man with Body 16 and Fatigue 9. FPM (Fatigue Points for Movement) = 16 + 9 = 25. Here are the possibilities:

Run at 857 yds/turn = 2 FP/turn = 25/2 or 12.5 turns for 6.2 miles.

3/4 speed or 656 yds/turn = 1.2 FP/turn = 25/1.2 = 20.8 turns for 7.75 miles.

1/2 speed or 437 yds/turn = 0.6 FP/turn = 25/0.6 = 41.7 turns for 10.4 miles.

Walk or 225 yds/turn = .2 FP/turn = 25/.2 = 125 turns for 15.9 miles.

Running in chain hauberk at 1/2 speed, for example, would expend 2 x 0.6 FP or 1.2 FP, giving 20.8 turns for 5.2 miles. If the character was fully encumbered, FP loss = 2 + 3 = 5 x 0.6 or 3 FP/turn, giving 8.3 turns for 2.1 miles.

Clearly, the system offers considerable scope with respect to running down enemies by grinding them literally into the ground.

Wounded men are regarded as being partially encumbered if under 25% body damage, and fully encumbered if over 25% damage. The same is true of animals, monsters, etc.

Cripples begin at slow walk (1/2 walk speed), with 10% FP loss; then 50% for walking speed and 100% for half-speed. Crawling is at 1/4 walk speed at 50% FP loss if injured.

Flying creatures may cruise at 1/2 speed for 5% FP loss, slow cruise at "walk" speed for 1% FP loss.

The FPM levels can be recovered at a rate of 25% per hour of rest. Constitutions of 14-18 add +5%, 10 + 10%, and 20 + 25% to FPM recovery. 10 minute rests/hour are advisable.

Once distances have closed to battle ranges, switch to the individual movement speeds given in C&S or these rules.

	In Open		Undergrowth		Dense Cover		Swamp		Swimming			
<u>CARNOSAURS</u>	Walk	Run	Walk	Run	Walk	Run	Walk	Run	Aver.	Max.	<u>Endurance</u>	
Tyrannosaurus	225	1800	100	450	75	350	75	200	75	--	30 FP/turn	
Allosaurus	225	1800	100	450	75	375	75	200	75	--	20 FP/turn	
Gorgosaurus	225	1900	100	550	75	450	75	250	75	--	15 FP/turn	
Ceratosaurus	225	1900	100	600	75	500	75	250	75	--	15 FP/turn	
Coeleophysis	225	2700	125	800	75	450	75	150	50	--	5 FP/turn	
Coelurosaurus	225	2300	125	800	75	400	50	175	50	--	1 FP/turn	
Cygnognathus	275	1800	150	750	100	425	100	400	125	--	1 FP/turn	
Deinonychus	225	2300	125	750	75	400	50	200	25	--	3 FP/turn	
Dimetrodon	175	800	100	300	75	200	75	200	125	250	8 FP/turn	
Hesperosuchus	225	1500	125	700	75	450	75	350	125	--	3 FP/turn	
Hysilophodon	225	4400	125	1000	125	600	50	150	50	--	10 FP/turn	
Lycanops	300	2000	150	750	100	450	100	400	150	--	1 FP/turn	
Orintholestes	225	3500	150	1000	75	500	75	175	75	--	5 FP/turn	
Orinthosuchus	225	1900	150	1000	75	600	100	250	75	--	1 FP/turn	
Sphenacodon	175	800	100	300	75	200	75	200	125	250	8 FP/turn	
Yaleosaurus	200	2000	125	850	100	600	100	300	100	200	6 FP/turn	
<u>AMPHIBIOUS DINOSAURS</u>												
Elasmosaurus	50	150	50	100	--	--	75	150	300	1200	10 FP/turn*	
Henodus	50	150	50	100	--	--	75	200	300	1000	5 FP/turn*	
Machaeroprotopus	125	600	50	350	--	--	75	300	75	500	10 FP/turn	
Mesosuchus	125	650	150	400	--	--	75	250	100	600	5 FP/turn	
Muraneosaurus	--	--	--	--	--	--	--	--	300	1250	indefinite*	
Nothosaurus	20	50	20	50	--	--	50	100	200	900	2 FP/turn*	
Placodus	50	150	50	100	--	--	75	200	300	1000	5 FP/turn*	
Tylosaurus	--	--	--	--	--	--	--	--	400	1800	indefinite*	
Shark	--	--	--	--	--	--	--	--	400	1800	indefinite*	
*Only computed on land.												
<u>FLYERS</u>												
On Ground	25	--	25	--	25	--	25	--	--	--	indefinite	
Dimorphodon	300	2000	300	800	--	--	300	2000	--	--	8 hours	
Pteranodon	300	4000	300	700	--	--	300	4000	--	--	24 hours	
FRP Pteranodon	300	3000	300	700	--	--	300	3000	--	--	24 hours	
Pterodactyls	300	2000	300	800	--	--	300	2000	--	--	8 hours	
Rhamphorynchus	300	3000	300	1200	--	--	300	3000	--	--	8 hours	
Ptenodracon	300	2500	300	1000	--	--	300	2500	--	--	8 hours	
<u>CERATIOTOPSIANS</u>												
Monoclonius	200	1800	100	700	75	400	75	100	--	--	10 FP/turn	
Protoceratops	225	1400	100	500	75	400	75	125	50	--	5 FP/turn	
Styracosaurus	200	1600	100	700	75	400	75	100	--	--	15 FP/turn	
Triceratops	200	1600	100	700	75	400	75	100	--	--	25 FP/turn	
<u>ARMoured DINOSAURS</u>												
Ankylosaurus	125	600	100	400	100	200	50	100	--	--	30 FP/turn	
Desmatosuchus	225	1200	100	550	75	350	50	100	--	--	20 FP/turn	
Nodosaurus	225	950	100	500	75	300	50	100	--	--	20 FP/turn	
Scelidosaurus	225	1600	100	700	75	400	75	100	--	--	15 FP/turn	
Scolosaurus	150	600	100	400	100	200	50	100	--	--	30 FP/turn	
Stagnolepsis	225	950	100	500	75	300	50	100	--	--	8 FP/turn	
Stegosaurus	225	950	100	500	75	300	50	100	--	--	30 FP/turn	
<u>PREY DINOSAURS</u>												
Apatosaurus	225	950	150	700	100	400	100	200	100	--	100 FP/turn	
Brachiosaurus	225	950	150	700	100	400	100	200	100	--	100 FP/turn	
Bienotherium	225	950	225	950	225	950	50	100	50	--	1 turn at max	
Bradysaurus	225	1600	100	800	100	600	100	200	100	--	8 FP/turn	
Camarasaurus	225	950	150	400	100	300	100	200	100	--	40 FP/turn	
Camptosaurus	225	1500	150	400	100	300	75	150	75	--	20 FP/turn	
Cotylorhynchus	225	700	150	300	100	250	50	125	50	--	15 FP/turn	
Diadectes	225	600	100	300	100	300	75	200	100	200	8 FP/turn	
Edaphosaurus	225	1300	150	400	100	300	100	200	100	--	15 FP/turn	
Endothiodon	225	950	150	500	125	400	75	125	75	--	2 FP/turn	
Eryops	150	950	100	350	100	300	100	225	100	--	15 FP/turn	
Anatosaurus	225	1600	150	400	100	300	100	200	100	--	20 FP/turn	
Cheneosaurus	225	1750	150	400	100	300	100	200	100	--	8 FP/turn	
Hiypacrosaurus	225	1700	150	400	100	300	100	200	100	--	15 FP/turn	
Iguanodon	225	1700	150	500	100	350	100	200	100	--	20 FP/turn	
Lystrosaurus	225	500	150	250	125	175	125	175	125	--	8 FP/turn	
Plateosaurus	225	1650	150	500	100	450	100	175	100	--	15 FP/turn	
Psitticosaurus	225	1200	200	800	175	350	50	125	75	--	5 FP/turn	
Ruchneosaurus	225	1700	200	800	175	400	50	125	75	--	2 FP/turn	
Scaphonyx	225	1200	200	800	175	400	75	150	100	--	10 FP/turn	
Tanystrophaesus	225	1350	200	900	175	500	75	150	75	--	3 FP/turn	
<u>SERPENTS</u>												
Constrictor	15	350	10	75	10	50	25	100	100	--	10 FP/turn*	
Large Constrictor	15	400	10	75	10	50	25	100	125	--	10 FP/turn*	
Small Viper	25	400	10	100	10	75	50	125	100	--	5 FP/turn*	
Large Viper	30	400	10	100	10	75	50	125	100	--	5 FP/turn*	
Giant Serpent 40'	35	600	30	200	30	150	75	175	150	--	10 FP/turn*	
Giant Serpent 50'	40	650	35	250	30	200	100	225	150	--	10 FP/turn*	
*Only computed on land.												
<u>GIANT INSECTS</u>												
Giant Ant	200	1000	125	550	75	275	--	--	--	--	4 FP/turn*	
Centipede	5	15	5	15	5	15	5	15	5	--	2 turns	
Giant Centipede	350	1500	200	750	100	400	75	150	25	--	2 turns	
Giant Mosquito	300	1500	Standard Flying Speed; 50 on ground.									1 hour
Scorpion	5	10	5	10	5	10	--	--	--	--	2 turns	
Giant Scorpion	150	650	75	300	50	200	--	--	--	--	4 FP/turn	
Giant Spider	250	1000	175	600	125	400	50	150	--	--	3 FP/turn	
Giant Preying Mantis	225	1000	150	500	125	375	100	250	100	--	10 FP/turn	
Giant Wasp/Bee	300	2000	Standard Flying Speed; 50 on ground.									2 hours
<u>FELINES</u>												
Brea Lion	225	2500	125	800	75	500	75	225	75	125	15 FP/turn	
Smilodon	225	2400	125	800	100	500	75	225	75	125	10 FP/turn	
Sabre-Tooth I	225	2500	125	900	75	500	75	300	75	100	9 FP/turn	
Sabre-Tooth II	225	2500	125	950	75	500	75	450	75	100	9 FP/turn	
Sabre-Tooth III	225	2600	125	975	75	525	75	325	75	100	9 FP/turn	
Puma I	225	2400	125	950	75	525	75	300	75	100	8 FP/turn	
Puma II	225	2400	125	975	75	550	75	450	75	125	6 FP/turn	
Puma III	225	2700	125	1000	75	500	75	275	75	100	5 FP/turn	

Puma IV	225	3500	125	1100	75	600	75	275	75	100	5 FP/turn
Hunting Cat	225	1800	125	900	75	600	75	400	75	--	3 FP/turn
<u>WOLVES AND CANINES</u>											
Great Dire Wolf	225	2000	125	800	75	450	75	200	75	125	1 FP/turn
Dire Wolf	225	2000	125	775	75	450	75	200	75	125	1 FP/turn
Small Dire Wolf	225	2000	125	750	75	425	75	175	75	125	1 FP/turn
Timber Wolf	225	1850	125	700	75	400	75	175	75	125	1 FP/turn
Tim. Wolf Leader	225	1950	125	750	75	450	75	200	75	125	1 FP/turn
Coyote Types	225	2000	125	950	75	550	75	175	75	100	1 FP/turn
Large Wild Dog	225	1850	125	750	75	400	75	175	75	125	1 FP/turn
Hyena	225	1700	125	650	75	375	75	150	75	100	1 FP/turn
<u>VARIED CARNOVORES</u>											
Badger	150	650	125	500	100	300	--	--	--	--	3 FP/turn
Giant Badger	150	700	125	550	100	350	--	--	--	--	10 FP/turn
Skunk	25	550	25	400	25	300	25	75	25	50	2 FP/turn
Giant Skunk	75	600	75	500	50	400	50	125	50	75	10 FP/turn
Weasel/Ferret	150	500	150	500	150	500	25	50	25	75	2 FP/turn
Giant Weasel	225	1500	125	950	125	650	75	150	75	125	6 FP/turn
Wolverine	175	1500	100	675	75	375	75	175	75	125	7 FP/turn
Giant Wolverine	200	1700	125	900	125	450	75	200	75	175	7 FP/turn
Small Rodents	25	450	25	375	25	300	10	50	10	25	1-3 turns
<u>CROCODILIANS</u>											
See Mesosuchians											
<u>BEARS</u>											
Cave Bear	200	1600	125	650	75	450	75	200	75	150	9 FP/turn
Tremarctotherium	200	1800	125	650	75	450	75	175	75	125	8 FP/turn
Brown/Black Bear	200	1600	125	700	75	400	75	150	75	150	6 FP/turn
Grizzly	200	1700	125	700	75	400	75	150	75	150	6 FP/turn
Polar Bear	200	1800	125	750	75	450	75	200	100	250	6 FP/turn
<u>TITANOTHERES</u>											
Brontops	225	1600	125	500	50	250	50	100	50	100	15 FP/turn
Br ontotherium	225	1650	125	500	50	250	50	100	50	100	15 FP/turn
Matoceras	225	1700	125	550	75	275	50	100	50	125	12 FP/turn
Paleosyops	225	1750	125	600	75	300	75	125	75	125	8 FP/turn
<u>RHINOCERI</u>											
Baluchitherium	225	1600	125	625	75	450	75	125	75	125	25 FP/turn
Diceratherium	225	1550	125	675	100	525	75	175	75	125	5 FP/turn
Metamynodon	175	1000	100	450	75	375	75	200	100	225	10 FP/turn
Woolly Rhonoceros	225	1600	125	625	75	450	75	125	75	125	20 FP/turn
Modern Rhinoceros	225	1600	125	625	75	450	75	125	75	125	20 FP/turn
<u>SWINE</u>											
Dinohynus	200	1800	150	750	75	400	50	175	50	100	3 FP/turn
Promercochoerus	175	1600	150	725	75	400	50	175	50	100	3 FP/turn
Boars	175	1450	150	725	75	275	25	75	25	75	3 FP/turn
<u>GIANT SLOTHS</u>											
All Sloths	100	500	100	400	75	300	75	300	75	100	20 FP/turn
<u>MASTODONTS</u>											
All Mammoths, Elephants, etc.	225	1600	150	675	100	550	75	200	75	125 small	25 FP/turn 15 FP/turn
<u>SUPER ARMADILLOS</u>											
Doedicurus	125	800	75	500	75	350	75	200	75	--	20 FP/turn
Glyptodon	125	600	75	450	75	300	75	200	100	--	20 FP/turn
<u>BEAVERS</u>											
Castorides	125	750	75	400	75	300	75	400	75	400	5 FP/turn
Beaver	100	700	75	375	75	300	75	400	75	400	1 FP/turn
<u>HORSES</u>											
Eohippus	250	1900	125	800	75	500	75	150	75	100	1 FP/turn
Mesohippus	250	2000	125	800	75	550	75	225	75	125	1 FP/turn
Merychippus	250	2100	125	800	75	550	75	225	75	125	1 FP/turn
Philohippus	250	2200	125	750	75	450	75	225	75	150	2 FP/turn
with rider	250	1900	125	650	75	300	75	150	75	125	4 FP/turn
Equus 1200 lb.	250	2250	125	750	75	450	75	150	75	125	2 FP/turn
with rider	250	1900	125	650	75	300	75	150	75	125	2 FP/turn
Equus 1500 lb.	250	2100	125	750	75	450	75	150	75	125	2 FP/turn
with rider	250	1800	125	625	75	325	75	150	75	125	3 FP/turn
Equus 1800 lb.	250	2000	125	700	75	500	75	175	75	125	2 FP/turn
with rider	250	1750	125	625	75	325	75	150	75	125	3 FP/turn
Equus 2400 lb.	250	1850	125	700	75	500	75	150	75	125	2 FP/turn
with rider	250	1650	125	625	75	325	75	150	75	125	3 FP/turn
<u>DEER</u>											
Cervalces	225	2750	150	825	75	500	25	100	50	125	1 FP/turn
Megaceros	225	2500	150	825	75	475	25	100	50	125	1 FP/turn
Stag Deer	225	2000	150	775	75	425	25	100	50	125	2 FP/turn
Great Stag	225	2500	150	825	75	475	25	100	50	125	1 FP/turn
Female Deer	225	1950	150	750	75	425	25	100	50	125	2 FP/turn
<u>BISON</u>											
Figgins Bison	225	1750	150	650	75	400	50	150	75	125	10 FP/turn
Bison Latifrons	225	1700	150	700	75	425	50	150	75	125	10 FP/turn
<u>ANTELOPE</u>											
Pronghorns	225	3000	125	800	75	500	75	150	75	100	3 FP/turn
Mountain Goats	200	1650	125	700	75	450	75	150	75	100	3 FP/turn
<u>CAMELS</u>											
Protolopus	225	1800	125	800	75	500	75	125	75	100	1 FP/turn
Stenomylus	225	1900	125	800	75	500	75	125	75	100	1 FP/turn
Oxydactylus	225	1950	125	800	75	500	75	200	75	100	1 FP/turn
\Alticamelus	225	2000	125	600	75	400	75	150	75	100	3 FP/turn
Procamelus	225	2000	125	750	75	400	75	150	75	100	3 FP/turn
Camelopes 1500 lb.	250	2000	125	700	75	400	75	150	75	100	2 FP/turn
with rider	250	1750	125	600	75	300	75	150	75	100	3 FP/turn
Camelopes 1800 lb.	250	1900	125	700	75	475	75	150	75	100	2 FP/turn
with rider	250	1650	125	600	75	300	75	150	75	100	3 FP/turn
Paracamelus	250	1850	125	700	75	475	75	150	75	100	2 FP/turn
with rider	250	1600	125	600	75	300	75	150	75	100	3 FP/turn

BIRDS (Flightless)

Aepyornis	250	1700	125	800	75	500	75	125	75	--	5 FP/turn
with rider	250	1550	125	550	75	375	75	125	75	--	8 FP/turn
Diatryma	250	2000	125	900	75	550	75	125	75	--	5 FP/turn
Moa	250	1450	125	700	75	450	75	125	75	--	5 FP/turn
Phororhacos	250	1500	125	750	75	500	75	100	75	--	5 FP/turn

Non-Player Characters



he following "typical" NPC Hss'Taathi and Kulun'Ssaatha are provided as a guide to the Game Master and should not be regarded as the only NPC types that can appear. (See the Dragonlords.)

For variety, individual characteristics can be re-rolled or preset. For example, the usual IQ of a Hch'ait is 13, but one could as easily adjust that characteristic as one wishes. The fighting characteristics, etc., of such an "adjusted" character could be left the same or they could be raised or lowered slightly. Similarly, body and fatigue levels could be raised or lowered, etc. Nor is it necessary to "roll out" the new NPC; an exact correspondence between the game characteristics and fighting characteristics is not essential. One can "fudge" the whole process a bit, avoiding all the work of developing an NPC like a player-character.

NPCs with super "human" strength have not been provided, but these can be assumed to have PCFs anywhere from 6-12 points higher than the norm, so simply read down the appropriate number of "levels" to find an existing NPC profile that seems to fit the bill. Be sure to

remember to add in the extra WDFs for such strength. Also, carrying capacities of such NPCs will be 3.8 to 5.3 times the weight of the character, assuming a Constitution of 13. Some NPCs, like Hch'ait, could carry up to 6 times their weight. Award experience for slaying/vanquishing such types according to the value beside the PCF chosen for the NPC.

Movement in Melee

In melee, the characters have movement as follows:

Hch'ait	120'/turn	T'Kah	120'/turn
Htikkh	120'/turn	Ssliissi	120'/turn
Ss'iss'khe	150'/turn	Khuihh	100'/turn
Hss'aikh	120'/turn	Htlaii	120'/turn

If carrying more than 10% of CCAP, reduce speed 10'/turn per 10% carried, with minimum speed at 40% of normal. More than 25% wounds to the body reduces speed as if carrying that percent-age of the CCAP. Damage incurred as a crippling wound (to legs) counts as double damage for the purposes of computing speed, and an overburdened character could be reduced to 0 movement (the minimum 40% rule does not apply in this case).

Normal walking pace is 60'/turn.

CHARACTER RACES	In Open		Undergrowth		Dense Cover		Swamp		Swimming		
	Walk	Run	Walk	Run	Walk	Run	Walk	Run	Aver.	Max.	Endurance
<u>Hss'Taathi</u>											
Hch'ait	225	950	150	550	100	350	75	150	75	100	2 FP/turn
Ssliissi	225	925	150	525	100	325	75	150	75	100	2 FP/turn
Hss'aikh	225	925	150	525	100	325	75	150	75	100	2 FP/turn
T'Kah	225	900	150	525	100	325	75	150	75	100	2 FP/turn
Ss'iss'khe	225	1250	175	650	125	400	75	150	75	100	2 FP/turn
Htlaii	225	925	150	525	100	325	75	150	75	100	2 FP/turn
Htikkh	225	900	150	525	100	325	75	150	75	100	2 FP/turn
Khuihh	225	875	125	450	75	300	75	150	75	100	2 FP/turn
<u>Kulun'Ssaatha</u>											
Hch'ait	225	875	125	450	75	300	75	250	100	250	2 FP/turn*
Ssliissi	225	875	125	450	75	300	75	250	100	250	2 FP/turn*
Hss'aikh	225	850	125	425	75	275	75	250	100	225	2 FP/turn*
T'Kah	225	825	125	425	75	275	75	250	100	225	2 FP/turn*
Ss'iss'khe	225	1000	125	600	75	350	75	350	100	275	2 FP/turn*
Htlaii	225	850	125	425	75	275	75	250	100	225	2 FP/turn*
Htikkh	225	825	125	425	75	275	75	250	100	225	2 FP/turn*
Khuihh	225	800	125	400	75	250	75	225	100	200	2 FP/turn*

*1 FP in the water.

Saurian Mounts

K'Haasst, armoured	225	1650	125	625	75	325	75	150	75	150	5 FP/turn
K'Haasst, "light"	225	1750	125	650	75	350	75	175	75	200	4 FP/turn
T'Haasst, armoured	225	1600	125	675	75	375	75	175	75	175	5 FP/turn*
T'Haasst, "light"	225	1800	125	700	75	375	75	175	75	200	4 FP/turn
Triceratops	225	1600	100	700	75	400	75	100	--	--	25 FP/turn
2000 dr. K'sss'sah	225	1900	125	700	100	500	100	250	100	150	4 FP/turn
1500 dr. K'sss'sah	225	2000	125	750	100	500	100	250	100	150	4 FP/turn
Brontosaurian	as given for Brachiosaurs and Apatosaurs, below.										
Hadrosaurian	as given for Hadrosaurs, below.										

*Leather (perhaps with metal studs) only.

NPC CHARACTERSHCH'AIT

The typical Hch'ait of the Hss'Taathi and Kulun'Ssaathi stands bout 6'9" when fully erect and weights 425 dr. Game characteristics are: Dex 14; Str. 15; Con. 16; App. 21; BV 19; IQ 13; Wis. 13; Char. 21; Alignment variable. Carrying Capacity (CCAP) is 1190 dr. Fighting Characteristics are:

Exper.	LIGHT WEAPONS							HEAVY WEAPONS				Weapon	Shield	Natural	Exper.	
Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Parry	Dodge	Armour	PCF	Bonus
1	33	4	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	--	-20%	-34%	1	20.8	250
2	35	7	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	+2%	-20%	-34%	1	22.8	275
3	37	11	+25%	-20%	+3	4WDF	+18%	-12%	+2	5WDF	+4%	-22%	-35%	1	25.8	375
4	39	14	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	+6%	-25%	-36%	2	27.8	500
5	41	19	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	+8%	-25%	-36%	2	29.8	600
6	43	22	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	+10%	-30%	-38%	2	32.8	750
7	45	25	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	+12%	-32%	-40%	2	34.8	900
8	47	29	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	+14%	-32%	-40%	3	36.8	1000
9	49	30	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	+16%	-35%	-43%	3	39.8	1200
10	51	33	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	+16%	-38%	-45%	3	41.8	1500
11	53	34	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	+16%	-38%	-45%	3	44.8	1750
12	55	36	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	+18%	-40%	-47%	3	46.8	2000
13	57	37	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	+18%	-40%	-47%	3	48.8	2200
14	59	38	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	+18%	-50%	-50%	3	50.8	2500
15	61	39	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	+20%	-50%	-50%	3	53.8	2750
16	63	40	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+20%	-50%	-50%	4	55.8	3000
17	63	41	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+20%	-50%	-50%	4	57.8	3250
18	63	42	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+22%	-50%	-50%	4	59.8	3500
19	63	43	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+22%	-50%	-50%	4	62.8	3750
20	63	44	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+22%	-50%	-50%	4	64.8	4000
21	63	44	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-50%	-50%	4	66.8	4400
22	63	45	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-50%	-50%	4	66.8	4800
23	63	45	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-50%	-50%	4	66.8	5200
24	63	46	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-50%	-50%	4	66.8	5600
25	63	48	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-50%	-50%	4	66.8	6000

Armour worn by Hch'ait is highly variable, but full war gear tends to be a type of superb scale hauberk (armour class 7 or 8) and open-faced helm of metal, with a heavy shield with a -15% defensive value. Add class of armour worn to natural armour when computing the total armour defense of the character.

SSLISSI

The typical Sslissi of the Hss'Taathi and Kulun'Ssaathi stands about 6'10" and weighs 475 dr. Game characteristics are: Dex 9; Str. 15' Con. 15' App. 17' BV 11; IQ 9; Wis. 9; Char. 12; Alignment variable. Carrying Capacity (CCAP) is 1280 dr. Fighting characteristics are:

Exper.	LIGHT WEAPONS						HEAVY WEAPONS				Weapon	Shield	Natural		Exper.	
Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Parry	Dodge	Armour	PCF	Bonus
1	35	4	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	--	-18%	-32%	1	17.9	200
2	37	7	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	+ 2%	-18%	-32%	1	19.9	250
3	39	10	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	+ 4%	-20%	-34%	1	21.9	300
4	41	14	+25%	-20%	+3	4WDF	+18%	-12%	+2	5WDF	+ 6%	-22%	-35%	2	23.9	350
5	43	19	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	+ 8%	-25%	-36%	2	25.9	450
6	45	21	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	+10%	-25%	-36%	2	27.9	550
7	47	25	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	+12%	-25%	-36%	2	29.9	650
8	49	27	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	+14%	-30%	-38%	2	31.9	750
9	51	28	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	+16%	-30%	-38%	2	33.9	900
10	53	30	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	+16%	-32%	-40%	3	35.9	1100
11	55	32	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	+16%	-35%	-43%	3	37.9	1250
12	57	33	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	+18%	-35%	-43%	3	39.9	1400
13	59	34	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	+18%	-38%	-45%	3	41.9	1600
14	61	35	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	+18%	-38%	-45%	3	43.9	1800
15	63	36	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	+20%	-40%	-47%	3	45.9	2100
16	65	37	+40%	-37%	+7	6WDF	+30%	-20%	+6	7WDF	+20%	-40%	-47%	4	47.9	2300
17	65	38	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	+20%	-40%	-47%	4	49.9	2500
18	65	39	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	+22%	-50%	-50%	4	51.9	2750
19	65	40	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	+22%	-50%	-50%	4	53.9	3000
20	65	41	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+22%	-50%	-50%	4	55.9	3500
21	65	41	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-40%	-50%	4	57.9	3900
22	65	41	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-40%	-50%	4	59.9	4200
23	65	41	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-40%	-50%	4	61.9	4500
24	65	42	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-40%	-50%	4	63.9	4800
25	65	42	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-40%	-50%	4	65.9	5000

Armour worn by Sslissi is as given for Hch'ait, above.

HSS'AIKH

The typical Hss'aikh of the Hss'Taathi and Kulun'Ssaathi stands about 6'3" and weighs about 280 dr. Game characteristics are: Dex 9; Str. 12; Con. 13; App. 14; BV 11; IQ 9; Wis. 9; Char. 11; Alignment variable. Carrying Capacity (CCAP) is 530 dr. Fighting Characteristics are:

Exper.	LIGHT WEAPONS						HEAVY WEAPONS				Weapon	Shield	Natural		Exper.	
Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Parry	Dodge	Armour	PCF	Bonus
1	21	4	+10%	- 8%	--	3WDF	+ 5%	--	--	3WDF	--	- 5%	-15%	1	9.9	150
2	23	7	+12%	-10%	+1	3WDF	+ 8%	--	--	3WDF	+ 2%	- 8%	-20%	1	11.4	175
3	25	11	+15%	-12%	+1	3WDF	+10%	--	--	4WDF	+ 4%	-10%	-25%	1	12.9	200
4	27	14	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	+ 6%	-15%	-30%	2	14.4	250
5	29	19	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	+ 8%	-18%	-32%	2	16.4	300
6	31	22	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	+10%	-18%	-32%	2	17.8	350
7	33	25	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	+12%	-18%	-32%	2	19.3	400
8	35	26	+22%	-18%	+3	4WDF	+16%	-10%	+1	5WDF	+14%	-20%	-34%	3	20.8	500
9	37	29	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	+16%	-20%	-34%	3	22.3	600
10	39	30	+25%	-20%	+3	4WDF	+18%	-12%	+2	5WDF	+16%	-22%	-35%	3	24.3	700
11	41	31	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	+16%	-25%	-36%	3	25.8	850
12	43	33	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	+18%	-25%	-36%	3	27.3	1000
13	45	34	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	+18%	-25%	-36%	3	28.8	1150
14	47	35	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	+18%	-30%	-38%	3	30.3	1400
15	49	36	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	+20%	-30%	-38%	3	32.3	1600
16	51	37	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	+20%	-32%	-40%	4	34.3	1900
17	51	38	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	+20%	-32%	-40%	4	36.3	2100
18	51	39	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	+22%	-35%	-43%	4	38.3	2500
19	51	40	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	+22%	-38%	-45%	4	40.3	3000
20	51	41	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	+22%	-38%	-45%	4	42.3	3300
21	51	42	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	+24%	-40%	-47%	4	45.3	3750
22	51	43	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	+24%	-40%	-47%	4	48.3	4000
23	51	43	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	+24%	-50%	-50%	4	51.3	4250
24	51	43	+45%	-45%	+8	6WDF	+40%	-20%	+6	8WDF	+24%	-50%	-50%	4	54.3	4500
25	51	44	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	+24%	-50%	-50%	4	57.3	4750

Armour worn by Hss'aikh is highly variable, but full war gear often consists of studded leather (armour class 4) and hardened leather or metal helmet, with a heavy shield of -10% or -15% defensive value. Add class of armour worn to natural armour when computing the total armour defense of the character.

T'KAH

The typical T'Kah of the Hss'Taathi and Kulun'Ssaathi stands about 5'8" and weighs 170 dr. Game characteristics are: Dex. 9; Str. 12; Con. 13; App. 13; BV 11; IQ 9; Wis. 9; Char. 11; Alignment variable. Carrying Capacity (CCAP) is 320 dr. Fighting characteristics are:

Exper.	LIGHT WEAPONS						HEAVY WEAPONS				Weapon	Shield	Natural		Exper.
Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Dodge	PCF	Bonus	Bonus
1	15	4	+ 8%	- 5%	--	3WDF	+3%	--	--	3WDF	--	-10%	7.5	100	
2	17	7	+10%	- 8%	--	3WDF	+5%	--	--	3WDF	± 2%	-15%	9	125	
3	19	10	+12%	-10%	--	3WDF	+8%	--	--	3WDF	± 4%	-20%	10.5	150	
4	21	13	+15%	-12%	+1	3WDF	+10%	--	--	4WDF	± 6%	-25%	12	175	
5	23	17	+18%	-14%	+2	3WDF	+12%	-5%	+1	4WDF	± 8%	-30%	14	200	
6	25	22	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	±10%	-30%	15.5	250	
7	27	25	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±12%	-32%	17	300	
8	29	28	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±14%	-32%	19.5	350	
9	31	28	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±16%	-34%	21	400	
10	33	30	+25%	-20%	+3	4WDF	+18%	-12%	+2	5WDF	±16%	-35%	23	450	
11	35	30	+25%	-20%	+3	4WDF	+18%	-10%	+2	5WDF	±16%	-35%	24.5	500	
12	37	30	+28%	-25%	+4	4WDF	+20%	-15%	+2	5WDF	±18%	-36%	26	600	
13	39	31	+28%	-25%	+4	4WDF	+20%	-15%	+2	5WDF	±18%	-36%	27.5	700	
14	41	32	+28%	-25%	+4	4WDF	+20%	-15%	+2	5WDF	±18%	-36%	29	800	
15	43	33	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	±20%	-38%	31	900	
16	45	34	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	±20%	-38%	33	1000	
17	45	35	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	±20%	-40%	35	1100	
18	45	36	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	±22%	-43%	37	1200	
19	45	37	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	±22%	-43%	39	1350	
20	45	38	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±22%	-45%	41	1500	

Armour worn by T'Kah is typically of leather (armour class 2-4) and a hardened leather helmet. Rarely do they carry shields (-10% or -15% defensive value), and may employ them only as a "passive" defense. Add class of armour worn to natural armour when computing the total armour defense of the character. All T'Kah have natural armour of class 2.

SS'ISS'KHE

The typical Ss'iss'khe of the Hss'Taathi and Kulun'Ssaathi stands 6'1" and weighs 235 dr. Game characteristics are: Dex. 16' Str. 12; Con. 13; App. 14; BV 11; IQ 9; Char. 11; Wis. 9; Alignment variable. Carrying Capacity (CCAP) is 450 dr. Fighting characteristics are:

Exper.	LIGHT WEAPONS							HEAVY WEAPONS				Weapon			Exper.
Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Dodge	PCF	Bonus	
1	19	4	+10%	- 8%	--	3WDF	+ 5%	--	--	3WDF	--	-15%	9.2	125	
2	21	7	+12%	-10%	+1	3WDF	+ 8%	--	--	3WDF	± 2%	-20%	10.7	150	
3	23	10	+15%	-12%	+1	3WDF	+10%	--	--	4WDF	± 4%	-25%	12.2	175	
4	25	13	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	± 6%	-30%	13.7	200	
5	27	17	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	± 8%	-30%	15.2	250	
6	29	22	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±10%	-32%	16.7	300	
7	31	26	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±12%	-32%	18.2	350	
8	33	28	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±14%	-32%	19.7	450	
9	35	29	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±16%	-34%	21.2	550	
10	37	30	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±16%	-34%	22.7	650	
11	39	30	+25%	-20%	+3	4WDF	+18%	-12%	+2	5WDF	±16%	-35%	24.2	750	
12	41	30	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±18%	-36%	26.2	850	
13	43	31	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±18%	-36%	28.2	950	
14	45	32	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	±18%	-38%	30.2	1100	
15	47	33	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	±20%	-38%	32.2	1250	
16	49	34	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	±20%	-40%	34.2	1500	
17	49	35	+32%	-30%	+5	5WDF	+25%	-18%	+4	6WDF	±20%	-40%	36.2	1750	
18	49	36	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	±22%	-43%	38.2	2000	
19	49	37	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±22%	-45%	40.2	2250	
20	49	38	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±22%	-45%	42.2	2500	
21	49	39	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±24%	-45%	44.2	2750	
22	49	40	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	±24%	-47%	46.2	3000	
23	49	40	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	±24%	-47%	48.2	3250	
24	49	40	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	±24%	-50%	50.2	3500	
25	49	40	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	±24%	-50%	52.2	3750	

All Ss'iss'khe have natural armour of class 3. Ss'iss'khe wear only leathers for armour and cannot employ a shield except for passive defense. Add class of armour worn to natural armour when computing the total armour defense of the character.

HTLAIH

The typical Htlaii of the Hss'Taathi and Kulun'Ssaathi stands 6'9" and weighs 400 dr. Game characteristics are: Dex. 9; Str. 12; Con. 13; App. 15; BV 19; IQ 17; Wis. 15; Char. 17; Alignment variable. Carrying Capacity (CCAP) is 760 dr. Fighting characteristics are:

Exper.	LIGHT WEAPONS						HEAVY WEAPONS						Weapon			Exper.
Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Dodge	PCF	Bonus		
1	29	4	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	--	-30%	1	13.2		
2	31	7	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	± 2%	-30%	1	14.7		
3	33	10	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	± 4%	-32%	1	16.2		
4	35	13	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	± 6%	-32%	2	17.7		
5	37	17	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	± 8%	-32%	2	19.2		
6	39	22	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±10%	-34%	2	20.7		
7	41	26	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±12%	-34%	2	22.2		
8	43	28	+25%	-20%	+3	4WDF	+18%	-12%	+2	5WDF	±14%	-35%	2	23.7		
9	45	30	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±16%	-36%	3	25.2		
10	47	31	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±16%	-36%	3	26.7		
11	49	31	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±16%	-36%	3	28.2		
12	51	32	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	±18%	-38%	3	30.2		
13	53	33	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	±18%	-38%	3	32.2		
14	55	34	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	±18%	-40%	3	34.2		
15	57	35	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	±20%	-40%	3	36.2		
16	59	36	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	±20%	-43%	3	38.2		
17	59	37	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±20%	-45%	3	40.2		
18	59	38	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±22%	-45%	3	42.2		
19	59	39	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±22%	-45%	3	44.2		
20	59	40	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	±22%	-47%	3	46.2		
21	59	41	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	±24%	-47%	3	48.2		
22	59	42	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	±24%	-47%	4	50.2		
23	59	42	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	±24%	-47%	4	52.2		
24	59	42	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	4	54.2		
25	59	42	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	4	56.2		
26	59	43	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	4	58.2		
27	59	43	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	4	60.2		
28	59	43	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	4	62.2		
29	59	43	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	4	64.2		
30	59	44	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	5	66.2		
31	59	44	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	5	68.2		
32	59	44	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	5	70.2		
33	59	45	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	5	72.2		
34	59	45	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	5	72.2		
35	59	46	+50%	-40%	+9	7WDF	+40%	-25%	+6	9WDF	±24%	-50%	6	74.2		

Htlaii wear only leathers for armour and can employ or shield only in passive defense. Add armour to natural armour.

