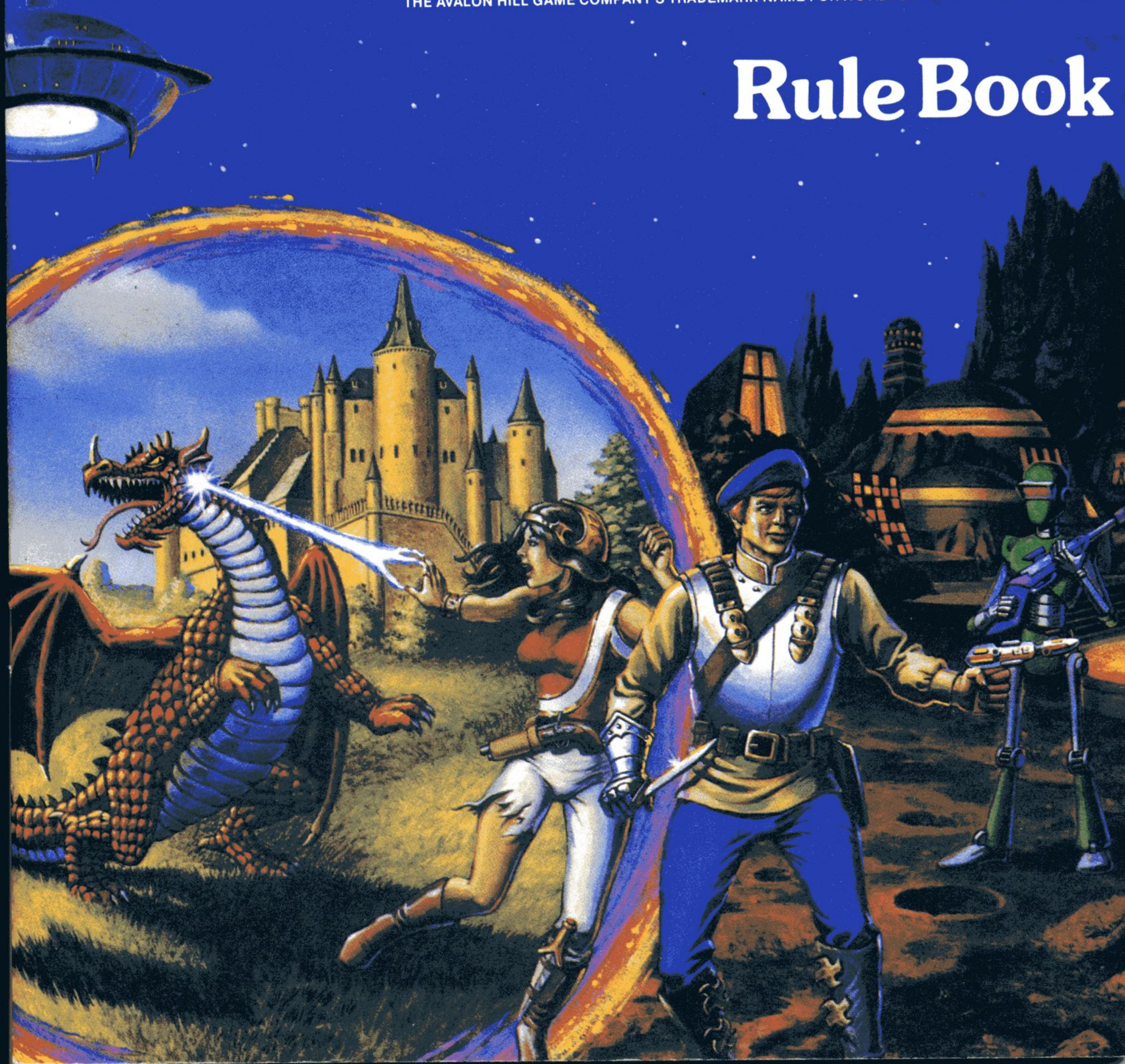
LORDS OF CREATION

LORDS OF CREATION®

THE AVALON HILL GAME COMPANY'S TRADEMARK NAME FOR ITS ADVENTURE ROLE-PLAYING GAME

Rule Book



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LORDS OF CREATION® IS A REGISTERED TRADEMARK FOR THE AVALON HILL GAME COMPANY'S FANTASY ROLE-PLAYING GAME

LORDS OF CREATION®

Adventure Role-Playing Game

Rule Book

by
TOM MOLDVAY

PART 1
INTRODUCTION

LORDS OF CREATION is a role-playing game of science fantasy, fantasy, science fiction and high adventure that explores the farthest reaches of imagination. Game adventures take place throughout time, space and other dimensions. The game is designed for both experienced role-playing gamers and beginners. All that's needed to play are these rules, the dice included in the game, and your imagination!

WHAT IS A ROLE-PLAYING GAME?

A role-playing game is very special; it doesn't need a board or playing pieces. Instead, the people play the game in their imaginations. The game rules provide a structure around which imagination weaves an adventure in the same way a group of people might write a novel or make a movie together. As a role-playing game is played, the people involved in the game make up details of the plot and experience adventure through their characters and the foes they meet.

Everyone playing adds to the gaming experience. The **Game Master** (abbreviated **GM**) makes up an outline for the adventure. He invents the setting, and populates the adventure with villains, monsters, and other personalities. The **GM** also acts as a judge to make sure that game action flows smoothly and that everyone has a good time. The **Players** take the roles of the heroes in the adventure. They work together to fulfill the goals of each adventure, to survive dangers, and to foil their enemies.

An **Adventure** is a length of playing time with a unified background in which the players try to fulfill goals set by the GM. Sometimes, instead of making up an adventure, the GM will referee a published adventure made up by someone else such as **The Horn of Roland**. An adventure usually includes a number of scenarios.

Each **Scenario** has its own special background and subgoals. A scenario is usually made up of a number of encounters.

An **Encounter** is an important meeting between the heroes and some other force. The other force could be people, monsters, animals, dangerous situations, or problems that must be solved. The other force could be hostile, neutral or friendly. An encounter includes all the events leading up to the encounter.

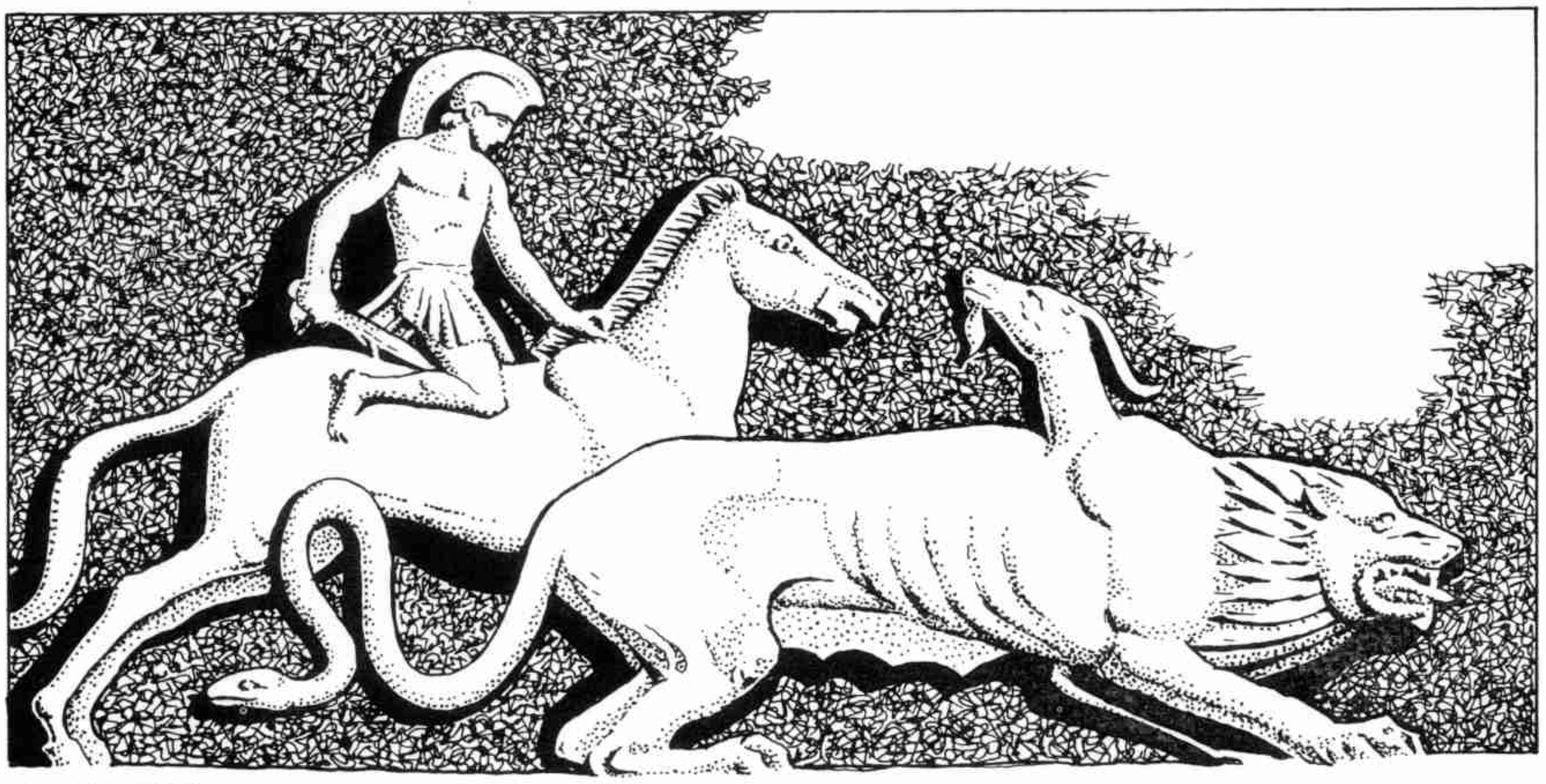
An encounter is the basic unit around which role-playing games revolve. A scenario links together different encounters. An adventure links together different scenarios.

A role-playing game is an endless series of adventures. When one adventure is done, the players can start another. As a result, individual gaming sessions can be as short or as long as the people playing want them to be. A **gaming session** is the amount of time the players and the **GM** want to spend playing that day. A gaming session may last an hour or it could last the whole day. One gaming session can equal one adventure; however, it usually takes many gaming sessions to play one adventure.

To play **LORDS OF CREATION** players should read **PART 2—CREATING CHARACTERS,** then create their characters following the rules. Once characters are created, players should read **PART 3—SKILLS,** and **PART 4—EQUIPMENT** to determine what skills and equipment their characters possess. Finally, the players should read **PART 5—COMBAT** to become familiar with the game movement and combat systems.

As the characters continue to gain experience, they will gain special powers. When a character qualifies for a special power, the player should read **PART 6—POWERS** to decide what power their character chooses. At the start of the game no characters have special powers.

The GM **must** read all the rules, including **PART 7—GAME MASTER'S INFORMATION, PART 8—LANDS OF WONDER,** and **THE BOOK OF FOES.** Once the GM has read all the rules, he can then referee adventures.



PART 2
CREATING CHARACTERS

HOW TO USE THE DICE

The **LORDS OF CREATION** game contains three dice. One die has 20 sides, one has 10 sides, and one has 6 sides. The dice can be used to generate eight basic random patterns: 1-2, 1-3, 1-5, 1-6, 1-10, 2-16, 1-20, and 1-100.

To generate **1-2**, roll any one die. An odd number equals 1 and an even number equals 2.

To generate **1-3**, roll the six-sided die and divide the result by two. A roll of 1 or 2 equals 1; a roll of 3 or 4 equals 2, and a roll of 5 or 6 equals 3.

To generate **1-5**, roll the ten-sided die and divide the result by two. A roll of 1 or 2 equals 1; a roll of 3 or 4 equals 2; a roll of 5 or 6 equals 3; a roll of 7 or 8 equals 4; and a roll of 9 or 0 equals 5.

To generate **1-6**, roll the six-sided die (abbreviated d6). Multiple rolls can generate 2-12, 3-18, 4-24, etc., (abbreviated 2d6, 3d6, 4d6, etc.).

To generate **1-10**, roll the ten-sided die (abbreviated d10). Multiple rolls can generate 2-20, 3-30, 4-40, etc., (abbreviated 2d10, 3d10, 4d10, etc.).

To generate **2-16**, roll both the six-sided, and the ten-sided dice and add the total together. A roll of 5 on the d6, and a roll of 7 on the d10 equals 12.

To generate **1-20**, roll the twenty-sided die (abbreviated d20). Multiple rolls can generate 2-40, 3-60, etc., (abbreviated 2d20, 3d20, 4d20, etc.).

To generate **1-100**, roll the ten-sided die once to determine the "tens" digit, and another to determine the "ones" digit. For example, a roll of 5 then 9 equals 59. A roll of 0 and 0 equals 100. Rolling the dice in this way is called a percentage roll (abbreviated d100 or d%).

BASIC ABILITY SCORES

Each character has five basic ability scores. Three of the ability scores are called physical abilities. The three physical abilities are: MUSCLE, SPEED, and STAMINA. The five basic ability scores are generated by rolling 1d10 and 1d10 for a score between 2 and 20. The five numbers so generated are recorded next to the appropriate ability on the first column of the **LORDS OF CREATION CHARACTER RECORD SHEET,** or on a sheet of paper.

MUSCLE is a measure of overall muscular ability and general physical strength. It affects the amount of damage done on a successful close combat attack.

SPEED measures basic muscular coordination and manual dexterity. It helps determine who goes first in a given situation. It can also help determine escape when someone is being chased on foot.

STAMINA is a measure of general health and physical well-being. It affects the rate at which a character recovers from wounds. It also helps determine the amount of damage a character can take from attacks and still remain alive and conscious.

MENTAL is a measure of the character's mental abilities including such things as intuition, logic, and will power. The MENTAL ability is the basis for the powers that characters receive when they have acquired enough experience.

LUCK is a measure of the character's chance of surviving accidents and other unusual circumstances.

A character starts the game with ability scores between 2 and 20. As the character gains experience, the ability scores can increase. There is no limit to how high ability scores can increase. For example, powerful characters may have scores of 200 or even greater.

ABILITY SCORE MODIFIERS

Each basic ability has a special modifier. The special modifier is found by dividing the ability score by 10. In LORDS OF CREATION, *whenever scores are divided any remainder is always rounded up to the next whole number*. For example, a score of 1-10 would give a modifier of 1, a score of 11-20 a modifier of 2, a score of 21-30 a modifier of 3 and so on.

The modifier for **MUSCLE** is the **Close Combat Damage Bonus** (called **Damage**). The modifier for **SPEED** is the **Initiative Bonus** (abbreviated **Init.**). The modifier for **STAMINA** is **Healing.** The modifier for **MENTAL** is the **Power Modification** (called **Power**). The modifier for **LUCK** is the **Luck Roll** (called **Roll**).

The **DAMAGE** bonus is the number of points of damage done with bare fists in close combat. It is also the bonus added to damage done by close combat weapons when attacks are successful (see **PART 5—COMBAT**).

INIT. is the number of points added to 1d10 when it is necessary to roll to see who goes first in a turn. The Initiative Bonus also helps determine whether or not it is possible to catch fleeing individuals (see **PART 5—COMBAT**).

HEALING gives the number of points the character can heal in one day.

POWERS gives a number useful for Mental Combat (see **PART 6—POWERS**) and is the number of points of damage done by certain powers.

The **LUCK ROLL** gives characters a chance to let fortune come into play in the game. To determine the Luck Roll, take the Roll modifier and add 5.

PERSONAL FORCE

Personal Force is one of the most important concepts of the game. It determines when the characters get special powers, how far characters can go below 0 life points without dying, and how many skills the character has. To calculate Personal Force, add together all five basic ability scores and then divide by 10. Any remainder is rounded up.

Personal Force determines a character's experience level. The higher the level, the greater the powers from which the character can choose. No starting character receives powers, but they will acquire powers as they gain experience.

PHYSICAL SCORE

PHYSICAL is the average of Muscle, Speed, and Stamina (rounded up). The Physical Score is the basis for physical attacks (see **PART 6—COMBAT**).

EXPERIENCE

Characters gain Experience Points (called **XP**) at the GM's discretion. Experience Points are awarded for surviving dangers, defeating enemies, solving problems, and intelligent actions by the characters. GMs should refer to **PART 7—GAME MASTER'S INFORMATION** for further details about awarding experience.

As characters gain Experience Points, they increase their basic ability scores. Characters increase their basic scores by adding the result of 1d6 to the score. Characters must spend XP to increase their ability scores. The number of Experience Points needed to be able to add 1d6 to an ability depends on the character's Personal Force. At the start of the game, when the character is a Neophyte, he needs only 10 XP to be allowed to increase one chosen ability score by 1d6. As the character gains new titles, the number of Experience Points needed to raise one ability score by 1d6 increases (see the **EXPERIENCE TABLE**).

Note that as the basic ability scores change, the appropriate modifiers, Physical Score, Personal Force, and Life Points also change.

TITLE

As the ability scores increase due to increased experience, Personal Force also increases, albeit more slowly. Depending on the character's Personal Force, he may earn 11 possible titles. The 11 titles, the Personal Force scores needed to earn the titles, the usual number of powers the character has at each title, the Experience Points needed to increase one ability by 1d6 at each title, and the various special abilities inherent with each title are given on the **EXPERIENCE TABLE.**

There is no limit to the amount of experience that a character can earn, or that an ability score can reach. Once a character

EXPERIENCE TABLE

Personal Force	Character Title	# of Powers	XP to increase one ability	Abilities
1-10	Neophyte	—	10	Dimensional Sight
11-20	Apprentice	1	20	Dimensional Language
21-30	Master of Space	2	35	Spatial Projection
31-40	Master of Time	3	50	Temporal Projection
41-50	Master of Dimensions	4	75	Dimensional Projection
51-60	Grand Master	5	100	Double Healing
61-70	Immortal	6	150	Transmigration
71-80	Space Lord	7	200	Space Travel
81-90	Time Lord	8	500	Temporal Travel
91-100	Dimension Lord	9	1000	Dimensional Travel
101+	Lord of Creation	10+	2000	Construction

reaches Lord of Creation, however, there are no new titles. For every increase in Personal Force of 10 beyond 100, the character receives another new power.

TITLE ABILITIES

Each title confers a special ability. Title abilities are included as much to help the GM as the characters. *Title abilities work only at the discretion of the GM*. Usually, the abilities of Double Healing and Transmigration always work, while the other abilities work only when they will not disturb game balance, and at the convenience of the GM to keep play flowing smoothly.

DIMENSIONAL SIGHT is the ability to see other-dimensional creatures that would otherwise be invisible. Such creatures as ghosts, beings from elemental planes, sprites, etc., would only be visible to characters having Dimensional Sight. The ability is used as a vehicle for the GM to introduce creatures into a normal setting to create an atmosphere of eerie mystery.

DIMENSIONAL LANGUAGE is the ability of characters to speak all languages as needed. It is a type of limited telepathy that allows the character to instantly learn a new language. Again, Dimensional Language is more for the use of the Game Master than the players.

SPATIAL PROJECTION allows the character to see mentally across great distances, including interstellar distances. Once again, Spatial Projection is a device for the GM to create special effects in an adventure.

TEMPORAL PROJECTION allows the character mentally to see across distances of time. Again, Temporal Projection is a device for the GM to create special effects in an adventure.

DIMENSIONAL PROJECTION allows the character mentally to see across dimensions. Dimensional Projection is a device for the GM to create special effects in an adventure.

DOUBLE HEALING allows the character to heal at twice the normal rate. The ability includes all forms of healing (magic, normal healing bonus, Medic skill, etc.). Double Healing is one of the few Title Abilities designed specially for the character's use rather than the GM's use.

TRANSMIGRATION gives the character a form of immortality. It allows the character 3-18 extra lives. During an adventure when the character would normally die, he wakes up in a new body. Rather than rolling up a new character, the player rolls up a character and averages the new scores with those of his old character. The composite character retains all memories of the old character. If possible, the GM should never tell the player how many new lives he has.

SPACE TRAVEL allows the character to teleport through space, including interstellar distances. The teleportation takes 1-10 minutes (10-100 turns) preparation. Once again, Space Travel is useful to the GM as a device to allow characters to travel to new adventures.

TIME TRAVEL allows the character to teleport through time. The teleportation takes 1-10 minutes (10-100 turns) preparation. Time Travel is a device that allows the GM to have characters travel to new adventures.

DIMENSIONAL TRAVEL allows the character to teleport across dimensions. The teleportation takes 1-10 minutes (10-100 turns) preparation. Dimensional Travel allows the GM to have the characters travel to new adventures.

CONSTRUCTION gives the character the ability to make new settings for adventure following whatever structure of physical laws the character wants: a flat earth; a world on the inside of a sphere; a huge spaceship, etc. Construction encourages players whose characters become Lords of Creation to become GMs and design worlds ruled by their Lord of Creation character where further adventures could take place.

Most of the abilities are designed for the convenience of the GM. If the GM wishes he can remove any of the abilities—either temporarily or permanently—from the game. For example, maybe the character's Spatial Projection ability will take him to a planet, then ceases to work (because the adventure is based around trying to find another way off the planet).

MONEY

Characters begin the game with an amount of money equal to $10 times the roll of d100. A character who rolled 57 begins the game with $570. The GM can alter the amount of starting money at his discretion. Money is used in the game to buy equipment (*see* **PART 4—EQUIPMENT**). Contrary to some role-playing games, money has no bearing on experience in LORDS OF CREATION.

MOVE

The movement base for humans is 60 feet per turn (abbreviated 60'/turn). Characters begin the game with a base movement of 60'/turn (*see* **PART 5—COMBAT**).

LIFE POINTS

Life Points are the number of points of damage a character can take before passing out. Characters don't die when they reach 0 Life Points; they become unconscious. The character can receive the number of damage points equal to his Personal Force and live. If a character takes more negative points of damage than the total of his Personal Force, then that character is dead. Foes that don't have a Personal Force score can only go 5 points below 0 before they are dead.

To calculate the number of Life Points for a character, add the character's **Stamina** score plus 1d10 for every title level attained (including Neophyte). The number of Life Points for starting characters is equal to the character's **Stamina** score plus 1d10. Life Points for foes are their listed Life Points. The Life Points for foes are average and the GM may give some foes more or less Life Points. If the foe has a Personal Force, it will be listed in parenthesis after the Life Points in the **BOOK OF FOES.**

ARMOR

Armor modifies the chance to be hit by an opponent in combat. Armor is explained in **PART 5—COMBAT**. Characters usually begin the game with no armor, though under unusual circumstances they may be allowed to buy armor at the start of the game.

Characters should begin the game as individuals in the 20th Century society and choose their skills and equipment accordingly. Any skills or equipment marked with an asterisk are not available to starting characters.

Once players become familiar with the game, they may wish to begin starting characters in some other time, or choose them from another race. Such changes are at the GM's discretion.

HOW TO CREATE A CHARACTER

A sample Character Record Sheet is shown on page 7 to illustrate the process of creating a character. The information, however, can easily be recorded on a blank sheet of paper.

1. Write your name in the blank marked Player. If you have name for your character, write that name in the blank marked character. If you don't have a name yet for your character, leave the character space blank.

Tom Moldvay is written in the space for Player.
The Character blank is left empty at this time.

2. Determine your character's five basic ability scores. Roll the ten sided die (twice 2d10) for each basic ability.
A 5 and a 3 are rolled for **MUSCLE** for a total of 8.
An 8 and a 0 are rolled for **SPEED** for a total of 18.
A 7 and a 4 are rolled for **STAMINA** for a total of 11.
A 5 and a 9 are rolled for **MENTAL** for a total of 14.
A 0 and 9 are rolled for **LUCK** for a total of 19.

Write 8 in the first box after MUSCLE.
Write 18 in the first box after SPEED.
Write 11 in the first box after STAMINA.
Write 14 in the first box after MENTAL.
Write 19 in the first box after LUCK.

3. Now find the modifications for your basic ability scores. Remember that any remainder is rounded up to the next whole number. For example, 18, 11, 14, and 19 divided by 10 are all rounded up to 2. 8 divided by 10 gives a modifier of 1. The Initiative, Healing, and Powers modifications are all 2. The Luck Roll is 7 because the modifier of 2 is added to a base of 5. The Damage modifier is 1.

Write 1 in the first box after Damage.
Write +2 in the first box after Init.
Write 2 in the first box after Healing.
Write 2 in the first box after Powers.
Write 7 in the first box after Roll.

4. Find your character's Personal Force. First, total your five basic abilities, then modify the total by dividing by 10. 8 + 18 + 11 + 14 + 19 = 70. 70 ÷ 10 = 7. Your character's Personal Force at the start of the game is 7.

Write 70 in the first box after Total.
Wrtie 7 in the first box after Personal Force.

5. Your Physical Score is the average of MUSCLE, SPEED, and STAMINA. 8 + 18 + 11 = 37. 37 ÷ 3 = 12 with a remainder of 1. 12 iş rounded up to 13. All starting characters start the game at Neophyte since it is not possible to roll up a character with a Personal Force greater than 10. As a Neophyte, add the roll of 1d10 to the STAMINA score to determine your Life Points. You roll a 7 and start the game with 18 Life Points. You have no armor or experience at the start of the game so leave these boxes blank. A Neophyte has the Title Ability of Interdimensional Sight.

Write 13 in the first box after Physical.
Write Neophyte in the first box after Title.
Write 18 in the first box after LP.
Write Interdimensional Sight under character Abilities.
Leave Armor and XP spaces blank.

6. Now choose skills for your character. Your character has a Personal Force of 7 so you have 7 points worth of skills. Your character has high scores in LUCK and SPEED. The skill of Stage Magician fits those abilities well, so the first skill you choose is Stage Magician – 3 which includes skills in slight of hand, card manipulation, and escape artist.

Write Stage Magician – 3 (slight of hand, card manipulation, escape artist) under Character Skills.

You remember that Fortunato is Italian for luck and decides the name fits your character since your highest ability score is LUCK. Virgil is the name of a famous Roman poet who, in medieval lore, was believed to have been a magician. So your character becomes Virgil Fortunato. You feel that Doctor Fortune would be a great stage name for Virgil. You also decide to give your character the nickname of Doc.

Write Doc Fortunato in the space marked Character.
Write uses Doctor Fortune as his stage name on the back of the CHARACTER RECORD SHEET as a reminder.

Medical skills are always helpful on an adventure and fit your character's nickname of Doc so give your character the skill of Medical – 1 which is the skill of the general practice of medicine.

Write Medical – 1 (general practice) under Character Skills.

You want your character to be a cat burglar because of your character's high SPEED score. You would also like your character to have Master Criminal – 3, but you only have 3 more points to spend and want to allocate at least 2 points to a Combat skill. So you settle for Master Criminal – 1 with its international connections skills and you hope to raise the skill level when you gain experience.

Write Master Criminal – 1 (international connections) under Character Skills.

Doc Fortunato survives by guile, not brute strength. Still, sometimes enemies can only be stopped by combat. With a STRENGTH of only 8, Doc Fortunato wouldn't be very good at close combat. He wants a weapon to stop enemies before they reach him—a shotgun is a perfect weapon for Doc. Shotgun has a skill maximum of 2 and Doc decides to take the maximum. Your last skill is Shotgun – 2.

Write Shotgun – 2 under Character Skills.

7. The only weapon Doc Fortunato is skilled at is a shotgun. His skill level of 2 gives him an attack score of 15 when the 2 is added to the attack base of 13). The shotgun would do an additional 2 points of damage (3 – 18 +2). You have no powers at the start of the game so leave the space marked Character Powers blank.

Write Shotgun . . . 15 . . . 3 – 18 +2 in the boxes marked Weapon . . . Attack . . . Damage. Leave Character Powers blank.

8. You, the GM and the other players are experienced, so part of the game will be equipping your character. Doc is lucky on his money roll, rolling an 81. You begin the game with $810. While Doc will have to go out and buy the equipment during the course of the adventure, he makes a note of the equipment he would like to buy if possible: binoculars, compass, flashlight, gas mask, medical kit, shotgun, 5 loads of ammunition, and a walkie-talkie. The items total $730 leaving Doc $80 more to spend or loan to other characters.

Write $810 under Money. Make a note on the back of your character sheet of the items you want to buy.

Items to Buy
binoculars — $50
compass — $10
flashlight — $5
gas mask — $15
medical kit — $300
shotgun — $300
5 reloads — $25
walkie-talkie — $25
total = $730

9. Beginning characters have a Movement Base of 60 feet per turn.

Write 60'/turn under Move.
You are now ready to play.

PART 3
SKILLS

LORDS OF CREATION contains 21 different categories of skills. A skill category is called a **PROFESSION.** Skills are generally rated in level from 1-5. The higher the skill level, the more adept the individual is at that particular skill. Skills are grouped together by profession. This organization helps players build an image of their character.

SAMPLE CHARACTER RECORD SHEET

Character Virgil "Doc" Fortunato Player Tom Moldvay

Basic Ability Scores							(÷10) Modifications					
MUSCLE	8						Damage	1				
SPEED	18						Init.	+2				
STAMINA	11						Healing	2				
MENTAL	14						Powers	2				
LUCK	19						Roll(+5)	7				
Total	70						Force	7				

Character Abilities

Interdimensional Sight

Money $810

Move 60'/turn

Physical	13		

Title Neophyte

Armor

LP	18			

XP

Weapon	Attack	Damage
Shotgun	15	3-18+2

Character Skills

Stage Magician -3 (slight of hand, card manipulation, escape artist).
Medical -1 (general practice).
Master Criminal -1 (international connections).
Shotgun -2

Character Powers

(Equipment Listed on the Reverse Side)

Items to buy:

binoculars	$50
compass	$10
Flashlight	$5
gas mask	$15
medical kit	$300
Shotgun	$300
5 reloads	$25
Walkie talkie	$25
	$730

Note: Doc Fortunato uses the stage name of Doctor Fortune.

SUMMARY

1. Record player's name
2. Roll for basic ability scores (2d10).
3. Record ability modifications ÷ 10).
4. Total ability scores and calculate Personal Force.
5. Record Physical Score, Title, and Life points.
6. Choose and record character's skills.
7. Record weapon data.
8. Roll up starting money and choose equipment.
9. Record Movement Base.
10. Armor, XP, and Character Powers are left blank; the character's name can be filled in at any time.

This is a sample sheet only. A pad of these sheets (#8583005) can be ordered as a separate playing aid, if desired. A Character Record Pad is included with the **Omegakron** adventure module.

SKILL LIST

BUILDING
1—Carpentry
2—Metal Working
3—Electrical
4—Miniaturization
5—Futuristic/Magical*

BUREAUCRACY
1—Record Keeping
2—Record Tracking
3—Bribery
4—Infiltration
5—Futuristic/Magical*

COMBAT
any weapon, for maximum skill limit see the list of weapons.

COMMANDO
1—Military Connection
2—Special Training
3—Stealth
4—Demolitions
5—Futuristic/Magical*

COMMUNICATION
1—Radio
2—Morse Code
3—Radar/Sonar
4—Direction Finding
5—Futuristic/Magical*

COMPUTER
1—Computer Operation
2—Computer Programming
3—Computer Design
4—Futuristic/Magical*
5—Robotics*

DETECTIVE
1—Police Connections
2—Basic Criminology
3—Wiretapping
4—Advanced Criminology
5—Futuristic/Magical*

ENGINEER
1—Machinery
2—Electrical
3—Nuclear
4—Futuristic/Magical*
5—Robotics*

ESPIONAGE
1—Government Connections
2—Code
3—Shadowing
4—Disguise
5—Futuristic/Magical*

FUTURISTIC*
1—Zero Gravity*
2—Power Armor*
3—Interfacing*
4—Longevity*
5—Total Recall*

MAGICAL*
1—Arcane Languages*
2—Arcane Code*
3—Magical Detection*
4—Magical Identification*
5—Magical Protection*

MASTER CRIMINAL
1—International Connections
2—Smuggling
3—Safecracking
4—Forgery
5—Futuristic/Magical*

MECHANIC
1—Land Vehicles
2—Water Vehicles
3—Air Vehicles
4—Futuristic/Magical*
5—Special Ships*

MEDICAL
1—General Practice
2—Anaesthesiology
3—Psychiatry
4—Surgery
5—Futuristic/Magical*

PILOT
1—Land Vehicles
2—Water Vehicles
3—Air Vehicles
4—Futuristic/Magical*
5—Special Ships*

SCIENTIST
1—Chemistry
2—Biology
3—Astrophysics
4—Futuristic/Magical*
5—Energy Systems*

SOCIAL
1—Historical
2—Archeology
3—Psychology
4—Ethnology
5—Futuristic/Magical*

STAGE MAGICIAN
1—Slight of Hand
2—Card Manipulation
3—Escape Artist
4—Illusion Construction
5—Futuristic/Magical*

STREET CRIMINAL
1—Street Connections
2—Vehicle Theft
3—Burglary
4—Pickpocketing
5—Futuristic/Magical*

THEATRICAL
1—Acrobatics
2—Trapeze Work
3—Wire Walking
4—Impersonation
5—Futuristic/Magical*

WILDERNESS
1—Survival
2—Trapping
3—Hunting
4—Tracking
5—Futuristic/Magical*

The number of skill levels a character begins the game with is equal to the number of Personal Force points he has. Personal Force points are spent for professions and skills. Spent means that the number of Skill Level points equals the number of Personal Force points; not that the Personal Force points are actually expended for skills. The points can be divided any way the player wants when first creating the character, with one exception. Characters are limited in the number of points that can be spent for Combat skills to less than half the total points allowable. A character with a Personal Force of 9 could spend up to 4 points on Combat skills when creating their character. The other 5 points must be spent on other skill professions.

Each skill level is named. The name of the level indicates what can be done at that level. The levels are cumulative, a character with a level 3 skill can also perform the levels 1 and 2 of that skill. Each skill level costs one more point than the preceding level. For example, to go from Pilot – 3 to Pilot – 4 costs one point.

At the start of the game, the character can choose any skill level except those marked with an asterisk. After the character chooses his initial skills, the skill level can never increase by more than one per skill for each gaming session. The limit doesn't apply at the start of the game because initial skills constitute the character's background.

If the GM wants, he can limit the learning of skills to those skills it would have been reasonable for the character to have learned during the gaming session. For example, if the entire gaming session consisted of the infiltration of an industrial complex, it would be reasonable that the character could learn Detective or Engineer, but not Wilderness or Magical. Whether the GM decides to use the option of reasonable skill learning or not, one restriction always applies. Characters can only learn Futuristic or Magical skills, or the futuristic/magical level of a skill while they are in the proper futuristic or magical setting.

The skills function in two ways: the name of the skill level indicates specific things the character can do with the skill, and the number of the level gives the GM some indication of how skilled the character is in that profession.

Under normal conditions, when a character is using the skill as indicated by the name of the level, the skill automatically works. For example, a character with Communication – 1 would have no trouble fixing an old radio (as long as parts were available).

When conditions are unusual, or the character wants to use the skill in a way not covered by the level names, then the skill level number gives the GM something on which to base a decision for success. For familiar, but unusual circumstances, the base chance of success is 20% times the skill level. A roll of 5 or less always succeeds and a roll of 96 or greater always fails. If the circumstances are alien, the base chance of success is 10% times the skill level. There is no automatic success or failure when the conditions are alien.

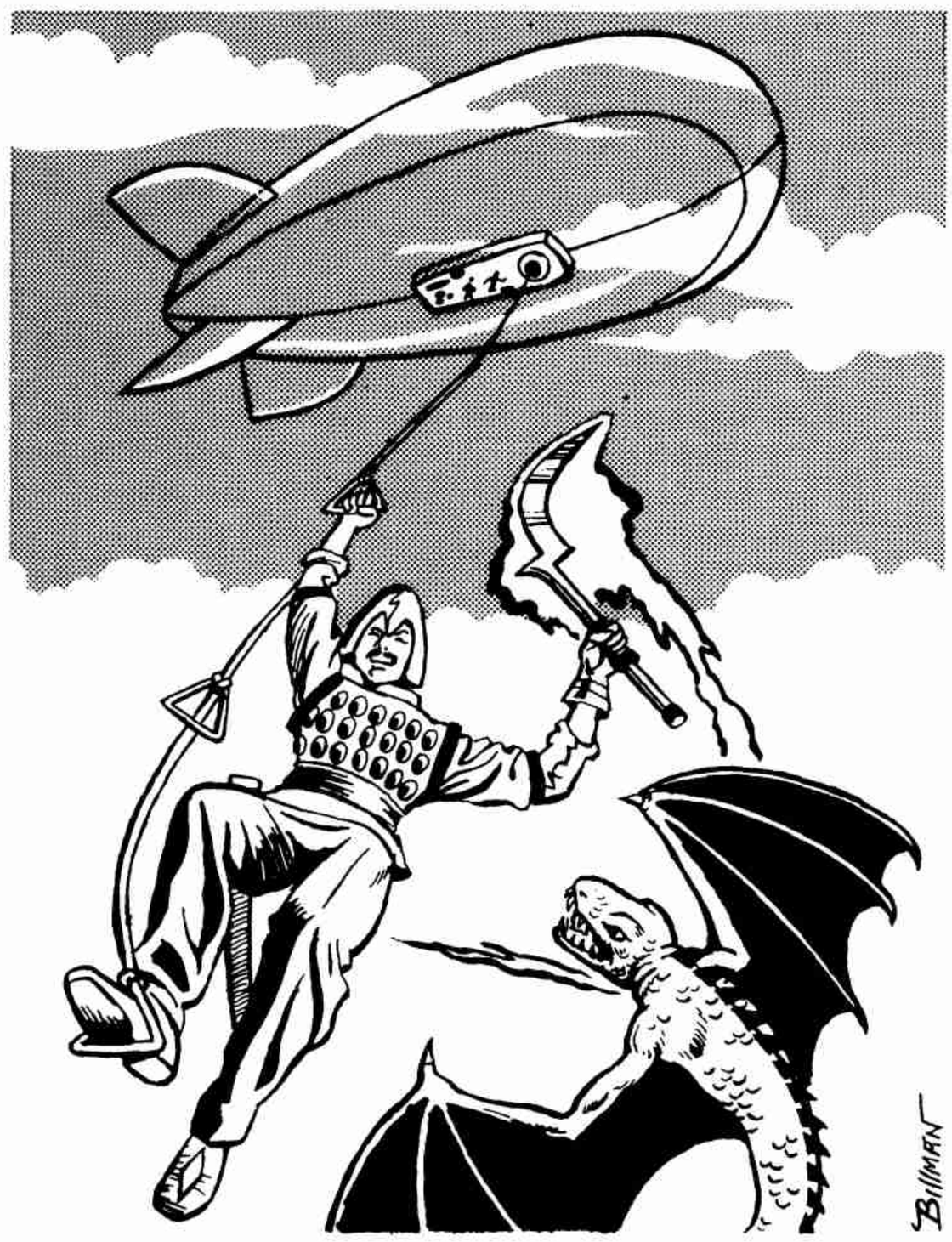
Continuing the above example, if the radio had been badly smashed, a character with Communication – 1 would have a 20% chance to fix the radio while a character with Communication – 5 would have a 95% chance to fix the radio (because 96 or higher is automatic failure).

Skills should not be used in an absolute way. The skill system is meant to help the GM make decisions about skills (it saves a lot of die rolling to allow character skills to automatically work under normal conditions). But to always let the skills work just because the skill is a named level could lead to ridiculous results. For example, a character could claim that he could grab a rope hanging from a jet airplane and use it to swing into the cockpit because he has Theatrical – 2 (trapeze work). The Game Master is the final arbitrator of skill success and should take into account the circumstances under which the skill is being tried.

The GM can add any new skills he wishes, making sure that any new skill has 5 named levels.

BUILDING
1—Carpentry
2—Metal Working
3—Electrical
4—Miniaturization
5—Futuristic/Magical*

The Building skill allows the individual to construct reasonable items as long as he has the proper tools. The emphasis is on reasonable. A Builder stranded on an island, with carpenter's tools could possibly build a simple sailing ship, but not a jet airplane. A Builder with level 3—Electrical can make simple repairs if a Mechanic or Engineer is not available. Such jury-



rigged repairs can be made only once instead of three times (for details see Mechanic).

Level 1—Carpentry: The individual can build reasonable items out of wood. The individual requires a carpenter's kit. It is up to the GM to determine what is reasonable to be built under existing game circumstances.

Level 2—Metal Working: The individual can build reasonable items out of metal. The individual requires a metal working kit. More complex and precise items of metal require access to a machine shop.

Level 3—Electrical: The individual can build reasonable items that have electrical components and slightly alter most electrical items. The individual requires an electrician's tool kit. The electrical skill also allows the individual to buy electrical items such as a radio transmitter or computer in kit form, saving 20% off the listed price.

Level 4—Miniaturization: The individual can use any lower level skills, but now has the skill and knowledge to build in miniature. Many items that are illegal to buy, such as wiretrapping bugs or a set of lockpicks, can be built from scratch parts using the skill.

Level 5—Futuristic/Magical*: The individual can use all lower level skills in a futuristic or magical setting. Thus, the Builder could build a miniaturized hologram projector, or build a ship from special magical wood that defied gravity.

BUREAUCRACY
1—Record Keeping
2—Record Tracking
3—Bribery
4—Infiltration
5—Futuristic/Magical*

The Bureaucracy skill allows the individual to deal with the various bureaucratic types of organizations quickly and directly. The individual gains the skill to quickly find the right kind of record among vast amounts of information, and to properly interpret this information. The individual also gains the skills needed to shortcut the normal bureaucratic methods and to achieve favorable results.

Level 1—Record Keeping: Bureaucracies deal in vast amounts of information. Such information is often written in jargon that only skilled people can interpret. Some examples of information would include legal documents, bookkeeping accounts, government records, and the various kinds of special forms so dear to the hearts of bureaucrats. The individual gains the skill to properly interpret such information.

Level 2—Record Tracking: Sometimes it is necessary to sift through large amounts of information to find the exact information desired. The record tracking skill enables an individual to find the correct information in minutes instead of hours, or hours instead of days (depending on how dfficult the GM determines the information would be to find). Some examples of useful record tracking would include tracking down the license number of a car, and tracking down true ownership of a business that is run by a holding corporation. Tracking down some types of records, such as ownership of a numbered Swiss bank account, or the contents of a secret government document is not automatic, and the GM should assign a probability depending on how difficult he determines the search would be.

Level 3—Bribery: The quickest path through bureacuratic indifference is bribery. Bribery is, of course, illegal. The bribery skill gives the individual the knowledge of how to properly bribe officials and the skill to determine which officials are open to bribery and the approximate cost. People, however, are unpredictable, and the skill does not always succeed. Under unusual circumstances, the GM should determine the probability of success in advance.

Level 4—Infiltration: To gain information from a bureaucratic organization, it is sometimes necessary to pretend to be a member of that organization. The infiltration skill gives the individual the skill to successfully impersonate a member of the organization to be infiltrated. It also gives the individual the knowledge of any forms of documents necessary for a successful infiltration. It does not, however, guarantee that the individual will have access to the proper documents.

Level 5—Futuristic/Magical*: The individual can perform all lower level skills in a futuristic or magical setting. Thus the individual may realize he needs a set of forged retina patterns to infiltrate a stellar corporation, or knows that the best way to bribe a court magician is with magical items or magical knowledge, not money.

COMBAT

Unlike other skills the Combat skill does not have named levels. The Combat skill is not a general skill; the category of Combat covers all types of fighting. A character actually takes the skill for each individual weapon (including unarmed combat). Therefore, the character wouldn't have the skill of Combat – 2, he would have the skill of Rapier – 2, or Pistol – 2, or some other weapon. Any type of attack listed on the Close Combat or Ranged Combat Weapon Charts qualifies for Combat skill. Since the Combat skill is by weapon, the skill could be taken many times for different weapons, at different levels. The limit is that only one-half of the Personal Force points at start can be spent on Combat skills; the rest must be spent for other skills.

The Combat skill gives a bonus both on the chance to hit in combat and the damage done on a successful attack. The bonuses are in addition to any other bonuses. An individual with a Physical score of 12, a Damage bonus of +2, and the Combat skill of Rapier – 2 would hit successfully on a roll of 14 or lower in close combat and would do 1-6 +4 points of damage on a successful attack. The skill bonuses apply to every attack made with that weapon in a turn. For example, a character with a Physical Score of 51 would normally get three attacks at 14 each. If the character had the skill of Unarmed Combat – 6, then each attack would have a base chance of 20 to hit. If the individual had a damage bonus of +6, each successful attack would do 12 points of damage. It would be possible for the individual to do 36 points of damage in a turn.

Weapons are not equal in the degree of skill one can learn. Some weapons are highly skilled, others have little skill that can be learned. The skill maximum levels are listed per weapon on the **Close Combat Weapon Chart** and the **Ranged Combat Weapon Chart,** under the column **Skill.** For example, Unarmed Combat has a maximum allowable level of 6, while Club has a maximum allowable level of 1. Weapons marked with an asterisk

are futuristic weapons. Characters can't begin the game with skills in these weapons.

COMMANDO
1—Military Connections
2—Special Training
3—Stealth
4—Demolitions
5—Futuristic/Magical*

Commando skill gives the individual skills that are related to combat skills.

Level 1—Military Connections: The first level of Commando is knowledge basic to the commando. The commando has Military connections in one government (or group of allied governments). At some point, the commando should choose which service branch the connections are in (army, navy, marines, or air force) and which country or allies the service is under. At the start of the game, the commando makes a Luck Roll for each commando level chosen. The Luck Roll is modified by the commando level. For every successful roll the commando has 1 medal and 1 ranking officer connection (the equivalent of colonel or higher). If no rolls succeed, the commando won no medals and has no ranking officer connections. For example, the character chooses Commando—3 and has a Luck Roll score of 7. The command makes three Luck Rolls which will succeed on a roll of 10 or lower.

Level 2—Special Training: The individual has a number of abilities that could help a combatant including parachuting, scuba diving, mountain climbing, and skill at setting small explosive charges. The individual, under normal circumstances, could drop out of an airplane using a parachute, swim underwater in scuba gear, or climb a mountain. If circumstances are out of the ordinary, the GM should determine the probability of success.

Level 3—Stealth: Stealth is the skill of moving quietly and taking advantage of cover to surprise the enemy. Stealth is more effective at night and over familiar ground. Under average security conditions (the equivalent of a night watchman or a routine guard duty) stealth will succeed and the guard will be surprised or the commando ambush will succeed. If conditions are out of the ordinary, the GM should determine the probability of success.

Level 4—Demolitions: The individual is skilled at setting all sizes of explosive charges. The individual can calculate the amount of explosive needed, what type of explosive will work best, and knows where to place the charge for maximum effect. Lower level commandos, master criminals of level 3 or higher, scientists, espionage agents, and detectives of level 4 or higher can all handle small explosive charges safely. Only an individual with demolitons skill can handle larger charges reasonably safely.

Level 5—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. The commando will know how to blow up a starship drive without damaging its life support system, or how to sneak up on a guard who has magically—enhanced senses.

COMMUNICATION
1—Radio
2—Morse Code
3—Radar/Sonar
4—Direction Finding
5—Futuristic/Magical*

The Communication skill allows individuals to send and receive messages, to repair equipment, to locate signals, and to improvise transmitters and receivers.

Level 1—Radio: The individual can repair a radio transmitter or receiver and improvise a transmitter or receiver if enough spare parts are available. While anyone can send or receive uncoded radio messages under normal conditions, only a communications expert has a chance of sending or receiving messages under unusual circumstances. The individual also has the skill of photography and is able to take photographs and to develop them himself.

Level 2—Morse Code: The individual has the knowledge to translate Morse code messages and the skill to send such messages. The individual also knows communications systems similar to Morse code (heliograph, flag signals, etc.). The individual gains skill in elementary decoding and can crack a simple code. Finally, the individual gains the skill to communicate in the television media, could serve a television camera crew or repair a television set.

Level 3—Radar/Sonar: The individual has the skill to track vehicles on land, sea, or air, Tracking is easiest in a large open field, such as at high altitudes and across the open ocean. Tracking across cluttered fields is less sure (such as tracking a helicopter at low altitudes or tracking the course of a ship through a harbor). The basic method of tracking is radar. Sonar is used to track underwater. On land, tracking often becomes difficult because of the many ground level objects that block tracking. The most reliable method of tracking is a homing device that sends out a one channel radio signal which can then be followed. A homing device must be planted on the individual or vehicle that is to be tracked in advance. To perform the skill, the individual needs access to the proper equipment.

Level 4—Direction Finding: The individual has the skill to determine from what direction a radio signal is coming. Tracking a radio signal to its exact location, however, takes time, especially if the transmission time per day is of short duration. Finding the source could take anywhere from 10 minutes to 10 hours of transmission time, depending on how crowded the area is (it is easier to track outside a city than inside a city). The usual method of tracking is triangulation. The signal is tracked from three different directions at the same time, then the three tracking results are compared. The individual needs direction finding equipment to perform the skill.

Level 5—Futuristic/Magical*: The individual can perform all lesser skills in a futuristic or magical setting. The individual could repair a radio run by magic or track down the source of an interstellar radio message.

COMPUTER
1—Computer Operation
2—Computer Programming
3—Computer Design
4—Futuristic/Magical*
5—Robotics*

The Computer skill allows the individual to use computers, to alter their programming, and to make simple repairs. It also allows the individual to use the skill with robots.

Level 1—Computer Operation: Computers store information, perform mathematical calculations, and organize the information stored in the computer. As long as there are no security locks on the computer, at level 1, the individual can operate the computer to retrieve information, perform calculations and print out information it has organized.

Level 2—Computer Programming: The individual can change the programming of a computer as long as there are no security locks on the computer. The individual could feed new types of information into the computer, alter the types of calculations the computer does, and have the computer organize the information stored in it in other ways. The difficulty of the type of programs and the amount of information stored in the computer are limited by the complexity of the computer. In general, the more memory a computer has, the more it is capable of doing complex work. For anything but the most basic needs, a large computer will be required.

Level 3—Computer Design: The individual can bypass normal computer security locks. The individual could link computers together to obtain more computer memory. The individual could hardwire (make a physical connection) between a small computer and a larger one, particularly if the larger computer transmits data by way of phone lines. Without the permission of the owners of both computers, such a connection is, of course, illegal. Finally, the individual could build a computer at 50% the normal cost.

Level 4—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. Thus, the individual could break the security lock on a spaceship's computer, or reprogram a computer run by magic.

Level 5—Robotics: Robots are run by miniature computers. At Level 5, the computer expert can perform all lesser level skills on robots. All robots, except Compubots and Workbots, will fight to protect their original programming. The computer system on such robots is always hidden and, once the computer expert has gained access to the interior of the robot, it will take 1-10 turns to

deactivate the robot. The computer systems on some robots are booby-trapped to discourage tampering.

DETECTIVE
1—Police Connections
2—Basic Criminology
3—Wiretapping
4—Advanced Criminology
5—Futuristic/Magical*

A detective has basic police skills. He was once a member of the police and still has police connections.

Level 1—Police Connections: The first level is the connections among the police so necessary to a successful detective. The detective can ask for favors from his friends (tracing the address of an owner of a license plate, checking to see if the car was stolen, obtaining criminal records and files, etc.). The detective should check for the number of citations awarded, and the number of ranking police connections the same way that the commando checks for medals and ranking military connections (see Commando). Police connections will also include 1-6 criminal informants who, for a price, keep the detective aware of criminal activity.

Level 2—Basic Criminology: Criminology is the science of crime investigation. The detective has the knowledge and skill to perform basic criminological investigations (fingerprinting, taking plaster casts of footprints, photographing the crime scene, filling out and interpreting proper police forms, using ballistics tests to determine caliber of a shot or to match up spent bullets, interpreting a coroner's report, intrepreting lab reports, detecting counterfeits, etc.).

Level 3—Wiretapping: It is illegal to use evidence obtained by wiretapping or other means of electronic surveillance (miniature recording bugs, using a dish antenna to eavesdrop on conversations, tapping phones, etc.). Even so, police often use electronic surveillance to help catch criminals. The skill also allows the individual to trace phone calls. The caller must stay on the line for a minimum of 10 turns for the call to be traced.

Level 4—Advanced Criminology: The individual no longer has to rely on others to perform more complex criminological tests, he can do the tests himself. Such tests include chemical analysis of clues, spectroscopic analysis of evidence, forgery detection, smuggling detection, and detection of simple art frauds (detection of duplicates unless they are above average in quality), the ability to determine whether gemstones are real, etc.

Level 5—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. Thus, the individual could determine an art forgery which was magically aided, or use futuristic "electronic surveillance" devices.

ENGINEER
1—Machinery
2—Electrical
3—Nuclear
4—Futuristic/Magical*
5—Robotics*

Engineers plan, maintain, and repair machines. Mechanics specialize in vehicles; engineers specialize in other types of machines, though there is a certain amount of crossover between the two skills. The two skills also reinforce each other. Under some circumstances, a mechanic will have a better chance to fix a complex vehicle if the individual is also an engineer. The skills of builder and engineer reinforce each other in a similar way.

Level 1—Machinery: The engineer plans, maintains, and repairs basic machinery, but doesn't have the skill to work on the electrical parts of a machine.

Level 2—Electrical: The individual gains the knowledge and skill to work on the electrical parts of machines. The individual can also plan, maintain, and repair machines that generate electricity. Such machines could range from a simple wind-powered generator to a thermal-powered generating plant.

Level 3—Nuclear: The individual can plan, maintain, and repair nuclear power plants. If the individual also has Commando −4, the individual can setup or defuse nuclear bombs.

Level 4—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. The individual could repair a nuclear-powered, automatic crane or an electrical generating plant powered by magic.

Level 5—Robotics: The individual can plan, maintain, and repair the body of a robot. The engineer can't alter the robot's computer. Thus, for a badly damaged robot to be repaired and reprogrammed, both a level 5 engineer and a level 5 computer expert are needed (naturally one individual could have both skills).

ESPIONAGE
1—Government Connections
2—Code
3—Shadowing
4—Disguise
5—Futuristic/Magical*

The Espionage skill deals with international spying. The individual was a former government agent and still retains some government contacts. The espionage agent should check to see how many commendations he received while working for the government and how many ranking government officials are connections in the same way that a commando checks for medals and ranking military connections. The Espionage and Detective skills reinforce each other, so an espionage agent with Detective skill will have a greater chance of success under uncertain conditions than an espionage agent without Detective skills.

Level 1—Government Connections: The first level of Espionage gives the agent those connections necessary for success. The government connections will be inside the field of espionage with the possible exception of a few high-ranking government officials (Senators, Congressmen, etc.). The government connections can provide useful information and other types of help to the espionage agent.

Level 2—Code: The individual can send and receive all types of code. If the code is the type that can be broken, then the espionage agent can break the code, though the effort could take weeks or months. Some kinds of codes can't be broken because they aren't mathematical ciphers. The most simple type of non-breakable code is to have the agent use a particular book agreed on in advance. The coded message then gives a page number, paragraph number, sentence number, and word number for each word in the message. 225-3-2-7 would mean page 225, 3rd paragraph, 2nd sentence, 7th word. The message is decoded by looking up the words in the proper book. Without knowledge of what book is being used, the code is virtually unbreakable.

Level 3—Shadowing: The individual has the skill to follow an unsuspecting person without being noticed. If the person has reason to suspect that he might be followed, the skill doesn't automatically succeed. The GM should assign a probability of success considering the circumstances. If shadowing doesn't succeed, the espionage agent will either lose the person or be seen. The shadowing skill allows the espionage agent to follow either on foot or in a vehicle.

Level 4—Disguise: The individual can change his appearance so that most witnesses won't recognize the individual. The skill requires a make-up kit. Another espionage agent has a chance to recognize the disguised agent. The GM should assign a probability of the individual being recognized depending on how skilled the

enemy agent is. In general, the chance of recognition would be 10% times the level of the enemy agent (the chance of recognition also works in reverse, when the espionage agent is trying to recognize an enemy agent who is disguised). The disguise is not impersonation (a Theatrical skill), the espionage agent can't use disguise to look like a specific person, while the actor can use impersonation to look like a specific person.

Level 5 – Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. Therefore the espionage agent could shadow a person through a space port, or have a chance to recognize an enemy agent who has a magically-assisted disguise.

FUTURISTIC*
1—Zero Gravity*
2—Power Armor*
3—Interfacing*
4—Longevity
5—Total Recall

Futuristic skills are skills which are useful in a science fiction setting. The futuristic levels of any skill and all 5 Futuristic skills are usually unavailable at the start of the game when players are creating their characters. Futuristic skills become available when, during the course of play, the characters find themselves in a futuristic setting. Any character whose Personal Force is raised while in a Futuristic setting can choose either a Futuristic skill, starting at level 1, or the futuristic level of a skill (provided the character already has the necessary lower levels of that skill). If the character gains the futuristic/magical level of skill because of advancement while in a futuristic setting, the skill won't automatically work in a magical setting until the character also raises his Personal Force while in a magical setting. The character need not use the increase to reacquire the skill level; it is enough to have the character's Personal Force increase while in a magical setting (indicating that the character has remained in a magical setting long enough to learn to adapt his skill).

Level 1 – Zero Gravity: The individual receives no penalties for working or fighting in zero gravity, free-fall conditions. Such conditions usually apply outside vehicles in normal space (not hyperspace), or inside any vehicles in space without rotational spin to provide gravity, or without artificial gravity. Individuals who don't have the zero gravity skill will be −5 in combat and −20% to perform a skill.

Level 2 – Power Armor: Power armor and space armor are complex pieces of equipment. Unless the individual has the skill of power armor, that individual cannot use power armor or space armor.

Level 3 – Interfacing: The interfacing skill requires a special surgical implant. Once the implant is in place, the individual can link his or her nervous system with the electrical system of a machine so that the machine can interact with the individual. Interfacing increases the probability of success for the Pilot, Mechanic, Engineer, Communication, Scientist, and Medical skills in futuristic settings.

Level 4 – Longevity: The individual learns to control the aging process. The individual's normal life span is tripled. The individual can appear younger for a longer time. The individual also immediately receives 3-30 more Life Points. Unfortunately, initial surgery and training needed for this skill costs one million credits. Without paying the money, the skill cannot be taken.

Level 5 – Total Recall: The individual learns to maximize the use of his memory. Skills can now be learned at a rate of 2 to 1. Thus, by spending one point, the individual receives 2 skill levels. The GM may wish to have this skill cost one million credits. Total Recall only works for skills judged primarily "mental".

MAGICAL*
1—Arcane Languages*
2—ArcaneCode*
3—Magical Detection*
4—Magical Identification*
5—Magical Protection*

The Magical skill gives the individual knowledge and skills useful in a magical setting. Magical skills are not powers, they succeed because of the training and knowledge the individual has, not because of some innate force. The acquisition of Magical skills and the magical level of other skills is limited in the same way that the acquisition of Futuristic skills is limited (see Futuristic).

Level 1 – Arcane Languages: Arcane means ancient and magical. Certain ancient languages were languages of power. Those languages can't be spoken or read without intensive study (even using the power of Dimensional Language). The individual with the arcane languages skill can read, write and speak most magical languages. The only magical languages not known would be those which the GM determines should remain secret to maintain the logic of certain adventures.

Level 2 – Arcane Code: Magicians often write their messages in code. The individual with the arcane code skill can decipher most coded magical messages, and can write their own coded messages.

Level 3 – Magical Detection: With the proper training, an individual can detect the fact that certain items are magical. The chance of detection depends on how powerful the person was who cast the spell. The basic chance is 100% minus the difference between the Personal Force of the individual who cast the spell and the Personal Force of the individual trying to detect the magic. (If the Personal Force of the individual who cast the spell is not known, the GM can either let magical detection automatically succeed, or assign a probability of success.) The individual trying to detect magic must make a conscious effort at magical detection, maintaining concentration upon the object that is to be detected (and specifying the object in advance).

Level 4 – Magical Identification: Using extreme concentration, the individual is able to identify magical items classed as common. If the item is considered uncommon, the chance of identifying it is drastically reduced. For example, the individual could concentrate on a sword and realize it was magical, but might only have a 20% chance of correctly identifying the sword as Excaliber. If identification goes wrong, the individual will either not know what the item is, or will incorrectly identify it. Magical detection and magical identification are useful tools for the players and GM to keep the adventure flowing smoothly, but it is easy for players to abuse the skills. To maintain play balance, an individual with the magical identification or magical detection skill should only be allowed to use each skill three times per day.

Level 5 – Magical Protection: The individual can make a defensive barrier that serves as protection against most spells and the attacks of most magical creatures (including creatures from the elemental planes). Such a defensive barrier takes approximately 10 turns to erect. The individual will need a set of magician's tools (enchanted candles, chalks, wands, etc.). More powerful magical creatures and spells have a chance of smashing through the barrier. The GM should assign a probability of the barrier holding dependent on the circumstances. The barrier can be built as a wall or as a circle that can hold up to 10 people. The barrier (or wall) can only be built once per day.

MASTER CRIMINAL
1—International Connections
2—Smuggling
3—Safecracking
4—Forgery
5—Futuristic/Magical*

Master Criminal deals with crimes that require complex training. Master crimes are usually more sophisticated than street crimes and often take place in an international setting. The various skill levels give the individual the knowledge and expertise to have a chance of success; they do not guarantee that the criminal won't be caught.

The average return on sales of stolen merchandise is only 10% of the normal value. Selling stolen goods is called fencing the goods, and the buyer is called a fence.

Level 1 – International Connections: The individual knows how to contact the international black market (to buy illegal merchandise), other master criminals, international fences (to sell stolen goods), and representatives of various national crime organizations (the Syndicate in the USA, the Mafia in Sicily, the Unione Corse in France, etc.). In general, the individual will have the knowledge necessary to get a start as a master criminal.

Level 2 – Smuggling: The individual has the knowledge and skill to smuggle goods across national boundaries. Smuggling will automatically succeed as long as the individual is smuggling a small load and crossing the border in an out-of-the-way place. If large quantities are being smuggled, or the locality is well-

guarded, the GM should assign a probability of success depending on the circumstances. The skill also allows the individual to design special hiding places that have a chance to avoid detection (such as a false bottom on a suitcase, or a hidden compartment in a boat). The hiding place with pass a casual inspection. Under other circumstances, the GM should assign a probability of detection. Actually building the hiding place could require outside help, or a character with the proper Building skill.

Level 3—Safecracking: The individual can open any average safe. If the safe is more difficult, the GM should assign a probability of success, or lengthen the time needed to open the safe. The usual time is 10-100 turns, but it could take hours to crack a complicated safe. Safecracking might require the aid of an explosive. The individual can set off small explosive charges safely, but has no true demolitions skill. Safecracking also requires metal working tools. The master criminal can choose to specialize in the theft of one type of luxury item (gems, artwork, furs, gold coins, bearer bonds, etc.). The return on the sale of the specialty item (only) is 20% instead of the usual 10% since the master criminal has more reliable sources.

Level 4—Forgery: The individual can forge a signature that will pass casual inspection as long as the individual first gets a chance to study the signature. The individual can also forge documents and other items such as passports, drivers' licenses, credit cards, etc. Depending on what is being forged, the individual may need access to special machines such as a plastic mold or a machine shop. The forgery will pass casual inspection. Under other circumstances the GM should assign a probability of success.

Level 5—Futuristic/Magical*: The individual can perform all lower level skills in a futuristic or magical setting. Therefore, the individual could forge identity papers as a spacer, or crack a magically guarded safe.

MECHANIC
1—Land Vehicles
2—Water Vehicles
3—Air Vehicles
4—Futuristic/Magical*
5—Special Ships*

The Mechanic skill and the Pilot skill compliment each other. The five levels all have the same titles. The Pilot skill allows the individual to operate vehicles; the Mechanic skill allows the individual to repair the vehicles. All characters can operate common vehicles such as cars, but only mechanics can repair vehicles. Such repairs usually take 1-10 hours. If the damage to the vehicle was extensive, the repairs will only be temporary. There will be a 10% chance per day that the vehicle will break down again until the repairs are checked at a special repair facility such as a mechanic's garage, a drydock, a spaceport, etc. The breakdown chance is cumulative (thus, the chance of breakdown on the third day after repairs is 30%). If the broken repair work is patched up, the process begins again. Any vehicle that breaks down three times after the initial repair is beyond repair. It will have to be towed to the nearest repair facility and rebuilt (a process that costs one-quarter of the original cost of the vehicle).

Level 1—Land Vehicles: The individual has the skill and knowledge necessary to repair any land vehicle. To temporarily repair vehicles, the mechanic needs a mechanic's tool kit. To make lasting repairs, the mechanic needs the appropriate repair facilities since the proper equipment is too expensive, and too heavy to be carried by hand.

Level 2—Water Vehicles: The individual has the skill and knowledge necessary to repair the engines of any water vehicles. If damage is not too extensive, the individual can repair the nonmechanical parts of any water vehicles (such as a small hole in the hull of a ship, a broken mast, etc.). For more extensive nonmechanical repairs, a builder is required.

Level 3—Air Vehicles: The individual has the skill and knowledge to repair the mechanical parts of any air vehicle, provided the mechanic can reach them (a mechanic could not, for example, repair one of the jet engines on the wing of a jet liner in flight).

Level 4—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. For example, the individual could repair a magical boat that sails on sea and air, or the engine of a hovercar.

Level 5—Special Ships*: The individual has the skill and knowledge to repair ships that travel in outer space, through time, and between dimensions. The individual can only do interior repair work while the vehicle is in movement. Exception: The individual could do repair work outside starships not in hyperspace if he also had the Zero Gravity skill.

MEDICAL
1—General Practice
2—Anaesthesiology
3—Psychiatry
4—Surgery
5—Futuristic/Magical*

The Medical skill allows characters to heal faster and is necessary to save a character's life when the character is reduced to below 0 Life Points (but not more than the limit of the character's Personal Force). The Medical skill allows the individual to heal one point of damage per skill level per person per day. The Medical skill can be used to save a person's life (when the person goes unconscious) many times in the same day, but the person will only regain Life Points the first time the Medical skill is used. When a character is reduced to less than 0 Life Points but still alive because of Personal Force, that individual must be treated by a skilled medic within 10 turns or the character will bleed to death.

For example, a character with 8 Personal Force points takes damage that reduces him to −2 Life Points. The character becomes unconscious. He is treated by a Medic − 3 who restores him to 1 Life Point and he regains consciousness. Later the same day he takes 9 more points of damage, going to −8 Life Points. The character is again treated by the medic but regains no more points. He remains unconscious, but is in no danger of bleeding to death.