HTIKKH

The typical Htikkh of the Hss'Taathi and Kulun'Ssaathi stands 6'3" and weighs 265 dr. Game Characteristics are: Dex. 9; Str.12; Con. 13; App. 14; BV 19; IQ 17; Wis. 15; Char. 17; Alignment variable. Carrying Capacity (CCAP) is 510 dr. Fighting characteristics are:

Exper.	LIGHT WEAPONS								HEAVY WEAPONS				Weapon		Natural				Exper.
Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Dodge	Armour	PCF	PMF	MKL	Bonus		
1	21	4	+12%	-10%	+1	3WDF	+ 8%	--	--	3WDF	--	-20%	1	10.8	14	1	300		
2	23	7	+15%	-12%	+1	3WDF	+10%	--	--	4WDF	± 2%	-25%	1	12.3	16	1	400		
3	25	11	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	± 4%	-30%	1	13.8	18	1	500		
4	27	13	+18%	-12%	+2	3WDF	+12%	- 5%	+1	4WDF	± 6%	-30%	2	15.3	20	1	600		
5	29	17	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	± 8%	-32%	2	16.8	22	1	700		
6	31	22	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±10%	-32%	2	18.3	24	1	850		
7	33	25	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±12%	-32%	2	19.8	26	2	1000		
8	35	28	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±14%	-34%	2	21.3	28	3	1250		
9	37	30	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±16%	-34%	3	22.8	30	4	1500		
10	39	32	+25%	-20%	+3	4WDF	+18%	-12%	+2	5WDF	±16%	-35%	3	24.3	32	5	2000		
11	41	32	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±16%	-36%	3	26.3	34	6	2500		
12	43	34	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±18%	-36%	3	28.3	36	7	3000		
13	45	35	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	±18%	-38%	3	30.3	38	8	3500		
14	47	36	+30%	-28%	+4	5WDF	+22%	-18%	+3	5WDF	±18%	-38%	3	32.3	40	9	4000		
15	49	37	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	±20%	-40%	3	34.3	42	10	4500		
16	51	38	+32%	-30%	+5	5WDF	+25%	-19%	+4	6WDF	±20%	-40%	3	36.3	44	11	5000		
17	51	39	+35%	-33%	+5	5WDF	+28%	-20%	+4	6WDF	±20%	-43%	3	38.3	46	12	5500		
18	51	40	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±22%	-45%	3	40.3	48	13	6000		
19	51	41	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±22%	-45%	3	42.3	50	14	6500		
20	51	42	+38%	-35%	+6	6WDF	+30%	-20%	+5	6WDF	±22%	-45%	3	44.3	52	15	7000		
21	51	43	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	±24%	-47%	3	46.3	54	15	7500		
22	51	44	+40%	-37%	+7	6WDF	+35%	-20%	+6	7WDF	±24%	-47%	4	48.3	56	16	8000		

23	51	44	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	±24%	-50%	4	50.3	58	16	8500
24	51	44	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	±24%	-50%	4	52.3	60	17	9000
25	51	45	+45%	-40%	+8	6WDF	+40%	-20%	+6	8WDF	±24%	-50%	4	54.3	62	17	9500
26	51	45	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	4	56.3	64	18	10000
27	51	45	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	4	58.3	66	18	10500
28	51	45	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	4	60.3	68	19	11000
29	51	46	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	4	62.3	70	19	12000
30	51	46	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	5	64.3	72	20	13000
31	51	46	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	5	66.3	74	20	14000
32	51	46	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	5	68.3	76	21	15000
33	51	46	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	5	70.3	78	21	16000
34	51	46	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	5	72.3	80	21	18000
35	51	47	+50%	-40%	+9	7WDF	+40%	-25%	+7	9WDF	±24%	-50%	6	74.3	82	22	20000

Htikkh wear only leathers for armour and can employ a shield only in passive defense. Add armour to natural armour.

KHUIHH

The typical Khuihh stands 5'1" and weighs 130 dr. Game characteristics are Dex. 10; Str. 12; Con. 13; App. 10; BV 11; IQ 9; Wis. 9; Char. 7. Carrying Capacity (CCAP) is 250 dr. All NPCs in this category are not typical of the Merchant and the sub-castes, which appear afterward. Fighting characteristics are:

Exper.	Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Dodge	PCF	Natural Armor	Exper.
1	12	4	+ 5%	--	--	3WDF	--	--	--	3WDF	--	--	- 5%	6.2	1	75
2	14	7	+ 8%	- 5%	--	3WDF	+ 3%	--	--	3WDF	--	--	-10%	7.7	1	100
3	16	10	+ 8%	- 5%	--	3WDF	+ 3%	--	--	3WDF	± 3%	--	-10%	8.7	1	125
4	18	13	+12%	-10%	+1	3WDF	+ 8%	--	--	3WDF	± 3%	--	-20%	10.2	2	150
5	20	16	+15%	-12%	+1	3WDF	+10%	--	--	4WDF	± 6%	--	-25%	11.2	2	175
6	22	20	+15%	-10%	+1	3WDF	+10%	--	--	4WDF	± 6%	--	-25%	12.7	2	200
7	24	25	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	± 9%	--	-30%	13.7	2	250
8	26	28	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	± 9%	--	-30%	15.2	2	300
9	28	30	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±12%	--	-32%	16.2	2	350
10	30	32	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±12%	--	-32%	17.7	2	400

KHUIHH MERCHANTS AND THIEVES

The typical Khuihh merchant or thief is somewhat more robust than his fellows because of the very nature and hardships of his chosen profession. Height is 5'11" and weight 200 dr. Game characteristics are Dex. 15; Str. 12; Con. 14; App. 11; BV 14; IQ 12; Wis. 12; Char. 12. Fighting characteristics are:

Exper.	Level	Body	Fat.	% Hit	% Parry	Blows	WDF	% Hit	% Parry	Blows	WDF	Skill	Dodge	PCF	Selling Power	Sales Resist.	Exper.
1	17	4	+ 8%	- 5%	--	3WDF	+ 3%	--	--	3WDF	--	--	-10%	8.5	+29	-28	100
2	19	7	+12%	-10%	+1	3WDF	+ 8%	--	--	3WDF	--	--	-20%	10	+32	-30	125
3	21	11	+15%	-12%	+1	3WDF	+10%	--	--	4WDF	± 3%	--	-25%	11	+35	-32	150
4	23	14	+15%	-10%	+1	3WDF	+10%	--	--	4WDF	± 3%	--	-25%	12.5	+38	-34	175
5	25	17	+18%	-14%	+2	3WDF	+12%	- 5%	+1	4WDF	± 6%	--	-30%	13.5	+41	-36	200
6	27	22	+18%	-10%	+2	3WDF	+12%	- 5%	+1	4WDF	± 6%	--	-30%	15	+44	-38	250
7	29	26	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	± 9%	--	-32%	16	+47	-40	300
8	31	28	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	± 9%	--	-32%	17.5	+50	-42	350
9	33	30	+20%	-16%	+3	3WDF	+14%	- 8%	+1	4WDF	±12%	--	-32%	18.5	+53	-44	400
10	35	32	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±12%	--	-34%	20	+56	-46	450
11	37	33	+22%	-18%	+3	4WDF	+16%	-10%	+2	5WDF	±15%	--	-34%	21.5	+59	-48	500
12	39	34	+25%	-20%	+3	4WDF	+18%	-12%	+3	5WDF	±15%	--	-35%	22.5	+62	-50	600
13	41	35	+25%	-20%	+3	4WDF	+18%	-12%	+3	5WDF	±18%	--	-35%	24	+65	-52	700
14	43	36	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±18%	--	-36%	25	+68	-54	800
15	45	37	+28%	-25%	+4	4WDF	+20%	-15%	+3	5WDF	±18%	--	-36%	26.5	+71	-56	900

Carrying Capacity (CCAP) is 380 dr.

Encounters



ince the major portion of role-playing activities involve encountering some person, monster, or beast, the systems by which encounters are determined will be crucial to the conduct and play balance of any campaign. In a "world" context, the input of the Game Master is vital to the success or failure of any adventure, for it is he who must interpret his world and gauge the probabilities of a particular type of encounter in a given location. All of the encounters which are conceivable are not necessarily all possible or realistic. The nature of the being(s) encountered and the likelihood of being encountered in a given location must be decided in the light of a particular campaign.

Encounters may be planned or they may occur by random chance.

Planned encounters result from the Game Master's deliberately placing certain persons, beasts or monsters in a specific location. If the adventure party chances upon the place in which the being(s) can be encountered, and encounter is highly likely. However, even this is subject to the peculiarities of the particular person or monster, the time of day or night, and so on. An encounter of this type is always subject, of course, to considerations of plain reasonableness and fair play. It is not clever, for instance, to have a monster encounter when a party has been badly battered by previous encounters; in such instances, a "resting period" is only fitting and proper. FRP is a gaming activity, not mayhem.

Planned encounters tend to be part of a carefully conceived and orchestrated FRP senario, under the full control of the Game Master. In short, if the Game Master desires that the "story line" of an adventure should take a certain course then well and fine. However, total responsibility for any foolishness in encounter types is squarely laid at the Game Master's feet.

Chance encounters result from some random probability determination -- the supposed "luck" of the dice. Yet "random" tables are really designed with some deliberation, and thus the very probabilities themselves reflect a degree of intention on the part of the designer. As a general rule, it should be recognized that no universal set of encounter tables can be designed which serve the needs and desires of every Game Master or every campaign. Put another way, a Game Master should always approach random encounters of "wandering monsters" with the following considerations in mind at all times:

1. The dice are not the "master" of the game; the Game Master

alone has the final decision. Thus, the appropriateness of an encounter is his decision to make, and he can override the dice any time he likes. Generally, such changes should be made in favor of the players: two Tyrannosaurs in several hours, for instance, might be "justified" in terms of the dice rolls calling for them, but actually bringing about the second encounter is a bit "much" as far as the players might be concerned. Only in the case of "mated pairs" would the likelihood arise in 99% of all encounters of that type.

2. The random tables are only models upon which Game Masters can pattern their decisions or which they can use to develop their own encounter tables. In no way should an encounter table be regarded as so authoritative and absolute that a Game Master will feel it necessary not to deviate from it.
3. Chance encounters should be seen as compromises. They are guides to play in the absence of a definite, planned encounter, and Game Masters should always exercise discretion when rolling on the Infinite Evil Generator. Chance encounters should be understood as potential lines of action which may or may not be acted upon: a pair of marauding Tyrannosaurs, for instance, might be seen several miles away on the open grasslands. (In fact, with heights up to 20' they would be seen some distance away!) What happens after that is for both the Game Master and the players to decide. The situation then becomes more important than the encountered monster as such. If the Tyrannosaurs are stalking some Hadosaurs, a party might have little to fear. On the other hand, if the party is herding the Hadosaurs, it is clear that hungry Tyrannosaurs (as opposed to those who have already fed) will make the herd their business! Situation and monster motivation are therefore crucial, not the stupid dice roll.

ENCOUNTERS WITH DINOSAURS

The nature of encounters in a saurian world or near a nexus ("Gate") between such a world and a more "normal" FRP world will be somewhat different from the usual FRP encounter in that creatures from each world might be encountered in the other.

Where there is a nexus or "Gate" between worlds, the chance that an encounter will be with a dinosaur depends upon the distance from the nexus and the period of time that the nexus has been in existence. The following table gives the percentage chance of any given encounter with dinosaurs instead of "normal" creatures and monsters. Distances are given in Land Miles. A mile of open water = 1/4 land mile (reflecting the greater movement of aquatic types).

A mile of mountains (of the Rockies or Alps type, not "old" mountains like the Appalachians) = 10 land miles. A mile of desert = 5 land miles. A mile of tundra/glacier/permafrost region = 100 land miles.

# OF YEARS NEXUS HAS BEEN IN EXISTENCE									
LAND MILES FROM NEXUS	LESS THAN ONE	1-2	3-5	6-10	11-20	21-40	41-65	66-100	101+
0-20	01-30	01-60	01-75	01-75	01-75	01-75	01-75	01-75	01-75
21-50	01-10	01-30	01-60	01-75	01-75	01-75	01-75	01-75	01-75
51-100	01	01-10	01-30	01-60	01-75	01-75	01-75	01-75	01-75
101-200	01	01	01-15	01-30	01-60	01-75	01-75	01-75	01-75
201-300	--	01	01-05	01-15	01-30	01-60	01-75	01-75	01-75
301-400	--	01	01	01-05	01-15	01-30	01-60	01-75	01-75
401-500	--	--	01	01	01-05	01-15	01-30	01-60	01-75
501-750	--	--	--	01	01	01-05	01-15	01-30	01-60
750-1000	--	--	--	--	01	01	01-05	01-15	01-30
1000+	--	--	--	--	--	01	01	01-05	01-15

For example, suppose that a nexus had been in existence for 4 years. In ordinary terrain, an encounter with dinosaurs would be 01-30% at 85 miles. In mountains, the distance would be $85/10 = 8.5$ miles for a 01-30% probability. In a desert, the distance would be $85/5 = 17$ miles for a 01-30% probability. In glacier country, it would be $85/100 = 0.85$ miles. At sea, however, it would be $85 \times 4 = 340$ miles.

Once an encounter is called or, the Game Master will decide which of the following types of encounter might be applied. No specific guide is given because the Game Master is being encouraged to exercise some judgment of his own. What kind of encounter is desired? That is the question.

Also, it is possible to indicate several encounters at the same time -- especially in regions where one can see for some distance. In grasslands, for instance, one might see at various distances a herd of grazing Ceratopsians, a pack of Lycaenops pulling down a small Bradysaurus while the remainder of the herd can be seen retiring from the kill, several Hysilophodons tearing along and making prodigious leaps into the air to catch insects, a half-dozen huge Brontosaurians grazing on a copse of trees, and the distant "HONK" of a prowling Gorgosaur. In such a region, one would find as much game (and as many predators) as on the Serengetti Plain in Africa. What happens next depends on the characters and how they approach the problem of getting through the region. (Several predators might not have been seen or other-wise detected, in addition to the above sightings; the same is true of game.)

Forests and swamps might be less yielding of such a wide range and number of creatures, but again, no hard and fast guide is possible. What the Game Master is trying to do with the encounters is of importance. In short, some plan must exist. If the party is out hunting, then game will be provided in some form or other. Of course, where there is game there is also a chance that other intelligent beings or predators are also out hunting; the more numerous the game, the greater the chance. It's all a question of understanding the basics of ecology.

Unless there is considerable cover, some warning of the presence of larger species will be quite likely. It is hard for a Brontosaur or a Camptosaur to hide anywhere, and it will be at least heard if not seen in thicker undergrowth. The same is true for large carnososaurs.

ENCOUNTERING INTELLIGENT SAURIANS

Whenever Hss'Taathi or Kulun'Ssaatha are to be encountered, and no specific planned encounter exists, roll 1d100 and refer to the following table to determine the types one has met. The numbers are in the average range and may vary widely in different circumstances. Adjustments should be made by the Game Master on a case-by-case basis:

Type	Near the Hold Nest		In Hold's Outer Lands	
Encountered	By Day	By Night	By Day	By Night
Hhk'ss'ssah Hunting Group	01-09	01-03	01-04	01-02
Ss'iss'khe Hunting Group	10-25	04-21	05-19	03-08
Stah'Khuihh Merchants	26-45	22-26	20-32	09-10
Ss'hss'tah Noble Adventurers	50-55	27-30	33-36	11-12
Khuihh about Hold Business	56-75	31-35	37-39	13
Herds & Herders	76-90	36-50	40-54	14-28
"Animals", etc.	91-00	51-00	55-00	29-00

General Chance of an Encounter:

Near Nest: Day = 01-85
Night = 01-40
Outer Land: Day = 01-40
Night = 01-30

Refer to the separate sections on each of the types of Hss'Taathi or Kulun'Ssaatha for a selection of activities.

HHK'SS'TAH Hunting Group

Roll	Leader
01-45	HCH'AIT
46-55	KHAARIKHA

56-65	T'KI'T'K
66-75	VOICE OF SSK'AL
76-80	UKAIT'AKH
81-90	SSLISSI
91-00	HSS'AIKH

Note: There is always one "Voice" present, plus one "Whisper" per 15 Khuihh.

Levels for leaders are found by rolling 3 +3d6: all others roll 1d20 for experience level. All Ss'hss'tah roll 3 + 3d6 for experience level.

Composition of the Hunting Group:

Roll	Result
01-30	roll again on leader table; there is a subordinate Ss'hss'tah present. Then roll again on this table.
31-00	No additional Ss'hss'tah: go on to next table, below.

Additional Members:

1d2	Sslissi
2 + 1d2	Hss'aikh
5 + 1d3	T'kah
10 + 1d10	Ss'iss'khe
30 + 1d20	Khuihh

SS'ISS'KHE Hunting Group

To find the composition of a Ss'iss'khe hunting group, determine the composition of the Hhk'ss'stah hunting group of which it is a part; then divide that Hhk'ss'stah into its component Ss'iss'khe groups and randomly select one as the one met.

SS'HSS'TAH WANDERERS

First, determine the number in the group:

Roll	Die Roll for #
01-20	1
21-45	1d3
46-85	1d6
86-00	1d3 + another roll

then roll separately for the type of each Ss'hss'tah present:

Roll	Type
01-20	Hch'ait
21-40	Sslissi
41-60	Hss'aikh
61-70	Khaariikha
71-80	T'ki't'k
81-90	Ukai't'akh
91-00	Voice of Ssk'al

The level of a Ss'hss'tah wanderer is found by rolling 2d6. If the result is 2-11, then that is the Ss'hss'tah's level: if the result is a 12, though, then roll again, on 2d6 and add 6 to the total (giving a maximum possible level of 18)

STAHKHUIHH Merchants

First, roll for the number of Stah'Khuihh present; and to determine whether they have guards:

Roll	Result
01-55	Stah'Khuihh (no guards)
56-75	Stah'Khuihh with guards
76-00	Take two rolls and combine.

Then, if guards are present, determine their number and race...

Roll	# Present
01-50	1/2 d6
51-75	1d6
76-85	1d6 + 2
86-90	2d6
91-00	roll two groups of guards for this Stah'Khuihh

Special: Number of human knights present is rolled on the following table and the result above is ignored:

01-85	One present
86-95	Two present
95-00	1d6 present

Roll	Race
01-60	T'Kah (unmounted)
61-85	T'Kah (mounted)
86-00	Roll again, below
01-04	Human men-at-arms
05-11	Human barbarian (unmounted)
12-13	Human barbarian (mounted)
14-15	Human knights (unmounted)
16	Human knights (mounted)
17-21	Human mage (one only)
22-39	Kobolds
40-57	Goblins
58-75	Hobgoblins
76-92	Ores
93-97	Gnolls
98	Ogres (01-90 = 1; 91-00 = 1d4)
99-00	Troll (one only)

INTENTIONS/DUTIES OF ENCOUNTERED INTELLIGENT SAURIANS

HUNTING GROUPS

01-30	Routine/wartime patrolling, depending on situation.
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31-40	Looking for poachers.
41-50	Goofing Off.
51-60	Camped/camping/breaking camp.
61-70	Hunting a marauding carnivore (roll for type - 01-95 small, 96-00 large, the group may be looking for assistance).
71-75	Hunting for food.
76-85	Shepherding herbivores.
86-90	Poaching/rustling ("Foreign" Hold).
91-96	In hot pursuit of poacher/enemy/quarry.
97-98	Setting up ambush for someone else.
99-00	Setting up ambush for party.

STAH'KHUIHH

01-15	Selling (determine type of goods for sale).
16-30	Buying (determine goods sought).
31-50	Making a deliver.
51-60	Seeking to hire guards..
61-90	Wheeling and dealing (all of the above)

SS'HSS'STAH WANDERERS

01-07	Camping/making camp/breaking camp.
08-14	Goofing off.
15-21	Ambushing someone.
22-28	Beset by attackers.
29-35	Lost/broke, seeking aid.
36-42	Heading home with prisoners & trophies.
43-49	Hunting.
50-56	Recuperating from recent fight
57-63	Curious.
64-70	Butchering Softskins (human world only).
71-77	Seeking glory.
78-84	Seeking riches.

SMALL DINOSAURS: usually under 3 tons weight

Roll 1/2 d6 in grasslands for number of sightings, otherwise 1 sighting unless Game Master desires otherwise.

Then roll 1d100, with 01-25 = small carnivores also in vicinity.

SMALL HERBIVORES	Near Hold or by/on Highroad		Grasslands & Plains		On Game Trail in Forestland		Off Trails in Forestland		By Pool/Lake/ Stream/River		In Swamps on/ off Trails		Number of Dinosaurs Appearing
Type Appearing	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	
Bienotherium	01-02	01-09	01-02	01-09	01	01-02	01	01-02	01-02	01-06	01-06	01-02	1d6
Badysaurus	--	--	--	--	02-05	03	02-05	03	03-06	07	--	--	10 + 2d20
Sm. Camptosaurus	--	--	--	--	06-14	04-05	06-13	04-05	07-11	08-09	07-13	03-04	1d10
Cheneosaurus	--	--	--	--	15-23	06-07	14-21	06-07	12-15	10	--	--	10 + 2d10
Cotylorhynchus	03-11	10-11	03-10	10-11	24	08	22-24	08	16-17	11	--	--	1
Desmatosuchus	12-13	12-20	12-13	12-30	25	09	25	09	18	12	--	--	1
Diadectes	--	--	--	--	--	00	--	--	19	13-16	14-15	05-13	1d6
Edaphosaurus	14-22	21-22	14-22	21-22	--	00	--	--	20	--	--	--	1 + 1/2 d6
Endothiodon	--	--	--	--	26	10	26	10	21	17	--	--	1d6
Eryops	--	--	--	--	--	00	--	--	22	18-24	16-18	14-25	1d6
Hypsilophodon (I)	23-35	23-26	23-35	23-26	--	00	--	--	--	--	--	--	20 + 2d20
Lystrosaurus	--	--	--	--	--	00	--	--	23	25-29	--	--	1/2 d6
Monoclonius	36-40	27	36-40	27	--	00	--	--	24	--	--	--	6 + 2d6
Protoceratops	41-44	28-44	41-44	28-44	27	11-15	27	11-15	23	30-31	--	--	10 + 2d20
Psitticosaurus	--	--	--	--	28-29	16-24	28-29	16-24	24	32-35	19	26-30	3d6
Scaphonyx	--	--	--	--	30-34	25-30	30-39	25-30	25	36-40	20	31-35	2d10
Fliers:													
Pterodactyls	45-60	45-47	45-60	45-47	35-52	31-32	40-59	31-32	26-33	41-42	21-43	36-41	1d20
Rhamphorynchus	61-63	48	61-63	48	53-54	33	60-61	33	34-35	43	44-45	42	1d6
Dimorphodon	64-68	49	64-68	49	55-57	34	62-64	34	36-37	44	46-48	42	1
Pteranodon	69-70	50	69-71	50	58-60	35	65-66	35	38-45	45	49-50	46	1d10
Tracks/Signs	71-80	51-65	72-85	51-60	61-80	36-50	67-80	36-45	46-70	46-55	51-60	47-51	
Sounds	81-90	66-90	86-90	61-90	81-95	51-95	81-99	46-95	71-85	56-85	61-90	52-85	
Roll 1-3 times	91-00	91-00	91-00	91-00	96-00	96-00	00	96-00	86-00	86-00	91-00	86-00	

SMALL CARNOSAURS	Near Hold or by/on Highroad		Grasslands & Plains		On Game Trail in Forestland		Off Trails in Forestland		By Pool/Lake/ Stream/River		In Swamps on/ off Trails		Number of Dinosaurs Appearing
Type Appearing	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	
Ceratosaurus 12'-15'	01-05	01	01-04	01	01-08	01-02	01-05	01-02	01-07	01-03	01-05	01-02	2 or 3*
Coelophysis	06-08	02	05-09	02	09	03	06-07	03	08	04	--	--	2
Coelurosaurus	009-16	03	10	03	10	04	08-19	04	09	05	--	--	2
Cynognathi													
Sm. Nocturnal Pack	17	04-10	11	04-18	11	05-13	20	05-16	21	10-19	06	03-16	3d6
Lge. Nocturnal Pack	18	11-15	12	19-25	12	14-19	21	17-22	22	20-25	07	17-25	2d10
Sm. Diurnal Pack	19-21	16	13-18	26	13-22	20	22-31	23	23-32	26	08-19	26	3d6
Lge. Diurnal Pack	22-23	17	19-24	27	23-32	21	32-41	24	33-37	27	20-25	27	2d10
Sm. Solitary	24	18-21	25-28	28-34	33-37	22-25	42-45	25-29	38-40	28-33	26-29	28-33	1/2 d6
Lge. Solitary	25	22-23	29-31	35-39	38-40	26-27	46-48	30-34	41-43	34-37	30-33	34-38	1
Deinonychus	26-31	24-25	32-38	40-41	41-46	28-29	49-53	35	44-49	38-39	--	--	10 + 1d10
Dimetrodon	32-33-	26	39-44	42	--	--	--	--	50-52	40	34-39	39-42	1
Hesperosuchus	34	27	45	43	47-52	30-31	54-58	36	53-58	41	40-49	43-46	1
Lycaenopsi													
Small	35-36	28-34	46-49	44-56	53-55	32-45	59-60	37-48	59-60	42-50	50	47-50	2d6
Large	37	35	50-54	55-64	56-58	46-52	61-62	49-58	61-62	51-60	51	51-52	4 + 2d6
Machaeroprosopus	--	--	--	--	--	--	--	--	--	--	52-58	53-59	1/2 d6
Mesosuchus	--	--	--	--	--	--	--	--	63-69	61-67	59-67	60-69	1d6
Ornitholestes	38-47	36-40	55-65	65-68	59	53	63	59	70	68	--	--	2
Ornithosuchus	48	41	66	68	60	54	64	60	71	69	--	--	1/2 d6
Sphenacodon	49	42	67	69	61-63	55	65-69	61	72-74	70	68-70	70-71	1
Yaleosaurus													
Small	50	43-44	68	70-71	64	56-64	70	62-71	75	71-74	71	72-74	1/2 d6
Large	51-52	45	69	72	65-74	65	71-79	72	76-79	75	72-74	75	1/2 d6
Tracks/Signs	53-85	46-65	70-90	73-79	75-85	66-70	80-90	73-80	80-90	76-80	75-80	76-80	
Sounds	86-00	66-00	91-00	80-00	86-00	71-00	91-00	81-00	91-00	81-00	81-00	81-00	

LARGE DINOSAURS

From 1-3 sightings may occur, at Game Master Discretion, Roll 1d100, with 0-15 = Large Carnosaurs for each sighting of Herbivores. Add +2% per Large Herbivore over 10 to chance of a Large Carnosaur in the area.

SMALL HERBIVORES	Near Hold or by/on Highroad		Grasslands & Plains		On Game Trail in Forestland		Off Trails in Forestland		By Pool/Lake/ Stream/River		In Swamps on/ off Trails		Number of Dinosaurs Appearing
Type Appearing	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	Day	Night	
Anatosaurus	01-03	01-04	01-02	01	01-12	01-05	01-12	01-05	As for adjacent		01-10	01-05	6 + 2d6
Ankylosaurus	04	05-07	03	02-06	13	06-08	13	06-08	terrain		--	--	1 or 2

85-91	Seeking goodwill.
92-00	Looking for an interpreter.

IN "HUMAN-TYPE" WORLDS

When developing encounters in "human-type" worlds, and not in saurian-dominated lands, use the encounter tables given in C&S. Roll normally for encounters in Wilderness areas, "Settled" Forest, and Enchanted forests. A simultaneous check can be made to see if a creature so encountered is a dinosaur, using the Nexus Tables as a measure of the probability. If a dinosaur encounter is indicated, apply the following equivalences:

TRAFFIC	Encounter with Hss'Taathi/Kulun'Ssaatha Tables, "Outer Lands" column.
SMALL ANIMALS:	Small dinosaurs: Herbivorous (01-80) or Carnivorous (81-00).
LARGE ANIMALS:	Large herbivorous dinosaurs.
UNUSUAL ANIMAL:	Large carnosaur (01-80) or Legendary Animal (81-00).
MONSTER	Roll normally for typical Monster.

IN SAURIAN WORLDS

Use the following tables; choice of tables is left to the Game Master.

One may also use the Nexus tables for encounters with Humans/animals/monsters from a human-type world, then refer to the encounters in C&S if such an encounter is required.

Such "encounters" as involve dinosaurs can be rolled in addition to meetings/sightings of intelligent saurians, especially in the case of encounters in the grasslands -- where a number of species could be seen within a radius of two-five miles, depending on the terrain.

Apatosaurus	05-06	08-10	04	07-08	14-15	09-11	14-15	09-11		11-16	06-12	6 + 3d6
Brachiosaurus	07	11	05	09	16	12	16	12		17-20	13-15	4 + 2d6
Camarasaurus	08-10	12-17	06-12	10-11	17-20	13-16	17-22	13-16		21-22	16-17	6 + 4d6
Large Camptosaurus	11	18	13	12-16	21-25	17	23-27	17		--	--	1/2 d6
Hypacrosaurus	12-13	19	14-15	17	26-43	18-23	28-45	18-23		23-40	18-40	10 + 2d10
Iguanodon	14-25	20-23	16-27	18-21	44-53	24-26	46-55	24-26		--	--	10 + 1d10
Nodosaurus	26-27	24	28-32	22-23	54	27	56	27		--	--	1
Plateosaurus	28	25-27	33	24-27	55-57	28-42	57-60	28-42		41	41	4 + 2d6
Scelidosaurus	29	28	34-35	28	--	--	--	--		--	--	1/2 d6
Scolosaurus	30	29	36	29-33	58-59	43-46	61-62	43		--	--	1 or 2
Staganolepsis	31	30	37	34-37	60	47-50	63	44-47		--	--	1 or 2
Stegosaurus	32-33	31	38-40	38-41	--	--	--	--		--	--	1 or 2
Styracosaurus	34-39	32	41-44	41-44	--	--	--	--		--	--	10+ 1 20
Triceratops	40-44	33	45-50	45-50	--	--	--	--		--	--	10+ 1d20
Tracks/Signs	45-80	34-50	51-75	51-60	61-80	51-65	64-85	48-60		42-51	42-51	
Sounds	81-97	51-99	76-90	61-95	81-00	66-00	86-00	61-00		52-00	52-00	
Roll Twice	98-00	00	91-00	96-00	--	--	--	--		--	--	
LARGE CARNOSAURS												
Allosaurus	01-04	01-10	01-04	01-10	01-04	01-10	01-02	01-04	As for adjacent terrain	01-02	01-06	1*
Ceratosaurus	05-15	11-14	05-15	11-14	05-15	11-14	03-19	05-06		03-20	07-08	1*
Gorgosaurus	16-19	15-25	16-19	15-25	16-19	15-25	20-25	07-20		21-24	09-24	1*
Tyrannosaurus	20-25	26	20-25	26	20-25	26	26	21		25	25	1*
Tracks/Signs	26-75	27-50	26-75	27-50	26-60	27-50	27-60	22-45		26-40	26-30	
Sounds	76-99	51-99	76-96	51-99	61-99	51-99	61-96	46-99		41-95	41-95	
Roll Twice	00	00	97-00	00	00	00	97-00	00		96-00	96-00	

*1 - 40% of a mated pair during spring; or 1 - 10% of one young with parent.

MARINE ENCOUNTERS

According to Game Master discretion. Encounters will likely be "planned".

SERPENT & INSECT ENCOUNTERS

According to Game Master discretion. Encounters will not be particularly common, but some areas will be known to characters as having concentrations of serpents and dangerous insects. Refer to typical terrain when placing such encounters.

ENCOUNTERS IN PRE-ICE AGE/ICE AGE WORLDS

For the most part, encounters in an Ice Age world would be little different in kind from those of a more usual FRP world. The tables which follow could be integrated with existing appearance tables for wilderland, etc., to reflect the additional types of creatures. A number of FRP monsters could also be introduced.

No provision has been made for encounters with man, etc. If "Cavemen" are going to be used, don't make the mistake of picturing them as dumb brutes who walked on their knuckles and say "Duh!" alot. From all indications, Neanderthal Man made a successful go of it for 50,000 years and more and was crowded out by Cromagnon Man (our immediate ancestors) only because Cromagnons were a bit smarter and had a superior weapons technology (improved bows, spears, etc.). If introducing "primitives", assume Stone Age men with all of the cunning and woodcraft of any "primitives". Cromagnons could easily be cast in the same light as North American Indians before the coming of the white man -- true warrior cultures with considerable ability to hold their own with pre-gunpowder societies unless overwhelmed by sheer numbers. And what they could not accomplish by frontal assault they would attempt through ambush.

FELINES	Near Hold or by/on Highroad		Grasslands & Plains		On Game Trail in Forestland		Off Trails in Forestland		By Pool/Lake/ Stream/River	In Swamps on/ off Trails		Number of Dinosaurs	
<u>Type Appearing</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Day</u>	<u>Night</u>	<u>Appearing</u>
Brea Lion	01-02	01	01-15	01-05	01-04	01	01-03	01	As for adjacent terrain	01-02	01	1 or 2 + 1d6	
Smilodon Sabre-Tooth	03-04	02-03	16-17	06	05-20	02-05	04-13	02-03		03-04	02-03	1 or 1d6	
Sabre-Tooth I	05-07	04-07	18-22	07-14	21-30	06-15	14-18	04-13		05-06	04-05	1 or 2	
Sabre-Tooth II	08	08-11	23-25	15-22	31-35	16-20	19-25	14-20		07-16	06-17	1 or 1d6	
Sabre-Tooth III	09	12-13	26-30	23-24	36-40	21-25	26-30	21-26		17-23	18-27	1 or 2	
Puma I	10	14-15	31-32	25	41-45	26-35	31-37	27-33		24-25	28	1 or 2	
Puma II	11	16	33	26	46-47	36-40	34-35	34-35		26-35	29-31	1 or 1d6	
Puma III	12	17	34-38	27-28	--	--	--	--		--	--	1 or 2	
Puma IV	13	18	39-42	29-31	48-50	41-42	36-37	36-37		--	--	1 or 2	
Hunting Cat	14	15	43-46	32-39	51-56	43-55	38-43	38-47		36-45	32-49	1 or 2	
Tracks/Signs	15-85	16-35	47-85	40-49	57-85	55-64	44-85	48-69		46-55	50-55		
Sounds	86-00	36-00	86-00	50-00	86-00	65-00	86-00	60-00		56-00	56-00		

WOLVES & CANINES

Great Dire Wolf	01-03	01-07	01-09	01-04	01-07	01-09	01-09	01-09	As for adjacent terrain	--	--	2d6
Dire Wolf	04-05	08-12	10-19	05-09	08-15	10	10-17	10-20		--	--	2d6
Small Dire Wolf	06	13-20	20-29	10-16	16-25	11-20	18-27	21-33		01-10	01-19	2d6
Timber Wolf	07	21-28	30-32	17-18	26-35	21-30	28-40	34-45		--	--	3d6
Tim. Wolf Leader		as for Timber Wolves.								--	--	1 + pack
Coyote Types	08	29-35	33-45	19-30	--	--	--	--		--	--	1 or 1d6
Large Wild Dog	09-10	36-38	46-54	31-40	36-45	31-40	41-50	46-55		11-30	20-30	3d6
Hyena	11-15	39-41	55-65	41-50	--	--	--	--		--	--	2d6
Tracks/Signs	16-85	42-51	66-90	51-60	46-80	41-50	51-80	56-65		31-40	31-35	
Sounds	86-00	52-00	91-00	61-00	81-00	51-00	81-00	66-00		41-00	36-00	

VARIED CARNIVORES

Badger	--	01	01-02	01-04	01-02	01-04	01-02	01-04	As for adjacent terrain	--	--	1
Giant Badger	--	02	03-05	05-07	03-04	05-07	03-05	05-09		--	--	1
Fox	09	06-10	06-07	08-09	05-07	08-11	06-09	10-14		--	--	1 or 2
Skunk	10-15	11-19	08	10-12	08-12	12-16	10-14	15-19		01-03	01-03	1
Giant Skunk	16-17	20-22	09	13	13-14	17-18	15-16	20-22		04-06	04-06	1
Weasel/Ferret	18	23-24	10	14-15	15-16	19-23	17-18	23-26		--	--	1
Giant Weasel	19	25-26	11	16-17	17	24-29	19-21	27-32		--	--	1 or 1/2 d6
Wolverine	20-21	27-32	--	--	18-23	30-35	22-27	33-38		--	--	1
Giant Wolverine	22-26	33	--	--	24-30	36-40	28-35	39-45		--	--	1
Crocodiles	--	--	--	--	--	--	--	--		07-20	07-20	2d6
Cave Bear	27	34-37	--	--	31-37	41-47	36-41	46-51		--	--	1 or 1d6
Short-Faced Bear	28	38-40	12-20	18-25	38-39	48	42-43	52		--	--	1 or 1d6
Brown/Black Bear	29-31	41-46	21-25	26-30	40-49	49-58	44-53	53-62		--	--	1 or 3 + 1d6
Grizzly Bear	32-33	47-50	26	31	50-59	59-68	54-65	63-70		--	--	1 or 1d6
Polar	In regions of snow and ice, as "planned" encounters.											
Tracks/Signs/Sounds	34-00	51-00	27-00	32-00	60-00	69-00	66-00	71-00		21-00	21-00	

LARGE MAMMALIAN HERBIVORES	Near Hold or by/on Highroad		Grasslands & Plains		On Game Trail in Forestland		Off Trails in Forestland		By Pool/Lake/ Stream/River	In Swamps on/ off Trails		Number of Dinosaurs Appearing
TTTANOTHERES												
Brontops	01-02	01-02	01-08	01-02	--	--	--	---	As for adjacent terrain	--	--	10 + 4d10
Brontotherium	03-04	03-04	09-16	03-04	--	--	--	--		--	--	10 + 4d10
Mantoceras	05-08	05-08	17-24	05-06	01-05	01-02	01-05	01-02		--	--	1d10
RHINOCERI												
Baluchitherium	09	09	--	--	01-02	01	01-03	01		--	--	1d6
Metamynodon	--	--	--	--	--	--	--	--	As in Swamps	01-09	01-05	2d6
Woolly Rhinoceros	10-11	10-11	25-29	07-08	03-07	02	04-09	02	As for adjacent terrain	--	--	1d6
Modern Rhinoceros	12-13	12-13	30-31	09-10	--	--	--	--		--	--	1 or 2

Dinohyus (Swine)	14-15	14-20	32-35	11-16	08-11	03-06	10-15	03-09		10-12	06	2 + 1d6
Megatherium (Sloth)	--	21-22	--	--	12-13	07-10	16-18	10-15		--	--	1
Mylodon (Sloth)	--	23-24	--	--	14-15	11-14	19-24	16-21		--	--	1
MASTODONTS												
Mammoth Imperial	16-17	25-26	36-37	17-18	16-18	15	25-28	22		--	--	1 or 2d6
Mammoth Columbi	18-19	27-28	38-39	19-20	19-21	16	29-31	23		--	--	1 or 2d6
Woolly Mammoth	20-21	29-30	40-43	21-22	22-25	17	32-35	24		--	--	1 or 3d6
Elephant	22-23	31-32	44-45	22-23	26-27	18	36-37	25		--	--	1 or 3d6
Mastodon	24-25	33-34	46-47	24-25	28-30	19	38-40	26		--	--	1 or 3d6
Medium Mastodon	26	35	48-51	26-27	31-33	20	41-44	27		--	--	1 or 3d6
Small Mastodon	27	36	52-55	28-29	34-38	21	45-49	28		--	--	1 or 3d6
SUPER ARMADILLOS												
Doedicurus	28	37	56	30-31	--	--	--	--		--	--	1 or 2
Glyptodon	29	38	57	32-33	--	--	--	--		--	--	1 or 2
HORSES												
Philohippus	30-31	39	58-67	34	39	22	--	--		--	--	3d6
Equus 1200#	32-33	40	68-75	35	40	23	--	--		--	--	3d6
Equus 1500#	34	41	76-79	36	41	24	--	--		--	--	3d6
Equus 1800#	35	42	80-81	37	42	25	--	--		--	--	3d6
Equus 2500#	36	43	82-83	38	43	26	--	--		--	--	3d6
BISON												
Figgins Bison	37-39	44	84-90	39-41	--	--	--	--		--	--	10 + 10d10
Bison Latifrons	41-43	45	--	--	44-49	27-28	50-55	29-30		--	--	10 + 1d10
CAMELS												
Signs/Tracks/Sounds	As for horses in	dry plains and grasslands:	Alticamelus, Camelopes, Paracamelus									
	44-00	45-00	91-00	42-00	50-00	29-00	56-00	31-00		13-00	07-00	

SMALL MAMMALIAN	Near	Hold or	Grasslands &	On Game Trail	Off Trails	By Pool/Lake/	In Swamps on/	Number of				
HERBIVORES	by/on	Highroad	Plains	in Forestland	in Forestland	Stream/River	off Trails	Dinosaurs				
Type Appearing	Day	Night	Day	Night	Day	Night	Day	Night	Appearing			
Paleosyops (Titanoth)	01-02	01	01-09	01-03	01-05	01	01-05	01	As for Adjacent	--	--	3d6
Diceratherium (Rhino)	03-04	02	10-14	04-05	06-10	02	06-10	02	terrain	--	--	2d6
Promercochoerus	05-06	03-06	15-19	06-09	11-16	03-04	11-16	03-04		--	--	2d6
(Swine)	07-09	20-24	10-15	17-23	05-08	17-23	05-08			--	--	2d6
Boars	07-08											
Hapalops (Sloth)	--	10	--	--	24-27	09-14	24-27	09-14		--	--	1
Nothrotherium (Sloth)	--	11	--	--	28-30	15-18	28-30	15-18		--	--	1
Castorides (Beaver)	--	--	--	--	--	--	--	--	10% chance of Beavers in a watery environment			2d6
Beaver	--	--	--	--	--	--	--	--				2d6
Eohippus (sm. Horse)	09-12	12	25-33	16-20	31-39	19-24	31-39	19-22		--	--	1d6
Mesochippus (sm.Horse)	13-15	13	34-41	21-23	40-45	25-26	40-45	23-24		--	--	1d6
Merychippus (sm.Horse)	16-17	14	42-50	24-25	46-49	27	46-49	25		--	--	2d6
DEER												
Cervalces	18	15	51-52	--	50-56	28	50-55	26		--	--	1 or 1d6
Megaceros	19	16	53	--	57-61	29	56-60	27		--	--	1 or 1d6
Stag	20	17	54	--	62-64	30	61-63	28		--	--	1
Great Stag	21	18	55	--	65	31	64	29		--	--	1
Female Deer	22-23	19	56	--	66-70	32	65-70	30		--	--	1 or 1/2 d6
Pronghorns (Antelope)	24-29	20	57-60	26-27	--	--	--	--		--	--	6 + 3d6
Mountain Goats	In craggy regions, often above the tree-line.											
*In dry plains regions only -- displacing horses or else in addition to horses.												
CAMELS												
Protolopus	30*	--	61-65*	28	--	--	--	--		--	--	1 or 1d6
Stenomylus	31*	--	66-70*	29	--	--	--	--		--	--	1 or 1d6
Oxydactylus	32*	--	71-75*	30	--	--	--	--		--	--	1 or 1d6
Procamelus	33*	--	76-80*	31	--	--	--	--		--	--	1 or 1d6
Tracks/Signs/Sounds	34-00	21-00	81-00	32-00	71-00	33-00	71-00	31-00		--	--	

In addition to the above animals, those listed in the encounter tables in C&S would also be encountered in pre-Ice Age/Ice Age worlds.