Note that the Medical skill is only one type of healing. All the various types of healing are cumulative. Thus, the same character could use his healing score, be healed by a medic, be healed by the Curing power, and drink an elixir of healing all in the same day. A medic can heal himself if still conscious.

Level 1—General Practice: The individual gains all the basic knowledge and skill to become a qualified medical doctor. In order to properly practice his skill, the individual needs a medical kit.

Level 2—Anaesthesiology: The individual becomes a specialist capable of administering anaesthetics. To gain information using a truth serum, the individual must be at least a level 2 medic. Truth serums will extract some information from the average individual. The GM must decide how much information is gained. Truth serum doesn't work on all individuals. The GM can assign a probability of success in advance.

Level 3—Psychiatry: The individual becomes competent to deal with mental illnesses, including artificially induced, or temporary insanity. If the circumstances are unusual, the GM can assign a probability of success.

Level 4—Surgery: If the individual has a surgeon's kit, the individual can add 1-6 extra points of healing in addition to those points normally healed (except when healing himself).

Level 5—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. The medic can do an additional 1-6 points of surgery (2-12 in all).

PILOT
1—Land Vehicles
2—Water Vehicles
3—Air Vehicles
4—Futuristic/Magical*
5—Special Ships*

Pilot skill allows the individual to use unusual craft such as sailboats or airplanes safely under normal conditions. It also gives the individual the basic navigational skill needed to keep on course, whether at sea, in the air, or through the stars. Anyone can drive common vehicles, but only a pilot can safely drive uncommon vehicles such as a tank or helicopter.

Level 1—Land Vehicles: The individual has the skill to drive unusual land vehicles under normal conditions. Unusual land vehicles would include race cars, semitrailer trucks, land rovers, and military vehicles such as tanks or half-tracks. If the conditions are out of the ordinary (heavy fog, rain, snow, etc.) there is a

chance the pilot will have an accident. The GM should assign an accident probability depending on the circumstances.

Level 2—Water Vehicles: The individual has the skill and knowledge needed to pilot vehicles on water. Nonpilots are usually limited to power motor boats or simple water crafts such as row boats or canoes. Pilots could sail sailing ships, pilot large yachts, and in an emergency, serve as captain or navigator aboard large ships. Under unusual circumstances the GM should assign the probability of a crash or accident.

Level 3—Air Vehicles: The individual can pilot all normal types of air vehicles. There are no air vehicles that nonpilot characters can fly. Under unusual circumstances, the GM should assign a probability of a crash.

Level 4—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. The pilot could fly a magic carpet or pilot a hovercar.

Level 5—Special Ships*: The pilot can drive ships that travel in outer space, through time, and between the dimensions. Such ships are difficult to find and expensive.

SCIENTIST
1—Chemistry
2—Biology
3—Astrophysics
4—Futuristic/Magical*
5—Energy Systems*

A scientist is an individual who specializes in the systematic knowledge of nature and the physical world. In a limited way, a scientist is also a technician. Thus, a level 1 scientist could handle small explosive charges; a level 2 scientist could keep an injured person from dying, and a level 3 could make simple mechanical repairs. The Scientist skill is also useful as a device for the GM to give the character scientific information.

Level 1—Chemistry: Given a proper chemical laboratory, the chemist can make most chemical substances. The chemist can also handle small explosive charges, though the individual has no true demolition skill.

Level 2—Biology: A biologist can make reasonable guesses about normal plants and animals the biologist is unfamiliar with and will have knowledge of most familiar plants and animals. There is a good chance the biologist will be able to point out poisonous species and edible species. If the biologist has access to a lab, the success is automatic.

Level 3—Astrophysics: Astrophysics includes both astronomy and physics. The astrophysicist has knowledge of mechanics and space.

Level 4—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. For example, the scientist could perform an autopsy on a biological construct or navigate a space ship if the pilot were unconscious.

Level 5—Energy Systems: The scientist has the skill and knowledge to work with pure energy systems, including the transference (with mechanical aid) of matter into energy or energy into matter. The scientist can also determine when energy fields or screens are present and determine possible mechanical means to overcome such fields or screens.

SOCIAL
1—Historical
2—Archeology
3—Phychology
4—Ethnology
5—Futuristic/Magical*

The Social skill serves primarily as a means by which the GM can give important information to the players. It gives the characters a chance to gain useful information about societies and individual behavior that the players may not know.

Level 1—Historical: The individual has a comprehensive knowledge of history. If, during the course of play, the character with historical skill could reasonably be expected to know a fact, the player should be informed of the fact. It is up to the player to remind the GM that his character has the historical skill.

Level 2—Archeology: The individual has some knowledge of past societies that left few written records. Archeological information won't be as extensive as historical information. Archeological information includes information on the mythologies of most people.

Level 3—Psychology: The individual can recognize behavior that could be termed insane and has a chance to cure such behavior as long as there is not a physical cause for the behavior.

Level 4—Ethnology: Ethnology is the science of cultures and the way in which groups of people interact. Ethnology allows the individual to make reasonable deductions from studying the behavior of people in unknown cultures.

Level 5—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. Therefore the individual might be able to cure a magically-induced insanity or make deductions about an alien culture.

STAGE MAGICIAN
1—Slight of Hand
2—Card Manipulation
3—Escape Artist
4—Illusion Construction
5—Futuristic/Magical*

A stage magician learns a number of skills useful for performing a magic act before an audience.

Level 1—Slight of Hand: The individual learns the trick of making small objects seem to disappear . . . possibly to reappear somewhere else. Part of the successful trick is good manual dexterity, but another part of the trick is misdirection (the art of using gestures and words to make onlookers look away from the item which is to disappear, at a crucial moment, so that they are not even aware that their gaze has strayed).

Level 2—Card Manipulation: The individual learns to do tricks with a deck of cards or similarly-shaped objects. Card Manipulation takes the chance element out of card games and is dangerous and illegal to use when playing games of chance. At level 2, the stage magician also learns ventriloquism that allows the individual to talk without seeming to move his lips and to make his voice sound as if it is coming from somewhere else *(throwing one's voice)*.

Level 3—Escape Artist: The individual has the skill and knowledge necessary to escape from most bonds (strait jackets, handcuffs, ropes, chains, locks, etc.). Escape usually takes 10-100 turns.

Level 4—Illusion Construction: The individual has the knowledge and skill necessary to create convincing illusions, as long as the stage magician can construct the correct sets of props in advance. Illusion construction requires advance physical preparations, and the proper conditions (similar to those in a theatre). Given the right conditions, the stage magician can perform all classic illusions (sawing a person in half, making large objects disappear, making a person levitate, etc.). Characters should remember that the illusions are tricks, not powers.

Level5—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. For example, the individual could use holograms to construct more complex illusions, or escape from a magical rope.

STREET CRIMINAL
1—Street Connections
2—Vehicle Theft
3—Burglary
4—Pickpocketing
5—Futuristic/Magical*

Street Criminal deals with those types of simple crimes that don't require complex training. The skill does not guarantee that the criminal won't be caught. The average return on stolen merchandise is 10%.

Level 1—Street Connections: The individual knows where to contact the local black market, local loansharks, local criminals, local fences. In general, the individual has all the knowledge necessary for street crime.

Level 2—Vehicle Theft: The individual is skilled at hot wiring (starting a vehicle without a key) and other techniques useful for stealing vehicles (mainly cars). The individual also has knowledge of where to contact hot car rings (specialty fences for stolen cars) and the knowledge necessary to rework the vehicles so they do not fit the description of the stolen vehicle. Under unusual circumstances, including any kind of theft except that of cars, the GM should assign a probability of success. Altering the vehicle requires use of proper repair facilities.

Level 3—Burglary: The individual is skilled at lockpicking and defusing alarm systems. The skill is adequate for average locks and alarm systems. If the locks or alarm systems are more difficult than average, the GM should assign a probability of success. If locks are not successfully picked, entrance is not possible; if

defusing an alarm system fails, the alarm goes off. A level 3 street criminal needs a set of lock picks to pick a lock. Defusing an alarm system requires an electrical kit.

Level 4—Pickpocketing: The individual has the skill to pickpocket one item off another person as long as that item is only loosely guarded and is no longer than the average wallet. If the circumstances are unusual, the GM should assign a probability of success.

Level 5—Futuristic/Magical*: The individual can perform all lower level skills in a futuristic or magical setting. Thus, the individual could steal a hovercar or defuse a magical alarm system.

THEATRICAL
1—Acrobatics
2—Trapeze Work
3—Wire Walking
4—Impersonation
5—Futuristic/Magical*

Theatrical skills are skills used in the entertainment field. Most of them are related to circus work, but the skills of an actor are also included. Theatrical skills allow individual characters to perform physical feats that would be impossible for most individuals.

Level 1—Acrobatics: The individual gains a number of related physical skills including juggling, leaping, somersaults and other types of acrobatics. The individual also learns how to fall properly and can fall from as high as 40 feet onto grass without damage. Acrobatics modifies the judgment decisions by the GM, but there is still a danger from difficult physical actions.

Level 2—Trapeze Work: The individual learns how to swing across distances safely and how to catch human-sized objects while swinging. To catch objects, the individual must have his hands free while swinging (the individual is anchored using legs and feet). In addition, the individual can perform most other related circus skills such as training animals, bareback riding, being a clown, etc. Such skills do not include marksman skill, knife throwing, or any type of skill that is more properly classed under Combat.

Level 3—Wire Walking: The individual can walk on a wire anchored between two points (such as buildings or platforms) in the air under normal circumstances. Normal circumstances do not include being shot at, or one or both of the anchor points being unsteady. Tall buildings will sway because of wind pressure, so anchor points between skyscrapers are not absolutely safe. If the circumstances are unusual, the GM should assign a probability of success.

Level 4—Impersonation: The individual learns the skills of an actor. Perhaps the most difficult skill is that of impersonation, where the actor tries to disguise himself as another individual. The actor needs a make-up kit. The impersonated individual must be reasonably close to the character in size, weight and sex. Players can't list height, weight or sex on their record sheets; however, they may choose these statistics if they want. The restriction on impersonation is merely meant to keep use of the skill within limits.

Level 5—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. Thus, the individual could use magic to aid an impersonation, or perform acrobatics aided by a jet pack.

WILDERNESS
1—Survival
2—Trapping
3—Hunting
4—Tracking
5—Futuristic/Magical*

The Wilderness skills deal primarily with the out-of-doors. The various skills allow the individual to survive and even prosper in the wilderness.

Level 1—Survival: The skill allows the individual to survive in most wilderness settings. The individual can find shelter, know what foods are edible, make simple tools, etc. Under unusual circumstances such as the arctic wasteland or a desert, survival is not assured and the GM should assign a probability of success. If the individual is using the skill to try to provide survival for several characters survival should also be assigned a probability.

Level 2—Trapping: The individual has the skill to set traps for animals for furs or meat. If the trap is being set for an intelligent species then the GM should assign a probability of success. Setting traps is ineffective in most indoor settings.

Level 3—Hunting: The individual has the skill to hunt game. the individual hunts mainly by waiting at areas where game frequents, though the individual can track game for a short distance. The individual could use the skill to sustain up to 10 other people.

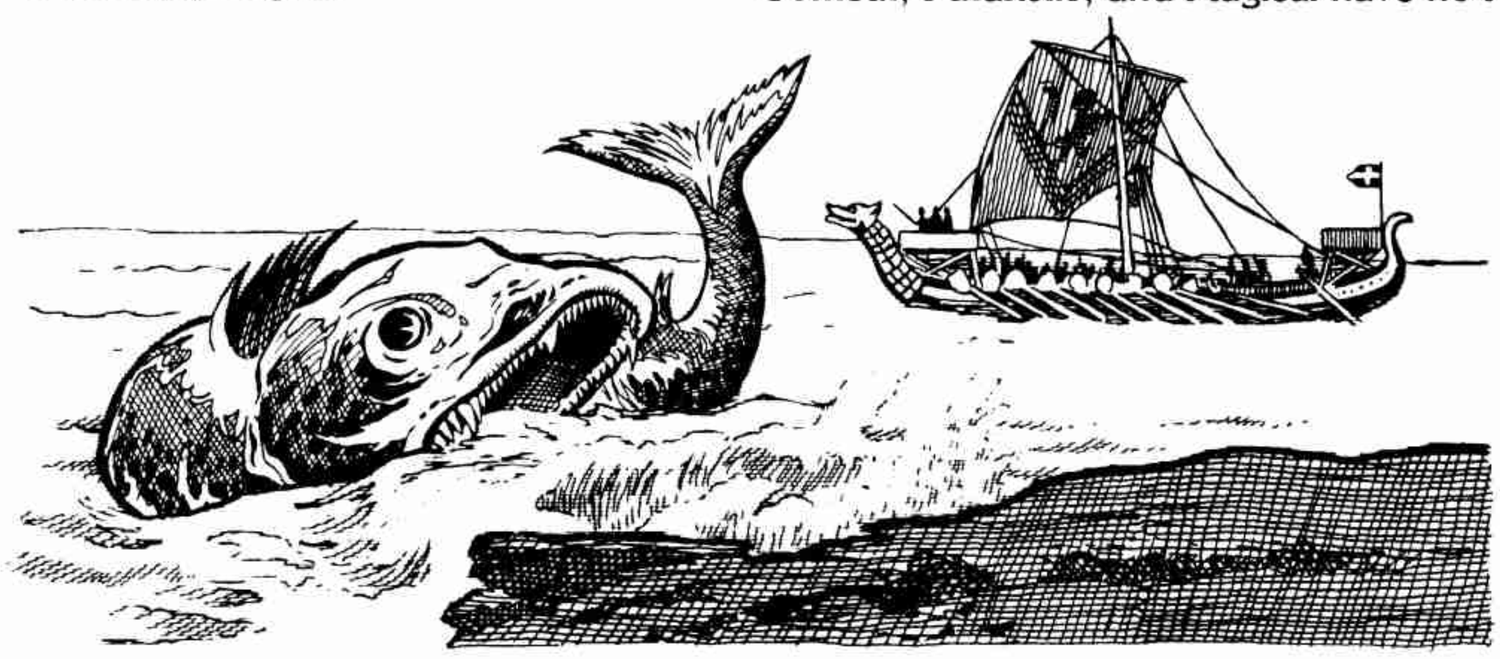
Level 4—Tracking: The individual can track animals for hunting. If the individual is tracking an intelligent species, the GM should assign a probability of success. The individual can also track indoors with a lesser chance of success.

Level 5—Futuristic/Magical*: The individual can perform all lesser level skills in a futuristic or magical setting. For instance, the individual could survive on an alien planet, or track a magical creature.

Reinforcing Skills

Building	Master Criminal
Engineer	Street Criminal
Mechanic	Espionage
Bureaucracy	Mechanic
Detective	Engineer
Commando	Pilot
Espionage	Medical
Theatrical	Scientist
Communication	Pilot
Computer	Engineer
Computer	Scientist
Scientist	Social
Communication	Medical
Detective	Social
Espionage	Scientist
Bureaucracy	Stage Magician
Engineer	Theatrical
Mechanic	Building
Scientist	Street Criminal
Espionage	Master Criminal
Detective	Theatrical
Street Criminal	Stage Magician
Master Criminal	Commando
Commando	Wilderness
Communication	Scientist

Certain skills aid other skills to function better under unusual circumstances. The Reinforcing Skills list gives each skill that has reinforcing skills and those skills that reinforce the basic skill. Combat, Futuristic, and Magical have no reinforcing skills.



PART 4
EQUIPMENT

Virtually any kind of equipment can be helpful to the characters in the course of their adventures. Only the items most used in the game will be described. The GM can add any equipment he wants. Any department store catalog is an excellent source for equipment prices.

The characters should be able to obtain any reasonable item of equipment. The GM has the final decision as to what is and is not reasonable. As long as the characters aren't carrying too much equipment (approximately 10 items or less) the GM doesn't need to have the characters specify which items are ready for use, and which aren't. If the characters load themselves with too much equipment, then they must specify which items are ready for use. The GM might also modify initiative rolls and movement rates for characters loaded down with equipment. Example: it is reasonable in a dangerous situation for the characters to have quick access to their weapons; it isn't reasonable to have characters suddenly pull out some item packed away in their backpacks.

The prices given on the Equipment Lists are approximate. Scarcity or surplus could change the prices (at the GM's discretion). Bargaining could also alter the prices. Items that cost less than the equivalent of $5 aren't listed.

Three equipment lists are included in the game: the **Modern Equipment List,** the **Futuristic Equipment List,** and the **Antique Equipment List.** The **MODERN EQUIPMENT LIST** contains items of equipment that could be found anytime in this half of the 20th century (i.e. today). The **FUTURISTIC EQUIPMENT LIST** contains items of equipment to use in adventures that take place in the future. The **ANTIQUE EQUIPMENT LIST** contains items useful for adventures that take place in past or fantasy settings.

Any equipment on the **Modern Equipment List** can be updated for a futuristic or magical setting. Skill kits must be updated if the skill is to be used in a futuristic or magical setting. For example, a futuristic camera could be a holocamera (for holograms) and a magical camera could be one that takes pictures by magic.

MONEY

The basis of the money system used in the game are U.S. dollars of the 1980's. The prices are given in these dollars on the **MODERN EQUIPMENT LIST.** The **FUTURISTIC EQUIPMENT LIST** gives prices in a futuristic currency: the credit. One **credit** equals one dollar. A credit is the amount of money earned by one individual at minimum wage for manual labor for one hour in the future. The **ANTIQUE EQUIPMENT LIST** gives prices in silver centums. One silver **centum** equals one dollar. A silver centum is a silver coin equal to 1/100th of a pound of silver. Dollar is abbreviated $; credit is abbreviated cr., and silver centum is abbreviated SC.

$1 = 1 cr. = 1 SC

Currency values fluctuate throughout time and space. Currencies are also called different names in different countries. If the GM wants, he can devise tables to cover currency fluctuation, but it is seldom worth the effort. The GM can also add more flavor to an adventure by using currency names special to the adventure (franc, deutchemark, peso, florin, drachma, bezant, etc.). Such names add to the background of an adventure, but do not essentially change it. What is most important for game purposes is that money belongs to the setting. For example, a character trying to spend a $20 bill dated 1981 would get some strange reactions if the adventure were taking place in 1927.

Any item on the Modern Equipment List can be upgraded as futuristic equipment at twice the normal cost in credits.

*the item is normally illegal or difficult to own and obtain.

MODERN EQUIPMENT LIST

Item	Price
Ammunition	$5
Anaesthetic Dart Rifle	$250
Automatic Rifle	$400*
Backpack	$45
Ballistic Cloth Shirt	$300
Ballistic Cloth Bodysuit	$400
Binoculars	$50
Bow	$200
Burglar's Tools	$50*
Camera	$200
Canoe	$300
Car	$5000
Carpenter's Tools	$100
Club	$5
Compass	$10
Cutting Torch	$200
Detonator (Timer, Fuse, Plunger)	$10
Dynamite	$10/stick
Electronic Bug	$100*
Emergency Rations	$20/person/week
Flaregun	$10
Flashlight	$5
Fragmentation Grenade	$20*
Gas Mask	$15
Handcuffs	$10
Homing Device	$50
Knife	$10
Large Computer	$100,000
Light Intensifier Goggles	$200
Machinist's Tools	$300
Makeup Kit	$35
Mechanic's Tools	$300
Medical Kit	$300
Metal Detector	$500
Miniature Camera	$400
Miniaturization Tools	$1000
Motorboat	$20,000
Motorcycle	$1000
Navigational Equipment	$200
Parabolic Listening Device	$350
Parachute	$200
Plastic Explosive	$50/lb.
Pickup Truck	$10,000
Pistol	$300
Radar/Sonar Equipment	$20,000
Radio Detonator	$100
Radio Receiver	$200
Radio Transmitter	$10,000
Revolver	$250
Rifle	$250
Rope	$20/100'
Rubber Raft	$400
Sailing Ship	$50,000
Scrambler	$250
Scuba Gear	$350
Short-Wave Radio	$1000
Shotgun	$300
Silencer	$50*
Ski Gear	$300
Sleep Gas Bomb	$20
Small Airplane	$100,000
Small Computer	$2000
Smoke Bomb	$10
Spear Gun	$100
Steel Cable	$50/100'
Submachinegun	$500*
Surgeon's Kit	$1000
Tape Recorder	$500
Telescopic Sight	$100
Television Camera	$2000

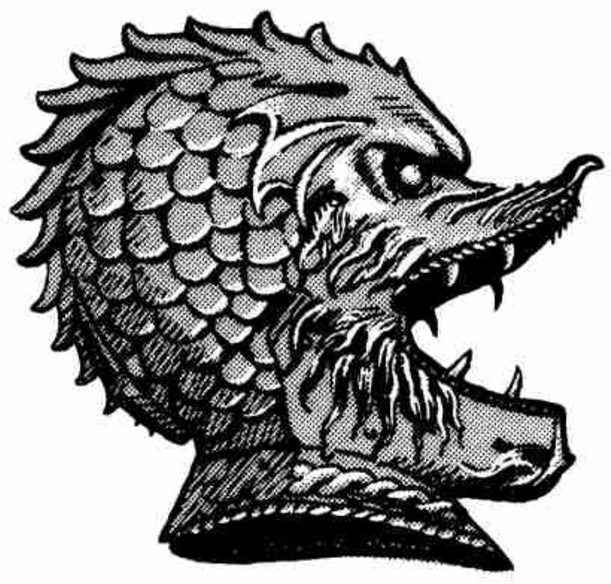
Tent	$200
Thermite	$30/lb.
Tranquilizer	$5/charge
Truth Serum	$10/charge
Upkeep for Character	$150/week
Walkie Talkie	$25
Wiretapping Equipment	$500*

FUTURISTIC EQUIPMENT LIST

Item	Price
Autosoldier	50,000 cr.
Autotank	500,000 cr.*
Blaster	9000 cr.*
Compubot	20,000 cr.
Electric Rapier	200 cr.
Electroglove	100 cr.
Energy Bomb	100 cr./stick*
Energy Claw	300 cr.
Energy Field	3000 cr.
Energy Grenade	50 cr.*
Energy Shield	1000 cr.
Energy Vest	2000 cr.
Energy Whip	500 cr.
Force Axe	200 cr.
Gamma Raygun	10,000 cr.*
Guardian	35,000 cr.
Hovercar	10,000 cr.
Hover Platform	2000 cr.
Hover Truck	20,000 cr.
Interplanetary Radio	10,000 cr.
Interstellar Radio	100,000 cr.
Jetpack	3000 cr.
Killer Robot	200,000 cr.*
Laser	1500 cr.
Magnetogun	500 cr.
Megabot	2 million cr.*
Megacomputer	1 million cr.
Multigun	5000 cr.
Needler	200 cr.
Neutron Beamer	7000 cr.*
Photon Bracelets	500 cr.
Photon Gauntlet	150 cr.
Photon Scrambler	3000 cr.
Photon Sword	200 cr.
Plastic Cuirass	150 cr.
Plastic Demi Armor	300 cr.
Plastic Plate Armor	600 cr.
Power Cell	100 cr.
Power Armor	5000 cr.
Proton Beamer	2000 cr.
Rocket Gun	1000 cr.
Sonic Disruptor	2000 cr.
Space Armor	6000 cr.
Space Ship Ticket	1000 cr.
Stunner	500 cr.
Tangler	200 cr.
Varilance	300 cr.
Vibrodagger	100 cr.
War Machine	5 million cr.*
Workbot	10,000 cr.
X-Ray Laser	5000 cr.*

ANTIQUE EQUIPMENT LIST

Item	Price
Bronze Armor	500 SC
Bronze Cuirass	200 SC
Buff Coat	50 SC
Chain Mail Armor	600 SC
Chain Mail Shirt	400 SC
Flintlock Pistol	300 SC
Flintlock Rifle	400 SC
Hand Axe	10 SC
Horse	500 SC
Leather Armor	100 SC
Mace	20 SC
Musket	300 SC
Oil Lantern	10 SC
Polearm	80 SC
Powder and Shot	10 SC
Quarterstaff	10 SC
Rapier	50 SC
Saddle	300 SC
10 Silver Bullets	10 SC
Silvered Weapon	10 times normal cost
Sling	5 SC
Spear	30 SC
Steel Curiass	150 SC
Steel Demi Armor	300 SC
Steel Plate Armor	800 SC
Sword	50 SC
Two-handed Sword	150 SC
Wagon	1000 SC
War Axe	30 SC



EXPLANATIONS OF ITEMS

Modern Equipment

Ammunition: One reload for any weapon on the **Modern Equipment List.**

Anaesthetic Dart Rifle: A single-shot rifle that shoots tranquilizer darts. On a successful hit the target must make a Luck Roll or go unconscious for 3-30 turns. Special darts must be used for large creatures. The cost of normal ammunition equals one tranquilizer charge ($5) per shot.

Automatic Rifle: A rifle that can fire on full automatic. It can also fire single shots. The Automatic Rifle skill is for firing bursts of automatic fire only. If the rifle is fired on single shot (semi-automatic), the Rifle skill applies. The ratio of ammunition use for single shot is only one-half that of full automatic. It is illegal for civilians to own an automatic rifle.

Backpack: A nylon or canvas pack with straps and a light tubular aluminum frame.

Ballistic Cloth Shirt: A shirt-sized garment made from interwoven plastic and metal threads. It is sometimes called a bullet-proof vest.

Ballistic Cloth Body Suit: A garment that covers the entire body, except for head and feet, woven from metallic-plastic threads.

Binoculars: A set of glasses that magnify an image by 10 allowing the individual to see details at a range farther than normal.

Bow: For purposes of simplicity, all bows are considered the same (short bow, long bow, crossbow, composite bow, etc.). If the GM wants, he could alter the range and damage slightly for the different kinds of bows. The model for Bow was the modern plastic hunting bow.

Burglar's Tools: All the tools that a Level 3 Street Criminal needs for burglary (lock picks, circuit detecters, by-pass clips, wire cutters, glass cutters, etc.), Burglar's tools are illegal to own.

Camera: A machine that takes photographs.

Canoe: A vessel for 1-3 individuals that is paddled, usually useful only on rivers and small lakes. The maximum speed is 10 mph.

Car: For simplicity, all automobiles are considered the same. Maximum speed is 100 mph. The GM may vary cars by type as far as price and speeds.
Carpenter's Tools: All the tools necessary for a Level 1 Builder to work in wood (hammer, saw, plane, level, etc.).
Club: For simplicity, all clubs are considered the same (blackjack, billy club, lead pipe, tree branch, rifle butt, etc.). The model for a club was a billy club.
Compass: A device used to distinguish magnetic north. It can be inaccurate when near concentrations of iron ore, or in areas of *geomagnetic anomaly* where geomagnetic forces are unpredictable.
Cutting Torch: A metal torch that uses special chemical fuel to reach temperatures hot enough to cut most metals.
Detonator: A device used to set off explosives. A timer sets off the explosive at a present time or in a set number of minutes. A fuse burns down to set off the explosives. A plunger sets off the explosive electrically (and is connected to the explosive by a wire).
Dynamite: An explosive chemical (nitrogylcerine) in the shape of a stick about 8″ long. If used by an individual with the appropriate skill, it can be detonated safely. Only a Level 4 Commando, however, can accurately judge how much explosive is needed under varying circumstances. It is possible for an individual to detonate the explosive safely but not do the correct amount of damage (leave a metal door still standing, blow up a safe and destroy the money, etc.).
Electronic Bug: A miniaturized listening device that can be used to eavesdrop and record conversations (when attached to a tape recorder).
Electrician's Tools: All the tools needed for a Level 2 Engineer or a Level 3 Builder to perform his skill (screwdrivers, pliers, extra wires, drills, soldering iron, etc.).
Emergency Rations: A package containing enough concentrated, dried food to feed one person for one week.
Flaregun: A pistol that fires a flare as a method of communication. If used as a weapon, it has one-half the usual chance to hit and does 2-12 points of damage.
Fragmentation Grenade *(hand grenade)*: A fist-sized explosive that hurls bits of metal (shrapnel) when it detonates. Grenades usually have timers for 3-5 seconds. Fragmentation grenades are illegal to own and cannot be bought normally.

Hand grenades have an attack area with a 10′ radius. Damage 3-18.

Gas Mask: A mask that covers the face and contains an attached oxygen supply. It will protect the individual from toxic gases that must be breathed to be toxic (but not from contact gases that are absorbed through the skin).

Handcuffs: Locking metal bracelets used for restraint.

Homing Device: A miniature, one-frequency radio transmitter that can track the individual carrying it or the object on which it is planted.
Knife: For purposes of simplicity, all knives are considered the same. The GM can differentiate between the damages done by various knives (stiletto, dagger, bowie knife, etc.). The model for Knife was a hunting knife with a 6″ blade.
Large Computer: A computer that weighs tons, usually used by businesses, colleges, research facilities, government departments, for processing and storing records.
Light Intensifier Goggles: Glasses that allow the wearer to make more efficient use of light. For instance, the individual can see at night.
Machinist's Tools: All the tools needed by a Level 1 Engineer welder, drill, hacksaw, etc.) or the Level 2 Builder skill.
Makeup Kit: Everything needed to aid disguises (wigs, spirit gum, dyes, etc.) for the Espionage 4 and the Theatrical 4 skills.
Mechanic's Tools: All the tools needed by a mechanic to repair vehicles in the field (screwdriver, pliers, spark gaps, socket wrenches, etc.).
Medical Kit: Everything needed for the Medical skill to heal patients (bandages, anaesthetic, sutures, casts, disinfectant, antibiotics, etc.).
Metal Detector: An electrical device used to find buried deposits of metal.
Miniature Camera: A camera that is small enough to fit undetected in a pocket.
Motorboat: A boat powered by an outboard motor that holds 6-8 people. Characters should not take a motorboat out of sight of land.
Motorcycle: For simplicity, all motorcycles are considered to be the same, though the GM can differentiate between the various sizes and types (motor scooter, dirt bike, chopper, sidecar bike, etc.). The maximum speed is 100 mph on the road, 50 mph off the road).
Navigational Equipment: All the equipment needed to perform the Pilot navigational skills (sextant, compass, charts, etc.).
Parabolic Listening Device: A dish-shaped piece of electrical equipment used to listen to outdoor conversations at distances of less than 1 mile.
Parachute: A silken or nylon cloth device that allows people to jump out of airplanes with relative safety.
Plastic Explosive: An explosive chemical with the consistency of soft plastic or putty used primarily for safecracking. See Dynamite and Detonator.
Pickup Truck: A flatbed truck with the cab and trailer attached in the same body (including vans). Maximum speed of pickup truck is 80 mph on the road, 50 mph off the road.
Pistol: For simplicity, all pistols are considered to be the same (.22, .35, .38, 9mm, .45, etc.). All pistols are semiautomatic. The GM may wish to differentiate ranges and damages between the various kinds of pistols. The model used for the pistol was the 13 shot, 9mm, Browning High Power.
Radar/Sonar Equipment: All the equipment needed for the Communication – 3 skill (radar score, antenae, sonar scope, etc.).
Radio Detonator: A special kind of detonator that sets off explosives using a controlled radio frequency signal. (See Detonator).
Radio Receiver: A piece of electrical equipment used to receive radio signals only (standard radio).
Radio Transmitter: A piece of electrical equipment used to send and receive radio signals.
Revolver: For simplicty, all revolvers are considered to be the same (.22, .38, 357, .44, etc.). The GM can distinguish damage and range for the various weapons. The model used for revolver was the .357, 6 shot police special.
Rifle: For purposes of simplicity, all rifles are considered the same (.22, 30-06, .224, 9mm, etc.). Rifles are semiautomatic or multishot bolt (or level) action. Rifle and Pistol ammunition is usually interchangeable. The model used for Rifle was the 5 shot Mauser 9mm.
Rubber Raft: An inflatable boat, worked by oars that holds 2-4 people.
Sailing Ship: A ship with one or more sails that also contains a small auxiliary engine. Sailing ships are large enough to sail out of sight of land safely. They hold 10-20 people.
Scrambler: A device used to mix up voice conversations at the source of a telephone or radio, then reassemble them at the other end. The scrambler protects against wiretaps and bugs.
Scuba Gear: All the gear needed to swim underwater (fins, wetsuit, air tanks, masks, etc.).
Short Wave Radio: A multifrequency radio that both transmits and receives signals.
Shotgun: For simplicity, all shotguns are considered to be the same. The GM can modify damage, range, and ammunition for the various types of shotguns (single barrel, double barrel, 5-shot pump, etc.). The model for shotgun in the weapons table is the 5-shot pump shotgun. (While not currently on the market, an automatic shotgun may soon be available: burst = 4-24, ammo = 5).
Silencer: A screw-on device that quiets the noise of a gun shot. Silencers are effective on pistols, but relatively ineffective on

revolvers and rifles. Silencers are illegal to own.
Ski Gear: All equipment needed for skiing (skis, poles, snow mask, boots, etc.).
Sleep Gas Bomb: A bomb which, when it explodes, releases a cloud of sleep gas. The gas covers an area 30′ × 30′ × 30′ and lasts 10-100 turns. Characters in range must make a luck roll or fall asleep for 1-6 hours.
Small Computer: A microcomputer or minicomputer that is generally used at home or by small businesses. There is only a 50% chance that a small computer can be linked with a large computer due to the variety of noninterchangeable brands.
Small Airplane: A propeller-driven airplane that holds 6-8 persons.
Smoke Bomb: A bomb which when it explodes releases a smoke cloud that covers an area 100′ × 100′ in 1 minute. The smoke cloud lasts 10 minutes. Ranged weapon fire through the cloud is −10 to hit.
Spear Gun: A weapon, normally used underwater, that uses compressed gas or rubbler cables to fire a spear.
Steel Cable: A rope-like cable of interwoven steel threads used for wire walking, etc.
Submachinegun: A fully automatic pistol with a rifle like grip. For simplicity, all submachineguns are considered to be the same (.22, .45, 9mm, etc.). The GM can differentiate between the different types. The model for Submachinegun was the 20 shot Thompson .45.
Surgeons' Kit: All surgical instruments needed for the Medical −4 skill. The kit allows the Medic to heal an additional 1-6 points.
Tape Recorder: A machine used for recording sounds on electromagnetic tape.
Telescopic Sight: A magnifying range scope that allows the individual to shoot at extreme ranges with only a −5 penalty.
Television Camera: A camera for filming or video taping television. Television cameras are also used in security systems.
Tent: A nylon or canvas, waterproof tent that holds 2-4 people.
Thermite: An explosive with a high burning point that not only explodes, but usually causes fires (see Detonator and Dynamite).
Tranquilizer: A drug that puts a patient to sleep for 1-6 hours.
Truth Serum: A drug that tranquilizes individuals and releases their normal inhibitions against withholding facts. Unless used by a qualified medic, the drug can be useless, and possibly lethal.
Upkeep: The cost of rent, food and other expenses for one character for one week. If the GM wishes, he can itemize costs.
Walkie-Talkie: A single band radio that can both transmit and receive signals. Its maximum range is 2 miles.
Wiretapping Equipment: All the equipment needed to perform the Detective −3 skill.

FUTURISTIC EQUIPMENT LIST

Autosoldier: A robot soldier (see ROBOTS in THE BOOK OF FOES).
Autotank: A robot tank (see ROBOTS in THE BOOK OF FOES).
Blaster: A pistol like weapon that fires a beam of highly agitated molecules. There is no known natural defense against a blaster and it is illegal to own one (Magic still works as a defense).
Compubot: A robot computer (see ROBOTS in THE BOOK OF FOES).
Electric Rapier: A rapier that conducts electrical current and delivers a stunning electrical charge. The victim must make a luck roll or be paralyzed for one turn.
Electroglove: A special glove that conducts electrical current and delivers an electrical charge (see Electric Rapier).
Energy Bomb: A stick (similar in size to a stick of dynamite) that explodes with pure energy. It is twice as powerful as dynamite. (See also Dynamite and Detonator).
Energy Claw: A partial exoskeleton covering the upper arm and hand that radiates talons of energy like a claw when it is activated.
Energy Field: A field of energy that completely surrounds the individual and acts as armor against most attacks.
Energy Grenade: A hand grenade that explodes with pure energy. Energy grenades do 4-24 points of damage to everyone in a 20 foot radius.

Energy Shield: An energy screen that covers an area of body as large as a large shield. Energy armor is composed of a number of intermeshed flexible wires.
Energy Vest: An energy field that covers the chest only.
Energy Whip: A 1 foot long metal tube that projects a 9 foot long stream of flexible energy that is used to attack in the same manner as a whip.
Force Axe: An axe with a blade of controlled energy.
Gamma Raygun: A submachinegun-like weapon that fires a ray of gamma radiation. There is no known natural defense against a gamma raygun, and it is illegal to own one.
Guardian: A security robot (see ROBOTS in THE BOOK OF FOES).
Hovercar: A car that travels on a cushion of air over both land and water. The hovercar's maximum speed is 200 mph.
Hover Platform: A one-person hover vehicle (see Hovercar).
Hover Truck: A truck-sized hover vehicle (see Hovercar).
Interplanetary Radio: A radio capable of transmitting and receiving over interplanetary distances.
Interstellar Radio: A radio capable of transmitting and receiving over interstellar distances.
Jetpack: A backpack machine that allows the individual who wears it to fly at speeds up to 300 mph. Speeds above 100 mph are only safe when wearing power armor or space armor.
Killer Robot: A specially designed terror machine (see ROBOTS in THE BOOK OF FOES).
Laser: A rifle like weapon that shoots a beam of coherent light waves.
Magnetogun: A submachinegun like weapon that fires by electromagnetic propulsion bursts of 1 inch metal spheres.
Megabot: A giant robot (see also ROBOTS in THE BOOK OF FOES).
Megacomputer: A huge, highly sophisticated computer used to run space ships and entire mechanized city blocks.
Multigun: A rifle-like weapon that can function as a stunner, sonic disruptor, or proton beamer by turning a switch.
Needler: A pistol like weapon that fires a burst of razor-sharp needles.
Neutron Beamer: A rifle-like weapon that shoots a beam of charged neutron particles. There is no known natural defense against a neutron beamer, and it is illegal to own one.
Photon Bracelets: A metal bracelet and glove that projects a force of photon energy from the wearer's fingertips.
Photon Gauntlet: A special glove that radiates photon energy.
Photon Scrambler: A rifle-like weapon that fires a ball of photon energy that explodes in a blinding blast of light. Anyone within 30 feet of the victim must make a luck roll or be blinded for 1-10 turns.

Photon Sword: A broadsword with a blade of controlled energy.
Plastic Cuirass: A front-and-back breastplate of high impact plastic with interwoven metal threads.
Plastic Demi Armor: A plastic cuirass with segmented tasse (hip protection), gauntlets (hand protection), helmet and greaves (leg protection) of ballistic plastic.
Plastic Plate Armor: Plastic armor made of interconnected sections that cover the entire body.
Power Cell: One round of replacement ammunition for futuristic ranged weapons. Each weapon has its own type of ammunition.
Power Armor: Plastic plate armor with an external extensor system to aid movement. The armor includes a special mini-computer and power battery. Only characters with Futuristic – 2 or above skill can wear power armor.
Proton Beamer: A rifle-like weapon that shoots a beam of charged proton particles.
Rocket Gun: A rifle like weapon that fires 6 inch long miniature, armor-piercing rockets.
Sonic Disruptor: A pistol-like weapon that shoots focused sound waves that disrupt the molecular structure of the victim.
Space Armor: Specially reinforced power armor with a self-contained oxygen system and a minicomputer link up for a jet-pack used to maneuver in space.
Space Ship Ticket: The average cost of an interstellar fare; the price gives the GM a base for estimating the prices of other tickets.
Stunner: A rifle-like weapon that fires a beam that knocks out the victim for 1-6 turns unless a luck roll is made.
Tangler: A pistol-like weapon that fires a stream of adhesive that immobilizes the victim unless a luck roll is made. Another individual can cut the victim loose in 1-3 turns.
Varilance: A 6 foot long tube that projects a beam of controlled energy that can vary in length from 3 feet to 9 feet.
Vibrodagger: A knife with a blade composed of vibrating molecular particles.
War Machine: A mechanical, fighting machine that is the size of a football field (see ROBOTS in THE BOOK OF FOES).
Workbot: A work robot (see ROBOTS in THE BOOK OF FOES).
X-Ray Laser: A rifle-like weapon that fires a beam of x-ray frequency energy. There is no known natural defense against x-ray lasers and their possession is illegal.

ANTIQUE EQUIPMENT

Bronze Armor: A bronze cuirass, helmet and greaves plus leather bracers, kilt, and gloves.
Bronze Cuirass: A front-and-back breastplate made of bronze.
Buff Coat: A tunic (long shirt) made from leather.
Chain Mail Armor: A long-sleeved, knee-length chain mail tunic plus leather boots and gloves and a steel helmet.
Chain Mail Shirt: A short-sleeved tunic made of interlocked circular steel links.
Flintlock Pistol: A single-shot, muzzle-loading pistol that uses black powder. It fires by flint striking steel.
Flintlock Rifle: A single-shot, muzzle-loading rifle that uses black powder.
Hand Axe: An axe that is wielded in one hand. More often, the hand axe is used as a chopping tool, but it can be used as a weapon.
Horse: Base speed is 120'/turn, or 90'/turn pulling a wagon.
Large Shield: A shield longer than 30 inches that protects the wearer from shoulder to knee.
Leather Armor: A buff coat that also has leather bracers, kilt, gloves, and boots.
Mace: A ball of steel on the end of a wooden rod about 1 foot long.
Musket: A muzzle-loading, black powder weapon that is the size of a rifle but has a smooth bore barrel. Muskets are usually either flintlock, wheel lock, or matchlock. Wheel locks are similar to flintlocks but more expensive. A matchlock uses a smoldering cord to set off the weapon.
Oil Lantern: A source of light that burns oil.
Polearm: A two-handed, cutting or slicing weapon mounted on the end of a pole. For simplicity, all polearms are considered the same. The GM can differentiate between different polearms (halberd, partisan, billhock, glaive, etc.).
Quarterstaff: A 6 foot long staff used as a weapon.
Rapier: A thin, pointed sword used for thrusting attacks. For simplicity all types of rapier are considered the same (epee, rapier, estoc, transitional rapier, etc.). The GM can differentiate between the various types of rapiers.
Saddle: Without a saddle, all attacks from horseback are – 2 to hit and damage.
Sling: A leather pouch in the middle of two straps used for hurling stones or lead balls about 1 inch in diameter.
Small Shield: A shield not wider than 30 inches at its widest point.
Spear: A stabbing blade on the end of a pole ranging in length from 6 feet to 30 feet. The category includes a pike or a sarissa.
Steel Cuirass: A front-and-back breastplate made from steel.
Steel Demi Armor: A steel cuirass with segmented tasse, gauntlets, helmet, and greaves of steel.
Steel Plate Armor: Steel armor in interconnected sections that cover the entire body.
Sword: A blade weapon used for slashing attacks. For simplicity all swords are considered the same (longsword, broadsword, shortsword, sabre, etc.). The GM can differentiate between the various types of swords.
Two-handed sword: A sword that requires both hands to wield.
Wagon: A wooden wheeled vehicle drawn by a team of horses.
War Axe: An axe that requires both hands to wield. Essentially a chopping tool, the axe can be used as a weapon.

PART 5
COMBAT

GAME TURNS

A **GAME TURN** is 6 seconds of game time. **GAME TIME** is the theoretical time that the characters are using on the adventure. **REAL TIME** is the time used by the players and the GM. Whenever combat takes place, or could possibly take place, a game turn of 6 seconds is used.

The dull parts of an adventure are usually speeded up to keep the adventure moving. When combat is not possible, the GM can use GAME ROUNDS instead of game turns. A **GAME ROUND** can be any length of time the GM wants. A game round can be variable; a game turn is always 6 seconds. Any time that combat becomes possible, the time reference always shifts back to game turns.

Example: The characters have made camp for the night. They post guards, alternating them every two hours. The GM has nothing special planned for this particular night of the adventure. A random encounter is the only chance that something might happen.

A standard night of eight hours would be 4800 turns making it impossibly slow and cumbersome to detail every turn of the night. The GM decides to use one hour rounds instead of game turns so that the night will pass quickly in real time and the players will not get bored.

The first and second hours are uneventful. The guards change. The third hour, however, the GM decides that a random encounter takes place. A bear wanders into camp. Combat now becomes possible. The time reference shifts to 6 second game turns. If the bear is chased away or killed, the GM would switch back to hourly rounds until the night was over.

SEQUENCE OF EVENTS FOR COMBAT

When combat occurs, use the following sequence of events:

1.. Roll to see who goes first (*known as gaining initiative*).
2. Move. (2-6 is done in the order of initiative).
3. Declare type of attack and target.
4. Conduct any special ranged combat attacks.
5. Roll for attack success.
6. Roll for damage if the attack succeeded.

7. Conduct multiple combat attacks, in order of initiative.
8. Repeat 1-7 for each turn until combat ends.

INITIATIVE

The sequence of movement and combat is determined by initiative. **INITIATIVE** is calculated by rolling 1d10 and adding any initiative bonus. If each side has only a few combatants, every combatant should roll for initiative. If there are many combatants, the individual with the best initiative bonus should roll for his entire side. If the final result is a tie, roll again until the tie is broken. The GM rolls for the non-player side.

MOVEMENT

Movement is expressed in feet per turn. The basic movement for humans is 60 feet per turn (abbreviated 60'/turn). The basic speed is known as walk movement. **WALK MOVEMENT** is the number of feet a character can move in a turn while walking.

RUNNING MOVEMENT is the number of feet per turn an individual can run. Running movement is twice as fast as walk movement. Basic running movement for humans is 120'/turn. **SPRINT MOVEMENT** is an individual's fastest movement. Sprint movement is three times walk movement. Basic sprint movement for humans is 180'/turn.

If the GM is conducting an adventure where the scale is important, then he should use graph paper to keep track of the setting. When graph paper is used, a scale can be set (usually 1 square equals 10 feet, though other scales are sometimes used when convenient), and movement plotted on the graph paper. If scale is not important, the GM should approximate movement.

In a chase, the faster side will eventually catch the slower side unless circumstances intervene. If both sides are equal in movement speeds, the faster side is the one with the greater initiative bonus. If both sides are equal, or the slower side is trying to catch the faster side, the chase only succeeds under unusual circumstances (one side stopped by a locked door, chased into a dead-end alley, etc.).

The character or side with initiative moves first. If already engaged in close combat, a character with initiative can move out of combat. To do so, the character must take one "free" attack from his opponent. Note that on the opponent's move he might catch the character and attack again. If a character doesn't have the initiative, he can't move out of close combat.

ATTACK DECLARATION

Before combatants roll for attack success, each combatant must declare who he is attacking. Targets don't have to be declared until after the attacker has moved (or had a chance to move). Attacks take place as declared, regardles of the outcome. In this way, it's possible to waste attacks on a target that someone else has already defeated. Such a wasted attack takes place only when initiative is determined per side instead of per individual.

Example: The character's side gains the initiative. Ten Abiku are running to attack the characters. Two characters choose the same Abiku as a target and open fire. Both hit and do three times as much damage as the Abiku had Life Points. One of the attacks was a waste of ammunition.

A similar difficulty can arise when a character raises his Physical Score above 20 an is eligible for multiple attacks. When using multiple attacks only, a combatant can switch extra attacks to other enemies within 10 feet of the original target. If there are no enemies within 10 feet of the original target, the extra multiple attacks could not be taken.

Attack Types

There are three types of attacks: close combat attacks, ranged combat attacks, and power attacks. Individuals can with multiple attacks perform different types of attack in the same turn. The type of attack and its target must be stated before any roll for attack success is made.

CLOSE COMBAT attacks take place when combatants are within 10 feet of each other and at least one combatant wants to fight in close combat. Close combat is hand-to-hand combat and is limited to those weapons listed on the **CLOSE COMBAT WEAPON CHART.** The amount of damage each weapon does on a successful attack, the minimum type of defense good against that particular weapon, the maximum skill level for that weapon, and the usual cost of the weapon are all listed on the chart.

RANGED COMBAT attacks can only take place when combatants are not already in close combat. Ranged combat takes place at a distance. The effective distance of ranged combat varies with the weapon. Ranged combat is limited to those weapons listed on the **RANGED COMBAT WEAPON CHART.** Also listed on the chart is the effective range of the weapon, the amount of damage the weapon does on a successful attack, the minimum defense good against that weapon, how many attacks can be made with that weapon before it runs out of ammunition, the maximum skill level for that weapon, and the cost of the weapon.

CLOSE COMBAT WEAPON CHART

Weapon	Damage	Defense	Skill	Cost	Init.*
Unarmed	—	Regular	6	—	—
Modified Fist	1-3	Regular	3	—	—
Quarterstaff	1-5	Regular	4	10 SC	+3
Club	1-6	Regular	1	$5	+1
Knife	1-6	Regular	4	$10	—
Spear	1-6	Regular	3	30 SC	+3
Hand Axe	1-6	Regular	2	10 SC	+1
Mace	1-6	Regular	2	20 SC	+1
Rapier	1-6	Regular	5	$50	+3
Photon Gauntlet	1-6	Energy	3	150 cr.	—
Electroglove	paralyze	Energy	3	100 cr.	—
Whip	1-6	Regular	3	$50	+4
Sword	1-10	Regular	4	50 SC	+2
Vibrodagger	1-10	Energy	3	100 cr.	—
War Axe	1-10	Regular	3	30 SC	+2
Energy Claw	1-10	Energy	2	300 cr.	—
Force Axe	2-12	Energy	2	200 cr.	+2
Electric Rapier	1-6 + paralyze	Energy	3	200 cr.	+3
Photon Sword	2-12	Energy	3	200 cr.	+2
Polearm	2-12	Regular	3	80 SC	+4
Two-handed Sword	2-12	Regular	3	150 SC	+3
Varilance	2-16	Energy	2	300 cr.	+4
Energy Whip	2-20	Energy	1	500 cr.	+4

*for use with optional rules only

If combatants are already in close combat, the side with initiative has the option to make a ranged combat attack (even if the range is 10 feet or less). If the side with initiative changes to ranged combat, the side without initiative has the option to also change to ranged combat. If the side with initiative fights with close combat, the side without initiative does not have the option to switch to ranged combat. As long as one combatant uses close combat in a turn, both combatants are considered to be in close combat at the start of the next turn.

POWER ATTACKS are the use of powers during combat (even if the type of power would not be considered an attack). Power attacks can always be made regradless of what types of combat is taking place. Use of powers requires no preparation and takes place instantaneously.

SPECIAL RANGED COMBAT ATTACK

In one special case an attack can be made out of turn: A character with the initiative wants to make a close combat attack, but begins the turn more than 10 feet from his opponent; the opponent is allowed to make a ranged combat attack before the close combat takes place. So an opponent could shoot at an individual attacking with a sword who started the turn 20 feet away, before the sword attack would take place. The individual who makes the special ranged weapon attack can make no other attack that turn.

Attacking Moving Targets

When an individual fires at a moving target, the range is calculated at the midpoint of the target's move. For example, if an attacker began the move 100 feet away and is trying to move to close combat, the special ranged combat attack would take place at a range of 50 feet.

Special Ranged Combat and Multiple Attacks

If an individual has multiple attacks, only one-half of the attacks can be used during the special ranged combat attack. For example, an individual has 6 multiple attacks. That individual could make three special ranged combat attacks. One attack time would than be spent switching to a close combat weapon. The final two attacks would be made with the close combat weapon. The three special ranged combat attacks would be made at the same time (the midpoint of the target's move). This is the only exception to multiple attacks coming after every combatant has had at least one attack.

If the individual has an uneven number of multiple attacks, round up in his favor. So, if the individual has three multiple attacks, he could take two of them against targets closing to close combat.

If the GM wishes, the multiple special ranged combat attacks could be evenly spaced along the move, instead of all at the midpoint. Thus, 3 attacks could come at the 1/4, 1/2, and 3/4.

ATTACK SUCCESS

The basic chance for a successful attack in close combat or ranged combat is equal to the combatant's physical score. The roll to hit is made on 1d20. The basic chance of success is modified by: the skill level of the attacker for the weapon being used, and the armor rating of the opponent (if appropriate). A roll equal to or less than the modified chance to hit indicates attack success.

If the combatant is a foe, then the GM uses the ATTACK score as the basic chance to hit. The ATTACK score has already been modified for weapon skill and is only further modified if the defender has the appropriate type of armor.

Skill Level

If a combatant is skilled in the weapon used that turn in combat, the chance to hit is modified by +1 for every level of skill the combatant has in that weapon. Thus a individual with a physical score of 14 and Rapier −3, would attack successfully on a roll of 17 or lower when using the rapier as long as the defender has no armor. Every weapon has a maximum skill level that limits the proficiency it is possible to attain with that type of weapon. The maximum skill level is listed on the appropriate **COMBAT WEAPON CHART.**

Armor Rating

Armor can also modify the chance for a successful attack if the

RANGED COMBAT WEAPON CHART

Weapon	Range	Damage	Defense	Ammo	Skill	Cost	Init.*
Throwing Knife	20′	1-6	Regular	1	4	$10	—
Sling	80′	1-6	Regular	1	3	5 SC	+1
Thrown Spear	40′	1-6	Regular	1	2	30 SC	—
Bow	200′	1-10	Regular	1	4	$200	+1
Musket	150′	1-10	Ballistic	1/2†	2	300 SC	—
Flintlock Rifle	300′	1-10	Ballistic	1/2†	3	400 SC	—
Flintlock Pistol	50′	1-10	Ballistic	1/2†	3	300 SC	—
Revolver**	100′	2-12	Ballistic	2	4	$250	+3
Rifle	400′	2-12	Ballistic	2	4	$250	+1
Pistol	100′	2-16	Ballistic	3	3	$300	+3
Shotgun**	100′	3-18	Ballistic	2	2	$300	+1
Photon Bracelets	50′	3-18	Energy	3	2	500 cr.	+3
Submachinegun	100′	2-20	Ballistic	5	2	$500	+4
Automatic Rifle	300′	2-20	Ballistic	3	3	$400	+3
Needler	80′	2-20	Regular	5	2	200 cr.	+4
Magnetogun	200′	4-24	Ballistic	4	2	500 cr.	+3
Sonic Disruptor	200′	4-24	Energy	2	3	2000 cr.	+2
Laser	700′	3-30	Energy	2	4	1500 cr.	+2
X-Ray Laser	700′	3-30	None	2	3	5000 cr.	+2
Proton Beamer	600′	5-30	Energy	2	3	2000 cr.	+2
Neutron Beamer	600′	5-30	None	2	2	7000 cr.	+2
Blaster	100′	6-36	None	2	2	9000 cr.	+2
Fragmentation Grenade	50′	3-18(10′r)	Ballistic	1	1	$20	—
Rocket Gun	500′	5-30	Ballistic	1	3	1000 cr.	+2
Gamma Raygun	200′	6-36	None	2	2	10000 cr.	+2
Photon Scrambler	400′	6-36	Energy	1	2	3000 cr.	+2
Energy Grenade	50′	4-24(10′r)	Energy	1	1	50 cr.	—
Stunner	300′	paralyze	Luck	3	3	500 cr.	+2
Tangler	50′	paralyze	Luck	2	1	200 cr.	+1
Multigun	----------	----------	variable	----------	----------	5000 cr.	+2
Spear Gun	50′	1-10	Regular	1/2†	1	$200	—

*for use with optional rules only
**reloads one attack in a turn (does not use ammunition clip)
†fires one shot a turn, takes two turns to reload

armor is appropriate for the weapon being used. There are four categories of armor: Regular Armor, Ballistic Armor, Energy Armor and Magical Armor. **REGULAR ARMOR** is used mainly against antique types of weapons (swords, spears, bows, etc.).

BALLISTIC ARMOR is used mainly against weapons that fire bullets. **ENERGY ARMOR** is used mainly against futuristic weapons. **MAGICAL ARMOR** is used against magical weapons and also makes other types of armor more effective.

Regular armor includes: buff coat, leather armor, bronze cuirass, bronze armor, chain mail shirt, chain mail armor, steel cuirass, steel demi armor, and steel plate armor. Ballistic armor includes: ballistic cloth vest, ballistic cloth body suit, plastic cuirass, plastic demi armor, and plastic plate armor. Energy armor includes: energy vest, energy shield, energy field, power armor, and space armor. Any kind of armor can be made magical.

If the category of armor does not match the type of attack, the armor is ineffective against that attack. Energy armor also serves as ballistic armor and regular armor. Ballistic armor also serves as regular armor. Unless armor is magical, it gives no protection against attacks by magical weapons. Thus, a ballistic plastic cuirass gives a −6 modifier against both a sword and a pistol attack, but not against a laser attack.

The following table lists the various types of armor, and the specific weapons against which they provide protection.

ARMOR CATEGORY TABLE

Regular Armor Protects against:

unarmed combat	rapier	war axe
club	polearm	two-handed sword
knife	bow	staff
spear	sling	whip
spear gun	hand axe	mace
sword		

Ballistic Armor protects against:

musket	shotgun
flintlock rifle	rocket gun
automatic rifle	flintlock pistol
submachinegun	revolver
fragmentation grenade	magnetogun
pistol	needler

Energy Armor protects against:

energy grenade	electroglove	sonic disruptor
energy claw	electric rapier	laser
force axe	photon sword	proton beamer
varilance	photon gauntlet	vibrodagger
energy whip	photon bracelets	photon scrambler

Weapons no normal armor protects against:

x-ray laser	gamma raygun
blaster	neutron beamer

Weapons that allow a luck roll:

stunner	electroglove	photon scrambler
tangler	electric rapier	

Armor is rated according to its combat modifier. Since armor makes the defender harder to hit, all armor ratings are negative numbers. The higher the negative number, the more protective the armor. The types of armor and their ratings are given on the table below. Descriptions of the armor can be found in PART 4—EQUIPMENT.

ARMOR TABLE

Armor Rating	Type of Armor
−1	Buff Coat
−2	Leather Armor, Bronze Cuirass
−3	Bronze Armor, Chain Mail Shirt
−4	Chain Mail Armor, Steel Cuirass, Ballistic Cloth Vest
−5	Steel Demi Armor, Ballistic Cloth Body Suit
−6	Steel Plate Armor, Plastic Cuirass, Energy Vest
−7	Plastic Demi Armor, Energy Shield
−8	Plastic Plate Armor, Energy Field
−9	Power Armor
−10	Space Armor

Magical armor protects against magic weapons of the appropriate category, plus all non-magical weapons. Thus, a magical plastic cuirass would give −6 protection against a blaster, or a magic pistol; but not against a magic laser. Some foes have an armor category marked "all" (not usually available to characters). The "all" category offers protection against every kind of combat attack. The GM may wish to create special adventures where powerful player characters could gain the "all" type of armor.

Shields

Shields can be either of regular armor or ballistic armor, but not of energy armor. There are two types of shields: small shield and large shield. A small shield is any kind of shield not wider than 30 inches at its widest point. A large shield is longer than 30 inches, usually offering protection from the shoulder to below the knee. Shields can increase the appropriate armor rating. Regular shields increase regular armor rating; ballistic shields increase ballistic armor rating. A small shield increases the appropriate armor rating by −1. A large shield increases the appropriate armor rating by −2. The most a shield can ever increase the armor rating is to −6 total. Thus, a character wearing chain mail armor and carrying a large shield would have an armor rating of −6, but a shield would be superfluous to someone wearing plastic demi armor.

DAMAGE

The damage that each weapon does on a successful attack is listed on the various weapon charts. Damage is given as a range of numbers. The damage can be rolled for using the dice included in the game. In large combats, the GM and characters may find that rolling for the damage on each successful attack takes too much time. If so, they can use the average damage an attack does. (To find the average, add the low and high number of the range and divide by two. If the result is not a whole number, round it up. For example, the average of 3-30 would be 17).

No damage is listed for unarmed combat as the amount of damage done by unarmed combat is equal to the Damage Modifier (the MUSCLE score divided by 10). The Damage Modifier applies for all close combat attacks, but not for ranged combat attacks. If the Damage Modifier was 2, a sword attack would do 1-10 +2 but a pistol attack would do an unmodified 2-16.

Weapon skill also adds to the damage done by a successful attack. The amount of extra damage done is equal to the skill level. A character with the Sword −3 skill would do 1-10 +3 points of damage on a successful attack. Damage modifiers are cumulative. Therefore, a character with the Sword −3 skill and a Damage Modifier of 2 would do 1-10 +5 points of damage on a successful sword attack.

Any combatant reduced to 0 Life Points during combat will pass out. If the combatant does not have a Personal Force, he can be reduced to 5 points below zero without dying. If the combatant does have a Personal Force, he can be reduced to below zero a number of points equal to his Personal Force without dying. Any combatant without a Personal Force reduced to 6 or more points below zero is dead. Any combatant with a Personal Force reduced below zero more points than his Personal Force is dead.

An individual can also die from lack of medical attention. If an individual is reduced below zero Life Points, he must be given some sort of healing or medical attention or the individual dies from loss of blood. If the individual has already received points of healing that day he may be ineligible to receive more healing points. Even if no points are healed, some kind of medical attention is needed to keep the individual from bleeding to death.

ATTACK SUMMARY

attack success = Physical Score + weapon skill − armor rating.
damage = weapon damage + weapon skill + Damage Modifier*.
*for close combat attacks only

MULTIPLE ATTACKS

Once every combatant has had the chance to make one attack, individuals with multiple attacks conduct their remaining attacks, in the order of initiative. Individuals with a Physical score of 21 or

more are eligible for multiple attacks. Up to a maximum of 13 attacks per turn can be made. The number of attacks that can be made depends on the Physical Score. The higher the Physical Score, the more the number of attacks that can be made. The number of attacks that can be made and the Physical Scores needed are listed on the **MULTIPLE ATTACK TABLE** below. The table lists the attack base number and the number of attacks that can be made. For example, 15 × 3 means that the combatant has three attacks each with a base chance to hit of 15.

MULTIPLE ATTACK TABLE

Physical Score	Attacks	Physical Score	Attacks
1-20	normal	156-170	18×5
21-23	11×2	171-185	19×5
24-26	12×2	186-200	20×5
27-29	13×2	201-207	17×6
30-32	14×2	208-228	18×6
33-35	15×2	229-249	19×6
36-38	16×2	250-270	20×6
39-41	17×2	271-294	18×7
42-44	18×2	295-322	19×7
45-47	19×2	323-350	20×7
48-50	20×2	351-363	18×8
51-54	14×3	364-399	19×8
55-60	15×3	400-440	20×8
61-66	16×3	441-450	18×9
67-72	17×3	451-495	19×9
73-78	18×3	496-540	20×9
79-84	19×3	541-595	19×10
85-90	20×3	596-650	20×10
91-100	16×4	651-698	19×11
101-110	17×4	699-770	20×11
111-120	18×4	771-822	19×12
121-130	19×4	823-900	20×12
131-140	20×4	901+	20×13
141-155	17×5		

If an individual gets more than one attack per turn, the extra attacks must come after the defender has had a chance to make at least one counterattack (unless the attacker gets the initiative and his first attack knocks the defender unconscious). When attacker A has 3 attacks per turn plus initiative, and defender B only has one attack per turn, A attacks once first, then B counterattacks, then A attacks twice more. When both combatants have multiple attacks, the attacks are alternated according to initiative until one side has used all its attacks or is unconscious, then the other side makes all remaining attacks. When using multiple attacks, the attacker can change targets to any target within 10 feet of the original target.

The various plusses and minuses that affect combat are for *each attack, not for each turn*. For instance, an individual with two attacks per turn, each with a 14 base chance to hit, and Unarmed Combat – 5 actually has an attack base of 19 × 2 when using unarmed combat.

RELOADING AND CHANGING WEAPONS

It takes the amount of time of one attack (not one turn) to reload, using an ammunition clip. All clips take the same time to reload. A revolver and a shotgun don't use clips. They reload one attack's worth of ammunition in one attack time. So, an individual with 2 attacks per turn could reload and fire one attack with a shotgun each turn. Muskets, flintlock rifles, and flintlock pistols don't use ammunition clips. It takes two attack times to reload one attack for a musket, flintlock rifle, or flintlock pistol. Therefore, an individual with 2 attacks per turn could reload, but not fire a musket in one turn. Unless the individual has multiple attacks, one attack time and one turn are equal in length.

It also takes one attack time to switch weapons, provided the new weapon is one which might reasonably be handy.

MAGIC AND COMBAT

If a weapon is magical, the only armor effective against it is magical armor of the appropriate type. For example, a suit of magical plate mail would offer protection against a magic sword attack, but not against a magic rifle. Generally, only hand-to-hand weapons and regular armor are magical. Other weapons and armor may be magical, but such weapons or armor are rare.

THE ATTACK CONCEPT

A single attack isn't one shot or one strike. Instead, a single attack is the number shots or strikes that could reasonably be made with the weapon in 6 seconds. If the GM or players think of an attack as one shot or strike instead of as an abstract attack, they may become confused when calculating reloading, ammunition expenditure, etc.

All attacks have been precalculated to take into account the number of attacks that could reasonably be made with the weapon in 6 seconds, how serious the wounds from that weapon would be, play balance, and other similar factors. Therefore, a pistol does more damage than a revolver, because a combatant can fire more shots in 6 seconds with a semi-automatic pistol than with a double-action revolver. Even though the weapon might be firing several shots or hitting more than once, it is easier to regard the entire process as a single attack.