The Dragonlords

It was long, long ago, during the First Age of the world before the Great Ice, that the fierce Dragonlords of Hss'Taath appeared. Indeed, until only recently, the Kindred Races referred to the dinosaurian Hss'Taathi as the Ssmaradgae (singular: Ssmaragdus), a name derived from the Old Teuton "Smaragd" or "emerald", apparently first applied to the saurians when the earliest reports of the race were received from frantic mineworkers at the Kaarloch emerald mines. It was actually believed by many that these strange and terrible creatures had somehow risen from the very essence of the emeralds in the mine.

The Kaarloch mines were closed, the entrances caved in to prevent the escape of the saurian horror into the surrounding countryside. However, tales of the "Dragons in the Earth" were told and retold for a generation, the story eventually becoming more legend than history. Then other reports began to reach the civilized lands of the Ancient Kingdoms, reports of entire clans and nations of strange retilians who kept veritable herds of "Dragons" as food animals and mounts. At first, the travellers who told such stories were counted as liars and fools, amid much laughter. The laughter ceased, however, when the borderlands of Valdusar, the easternmost of the Ancient Kingdoms, began to suffer the ravages of attack by terrible "Dragons" which descended on men, herds and flocks with a ferocity that could not be described.

What happened after that is unclear and can be reconstructed only in part from the pitifully few fragments of the ancient manuscripts which survived the fiery collapse of the nations of the First Age and the time of the Great Ice which followed. Indeed, it was only through the discoveries of our incomparable resident Sage, Anachronus Archimage, that we now possess even a glimmering of the truth. For seven years the worthy Sage sought out the fragmentary remnants of the history of the First Age, travelling to many lands, pondering the most ancient of scrolls, and listening to the old legends of the First Age as remembered by the eldest of the Elvish Kindred. Finally, it was clear to him that he would have to venture to the dread Dragon Isles in the midst of the Boiling, Sea, for it was there that the last of the Dragonlords were believed to dwell.

For three years nothing was heard of the worthy Sage. Even his family and closest friends gave up all hope and believed him lost or worse, whereupon he returned with several awesome companions, mighty saurians that walked on two legs like men -- the legendary Dragonlords who had long ago overthrown the mightiest of the Ancient Kingdoms! In his now famous treatise, Commentary on the Hss'Taathi Dragonlords, Anachronus writes of his arrival in the

Dragon Isles:

No sooner had our ship anchored in the bay but we were attacked by a great sea monster with a Zong, sinuous neck on which was a head so terrible that men could not look upon it without knowing soul-searing terror. The monster stood so high above the ship that it easily plucked the scurrying crewmen from the deck with its terrible jaws, one after another, swallowing each in a single bite and returning for the next. Our spears and arrows did not seem to do it any harm until one brave archer loosed his shaft into its eye, whereupon the creature went mad with pain, reared out of the churning waters of the bay, and crushed the ship into splintered wreckage with its ponderous bulk....

(Dragonlords, BK I, 217-224)

Of the escape of the Sage and a few crewmen and their perilous adventures ashore, little need be said here, for the tale of their travails is now sung amongst the nations. Finally, the search came to an end:

It was after thirty and seven days of continuous, terror and the loss of nine-teen of the twenty-two survivors to the maniacal attacks of the many and various Dragons that infested the isle that we came upon a party of the Dragon-lords. That they were not mere beasts was clear to us, for they bore weapons of metal and wore cloth about their loins and armour of leather or heavy metal scales, and one rode upon an awesome mount, a four-footed Dragon clad in armour of metal plates and scales like that of its rider. We halted, as did they, a hundred paces separating us. Then one darted forward as if to attack us. Bort, the second mate, brought up his crossbow to shoot but I prevented him and stepped forward. The saurian checked its charge a pace from me and hissed. Clearly, this was speech but I could not respond in kind; where-upon the creature attempted to strike me with its clawed hand. Reflexively, I blocked the blow with my wizard's staff and reposted, giving the beast a mighty blow under its chin which instantly felled it, to the surprise of all who witnessed it. The other saurians started forward, clearly angered, but the one on the ground hissed and snarled at them, and they halted again. Then he whom I had felled rolled to his belly and made motions up and down like that of a knight in practice to push himself up from the earth in full armour. The thing was familiar, and I remembered the bobbing motion of lizards who confront each other and hiss and threaten to establish supremacy. It was as if a light dawned in my mind, and I cast down my staff to assume a similar position, only I did not push up and down but remained parallel to the ground, my arms fully extended. In an instant, all was well, for the saurians approached with friendly demeanor, and the one I had felled got to his feet and gripped my shoulders firmly but gently, raising me up also....

(Dragonlords, BK IV, 429-450)

Thus it was that Anachronus met The Challenge of the Hch'ait Lord Tss'ess'kai and won the admiration and approval of his mighty Hold. The survivors were taken to a place of safety and the Ssk'al'stah (or "Voice") Ssk'Taa'saal, the saurian whom he had felled, undertook to teach him the exceedingly difficult tongue of the Hss'Taathi:

For three long months I laboured mightily to master the sibilant tongue of the Dragonlords, no mean feat as any student of language will know; for the mouths of men are unsuited to the hissing speech of the Hss'Taathi. But I persisted and eventually attained a passing degree of fluency with the language....

(Dragonlords, BK V, 43-46)

Of course, the sheer Mastery with which Anachronus came to speak the Hss'Taathi tongue is known to all students of languages, and his Grammar of the Hss'Taathian Speech and Writings is an indispensable textbook to any translator or herald seeking to learn the Saurian Tongues. Further months passed, during which Anachronus listened to the remembered history of the race and eventually journeyed to their great shrine in the smoking crater of the high volcano that stands in the center of the largest of the isles.

There I was accorded the great honour of being allowed to examine the brittle, yellowed fragments of scrolls so ancient that, I was told, they had been written before the time of the Great Ice, when the Dragon lords had stood in domination of much of the world. And with my ability to read these venerable parchments came a realization that chilled the marrow of my bones. All the legends had been wrong. The Hss'Taathi had not issued forth from emeralds, as superstitious miners and thoughtless men believed. Nor did they come from the Eastern Wastes or the steaming jungles of Arathorn. And those who claimed that the Ssmaragdae had passed from daemonic climes to this world were revealed in their ignorance. No, I, Anachronus, have read the writings. In their own words, they came from "a land of swamps and warm seas and primeval forests of fens and ancient trees, rich in Sss'Haasst (Dragons), the Hch'ait'Ssk'al'sss'kaa or Land of the Lord Ssk'al." No, this was not in our earth, but another place, a land populated by many and various Dragons not of our world.

(Dragonlords, BK VIII, 586-598)

Thus, it was that all of the clues came together for the Sage. In the days before the Great Ice, according to the ancient historian Tihel of Valakor, a star "shone forth with such a great light that even the full moon was dimmed beside it and the hearts of men were filled with a mighty dread." Soon after that time the "Dragons" of Kaarloch were encountered, and much later the "Dragons" came from the Eastern Wastes to terrorize and pillage Valdusar. And of the Fall of the Ancient Kingdoms much was learned. In the ancient Hss'Taathi fragments the worthy scholar found a particularly cryptic passage:

We Lords of the Ch'aitkhe T'sss'tah entered into the land, and all was strange and unlike any other land in the Realm of Ssk'al. There we met Softskins who knew not the Challenge and stood before Us in open defiance, slaying Our Ssk'al'stah against aZZ custom and usage of Noble Races. These We slew for their impiety; and We found them weak while We were strong in the service of Ssk'al. Yet their Hold-mates were also defiant and would not accept the Submission and came against Us with the wrath of the Hch'ait'kaasst (perhaps the name of a terrible Dragon?) in bZoodrage, their numbers beyond Our counting. So it was that the Ch'aitkhe T'sss'tah bade the Hssaikh'ai to draw back The Host and We returned to the forestlands and found the Way of Ssk'al and came back again into our own land. The Softskins pursued at a distance, fearing Our might, and they would not approach Us too closely. Thus the Way of Ssk'al We found through the aid of the Khaariikha and the Egg, but the Softskins could not find the Path and so could not come into the Land of the Lords. And We summoned our Hold-Friends and told Them of the impiety of the Softskins and their hatred of the Egg, and We returned with a great Host to destroy the vile servants of the Challenger who had so wronged Beloved Ssk and Her Egg. We overthrew the Warhost of the Softskins and put the collar on them and made them Khuihh. And the Hssaikh'ai became Ch'aitkhe (overlords) in Their Own Right, and even the common warriors became Sst'taist't

(Lords) with Their Own Holds, for the lands were wide and the Softskin Khuihh many, and few Ch'Haasst were in the land to ravage the herds and slay the Faithful. Thus We ruled the lands even to those across the seas....

(Third Hss'Taathian Fragment)

Anachronus notes that it is only in the Third Fragment that there is clear mention of a "Way" or "Path" from the Land of the Lords to this world. Indeed, the scholar has postulated that there was some form of "gate" between the two worlds, somehow linked with vast and unknown forces unleashed by the brilliant star mentioned by Tihel. In any event, the Ancient Kingdoms were cast down and most of Mankind was enslaved, with a few freemen fleeing to the woods and the mountains held as final strongholds by the hard-pressed Elves and Dwarves against the saurian Dragonlords. For more than ten centuries the Dragonlords ruled in the earth, digging their great Holds beneath cities and in rocky hills beneath towers and citadels, governing the lands of men with an iron fist. And the terrible saurians came into the land as well, even those the Dragonlords themselves feared and hated.

Then it passed that a terrible fear overtook the Dragonlords, and the Hss'Taathi began to withdraw to the world from whence they had come. In the Ninth Fragment, Anachronus found the answer to this hitherto mystery:

This was not the Egg of Ssk'al! Lamentation and dread filled the hearts of the Servants of Ssk'al, and We made ready to return to the Egg We had so evilly deserted. Fear was in our hearts, for We had abandoned Ssk'al to the malice of Challenger. Such an Evil is not to be borne. Ssk! Have mercy upon Us, for We did not know. We have failed in Our Faith. Vaa'Nal'Sssst, turn Your wrathful face from Us, Old Watcher, for We are but Eggclings ignorant of the Great Truths. Ssk'al, accept Our service again! We grovel before You. We abase Ourselves and crawl upon the earth before You. Mourn, O People of the Holds, for We have turned aside from the Guardianship in Our greed and Our foolishness...

Even as the Hss'Taathi began their great retreat to their own world, the free men and their allies amongst the Kindred Races rose up against the Dragonlords. Led by Arik the Strong, the Elf Lords Baran and Ethionel, and Thorin Bloodaxe of the Dwarves, the Kindred Races stormed the Hss'Taathian stronghold of Vendykaar, beginning the High Crusade to rid all the earth of the Dragonlords. In his great History of the Four Races, the thirty-seven volume definitive study of the history of Archaeon, Anachronus wrote:

The destruction of Ssmaragdae power lay not so much in the strength of the rebels, but seemingly in the very structure of Dragonlord society. No Over-lord would recognize the authority or precedence of any other, and thus the Ssmaragdae were fatally divided amongst themselves by petty jealousies and the desire for personal power. Only too late did the Ssmaragdae realize their doom was upon them. They fled from their Holds and disappeared into the wilderlands, never to be seen again. Others, cut off from retreat, fought with desperate courage against the now overwhelming numbers of the wrathful Kindred Races, but holding after holding fell before the onslaught. The survivors now turned to evil magicks and bred and cross-bred the hitherto limited numbers of monstrous races and creatures -- Goblins and Trolls and Giants --and other nameless horrors that should not be named to augment their dwindling ranks and swell their armies. In this evil they were aided -- to the shame of all Mankind -- by traitorous mages and foul men who had turned on their own people to serve and prosper in the service of the Enemy. All was to no avail. Outraged beyond endurance, the Kindred Races broke the power of the Ssmaragdae and avenged their thousand-year bondage in the blood of the Dragon-lords and their foul servants; and not their fierce warriors and their legions of monsters, not even their terrible War Dragons and Firedrakes could save them.

(History, vol. I, BK. III, Chap. xxiv)

For all his youthful wisdom, Anachronus had not been in possession of all the facts when he wrote the History, and now he wishes to correct his errors. The Hss'Taathi were not, he now asserts, responsible for the monsters that still plague the earth. It appears that the Hss'Taathi had merely captured men and women and made them slaves when they first came into the earth. Naturally, these slaves had offspring. It is an inviolable custom for all Hss'Taathi eggs to be "ooscoped" (see below). The Softskins were Khuihh Slaves, possessed of a definite caste in Hss'Taathian society, and thus their offspring had to be scoped like all members of the society. This was a process which taxed the skill and ingenuity of the Khaariika Oomancers to the limit, for the Softskins did not lay eggs. Yet the thing was done, and the human children were divided as to caste. Indeed, some rose to very high rank amongst the Hss'Taathi.

The trouble appears to have begun in the Hold of Aah'sss'kaa, which now lies beneath the Western Sea. Apparently, some of the children of the Softskin Khuihh were kept in the Chamber of the Glowing Rocks, and over the generations they changed. After a time, some of these off-spring became so altered that they could no longer interbreed with ordinary men and women. These changings evolved in the centuries into the Trolls and Goblins and Ores and Hobgoblins now feared in the earth. Other creatures changed as well, and these, too, were somehow also exposed to the mysterious green light of the Glowing Rocks, producing many of the monsters that now haunt the wilderlands and the subterranean caverns and ancient holds of the long vanished Hss'Taathi. Since these all served the ancient Dragonlords at one time or another, the Dragonlords were blamed for their creation. The Firedrakes, for example, appear to be a terrible mutation of some saurian carnivore that passed through the Gates between the two worlds which once were found in diverse places throughout the earth. The same is true of Wyverns and the Great Serpents that dwell in the sea.

When the Dragonlords were overthrown, the Kindred Races began the

task of hunting these monssters down, a task which is still pursued today by intrepid bands of adventurers who venture into the wildernesses and the places of mystery beneath the earth. However, soon after all the Dragonlords had left the earth or else were slain, save for the remnants dwelling in the Dragon Isles, the Time of the Great Ice befell the world. Thus passed the First Age beneath the eternal snows and the great glaciers that covered the glory of the ancient cities and palaces and reduced men to barbarism. The great dinosaurs (Dragons, to the natives of Archæaron) passed away in the savage cold and ice, but some of the monsters survived to plague later generations.

Only the Hold of T'sss'tahke, now ruled by Lord Tss'ess'kai, remained unassailable in the tropical clime of the Dragon Isles by virtue of its location in the Boiling Sea and the terrible might of the dinosaurs and the few remaining Firedrakes which guard the Isles, It appears that the "Gates Between Worlds" have largely disappeared, but travellers still bring rumors of terrible "dragons" encountered in distant lands and regions of almost tropical climate in places where the lands round about were barren and cold. These rumors Anachronus suggests are definite clues that some "Gates" still exist whereby brave adventurers could cross into the Saurian World; and he urges that men seek out such places in the interests of expanding our knowledge.

Now that the worst of the Kindred Races' fears of the Dragonlords have been soothed by the discoveries of Anachronus, from time to time a party of Hss'Taathi leaves the Dragon Isles in search of The Way in response to rumors that reach their ears, hoping to find a "Gateway" back to their kindred and their native world. Fortunately for all, the intervening ages between their domination of the earth have dimmed the memories and the bitterness of those dark times for Men and Hss'Taathi alike; and meetings between the races are not so bloody as they were in the past. Indeed, not a few friendships have sprung up between saurian and human as tolerant and understanding men have discovered the high nobility of the Hss'Taathi. And thus it is that members of the Kindred Races have sometimes joined brave Hss'Taathi in their quest, seeking a Gate to a new and terrible yet fascinating world out of their sheer love of adventure.

As for the Hss'Taathi who remain on the other side of the Gates in the world of Dinosaurs, the memory of the Softskins has long faded to mysterious legends and a painful guilt, deeply buried of a duty once failed. Those of the Softskins who accompanied them to their world were unable to adjust and died out. Thus the Hss'Taathi came to forget all knowledge of the Softskin Humans.

The Hss'Taathian Religion

The Hss'Taathi are oviparous creatures, and thus their religion has many references to eggs and to hatching.

The I'Liss'Ssk'al ("Faith") holds that the Earth is the Egg in which Ssk'al, child of Ssk the Sun, is slowly maturing. Ssk'al's mother, Ssk, created the World-Egg during the time of the Great Challenge, when the Others attempted to seize her Hold. For a time it appeared that they might succeed, but they were defeated and their stature was reduced so much that today the Others are only points of light wandering through the night sky, trying to find someone from Ssk's Hold who is willing to desert. Occasionally a deserter will be seen streaking through the night sky, either towards or away from one of the Wanderers, but Ssk's Hold is so numerous that their numbers never seem to dwindle.

There are still occasional newcomers who come blustering up to Ssk in Challenge, flaring brightly in the heavens for a time, their tails illuminating the night sky as they charge toward the Hold of Ssk. But always they are unable to gather enough strength through deserts and end up fleeing back into the cold darkness from whence they came, eventually becoming lost in the horde beseiging the mighty Hold of Ssk. Likewise the Wanderers meet occasionally and plot their next Challenge, but always they part without resolving anything.

Thus it is that Ssk's power is uncontested, and all appears calm in her Holding..

But it is not so with the World-Egg. Ssk's Egg was not hatched in its time, due to an evil spell cast on it by one of the Challengers (whose identity is unknown; for if it were, Ssk would surely slay him and all in his Holding). Yet the Egg still lives. So Ssk set her Ssk'al'stah, the Old Watcher, in the sky near her Egg to tend and protect it in the night's darkness and to report to her periodically. The Old Watcher, Vaa'Nal'Ssst, no mean mage himself, created the Hss'Taathi to serve Ssk'al even as the Old Watcher stood guard above. Even now he tirelessly turns his shining face around and around the heavens, so that he looks at every corner of the sky once a month. Occasionally, he reports to Ssk. At such times he interposes himself between her and her Egg, that she will not in her rage and her frustration break it. Ssk always calms, though, and the Old Watcher removes himself and returns to his great charge.

Sometimes the Old Watcher, staid though he is, becomes suffused with anger as he contemplates the Egg and the evil done to it. At such times, his face is a dull red, his anger terrible to behold. Fortunately, this too passes.

It is the Hss'Taathi's duty to know Ssk'al so that he might be aided whenever the enchantment is ended and he emerges from his Egg. Thus the surface of his Shell is mapped with all possible care and as extensively as possible, though the "Voice" of Ssk'al (who do most of the charting) have successfully mapped only a small portion.

Those who are devout in their service of Ssk'al will become numbered in Ssk'al's Holding after their death. But they will have

to wait "in-the-Egg" until Ssk'al hatches.

Ssk'al wants only the best in his Holding. Thus only the Hss'Taathi who excel in their station can hope to be welcomed by Ssk'al. Ssk'al will want no traitors, no caste-junOers, oath-breakers, apostates, or cowards in his Warhost when he greets his mother Ssk. He will want Hss'Taathi who never deserted Hold except during a Challenge, who always fought bravely, who showed proper deference and loyalty to their Hch'Ait Lords-in-Holding, who had large and powerful Holds, who always cared properly for their eggings, who were just and honest in dealing with their subordinates and inferiors. Ssk'al will want Hss'Taathi who died in battle fighting for a just Hch'Ait Lord-in-Holding, who were as brave in battle as those in a Lord's Challenge, who did not desert a Lord without good reason, and never simply for money. He will want those who have earned the respect of his equals and the eye of his betters. He will want Hss'Taathi who served the cause of knowledge and applied their knowledge wisely and only to advance the cause of their Lord and all Hss'Taathi, and never for crass material gain. He will want only those who did not use the powers he gave them foolishly or against one who was a good and loyal vassal and servant of Ssk'al and those whom he placed in Authority in the land.

Those who Ssk'al does not accept into his Holding will be doomed forevermore to find whatever menial positions they can amongst the minor lights, and they will hold puny, poverty-stricken Holds until the Last Days.

Of the Hss'Taathi religion, Anachronus the Sage has written:

There is little wonder that the Kindred Races came into sudden and bloody conflict with the Hss'Taathi. When Prince Maraeth marched forth with his army to defend his realm against the saurians who had suddenly appeared in its midst, he did not understand the meaning of the "Challenge" issued to him by the Ssk'al'stah and had the "Voice of Ssk'al", a Priest acting as a Herald, sacrosanct and beyond injury in Hss'Taathi society, and he slew the Voice. In so doing, he committed a dispicable and cowardly deed that inflamed the wrath of the saurians beyond controlling. But how could the Prince have known that the slaying of the Ssk'al'stah of the Ch'aithke T'sss'tah would start a war that would all but destroy Mankind and Civilization?

Thus I argue that it is always better to know your enemies well. The Ssk'al'stah :d not "charge" toward the standard of the Prince to slay him, merely to give a ritual "Challenge" to do battle in much the same fashion as will a human herald. To interpret the ritual as a deadly attack was natural because the customs of Men and Hss'Taathi differ greatly. If such a thing had been done to a human herald, all know the blood that would flow as his comrades avenge the deed. As it is with us, so it is with the Hss'Taathi. To see their revered Priet butchered so murderously before their eyes touched off a conflagration that engulfed our world. But worse, it became a Crusade, with both sides warring for beliefs they thought were just.

(Commentaries, BK X, 895-910)

After destroying the "Softskin" army of Prince Maraeth, the Hss'Taathi questioned some of the survivors who had come into their power. It was a slow process, for communication was very difficult. But the facts finally emerged. Anachronus quotes from the Fourth Fragement:

The Soft Ones (Anachronus notes: Hss'Taathi are exceedingly hard pressed to tell the difference between members of any of the Kindred Races and refer to all as Softskins or Soft Ones!) said that they believed that their God lived in the sky like Ssk, but 'O the shocking and blasphemous admission escaped the lips of one who said that their God had exiled his Worst Enemy into a prison deep within the World Egg! Then We knew that the Soft Ones were not creatures of Ssk at all. These spawn of much and slime were the loyal vassals of the Nameless One, the Challenger who had falsely and basely imprisoned Ssk'al in His Egg! These devils We slew, and the slaying was long and agonizing.

It is clear that the Hss'Taathi suffered a shock that rocked their religious beliefs to the foundations when they first met intelligent creatures not of the saurian race. There was pro-found doubt at first about the whole Hss'Taathi mission. Could it be true that Ssk and the Old Watcher distrusted the Hss'Taathi so much as to think that they needed the help of the pathetically weak Soft Ones to fulfill their mission of protecting Ssk'al? But the doubt vanished in an instant when they discovered that humans believed in a religion which appeared to serve a divinity in direct opposition to Ssk and Her Son, a pure accident born in the difference of two cosmic myths.

The Hss'Taathi eventually reached the conclusion that not all Soft Ones were evil, and that any who could be won over and convinced to "desert" to the Holds of those loyal to Ssk would be spared. But the others who continued to serve the Challenger would have to be slain out of hand. They declared their "Crusade" against the Challenger's Holds on the shell of the World Egg -- even as the Kindred Races declared a "Crusade" against the ravening hordes who tortured priests and their flocks for their beliefs! Thus the Golden Age passed away in a sea of blood.

The fact is that, so long as one is a "servant of Ssk", Hss'Taathi tolerance of religious differences is considerable. There is no belief in "original sin", no organized dogma or creed in which all must believe. The only "heresy" is denial of Ssk'al. Otherwise, when a new thought concerning the "religion" is voiced, it is either tolerated or someone takes umbrage and issues a "Challenge to Death". As for other religions, the Hss'Taathi immediately translate it into terms of his own beliefs, judges whether the new religion is pro-Ssk'al or anti-Ssk'al, and acts accordingly.

The Hss'Taathi also regard asocial creatures with intelligence (like dragons, trolls, etc.) who live in groups no larger than a large family to be no threat, except insofar as they cause loss of

life, property damage, or other injury to the Hold or its members. Such being are held to be outside the duty of all social creatures (intelligent beings who live in true societies) to protect the Egg of Ssk'al. Thus such creature cannot be expected to aid or to effectively oppose the eventual birth of Ssk'al. Some of these creatures were mutated Soft Skins enlisted for the Crusade, but that was of little import. In the end, the choice of how to deal with the asocial creatures was a thing left for individual Hss'Taathi to decide. This tolerance (often reciprocated by the "monsters" with whom the Hss'Taathi were in contact) was sharply contrasted by the determination of the Kindred Races to destroy all nests of Evil wherever they could be found. Clearly, the experiences of the Kindred Races during the Domination left their scars many generations hence, after all knowledge of the time was lost.

It was long after they had won domination over an entire continent that the Hss'Taathi discovered their great error: this new land was not on the Egg of Ssk'al at all! The Soft Skins had not opposed Ssk'al. They had not aided the Challenger. Stunned by what they had learned, they began their withdrawal back to the Ss'ait'kaa or Land of the Lords, for they had been "led astray" and had deserted their duty to Ssk'al by leaving his Egg to go to another in which an Enemy of the Softskins had indeed been lawfully imprisoned by their Great Lord-Holder. Even as the retreat reached its height, the counter-attack of the Kindred Races began. The whole thing was a total "botch-up" from the point of view of everyone concerned, once the facts became known to all.

Thus it is that the few Hss'Taathi remaining trapped in the world by the cataclysm of the Great Ice and the disappearance of the last known Gateways have entered into an uneasy truce with many of the Kindred Races. Theirs is the desperation of the "Lost" who long to return to their true home and their duty. As for the Kindred Races, there is a growing eagerness to see them on their way -- just in case...

As a final note on Hss'Taathi religion, the Priests or "Voices of Ssk'al" are the recognized authorities on religious matters; for they do speak directly to Ssk'al and repeat his words to other Hss'Taathi -- or so all believe. However, it is often said that Ssk'al "speaks with many Voices", and it is therefore uncertain as to what is Proper and what is not. It is the belief of the Hss'Taathi that all the "Voices" have a voice in proper activities, that differences will arise as a natural development. This when consensus is reached, all believe that it must be the Will of Ssk'al alone; it is held that the Hss'Taathi are, by their very nature, incapable of doing anything that would be contrary to the wishes of Ssk or the Old Watcher in their protection of Ssk'al and the World Egg. Once agreement is reached, then, any person or race going counter to that view runs grave risks. Now that these things are finally known, the Kindred Races studiously ignore religious discussions with the saurians.

The Hss'Taathi



he Hss'Taathi are a saurian race, warm-blooded descendants of small hunting dinosaurs who somehow survived the general destruction of their kind. They are a highly intelligent and accomplished race, in many ways fully the equals of Mankind; and while they have a distinctly saurian cast to their features and over-all appearance, they are almost as far removed from the lower reptiles as we are.



Physical Description



he appearance of the Hss'Taathi varies considerably from caste to caste and from tribe to tribe. However, all Hss'Taathi do have a coating of short, fine hair which is typically of a slate-grey or greenish-grey color; but both hair and skin will vary dramatically in color from a distinctly greenish hue to green-grey, flesh= color with a tinge of yellow, yellow-brown, and red-brown. There is also the rare individual who is an albino (pure white) or a melanist (solid black). Pebbled skin

is sufficiently tough to compare favorably to banded armour.

The Hss'Taathi are bipedal creatures who stand erect on two powerful legs and use their large tails for balancing. When a Hss'Taathi walks or runs, he appears to tilt forward, his tail held out almost horizontally behind the creature to balance him and to provide a sureness of foot quite unexpected by those unfamiliar with the race.

A common characteristic is the crest. Though the size of crests varies, all Hss'Taathi have at least some claim to one. The crest is formed of a chitinous material which grows from the skin, and they are often trimmed, polished, and painted to denote fine gradations in caste and rank. The crest begins on the crown of the head and extends the length of the spine, with individual triangular spikes the longest on the back of the neck. High-caste Hss'Taathi have access to secret methods of encouraging the growth of their crests, and they may reach as much as 8" in length as a result. Of course, Hss'Taathi clothing and armour are designed to accommodate the crest.

The eyes are especially distinctive, with the exposed eyeball being of a whitish-blue tint that becomes a vivid red when the creature is aroused. The pupils are yellow or orange and are shaped in the slit characteristic of all reptilians. Most disconcerting is the unblinking stare with which a Hss'Taathi may fix the object of his attention.

All Hss'Taathi have a characteristic throat pouch which is inflated (involuntarily) whenever the creature is extremely angry or frightened. When inflated, the individual hairs on the throat sac are separated to such an extent that the Hss'Taathi appears to have a bright red balloon on his throat with patterns of hair color. For special display, the throat sac is shaved, often dyed, and sometimes even tattooed. When deflated, the throat sac seems to be just so much loose skin beneath the Hss'Taathi's chin.

Clothing consists of at least a basic loincloth-like wrapping about the thighs, waist, or base of the tail. This can be complemented by wound leggings, tail-wrappings, and loose tunics.

The higher the caste, of course, the more refined and elaborate the clothing. High-caste Hss'Taathi often wear long flowing robes, usually split up the back to accommodate the tail. Footwear ranges from none at all (everyone goes barefoot in the summer) to wrappings or spiked sandals (to protect the foot from winter snows). In the usual sense of the word, shoes are unknown.

The Hss'Taathi love cosmetics and jewelry. Dye for the fur, paint or tattoos for exposed skin, enamel paints for the nails and crest -- the well-to-do Hss'Taathi is rather a peacock when at ease. Naturally, the lavishness of cosmetics will reflect the wealth and status of a Hss'Taathi. Further, the creatures will often wear a substantial portion of their wealth in the form of rings, arm bracelets, belts, pendants, necklaces, sashes, etc.

The most unusual feature of the Hss'Taathi as a race is the singular lack of distinction between the sexes except for the brief mating season. Physically, males and females are similar in size, general appearance and strength, with only subtle differences in crests, tattoos, and dye and paint patterns signalling the difference to the trained eye.

Hss'Taathian Social Castes



he strata of Hss'Taathian society are clearly defined. There are essentially eight castes of saurians: the Hch'ait, Sslissi, Hssiakh and T'kah warrior castes; the Ss'issike hunting caste; the Htlaii and Htikhk priestly and mage castes; and the Khuihh servant/slave caste.

Characters are born into a given caste and with few exceptions, remain in that caste for their entire lives. Each caste has about the same number of males and females, with no distinction made between the sexes with regard to social roles.

The Hch'ait Warlords

The Hch'ait are born warleaders and can be compared to human Chivalry when speaking of rank and military prowess. As soon as the Khaariikha casts the "Ooscope" of a hatchling's eggshards and discovers it to be a born Hch'ait, the male/female hatchling is carefully isolated from the others and is raised to assume the responsibilities and rigors of military leadership. Every aspect of Hch'ait upbringing aims at producing the skilled warleader, and in both tactics and personal feats of arms the typical Hch'ait outclasses all but an exceptional few in the lower castes.

Like the feudal knight, only Hch'ait are permitted to wear Hch'aissst (Noble Armour) or to bear Hch'Kaasst (Lordly Weapons). None save the Hch'ait may ride the dreaded K'Haasst or War Lizard into battle.

Not all Hch'ait become Lords of Holdings, and many remain "vassals" or lesser nobles in the warhost for their entire lives, functioning as an officer corps for the ruling Hch'ait Lord. To attain overlordship, a Hch'ait must issue a "Challenge" and acquire a following. (See "The First Hold.")

The Sslissi Heroes

The Sslissi are born warriors, and only those born into the caste may call themselves "The Companions of Glory". Sslissi are superior specimens of Hss'Taathi warriorhood, invariably of tall and imposing stature, with massive musculature and great strength. Their ferocity in battle is legendary and compares most favorably with the bloodlust of the Nordic beserk.

Sslissi are permitted to wear the Hch'aissst (Noble Armour) and may bear Hch'Kaasst (Lordly Weapons), clear marks of their high status in Hss'Taathi military society. The designated Ssliss'Hch'ait or "Companions of the Lordly One" -- a rank approximating "Champion" -- are permitted to ride the K'Haasst or War Lizard. Other Sslissi may ride the Tss'Haasst or Hunting Lizards.

The Hssaikh Warriors

The Hssaikh or "Sword-Slayers" are the retinue of the Hch'ait Lord of Holding, the warriors of the household, and they look to their lord for all maintenance and honors. Outwardly, they often resemble in stature and general appearance the noble Hch'ait and a Hssaikh warrior can aspire to Lordly rank if he attains enough honors and deeds of valour,

In a few instances, Hssaikh of superior ability have risen to the highest rank, that of Lord Holder, by virtue of their Hch'Ssliss'a ("Noble Deeds"). Of those chosen few, a number actually achieved Warlord Rank, the greatest being the female Ch'aitkhe T'sss'tah, Conqueror of the Shadow World beyond the Way of Ssk'al, Slayer of Those Who Serve the Challenger of Ssk. Hssaikh so elevated in rank are given a "crash course" in tactics and the use of noble arms so that they may in all ways conduct themselves as befits their high status.

Hssaikh are permitted to wear the Ss'aissst (Warrior's Armour) and bear Ss'Kaasst (Warrior's Weapons). They may also ride the Tss'Haasst Hunting Lizard, but must dismount in formal battle unless given leave to ride by their Hch'ait Lord (who rarely refuses it).

The T'Kah Warriors

The T'Kah or "Spear-Slayers" are the rank-and-file infantry of the Hss'Taathi. Less imposing than the previous three castes, they are allowed to bear only the T'ss'kaasst (Hunting Weapons) and the pike -- the favorite close-order infantry weapon of the saurians. T'Kah may wear the Ss'aissst (Warrior's Armour), but never armour of metal. T'Kah are never permitted to use magical weapons, except by permission of a Hch'ait Lord as a mark of favor, and to draw weapons against a member of the Hch'ait, Sslissi, or Hssaikh castes except in war is punishable by the Kaa'nass'Ssk'al ("Banishment from Those Who Serve Ssk'al") -- virtual outlawry, with an offender being branded and turned free to wander outside the holds, fair game for anyone who can kill him.

As a sign of favor, a T'Kah who distinguishes himself with Hch'Ssliss'a ("Noble Deeds") can hope to be raised to the Hssaikh.