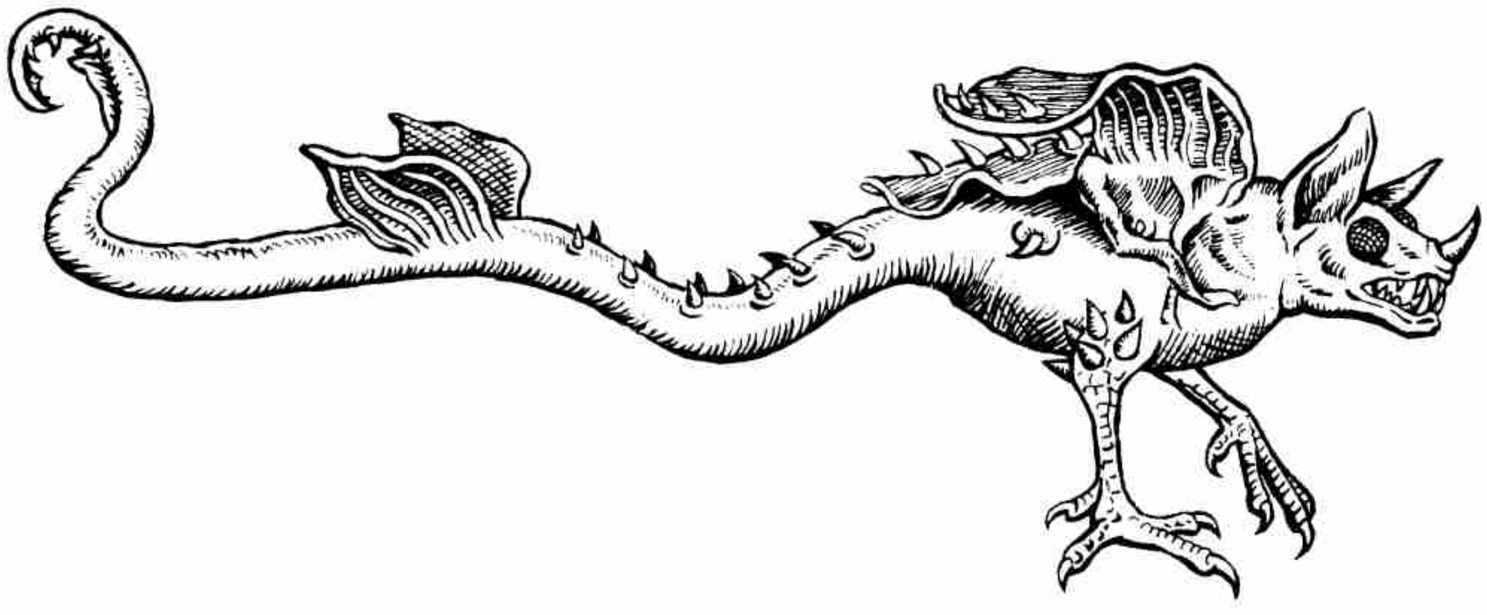
REACTION AND MORALE

Creatures (even though termed foes) are seldom automatically hostile. Before combat takes place, the GM should determine how the encountered creatures respond toward the characters. The response of a creature or creatures toward the characters is known as the creature's **REACTION.**

Nor do such creatures always fight to the death. The willingness of a creature to continue fighting is known as **MORALE.** Most combats are ended because the character's opponents lose their morale and stop fighting.

Reaction and morale are both determined in the same way: the GM rolls 2d6. The lower the roll, the less favorable the result for the characters. If reaction is being checked, the lower the roll, the more hostile the reaction. If morale is being checked, the lower the roll, the better the creature's morale (the more the creature will be willing to fight). When rolling 2d6, 2-6 is called hostile, 7 is called neutral, and 8-12 is called friendly. See the **REACTION/MORALE TABLE** for specific details.

Note: Only non-characters check reaction or morale. Players' characters react the way players want.



REACTION/MORALE TABLE

Die Roll	Reaction	Morale
2	immediate attack regardless of the circumstances; a suicide attack.	fights to the death; no further check needed.
3	immediate attack under most circumstances.	continues to fight unless extreme circumstances intervene.
4	attacks if there is even the smallest chance of success.	continues to fight; unusual circumstances require a further check.
5	attacks as long as there is a fair chance of success.	continues to fight; a further check must be made if attack success appears unlikely
6	attacks if success appears likely.	continues to fight; any further change requires another check.
7	neutral; undecided; neither friendly nor hostile; no attack unless insulted.	continues to fight but another check should be made next turn.
8	mildly friendly; won't attack unless insulted.	stops fighting if it is possible to do so and still survive.
9	helpful if asked won't attack unless attacked.	tries to stop fighting if at all possible.
10	offers helpful advice, or useful suggestions	runs from combat keeping weapons.
11	serves as a short term ally if asked.	drops weapons and runs.
12	volunteers as a short term ally.	immediately surrenders, total rout.

The GM should apply modifiers to fit the existing circumstances. For example, combatants outnumbeed two-to-one might add +1 to their reaction roll or +3 to their morale roll.

Reaction is usually checked before combat takes place. Morale is checked at crucial times in a combat. For instance, crucial times for a side would include their first combat death caused by obviously superior weapons, the turn where 50% or more casualties are reached, the turn where it becomes obvious the side is losing the combat, and any turn where the side's chances seem hopeless.

ADDITIONAL COMBAT RULES

This section contains rules that aren't part of the basic combat system. These rules should not be used until all players are familiar with the basic combat system. However, once the basic combat system has been mastered, the GM and players can add these additional rules one-by-one. The order in which the additional rules are explained is also the order in which they should be added to the basic combat system.

1. AUTOMATIC HIT AND MISS

Any time an attacker rolls a 20 (on 1d20) when trying to hit, the attack automatically fails. For example, an individual has a Physical Score of 19 and Pistol −3 for a chance to hit an unarmored target of 22. Even so, a roll of 20 would be a miss.

Any time an attacker rolls a 1 (on 1d20) when trying to hit, the attack automatically succeeds. In addition, the attacker successfully disarms the opponent (knocks the weapon out of the opponent's hands). A disarmed opponent can't pick up the weapon unless he gains the initiative (the opponent with initiative manages to keep the disarmed individual away from the weapon). Even with the initiative, the disarmed opponent must spend an entire turn to pick up the weapon. The disarmed individual must take at least one free attack without the chance to attack back except using unarmed combat. If the opponent is not of a type that could be disarmed, the opponent takes double damage instead. Non-characters that are disarmed usually try to surrender or run away.

2. SPECIAL CIRCUMSTANCES

There are five special circumstances that apply only to ranged combat: range, target movement, firer movement, target cover and target size.

Range has three categories: point blank, effective, and extreme. **POINT BLANK RANGE** is 10% of the effective range listed for each weapon. Calculate point blank range simply by dropping the final zero in the listed range. **EFFECTIVE RANGE** is any range longer than point blank range but equal to or less than the maximum effective range listed for each weapon. **EXTREME RANGE** is any range longer than the maximum effective range listed, up to double that range. Shots beyond double the listed maximum effective range are not allowed. Point blank range has a +2 modifier to hit. Effective range has no modifier for the chance to hit. Extreme range has a −10 modifier for the chance to hit.

Example: The range listed for a rifle is 400 feet. Point blank range would be up to 40 feet. Effective range would be 41 feet-400 feet. Extreme range would be 401 feet—800 feet.

A moving target is more difficult to shoot at. For every increment of 60'/turn there is a −1 modifier to be hit. Divide the movement by 60 feet with any remainder adding an extra −1 modifier. Thus, a target moving 60'/turn would have a −1 modifier while a target moving 250'/turn would have a −5 modifier to be hit.

A moving firer makes a accurate shooting difficult. For every increment of 60'/turn movement of the firer, there is a −1 modifier to hit.

Cover makes the target harder to hit. **SOFT COVER** is any cover that either makes the target harder to see, or only covers a small part of his body with some object that will stop the weapon. Soft cover gives a −2 modifier. For example, a small tree or shaded window is soft cover. **HARD COVER** is any cover that protects most of the target's body and is dense enough to stop the type of weapon being fired. An example of hard cover is a brick wall protecting the target from the shoulders down. Hard cover gives a −5 modifier.

If a target can't be seen, it can't be hit. A target completely under cover can't be hit.

Targets smaller than human or larger than human have modifications to be hit in ranged combat. A **SMALL** target is the size of or smaller than a dog. A small target is −2 to be hit. A **LARGE** target is the size of an average car. A large target is +2 to be hit. A **GIANT** target is the size or larger than an elephant.

At the GM's discretion, other unforseen circumstances during play could call for some other plus or minus modifier. The GM can tailor modifiers to suit the circumstances during an adventure.

SPECIAL CIRCUMSTANCES TABLE
(ranged combat only)

Circumstance	Effect
Point Blank Range	+2
Effective Range	normal
Extreme Range	−10
Target Movement	−1 per 60'/turn movement
Firer Movement	−1 per 60'/turn movement
Target has soft cover	−2
Target has hard cover	−5
Target is small sized	−2
Target is human sized	normal
Target is large sized	+2
Target is giant sized	+5

3. COVER FIRE

An individual can choose to make a special ranged weapon attack meant to pin down the enemy. Such an attack is called cover fire. The attack is an area attack 10 feet wide. It is not meant to hit the enemy, but to force them to keep their heads down, and be less efficient on ranged weapon attacks. The attack does no damage. It does, however, force the enemy to take minuses on their chance to hit in combat.

The chance to hit for cover fire is calculated ignoring all armor types. If the roll succeeds, all the enemy in the 10 foot area have a −5 penalty on their chance to hit for the turn. Cover fire doesn't depend on initiative. Cover fire attacks are announced, and rolled for, after movement, but before other attacks can take place. Since a general area is being attacked, a close miss could also give the enemy a lesser penalty. For every number over that needed to hit, the penalty is reduced by one. So, if an individual providing cover fire needed a 15 or lower to hit, and rolled a 17, the enemy would still have a −3 penalty to hit in ranged combat.

If the individual has multiple attacks, he can choose one attack to be cover fire while the other attacks are normal. The cover fire penalty is cumulative with other modifiers, but only one cover fire penalty applies at a time. So, if two people provide cover fire against the same area on the same turn, the penalty is still only −5 (not −10).

The cover fire option allows the characters to advance by leapfrogging. Some of the characters can take protection from hard cover then provide cover fire for other characters who are sprinting for hard cover themselves. Even the characters in the open could gain a −5 bonus against being hit by ranged weapon attacks. Once the sprinting characters reached hard cover, they could, in turn provide cover fire which allows the other characters to sprint to different positions.

4. FIRING INTO CLOSE COMBAT

When an individual fires (attacks with a ranged weapon) into a close combat, he could hit the wrong target. If the ranged weapon attack succeeds, the firer has hit the intended target. If the ranged weapon attack fails, there is a 25% chance that it has hit one of the other individuals in close combat with the target. If there is more than one other individual who could be hit, the victim should be chosen at random. Depending on the circumstances, the GM can alter the percent chance to hit the wrong target if the original attack missed.

5. MODIFIED MOVEMENT BASE

The movement base for characters is the walk movement of humans, 60′/turn. As the characters gain experience, the movement base can increase. For every additional attack the individual gains, the movement base increases by 10′/turn. So, an individual with 5 multiple attacks would have a movement base of 100′/turn. That individual's walk movement would be 100′/turn, the running movement would be 200′/turn, and the sprint movement would be 300′/turn.

6. MAGICAL BONUSES

Execptional magic weapons and armor can have bonuses in addition to being magical. Magic weapon bonuses are a plus number. Magic armor bonuses are a minus number.

A magic weapon plus works the same as additional skill levels. Thus, a +2 magic sword would give a +2 bonus to hit and do +2 damage on a successful attack. The largest bonus given should be +5. The greater the bonus, the scarcer the weapon availability.

A magic armor minus works the same as additional armor of the same type. Thus −2 magical plate mail armor would give −8 protection against an attack by a magic sword, but no protection against a magic pistol attack. The largest bonus given should be −5 and the higher the bonus, the scarcer the armor.

7. REDUCING MULTIPLE ATTACKS

The combatant with multiple attacks can always choose to make less attacks in order to have a better chance to hit. The decision must be made before any rolls for attack success are made. The combatant declares that he will take less attacks that turn, then divides the base to hit score that wasn't used among the attacks taken. For example, a combatant has a Physical Score of 105 and thus gets four attacks with a 17 base chance to hit each. The combatant is facing an opponent in power armor and decides to take only 3 attacks instead of 4. He decides to split the 17 points for the extra attack 5-5-7 among the three attacks he does take. The combatant's base chance to hit in combat that turn is thus 24/22/22 for his three attacks. Any bonuses or minuses would then be added to the new base.

8. INITIATIVE AND MULTIPLE ATTACKS

The sequence of play that allows all attackers to make their first attack can be modified by initiative rolls. For every difference of 3 on the initiative rolls, the individual with the higher roll may make one additional mutliple attack before the opponent can counterattack. A difference of less than 3 does not matter.

For example, an individual with 4 multiple attacks and an initiative bonus of +6 is facing an opponent with an initiative bonus of +4. The individual rolls a 7 for a total initiative of 13. The opponent rolls a 2 for a total initiative of 6. The individual can make 3 mutliple attacks before his opponent can retaliate.

9. MOVEMENT AND MULTIPLE ATTACKS

Sometimes, when an individual wants to use multiple attacks, extra targets are further than 10 feet apart. It takes one attack time to switch to a target that was more than 10 feet away from the original target (for ranged combat). Alternately, an individual can move 10 feet in one attack time (in addition to normal movement).

For example, an individual with 7 multiple attacks is facing three foes. The foes are in a line 20 feet apart and 30 feet away. The individual with 7 multiple attacks gains the initiative. He fires a gamma raygun at one foe and knocks the foe unconscious. The other two foes fire at him (with their only attacks) but don't do enough damage to knock him out. The individual still has 6 multiple attacks left. The second attack time is used to switch targets. The third attack time is a gamma raygun blast which knocks out a second foe. The fourth attack time is used to switch weapons to an electric rapier. The fifth and sixth attack times are spent running forward. The individual is now within 10 feet of the last foe (the range for close combat). The seventh attack time is used for a rapier thrust which knocks out the last foe.

10. DIVIDING DAMAGE

The attacking individual can choose to divide damage done on a successful attack equally among additional targets within 10 feet of the main target. The decision to divide damage must be declared before attack success is rolled. Only one attack roll need be made, though each of the declared target's armor ratings are taken into account. It is thus possible to hit one target and miss another if the armor rating are different. Even if some targets were missed, the damage is still divided (the rest of the damage is wasted on ineffective attacks). Divided damage is *not* rounded up, any extra damage is assigned to the main target.

Example: A character with a laser is being charged by several Abiku. Since the Abiku do not have many Life Points, the character decides to split his attack between two Abiku. The attack succeeds and does 13 points of damage. One Abiku takes 7 points of damage, the other takes 6 points of damage. Since Abiku have 5 Life Points, both are unconscious.

11. ALTERING WEAPON STATISTICS

The GM can change the ammunition supply, damage, range, or any other weapon statistic to fit specific weapons. For example, the GM might decide that a .44 Magnum pistol does +2 damage on a successful attack but is −2 to hit because of the kick, while a .22 pistol is +2 to hit but does −2 damage because of the light load. The GM should, of course, make sure that all players are aware of any changes.

OPTIONAL COMBAT RULES

This section offers five optional combat rules. Any or all of the rules can be added to combat if the GM and players decide to add the rule (or rules). The optional rules increase the simulation reality, and give the players more options in combat, but they also make combat more complex.

1. WEAPON INITIATIVE BONUSES

Since weapons differ in size and shape, they could affect initiative in different ways. In close combat, the length of the weapon would affect initiative. In ranged combat, the speed with which the weapon could be fired would affect combat.

In close combat, longer weapons have a better chance to strike first. Therefore longer weapons have a higher initiative bonus listed in the Init.* column on the **CLOSE COMBAT WEAPON CHART**. If the opponent with a shorter weapon manages to get inside the effective strike range of the longer weapon, however, the shorter weapon gains the advantage.

On the initial turn of close combat compare the two weapons' initiative bonuses. The greater bonus will gain the difference between the two bonuses when rolling for initiative. If the weapon with the lesser initiative bonus should ever gain initiative, then the positions would be reversed and the shorter weapon would gain the difference between the bonuses until such time as the other combatant regained initiative.

Example: Two individuals with Initiative Modifiers of +2 (i.e. from SPEED ÷ 10) are in close combat. One individual is using a polearm, the other is using a knife. The polearm has an initiative bonus of +4; a knife has no initiative bonus. The combatant with the polearm gains +4 on the initiative roll (the Initiative Modifiers of +2 cancel each other out). The individual with the polearm rolls a 3 for initiative which becomes a 7 with the bonus. The other combatant rolls a 5. The individual with the polearm has the initiative (essentially striking the other individual before that individual was close enough to counterattack).

On the second round of combat, however, the individual with the knife rolls a 10 for initiative while the individual with the polearm rolls a 4 modified to 8. The individual with the knife has gained the initiative and receives the +4 bonus on the next turn (the individual with the knife has slipped past the guard of the individual with the polearm, and the polearm is now a liability in combat instead of an asset).

Ranged combat doesn't use the reversal of initiative bonus. If a weapon fires faster it always has an advantage over a weapon that fires slower. In ranged combat, the user of the weapon with the higher initiative bonus always gains the difference between the two bonuses.

When one individual is using a close combat weapon and one is using a ranged combat weapon the initiative bonuses should not be used.

2. AIMING

An individual can add up to +5 per attack by doing up to −5 damage. For every +1 gained to hit, −1 is lost in damage. In effect, the individual is taking fewer shots or strikes in order to spend more time calculating each shot or strike. Since an attack is a composite of all the shots or strikes in a turn, taking fewer shots or strikes would reduce damage.

3. DEFENSE

An individual can choose to gain up to −5 defense against attacks by doing up to −5 damage on his own attacks. For every −1 gained in defense, −1 is lost in damage. Defense works similar to aiming. Because the individual is spending time dodging, less shots or strikes can be made so less damage is done. Both

defense and aiming could be used the same turn. The effect is cumulative. Thus, an individual aiming for +5 and defending for −5 would do −10 damage. On a successful attack, the minimum damage that can be done is 1 point.

4. AMMUNITION

If all attacks with the same clip are aimed, and the clip normally has 2 or more attacks, add one attack to the clip before it is empty. If, while using a clip, defense was used every time, and the clip normally has 2 or more attacks, add one attack to the clip before it is empty. The effects are cumulative. Thus, an individual shooting a pistol, using defense each time, and aiming each time, will have 5 attacks on that clip until it is empty. Defense or aiming must be used every time on that clip to gain the extra attacks. Clips with one attack only can never gain extra attacks. In essence, since the individual is taking fewer shots per attack, the ammunition in the clip lasts longer. It is up to the player, not the GM to keep track of the extra ammunition.

5. ARMOR, REACTION SPEED, AND MOVEMENT

Wearing armor not only slows an individual down, it also slows down their reaction speed. What is important is the type of armor being worn, not the modifier. The types of armor, their modifications to the initiative roll, and their movement modifications are listed below. This rule is strictly optional.

Initiative Modification	Type of Armor	Movement Modification
−1	Buff Coat, Bronze Cuirass, Ballistic Cloth Vest, Steel Cuirass, Plastic Cuirass, Energy Vest, Power Armor, Space Armor	none
−2	Leather Armor, Bronze Armor, Chain Mail Shirt, Steel Demi Armor, Plastic Demi Armor, Energy Shield	−10'/turn to walk base.
−3	Chain Mail Armor, Steel Plate Armor, Plastic Plate Armor, Energy Field	−20'/turn to walk base.

Note that the movement modification is to the walk base. So, the run modification would be double that listed, and the sprint modification would be triple that listed.

SPECIAL ATTACKS

Foes have a number of special attacks that could influence combat. These special attacks are abilities instead of one of the listed powers. Some of the more common abilities include: lack of morale, poison attack, paralyzing attacks, causing victims to fall great distances, area attacks, and petrifaction attacks.

No Morale

Some creatures have no sense of danger or fear of death. Such creatures never check reaction or morale. They always attack, and always fight until either they or their victims are all dead.

Poison
Victims successfully attacked with poison must make a Luck Roll or pass out for 3-30 turns. No Life Points are actually lost unless the attack does damage in addition to poison. If the victim rolls an unmodified 20 when checking the Luck Roll, the victim dies unless his Luck Roll score is above a certain minimum. The minimum varies with the type of poison. If the individual does have a Luck Roll score greater than the minimum, it is not possible for that individual to die from that poison (though the individual could still pass out).

The GM can alter the effectiveness of some poisons by raising or lowering the minimum Luck Roll score needed to survive on a roll of 20, or increasing the unlucky Luck Rolls. For example, the GM decides that an especially virulent poison kills victims who roll an unmodified Luck Roll score of 15-20, unless that victim has a Luck Roll score of greater than 20.

Paralysis
A paralyzed individual can't move. A paralyzing attack always allows the victim a Luck Roll. Paralysis lasts varying amounts of time depending on the type of attack. A stun attack is a type of paralyzing attack.

Falling
Individuals can fall 20 feet onto a reasonably soft surface. For every additional 10 feet the individual falls, he takes 1d6 points of damage. Thus, an individual who falls 80 feet takes 6d6 points of damage. The maximum damage a fall causes is 100d6, regardless of the distance fallen.

Area Attacks
Certain foes have attacks that do damage to everything within a certain area. Such attacks are listed either with a specific area the attack affects, or a specific radius around the attacker which is affected. For example, a Dragon's breath affects an area 20′ × 20′ × 20′ in size while the Gloum's Energy Drain attack works against anything within 30 feet of the Gloum. Grenades and Photon Scramblers are the only weapons that have area attacks.

Petrifaction
Petrifaction is a magical ability to turn victims into stone statues. Victims are allowed a Luck Roll to avoid the effect. The powers of **Remove Magic, Animation,** and **Curse** (working in reverse) could turn the victim back into flesh. Victims who recover from petrifaction have the same number of Life Points they had at the moment of petrifaction.

Special Foe Multiple Attacks
In some cases, the GM may feel that combining all the attacks of a foe into one single attack does not accurately depict the type of attack that foe would make. In particular, the GM may wish to increase the number of attacks the foe makes to represent different types of attacks by the same foe. (For example, instead of one attack, the foe would have a separate attack score for claw attacks and another attack score for bite attacks). The GM can always modify a foe so that multiple attacks all come at the beginning of the turn instead of one attack at the beginning and the rest at the end.

The multiple attacks could be a breakdown of the original attack (i.e. claws and bite instead of a single attack), or it could be the normal multiple attacks (which would make the foe more powerful). Again, this rule is strictly optional.

COMBAT EXAMPLE

Six characters, Doc Fortunato, Lemual MacAlister, Vance Farr, Sean de Cavalier, Victoria Kane, and Morgan Adams are standing on a rocky ledge over a deep chasm. Victoria, using her Theatrical skills, has lassoed a boulder on the far side of the chasm and made a tightrope across the chasm. She is just about to cross when two Barghests bound out from behind some rocks and start running through the air, crossing the chasm to attack the characters. (see Barghest in **THE BOOK OF FOES** and AN EXAMPLE OF PLAY in **PART 7—GAME MASTER'S INFORMATION.**

The Barghests are about 300 feet away and are sprinting at 270′/turn. On the first turn of combat, no initiative is needed. The Barghests are not within 10 feet of any character and have no ranged combat attack. Only the characters have attacks and it makes no difference who goes first.

The ranged combat attack will take place at the midpoint of the Barghests' move, when they have moved 135 feet. The Barghests are 165 feet away. Doc Fortunato has a shotgun, Lemual MacAlister has a revolver, Vance Farr has an automatic rifle, Sean de Cavalier and Victoria Kane have pistols, Morgan Adams has a rifle. Sean, however, has no pistol skill but does have Rapier −5 skill so he decides to switch weapons. Only Vance Farr and Morgan Adams have weapons that are within effective range.

All the Barghests have an armor rating of −5 and have a modifier of −5 against any kind of attack. Vance Farr's attack base with an automatic rifle is 14 because he is unskilled; Morgan Adam's attack base with a rifle is 19 because he has Rifle −4. Vance needs a 9 or lower for success. Morgan needs a 14 or lower to hit. They both decide to fire at the same Barghest, now called Barghest A.

Vance rolls a 4; Morgan rolls an 11. Both men have hit. Vance does 2-20 points of damage and rolls a 17. Morgan does 2-12 +4 points of damage and rolls a 7 which is modified to 11. Barghest A takes a total of 28 points of damage, but it has 50 Life Points.

Note: If additional combat rules were being used, the Barghest would have been −5 harder to hit because of its speed. The other characters could have fired at −10.

On the second turn of combat, initiative is rolled. The Barghests are +4. Doc, Vance, Sean, Victoria, and Morgan are +2; Lemual is +1. Barghest A rolls a 10 modified to 14. Barghest B rolls a 9 modified to 13. It is not possible for any character to gain initiative so they don't roll.

Even though the Barghests both have initiative, every character except Sean still gets their special ranged combat attack before close combat takes place. The attack will be at a range of 15 feet, the midpoint of the Barghests' move. Doc has an attack base of 15 so he needs to roll 10 or lower to hit. Lemual has a 12 attack base so he needs 11 or lower to hit. Vance still needs 9 or lower; Morgan still needs 14 or lower.

Doc, Vance, and Morgan all choose to shoot at Barghest A. Lemual and Victoria choose to shoot at Barghest B. Sean decides to attack Barghest A if it survives, otherwise he will attack Barghest B.

Doc rolls an 8. Lemual rolls a 6. Victoria rolls a 13. Vance rolls an 8. Morgan rolls a 20. Victoria and Morgan have missed. Doc does 3-18 +2 points of damage. He rolls a 10 which is modified to 12. Vance only does 5 points of damage this time. Lemual does 2-12 +2 points of damage. He rolls an 8 modified to 10. Barghest A takes 17 more points of damage for a total of 45. Barghest B takes 10 points of damage.

Note: If additional combat rules were being used, the Barghests would be −1 to hit because of movement (30′), but Vance and Morgan would gain +2 because the range would be point blank for their weapon. Initiative would have been rolled to see how many attacks the Barghest could first take.

The GM decides to have the Barghests attack at random. The GM numbers the characters 1 through 6 (Doc = 1, Lemual = 2, Vance = 3, Sean = 4, Victoria = 5, Morgan = 6). The GM rolls 1d6 for each Barghest and determines that Barghest A attacks character #5, Victoria while Barghest B attacks character #2, Lemual.

The Barghests have an attack base of 17 × 2 (two attacks at 17 each). Each attack does 4-24 points of damage if successful. None of the characters is wearing armor so the attack score per attack is 17.

Barghest A rolls an 18. Barghest B rolls a 4. Barghest A has missed with its attack. Barghest B rolls 4d6 and does 15 points of damage. Lemual only has 15 Life Points so he is knocked unconscious.

Sean gets his attack before the Barghests get their second attack. Because of his Rapier −5 skill, his attack base is 21. He needs a 16 or lower to hit. He rolls a 12. Sean's rapier does 1-6 +7 (5 for his skill, and 2 for his Damage Modifier). Sean rolls a 1

modified to 8. Barghest A has now taken 53 points of damage and is unconscious. Barghest A does not get its second attack.

Since Lemual is unconscious, Barghest B chooses to attack Doc, who is within 10 feet of Lemual. The Barghest rolls a 4 and does 12 points of damage.

One Barghest is unconscious; the other checks reaction. Barghest B rolls a 6. While hesitant, it decides to continue the attack.

On the third turn of combat the Barghest rolls a 4 modified to 8 for initiative. Doc rolls a 9 modified to 11, Vance rolls a 6 modified to 8, Sean rolls a 2 modified to 4, Victoria rolls a 10 modified to 12, Morgan rolls a 5 modified to 7. To break the tie, the Barghest rolls a 10. Vance cannot beat the roll.

Since Doc gained the initiative, close combat is broken. Both Doc and Victoria can fire before the Barghest can move again into close combat. Sean can then attack. Vance and Morgan do not want to fire into melee, so they spend the turn switching to close combat weapons.

Doc rolls a 3. Victoria rolls a 15. Victoria has missed. Doc rolls a 16 modified to 18 points of damage. The Barghest rolls a 10 to attack for 13 points of damage. Doc has taken a total of 25 points of damage and is reduced to −7 Life Points. Fortunately, his Personal Force is 7, so he is only unconscious.

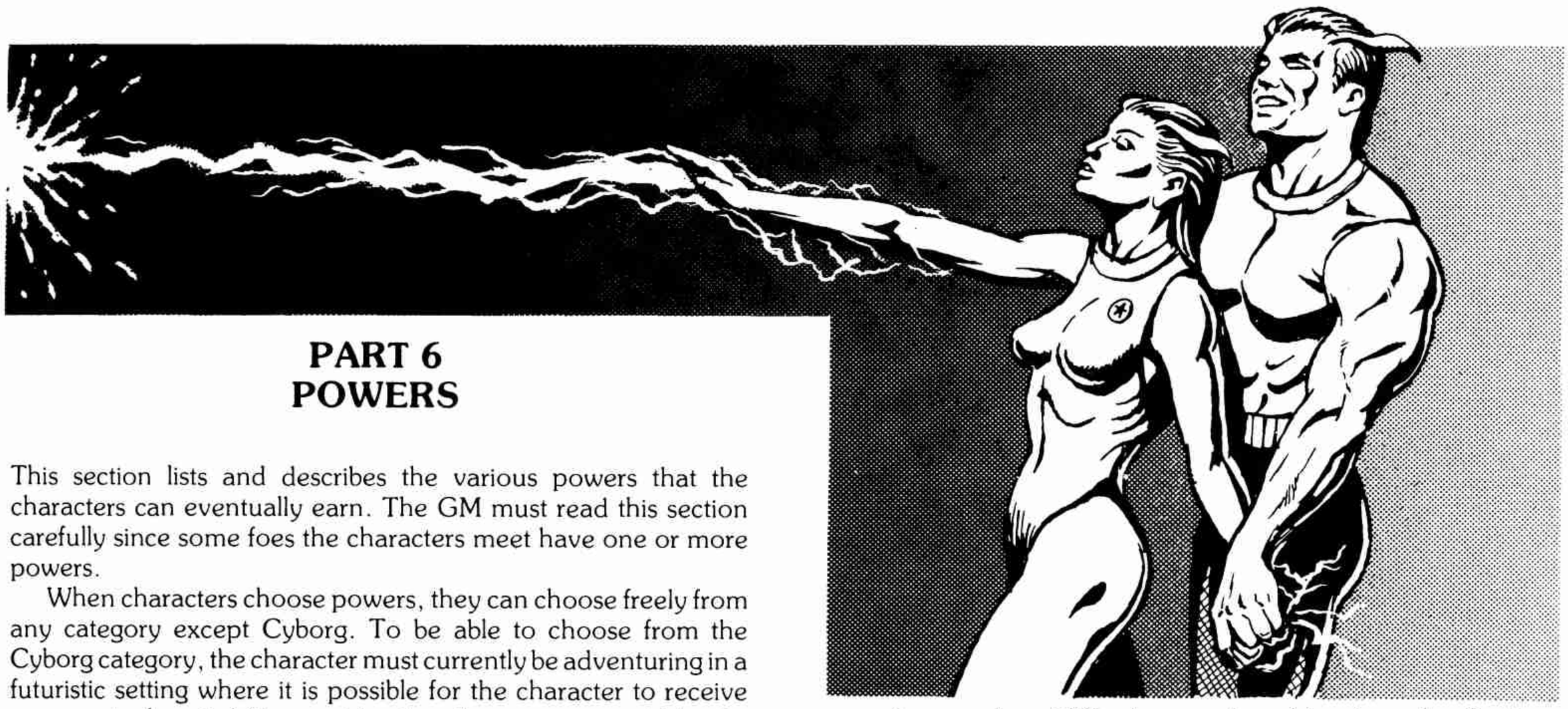
Sean now rolls a 1 for his attack. He then rolls a 3 modified to 10 for damage. Since the Barghest carries no weapons, it can't be disarmed. Instead, it takes double damage, or 20 points of damage from Sean's attack. The Barghest has taken a total of 49 points of damage.

Barghest B rolls its second attack against Sean. It rolls a 5 for an attack which does 11 points of damage.

With only 1 Life Point remaining, Barghest B is likely to die on the next turn of combat. The GM decides to roll another reaction at +2 since Barghests are reasonably intelligent creatures and can recognize when they are at a disadvantage. The Barghest rolls 10 modified to 12. It immediately runs to safety. The characters decide to let it flee.

Lemual has only been reduced to 0 Life Points and, while unconscious is in no danger of bleeding to death. Doc, however, will bleed to death unless given medical attention. Morgan has Medical −1; but Lemual has Medical −4. Morgan uses his skill to heal Lemual for 1 point. Lemual regains consciousness then uses his skill to heal Doc for 4 + 1-6 points because of his surgical skill. Fortunately Lemual rolls a 6 for 10 points of healing. Doc now has 3 Life Points and is conscious. Finally, Lemual uses his skill to heal Sean for 7 points.

Barghests are worth a maximum of 25 experience points. The combat came close to earning maximum experience. Since there are 6 characters, the GM decides that the encounter was worth 42 XP and awards each character 7 experience points. The XP, however, cannot be used to alter abilities until the end of the gaming session.



PART 6
POWERS

This section lists and describes the various powers that the characters can eventually earn. The GM must read this section carefully since some foes the characters meet have one or more powers.

When characters choose powers, they can choose freely from any category except Cyborg. To be able to choose from the Cyborg category, the character must currently be adventuring in a futuristic setting where it is possible for the character to receive surgery at a hospital (it cannot be done by a surgeon outside of a hospital since it requires billions of dollars worth of machinery). The character will also be charged a fee for the surgery which the GM feels is reasonable under existing circumstances.

Powers are numbered from one to five under each category. The higher the number, the more powerful the power. Characters may choose from any category (except possibly Cyborg) but they must always choose the powers in order within a category. Thus, a character could choose the Somatron power of Physical Control, then the Invoker power of Elemental Shaping, then the Magneto power of Electrosensing; but the character could not choose the Magneto power of Energy Field until he or she already had both the Magneto powers of Electrosensing and Electrosleep.

Powers are classed as Magical, Psychic, or Futuristic. The classifications are for the GM's convenience. They help show what type of setting is most appropriate for the various powers. Settings can vary in the course of the character's adventures, and not all powers work well in every setting. Alteration of settings is strictly up to the GM. Such alteration adds variety to the game and imparts an air of mystery and the unexpected to the adventure. For example, in a modern setting, the GM may decide that Magical and Futuristic powers do not work at all, and Psychic powers have only a 50% chance of working (see also Setting Index).

Three statistics are given in each power description. **DISTANCE** is the maximum distance from the user where the power will work. A distance of touch requires the user to physically touch the target of the power (which could be the user himself). The distance of self means the power only works on the owner.

TIME is the length of time the power lasts. A time of permanent means the power lasts unless something unusual intervenes (such as a Cyborg having an implant damaged or a Remove Magic power being cast). A time equal to Power or Power times a number means that the time lasts one turn for every point of Power the user has.

USE is the maximum number of times a power can be used in a day. Time in the game is necessarily abstract. To all intents and purposes, the characters function on Terran time no matter what the setting, unless there is some magical or super-technological reason to overcome normal time. For example, time becomes distorted in unusual ways inside a Faerie Mound or a Black Hole. However, merely adventuring in a setting where local time differs from Terran time (such as another planet) will not alter the character's time reference. They still heal at the end of the day, can use their powers only so many times per day, etc.

LIST OF POWERS

ADEPT
((Magical)
1—Remove Magic
2—Magic Armor
3—Magic Weapon
4—Magic Prison
5—Shape Shift

CLAIRVOYANT
(Psychic)
1—Clairvoyance
2—Cure
3—Psychometry
4—Precognition
5—Photon Ray

CYBORG
(Futuristic)
1—Recycling Implant
2—Weapon Implant
3—Plasteel Body
4—Exoskeleton
5—Back-up Metabolism

INVOKER
(Magical)
1—Elemental Shaping
2—Invoke Elementals
3—Possession
4—Elemental Body
5—Dimension Walking

MAGNETO
(Futuristic)
1—Electrosensing
2—Electrosleep
3—Energy Field
4—EM Tuning
5—Energy Beam

MENTAT
(Psychic)
1—Hypnosis
2—Persuasion
3—Altered Features
4—Metamorphosis
5—Mass to Energy

POLTERGEIST
(Psychic)
1—Sound Control
2—Telekinesis
3—Apportation
4—Gravity Field
5—Teleportation

PROJECTOR
(Futuristic)
1—Sensual Chaos
2—Invisibility
3—Fear
4—Hallucination
5—Automaton

SOMATRON
(Futuristic)
1—Physical Control
2—Dermal Armor
3—Regeneration
4—Energy Absorption
5—Shock Control

SORCERER
(Magical)
1—True Sight
2—Fascination
3—Illusion
4—Enchanted Sleep
5—Animation

TELEPATH
(Psychic)
1—Mind Block
2—ESP
3—Telepathy
4—Neural Overload
5—Forced Rapport

WIZARD
(Magical)
1—Animal Control
2—Necromancy
3—Fly
4—Curse
5—Storm

ADEPT
(Magical)
1—Remove Magic
2—Magic Armor
3—Magic Weapon
4—Magic Prison
5—Shape Shift

An **ADEPT** is an individual who is highly skilled in the magical arts. An Adept does not specialize in one branch of magic, but gains powers that have general usage in a magical setting. Adept powers are useful for removing the effects of magic; protecting the individual against magic; making a normal weapon temporarily magical; magically imprisoning one's enemies, and temporarily changing the shape of the Adept's body. Adept is recommended for characters who prefer action and combat.

Remove Magic

DISTANCE = *300'* TIME = *permanent* *USE = 3/day*

REMOVE MAGIC is the power to remove the effects of magic. The Adept has the power to undo any permanent effects caused as the result of Adept, Invoker, Sorcerer, or Wizard powers, or anything else that the GM classes as magic. The power has no effect over past damage, only over spell effects that continue beyond the time when the Remove Magic power was used.

For example, the Adept could force an Invoker out of another body the Invoker was Possessing; free an individual another Adept was keeping in a Magic Prison; wake up a person put into an Enchanted Sleep by a Sorcerer, or deanimate a Zombie created by a Wizard through the use of the Necromancy power. The Adept can't use Remove Magic to restore Life Points lost because of an Elemental Storm, Magic Weapon, Animated Object, Controlled Animal, etc., since such damage occurred before the power was used. If the spell to be affected by Remove Magic was cast by an individual who has a number of Power points equal to or less than the Adept, Remove Magic automatically succeeds. If the spell to be affected by Remove Magic was cast by an individual with more Power points than the Adept then the chance of success for the Remove Magic is 100% minus the difference between the two Power scores times 5. For game purposes, the GM should assume that the Remove Magic power works unless the GM knows that the original spell was cast by a powerful individual.

The Remove Magic power can't be used against another magic power cast at the same time. For instance, if an enemy Invoker casts an Elemental Body spell and the Adept casts a Remove Magic power on the same turn, the Remove Magic power only effects the Elemental Body spell if the enemy has the initiative and goes first in the turn.

Remove Magic can also remove the permanent effects of common magical items. All magic items are classed as either common or special (depending on how frequently that type of magic object is encountered). Named, one-of-a-kind magic items are always special. For example, a magic sword with no bonus is a common magical item; however the +5 sword Excaliber is a speical magic item. The magic sword can be changed into a normal sword by Remove Magic, while the sword Excaliber can't be affected by Remove Magic. The GM can make any magical item special if he feels such a change helps the adventure. Also, unless the Magical Identification skill or Psychometry power are used successfully, the Adept won't know in advance whether the magical item was common or special.

Once the Remove Magic power is used successfully, the effect is permanent (the magical effects of a spell case, or an item stops being magical). The spell-object or item is now, however, permanently unmagical. It can still be affected normally by powers and magic. A Remove Magic spell doesn't affect the results of another Remove Magic spell. A Remove Magic spell can't be used to restore the effects of a power or magical item previously affected by a Remove Magic power.

The Adept must be within 300 feet of the target in order to cast Remove Magic. Only one power or item can be affected by one Remove Magic spell. The power or item must be specified by the Adept before the Remove Magic power is used. Remove Magic can be used three times per day.

Magic Armor

DISTANCE = *touch* TIME = *Power* *USE = 2/day*

MAGIC ARMOR helps protect the Adept against attacks from magical weapons and from magical power attacks. It also temporarily doubles the Adept's armor rating. The power lasts 1 turn for every Power point of the Adept. For example, an individual with a Power score of 5 would have Magic Armor for 5 turns.

While the power lasts, any armor the Adept is wearing would be classed as magical. The armor is also doubled in rating. For example, a suit of plate mail would give −12 protection against attacks a magic sword, but no protection against a magic pistol. If the Adept is already protected by armor classed as magical, the power temporarily increases that type of armor to the next category (for example, regular to ballistic).

In addition, while the spell lasts, the Adept is immune to all magical power attacks (i.e. from the 20 powers of Adept, Invoker, Sorcerer, and Wizard) made by an individual with the same or lower number of Power points as the Adept. The chance for a spell to affect the Adept protected by Magic Armor is a percentage equal to the difference between the Power score of the Adept and the more powerful spell caster times 5. Magic Armor would also protect against any attacks which the GM decides are "magical".

Any individual the Adept touched can be protected by Magic Armor, though only one individual can be protected per power use. Magic Armor can be used twice per day.

Magic Weapon

DISTANCE = *touch* TIME = *Power* USE = *3/day*

MAGIC WEAPON allows any one weapon to be classed as magical for one turn per power points. Only armor classed as magical gives protection against a magical weapon. Space armor, that would normally provide −10 protection, gives no protection against an attack with a magic sword.

Any type of weapon the Adept touches can be made magical, though only one weapon can be made magical per power use. Magic Weapon can be used three times per day.

Magic Prison

DISTANCE = Power × *10′* TIME = *permanent* USE = *2/day*

MAGIC PRISON allows the Adept to imprison his enemies inside special magical cubes. Magic Prison allows the victim a Luck Roll. If the roll is unsuccessful, the target is imprisoned inside a clear magical cube 10 feet on each side. The Luck Roll is modified by the difference (either + or −) between the luck roll socre of the Adept and the luck roll score of the victim. The magic cube admits light and air but is otherwise impregnable. Time stops inside the cube so the victim needs no food or drink.

The victim remains trapped inside the Magic Prison until a Remove Magic is cast on the prison. The Magic Prison can't be used defensively by the Adept because, once inside the prison, times stops and the Adept forgets to remove the prision. Magic Prison works up 10 feet away per power point. It can be used twice per day. The effects of a Magic Prison can be useful to save the life of a friend who has been reduced below zero Life Points and is in danger of bleeding to death. The Magic Prison keeps the individual in statis until proper medical help arrives, at which time, the Magic Prison is removed by the Adept.

Shape Shift

DISTANCE = *self* TIME = *Power* *USE = 3/day*

SHAPE SHIFT allows the Adept to physically change his shape. The Adept can change into anything that has a physical shape. The Adept can take the shape of any individual he has seen and will be undiscovered even by that individual's close friends.

The Adept can only change into creatures who, generally, have the same number of Life Points or less than the Adept when he is uninjured. The Life Points of the Adept don't change as he shifts shape. Thus, an Adept who has 20 points in injuries still has 20 injury points in his new shape. The Adept gains any innate abilities of the creature whose shape he has taken, but not the creature's powers. For instance, an Adept who has 150 Life Points can shape change into a dragon. The Adept can fly and breathe fire, but doesn't gain the powers of True Sight, Fascination, Create Illusion, Enchanted Sleep, or Animation (unless, in the GM's opinion such powers are actually innate abilities of the dragon).

The Adept can only change his own shape. The spell lasts one turn for every point of Power score of the Adept. The Adept can, if he wants, assume a new shape every turn that the spell lasts. Shape Shift can be used three times per day.

CLAIRVOYANT

(Psychic)

1—Clairvoyance
2—Healing
3—Psychometry
4—Precognition
5—Photon Ray

A **CLAIRVOYANT** has a general variety of psychic powers. Clairvoyant powers deal with sensing information at a distance when not normally possible, healing, learning the past history of objects, sensing danger before it happens, and causing light to explode. Clairvoyance is a power class balanced between action and guile and is recommended for characters who prefer a mixture of combat and cunning.

Clairvoyance

DISTANCE = Power × *1 mile* TIME = *Power* × *3* USE = *3/day*

CLAIRVOYANCE is the power to sense at a distance even when such sensing normally wouldn't be possible. All the senses are involved, though the strongest sensation is sight and the second strongest is hearing. The Clairvoyant can also speak at the same distance (the Clairvoyant's voice is heard even though the Clairvoyant was beyond normal speaking distance).

The Clairvoyant must focus the power on a target. The target can be a specific individual or place with which the Clairvoyant is familiar, or it could be an area 300 feet in every direction from a focal point specified by the Clairvoyant (for example, "that big, oddly-shaped rock about 2 miles away", or "a point 30 miles away and straight ahead"). When the target is someone or something familiar, the familiar object serves as the focal point and the Clairvoyant can see and hear what is happening within 300 feet of that familiar object. If the object is not familiar, the Clairvoyant can still see everything within 300 feet of the target, but may not see or hear what he wanted to see or hear. When the Clairvoyant guesses when specifying a target, he may guess wrong.

The maximum distance a Clairvoyant can sense is equal to one mile for every Power point. The power lasts a number of turns equal to the Clairvoyant's Power score times three. The Clairvoyance power can be used three times per day.

Cure

DISTANCE = *touch* TIME = *permanent* USE = *3/day*

CURE is a power used to replace Life Points lost through combat or other game activities. The power replaces all Life Points lost at the time the power was used. The Clairvoyant can use the power on himself. Since the power replaces all lost Life Points, it is a good game strategy to save the power for use on the most seriously wounded characters.

Cure can only be used on the same individual once per day. It can, however, be used on 3 different individuals in the same day. The individual must be touched by the Clairvoyant to be cured. The Cure power is permanent; however that restored Life Points can be lost again through other game acitivity.

Psychometry

DISTANCE = *touch* TIME = *1 turn* USE = *3/day*

PSYCHOMETRY is the power to learn the past history of an object or person by touch. The Clairvoyant learns details of the recent past, but is less certain of the details further back in time. Psychometry functions on magical items (see Magical Identification skill).

Exact details of the object's history depend on the GM's discretion. The GM need not reveal details that would upset an adventure. Only the more important details need be revealed. Note that Psychometry does not guarantee that the Clairvoyant will understand the details revealed to him. The player may misunderstand the details because his character doesn't have the proper background to interpret the details.

The GM can describe the details in such a way that the details are meaningless. For example, the Clairvoyant might see bright violet lights and hear a high-pitched, screeching sound which is the way humans might view an alien television program telecast on light waves beyond the ultraviolet, using ultrasonic sound. Under normal conditions, however, the Psychometry power works with no problems. Psychometry lasts for one turn. It can be used three times in a day.

Precognition

DISTANCE = *1 minute* TIME = *1 turn* USE = *variable*

PRECOGNITION is the power to occasionally recognize danger before the danger takes place. A danger is anything that can possibly kill the Clairvoyant. Danger is relative, depending on how badly injured the Clairvoyant is before the danger strikes.

Precognition is an erratic power. Before any danger strikes the Clairvoyant, the GM rolls 1d10. On a roll of 1 *(only)* the character has advance warning of the danger. If Precognition succeeds, the character should be given time to prepare. (This is the reason that distance is listed in turns instead of feet). If, because of circumstances, it isn't possible for the Clairvoyant to receive 10 turns (1 minute) preparation, Precognition at least guarantees that the Clairvoyant receives initiative on the first turn of danger.

Precognition warns the Clairvoyant about danger and the approximate direction from which the danger is coming, but gives the Clairvoyant only hazy details of the danger. The player must remind the GM at the start of each gaming session that his character has the Precognition power.

If the GM forgets to make the Precognition roll, but is reminded of the fact before circumstances have gone too far, the GM can make a Precognition roll after the fact. If the roll shows that the Clairvoyant would have been warned about the danger, and the Clairvoyant player wants, the GM can always replay the dangerous encounter, allowing the Clairvoyant to prepare in advance.

Precognition also adds +2 permanently to the Clairvoyant's Initiative Modifier (Init.). Because its usage is random, Precognition could possibly work many times in a day.

Photon Ray

DISTANCE = *1000'* TIME = *1 turn* USE = *2/day*

A **PHOTON RAY** is a beam of exploding light. The ray travels in a straight line from the fingertip of the Clairvoyant to the victim unless blocked by some intervening solid. The ray can travel through gaseous or liquid matter, but not through solid matter. The ray can travel a maximum of 1000 feet.

The first solid object the ray touches takes damage equal to 1d6 for every Power point of the Clairvoyant. Damage can be countered by the EM Tuning power, the Energy Absorption power, or against an Invoker in any Elemental Body except that of Earth.

In addition to taking damage, the victim must make a luck roll or be blinded for 1-10 turns (fight at −10). Photon Ray can be used twice per day. Each use only lasts one turn, but if the Clairvoyant has multiple attacks, each attack that turn can be a Photon Ray. Any victim struck twice in the same day becomes immune to Photon Ray for the rest of the day.

CYBORG

(Futuristic)

1—Recycling Implant
2—Weapon Implant
3—Plasteel Body
4—Exoskeleton
5—Back-up Metablolism

A **CYBORG** is part human and part machine. The Cyborg powers all deal with machanical changes to the Cyborg's body. Cyborg changes are classed as powers rather than equipment because it takes special mental powers to allow the body to accept mechanical changes. Most human bodies can't accept the mechanical changes due to tissue rejection (where the body's cellular tissues can't adjust to the presense of mechanical parts). An individual can only receive Cyborg powers while in a futuristic setting since highly-advanced surgical techniques are necessary to gain the power. Cyborg powers allow the Cyborg to survive without air, food, or water; to have a built-in weapon and armor; to be stronger and faster; and to gain Life Points. Cyborg is recommended for characters who prefer action and combat.

Recycling Implant

DISTANCE = *self* TIME = *permanent* USE = *permanent*

An implant is a number of related mechanical parts surgically embedded into the Cyborg's body. A **RECYCLING IMPLANT** allows the Cyborg to efficiently recycle the body's waste materials. The Cyborg can function normally without air, food, and water indefinitely. The Cyborg is still affected by extremes of temperature and pressure. The Cyborg can survive in space as long as he is in a space suit (even without the suit's oxygen). Without the suit, however, the Cyborg would die of the vacuum and extreme cold.

Once the Recycling Implant has been surgically embedded, it is permanently in place. The physical changes to the Cyborg's body start to become evident when the Recycling Implant is embedded. The individual can still pass for a normal human unless an internal examination is made.

Weapon Implant

DISTANCE = *self* TIME = *permanent* USE = *permanent*

The **WEAPON IMPLANT** power allows the Cyborg to have any one weapon surgically embedded in his body. The choice of weapon must be reasonable. For example, it is not reasonable to have a polearm embedded in one's body, though a laser would be reasonable. The weapon is usually a ranged energy weapon and is normally embedded in the hand and arm. The weapon is fired out of the fore finger (the finger used to aim) by concentrating. Energy weapons never need ammunition or reloading since they draw from a miniature implanted nuclear power source. The Cyborg can still pass as a normal human unless a careful (external) examination is made. The weapon is fired normally in combat using the usual Combat skill. The maximum weapon skill is, however, increased by one.

Plasteel Body

DISTANCE = *self* TIME = *permanent* USE = *permanent*

The **PLASTEEL BODY** power gives the Cyborg a permanent armor rating of −7 Energy. Plasteel Body requires intensive surgery. The human skin is replaced with a plasteel skin that functions as human skin but gives more protection in combat. The nuclear power source is expanded to include a permanent outlet for an energy screen. The individual no longer passes as a normal human unless well-disguised. The disguise can be physical (wearing space armor, for example), or mental (the Altered Features power of Mentat or the Hallucination power of Projector, for example). The Espionage skill of Disguise, or the Theatrical skill of Impersonation is not a sufficient disguise by itself.

Exoskeleton

DISTANCE = *self* TIME = *permanent* USE = *permanent*

The **EXOSKELETON** power allows the Cyborg to do more damage in close combat and to move faster. An Exoskeleton is a mechanical system of reinforced plasteel that covers the outside of a Plasteel Body like a metal skeleton. The mechanical system has articulated joints and is powerized by self-recharging solar batteries. As long as the Cyborg is exposed to sunlight, the batteries never need recharging (otherwise they can be recharged from the nuclear power source of the Cyborg for up to three months).

The Exoskeleton power allows the Cyborg to do an additional +2 damage in close combat, increases the Cyborg's movement by 10'/turn, increases the Cyborg's initiative by +2, and increases the chance to hit in combat by +2 per attack. The only way a Cyborg with an exoskeleton can be disguised to look like a normal human is by the use of some mental power.

Back-up Metabolism

DISTANCE = *self* TIME = *permanent* USE = *permanent*

BACK-UP METABOLISM gives the Cyborg 31-50 more Life Points and allows the Cyborg to survive extremes of temperatures and pressure. The Cyborg gains a permanent increase of 30 + 1d20 Life Points, after a secondary, mechanical internal system is surgically implanted. The secondary system serves a back-up emergency function. If the primary internal system stops functioning for any reason, the back-up system operates at full capacity. The Cyborg could get shot through the heart and still live because his back-up heart was working.

The surgery that implants the Back-up Metabolism also installs a mechanical device that secretes a self-sealing film which rapidly covers the entire body. The film allows the Cyborg to be self-contained and helps insulate the Cyborg against extreme cold and cools the Cyborg against extreme heat. Combined with the Exoskeleton which helps protect the Cyborg from extremes of pressure, the film allows the Cyborg to survive both extremes of pressure and temperature. There is a limit to the temperature and pressure the Cyborg can withstand. For example, if the temperature was so great that it melted plasteel, or the pressure was so great that it changed plasteel into liquid, the Cyborg could not survive. The Cyborg can, however, survive in normal space without a space unit.

INVOKER

(Magical)
1—Elemental Shaping
2—Invoke Elementals
3—Possession
4—Elemental Body
5—Dimension Walking

An **INVOKER** specializes in spells involving the elemental planes of earth, air, fire, water, and shadow. Invoker powers allow the individual to change the shapes of anything associated with the elemental planes, to summon creatures of the elemental planes for help, to take possession of a foe's body (or banish dangerous elementals), to change the Invoker's body into one of the elemental substances, and to travel between the dimensions. Invoker is a power class balanced between action and guile and is recommended for characters who perfer a mixture of combat and cunning.

Elemental Shaping

DISTANCE = *300'* TIME = *Power × 4* USE = *3/day*

ELEMENTAL SHAPING allows the Invoker to change the shape of anything associated with the elemental planes which is no larger than 30 feet in any direction (i.e. the maximum size is 30' × 30' × 30'). Things usually associated with the elemental planes are: Air (anything gaseous, especially oxygen), Water (anything liquid, especially water), Earth (anything solid, especially dirt or rock), Fire (anything made from pure energy, especially something burning), and Shadow (the shadow of anything, or anyone, but not the object or person themselves).

Elemental Shaping only works on inanimate objects. Elemental Shaping won't work on any of the creatures from the elemental planes.

Elemental Shaping is good for indirect use. The spell itself does no damage, nor can the power directly cause the death of any animate being. It can only cause indirect damage as a result of the target's actions. For example,the spell could circle the target with a wall of fire. The target would take no damage unless he choose to cross the fire wall.

Preferably, the object to be shaped should be directly linked to one of the planes (rock or soil, air, fire or light, water, and shadows). If not, the spell may not automatically work (at the GM's discretion). For example, mud is a mixture of earth and water, so the spell might only have a 75% chance of success to shape mud.

The power range is 300 feet. The effects of the spell last 4 turns for every Power point of the Invoker. The spell can be used three times a day.

Invoke Elementals

DISTANCE = *100* TIME = *1 service* USE = *2/day*

The **INVOKE ELEMENTALS** power allows the Invoker to summon creatures from the elemental planes for assistance. The summoned creature will perform one service for the Invoker. If the service is short (can be done in 10 minutes or less) and not too dangerous *(the creature is likely to survive)* then the creature will willingly perform the service. Creatures from the elemental planes have a geas *(a special curse)* that forces them to obey summons from Invokers. Each creature has, however, a predestined number of services (the exact number is unknown to the creature) before it is free. Naturally, creatures prefer easy services to difficult ones.

If the service is difficult or overly dangerous, the Invoker must maintain concentration to control the creature for the duration of the service, or the creature will either return to its own plane or attack the Invoker (whichever stands the best chance of success). The Invoker's concentration is broken if he becomes involved in combat.

The Invoker is limited to which kind of elemental creatures he can invoke by the title the Invoker has attained. The **INVOKER TABLE** lists the types of elemental creatures (see **THE BOOK OF FOES**) and the minimum title necessary to invoke each type of creature. Note that once an Invoker is able to invoke a type of creature, he continues to hold that power when the character gains a higher title. Thus, a Grand Master could invoke minor elementals, elemental animals, elemental humans, elemental aliens, or elemental spirits.

INVOKER TABLE

Type Of Elemental	Minimum Title
minor elemental	Apprentice
elemental animal	Master of Space
elemental human	Master of Time
elemental alien	Master of Dimensions
elemental spirit	Grand Master
major elemental	Immortal
Baron/Baroness	Space Lord
Duke/Duchess	Time Lord
Prince/Princess	Dimension Lord
King/Queen/Lord	Lord of Creation

Invocations are of two kinds: contract invocations and non-contract invocations. Non-contract invocations require the Invoke Elementals power. During the course of their adventures, characters sometimes acquire magical contracts as the price of their aid to intelligent creatures of the elemental planes (or animal rulers, see **THE BOOK OF FOES**). If the creature willingly agrees to a magical contract as the price of aid, the creature can be summoned to fulfill the contract at any time without the use of a power. Any intelligent creature with a Personal Force can enter into a magical contract. It is possible for the characters themselves to enter into a magical contract to be summoned by some intelligent creature.

The contract is a magically binding promise in which both sides receive satisfactory compensation, and to which both sides willingly agree. The compensation should roughly be equal for both sides or the magical contract is not binding (does not have to be fulfilled). The GM must be careful not to let players abuse the concept of a magical contract or the balance of play can be ruined. For example, if the characters gang up on an individual who has not threatened them, then offer the individual his life in return to agreeing to a contract, the contract is not binding since it was forced on the individual. If the same individual, however, attacked the characters, then tried to bargain for his life in exchange for a magical contract, the contract is valid.

At any given time one character can hold a maximum number of magical contracts equal to the number of Power points he has gained.

The Invoker can also use the Invoke Elemental power to protect themselves from an attack by creatures from the elemental planes. The power can protect against an elemental one step more powerful than the Invoker could summon (see **INVOKER TABLE**). For instance, a Grand Master can be protected against a major elemental but not an elemental Baron. A power use must be spent for the protection. If so the Invoker can't be harmed by the elemental. Invoker Elementals can be used twice a day.

Possession

DISTANCE = *100'* TIME = *3 turns/title* USE = *2/day*

POSSESSION allows the Invoker to temporarily take over the body of another individual or to send hostile elementals back to their own plane. If the power succeeds, the Invoker gains total, temporary control over the target's body. The target can make a luck roll to try to avoid the possession. The luck roll is modified (+ or −) by the difference between the target's luck roll score and the Invoker's luck roll score. The target to be possessed must be within sight of the Invoker. As long as he is in the target's body, the Invoker gains all powers or innate abilities of the target.

When the Possession power is used, the Invoker's body and shadow merge, leaving only the shadow. The shadow then merges with the target's body. While in a target's body, the Invoker only takes one point of damage for every four points of damage done to the target. If a Possession attempt fails, the Invoker's body immediately returns to normal.

Possession can also work in reverse to send hostile elemental creatures back to their own plane, or to stop Possession of an individual's body. The reverse of Possession would be known as **Banish**. If Banish is used after another Invoker has taken Possession of an individual's body, it ends the Possession. The Invoker can also banish an elemental of equal power to one he can invoke (see **INVOKER TABLE**). Possession works up to 100 feet away and can be used twice per day.

Elemental Body

DISTANCE = *self* TIME = *Power* USE = *3/day*

ELEMENTAL BODY allows the Invoker to temporarily change his body into one made from one of the elements. An air body allows the Invoker to walk on air and cause darkness for a 150 foot radius in which only air elementals can see. An earth body can move at will through solid rock and earth and create a tunnel through the earth or rock twice as large as the Invoker. A fire body can walk on sunlight and teleport from flame to flame (as long as the flames are within sight). On a successful unarmed combat from a fire body, the victim must make a luck roll or take an additional 1-10 points of damage. A shadow body can teleport from shadow to shadow (as long as the shadows are within sight), and can control light to create shadows. A water body can walk through or on liquids at will and teleport from one pool of water to another that is within sight.

Elemental Body only works on the Invoker. The spell lasts a maximum of 1 turn for every Power point of the Invoker. The Invoker need not hold the same Elemental Body each turn, but can switch freely each turn into another type of Elemental Body.

Dimension Walking

DISTANCE = *10' radius* TIME = *permanent* USE = *3/day*

DIMENSION WALKING allows the Invoker and anyone within 10 feet of the Invoker to travel between the dimensions. If the travel is not voluntary, the individual is allowed a luck roll to avoid the effects of the power. The GM should limit Dimension Walking to travel between the known dimensions (those described in the rules or created by the GM). For more information on the known dimensions, see **PART 7 – GAME MASTER'S INFORMATION** and **THE BOOK OF FOES**. Once in another dimension, the Invoker and anyone who came with him remains in that dimension until they use the power to move on. While in that dimension the Invoker and anyone who came with him is perfectly adjusted to the physical laws of the dimension. Dimension Walking can be used three times per day.

MAGNETO

(Futuristic)
1—Electrosensing
2—Electrosleep
3—Energy Field
4—EM Tuning
5—Energy Beam

A **MAGNETO** specializes in powers dealing with the electromagnetic spectrum (abbreviated EM), and energy forces in general. The Magneto can sense electromagnetic fields and what is generating the field, cause sleep by generating a special EM field, project an energy field for armor, make changes in objects that generate EM fields, and project a beam of pure energy. Magneto is a power class balanced between action and guile and is recommended for characters who prefer a mixture of combat and cunning.

Electrosensing

DISTANCE = *500'* TIME = *Power × 4* USE = *3/day*

ELECTROSENSING is the ability to sense electromagnetic fields. Even if the EM field is shielded, there is enough energy leakage for the Magneto to sense it. Shielding will, however, reduce the range, depending on how strong the EM field is. Strong power sources include electrical power plants, large bodies of liquids, large concentrations of metals, and any machine that uses or conducts high voltage electricity. Such sources can always be sensed up to 500 feet alway. The range of shielded sources of less power is up to the GM's discretion depending on what type of shielding is being used.

For example, the Magneto could find water under the earth, or buried treasure up to 500 feet away, but might only be able to sense an individual in space armor 200 feet away. (The use of the Electrosensing power to find buried objects is known as dowsing).

The Magneto can also sense weak power sources. Every object or person radiates some kind of electromagnetic field. Electrosensing allows the Magneto to see under conditions where sight is normally impossible (such as in darkness, or temporary blindness). Thinking creatures radiate weak EM fields that change as the creature's emotions change. The more intelligent the creature, the more complex the electomagnetic field it radiates. Electrosensing allows the Magneto to sense the creature's emotions by noticing changes in the EM field (this type of EM field is sometimes called an aura). Use of Electrosensing to sense emotions is known as empathy.

The geomagnetic poles of a planet radiate bands of electromagnetic energy. Electrosensing can be used to determine the Magneto's approximate position on the planet to keep him from getting lost. Finally, the electromagnetic field around an intelligent being changes if the being consciously tells a lie. Electrosensing can function as a lie detector. The Magneto can't use empathy or lie detection on a being who is using the Energy Field power. The power lasts a maximum of 1 turn for every Power point of the Magneto.

Electrosleep

DISTANCE = *300'* TIME = *1 turn* USE = *3/day*

ELECTROSLEEP allows the Magneto to generate a controlled electromagnetic field that can put creatures to sleep. Since the field is controlled, the Magneto can select targets from within the field. The Magneto can choose a maximum of 1 target for every 5 Power points.

The target can make a luck roll to stay awake. The luck roll is modified by the difference (+ or −) between the luck roll score of the target and the luck roll score of the Magneto. Any target that fails the luck roll remains asleep for a number of hours equal to 1 for every Power point of the Magneto. The target remains asleep during this time unless awakened by acute pain (such as a wound from being attacked while asleep).

Electrosleep can be used three times a day. The electromagnetic field can extend up to 300 feet away. Though the effects can last more than one turn, each usage of Electrosleep is only one turn long. (After the turn the power was used, no new targets can be chosen unless the power is used again.)

Energy Field

DISTANCE = *self* TIME = *Power × 2* USE = *3/day*

ENERGY FIELD allows the Magneto to project a field of energy around himself. The Energy Field is equal to −8 Energy armor. It also absorbs one-half the damage of a successful attack by an energy weapon or power. The field protects the Magneto against empathy and lie detection. The power can only be used to protect the Magneto. It lasts a maximum period of time equal to 2 turns for every Power point of the Magneto. The Energy Field power can be used three times per day.

EM Tuning

DISTANCE = *100'* TIME = *Power* USE = *3/day*

EM TUNING allows the Magneto to control objects that generate electromagnetic fields (as opposed to merely radiating EM energy) or that uses electromagnetic waves, or photomagnetic tapes. The power only works on inanimate objects.

EM Tuning works on four categories:

Broadcasting Equipment, Photomagnetic Tape, Electrical Currents, and Miscellaneous Objects. Broadcasting equipment uses electromagnetic waves. Since the electromagnetic spectrum includes visible light, not only radio and telegraph can be affected, but television and holograms. Photomagnetic tape is used in photography, video recording, sound recording, computers, and robots. EM Tuning cannot only permanently alter the image on tapes, it can be used to temporarily take control of computers and robots. Robots, however, are allowed a luck roll to keep them from being controlled. Thus, the Magneto can alter a photograph or change a recording any way he wants. Most Machines run on electrical currents. EM Tuning allows the Magneto to start machines that are switched off and stop machines that are switched on. If the machine is intelligent (like Cyborg or Robot), it gets a luck roll to try to avoid tampering. All objects generate some EM field. EM Tuning allows the Magneto, to alter the field so that the objects look different colors, appear invisible, or appear differently shaped to anyone using the Electrosensing power (but not to anyone looking at the objects normally).

EM Tuning can work up to 100 feet away. The power lasts a number of turns equal to the Power point of the Magneto. The power can be used three times per day.

Energy Beam

DISTANCE = *500'* TIME = *1 turn* USE = *2/day*

ENERGY BEAM allows the Magneto to cast a beam of pure energy up to 500 feet away. The Energy Beam does 5 points of damage for every point of Power of the Magneto. The Energy Beam automatically hits the target it is aimed at unless some other physical target gets in the way. The Energy Beam is considered to follow a straight line from the Magneto's finger to the target. The Magneto can only use Energy Beam twice per day. If the Magneto has multiple attacks, he can choose each attack that turn to be an Energy Beam. After one attack, the victim is immune for the rest of the day.

MENTAT

(Psychic)

1—Hypnosis
2—Persuasion
3—Altered Features
4—Metamorphosis
5—Mass to Energy

A **MENTAT** specializes in mental powers and tries to impose his will upon enemies and objects. Mentat powers put targets into hypnotic trances, allow the Mentat to persuade groups of individuals to follow courses of action they might not normally follow, convince others that the Mentat looks differently than he really does, allows the Mentat to have extra skills, and allows the Mentat to convert mass into energy. Mentat is recommended for characters who prefer cunning, subtlety, and guile.

Hypnosis

DISTANCE = *20'* TIME = *1 turn* USE = *3/day*

HYPNOSIS allows the Mentat to put one intelligent individual into a sleep like trance where the target follows the suggestions of the Mentat (with certain limitations). The target can make a luck roll to avoid Hypnosis. The luck roll is modified by the difference (+ or −) between the luck roll score of the target and that of the Mentat. The Mentat can't make the target do anything the target wouldn't normally do. The Mentat can, however, trick the target into believing that circumstances are different than they really are and trick the target into actions the target wouldn't do if circumstances were different.

For example, the Mentat wants the target to bark like a dog . . . something the target considers undignified. The Mentat might convince the target that the target would win a $1000 prize for barking, or that the target was drunk at a party where everyone played a game trying to mimic the sounds by animals. In either case, the Mentat must first break down the target's reluctance. Most individuals won't willingly commit violence unless they feel that the circumstances call for justifiable violence (self-defense, war, etc.)

When the Mentat reaches the title of Immortal, he gains the ability to Hypnotize a group of individuals (known as Mass Hypnosis). The Mentat could Hypnotize one person per 3 Power points at the same tme. Anyone who looks at, and listens to the Mentat can possibly be hypnotized at the same time. Each individual is allowed a luck roll. Except for the number of targets, Mass Hypnosis works just like Hypnosis.

Hypnosis normally lasts a maximum of 4 turns for every Power point of Mentat. The Mentat must be within 20 feet of the target for Hypnosis to have a chance of success, or within sight and hearing of the target for Mass Hypnosis to have a chance of success. The Mentat can use Hypnosis up to three times each day. The power takes one turn to take effect.

If the target is successfully hypnotized, the Mentat can give the target one specific suggestion which will be carried out within 3 days after the target was hypnotized. Such instructions are called a post-hypnotic suggestion.

Persuasion

DISTANCE = *50'* TIME = *1 turn* USE = *2/day*

PERSUASION allows the Mentat to convince a group of intelligent or semi-intelligent individuals to perform certain actions within certain limits. Unlike Hypnosis, the actions of the target are general, not specific. Therefore, they can be convinced that the Mentat was a friend, or that an enemy would soon attack, but not to all bark like dogs. The targets can be persuaded to perform any kind of action they might possibly do, even if such actions aren't the most likely under the circumstances. So, the targets might come along with their Mentat friend to help defeat a common enemy, but wouldn't commit suicide by jumping off a cliff.

The size of the group to be persuaded is equal to 1 for every Power point of the Mentat. The Mentat must be able to talk to the targets and must be within 50 feet for the power to work. Persuasion lasts a maximum number of turns equal to 4 per Power point of the Mentat. Persuasion can be used twice per day.

Altered Features

DISTANCE = *10'* TIME = *1 day* USE = *3/day*

ALTERED FEATURES allows the Mentat to appear to

change the way he looks. The Mentat doesn't physically change, the effects are a mental illusion. The Mentat can use the Altered Features power for disguise or impersonation. The Mentat can only impersonate a familiar individual. A Sorcerer using the True Sight power can see the Mentat as he really is.

The Mentat can use Altered Features on everyone within 10'. The power can last all day. The power can be used three times each day (three different disguises).

Metamorphosis

DISTANCE = *self* TIME = *permanent* USE = *permanent*

METAMORPHOSIS allows the Mentat to learn to transcend the normal mental limitations. All skills immediately increase by one point, even if they are already at maximum. In addition, the maximum level for all skills is permanently increased by one level for the Mentat. Metamorphosis is permanent once learned and can only be used on the Mentat himself.

Mass to Energy

DISTANCE = *500'* TIME = *permanent* USE = *2/day*

The Mentat can convert the physical mass of any one inanimate object into energy. The object can be no smaller than 1' × 1' × 1' and no longer than 10' × 10' × 10'. In essence, the object suddenly explodes. The explosion is extremely unpredictable.

Any creature within 50 feet of the explosion takes 1-100 points of damage. Mass to Energy can also work in reverse (Energy to Mass). In reverse, the power destroys any kind of Energy armor. Mass to Energy is permanent (i.e. the energy doesn't turn back into mass after a certain time). Mass to Energy can be used twice per day.

POLTERGEIST

(Psychic)
1—Sound Control
2—Telekinesis
3—Apportation
4—Gravity Field
5—Teleportation

A **POLTERGEIST** specializes in those types of powers often associated with ghosts, apparitions, and similar supernatural phenomenon. A Poltergeist can control the sounds in an area around him, move objects using mental power alone, cause a shower of stones to rain into an area from nowhere, alter gravity, and move from area to area without covering the space in between. Poltergeist is recommended for characters who prefer action and combat.

Sound Control

DISTANCE = *100'* TIME = *Power × 2* USE = *3/day*

SOUND CONTROL allows the Poltergeist to control all sounds wihtin 100 feet. Individuals within 100 feet only hear what the Poltergeist wants them to hear. The power lasts a maximum of 2 turns for every Power point of the Poltergeist. Sound Control can be used up to three times a day.

Telekinesis

DISTANCE = *500'* TIME = *Power* USE = *3/day*

TELEKINESIS is the power to move inanimate objects only by thoughts. The approximate weight of the objects moved equals 10 pounds for every 2Power points of the Poltergeist. The objects appear to either float or fly through the air, depending on the purpose for which the objects are being used.

The Poltergeist can cause damage with the objects. The damage done equals 1d20 for each 10 pounds of the object's weight. The Poltergeist can also manipulate objects slowly, using mental power. The Poltergeist is not able to react quickly with the objects, nor could he aim a floating weapon and fire it at the same time (hence the power is virtually useless to try to fight with weapons using mental power). The Poltergeist can manipulate objects to his benefit as long as no precise manual dexterity is involved. For example, the Poltergeist can slam on the brakes of a car following the Poltergeist, or use the power to move a knife across a room and slowly cut the ropes binding a friend.

The Poltergeist can manipulate objects up to a maximum of one turn for every Power point. The amount of damage is limited, however, by the total weight maximum which can be moved. Once the maximum weight has been moved to cause damage, no more weight can be moved until the power is used again. Telekinesis can be used up to three times a day. Objects up to 500 feet away can be moved.

Apportation

DISTANCE = *300'* TIME = *1 turn* USE = *2/day*

APPORTATION is the power to cause a shower of small stones to rain down in a circular area 30 feet in diameter. The stones do an amount of damage equal to 1d10 for every 3 Power points of Poltergeist. Apportation can be used twice per day. Apportation works up to 300 feet away.

Gravity Field

DISTANCE = *1000'* TIME = *Power × 3* USE = *2/day*

GRAVITY FIELD allows the Poltergeist to control gravity on one target up to 1000 feet away. When used to create high gravity, the power slows movement to one-half and makes it impossible to fly. When used to negate gravity (known as levitation) the power causes targets to slowly rise 10 feet per turn. If the target later falls, it takes 1d6 points of damage for every 10 feet fallen. The Poltergeist can choose to use the power on himself in order to regain gravity under zero-gravity conditions or to levitate out of danger. Levitation is not true flying. Unless aided by some outside force (such as a tow rope) the target only moves straight up. The target of the power could be a vehicle. Gravity Field works a maximum of 3 turns per Power point of the Poltergeist.

Teleportation

DISTANCE = *special* TIME = *1 turn* USE = *2/day*

TELEPORTATION allows the Poltergeist to move from one area directly to another area without crossing the space between the two areas. The Poltergeist can also teleport any individuals he wants who are within 10 feet (but does not have to teleport everyone within 10 feet). If an individual is being teleported unwillingly that individual is allowed a luck roll to avoid teleportation.

The Poltergeist can teleport to any area he can see or an area with which he is so familiar that he remembers an accurate mental picture of the area. Familiarity of an area calls for a judgmental decision by the GM. The characters should be allowed to know in advance whether or not they can teleport into an area. There is normally no distance limit to Teleportation, though usually it is impossible to teleport out of a dimension (the Dimension Walking ability is needed instead). Regardless of the distance, Teleportation only takes one turn. The power can be used twice per day.

PROJECTOR

(Futuristic)
1—Sensual Chaos
2—Invisibility
3—Fear
4—Hallucination
5—Automaton

A **PROJECTOR** specializes in projecting brain waves in such a way as to affect other creatures. Projector powers cause other

creatures' senses to malfunction, for the Projector to seem to be invisible, to cause fear, for the Projector to induce controlled hallucinations, and for the Projector to completely gain control of another creature's body. Projector is recommended for characters who prefer cunning subtly, and guile.

Sensual Chaos

DISTANCE = *300'* TIME = *Power* USE = *3/day*

SENSUAL CHAOS allows the Projector to send out brain waves that directly stimulate the areas of the target's brain dealing with sensation. The stimulation is uncontrolled, the brain waves merely trigger the sensual centers without directing what will be sensed. The target sees, hears, feels, smells, and tastes something that is not there. Confusion usually results. Targets are allowed a luck roll. If unsuccessful, they are helpless since their physical systems are responding to imaginary sensations. If the luck roll is successful, the target can function, but is −5 to hit in combat. All sentient creatures, including robots, can be affected. Sensual Chaos doesn't work against an individual using True Sight or Mind Block.

Sensual Chaos works on 1 target up to 300 feet away. It lasts a maximum number of turns equal to 1 for every Power point. Sensual Chaos can be used three times per day.

Invisibility

DISTANCE = *300'* TIME = *Power × 2* USE = *3/day*

INVISIBILITY allows the Projector to send out brain waves that cancel the sensations which would normally register from the Projector's body. With no sensation signals being received, other individuals can't sense the Projector. Invisibility extends to all senses, not merely sight.

Unfortunately conditions are such that while invisible, the Projector can't conduct any kind of attack and remain invisible (the GM can limit use of skills requiring concentration while the Projector is invisible). While the Projector can't attack and remain invisible, he can use Invisibility to guarantee surprise on a target and gain one free attack. Invisibility won't work on targets using True Sight or Mind Block.

Invisibility works on targets up to 300 feet away. It lasts a maximum number of turns equal to 2 for every Power point. Invisibility can be used three times per day.

Fear

DISTANCE = *50'* TIME = *Power* USE = *3/day*

FEAR allows the Projector to send out brain waves that stimulate the fear centers in the target's bodies. Fear acts on all targets within 50 feet of the Projector if he chooses. Targets are allowed a luck roll. Any target that fails the roll is unable to attack, though the target can defend normally. At the GM's discretion, targets who fail their luck rolls can run away in a panic, if the circumstances warrant such a reaction. The Projector can choose the targets that are affected from everything in the power range. Therefore, the Projector's friends need not be affected.

Fear lasts a maximum number of turns equal to one for every Power point. If a target runs away, the target keeps running as long as the power lasts, even after leaving the power range. Fear can be used three times per day.

Hallucination

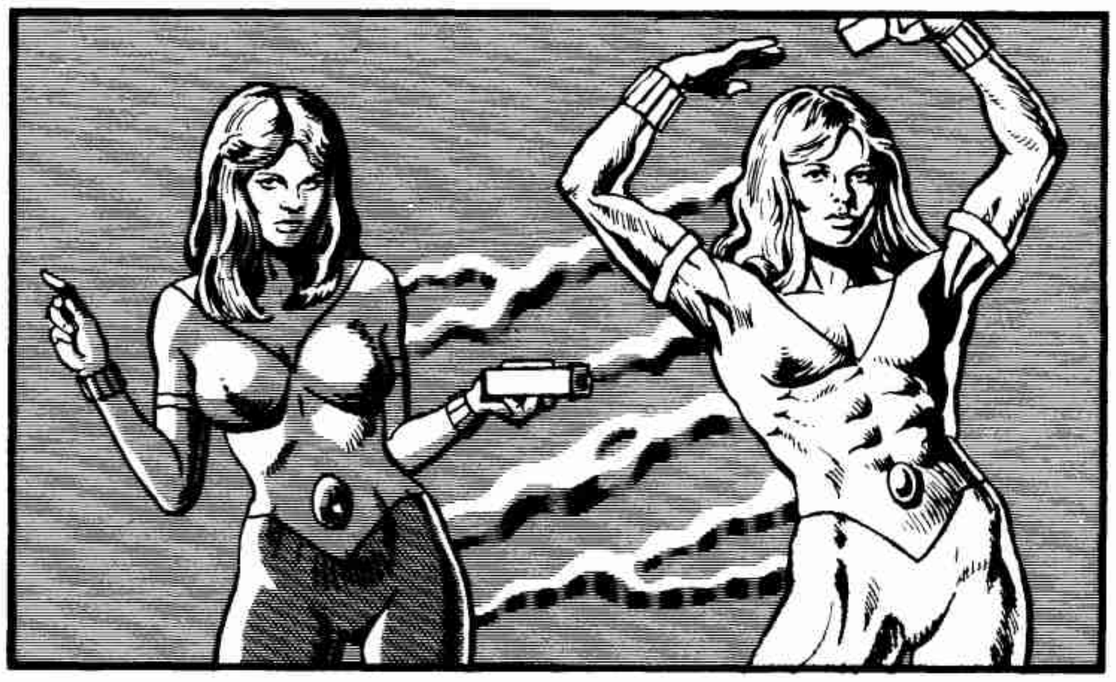
DISTANCE = *500'* TIME = *Power* USE = *2/day*

HALLUCINATION allows the Projector to send out brain waves that completely control the sensual input of 1 target for every Power point. The targets only sense what the Projector wants then to sense. Hallucination works up to 500 feet away. It lasts a maximum number of turns equal to 1 for each Power point. Hallucination can only be used twice per day. It won't work against targets using the True Sight or Mind Block powers.

Automaton

DISTANCE = *500'* TIME = *Power × 4* USE = *2/day*

AUTOMATON allows the Projector to send out brain waves that can completely control one target's body. The target is allowed a luck roll which is modified (+ or −) by the difference between the luck roll scores of the target and the Projector. If the luck roll fails, the Projector gains complete control over the target's body and can make it do anything (including commit suicide). Automaton works up to 500 feet away. It lasts a number of turns equal to 4 for every Power point. Projector can be used twice per day. Mind Block protects against Automaton. When reaching the title of Lord of Creation, the Projector can possibly control more than one target at a time. The Projector can control one target, or a number of targets whose Life Points are equal to the Projector's uninjured number of Life Points, whichever is greater.



SOMATRON

(Futuristic)

1—Physical Control
2—Dermal Armor
3—Regeneration
4—Energy Absorption
5—Shock Control

A **SOMATRON** specializes in powers dealing with bodily control, and mind-over-body. Somatron powers temporarily increase combat skills; allow the individual to fake death, temporarily increase the individual's armor, allow the indiviudal to increase healing and to regenerate lost body parts, to absorb energy attacks, and to avoid unconsciousness. Somatron is recommended for characters who perfer action and combat.

Physical Control

DISTANCE = *self* TIME = *Power* USE = *2/day*

PHYSICAL CONTROL allows the Somatron to temporarily double all combat skills (even beyond their normal maximum). For example, Somatron with Unarmed Combat −6 temporarily doubles it to Unarmed Combat −12. If the Somatron has no combat skill in a particular weapon, Physical Control temporarily gives the Somatron a level 2 skill for any weapon. Physical Control lasts a maximum of 1 turn for every Power point.

Physical Control also allows the Somatron to fake death. As long as the power lasts, anyone looking at the Somatron who is faking death will not suspect that the Somatron is not really dead. Physical Control works only on the Somatron himself. Physical Control can be used twice per day.

Dermal Armor

DISTANCE = *self* TIME = *Power × 2* USE = *3/day*

DERMAL ARMOR allows the Somatron to increase his armor by −4 against all forms of attack. (to a maximum of −14). Somatron lasts a maximum number of turns equal to 2 for each Power point. Only Somatron himself can use Dermal Armor. Dermal Armor can be used three times a day.

Regeneration

DISTANCE = *self* TIME = *permanent* USE = *permanent*

REGENERATION allows the Somatron to double all healing. This doubling is in addition to the double healing ability a character can receive when reaching Grand Master. (Therefore, a Grand Master with Regeneration has quadruple healing.) Regeneration doubles all forms of healing (magical elixirs, the Cure power, the Medical skill, etc.). Regeneration is permanent (in the sense that it has no daily usages). Regeneration can also restore a lost part of the body. It takes one week for the lost part to grow completely back. Only one use of Regeneration per body part is needed. Only the Somatron himself can use regeneration.

Energy Absorption

DISTANCE = *self* TIME = *Power* USE = *2/day*

ENERGY ABSORPTION allows the Somatron to take no damage from energy attacks as long as the power lasts. Energy attacks are attacks by any weapon whose defense is marked energy or none. The powers of Photon Ray and Energy Beam are also energy attacks. At the GM's discretion, some innate abilities can also be classed as energy attacks (such as dragon breath). Energy Absorption can only be used on the Somatron himself. The power can last a maximum of 1 turn for every Power point. Energy Absorption can be used twice per day. When a successful energy attack is made on the Somatron, he then states whether or not Energy Absorption will counter the attack. The Somatron need not declare the use until after a successful energy attack has been made (though declaration must come before damage is rolled for that attack).

Shock Control

DISTANCE = *self* TIME = *permanent* USE = *permanent*

SHOCK CONTROL allows the Somatron to avoid unconsciousness. When the Somatron falls below 0 Life Points, he no longer has to fall unconscious. The Somatron still needs normal medical treatment, but the individual remains conscious to the point of death. Once gained, the Shock Control power is permanent. Shock Control can only be used on the Somatron himself. The Somatron also becomes immune to all poison and paralysis attacks.

SORCERER

(Magical)
1—True Sight
2—Fascination
3—Illusion
4—Enchanted Sleep
5—Animation

A **SORCERER** has powers that could be considered classic magical spells. Sorcerer powers allow the individual to see through illusions; to charm another individual; to create sensory illusions; to put an individual into a long-lasting, magical sleep; and to allow the Sorcerer to make objects move as if they had arms and legs. Sorcerer is recommended for characters who prefer cunning, subtlety, and guile.

True Sight

DISTANCE = *500'* TIME = *Power × 3* USE = *3/day*

TRUE SIGHT allows the Sorcerer to see the reality behind illusions. True Sight negates the effects of Altered Features, Sensual Chaos, Invisibility, Hallucination, and Illusion. It also allows the Sorcerer to see the original shape of a victim who is under a Curse spell.

There is 100% chance the spell will work if the Power score of the individual who created the illusion is equal to or less than the Power score of the Sorcerer. If the Power score of the Sorcerer is less than that of the individual who created the illusion, the chance of power success is 100% minus the difference between the two Power scores times 5%. If the GM doesn't know the Personal Force of the creator of the illusion, he should simply allow the power to work.

True Sight works up to 500 feet away. It lasts a number of turns equal to 3 for every Power point. True Sight can be used three times per day. True Sight has a chance of success against any form of illusion, hallucination, or mind control that distorts the senses, including any the GM may make up.

Fascination

DISTANCE = *500'* TIME = *Power × 4* USE = *3/day*

FASCINATION allows the Sorcerer to charm one individual so powerfully that the individual is forced to obey the Sorcerer. The target is allowed a luck roll to avoid the Fascination. The luck roll is modified (+ or −) by the difference between the luck roll score of the Sorcerer and that of the target. The luck roll is modified by −3 if the target is of a similar species but opposite sex of the Sorcerer and by +3 if the target is judged to be alien to the Sorcerer by the GM.

A successfully fascinated target obeys any commands given by the Sorcerer (except suicide), and fights to protect the Sorcerer. If the target is commanded to commit suicide, the target gets a second, unmodified luck roll to try to break the Fascination.

If the target is treated fairly (GM's choice by the Sorcerer, then the target remembers the Sorcerer fondly after the spell wears off. If the Sorcerer abuses the Fascination power, the target remembers the Sorcerer with hatred and will probably seek vengeance.

Fascination works up to 500 feet away. It lasts a maximum turn equal to 4 for each Power point. Fascination can be used three times per day. If used against an intelligent creature, the creature follows orders. When used against an animal, Fascination merely insures that the Sorcerer won't be attacked.

Illusion

DISTANCE = *500'* TIME = *permanent* USE = *3/day*

ILLUSION allows the Sorcerer to create unreal images that deceive individuals looking at them into thinking that the images are real. The illusion extends to all senses. The area which the illusion covers is equal to 10' × 10' × 10' for every Power point. Only one illusion can be created per power use, but that illusion can consist of a number of related images. For example, the Sorcerer could create an illusion of a dozen people sitting around a table enjoying a meal.

Any individual using True Sight will immediately realize that he is seeing an illusion and will be able to see what really is in the area (anything in the same area as an illusion will not be seen unless the illusion is removed or True Sight is used). An illusion can be dispelled by use of the Remove Magic power or by an intelligent individual physically touching the Illusion.

An Illusion can be case up to 500 feet away. Illusions, once created, remain in place until dispelled. Illusion can be used three times per day.

Enchanted Sleep

DISTANCE = *500'* TIME = *permanent* USE = *3/day*

ENCHANTED SLEEP allows the Sorcerer to put a victim to sleep until the Sorcerer removes the sleep or a Remove Magic power is used. The target is allowed a luck roll to avoid the effects of Enchanted Sleep. The luck roll is unmodified. Enchanted Sleep acts like a statis field. Time essentially stops for the target who does not age or need nourishment. Enchanted Sleep could be used on a friend to save the friend's life when medical aid is unavailable (when the friend would normally need medical assistance for going below 0 Life Points).

Enchanted Sleep works up to 500 feet away. Once the target falls asleep, the sleep is permanent until a Remove Magic power is used. In certain circumstances, the GM can assign specific conditions, under which the victim may awake without the use of Remove Magic. For example, the beautiful maiden who can only be awakened by the kiss of a true prince. Enchanted Sleep can be used three times per day.

Animation

DISTANCE = *500'* TIME = *Power × 4, or 1 turn* USE = *2/day*

ANIMATION allows the Sorcerer to cause inanimate objects to move as if they had arms, hands, and legs. If the object being animated is not used for combat, the spell lasts a number of turns equal to 4 for every Power point. If the object being animated is used for combat, the spell lasts only one turn. For instance, the Sorcerer could animate a broom to sweep by itself, or animate a boulder to attack an enemy.

The Sorcerer can animate an object or objects equal in weight to his Power score times 10 pounds. Regardless of what is being animated, the maximum damage an animated object (or objects can do is equal to the Sorcerer's Personal Force. At the GM's discretion, less damage could be done considering the circumstances. The attack automatically hits.

Animation works up to 500' away. It can be used twice per day.

TELEPATH

(Psychic)
1—Mind Block
2—ESP
3—Telepathy
4—Neural Overload
5—Forced Rapport

A **TELEPATH** is a specialist in sending and receiving thoughts and extrasensory perception (abbreviated ESP). Telepath powers allow the individual to defend against other mental powers, to perceive sensations not normally within the

range of human sensations, to read the thoughts of others and possibly implant suggestions in their minds, to knock an opponent unconscious with one attack, and to use telepathy even when the target has a mental defense. Telepath is recommended for characters who prefer cunning, subtlety, and guile.

Mind Block

DISTANCE = *self* TIME = *Power* × *2* USE = *3/day*

MIND BLOCK allows the Telepath to defend against mental attacks. Mind Block negates the powers of Sensual Chaos, Invisibility, Fear, Hallucination, Telepathy, and Neural Overload. It also negates most mental attacks that are innate abilities. Mind Block only works on the Telepath himself. It lasts a maximum number of turns equal to the Telepath's Power score times 2. Mind Block can be used up to three times per day.

ESP

DISTANCE = *1000'* TIME = *Power* × *3* USE = *3/day*

ESP stands for Extrasenory Perception, perception that comes from sensory data the human body can't normally interpret. ESP allows the individual to see wave lengths above and below the range of normal sight, to hear frequencies above and below the range of normal hearing, and to have supersensitive smell, taste, and touch.

Infrared is the wave length above normal sight; ultraviolet is the wave length below normal sight. Infrared allows the individual to see heat radiations (allowing one to see in the dark). Ultraviolet allows one to see in the dark when a black-light (ultraviolet) projector is used. Ultrasonic is the frequency above normal hearing; subsonic is the frequency below normal hearing. Both messages are used to broadcast, and for sonic weapons. Supersensitive smell allows the Telepath to track like a bloodhound. Supersensitive tastes allows the Telepath to detect unusual tastes (including most poisons). Supersensitive touch allows the Telepath to discover hidden mechanism, including the entrances to most secret passages (careful searching is still necessary). It also gives the Telepath the ability of dermal sight; this ability allows Telepath to perceive colors and shapes by touch alone (even if the object were two-dimensional). For instance, the Telepath could perceive a color photograph merely by touching it.

ESP works up to 1000 feet away (unless specific conditions such as touch are required). It lasts a number of turns equal to the Telepath's Power score times 3. ESP can be used three times a day.

Telepathy

DISTANCE = *special* TIME = *Power* USE = *3/day*

TELEPATHY allows the Telepath to read minds (to receive the thoughts of another as if they were one's own). Telepathy also allows the Telepath to plant suggestions that the target believes are his own thoughts. The mind reading aspect of Telepathy works automatically unless the target is using the Mind Block power. The suggestion induction aspect of Telepathy allows the target a luck roll to avoid believing the suggestion. The luck roll is modified (+ or −) by the difference between the luck roll scores of the target and the Telepath. If the roll is unsuccessful, the target believes the suggestion is his own; if the luck roll is successful, the link between target and Telepath is broken (as is that usage of the power). The target may not follow the suggestion even if the target believes it to be his own. Also, if an alien mind is being read the thoughts received may make no sense to the Telepath (GM's discretion).

Telepathy only works on one target at a time. It lasts a maximum number of turns equal to the Telepath's Power score. Telepathy can be used three times per day. The distance at which Telepathy can work depends on the title of the Telepath. Refer to the table below for specific details.

TELEPATH TITLE TABLE

Telepath's Title	Distance
Apprentice	100 feet
Master of Space	1000 feet
Master of Time	1 mile
Master of Dimensions	10 miles
Grand Master	100 miles
Immortal	1000 miles
Space Lord	10,000 miles
Time Lord	interplanetary*
Dimension Lord	interstellar**
Lord of Creation	anywhere***

*interplanetary means anywhere between planets of the same solar system.

**interstellar means anywhere between planets of the same galaxy.

***anywhere means anywhere not specially guarded against Telepathy including all of space, time, and other dimensions.

Neural Overload

DISTANCE = *500'* TIME = *1 turn* USE = *3/day*

NEURAL OVERLOAD is the power to cause one target to go unconscious in one turn by jamming the target's brain. Anything that could be considered to have a brain (including robots and computers) can be knocked unconscious. In the case of robots and computers, unconsciousness means a mechanical breakdown that must be repaired before the machine is operational again. The target is allowed a luck roll to avoid unconsciousness. The luck roll is modified (+ or −) by the difference between the luck roll scores of the target and the Telepath. If the target doesn't have a luck roll score (such as computers), then its luck roll score is 10.

Neural Overload works up to 500 feet away. Only one target can be affected. The power takes place on 1 turn, but unconsciousness lasts a number of minutes equal to the Telepath's Power score. Only Magical curing or a power can be used to restore consciousness sooner; normal Healing or the Medic skill doesn't work against Neural Overload. Neural Overload doesn't work against an individual protected by Mind Block or Shock Control powers. Neural Overload can be used three times per day.

Forced Rapport

DISTANCE = *special* TIME = *Power* USE = *2/day*

FORCED RAPPORT works like Telepathy except that it can only be used twice per day, and it breaks down the Mind Block power defense. If Forced Rapport is used on a target protected by a Mind Block, the Mind Block ceases to work for the duration of the Forced Rapport power. The power lasts a number of turns equal to the Telepath's power score.

WIZARD

(Magical)

1—Animal Control
2—Necromancy
3—Fly
4—Curse*
5—Storm

A **WIZARD** specializes in magic that deals with nature, the type of magic most often associated with druids, shamans, and voodoo priests. Wizard powers allow the individual to control animals, to talk to the dead and create zombies and bone warriors, to fly, to put a curse on an enemy, and to cause a violent storm. Wizard is a power class balanced between action and guile and is recommended for characters who prefer a mixture of combat and cunning.

Animal Control

DISTANCE = *300'* TIME = *Power* USE = *3/day*

ANIMAL CONTROL allows the Wizard to control one or more animals. While under the control of the Wizard, the animal does anything it is capable of doing as directed by the Wizard. The Wizard controls the animal mentally and no verbal commands need to be given. The spell works on any non-intelligent creature (as defined by the GM). The power will not work on creatures summoned by magical contracts.

The Wizard can control one or more animals whose total (uninjured) Life Points are equal to those of the Wizard. Therefore, a Wizard with 90 Life Points (when uninjured) can control two lions and one chimpanzee at once (a total of 85 Life Points), but not a Tyrannosaurus Rex that has 100 Life Points.

Animal Control works initially up to 300 feet away. Once the power works, the controlled animals do not need to stay within 300 feet. The animals remained controlled for a number of turns equal to the Wizard's Power score.

Necromancy

DISTANCE = *100'* TIME = *Power* USE = *2/day*

NECROMANCY is magic dealing with the dead. The Wizard can use the spell to either talk with the dead or to create a zombie or bone warrior. Valuable information, especially about the past, can often be gained by talking to the dead. The Wizard must have some physical remains of the target in order to talk to the dead. The dead react as they did in life. Thus, an intelligent individual will still be intelligent; an alien will still be alien; an animal will still be an animal, etc. The zombies and bone warriors the Wizard can create are exactly like those described in **THE BOOK OF FOES**. They function as good guards, but poor bodyguards. (Their reactions are too slow and they have no independent thought process.) Only one zombie or bone warrior can be created per use of the power. If a zombie or bone warrior is created using the power, the speaking with the dead part of the power could not be used for that usage.

Necromancy works up to 100 feet away. When talking to the dead, the spell lasts a maximum number of turns equal to 1 for every point of Power score of the Wizard. A Zombie is permanent until the Wizard releases it; it is reduced to −5 Life Points, or a Remove Magic or reverse of Curse power are used. Necromancy can be used twice per day.

To create a zombie or bone warrior, the Wizard must first have access to a dead body. The living can't be turned into zombies or bone warriors. The bodies must come from species roughly similar to humans.

Fly

DISTANCE = *touch* TIME = *Power × 2* USE = *3/day*

FLY allows individuals to Fly. The maximum speed that individual can fly is equal to 360 feet plus 10 feet per point of Power score of the Wizard. Flying is voluntary. The Wizard or any other individuals within 10' can fly using the power. The power lasts a maximum of 2 turns for every point of Power score of the Wizard. The spell can be used up to three times per day.

Curse

DISTANCE = *100'* TIME = *permanent* USE = *2/day*

CURSE allows the Wizard to either change the bodily shape of an individual or to force the individual to avoid certain actions. There are two kinds of curses: transformations and geases. A transformation changes the physical shape of the target. The target may take on any new shape, but is restricted to a shape that, in the GM's opinion, is less useful than the target's original shape. For example, the target could be turned into a toad, or a pool of jelly, or any other cursed shape. A geas restricts certain actions or applies punishments unless the target follows orders of the Wizard. Except by accident, a geas can't result in the target's death. For example, the target might find that he could not move his arms, or suffered severe cramps, if he didn't do his best to protect a Wizard's treasure.

Geas calls for judgment on the part of the GM as it is easy for players to abuse the concept. The actions must be reasonable. A geas should be subtle. A good geas balances the actions of the target and the Wizard. For example, having a target's head fall off if he doesn't jump off a cliff is not a proper geas. Forcing a thief to guard the valuables he tried to steal in order to avoid a terrible itch, on the other hand, would be a good use of geas.

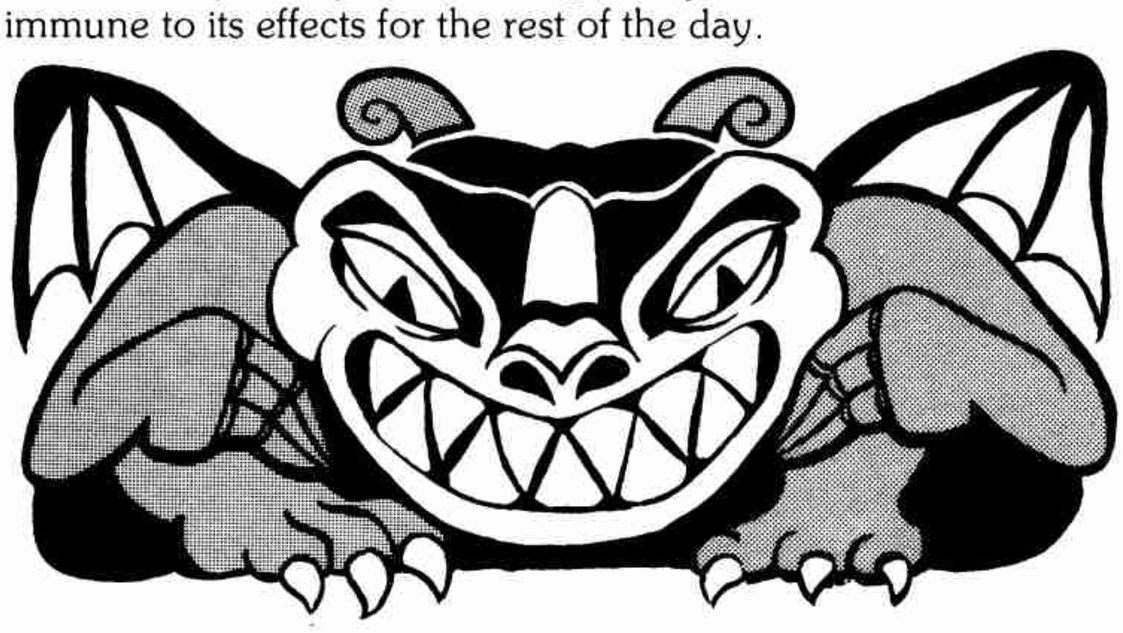
The target receives an (unmodified) luck roll against the effects of both geas and transformation. If the GM believes that the character's use of Curse is proper and just, the GM can assign a luck roll modifier (if circumstances warrant) to make it harder for the target to avoid the effects of a Curse. The Curse power can also be used in reverse to remove the effects of another Wizard's Curse (or curse like effects of an innate ability such as petrifaction). Curse works up to 100 feet away. It can be used three times per day.

Storm

DISTANCE = *100' × Power* TIME = *Power × 3* USE = *2/day*

STORM allows the Wizard to cause a natural storm to hit an area 1000 feet in diameter. Snow, sleet, hail, rain, thunder, and lightning will all sweep through the area. Anyone in the area of the storm takes a number of points of damage equal to 5-50 plus one for every 5 Power points of the Wizard. . Targets take damage regardless of how many turns they stay in the area.

Storm can be cast a maximum distance equal to 100 feet for every point of Power score of the Wizard. The Wizard must be able to see the target area. The Storm lasts a maximum number of turns equal to the Wizard's Power score times three. Storm can be used twice per day. After being hit by a Storm, the victim is immune to its effects for the rest of the day.



PART 7
GAME MASTER'S INFORMATION

THE GM'S JOB

Without the Game Master, there is no game. The GM prepares each adventure, keeps it flowing, and insures that everyone has fun during the game. The GM describes what the characters see, plays all roles except those of the characters, and controls the adventure to make sure it is both exciting and fair. The GM must be familiar with the game. He usually has more work than the players, but the GM also experiences rewards the players never experience.

KNOW THE GAME

The players only have to know enough of the rules to be able to respond to the information given them by the Game Master. Responses are more often dictated by common sense than a knowledge of the rules. If a player forgets an important game rule, the GM can always remind the player. If the GM forgets an important rule, it usually stays forgotten.

The GM must read all the game rules. At first, the rules may seem complex and confusing, especially if the GM is a beginning role-player. He shouldn't be discouraged by the initial apparent complexity of the rules; they are written and organized to keep play simple and easy.

The heart of the rules is the combat system. If the GM can guide the players through combat, everything else can be improvised. The basis of combat is simple. Individuals first try to hit by rolling their attack score or less. If the hit misses, nothing happens. If the hit succeeds, the individual does a certain amount of damage (either by weapon type or damage score listed in **THE**

BOOK OF FOES which is subtracted from the victim's Life Points). Any combatant reduced to 0 or less Life Points is effectively out of the combat. There are added complexities to damage, but combat can be conducted without them, and if the added complexities are forgotten at first, the game does not suffer too much.

In the beginning, the GM may spend a lot of time looking up rules to check certain details. The GM must be familiar enough with the rules to be able to quickly look up specific rules when needed. TABLE OF CONTENTS is useful for this referencing. A Game Master's Screen is included with **The Yeti Sanction** (the second adventure module). While not essential to playing the game, it contains the most important information from this rule book that the GM or players might need to play any LORDS OF CREATION adventure.

If the GM has played other role-playing games, he can quickly learn the LORDS OF CREATION game system. If the GM has not played other role-playing games, he shouldn't try to create adventures until after refereeing THE HORN OF ROLAND, the adventure beginning. Once the GM has role-playing experience, he can create adventures where anything is possible, and the only limit is imagination.

KEEP THE ADVENTURE EXCITING

A good adventure is exciting. If characters always die on adventures, or if adventures have no threat of death, they are equally boring. Any GM can kill off all the characters. It takes no special expertise to have a volcano explode, destroying all the characters. On the other hand, the players get no thrill or sense of achievement if they know their characters won't die in the adventure. A good GM keeps the adventure balanced . . . dangerous, but not automatically deadly . . . difficult, but not impossible.

Combat is not the only thing that makes adventures exciting and interesting. Adventure that include mysteries to be solved provide the players with challenges and make them feel that they are contributing directly to their character's survival. A good adventure usually has some encounters that can only be solved by thinking instead of fighting.

The GM should always feel free to improvise if circumstances call for it. The designer of a published adventure (such as **THE HORN OF ROLAND**) can only guess how many characters will be adventuring, and what skills or powers they will have. Sometimes, the adventure proves overwhelmingly too hard or too easy. In that case, the GM improvises to restore play balance. Even in the adventures created by the GM (which are usually tailored to specific characters), the circumstances sometimes change from the way they had been envisioned by the GM.

The GM can always make up special circumstances to readjust the balance. It's easy to give the enemies of the characters a few more Life Points, more powerful weapons or to change random encounters so that they are more difficult. It is equally easy to let the characters find useful armor, or have an ally join them for a short time. One reason for the List of Foes (in THE BOOK OF FOES), which is arranged by the experience value of the foe, is so that the GM can quickly choose an appropriate foe when improvising.

Human beings are complex, and a role-playing game utilizes the interaction between several people. No set of rules can possibly cover everything that might happen in a game. The players often surprise the GM by doing the unexpected. If the Game Master uses common sense, he can't go wrong.

A good GM listens to the players. Some players try to help the GM and their advice is invaluable. Other players try to stretch the rules as far as possible, looking for loopholes to give their characters unfair advantages. The GM can ignore such players' advice since the players are completely biased in their own favor. In fact, the GM should make the players aware that anyone who finds a loophole in the rules and tries to use it to his advantage, will find that the GM has improvised modification to take that advantage away. Arguing the fine points of the rules is silly and a waste of everyone's time. The game should be enjoyed, not debated.

When the unexpected pops up during an adventure, the GM will find it helpful to stop play for a short while to try to visualize what's happening. Quite often this visualization gives the GM a basis to assign a simple percentage to a crucial action. If so, the GM should then let one of the players roll the success of the action. For example, the GM might tell the player there is a 70% chance his character can climb a 50 foot tall stone wall safely, but if the character falls, he will take 3-18 points of damage. If the player rolls 70 or lower, the character succeeds; if the player rolls 71 or higher, the character fails. Letting the player roll is an easy way to add excitement to the game and helps give the player the feeling of participation. It allows the character to make an estimate of danger before choosing the action (or deciding against the action).

The GM can adjust the rules where necessary. The rules are meant only as a frame work to help the GM; they are not tyrannical dictates that upset the balance of play in unusual circumstances. If there is no good reason to adjust the rules, then they shouldn't be changed. But if the GM feels that circumstances call from an alteration in the rules then such an alteration should be made. If it is the type of alteration that the players should know about they should, of course, be informed.

For example, a level 3 Master Criminal should be able to crack most safes. But that doesn't mean that the GM should let the level 3 Master Criminal automatically crack all safes. An element of chance adds to the excitement of the game. Sometimes the Master Criminal – 3 encounters a difficult safe and only has a 60% chance to crack it. The Master Criminal might even run into a safe protected by a new system and only have a 30% chance of success.

KEEP THE GAME FUN

The game is not a contest between the players and the GM. The GM must be fair and impartial. The GM is playing along with the players, not playing *against* (or playing *for*) the players. Role-playing games emphasize cooperation and group interaction. Quite often, players get caught up in the game and try to promote their character over all others, forgetting that other people are also playing. Such a reaction is quite natural and indicates that the GM is succeeding in making the game interesting. It is up to the GM, however, to remember that a group of people are playing. He must try to keep one or two players from dominating the game. A good GM gives all the players something to do whenever possible.

While everyone should participate, the GM must maintain control of the game. Sometimes, everybody tries to talk at once. If so, the GM should ask one character to temporarily act as group leader (making such that everyone who wants to act as leader eventually gets a chance). The GM could also let one person talk first, then everyone else talk, in order, changing the order so that everyone gets to go first eventually.

The GM should make the adventure seem as real to the players as possible. He must be an actor . . . being dramatic when drama is called for. He should make the description vivid, but only give the players those details their characters would logically have. A good GM knows that combat is only part of the game. Successful intrigue, or solving puzzles can often be more rewarding to the players than their characters surviving a fight. Mystery and surprise are an essential part of the adventure.

The first time players encounter a situation or a foe, the encounter should be carefully described. After the first encounter, the GM should let the players know that the situation or foe is familiar, if the players ask. That is, the GM should still describe the situation or foe, but be ready to give the players more information if asked.

For example, the GM might describe a room as being "a large square room, 40 feet to a wall, with an oak door in the center of each marble wall, and floor and ceiling made of the same white marble as the walls. The room appears empty." If a player asks if his character knows anything else about the room, the GM might tell the player that "your character believes that this is the same room where everyone slept three nights ago."

Eventually, the characters will encounter some situations or foes enough times that the encounter will be immediately recognizable. After the characters have encountered Androids six times, the GM might merely tell the players that their characters

"see 5 androids loading a hovercar with small boxes."

The GM should remember that the characters are part of heroic adventures. No matter how slim, there is always a chance that a character's action will succeed unless the action is completely absurd (jumping naked into a pool of molten metal, for example).

The GM should always give the characters a chance, unless the seeming lack of a chance is actually part of the plot of the adventure. For example, normally, characters are allowed a Luck Roll to avoid the effects of sleeping gas. But if the plot of the adventure is to figure out how to escape from an alien spaceship while rescuing a scientist who is being held captive, the GM might have the sleeping gas work automatically in order to get all the characters aboard the alien spaceship in the same cell as the scientist.

EXAMPLE OF PLAY

The best way to understand what a Game Master does is to watch and listen to a game in progress. Another good way to understand the GM's job is to read an example of play. The example below illustrates what might happen in a typical game.

The Situation

There are 6 characters in the game. Doc Fortunato, Lemual MacAlister, Vance Farr, Sean de Cavalier, Victoria Kane, and Morgan Adams. The six characters recently finished an adventure. They have left the hospital where several of them had been recuperating from wounds and are returning, fully recovered, to their hotel rooms.

GM: "The elevator stops at your floor and you get out. Two men in gray trenchcoats are standing just outside the stairway door, about a hundred feet away, down the hall. As soon as they see you, the men open the door and run down the stairs. One of the men is carrying a black briefcase that is similar to one belonging to Sean."
SEAN: "I'm going to run over to my room to see if my briefcase is missing."
VICTORIA: "I'll go with Sean in case there's trouble."
LEMUAL: "I'm going to follow the two men."
GM: "Are you taking the stairs or the elevator?"
LEMUAL: "The stairs."
DOC: "I'll take the elevator."
VANCE: "Me, too."
MORGAN: "I guess I'll help Lemual."
GM: "Does anyone have any weapons drawn?"
The players talk together for about 20 seconds.
MORGAN: "Did the two men have weapons drawn?"
GM: "No."
MORGAN: "Then we'll keep ours out of sight, but be ready to draw them if trouble starts."
GM: "Okay. Sean and Victoria carefully open the door to Sean's room. The room is empty. It has been thoroughly ransacked. Sean's briefcase is missing."
VICTORIA: "The map! We left the treasure map to the Lost Dutchman Mine in Sean's briefcase and never got a chance to recover it."
SEAN: "Yeah. Well, we'll run down the stairs after the thieves. Maybe we can still catch them."
GM: "Lemual and Morgan try to catch up to the thieves, but the two men have too much of a head start. The thieves run across the lobby, out the front doors, and into the parking lot. Lemual and Morgan are about 80 feet behind. Doc Fortunato and Vance were delayed because the elevator picked up passengers on the third floor. They leave the elevator just in time to see Lemual and Morgan running across the lobby."
MORGAN: "I'm yelling 'Stop thief!' as loud as I can."
GM: "You hear the front desk clerk pick up a telephone and say 'Operator, get me the police!' No one else seems to want to get involved. Meanwhile, the two thieves duck behind a semi-truck that is making a delivery and are lost from sight."
The players confer together for a minute.
DOC: "Lemual is heading for his pickup truck. The rest of us are going to spread out and try to find the thieves. I'm going to stay back near the front doors so I can fill in Sean and Victoria."
GM: "After a couple of minutes, you hear the squeal of tires and a fire engine red Porsche speeds out onto the highway. Vance notices that the same two men are inside the car."
LEMUAL: "I'll pull the truck around to a spot where eveyone can get in."
The other players agree that they should stick together and that Lemual's pickup truck is the only vehicle that they can all fit into. The characters all get into the back of the truck, except Morgan who opens the driver's side of the truck.
MORGAN: "Lemual, why don't you let me drive? I've got driving skill. Remember the accident we had when an unskilled driver was at the wheel?"
LEMUAL: "You're right. I'll slide over."
MORGAN: "We're going to follow the Porsche."
GM: "The Porsche has a good lead on you, and it's faster. It's about half a mile ahead of you and slowly pulling away. But it's easy to follow since it's such a bright color. The Porsche is going over 80 miles per hour. Do you still want to follow?"
Morgan looks at the other players who nod their heads.
MORGAN: "Yeah, we'll keep on their tail."
VANCE: "What kind of traffic is there on the road?"
GM: "It's odd that you should ask that. At first, the road traffic appeared reasonably normal. You drove past a dozen or so cars in the first few minutes of the chase. The farther you went, the less traffic you saw. For some time now your pickup truck and the Porsche have been the only vehicles on the road."
VANCE: "Is there anything else unusual we notice?"
GM: "The road seems unusually quiet. Rocky desert stretches on both sides of the road without a break. Bare rock mesas alternate with sandy wasteland. The desert is completely dead, there are no animals or plants. There are no signs of habitation or indications that the desert ever was inhabited, except for the road. The road is perfectly smooth and seems to go on forever, both ahead of you and behind you."
SEAN: "I'm going to check the police band on the CB to see if the police are investigating the robbery."
GM: "All you hear is static, both on the CB, and on the regular radio."
SEAN: "I'll keep the CB tuned to the police band anyway, just in case."
VICTORIA: "Maybe we should turn back. The road's too supernatural for my liking."
DOC: "A road that stretches forever in the middle of a dead desert; static on all channels: I think it's already to late to turn back. If we try to turn around, and lose sight of the Porsche, we may get lost on this road forever. At least following the Porsche gives us some direction. Cheer up. It looks like we're in the middle of another adventure."
The players vote to keep following the Porsche.

GM: "An hour passes. The Porsche is ten miles ahead now. You can just barely keep it in sight using your binoculars. You see the Porsche slow down after passing a boulder-strewn hill. On the far side of the hill, it turns onto a dirt road that seems to wind its way up to one of the rock mesas."
MORGAN: "We'll keep following."
GM: "The dirt road crosses a ravine on a bridge made from railroad ties. On the dirt road, both vehicles had to slow down to about 50 miles per hour. The Porsche slows once again to cross the bridge, and you close the gap to just a few miles. On the far side of the bridge, the Porsche stops. One of the men tosses an object onto the bridge, then the car speeds up again. Your truck is about half a mile from the bridge when the Porsche speeds up

again.
DOC: "What does the object look like?"
GM: "It looks like a dozen foot-long sticks, or maybe flares, taped together. A piece of what looks like burning twine is attached to one end."

Several players at the same time: "Dynamite!"
MORGAN: "I'll slam on the brakes and try a bootlegger's turn, where the momentum of the slide helps turn the car. You see it done all the time on TV and in the movies."
GM: "What is your Pilot skill?"
MORGAN: "Pilot – 2."
GM: "That should be good enough. The car swerves sideways and squeals to a halt. You spin the wheel and accelerate away from the bridge just in time. The ground shakes; the roar of an explosion fills the air. Sand and splinters of wood shower the car. When the dust clears, you notice that most of the bridge has been destroyed."
LEMUAL: "What else do we see?"
GM: "The road twists around a large rock formation on the far side of the bridge and is lost from sight."
LEMUAL: "Can we tell if the road continues?"
GM: "It appears to end somewhere behind the rock formation."
LEMUAL: "I want to use my Clairvoyance power to see what's on the other side of the rock formation."
GM: You see the road wind into a large cavern. The Porsche drives right into the cavern and an iron grille slams shut behind it. The cave is huge. The car continues to drive out of the range of your power. Soon afterward, you hear an alarm bell ringing. In front of the cave you notice a sign that reads: 'Private Domain, Trespassers Will be Killed on Sight!' and another sign that reads: 'Beware of Dogs'."
MORGAN: "Trespassers killed on sight! These sure don't seem like nice people. I think we ought to make sure our weapons are out and ready. I'm going to start assembling my special hunting rifle from the case where I keep it under Lemual's back seat."

The other players also get their weapons ready. Victoria uses binoculars to inspect the ravine formerly spanned by the bridge.
VICTORIA: "I've got Theatrical skill – 4 which is as high as possible under the game circumstances. I also have Revolver – 2. Is there a chance that my character spent time with a rodeo? Maybe as a trick shot artist?"
GM: "That seems a reasonable background, considering your skills."
VICTORIA: "Is there a rock formation that I can lasso on the other side of the chasm, using the tow rope from the car?"
GM: "Yes, but the tow rope is heavier than a normal rope, and you're a bit rusty at rodeo work. There's an 80% chance that, if you try enough times, you can succeed."
VICTORIA: "I'll try it."

Victoria rolls a 47 and her lasso trick works. She secures the other end of the rope to a boulder on the characters' side of the bridge.
VICTORIA: "Walking across the rope shouldn't be any harder than walking a tightrope, right?"
GM: "Right, but before you start across, you all hear a furious barking sound. Two huge dogs, the size of ponies, run into sight. The hounds seem oddly spectral and glow with a faint blue light. Pink, slimy lather drips from their jaws. Their eyes glow with a piercing yellow light and, using the binoculars you can see reddish-brown stains on their teeth. The hounds run up to the chasm and continue across. It appears as if they can move on air as easily as on the ground. Everything indicates that the hounds will attack you once they cross the chasm."

Combat is now possible so the time reference shifts to 6 second turns. This particular combat is described in the example under PART 5—COMBAT

CREATING YOUR OWN ADVENTURES

New GMs should probably stick to running published adventure modules until they are confident they have mastered the game system. The first such adventure module is **THE HORN OF ROLAND** (available separately. However, the time will come when the GM will want to create his own adventures.

The creation of adventures usually starts with some idea or concept that intrigues the GM. The GM then chooses the setting (or settings) for the adventure, and the basic theme (or themes) of the adventure. Then the GM chooses the specific scenarios that will occur. Finally, the Game Master fleshes out specific details of the encounters. Anything can serve as an inspiration to the GM . . . movies, television, and books. The GM may be inspired by one of the settings described in PART 8—LANDS OF WONDER. Inspirations often come by accident (in which case, they should be written down as soon as possible so they won't be forgotten). One simple way to generate backgrounds for adventures is to speculate "What if?".

For example, what if a planet had no metals, or were really flat so that a person could sail off the edge of the world? What if magic had really existed in ancient times, or psychic phenomenon was real in modern times? What if a giant spaceship was lost for centuries, or spacemen encountered a planet where the ancient gods lived as superbeings? What if the characters went back in time and used their medical skills to keep Alexander the Great from dying young, or the characters took futuristic weapons into a magical setting?

There is literally no limit to the possibilities for inspiration since, in LORDS OF CREATION, any world that can be imagined, can exist. The most important thing for the GM is to make a definite start. The GM can always change details of the adventure later. But once a start has been made everything is easier. Even an idea or concept that doesn't pan out puts the GM ahead of someone who doesn't even try. Learning from mistakes can be invaluable, and the GM will quickly discover that there are few ideas that will not generate an interesting game for an experienced GM.

Settings

FANTASY: A fantasy setting is one where magic works and technology never became highly advanced. Many of the supernatural creatures of legend live in fantasy settings (werewolves, dragons, centaurs, ogres, etc.). Close Combat is important and a warrior's code often exists. Fantasy settings that emphasize magical powers and close combat are known as "sword and sorcery" settings. Fantasy settings are usually classed as magical settings. In some fantasy settings, advanced technology simply doesn't work; in others, magic and technology exist side by side.

The GM can alter the laws of a setting to suit the adventure. The best settings, however, are ones that have their own logical consistency. The emphasis is on consistency. The logical pattern behind a world may be bizarre and strange, but if the internal logic is consistent, the GM already has a built-in element of fascination in the adventure, as the players satisfy their natural curiosity by

deducing the logic behind a setting. The fantasy setting of THE ELDER LANDS is described in PART 8—LANDS OF WONDER.

The categories of settings often merge into one another. For example, THE NINE WORLDS of Norse Mythology, while technically an alternate dimension, could also be considered a fantasy setting. The foes which typify each setting are listed. Any foe, however, could appear in any setting if the GM so wishes.

Fantasy Foes

Amazon
ANANSI
Apep
Arimaspi
Barghest
Behemoth
Bennu
Bone Warrior
Buchis
CENTAURS
Chimera
Cyclops
DRAGONS
Drake
THE ELUGAL
FIRBOLG
FOMOIRE
Ghoul
Gnome
GOBLINS
GORGONS
Griffin
THE GODS OF KHEM
Korred
Kraken
THE KURGAN
Laestrygones
Lamia
Leviathon
Lotus Eaters
LYCANTHROPES
Maka
MANDRAGORAS
Manticore
THE MARJANNI
Mendes
MERMEM/MERMAIDS
Minotaur
Mummy
Myrmidon
Ogre
THE GODS OF KHEM
ORCS
Oxyrhyneus
Harpy
HOBGOBLINS
Sinbad the Sailor
Calypso
Roland
El Cid
Beowulf
Odysseus
King Arthur
Circe
Theseus
Gilgamesh
Chuchulain
Achilles
Sigurd Fafnirsbane
Sir Lancelot
Morgan Le Fay
Hercules
Merlin
Hydra
Ichneumon
Keres
Kelpie
Pegasus
Phoenix
Pygmy
Red Cap
Roc
SAURIANS
Sea Serpent
Siren
Solymi
SPRITES
Talus
Tammanous
THE TEUTATES
Tiamat
TITANS
Troll
Typhon
Unicorn
Uraeus
VAMPIRES
Wendigo
Wyven
Yeti
Zombie

SCIENCE FICTION: Science fiction settings either take place in the future, or involve alien races who have mastered futuristic technology. Quite often, science fiction settings involve travel between planets and between stars. Science fiction settings usually involve high technology. More often than not, races of intelligent aliens either befriend or oppose humans. Robots or some other form of intelligent, mechanical life usually exist. Science fiction settings are classed as futuristic.

Science fiction settings usually follow the known laws of the universe (with the exception that faster-than-light travel is possible). Planets revolve around suns and exert gravity. If a planet does not rotate on its axis, one side is much hotter than the other, etc. The degree of science in a science fiction setting depends on the knowledge and tastes of the GM and players. The science fiction setting of IMPERIAL TERRA is described in PART 8—LANDS OF WONDER.

Science Fiction Foes

ANDROIDS
ASTREGAS
CYBORGS
DRACONIDS
HG
Starguard
Victory Jones
Starnomad
Morgan Omega
Arran Volkos
Iron Dog
Koebernick
Limpet Warrior
MANTIS LORDS
MUTANTS
PONGOIDS
Psychokiller
PUPPET MASTERS
ROBOTS
Scavenger Wheel
SERPENTINES
Shiv Worm
Silakka
Slime Glob
Spidercat
Swamp Monster
Vorian Death Maggot

SCIENCE FANTASY: In science fantasy settings, either magic and technology coexist, or technology is so highly advanced that the results appear magical. Anything and everything goes in a science fantasy setting. All powers and skills work, and anything could happen. The GM has to be careful not to make a science fantasy setting too chaotic. Otherwise science fantasy settings are the easiest to work with since anything mentioned in the rules can be used. Science fantasy settings are both magical and futuristic. The science fantasy setting of THE LAND OF ULRO is described in PART 8—LANDS OF WONDER.

Science Fantasy Foes

Abiku
Acephali
Archon
Coyote the Trickster
Damballah Wedo
THE FAMILY OF LOS
FELINES
GIANT ANIMALS
Le Comte de Saint-Germain
INSECTMEN
Kinnara
Kuan Yin
LUPINES
Ogun Onire
Okuninushi
OLIPHANTS
Quetzalcoatl
Ratri
Romerac Elerion
SILKIES
SHARKMEN
Urlar
Vainamoinen

TIME TRAVEL: For GMs interested in history, time travel settings are easy to create. The GM simply chooses one or more favorite times in history and is given a ready-made cast and setting. Pure time travel settings require less invention by the GM, but more research. An entire series of adventures could be created by a GM with a knowledge of history simply by choosing a time, imagining a change in history, then following the effects of the change thoughout time. The time travel setting of The Swashbuckling Era is described in PART 8—LANDS OF WONDER.

Temporal Foes

Blackbeard
Marco Polo
Doc Holliday
John Dillenger
Billy the Kid
Sir Francis Richard Burton
Davy Crockett
Harald Hardraada
Cyrano de Bergerac
Owen Glendower
D'Artagnan
Le Chevalier de Bayard
Egil Skallagrimson
Neanderthal
PREHISTORIC ANIMALS

PARALLEL WORLDS: A parallel world is one that shared part of our history, but, at some time in its past, something happened to alter the course of history. Parallel worlds are usually pictured like tree branches springing out of a trunk that represents the main flow of history (which may, in itself, be nothing more than a branch off some other time flow). In time travel settings, the actions of the characters can influence the course of history. In parallel world settings, there is no one course of history and the character's actions only set up more parallel branches. Time travel settings usually use reasonably straight history. Parallel

world settings allow the GM to include bizarre historical twists. Parallel world settings can be futuristic or magical but don't have to be either. The parallel world of PRIDDO is described in PART 8—LANDS OF WONDER.

Parallel World foes usually are designed for their special world. There are none in THE BOOK OF FOES.

POCKET UNIVERSES: A pocket universe is one built by a Lord of Creation using superscience and supermagic. Such universes quite often reflect the personalities of their builders. The Lords of Creation have made a pact among themselves that any traps, tricks, or other types of devious devices in a pocket universe must be able to be defeated someway, no matter how obscure or complicated; there will be an internal logic to the settings created; and the survival of the Lords of Creation as a whole can't be threatened by anything built in a pocket universe. Any Lord of Creation who violates the agreement is quickly declared outlaw and hunted down. Outlaw Lords of Creation seldom last long. Pocket universes could be futuristic or magical but do not have to be either.

When characters become Lords of Creation, they automatically gain the power to build pocket universes. One interesting type of adventure is one in which several Lords of Creation get together and adventure in each other's pocket universes. Sometimes such adventures are merely a form of gaming to relieve boredom. Other times, such adventures are undertaken to gain control of a rival's world. There is both prestige and political power in surviving pocket universe adventures among the Lords of Creation. The pocket universes of THE ELEMENTAL PLANES are described in PART 8—LANDS OF WONDER.

Pocket Universe Foes

THE ELEMENTAL PLANE OF AIR
THE ELEMENTAL PLANE OF EARTH
THE ELEMENTAL PLANE OF FIRE
SIDHE
THE ELEMENTAL PLANE OF WATER

ALTERNATE DIMENSIONS: An alternate dimension is one that differs in some way from the real world. In a way, all adventure settings are alternate dimensions, but the term is usually used to depict settings that do not readily fit into another category. Alternate dimensions often exist side-by-side with the real world. Indeed many adventures begin when creatures from an alternate dimension intrude on the real world or when a portal into an alternate dimension accidently opens up. THE HORN OF ROLAND takes place mainly in an alternate dimension. Alternate dimensions could be futuristic or magical or both, but do not have to be either. The alternate dimension of THE NINE WORLDS is described in PART 8—LANDS OF WONDER.

It should be noted that the boundaries between the different categories of settings are not hard and fast. One category sometimes merges into another, and some settings have elements of more than one category. By classifying settings, however, it was easier to describe them, and to provide the GM with a rough idea of the types of settings of typical adventures.

Alternate Dimension Foes

ANIMAL RULERS
THE WORLD OF ASGARD
DWARVES
Einherjar
ELVES
Fenrir
GIANTS
Gold Tuft
Huginn & Munninn
Jormungand
Sleipnir
Tanngnost & Tanngrisni
Valkyrie

TERRESTRIAL: A terrestrial setting is one which takes place in the present. Since the setting is our own familiar world, it need not be described. A terrestrial setting is useful for a number of different types of adventures including: action thriller adventures, spy adventures, horror, occult and mystery adventures. Terrestrial settings are also useful as a contrast to other settings, and make a good starting point for adventures. The HORN OF ROLAND begins in a terrestrial setting.

Terrestrial Foes

ANIMALS
Bigfoot
Average Human
Human Soldier

Themes

RESCUE: The rescue of individuals or the recovery of objects is one basic theme of adventuring. Rescue adventures usually require the characters to first locate the individual or object to be rescued. The characters then have to scout out the area where the rescue is to take place. The characters plan the rescue then, finally, carry out the rescue. In the course of the rescue theme, unexpected complications usually arise, adding to the adventure.

ESCAPE: The escape theme is similar to the rescue theme except that the characters must, in effect, rescue themselves. The logic behind the adventure is simple and clear-cut: If the characters don't escape in time, something undesirable will happen to them. Escape often goes well with the rescue theme. That is, one of the complications the characters have to overcome is being captured and imprisoned by their enemies. The escape theme need not be simple escape from imprisonment but could take on more complex forms such as winning freedom in a galactic arena after being enslaved as a futuristic gladiator.

QUEST: A quest is a heroic expedition in search of a particular object or goal. Sometimes a quest is voluntary; sometimes it's forced upon the characters by circumstances. The main theme of The Horn of Roland is a quest (actually two quests, one known, and one hidden). One simple variation of a quest is when the characters are hired by a non-player character to fulfill a mission (act as bodyguards, recover stolen property, find out who is stealing government secrets, removing a curse, etc.).

LOST CIVILIZATION: A lost civilization is the remains of a culture that once had a high civilization that has managed to exist in some isolated area after the parent civilization was destroyed. Sometimes the civilization uses magical means to survive. Sometimes it survives because of extreme physical isolation, or because it is in some other dimension. Classical civilizations (Greek, Roman, Egyptian, Babylonian, Chinese, Mayan, etc.) often make a good basis for a lost civilization. Some lost civilizations of mythology are Atlantis, Lemuria, Mu, Eldorado, Hyperborea, Avalon, Ophir, and Ultima Thule. Quite often, the civilization has decayed and the characters find a strange mixture of barbarism and civilization. Sometimes the people of the civilization have degenerated both physically and mentally into a more primitive life form.

EXPLORATION: In the exploration theme the characters search an unknown area trying to gain important information. The area can be an unknown planet; an unexplored part of a known world; a new dimension; a pocket universe; a parallel world, etc. The characters will often be trying to locate valuables (minerals, trade goods, new types of machines, new powers etc.). The characters are often expected to record the new information they receive and map the unknown area. Sometimes the exploration is only part of a larger plan (scouting for an army, mapping a planet for colonization, exploring as part of a scientific research team, making a geological survey for a corporation, etc.).

SAVING CIVILIZATION: The characters must save the world from some power that intends to destroy or enslave humanity. The power could be invading aliens; gigantic monsters; and asteroid or combat about to strike earth; disciples of some ancient evil; a mad scientist; an evil magician; cosmic slavers; time travellers; some evil government, or some similar calamity. At the start of the adventure the characters may not be aware of their ultimate goal.

Specific Details

Adventures, scenarios, and encounters all share the same basic organization. Each share the organization of setting, theme, and details. An encounter is the base around which the adventure

revolves. Several related enocunters are organized into a scenario. The related scenarios are organized into the adventure. Once the GM has some idea what course he wants the adventure to take, he can then start filling in specific details.

The GM chooses setting and themes for scenarios. The scenario settings and themes usually form part of the general setting and theme. For instance, a fantasy setting could contain scenarios such as: buying drinks for caravan guards at a tavern to find out where a kidnapped princess was taken; searching haunted castle for a talisman to defeat the evil wizard holding the princess captive; crossing an enchanted forest (following a trail left by the princess); infiltrating a wizard's tower to rescue the princess and defeat the evil wizard, and escaping through the complex of caves under the tower when the wizard's pet dragon shows up bent on revenge.

Once the GM decides on the scenario settings and themes, he will have some idea of what foes are appropriate. In the above example, the GM would need human soldiers (the caravan guards), an evil wizard (who would be equal to one of the characters), and a dragon. The GM might also decide that goblin soldiers, average elves, dire wolves, zombies, bone warriors, dwarf soldiers and a dwarf hero, orc soldiers and an orc leader, a basilisk, keres, griffins, gremlins, barghests, efreets, spectres, and a chimera were appropriate for the adventure.

The GM next decides which foes will populate which scnearios. For example, the GM might decide that the average elves, dire wolves, griffins, gremlins, and barghests should all go in the enchanted forest. At this point the rough draft of both the adventure and the scenario have been designed.

The final step in creating an adventure is to decide on the specific details of the encounter. Like scenarios and adventures, encounters have a setting and theme, but they are more specific. Each encounter deals with one specific foe or circumstance.

Continuing the example, the GM decides to have encounters in the enchanted forest with the griffins, gremlins, and barghests and possibly have encounters with the elves and dire wolves. The enchanted forest is important to the adventure, so the GM decides to add more encounters. Searching the List of Foes, the GM adds definite encounters with grizzly bears and a swamp monster and decides it would be amusing if the characters had a chance to run into Davy Crockett. The GM doesn't want encounters with only creatures so, for variety, the GM adds quicksand, a magical warning sign, the ghost of a slain hero, and a talking tree as definite encounters. The GM now has 9 definite encounters and 3 more possible encounters.