The Htlaii Priest/Mages

The Htlaii or Priestly Caste has no close parallel in human society. The nearest comparison would be a human mage in a religious order or a Cleric with magical training. There are three types of Htlaii, each significantly different in powers and functions:

- Ss'al'stah or "Voices of Ssk'al": Priests of the Egg.
- Khaariikha or "Oomancers": Diviners of thé.Egg.
- T'Ki't't'k or "Those Who Return to the Eggs of the Ancestors": Metamorphs.

There is no priestly hierarchy as such, although the Ssk'al'stah or "Voices of Ssk'al" almost approach the status of a formal hierarchy. Rather, these priest/mages are devoted "Servants of Ssk and her Son Ssk'al" who perform certain religious rites as well as more "normal" magick.

Htlaii rarely use any weapons besides those which Ssk and the Old Watcher have endowed them -- namely Iss't'aa ("fangs") and Iss'thaa ("claws"), though it is permitted to use Hti'Kaast ("Weapons of the Servant"), a form of combination brass knuckles and steel claws which augment natural weapons. Armour is rarely worn, but leather Ss'aissst (Warrior's Armour) is allowed.

The Htikkh Mages

The Htikkh or Mage Caste again has no close parallel in human society, for the Htikkh are fighters as well as mages:

- Ukait'Akh: "Worker of Magicks": a combination Fighter/Thaumaturgist/Conjuror/Alchemist/ Weapon smith.
- Ss'iss'k'akh: "Worker of Hunting Magicks": a form of Forester/Mage who always arises from the Ss'iss'ke or Hunter Caste and becomes a master of magical practices concerning aspects of forestcraft, hunting, and tracking.

Htikkh are rarely found in armour, but leather Ss'aissst (Warrior's armour) is allowed. They are permitted to bear any weapons they choose.

The Ss'iss'ke Hunters

The Ss'iss'ke are born hunters and closely parallel in their abilities the Forester class of character, except that they have no magical powers unless their Ooscope in "highly auspicious" at birth, whereupon they will receive three "natural talents" upon maturity and entry into the game.

Ss'iss'ke are allowed only the T'ss'Kaasst or "Hunting Weapons", and they invariably specialize with the bow or the spear as one of their favorite weapon choices. Armour will be limited to the Ss'aissst and is invariably of leather. They are under the ban of the Kaa'nass'Ssk'al (see above).

The Khuihh Servant/Slaves

The Khuihh are equivalent to the "commoners" in a human feudal society and range from fairly will-to-do freeborn Hss'Taathi to slaves (prisoners of war) taken from any other race. Of all the castes, it is this one which provides for the greatest degree of mobility within caste, for Khuihh can be merchants, stock-breeders, craftsmen, even Thieves. Elevation to higher caste is difficult. They may bear Khui'Kaasst or "Permitted Weapons". They are under the ban of the Kaa'nass'Ssk'al (see Tikah, above).

The Hss'Taathi Senses

Because they are a race foreign to usual human experience, it will be instructive for players to have a general idea of the degree of acuteness of the various senses possessed by the Hss'Taathi:

Sight compares very favorably with that of humans. Hss'Taathi eyes are somewhat larger, allowing them a peripheral vision of almost 270°, making it hard to sneak up on one. However, the field of their binocular vision is about the same as in humans. Visual acuity is 20/20, the same as human sharpness of eyesight. Hss'Taathi see in color as well and on the same wavelengths as humans do except for a few angstroms farther into the ultraviolet. Their night vision is little better than human, and definitely is not good enough to make the race nocturnal creatures.

Smell is a sense perhaps slightly duller than that possessed by humans.

Hearing is excellent, despite the absence of exterior ears of any kind. Indeed, Hss'Taathi sensitivity to sound is legendary and extends to noises far too faint for humans to hear. Compared to human hearing, a Hss'Taathi could hear at 20 feet what a man could make out at 10 feet. But this sensitivity is balanced by the totally non-directional nature of the sense. A human is capable of locating the source of a sound within an arc of 5° and can unerringly point at it; Hss'Taathi are exceedingly lucky to come within a 30° arc either side of the sound source. A Hss'Taathi concentrating on listening will be seen moving his head from side to side as he attempts to "zero in" on the direction of the source, and only very loud or continued noises will improve his chance of locating the source. However, the distance to the source can often be judged with startling accuracy. To sum up, Hss'Taathi depend upon other senses confirming what their ears tell them about the environment.

Taste is very undiscerning. Hss'Taathi palates are sensitive enough to tell whether meat is rancid or spoiled, but the finer points of the culinary arts are lost on them. Hss'Taathi are totally carnivorous/insectivorous and will eat meat raw. They enjoy their food best when toasted over a fire, and do have methods of drying and preserving food for journeys, military campaigns, and winter storage. Several delicacies have been discovered by the race since their contact with mankind: heavily spiced meats and "stout" ale. They also have a preference for several species of "tasty" beetles and will pay well for them. Vegetables, fruits, and "sweets" are of no interest to them. It should be noted that this dullness of taste is a very weak spot when it comes to the matter of poisons, a fact often used to good effect by knowledgeable human prisoners.

Touch is not particularly developed in some respects. Hss'Taathi "hands" are hairless and are seldom covered. Because of the rather large claws which often extend from the fingertips to 4" or so in length, Hss'Taathi sense of touch is not particularly delicate. The fingers themselves are very thick in order to support the claws and give them strength. Thus touch is not at all acute as a sense, and dexterity with delicate manipulations is difficult or impossible to achieve. At the same time, the hands are highly sensitive to gradations in temperature and texture. An exception should be noted in the case of the Khuihh Servant/Slave caste, who have very modest claws and therefore considerably more dexterity and sense of touch than the other castes.

Heat Sensing is remarkably acute, for the Hss'Taathi are sensitive to heat sources in much the same fashion as are pit vipers. Consequently, they can sense the presence of warm-blooded creatures from 20 to 30 feet away, conditions permitting; and within 10 feet they can often locate the heat source with considerable accuracy. This sense is less acute in warm temperatures and more acute in cooler temperatures. In dark places, this sense is often used to sense the presence of others and is well-developed enough to permit Hss'Taathi to strike a dog-sized target with great accuracy.

Hss'Taathi Characteristics

The characteristics which a Hss'Taathi player-character or NPC will possess depends to a large degree on the caste into which he/she is born. The following table is presented to give players an idea of what the typical member of each of the various castes is like in terms of gaming characteristics:

Caste	Size	Wt	DEX	STR	CON	APP	BV	IQ	WIS	CHA	BODY	MA	CL	CCAP	PC
HCH'AIT	6'9"	425	14	15	16	21	19	13	13	21	33	9	5	1190	^E 20
SSLISSI	6'10"	475	9	15	15	17	11	9	9	12	35	6	3	1280	.8 17
HSS'AIKH	6'3"	280	9	12	13	14	11	9	9	11	21	5	3	530	.9 9
T'KAH	5'8"	170	9	12	13	13	11	9	9	11	15	5	3	320	7. 5
SS'ISS'KHE	6'1"	235	16	12	13	14	11	9	9	11	19	5	3	450	9. 2
HTLAI	6'9"	400	9	12	13	15	19	17	15	17	29	8	4	760	13 .2
HTIKKH	6'3"	265	9	12	13	14	19	17	15	17	21	8	4	510	10 .8
KHUIHH	5'1"	130	10	12	13	11	11	9	9	7	12	5	3	250	6. 2

As each character is discussed, reference will be made to the above table. The castes will themselves be more completely discussed in the sections on the social structure and the character types. (Note: these are first level characteristics; experience will improve such variables as CCAP and PCF.)

Size and Weight: Hss'Taathi tend to be tall and massive as a genus; however, some are notice-ably larger than others. The Hch'ait (Lord) and Sslissi (Heroic Warriors) are huge. The Htlaii (Priest/Mages), though not fighters by choice or inclination, have the mass necessary to bowl over many a smaller opponent, a form of "personal presen-e" which often serves to give them a leg up when contending for power within the society. The Hss'aikh (Warriors) and Ss'iss'khe (Hunters) are less massive and powerful, yet still outclass the typical human. Htikkh(Mages) are not so small as to be unworthy of attention either, T'Kah (Warriors) are relatively small -- man-sized -- and form the bulk of the fighting strength of a Hss'Taathi "Hold". Khuihh (Servant/Slaves) by Hss'Taathi and human standards alike can be classified as "runts".

Dexterity: Most Hss'Taathi castes are not distinguished in their dexterity, especially when attempting some form of manipulative task. The thick fingers, intended more as braces for the fighting claws than as fine manipulative tools, prevent efficient performance of many tasks. Thus, with the exception of the Khuihh caste, Dexterity should be regarded as referring to such tasks as climbing, balancing, and combat related skills. Only the Khuihh have fair manipulative dexterity; all other castes have 1/2 x Dexterity when attempting such tasks as picking locks, etc. It is difficult to conceive of a Hss'Taathi Thief, but very dexterious Khuihh have sometimes succeeded at the trade. If a Khuihh Thief is contemplated Moving Silently and Hiding percentages are modified as follows:

- -10% if weight is between 160-250 dr.;
- -25% if weight is 260-400 dr.;
- -40% if weight is between 410-600 dr.;
- -60% if weight is 610+ dr.
- But, if the weight is under 90 dr. +5%.

Further, any Khuihh rolling a Dexterity of 16 may roll 1d6: 1 = 16, 2-3 = 17, 4-5 = 18, and 6 = 19 Dexterity.

Constitution: Hss'Taathi are a healthy lot, with constitution scores well above "average", except in the case of the occasional "runt". The Pain Threshold for Hss'Taathi is calculated the same way as outlined for humans in the C&S Sourcebook (3 x Constitution + Strength), so the average for Hch'ait is 63%, and for most others is 51%. This compares with a typical human pain threshold of 42%. Also, Hss'Taathi are not susceptible to most human diseases (colds, pneumonia, rabies, and leprosy of the Tomb excepted), but they have their own ailments which will be dealt with under Hss'Taathi Physicians.

Wisdom: On the whole, Hss'Taathi are no less wise than humans; and Hch'ait, Htlaii, and Htikkh have substantially more, as a matter of fact, which seems to suit their pose as a Lordly Race. However, since the value systems of Hss'Taathi are so alien to human eyes, they are often not respected for their wisdom by the Kindred Races. Rather, it is their knowledge which earns respect. Strangely, the same is true of Hss'Taathi attitudes.

Intelligence: The Htlaii and Htikkh castes are, in general, extremely intelligent, and the greatest may exceed the limits of the best amongst the Kindred Races. The other castes are decidedly less intelligent, averaging slightly below human norms.

Voice: One of the major distinguishing characteristics separating Hss'Taathi and humans is the "bardic voice". Hss'Taathi have no lips; thus, their language consists of a great many sibilants and gutturals. When pronouncing Hss'Taathi words, the human player can achieve a fair approximation (though probably only partially intelligible to Hss'Taathi) of the sounds by pronouncing the words as written, without moving the lips at all. CH, for example, is pronounced as in the German ach or Scottish loch; to pronounce it as the English church requires the lips to be pursed. KH is similar but more sibilant and less guttural. Other letters are pronounced as they look, but remember not to move the lips. Moving the lips in any way will change the sounds considerably: for example, the caste name KHUIHH is pronounced just as if one is attempting to say "Kooey" without moving the lips.

Some results of having such a distinctive language are:

11. Few Hss'Taathi are eloquent in any normal sense of the word. They place little stock in the timbre of a voice. The important factor is clarity!

12. There are no "songs", and music tends to be percussive in nature (and surprisingly varied, withal).

13. There are epics and tales, but these are simple recitations rich in imagery but lacking the "musical" quality of verse.

14. Few Hss'Taathi speak human or Kindred tongues and vice versa.

For example, try reading a few sentences on this page without moving your lips at all, and then reflect on the fact that you grew up speaking the language. Human speech requires lip movement for clarity; Hss'Taathi language requires absolutely no lip movement for clarity. Also, Hss'Taathi sound variations are so subtle that it is easy for humans to make mistakes.

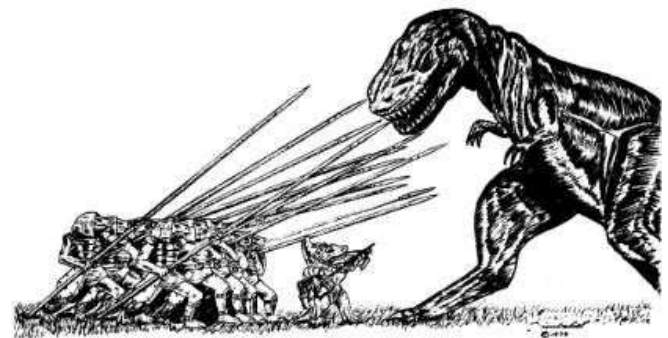
Naturally, since it is so difficult for them to do WELL, the Hss'Taathi have a special regard for one of their number who is a true orator! there is even a very powerful social status (the VOICE) reserved for such personages, whose sole job is to "translate" between two Hss'Taathi even those who speak the same language, whenever a "legal" or "political" matter is involved. It is sometimes said that Anachronus the Sage was the only human to have mastered Hss'Taathi speech to such fluency that he was even offered a position as "Voice" with the first Hold in the Dragon Isles when he went there to negotiate with the Hss'Taathi for his Prince, the King of Arden. Such a case is so exceptional as-to be unrepeatable. Across the races, a Bardic Voice of 1-19 = 5 to the listener of the other race; a 20 = 6.

Personal Appearance: Hss'Taathi standards of "beauty" are highly functional and refer to the imposing of nature of a person; his size, strength, and general fitness. Attractiveness literally relates to one's ability to "throw his weight around" by standing there and looking like he can "lick everyone in the place". Human-types dealing with Hss'Taathi can easily compute their "Appearance" by applying Hss'Taathi standards, as indicated for characteristic determination, with their size compared to Hss'Taathi sizes. Knights in armour can take impressive plate mail and plate into account.

Charisma is entirely a function of Appearance, Voice, Intelligence and Wisdom, with some adjustments made for the caste of Lords and Slaves. Non-saurians have a uniform charisma of 5 unless they have really IMPRESSED the Hss'Taathi. Anachronus the Sage, despite his 5'8" height, scored an impressive 26 because of his oratory skills, based on the Hss'Taathi system of charisma determination!

Fighting Skills: The Hss'Taathi are less accomplished in the final analysis than are high-level human warriors, but the Hch'ait and Sslissi castes are near superhuman on the average and prove to be devastating opponents even when of low level. High level fighters of the highest castes are capable of destroying a room full of typical human fighters, and they are very hard to kill.

Magick: The Hss'Taathi have a very rich and powerful magical heritage. The Voices of Ssk'al, the Khaariikha, and the T'ki'tk'k of the Htlaii caste are both priests and mages in that they serve the World Egg (see "Religion") and practice their magick in the name of Ssk'al. The Htikkh mages are more conventional magick users, the Ukait'akh combining the powers associated with several of the human magical classes, while the Ss'iss'akh is a form of Forest-mage. Except for the Ss'iss'akh, all of the magical castes shun the use of weapons (except for natural weaponry), insisting that a mage should rely on naught but his own personal power to defeat his foes. Seeing as most mage castes are exceeded only by the Hch'ait and Sslissi in fighting ability, the Mages are quite capable of self-defense.



Language



ss'Taathi may learn other languages in the manner outlined in the Complete Role Player's Guidebook. Amongst themselves, however, it requires an expenditure of language points to learn a saurian tongue equal to any human language for a human, and an expenditure of language points equal to those a human requires to learn a saurian tongue whenever a Hss'Taathi wishes to learn a human language.

Charisma & Leadership



harisma is so important to holding on to followers or to advancing in certain areas of Magick that the Hss'Taathi have made increasing it a fine art.

For every 12 language points expended (as if learning a new language), a Hss'Taathi can increase his Charisma by 1 point. Under no circumstances may he increase his Charisma by more than 33% of his original Charisma score.

Charisma has the same effects on morale (of self and on others subordinate to a Hss'Taathi leader) of anyone who is a member of Hss'Taathi society L- including Softskins who have joined a Hold and have learned the language. Also, 1 point is added to the base Charisma of a Hss'Taathi who has learned a Softskin tongue for every Charisma point learned by perfecting one's speech.

For that is what the Charisma "boost" really is: perfecting one's ability to deliver a message, a skill highly prized by the Hss'Taathi. Mages who spend their time at low levels of experience "perfecting" their language skills ("Voices" and Hunter Mages) will be able to make adjustments to their magical abilities. The whole matter is of prime importance, Everything ultimately depends upon the impression one makes on others in a saurian society.

Hss'Taathi Society



he Hss'Taathi social order is based upon caste. A Hss'Taathi is assigned to a certain caste by his Ooscope, which is performed before he is fully hatched. Any clutch of eggs may contain eggs belonging to any caste, with the result that mothers are not particularly attached to the eggs they lay. However, after the Khaariikha (Oomancer) has Ooscoped the eggs, they are immediately segregated by caste and given to brood-mothers (Oo'soo'sst). Thereafter, she will be the guardian and protector of the clutch of hatchlings, and no other will have any claim on them as family. Significantly, Oo'soo'sst are always of the Khuihh caste, but they bear a special relationship with their "offspring" when they mature and may call upon them for personal favors -- as is only the due of a "mother". Oo'soo'sst are typically the wisest, most intelligent, and most devout of the female Khuihh, and they are much honored amongst the Hss'Taathi.

Given the vast differences between the adults of the various castes, it is surprising to the uninitiated that the Ooscope should be so accurate a determiner of the traits and abilities of a newly hatched Hss'Taathi. However, it should be remembered that the rite has been practiced for thousands of years, and the Khaariikha are very knowledgeable about such matters. They have accumulated lore of Eggs at their disposal, and thus they are most sensitive to even the slightest variations in shell size, shape, and surface speckling which might betray the true nature of the hatchling.

Of course, there are always "grey" areas. For instance, a Hch'ait Lordling who has very low scores in his characteristics will seem much less Hch'ait-like than might a Hssaikh or even a Khuihh who has high scores in his characteristics. Also, there are times when a character feels that he really "belongs" in another caste and may petition for reassignment. However, while the petition may be granted, the Ssk'Aal (Will of Ssk) may have been violated and the character might not prosper in his new caste nearly as much as in his Caste of Birth (Oo'Ssk' Aal). To permit some player "mobility", the complex ritual of reassignment is simplified (see "Determining Player Characteristics"), but it should be understood that the petitioner in fact had to request the Khaariikha and two members of the caste he desires to enter to grant his petition, with many "proofs" and arguments advanced for and against the request. In any event, the character must meet the minimum requirements of the caste he desires to enter:

Hch'ait	6'2" + height, Strength 10, Constitution 11, Dexterity 9, Bardic Voice 11, IQ 5, Wisdom 5, Appearance 11.
Sslissi	6'7" + height, Strength 10, Constitution 10.
Hssaikh	6' + height, Strength 9, Constitution 9.
T'Kah	5'1" height, Strength 8, Constitution 8.
Htlaii	Bardic Voice 11, Intelligence 9, Wisdom 10, Alignment 1-12. In addition sub-classes require: - Ssk'al'stah ("Voices of Ssk'al"): Bardic Voice must be 12. - Khaariikha (Oomancers): Dexterity must be 9. - T'ki't'k (Matamorphs): Constitution must be 10.
Htikkh	Bardic Voice 11, Intelligence 9, Wisdom 10. In addition, sub-classes require:

- Ukai't'Akh (Mages): Intelligence must be 12.
- Ss'iss'k'akh (Hunting Mages): Dexterity must be 12; character must be born into the Ss'iss'ke Hunter caste.
- Ss'iss'ke Dexterity 11.
- Khuihh Warrior castes cannot join. Sub-castes require:
 - Nss'a'Khuihh (Thief): Dexterity 12.
 - Ssk'arr'lss (Physician): Dexterity 10, Intelligence 11, Wisdom 11.
 - Stah'Khuihh (Merchant): Bardic Voice 12, Intelligence 12.
 - Oo'soo'sst (Brood-Mother): Intelligence 15, Wisdom 15, Alignment 1-6.

There are definite restrictions on caste changes. Hch'ait, for example, may become Htlaii or Htikkh, but cannot enter any other caste. Sslissi never change caste. Hssaikh may become Hch'ait, Sslissi, Htlaii, or Htikkh. T'Kah may become Hch'ait, Sslissi, Hssaikh, Htlaii, Htikkh, or Ss'iss'ke. Ss'iss'ke may become any warrior caste or Htikkh. Khuihh may join any other caste.

Promotion in caste requires meeting tests of valour and/or skill. A Khuihh who desire Hch'ait caste, for example, will be designated as T'Kah. If he distinguishes himself and performs the tasks set for him the Game Master (acting as the caste Elders) may promote the character to the Hssaikh. Again, if he distinguishes himself, he could be advanced to either the Sslissi or the Hch'ait. All this assumes, of course, that the character met the minimum requirements of the highest caste to which he aspired, and he would be given the PCF levels of that caste from the start. However, until he proves himself, he fights with the weapons and armour of the T'Kah caste -- then the Hssaikh, and so on. Reassignment to nonwarrior castes is less onerous, for if the Khuihh mentioned above had the prerequisites to enter the Htlaii sub-class of T'ki't'k, he would remain T'ki't'k, for the rest of his life and would merely have to become proficient at his work.

Only one caste change is permitted in a lifetime. Warrior caste is really graded, so T'kah-Hssaikh-Sslissi-Hch'ait is really one caste, in a sense, and the character is limited only by his ability to meet the requirements of the highest caste he can enter and the need to prove he can handle the duties of lower castes first.

The Hch'ait are the Hss'Taathi equivalent of knights and entry into that caste by one not born to it is a solemn matter requiring great proofs of valour and devotion to duty. Thus "promo Lion" from a lower caste should be made subject to rigorous tests, and such a character should be regarded as being on probation -- a Hch'ait-cadet -- until proven worthy.

Clearly, though, the "fix is in" when reassignment of caste occurs. Usually, a superior specimen of a caste is noticed by or somehow brings himself to the attention of a member of the caste he wishes to join. His Sstah'sss't'sss (Sponsor) then "invites" the dissatisfied character to join the caste and suggests he "petition" the Elders (the Khaariikha and two leading members of the caste desired). Suitable bribes are given -- mere "gifts", mind you -- and the reassignment takes place. Every "worthy" Hss'Taathi has the right to Petition (Sstah'sss) and he may invoke the right at any time.

Hss'Taathi recognize differences in caste by carvings on the forwardmost part of the crest. These carvings (Iss'thaaa) are intelligible only to Hss'Taathi and a few non-saurians who know how to speak any Hss'Taathi tongue. The crest carvings are used for verification only; it is usually the case that a Hss'Taathi can instantly recognize the caste of another from other clues, such as posture, attitude, clothing and manner of speech.

Caste markings are placed by the "Voices of Ssk'al", the "Priests", at the annual reception of the Blessing of the World Egg (Oo'ssk'al). The marks are placed after the absolution process and cannot be altered without the intercession of a member of every caste. There has never been a case of any Hss'Taathi successfully altering his own caste mark, or of any Hss'Taathi successfully bribing a member of every caste to intercede for him and change the caste mark without a successful Petition.

One other point should be emphasized. If a Hss'Taathi already accomplished in the skills of his born caste successfully changes to another caste, he will refrain from practicing those skills of the abandoned caste -- no matter what the situation. For instance, if a Htikkh Mage became a warrior, he would never practice magick because his new caste does not engage in the Arts. Caste brings definite role-distinctions which no Hss'Taathi would think of violating, even if such violation of one's caste did not carry the immediate penalty of Kaa'nass' Ssk'al.

Rolling the Characters

The Character's Ooscope



he Khaariikha are Htlaii Priests who specialize in "oomancy" and other magicks dealing with eggs. It is the Khaariikha who casts a hatchling's Ooscope at birth by examining the shards of the birth-egg.

The Ooscope

The Ooscope (Oo'stah'sss't) is a very solemn and far-reaching ceremony which virtually decides the future calling of a Hss'Taathi. Oomancy is a form of divination and results in a "reading of the Will of Ssk", a foretelling of the role the hatchling will play in the protection of Ssk'al in the World Egg. The moment that the egg-tooth pierces the shell, accompanied by the 'Ichirrup: of the hatchling inside, the Khaariikha crouches carefully over it and marks the exact manner in which the hatching occurs. The Ooscope he casts is vaguely equivalent to a horoscope, except that it has the full weight of religious belief behind it.

All characters will have an Ooscope cast before any die rolls are made to determine the precise details of his gaming characteristics: 1d100 is rolled.

D100	Caste of Birth	D100	Caste of Birth
01-10	Hch'ait Lord	61-70	Htlaii Priest/Mage
11-20	Sllissi Warrior/Hero	71-80	Htikkh Mage
21-45	Hssaikh Warrior	81-90	Ss'iss'ke Hunter
46-60	T'Kah Warrior	91-00	Khuihh Servant

The Omens

An Ooscope will also give a foreshadowing of the chances of success or failure which will mark the career of the young Hss'Taathi. To determine the "Ssk'Aal" (The Will of Ssk), roll 1d100. If a character is not contemplating making a caste change at any time in the future, the result will not be taken as exceeding 75. If a character contemplates making a caste change, add +10 to the result:

D100	Ssk'Aal (Omens)
01-10	Highly Propitious: +25% experience in Caste of Birth,
11-20	Propitious: +15% experience in Caste of Birth; normal experience if caste is changed.
21-35	Favorable: +10% experience in Caste of Birth; normal experience if caste is changed.
36-75	Promising: +5% experience in Caste of Birth; 90% experience if Caste is changed.
76-00	Unfavorable: normal experience in Caste of Birth; 80% experience if caste is changed.

Ssk and her Son, Ssk'al, do not look upon "caste-jumpers" with favor. Thus it is that the player who desires t at his character be able to change his Caste later in his career takes risks. To quote an ancient saying, "TAANSTAAFL!: There ain't no such thing as a free lunch!" In Ssk's world, only those who accept their given roles as protectors of her Son, Ssk'al, are entitled to her favor.

Thus a player can attempt to have his character enter another caste, but he foregoes the experience bonuses awarded the Oo'Hss'Taathi'a (Those Content in the Egg), any may even become Naa'Ssk'Aal'a (Those From Whom Ssk Has Turned Her Countenance), dogmed to receive only a portion of the experience that might have been his. Such is the Will of Ssk, and who is there to deny Her?

Rolling Characteristics

After a player has determined his Caste of Birth and the Omens, he rolls dice as indicated for each of the following sections to determine his gaming characteristics; even if the characteristics do not meet minimums set for a caste, a character born into a caste remains in it. Minimums apply only to "caste-jumpers".

SIZE

Hss'Taathi range widely in height and frame, depending upon the caste into which a saurian is born:

Caste	Short	Average	Tall	Very Tall	Giant
HCH'AIT Lord	--	--	--	01-20	--
SSLISSI Warrior	--	--	--	01-14	15-20
HSS'AIKH Warrior	--	--	01-12	13-20	--
T'KAH Warrior	--	01-12	13-20	--	--
SS'ISS'KE Hunter	01-03	04-12	13-16	17-20	--
HTLAII Priest	--	--	--	01-20	--
HTIKKH Mage	--	--	01-20	--	--
KHUIHH Slave	01-10	11-19	20	--	--

Roll 1d20 and read the result which is applicable to the caste of Hss'Taathi to which the character belongs.

Caste	Very Light	Light	Average	Heavy	Very Heavy	Massive
HCH'AIT Lord	--	01-02	03-05	06-14	15-18	19-20
SSLISSI Warrior	--	--	--	01-10	11-17	18-20

HSS'AIKH Warrior	--	01-03	04-08	09-17	18-20	--
T'KAH Warrior	--	01-05	06-12	13-19	20	--
SS'ISS'KE Hunter	01-03	04-09	10-13	14-17	17-18	20

Roll	Strength Factor	Weapon Bonus	Opening Doors Standard	Secret	Min. Con.	HCH'AIT Body	SSLISSI Body	Warrior Body	Other Body
04	0.7	-1WDF	1	1	1	--	--	-2	-2
05	0.8	--	1	1	2	--	--	-1	-1
06	0.9	--	1	1	5	--	--	-1	-1
07	1.0	--	1-2	1	6	--	--	--	--
08	1.1	--	1-2	1	7	--	--	--	--
09	1.2	--	1-2	1	7	--	--	--	--
10	1.3	--	1-3	1	8	--	--	--	--

HTLAII Priest	01-02	03-05	06-15	16-17	18-19	20
HTIKKH Mage	01-02	03-08	09-16	17-19	20	--
KHUIHH Slave	01-05	06-10	11-15	16-20	--	--

Roll 1d20.

Very Light frames reduce weight of character by 2 levels.

Light frames reduce weight by 1 level.

Heavy frames increase weight by 1 level.

Very Heavy frames increase weight by 2 levels.

Massive frames increase weight by 3 levels.

Hss'Taathi Height/Weight/Body Table

Short	Height	Weight	Body
01	3'10"	60	6
02	3'11"	65	6
03	4'	70	6
04	4'1"	75	7
05	4'2"	80	7
06	4'3"	85	8
07	4'4"	90	8
08	4'5"	95	8
09	4'6"	100	9
10	4'7"	105	9
11	4'8"	110	10
12-14	4'9"	115	10
15-17	4'10"	120	10
18-19	4'11"	125	11
20	5'	130	11

Average	Height	Weight	Body
01	5'1"	135	11
02	5'2"	140	12
03	5'3"	145	12
04	5'4"	150	12
05	5'5"	155	13
06	5'6"	160	13
07-09	5'7"	165	13
10-13	5'8"	170	14
14-16	5'9"	175	14
17-18	5'10"	185	15
19-20	5'11"	200	16

Tall	Height	Weight	Body
01-03	6'	220	17
04-06	6'1"	235	18
07-09	6'2"	250	19
10-12	6'3"	265	20
13-15	6'4"	280	21
16-18	6'5"	300	22
19-20	6'6"	325	23

Very Tall	Height	Weight	Body
01-04	6'7"	350	24
05-08	6'8"	375	25
09-12	6'9"	400	26
13-16	6'10"	425	27
17-18	6'11"	450	28
19-20	7'	475	29

Giant	Height	Weight	Body
01-07	7'1"	500	30
08-12	7'2"	530	31
13-15	7'3"	560	32
16-18	7'4"	600	33
19	7'5"	650	34
20	7'6"	700	35

Roll 1d20 and read the result which is applicable to the caste of the character. Correct weights according to the character's frame. Massive weights over 700 dr. increase in 30/30/40 dr. steps, giving a maximum weight of 800 dr.

DEXTERITY

Saurian dexterity varies according to caste and frame:

- SS'ISS'KE are bred for high dexterity and roll 1d10 + 10 (range 11-20 Dex.).
- HCH'AIT are bred for combativeness and roll 1d10 + 8 (range 9-18 Dex.).
- All other castes roll 1d10 + 1d6 (range 2-16 Dex.).
- Add +1 Dexterity if Light Frame, and +2 Dexterity if Very Light Frame.

STRENGTH

Saurian strength is truly formidable and also varies according to caste:

- HCH'AIT roll 2d6 + 8 (range 10-20 Str.) and are the only caste capable of super "human" strength on a roll of 20 (roll again 1d20).
- SSLISSI roll 1d10 + 9 (range 10-19 Str.).
- All other castes roll 3d6 + 1 (range 4-19 Str.).

11	1.4	--	1-3	1-2	8	--	--	--	--
12	1.6	--	1-4	1-2	9	--	--	--	--
13	1.8	--	1-5	1-2	10	+2	+1	+1	+1
14	2.0	--	1-5	1-2	11	+3	+3	+2	+1
15	2.2	--	1-6	1-3	12	+4	+4	+3	+2
16	2.5	--	1-7	1-3	12	+5	+5	+4	+3
17	2.7	--	1-7	1-4	13	+6	+6	+5	+4
18	3.0	--	1-8	1-4	13	+7	+8	+6	+5
19	3.3	--	1-8	1-4	13	+8	+10	+8	+6
20	3.5	--	1-8	1-4	14	+10	--	--	--
21 (13-16)	4.0	+1WDF	1-9	1-5	15	+10	--	--	--
22 (17-19)	4.5	+2WDF	1-9	1-5	16	+10	--	--	--
23 (20)	5.0	+3WDF	1-10	1-6	17	+10	--	--	--

CONSTITUTION

All saurians tend to possess exceptional constitutions because of their inherent traits: sturdiness and tenacity of life. Roll 2d6 to find out if the character is typically of sound constitution. If the total is 4 or greater on 2d6, the character is typical of his caste. However, if the character rolls 2 or 3 on 2d6, he is a "runt" and suffers considerable penalties.

- HCH'AIT roll 2d6 + 9 (range 11-21 Con.).
- SSLISSI roll 2d6 + 8 (range 10-20 Con.).
- All other castes roll 3d6 + 2 (range 5-20 Con.).
- "Runts" (all Castes) roll 2d6 - 1 (range 1-11 Con.).

PERSONAL APPEARANCE

Amongst the Hss'Taathi, "attractiveness" is a function of size and fitness. To compute Appearance, add Constitution and Strength, divide by 2, and then add the following bonuses or penalties where applicable:

Short	-1	HCH'AIT	+3	Super "human" Strength	+2
Tall	+1	KHUIHH	-2		
Very Tall	+2	"Runt"	-3		
Giant	+3				

BARDIC VOICE

The Hss'Taathi prize Voice no less than they do physical strength and prowess. This is perhaps only natural, for the sibilant Hss'Taathian tongue requires fineness of control for pleasing clarity and power of speech.

- The HCH'AIT, HTLAI, and HTIKKH are blessed with remarkable powers of speech and roll 3d6 + 8 for Voice (range of 11-26).
- All other Hss'Taathi roll 3d6 for Voice (range 3-18).

If Voice is 3-6, subtract -2 from Charisma for each point under 7.

If Voice is 18-20, add +1 to Charisma for each point over 17.

If Voice is under 20, Hss'Taathian Voice appears to be a standard 5 to all non-saurian races.

If Voice is 20-26, add +1 point for each Voice point over 19 to the basic non-saurian Voice of 5. (These equivalencies also apply for non-saurians speaking to saurian listeners.)

INTELLIGENCE

Again, because of the rigorous breeding program of the Hss'Taathi, there is a considerable range in intelligence, depending upon caste:

- HTLAI and HTIKKH roll 3d6 + 6 for Intelligence (range of 9-24).
- HCH'AIT roll 3d6 + 2 for Intelligence (range of 5-20).
- All other castes roll 2d6 + 3 for Intelligence (range of 5-15).

All Hss'Taathi have a basic chance of detecting hidden things like secret doors. It is an instinctive talent founded on intelligence and perceptiveness. The probability may be extended to include other concealed items, like trap doors.

Detecting traps, like detecting hidden things, is an instinctive talent which shows itself as a foreboding about touching somethings, etc. Hss'Taathi of IQ 15-26 will also tend to perceive the trap itself and recognize its dangerous qualities.

Remembering for Hss'Taathi without magical or priestly abilities refers to their ability to recall a path or track once taken. The

probability is used whenever a choice between routes is encountered (such as a fork in the trail, tunnel, etc.). For Hss'Taathi with magical or priestly abilities, remembering also refers to the chance of recalling spells/ incantations/rites.

WISDOM

Hss'Taathi Wisdom varies considerably, according to caste.

- HTLAI and HTIKKH roll 2d6 + 8 for Wisdom (range of 10-20).
- HCH'AIT roll 3d6 + 2 for Wisdom (range of 5-20).
- All other castes roll 2d6 + 3 for Wisdom (range of 5-15).

If IQ is under 7, subtract -1 Wisdom for each IQ point below 7.

If IQ is over 15, minimum Wisdom is 10.

Modifications to IQ due to high or low Wisdom scores are the same as for humans (sge CO) except that there is never more than +2 added to IQ due to high Wisdom.

CHARISMA

Hss'Taathi Charisma is computed by adding together the following characteristics and dividing the total by 4:

Charisma = (Appearance + Voice + Intelligence + Wisdom) / 4

- KHUIHH Slaves subtract -25% from their Charisma.
- HCH'AIT add +10% to their Charisma.

Charisma amongst non-saurians is a uniform 5.

ALIGNMENT

Hss'Taathi Alignment is rolled on 1d20 for all castes. However, no adjustments are made to Wisdom due to Alignment. Of course, since "customs differ", a "good" Hss'Taathi character might do things which a human/elf/ hobbit/dwarf would find "evil" but which would be perfectly acceptable to other saurians. Alignment is a relative measure of character and tendencies towards certain forms of conduct, not an absolute measure of "good" and "evil". See "Hss'Taathian Religion".

Other Personal Characteristics

BODY POINTS

Hss'Taathi begin with the body points assigned for size, strength, and constitution. Two points are added for each experience level attained up to experience level 16 (maximum +30).

FATIGUE POINTS

Hss'Taathi fatigue levels are calculated on the basis of 1d6 per experience level. The warrior castes will obtain a maximum of 8d6 (8-48) fatigue points by level 9. The non-warrior castes will obtain a maximum of 7d6 (7-42) fatigue points by level 8. After experience level 12, add +1 point per level attained up to experience level 22.

Fatigue levels are rolled each time a new experience level is reached, and a character takes the new total only if it exceeds the old.

EXPERIENCE

Warrior castes are equivalent to Chivalry (HCH'AIT) and fighters (SSLISSI, HSS'AIKH, and T'KAH). HTIKKH Mages are equivalent to Magick Users, while HTLAI Priests are equivalent to Magick Users/Clerics; but they and SS'ISS'KE receive 80% of Warrior bonuses for "fighting", and full bonuses for slaying animals, etc., in the hunt. KHUIHH slaves receive 50% of Warrior bonuses but full bonuses for Thieving.

Experience Levels are as follows:

Exp. Level	Exp. Points	HCH'AIT PCF	SSLISSI PCF	WARRIOR PCF	MAGES & SS'ISS'KE Non-Fighter PCF	Mage/Priest MKL	PMF
1	0	var.	var.	var.	var.	1	var.
2	2500	+2	+2	+1.5	+1.5	1	+2
3	5000	+3	+2	+1.5	+1.5	1	+2
4	10000	+2	+2	+1.5	+1.5	1	+2
5	25000	+2	+2	+2	+1.5	1	+2
6	50000	+3	+2	+1.5	+1.5	1	+2
7	75000	+2	+2	+1.5	+1.5	2	+2
8	100000	+2	+2	+1.5	+1.5	3	+2
9	150000	+3	+2	+1.5	+1.5	4	+2
10	200000	+2	+2	+2	+1.5	5	+2

11	300000	+3	+2	+1.5	+2	+1
12	400000	+2	+2	+1.5	+2	+1.5
13	550000	+3	+2	+1.5	+2	+1
14	700000	+2	+2	+2	+2	+1.5
15	850000	+3	+2	+2	+2	+1
16	1000000	+2	+2	+2	+2	+1.5
17	1200000	+3	+2	+2	+2	+1
18	1400000	+2	+2	+2	+2	+1.5
19	1600000	+3	+2	+2	+2	+1
20	1800000	+2	+2	+3	+2	+1.5

Experience levels advance in 200,000 experience point increments thereafter, with the pattern established for PCF, MKL, and PMF bonuses.

PERSONAL COMBAT FACTOR

Class Factors: HCH'AIT = 2.0*
 SSLISSI = 1.2*
 HSSAIKH = 1.2*
 T'KAH = 0.9
 SS'ISS'KE = 0.7
 HTIKKH = 0.8
 KHUIHH = 0.2

*These three classes are "trained fighters" in the full sense of the word. T'KAH are equivalent to human militia and yeomen and do not learn the shield parry. All other classes are non-fighters.

- SS'ISS'KE with Dexterity over 16 add -5% to dodges for each Dex. point over 16, to a maximum additional bonus of -20%.
- Hss'Taathi with Dexterity under 8 subtract -2% per point under 8 from hit % and add +2% per point to parry and dodge %.

WEAPON SKILL

Hss'Taathi are capable of learning special skills in handling certain favorite weapons:

All Castes except Khuihh: 4 favorite weapons: +2% per experience level to a maximum of +16%. For every 3 experience levels thereafter, +2% is gained, to experience level 21.

Khuihh: 2 favorite weapons: +3% per two experience levels to a maximum of +18%. There is also some distinction between castes as to which weapons may be used:

Hch'Kaasst (Lordly Weapons): any weapon with +5 magical level or better; denied to lesser ranks below Hch'ait Warlord or Sslissi Heroes.

Hch'Kaasst (Lordly Armour): any metal armour with -3 magical level or better; denied to lesser ranks below Hch'ait Warlord or Sslissi Heroes.

Ss'Kaasst (Warrior's Weapons): any weapon with no more than +4 magical level; denied to lesser ranks below Hch'ait, Sslissi, or Hssaih Sword-Slayers.

Ss'aisst (Warrior's Armour): any armour, but no armour of metal at -3 or better may be worn by Hssaih Sword Slayers, Htlaii Priests, and Htikkh Mages.

Ss'aisst (Warrior's Armour): any armour of leather may be worn by T'Kah Spear-Slayers, Ss'iss'ke Hunters, and Khuihh Servants.

T'ss'kaasst (Hunting Weapons): any weapon, including all magical types, of the following: spear, bow, crossbow, war axe, dagger, short sword, light sword, halberd. T'Kah and Ss'iss'ke cannot use any other weapon except by special permission of their Lord Holder (as a mark of high favor and reward for noble service), especially magical weapons not in the Hunting Weapon category. All T'Kah specialize in the pike as one of their favorite weapons, and a magical weapon of this type is regarded as a real prize.

Khui'Kaasst (Permitted Weapons): any normal Hunting Weapon, "permitted" to the Servant caste of the Khuihh. Any magical weapon cannot be borne except by the express permission of the Lord Holder.

All Mages may use whatever weapons they want. However, if a Htlaii Mage opts for the Iss't'aa ("fangs") and the Iss'thaa ("claws"), forswearing the use of any other weapons he receives +4% hit/parry bonuses per experience level for a maximum of +30% and -5% dodge in addition to his normal dodge bonuses, with free dodges wherever there is room to maneuver. The Iss't'aa and Iss'thaa represent an acceptance of one's "natural being" in Ssk'al and provide considerable advantages in combat. Htikkh Mages may also so specialize, with equivalent bonuses.

NATURAL WEAPONS

All Hss'Taathi not of the Khuihh caste are expected to specialize in at least one natural weapon:

All castes except Ss'iss'ke:

- MMB(2) Medium Fangs; maximum of 8 points damage.*
- MMC(2.5) Medium Claws; maximum of 10 points damage.*

Ss'issike Hunter Caste:

- MMB(2) Medium Fangs; maximum of 10 points damage.**
- MMC(2.5) Medium Claws; maximum of 12 points damage.**

*Mages using the Iss't'aa ("fangs") add +1 WDF to their attacks to a maximum of 16 points damage. *Mages using the Iss'thaa ("claws")

6	+2
7	+2
8	+2
9	+2
10	+2
11	+2
12	+2
13	+2
14	+2
15	+2

wear powerful MLC(3*) claws of metal and may do up to 7WDF damage with them (23 1/2 points).

The Iss't'aa and Iss'thaa require a minimum strength of 11 to be used, and a minimum Dexterity of 7. Only Mages can use them, as they are magical and not "understood" by ordinary beings. The Iss't'aa is a special skill with fangs; the Iss'thaa is an actual weapon and the skill required to use it.

**Ss'iss'ke Mages (Ss'iss'k'akh) use the Hunter caste Fangs and Claws, and may opt for the Iss't'aa and Iss'thaa.

Fighting "Known" Beasts

When a Hss'Taathi has slain a particular creature, he learns the "vital" place in the creature's defenses and is able to direct his weapon there more often. Whenever a "knowledgeable" Hss'Taathi is fighting such a "known" beast, he adds +1d10 to the critical hit probability with a favorite weapon, in addition to any other bonuses. One "known" creature may be added to his prowess for every experience level advanced; a player may elect for a particular creature immediately upon his character's killing it, or he may wait until several have been slain before choosing. The choice must be made before advancing to another experience level, however. Ss'iss'ke Hunters may add two such creatures in the 1st, 3rd, 5th, 7th and 9th experience levels, and one in all others.

Critical hits on large dinosaurs will do 100% + 10% -60% damage (roll 1d6 for additional 10% of damage). Criticals are otherwise ineffectual (do not consult critical hit tables) until 51% of a large dinosaur's hit points have been lost. Large dinosaurs (or other large creatures) are usually at least 1500 pounds to a ton in weight or more.

Hss'Taathi Family Life

There are two sexes of Hss'Taathi, but only the Hss'Taathi can tell them apart. For most of the year, the genitalia are shrunken and hidden within folds of skin between the legs; only in mid-winter do the Hss'Taathi develop a sexual urge.

The Hss'Taathi enjoy sex immensely and male/female couples develop close bonds as a result. Two Hss'Taathi will normally pair up during the early winter and will not separate until the mating season is over -- and in most instances the relationship becomes permanent. Hss'Taathi tend to be monogamous, choose as close to their equal as possible, and form a veritable alliance (Oo'sss't'Kaasst'a, the word for "marriage" has strong military overtones and suggests an arrangement for political and military reasons). There is no formal ceremony; the relation-ship is simply recognized by the community because the pair form a fighting team and usually act in concert in most social, political, and combat situations.

Other than sexual anatomical differences, there is no physical distinction between the sexes. A 7'6", 800dr. Sslissi warrior is just as likely to be male as female. The language itself suggests the stark equality of the sexes. There are only four pronouns which refer to the Hss'Taathi, two singular and two plural:

- N'aaa'sss: That Hss'Taathi
- Oo't'ka: That Hss'Taathi to Whom I am Mated
- N'aaa'ssa: Those Hss'Taathi
- Oo't'kuuh: Those Hss'Taathi Who are Mated

This sort of thing is terribly confusing to all humans, including the authors, who will continue to use the non-personal "he" as a catch-all pronoun to refer to males and females alike.

As observed in the section on Religion, the Hss'Taathi are oviparous or egg-layers. If fertilized during the winter, a Hss'Taathi female will lay a clutch of 1 to 4 eggs in late spring. The eggs are immediately gathered together and, with care taken to keep them warm, are taken to the Hold's Nest (Oo'Hch'aat) to be incubated by a Oo'soo'sst or Khuihh Brood-Mother. When the eggs begin to hatch in early fall, the Khaariikha casts an Ooscope for each hatchling, then returns them to the Oo'soo'sst to be cared for until they are 3 years of age. At that time, the young are sent to their various castes to be educated. They are accounted youths for another 10 years and do not have the full rights of a member of their caste until their maturity. (See: "The First Hold" for a description of a young Ss'hss'tah.)

The bond between the Hss'Taathi and his Oo'soo'sst is rather difficult to explain. The Brood-Mother is charged with the protection and raising of the hatchlings whose eggs she brooded in the Hold's Nest. The hatchlings experience a form of fixation on the person of the Brood-Mother which is similar to that of baby

birds toward the first creature with whom they spend the first 15 to 30 minutes of life. This "mother-fixation" has effects which persist throughout the life of a Hss'haathi. Whatever "his" rank, a Hss'Taathi regards his Oo'sso'sst as Someone Special. Often, after a long journey, the first person a Hss'Taathi will seek out in the Nest is his Oo'sso'sst. He will tell of his journey and gives "presents" (if he has any of value or interest to give). The joy of the Oo'sso'sst is to see her brood grow Hch'Ska'al (Strong in the Service of Ssk'al).

The Oo'sso'sst is actually the living manifestation of Ssk, the Great Mother of Ssk'al, and the only real references to females in the Hss'Taathi language is made to them. On close analysis of Hss'Taathi society, it will be seen that it is actually a matriarchy run by the "Mothers" who exert subtle influence on their brood. They are the "Wise Old Women" who never intrude openly on the affairs of the Hold but who are listened to intently and respectfully whenever they whisper a suggestion, the real political powers behind the throne. What is most significant, they cannot be influenced by others and act in the interests of their brood -- as does Ssk, whose every thought and action is devoted to her "Egg", Ssk'al Who Waits to Be Born. Often, the "Voice of Ssk'al" (Priest) will consult with his Oo'sso'sst on matters of grave import, as will the Hch'ait Lord.

1. The Hold of the Ch'aitkhe (roll 1d6)

ROLL	# OF SSUUSTKH*	HCH'AIT	PERSONAL SSLISSI	HOUSEHOLD HSS'AIKH	T'KAH	SS'ISS'KHE	HTLAI	HTIKKH	KHUIHH
1	3	6	10	20	50	125	1	4	200
2	4	8	13	30	65	170	1	5	250
3	5	10	16	40	80	225	1	6	325
4	6	12	19	50	100	280	2	7	410
5	7	15	24	60	120	340	2	9	500
6	9	18	30	75	150	425	2	11	600

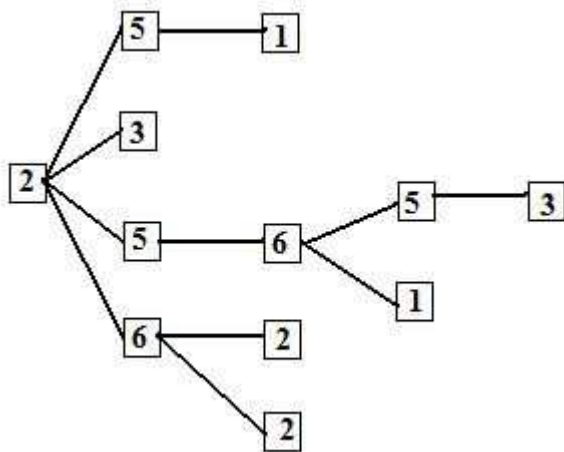
*or Ss'tais't, as the case may be.

2. The Hold of each Ssuustkh (roll 1d6): as above

1	0*	1	3	6	15	35	0	1	75
2	0*	2	4	10	23	45	0	1	100
3	0*	3	5	13	27	65	1	2	120
4	0*	4	7	17	35	85	1	2	140
5	1	4	8	20	40	105	1	3	165
6	2	5	8	22	50	135	1	3	200

*a result of 0 Ssusstkh means that this Lord Holder is a Sstais't. On all other results, there is another roll on table 2 to determine the size of additional Holds.

It is recommended that the Game Master keep a "tree diagram" of the society as it evolves, in order to keep the relationships straight:
EXAMPLE:



The roll on Table 1 is a 2: thereafter, all rolls are on Table 2, since all remaining Lords Holder were either Ss'tais't or Ssuustkh.

The only Castes which may strive to become Lords Holder are the Hch'ait, Sslissi, Hss'aikh, Htlai and Htikkh. Collectively, these castes are known as the Ss'hss'tah; they are as near as the Hss'Taathi come to the Human notion of Nobility. Sslissi rarely strike for Lord Holder; they are content to seek glory. For a complete discussion on the manner in which power is gained and passed on, see the sections on the VOICE and THE FIRST HOLD.

Land Area of Holds

To find the land area required to provide a Hold with the necessary food (which takes the form of partially-domesticated or, more correctly, intelligently "managed" wild herds of herbivorous dinosaurs of all types), simply find the total number of Hss'Taathi in the Hold and multiply the total by 1.2 (which accounts for cripples and eggings). Multiply this total x 100 acres to find the total acreage of the holding. There are 640 acres in 1 square mile, so divide by 640 if you want the square mileage as well.

For example, a relatively minor Ch'aitkhe with a mere 3560 souls will have a Hold of 3560 x 1.2 x 100 = 427,200 acres. In square miles, this is 427,200/640 = 670 square miles: No mean area, to say

Just as the Oo'sso'sst is the living manifestation of Ssk, the Hch'ait Lord-Holder is somewhat representative of The First Lord-Holder, Ssk'al. The relationship of all Hss'Taathi to their Clutch-Holder is usually very close (unless he acts in an arbitrary manner inappropriate to a Lord-Under-Ska'al) -- similar but by no means identical to a Father-Son relationship.

Hss'Taathi Social Organization



he entirety of Hss'Taathi society is organized into Holds. There are large Holds, consisting of thousand of individuals, and there are small Holds, with as few as one Hss'Taathi in them. Any Hss'Taathi who controls a Hold is called a Lord Holder; a Lord Holder with no Lords Holder in his Hold is called a Ss'tais't; a Lord Holder who is not in any other Lord Holder's Hold is a Ch'aitkhe; all others (with some Lords Holder above and some below them in the heirarchy) are Ssuustkh. A Lord Holder in whose Hold an Hss'Taathi is included is that Hss'taathi's Overlord.

To set up an Hss'Taathi society, work from the top down, by referring to the following tables:

the least.

The Hhk'ss'ssah Hunting Group



he basic sub-division of a Hold is the Hhk'ss'ssah or "Hunting Group". The Hhk'ss'ssah consists of a Hch'ait, two Sslissi, 3-4 Hss'ikh, 6-8 T'Kah, 15-25 Ss'iss'khe, and 30-50 Khuihh. A Hunting Group may also be led by Htlai or Htikkh, or it may simply be accompanied by a member of one of these castes (50% chance for Htikkh, 25% chance for Htlai).

The Hunting Groups are semi-autonomous, almost "little Holds" in themselves. Characters will all belong to one of these Hunting Groups in order to develop a combined effort. Similarly, the first to desert to a new Lord Holder are those in his own Hunting Group.

The Hunting Groups serve both to patrol the Lord Holder's Lands and to provide early warning of unauthorized intrusion. Their main task, of course, is to hunt and to prevent the herds from wandering onto another Hold and so being lost to the neighbors (finders-keepers on one's own lands). This important task is accomplished by keeping down the predators (a dangerous but exciting task), refreshing salt licks, and driving the herds with scents and horns that simulate the presence of predators.

The members of a Hunting Group camp together, often using a small fortified position on a strategically located rise of land or a small island that has been cleared of predators. Fortifications vary from an earthen wall with a stockade of stout trees to stone forts (towers). Moats are often dug (wet or dry ditches) to further discourage intrusion.

In the field, camps are made in sheltered areas, wherever possible, using thornbush fences if available to discourage predators. A stern watch is kept and the party is always ready to move out if a predator or intelligent enemy seems threatening.

During the day, members of a Hunting Group often split up into several groups for hunts and other duties. Normally the Hch'ait will be with the group containing the best Ss'iss'khe Hunters.

Whenever Hss'Taathi are encountered, it is likely to be in a Hunting Group if they are not at war. For encounters during wartime, see the section on Hss'Taathi military tactics.

Income



he Hold generates 5 SP/day in general income per member of the Holding or 20 GP/day per 100 members. This is clearly insufficient for many reasons, so Hss'Taathi often attempt to find mines or enter into trade.

Each Hold-member makes the following income per day:

Hch'ait: 10 SP Htlai: 10 SP
 Sslissi: 5 SP Htikkh: 10 SP
 Hssaikh: 3 SP Khuihh: 1 SP
 T'Kah: 2 SP

This amounts, for the sake of argument, to about 1/3 of the total income. The remaining 2/3 remains in the hands of the Lord Holder, who dispenses it as marks of his personal favor and as rewards for valorous deeds of valuable service. Thus, in the end, all things flow from the Lord, and he maintains his Hold over his followers.

Towns & Cities

Then Hss'Taathi stay in one area for any length of time they will excavate tunnels in which to live. These tunnel complexes, in the larger Holds, develop into multi-level mazes of interconnecting rooms; but every complex has a few features in common with every other:

THE BROOD ROOM: This is typically the deepest room in the complex since that also tends to be the warmest. In this room, all of the eggs of the Hold (and, after hatching, all of the eggings) are kept and cared for by the Khuihh to whom they are entrusted. There will normally be an average of 1 egg for every 10 adults in the Hold; and the size of the Brood Room will reflect the number of eggs (a rule of thumb is 30 square feet per egg/egging).

The eggs are kept in carefully marked pens, in addition to being painted according to caste, and the Khuihh are constantly in attendance.

CASTE QUARTERS: Each caste has a single room where its members sleep: the size of the rooms is determined by the size and importance of the caste. Ss'hss'tah nobility have 300 square feet each; T'kah have 100 square feet each; Ss'iss'khe have 100 square feet each; and Khuihh have 25 square feet each. Each of these rooms usually has a single direct access to the sur-face, plus an access to the Hold Room. These rooms are the topmost rooms in the Hold.

HOLD ROOM: This is the "common room" of the Hold. It has 25 square feet for every member of the hold (large Holds often use natural caverns). Meals are usually eaten in the Hold Room; likewise, strategy discussions are often held here. Some of the greatest Hold Rooms are "echo chambers", or rooms so shaped as to provide uncanny amplification to the voices of those within.

STORAGE: On the same level as the Hold Rooms are the storage rooms, where weapons, equip-ment, animals being prepared for slaughter, prisoners, and whatnot are kept. There are as many as needed. Both the Hold Room and the Storage rooms tend to be slightly below the Caste Quarters.

LORD'S ROOMS: Below the Hold Rooms are the Lords Rooms. These can be anything from pits containing fierce carnivores to whom the Lord throws Softskins, to treasure rooms, and there is no common design. Magick-using Lords tend to have libraries and/or labs.

In smaller Holds, several of these rooms will often be combined into one. For instance in very small Holds, the only differentiation between Quarters will be on Khuihh-non-Khuihh basis, and the non-Khuihh quarters will sometimes also double as Hold Rooms.

There are no doors within Hss'Taathi tunnel complexes except for those constructed with a view to inner defense. Any areas that must be protected (and these are rare, because there is very little opportunity to use stolen property in the Hold) are guarded by s-shaped passages with guards at both ends. Also, some rooms are only accessible through a very few, specified other rooms (for instance, the Lord's Rooms are usually accessible only by way of the Caste Quarters). Also, the Hss'taathi are past masters of the design of mazes (perhaps unintentionally; it may be that their tunnels merely seem maze-like to humans) in which the unwary or ignorant can easily become lost.

Hss'Taathi tunnel complexes will always have several, in some cases dozens, of escape/sally routes. In large Holds (which may sprawl for miles to begin with), some of these extensions may surface ten miles from the main entrance. These exits are uncannily well disguised (they are often not completed for the last few feet until the need arises).

The typical Hss'Taathi tunnel is wide enough for four Sslissi to walk abreast (about 12-15') and tall enough for those same Sslissi (10'-15'). Rooms are taller, in general, to allow for the vaulting supports for the roof which are typically used; rooms tend to be about 1/2 as tall as they are wide at the widest point (except in extreme cases, which can be viewed as several separate rooms with very wide doors between them). In large, wealthy Holds, the walls are often faced with stone (often carved); in all Holds the frequently-used passages are well-lit, either by phosphorescent rock or lamps. Human-style tapestries are much valued --especially since few Hss'Taathi can fashion them.

The entire population of the Hold is very seldom within the Hold proper at any one time. During good weather, it is seldom the case that more than 1/4 of the membership of the Hold will be present at any given time. During time of war, however, the Hold members will base them-selves in the Hold, so as to have a safe place to sleep and rear after raids. The multiplicity of escape/sally tunnels makes besieging a tunnel complex a phenomenally difficult task: usually, the best that can be accomplished is a protracted raid on a Hold, driving off or stalling most of the herds while forcing the patrols to keep a low profile. Storming a Hold is nearly impossible: the defender holds all the cards.

In our own world, there are some places where humans have successfully won areas from the Hss'Taathi and decimated thdir number; however, even in these areas, small numbers of Hss'Taathi still cling to the Holds. Often, the Hold tunnels that a group of Hss'Taathi occupy was built for ten or a hundred times as many as occupy it now, which means that large sections are in disrepair and have often been turned into dens for various wild animals or renegade/solitary monster-types. In some of the battles, entire Holds were wiped out almost to the last Khuihh, so that those who returned to the Hold Tunnels often did not know their own way around through the mazelike passages. But even here, they will cling to the old ways, taiding human/softskin travellers and retreating to their Hold tunnels, and they must, in some cases, be rooted out by expeditions of brave knights. These were, then, the origins of many "dungeons".

In peacetime, the entrance to the Hold is the scene of an active community life: it is near the Hold entrance that whatever buildings the Hss'Taathi build will be erected; also the pens for the beasts, the dyers' vats, the merchants' stalls, and all the other minutae of peacetime life.

The Fighting Castes

Toward mobility is eminently possible within the fighting castes, as every Fighter is carrying the Hch'Kaasst of a Lord Holder in his pack. It's all a question of how one maneuvers things to come out on top. If one is born within a Fighting caste, rising from T'Kah to Hch'ait Lord is not counted a change of caste, merely promotion (with profound ramifications for one's experience bonuses).

Experience is obtained for defeating enemies, as outlined in Chivalry & Sorcery. However, there being no fair damsels to escort (Hss'Taathi don't go in for that kind of thing!), the same experience is gained for the chosen five who escort a new Htlai Ssk'al'stah "Voice" on his many journeys to enchant his Focus, or those chosen for the Nineteen, the personal guard or Hch'Vaath of the Lord Holder.

Every Challenge for Hold brings experience as in War (use the Mass Battle Algorithm in Swords & Sorcery to determine the personal fortunes of each character). The Victorious Lord Holder receives experience as he would in winning a major battle.

The Fighting Castes are a glory-seeking lot who live for adventure and combat; thus they are always clamouring for "leave" to accompany a likely-looking Mage or a band of Merchant Khuihh on an expedition into the hinterland.

In short, if a player is of the "hack-and-slash" school of role-playing, the Fighting Castes are just what the doctor ordered. Similarly, the budding "politicians" in the playing group will love the intrigues as they "go for Power".

Fighting Mounts

The Hss'Taathi employ a number of excellent fighting mounts, some of which are strictly limited for the use of the highest-ranking nobles.

HCH'SS'AH: This class of specially bred dinosaur is restricted to the Hch'Ait, Sslissi, and Hss'aikh castes. These creatures are fondly referred to as the Hch'ss'ah or "Warriors' Friends", with good reason. The Hch'ss'ah are ridden only by the Great in the Land and those in their personal favor; there are two types:

K'HAASST: The War Lizard is a carnivorous, quadrupedal dinosaur with a massive body, long tail and a large, dangerously toothy mouth. K'Haasst are ridden only by Lords Holder, Hch'ait, and the chosen Nineteen of the Lord Holder's Hch'Vaath. The K'Haasst are fearsome in combat, though not as fast-moving as horses. In melee combat, their movements (per turn of melee) are:

Walking: 60'	Galloping: 140'
Trotting: 90'	Charging: 180'

The K'Haasst have been bred since time immemorial as war mounts. They have the same basic divisions in quality as warhorses (average, superior, great), but there has never been a truly GREAT K'HAASST. The specifications are:

<u>Body:</u>	<u>Fatigue:</u>
Average = 40 + 2d6	Average = 10 + 1d10
Superior = 45 + 3d6	Superior = 12 + 3d6
Great = 45 + 4d6	Great = 15 + 4d6

Average = T'Haasst; see below.

The class of mount is determined as for C&S Warhorses, but at increased costs as per the price adjustments in the Industry & Commerce section of these rules.

Armour: C&S Class 3 + metal and leather barding = class 10.

Weapons*: +25% 4WDF MMC Medium Claws (2 1/2) +1 claw
 +25% 3WDF MLB Large Fangs (4)

Dodge: -15% only.

Weight: 4000 dr. (pounds) Dimensions: L = 15'; H = 7'.

*These natural weapons are usable against unmounted figures and monsters

T'HAASST: A lighter version of the K'Haasst, this beast runs about 3000 dr. (pounds) and moves at 200' in the gallop and 240' in the charge (per melee round). It is usually only armoured in leather, at best, giving it AC 5 or 6. Otherwise, it is exactly the same as the K'Haasst, with 3WDF MMC Claws and 2WDF MLB Fangs. Body = average K'Haasst.

The T'Haasst is more commonly taken on a journey than is the K'Haasst, for it is speedier when speed is essential. It is also used in the hunt and for herding "domesticated" herds, thus its name.

THASSK'AL'SSA: The "Thunder of Ssk'al" are nothing more than the Triceratopsians bred and trained for war by the Hss'Taathi. The value of these primeval"armoured fighting vehicles" cannot be described, for the only way to acquire them is to capture a youngster from the protection of its highly excitable herd-mates.

The Triceratops weighs 10 tons and is capable of speeds equal to a heavy warhorse. By inclination, it is a belligerent beast; tending to charge anything which seems unfriendly: unlike most war mounts, the problem with Triceratops is not training it to attack, but rather training it to attack only on command. Each Triceratops is usually cared for by its crew and handler, who become very familiar with the beast! It is trained to allow itself to be led while blindfolded. The blindfold is removed only when the beast is pastured, or when the beast is positioned on a battlefield so that the first sight it sees will be the target the handler wishes it to charge. In game terms: the Triceratops has AC 12 on the head, AC 3 everywhere else: it may carry up to six Ssmaragdae in a howdah on its back in addition to the handler, who sits between the bony head frill and the howdah; while blindfolded, the handler is dismounted and guides the Triceratops by gentle tugs on a rope around the creatures front (smallest) horn. Preparing the Triceratops to charge takes two turns: one to mount and one to remove the blindfold. Thereafter, there is a 5/6 chance each turn that the Triceratops will charge anything that moves within 400' of the Triceratops, if it is within a 30° frontal arc. If the Triceratops does not charge, there is a 25% chance that it will turn 45° (roll for left or right) in a search for the target. When it sees a target, it will charge. Note that the Triceratops does not care who the target is.

The handler may attempt at any time to replace the blindfold. If the Triceratops is standing still, there is a 70% chance of replacing the blindfold; if the Triceratops is turning, there is a 50% chance; if the Triceratops has begun his charge, there is a percentage chance equal to the Handler's dexterity of replacing the blindfold x 1/2 d6.

After a Triceratops has completed a charge, it will stop and turn around, facing the way it came. It will, at this time, attempt to gore or trample anyone within 50'; at the same time, it will bellow in an attempt to find the rest of the herd. If it hears an answering bellow (from a recognized source -- usually a horn to which it has been trained -- and not just another random Triceratops) it will then move at a trot towards the sound. It will still attempt to gore anyone in the way, but it will not stop to melee, nor will it charge again. When it arrives back at the "herd" (or wherever the answering bellow came from -- often, a large pit or corral has been constructed just to recover the Triceratops!), it will once again stop, and will begin to peer around once more for targets which need charging.

K'SSS'SAHH: This domesticated Yaleosaurus is one of the preferred mounts for journeying and hunting. .Bred by the Ss'iss'khe Hunter caste, it is a particularly nasty customer both in battle and on the hunt or a journey whenever it and its rider are attacked, The amazing thing is that the Yaleosauri so raised "from the egg" are incredibly gentle with their masters. It is said that one could put a K'sss'saahh in the Brood Room and it would starve before it would touch any of the hatchlings or the eggs: Characteristics: exactly as given for the Yaleosaurus in the Dinosaur section. The 2000 dr. (pound) variety is the one preferred by the nobility. The Ss'iss'khe always choose the lighter version because of its greater speed. In war, however, the "gentle" mount becomes sheer ravening horror to its enemies.

The First Hold

An Hch'ait noble is not born with a Hold, and does not become aLord Holder until he wins a Hold by First Challenge.

Until such time as he wins a Hold, a young Ss'hss'tah is part of the Hold of the Lord Holder in whose Hold he was hatched. This particular Lord Holder is the young Sss'hss'tah Clutch Holder, and the relationship between a young Ss'hss'tah and his Clutch Holder is a very special one. The Clutch Holder protects, supports, and educates the young Ss'hss'tah, in a way very similar to the "nourishment" of a human knight; however, the Clutch Holder is even more: since the young Ss'hss'tah has no family, the Clutch Holder is also the Ss'hss'tah's family. Feelings between the two are likely to be deep and strongly held affection and respect.

When the young Ss'hss'tah feels that he is fully prepared for Lord Holding (usually after consultation with friends, advisors, tutors, and his Clutch Holder) he presents himself to his Clutch Holder's Voice and formally Challenges his Clutch Holder. This is a formal Challenge for Hold, with all that implies. Only experience level 6+ Hch'ait may make first challenge.

Of course, it is usually the case that the "fix" is in -- during the time immediately before battle is joined, a few lesser members

of the Clutch Holder's Hold desert to the young Ss'hss'tah, where they will be major members of a minor Hold, rather than minor members of a major Hold (this is often accomplished with the full knowledge and connivance of the Clutch Holder: it is, after all, in his interests to retain a well-trained Sss'hss'tah as a loyal member of his Hold -- and besides, there are always those in any Hold who are disaffected and waiting for an opportunity to desert, regardless of the size of the Challenger's Hold); after the desertions, the young Lord Holder will often ground to his Clutch Holder and accept a position as a Lord in the Clutch Holder's Hold.

In some cases, though, it happend that a majority of the Clutch Holder's Hold will desert to the young Ss'hss'tah (this is highly uncommon in Holds which have Lord Holders subordinate to them, but it is fairly common in those Holds which have no subordinate Holdings); in this case, the young Sss'hss'tah is in somewhat of a dilemma. Depending on his feelings towards his Clutch Holder, the young Sss'hss'tah may carry through with the Challenge (which may also be prearranged if the Clutch Holder is old and losing his capacities and simply wishes to relinquish the reins of power) or he might concede to the Clutch Holder (as in the case of a young Ss'hss'tah who wishes to maintain the good graces of a strong, eloquent, or well-connected Clutch Holder while unobtrusively controlling the true power of the Hold -- note, though, that this procedure does not confer as much status on the members of the Hold -- an unhappy Hold member is a deserter at the next Challenge). Also, if a young Ss'hss'tah successfully Challenges his Clutch Holder he can count on the defeated Clutch Holder deserting at next opportunity.

In some sad cases, it happens that there are no desertions to the Challenger's side during a First Challenge. A Ss'hss'tah must be a truly poor example of Hss'Taathi-hood for such an occurrence to happen (or else be cursed with a Clutch Holder who is so magnificent) as to make the Challenger seem totally insignificant by comparison), but it does happen. When it does, the Ss'hss'tah still becomes a Lord Holder, but his Hold is very small, consisting, as it does, of himself alone. Perhaps later this "Lord Holder" can increase the size of his Hold....

But once a Lord Holder, one is Hch'ait, a Lord indeed!

The size of a newly-beginning Hch'ait noble's First Hold can quickly determined in the following manner:

First, compare the Clutch Holder's alignment with the young Hch'ait's alignment; if they are within 3 points of one another, the Alignment Factor = +1; if they are not within 3, but are within 7, the AF = 0; if they are more than 7 apart, but less than 17, AF = -1; if they are 17. 18, or 19 apart, the AF = -2.

Roll 1d10 and add or subtract the AF: consult the following table:

DESERTERS TO CHALLENGE				
ROLL	SSLISSI	HSS'AIKH	T'KAH	SS'ISS'KHE SS'ISS'KHE
-1 or less	0	0	0	0
0	0	0	1	3
1	0	1	1	6
2	0	1	1	9
3	1	1	2	12
4	1	1	2	15
5	1	2	3	18
6	1	2	4	21
7	1	2	5	24
8	2	3	6	28
9	2	3	8	33
10	2	4	10	40
11	3	5	12	50

Roll for each caste (5 rolls total), +1 on the 1d10 per 4 points of Charisma in excess of the Clutch Holder; or -1 per 4 points of Charisma the Clutch Holder is higher than the Challenger's Charisma.

If a roll results in more than 50% of the Clutch Holder's Hold deserting, roll one more time (disregarding results of -1 or 0) and take the lesser roll.

A young Hch'ait can increase his chances by spending cash: for every 2000 SP he spends in discrete bribes, he may increase his roll by +1 (this may be done ONLY if the AF is not positive).

This table is used only for determining the outcome of the desertions of a First Challenge. For desertions due to regular Challenges, follow the algorithm below.

Challenge for Hold

A "Challenge for Hold" is conducted in the following manner:

- 1. Calculate the Military Strength of the Holds involved.

Each Hold will have forces in the following strengths, expressed as a percentage of each class and as strength points per 20 "men"; see the warfare section for troop values.

- 2. Then figure which members of the Holds desert to the other Hold.

For each Hss'Taathi in the Hold being challenged (or for conveniently-sized groups of un-important members), the Challenger attempts to roll his Charisma or less on 1d20 (with a 19 or 20 counting as failure to do so); if he successfully rolls equal to or less than his Charisma, then there is a chance that the Hss'Taathi being influenced will desert. If the challenged Lord Holder cannot duplicate the challenger's feat by rolling less than or equal to his own Charisma, then the influenced Hss'Taathi does desert

After all Hss'Taathi in the challenged Hold have been rolled for,

the challenged Lord Holder repeats the process, this time attempting to tempt the challenger's followers away, with the Challenger attempting to prevent it. (Note that the opposing Lord Holder is not actually present to attempt to prevent his followers from leaving: he is in the other Hold talking with the other Lord Holder's Hss'Taathi.) The "prevention roll" is meant to reflect the tempted Hold Member's memory of his (perhaps-to-be-former) Lord Holder, as compared to the new one.

BRIBES: Before the Challenge starts (but after it is announced), each Lord Holder should write down whatever bribes he is willing to pay to members of his own Hold to retain them. These bribes are entrusted to the Voice and are paid out only to match bribes from the opposing Lord Holder (since such bribes pass through the Voice) when such bribes are offered. Matching a Lord Holder's bribe will cancel its effect (and leave the bribed Hss'Taathi much richer). If a Lord Holder wishes to increase the loyalty of his members, he may give them a bonus (bribe) before the other Lord Holder arrives: but he then has spent the money whether the opposing Lord Holder attempt to bribe the recipient or not.

A Lord Holder can carry as much cash as he wishes to the opposing Hold when he goes to seek desertions, and he may distribute it as he wishes, on a case-by-case basis, Mechanics of Bribery: When a Lord Holder give a Hss'Taathi five times his point value in silver pieces, his (the briber's) Charisma increases by one point in the eyes of the bribed Hss'Taathi. Equal, opposing bribes cancel each other out.

The recent past: if, within the past two months, the Lord Holder has been particularly heroic or extraordinarily generous, the referee may rule that the Lord Holder has a higher than usual Charisma due to Glory. This should be reserved for truly remarkable accomplishments, and should never result in more than +2 to Charisma in any event. (Note that the same is true of uncommonly blatant cowardice or miserliness.)

The Size Modifier: If one Hold is substantially larger than another, that Lord Holder has a Size Modifier of +1 applied to his Charisma with all of the members of his Hold except for a group of Hold members numbering 1/2 his Charisma (it is assumed that a Lord Holder with a large Hold would devote some time to remaining as close as possible to the more important members of his Hold).

3. After all desertions have been figured, recompute the Strength of the two Holds.

Then, use the Strategic Warfare Procedure in Swords & Sorcerers (page 76-77) to determine the winner of the Challenge. No Strategic Advantages/Disadvantages apply. Ignore the casualty results: they only applicable result is who holds the field. The side which holds the field is the side which wins the Challenge, such "battles" are in "mock" form.

If the field is contested, the two sides have fought to exhaustion. The next day, repeat the entire procedure: however, if one side is less than 2/3 the size of the other, the Lord Holder of the smaller side gains +1 to his Charisma for the next day's Desertions only. Repeat the procedure until one side or the other is victorious.

This type of Challenge determines the pecking order of Hss'Taathi society. It is a highly ritualized Challenge, more implied than real, though there are real roots, which may be re-sorted to if the ritual fails.

If the Voices determine that a Challenge for Hold has been delivered, they report such to their respective Masters. The Sss'hss'tah Masters and their allies (including, mostly, subordinate Holders -- lateral allies must be true allies indeed to risk their independence for one who cannot command it by law) will then meet in a designated place, at a set time (usually within a week), and fight a mock battle. In this battle, beasts are muzzled, nails are capped, and weapons blunted or guarded; magick is limited to non-damaging spells. Immediately before battle is joined, the two primary antagonists each spend several hours in the "enemy" camp, attempting, by boast, bluster, or bribe, to get members of the "enemy" camp to desert to the opposing side. A rich Sss'hss'tah can buy an opponent's holding out from under him; a Sss'hss'tah with high Charisma can talk them over by sheer force of personality.

After the various desertions have taken place, there is the final statement of Challenge.

If the Challenger issues this final statement (it might be withdrawn if desertions drastically change the odds) and the Challenged Sss'hss'tah refuses to ground to the Challenger (thus indicating his acceptance of his place as one of the Challenger's Hold) then the combat commences. It ends when all members of one side or another have grounded to the other side, as a result of being bested in combat; or when, if the battle drags on one side or the other concedes.

Note, though, that a Sss'hss'tah's Hold is not lost as a result of this Challenge. It is merely transferred, part and parcel, into the winner's Hold, and becomes a part of that Hold. The losing Sss'hss'tah maintains his same status with regard to his personal Hold as before; he is simply now considered a subordinate to the winner.