The possible encounters are useful to add an element of chance. Such possible encounters are called **RANDOM ENCOUNTERS** because they can happen at any time. The GM decides that a random encounter will take place if 1 is rolled on 1d10 at the beginning of any turn. The chance of any random encounter taking place is 1 in 10. The GM decides to set up the enchanted forest scenario so that it takes about 20 turns for the characters to walk through it. Therefore, the characters will probably have two random excounters and quite possibly all three if the die rolls are right.

There are three random encounters, and the GM decides to give them an equal chance of taking place. Therefore, if a random encounter takes place, it will be with the elves on a roll of 1 or 2 on 1d6, the dire wolves on a roll of 3 or 4, and Davy Crockett on a roll of 5 or 6. After the first encounter, there will be a 50% chance of either of the remaining two, since the GM decides not to duplicate random encounters.

The GM decides the nine regular encounters will take place in this order: the magical warning sign, gremlins, grizzly bears, the talking tree, quicksand, griffins, the swamp monster, the ghost of a slain hero, and finally the barghest.

The general plot of the scenario would run: the sign warns the characters that it is death to step off the path (allowing the GM to keep control of the direction the characters wander through the forest); the gremlins play malicious pranks on the characters unless they are somehow appeased; and the characters chance upon a grizzly bear catching fish in a stream, the grizzly bear is neither hostile nor friendly and will roll a normal reaction; then the characters see a tree with golden leaves. If the characters determine that the tree is magical, or merely talk to the tree by chance, the tree warns them that there is a pool of quicksand covering the path 200 feet ahead; the quicksand covers an area 50 feet long, completely blocking the path. It is death to step off the path, so the players will have to think up some way for their characters to cross the quicksand. Griffins swoop down into a clearing to eat any horses, mules, or donkeys with the characters. If the griffins are left alone, they eat the character's animals and then leave. A swamp monster tries to lure some of the characters off the path. A ghostly knight warns the characters that there is "death lurking ahead." The barghest attacks and fights to the death. Nearby is a pile of human bones. If the characters go back and tell the knight that the barghest has been slain, and they have buried the knight's bones, the knight thanks them for freeing him and tells the characters where a magic sword was buried under the path.

Finally, the GM makes notes about the encounters so that he won't have to look up information. For example:

THE ENCHANTED FOREST

1. MAGIC SIGN: The sign is written in a magical language that everyone can understand. The sign reads: "**WARNING!** If you must travel this forest, do not leave the path on pain of death, or worse! My protection only extends to the path. Off the path, the Stealers of Souls await!" and it is signed Merlin Ambrosius (one of Merlin's names). Anyone leaving the path must make a Luck Roll each turn. Failure means death. A roll of 1 means the victim has lost his soul. No XP awarded for this encounter.

2. GREMLINS (AT = 5, D = 1-3, I = +3, A = −3(all), LP = 25, M = 60′, L = 12, P = 10 . . . XP = 16 each): The gremlins will torment the characters with hostile pranks but will not actually harm them unless the gremlins are attacked. The gremlins can be appeased. If they ignore the gremlins, the characters suffer no physical harm but may lose equipment, animals, etc. Unless the characters foolishly try to fight the gremlins, only one-third normal experience is acquired as this encounter is a nuisance rather than a danger.

The form used to record the gremlin statistics is explained in the introduction to THE BOOK OF FOES and is the standard short form. **(AT = Attack, D = Damage, I = Initiative, A = Armor, LP = Life Points, M = Movement, L = Luck, P = Powers, XP = Experience).**

TIPS FOR THE GM

Be an actor: When playing the role of a non-player character, foe, or ally, act out the part. It's more fun for both you and the players than merely telling the player what has happened.

Draw maps: If the setting is one where a map would be useful, make sure you draw the maps ahead of time. Graph paper is usually best for maps since one can draw map to scale. Usual map scales are 1 square equals 5 feet, or 10 feet for interior settings, and 1 square equals 30 feet, or 60 feet for exterior settings. Of course, you can always set the scale to whatever proves most useful. Smart players will also want to draw maps. But while maps may be useful to players, they are crucial to you in order to keep track of where the characters are and what they are encountering.

Keep track of the characters: Many turns often pass without you needing to know where the characters are in relation to one another and to the setting. But sooner or later, something will happen where it becomes essential to know where each character is. Miniature figures are often used to keep track of the position of the characters. If you have a copy of the map (without the details only the GM should know written in), you can have the players show you where their characters are supposed to be. If all else fails, ask questions before the encounter takes place. Questions like "which characters are in the room and which are in the hall?", or "which character is closest to the southern door?" can often clarify the situation. If something happens at random, have the players number their characters, then roll a die so that the enocunters are distributed randomly.

Don't be predictable: Keep the game mechanics separate from the adventure. The players shouldn't be able to detect, for example, that simply because you're rolling a die, a random attack will occur. Try not to have the same types of events predictably follow one another.

Luck is luck: An individual should never have to make a luck roll for the same thing more than once in an encounter. For example, an individual who makes a luck roll against a Curse power is immune to curse for the rest of the encounter.

You're the boss: A good game is a cooperative venture between the players and you. Ideally, you should never have to arbitrate arguments or rules' questions. But the ideal seldom happens. In case of rule disputes, the printed rules always take precedence over rules made up by you. If some point in the rules isn't clear, then your interpretation takes precedence over that of the players. If the argument can't be settled by the rules, then your opinion is final.

Few people like an autocrat, however. Tact and intelligent compromise usually work better than arbitrary judgments. The other extreme is equally ineffective. If the players constantly seek to take advantage of you, then the adventure bogs down into endless squabbles. Sometimes you should remind the players that you are not their enemy and that if everyone cooperates everyone will have more fun. Above all, try not to lose your temper!

Of course, even the best of GMs sometimes make mistakes. If the mistake was in the players favor, let it stand. If however, the mistake hurt one or more of the characters, try to change the mistake if at all possible.

Most of the time, being a GM is easy and enjoyable. If you can talk to others and make yourself understood, then you have all the qualifications needed to be a good GM. Encourage your players to become Game Masters. If a GM plays the game as a player then he will find it easier to understand and sympathize with the players.

CREATING FOES

The Game Master may want to create his own foes for special adventures. One simple way to create new foes is to alter an existing foe as described in THE BOOK OF FOES. Prehaps the foe is larger or smaller than average, does more or less damage, or has special powers unusual for that type of foe. If the foe is an individual, any changes can be justified by having the individual be more or less experienced than at the time of the description given in THE BOOK OF FOES.

The experience points awarded for each foe in THE BOOK OF FOES were based on a formula. The experience points were equal to the sum of the foe's Life Points divided by 10 minus the foe's Armor divided by 3, times the average damaged done by the foe divided by 10 plus any special powers or abilities divided by 2. The experience point formula is:

$$\mathbf{XP = [(LP \div 10) - (A \div 3)] \times [(D \div 10) + (Sp \div 2)]}$$

Where **XP = Experience Points, LP = Life Points, A = Armor, D = Damage,** and **Sp = Special powers or abilities.**

Note that since Armor is always a negative number, subtracting the negative number divided by 3 is, in effect, adding a positive number since the two negatives cancel out.

For example, a dragon has 150 Life Points; and Armor of -8, does 3-30 points of Damage for each of 4 attacks; breathes fire, and has all 5 powers of Sorcerer. The average Damage is calculated by adding up all possible damage and dividing by 2. So the average Damage is 66 $(3 \times 4 + 30 \times 4 \div 2)$. In addition, the fire breath ability was judged to be worth 2 speical powers in value.

$$\mathbf{XP = [(150 \div 10) - (-8 \div 3)] \times [(66 \div 10)] + (7 \div 2)]}$$

For simplicity, any number beyond one decimal point was dropped. Therefore, while $8 \div 3$ is actually a repeating fraction 2.66666 etc. it was simplified to 2.6.

$$\mathbf{XP = (15 + 2.6) \times (6.6 + 3.5)} \text{ or}$$

$$\mathbf{XP = 17.6 \times 10.1 = 177.7} \text{ which rounds up to 178}$$

The Dragon has a maximum Experience Point value of 178.

The GM must be careful not to award too much experience. For a gaming session lasting 4-6 hours, the average number of rolls (that increase the character's abilities) is 2-4. The absolute maximum number of ability rolls that can be gained for a gaming session is 10.

Only the GM needs to use the XP formula when creating his own foes. The experience point value for all foes has already been calculated and is listed in THE BOOK OF FOES.

HEALING

Each character can only regain Life Points due to healing from a medical skill once per day. If the character goes below 0 Life Points, but still lives, the character must receive competent medical assistance within 100 turns or bleed to death. Any level medic, or a non-player healer (doctor, nurse, paramedic, etc.) can give competent medical assistance. The Cure power, and other means of healing (magic, superscience, etc.) are also considered competent medical assistance. A character must receive medical assistance to survive if reduced to below 0 Life Points even if he is ineligible to actually recover points from the medical source that day.

At the end of each day, wounded characters get the number of Life Points equal to their healing score. If the number of Life Points received from the healing score puts a character up to 0 or greater, and the character would have otherwise bled to death, the character is allowed a Luck Roll to see if he survives. As an optional rule available to the GM, if a character is reduced more points below 0 than his Personal Force, but the healing score could make up the difference, the character could be allowed a Luck Roll to see if the character survives.

All the types of healing are cumulative. So, an individual can be healed with the medic skill and still add the points from his Healing score at the end of the day. An individual can't be healed for more points than he originally started the adventure with. Under normal circumstances an individual only gains points from one type of healing once per day (though the individual is still eligible to gain points from other types of healing).

THE SETTING INDEX (Optional Rule)

A **SETTING** is any area in the adventure where the physical laws are the same. Settings can be categorized according to how they affect the character's powers. For simplicity, each of the three types of powers would be categorized one of three ways: that type of power worked in the setting, that type of power has only a 50% chance to work in the setting, or that type of power will not work in the setting. The three categories of power types would then be yes, 50%, or no.

These three simple factors, however, give 27 different possible combinations for setting classifications. The setting classification is known as the **SETTING INDEX.** The three factors are known as the **PSYCHIC INDEX, TECHNOLOGY INDEX,** and **MAGIC INDEX.**

For example, the GM decides that in contemporary times magic doesn't work, but psychic powers might work. While contemporary times are technologically advanced, we are just developing a futuristic technology, so technological powers would only have a change of working. The setting index would be:

20th CENTURY SETTING INDEX

Psychic Index: *50%*
Technology Index: *50%*
Magic Index: *no*

Keep in mind that the setting index is an optional rule. At first, while characters are still relatively weak and don't have much equipment, the setting index is not particularly useful. When the characters become powerful, however, the setting index provides an element of uncertainly to powers and makes new settings more menacing as the characters can no longer be sure their powers still work. The setting index also adds variety of settings.

ADJUSTMENT (Optional Rule)

Some adventures simply don't work if the characters use weapons and other items alien to that setting. For example, if the

GM wanted a pure Swords and Sorcery epic adventure, robots and laser guns would be out of place. At the GMs discretion, therefore, settings can always have phsycial laws that prohibit certain types of weapons and other items. For example, in a pure Sword and Sorcery setting technological items simply would not work, or in a pure Science Fiction setting a magic weapon would be meaningless. This rule is used to allow more variety in settings. One adventure might be pure Swords and Sorcery while in the next one the GM allowed technological weapons in a Sword and the Sorcery setting just to see what their effects would be.

A compromise between items not belonging to the setting either working or not working is the concept of Adjustment. Adjustment postulates that, when moving from one setting to another, it takes individuals and objects time to adjust to the new setting. The characters are still able to fight normally and use their powers (if appropriate for the setting). All physical items are worthless, however, unless they were native to the setting, until the adjustment was made. Physical items would simply not work, being out of phase.

The chance of adjustment is equal to the Personal Force of each individual, rolled as a percentage (d100). Each day, the individual makes a new roll for adjustment. At the GM's discretion, each day 1% can be added to the adjustment chance. So, if the individual remained in one setting long enough, that individual must make his adjustment.

In game terms, adjustment means that, at first, characters must adventure in the setting using only those items and powers common to the setting. Later, the characters can see how other types of items and powers would affect the setting.

The concept of adjustment is not meant to be a hard and fast rule. It is a flexible concept to keep the game from degenerating into a contest to see who can get the most powerful weapons fastest. If characters can shoot their way out of every situation because they hopelessly outgun the other side, adventures quickly cease to be fun. Players should have to think to solve the problems their characters encounter. Without the feeling of their characters overcoming dangerous situations, role-playing becomes dull for most players.

SPECIAL EQUIPMENT

Special equipment is equipment that is made up by the GM. Such equipment is usually not available to be purchased by the characters and must be earned by them in the course of their adventures. Special equipment should be rare and difficult to acquire.

Too much special equipment awarded to the characters can ruin the play balance of an adventure. Instead of role-playing their characters, the players are actually role-playing the special equipment that is so powerful that the character need do nothing. A good rule of thumb to gauge whether or not the GM is awarding too much special equipment is that the party of characters shouldn't have more items of special equipment than the sum total of their title levels. For example, a party of six Apprentices shouldn't have more than 12 items of special equipment (and preferably less).

There are two general types of special equipment: Futuristic and Magical.

Futuristic Special Equipment

The GM may want to supplement the **FUTURISTIC EQUIPMENT LIST** with other items. Not all items need to be classed as special equipment. Whether or not an item is classed as special equipment or not depends mainly on how powerful that item is. A jet cycle, for example, is merely another transport vehicle and wouldn't be special equipment. An antigravity belt, on the other hand, can be used to counter the Gravity Field power, so it would have to be classed as special equipment. In general, any item that can affect powers, or skills, or modifies combat (and is not already on one of the equipment lists) should be classed as special equipment.

The list of powers and the list of skills are good places to consult when the GM designs special equipment. A helmet that provided one Mind Block before needing a special recharge, or a memory tape that temporarily allowed the character to function one level higher in any one skill category are examples of such special equipment. Note that the borderline between Magical, Psychic, and Futuristic powers often breaks down with regard to special equipment.

Special equipment also can modify combat. The GM might allow characters to spend credits (at great expense) to have a special personalized weapon designed for them. A Mega-computer would analyze the character's needs and skills, then provide an analysis for a master craftsman who is interfaced with the computer. The weapon would be so perfectly fitted to the individual that it would gain a bonus in combat. The Interfacing skill is usually needed for a personalized weapon. Other individuals would not gain a bonus for using the weapon.

A limit of +5 should be set for any weapon bonus. The greater the bonus, the rarer the weapon. The GM can also allow customized armor which gives more protection than normal. A limit of −5 would be set for any armor bonus.

Anything dealing with the character's survival can be used to design special equipment. For example, the character might win a machine during an adventure that could be adjusted to project sound frequencies that attracted various game animals which were then trapped by the machine and turned into food.

Magical Special Equipment

The use of magic weapons and armor was described under PART 5—COMBAT. The same restrictions that apply to special futuristic weapons and armor also apply to special magical weapons and armor, with one exception. Magical weapons and armor usually receive bonuses no matter who uses then (though some special weapons are magical only for their original owner, or are more powerful in the hands of their original owner).

Other types of special magical equipment can also be designed. As with special futuristic equipment, powers and skills are good starting points when designing special equipment (especially powers). In general, however, special equipment is less powerful than the original power or profession. So, it would have less usages, or a shorter range, or do less damage than a power, and would only temporarily increase skills, or grant a new skill for a limited time only

Some magic items are limited by a certain number of charges. Each charge equals one use. The more powerful the item, the less charges it has. There are seldom more than 10 charges to any magic item, and could be as few as 1.

Special magical equipment often have unusual names. Magical equipment has generated terms which give the items a mystique. Some of the terms are as follows:

Types of drinkable liquids: elixir, potion, philter.

Types of manuscripts or books: tome, grimoire, phylactery, scroll.

Types of symbols or magic letters: rune, sigil, hieroglyph (or simply glyph).

Types of staffs: wand, rod, caduceus.

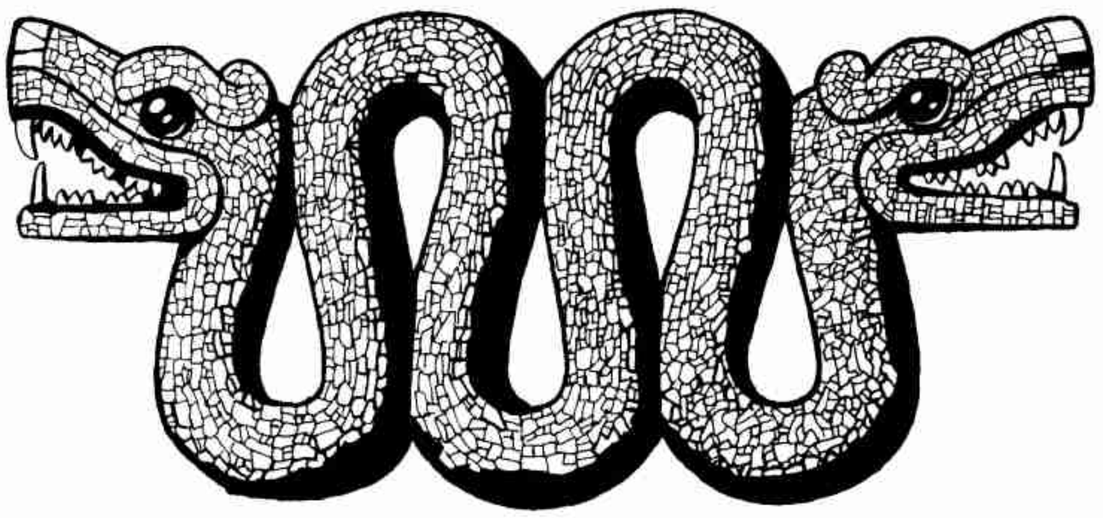
Types of jewelry or similar wearable items: charm, fetish, talisman, amulet, scarab, medallion, periapt.

Other names for spells: cantrip, wierd, incantation, conjuration, glamour.

Other names for spell casters: soothsayers, shaman, witch, medicine man, witch doctor, mage (magi is plural), man of power, warlock, enchanter, sorcerer, wizard, diviner, conjurer, theurgist, thaumaturge, adept (or adeptus minor and adeptus major).

Typical magical items: rings, carpets, lamps (or other light sources), crystal balls (or other types of gem like spheres), gemstones, brooms, clothing (especially boots, shirts, cloaks, and belts), bottles, musical instruments, spectacles, caps (or other headgear).

The easiest way to create a new magic items is to combine something from one of the above lists with something from the list of powers. Therefore, the characters could find a Ring of Persuasion, or The Cloak of the Theurgist, or a Talisman of Illusion. More powerful magic items usually have their own names (like Excaliber, King Arthur's sword, or the Necklace of the Brisings owned by the goddess Freyja).



PART 8
LANDS OF WONDER

This part of the rules describes six unusual settings where adventures may take place. It demonstrates to the GM the diversity of settings possible in the LORDS OF CREATION game. It also illustrates six of the settings from PART 7—GAME MASTER'S INFORMATION.

The six settings are listed below. The type of setting each illustrates is given in parenthesis.

THE LANDS OF WONDER: The Elder Lands *(Fantasy)*, Imperial Terra *(Science Fiction)*, The Land of Ulro *(Science Fantasy)*, Priddo *(Parallel World)*, The Elemental Planes *(Pocket Universe)*, and The Nine Worlds *(Alternate Dimension)*.

There is no reason why the GM cannot exercise imagination to fill in the details for any of the settings. In LORDS OF CREATION, there are an infinite number of possible variations for the same setting theme, and all the variations are equally valid. In fact, it is hoped that this part of the rules will provide Game Masters with the inspiration to create their own adventures.

THE ELDER LANDS

The Elder Lands is a fantasy setting. It is a romanticized version of the way in which some philosophers viewed the world from 1500-1000 B.C. Since the sources are mainly Greek, the world view is biased toward the Greek lands. The Elder Lands is the setting for Greek mythology. To a lesser extent, useful information can also be gained from Roman mythology, Egyptian mythology, Phoenician mythology, Sumerian mythology, Babylonian mythology, Assyrian mythology, Hittite mythology, the mythology of Urartu, Scythian mythology, and Celtic mythology of *mainland* Europe (not, however, of the British Isles).

The world of the Elder Lands is not a globe. It is a flat earth, but one in which there is little danger of falling off the edge of the world. The land area should be viewed as floating in the center of a world-sized dish. Filling the dish, and surrounding the land, is the river of Ocean. It is called a river because it connects all rivers. Oddly enough, rivers do not necessarily flow down hill, they flow from one area of water to another area of water. So, one could sail from Athens to the Don river, up the Don to the river of Ocean, follow Ocean around the land to the Nile river, and sail up the Nile back to the Mediterranean and Athens.

The cultures of the Elder Lands are primarily Bronze Age cultures, just on the verge of the Iron Age (though some backward areas are still in the Stone Age). This is the time of the Trojan War, of the wanderings of Odysseus (Ulysses), and the period when the great Greek heroes such as Hercules and Theseus performed their epic deeds. This was the era which Homer sang about in the Iliad and the Odyssey. This was an era when the gods took direct action in the affairs of men and women.

The map depicts some of the most important features of the Elder Lands. These features are:

Lands

LANDS OF THE GODS OF OLYMPUS
Illyria
Hesperia
Thrace
Achaia
Minoa
Illium

THE LAND OF THE KURGAN
Scythia

LANDS OF THE GODS OF KHEM
Libya
Egypt
Ethiopia

LANDS OF THE ELUGAL
Assyria
Babylonia
Sumer
Phoenicia

LANDS OF THE MARJANNI
Hittites
Urartu
Colchis

LANDS OF THE TEUTATES
Cimmeria
Hyperborea

See also: OLYMPUS, THE GODS OF KHEM, THE GODS OF THE TEUTATES; THE KURGAN; THE MARJANNI; and THE ELUGAL in THE BOOK OF FOES.

ACHAIAN CITIES
Iolcus
Athens
Argos

MINOAN CITIES
Knossos

CITIES OF ILIUM
Troy

ASSYRIAN CITIES
Assur

EGYPTIAN CITIES
Sebenytos
Heliopolis
Hermopolis
Abydos
Thebes
Ombos

CITIES OF URARTU
Charchemish
Kadesh

HITTITE CITIES
Khattusa

PHOENICIAN CITIES
Byblos
Sidon
Tyre
Carthage

BABYLONIAN CITIES
Babylon

SUMERIAN CITIES
Ur

Rivers
Ister
Don
Euphrates
Tigris
Nile
The river of Ocean

Islands
Isle of the Harpies*
Ithica
Island of the Sun
Isle of the Sirens*
Calypso's Isle*
Circe's Isle*

*See THE BOOK OF FOES: Harpy, Siren, HUMAN.

Places
Scylla & Charybdis
Symplegades
The Pillars of Hercules
Lake of the Sun
Region of Night
Land of the Winds
The Twilight Land
Lake Avernus
Mount Olympus

Foes**
Amazons
Cyclops
Laestrygrones
Solymi
Aramspi
Lotus Eaters
Pygmies
Talus

**See THE BOOK OF FOES.

Many of the map features correspond to listings in THE BOOK OF FOES. A brief description of those map features that do not have a description in THE BOOK OF FOES is found below:

ITHACA is the homeland of Odysseus and the island of which he is king.

THE ISLAND OF THE SUN is the island where Helios keeps the cattle of the sun. The cattle are sacred to Apollo who will punish their slaughter.

SCYLLA & CHARYBDIS are a whirlpool and a giant hydra on opposite sides of a narrow strait. Only at certain times is it possible to pass safely between them. Otherwise, to avoid the hydra, one risks the whirlpool; and to avoid the whirlpool, one risks the hydra.

THE SYMPLEGADES are also known as the Clashing Rocks. A narrow strait is lined with hill-sized boulders. The boulders periodically crash together making passage difficult for ships.

THE PILLARS OF HERCULES are twin rock formations on either side of the passage. Atlas stands on them while he holds up the roof of the sky. Once, for a short time, Atlas was replaced by Hercules, the only mortal strong enough to take his place.

THE LAKE OF THE SUN is that part of Ocean where the sun first appears every morning.

THE REGION OF NIGHT is that part of Ocean where the sun rests every night.

THE ELDER LANDS

Scale: 1" = 300 miles

100 200 300 600

The River of Ocean

HYPERBOREA

The Twilight Land

Don River

SCYTHIA

Ister River

ILLYRIA

Arimaspi

Lake of the Sun

THRACE

Lake Avernus

CIMMERIA

Symplegades

COLCHIS

Circe's Isle

HESPERIA

Mt. Olympus

Amazons

Khattusa

HITTITES

ACHAIA

Troy

ILIUM

URARTU

Sirens

Scylla

Iolaus

Harpie

Charehemish

Ithica

Athens

Solymi

Laestrygones

Cyclops

Charybdis

Argos

ASSYRIA

Land of the Winds

MINOA

Kadesh

Assur

Talus

Byblos

Euphrates River

Island of the Sun

Knossos

PHOENICIA

Tigris River

Sidon

Carthage

Tyre

BABYLONIA

Sebenytes

LIBYA

Babylon

Heliopolis

Pillars of Heracles

EGYPT

Hermopolis

SUMER

Lotus Eaters

Abydos

Ur

Thebes

Nile River

ETHIOPIA

Ombos

Pygmies

Calypso's Isle

THE TWILIGHT LAND is a shadowy land where it is never sunny or dark.

LAKE AVERNUS is the entrance into the underworld (which is also the land of the dead).

IMPERIAL TERRA

At some time in the far future, the greatest power in the galaxy is that of the Empire of Terra. Because of a series of man-made catastrophes, details of entire centuries of history have been lost, so it is impossible to date the Empire using 20th century time references.

The center of the Empire is the planet of Terra (Earth). More than a trillion people live on Terra. The entire planet is one interconnected, giant city. All inland seas, such as the Mediterranean, have been dammed up and drained to provide more land. Parts of the giant city include underwater cities, and Antarctic cities.

Terra now rules more than a thousand planets scattered throughout the galaxy. All the planets have been Terraformed to approximate living conditions on the mother world (even so, some of the planets are only marginally inhabitable). Because of Faster-Than-Light drive (abbreviated FTL) the planets can be reached in days instead of centuries. Even so, Terra is only able to control such a vast population because of Luna-X.

Luna-X is the largest (known) computer in the galaxy. It started as an experiment in artificial intelligence carried out on Terra's moon, Luna (hence the name of Luna-X, for Luna Experimental Model). A giant computer was built in hollow tunnels on the moon. The computer had the capacity to be self-programming. That is, the computer could rebuild itself using robots, without any outside interference.

Luna-X expanded from the original computer. Every square inch of material on the moon was used to rebuild Luna-X. The computer is now a metal sphere the size of a planet (and had to be towed into a new orbit as a result). Luna-X is presently working on a project to tow the moons from other planets into orbit around Luna-X and therefore obtain more building material.

The capitol of Terra is the Megalopolis District, located in what used to be the bed of the Mediterranean Sea. In the course of the centuries, all nations, races, and languages have become one: Terran. The current emperor of Terra is Romulus XI, a wily, tricky old man who has held the throne for over three centuries, the longest reign of any emperor. As time went on, Romulus replaced defective biological parts of his body with mechanical parts, until he is now a Cyborg and there is little left of his original body. One reason Romulus holds his power is because he has the only direct mental link with Luna-X. In fact, there are unconfirmed rumors that it is not Romulus who controls Luna-X, but Luna-X who controls Romulus.

The Empire rules its planets with an iron hand. More than two-thirds of all taxes are used to support the Imperial administration. The administration is based on three factors: The Lunar Corps, The Fleet, and The Imperial Inspectors.

The Lunar Corps is both a giant computerized bureaucracy, and a force of secret police. By law, all computers are linked to Luna-X. Computers now form the basis of all bureaucratic functions, though billions of employees are used to interface with the computers. The Lunar Police quell unrest before it becomes revolution. They often work in plainclothes and numerous disappearances of rebels are attributed to them. The Lunar Police have the right to impose sentences on the spot, without trial, unless dealing with a member of The Fleet, or superseded by an Imperial Inspector.

The Fleet is composed of the Hyperspace Navy, The Stellar Marines, and the Imperial Guard. The Hyperspace Navy forms the basis for interplanetary defense (and aggression). Its huge ships patrol the entire Empire. The ground forces of The Fleet are The Stellar Marines. Their job is to hold (or conquer) planets.

The Imperial Guard is an elite corps of both navy and marine personnel. They are recruited from the navy and marines, but have undergone intensive indoctrination and are now loyal only to the Emperor.

The Imperial Inspectors are another secret organization. No one knows how they are recruited, paid, or who ultimately controls them. But when they appear, they are quickly recognized. Imperial Inspectors have the right of "high and total justice" even over The Lunar Corps or The Fleet. Strangely enough, the emphasis really is on justice. The Imperial Inspectors have a deserved reputation for total honesty, incorruptability, and impartiality. Their justice is always tempered with mercy. It is likely that without the ideal of the Imperial Inspectors, the Empire would have dissolved into rebellion and anarchy despite the efforts of The Lunar Corps and The Fleet. The Imperial Inspectors provide an element of hope, a safety valve that emphasizes slow, peaceful change over bloody rebellion. Unfortunately, the Imperial Inspectors are few, and the evils they combat are many.

Perhaps two-thirds of the population of the Empire are Terran descendants, the rest belong to other space-faring species. There are seven other (known) space-faring species: Astregans, Draconids, Felines, Lupines, Mantis Lords, Pongoids, and Puppet Masters.

ASTREGANS are intelligent, space-faring crustaceans. They are an ancient species that were once more numerous but whom have lost territory to the younger space-going species. Astregans are bipedal with two long antennae sticking up from their heads. They are about 6 feet tall and 200 lbs.

DRACONIDS are a space-faring species of intelligent bipedal saurians with a prehensile tails. They are traditional allies of the Astrega and have also suffered recent territorial losses. Dradonids are 8 foot tall vegetarians. They can use their prehensile tail as an extra weapon by outfitting it with a specially adapted spiked metal ball. Dradonids can also wield weapons normally.

FELINES are a bipedal cat like species of intelligent, space-faring carnivores. Felines are united in an Imperial Confederation. The recent Terran-Feline War ended in a nominal Terran victory and, at present, the two species maintain an uneasy peace. Feline claws are retractable. The claws can serve as close combat weapons. When the claws are retracted, Felines can handle weapons normally.

LUPINES are a bipedal dog like species. When first encountered several centuries ago, they had an advanced technology, but had not yet attained space flight. They were given Class C status that gave them few rights or privileges and led to their virtual enslavement. (A is for Terrans only; B is other intelligent space-faring races; C is intelligent technological races; D is intelligent primitive races, and E is animal.) Lupines, along with Pongoids, were transported for labor on colonial planets. Thirty years ago, the two races allied in The Great Rebellion. It took ten years of fighting, but both species eventually won B status and the right to independent planets. Since then, the Lupines have colonized several new planets of their own. The Lupine-Pongoid alliance still holds strong.

MANTIS LORDS are space-faring, intelligent insectoids. They are the most recent species to be encountered during Terran expansion. Mantis Lords are exceptionally aggressive and are in a state of war with all other space farers. Mantis Lords resemble 7 feet tall, preying mantises. They can grasp weapons normally in their front two appendages.

PONGOIDS are a result of experimental crossbreeding between the Great Apes (Chimpanzees, Gorillas, Orangutans, etc.) and humans. Pongoids were used to provide cheap heavy labor on frontier colonial planets. Poingoids were held as virtual slaves but won their freedom in the Great Rebellion.

PUPPET MASTERS are only 3 feet tall. They are roughly humanoid in appearance, with oversized heads. They use an artificial link, that connects spinal cords, to directly control other, less intelligent species. Puppet Masters have been able to maintain a precarious independence largely because their economy is entirely dependent upon the spinal link, and would be ruined without their active cooperation. So far, it has not been deemed cost efficient to conquer them.

All the intelligent races have Androids (artificial, chemically-based intelligent life), Cyborgs (part flesh, part machine), Mutants (telepathic variations caused by radioactive ancestors), and Robots (mechanical life).

The various space-faring races have served to contain the Empire, but have not really posed a serious threat. Imperial Terrians worst enemy is fellow humans—the Starnomads. The distant ancestors of the Starnomads were the first Terrans into space, long before FTL drive was invented. They used raw materials, first from the moon, then later from the asteroids, to build artificial space habitats that orbited Terra. The size of the space habitats continued to grow until they were large enough to hold the population of a medium-sized city.

At first, all space habitats orbited Terra. But it soon occurred to the inhabitants that a space habitat could also be a starship and space, not Terra, was their real home. It is easiest for the inhabitants to mine small moons and asteroids, but difficult to mine planets because the gravity well of a planet makes transport too expensive. It became the custom of the Starnomads to mine a solar system of its moons and asteroids, dump off surplus population on inhabitable planets, then move on to other systems (after building new space habitats).

The planet-bound individuals eventually came under the control of the Empire. In fact, the vast population explosion, and expansion of the human race into space is attributable directly to the Starnomads. Imperial Terra merely took advantage of favorable circumstances.

Early Starnomad history stressed survival, and later custom has institutionalized the importance of such traits. Starnomad expansion is not an aimless wandering, it is a constant process of selective breeding for high survival potential. Only individuals who have proven their ability to survive are allowed to have children. In Starnomad myth, they are building toward an ultimate new species that will have about as much in common with Homo Sapiens as Homo Sapiens have in common with the tree shrews.

No one knows for sure how many Starnomads there are, or even where they all can be found. Sometimes, Starnomads trade with planets. At other times, they raid planets. Mainly, they seem to ignore planets. But whatever they do, Starnomads are contemptuous toward *mudhuggers* (planet-oriented individuals). Starnomads have even been known to blow up uninhabited, but potentially colonizable, planets merely because it made the resources easier to obtain.

Starnomads have a custom of institutionalized raiding. Different clans in the same ship, or different ships raid each other so that young people can earn Warrior status. Combat between Starnomad Warriors follows a strict code of honor. Death is incidental; prestige for disarming or capturing enemies is more important (especially since dead individuals can pay no ransom).

Starnomads, however, consider mudhuggers to be without honor. Anything goes in combat against mudhuggers, especially use of such weapons as X-ray Lasers, Neutron Beamers, and Gamma Rayguns.

Starnomads are fanatically independent. Curiously enough, they are able to anticipate the reactions of other Starnomads, even without the use of telepathy. When not fighting each other, Starnomads cooperate well. To Starnomads, the extreme independence coupled with extreme ability at cooperation does not seem a paradox, but is an intergal part of their lifestyle.

Starnomads have never shown inclinations to conquer planets. Even so, it is Imperial Terra's greatest fear that someday all Starnomads will unite under one leader and conquer the Empire. Imperial Terra has unofficially been at war with the Starnomads for centuries. For all its might, the Empire has proved no severe threat to the Starnomads. If it should be more successful, the Empire might well provoke exactly the reaction they are hoping to stop.

See also: Starguard and Starnomad under HUMANS, ROBOTS, CYBORGS, ANDROIDS, ASTREGANS, DRACONIDS, FELINES, LUPINES, MANTIS LORDS, PONGOIDS, and PUPPET MASTERS in THE BOOK OF FOES.

THE LAND OF ULRO

The land of Ulro is a science fantasy world inspired by the mystical poetry of William Blake (the 18th century English poet). It is a world filled with paradoxes. The physical form of Ulro is that of a huge hollow sphere. The inhabited area of Ulro is on the inside shell of the sphere. The sphere is filled with Udan Adan, that is, with outer space complete with stars and a sun which makes a daily journey through Udan Adan. Paradoxically, Udan Adan really is outer space. By traveling into it one can travel to the outside of the sphere into normal space. Similarly, one can be traveling in normal space and find oneself inside Udan Adan in Ulro without even noticing the transition.

The other major paradox of Ulro is the city of Golgonooza which was created by Los. Golgonooza exists in four dimensions instead of three. One implication is that the city travels in time. Another is that the city exists simultaneously in four spots at the same time. One can leave Golgonooza, travel the length of Ulro in a direction away from Golgonooza, only to end up sighting Golgonooza again and end the journey exactly where it started.

For mapping purposes, the sphere of Ulro has been split into two halves. The GM should keep in mind that, in reality, the two halves are joined, so that it is possible to move from one half to another (even without using Golgonooza). The prominent map features are:

East Half

THE FOREST OF ENTUTHON BENYTHON: A land of forest, deep vales, and gloom.

THE LAND OF ALLAMANDA: A plain populated by diverse peoples, through which runs the Blood river. A land of tribes and small villages.

THE BLOOD RIVER: A river that normally flows with water but sometimes runs with blood.

LAKE OF URIZEN: A lake of water sometimes covered by a thin film of blood. It is one of Urizen's favorite spots.

MOUNTAIN OF URIZEN: A mountain chain where Urizen was chained when he went mad.

TREE OF MYSTERY: A huge tree that bears every known fruit in addition to some strange, unknown fruits that appear nowhere else.

DRANTHAM ROAD: A road made of silver that runs from the Tree of Mystery to Golgonooza. The road is always in perfect repair, though no repair crews work on it.

VALE OF LEUTHA: A valley which is the home of Leutha (one of the daughters of Los and Enitharmon).

WHITE ISLAND: An island in the middle of the Lake of Urizen. The island is built of shining white rock that the blood that sometimes floats on the lake never touches.

WILDERNESS OF RINTRAH: A howling wilderness of rocky deserts and volcanoes where Rintrah often wanders.

West Half

FORESTS OF NIGHT: A land of dense forests . . . the trees are black and bloomy . . . the land itself is always in shadow. Paradoxically, the land houses Tyger, a huge tiger with glowing stripes of light "Burning bright . . . In the Forests of the Night."

THE LAND OF BOWLAHOLLA: A rich fertile land housing diverse peoples. A land of towns and civilization.

ADONA RIVER: A river that sometimes flows with black murky water.

VALE OF HAR: A valley where Har lives (another son of Los and Enitharmon).

THE MOUNTAN OF HAR: A mountain range where Los chained his son Orc.

CAVERNS OF ORC: A labyrinth of underground caves where Orc hid after being freed from his chains.

CITY STATES OF ENITHARMON: Seven cities located in the middle of fertile cropland. The cities are all ruled by matriarchies. Enitharmon's crystal palace is always in one of the cities, though it moves among them at random.

MARSH OF PALAMABRON: A rich fertile marsh housing numerous species of birds and other animals. Palamabron often wanders the marsh.

TREE OF LIFE: A seemingly dead tree that sometimes sprouts with luxurious growth for unknown reasons, for variable amounts of time.

STONE OF NIGHT: A giant black, square stone which weeps tears of blood when major battles are in progress anywhere on Ulro.

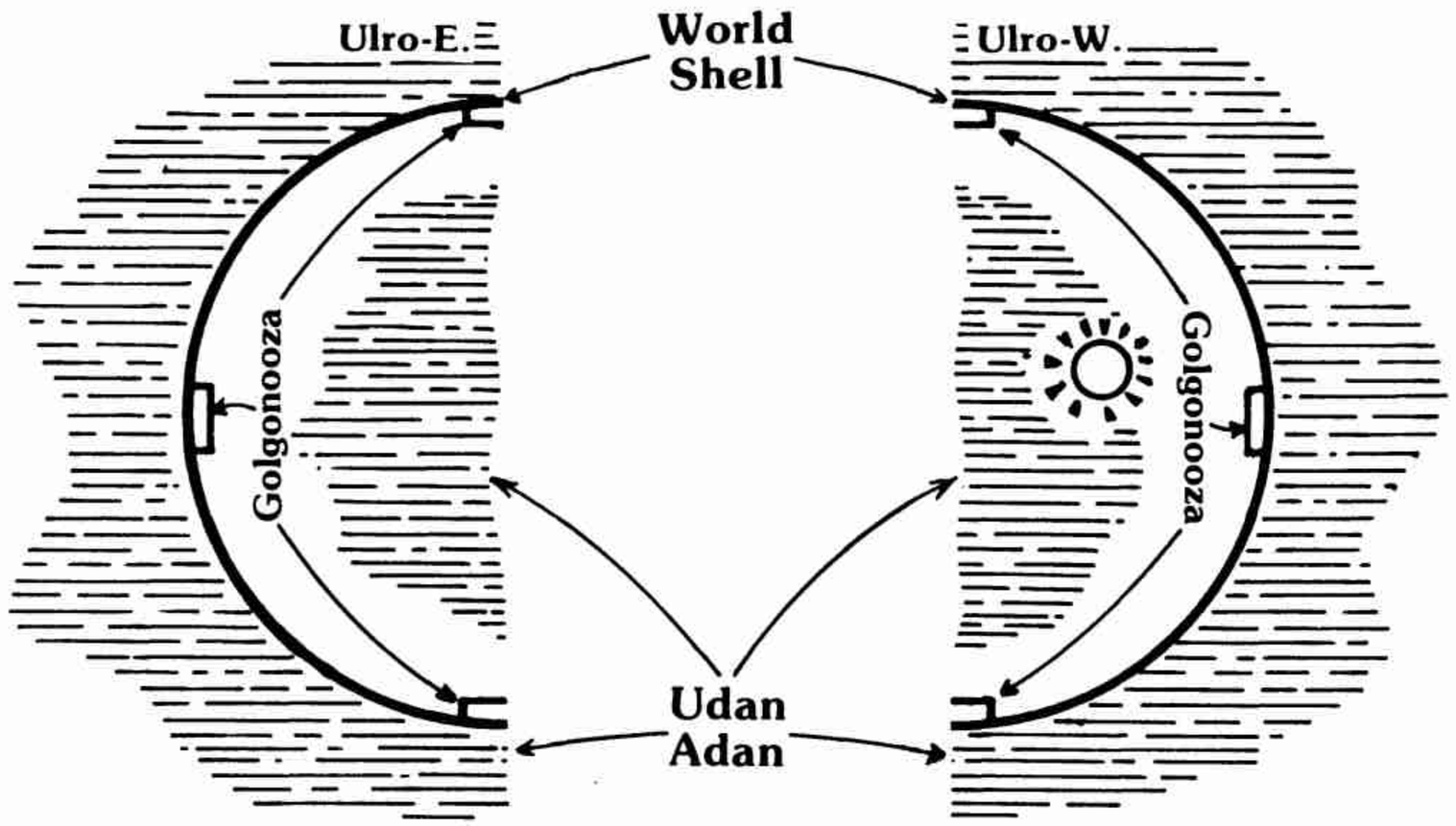
VALA'S GARDEN: An area of cultivated gardens into which Vala has retired.

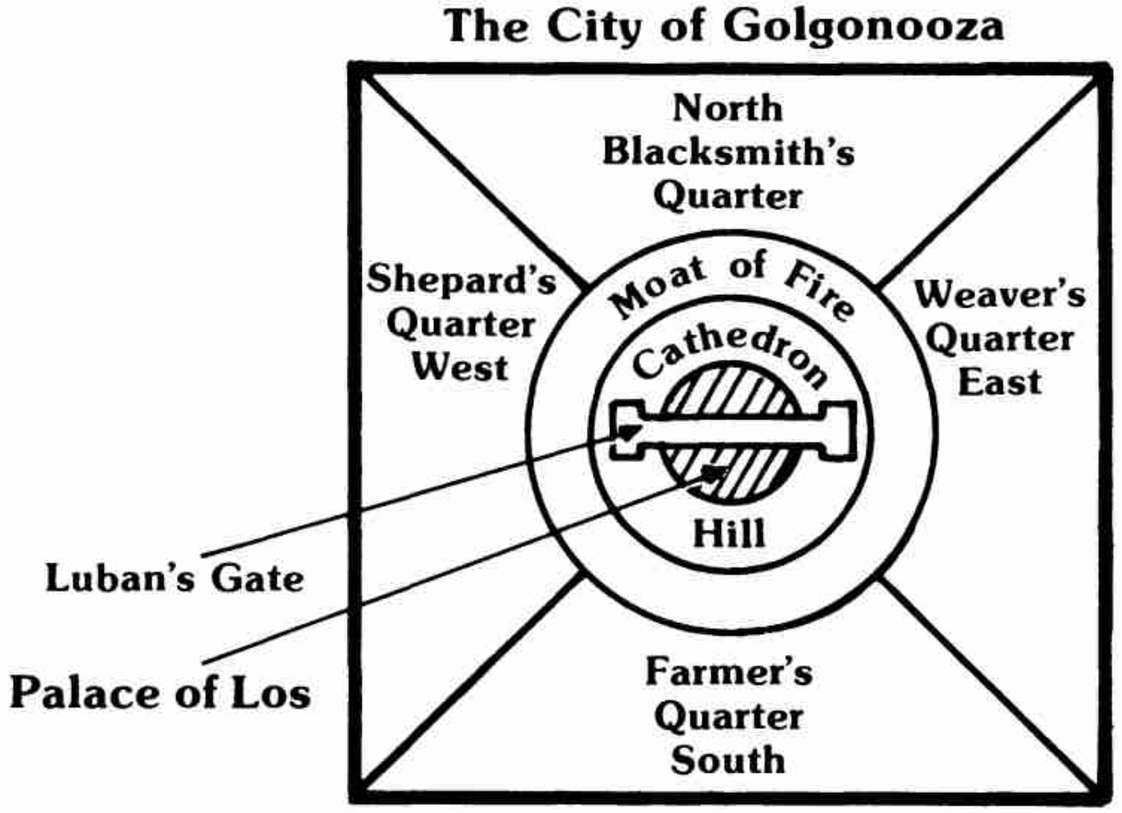
The City of Golgonooza

The city is in the form of a giant square. It is divided into four quarters, those of the Blacksmith (north), the Weaver (east), the Farmer (south), and the Shepherd (west). At the center of the city is Cathedron Hill surrounded by a moat of fire. On tope of the hill is the Palace of Los that is entered by Luban's Gate. Golgonooza is a city of golden domes and carved oak pillars. Many of the houses are made of large marble stones encrusted with precious gems of 12 colors. The house doors are of iron; the city gates are of bronze. Golgonooza is an industrial city of superscience and supermagic. In the exact center of the city dwells Los working at his huge forge. Golgonooza is the heart of Ulro.

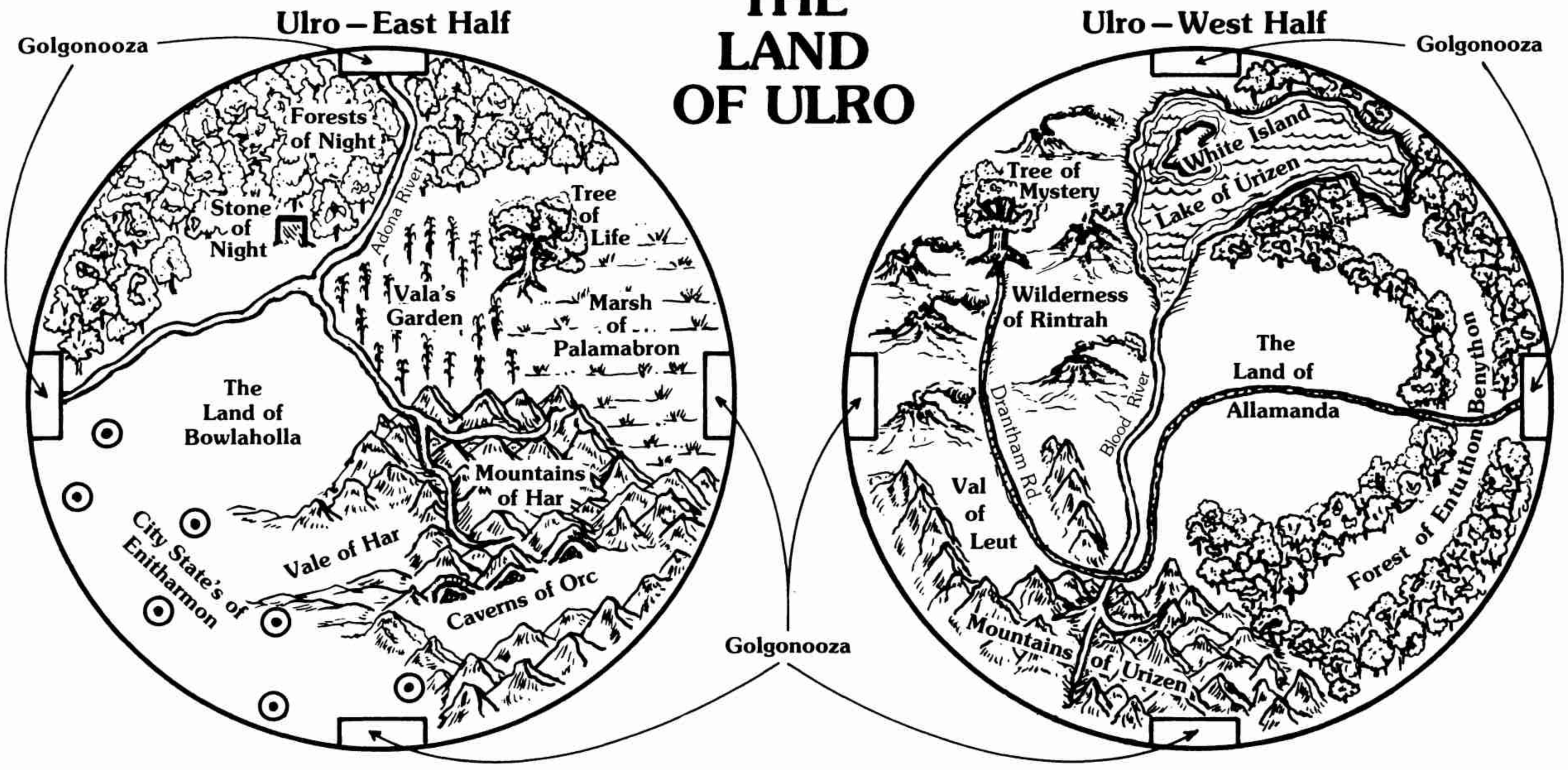
There are many individuals mentioned in the mystical poetry of William Blake. For reasons of limited space, only six were described in THE BOOK OF FOES under THE FAMILY OF LOS (Los, Enitharmon, Orc, Rintrah, Palamabron, and Vala). Other sons of Los and Enitharmon include: Theotormon, Bromion, Antamon, Sotha, Manathra-Vorcyon, Ozoth, Ohana, Har, Gon, Mydon, Ellayol, Ochim, Natho, and Harhath. The daughters of Los and Enitharmon include: Ocalythron, Elynittria, Oothon, Leutha, Elythiria, Enanto, Hevah, Thiralatha, and Ethinthus. The four Zoas, who are Blake's mystical representatives of supreme reality are Urizen, Urthona, Tharmes, and Luvah. The sons of Urizen control the traditional four elements (in Ulro only). They are Thiriel-Air, Utha-Water, Grodna-Earth, and Fuzon-Fire.

Though sometimes difficult reading, for inspiration the GM may want to study the poetry of William Blake including: "The Song of Los", "The Book of Los", "The Book of Urizen", "The Book of Ahania", "The Four Zoas", "Visions of the Daughters of Albion", "America, a Prophesy", "Europe, a Prophesy", and "Milton, a Poem".





THE LAND OF ULRO



THE SWASHBUCKLING ERA (1618-1715)

The swashbuckling era is marked by the beginning of The Thirty Years War (1618) and the death of Louis XIV, King of France (1715). The swashbuckling era thus roughly coincides with the 17th century.

It was a time marked by paradoxical extremes. The code of honor and chivalry reached its high point. Yet chivalry could not prevent one of the most atrocious wars in history. Honor could not stop the murder of innocent "witches". Many branches of science got their start during this time, yet superstition was rampant. It was a time of intense devotion to the Christian religion, but it was also a time when Christian killed Christian in the name of the Prince of Peace. The era saw the beginning of true democratic government, but those same democrats murdered their sovereign after a blatantly unfair trial.

The beginning of the era saw the Habsburg monarchies of Spain and Austria cease to be the number one military power after 30 debilitating years of war. The Thirty Years War was so destructive that prehaps half the population of Germany died as a result of the war. In fact, the war ended largely because the area being fought over could no longer support armies. In the middle of the era, the center of power slowly shifted to France. The transition was complete by the reign of Louis XIV. The end of the era saw a coalition of powers successfully contain the power of France.

In England, the era saw the Stuart Kings of England twice deposed. After a long bloody civil war, Charles I was beheaded and Oliver Cromwell became Protector of England. Upon Cromwell's death, the monarchy was restored and swashbuckling king Charles II became King of England. The short reign of his brother (1685-88) was a disaster and once again the Stuarts were deposed, this time reasonably bloodlessly.

In central Europe, the era saw the last attempt of expansion by the Turks. Once again, Vienna was beseiged. The Turkish army was defeated, and the seige lifted by the gallant John Sobieski, King of Poland. Near the end of the era, Hungary, Transylvania and Croatia were recovered for Christianity.

In northern Europe, the era saw the rise of Sweden as a power. The Swedish army, rebuilt by the great general, King Gustavus Adolphus, became the best in Europe. Near the end of the era, Swedish power was destroyed in The Great Northern War.

The swashbuckling era was also the height of piracy. The first great period was 1660-1690 when Tortuga and Jamaica were buccaneer centers. The buccaneers began as peaceful settlers persecuted by Spainish colonial policy. They fought back as privateers, licensed to conduct warfare, but often resorted to piracy when they could not obtain letters of marque. Later in the era, the center of operations shifted from the Caribbean to the cape of Africa and the Indian Ocean. From the island of Madagascar, pirates roved and plundered until most of them were killed or captured.

The code of chivalry and honor tried to rise above the poverty, disease and starvation so common to the era. The mark of a man of quality was indifference to heat, cold, hunger, and thirst. One's honor was more important than one's well being. A gentleman strived for magnificence as a goal, not comfort. The magnificence of honor was matched by the magnificence of dress. Swashbuckling clothing strived for a maximum of display. Velvets, ruffles, cloth-of-gold, satin ribbons and feathered plumes all added to the magnificence of dress.

The code of chivalry naturally resulted in duels in defense of honor. In most countries, dueling was technically illegal, but the dueling laws were seldom rigidly enforced. In fact, the duel came to represent the swashbuckling life. The typical viewpoint of a swashbuckler was expressed by the Marquis de la Donze who, when condemed to death for dueling, was exorted to confess his crime. His reply was: "Crime! Do you call one of the cleverest thrusts in Gascony a crime?"

Table of Events

1618	The Thirty Years War begins
1620	Battle of the White Hill
1624	Cardinal Richelieu becomes principal minister of France
1628-29	The seige of La Rochelle
1631	The Battle of Breitenfeld
1632	The Battlle of Leutzen, death of Gustavus Adolphus
1634	The Battle of Nordlingen, murder of Wallenstein
1640	Death of Cardinal Richelieu, Cardinal Mazarin becomes principal minister of France
1641	The English Civil War begins, the Battle of Edgehill
1643	Death of Louis XIII, Louis XIV becomes King of France, The Battle of Rocoi
1644	The Battle of Marston Moor
1645	Second Battle of Nasby, death of Charles I, Oliver Cromwell becomes Protector of England
1647-53	Prince Rupert in the Caribbean
1648	The Thirty Years War ends
1653	The murder of Montrose
1654	English Civil War ends
1660	Death of Oliver Cromwell, restoration of the monarchy, Charles II becomes King of England
1660-90	Buccaneers active in the Caribbean
1661	Death of Cardinal Mazarin
1667-68	The War of Devolution
1672-78	The War of the Dutch Invasion
1683	Morgan sacks Panama, John Sobieski relieves the 2nd seige of Vienna
1685	Evocation of the Edict of Nantes, death of Charles II, James II becomes King of England
1686	Monmouth's rebellion
1688	James II deposed, William II becomes King of England
1688-97	The War of the League of Augsberg
1689	The Battle of Killiecrankie
1690	The Battle of the Boyne
1690-1710	Pirate center shifts to the island of Madagascar
1697	Charles XII becomes King of Sweden
1700-13	The War of the Spanish Succession
1700-21	The Great Northern War
1700	The Battle of Narva
1702	Death of William II, Anne I becomes Queen of England
1704	The Battle of Blenheim
1706	The Battle of Ramilles
1708	The Battle of Oudenard
1709	The Battle of Poltava
1715	Death of Louis XIV

Historical Characters

Buccaneers
Henry Morgan
Francis L'Ollonais
Edward Mansfield
Le Sieur Ravenau de Lussan
John Davis
Rock Brasiliano
Louis Le Golf
Basil Ringrose
William Dampier

Highwaymen
William Nevision
Claude du Vall
Captain James Hind

Pirates
Bartholomew Roberts
Robert Kidd
Blackbeard
John Avery
Edward Davis
Thomas Tew
Howell Davis
Major Stede Bonnet
Anne Bonny
Calico Jack
Mary Reed

Pirate Catchers
Sir Chaloner Ogle
Robert Maynard
Woodes Rogers

Swashbucklers
Prince Rupert
James Graham,
Earl of Montrose
Owen Roe O'Neill
Patrick Sarsfield
James Butler,
Earl of Ormonde
Sir John Byron
Prince Maurice
John Churchill,
Duke of Malborough
Charles II, King of England
Gustavus Adolphus,
King of Sweden
John Sobieski, King of Poland
Charles II, King of Sweden
D'Artagnan (Charles II
de Batz-Castlemore)
Athos (Arnaud de
Sillegue d'Athos)
Aramis (Henri d'Aramitz)
Porthos (Isaac de Portau)
Cyrano de Bergerac
Prince de Conde
George Villiers,
Duke of Buckingham

Tyrants
Cardinal Richelieu
Louis XIV
Cardinal Mazarin
Wallenstein
Archibald Campbell,
Earl of Argyll
Oliver Cromwell

Duelists
Chevalier d'Andrieux
Francois de Montmorency,
Comte de Bouteville
Duc de Richelieu
Maupin (actress-duelist)
Legarde
Philip Stanhope
Marquis de Beuvron
Duc de Beaufort
Marquis de la Donze
Sir Henry Bellasses
Lord Mohun
Duke of Hamilton
Saint Evremont
Earl of Dorset
Duc de Nemours

Women of the Court
Barbara Castlemaine,
Duchess of Cleveland
Nell Gwynn
Anne of Austria,
Queen of France
Louise de La Valliere
Madam de Montespan
Sarah Churchill,
Duchess of Malborough
Anne I, Queen of England

PRIDDO

Priddo is Welsh for earth or terra. Priddo is a parallel world meaning that, up until a point, it shared the history of our own world. There are actually two related points of departure of the history of Priddo from our own history.

When Spartacus led the great slave revolt in 73 B.C. against Rome, he decided to march north instead of staying in southern Italy. The slave army wasn't trapped in Italy and escaped to the plains of the Danube river. They established a kingdom where slavery was illegal and Spartacus was king. Unfortunately, their descendants only had a few generations of peace.

The Roman legions, under emperor Trajan, invaded in 101 A.D. The fighting raged for seven years, but the Spartacans were eventually defeated. The elder line (descended from Spartacus's eldest son), that held the kingship, retreated into the Carpathian mountains with selected volunteers to carry on a hopeless guerilla war. The younger line (descended from Spartacus's youngest son) led the rest of the people in an exodus away from Rome. They fled to the steppes above the Black Sea.

In this new homeland, the Spartacans first allied with, then merged with the Ugrians (the ancestors of the Hungarians).

The Spartacans brought the Ugrians civilization and a hatred of slavery and Rome. Again a kingdom was founded, and again it was lost; this time to the onslaught of the Huns in 343 A.D. The Ugrians fled back to the Danube valley where they found the Romans much weaker. The two lines of the Spartacans reunited, drove out the Romans, stopped the Huns, and founded the Kingdom of Ugria.

The second focal point in Priddo's history was the revolt led by Queen Boadicea in Britain. The revolt succeeded after a long, bitter struggle. In the course of the war, the various British tribes united in order to survive the yoke of Rome. The line of Boadicea went on to unite all the tribes of all the British islands (Ireland and Scotland). The kingdom became known as Cymru (the Cymric are the ancestors of the Welsh).

In 350 A.D. the Kingdom of Cymru reconquered much of

Paris in the Swashbuckling Era—Map Key

Cour des Miracles means Court of Miracles. It got its name because the professional beggars of the time could perform seeming "miracles" by removing the various devices which made them appear even more sickly, crippled and deformed than they really were. The beggars plied their trade here, but actually lived in hovels somewhere on the left bank.

Abbaye de Saint Martin: all churches are marked with a cross. Churches include Abbaye de St. Martin (2), St. Eustache (5), St. Germain L'Auxerrois (11), St. Gervais (13), Notre Dame (16), St. Louis (19), St. Thomas Aquinas (20), St. Germain des Pres (23), and St. Severin (25).

Hotel de Chevry: Hotel means a large house, not a hotel in the modern sense. Hotels usually were the city residence of a wealthy family. Thus the Hotel de Chevry (3), Hotel de Guise (8), and Hotel de Cluny (25) belonged to the Chevry, Guise, and Cluny families and were private residences. The Hotel de Ville (12) and Hotel Dieu (15) were public residences, closer to hotels in the modern sense. When Cardinal Mazarin became first minister, he converted the Hotel de Chevry into the Palais Mazarin.

Palais Cardinal was the palace of Cardinal Richelieu. The building served as a center of his administration, housed his staff and guard company, contained special prison cells, or anything else the Cardinal was likely to need.

Halles Centrales was the open area for the central market place. Virtually every type of equipment common to the times could have been found here (though illegal equipment would have been difficult to obtain).

Temple: The Temple was a building originally built by the Knights Templer (an order of crusading monk-warriors). The order was ruthlessly exterminated by King Philip "the Fair" so that he could confiscate their wealth. The building became the center of the money lending and banking trades.

Jardin Tuileries means Tuilerie Gardens. It was a large garden area with many fountains maintained by the kings of France. The gardens were public, the equivalent of a modern day city park. They were a famous place for nightly meetings.

Louvre: The Louvre was the royal residence in Paris. Like the Cardinal's Palace, the Louvre housed royal servants and retainers along with the royal family.

Palais de Justice: The Palace of Justice was the center of the courts and watchmen (police) of Paris. It also contained jail cells and dungeons.

Ile de la Cite: Paris was founded around two islands in the Seine river: the Ile de la Cite and Ile de St. Louis (actually three islands, though the two smaller had already been connected to form the Ile de St. Louis).

Hospital de la Charite: The municipal charity hospital was a place to avoid. The official medical practices of the time (bleeding, purging, etc.) usually harmed patients more than they helped.

Theatres refers to the theatre district of Paris.

St. Severin was not only a church, but a charnal house where plague victims and their belongings would have been burnt.

Thermes was a district of public baths. The plumbing was based on that left by the Romans. Hot ("Turkish") baths were another usual place for special secret meetings.

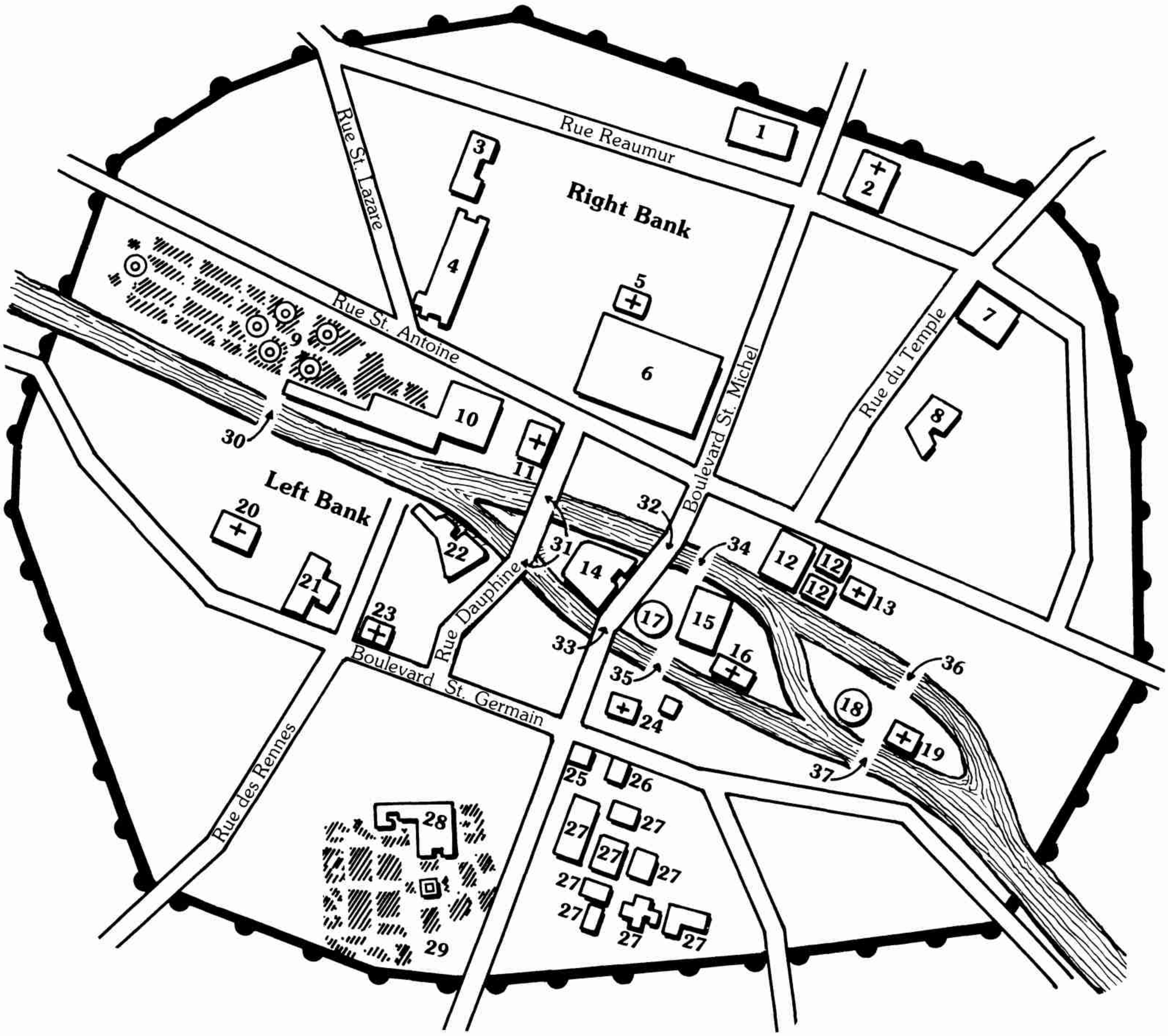
University of Paris is one of the oldest universities in Europe. The district was usually left to the university to rule. The student quarter also housed rogues and vagabonds.

Palais Luxembourg was a royal residence used to house court functionaries. The attendant gardens were a famous dueling spot (and as dangerous at night as New York's Central Park).

Pont means bridge. They were narrow bridges made of stone. All bridges except the Pont Neuf were also lined with houses and shops. The result was congestion, and crossing was a slow business. The Pont Neuf was the only bridge with special foot paths (and was the only bridge that could be crossed with reasonable speed). All the bridges were toll bridges.

Some other terms: A **Quai** is a dock along the Seine. Both banks would be lined with quais. A district of the city would be termed a **Fauberg.** A city square is called a **Place** (pronounced with a short "a").

Paris in the Swashbuckling Era



River Seine

Planted Garden

Street

City Wall

Church

Fountains

1. Cour des Miracles
2. Abbaye de St. Martin
3. Hotel de Chevry (Palais Mazarin)
4. Palais Cardinal
5. St. Eustache
6. Halles Centrales (Central Market)
7. Temple
8. Hotel de Guise
9. Jardin Tuileries
10. Louvre
11. St. Germain L'Auxerrois
12. Hotel de Ville
13. St. Gervais
14. Palais de Justice
15. Hotel Dieu
16. Notre Dame
17. Ile de la Cite
18. Ile de St. Louis
19. St. Louis
20. St. Thomas Aquinas
21. Hospital de la Charite
22. Theatres
23. St. Germain des Pres
24. St. Severin (Charnal House)
25. Hotel de Cluny
26. Thermes (Public Baths)
27. University de Paris
28. Palais Luxembourg
29. Jardin Luxembourg
30. Pont Royal
31. Pont Neuf
32. Pont au Change
33. Pont St. Michel
34. Pont Notre Dame
35. Petit Pont
36. Pont Marie
37. Pont de la Tournelle

Celtic Gaul and Iberia (France and Spain). Like the Ugrians, the Cymru hated Rome (and totalitarian regimes in general) and quickly grew to share their hatred of slavery. The two kingdoms formed an alliance that, though it has had its ups and downs, has lasted for more than 1600 years. The alliance of the Kingdom of Cymru and the Kingdom of Ugria is known as *The Old Alliance* and is the dominant feature of Priddo.

The Cymric and Ugrians are devote Christians. But, due to the immense influence of the Cymric druids and the Ugrian shamen (all of whom were converted to Christian monks and priests), technology in Priddo has taken a different turn than in our world. Science was used to explore and codify the reality behind magic. The technology of Priddo is based on scientific magic.

The result is a level of technology roughly equal to that of our world in the 19th century, though certain areas such as sanitation and medicine are more advanced than in our own day (germs have never become magic-resistant). The lifestyle is more leisurely and cities less cluttered than our own. In the more advanced nations, disease is less prevalent and the expected life span is longer than ours. Exploration was less frantic and many parts of the world are still marked as unexplored.

A typical example of scientific magic would be the Priddo railway system. Trains are run by steam engines but, instead of coal, the engine is powered by an Ember (a minor fire elemental). The engineer still runs the train, but the fireman has a degree in elementology and maintains control over the Ember.

The known areas of Priddo are described below:

THE KINGDOM OF CYMRU comprises what we know as England, Scotland, Wales, Ireland, most of France, Portugal, and northern Spain. The Cymric colonies of New Dalriada, New Eire, and New Bretony have spread to what we know as North America (southern border is Cape Fear river in North Carolina, Cumberland river in Tennessee, and the Missouri river in Missouri; western border is roughly equal to those of Iowa, Minnesota, and Ontario). The present ruler of Cymru is Queen Morgana. Cymru is a democractic-monarchy. In normal times it functions as a democracy with the ruler having limited powers, most of which are used to guarantee that the population is not exploited by the nobility or the mercantile companies. In times of war, the monarch wields temporary supreme power. The total Cymric population is about 160 million. The capitol of Cymru is Carmaron (Gloucester).

THE KINGDOM OF UGRIA comprises what we know as Czechoslovakia, Hungary, Moldavian S.S.R. in Russia, and parts of Yugoslavia, Bulgaria, Turkey, and the Ukrainian S.S.R. The kingdom includes the colonies of Mordvinia (Argentina, Uraguay, southern Brazil); Alfold (South Africa, Rhodesia), and Bakony (Australia). The present rules is King Istvan. Ugria is also a democratic-monarchy. The total Ugrian population is about 120 million. The capitol of Ugria is Belagom (Szeged).

Since the marriage of Morgana and Istvan three years ago, the Old Alliance has been stronger than ever. The previous disunity of the two Roman Empires allowed the Old Alliance to establish a naval superiority they have never relinquished. Cymru and Ugria have established fortified naval bases throughout the world at key areas such as (what we know as) the straits of Gibraltar and the Suez canal. Cymru has the largest navy in the world, Ugria has the second largest (unfortunately, two of their enemies, The German Roman Empire and the Shogonate of Ammatera have the third and fourth largest navies).

THE ROMAN EMPIRES (GERMAN) and (GREEK) are ancient powers that have only become reunified recently. When the old Roman Empire fell in the 4th century, it split into a west and and east empire. The west was conquered by various Germanic tribes (Ostrogoths, Visigoths, Burgundians, Allemani, Suevi, Saxon, Vandals, Lombards, and Franks), while the east established a new capitol at Athens. The east was never conquered, but in the vairous lands the Greek language (already the dominant launguage when Rome fell) eventually replaced the Latin language. In the west, the Franks eventually united the various tribes. In both nations the old ideal of the Roman Empire was kept alive. As a result, both nations claim to be The Roman Empire. It is an oddity of history, that there are now two Roman Empires, neither of which contain Romans or speaks Latin. To avoid confusion, one land is referred to as The German Roman Empire while the other is referred to as The Greek Roman Empire. The capitol of the German Roman Empire is Rome. The current emperor is Maximillian. The capitol of the Greek Roman Empire is Athens. The current emperor is Michael Comemnus.

For nearly six centuries, the various states and cities that make up the empires were independent and the empires were so weak as to be virtually nonexistent. In 1871, however, each empire was reunited. The reunification brought about the current wave of fanatical patriotism that engulfs both empires. Their defeat by the Old Alliance in the Great Pomeranian War some thirty years ago has done little to ease the fanaticism.

The German Roman Empire comprises what we know as West Germany, Italy, Albania, Switzerland, Algeria, Tunisia, most of Spain and Morocco, part of Yugoslavia and Libya, and southern France. The total population is about 150 million. The Greek Roman Empire comprises what we know as Greece, Egypt, Israel, Jordon, Syria, Lebanon, most of Turkey, and part of Libya. The current population is about 60 million. Both governments are totalitarian, fascist empires.

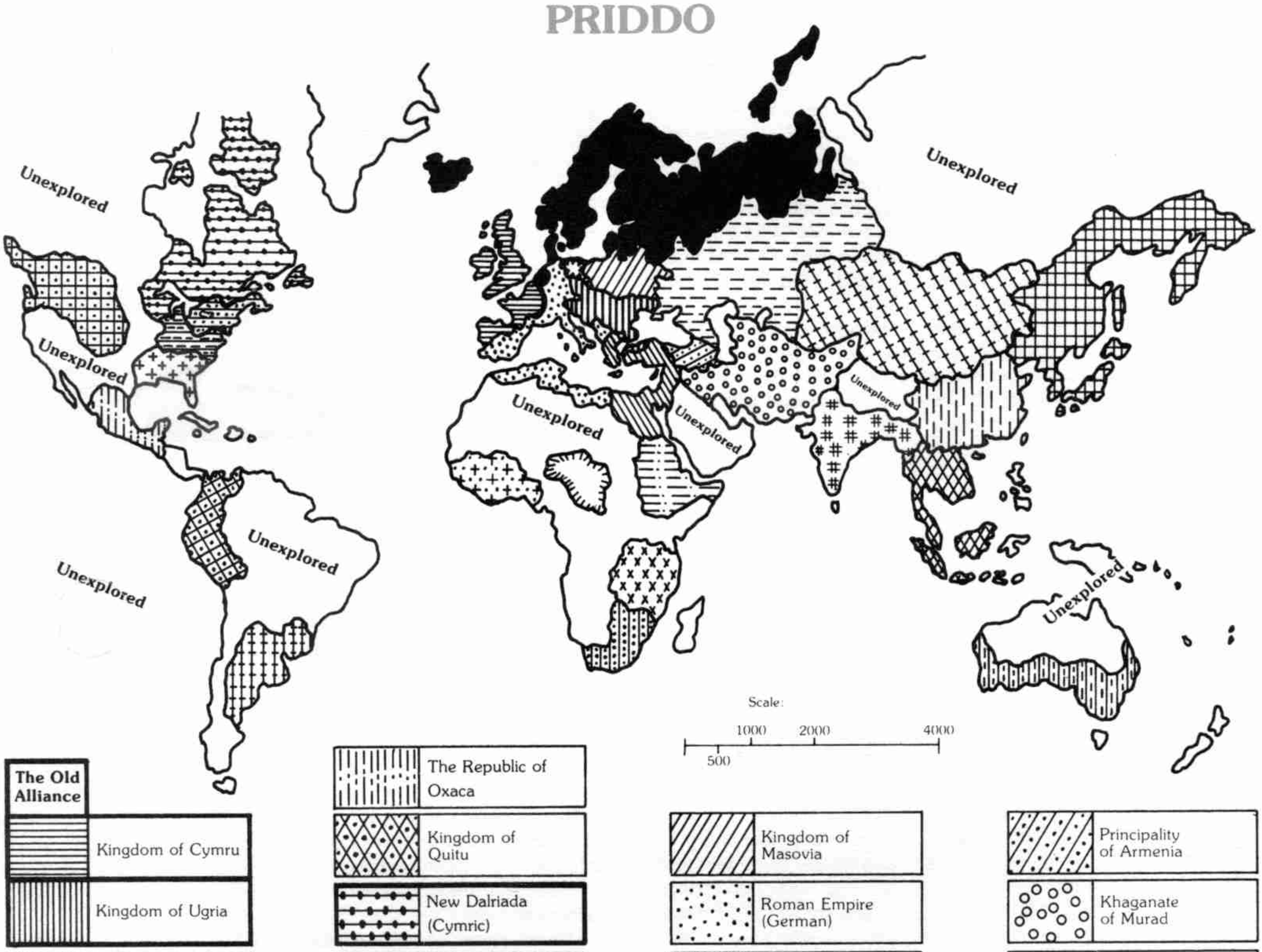
THE DUCHY OF POMERANIA comprises what we know as East Germany and part of Poland. It has a population of about 20 million. The largest population group is Pomeranian (a slavic branch), though there are large German, Masovian (Polish), and Varangian (Scandanavian) minorities. The capitol is Szczecin (Stettin). Pomerania is a democratic duchy (similar to Cymru and Ugria). The present ruler is Duke Wenceslaus. Pomerania is an ally of Cymru and Ugria and depends on them for its continued existance. The duchy was formed in 1872 as a response to the reunification of the two Roman Empires.

THE REPUBLIC OF GARDERIKE comprises what we know as Iceland, Belgium, Netherland, Denmark, Norway, Sweden, Finland, Estonian, S.S.R., Latvian S.S.R., and the northern part of European Russia. The population of about 50 million is predominantly Varangian (Scandanavian). The Republic of Garderlike is the result of Viking expansion is the 9th, 10th, and 11th centuries. Garderike is a constitutional republic with a two cabinet parliament and elected prime minister. The current prime minister is Olaf Haroldson. The capitol of Garderike is Birkagard (Stolkholm). The country is currently neutral but would favor the Old Alliance if war should break out.

THE KINGDOM OF MASOVIA comprises what we know as Lithuanian S.S.R., Bylorussian S.S.R., most of Poland, and part of Ukrainian S.S.R., and European Russia. The population of about 50 million is predominantly Masovian (Polish). The monarchy is a limited democracy. Half the parliament is elected, the other half is appointed by King Boleslav. The capitol of Masovia is Warsaw. The country is currently neutral. The king favors the Triumverate; the democrats favor the Old Alliance. Masovia was founded in 982 when several slavic tribes united to repel Viking radiers.

THE KHANATE OF THE GOLDEN HORDE and THE KHANATE OF MONGOLIA are nations that are the remnants of the great Mongol empire established by Ghengis Khan and his descendants. Theoretically both khanates are one, and under the rule of Subatai Khan (a direct descendant of Genghis). In reality, Subatai has little power and the various tribes which comprise the khanate do as they like. The total population is about 40 million. The largest population group is Mongol, but it is split into numerous tribes (Tartar, Kirghiz, Buryat, Oirat, Nailman, and Merkit). There are many other tribes that represent sizable minorities (Kazakh, Kipchak, Uighir, Bulgar, Samoyed, and Tungus). The political and social systems of the Khanates are tribal in nature. There are two capitols, one at Karakorum in Mongolia, the other at Serai on the Volga river. The khanates comprise what we know as part of Russia, part of China, and all of Mongolia. If war should break out the khanates are likely to raid both sides.

THE SHOGONATE OF AMMATERA comprises what we know of as Japan and Korea plus part of China and Russia. Its



population of 150 million is largely Ammateran (Japanese) with large minorities of Koreans and Manchurians. Supreme power is shared by the Heavenly Emperor Yamato and the Military Leader or Shogon Hideyoshi. The capitol of Ammatera is Edo (Tokyo).

Ammatera and the two Roman Empires currently are allied in a pact known as The Triumverate. The three pact members constitute the greatest enemy the Old Alliance has ever faced.

THE EMPIRE OF SHANGTAO comprises most of what we know as China. Its population of 400 million is mainly Chinese. The capitol of Shagtao is Nanking on the Yangtze river. The present emperor is Li Shang Chu. Unfortunately, the real rulers at present are the district warlords. The empire's disunity prevents it from being a effective political entity despite its immense population. In general, however, it favors any enemy of Ammatera.

THE KINGDOM OF KHMER comprises what we know of as Vietnam, Thailand, and most of Burma, and Indonesia. The largest populations are Khmer (Cambodian-Vietnamese), Thai, and Indonesian, though there are a number of minority groups including Burmese and Malay. The capitol is New Angkor on the Malay peninsula.

While the kingship is totalitarian and absolute, the king has only weak control over much of the country. King Lungwu tends to favor The Triumverate.

THE SULTANATE OF MURATTA comprises what we know of as India and part of Burma. Its capitol is Benares on the Ganges river. The current sultan is Shavaji who faces problems of local power groups similar to those plaguing Shangtao and Khmer. The population is Indian though there are numerous minorities including Dravidians, Mundars, Burmese, Gurkha, Persian, and various hill tribesmen. The population numbers about 300 million. The country is currently neutral. It is not likely to go to war unless the Kaganate of Murad fights on one side. In which case, since Muratta houses millions of refugees from Murad, the country is likely to eventually side against Murad.

THE KHAGANATE OF MURAD is a totalitarian monarchy. The Khaganate comprises what we know as Iran, Iraq,

Afghanistan, Pakistan, and part of Russia. Its population of 70 million is almost entirely Turkish. The Khaganate once had a larger population, but the Khagans have, for the last century, been carrying out a program of ruthless extermination of all non-Turkish peoples in the country. Khagan Tughril Beg favors the Triumverate and is currently negotiating to join the alliance.

THE PRINCIPALITY OF ARMENIA comprises what we know of as parts of Russia, Iran, Iraq, Turkey, and Syria. It is a democratic principality (similar to Cymru and Ugria). Most of the population of about 10 million are Armenians. The capitol is Manzikert on Lake Van. The current ruler is Prince Mithradates. Armenia is a faithful ally of Cymru and Ugria, dpending on them for its continued independence.

THE KINGDOM OF NUBIA comprises what we know of as Sudan and Ethiopia. Its capitol is Khartoum. Its population of 30 million is composed of numerous tribes who all owe allegiance to the same king, and who are all Christian (as opposed to the many pagan tribes surrounding them). With the aid of Cymru and Ugria, the kings of Nubia have spent the last century trying to raise the country out of its backward nature, and the fruits of the effort are just beginning to pay off. King David is largely a figurehead and the real rulers are the tribal elders who form the Council of the Tribes. David is a popular monarch, however, and his suggestions are usually followed. As a start to counter The Triumverate, Cymru and Ugria have formed The Alliance for Freedom that now members Cymru, Ugria, Pomerania, Armenia, and Nubia.

THE EMPIRE OF MONOMOTAPA comprises what we know of as Malawi and parts of Mozambique, Tanganyika, Zambia, and Congo. It is an absolute totalitarian monarchy ruled by a number of tribes such as the Zulu, Swazi, and Matabele who all speak the Bantu language and follow the same ruler. The capitol is New Zimbabwe. the population is about 5 million. The present emperor, Chaka, favors The Triumverate.

THE KINGDOM OF BORNU comprises what we know of as parts of Chad, Niger, and Nigeria. While it has a population of less than 5 million, it is nevertheless a potential threat because many of its inhabitants are raiders mounted on horses or camels. The capitol is Chad. The principal tribes of raiders are Fulani, Hausa, and Bornu. The current leader is King Rabeh.

THE YATAGAN EMPIRE is a large African state centered around the Niger river and the Atlantic coast. It exists primarily because of an uneasy alliance of the Senegalese, Ashanti, and Yoruba, under the leadership of the Songhai. The population is composed of diverse tribes and numbers about 25 million. The capitol is Bamako. Since Yatagan depends on Cymric and Ugrian trade for its wealth, the emporer, Musa, is likely to favor the Old Alliance if war breaks out.

THE REPUBLIC OF OAXACA is a oligarchic alliance of a number of tribes in what we know of as Mexico and Guatamala. The present President is Tollan Maya. The population is about 15 million. The capitol is Oaxaca. The country is neutral.

THE KINGDOM OF QUITU comprises what we know of as Peru, Ecudor, and Columbia. Its capitol is Quitu; its king is Atahualpa. The country has a population of about 15 million. It is neutral.

THE CHEROKEE CONFEDERATION is a political alliance of five major tribes (Cherokee, Creek, Choctaw, Chickasaw, Seminole) that came about as a reaction to Cymric colonization. While the confederation is a democratic republic, it still favors The Triumverate because they are Cymru's enemies. The population is about 10 million. The confederation comprises much of what we know of as the southern U.S. The current President is Tolacoosa. The capitol is Chattahoochee (Atlanta).

THE EMPIRE OF THE CHEYENNES is a tribal empire similar to that of the two Khanates. The various tribes of the plains were united under a Greak King and went on to conquer much of the surrounding area. Though the population is less than 5 million, the Cheyennes are great raiders on horseback. Now that Ammatera has joined The Triumverate, Cymru fears that King Keyasarrok will arm his raiders with the latest repeating rifles, shipped into the country across the Pacific Ocean.

THE ELEMENTAL PLANES

There are 5 elemental planes used in the game (though the GM may want to invent more). Four of the elemental planes: earth, air, fire, and water are loosely based on the four elements of medieval philosophy. The fifth plane: shadow, is an extrapolation form the four elements and is an invention of the game's designer. The elemental planes are physical manifestations of philosophical concepts. As such, they follow a logic and physical laws all their own.

The Elemental Planes exist as pocket universes. That is, they exist somewhere that isn't physically connected directly with any real world. The elemental planes are usually reached through dimensional portals, gates, or doors; or by using the Dimension Walking power.

The creatures on each elemental plane are organized in the same way. There are Minor Elementals, Elemental Animals, Elemental Humans, Elemental Aliens, Elemental Spirits, Major Elementals, the Nobility of the plane, and finally, the Ruler of the plane. The Nobility and Ruler come from either the Elemental Humans or Elemental Aliens (i.e. from one of the two intelligent races of the plane).

The elemental planes seem like plateaus typifying each element. The plateau seems to stretch out to infinity, no matter were one stands. Physical details of each plane conform as much as possible to each element (So, trees on the plane of fire would have fiery leaves; boulders on the plane of air would be cloud-soft and fleecy; and a cave on the plane of shadow would look like the shadow of a cave, etc.).

The focal point of each plane is the fortress of the ruler that is located in the capitol city. Cybele rules the plane of earth from her Diamond Fortress in The City of Iron. Selene rules the plane of air from her Sapphire Fortress in The City of Silver. Hyperion rules the plane of fire from his Ruby Fortress in The City of Brass. Proteus rules the plane of water from his Emerald Fortress in The City of Gold. Erebus rules the plane of shadow from his Rainbow Fortress in The Crystal City.

A subplane of air is that of darkness. A subplane of fire is that of light. Linking these two subplanes would be the elemental plane of shadow. While shadow is still a pocket universe, by some strange twisting of space and time, it also physically connects the five planes. Shadow could be said to lie at the heart of the elemental planes.

For more details about the inhabitants of the elemental planes see: AIR, THE ELEMENTAL PLANE OF; EARTH, THE ELEMENTAL PLANE OF; FIRE, THE ELEMENTAL PLANE OF; SHADOW, THE ELEMENTAL PLANE OF; WATER, THE ELEMENTAL PLANE OF; in THE BOOK OF FOES.

THE NINE WORLDS

The nine worlds are: Asgard, Vanaheim, Alfheim, Nidavellir, Midgard, Jotunheim, Svartalfhein, Niflheim, and Muspellheim.

The nine worlds are held together by Yggdrasill, the great world tree. Yggdrasill is a mighty ash tree the size of a solar system. It has three roots, one in the Well of Urd in Asgard; the second in the Spring of Mimir in Jotunheim, and the third in the Spring of Hvergelmir in Niflheim. Yggdrasill surrounds the nine worlds and binds them together.

The nine worlds are permeated by the remnant of Ginnungagap (an empty void). In primordial times there was only Muspellheim, a land of dancing flames, and Niflheim, a land of ice and snow. Muspellheim and Niflheim were separated by the endless void of Ginnungagap. The fires of Muspellheim melted the ice of Niflheim. Steaming rivers poured into Ginnungagap. Some of the waters congealed into Ymir, the cosmic frost giant. Others congealed into Audumla, the great cow that fed off the ice itself. Audaluma licked away the ice and uncovered the ancestors of all beings in the nine worlds.

Eventually Odin and his brothers Vili and Ve killed the cosmic giant Ymir and from his body they fashioned the rest of the nine worlds. But the void of Ginnungagap has never been entirely vanquished. It permeates the nine worlds, being especially strong at the borders between the worlds. The largest area of the void lies between Niflheim and Muspellheim. But a second are of Ginnungagap lies at the heart of the nine worlds between Asgard and Midgard.

The map is a representation of the nine worlds. It is meant to show how the nine worlds relate to each other. The nine worlds do not form one continuous land. Each world is separate. Sometimes one can cross the borders into another world; but at other times the borders are closed. Nifleheim and Muspellheim have borders that warp the fabric of the universe. At times, it is possible to travel from any single world directly to Niflheim or Muspellheim. Finally, the map has no scale. It is not meant to show the relative distances betwen areas, but the way in which the nine worlds relate to each other.

For more information, consult any source book on Norse (Scandanavian) mythology. To a lesser extent, Germanic mythology and English (i.e. Anglo-Saxon, not British-Celtic) mythology can be helpful. See also ASGARD, THE WORLD OF DWARVES, ELVES, and GIANTS in THE BOOK OF FOES for more details on the inhabitants of the nine worlds.

ASGARD is the home of those beings known in Norse mythology as gods and goddesses. Asgard shares borders with Vanaheim, Alfheim, Nidavellir, and Jotunheim, and is directly connected with Midgard by way of the Bifrost Bridge.

The Bifrost Bridge is an immense span built of three bands of colored light (red-blue-yellow) that flicker with luminescent flames. The Bifrost Bridge is also know as The Rainbow Bridge or The Flaming Bridge. The flames insure that, until Ragnarok when the gods and giants battle, only those individuals whom the gods wish to enter Asgard will enter by way of Bifrost (though there are other ways to enter Asgard). Bifrost stretches across Ginnungagap and connects Asgard with Midgard, the home of humanity.

At the end of Bifrost is Himinbjorg, a huge wooden hall where the god Heimdall lives. Heimdall is the guardian of the Bifrost Brigde. On the side of Bifrost opposite Midgard is the Plain of Vigrid. Vigrid is a flat, desolate plain that stretches 120 leagues (360 miles) in every direction. At Ragnarok, the two mighty hosts of the gods and giants will battle on the Plain of Vigrid.

Beyond the Plain of Vigrid is the Plain of Ida which is a rolling fertile plain filled with trees and grasses. In the center of the Plain of Ida is Idavoll, the largest hill on the plain. Idavoll is the site of Gladsheim, where the gods have their halls, and Vingolf, where the goddesses have their halls. In the center of Gladsheim is Valhalla, Odin's hall where he rules from his high seat Hlidskajalf. Bilskirnir, Thor's hall, is in Gladsheim. Sessrumnir, Freyja's hall is in Vingolf.

Where Vanaheim and Asgard meet is the Well of Urd where the three Norns decide the fates and destinies of the inhabitants of the Nine Worlds.

VANAHEIM is the home of the Vanir, who were once the enemies of the Aesir (who lived in Asgard), but have since become allies. After the alliance, Vanaheim became, in essence, an extension of Asgard. Vanir and Aesir are so mixed in the ruling pantheon that it is difficult to distinguish between them. In general, the Vanir deal more with fertility and the changing seasons than the Aesir do. While Asgard is usually pleasant and mellow all year around, Vanaheim experiences all the seasonal changes.

ALFHEIM is the home of the Light Elves (light being used in connotation of sunlight). The Light Elves are sometimes known as the Bright Elves or Lios Alfar. Alfheim is covered with a huge forest where the season is always spring or early summer. It will remain so until the time of Fimbulwinter, the years of extreme cold that proceed Ragnorok. Light Elves are highly independent. They live in homesteads scattered throughout Alfheim. The Light Elves are ruled by Freyr, one of the Vanir. Freyr rules, however, as little as possible. Freyr's hall is also call Alfheim.

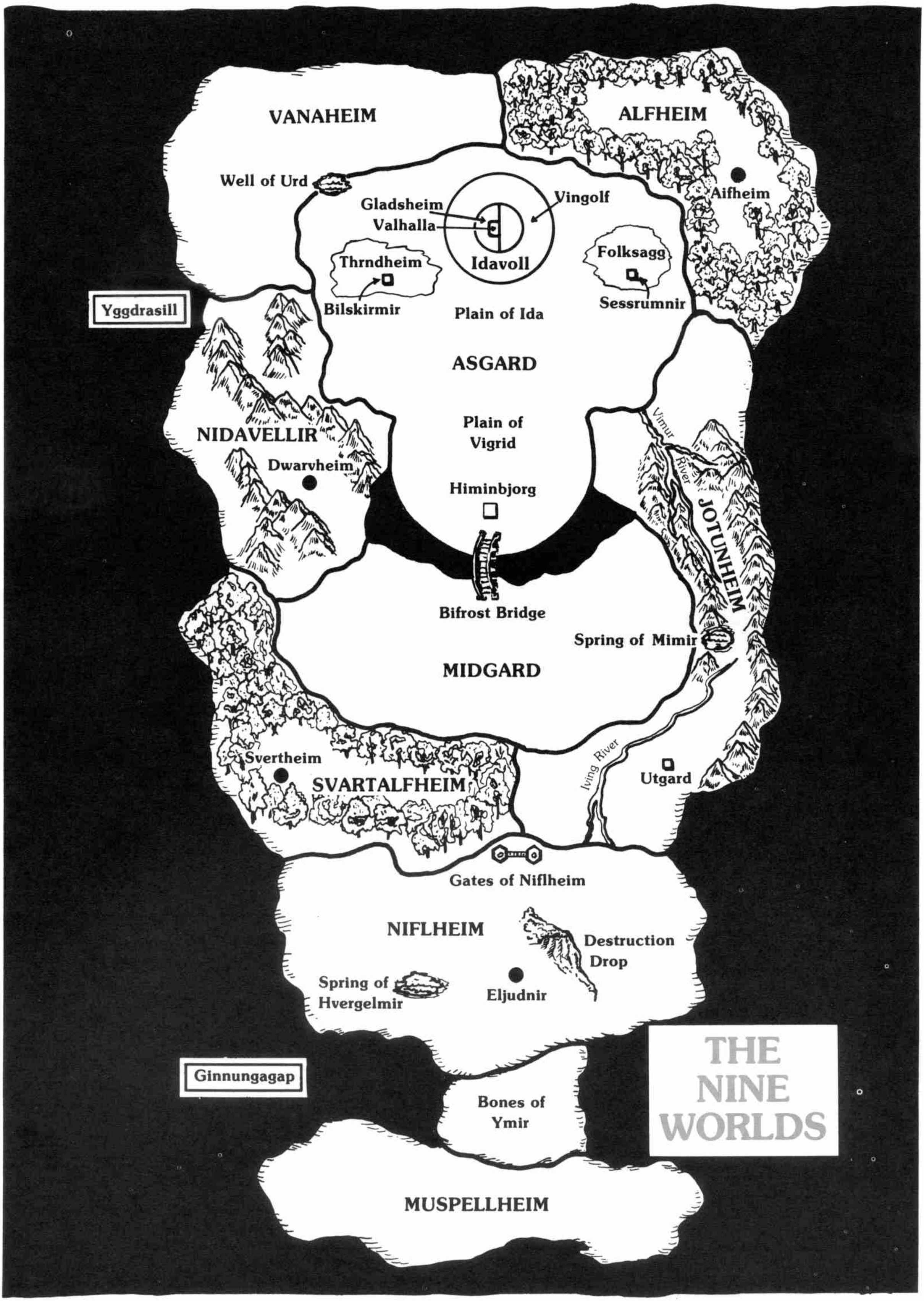
NIDAVELLIR is the homeland of the Dwarves. Nidavellir means Dark Home because the Dwarves live entirely underground. Dwarf homes are masterpieces of stonework, filling immense caverns. Dwarves like to live near the mines which are so important to them. The leader of the Dwarves is Modsognir and his deputy is Durin. They rule from the underground city of Dwarvheim.

Dwarves are master craftsmen and builders who are adept at crafting magical objects of great beauty. Dwarves love material wealth and often hoard gold, silver, and precious gems. Dwarves have lived so long underground that they dislike sunlight. They prefer the reflected light of the moon, or the light of phosphorescent lamps, or torchlight.

MIDGARD is the home of humanity in the Nine Worlds. Midgard means Middle World (or Middle Earth). It corresponds to a parallel dimension where the Norse dieties are real and Vikings dominate the earth. It has a culture similar to the historical culture of Scandanavia (Norway, Denmark, and Sweden) from about 500-900 A.D.

The Aesir, Vanir, giants, dwarves, and elves often roam Midgard and sometimes make temporary homes there. In essence, Midgard is the common ground for all the Nine Worlds.

JOTUNHEIM is the home of the Rock Giants and Frost Giants. Jotunheim is covered with snow-capped mountains.


VANAHEIM
ALFHEIM
Well of Urd
Gladsheim
Valhalla
Vingolf
Aifheim
Thrndheim
Idavoll
Folksagg
Yggdrasill
Bilskirmir
Plain of Ida
Sessrumnir
ASGARD
Plain of
Vigrid
NIDAVELLIR
Dwarvheim
Himinbjorg
Vimur
River
JOTUNHEIM
Bifrost Bridge
Spring of Mimir
MIDGARD
Svertheim
SVARTALFHEIM
Iving River
Utgard
Gates of Niflheim
NIFLHEIM
Destruction
Drop
Spring of
Hvergelmir
Eljudnir
Ginnungagap
Bones of
Ymir
MUSPELLHEIM
THE
NINE
WORLDS

Two main rivers drain from the mountains. The Vimur river flows toward Asgard and the Iving river flows into Niflheim. The leader of the giants is Utgard-Loki who rules from his fortress of Utgard.

SVARTALFHEIM is the home of the Dark Elves. The dark elves are also called the Black Elves, Dusky Elves or Svart Alfar. Their realm is one of darkness and moonlight. Dark Elves are nocturnal. They love the night and avoid the day. They often hide underground during the day and come out at night to dance and frolic in the moonlight. Some of the Dark Elves can be turned to stone if they remain in direct sunlight.

Svartalfheim is a perpetually moonlit forest where the Dark Elves build their homesteads. It is ruled by Nor, father of Night and Gullveig (also known as Heid, The gleaming one, a reference to the moon), both to whom are Vanir. They live in Svartheim (Dark Home). Their rule, like that of Freyer exists only during emergencies. Otherwise the Dark Elves are independent.

NIFLHEIM is a land of ice and the dead. It is a realm of bitter cold and moonless night. Niflheim is filled with thick, cloying mist. Corpses roam the misty wastes. The corpses are animated by the spirits of evil beings who are undergoing just punishment. Niflheim is gloomy and foreboding and avoided by all who can do so.

Niflheim is ruled by Loki's daughter, Hel. From the waist up, Hel is fair and beautiful, but from the waist down, her skin is decayed and greenish-black. Her expression is always the same: gloomy and grim. Hel built her fortress beyond the Gates of Niflheim by the towering rock, Drop to Destruction. Her hall is Eljudnir where the dead live. Her plate is called Hunger, and her knife Famine. Her bed is called Sick Bed, and the bed coverings Glimmering Misfortune.

At the time of Ragnorok, Hel will free Loki and lead the evil dead to battle. They will sail to the Plain of Vigrid on Naglfar, a gigantic ship made from the nails of all drowned persons.

MUSPELLHEIM is the home of the Fire Giants. It is light and hot and burns so that those who do not belong to it can't long endure it. The huge plain is lit by dancing flames, volcanoes ceaselessly spew forth hot lava, geysers burst with sulfurous fumes.

The ruler of the Fire Giants is Surt who will lead the forces of evil against the gods at Ragnorok. Surt wields a flaming sword as bright as the sun. He can hurl the sword so that its fire clings to everything it touches. At Ragnorok, he will fling his fires over all the Nine Worlds so that they burn and gods die. Fortunately Modi and Magni (Thor's sons), Honir, and the grandsons of Odin will survive. Balder and Hod will rise from the dead to join them. Yggdrasill will be ravaged and scorched but will blossom forth anew. Hidden inside Yggdrasill wil be Lif and Lifthrasir, the new mother and father of mankind, along with ancestors for all animals and plants. Out of the end will come a new beginning.

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THE BOOK OF FOES® AND **LORDS OF CREATION®** ARE REGISTERED TRADEMARKS FOR AVALON HILL'S SCIENCE FANTASY ROLE-PLAYING GAME

LIST OF FOES

XP	Foe
1	Baboon
1	Cobra
1	Goblin, Average
1	Mandragora, Average
1	Wolf
2	Abiku
2	Android, Average
2	Attack Dog
2	Chimpanzee
2	Goblin, Soldier
2	Hobgoblin, Average
2	Human, Average
2	Kinnara
2	Lotus Eater
2	Mandragora, Soldier
2	Mantis Lord, Average
2	Mutant, Average
2	Orc, Average
2	Puppet Master, Average
2	Rattlesnake
2	Saurian, Average
2	Serpentine, Average
2	Silkie, Average
3	Anansi, Average
3	Astrega, Average
3	Centaur, Average
3	Compubot
3	Cyborg, Average
3	Draconid, Average
3	Dwarf, Average
3	Dire Wolf
3	Elf, Average
3	Feline, Average
3	Hobgoblin, Soldier
3	Human, Soldier
3	Insectman, Average
3	Lupine, Average
3	Merman, Average
3	Neanderthal
3	Oliphant, Average
3	Orc, Soldier
3	Pongoid, Average
3	Puppet Master, Soldier
3	Pygmy
3	Sharkman, Average
3	Water Buffalo
4	Acephali
4	Cheetah
4	Crocodile
4	Gorilla
4	Mako Shark
4	Mandragora, Leader
4	Python
4	Serpentine, Soldier
4	Silkie, Soldier
4	Workbot
5	Android, Soldier
5	Astrega, Soldier
5	Bone Warrior
5	Brown Bear
5	Elf, Soldier
5	Koebernick
5	Scavenger Wheel
5	Tammanous
5	Zombie
6	Arimaspi
6	Blackbeard
6	Ember
6	Feline, Soldier
6	Goblin, Leader
6	Insectman, Soldier
6	Iron Dog
6	Lupine, Soldier
6	Marco Polo
6	Merman, Soldier
6	Mutant, Soldier
6	Tiger Shark
7	Aeron
7	Bigfoot
7	Dwarf, Soldier
7	Empyrean
7	Gloum
7	Lion
7	Mantis Lord, Soldier
7	Oliphant, Soldier
8	Aquaen
8	Basilisk
8	Etherean
8	Guardian
8	Kelpie
8	Pegasus
8	Pteranodon
8	Red Cap
8	Saurian, Soldier
8	Sharkman, Soldier
9	Doc Holliday
9	Draconid, Soldier
9	Grizzly Bear
9	Korred
9	Orc, Leader
9	Silakka
10	Centaur, Soldier
10	John Dillinger
10	Vorian Death Maggot
11	Billy the Kid
11	Sir Richard Francis Burton
11	Comber
11	Cyborg, Soldier
11	Giant Piranha
11	Giant Scorpion
11	Pongoid, Soldier
11	Rhinocerous
11	Rokke
12	Anansi, Soldier
12	Antaen
12	Gremlin
12	Keres
12	Killer Whale
12	Leprechaun/Gremlin Pixie
12	Polar Bear
12	Solymi
12	Welkin
13	Anceps
13	Elephant
13	Great White Shark
13	Myrmidon
13	Phantasmagoria
13	Specter
13	Wooly Rhinocerous
14	Ghoul
14	Gorgon
14	Griffin
14	Insectman, Leader
14	Salamander
14	Tiger
14	Yeti
15	Genie
15	Gnome
15	Hobgoblin, Leader
15	Slime Glob
16	Afreet
16	Davy Crockett
16	Lupus
16	Sabre-Tooth Tiger
17	Air Spirit
17	Dimetrodon
17	Giant Ant
17	Grangeri
18	Amazon
18	Mandrake
18	Spidercat
18	Thynnus
19	Aquila
19	Cave Bear
19	Chimera
19	Limpet Warrior
19	Triceratops
20	Lachrymon
20	Mastadon
20	Ogre
20	Puppet Master, Hero
20	Sinbad the Sailor
20	Syringos
21	Air Elemental
21	Megalodon
21	Phantom
22	Fire Spirit
22	Mutant, Hero
22	Render
22	Shadow Spirit
22	Swamp Monster
23	Autosoldier
23	Elf, Hero
25	Android, Hero
25	Barghest
25	Mantis Lord, Hero
25	Minotaur
25	Pecudes
25	Saurian, Hero
25	Tellurian
25	Water Spirit
25	Wyrmis
26	Astrega, Hero
26	Calypso
26	HG
26	Siren
27	Giant Spider
27	Harald Harraada
27	Merman, Hero
27	Sharkman, Leader
28	Draconid, Hero
28	Firbolg

XP	Foe
28	Lupine, Hero
28	Silkie, Hero
29	Serpentine, Hero
30	Cyborg, Hero
31	Blue Whale
31	Dwarf, Hero
31	Feline, Hero
31	Giant Mantis
31	Rogue Robot
32	Cyrano de Bergerac
32	Fire Elemental
33	Drake
33	Stegosaurus
34	Huginn & Munninn
34	Owen Glendower
34	Starguard
35	Anguis
35	Earth Spirit
36	Brian Boru
36	D'Artagnan
36	Laestrygones
36	Simia
37	Anansi, Hero
37	Mendes
37	Ratkiller
37	Shadow Elemental
40	Water Elemental
41	Brontosaurus
41	Gamma Mu
41	Manticore
42	Imirrhos
42	Unicorn
42	Victory Jones
43	Le Chevalier de Bayard
43	Lonserak
44	Bennu
44	Giant Squid
44	Shiv Worm
45	Harpy
45	Sidhe
45	Starnomad
46	Einherjar
46	Pongoid, Hero
47	Allosaurus
47	Fomorian
47	Werefox
50	Centaur, Hero
50	Oliphant, Hero
50	Roland
51	Korgar
53	Egil Skallagrimson
53	Troll
54	Plesiosaurus
55	Werejackel
56	Bloodhook
56	Maladent
56	Ursus
57	Killer Robot
58	Maka
59	Buchis
59	Lamia
60	Sessedi
66	Roc
66	Werewolf
67	Astacus
67	El Cid

XP	Foe
67	Tyrannosaurus Rex
68	Ichneumon
69	Rock Giant
69	Zendres
70	Beowulf
70	Earth Elemental
70	Lumaron
71	Baroness of Shadow
71	Odysseus
72	Psychokiller
72	Uraeus
73	Apep
73	Morgan Omega
74	Qeda Mileta
75	Baron of Fire
75	Medusa
77	Khokegi
77	Mummy
77	Sharkbane
79	King Arthur
79	Dylan
81	Oberon
82	Andvari
82	Tanngnost & Tanngrisni
83	Circe
83	Oxyrhyneus
83	Soltron
84	Rigel Beta
87	Angus MacOdrum
87	Wendigo
88	Baroness of Air
88	Theseus
90	Wyvern
92	Buceros
92	Cyclops
92	Gilgamesh
92	Vampire
93	Gloriana
96	Grymalkin
98	Perimagnus
99	Drax Soterion
99	Feles
100	Phoenix
101	Chuchulain
102	Argilia
103	Achilles
104	Baron of Water
104	Ishiron
106	Arran Volkos
107	Werelion
110	Amphibos
110	Sea Serpent
113	Talus
114	Hydra
120	Bestiola
120	Sigurd Fafnirsbane
123	Aetes
123	Sir Lancelot
123	Le Comte de Saint-Germain
125	Gold Tuft
128	Baroness of Earth
128	Hildisvini
129	Volpes
135	Grex
135	Werebear

XP	Foe
140	Chiron
140	Washo
150	Autotank
152	Sleipnir
154	Duke of Fire
157	Duke of Shadow
157	Frost Giant
158	Valkyrie
161	Urlar
162	Boskemata
166	Duchess of Air
172	Psari
178	Dragon
181	Weretiger
193	Kunikos
213	Ingens
220	Arkouda
220	Duke of Water
242	Limax
247	Duchess of Earth
250	Hercules
250	Morgan le Fay
250	Titan
257	Ostrakoderma
270	Duke of Water
275	Krokodeilos
287	Opsis
291	Prince of Fire
302	Princess of Shadow
308	Tailtiu
310	Fire Giant
311	Princess of Air
330	Vladimir Dracula
335	Archon
337	Carovena
355	Rinokeros
368	Prince of Water
376	Arianrhod
392	Megabot
400	Pithekos
418	Damballah Wedo
420	Princess of Earth
430	Elephas
434	Kraken
450	Epimetheus
478	Math
534	Merlin
544	Leviathon
550	Hyrm
600	Ares
600	Arinna
600	Eshmun (Nanna)
630	Skulo
637	Brigit
650	Entomon
650	Isis
650	Papeus
678	Tethra
686	Coyote the Trickster
722	Agele
736	Behemoth
740	Hyperion, King of Fire and Light
750	Freyja
750	Utgard-Loki

XP	Foe
756	Selene, Queen of Air and Darkness
778	Gwydion
827	Proteus, King of Water
850	Hammon (Rammon)
855	Eochai
880	Cybele, Queen of Earth
918	Lug
950	Dagon (Enki)
1000	Athena
1014	Malakion
1015	Streng
1021	Indech
1056	Vainamoinen
1100	Atlas.
1100	Epona
1179	Nuada
1226	Balor
1245	Erebus, Lord of Shadows
1248	Phalaina
1350	Tesud
1388	War Machine
1530	Prometheus
1600	Gataleon
1650	Hermes
1650	Loki
1740	Sarkophagos
1800	Astarte (Ishtar)
1800	Baal (Assur)
1850	Heimdall
1900	Osiris
2012	Typhon
2150	Thoth
2200	Belenus
2250	Oetosyrus
2600	Apollo
2650	Surt
2750	Tyr
2970	Tiamat
3000	Dragon Queen
3050	Melqart (Marduk)
3100	Set
3200	Poseidon
3650	Kumarbi
3685	Dragon King
3800	Horus
3800	Tabiti
3900	Taranis
4000	Fenrir
4350	Odin
5000	Ra
5520	Kuan Yin
6400	Thor
6600	Zeus
6885	Jormungand
7009	Ratri
8500	Palamabron
9300	Rintrah
9500	Vala
10,509	Okuninushi
12,000	Orc
12,170	Quetzalcoatl
14,300	Enitharmon
15,450	Ogun Onire
16,707	Wayland
18,200	Los
19,285	Romerac Elerion

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INTRODUCTION

THE BOOK OF FOES® is a separate book which details the various creatures, monsters, animals, intelligent species, robots, etc., that characters might encounter in the course of an adventure. **THE BOOK OF FOES®** supplements the **LORDS OF CREATION®** game rulebook and is essential for adventures.

THE TERM "FOE"

The term "foe" is used to denote any being that might possibly oppose the characters. In essence, a "foe" refers to any being who is not a character. The term is used for convenience. It in no way implies that the being always opposes the characters, only that such opposition is possible because the being is not a character.

THE EXPLANATION OF FORM USED

The foes are listed in alphabetical order to make it easier for the Game Master to find any desired listing. Many of the foes are arranged by category. If the name of the foe does not directly imply its category, there will be a separate listing which will tell the Game Master under what category the foe is listed. For example, Empyrean is listed as "Empyrean, see FIRE, ELEMENTAL PLANE OF"; but there is no separate listing for Fire Spirit. Any listing in capital letters is a category.

Each listing has 10 reference areas: **ATTACK, DAMAGE, INITIATIVE, ARMOR, LIFE POINTS, MOVEMENT, LUCK, NUMBER, EXPERIENCE,** and a description of the foe.

- **ATTACK** gives the score needed for attack success (on 1d20) and the number of attacks the foe will use in the same turn. Hence "13 × 2" means that the foe has 2 attacks, each of which has a base of 13 to hit.
- **DAMAGE** lists the range of damage the attacks do if successful. When a foe has multiple attacks that do the same amount of damage, only one range of damage is given. Each separate attack will have the same damage for multiple attacks. Hence, a range of 2-12 means that each attack of the foe does 2d6 points of damage if successful.

Under **DAMAGE**, "wpn" stands for "weapon" and means that the individuals encountered could use any weapon of the Game Master's choice (usually some weapon logical under existing circumstances). A number in parenthesis after "wpn" is the close combat bonus. For purposes of calculating XP, ten was considered to be the damage done by the average weapon. If the damage listed is a word, then the damage is special and is enumerated in the description of that foe.

- **INITIATIVE** gives the initiative bonus of the foe.
- **ARMOR** lists any modifier for combat due to the armor of a foe. If only a number is given, then the armor is regular. Other types of armor will have a word modifying the number. For example, "−3 Ballistic" would mean that the armor would modify attacks both against regular and ballistic armor.
- **LIFE POINTS** gives the number of Life Points the foe has. A number in parenthesis after the Life Point number is the Personal Force of the being.
- **MOVEMENT** gives the walk movement speed of the foe. Running speed is double the walk speed; sprinting speed is triple the walk speed.
- **LUCK** is the foe's luck roll score.
- **NUMBER** refers to the average number of that type of being that usually appears in an encounter. The number is given.
- **EXPERIENCE** gives the maximum number of experience points the characters could receive for surviving a determined attack by that particular foe.

The paragraph or paragraphs after the statistics give a basic description of the foe. Special powers or abilities of the foe are printed in bold face for quick recognition.

CREATING FOES

The Game Master may wish to create his own foes for special adventures. One simple way to create new foes is to alter an existing foe. Perhaps the foe is larger or smaller than average, or does more or less damage, or has special powers usual for that type of foe. If the foe is an individual, any changes could be justified by having the individual be more or less experienced than at the time of the description given in the **BOOK OF FOES.**

The experience points awarded for each foe were based on a formula. The experience points were equal to the sum of the foe's Life Points divided by 10 minus the foe's Armor divided by 3, times the average damage done by the foe divided by 10 plus any special powers or abilities divided by 2. The experience point formula is thus:

$XP = (LP \div 10 - A \div 3) \times (D \div 10 + Sp \div 2)$

Where XP = Experience Points, LP = Life Points, A = Armor, D = Damage, and Sp = Special powers or abilities.

Note that since Armor is always a negative number, subtracting the negative number divided by 3 is, in effect, adding a positive number since two negatives cancel out in mathematics.

For example, a Dragon has 150 Life Points, an Armor of −8, does 3-30 points of Damage for each of 4 attacks, breathes fire, and has all 5 powers of Sorcerer. The average Damage is calculated by adding up all possible damage and dividing by 2. Hence the average Damage is 66 $(3 \times 4 + 30 \times 4 \div 2)$. In addition, the fire breath ability was judged to be worth 2 special powers in value.

$XP = (150 \div 10 - -8 \div 3) \times (66 \div 10 + 7 \div 2)$

For simplicity, any number beyond one decimal point was dropped. Hence, while $8 \div 3$ is actually a repeating fraction 2.6666 etc. it was simplified to 2.6.

$XP = (15 + 2.6) \times (6.6 + 3.5)$ or

$XP = 17.6 \times 10.1 = 177.7$ which rounds up to 178.

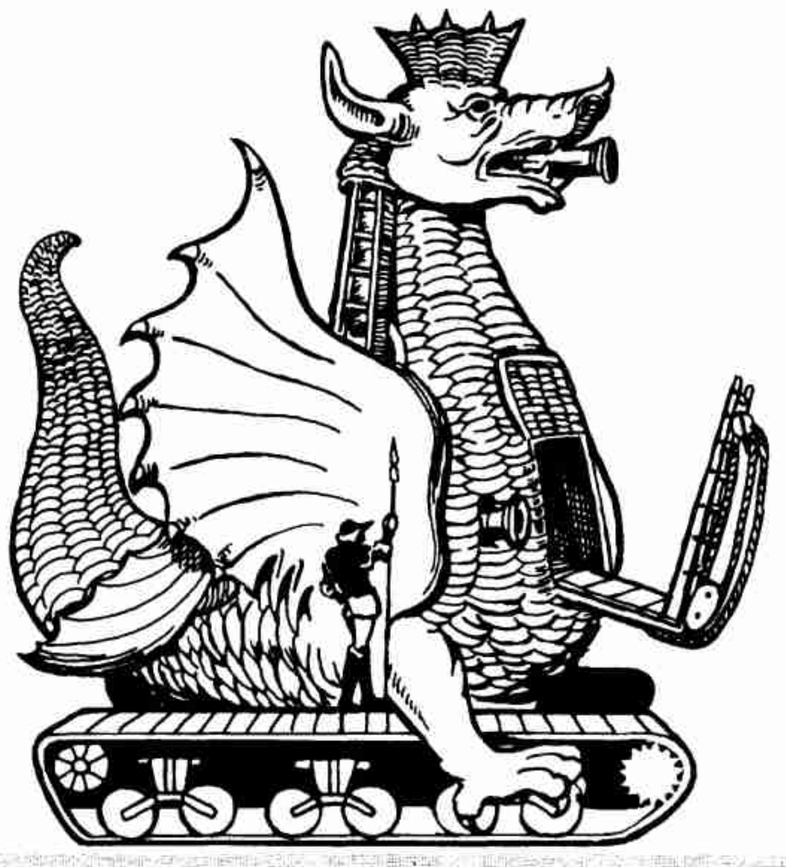
Thus, the Dragon has a maximum Experience Point value of 178.

A NOTE ON PRONOUNCIATIONS

If a name or word seemed like it might be difficult to pronounce due to unfamiliarity, an approximate pronounciation was given. The pronounciation is merely the way which the game designer pronounces the word or name and is not meant to be absolute. Many of the names were made up and have no "correct" pronounciation. The words and names can be pronounced any way the GM wishes. The pronounciation guide line will at least provide some basis for the GM when pronouncing unfamiliar words and names.

THE LIST OF FOES

A list of foes has been given, ordering the foes by the number of Experience Points they are worth. Inside each XP range, the foes are arranged alphabetically. Organization by Experience Points should help the GM when he or she is looking for foes with XP appropriate to an adventure.



AIR, ELEMENTAL PLANE OF

(Minor Elemental)
Aeron
ATTACK: 17
DAMAGE: 2-20
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 23
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 7
POWER: 3

(Elemental Animal)
Welkin
ATTACK: 10
DAMAGE: special
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 30
MOVEMENT: 120′
LUCK: 6
NUMBER: 1-6
EXPERIENCE: 12
POWER: 4

Abiku
ATTACK: 8
DAMAGE: 2-12
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 5
MOVEMENT: 60′
LUCK: 7
NUMBER: 3-18
EXPERIENCE: 2

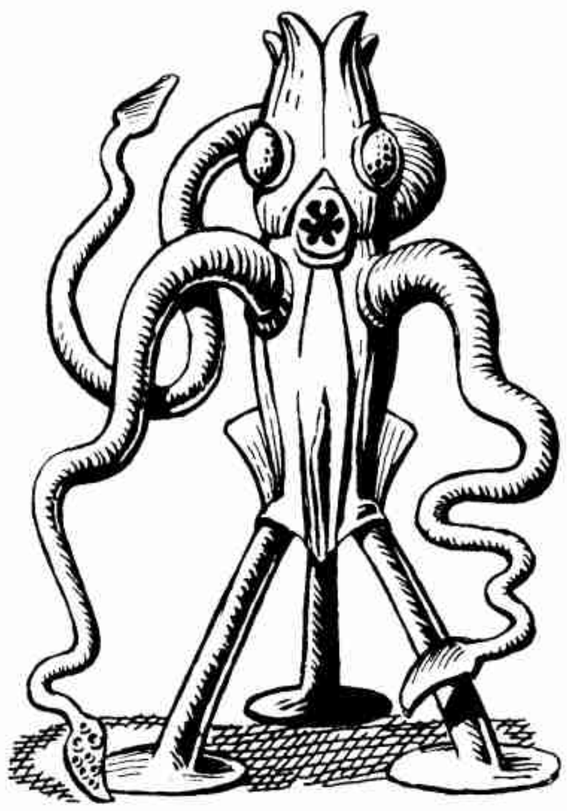
Abiku (a-be′ku) are three foot tall humanoids with gray mottled skin, long claws, and fangs. They always attack until all the Abiku or all their opponents are dead. Abiku often work in conjunction with Acephali and Kinnara.

(Elemental Human)
Etherean
ATTACK: 15
DAMAGE: 1-10 +2
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 22 (8)
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 8
POWER: 5

(Elemental Alien)
Genie
ATTACK: 20
DAMAGE: 1-10 +2
INITIATIVE: +2
ARMOR: −1
LIFE POINTS: 35 (11)
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-5
EXPERIENCE: 15
POWER: 6

(Elemental Spirit)
Air Spirit
ATTACK: 20
DAMAGE: special
INITIATIVE: +3
ARMOR: −2
LIFE POINTS: 35
MOVEMENT: 90′
LUCK: 8
NUMBER: 1
EXPERIENCE: 17
POWER: 7

(Major Elemental)
Air Elemental
ATTACK: 20×2
DAMAGE: 3-30
INITIATIVE: +5
ARMOR: −3
LIFE POINTS: 50
MOVEMENT: 120′
LUCK: 10
NUMBER: 1
EXPERIENCE: 21
POWER: 8



Acephali
ATTACK: 13
DAMAGE: teleport
INITIATIVE: +1
ARMOR: −3
LIFE POINTS: 18
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-3
EXPERIENCE: 4
POWER: 4

Acephali (ak-e-fal′-e) are six foot tall creatures with brown, barrel-shaped bodies. They have three legs arranged like a tripod and two long tentacles instead of arms. They have three eyes spaced around their bodies for all-around vision. Acephali can teleport through space, time, and other dimensions. Wrapped in their tentacles, Acephali can carry six small individuals, three human-sized individuals, or one large individual. Acephali often work with Abiku and Kinnara.

Baroness
ATTACK: 18×3
DAMAGE: 10
INITIATIVE: +7
ARMOR: −4 (all)
LIFE POINTS: 80 (25)
MOVEMENT: 100′
LUCK: 12
NUMBER: 1
EXPERIENCE: 88
POWER: 9

Duchess
ATTACK: 24×3
DAMAGE: 13
INITIATIVE: +9
ARMOR: −5 (all)
LIFE POINTS: 110 (41)
MOVEMENT: 110′
LUCK: 14
NUMBER: 1
EXPERIENCE: 166
POWER: 10

Princess
ATTACK: 23×4
DAMAGE: 17
INITIATIVE: +12
ARMOR: −6 (all)
LIFE POINTS: 150 (61)
MOVEMENT: 120′
LUCK: 17
NUMBER: 1
EXPERIENCE: 311
POWER: 12

Selene, Queen of Air and Darkness
ATTACK: 26×15
DAMAGE: 26
INITIATIVE: +21
ARMOR: −9 (all)
LIFE POINTS: 250 (100)
MOVEMENT: 130′
LUCK: 25
NUMBER: 1
EXPERIENCE: 756
POWER: 21

Achilles, see HUMANS.

Aeron, see AIR, ELEMENTAL PLANE OF.

Afreet, see FIRE, ELEMENTAL PLANE OF.

Agele, see ANIMAL RULERS (HERBOSAURS).

AIR, ELEMENTAL PLANE OF

All creatures from the elemental plane of air can **Walk on Air, Control Wind Direction,** cause an area 10 feet × 10 feet to **Freeze** once per day (D = 4-24, range = 150 feet), and cause a **Gust of Wind** to blow into an area 30 feet × 10 feet (luck roll to see if victims in area knocked down, no damage but incapacitated for 1 turn).

Aerons (a'-er-ons) are four foot tall whirling columns of air. They can shoot out a stream of **Hailstones** that do 2-20 points of damage (range = 100 feet).

Welkins (wel'-kins) are giant eagles of air that can pick up, then drop victims. The damage done is 1d6 for every 10 feet fallen. On a successful luck roll the victim only takes one-half normal damage.

Ethereans (eth-er'-e-ans) are seven foot tall, cloud-white humans. An etherean can carry one willing individual when it walks on air. Ethereans can cause a **Hailstorm** to affect an area 10 feet × 10 feet (D = 2-20, range = 200 feet) once per day only.

Genies (gen'-es) are nine foot tall, blue humanoids with fangs and claws. They can carry one willing individual when they walk on air. They have the power of **Shape Shift** three times per day and can shoot a **Lightning Bolt** once per day for 6-36 points of damage (range = 700 feet).

Air Spirits are 10 foot tall blue-white clouds with glowing yellow eyes. It can take **Possession** of a victim if a luck roll is not made. When inside a victim it only takes one point of damage for every four the victim takes.

Air Elementals are 30 foot tall whirling columns of air. Any victim sucked into the column will take 3-30 points of damage automatically until the Air Elemental is dead.

Nobility of Air: The nobility of the plane of air come from the races of Etherean or Genie. The nobility all have the powers of **Hailstorm, Lightning Bolt, Shape Shift,** and **Cause Darkness** (in a 30 feet × 30 feet area, up to 150 feet away) once per day. In addition, a **Baroness** has all five powers of any **one class** a **Duchess** has all five powers of any **two classes,** and a **Princess** has all five powers of any **three classes.** While only one appears in an encounter, there are actually, many individuals with the same titles.

Selene (se-len') is a 12 foot tall human female from the plane of air. She has all the same basic abilities as the nobility of air, but can use each three times per day, not just once. She also has all five powers of **Invoker, Wizard, Projector, Sorcerer,** and **Clairvoyant.** Selene is extremely unpredictable and whimsical.

Allosaurus, *see* PREHISTORIC ANIMALS.

Amazon
ATTACK: 19 × 2
DAMAGE: 1-6 + 2 or 1-10 + 7
INITIATIVE: + 5
ARMOR: − 3
LIFE POINTS: 65
MOVEMENT: 70′
LUCK: 10
NUMBER: 1-10
EXPERIENCE: 18

Amazons come from a tribe of female warriors. They use a bow or a sword in combat and have both Bow-2 and Sword-2.

Amphibos, *see* ANIMAL RULERS (AMPHIBIANS).

ANANSI

ATTACK: 16
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 16
MOVEMENT: 70′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3
POWER: 2

Soldier
ATTACK: 12 × 2
DAMAGE: wpn (+3)
INITIATIVE: +3
ARMOR: − 3
LIFE POINTS: 24
MOVEMENT: 80′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 12
POWER: 3

Hero
ATTACK: 21 × 2
DAMAGE: wpn + 1 (+5)
INITIATIVE: +5
ARMOR: − 4
LIFE POINTS: 65 (23)
MOVEMENT: 80′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 37
POWER: 5

Argilia
ATTACK: 21 × 3
DAMAGE: wpn + 2 (+8)
INITIATIVE: +8
ARMOR: − 6 Magical
LIFE POINTS: 100 (35)
MOVEMENT: 90′
LUCK: 13
NUMBER: 1
EXPERIENCE: 102
POWER: 8

Anansi (an-an'-se) are magic-using giant spiders. They have powers from one of four classes: **Invoker, Sorcerer, Magician,** or **Wizard**. The **Average** Anansi will only have the **first power** of one of the four classes. Anansi **Soldiers** will have the **first two powers** of one of the four classes. Anansi **Heroes** will have the **first three powers** of one of the four classes. **Argilia** (ar'gel-e-a) has **all five Sorcerer** powers. Because of the similarity in sound, Anansis are sometimes call "Aunt Nancys".

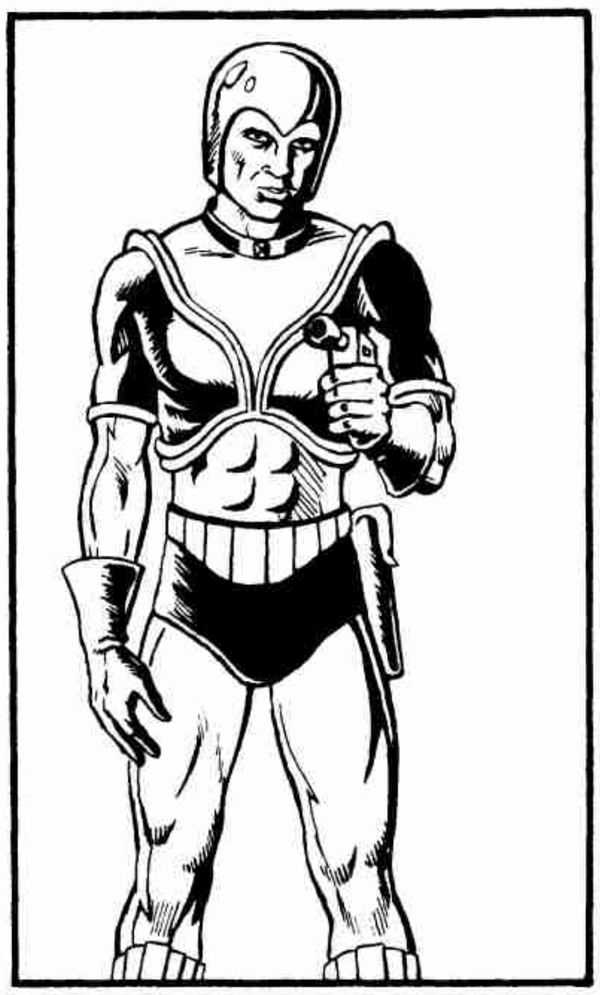
Anceps, *see* ANIMAL RULERS (AMPHIBIANS).

Average
ATTACK: 12
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −1
LIFE POINTS: 12
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 2

Soldier
ATTACK: 18
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −4 Ballistic
LIFE POINTS: 18
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 5
POWER: 2

Hero
ATTACK: 16×2
DAMAGE: wpn+1 (+4)
INITIATIVE: +4
ARMOR: −5 Ballistic
LIFE POINTS: 46 (17)
MOVEMENT: 70′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 25
POWER: 4

Lumaron
ATTACK: 17×3
DAMAGE: wpn+2 (+6)
INITIATIVE: +6
ARMOR: −6 Energy
LIFE POINTS: 76 (30)
MOVEMENT: 80′
LUCK: 11
NUMBER: 1
EXPERIENCE: 70
POWER: 6



Androids are artifically constructed humans. Android **Soldiers** have the power of **Physical Control**. Android **Heroes** have **Dermal Armor in addition. Lumaron** (lu′-ma-on) has, **in addition, Energy Absorption,** and **Regeneration.**

Andvari, see DWARVES.

Anguis, see ANIMAL RULERS (SNAKES).