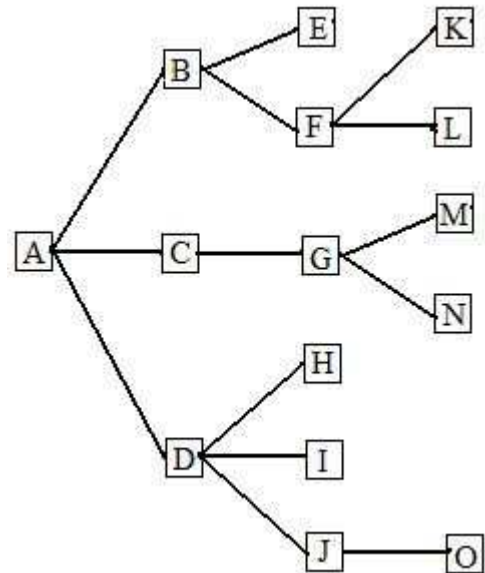
There are certain restrictions on Challenge for Hold. First and most obvious is that it cannot occur between a subordinate and his Lord Holder, since a subordinate is part of his Lord Holder's Hold and may be commanded to assist in the Challenge (though he can desert when the time comes, and fight against his former Lord Holder). Likewise, it is pointless for a Lord Holder to Challenge for Hold his subordinates, since no change could come about as a result.

Also, Challenges for Hold among Sss'hss'tah of different Lords is usually a matter in which one should carefully consult one's Lord

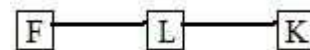
Holder; though there is no prohibition against such challenges, there is always the possibility that the Challenged Sss'hss'tah's Lord Holder will declare himself an Ally of the Challenged Sss'hss'tah....

Challenges for Hold between two Sss'hss'tah subordinate to the same Lord Holder is the most common state of affairs, then. This type of challenge is followed closely in popularity by the Open Challenge: this is a Challenge for Hold conducted by the immediate subordinates of a recently deceased Lord Holder for the right to be Lord Holder. It is conducted exactly as other Challenges, except there may be any number of sides (and, therefore, a great deal of confusion).

An example of advancement by Challenge: consider a Lord Holder whose Hold can be diagrammed like this:

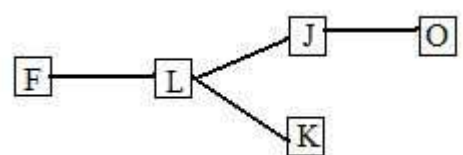


Sss'hss'tah L is ambitious, but it's peacetime, and it looks like F will live forever. So, L challenges K and bribes most of K's hold away from him. Then, when the challenge is resolved, L wins, and the situation becomes:

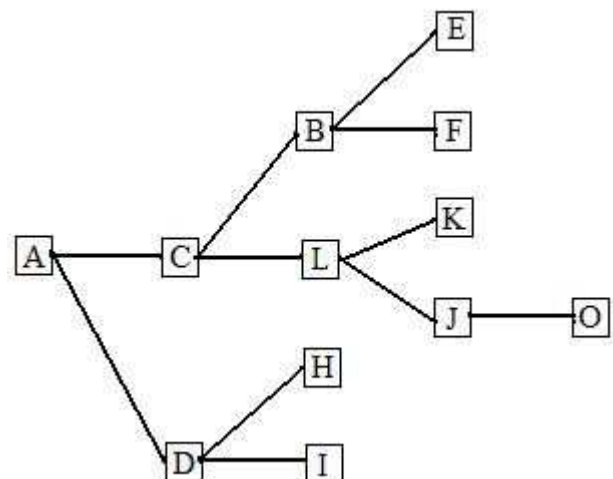


L is now much more powerful than before since he holds K in addition to his own Holds.

L could now Challenge, for instance, J. Assuming he won such a challenge, the situation would be:



L is now a power to be reckoned with. But how can he get out from under F? Assume L approaches C with a deal. If C challenges B, L will desert to C and become part of C's Hold. If this works, the final picture will be:



Note that L has successfully moved up in the heirarchy: by successfully challenging B, he could even gain F, his former Lord Holder, as part of his Hold. Note also that the other branches of the above tree are as unlikely to be as pliant as pictured in this example: there would be other irons on the fire, not to mention newly grown Sss'hss'tah starting off, which would complicate L's life no end...

Note that there is NO stigma whatsoever associated with deserting one's Lord Holder at time of Challenge. In Hss'Taathi society, it is considered a failing of the Lord Holder if he cannot keep his Hold together in the face of outside Challenges.

Note also that many one-sided Challenges are decided as soon as the Challenge is issued; the weaker side recognizes that it hasn't a chance and immediately grounds.

And, finally, remember that, in all of the above examples, where interaction between two Sss'hss'tah is mentioned, it is taken for granted that the reader understands that that interaction took place through the Voices of the involved Sss'hss'tah. (See the Ssk'al'stah "Voices" for details.)

Challenge of Death

When a Sss'hss'tah has been grievously wronged by another Sss'hss'tah (or a member of that Sss'hss'tah's Hold -- the two are interchangeable) then he might gain the permission of his Lord Holder to issue a Challenge to Death against the offending Sss'hss'tah. If the offended one and the offender are of equivalent rank, the Lord Holder will clear the challenge with the Lord Holder of the offender (if they are not the same person, as is often the case) and will, if the offended Sss'hss'tah has a valid complaint permit the Challenge.

A Challenge to Death is resolved in one of 4 ways:

1. The two Sss'hss'tah meet and fight a duel to the death (which usually ends with one or the other incapacitated and unable to fight, and a prisoner of the victor. The victor thenceforward owns the vanquished and any Holdings).
2. The Challenged Sss'hss'tah names a Champion, who fights for him. In this case, the Challenger also may name a Champion if he wishes. The losing Champion becomes property of the victorious Sss'hss'tah, and a part of his Hold. Such champions are always Sslissi or Hch'ait.
3. The Challenged Sss'hss'tah pays restitution to the Challenger. In cases which involve a lesser member of the Challenged Hold and a Major member of the challenging Hold, restitution usually consists of handing over the guilty party. When non-major equals are involved, a cash payment often suffices, though sometimes evidence of punishment is demanded. If a Major member of a Challenged Hold is guilty of transgressions against a minor member of the Challenging Hold, cash payment always settles the matter. Note that "goods" can be substituted for "cash"; a good slave might be more useful than cash on campaign.
4. The Challenged Sss'hss'tah refuses to recognize the Challenge. This always leads to bad feelings, and if the Challenger is strong enough, open warfare. Note that a Challenged Sss'hss'tah with enough powerful friends can usually take this path against weaker Challengers: likewise, he can demand option #1 if he is personally powerful enough, and invoke it continually against weak Holders until they finally refuse him and he can. use option #4. The Challenge to Death system causes a lot of internal politicking.

Inheritance

When a Hss'Taathi dies and makes it clear before he died that he wished to have his personal property divided in a certain way, his wishes are usual* followed, especially if there is a consensus of respect for both the dead Hss'Taathi and his inheritor. If he dies without having expressed a preference of heirs, others of his caste may issue a "Challenge" for his property.

Only personal property may be so "willed" to a beneficiary. Social rank is won. Thus, a Lord-Holder could not bequeath his Holding to a favorite; such matters have to be settled by a challenge.

Industry & Prices

Hss'Taathi are carnivorous/insectivorous folk, and they eat mainly game and fish. There are also several species of beetles which they consider delicacies, but these are rare, and, at any rate, seldom travel beyond the Hss'Taathi who finds them.

Hss'Taathi spend most of their time hunting, fishing, and foraging. They are quite adroit on land, but are awkward though sturdy swimmers. If there is a water source nearby, they will gladly spend time wading in shallow water with fish-spears or seines or in deeper water fishing with pole and line. The Ss'iss'ke Hunters are fully the equals of any human or Elven Foresters, and they often use domesticated dromaeosaurs (Ss'iss'Kaasst) in a manner similar to hunting dogs.

Often, a great Lord-Holder will have a herd of ceratopsians (Aah'Kaasst) for food animals; very great Lords-Holder may have a

few brontosauri (Hch'aah'Kaasst).

Precious metals amongst the Hss'Taathi are gold, silver, and copper, just as with the Kindred Races. For simplicity's sake, assume the same system of coinage prevails in Hss'Taathi society as in Human/Dwarvish/Goblin/etc., society. Players are free, of course, to make up whatever rates of exchange they wish, as many products have a different value amongst the Hss'Taathi than in more familiar societies.

As a general guideline to everyday prices, it should be remembered that the Hss'Taathi are a mining race as well as a hunting race. This implies more precious metals in circulation, which makes money somewhat deflated in value and raises prices. It also implies more gems --especially Emeralds, which are highly prized by the Hss'Taathi -- as well as most metals and minerals.

In addition to mining, the Hss'Taathi are woodsmen with vast ranges. However, most plants haven't nearly the importance to the carnivorous Hss'Taathi as they would to an omnivorous race like humans.

The following modifiers may therefore be applied to prices in Hss'Taathi society:

Class of Item	Price Multiplier
Metals/Gems	x 1.0
Woods	x 0.75
Liquids	x 1.0
Essences	x 0.9
Bones	x 0.75
Skins, Leathers, Tissues	x 0.6
Organics	x 2.0
Clothing	x 1.75
Non-Leather Armour	x 2.0
All Weapons	x 2.0
"Dungeon Equipment"	x 1.0
All Manufactured Items	x 2.0

It should be noted that "craftsmen" are decidedly rarer amongst the Hss'Taathi than in the Kindred Races because few saurians have the manual dexterity to perform operations requiring high degrees of skill. Consequently, the cost of "manufactured" items tends to be much higher not only because of the greater amounts of gold and silver in Hss'Taathi society, but also because the goods are harder to come by.

Hss'Taathi keep their wealth in the form of precious metals and jewelry. What they do not carry with them is stored in the Hold's Nest in (usually) a great strongbox in the Lord-Holder's vaults. It is the Hss'Taathi's right to have his valuables any time he desires them; and woe betide the Lord-Holder who either refuses or is unable to provide a Hss'Taathi with his protected wealth. Indeed, there have been instances in which entire Holds have deserted with a member who has been welched upon, so as to have communal revenge upon an incontinent Lord-Holder.

Merchants & Trade: Stah'Khuihh

The activity that humans refer to as "commerce" is handled in a very peculiar manner by the Hss'Taathi. The insular Hold system would tend to discourage trade without the adoption of extraordinary methods, yet the Hss'Taathi have a system of trading which works quite well.

All traders are Khuihh by birth. Any Khuihh with an Intelligence of 12 and a Bardic Voice of 12 can become a Stah'Khuihh upon appointment by his Lord-Holder, and is thereafter a sort of "licensed free trader" recognized by all Holds. The Stah'Khuihh is tattooed with the mark of the Hold and has free access to all Holds (except when his Hold is at war with the other), where he is given protection and shelter for himself and his trade goods.

Stah'Khuihh are, in many ways, the most free of all the Hss'Taathi because of their right to go wherever they want "on the business of the Hold". They are almost universally despised by the Warrior castes for their devotion to profit rather than to the pursuit of glory: yet the merchants are necessary, and even the most caste conscious Hch'ait will always allow the Stah'Khuihh into his Hold entrance to peddle their wares.

Stah'Khuihh are expected to return all of the profits they make to the Lords-Holder. In practice, this means that between 50% and 75% of the profits end up in the Lord-Holder's treasure chests; the remainder is kept back by the merchant. Indeed, there seems to be a definite conspiracy amongst the Stah'Khuihh of all the Holds to keep the intricacies of their business dealings a mystifying secret to their Masters. In the "trade", as it is said by the Stah'Khuihh, one is entitled to a "small" return for his efforts on behalf of his "betters". It has been known for Stah'Khuihh to become surprisingly wealthy by a combination of wise investment, sharp trading, double-bookkeeping, and lax supervision of the part of their Lords-Holder. This fact is not lost on some Lords-Holder, but because of the prohibition against tampering with the personal possessions of any Hold-member they are unable to do much to correct the situation.

Most Stah'Khuihh have no political influence and are barred from any political power whatsoever. Few are rich enough to do any successful bribery, and meddling in the power structure of a Hold is grounds for summary execution by the offended Ss'hss'tah. They are, after all, only Khiuhh, and an excuse to kill them is often jumped upon as a method of seizing their wealth. However, high-handed measures are also Naa'Ssk'al (Odorous to Ssk'al), so the much despised merchants in fact enjoy considerable protection from abuse. Indeed, a Lord-Holder will often privately value the income from trade so much that he will even command some of his T'Kah to escort successful Stah'Khuihh to ensure that valuable trade goods (and the profit therefrom) will pass safely through dangerous lands. This kind of protection costs, however -- usually 10% to 15% of the value of the goods, paid in full "up front". For this reason, some Stah'Khuihh have taken to bending together for long trips into a kind of travelling fair. It is not unknown for them even to hire Soft Ones as guards -- both as protection and for their value as curiosities to attract attention to their wares.

Often associated with the Stah'Khuihh are the Nss'a'Khuihh or Thieves. The Nss'a'Khuihh are in fact members of the merchant sub-caste who turn a little side profit for their partners by outright theft. They often pose as assistants and hide amongst the legitimate members of a Stah'Khuihh party. The most intelligent and verbal of the Nss'a'Khuihh also conduct legitimate trade with considerable ability (treat as Stah'Khuihh).

Thieves are regarded with considerable distaste by the Hss'Taathi in general (though they often become popular "heroes" amongst the Khuihh, who secretly enjoy the discomfiture of their "noble" Lords). Theft within the Hold is regarded as a very grave offense, and is punished by 10d6 lashes (each stroke delivering a point of damage to the body). However, Hold-members regard thievery from other Holds or from the Soft Ones as a "reasonable" way of turning a profit. It is not so regarded by the members of the other Holds, who exact 10d6 lashes in punishment and ban the offender from the Hold forever, if he survives. If, however, such a Thief manages to "sell" the stolen goods, usually to an accomplice who is deemed to have bought them in good faith, the original owner can only recover the stolen goods by paying the new (and legitimate) owner 1/2 their fair market value. Clearly, the trick is to steal the goods, hand them over to a Stah'Khuihh accomplice, and get out of the stranger's Hold before being caught. In one's own Hold, on the other hand, the Thief must restore the goods or their maximum value to the original owner if he wishes to stay living.

Haggling & Prices



recious metals amongst the Hss'Taathi are gold, silver and copper, just as with the Kindred Races. For the sake of maintaining simplicity, assume the same system of coinage prevails in Hss'Taathi society as in Human/Dwarvish/Goblin/etc., societies.

As a general guideline to everyday prices, it should be remembered that the Hss'Taathi are a mining race as well as a hunting race. This implies a somewhat larger supply of precious metals, which makes coins worth less than in human society, and prices are higher as a consequence. The following modifiers may therefore be applied to prices in Hss'Taathi markets:

Type of Item	Price Multiplier	Profit Level	Maximum Price
Metals/Gems	x 1.0	x 0.6	x 1.5
Emeralds	x 1.5	x 0.6	x 2.0
Woods	x 0.75	x 0.5	x 1.0
Liquids	x 1.0	x 0.6	x 1.5
Essences	x 0.9	x 0.5	x 1.4
Bones	x 0.75	x 0.5	x 1.25
Skins/Leathers/Tissues	x 0.6	x 0.4	x 1.0
Organics	x 2.0	x 1.5	x 2.5
Clothing	x 1.75	x 1.25	x 2.25
Non-Leather Armour	x 2.0	x 1.5	x 2.5
All Weapons	x 2.0	x 1.5	x 2.5
Manufactured Items	x 2.0	x 1.5	x 2.5
Food	x 0.75	x 0.25	x 1.0
Delicacies	x 3.0	x 0.25	x 4.0
Grain/Fodder	x 0.5	x 0.25	x 0.75
"Dungeon Equipment"	x 1.0	x 0.25	x 1.5
Other (also wages)	x 1.0	x 0.6	x 1.5

For example, suppose an item of non-leather (metal) armour cost 10 GP, as given in C&S. In a Hss'Taathi society, it would be normally priced at 20 GP (10 GP x Price Multiplier 2.0). The Profit Level indicates the minimum price required for the maker to break even: here it is 10 GP x 1.5 = 15 GP, yielding an average profit of 5 GP. The Maximum Price is the highest price that an item could be sold at without being regarded as exorbitant: here it is 10 GP x 2.5 = 25 GP, which could yield a profit of 10 GP.

The price of an item is established by "haggling". Haggling is determined in the following manner:

1. Add the Bardic Voice + Intelligence of the Seller + 1% per experience level (+3% per experience level if the Seller is a Stah'Khuihh). This is "Persuasive Power".
2. Add the Bardic Voice + Wisdom of the Purchase + 1% per experience level (+2% per experience level if the Purchaser is a Stah'Khuihh). This is "Sales Resistance".
3. Subtract the Sales Resistance from the Persuasive Power. The result is given as a percentage to be added or subtracted from the standard C&S price multiplier in order to determine the agreed price.

For example, a Stah'Khuihh with BV 14 and Intelligence 15 at

experience level 6 offers an item at 2.0 x C&S base price. He has Persuasive Power of +47%, so the price is initially set at C&S price x 2.47. The Purchaser is a Hch'ait with BV 17 and Intelligence 13 at experience level 13, giving him Sales Resistance of -43%. The agreed price is therefore 2.47 - 0.43 = 2.05 x C&S price. The Stah'Khuihh could safely pocket the 0.05 excess profit as personal income without arousing the suspicions of his Lord-Holder.

A Stah'Khuihh could attempt to raise the price beyond the maximum considered to be "reason-able". Suppose he had a BV 14, Intelligence 15, and experience level 14 = +0.71 added to the base price. Suppose that the base price was 2.0, the maximum price was 2.5 and the asking price is 2.71 x CO price. Given the same Purchaser, the price would be haggled down to 2.71 - 0.43 = 2.28 x C&S price. However, the Purchaser has a 43% chance (equal to his Sales Resistance) of resisting the price. If he succeeds, he lowers the price by subtracting his Sales Resistance from the maximum price or 2.5 - 0.43 = 2.07 x CO price, if he fails, he pays the 2.20 x C&S price.

Truly cutthroat bargaining occurs between Stah'Khuihh, who know the real profit margins involved. In this case, the starting price is the Profit Level. Suppose the profit level is 1.5. Our Stah'Khuihh adds +47% to the price, yielding an asking price of 1.97 x C&S price. However, he is facing a tough opponent with BV 16, Intelligence 16, and experience level 14 = Sales Resistance of -60%. If the Seller wants a sale, he either sells at 1.37 x C&S price or he rolls 47 or less on 1d100. If he is successful, he may add 1/2 of his persuasive power to the price, giving a final price of 1.37 + 0.23 = 1.6 x CO price. It's not much, but at least there is some profit in it.

Where Stah'Khuihh really make profits is by dealing with human suppliers at the going price (basic C&S price, that is) + 8d6%. Everybody else assumes that he is paying at least the standard cost, so he makes an initial profit equal to the difference between his actual cost and the Profit Level. For example, if he meets a human with metal armour at C&S price 20 GP, he pays 20 GP + 8d6%. Suppose his added cost is 24%, giving a cost of 24.8 GP. His personal profit (which goes into his pockets) is 20 x 1.5 = 30 - 24.8 = 5.2 GP. This sort of wholesaling can turn a pretty penny for both the human and the Stah'Khuihh.

Stah'Khuihh are expected to make a profit equal to the C&S Price Multiplier - Profit Level cost of the goods. Woe betide the merchant who does not meet his quotas, for the Lord-Holder may suspect he is cheating on the accounting! In such cases, the Stah'Khuihh will request an interview with the Ssk'al'stah ("Voice of Ssk'al"), in which he will Ahh'Stah'Oo'Ssk'al or "Swear by The Egg" that he has not given a false accounting. Then he will go to the Khaariikha and have his Omens told: if he is telling the truth, the Khaariikha will find it is so; if not (he is "holding out" profits), 1d100 are rolled, with a 0-33% chance that the lie is detected. Such a lie brings confiscation of personal goods equal to the profits expected, in addition to the profits already earned, and the Stah'Khuihh is publically whipped (5d6 lashes, with each lash scoring a body point of damage). If he dies under the whip, too bad! However, once he has paid for "The Lie", everything is forgiven and he can go back to his cheating ways.

Khuihh Experience

The Khuihh, being a mercenary lot, obtain experience for making money -- in any way they can.

A Khuihh is therefore going to receive 1 EP/GP or equivalent x experience level for "profits". He also receives 50% of the value of anything he kills.

Travel



n addition to the mounts used by the Fighters and the Ss'iss'khe (and which can be ridden with permission of a Lord Holder by any Htlaii or Htikkh in the case of the Yaleosaurus), the following beasts are used for travel and carrying cargo:

BRONTOSAURI: These unbelievably large creatures (kept in herds by the Great Lords) weigh up to 40 tons, are 70' long and can carry 25% of their weights as cargo on the platforms normally constructed on their backs. When carrying heavy cargo (more than 10% of their weight) they slow to 2/3 normal speed but can go all day. The Ss'iss'ke driver sits atop the head, some 40' above the ground, to guide the creature by means of a system of blinders. The Khuihh merchants and other passengers ride atop the platform with the cargo, some 12' to 20' above the ground, depending on the size of the beast being used. See the Dinosaur section for details on the Brontosaurus.

CHASMOSAURI: The Chasmosaurus is a small Ceratopsian (the 4000 and 6000 dr./pound Monoclonius is close enough for a description of the beast; see the Dinosaur section for details) which can carry several riders or a rider and up to 500 dr./pounds of cargo. When raised from a very young age, it is moderately tractable and can be restrained from attacking on impulse 90% of the time.

HADROSAURI: Many of the Hadrosaurs are pressed into service as mounts and cargo carriers; these tractable beasts can carry up to 10% of their body weight at 3/4 normal speed without excessive tiring. They are very easy to control -- except when one of the larger carnosaurs appears, whereupon there is a 25% chance of losing control and stampeding in the opposite direction for the nearest stretch of deep water (if visible) or for the horizon (if

water isn't visible) until the hadrosaur "exhausts itself" by expending all of its FP.

The Hadrosaurs, along with other herding dinosaurs, are also used as the chief food animals.

Khuihh Ssk'Aar'Iss: Physicians

Khuihh with Dexterity 8+, Intelligence 8+, and Wisdom 8+ may become Physicians or Surgeons. These Hss'Taathi medical people are identical in ability to the Physicians outlined in the C&S Sourcebook, except that they also learn the following diseases and their cures:

THE DRIFT: Epidemic, so named because its victims seem to simply drift away, becoming increasingly lethargic and forgetful. Entire villages starve during outbreaks of the disease simply because no one thinks to eat. Outbreaks last 2d10 weeks; death rate is 10% of the percentage of the population infected: during an outbreak, between 20-70% of the population will have the disease, however, the duration of the disease is shorter when many people have it (if more than 40% -1 week per 5% over). This would seem to indicate that the disease is psychological in nature -- at any rate, there are no known vectors. The season for this disease is late winter, from January through March. A sufferer of the Drift will not do anything (though he will defend himself if attacked with 1/4 normal abilities) which requires any active motivation on his part, and must be fed if he is not to starve. Recovery is instantaneous after 1d3 weeks, with no lingering after effect (though there will be no memory of the time one was under the Drift). The disease is rare. "Cure" reduces a character's chance of dying to 5%; if successful, the character is restored in 1d6 days.

FEVER: Non-epidemic; occurs during summer; vector: loss of body water due to over exertion on warm days or contact with exposed Hss'Taathi; infection chance: 10% from overwork, 1% from exposure to victims; survival: 100%; incubation: 1d6 hours; duration: 1d3 days; symptoms: high fever, headaches; recovery time: 1d3 days. "cure" permits functioning at 75% capacity during course of the disease; otherwise, the victim is at 25%.

PNEUMONIA: Epidemic, occurs during fall and spring; lasts 3d6 weeks; death rate 1%/week; spread 1-6 miles/week; vector: sudden, severe changes of temperatures and contact with infected Ssmaragdae; infection chance: 10%/exposure; survival: 75% (95% if "cured"); incubation: 1d6 days; duration: 2d6 days; symptoms: shortness of breath, lack of stamina, fever; death caused by drowning due to lungs becoming filled with liquid; recovery time: 3 + 1d3 weeks, at 50% normal capabilities. Pneumonia is very likely (25% - 1d6 for constitutions of 16+) in cold climates: check once per week if exposed to snow or slush more than 3 hours per day.

RECURRING FEVER: Non-epidemic; occurs only during spring; vector: small midges which bite during the mating season (spring) -- found only in swamps or near standing water; infection: 5%/exposure; survival: 90% (100% if "cured"); incubation: 1d3 weeks; duration: 1 day per attack, 10%/day chance of attack every day for 1d6 months (note that the survival chances given above are per attack); symptoms: as for Fever, above, though worse.

SHAKING DISEASE: Epidemic, lasting 2d6 weeks before vanishing. Occurs only between August and November. Death rate: 2%/week; spread: 1-3 miles/week; vector: a certain type of louse carried by birdlike dinosaurs such as the Ptenodracon -- especially found in older cities where many of these small creatures nest in parts of the buildings; infection chance: 30%/week exposed; survival: 45% (80% if cured); incubation: 1 day; duration: 2 days (roll CN or less on 1d100 or lose consciousness, each hour); symptoms: severe chills, uncontrollable shaking, dehydration, inability to speak clearly (BV = 1/4 normal), unnatural bluish dis-coloration of throat sac and rapid fluttering of same: death is caused by literally working the muscles to death due to the involuntary shakes. Recovery time: as per CN score - character must rest twice as long as it would take him to recover all of his base (first-level) •body points.

WARRIOR'S BANE: Epidemic, lasting 3d6 weeks. Death rate: 1%/week; spread 1-3 miles/week; occurs any time of year; vector: "rats" (actually small, primitive marsupials: but they look like rats and act like rats); infection chance: 10%/week when conditions are right; survival chance 80%, however, 50% of those surviving have disfiguring effects (see the symptoms); incubation: 3 + 1d6 days; duration: 2 + 1d6 days; symptoms: inflammation of the claws, loss of balance, dizziness, disorientation; if disease is severe enough, claws may drop off (requiring 40 + 2d10 days to grow back), disarming the victim and reducing his dexterity by 1-10 points. Death is caused by the spreading of the inflammation to the heart. Fortunately, this terror occurs but rarely.

RABIES, SEPTICEMIA, PERITONITIS, GANGRENE, LEPROSY OF THE TOMB: All exactly as for humans.

Hss'Taathi are generally a healthy lot, and epidemics are few. Most of a Physicians' work is surgical in nature. Hss'Taathi are not susceptible to most human diseases (and vice versa). Amazingly enough, those Hss'Taathi Physicians who have not seen a Softskin (or even heard of one) have learned the Ancient Lore of Healing, which includes Softskin medicine and dates back to the days of contact with humans.

Physicians advance in experience as outlined in the rules. They also receive 50% experience for hunting and slaying enemies.

Hss'Taathian Priest & Mages



The HTLAI and HTIKKH character classes have no close parallels in human society. Like other castes, priests and mages are determined by the KHAARIKHA at the character's hatching, when the character's Ooscope is cast.

The second requisites of the various HTLAI sub-castes and the HTIKKH are as follows:

- SSK'AL'STAH Voice of Ssk'al: Bardic Voice
- UKAIT'AKH Mages: Intelligence
- KHAARIKHA Oomancers: Dexterity
- SS'ISS'K'AKH Mages: Dexterity
- T'KI'T'K Metamorphs: Wisdom

Rolled Score	Voice	SECOND REQUISITE FACTORS		
		Intelligence	Dexterity	Wisdom
2-5	0.5	0.5	0.5	0.5
6-8	1.0	1.0	1.0	1.0
9-11	1.5	2.0	2.0	2.0
12-13	2.0	3.0	3.0	3.0
14 (01-50)	2.5	4.0	4.0	4.0
14+ (51-00)	3.0	5.0	5.0	5.0
15 (01-50)	3.5	6.0	6.0	6.0
15+ (51-00)	4.0	7.0	7.0	7.0
16 (01-50)	5.0	8.0	8.0	8.0
16+ (51-00)	6.0	9.0	9.0	9.0
17 (01-50)	7.0	10.0	10.0	10.0
17+ (51-00)	8.0	11.0	12.0	11.0
18	9.0	12.0	14.0	12.0
19	10.0	13.0	--	13.0
20	11.0	14.0	--	14.0
21	12.0			
22	13.0			
23	14.0			
24	15.0			
25	16.0			
26	18.0			

CL = (IQ + Unfactored Second Requisite)/10 + Experience Factor

PMF = Second Requisite Factor + Ooscope Prophecy + Alignment Factor

Ooscope Prophecy: +2 if calling was prophesied at birth.

Alignment Factor: +2 if Alignment under 10.

Targeting

All Htlai target as Mystics.

All Htikkh target as Natural Magick Users.

All Saurian races are targeted as if they were "Wood Elves". (Hss'Taathi and Kulun'Ssaathi.)

All small carnosaurs (under 2000 dr./pounds) and all herbivores are targeted as "animals".

All large carnosaurs are targeted as "Griffins".

All Great Carnosaurs are targeted as "Spectres". (And everyone regards them as fully as nasty as Nazgul, too!)

Ssk'Al'Stah: the "Voices"



The Ssk'al'stah or "Voices of Ssk'al" are the nearest thing to a religious hierarchy in Hss'Taathian society. It is to the "Voices" that every Hss'Taathi must go each year in the Oo'chiirp (the "Hatching") in the spring to receive the Oo'ssk'al or "Blessing of the World-Egg." If a Hss'Taathi does not seek the Blessing, he/she will receive no benefits from Hss'Taathian magicks. In order to receive the Blessing, he/she must tell the attending "Voice" of any transgressions against other Hss'Taathi or the World-Egg. He/she might be required to make restitution in order to obtain absolution from particularly noxious misdeeds. However, there is nothing in the Hss'Taathian ethic which makes mention of transgressions against members of any other race.

An understanding of the office of the Ssk'al'stah is vital, for the "Voices" stand at the heart of Hss'Taathian society and are involved in all issues which arise between Hch'Ait Lords:

1. Translation: The "Voices of Ssk'al" are Master Translators. This function is exercised not only from language to language but more importantly, between and amongst Hss'Taathi. "Translation" to the Hss'Taathian mind is the accurate presentation of the thoughts of another, and the "Voices" are looked to for clarification whenever misunderstanding is encountered.
2. Challenge: It is the function of the "Voices of Ssk'al" to speak for the Hch'Ait Lord of Holding whenever he has dealings with another Hch'Ait Lord. Such dealings always begin with the Haasst'stah (the "Challenge"). The Challenge is closely related to ritual combat, of which more elsewhere.

3. The Haasst'stah is issued whenever members of different Holds meet. The Challenging "Voice" charges the opposing parties "Voice". If the Challenged "Voice" is of a Hold subordinate to the Challenger's, he will immediately "ground himself" in the classic, Soos'ach'ait gesture, squatting down on the tail and plunging the claws of both hands into the ground, chest and belly low, while keeping the head high. The Dominant "Voice" will immediately stop his charge and grounds himself in the Chi'ach'ait manner, indicating that the other's submission to authority has been accepted.
4. If the Challenger realizes that he is issuing the Haasst'stah to a "Voice" of a superior (a Holding to which he owes allegiance), he will assume the Soos'ach'ait posture, to which the Challenged "Voice" responds with the Chi'ach'ait, accepting the submission and homage of a feudal inferior.
5. If the Challenged "Voice" is of a superior Holding to that of the Challenger or is of a Holding that has not acknowledged the Chi'ait (Overlordship) of the Challenger, the Haasst'stah'khsst ("Challenge for Hold") is issued.
6. Challenge for Hold: If the two "Voices" are equals (that is, neither is subordinate to the other), they will charge each other and exchange blows until each has struck the other once. The "combat" is entirely ritualistic, with much maneuvering and posturing, the whole really a kind of showy "dance" which ends with a simultaneous striking of blows. The "Voices" then separate and the Challenger begins a ritual exchange:
7. CHALLENGER: "You have fought well, stranger. (Challenger's Hch'Ait) invites you to become of his Hold."
8. CHALLENGED: "It cannot be, for (Challenged Hch'ait) is of Hold"
9. CHALLENGER: "Then, perhaps, (Challenged Hch'Ait) has reason to trespass on the lands of (Challenger's Hch'Ait)?"
10. There are many ritual responses which can be made at this point. Most requests/demands are readily granted; i.e., a desire to camp, to meet with the Hch'Ait Lord, to ask news, to visit with friends in the Holding, etc. The "trespass on the lands of" is mere puffery. By tradition, every Hch'Ait Lord's Holding encompasses all the land he can see, though this is circumscribed somewhat in reality, especially in cities and when on the march. If the two Hch'Ait Lords are on good terms, the Challenge usually dissolves into normal "Voice" functions at this point.
11. However, the Challenged Voice can state that he is presenting a Haasst'stah'khsst or Challenge for Hold or a Haasst'stah'kirr or Challenge for Death. These challenges are dealt with under the section on Ritual Duels.
12. Negotiation: The "Voices of Ssk'al" conduct all negotiations between Hch'Ait Lords. The "Voices" do all of the negotiating, with occasional breaks to confer with their Lords. The Hch'Ait Lords and all other Hss'Taathi present may be physically present, but they make no attempt to follow the highly legalistic and stylized arguments, for until an agreement is reached no words spoken are of any importance. However, once negotiations are completed, all listeners present give rapt attention as each "Voice" states the terms as agreed. At this moment, the "Voices" will use identical wording, pitch, and tone, showing that they are Ssk'al'si ("of one mind in the Egg"). Both of the Hch'Ait Lords will respond with Sss'sst ("It is agreed:"), and the "Voices" present will commit the terms of the agreement to memory.
13. Lawgiving: The "Voices of Ssk'al" are the repositories of all racial law, custom, historical tradition, and treaties between Holdings. All matters under serious dispute which cannot be resolved by the parties involved are referred to the "Voices" for judgment.
14. Messages: One of the duties of the "voices of Ssk'al" is to bear messages between Hch'Ait Lords who are not in immediate contact. Often, a "Voice" will not him/herself carry such a message, but a subordinate Oo'Ssk'al'stah ("Whisper") will bear it.

The Office of "Voice"

The "Voice of Ssk'al" is an office having political, religious, and magical character. The "Voice" is the Regent of a Holding whenever the Hch'Ait Lord is absent. As Ssk'al'stah, he literally speaks with the "Voice" of the Lord of Holding and may bind the Holding to certain agreements in the absence of the Lord. He is the chief advisor to the Lord on all political and legal matters not involving the conduct of a battle or other military action. He is the chief magistrate of the Holding, and even the Hch'Ait Lord of the Holding will bow to his judgment. In short, the "Voice" is the power behind the throne and is a major factor in all decisions affecting the daily life of the Holding. At the same time; Ssk'al'stah are ethically committed to act always in the interest of the Hch'Ait Lord and will put aside personal considerations in such service.

A "Voice" is also the intermediary between the Hss'Taathi and the Ssk'al or World-Egg. As will be seen, his powers when dealing with the forces in the Earth are vast indeed. His "magick" is theurgic in that he draws upon his special relationship with the World-Egg to perform thaumaturgical "spells".

The "Whispers"

There can be only one "Voice" in a holding, but subordinate to him may be a number of apprentices called Oo'ssk'al'stah ("Whispers of the Voice") who are learning to become "Voices" or who have become proficient but have not had the opportunity to attain the office of "Voice" in a Holding. The "Whispers" are used by the "Voice" as stand-ins, messengers and general assistants.

One of the duties of "Whispers" is to accompany Hch'Ait officers sent on detached duties and to interpret and issue challenges on behalf of the warleaders. Although the position of "Voice" is a very constraining position for a player-character Hss'Taathi, the "Whisper" has considerably more freedom of action and opportunity for adventure when he is not under the eye of his "Voice" or his Hch'Ait Lord. Such opportunities arise frequently because the "Whisper" is often sent out on information-gathering expeditions or to deliver messages.

Succession to the Office

Once he becomes a "Voice", a Ssk'al'stah will remain in office until his death or until he voluntarily steps down in favor of a younger Hss'Taathi protege. Whenever the office is vacated, there is a Haasst'Ssk'al'stah or "Challenge of Voices" to determine the best amongst the "Whispers" to succeed to the office of "Voice".

A new "Voice" is named by the Hch'Ait Lord of Holding after listening to a Stah ("Oration") by the various candidates who step forward from the ranks of the "Whispers". The Stah is simply a retelling of any story (legend, present news, or boast), after which the Hch'Ait Lord of Holding selects the one he liked the best, His decision is final.

In game terms, a Haasst'Ssk'al'stah is decided in the following manner:

1. Each candidate finds his Stah'koh or Power of Oratory by adding together 2 x Bardic Voice + Wisdom + Charisma + MKL, then dividing the sum by 2.
2. If one candidate enjoys an advantage of 15 or more over the competition, he is declared the new Ssk'al'stah.
3. If no clear superiority is obvious, those candidates whose Stah'koh is within 15 of the highest's Stah'koh will deliver their Stah.
4. Each candidate rolls 1d100 in each round of the competition, and the result is compared to his Stah'koh. If the result is below or equal to the Stah'koh, he remains in the competition. If the result is above the Stah'koh, he is eliminated if any other candidates succeed in remaining in the competition. His die roll may be modified:
 - 1 for each non-native Hss'Taathi language spoken.
 - 2 for each Hss'Taathi language written.
 - 4 for each non-saurian language spoken (-6 if possible to write as well).
 - 8 for being able to speak Auld Wormish (Hch'Ait'Stah).
5. A score of 00 (100) automatically eliminates a candidate, no matter what his other qualifications might be. He "stuttered", and thus is eliminated.

For example, a "Whisper" has the ability to speak 5 Hss'Taathi languages besides his native tongue (-5), can write his own language (-2) and speaks two non-saurian tongues (-8) -15 from the 1d100. He has Bardic Voice of 19 (+36), Wisdom of 17, Charisma of 19, and MKL 8 = 70/2 = 35. With the modifier, he will survive any die roll up to 50, but will always be eliminated on 00.

If no worthy successor can be found, the Hch'Ait Lord can apply to the Lord of another Holding for a suitable replacement, and a Haasst'Ssk'al'stah will be conducted for the new applicants.