GREAT CATS

Cheetah
ATTACK: 11×2
DAMAGE: 2-12
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 25
MOVEMENT: 180′
LUCK: 6
NUMBER: 1-6
EXPERIENCE: 4

Lion
ATTACK: 15×2
DAMAGE: 3-18
INITIATIVE: +5
ARMOR: −2
LIFE POINTS: 35
MOVEMENT: 120′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 7

Tiger
ATTACK: 14×3
DAMAGE: 2-20
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 42
MOVEMENT: 120′
LUCK: 8
NUMBER: 1-5
EXPERIENCE: 14

BEARS

Brown Bear
ATTACK: 16
DAMAGE: 2-16
INITIATIVE: +2
ARMOR: −1
LIFE POINTS: 33
MOVEMENT: 90′
LUCK: 6
NUMBER: 1-6
EXPERIENCE: 5

Grizzly Bear
ATTACK: 13×2
DAMAGE: 2-16
INITIATIVE: +3
ARMOR: −1
LIFE POINTS: 45
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-5
EXPERIENCE: 9

Polar Bear
ATTACK: 15×2
DAMAGE: 3-18
INITIATIVE: +4
ARMOR: −1
LIFE POINTS: 55
MOVEMENT: 90′
LUCK: 8
NUMBER: 1-3
EXPERIENCE: 12

PRIMATES

Baboon
ATTACK: 10
DAMAGE: 1-6
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 8
MOVEMENT: 60′
LUCK: 6
NUMBER: 3-18
EXPERIENCE: 1

Chimpanzee
ATTACK: 18
DAMAGE: 1-10
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 15
MOVEMENT: 60′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 2

Gorilla
ATTACK: 13×2
DAMAGE: 2-12
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 22
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 4

SHARKS

Mako Shark
ATTACK: 17
DAMAGE: 2-12
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 22
MOVEMENT: 60′
LUCK: 6
NUMBER: 2-12
EXPERIENCE: 4

Tiger Shark
ATTACK: 13×2
DAMAGE: 2-12
INITIATIVE: +3
ARMOR: −2
LIFE POINTS: 33
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 6

Great White Shark
ATTACK: 18×2
DAMAGE: 3-18
INITIATIVE: +5
ARMOR: −2
LIFE POINTS: 55
MOVEMENT: 60′
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 13

SNAKES

Cobra
ATTACK: 5
DAMAGE: poison
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 4
MOVEMENT: 30′
LUCK: 6
NUMBER: 2-12
EXPERIENCE: 1

Rattlesnake
ATTACK: 7
DAMAGE: poison
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 7
MOVEMENT: 30′
LUCK: 6
NUMBER: 1-6
EXPERIENCE: 2

Python
ATTACK: 20
DAMAGE: 2-10
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 30
MOVEMENT: 30′
LUCK: 7
NUMBER: 1
EXPERIENCE: 4

CANINES

Wolf
ATTACK: 9
DAMAGE: 1-10
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 8
MOVEMENT: 90′
LUCK: 6
NUMBER: 2-16
EXPERIENCE: 1

Attack Dog
ATTACK: 12
DAMAGE: 2-12
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 11
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 2

LAND CREATURES

Water Buffalo
ATTACK: 17
DAMAGE: 1-10
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 22
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3

Rhinocerous
ATTACK: 16×2
DAMAGE: 2-20
INITIATIVE: +4
ARMOR: −2
LIFE POINTS: 45
MOVEMENT: 60′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 11

Elephant
ATTACK: 18×2
DAMAGE: 3-18
INITIATIVE: +5
ARMOR: −1
LIFE POINTS: 60
MOVEMENT: 60′
LUCK: 11
NUMBER: 1-6
EXPERIENCE: 13

Crocodile
ATTACK: 11×2
DAMAGE: 2-12
INITIATIVE: +3
ARMOR: −2
LIFE POINTS: 25
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 4

WHALES

Killer Whale
ATTACK: 17×2
DAMAGE: 3-18
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 55
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 12

Blue Whale
ATTACK: 20×2
DAMAGE: 4-24
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 110
MOVEMENT: 60′
LUCK: 10
NUMBER: 1
EXPERIENCE: 31

All animals are the same as those known in the 20th century. If the Game Master is unsure of the animal's description, he should look the animal up in any dictionary or encyclopedia. **Cobras** and **Rattlesnakes** have a **Poisonous Bite.** The victim must make a luck roll or pass out for 3-30 turns (no life points are actually lost). On a luck roll of 20 the victim dies unless the individual has a luck roll score greater than 10. Individuals with a luck roll score of 11 or greater can pass out from a snake bite but cannot die. Once a python successfully attacks, it does 2-20 points of damage each turn automatically until it or the victim is dead.

ANIMAL RULERS

Every type of animal has both a ruler and guardians who personify and protect that type of animal. It is possible for the characters to make pacts with animal rulers and guardians so that the ruler or guardian may be summoned by the characters. All rulers and guardians have the ability to **Travel Between Dimensions** to answer a summons. The pact upon which the summons is based must be mutually rewarding. Usually, the characters must either bargain a service for a service after meeting the ruler or guardian face-to-face, or was rewarded the pact for some action that was extremely beneficial for the type of animal associated with the ruler or guardian.

AMPHIBIANS

Anceps
ATTACK: 16 × 2
DAMAGE: 2-20
INITIATIVE: +4
ARMOR: −3 Magical
LIFE POINTS: 50 (19)
MOVEMENT: 80′
LUCK: 9
NUMBER: 1-10
EXPERIENCE: 13

Amphibos
ATTACK: 18 × 3
DAMAGE: 3-30
INITIATIVE: +8
ARMOR: −5 (all)
LIFE POINTS: 100 (38)
MOVEMENT: 90′
LUCK: 13
NUMBER: 1
EXPERIENCE: 110
POWER: 8

Anceps (an′-ceps) are giant, semi-intelligent frogs. They are the guardians for all amphibians (newts, toads, frogs, etc.)

Amphibos (am-fi-bos′) is ruler of amphibians. He looks like a giant, toad-headed man. He has all five powers of **Poltergeist** and **Projector.**

BIRDS

Aquila
ATTACK: 16 × 2
DAMAGE: 3-30
INITIATIVE: +5
ARMOR: −3 Magical
LIFE POINTS: 47 (18)
MOVEMENT: 120′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 19

Aetos
ATTACK: 17 × 3
DAMAGE: 4-40
INITIATIVE: +9
ARMOR: −5 (all)
LIFE POINTS: 95 (36)
MOVEMENT: 130′
LUCK: 13
NUMBER: 1
EXPERIENCE: 123
POWER: 9

Aquila (a′-kwe-la) are giant eagles. They are the guardians of all birds.

Aetos (i′-tos) is a giant, eagle-headed man. He is the ruler of all birds. He has all five powers of **Clairvoyance** and **Wizard.**

BEARS

Ursus
ATTACK: 17 × 3
DAMAGE: 5-30
INITIATIVE: +7
ARMOR: −4 Magical
LIFE POINTS: 95 (35)
MOVEMENT: 100′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 56

Arkouda
ATTACK: 20 × 4
DAMAGE: 6-36
INITIATIVE: +14
ARMOR: −6 (all)
LIFE POINTS: 180 (70)
MOVEMENT: 110′
LUCK: 19
NUMBER: 1
EXPERIENCE: 220
POWER: 14

Ursus (ur′-sus) are giant bears. They are the guardians for all bears.

Arkouda (ar-koo′-da) is ruler of bears. He is a giant, bear-headed man. He has all five **Somatron** powers.

CANINES

Lupus
ATTACK: 20 × 2
DAMAGE: 3-18
INITIATIVE: +5
ARMOR: −3 Magical
LIFE POINTS: 65 (24)
MOVEMENT: 100′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 16

Kunikos
ATTACK: 16 × 4
DAMAGE: 4-24
INITIATIVE: +10
ARMOR: −5 (all)
LIFE POINTS: 130 (48)
MOVEMENT: 110′
LUCK: 15
NUMBER: 1
EXPERIENCE: 193
POWER: 10

Lupus (loo′pus) are giant wolves. They are the guardians of all canines.

Kunikos (koon-e′-kos) is a giant, wolf-headed man. He is ruler of all canines. He has all five powers of **Adept, Magneto,** and **Telepath.**

CARNOSAURS

(Carnosaurs are meat-eating dinosaurs.)

Carovena
ATTACK: 19 × 5
DAMAGE: 5-50
INITIATIVE: +15
ARMOR: −5 Magical
LIFE POINTS: 230 (90)
MOVEMENT: 100′
LUCK: 23
NUMBER: 1-2
EXPERIENCE: 337

Sarkophagos
ATTACK: 18 × 9
DAMAGE: 6-60
INITIATIVE: +45
ARMOR: −8 (all)
LIFE POINTS: 580 (225)
MOVEMENT: 120′
LUCK: 50
NUMBER: 1
EXPERIENCE: 1740
POWER: 30

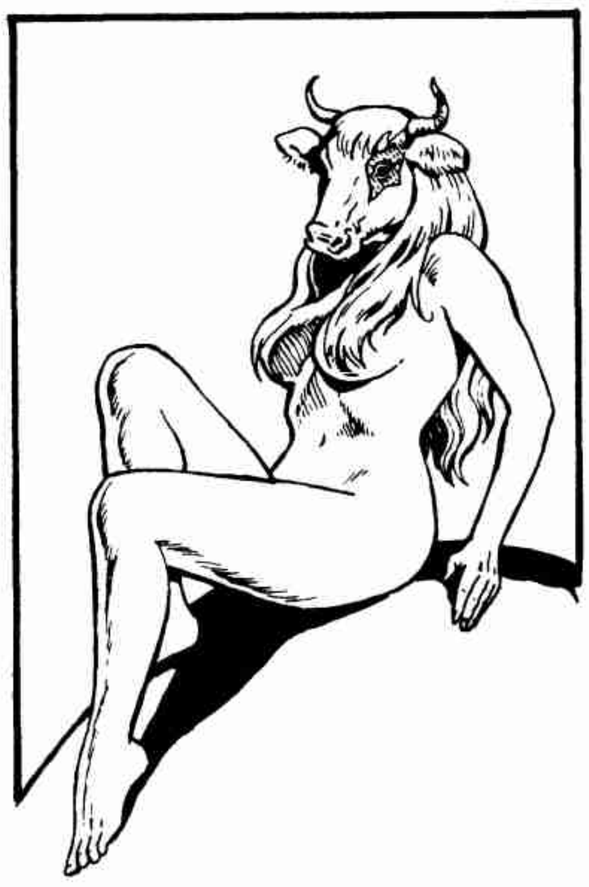
Carovena (kar-o′-ven-a) are giant Allosauruses. They are the guardians of all Carnosaurs.

Sarkophagos (sar′-ko-fa′-gos) is ruler of all Carnosaurs. He is a giant Tyrannosaurus Rex. He has all five powers of **Adept** and **Somatron.** Sarkophagos is King of all the animal rulers.

CATTLE

Pecudes
ATTACK: 14 × 3
DAMAGE: 2-20
INITIATIVE: +6
ARMOR: −3 Magical
LIFE POINTS: 66 (25)
MOVEMENT: 120′
LUCK: 11
NUMBER: 1-6
EXPERIENCE: 25

Boskemata
ATTACK: 17 × 4
DAMAGE: 3-30
INITIATIVE: +11
ARMOR: −5 (all)
LIFE POINTS: 163 (51)
MOVEMENT: 130′
LUCK: 16
NUMBER: 1
EXPERIENCE: 162
POWER: 11



Pecudes (pe-koo′-das) are giant horses. They are the guardians of all cattle.

Boskemata (bos-ke′-ma-ta) is ruler of all cattle (horses, cows, sheep, goats, buffaloes, etc.). She has the body of a giant woman with the head of a giant cow. She has all five **Clairvoyant** powers.

CATS

Feles
ATTACK: 17 × 4
DAMAGE: 4-24
INITIATIVE: +12
ARMOR: −3 Magical
LIFE POINTS: 145 (54)
MOVEMENT: 130′
LUCK: 16
NUMBER: 1-3
EXPERIENCE: 99

Gataleon
ATTACK: 19 × 7
DAMAGE: 5-50
INITIATIVE: +32
ARMOR: −7 (all)
LIFE POINTS: 400 (180)
MOVEMENT: 150′
LUCK: 35
NUMBER: 1
EXPERIENCE: 1600
POWER: 30

Feles (fe′-les) are giant tigers. They are the guardians of all cats.

Gataleon (gat′-a-le′-on) is ruler of all cats. She has the body of a giant woman with the head of a female lion. She has all five powers of **Invoker, Mentat, Sorcerer, Somatron, Adept, Projector, Telepath,** and **Clairvoyant.** Gataleon is Queen of all the animal rulers.

CROCODILES

Maladent
ATTACK: 17 × 3
DAMAGE: 5-30
INITIATIVE: +7
ARMOR: −5 Magical
LIFE POINTS: 91 (34)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1-5
EXPERIENCE: 56

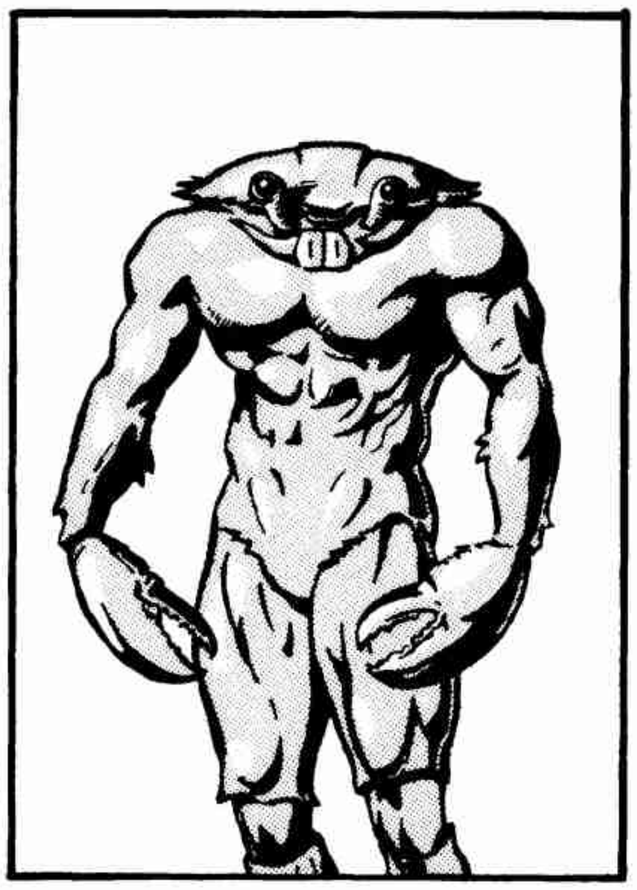
Krokodeilos
ATTACK: 19 × 4
DAMAGE: 6-36
INITIATIVE: +14
ARMOR: −7 (all)
LIFE POINTS: 182 (69)
MOVEMENT: 90′
LUCK: 19
NUMBER: 1
EXPERIENCE: 275
POWER: 14

Maladent (mal′-a-dent) are the guardians of all crocodiles. They are giant crocodiles.

Krokodeilos (krok-o′-di′-los) has the body of a giant man and the head of a giant crocodile. He is the ruler of all crocodiles and has all five powers of **Mentat** and **Sorcerer.**

CRUSTACEANS

Astacus
ATTACK: 16 × 3
DAMAGE: 4-40
INITIATIVE: +7
ARMOR: −5 Magical
LIFE POINTS: 86 (32)
MOVEMENT: 100′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 67



Ostrakoderma
ATTACK: 19 × 4
DAMAGE: 5-50
INITIATIVE: +13
ARMOR: −7 (all)
LIFE POINTS: 168 (64)
MOVEMENT: 110′
LUCK: 18
NUMBER: 1
EXPERIENCE: 257
POWER: 13

Astacus (as′-ta-kus) are giant crabs. They are the guardians of all crustaceans (crabs, lobsters, crayfish, etc.).

Ostrakoderma (os-trak′-o-der′-ma) is a giant man with the head of a giant lobster and the pincers of a giant crab. He is the ruler of all crustaceans. He has all five powers of **Projector.**

FISH

Thynnus
ATTACK: 20 × 2
DAMAGE: 2-20
INITIATIVE: +5
ARMOR: −4 Magical
LIFE POINTS: 68 (25)
MOVEMENT: 100′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 18

Psari
ATTACK: 16 × 4
DAMAGE: 3-30
INITIATIVE: +10
ARMOR: −6 (all)
LIFE POINTS: 128 (50)
MOVEMENT: 110′
LUCK: 15
NUMBER: 1
EXPERIENCE: 172
POWER: 10

Thynnus (thi′-nus) are giant tuna. They are the guardians of all fish.

Psari (sar′-i) is the ruler of all fish. She has the body of a giant mermaid with the head of a giant fish. She has all five powers of **Magneto** and **Telepath.**

ELEPHANTS

Perimagnus
ATTACK: 16 × 4
DAMAGE: 5-30
INITIATIVE: +10
ARMOR: −4 Magical
LIFE POINTS: 128 (50)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1-3
EXPERIENCE: 98

Elephas
ATTACK: 20 × 5
DAMAGE: 6-36
INITIATIVE: +20
ARMOR: −6 (all)
LIFE POINTS: 255 (100)
MOVEMENT: 90′
LUCK: 25
NUMBER: 1
EXPERIENCE: 430
POWER: 20

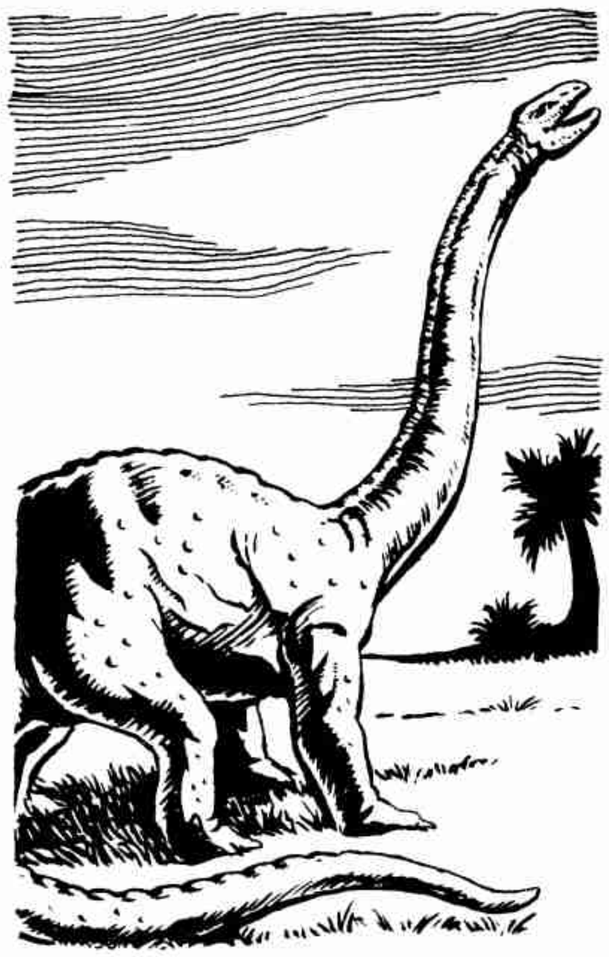
Permagnus (per′-e-mag′-nus) are giant mastadons. They are the guardians of all elephants.

Elephas (el-e′-fas) is ruler of all elephants. He is a giant, elephant-headed man. He has all five powers of **Clairvoyant** and **Invoker.**

HERBOSAURS

(Herbosaurs are plant-eating dinosaurs).

Grex
ATTACK: 19 × 4
DAMAGE: 3-30
INITIATIVE: +13
ARMOR: −6 Magical
LIFE POINTS: 185 (61)
MOVEMENT: 100′
LUCK: 18
NUMBER: 1-3
EXPERIENCE: 135



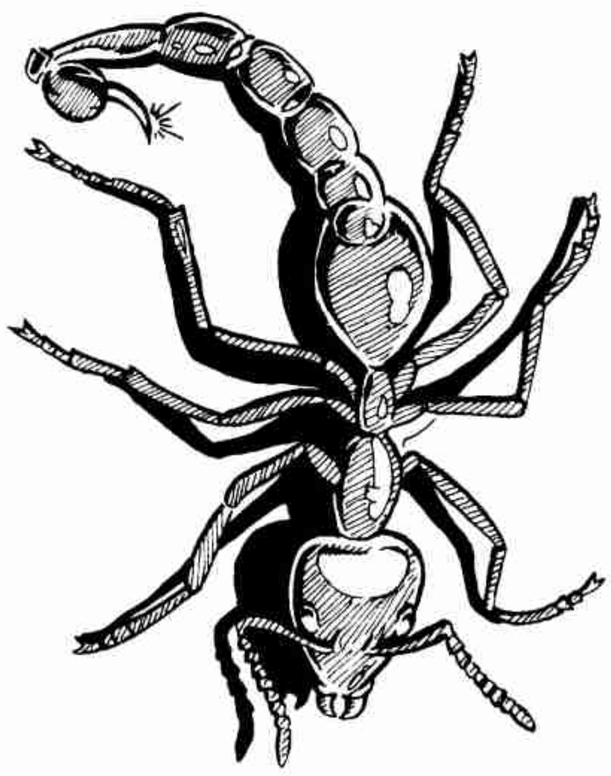
Agele
ATTACK: 18 × 6
DAMAGE: 4-40
INITIATIVE: +23
ARMOR: −8 (all)
LIFE POINTS: 350 (122)
MOVEMENT: 110′
LUCK: 30
NUMBER: 1
EXPERIENCE: 722
POWER: 20

Grex (grex) are giant triceratops. They are the guardians of all herbosaurs.

Agele (a-gel′-a) is the ruler of herbosaurs. She is a giant brontosaurus. She has all five powers of **Poltergeist** and **Telepath.**

INSECTS

Bestiola
ATTACK: 18 × 3
DAMAGE: 4-40
INITIATIVE: +8
ARMOR: −5 Magical
LIFE POINTS: 120 (38)
MOVEMENT: 110′
LUCK: 13
NUMBER: 1-3
EXPERIENCE: 120



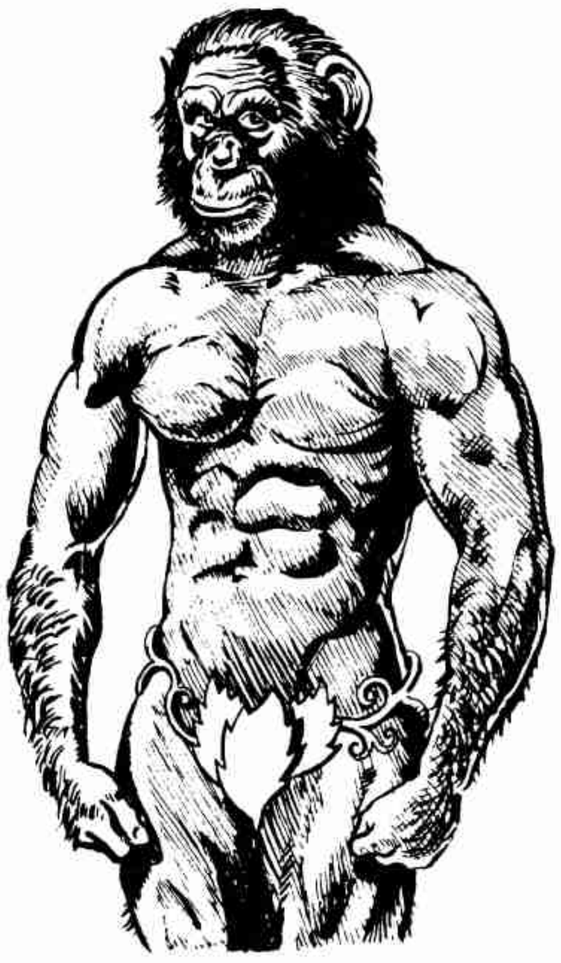
Entomon
ATTACK: 20 × 6
DAMAGE: 5-50
INITIATIVE: +25
ARMOR: −7 (all)
LIFE POINTS: 321 (125)
MOVEMENT: 120′
LUCK: 30
NUMBER: 1
EXPERIENCE: 650
POWER: 20

Bestiola (best-e′o-la) are a cross between a huge giant ant and a scorpion. Its **sting is poisonous** (make a luck roll or go unconscious; die on an attack of 20 unless luck roll score is greater than 14). Bestiola are the guardians of all insects.

Entomon (ent′-o-mon) is the ruler of insects. She is a huge giant mantis. She has all five **Somatron** powers.

PRIMATES

Simia
ATTACK: 20 × 3
DAMAGE: 3-18
INITIATIVE: +9
ARMOR: −3 Magical
LIFE POINTS: 105 (43)
MOVEMENT: 80′
LUCK: 14
NUMBER: 1-5
EXPERIENCE: 36



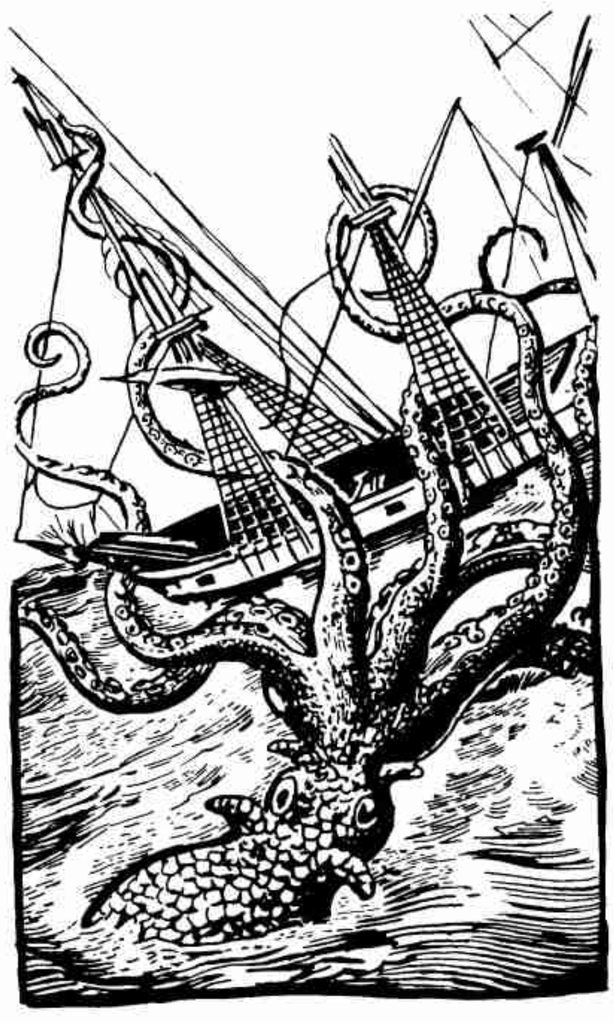
Pithekos
ATTACK: 19 × 5
DAMAGE: 4-24
INITIATIVE: +18
ARMOR: −5 (all)
LIFE POINTS: 225 (87)
MOVEMENT: 90′
LUCK: 23
NUMBER: 1
EXPERIENCE: 400
POWER: 20

Simia (sim′-e-a) are giant gorillas. They are the guardians of all animal primates (monkey, baboon, chimpanzees, etc.).

Pithekos (pith-e′-kos) is ruler of animal primates. He is a giant, chimpanzee-headed man. He has all five powers of **Invoker, Projector, Sorcerer,** and **Wizard.**

MOLLUSKS

Limax
ATTACK: 18 × 5
DAMAGE: 4-40
INITIATIVE: +16
ARMOR: −6 Magical
LIFE POINTS: 200 (78)
MOVEMENT: 110′
LUCK: 21
NUMBER: 1-2
EXPERIENCE: 242



Malakion
ATTACK: 19 × 7
DAMAGE: 5-50
INITIATIVE: +32
ARMOR: −8 (all)
LIFE POINTS: 400 (156)
MOVEMENT: 120′
LUCK: 37
NUMBER: 1
EXPERIENCE: 1014
POWER: 20

Limax (li′-max) are giant octopuses. They are the guardians of all mollusks (octopus, snail, squid, etc.)

Malakion (mal′-a-ke′-on) is ruler of mollusks. He is a giant kraken. He has all five powers of **Projector** and **Magneto.**

RHINOCERI

Buceros
ATTACK: 16 × 4
DAMAGE: 3-30
INITIATIVE: +10
ARMOR: −5 Magical
LIFE POINTS: 123 (47)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1-3
EXPERIENCE: 92

Rinokeros
ATTACK: 20 × 5
DAMAGE: 4-40
INITIATIVE: +19
ARMOR: −7 (all)
LIFE POINTS: 245 (95)
MOVEMENT: 90′
LUCK: 24
NUMBER: 1
EXPERIENCE: 355
POWER: 19

Buceros (boo′-ker-os) are giant rhinoceri. They are the guardians of all rhinoceri.

Rinokeros (ri′-no-ker′-os) is ruler of rhinoceri. He is a giant rhinoceros-headed man. He has all five **Projector** powers.

SHARKS

Volpes
ATTACK: 17 × 4
DAMAGE: 4-40
INITIATIVE: +11
ARMOR: −5 Magical
LIFE POINTS: 130 (53)
MOVEMENT: 110′
LUCK: 16
NUMBER: 1-3
EXPERIENCE: 129

Skulo
ATTACK: 17 × 6
DAMAGE: 5-50
INITIATIVE: +21
ARMOR: −7 (all)
LIFE POINTS: 270 (105)
MOVEMENT: 120′
LUCK: 26
NUMBER: 1
EXPERIENCE: 630
POWER: 20

Volpes (vol′-pas) are giant megalodons. They are the guardians of all sharks.

Skulo (skoo′-lo) is ruler of sharks. He is a giant shark-headed man. He has all five powers of **Magneto** and **Somatron.**

WHALES

Ingens
ATTACK: 20 × 3
DAMAGE: 5-50
INITIATIVE: +9
ARMOR: −3 Magical
LIFE POINTS: 250 (50)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1-3
EXPERIENCE: 213

Phalaina
ATTACK: 20 × 5
DAMAGE: 6-60
INITIATIVE: +19
ARMOR: −5 (all)
LIFE POINTS: 500 (100)
MOVEMENT: 90′
LUCK: 24
NUMBER: 1
EXPERIENCE: 1248
POWER: 19

Ingens (in-gens′) are giant blue whales. They are the guardians of all whales.

Phalaina (fal-i′-na) is a giant behemoth. He is ruler of all whales and has all five powers of **Magneto**, **Projector**, and **Telepath**.

Antaen, see EARTH, ELEMENTAL PLANE OF.

SNAKES

Anguis
ATTACK: 19 × 2
DAMAGE: 3-30
INITIATIVE: +5
ARMOR: −3 Magical
LIFE POINTS: 63 (18)
MOVEMENT: 50′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 35

Opsis
ATTACK: 20 × 3
DAMAGE: 4-40
INITIATIVE: +9
ARMOR: −5 (all)
LIFE POINTS: 118 (45)
MOVEMENT: 60′
LUCK: 14
NUMBER: 1
EXPERIENCE: 287
POWER: 20

Anguis (an′-gwas) are giant pythons with **Poisonous Bites** (luck roll or go unconscious for 3-30 turns; die on a luck roll of 20 unless luck roll score is greater than 14). Anguis are the guardians of all snakes.

Opsis (op′-sis) is ruler of snakes. She is a giant, snake-headed woman (non-poisonous). She has all five powers of **Adept, Invoker, Mentat, Sorcerer, Telepath**, and **Wizard.**

Apep
ATTACK: 16 × 3
DAMAGE: 6-36
INITIATIVE: +7
ARMOR: −4 Magical
LIFE POINTS: 80 (34)
MOVEMENT: 60′
LUCK: 11
NUMBER: 1
EXPERIENCE: 73
POWER: 7

Apep is an intelligent huge serpent. It originates in the Nile valley in the Elder Lands (see PART 8: LANDS OF WONDER in the rulebook). Apep has the powers of **True Sight, Fascination,** and **Illusion**. While there is only one Apep at a time, a new one magically takes the place of any slain Apep within a month after the killing.

Apollo, see OLYMPUS, THE GODS OF.

Aquaen, see WATER, ELEMENTAL PLANE OF.

Aquila, see ANIMAL RULERS (BIRDS).

Archon
ATTACK: 20×5
DAMAGE: 24
INITIATIVE: +15
ARMOR: −5 (all)
LIFE POINTS: 200 (75)
MOVEMENT: 100′
LUCK: 20
NUMBER: 1
EXPERIENCE: 335
POWER: 15

Archons (ar-kon′) look like large muscular humans, though they can **Shape Shift** at will three times a day. An Archon has all **five powers of any one class.**

Ares, see OLYMPUS, THE GODS OF.

Argilia, see ANAMSI.

Arianrhod, see SIDHE.

Arimaspi
ATTACK: 12×2
DAMAGE: 1-6+4
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 33 (11)
MOVEMENT: 70′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 6

Arimaspi (ar′-im-as′-pe) are a race of one-eyed horsemen living near a stream which flows with gold. They are allies with Griffins. They have Spear − 1 skill.

Arinna, see THE MARJANNI.

Arkouda, see ANIMAL RULERS (BEARS).

Arran Volkos, see HUMANS.

King Arthur, see HUMANS.

ASGARD, THE WORLD OF

Thor
ATTACK: 25×10
DAMAGE: 1-6 +71
INITIATIVE: +50
ARMOR: −9 (all)
LIFE POINTS: 650 (255)
MOVEMENT: 150′
LUCK: 55
NUMBER: 1
EXPERIENCE: 6400
POWER: 40

Odin
ATTACK: 26×8
DAMAGE: 1-6 +46
INITIATIVE: +45
ARMOR: −10 (all)
LIFE POINTS: 600 (240)
MOVEMENT: 130′
LUCK: 55
NUMBER: 1
EXPERIENCE: 4350
POWER: 50

Tyr
ATTACK: 26×8
DAMAGE: 1-10 +46
INITIATIVE: +35
ARMOR: −9 (all)
LIFE POINTS: 450 (180)
MOVEMENT: 130′
LUCK: 40
NUMBER: 1
EXPERIENCE: 2750
POWER: 30

Heimdall
ATTACK: 25×7
DAMAGE: 1-10 +36
INITIATIVE: +30
ARMOR: −9 (all)
LIFE POINTS: 400 (150)
MOVEMENT: 120′
LUCK: 35
NUMBER: 1
EXPERIENCE: 1850
POWER: 30

Loki
ATTACK: 25×6
DAMAGE: 1-6 +30
INITIATIVE: +30
ARMOR: −9 (all)
LIFE POINTS: 370 (150)
MOVEMENT: 110′
LUCK: 30
NUMBER: 1
EXPERIENCE: 1650
POWER: 40

Freyja
ATTACK: 26×5
DAMAGE: 1-6 +25
INITIATIVE: +20
ARMOR: −9 (all)
LIFE POINTS: 260 (104)
MOVEMENT: 100′
LUCK: 25
NUMBER: 1
EXPERIENCE: 750
POWER: 20

NOTE: Only a selected number of the beings who live in Asgard are described in **THE BOOK OF FOES.** The GM may wish to create others by consulting Norse Mythology. For a description of the world of Asgard see PART 8: LANDS OF WONDER.

Odin is the father of the gods. He uses many names including: Allfather, Grim, Raider, One-Eyed, Vidur, High One, and the Wanderer. He often appears as an old man with one eye wearing a blue cloak, a wide-brimmed hat, and holding a staff. Odin loves war and confusion, but he is also the source of wisdom. He is a terrifying god to be respected, but not one to be loved. He fights with a magic spear +3, and has Spear − 3. Odin has **all five powers of all 12 classes.** He rides the horse Sleipnir, receives insight from his ravens Huginn and Munninn, and leads the Einherjar and Valkyries into battle.

Thor is the son of Odin and God of Thunder. He is huge, red-bearded, quick to lose his temper (but equally quick to regain it), and immensely strong and dependable. He rides in a chariot drawn by the giant goats Tanngnost and Tanngrisni. Thor wields the magic hammer Mjollnir (jol′-ner) which is +2 and has Mace − 2. Mjollnir can also be thrown up to 1000 feet and return to Thor three times per turn (for 10-100 points of damage). Thor has all five powers of **Invoker, Magneto, Projector, Somatron, Wizard, Adept, Clairvoyant**, and **Poltergeist.**

Tyr was the only god willing to sacrifice a hand so that the giant wolf Fenrir could be bound until Ragnorok. He wields a +4 sword and has Sword −4. Tyr has all five powers of **Adept, Invoker, Poltergeist, Somatron, Sorcerer, Wizard,** and **Projector.**

Heimdall is the watchman of the gods. He owns the horn Gjall (zhal) whose blast can be heard throughout the nine worlds and which will summon the gods to Ragnarok. He rides a giant, golden-maned horse named Gold Tuft, wields a +3 sword and has Sword −3. Heimdall has all five powers of **Adept, Somatron, Clairvoyant, Telepath, Wizard,** and **Magneto.**

Loki is the son of two giants but is the foster-brother of Odin. He is handsome and fair of face, but has an evil disposition, excells in the art of cunning, and always cheats if he can. Loki fathered three children with the giantess Angroboda: Fenrir, Jormungand, and Hel. All are destined to fight against the gods at Ragnarok. Loki wields a +3 spear and has Spear −3. He has all five powers of **Adept, Clairvoyant, Invoker, Mentat, Poltergeist, Projector, Sorcerer, Telepath,** and **Wizard.**

Freyja is the goddess of love and war. She was one of the Vanir who took up residence in Asgard as part of the truce between the Vanir and the Aesir. She shares the Einherjar with Odin. She rides a giant boar known as Hildisvini. Freyja also has a falcon skin which, when she wears it, not only allows her to fly in the guise of a giant falcon, but gives her the gift of prophesy. Freyja uses a +3 spear in battle and has Spear −3. She has all five powers of **Adept, Invoker, Projector, Somatron,** and **Sorcerer.**

Astacus, see ANIMAL RULERS (CRUSTACEANS).

Astarte (Ishtar). see THE ELUGAL.

ASTREGAS

Average
ATTACK: 13
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 13
MOVEMENT: 50′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 3

Soldier
ATTACK: 20
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −5 Ballistic
LIFE POINTS: 20
MOVEMENT: 50′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 5

Hero
ATTACK: 17×2
DAMAGE: wpn+1 (+4)
INITIATIVE: +4
ARMOR: −6 Ballistic
LIFE POINTS: 53 (18)
MOVEMENT: 60′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 26
POWER: 4

Qeda Mileta
ATTACK: 18×3
DAMAGE: wpn+2 (+7)
INITIATIVE: +7
ARMOR: −7 Energy
LIFE POINTS: 81 (30)
MOVEMENT: 70′
LUCK: 12
NUMBER: 1
EXPERIENCE: 74
POWER: 7

Astregas (as′-tra-ga) are a race of intelligent crustaceans. They are about 4 feet tall and have thick shells, like crabs. Astrega **Heroes** have the **first power of any class. Qeda Mileta** (ka′-da mil′-et-a) has **Hypnosis, Persuasion,** and **Altered Features.** He is tricky and unscrupulous, but surprisingly honest in his own way.

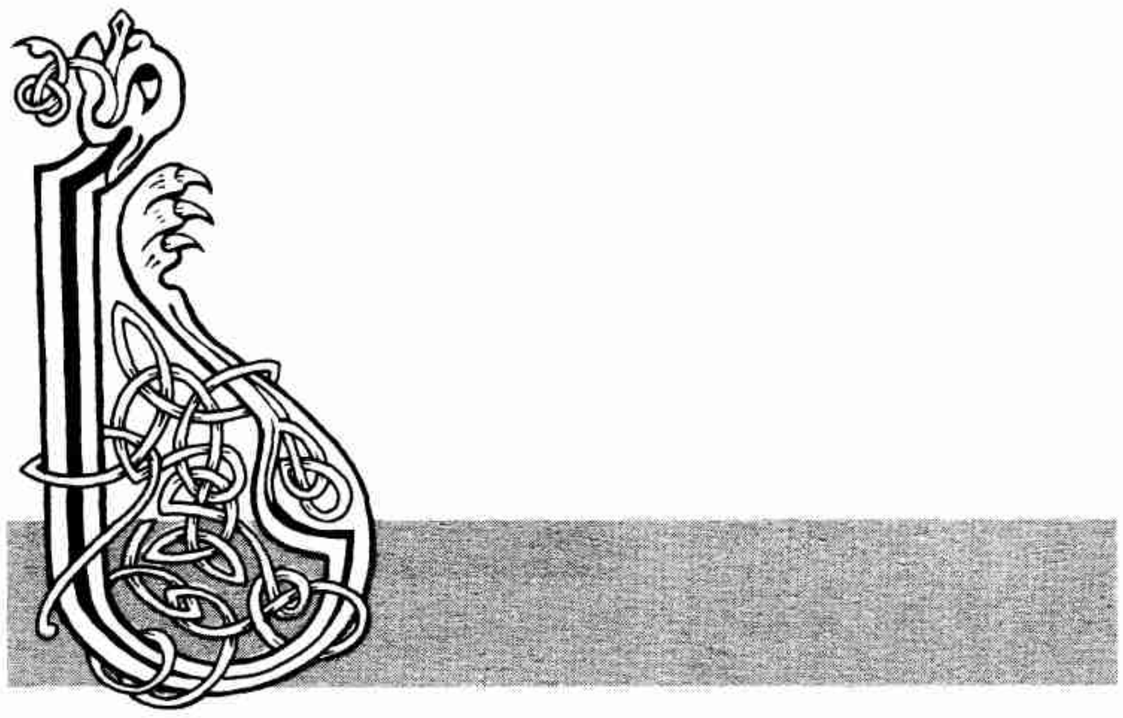
Athena, see OLYMPUS, THE GODS OF.

Atlas, see TITANS.

Attack Dog, see ANIMALS.

Autosoldier, see ROBOTS.

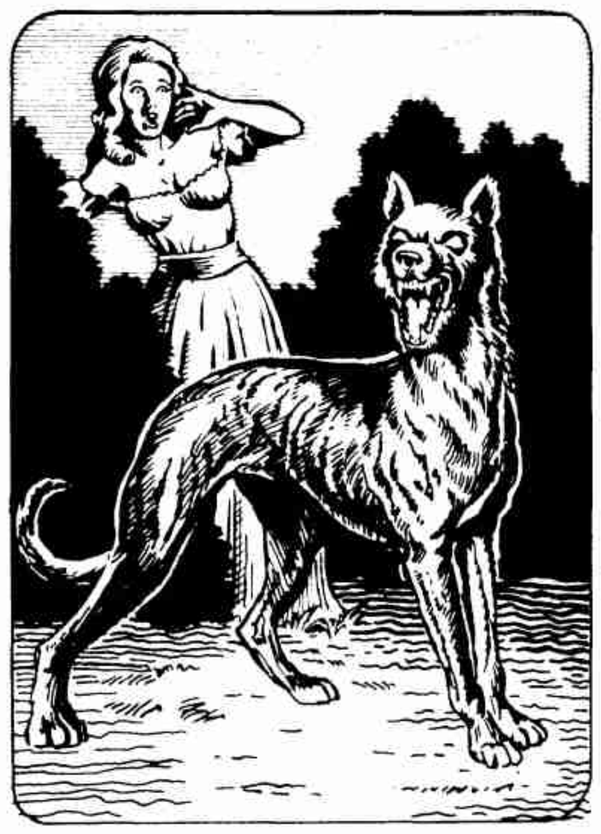
Autotank, se ROBOTS.



Baal (Assur), see THE ELUGAL.

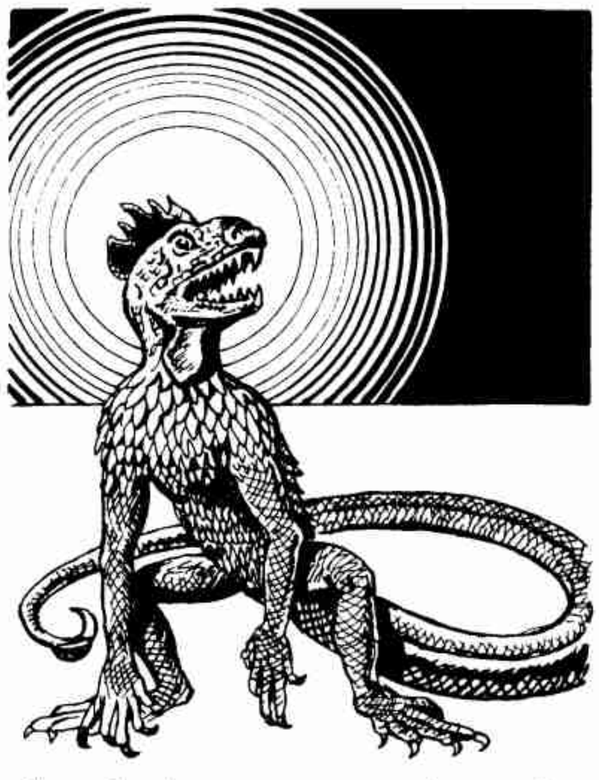
Baboon, see ANIMALS.

Balor, see FOMOIRE.



Barghest
ATTACK: 17×2
DAMAGE: 4-24
INITIATIVE: +4
ARMOR: −5 (all)
LIFE POINTS: 50
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 25

Barghests (bar′-gest) are spectral hounds the size of ponies. They can **move equally well on the ground, water, or air.**



Basilisk
ATTACK: 20
DAMAGE: special
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 25
MOVEMENT: 60′
LUCK: 10
NUMBER: 1-3
EXPERIENCE: 8

A **Basilisk** is a 6 foot long lizard whose gaze can **turn victims into stone.** The victim should make a luck roll. The powers of **Remove Magic, Animation,** and **Curse** (in reverse) could turn the victim back into flesh.

Le Chevalier de Bayard, see HUMANS.

Behemoth
ATTACK: 20×8
DAMAGE: 5-30
INITIATIVE: +40
ARMOR: −8 (all)
LIFE POINTS: 500
MOVEMENT: 120′
LUCK: 45
NUMBER: 1
EXPERIENCE: 736

Behemoths are the largest known species of sea animal in existence. They are often mistaken for islands because sea-plant life grows on their backs. Behemoths look something like a cross between a giant whale and a giant squid.

Belenus, see THE TEUTATES.

Bigfoot
ATTACK: 14×2
DAMAGE: 1-10 +4
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 35
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 7

A **Bigfoot** is an 8 foot tall, hairy humanoid who roams isolated wastelands. He was named because of the large footprints he leaves. Bigfeet are a parallel branch of primates who were not as successful at adaptation as humans.

Billy the Kid, see HUMANS.

Bennu
ATTACK: 20×2
DAMAGE: 3-30
INITIATIVE: +6
ARMOR: −4 Magical
LIFE POINTS: 67 (25)
MOVEMENT: 120′
LUCK: 11
NUMBER: 1
EXPERIENCE: 44
POWER: 6

The **Bennu** bird is an intelligent, giant bird made of fire. It originates in the Nile valley in the Elder Lands (see PART 8: LANDS OF WONDER in the rulebook). It has the powers of **Energy Field, Energy Beam,** and **Energy Absorption.** While there is only one Bennu at a time, a new one magically takes the place of a slain Bennu within one month after the killing.

Beowulf, see HUMANS.

Cyrano de Bergerac, see HUMANS.

Bestiola, see ANIMAL RULERS (INSECTS).

Rigel Beta, see CYBORGS.

Blackbeard, see HUMANS.

Bloodhook, see SHARKMEN.

Blue Whale, see ANIMALS.

Bone Warrior
ATTACK: 20×2
DAMAGE: 1-10 +8
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 18
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-10
EXPERIENCE: 5

Bone Warriors are magically animated skeletons. They have supernatural strength and speed.

Brian Boru, see HUMANS.

Boskemata, see ANIMAL RULERS (CATTLE).

Brigit, see SIDHE.

Brontosaurus, see PREHISTORIC ANIMALS.

Brown Bear, see ANIMALS.

Buceros, see ANIMAL RULERS (RHINOCERI).

Buchis
ATTACK: 17 × 3
DAMAGE: 4-24
INITIATIVE: +7
ARMOR: 4 Magical
LIFE POINTS: 90 (34)
MOVEMENT: 90′
LUCK: 12
NUMBER: 1
EXPERIENCE: 59

Buchis is an intelligent giant bull. He originates in the Nile valley in the Elder Lands (see PART 8: LANDS OF WONDER in the rulebook). Buchis has the powers of **Remove Magic, Magic Armor,** and **Magic Weapon.** While there is only one Buchis at a time, a new one magically takes the place of a slain Buchis within a month of the killing.

Sir Richard Francis Burton, see HUMANS.

Calypso, see HUMANS.

Carovena, see ANIMAL RULERS (CARNOSAURS).

Cave Bear, see PREHISTORIC ANIMALS.

CENTAURS

Average
ATTACK: 20
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 20
MOVEMENT: 70′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3

Soldier
ATTACK: 13 × 2
DAMAGE: wpn (+3)
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 30
MOVEMENT: 80′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 10

Hero
ATTACK: 16 × 3
DAMAGE: wpn + 1 (+6)
INITIATIVE: +6
ARMOR: −4
LIFE POINTS: 76 (30)
MOVEMENT: 90′
LUCK: 11
NUMBER: 1-6
EXPERIENCE: 50
POWER: 6

Chiron
ATTACK: 18 × 4
DAMAGE: wpn + 2 (+10)
INITIATIVE: +10
ARMOR: −6 Magical
LIFE POINTS: 122 (50)
MOVEMENT: 100′
LUCK: 15
NUMBER: 1
EXPERIENCE: 140
POWER: 10

Centaurs are a cross between humans and horses. Centaur **Heroes** have the **first power** of **any** one **class**. **Chiron** the Centaur has the powers of **Clairvoyance, Healing,** and **Psychometry.** Chiron is patient and mythodical. He is a good friend to deserving humans, and a close ally of Prometheus.

Cheetah, see ANIMALS.

Chimera
ATTACK: 20 × 2
DAMAGE: 2-16
INITIATIVE: +5
ARMOR: −4
LIFE POINTS: 55
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-5
EXPERIENCE: 19

Chimeras are a cross between a lion, a goat, and a dragon. They have **fire breath** that reaches 50 feet and does 4-40 points of damage.

Chimpanzee, see ANIMALS.

Chiron, see CENTAURS.

Chuchulain, see HUMANS.

El Cid, see HUMANS.

Circe, see HUMANS.

Cobra, see ANIMALS.

Comber, see WATER, ELEMENTAL PLANE OF.

Compubot, see ROBOTS.

Coyote the Trickster
ATTACK: 26×5
DAMAGE: 26
INITIATIVE: +20
ARMOR: −6 (all)
LIFE POINTS: 260 (100)
MOVEMENT: 100′
LUCK: 30
NUMBER: 1
EXPERIENCE: 686
POWER: 20

In his own shape, Coyote looks like a tall American Indian in fancy beaded leather clothing. Coyote can, however, **Shape Shift** at will three times per day. He also has all the powers of **Poltergeist, Projector, Mentat,** and **Invoker** classes. Coyote is cunning and unscrupulous. While he loves to trick unsuspecting beings, his tricks are seldom directly deadly.

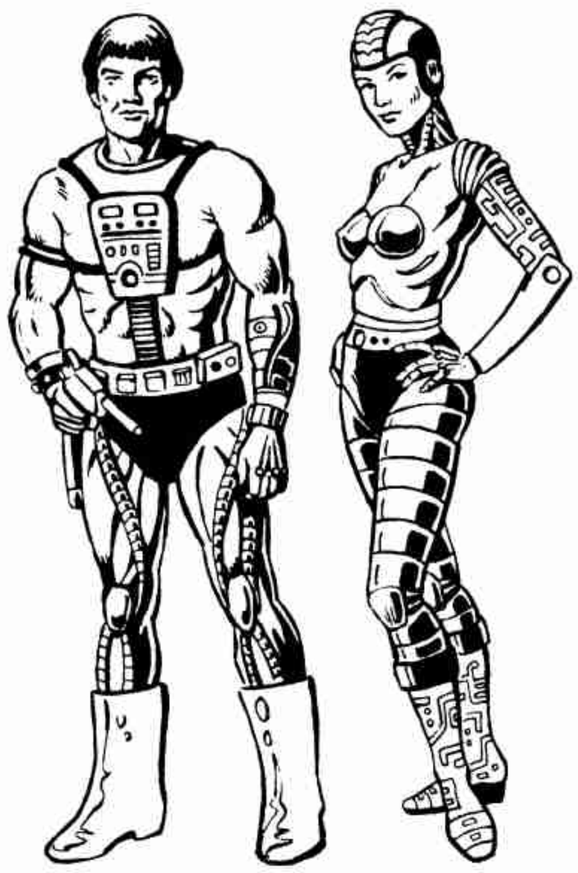
Davy Crockett, see HUMANS.

Crocodile, see ANIMALS.

Cybele, see EARTH, ELEMENTAL PLANE OF.

CYBORGS

Average
ATTACK: 14
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 14
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3
POWER: 2



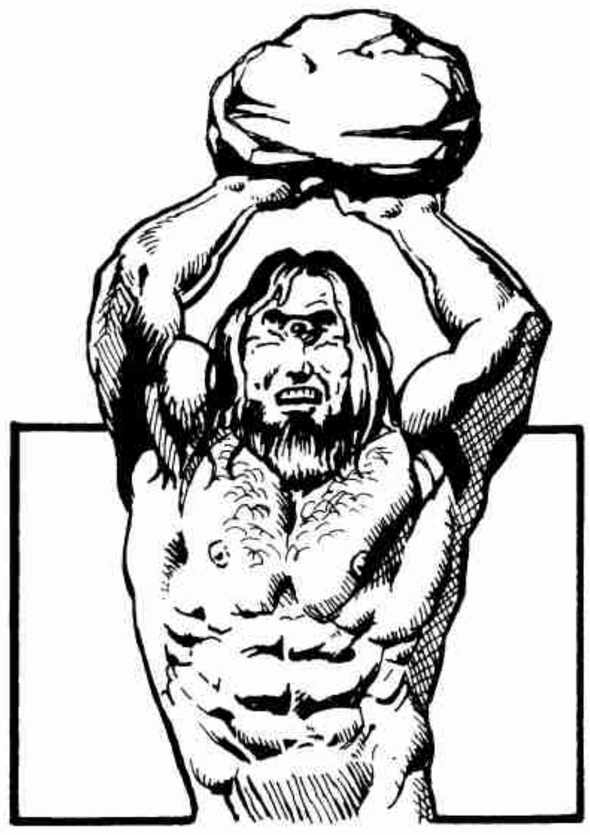
Soldier
ATTACK: 20
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −4 Ballistic
LIFE POINTS: 20
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 11
POWER: 3

Hero
ATTACK: 19×2
DAMAGE: wpn+1 (+5)
INITIATIVE: +5
ARMOR: −5 Ballistic
LIFE POINTS: 48 (20)
MOVEMENT: 70′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 30
POWER: 5

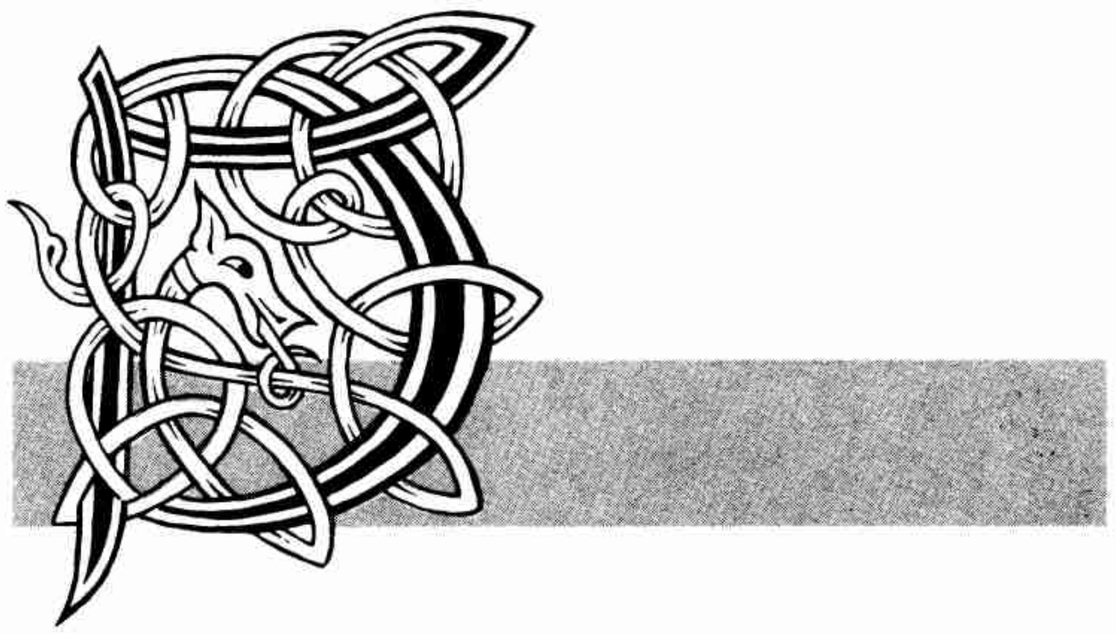
Rigel Beta
ATTACK: 19×3
DAMAGE: wpn+2 (+7)
INITIATIVE: +7
ARMOR: −6 Energy
LIFE POINTS: 92 (32)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1
EXPERIENCE: 84
POWER: 7

Cyborgs are part flesh, part machine. All Cyborgs have some powers from the Cyborg class. **Average** Cyborgs have **Recycling Implants.** Cyborg **Soldiers add** the power of **Weapon Implant.** Cyborg **Heroes** continue to **add Plasteel Bodies. Rigel Beta** (ri′gel ba′-ta) has **all five Cyborg powers.** Rigel is calculating but honorable. He is a friend and protector of all robots (except Rogue Robots and Killer Robots.)

Cyclops
ATTACK: 17×3
DAMAGE: 6-36
INITIATIVE: +6
ARMOR: −5
LIFE POINTS: 110 (35)
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-5
EXPERIENCE: 92



Cyclops are one-eyed giants about 20 feet tall. They can throw huge boulders up to 100 feet for 6-60 points of damage.



Damballah Wedo
ATTACK: 23×6
DAMAGE: 1-10 +22
INITIATIVE: +20
ARMOR: −7 (all)
LIFE POINTS: 355 (100)
MOVEMENT: 100′
LUCK: 20
NUMBER: 1
EXPERIENCE: 418
POWER: 20

Damballah Wedo is a large black man usually dressed in an African tribal costume. He often takes the shape of a giant serpent. He favors worshippers of voudun (voodoo). He uses a +2 machete in battle and has Sword −2. Damballah Wedo has all five powers of **Adept, Sorcerer,** and **Wizard.**

Dagon (Enki), see THE ELUGAL.

D'Artagnan, see HUMANS.

John Dillinger, see HUMANS.

Dimetrodon, see PREHISTORIC ANIMALS.

Dire Wolf, see PREHISTORIC ANIMALS.

DRACONIDS

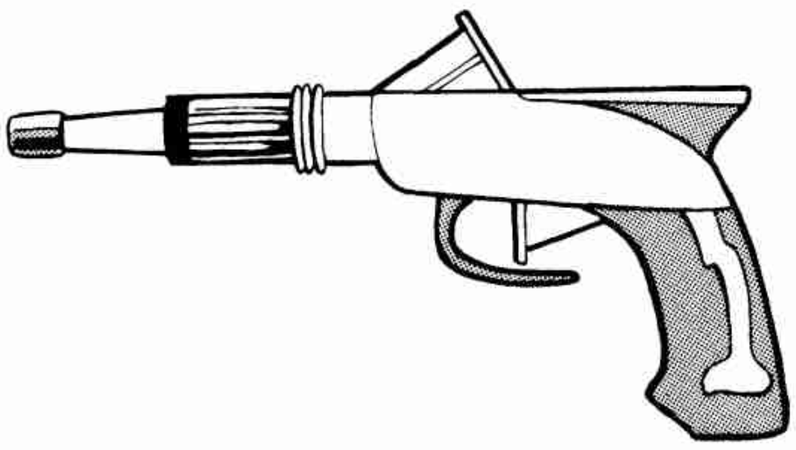
Average
ATTACK: 15
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 15
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 3

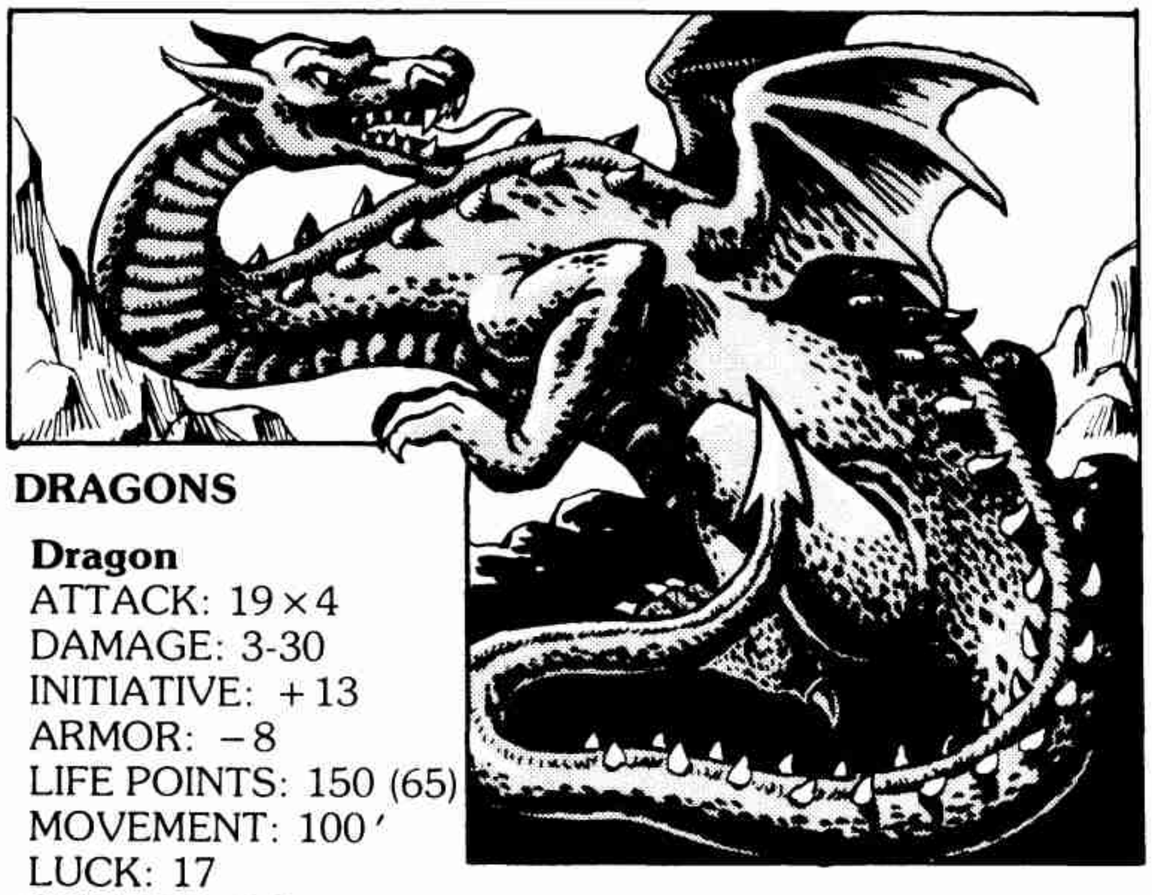
Soldier
ATTACK: 11×2
DAMAGE: wpn (+3)
INITIATIVE: +3
ARMOR: −4 Ballistic
LIFE POINTS: 22
MOVEMENT: 70′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 9

Hero
ATTACK: 20×2
DAMAGE: wpn + 1 (+5)
INITIATIVE: +5
ARMOR: −5 Ballistic
LIFE POINTS: 56 (20)
MOVEMENT: 70′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 28
POWER: 5

Drax Soterion
ATTACK: 20×3
DAMAGE: wpn + 2 (+8)
INITIATIVE: +8
ARMOR: −6 Energy
LIFE POINTS: 97 (32)
MOVEMENT: 80′
LUCK: 13
NUMBER: 1
EXPERIENCE: 99
POWER: 8

Draconids are 8 foot tall, bipedal lizards. They have developed a highly technological culture. Draconid **Heroes** have the **first power** of any one class. **Drax Soterion** (drax so′-tar-e′-on) has **Mind Blank, ESP,** and **Telepathy**. He is a well known space pilot and interstellar merchant. Drax is shrewd and cunning. Some of his dealings fall just short of being illegal.





DRAGONS

Dragon
ATTACK: 19×4
DAMAGE: 3-30
INITIATIVE: +13
ARMOR: −8
LIFE POINTS: 150 (65)
MOVEMENT: 100′
LUCK: 17
NUMBER: 1-3
EXPERIENCE: 178
POWER: 13

Dragon Queen
ATTACK: 19×8
DAMAGE: 6-60
INITIATIVE: +38
ARMOR: −9 (all)
LIFE POINTS: 480 (190)
MOVEMENT: 150′
LUCK: 43
NUMBER: 1
EXPERIENCE: 3000
POWER: 38

Dragon King
ATTACK: 20×9
DAMAGE: 8-80
INITIATIVE: +50
ARMOR: −10 (all)
LIFE POINTS: 640 (250)
MOVEMENT: 160′
LUCK: 55
NUMBER: 1
EXPERIENCE: 3685
POWER: 50

Dragons are flying lizards about 50 feet long. They **breathe fire** for 5-50 points of damage up to 100 feet in range. Dragons are intelligent and have all five powers of **Sorcerer.** Their greed for wealth is renowned.

The **Dragon Queen** is a dragon 80 foot long. She has all five powers of **Sorcerer, Adept, Mentat, Projector, Invoker,** and **Wizard.** If she is killed a dragon of roughly equal power will take her place so that there is always a Dragon Queen. Her **fire breath** does **7-70** with a **200 feet range.**

The **Dragon King** is a dragon 100 foot long. He has all five powers of **Sorcerer, Adept,** and **Somatron.** His **fire breath** does **10-100** points of damage with a range of **300 feet.** If he should be killed, a dragon of roughly equal power will take his place so that there is always a Dragon King. Coronation of a new king or queen must take place, in dragon law, within one year after the death of the old sovereign.

Drake
ATTACK: 16×3
DAMAGE: 2-20
INITIATIVE: +7
ARMOR: −6
LIFE POINTS: 80
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 33

Drakes are large flying lizards about 30 feet long. They have been known to have been tamed and ridden into battle.

DWARVES

Average
ATTACK: 14
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 14
MOVEMENT: 50'
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3
POWER: 2

Soldier
ATTACK: 11×2
DAMAGE: wpn (+3)
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 21
MOVEMENT: 60'
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 7
POWER: 3

Hero
ATTACK: 19×2
DAMAGE: wpn+1 (+5)
INITIATIVE: +5
ARMOR: −4
LIFE POINTS: 48 (20)
MOVEMENT: 60'
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 31
POWER: 5

Andvari
ATTACK: 19×3
DAMAGE: 1-10 +11
INITIATIVE: +7
ARMOR: −6 Magical
LIFE POINTS: 92 (32)
MOVEMENT: 70'
LUCK: 12
NUMBER: 1
EXPERIENCE: 82
POWER: 7

Dwarves are 4 foot tall humanoids with powerful stocky bodies. They usually live underground close to mines. **Average** Dwarves have the power of **Remove Magic.** Dwarf **Soldiers** have, **in addition,** the power of **Magic Armor.** Dwarf **Heroes add** the power of **Magic Weapon. Andvari** (and'-var-e) **has all five powers of Adept.** Andvari is a master craftsman who takes immense pride in his work. His favorite weapon is a +2 magic sword "Slicer" which he made himself. The Dwarves originated in the World of Nidavellir (nid'-a-va'-lir) (see PART 8: LANDS OF WONDER in the rulebook).

Dylan, see ELVES.