Focus of the "Voice"

The Focus of a "Voice" (or "Whisper") of Ssk'al is a geode into which a tiny hole has been drilled and 1/10 dr. of each of the follows materials has been poured: water from a geyser, dirt taken from a fault-line within 12 hours of an earthquake pumice captured before it touches the ground after having been expelled from an active volcano, lava, from a volcano which has not cooled for more than 3 days, and dirt from the hatching bed of the "Voice". (The latter item will be saved for the future "Voice" as soon as his Ooscope reveals his destiny at his hatching, but the other items must be found;)

Geodes are volcanic materials which look like simple rocks from the outside but which have hollow, crystalline interiors. The "Voices" at the Temple of the Voice will usually know where a "Whisper" might go to find a Geode. Such a journey could take a considerable time. Once at the general area, the "Whisper" must cast his Speak-With-World-Egg spell to discover the presence of a geode within range of the spell. The chance that one is present is 1/2 of the "Whisper's" PMF, expressed as a percentage. If no geode is present, the "Whisper" must move to a new position and try again. Eventually, he will find a geode.

Geysers and their locations are known by the "Voices" of the Temple, who will direct the "Whisper".

Earthquake faults are also known to the "Voices" of the Temple, who will direct the "Whisper" to the most likely fault. At such faults, there is a 5% chance per day (cumulative) of a tremor.

Active volcanoes are of special interest to the Temple. The "Voices" at the Temple retain directions from ancient times to these points, constantly updating them in their continual effort to know the surface of the World-Egg, Volcanoes to which a "Whisper" is directed will be erupting (mildly), but 90% of the time the young "Whisper" will have to enter the crater in order to obtain the needed lava. In the remaining 10% of the cases, there will be a lava flow when the "Whisper" reaches the volcano. At the same time, there will be pumice available, with 20% chance per day of obtaining pumice in keeping with his needs.

Although these quests often involve long journeys through inhospitable lands, the way there and back is usually mapped with extreme precision. Likewise, the young "Whisper" is well-schooled in the fine art of crater-climbing and other requisite skills, so that the endpoint presents few dangers to him. Unfortunately, the inhabitants of the lands twist Temple and target are often hungry, violent or otherwise dangerous. Fortunately, young Hch'Ait nobles and Ssissi, Hssiakh and T'Kah warriors are eager for adventure and glory, so a suitably strong escort can be obtained.

The Focus need not be enchanted, merely assembled. Once every 12 years, the ingredients must be replenished, and not from the same source used 12 years previously (though they can be replenished with materials from a source last used 24 years ago or more).

The "Temple of Ssk'al" is not a literal edifice of stone or brick. Rather, it is the name of the "guild/religious order" of "Voices of Ssk'al". Since everything is the World-Egg, then everywhere is the Ssk'al present. In some regions the Presence Within is more evident, but these are immobile phenomena. What few truly permanent structures the Temple has are all completely underground (often very far underground) and are completely concealed by Move Earth spells from prying strangers.

Thus, when a "Whisper" consults the "Temple of Ssk'al" for directions, he merely asks any "Voice".

The Magick of the "Voice"

A "voice" of Ssk'al has magical powers deriving from the World-Egg itself, and thus he enjoys advantages equalled by few mages.

Speak-With-The-World-Egg

Before he can begin the practice of any magick, the "Whisper" must first expend 18 language points to learn the language of the World-Egg. Only when he has mastered the secret tongue of the Earth itself will he acquire magical powers. Once he achieves the power to "Speak", his MKL rises by 1 level.

Speak-With-The-World-Egg is a casting level 1/BMR 8 spell. It is a general-purpose Detect spell which can serve as any of the listed Detect spells. However, there are a number of drawbacks:

- There is a flat 25% fatigue level drain.
- The "Voice" must spend a number of 5-minute turns equal to the equivalent Detection spell's casting level speaking the "Question" to the World-Egg and receiving an answer.
- There is a percentage chance of misspeaking the "Question" = $(21 = \text{Bardic Voice}) \times 5$. Thus, a "Voice" with a BV score of 18 would have a $(21 - 18) \times 5 = 15\%$ chance of making a mistake. If an error is made, the World-Egg would ignore the question = $100 - \text{error chance}$ (in this example, 85% of the time). However, there is a chance that it will respond to the question = error percentage (15% in this example) because the error would have been subtle enough not to seem pure gibberish. When the World-Egg responds to an erroneous "Question", some other Detection spell will be cast instead. Thus the "Voice" might have attempted to detect Old Tracks but instead cast unknowingly a Detect Metal spell.
- The World-Egg must be in physical contact with the target of a Detect spell. For instance:
 - Detect Invisible Presence will fail if the invisible being is not touching the ground or is not surrounded by or touching rock (living or quarried). The World-Egg perceives the presence only of those creatures of things in direct contact with it or structures made from it or else located within its depths.
 - Detect Poison will fail if the suspected poison is not touching the ground, etc.

- Detect ESP, Detect Life, See the Invisible, Detect Observation are not possible because they do not depend upon contact exerted on the World-Egg as such.

On the other hand, some magnificent advantages are obtained:

- Range of the spell is tripled above ground and quadrupled below ground (intervening rock, etc., does not affect the spell's range).
- Magical circles will not prevent the spell from detecting so long as the creatures or objects within the circle remain in contact with the body of the World-Egg (earth, rock, etc.).
- Targeting is unnecessary because contact is already effected with the desired objects or creatures.
- Duration of the spell is tripled above ground and quadrupled below ground. After the initial detection is made, the "Voice" can move on, touching the ground or rock with his Focus whenever he wishes to check on the status of the object/creatures he had detected earlier. Further, other spells can be cast through the focus in the meantime without disturbing the detection spell until its duration has expired.

Basic Earth Magick Spells

A "Voice" may learn the Create spells for Dust, Sand Porous Rock and Dense Rock at -1 casting level and -1 BMR by expending language points to master the language of the World-Egg which influences such things:

Dust = 4 language points Porous Rock = 18 language points

Sand = 7 language points Dense Rock = 24 language points

Learning the language of the Create spell in each of these four categories of Earth Magick is part of learning the handling of such magical spells, and one cannot undertake to learn a spell of any type if the requisite language points were not stored up first.

Once a Create spell is learned, a "Voice" can "speak" with the material involved and so influence it (-1 casting level/-1 BMR to learn subsequent Basic Magick spells).

A Proficiency Bonus may be obtained in spell language. For every multiple of the basic language points required to learn a Create Earth spell, the "Voice" will be able to drop the casting level and the BMR of subsequent spells by an additional -1 level. Further, he acquires +1 EDF, 50% increase in his range (current PCF), and +50% additional volumes,

For example, if a "Voice" learns Create Porous Rock (cost 18 L.P.), he can expend an additional 12 L.P. to acquire -2 casting levels and -2 BMR as well as +1 EDF, +50% range, and +50% more volume when casting Porous Rock Missiles or working with Porous Rock Material. If his was 34 at MKL 8, his effective range would be 150% of 120 feet = 180 feet; his EDF would be $4 + 1 = 5$ when casting missiles of $3 + 1.5 = 4.5$ volumes; and he could work with $10 + 5 = 15$ volumes of porous rock material.

Expenditure of language points for this sort of work brings 100 experience points $\times$ MKL $\times$ number of language points expended. In the above example, $100 \times 8 \times 18 = 15800$ e.p. would be earned. The bonus can be earned only once for a particular Create spell and requires study equal to the language points expended in weeks. Proficiency bonuses bring no added experience.

Words of Power

The "Voice" of Ssk'al also gains Words of Power as he advances. Only 2 Words of Power may be learned per experience level gained by a "Voice".

The cost of learning a Word of Power in language points is $(21 - \text{Bardic Voice score})$. Thus a "Voice" with a BV of 18 would have to expend 3 L.P. to learn a Word of Power.

The time required to learn a Word of Power is 22 weeks - 1 week per Bardic Voice point which the "Voice" possesses, Words are learned in the order printed below.

Words of Power are cast like spells, with a 5% fatigue drain per casting. However, there is a chance that the spell will fail if the "Voice" is not properly attuned to the World-Egg. This chance of failure is +5% per Alignment point over 1. Thus, a character with an Align-ment of 7 has a $5 \times 7 = 35\%$ chance of the spell failing to work, while a character with Alignment of 1 has a 100% chance of success. Especially glib "Voices" may succeed where piety fails: subtract -1% from the chance of failure per Bardic Voice point over 13.

Failure of a Word of Power means that the "Voice" suffers fatigue and nothing else happens.

Additional language points cannot be expended to make one's chances with Words of Power more effective.

The Words of Power are:

- S'aasst'Kor: "Cure Minor Wound" (as for the Clerical Miracle).
- S'aasst'thaal/S'aasst'virrr: "Purify Food/Water" (as for the Clerical Miracle).
- S'aasst'Nass: "Cure Disease" (as for the Clerical Miracle).

4. Ssk'al'Sshan: "Shake, O' World-Egg"; The ground becomes unsteady beneath the feet of a single opponent, lowering his hit probability by -15% +/-1% per MKL of the "Voice" and also lowering his dodge/parrying capability by -15% + -1% per MKL of the "Voice".
5. Sslissa'Maath: "To Me Stength of the Holy"; (as for the Clerical Miracle, except it may be used against anyone who is not a "Voice" of Ssk'al,
6. S'aasst'Nass'Kor: "Cure Serious Wound" (as for the Clerical Miracle).
7. T'ss'iss'kerra: "Find the Path" (as for the Clerical Miracle "Find the Open Way"). Note that this spell will not be able to lead the "Voice" over water, bridges, through towers, etc.
8. Ssk'al'Sslissa'Nass: "Tremble Mightily, O' World-Egg": A spell identical to the #4 "Shake O' World-Egg", except that it affects 1 opponent per MKL of the "Voice".
9. Niss'tass't: "Slowly Thou Movest": The ground beneath the feet of the target becomes exceedingly soft beneath the feet, slowing movement to 1/2 normal. Dodges are also reduced to 1/2 normal effectiveness, but fighting ability is otherwise unimpaired. Duration as per the PMF of the "Voice". Number of targets = 1. Range = 40'/MKL.
10. S'aasst'Nassa'Korath: "Cure Grievous Wound" (as for the Clerical Miracle).
11. Vu'ul'tass't: "Halt Thou": The ground beneath the feet of the target becomes of watery consistency for a fraction of a second, then returns to normal consistency. Any creature standing upright will find itself stuck about 1 1/2 to 2 feet deep in the ground. Note that the earth does not "swallow up" the target; the ground merely loses its consistency for 1 1/2 to 2 feet. A prone, conscious figure would be able to stand up, since he will make a sort of "trough" in the ground which will not imprison his extremities. However, a standing figure will be quite immobilized. Figures so pinned cannot move, have no dodge ability, and cannot turn to defend from attacks from the rear. The spell is an area effect (targeting at 60% + 3% per MKL of the "Voice"), with all in the area affected. Area of effect = 5' x 5' per MKL of the "Voice". Range as per PMF. Imprisoned figures can break free by rolling less than their strength on 1d100. Superhuman strengths add +5% per superhuman strength level. Animals have a 1% chance per 100 pounds weight (maximum 95%).
12. Ssurr'Hss't'Ssk'al: "The Fires Within!" Upon learning this Word of Power the "Voice" may begin to research the Language of the Fires of the World-Egg. With the expenditure of 10 language points, he acquires Create Heat/Cold (no flame or magick fire, however). See Khaariikha Fire Spells for details. The advantage of the Heat/Cold spells is that a "Voice" may convert 1 volume of Dense Rock, 2 Volumes of Porous Rock 4 volumes of Sand into lava or vice versa by applying 1 volume of Heat/Cold. The effect will, of course, be increased by application of additional volumes of Heat/Cold.
13. Oo'stah'Ssk'al: "Whispers in the World-Egg": Any two "Voices" who have this Word of Power may communicate across vast distances. Range = 10 miles x MEL of the two Voices combined. Communication is strictly person-to-person, for the World-Egg respects the privacy of its "Voices" and will not permit evesdropping. A "Voice" so called will hear the whisper of his name issuing from the earth and, upon putting his ear to the ground or living rock will hear the message. In order to send a message, a "Voice" must lie upon the ground or press his length against living rock and speak softly to it. Any attempt to "call" another "Voice" counts as a use of the Word, and if the other "Voice" is currently using the Word to talk to another, the caller will know it. (He will receive a resonance through the earth which signifies a "busy signal".) Duration of the spell: 3 minutes of real time = 3 minutes of game time. Additional time = -5% fatigue per minute.
14. S'aasst'Ssk'al: "The Great Cure:" (as for the Clerical Miracle).
15. tah'iss'tass't: "Quickly Thou Movest": The ground beneath the feet of the target becomes seemingly so firm and smooth that he is able to move at twice normal speed. Dodges are increased by -15%. Duration as per the PMF of the "Voice". Number of targets = 1. Range = 40'/MKL.
16. Hiss't'Ssk'al'Liss't: "Move, O' World-Egg": This spell is the equivalent of the Ancient Lore spell Move Earth, except that no disbelief is possible. The earth literally moves under the command of the "Voice". To employ this magick, the "Voice" must have mastered all of the spells of Basic Earth Magick.
17. Oo'sshal'Ssk'al: "Into the Vault of the World-Egg": Use of this Word allows the "Voice" to entomb himself in solid rock beneath the surface of the earth. He appears to sink beneath the ground like a sounding whale and may remain there for 6 months per MKL, after which time he will be returned to the surface. The duration of the entombment may be shortened as much as the "Voice" desires, to a minimum of 1 year. During his entombment, the "Voice" is unharmed by his experience and receives 10 experience points per day x his experience level for direct "communion" with the World-Egg. The Vault will drift in a direction set by the "Voice" at a rate equal to the square of the number of years (or part thereof) that the Vault is in existence x 100-600% (roll 1d6). Thus, in 1 year the Vault will drift 1 mile (minimum), in 2 years 4 miles, in 3 years 9 miles, etc. The Vault is totally undetectable by any means, whether magical, religious, or mundane; thus it is an excellent escape route of last resort. The "Voice" ages normally in the Vault but otherwise runs no risks. However, in his absence, his place will be taken by another Ssk'al'stah, and when he emerges he will be a Saa'Ssk'al'sshah or "One Who Speaks in Silences", and he will join the first new Lord Holder as his "Voice".
18. Ssk'al'Va'tiss: "Arise from Thy Sleep!" This spell is equivalent to the Clerical Miracle of Resurrection and is used to raise only those who have fallen in battle (but never those fallen in Challenge Duels). Any Hss'Taathi who has been dead less than 121 days can be Raised. To do so, the "Voice" commits the body to the World-Egg by Vaulting it (see #17). This is the only time that a "Voice" can Vault anyone other than his own person. In a number of weeks equal to the number of days that the body has been dead, the deceased Hss'Taathi will return to the surface, restored to life. The Vault will have drifted in a random direction in the meantime, but this drift will normally be quite small and never will be more than about 5 miles. Cost of Vaulting: 100% fatigue levels for 9 days.
19. Va'al'Ssk'al: "Quake, O' World-Egg": This spell causes the earth within 10' x MKL of the "Voice" to shake with such intensity that all creatures within the area except "Voices" of Ssk'al are bashed to the ground 50% of the time. The Quake lasts 1 turn (5 minutes) per MKL of the "Voice", and any creatures which are left standing are subject to being bashed every 5 minutes. There is no effect on structures, except that those standing on walls, etc., might be shaken from them if they are near the edge.
20. Ka'al'Ssk'al: "Split, O' World-Egg": This spell causes the same effects as "Quake" (#19, above), except that structures will be damaged. A crack in the earth 1' wide per MKL and 10' deep per MKL of the "Voice" may open up 10% of the time + 3% per MKL of the "Voice". If the ground opens up, small structures within 10' x range of the "Voice" (as per PMF) will be destroyed, while stone walls of castles and other fortifications will be weakened by 10% x 1d6. Cost of spell = 50% of fatigue levels. The length of the crack in the earth will equal the "Voice's" range (as per PMF).

The experience gained for learning Words of Power = 100 x (22 + MKL) / time required to learn.

Other "Voice of Ssk'al" Spells

In addition to the above "clerical" spells, the following spells may be learned by the "Voice":

- Command Spells to the Eighth Circle.
- Ancient Lore Spells.
- Fire Spells of Basic Magick (Heat/Cold only) upon learning Word of Power #12.
- Spells of the Inner Egg (see below).
- Summon Ssk'al'Lugh (see below).

These spells are acquired in the same fashion as any magical spells are learned.

Spells of the Inner Egg

Level 1 Inner Egg

The Oo'sss'Ssk'al or Spells of the Inner Egg are: Spell Level 1/BMR 1

Identify Ore: There are 10 Identify spells, all of casting level 1 and BMR 1. The spell allows a "Voice" to assay a sample of ore brought to him with 100% accuracy. The possible spells are for Gold, Silver, Platinum, Copper, Iron, Mithril, Lead, Bismuth, Mercury, and other metals.

Mine I: While more of an ability than it is a "spell", Mining is learned like a spell. Once learned, the "Voice" is so in tune with the World-Egg that he is the equivalent of an engineer for purposes of tunneling and mining.

Conceal Tracks: The spell allows the "Voice" to "soothe" the earth after his passage and the passage of 2 companions per MKL. The spell obliterates all evidence of tracks in the earth (though it does not mend broken twigs, blot odors, or the like), thus making tracking virtually impossible in areas where there is no vegetation covering the ground and making the probabilities of following a trail 1/2 normal chances otherwise. Tracking dogs or their equivalent are not affected.

Level 2 Inner Egg

All spells in this section are at casting Level 2 and BMR 2.

Identify Gems: The spell allows a "Voice" to assay a sample of gemstone brought to him with 100% accuracy.

Locate Object: The spell allows a "Voice" to locate any object being sought if it is known to the "Voice" and is within 1 mile per MKL and is in contact with ground or living rock. The "Voice" will know the exact distance and direction at a percentage chance equal to 3 x Bardic Voice + 3% per MKL. If successful in locating an object, the "Voice" will be given a +15% bonus on his next attempt to find the object's location.

Mine II: This is an extension of the study begun with Mine I and cannot be learned until Mine I is mastered. Once Mine II is learned, mines dug under his supervision will cave in only 50% as often as normal (see CO for Mining under "Seigecraft").

Level 3 Inner Egg

All spells in this section are at casting Level 3 and BMR 3.

Mine III: This is an extension of Mine I and II and cannot be learned until the previous spells are mastered. Once Mine III is learned, mines dug under his supervision will cave in only 25% as often as normal. Also, speed of mining is increased to twice that possible for Dwarves. Mining IV prerequisites are obtained.

Level 6 Inner Egg

All spells in this section are at casting Level 6 and BMR 9.

Mine IV: This is the culmination of a "Voice's" study of mining techniques. Once mastered mines will cave in only 5% as often as normal (minimum chance = 1%). Mines dug under his supervision will proceed at triple the rate possible for Dwarves.

The Ssk'al'Lugh

Once a "Voice" has assembled his Focus and learned "Speak with World-Egg", he has the ability to summon an earth-spirit to his aid:

1. The "Voice" places his Focus on the ground and casts his "Speak with World-Egg" spell at a 50% fatigue loss.
2. In 1-3 turns (5 to 15 minutes) the Ssk'al'Lugh will appear, engulfing the Focus and thereby becoming attuned to the "Voice" who summoned it. The abilities and attributes of the Ssk'al'Lugh are closely related to the attributes of the "Voice":

Body Points = (PMF of the "Voice" + Body of the "Voice" + MKL of the "Voice") x 2.

Weight = Weight of the "Voice" x (1/2 MKL + 1).

of Blows = 1/2 MKL of the "Voice".

Damage Done = 1/100 Carrying Capacity per blow,

Hit % = 10% + 3% per MKL of the "Voice" (no distinction as to armour of defense).

Parry/Dodge = -3% x 1/2 MKL of the "Voice" (round fractions up).

CC = 5 x Weight.

Armour Class = 9.

Movement = 3' per min x.

The Ssk'al'Lugh resembles a column of earth 8 feet high, from which extend two thick arms which hit like great flails (basic hit chance = 10% against all armour classes). Critical hits are scored at a basic 20% chance. Bash is as for H Weapons. The Ssk'al'Lugh is literally part of the ground and moves by gliding along the surface of the earth, moulding the ground beneath it into a useful shape.

The Ssk'al'Lugh has a number of unique features:

1. It can move only in areas in which it is in contact with the "living" earth.
2. It is impervious to ordinary weapons and all missiles (arrows, etc.) and to ordinary fire.
3. It cannot be harmed by its "Brothers" (i.e.: rock or any other material of the World-Egg).
4. It will grow in anger if faced by an Elemental of Water or Air and becomes 2-7 times as powerful. However, it will not be opposed by an Elemental of Fire or Earth, who regards it as "Kindred" and lets it pass. (Such an Elemental will not attack the "Voice" either, or any with him.)
5. The effects of Fire (magically created) are halved against it. Ssk'al'Lugh is angered.

6. The effects of Air (magically created) are quartered against it. Ssk'al'Lugh is angered.
7. The effects of Water are at full strength against it. Ssk'al'Lugh is angered.
8. A Remove Dense Rock scores the casting mage's PMF in damage against the Ssk'al'Lugh. A Remove Porous Rock scores 3/4 the casting mage's PMF in damage. Remove Sand scores 1/2 the casting mage's PMF. Remove Dust scores 1/4 the casting mage's PMF. No matter what the PMF of the casting mage, targeting percentages are always as against a Superior Natural MkU. No other Earth spells will have any effect,
9. The Ssk'al'Lugh can Detect anyone or anything in contact with the earth or with living or quarried rock, Illusions and Commands do not affect it.
10. The Ssk'al'Lugh can tunnel at a rate of 1' per minute x MKL of the "Voice" in solid (dense) rock, 2' per minute x MKL in porous rock, 10' per minute x MKL in ground (dirt). There is no chance of a cave-in.
11. The Ssk'al'Lugh will not attack any who are obedient to the World-Egg but will "restrain" them (damage renders them unconscious only) to prevent shedding of blood or Brothers-in-the-Egg. Ssk'al'Lugh judges one's obedience to the World-Egg according to one's Alignment. Roll for any opponent Ssk'al'Lugh faces: if a 1d20 roll is equal to or lower than the opponent's Alignment, then Ssk'al'Lugh considers the opponent a "Brother-in-the-Egg". (Note, that any alignment orientation is acceptable, so long as it is low: pious softskins may be "Brothers" of Ssk'al'Lugh without suspecting it. Also, note that the roll is repeated whenever Ssk'al'Lugh is summoned anew.)

The Ssk'al'Lugh will remain and serve the "Voice" who summoned it for a number of turns equal to twice the Time Factor of the summoner. If the Ssk'al'Lugh is "killed" (all body points are removed), the spirit returns to the World-Egg and the Focus the "Voice" who summoned it is utterly- destroyed! It may also be "dismissed" at any time by the summoner.

When it batters doors, it does the damage of a heavy battering ram, with damage done to the door equal to its damage per blow x number of blows delivered per turn (5 minutes when attacking doors).

The Khaariikha: Oomancers



The Khaariikha is a Htlaii who specializes in divination, particularly Oomancy and magicks dealing with eggs. The Khaariikha casts the hatchling's Ooscope at birth by examining the shards of the birth-egg. This function alone is enough to make him indispensable in the Holding.

The Focus



The Focus of the Khaariikha is his own birth-egg. The shards of all birth-eggs are carefully gathered together and kept to make a charm for the Hss'Taathi. The Khaariikha enchants his birth-egg from BMR 4 to BMR 0 at 100%, whereupon it is made whole again! It is strong as the hardest steel, yet it can be readily opened by the owning Khaariikha.

The Oo'Khaar ("Egg of My Birth") is used to store the Khaariikha's Power. First, the Egg is filled with a finely ground powder made of 22 other types of eggshells (each of which take the Khaariikha 11 days to gather). The whole thing is re-enchanted again in a private ceremony attended only by the Hch'Khaariikha who is the teacher of the young Oomancer. After 11 more days, the thing is complete, and the powder inside the shell disappears into the wall of the shell, endowing the Oo'Khaar with magical properties.

The Oo'Khaar is no bigger than a Hss'Taathi's fist -- yet it can hold up to 2000 dr. of material (or up to 20 cubic feet of volume)! If the weight limit is not exceeded, the egg seems as if it is empty. If the weight is exceeded, the excess weight is noticeable. Only unliving things can be stored in the Oo'Khaar, however, as living creatures would soon suffocate.

The Oo'Khaar has the remarkable property of being unnoticeable (it casts an Illusion of the same level of Adeptness as the Khaariikha) whenever the Khaariikha is not using it to perform magick. Thus it is that captured Khaariikha often do not lose their Oo'Khaar even under the most diligent searches.

The Magicks of the Khaariikha

The Khaariikha learns only the following types of spells:

- Illusion (he may advance to the Innermost Circle if he has the requisite IQ).
- Basic Magick Fire Spells (see below).
- Ancient Lore.
- Oomancy (see below).

Oomancy

Oomancy is the preferred magick of the Khaariikha. With his OoKhaar he can perform some miraculous feats of divination:

Level 1 Oomancy

All spells in this section are at casting Level 1 and BMR 1.

Detect Illusion: By placing his Egg to his eye and looking through it, the Khaariikha can detect the presence of any Illusion which he knows how to perform. Duration: 1 turn.

Observe Person: By placing a portion of a Hss'Taathi's birth shell against his Egg, the Khaariikha can look into his Egg and see the subject and his immediate surroundings. Two Khaariikha can use this spell to communicate by means of hand-signals or, if both can read and write, by holding up written messages. Range: 5 miles per MKL; duration: 1 minute per MKL. When used to communicate between two Khaariikha, the range is that of both mages added together.

Level 2 Oomancy

All spells in this section are at casting Level 2 and BMR 2.

Dispell Illusion: By touching an Illusion with his Egg, the Khaariikha can cause the Illusion to be dispelled (as per the C&S spell).

Track: If the Khaariikha has ever touched a person with his Egg, he can use this spell to track that person. The Egg will glow dimly when the subject is far away, brightly when the subject is nearby and not at all if the subject is dead or "vaulted". The spell can also be used to track inanimate objects. The range is unlimited so long as the subject is in contact with the ground or living rock. The Khaariikha can attune his Egg to a number of items or creatures equal to his MKL. Note that when an 'item or creature is far away, the Khaariikha must travel some distance to notice a change in the intensity of the glow. The closer he is to the subject, the less he must travel to bring about a change in intensity. Duration: 24 hours, after which the spell must be renewed. Cost: 25% fatigue. Other spells may be cast through the Egg while it is glowing for a Track spell, but only 1 Track spell may be operating at one time.

Level 3 Oomancy

All spells in this section are at casting Level 3 and BMR 3.

Ooscope: By looking through his Egg, the Khaariikha can cast the Ooscope of a hatchling. When he can cast this spell, he becomes a Hch'Khaariikha (Priest of the Egg).

Read Languages/Magick: By looking through the Egg at a written page in any language, Hss'Taathian or otherwise, the Khaariikha is able to read it at his Read Well percentage -10%. He must be able to read at least one language, however, since the spell works by changing the written symbols into the language he knows. Further, there will be concepts in another language which have no Hss'Taathian equivalent, producing a degree of confusion over some passages. (Games Masters will have to judge the degree of untranslatability.) As a rule of thumb, the more intelligent and wise the Khaariikha, the better his chances of understanding. Duration: as per PMF.

Level 4 Oomancy

All spells in this section are at casting Level 4 and BMR 4.

Trace: As for the Diviner spell, except that instead of handling the object in question, the Khaariikha must touch the object with his Egg then gaze inside the Egg to divine the results.

Level 6 Oomancy

All spells in this section are at casting Level 6 and BMR 6.

Absorb Illusion: By touching his Egg to any Illusion at his level of Adeptness or below, whether or not he has learned the spell fully, the Egg will absorb the Illusion and hold it to be cast at a later time. The Khaariikha must successfully "dispell" the Illusion on his first attempt in order to absorb it into his Egg. The Egg can hold only 11 levels of Illusion spells, as, for example, a level 4, a level 2, and a level 5 spell. Note that the absorbed Illusion will have the same power as the original when it is recast. Range: Touch; then Khaariika's range for re-casting.

Basic Fire Magick

The Khaariikha may learn the Create spells for Normal Fire, Heat/Cold, Smoke, Light/Dark, Flame, and Magick Fire at -1 casting level and -1 BMR by expending language points to master the language of the World-Egg which influences such things:

Normal Fire = 4 language points

Smoke = 4 language points

Light/Dark = 6 language points

Flame = 15 language points

Heat/Cold = 18 language points

Magick Fire = 24 language points

The different aspects of Fire Magick must be mastered in the order given. For example, Smoke cannot be learned until Normal Fire has been learned (all spells), etc, Knowing the Create spell for a particular form of fire permits the Khaariikha to discover all of the other spells. When his study of a particular form of fire is complete, he may proceed to the next on his list. One cannot undertake to learn a Create spell of any type if the requisite language points are not stored up first.

Once a Create spell is learned, the Khaariikha can "speak" with the material involved and so influence it (-1 casting level/-1 BMR to learn subsequent spells).

A Proficiency Bonus may be obtained in spell language. For every multiple of the basic language points required to learn a Create Fire spell, the Khaariikha will be able to drop the casting level and the BMR of subsequent spells by an additional -1 level. Further, he acquires +1 EDF, 50% increase in his range (current PCF), and +50% additional volumes.

Expenditure of language points for this sort of work brings 100 experience points x MKL x number of language points expended. The bonus can be earned only once for a particular Creat spell, and requires study equal to the language points expended in weeks before the Create spell can be learned. Proficiency bonuses do not bring added experience.

Basic Water Magick

Khaariikha of the Kalun'Saatha, being descended from amphibians (see the section on the Kalun' Saatha later in these rules) may expend language points to learn the water spells of creation:

Fog and Mist = 3 language points

Rain and Spray = 4 language points

Liquid Water = 6 language points

Ice = 12 language points

The spells must be mastered in the order given. The benefits are similar to those which a Hss'Taathi Khaariika obtains for learning the words to master Fire. Note: A Kalun-Saatha can master both Fire and Water: a Hss'Taathi cannot learn water spells unless instructed by a Kulun-Saatha and also expending 150% of the language points required.

T'KI'T'K: The Metamorphs



The T'ki't'k' is a type of mage who concentrates on the study and emulation of the Ancestors who have Returned to the Egg. As a T'ki't'k gains ability, he gains the power to more closely emulate the powers and/or shape of the various Ancestors.

Focus



The focus of the T'ki't'k is a cloak, made entirely of butterflies' wings, sewn together with spider silk, all of which is enchanted to BMR 0 at 100% (Butterfly wings: BMR 3; Spider silk; BMR 2; both have a minimum quantity of 1/20 dr., availability of 20%, and cost of 3 GP); the T'ki't'k must use 11 basic quantities of each material, Powers of the Focus: the Cloak allows the T'ki't'k to metamorphose. This is accomplished by the MkU wrapping himself in his Cloak: in a number of turns, the Cloak will open, revealing the metamorphosed MkU.

The speed of the change, and the result of the change, are determined by the number of MKLs which the MkU has had possession of his Focus (NOT the MKL of the MKU):

TSS'TAATHI SHAPE CHANGES			
Length of Maximum Possession of Focus	Time Needed for Change	Change into	Duration of Change
1-2 MKL	6 hours	PTENODRACON	6 hours
3-4 MKL	4 hours	DROMICCIOMIMUS	12 hours
5-7 MKL	2 hours	DEINONYCHUS	18 hours
8-10 MKL	1 hour	IGUANODON	24 hours
11-13 MKL	6 turns	PTERANODON	2 days
14-16 MKL	4 turns	CHASMOSAURUS	4 days
17-19 MKL	2 turns	BRONTOSAUR	6 days
20 + MKL	1 turn	TYRANNOSAUR	7 days

PTENODRACON: This tiny creature, approximately the size of a sparrow, is able to fly just like the bird it so resembles. It has hair instead of feathers, and no manipulative fingers. Body points = 9, AC = 1, no attacks possible: see dinosaur charts.

DROMICEIOMIMUS: A dinosaur resembling an ostrich: this dinosaur has manipulative hands (thus the MkU may use weapons, pick locks, etc.,

while in this form) and stands 7' tall and is 12' long from the tip of the toothless beak to the stiff tail (which is used, in all of these creatures, as a balancing aid). The Dromiceiomimus is capable of speeds equivalent to a cheetah. Body points = 20, AC = 1, attacks/parry/dodge determined by PCF of MkU (gains -15% bonus to dodge, though, for inherent agility of the form); natural weaponry: two claws, MMC type, with WDF x 4; MMB fangs, WDF x 3. Move: 60/400 (one turn at max.).

DEINONYCHUS: This vicious little beast stands about 5' high and 8' long. It is fast, but not as fast as the Dromiceiomimus. The Deinonychus has manipulative hands (with MSC claws which are used mainly to hold an opponent while the main weapon is brought into play. The feet of this dinosaur have a 5" long sickle-shaped claw which is used to rip open prey.

Whenever a chance of a body bash exists in melee, a MkU in Einonychus form may elect to grapple with the opponent (or he may do so by successfully grapple -- and he has a +25% chance of doing so, in addition to normal chances due to PCF); while grappled with an opponent, a Mage/Deinonychus may KICK (with a +30% chance to hit added to normal hit probabilities and a 1 - 15 indicating a critical hit to the legs or body). Body points = 35; see Dinosaur Charts for details. WDF +1 and +2 blows in addition to those normally possessed by the little horror.

IGUANODON: Fully as vicious as the Deinonychus, this one has the mass to back it up. The creature stands 15' high and weighs 4 tons, and has two main modes of attack: a bite, and 12" long thumbnails which are highly developed gutting knives. This overdevelopment of the thumb has removed it from use as an opposable digit, so the Iguanodon can perform no manipulative tasks, nor may he use weapons (other than the natural ones). Body is 50% of a 30' long Iguanodon (83 MP); all other characteristics as for the beast as given in the dinosaur charts.

PTERANODON: This is a stupendously large flying creature. The wingspan of a Pteranodon is 50 feet (!); however, the body only weighs about 25 dr. This is lighter than the real creature, to allow the MkU to carry up to 10 dr. of cargo. The Pteranodon is a glider, and needs a light breeze (about 15 mph) in order to take off from level ground: however, once airborne, it need rarely alight, since it can ride thermals indefinitely. Thus, it need not rest during a trip, and can travel, literally, as fast as the wind; and as far. Like the Ptenodracon and other small dinosaurs (up to the Chasmosaurus in size), the Pteranodon is covered by a coat of very fine hair. The Pteranodon also has a magical power due to being a shadow of the T'ki't'k who transmuted into it: to wit, the Pteranodon has a continually functioning Far-sight spell (which, coupled with the high-altitude capabilities of the Pteranodon, make it useful for aerial reconnaissance). Body points = 15; fatigue points = 15; AC = 1; parry/ dodge = 0%; no attacks; move 20/turn when on ground, about 35 mph airspeed maximum (note that by facing into a headwind of 15 mph or more, the Pteranodon can appear to hover in one place). No weapon use. When at MKL 16, the "FRP" model may be used,. See the dinosaur charts under Fliers, for details.

CHASMOSAURUS: This creature most closely resembles a miniature Triceratops; it is approximately the size and speed of a rhinoceros. It cannot use its limbs for anything but walking and has no manipulative hands. However, a Chasmosaurus can carry twice as much as a Heavy War-horse at speeds equivalent thereto. Refer to the 6000-pound Monoclonouis for details. How-ever, the cloak only imparts 90 body points.

BRONTOSAUR: One of the biggest of the dinosaurs, the Brontosaur is about 70' long, weighs about 40 tons, and moves only 100'/turn; relatively slowly. However, it can keep this pace all day long. The tiny head at the end of the long neck is about 40' above the ground. The massive tail is held off of the ground (as if the case with all dinosaurs) to assist in balance. When rearing up on its hind legs, the head can reach almost 55' into the air. A Brontosaur can carry 10 tons of cargo on its arched back; howdahs and cargo platforms being used. Body points = 200. See dinosaur charts for other details.

TYRANNOSAURUS: Probably the most efficient killing machine ever to exist, the Tyrannosaurus weighs 8 tons, stands 20' high, and is 40' long. Its jaws are 4 feet long, and filled with individual teeth each six inches long. The tiny forelimbs (only 2 1/2 feet long) are used only to brace the creature when he stands up from slumbering. It walks in an ungainly sinuous waddle, but is capable of speeds equal to heavy horse. Body points = 150; see dinosaur charts for other details.

Kulun'Saatha T'KI'T'K

Unlike the Hss'Taathi Metamorphs, the Kulun'Saatha T'ki't'k' makes the following transformations:

Length of Maximum Possession of Focus	Time Needed for Change	Change into	Duration of Change
1 MKL	6 hours	Mesosuchus 10' long	6 hours
2 MKL	4 hours	Mesosuchus 15' long	6 hours
3-4 MKL	4 hours	Jesosuchus 20' long	8 hours
5-6 MKL	2 hours	Machaeropsopus 25' long	12 hours
7-9 MKL	1 hours	Pteranodon/Henodus	18 hours
10 MKL	6 turns	FRP Pteranodon	24 hours
11-13 MKL	4 turns	Elasmosaurus	2 days
14-16 MKL	2 turns	Tylosaurus 20' long	4 days
17-19 MKL	1 tarns	Triceratops (24000 dr.)	6 days
20+ MKL	1 turns	Tylosaurus 50' long	7 days

All creatures named above are at 75% body levels printed in the Dinosaur section but are other-wise like the real beasts.

The T'ki't'k's Cloak becomes a part of the creature into which he is changing, and is damaged by attacks upon the creature. When the T'ki't'k changes back into Hss'Taathi form, the Cloak will have been damaged according to the number of points suffered by the form: for every point done to the form, the Cloak is 1% destroyed. Thus, if a MkU in Iguanodon form lost all his body points in a melee, the cloak would be 83% destroyed when the change reversed. This damage may be repaired (if not, it remains with the cloak -- and if it ever equals 100% or more, the cloak is destroyed) by the T'ki't'k. To do so, the T'ki't'k must have 1/20 dr. of spider-silk and 1/20 dr. of butterfly wings available for patching work (these need not be enchanted) for every 10% of damage done to the Cloak (in the above case, then, he would need 4/10 dr. of each). The T'ki't'k then begins the repair: to do so, he simply rolls 1d100; if the roll is less than the amount of damage remaining on the Cloak, then ONE POINT of damage is removed. The T'ki't'k may not undertake any other activities on a day in which he is involved in repairing his Cloak. He may only make one repair roll per day.

It can be seen that completely repairing one's cloak can be a long process: those last few subtle flaws are very difficult to find, and the last one is impossible (since it is not possible to roll less than 01). Note, that the cloak is not damaged by hits which result only in fatigue loss by the form, but only by body point loss.

However, as long as the Cloak is undestroyed, IT takes the damage done to the form, when the T'ki't'k is metamorphosed. When he Changes back into Hss'Taathi form, the MkU is always un-damaged, though his Cloak may be in tatters. If the Cloak is destroyed (due to taking damage while the T'ki't'k is metamorphosed), then the metamorphosis is immediately reversed, and the T'ki't'k is rendered unconscious for 4d6 turns.

Spells

The T'ki't'k will learn all spells except Illusion, concentrating on Command spells. Note that the T'ki't'k's spell-casting ability is not hampered in any way whatsoever by any metamorphosis; also, the saurian tongues can still be spoken by any of these forms. However, only those forms with manipulative hands can employ devices or weapons. Also, when a T'ki't'k metamorphoses, he may change into any form which he has learned previously, not just the one corresponding to his level. Thus, a 10th level T'ki't'k could metamorphose into anything from a Ptenodracon to an Iguanodon the change would tike one hour and would last up to 24 hours. Fatigue loss would be 25% of the MkU's fatigue: this loss would not appear until the MkU changed BACK into Hss'Taathi form.

When casting spells in metamorphosed form, the fatigue loss is based on the fatigue of the casters normal form, but fatigue loss is 10% because the cloak/focus is otherwise fully occupied.

A T'ki't'k may make a new focus if the old one is destroyed, but his metamorphosing capabilities are reduced by 1 MKL for every time that the T'ki't'k must reconstruct his cloak. Thus, if an MKL 5 T'ki't'k's cloak was destroyed, he could make another, but could only perform metamorphoses at the MKL 4 level, and his metamorphosing capacity would forevermore lag 1 behind his "magick-casting" MKL. If the cloak had to be replaced twice, the lag would be 2, and so forth: the moral, obviously, is to protect the cloak.

Ukai't'Akh: the Magicians

The Ukai't'akh subclass specialize in magical elixirs, potions and powders. They are also the main providers of magical weapons for Hss'Taathi fighters. Ukai't'akh may learn any spell type, but they may never cast the spells directly; instead, they must use their potions or powders or devices.

Focus

The focus of an Ukai't'akh is a waterskin made of the skins of 11 different animals and treated in a mix of 11 essences, all enchanted to BMR 0 at 100%. This focus has the remarkable property of being able to carry 11 different potions (up to 7 doses of each) without the potions getting mixed; and the Ukai't'akh is able to drink any potion from the skin he desires, without any danger of getting the wrong potion.

Potions

Most of the potions that an Ukai't'akh makes are very dangerous for Hss'Taathi who have not spent their adult lives under the strict dietary discipline of the Ukai't'akh: thus, if a Hss'Taathi who is not an Ukai't'akh uses a potion not specifically made for non-Ukai't'akh use, there is a 10% chance/casting level of the spell that the user will be rendered comatose for 1-10 days, and a 1% chance per casting level of the spell of outright death by poisoning. If a non-Hss'Taathi drinks an Hss'Taathi potion (or, for that matter, vice versa), the user will become comatose for 1-10 days, and the chance of death by poisoning will be 10% per casting level of the spell.

An Ukai't'akh can make "general" potions usable by any Hss'Taathi simply by following the guidelines set down under simple magical devices.

When making potions for his own use, however, the Ukait'akh simply assembles the formula for the spell (the cost of ingredients should increase as the level of the spell increases) a simple guideline is to assume that the ingredients cost about 5 sp times the square of the casting level of the spell. The character's player and his referee should collaborate on exactly what goes into each spell potion, and then spend 1 week per casting level of the spell cooking up the potion. At the end of this time, the Ukait'akh will have 1-6 doses of the spell in question. Basic magick spells can be combined (in which case the time spent is the sum of CLs of the spells involved), but other spell types cannot.

In order to make a potion or philter containing a spell, the Ukait'akh must first learn the spell, just like any other magick user; after learning the spell, the Ukait'akh may place it in potions or powders at will.

Any potion may be placed by the Ukait'akh in his focus: however, he does not receive the bonuses due to him for using his focus when he uses the contents unless the potion has been in the focus for 11 weeks. Until this span has passed, treat potions from the focus as regular potions. Note that some potions may be eligible for focus bonuses, while others in the same waterskin may not.

The Bath of Ssk

Ukait'akh also have the ability to prepare the Bath of Ssk. To do so, they first must fashion the Basin, a 8' x 4' x 2' deep bowl-like structure, in which the Great Potion is held. The Great Potion is a potion containing 11 crushed emeralds, 11 other minerals, and 11 flowers, all enchanted to BMR 0 at 100%. 50 + 1d100 "doses" of the Great Potion result from this enchantment, and all are kept in the Basin. (The Great Potion can never be removed from the Basin except under very special circumstances listed below; if moved under other circumstances, it dries into a powder and loses all magical properties.) Once every 11 lunar months during the new moon, the Ukait'akh must replenish the Great Potion with 1 dose of each of 11 different potions of the Ukait'akh's casting level (or within 2 CLs of Ukait'akh's CL) or the Great Potion loses its potency until the requisite potions are added.

Normally the Basin cannot be moved while filled with the Great Potion. If it must be moved, though, up to 33 doses of the Great Potion can be transported in the Ukait'akh's focus. The rest is lost.

The Ukait'akh must keep careful track of how much of the Great Potion remains in the Basin, for he will need to re-enchant some more once he runs out. However, this additional enchantment will take only 1/2 the time normally required to enchant the material, since the Ukait'akh is experienced in producing the special formula of the Great Potion. However, he only gains this bonus if he has 11 doses of Great Potion to add to the other ingredients to act as a catalyst.

Using the Bath of Ssk, the Ukait'akh can cause weapons and armour to become enchanted. The level of enchantment is determined by the number of MKLs that the Ukait'akh has had his

Bath of Ssk, the amount of time he spends tending the Bath, and Intelligence of the Ukait'akh.

Item	# of exp. With bath of Ssk	Doses of Great Potion consumed by enchantment	Time Item must remain in bath (weeks)	Minimum IQ to perform enchantment
+1 Weapon	2	5	5	14
-1 Armour	2	5	5	14
-1 Shield	2	4	4	14
+2 Weapon	3	11	11	15
-2 Armour	4	11	11	15
-2 Shield	5	7	7	16
+3 Weapon	6	21	21	17
-3 Armour	7	21	21	17
-3 Shield	8	15	15	18
+4 Weapon	9	63	42	19
-4 armour	10	63	42	19
-4 Shield	11	31	31	20
Flaming weapon*	12	+63	21	21
-5 Armour	14	126	85	21
-5 Shield	15	63	63	22
Hero's weapon*	17	+84	42	23

*These weapons are made by immersing an already-created magical weapon in the Bath of Ssk for the listed time. A flaming weapon or a Hero's weapon always makes the user become Berserk when he draws the weapon.

The Ukait'akh spends only one day every four weeks actually tending to the Bath when an en-enchantment is being performed (at the beginning and end of enchantments less than 8 weeks long) when he must reach into the Bath and align the item being enchanted into the best relationship with the currents of the Bath; the rest of the time, he may do whatever he wishes. However, he must spend the seven days immediately preceding this one day of work in contemplating the currents of the bath or there is a 30% - (# of levels of experience with the Bath) chance of ruining the enchantment. In effect, then, this leaves the Ukait'akh with one week on and three weeks off.

Note that the Great Bath can be replenished while an enchantment is ongoing (indeed, in cases, it must be); the consumption of the Great Potion by the enchantment takes place at a steady rate throughout the enchantment.

Weapons developed by this method never develop Egos.

Ss'Iss'Khe: the Hunting Caste



The Ss'iss'khe Hunting Caste is virtually identical to the Foresters with respect to their Woodcraft and Survival Lore. While only some become Mages, they are all regarded with respect (and some awe) for their skill in the wild.

The Ss'iss'khe are the trackers and the scouts of the Hold. In this role, they lead the hunt to prey and mount watch on the frontiers for intruders from potentially hostile Holds.

The Ss'iss'khe are also the chief animal trainers and handlers of the Hold. They are entrusted with the very important tasks of securing young animals, training them, and even driving the huge Brontosauri and the fierce Triceratopsi. In this they become highly proficient.

The Ss'iss'khe are also the "cowboys" of the Hold, riding the fierce but tractable light K'sss'sahh or Domestic Yaleosaurus to herd the food animals. These Yaleosaurian mounts are also used for scouting and practically any other long-range work the Hunting caste is engaged in doing. The K'sss'sahh is the most prized possession of a Ss'iss'khe and he will ride it anywhere if he has the chance.

The Ss'iss'khe also capture small Lycaenops and Cynognathi to train as pets and as hunting "dogs". If players wish, a number of related species can also be introduced by using various Hunting Dog types presented in the C&S Sourcebook and casting them as small quadrupedal versions of the Lycaenops and Cynognathi -- evidencing the characteristics of the Talbot or whatever in a dinosaurian form.

Experience is gained for hunting, fighting, etc., as outlined for Foresters.

Ss'Iss'K'Akh: the Hunting Mages



The Ss'iss'k'akh are "Natural Talent" magick users virtually identical to the Elvish Forester Mages with respect to their Forester Magick. They have a 2% chance per IQ point of obtaining a spell every 10,000 experience points, to a maximum of 22 Forester-related spells. Dexterity must be 12 or higher to qualify for this magical sub-caste.

Those Ss'iss'k'akh having a Charisma of 15 may also practice Shamanistic Magick.

Experience is granted for the practice of magick and for hunting of animals. Slaying enemies brings 80% of normal experience.

Spells of Detection: Altitude, Life, Small Traps, Traps, Distance, Observation, Find the Path, Sense the Hidden. Small Traps, Traps, and Sense the Hidden are effective only in an outdoors setting, for the Magick works because of the Forester's sensitivity to and affinity for his surroundings.

Spells of communication and Transportation: Animal Messenger.

Spells of Command: Foresters acquire a rapport with animals and are able to cast spells of Command against them as if adepts of a particular Circle of Command once they acquire the spell (they need not know other spells of that Circle to be proficient against animals). Thus, a Forester knowing only Charm Small Animals would be an adept of the Second Circle for that purpose. Spells which can be acquired are: Charm Small Animals, Hold Small Animals, Command Small Animals, Hold Large Animals*, Command Large Animals*, Summon Animals.

*Not applicable to Great Carnosaurs; nothing "holds" or "commands" them!

Woodcraft

Being born to the countryside, all classes of Hunters acquire various talents and skills related to their vocation:

Stealth: Hunters have a basic 10% chance of moving stealthily through undergrowth when proceeding at normal speed. This probability is modified by 2% per level of experience attained. The resultant % is subtracted from the % chance of being heard by anyone in a 100-foot radius. If a Hunter is more than partially encumbered (carrying 41-50% of his carrying capacity), he subtracts 5% for every 25 Dr. of excess weight. All Hunters add an extra 10% to the above probabilities.

Hearing: Like Thieves, Hunters have keenly developed hearing. Hunters enjoy the same hearing percentages as Elves and Hobbits.

Blending with the Surroundings: Hunters have a basic 10% chance of blending with a forested background, modified by the same bonus percentages as given for Thieves' Hiding in Shadows. Hunter Mages have an extra 10% chance of blending.

Covering Tracks: A Hunter can cover his own tracks when required. They have a basic 90% chance -10% per two extra persons with him not of the Hunter class (-30% per two mounted persons or pack animals). If a Hunter is tracking a Hunter who successfully covered the trail, he has a basic 10% chance +5% per level of experience above that of the quarry of finding the trail anyway. Hunters of a lower experience level than the one he is following will subtract 2% per level of difference from the basic 10% chance. Covering tracks requires slowing down to a cross-country speed of 1 mph or less.

Holding Large and Small Animals: Hunters possess this almost "magical" ability because of their knowledge of animal behavior. The confidence shown by a Hunter when facing an animal causes the beast to hesitate and will forestall an attack (if that was the animal's original intention). The animal will be "held" or frozen in place 20% + 5% per experience level to a maximum of 90%, checked each turn. Only one animal may be affected at a time, with an effective range of 30 feet + 5 feet per two experience levels to a maximum of 75 feet. The Hunter must meet the animal's eyes to be effective, and the animal must not have been charging when the gaze was leveled.

Should the Hunter move forward whilst holding the animal, the animal will resume its original intention 75% of the time or choose the opposite action 76-100% of the time. However, in the case of animals with which the Hunter enjoys rapport, he will be able to approach the animal and still "hold" it motionless. Rapport eliminates all hostility unless the animal is serving another Forester at the time. Should the Hunter back away slowly whilst holding the animal, he has a 90% chance of getting away from a hostile beast.

Finding Direction: Hunters have the natural ability to find True North whenever they are above ground, without fail, unless Magick is being used to muddle a Hunter's senses. This deliberate confusion he can detect 10% of the time + 2% per experience level.

Intentions of Animals: Hunters are able to discern the intentions of animals by their behavior in his presence. For each level of experience, a Hunter learns to "read" the intentions of two animals. In melee, this gives him a 20% chance + 3% per experience level of correctly guessing the tactic (dodge, parry, strike or TAC choices) chosen by an animal bent on attacking him. This "tactical reading" is made after the animal's tactics are chosen, and the Forester may then choose his own counter-tactics accordingly.

Premonition: Hunters have a highly developed "Sixth Sense" and will be able to forewarn the people he is with (or sense for his own benefit, if alone) any imminent danger in the wilderness. By his heightened awareness, he will either bear of sense something ahead or he will notice unnatural alterations to the surrounding vegetation (bent grasses, broken twig, etc.) suggesting a possible ambush. An encounter has a 50% chance -3% per experience level of the Hunter of evading his notice before it happens. However, if a Hunter is preparing an ambush, add +3% per experience level to the chance of the encounter being unnoticed (less the minus percentages of any Hunter in the party to be ambushed). The "premonition" does not reveal the nature of the peril, only its presence within 100 feet.

Trapping with the Snare: Snares are used to catch small dinosaurs, being set on "runs" which the creatures use regularly. Snares must be set in areas frequented by small game, such as copses and thickets. Non-hunters have a 30% chance of setting a snare correctly. Hunters have a 50% chance + 5% per two levels of experience. Once the snare has been successfully set and sprung, there is a 30% chance of the plug securing the snare having filed. This is modified for Hunters by -2% per two levels of experience. This allows for the prey to pull the plug free. If the snare is not checked once per day, there is a 50% chance +10% per day thereafter that the catch, if any, was stolen by some other animal.

Catching Fish: The snare used to catch fish is made from a willow stick tied back upon it-self in a "running noose". (Willow is remarkably pliant when green.) Once a fish is located, the Hunter slips the noose, set for the size of fish, into the water some 3 or 5 yards up-stream of the fish's head. The noose is slowly moved downstream until it slips over the fish's head and about 1/3 of the distance along its body. Once in position, the willow is given a sharp jerk up and towards the bank, pulling the fish from the water. However, the noose will not hold the fish once the tension is released, and the fish must be grabbed before it can wriggle free and fall back into the water. Amphibians, however, simply dive in and catch fish with their teeth.

Fish Encounter %	Approach %	Pull %	Secured %	Time Factor
6oz - 1 Dr. 01-60%	80%	50%	50%	1 encounter/10 min.
1 - Dr. 61-75%	65%	80%	55%	1 encounter/10 min.
2 - Dr. 76-90%	45%	60%	60%	1 encounter/15 min.
3 - Dr. 91-95%	30%	40%	75%	1 encounter/20 min.
5 - Dr. 96-00%	15%	25%	80%	1 encounter/20 min.

If the dexterity of the Hunter is 14+, add +10% to percentage chance of success. If a non-Hunter is fishing, subtract -20% from all percentages.

Tracking: After long hours spent in the woods and surrounding countryside, the Hunter has developed an excellence in the Art of Tracking:

- Soft Earth/Soft Cover: 10% per level to max. 100%, but -7% per day of age of track.
- Hard Earth: 7% per level to max. 70%, but -7% per day of age of track.
- Rock: 2% per level to max. 20%, but -7% per day of age of track.

Bad weather (rain, etc., which obscures tracks) reduces maximum percentages by 25%. Cross trails, doubling back, etc., by animal reduces maximum percentages by 1-20%.

A check is made once every 15 minutes or whenever new terrain is encountered or the quarry changes direction. If the trail is lost by failing the modified probability of keeping on the trail, there is an initial chance of 5% per level of the Hunter to a maximum of 30% of finding it again within 15 minutes. If this attempt fails, there is a 10% chance per hour of rediscovering the trail, checked

hourly so long as daylight persists. Once the trail is found again, resume tracking. Tracking percentages may be applied to any quarry, beast, monster, or man, which leaves a track.

Should the weather or evasive action reduce the percentage chance of tracking to 0%, the trail is considered to be totally obscured to normal observation and may be found again only by the use of magick.

Climbing: Not only Hunters are able to climb trees, cliffs, and the like, but they are most proficient at it. The climbing abilities of different character classes are:

Foresters: 80%/10 feet climbed + 2% per Dexterity point above 12.
Thieves : 75%/10 feet climbed + 2% per Dexterity point above 12.
Elves : 85%/10 feet climbed + 2% per Dexterity point above 12.
Others : 80%/10 feet climbed + 2% per Dexterity point above 14.

Few handholds : -1 to -20%
Partially encumbered (40-50% carrying capacity): -10%
In full armour: -15%
Fully encumbered (50 + X carrying capacity): -25%
Using rope: +1 to +20%
Dexterity under 12: -3% per DEX point
Carrying Pack: -5%
Fear of heights: -50%

If a character fails in a climbing attempt, he has a chance of saving himself equal to the following:

Fighters: 10% + 5% per Dexterity point above 10.
Thieves: 10% + 4% per Dexterity point above 10.
Hunters: 10% + 4% per Dexterity point.
Others: 10% + 2% per Dexterity point above 10.

DEX under 10: 10% - 2% per Dexterity point below 10.
Fear of falling: no save possible (25% of all saurians have this fear).
Secured by rope: +25%, if rope is secured above.
Failure = rope breaks.

If a character fails to save from a fall, he runs the risk of injury:

01-50 = No effect +10% per 10' from the ground.
51-80 = Stunned 1-6 turns +10% if wearing pack.
81-90 = Sprained limb +10% if wearing armour class 6-10.
91-00 = Broken bone + 1% per foot fallen to rocky ground.
+ 1% per 3 feet fallen to hard ground.
-20% if falling to soft cover (thicket, water).

A sprain signifies injury to the arm 1-20% (50-50 chance of left or right), causing it to be useless for 1-6 days. On 21-00, an ankle is sprained, reducing movement, dodge, and bash by 50%. Roll 1d6 per 10 feet fallen, with damage to fatigue then body.

A broken bone signifies severe injuries. There is a 10% chance of critical injury if the fall is over 20 feet, with +10% per 10 feet above that, Falling to rocky ground adds an additional 10% chance of critical injury. Critical damage is equally divided between the body and fatigue levels, with 1d6 of damage per 10 feet fallen +3 damage points per 10 feet fallen. Non-critical falls cause 1d6 of damage per 10 feet fallen, assessed against fatigue then the body, and if the body is untouched it is a sprain.

Broken bone damage may be determined by rolling on the Critical Damage Table, provided in the Physician Rules.

Archery: In addition to "Favorite Weapon" skill, the following hit probability bonuses apply:

- Hss'Taathi: +10% with the long bow
- Kulun'Saatha: +15% with the crossbow

SPECIAL EXPERIENCE BONUSES

Being a Hunter: 1 pt/day x experience level
On expedition: 3 pt/day x experience level
Successful Kill: 150% of animal experience bonus
Following Trail: 3 pt/day x experience level
Supplying Party: 10 pt/person fed per day
Vanquishing/Slaying: As for Fighter when defeating enemies by force of arms

The Kulun'Ssaatha



The Kulun'Ssaatha are a crocodilian race descended from a small species of Mesosuchians. Like the Hss'Taathi, they are a warm-blooded race, highly intelligent and remarkably accomplished.

Physical Description



The Kulun'Ssaatha have a decidedly crocodilian cast to their features, with long snouts, a well-armoured hide, and a characteristic green or greenish-grey coloration.

The Kulun'Ssaatha are bipedal creatures who stand erect on two strong hind legs, using their tails for balance; and their appearance when running is similar to that of the Hss'Taathi. However, their Mesosuchian ancestry is still strong, and they can revert to quadrupedal move-ment in the swamps, giving them

remarkable speed on mucky ground. They are also superb swimmers.

Everything about their appearance suggests a crocodilian with an erect stance. Like all of their racial type, they prefer tropical climates and do not appreciate cold weather.

They have the Hss'Taathi weakness for jewelery and rich attire, but the Kulun'Ssaatha use no body dyes, paints, or tattoos. Also, like the Hss'Taathi, there is no significant distinction between the sexes except during the mating season.

Social Castes



he strata of Kulun'Ssaatha society are virtually identical to those of the Hss'Taathi. However, Khuihh are not in any way despised but are accorded the same rights and status as the T'Kah (including the same weapons, armour and right to enter into "political" affairs). This signal difference is due to the fact that the Khuihh are most accomplished as mariners, and the Kulun'Ssaatha are a sea-faring people.

Kulun'Ssaatha Senses

The senses of the Kulun'Ssaatha differ somewhat from those of the Hss'Taathi:

Sight is somewhat sharper than that of humans. The field of vision is almost identical to that of the Hss'Taathi, but the night-vision of the Kulun'Ssaatha is remarkably acute up to 50'.

Smell is somewhat dull, definitely inferior to that of humans and Hss'Taathi alike.

Hearing is fair, somewhat duller than that of humans; however to compensate for that, the Kulun'Ssaatha are quite sensitive to vibrations in the ground, especially when lying supine (on the belly) in the characteristic resting position.

Taste is highly developed, and the Kulun'Ssaatha have developed the enjoyment of fine cuisine to a true Art.

Touch is almost as well developed as that of humans and, in the case of the Khuihh, often is the equal of man's. This had led to a fairly high level of pre-scientific technology and craftsmanship which makes Kulun'Ssaatha products desired throughout the saurian world.

Heat sensing capacity is virtually non-existent -- about the level of man's.

Kulun'Ssaathi Characteristics



he characteristics of a Kulun'Ssaatha are very similar to those of their dry-land cousins, the Hss'Taathi. Indeed, when rolling characters the same tables are used, except that no crocodilian will reach "Giant" heights. All characteristics, then are virtually the same.

Natural Weapons

The Kulun'Ssaatha differ from the Hss'Taathi in that the only natural weapons worth mentioning are the powerful jaws. All castes specialize in the fangs as a matter of course:

All castes: MMB(2) Medium Fangs; maximum of 12 points damage.

The Mages use the Iss't'aa ("fangs") and Iss'thaa ("Claws") as do Hss'Taathi Mages.

General comments

Virtually all of the sections on Hss'Taathi characteristic determination, weapon-skill, language, charisma enhancement, religion, family life, social organization, commerce, etc., apply to the Kulun'Ssaatha.

The Challenges

The Challenges are practiced by the Kulun'Ssaatha in much the same manner as do the Hss'Taathi. The only difference of note comes in the Challenge for First Hold.

The Kulun'Ssaatha are a maritime folk, a reasonable development considering their origins in the waters of the swamps. Their ships are powerful galleys similar to the types used in the Mediterranean in the later middle ages. Normally, no Challenges for Hold will be entertained until there are sufficient surplus populations in the various Holds of a Kulun'Ch'aithke, whereupon he and his vassal Lords make sure that the "fix" is in order to provide for the 250-350 followers needed to man a vessel to set up a "colony". Challenges for Hold are then issued in each of the Holds to gather men, the leaders gather, and a Great Challenge for First Hold is

conducted in a manner similar to that employed for the choosing of a new "Voice" to determine the most charismatic leader, who becomes the new Lord, with the other Hch'ait his chief lieutenants. (The Game Master will thus determine the moment that such an event takes place, the number of the NPC Hch'ait Challengers and their important characteristics, and conducts the Challenge ceremony to determine who becomes the Lord; hopefully, a player-character is successful.) To simplify the process assume 250 + 1d100 followers have been gathered, and that there are 2 + 1d6 Challengers for First Hold. In the event that a First Lord dies, the second in the Challenge becomes Lord, and so on, until all of the Challengers are accounted for. This is a signal difference from the Hss'Taathi practice, as the Kulun'Ssaatha recognize a definite chain of command and inheritance of leadership amongst the original Challengers for First Hold. Only after all the Lords and Lieutenants are dead is a general Challenge for the Hold possible.

Towns & Cities



he Kulun'Ssaatha prefer life above ground and build powerful stone towers and tall castles in the swamps, building on islands or on rocky crags along the seashores, where they maintain their fortified harbors. Hch'Ait and Mages each have separate quarters for themselves, with their immediate followers and Khuihh housed in Caste Quarters nearby. Otherwise, the internal layout of castles and towers is not dissimilar to that of many mediaeval constructions.

Cities are nothing more than extensive castle-type fortifications, usually superbly constructed.

A common feature of all these establishments is the liberal provision for Nch'Kuhh or Bathing Pools -- large, shallow "baths" for lounging in leisure moments in quarters -- and they will be found throughout a Hold. Most social activities are conducted in and around the Nch'Kuhh, and a great pool occupies the center of the Hold Room, with "basking stones" along the edges. Often, favorite varieties of fish are maintained in the pools to provide a tasty, wriggling snack for the owner of a Nch'Kuhh or his guests. The love of bathing is a definite crocodilian trait.

Fighting Mounts



n addition to the mounts maintained by the Hss'Taathi for war, the Kulun'Ssaatha also use large Machaeroprosopti and Mesosuchians for travel and warfare in the swamps. They will have nothing to do with Triceratopsi, however, viewing the huge horned dinosaurs as a bit too temperamental for their taste.

Maritime Activity



he Kulun'Ssaatha engage in extensive maritime trade. For traffic on the rivers or on lakes they use vessels similar to Viking longships because of the ease with which the maneuverable vessels can be beached or moved across stretches of land between rivers/lakes (on rollers). On the seas they use galleys of various types of sailing ships -- many designs being similar to those of earth's history.

The Hss'Taathi, being land dwellers totally mystified by the art of sailing, engage the Kulun'Ssaathi for voyages to other lands or along the seacoasts, up and down rivers, etc. Since relations between the two races are generally good, such adventures often turn a mutual profit. Similarly, the Hss'Taathi are far more accomplished at managing beasts for land travel, and the Kulun'Ssaatha engage them to haul goods overland and even to tow their long-ships between water-ways with the mighty brontosaurians.

Warfare

The Hss'Taathi



ars are fought between the saurians for many reasons, as many as there are for war among the Softskins. Past Hss'Taathi wars have been fought to avenge gambling debts, lost love, and insults. They have been fought to gain land, to destroy enemy lands, to force the hand of a rival, or to reaffirm an alliance. However, the main reasons for fighting are:

1. to obtain glory and power, pure and simple;
2. to bring the Softskins under Hss'Taathi dominion simply because they are Softskins and do not "know" Ssk'al;
3. to wipe out the insult of a "bad" Challenge when the challenged Lord either refuses to recognize the Challenge or refuses to abide by the results of a Challenge;
4. to take advantage of a golden opportunity to smash a rival by a quick attack when he is unprepared. Whatever the reason, wars tend to be conducted along similar lines.

First, the Lord Holder calls together all of his Ssuustkh and tells them of the plan. He will delegate certain tasks to the various Ssuustkh according to their abilities and his opinion of them. The Ssuustkh have considerable latitude with regard to the execution of their duties, the level of independence of action approximately equal to that of Softskin barons in the army of a great feudal Lord. The results can be similar, too: honor in battle is as important to the Ss'hss'tah as it is to any Softskin Lord.

Once it begins to move, an Hss'Taathi army travels rapidly. With the Ss'iss'khe leading the way and scouting for miles to the front and to both flanks, the members of the Hold, travelling light, pass easily through apparently trackless wilderness. Often, large pack animals are taken along and are eaten on the way. The typical Hss'Taathi army travels about 1 1/2 times as fast as a human infantry army of equivalent size; cavalry forces are comparable to human units of light cavalry.

When the enemy has been located, the favorite Hss'Taathi tactic is the Kaa'Haasst'Ssk'al or "Hammer of Ssk'al." About 75% of the army attacks and engages the enemy, with pike-armed infantry massed in a block in the center and cavalry on the flanks. The remaining 25% of the army makes a wide sweep to one flank: if all goes well, this Hammer will strike the enemy at the crucial moment, suddenly appearing on the flank or rear to destroy the enemy formation. The Hammer almost invariably consists of Triceratopsian cavalry, "regular" cavalry, and a picked force of pike troops.

The Hammer of Ssk'al has been questioned as a tactic by Hss'Taathi who have remained in the Softskin world because it has been overused: most Softskins now make special efforts to keep the Hss'Taathi forces located, if possible, and do not fall into the old trap so readily. Some Hss'Taathi Ch'aithk are now of the opinion that the Hammer of Ssk'al is no longer of use. They point out that there is nothing in the Softskin arsenal which can stand up to the charge of Triceratopsi, unreliable and cantankerous though they may be, especially when the beasts are closely supported. When using the Hammer of Ssk'al, they argue, that close support sometimes is hard to assure, and many a valuable Triceratops have been chopped into Khuihh food after becoming separated at the completion of its charge because the rest of the army has failed to move rapidly enough to exploit the inevitable gaps. The Softskins have, furthermore, learned not to "joust" against Triceratopsi because that is merely a glorious way to a sure death.

In a purely saurian world, however, the Hammer. is still a favored tactic in the open grass-lands, and one can expect to encounter it whenever a large army is in the field.

When the enemy forces have been located, the Hss'Taathi army gathers its forces from their lines of march and tactical orders are given. On the march, Hss'Taathi armies march in several columns often separated by some miles but in communication at all times. On the day following the concentration of forces, the army engages the enemy on convenient terrain, refusing battle in cases where the enemy enjoys a clear terrain advantage unless a victory is essential at that time. The Lords Holder exhort their Holds to bravery, and the Ss'issikhe hunters dart forward and begin peppering the opposing lines with arrows. Soon, the signal for the attack is given by means of the omnipresent Ssk'Thuum'ah (Drums of Ssk), which are capable of communicating any order by means of an elaborate code.

Once launched, an Hss'Taathi charge cannot be halted by the Commander, and the battle degenerates into the usual "feudal" mass melee. However, when hard-pressed, an Hss'Taathi unit will form a pike square -- similar to the Scottish Schillitron -- and will stand firm in the face of any attack until the square is "broken" by repeated assault.

The main weakness in the Hss'Taathi command system is the leader. If a Lord Holder dies, there is no recognized commander for the Hold. In such cases, the entire Hold usually just withdraws from the battle, bearing the dead Lord for proper ceremonies, after which it determines by Open Challenge who will become its next Lord Holder. In some cases, a Lord Holder will allow an Open Challenge before a battle to determine his successor should he die in the field, but this course of action can prove dangerous: the "successor", if ambitious and underhanded enough, might be tempted to provide a "self-fulfilling" death for the Lord Holder. As long as a Lord Holder is alive, though even mortally wounded, the Hold will continue to fight for him and remain in the field. Also, there is a 25% chance that the Hold members have so much respect for their Lord Holder's Ch'aithkhe that they will continue to fight for him when the Lord Holder is slain, postponing the Open Challenge until the battle is resolved.

Amongst themselves, the Hss'Taathi regard surrender as an honorable and accepted way of meeting defeat. It is accomplished simply by dropping one's weapons and "grounding" oneself, where-upon the victor will either accompany the captive back to the captor's personal Khuihh or else will simply withdraw from the battle with his captive. When the captor is of higher caste than the captive, it is sufficient to order the captive to tell his name and to wait for the captor to collect him after the battle. Once the Softskin Knights realize that this practice is very similar to their own concepts of chivalric capture and granting of oath-parole, far less "messy" battles will occur.

If a captive is not ransomed by his Lord Holder within a month (longer periods may be granted in cases involving large ransoms or

considerable distances between Holds as a matter of course), he becomes a member of the captor's Hold and is forbidden to desert for two years.

When a Lord Holder is forced to surrender, all of his personal household also surrender. Ransom is set only for the Lord Holder; his Hold merely accompanies him, as part of all deals.

The only caste for non-combatants is Khuihh; thus all who choose not to fight (except younglings) are deemed to be Khuihh belonging to some Lord Holder. Captured Softskin Khuihh are ransomed back to their Lords Holder if the Lord is not himself captured. If he was captured, all of his Khuihh are delegated to him, as is his right and duty, and it is up to him to care for their needs while awaiting ransom.

In many instances, captives are released on "parole" -- the giving of an oath to pay the ransom promptly and to refrain from fighting against the captor and his Hold until the ransom is paid. This oath is invariably followed, and not one instance of its being broken can be remembered in the long history of the Hss'Taathi.

The Kulun'Saath

Being swamp-dwellers, the Kulun'Saatha are not seriously hampered by marshy terrain and prefer not to engage in battle on dry land any distance from the swamps -- particularly when engaged in open warfare with the Hss'Taathi. The Kulun'Saatha are no fools; they know that they have nothing to match the devastating charge of the Triceratopsi. Thus they prefer to draw their enemies into their own environment, where "heavy" cavalry is virtually useless and becomes "bogged down" in the mud, where their mobility cannot be matched by most other adversaries, and where massed infantry and pike formations lose all benefit of charge impetus.

When forced to march in the open grasslands, the Kulun'Ssaatha often call upon allies amongst the Hss'Taathi to provide scouts and cavalry escorts, for they are not at all at home in the "drylands". When caught in the open, they adopt a defensive square formation, pikes and spears facing out, with archers, crossbowmen and light artillery in the center. They carry 8' - 10' sharpened stakes with them which they drive into the ground before their lines to discourage cavalry assault (even the Triceratops is not immune to this form of defense and will often "refuse" to attack across stakes). No tactic, however inviting, will draw them into a precipitate charge, each soldier holding firm in line despite the most grievous of insults and provocations offered by enemies.

In the swamps, the favorite tactic of the Kulun'Saatha is the N'ssk'ah, A "roadblock" is set across the path or trail, barricaded and heavily defended, with amphibious "cavalry" mounted on messosuchians and other amphibious mounts in the waters on eitside to "discourage" flanking attacks. Hard-hitting skirmishing forces then attack the column all down the line, usually from ambush, killing a few enemies with arrows and spears before withdrawing back into the swamps to escape the inevitable counterattack. Thus a "dry-land" army is often worn down long before it reaches a Kulun'Saatha Hold.

When facing other amphibious races warfare takes on the more traditional battle-line style, for all of the amphibious races are able to cope with the watery environment enough to employ standard tactics. Where possible, the ground chosen is marshy but not deeply overlain by water. Indeed, so superior are the Kulun'Ssaatha to their -amphibious enemies on dry land, that they will prefer to engage on dry terrain where possible, where their advantage is almost as great as that of the Hss'Taathi when facing such adversaries.

However, it is at seigecraft and fortification-building that the Kulun'Ssaatha truly shine. They are masters of seige warfare and have developed the full panoply of seige engines needed to reduce strong walls. They also have designed the crossbow to a fine standard, and half of their missile troops are armed with superb heavy crossbows with remarkable hitting power. As noted earlier, their fortifications rival those of the feudal period of Europe, and in the field they build strongly fortified camps, especially in the "dry lands".

Being amphibians, the Kulun'Ssaatha have developed the naval arm of their military to a high degree. Their armies will often travel by sea on their powerful galleys and sailing ships or by river on their "longships" and river galleys. These vessels are often used as mobile bases of operations and as final refuges if a disaster is suffered in a land battle.

Army Strengths

The following strengths may be used to compute the fighting power of each army when using either the Mass Combat rules.

For small armies, the values can be taken as applying per man. Large armies can be computed on the basis of the point values being assigned per 10 men or multiples thereof to reduce the number of computations.

<u>Hss'Taathi</u> <u>Troop Type</u>	<u>Morale</u> <u>Level</u>	<u>Class</u>	<u>Value</u>	<u>Class</u>	<u>Value</u>	<u>Class</u>	<u>Value</u>	<u>Class</u>	<u>Value</u>	<u>Class</u>	<u>Value</u>
Hch'ait	A	HAI	40	HI	35	SHAC*	75	AC*	60	MC*	50
Hch'ait	B	HAI	35	HI	30	SHAC*	65	AC*	50	MC*	40
Hch'ait	C	HAI	30	HI	25	SHAC*	50	AC*	40	MC*	35
Sslissi	A	HAI	35	HI	30	SHAC*	70	AC*	55	MC*	45
Sslissi	B	HAI	30	HI	25	SHAC*	55	AC*	40	MC*	35
Sslissi	C	HAI	25	HI	20	SHAC*	45	AC*	35	MC*	30
Hssaikh	A	HAI	30	HI	25	--	--	AC*	40	MC*	35
Hssaikh	B	HAI	25	HI	20	--	--	AC*	35	MC*	30
Hssaikh	C	--	--	HI	15	--	--	AC*	30	MC*	20
T'Kah	A	--	--	HI	15	--	--	--	--	--	--
T'Kah	B	--	--	MI	12	--	--	--	--	--	--
T'Kah	C	--	--	MI	10	--	--	--	--	--	--
Ss'iss'khe	B	--	--	MI	15	--	--	--	--	MC*	30
Ss'iss'khe	B	--	--	LI	10	--	--	--	--	LC*	18
Khuihh	C	--	--	MI	8	--	--	--	--	--	--
Khuihh	C	--	--	LI	5	--	--	--	--	--	--

*SHAC = armoured K'Haasst.

*AC = unarmoured K'Haasst or armoured T'Haasst.

*MC = unarmoured light T'Haasst.

*LC = unarmoured light T'Haasst ridden by warrior in LI gear.

Triceratops are ML A units ridden by Hch'ait A and rate as 5 SHAC at 150 points per figure.

In swamps, Hss'Taathi troop values are reduced by 1/5, and all cavalry by 1/4. Triceratopsians cannot function in swamps.

Kulun'Saatha troop values are identical to Hss'Taathi troop values so long as they are fighting in swamps, but are reduced by 1/5 in "dry lands". Cavalry remains constant, as the Kulun'Saatha use appropriate mounts in swamp and "dry land" regions. They do not ride the armoured or unarmoured K'Haasst, however, preferring the K'sss'sah Yaleosaurs of the swamps as mounts.