EARTH, ELEMENTAL PLANE OF

(Minor Elemental)
Rokke
ATTACK: 20
DAMAGE: 2-20
INITIATIVE: +2
ARMOR: −4 Ballistic
LIFE POINTS: 30
MOVEMENT: 30'
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 11
POWER: 2

(Elemental Animal)
Wyrmis
ATTACK: 15×2
DAMAGE: 2-16
INITIATIVE: +3
ARMOR: −5 Ballistic
LIFE POINTS: 50
MOVEMENT: 30'
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 25
POWER: 3

(Elemental Human)
Antaen
ATTACK: 17
DAMAGE: 1-10 +2
INITIATIVE: +2
ARMOR: −3 Ballistic
LIFE POINTS: 26 (8)
MOVEMENT: 40'
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 12
POWER: 4

(Elemental Alien)
Tellurian
ATTACK: 13×2
DAMAGE: 1-10 +3
INITIATIVE: +3
ARMOR: −4 Ballistic
LIFE POINTS: 40 (12)
MOVEMENT: 50'
LUCK: 8
NUMBER: 1-5
EXPERIENCE: 25
POWER: 5

(Elemental Spirit)
Earth Spirit
ATTACK: 18×2
DAMAGE: 3-30
INITIATIVE: +5
ARMOR: −5 Ballistic
LIFE POINTS: 50
MOVEMENT: 30'
LUCK: 10
NUMBER: 1
EXPERIENCE: 35
POWER: 6

(Major Elemental)
Earth Elemental
ATTACK: 16×3
DAMAGE: 3-30
INITIATIVE: +7
ARMOR: -6 Ballistic
LIFE POINTS: 80
MOVEMENT: 60'
LUCK: 12
NUMBER: 1
EXPERIENCE: 70
POWER: 7

Baroness
ATTACK: 23×3
DAMAGE: 12
INITIATIVE: +8
ARMOR: −7 Ballistic
LIFE POINTS: 110 (41)
MOVEMENT: 60'
LUCK: 13
NUMBER: 1
EXPERIENCE: 128
POWER: 8

Duchess
ATTACK: 22×4
DAMAGE: 16
INITIATIVE: +11
ARMOR: −8 Ballistic
LIFE POINTS: 140 (61)
MOVEMENT: 70'
LUCK: 15
NUMBER: 1
EXPERIENCE: 247
POWER: 11

Princess
ATTACK: 22×5
DAMAGE: 20
INITIATIVE: +14
ARMOR: −9 Ballistic
LIFE POINTS: 170 (81)
MOVEMENT: 80'
LUCK: 19
NUMBER: 1
EXPERIENCE: 420
POWER: 14

Cybele, Queen of Earth
ATTACK: 23×6
DAMAGE: 26
INITIATIVE: +18
ARMOR: −10 (all)
LIFE POINTS: 270 (100)
MOVEMENT: 80'
LUCK: 24
NUMBER: 1
EXPERIENCE: 880
POWER: 18

All creatures from the Elemental Plane of Earth can **move through rock** at will, **create tunnels** twice as large as themselves, and **telekines rocks** up to 200 feet for 2-12.

Rokke (roy'-ka) are 4 foot tall rock mounds on four legs. They can form tentacles to hurl bits of their bodies up to 60 feet for 2-20.

Wyrmis (ver'-mis) are 30 foot long earthworms. When a Wyrmis moves, anything within 30 feet must take a luck roll to remain standing.

Antaens (an-ta'-ens) are 5 foot tall muscular humans. When they move through rock they can carry one willing individual with them. They have the power of **Animation** (rock only) and **Apportation** once per day only.

Tellurians (tell'-oor-e'-ans) are 7 foot tall rock brown alien humanoids. They can carry one willing individual through rock. They have the power of **Animation** (rock only) once per day and can cause an **Earthquake** for 3-30 within a 30 feet radius (up to 100 feet away) once per day. They also have the power of **Shape Shift** three times per day.

An **Earth Spirit** is a 10 foot tall pyramid which can **Shape Shift** three times per day. It explodes on one turn for 3-30 (within a 50 feet radius) then regathers next turn to do 3-30 points of damage to anything still in the area.

An **Earth Elemental** is a round boulder 12 foot across, that rolls over its victims. Anyone that comes within 30 feet must make a luck roll to remain standing from the earth tremors as it moves.

The **Nobility** of the Plane of Earth come from Antaens and Tellurians. All nobility have the powers of **Apportation, Animation** (rock only), **Control Animals** (and plants) and **Earthquake** once per day plus the power of **Shape Shift** three times per day. In addition, a **Baroness** has all five powers of any **one class**. A **Duchess** has all five powers of any **two classes.** A **Princess** has all five powers of any **three classes.**

Cybele, Queen of Earth is the ruler of the Elemental Plane of Earth. She has all the powers of the nobility, but only three times a day each. She also has all five powers of **Magician, Invoker, Poltergeist,** and **Telepath.** Cybele is a harsh, but just ruler.

THE ELUGAL

Melqart (Marduk)
ATTACK: 24×8
DAMAGE: 1-6 +46
INITIATIVE: +42
ARMOR: −10 (all)
LIFE POINTS: 530 (190)
MOVEMENT: 130'
LUCK: 37
NUMBER: 1
EXPERIENCE: 3050
POWER: 40

Astarte (Ishtar)
ATTACK: 23×7
DAMAGE: 1-6 +34
INITIATIVE: +30
ARMOR: −8 (all)
LIFE POINTS: 400 (155)
MOVEMENT: 120'
LUCK: 35
NUMBER: 1
EXPERIENCE: 1800
POWER: 32

Einherjar
ATTACK: 20×3
DAMAGE: 1-10 +11
INITIATIVE: +6
ARMOR: −4 (all)
LIFE POINTS: 85 (36)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1-10
EXPERIENCE: 46

The **Einherjar** (in-har'-jar) are the most valiant Viking warriors raised from the dead (as biomechanical constructs) to serve Odin and Freyja (see also ASGARD, THE WORLD OF). The Einherjar all have Sword −2 skill.

Elephant, see ANIMALS.

Elephas, see ANIMAL RULERS (ELEPHANTS).

Baal (Assur)
ATTACK: 26×7
DAMAGE: 1-10 +37
INITIATIVE: +29
ARMOR: −9 (all)
LIFE POINTS: 380 (146)
MOVEMENT: 120'
LUCK: 34
NUMBER: 1
EXPERIENCE: 1800
POWER: 29

Dagon (Enki)
ATTACK: 24×6
DAMAGE: 1-6 +28
INITIATIVE: +23
ARMOR: −8 (all)
LIFE POINTS: 300 (115)
MOVEMENT: 110'
LUCK: 28
NUMBER: 1
EXPERIENCE: 950
POWER: 23

Hammon (Rammon)
ATTACK: 24×6
DAMAGE: 1-10 +27
INITIATIVE: +21
ARMOR: −9 (all)
LIFE POINTS: 275 (105)
MOVEMENT: 110'
LUCK: 26
NUMBER: 1
EXPERIENCE: 850
POWER: 21

Eshmun (Nanna)
ATTACK: 24×5
DAMAGE: 1-6 +23
INITIATIVE: +20
ARMOR: −7 (all)
LIFE POINTS: 250 (97)
MOVEMENT: 100'
LUCK: 24
NUMBER: 1
EXPERIENCE: 600
POWER: 20

The **Elugal** are also known as "The Great Ones". In general, they are proud and bloodthirsty. They have little pity and often demand human sacrifice. The Elugal like to think that they control the forces of primal evil and chaos, but often find they are mere pawns for forces beyond their control. The Elugal rule the nations of Phoenicia, Babylonia, Sumer, Assyria, and the city-state of Carthage in The Elder Lands (see PART 8: LANDS OF WONDER in the rulebook). The Elugal have one name in their western territories (Phoenicia and Carthage), and another in their eastern territories (Babylonia, Assyria, and Sumer). The first name given is their western name, the name in parenthesis is their eastern name.

Melqart (Marduk) (mel'-kart/mar'-duk) is a sun god and patron of cities. He is a powerfully built human with copper-colored skin and blond hair. He wields a +2 mace and has Mace – 2. Melqart's ancient enemy is Tiamat (a creature of primal evil and chaos). Melqart has used powers gained from Tiamat so often that he cannot always hold his human shape, often lapsing into a more chaotic shape. Melqart has all five powers of **Invoker, Mentat, Poltergeist, Projector, Telepath,** and **Wizard** plus the powers of **Clairvoyance** and **True Sight.**

Astarte (Ishtar) (as-tar'-ta/ish'-tar) is a beautiful, pale-skinned woman with thick black hair. She is goddess of fertility, beauty, and magic. Her dealing with the forces of primal chaos and evil have not affected her as much as some of the other Elugal. Physically, she remains beautiful. Mentally, however, she has lapses of barbaric cruelty and manifests extreme swings of temperment. Astarte has all five powers of **Adept, Invoker, Mentat, Projector, Sorcerer, Telepath,** and **Wizard.** She wields a +2 knife and has Knife – 2.

Baal (Assur) (bal/as-sur') has a body which has been permanently altered because of his close association with the forces of primal evil. He has leathery, night-black skin, and red hair which forever drips blood. He is god of darkness, destruction, war, and bloodlust. He placates the forces of primal evil and chaos with gruesome human sacrifices to feed their power. His darkness aspect predominates in the west; while his war aspect predominates in the east (especially in his city of Assur, capitol of Assyria). Baal wields a +4 sword and has Sword – 4. He has all five powers of **Adept, Invoker, Projector, Somatron,** and **Wizard.**

Dagon (Enki) (da'-gon/en-ke') has a body which has permanently regressed on the evolutionary scale. He has gills (though still able to breath air) and fish-like skin. His upper body is reasonably human, but his lower body is two fish tails. At times, even holding this bodily form is too much and Dagon regresses into a primordial mass of writhing tentacles. Dagon is god of the sea and of evil magic. He wields a +3 spear and has Spear – 2. He has all five powers of **Adept, Invoker, Sorcerer,** and **Wizard** plus the powers of **Sensual Chaos, Hypnosis,** and **Persuasion.**

Hammon (Rammon) (ham'-mon/ram'-mon) is a muscular, bearded man with the horns of a ram growing out of his head. He is god of sky, storms, and thunder. He wields a +3 sword and has Sword – 3. Hammon has all five powers of **Clairvoyant, Invoker, Magneto,** and **Wizard** plus the power of **Physical Control.** Hammon is vindictive and subject to fits of uncontrollable temper.

Eshmun (Nanna) (esh-mun'/nan'-na) is god of the moon, healing, and fertility. He has dead-black skin and glowing silver hair. Despite his appearance, Eshmun is temperamentally the most human of The Elugal. He is quixotic and temperamental, but sometimes shows compassion and understanding. While he enjoys the power he has gained from association with the forces of primal chaos and evil, he sometimes regrets the association. Eshmun uses a +2 axe and has Hand Axe – 2. He has all five powers of **Clairvoyant, Invoker, Sorcerer,** and **Wizard.**

ELVES

Average
ATTACK: 9
DAMAGE: wpn (+1)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 9
MOVEMENT: 60'
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3
POWER: 2

Soldier
ATTACK: 14
DAMAGE: wpn (+2)
INITIATIVE: +3
ARMOR: –3
LIFE POINTS: 14
MOVEMENT: 60'
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 5
POWER: 3

Hero
ATTACK: 14×2
DAMAGE: wpn+1 (+3)
INITIATIVE: +4
ARMOR: –5
LIFE POINTS: 38 (16)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 23
POWER: 4

Oberon
ATTACK: 17×3
DAMAGE: wpn+2 (+6)
INITIATIVE: +7
ARMOR: –7 (all)
LIFE POINTS: 85 (38)
MOVEMENT: 80'
LUCK: 12
NUMBER: 1
EXPERIENCE: 81
POWER: 7

Gloriana
ATTACK: 18×3
DAMAGE: wpn+2 (+7)
INITIATIVE: +8
ARMOR: –8 (all)
LIFE POINTS: 90 (40)
MOVEMENT: 80'
LUCK: 13
NUMBER: 1
EXPERIENCE: 93
POWER: 8

Dylan
ATTACK: 16×3
DAMAGE: wpn+2 (+6)
INITIATIVE: +6
ARMOR: –6 (all)
LIFE POINTS: 80 (35)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 79
POWER: 6

Elves are 5 foot tall, slender humanoids who are experts in magic. There are three kinds of elves: light elves, dark elves, and sea elves. **Average** elves have the **first power of either Sorcerer, Magician, or Wizard** (depending on the type of elf). Elf **Soldiers** have the **first two powers** of the appropriate class. Elf **Heroes** have the **first three** appropriate powers.

Light Elves have green skin and brown hair. They live in forests, but their original homeland is the World of Alfheim (alf'-him), which they still rule (see PART 8: LANDS OF WONDER in the rulebook). Light elves specialize in **Sorcerer** powers.

Gloriana (glor'-e-an-a') is a light elf. She has all five **Sorcerer** powers. Gloriana is friend and protector of animals and plants. She is usually just and fair but can be whimsical, especially if her temper is aroused.

Dark Elves have black skin and white hair. They live in glowing crystal caverns underground, but their original homeland is the World of Svartalfheim (svart-alf'-him), which they still rule (see PART 8: LANDS OF WONDER in the rulebook). Dark elves specialize in **Magician** powers. They are allies with the Dwarves.

Oberon (o'-bar-on) is a dark elf. He has all five **Magician** powers. He is usually exuberant, but sometimes brooding; pranksterish, but occasionally stern.

Sea Elves have blue skin and green hair. They live in underwater cities, but their original homeland is the Dimension of Land Under Wave which they share with the Silkie and the Mermen (see also Silkie). Sea elves specialize in **Wizard** powers.

Dylan is a sea elf. His full name is Dylan Eil Ton (dil'on il ton) which means "Sea, son of Wave". He has all five **Wizard** powers. Dylan is kind to his friends and relentless toward his enemies. His light-hearted guise covers buried remorse.

Ember, see FIRE, ELEMENTAL PLANE OF.

Empyrean, see FIRE, ELEMENTAL PLANE OF.

Enitharmon, see THE FAMILY OF LOS.

Entomon, see ANIMAL RULERS (INSECTS).

Eochai, see FIRBOLG.

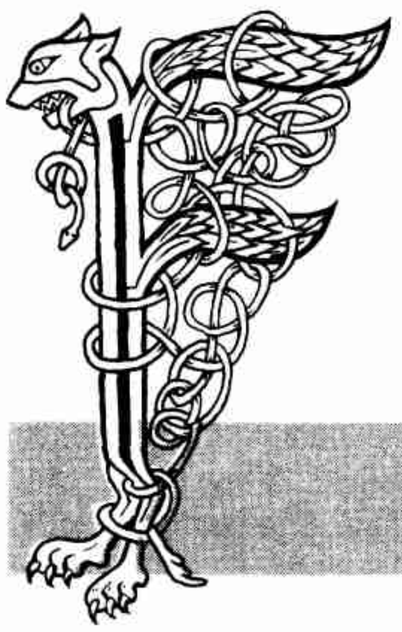
Epimetheus, see TITANS.

Epona, see THE TEUTATES.

Erebus, see SHADOW, ELEMENTAL PLANE OF.

Eshmun (Nanna), see THE ELUGAL.

Etherean, see AIR, ELEMENTAL PLANE OF.



The Family of Los is based on characters from the visionary poetry of William Blake. The Family of Los dwell in, and rule The Land of Ulro (ool'-ro) (see PART 8: LANDS OF WONDER in the rulebook). Ulro is a land of super-science and super-magic, a land of vast power. **Los, Enitharmon, Orc, Vala, Rintrah, and Palamabron have every power of every class.** Vala is the mother of Los. Enitharmon is the wife of Los. Orc, Rintrah, and Palamabron are the sons of Los. The Family of Los do not call themselves "gods and goddesses". Their power has passed beyond such pettiness. The damage given is for unarmed combat of which they are all skill level 6.

THE FAMILY OF LOS

Los
ATTACK: 26 × 13
DAMAGE: 91
INITIATIVE: +95
ARMOR: −10 (all)
LIFE POINTS: 1200 (460)
MOVEMENT: 180'
LUCK: 90
NUMBER: 1
EXPERIENCE: 18,200
POWER: 95

Enitharmon
ATTACK: 26 × 12
DAMAGE: 76
INITIATIVE: +90
ARMOR: −10 (all)
LIFE POINTS: 1150 (440)
MOVEMENT: 170'
LUCK: 95
NUMBER: 1
EXPERIENCE: 14,300
POWER: 90

Orc
ATTACK: 26 × 11
DAMAGE: 76
INITIATIVE: +80
ARMOR: −10 (all)
LIFE POINTS: 1020 (380)
MOVEMENT: 160'
LUCK: 75
NUMBER: 1
EXPERIENCE: 12,000
POWER: 80

Vala
ATTACK: 25 × 11
DAMAGE: 66
INITIATIVE: +70
ARMOR: −10 (all)
LIFE POINTS: 900 (360)
MOVEMENT: 160'
LUCK: 85
NUMBER: 1
EXPERIENCE: 9500
POWER: 70

Rintrah
ATTACK: 25 × 11
DAMAGE: 66
INITIATIVE: +70
ARMOR: −10 (all)
LIFE POINTS: 880 (340)
MOVEMENT: 160'
LUCK: 65
NUMBER: 1
EXPERIENCE: 9300
POWER: 70

Palamabron
ATTACK: 26 × 10
DAMAGE: 66
INITIATIVE: +60
ARMOR: −10 (all)
LIFE POINTS: 860 (320)
MOVEMENT: 150'
LUCK: 65
NUMBER: 1
EXPERIENCE: 8500
POWER: 60

Los (los) is known as "The Eternal Prophet". He presides over poetry and creative imagination. He is keeper of the sun, the celestial blacksmith and the master technician-builder. He is also the Watchkeeper of Time. His great forge is the heart of all poetry and building. Los built the City of Golgonooza (gol'-gon'-oo-za) which exists in four dimensions instead of the normal three. He and Enitharmon had numerous children, most of them born in wedlock. One of them, Orc, was born out of wedlock. ("Wedlock" is used in the abstract to mean living together with love instead of hate).

Enitharmon (en'-i-thar'-mon) is the wife of Los. She is the source of all inspiration and keeper of the moon. Her Wheel of Destiny is the heart of creative action. She lives in a crystal house which travels the dimensions. Enitharmon can be great-hearted and kind, but she has an irrational side that stresses abnormal chastity and vengeance.

Orc (orc)—When Los and Enitharmon first met, they hated each other and constantly bickered. Yet, in a mystical way, they needed each other. Eventually their union grew into love, but not before their first-born child was conceived. In many ways Orc was the vessel that drained their hatred. Orc so displeased his father that Los chained him on a mountain to keep him from attacking the land of Ulro. But Orc escaped. Orc is the eternal revolutionary, the great enemy of Urizan (yur'-i-zan) who formed the Land of Ulro out of chaos. Orc is cunning and deadly, but he is also the champion of the downtrodden and the despised. His nature is paradoxical. He champions the defenseless, but if he is victorious, the victory is often lost in the continual strife among the winners. Yet without Orc, the Land of Ulro would stagnate and decay. Orc is often known as "Red Orc" because he appears either as a youth covered with shaggy, red hair, or a fiery serpent.

Vala (va′-la) is the mother of Los (and Urizan). She is the force of nature, beauty, and love. She lives secluded in her garden, having retired from the strife prevalent in the Land of Ulro.

Rintrah (rin′-tra) is the first son of Los and Enitharmon born after they grew to love one another. Even so, he shares a little of Orc's impetuousness. While he is the founder of abstract philosophy, the plower, and Prince of the Sun; he is also the great reprobate, the Wrathful Fury, and the Roaring Lion. He has leonine features with tawny-golden hair, and often takes the form of a lion. Rintrah is usually just and merciful, but sometimes goes on emotional binges of anger and fury.

Palamabron (pal′-a-ma′-bron) is the second son of Los and Enitharmon born in wedlock. At this time, the new love peaked and is reflected in Palamabron. Palamabron is mild mannered, forgiving, dutiful, and merciful. It is as if he is trying to make up for all the fury and rebelliousness of his two elder brothers. Palamabron is the harrower, who plants the seeds of agriculture. He is founder of abstract law and often appears in priestly robes, wearing a horned head piece. Palamabron, because of his mild nature, suffers more than his brother, but also causes less suffering. He allows others to take advantage of him in order to teach them that such conduct brings little reward except strife and contention.

Feles, see ANIMAL RULERS (CATS).

Hero
ATTACK: 20 × 2
DAMAGE: wpn + 1 (+5)
INITIATIVE: +6
ARMOR: −6 Energy
LIFE POINTS: 65 (22)
MOVEMENT: 70′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 31
POWER: 6

Grymalkin
ATTACK: 19 × 3
DAMAGE: wpn + 2 (+8)
INITIATIVE: +9
ARMOR: −7 Energy
LIFE POINTS: 105 (32)
MOVEMENT: 90′
LUCK: 13
NUMBER: 1
EXPERIENCE: 96
POWER: 9

Felines are cat-like intelligent humanoids (i.e. "cat-men"). Feline **Heroes** have the **first power** of any class. **Grymalkin** (gri-mal′-kin) has **Remove Magic, Magic Weapon,** and **Magic Armor.** Grymalkin is cunning but bold. He prides himself on being a valiant warrior.

Fenrir
ATTACK: 22 × 8
DAMAGE: 60
INITIATIVE: +50
ARMOR: −9 (all)
LIFE POINTS: 800 (200)
MOVEMENT: 140′
LUCK: 40
NUMBER: 1
EXPERIENCE: 4000

Fenrir is an incredibly giant wolf. He is the son of Loki who fights on the side of the giant at Ragnorok (see also ASGARD, THE WORLD OF).

FELINES

Average
ATTACK: 16
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 16
MOVEMENT: 70′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 3

Soldier
ATTACK: 12 × 2
DAMAGE: wpn (+3)
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 24
MOVEMENT: 80′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 6

Firbolg
ATTACK: 15×2
DAMAGE: 1-10 (+5)
INITIATIVE: +3
ARMOR: −3 Magical
LIFE POINTS: 50 (21)
MOVEMENT: 70′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 28
POWER: 3

Tailtiu
ATTACK: 23×4
DAMAGE: 1-6 (+17)
INITIATIVE: +14
ARMOR: −6 (all)
LIFE POINTS: 160 (67)
MOVEMENT: 90′
LUCK: 18
NUMBER: 1
EXPERIENCE: 308
POWER: 14

Eochai
ATTACK: 24×6
DAMAGE: 1-6 +27
INITIATIVE: +21
ARMOR: −10 (all)
LIFE POINTS: 270 (105)
MOVEMENT: 110′
LUCK: 26
NUMBER: 1
EXPERIENCE: 855
POWER: 21

Streng
ATTACK: 28×6
DAMAGE: 1-10 +35
INITIATIVE: +25
ARMOR: −9 (all)
LIFE POINTS: 320 (107)
MOVEMENT: 110′
LUCK: 25
NUMBER: 1
EXPERIENCE: 1015
POWER: 25

The **Firbolg** (fer′-bolg) are an intelligent, magical race that settled in ancient Eire (Ireland) before the Sidhe (she) (to whom they are distantly related). They usually dress in bright colored clothing, drive chariots, and use bronze weapons and armor. They are normally human-sized but can **Change Size** at will to as small as 2 feet or as tall as 8 feet. A Firbolg has the powers of **Remove Magic, Magic Armor, Magic Weapon,** and **Magic Prison.** The Firbolg are also known as the Fir Domhnann (fer′-dom′-nan), the Galeoin (gal-e′-o-in) and the people of Cu Roi (ku′-roy′).

Tailtiu (tail′-tu) is Eochai's wife and Queen of the Firbolg. She is a beautiful, matronly woman with reddish-blonde hair. She laments the passing of Firbolg warriors, but realizing the inevitability of war, does not try to stop them. If forced to fight, she uses a +2 dagger and has Knife −2. She has all five powers of **Clairvoyant, Magneto,** and **Telepath.**

Eochai (yo′-ki) is King of the Firbolg, He is a muscular bearded man whose red hair is beginning to gray. Eochai wields a +3 spear and has Spear −3. He has all five powers of **Adept, Clairvoyant, Telepath,** and **Wizard** plus the power of **True Sight.**

Streng (streng) is battle-champion of the Firbolg. When in full battle array, his body is painted with blue woad, white chalk, and red berries (much like American Indian warpaint). His hair has been whitened and stiffened with chalk lime. He wields a +4 sword and has Sword −4. He has all five powers of **Adept** and **Somatron.**

(Minor Elemental)
Ember
ATTACK: 16
DAMAGE: 4-40
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 16
MOVEMENT: 120′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 6
POWER: 3

(Elemental Animal)
Salamander
ATTACK: 13×2
DAMAGE: 2-20
INITIATIVE: +4
ARMOR: −2
LIFE POINTS: 28
MOVEMENT: 120′
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 14
POWER: 4

(Elemental Human)
Empyrean
ATTACK: 13
DAMAGE: 1-10 +2
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 19 (8)
MOVEMENT: 120′
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 7
POWER: 5

(Elemental Alien)
Afreet
ATTACK: 20
DAMAGE: 1-10 +2
INITIATIVE: +3
ARMOR: −1 Energy
LIFE POINTS: 31 (12)
MOVEMENT: 120′
LUCK: 8
NUMBER: 1-5
EXPERIENCE: 16
POWER: 6

(Elemental Spirit)
Fire Spirit
ATTACK: 14×2
DAMAGE: 4-24
INITIATIVE: +5
ARMOR: −2 Energy
LIFE POINTS: 35
MOVEMENT: 120′
LUCK: 9
NUMBER: 1
EXPERIENCE: 22
POWER: 7

(Major Elemental)
Fire Elemental
ATTACK: 17×2
DAMAGE: 4-40
INITIATIVE: +6
ARMOR: −3 Energy
LIFE POINTS: 50
MOVEMENT: 120′
LUCK: 10
NUMBER: 1
EXPERIENCE: 32
POWER: 8

Baron
ATTACK: 18×3
DAMAGE: 10
INITIATIVE: +8
ARMOR: −4 Energy
LIFE POINTS: 70 (30)
MOVEMENT: 120′
LUCK: 11
NUMBER: 1
EXPERIENCE: 75
POWER: 9

Duke
ATTACK: 24×3
DAMAGE: 14
INITIATIVE: +11
ARMOR: −5 Energy
LIFE POINTS: 105 (45)
MOVEMENT: 120′
LUCK: 14
NUMBER: 1
EXPERIENCE: 154
POWER: 11

Prince
ATTACK: 23×4
DAMAGE: 18
INITIATIVE: +14
ARMOR: −6 Energy
LIFE POINTS: 140 (65)
MOVEMENT: 120′
LUCK: 17
NUMBER: 1
EXPERIENCE: 291
POWER: 14

Hyperion, King of Fire & Light
ATTACK: 24×6
DAMAGE: 26
INITIATIVE: +23
ARMOR: −7 (all)
LIFE POINTS: 230 (100)
MOVEMENT: 120′
LUCK: 25
NUMBER: 1
EXPERIENCE: 740
POWER: 23

All creatures from the Elemental Plane of Fire can **Walk on Sunlight** and **Teleport from Flame to Flame.** They also have the power of **Spontaneous Combustion** where the victim of a successful attack must make a luck roll or take an additional 1-10 points of fire damage.

Embers (em'-bur) are 5 foot round balls of flame.

Salamanders (sal'-a-man'-durs) are 7 foot long, glowing red lizards. They can **Breath Fire** for 3-30 points of damage up to 50 feet away.

Empyreans (em-per'-e-an) are 6 foot tall red-haired, ruddy skinned humans. They can fire a **Heat Ray** up to 200 feet for 5-30 points of damage once per day; cause a **Blinding Flash** (all who look at it must make a luck roll or be blinded for 2-20 turns, fighting at −10) once per day, and can carry one willing individual when they teleport or walk on sunlight.

Afreet (a-fret') are 8 foot tall humanoids with fiery skin. They can carry one willing individual when they teleport or walk on sunlight. They have the powers of **Shape Shift** three times per day, and **Blinding Flash** oncer per day. They can also cause a **Rain of Fire** which does 3-18 points of damage to everything in a 30 feet × 10 feet area (range = 150 feet) once per day.

Fire Spirits use fiery whips and swords. They are 9 foot tall humanoids with horns, fangs, and claws. When destroyed, anything within 30 feet takes 6-36 points of damage as the spirit explodes.

Fire Elementals are 12 foot tall columns of fire. Anyone trapped inside the column (i.e. successful hit by the elemental) takes damage automatically until either the victim or elemental is dead.

The **Nobility** of the Plane of Fire come from the races of Empyreans and Afreets. They have the powers of **Heat Ray** (1/day), **Rain of Fire** (1/day), **Blinding Flash** (1/day), and **Shape Shift** (3/day). In addition a **Baron** has all five powers of any **one class**. A **Duke** has all five powers of any **two classes.** A **Prince** has all five powers of any **three classes.**

Hyperion (hi'-par-e-on) is ruler of the Plane of Fire. He has all the powers of the nobility, but three times per day each. He also has the power of **Fire Storm** which does 6-60 points of damage in a 10 feet × 10 feet area once per day (range + 100 feet). Hyperion has all 5 powers of **Magneto, Invoker, Clairvoyant, Mentat,** and **Sorcerer.** Hyperion is stern but just. Unfortunately, he has a volatile temper which causes him to do deeds he later regrets.

FOMOIRE

Fomorian
ATTACK: 20 × 2
DAMAGE: 2-12 +7
INITIATIVE: +4
ARMOR: −3 Magical
LIFE POINTS: 70 (22)
MOVEMENT: 70′
LUCK: 10
NUMBER: 1-5
EXPERIENCE: 47
POWER: 4

Tethra
ATTACK: 22 × 6
DAMAGE: 1-6 +26
INITIATIVE: +22
ARMOR: −8 (all)
LIFE POINTS: 270 (85)
MOVEMENT: 110′
LUCK: 16
NUMBER: 1
EXPERIENCE: 678
POWER: 22

Indech
ATTACK: 26 × 6
DAMAGE: 1-10 +31
INITIATIVE: +25
ARMOR: −9 (all)
LIFE POINTS: 305 (100)
MOVEMENT: 110′
LUCK: 18
NUMBER: 1
EXPERIENCE: 1021
POWER: 25

Balor
ATTACK: 22 × 7
DAMAGE: 1-6 +32
INITIATIVE: +25
ARMOR: −10 (all)
LIFE POINTS: 350 (110)
MOVEMENT: 120′
LUCK: 19
NUMBER: 1
EXPERIENCE: 1226
POWER: 25

A **Fomorian** (fo-mor'-e-an) is one of the Fomoire (fo-moir'-a), 10 foot tall humanoids with three eyes (the third is in the center of their foreheads). Formorians have all five powers of **Wizard** plus the power of **Shape Shift.** Fomorians are master seamen who are often pirates. They dress in dark somber colors. Fomorians live on enchanted, other-dimensional islands off the coast of Eire (Ireland) in mythological times.

Tethra (teth'-ra) wields a +2 spear and has Spear −2. He has all five powers of **Adept** and **Wizard** plus the power of **Clairvoyance.**

Indech (in'-dek) is a Formorian battle-champion. He wields a +3 sword and has Sword −3. He has all five powers of **Adept, Somatron,** and **Wizard.**

Balor (ba'-lor) is king of the Fomoire. He keeps his third eye covered because the eye has the power of **Paralysis.** Anyone he looks at with the eye must make a luck roll or become paralyzed for 3-30 turns. Balor is also known as Balor of the Evil Eye. He uses a +2 mace and has Mace −2. He has all five powers of **Adept, Somatron,** and **Wizard.**

Freyja, see ASGARD, THE WORLD OF.

Gataleon, see ANIMAL RULERS (CATS).

Genie, see FIRE, ELEMENTAL PLANE OF.

Ghoul
ATTACK: 16 × 2
DAMAGE: 3-18
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 55
MOVEMENT: 60′
LUCK: 6
NUMBER: 1-6
EXPERIENCE: 14

Ghouls are ghastly looking humanoids with dead-white skin, fangs and claws. While attacking, they scream out a **Wail of Fear** where everyone listening must make a luck roll or be paralyzed for 1-6 turns.

GIANTS

Rock Giant
ATTACK: 15 × 3
DAMAGE: 3-30
INITIATIVE: +6
ARMOR: −6 Ballistic
LIFE POINTS: 80 (30)
MOVEMENT: 80′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 69
POWER: 6

Frost Giant
ATTACK: 19 × 3
DAMAGE: 4-40
INITIATIVE: +8
ARMOR: −7 (all)
LIFE POINTS: 125 (45)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1-5
EXPERIENCE: 157
POWER: 8

Fire Giant
ATTACK: 16 × 4
DAMAGE: 5-50
INITIATIVE: +10
ARMOR: −8 (all)
LIFE POINTS: 160 (65)
MOVEMENT: 90′
LUCK: 15
NUMBER: 1-3
EXPERIENCE: 310
POWER: 10

Hyrm
ATTACK: 25 × 5
DAMAGE: 1-6 +24
INITIATIVE: +18
ARMOR: −8 (all)
LIFE POINTS: 230 (90)
MOVEMENT: 100′
LUCK: 23
NUMBER: 1
EXPERIENCE: 550
POWER: 18

Utgard-Loki
ATTACK: 25 × 5
DAMAGE: 1-10 +25
INITIATIVE: +18
ARMOR: −9 (all)
LIFE POINTS: 250 (99)
MOVEMENT: 100′
LUCK: 25
NUMBER: 1
EXPERIENCE: 750
POWER: 20

Surt
ATTACK: 28 × 8
DAMAGE: 1-10 +43
INITIATIVE: +50
ARMOR: −10 (all)
LIFE POINTS: 450 (185)
MOVEMENT: 130′
LUCK: 35
NUMBER: 1
EXPERIENCE: 2650
POWER: 50

Rock Giants are 15 foot tall humanoids with brown skin and gray hair. Along with Frost Giants, they control the World of Jotunheim (jot′-un-him) (see PART 8: LANDS OF WONDER in the rulebook). Outside of Jotunheim, Rock Giants live in mountain caverns, or stone castles on isolated plains. They have the power of **Animation** (rock only) and **Storm** (Earthquake).

Frost Giants also originated in Jotunheim. They are 20 foot tall humanoids with white skin and blue hair. They live in stone castles on isolated, frozen wastelands. They have the powers of **Animation** (ice only), **Storm** (ice storm), **Altered Features, Magic Armor,** and **Energy Absorption.** They can also hurl a **Lightning Bolt** for 6-36 points of damage (range = 700 feet), cause a 10 feet × 10 feet area to **Freeze** (4-24, 150 feet), and **Control the Wind Direction**, all once per day only.

Fire Giants are 20 foot tall humanoids with black skin and fire-red hair. They live in volcanic caves, or stone castles in desert wastelands. They originated in the World of Muspellheim (mus-pel′-him) which they still rule. They have **Spontaneous Combustion, Blinding Flash, Heat Ray, Rain of Fire,** and **Fire Storm** once per day (for descriptions of these powers see FIRE, ELEMENTAL PLANE OF). They also have the power of **Animation** (fire only), **Altered Features, Magic Armor, Energy Absorption, Invoke Elementals** (fire only), **True Sight, Shape Shift,** and **Curse.**

Hyrm (hrim) is leader of the Rock Giants. On the day of Ragnarok he will stand at the helm of Naglfar (nag′-el-far), the ship made from the fingernails of the drowned. He will lead the forces of Hell and the Rock Giants into Battle. Hyrm uses a +3 spear and has Spear −3. He has all five powers of **Adept, Invoker,** and **Somatron** plus **all Rock Giant powers.**

Utgard-Loki (oot-gard′-lo′ke) is leader of the Frost Giants and will stand at their head on the day of Ragnarok. He rules the World of Jotunheim from his fortress of Utgard. Utgard-Loki wields a +3 war axe and has War Axe −3. He has all five powers of **Adept, Sorcerer,** and **Wizard, all Frost Giant powers,** plus the powers of **Elemental Shaping** and **Mind Block.**

Surt (surt) is leader of Fire Giants and ruler of all giants. He has **all Fire Giants powers** except Spontaneous Combustion. Instead of Spontaneous Combustion, a victim must make a luck roll or take double damage from his magical sword. Surt wields a +4 sword and has Sword −4. He also has all five powers of **Adept, Invoker, Projector, Somatron,** and **Wizard.** He will lead the forces of the giants on the day of Ragnarok.

GIANT ANIMALS

Giant Ant
ATTACK: 18 × 2
DAMAGE: 4-24
INITIATIVE: +5
ARMOR: −3
LIFE POINTS: 50
MOVEMENT: 90′
LUCK: 8
NUMBER: 2-12
EXPERIENCE: 17

Giant Scorpion
ATTACK: 14 × 2
DAMAGE: 2-12
INITIATIVE: +4
ARMOR: −1
LIFE POINTS: 36
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-5
EXPERIENCE: 11

Giant Mantis
ATTACK: 16 × 3
DAMAGE: 3-30
INITIATIVE: +7
ARMOR: none
LIFE POINTS: 70
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-3
EXPERIENCE: 31

Giant Squid
ATTACK: 18 × 3
DAMAGE: 4-24
INITIATIVE: +8
ARMOR: −4
LIFE POINTS: 90
MOVEMENT: 90′
LUCK: 10
NUMBER: 1
EXPERIENCE: 44

Giant Piranha
ATTACK: 17 × 2
DAMAGE: 2-20
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 45
MOVEMENT: 90′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 11

Giant Spider
ATTACK: 15 × 3
DAMAGE: 3-18
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 60
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-3
EXPERIENCE: 27

A **Giant Ant** is an ant 20 feet long.

A **Giant Scorpion** is a 15 foot long scorpion. It has a **poison** sting. On a successful attack, the victim must make a luck roll or go unconscious for 3-30 turns. The victim will die on a luck roll of 20 unless his or her luck roll score is greater than 10.

Giant Mantises are 30 foot long preying mantises.

A **Giant Squid** is a 50 foot long squid. It can emit an ink cloud 100 feet × 100 feet which obscures vision (−5 to hit).

A **Giant Piranha** is an 18 foot long piranha fish. They always attack until either their victims or the piranha are dead.

A **Giant Spider** is a 25 foot long spider. Its bite is **poisonous.** The victim must make a luck roll on a successful hit or go unconscious for 3-30 turns. On a luck roll of 20 the victim dies unless his or her luck roll score is greater than 11.

Gilgamesh, see HUMANS.

Owen Glendower, see HUMANS.

Gloriana, see ELVES.

Gloum, see SHADOW, ELEMENTAL PLANE OF.

Gnome
ATTACK: 15
DAMAGE: 2-12
INITIATIVE: +2
ARMOR: −3 Magical
LIFE POINTS: 25 (11)
MOVEMENT: 30′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 15
POWER: 6

Gnomes are 3 foot tall humanoids who can **move through rock** without penalty. They have the powers of **Magic Weapon, Magic Armor, True Sight, Sound Control, Telekinesis,** and **Sensual Chaos.**

GOBLINS

Average
ATTACK: 8
DAMAGE: 1-6
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 8
MOVEMENT: 50′
LUCK: 6
NUMBER: 3-18
EXPERIENCE: 1

Soldier
ATTACK: 12
DAMAGE: 1-10
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 12
MOVEMENT: 50′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 2

Leader
ATTACK: 11×2
DAMAGE: 2-12
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 23
MOVEMENT: 60′
LUCK: 8
NUMBER: 1-3
EXPERIENCE: 6
POWER: 3

Render
ATTACK: 17×2
DAMAGE: 2-16
INITIATIVE: +4
ARMOR: −5
LIFE POINTS: 50 (11)
MOVEMENT: 60′
LUCK: 9
NUMBER: 1
EXPERIENCE: 22
POWER: 4

Goblins are 4 foot tall humanoids with saffron colored skin and gray hair. They live underground. Goblin **Leaders** have the **first power** of any class. **Render** has the powers of **Sound Control, Telekinesis,** and **Apportation.** Render is basically a coward, though he will try to appear brave if other Goblins are nearby. He is sneaky and tricky.

Gold Tuft
ATTACK: 19×4
DAMAGE: 18
INITIATIVE: +13
ARMOR: −5 (all)
LIFE POINTS: 160 (63)
MOVEMENT: 140′
LUCK: 18
NUMBER: 1
EXPERIENCE: 125

Gold Tuft is Heimdall's giant palomino horse (see also ASGARD, THE WORLD OF).

GORGONS

Gorgon
ATTACK: 20
DAMAGE: special
INITIATIVE: +4
ARMOR: −6 (all)
LIFE POINTS: 50 (15)
MOVEMENT: 60′
LUCK: 10
NUMBER: 1-3
EXPERIENCE: 14

Medusa
ATTACK: 20×2
DAMAGE: special
INITIATIVE: +8
ARMOR: −9 (all)
LIFE POINTS: 120 (50)
MOVEMENT: 90′
LUCK: 15
NUMBER: 1
EXPERIENCE: 75

Gorgons are giant snakes with the heads of women. The Gorgon's hair is actually a writhing mass of small **poisonous** snakes. Gorgons have two different types of attack. In ranged combat, if an individual meets their gaze, he will be **turned to stone** (no luck save). In close combat, their snake hair poison will knock a victim unconscious unless a luck roll is made. On a roll of 20 the victim will die unless his luck roll score is greater than 11.

Medusa has the same attacks (except the snake-bit victim will die on a roll of 20 unless his luck roll is greater than 13). Medusa can also shoot poison arrows seeped in her venom. Medusa was a beautiful Greek princess who was cursed to become a Gorgon. She hates her plight and will always attack.

Gorilla, see ANIMALS.

Grangeri, see PREHISTORIC ANIMALS.

Great White Shark, see ANIMALS.

Grex, see ANIMAL RULERS (HERBOSAURS).

Griffin
ATTACK: 17×2
DAMAGE: 4-24
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 50
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 14

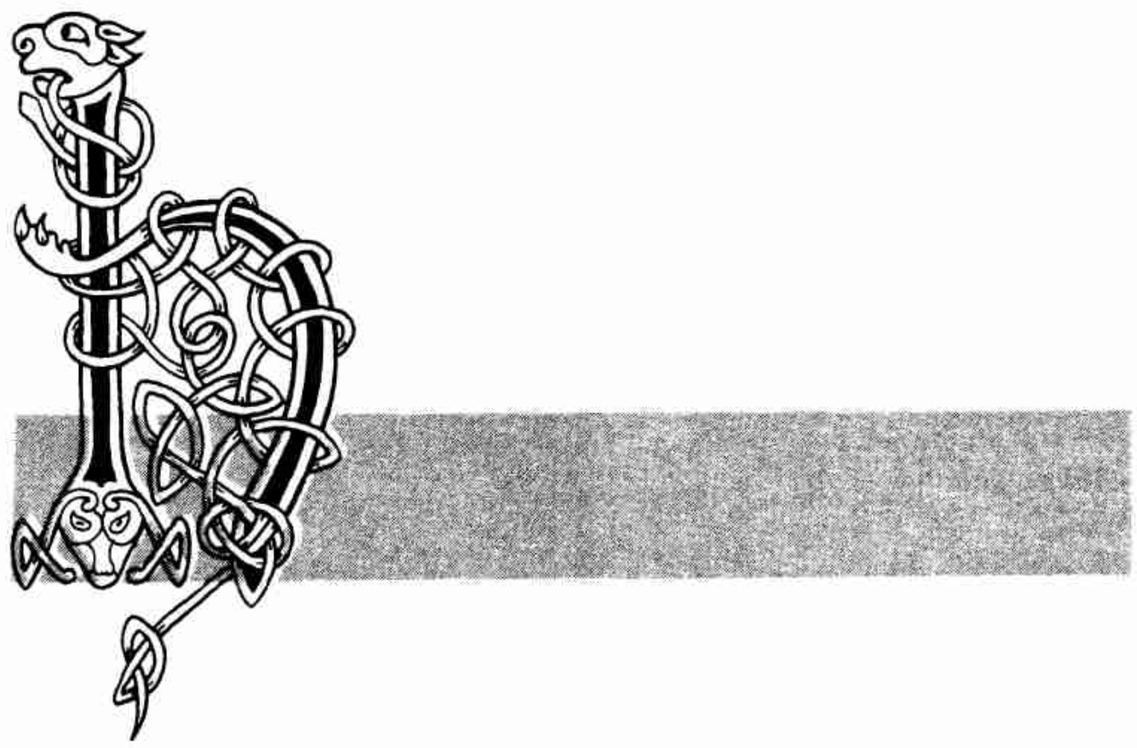
A **Griffin** is a cross between a giant eagle and a giant lion. They are allies with the Arimaspi.

Grizzly Bear, see ANIMALS.

Grymalkin, see FELINES.

Guardian, see ROBOTS.

Gwydion, see SIDHE.



Hammon (Rammon), see THE ELUGAL.

Harald Hardraada, see HUMANS.

Harpy
ATTACK: 14×3
DAMAGE: 5-30
INITIATIVE: +6
ARMOR: −5 (all)
LIFE POINTS: 70
MOVEMENT: 120′
LUCK: 11
NUMBER: 1-10
EXPERIENCE: 45

Harpies are frightful flying creatures with the bodies of serpents and great hooked beaks and sharp claws. They leave behind them a stench, sickening to all living creatures.

Heimdall, see ASGARD, THE WORLD OF.

Hercules, see HUMANS.

Hermes, see OLYMPUS, THE GODS OF.

HG
ATTACK: 17×2
DAMAGE: 5-30
INITIATIVE: +5
ARMOR: −4 Ballistic
LIFE POINTS: 60
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-3
EXPERIENCE: 26

HGs are 30 foot tall creatures with three long legs arranged like a tripod and a saucer-shaped body. They were named after H.G. Wells because they resemble the Martian machine in "War of the Worlds". They can shoot a **heat ray** for 5-30 up to 500 feet.

Hildisvini
ATTACK: 18×4
DAMAGE: 18
INITIATIVE: +12
ARMOR: −7 (all)
LIFE POINTS: 155 (60)
MOVEMENT: 130′
LUCK: 17
NUMBER: 1
EXPERIENCE: 128

Hildisvini (hild-is′-vin-*e*) is a giant battle boar ridden by Freyja. Its bristles glow in the dark (*see* also ASGARD, THE WORLD OF).

HOBGOBLINS

Average
ATTACK: 13
DAMAGE: 1-10
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 13
MOVEMENT: 60′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 2

Soldier
ATTACK: 20
DAMAGE: 2-12
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 20
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3
POWER: 2

Leader
ATTACK: 17×2
DAMAGE: 2-16
INITIATIVE: +4
ARMOR: −3
LIFE POINTS: 45 (9)
MOVEMENT: 70′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 15
POWER: 4

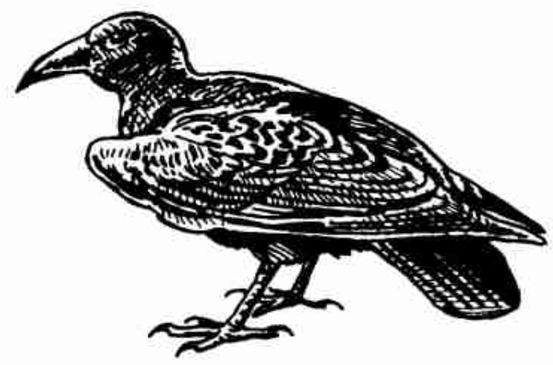
Korgar
ATTACK: 16×3
DAMAGE: 2-20
INITIATIVE: +7
ARMOR: −5
LIFE POINTS: 78 (17)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1
EXPERIENCE: 51
POWER: 7

Hobgoblins are 5 foot tall humanoids with livid purple skin. They live in forests and caves. Hobgoblin **Soldiers** have the **first power** of any one class. Hobgoblin **Leaders** have the first **two powers** of any one class. **Korgar** the Hobgoblin has the powers of **Animal Control, Necromancy, Fly,** and **Storm.** He is mean and tough and seldom retreats from a battle.

Doc Holliday, *see* HUMANS.

Horus, *see* KHEM, THE GODS OF.

Huginn & Munninn
ATTACK: 19×2
DAMAGE: 7
INITIATIVE: +7
ARMOR: −4 (all)
LIFE POINTS: 65 (25)
MOVEMENT: 150′
LUCK: 15
NUMBER: 2
EXPERIENCE: 34



Huginn (hug′-in) and Munninn (mun′-in) are Odin's twin giant ravens. They can either appear separately or together. They have the powers of **Clairvoyance, Dimension Walking, Teleportation, True Sight, Mind Block,** and **ESP.** (See also ASGARD, THE WORLD OF.)

■

Average
ATTACK: 11
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 11
MOVEMENT: 60'
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 2

Soldier
ATTACK: 17
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 17
MOVEMENT: 60'
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3

Blackbeard
ATTACK: 11×2
DAMAGE: 1-10 +3
INITIATIVE: +3
ARMOR: −1
LIFE POINTS: 31 (10)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1
EXPERIENCE: 6

Marco Polo
ATTACK: 20
DAMAGE: 1-10 (+4)
INITIATIVE: +2
ARMOR: −4
LIFE POINTS: 30 (12)
MOVEMENT: 60'
LUCK: 9
NUMBER: 1
EXPERIENCE: 6
POWER: 2

Doc Holliday
ATTACK: 20×2
DAMAGE: 2-12 +4 (+3)
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 40 (12)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1
EXPERIENCE: 9

John Dillinger
ATTACK: 16×2
DAMAGE: 2-20 +2 (+4
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 40 (12)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1
EXPERIENCE: 10

Billy the Kid
ATTACK: 21×2
DAMAGE: 2-12 +4 (+4)
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 52 (14)
MOVEMENT: 70'
LUCK: 8
NUMBER: 1
EXPERIENCE: 11

Sir Richard Francis Burton
ATTACK: 17×2
DAMAGE: 1-10 +4 or 2-12 +2
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 46 (18)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1
EXPERIENCE: 11
POWER: 4

Davy Crockett
ATTACK: 23×2
DAMAGE: 1-6 +8 or 1-10 +3
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 70 (17)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1
EXPERIENCE: 16

Sinbad the Sailor
ATTACK: 17×2
DAMAGE: 1-10 +6
INITIATIVE: +4
ARMOR: −2 Magical
LIFE POINTS: 50 (22)
MOVEMENT: 70'
LUCK: 12
NUMBER: 1
EXPERIENCE: 20
POWER: 4

Calypso
ATTACK: 15
DAMAGE: 1-6 +2
INITIATIVE: +5
ARMOR: −3 Magical
LIFE POINTS: 55 (31)
MOVEMENT: 60'
LUCK: 12
NUMBER: 1
EXPERIENCE: 26
POWER: 10

Harald Hardraada
ATTACK: 23×2
DAMAGE: 1-10 +10
INITIATIVE: +5
ARMOR: −4
LIFE POINTS: 75 (19)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 27

Cyrando de Bergerac
ATTACK: 21×3
DAMAGE: 1-6 +11
INITIATIVE: +7
ARMOR: none
LIFE POINTS: 75 (20)
MOVEMENT: 80'
LUCK: 11
NUMBER: 1
EXPERIENCE: 32

Owen Glendower
ATTACK: 19×2
DAMAGE: 1-10 +6
INITIATIVE: +4
ARMOR: −4
LIFE POINTS: 65 (31)
MOVEMENT: 70'
LUCK: 13
NUMBER: 1
EXPERIENCE: 34
POWER: 8

Starguard
ATTACK: 19×2
DAMAGE: 2-12 +7 or 3-30 +3
INITIATIVE: +4
ARMOR: −9 Energy
LIFE POINTS: 47 (15)
MOVEMENT: 70'
LUCK: 9
NUMBER: 1-10
EXPERIENCE: 34
POWER: 4

Brian Boru
ATTACK: 22×2
DAMAGE: 1-10 +8
INITIATIVE: +5
ARMOR: −4
LIFE POINTS: 63 (22)
MOVEMENT: 70'
LUCK: 12
NUMBER: 1
EXPERIENCE: 36
POWER: 5

D'Artagnan
ATTACK: 22×3
DAMAGE: 1-6 +12
INITIATIVE: +7
ARMOR: none
LIFE POINTS: 80 (22)
MOVEMENT: 80'
LUCK: 12
NUMBER: 1
EXPERIENCE: 36

Victory Jones
ATTACK: 22×2
DAMAGE: 1-10 +7 or 5-30 +2
INITIATIVE: +5
ARMOR: −7 Energy
LIFE POINTS: 66 (18)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 42
POWER: 5

Le Chevalier de Bayard
ATTACK: 19×3
DAMAGE: 1-10 +10
INITIATIVE: +6
ARMOR: −6
LIFE POINTS: 70 (18)
MOVEMENT: 80'
LUCK: 10
NUMBER: 1
EXPERIENCE: 43

Starnomad
ATTACK: 20×2
DAMAGE: 2-12 +7 or 6-36 +2
INITIATIVE: +5
ARMOR: −7 Energy
LIFE POINTS: 58 (24)
MOVEMENT: 70'
LUCK: 10
NUMBER: 1
EXPERIENCE: 45
POWER: 6

Roland
ATTACK: 21×3
DAMAGE: 1-10 +12
INITIATIVE: +7
ARMOR: −4
LIFE POINTS: 85 (25)
MOVEMENT: 80'
LUCK: 10
NUMBER: 1
EXPERIENCE: 50

Egil Skallagrimson
ATTACK: 17×3
DAMAGE: 1-10 +9
INITIATIVE: +6
ARMOR: −4
LIFE POINTS: 80 (27)
MOVEMENT: 80'
LUCK: 12
NUMBER: 1
EXPERIENCE: 53
POWER: 8

El Cid
ATTACK: 20×3
DAMAGE: 1-10 +11
INITIATIVE: +7
ARMOR: −5
LIFE POINTS: 90 (32)
MOVEMENT: 80'
LUCK: 12
NUMBER: 1
EXPERIENCE: 67
POWER: 7

Beowulf
ATTACK: 22×3
DAMAGE: 1-10 +12
INITIATIVE: +8
ARMOR: −3
LIFE POINTS: 105 (34)
MOVEMENT: 80'
LUCK: 15
NUMBER: 1
EXPERIENCE: 70
POWER: 6

Odysseus
ATTACK: 20×3
DAMAGE: 1-10 +10
INITIATIVE: +7
ARMOR: −3
LIFE POINTS: 95 (34)
MOVEMENT: 80'
LUCK: 14
NUMBER: 1
EXPERIENCE: 71
POWER: 6

Morgan Omega
ATTACK: 17×3
DAMAGE: 2-20 +8 or
5-30 +1
INITIATIVE: +6
ARMOR: −7 Energy
LIFE POINTS: 75 (29)
MOVEMENT: 80′
LUCK: 11
NUMBER: 1
EXPERIENCE: 73
POWER: 6

Chuchulain
ATTACK: 24×3
DAMAGE: 1-10 +13
INITIATIVE: +9
ARMOR: −3
LIFE POINTS: 110 (42)
MOVEMENT: 80′
LUCK: 13
NUMBER: 1
EXPERIENCE: 101
POWER: 8

King Arthur
ATTACK: 24×3
DAMAGE: 1-10 +14
INITIATIVE: +7
ARMOR: −6 Magical
LIFE POINTS: 90 (35)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1
EXPERIENCE: 79
POWER: 7

Achilles
ATTACK: 24×3
DAMAGE: 1-10 +14
INITIATIVE: +10
ARMOR: special (−18)
LIFE POINTS: 120 (43)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1
EXPERIENCE: 103

Circe
ATTACK: 20
DAMAGE: 1-6 +3
INITIATIVE: +7
ARMOR: −6 (all)
LIFE POINTS: 83 (47)
MOVEMENT: 70′
LUCK: 20
NUMBER: 1
EXPERIENCE: 83
POWER: 14

Arran Volkos
ATTACK: 18×3
DAMAGE: 2-16 +7 or
6-36 +1
INITIATIVE: +7
ARMOR: −7 Energy
LIFE POINTS: 90 (31)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1
EXPERIENCE: 106
POWER: 10

Theseus
ATTACK: 22×3
DAMAGE: 1-10 +12
INITIATIVE: +8
ARMOR: −3
LIFE POINTS: 110 (41)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1
EXPERIENCE: 88
POWER: 7

Sigurd Fafnirsbane
ATTACK: 25×3
DAMAGE: 1-10 +15
INITIATIVE: +10
ARMOR: −4
LIFE POINTS: 120 (51)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1
EXPERIENCE: 120
POWER: 10

Gilgamesh
ATTACK: 22×3
DAMAGE: 1-10 +11
INITIATIVE: +9
ARMOR: −6 (all)
LIFE POINTS: 120 (55)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1
EXPERIENCE: 92
POWER: 9

Le Comte de Saint-Germain
ATTACK: 17×3
DAMAGE: 1-10 +7
INITIATIVE: +7
ARMOR: −7 (all)
LIFE POINTS: 120 (61)
MOVEMENT: 80′
LUCK: 20
NUMBER: 1
EXPERIENCE: 123
POWER: 14

Sir Lancelot
ATTACK: 21×4
DAMAGE: 1-10 +15
INITIATIVE: +11
ARMOR: −6
LIFE POINTS: 130 (45)
MOVEMENT: 90′
LUCK: 12
NUMBER: 1
EXPERIENCE: 123
POWER: 24

Morgan Le Fay
ATTACK: 17×3
DAMAGE: 1-6 +7
INITIATIVE: +8
ARMOR: −8 (all)
LIFE POINTS: 115 (64)
MOVEMENT: 80′
LUCK: 25
NUMBER: 1
EXPERIENCE: 250
POWER: 12

Hercules
ATTACK: 22×4
DAMAGE: 1-6 +20
INITIATIVE: +13
ARMOR: −8 (all)
LIFE POINTS: 200 (61)
MOVEMENT: 90′
LUCK: 20
NUMBER: 1
EXPERIENCE: 250
POWER: 44

Merlin
ATTACK: 16×4
DAMAGE: 1-6 +10
INITIATIVE: +11
ARMOR: −10 (all)
LIFE POINTS: 160 (91)
MOVEMENT: 90′
LUCK: 30
NUMBER: 1
EXPERIENCE: 534
POWER: 44

HUMANS

Blackbeard is a 17th century pirate with long black hair and beard. He has flintlock Pistol – 3.

Marco Polo is a 13th century Venetian merchant noted for his long travels. He has Sword skill 2· and the power of **Persuasion.**

Doc Holliday is a 19th century western gunfighter. He has Revolver – 4.

John Dillinger is a notorious 20th century bank robber. He has Submachinegun – 2 and Criminal – 4.

Billy the Kid is a famous 19th century outlaw. He has Revolver – 4.

Sir Richard Francis Burton is a noted 19th century explorer and translater. He has Sword – 2 and Revolver – 2, Wilderness – 3, and the power of **Electrosensing.**

Davy Crockett is a famous 19th century scout and congressman. He has Knife – 3, Flintlock Rifle – 3, and Wilderness – 4.

Sinbad the Sailor is a legendary Arabic sailor and captain. He has Sword – 2 and Pilot – 2 plus the powers of **Electrosensing, Persuasion,** and **True Sight.**

Calypso is a legendary witch. She has all five powers of **Sorcerer.**

Harald Hardraada is an infamous 11th century viking. He is 7 foot tall and has Sword skill 3.

Cyrano de Bergerac (cer'-an-o de ber'-jer-ak) is a 17th century French swordsman and poet. He has Rapier – 5 and is likely to attack if someone makes fun of his large nose.

Owen Glendower is the last native Prince of Wales (14th century) who led the Cymric (Welsh) fight for freedom against the English. He has Sword – 2 and the powers of **Animal Control, Necromancy, Fly,** and **Storm.** His name is also spelled Owain Glyn Dwr.

A **Starguard** is one of the elite guards for Imperial Terra in the future. Starguards have Laser – 3, Photon Sword – 3, and the power of **Mind Block.**

Brian Boru is an 11th century Irish king. He has Sword – 3 and the powers of **Remove Magic, Electrosensing, Clairvoyance,** and **True Sight.**

D'Artagnan is a famous 17th century French swordsman and captain of the King's Musketeers. He has Rapier – 5.

Victory Jones is a futuristic adventuress. She has Vibrodagger – 2, Proton Beamer – 2, and the powers of **Sensual Chaos** and **Invisibility.**

Le Chevalier de Bayard (le chev-al'-a de ba'-yard, Bayard the Cavalier) is a 16th century French knight noted for his battle prowess and chivalry. He has Sword – 4.

A **Starnomad** is a member of a wandering futuristic culture that practices genetic selection of the fittest. Starnomads have the powers of **Mind Block** and **ESP.**

Roland is a famous 8th century warrior. He is one of Charlemange's paladins. He has Sword – 3 and wields a +2 magic sword.

Egil Skallagrimson (a'-gil skal'-a-grim-son) is a 10th century viking warrior and bard from Iceland. He has Sword – 3 and the powers of **True Sight, Fascination, Illusion.** He also knows a magic rune that will detect poison in food and drink. He is 7 foot tall.

El Cid is the name and title of Rodrigo de Bivar, a famous 12th century Spanish knight. He has Sword – 4 and the powers of **Electrosensing, True Sight,** and **Magic Armor.**

Beowulf is a legendary viking warrior. He has Sword – 3 and the powers of **Electrosensing** and **Physical Control**. He can also swim for hours without tiring.

Odysseus is a legendary Greek king and warrior of the Bronze age renowned for his cunning. He has Sword – 3 and the powers of **Persuasion, Electrosensing, True Sight,** and **Mind Block.**

Morgan Omega is a futuristic adventurer. He has Energy Whip – 1, Proton Beamer – 1 and the powers of **Energy Field, Electrosensing,** and **Electrosleep.**

King Arthur is a legendary 6th century king of Britain. He wields a +5 magic sword (Excalibur). He has Sword – 2 and the powers of **Persuasion, Electrosensing,** and **Curing.**

Circe is a bronze Age sorceress who lives on an island in the Mediterranean Sea. She has all five powers of **Sorcerer** and **Adept.** She also can brew a potion which changes individuals, animals plus the powers of **Storm, Clairvoyance, Mind Block,** and **Animal Control.**

Theseus is a Bronze Age king and hero of Athens. He has Sword – 3 and the powers of **Persuasion, Electrosensing, True Sight,** and **Mind Block.**

Gilgamesh (gil-ga'-mesh) is an ancient Babylonian hero. He has Sword – 2 and all five **Invoker** powers.

Chuchulain (cu'-hul-lan) is a legendary Irish warrior. He has Sword – 4 and the powers of **Physical Control, Dermal Armor, Energy Absorption,** and **Regeneration.** He can also leap up to 30 feet away and still attack during the leap. He knows how to speak the language of animals and has the power of **Control Animals.**

Achilles is a Bronze Age Greek hero and king. He has Sword – 4 and special **armor** that makes him – 18 to all weapon attacks. He is the leader of the Myrmidons.

Arran Volkos (ar-ran' vol'-kos) is a starnomad adventurer. He has Varilance – 1 and Gamma Raygun – 1, the power of **Clairvoyance,** plus all five **Telepath** powers.

Sigurd Fafnirsbane (se'-gurd faf'-nirs-ban') is a legendary Germanic hero who learned to cast runic spells. He is also known as Seigfried. He has Sword – 3 and used a +3 magic sword (Garm). He has the powers of **Remove Magic, Magic Armor, Magic Weapon, Animal Control, Necromancy,** and **True Sight.**

Le Comte de Saint-Germain (the count of Saint-Germain) is a mysterious individual who is rumored to be immortal and who has appeared several times in France, centuries apart. He has all five powers of **Projector** and **Invoker.**

Sir Lancelot is the foremost knight of King Arthur's Knights of the Round Table. He has Sword – 4.

Morgan Le Fay is a legendary British sorceress. She has all five powers of **Invoker, Sorcerer, Magician, Wizard, Projector,** and **Mentat.**

Hercules is a famous Bronze Age Greek hero. He has Mace – 2 and the powers of **Physical Control, Dermal Armor, Energy Absorption,** and **Regeneration.**

Merlin is a legendary British magician. He has all five powers of **Adept, Clairvoyant, Invoker, Mentat, Poltergeist, Projector, Sorcerer, Telepath,** and **Wizard.**

Hydra
ATTACK: 17×5
DAMAGE: 4-24
INITIATIVE: +14
ARMOR: −4
LIFE POINTS: 150
MOVEMENT: 90′
LUCK: 12
NUMBER: 1
EXPERIENCE: 114

A **Hydra** is a many-headed, giant lizard.

Hyperion, *see* FIRE, ELEMENTAL PLANE OF

Hyrm, *see* GIANTS.

Ichneumon
ATTACK: 17×3
DAMAGE: 3-30
INITIATIVE: +8
ARMOR: −4 Magical
LIFE POINTS: 92
MOVEMENT: 80′
LUCK: 13
NUMBER: 1
EXPERIENCE: 68
POWER: 9

An **Ichneumon** (ik-nu′-mon) is a cross between a giant bear and a giant weasel. It is intelligent, extremely ferocious and originates in the Nile valley in The Elder Lands (*see* PART 8: LANDS OF WONDER in the rulebook). An Ichneumon has the powers of **Physical Control, Dermal Armor,** and **Regeneration.** While there is only one Ichneumon at a time, a new one magically takes the place of the slain Ichneumon within a month after the killing.

Indech, *see* FOMOIRE.

Imirrhos, *see* PUPPET MASTERS.

Ingens, *see* ANIMAL RULERS WHALES).

INSECTMEN

Average
ATTACK: 14
DAMAGE: 2-12
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 14
MOVEMENT: 60′
LUCK: 6
NUMBER: 3-18
EXPERIENCE: 3

Soldier
ATTACK: 11×2
DAMAGE: 2-16
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 21
MOVEMENT: 70′
LUCK: 6
NUMBER: 1-10
EXPERIENCE: 6

Leader
ATTACK: 18×2
DAMAGE: 2-20
INITIATIVE: +5
ARMOR: −4
LIFE POINTS: 50 (10)
MOVEMENT: 70′
LUCK: 7
NUMBER: 1-3
EXPERIENCE: 14

Lonserak
ATTACK: 17×3
DAMAGE: 2-20
INITIATIVE: +7
ARMOR: −6
LIFE POINTS: 80 (19)
MOVEMENT: 80′
LUCK: 10
NUMBER: 1
EXPERIENCE: 43
POWER: 7

Insectmen are 5 foot tall with 4 arms. They are semi-intelligent, bipedal insects colored green, yellow, and purple. **Lonserak** the Insectman has the powers of **Mind Block** and **ESP.**

Iron Dog
ATTACK: 18
DAMAGE: 3-18
INITIATIVE: +3
ARMOR: −6 Ballistic
LIFE POINTS: 30
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 6

Iron Dogs are canines that are a silicon-based life form. They are slightly larger than normal dogs.

Ishiron, *see* OLIPHANTS.

Isis, *see* KHEM, THE GODS OF.

Victory Jones, see HUMANS.

Jormungand
ATTACK: 23×9
DAMAGE: 50
INITIATIVE: +40
ARMOR: −9 (all)
LIFE POINTS: 1500 (300)
MOVEMENT: 100′
LUCK: 40
NUMBER: 1
EXPERIENCE: 6885

Jormungand (jorm′-un-gand) is a serpent so large it circles the World of Midgard. Jormungand is the child of Loki and will fight on the side of the giants at Ragnarok (see also ASGARD, THE WORLD OF). Jormungand is also known as The Midgard Serpent.

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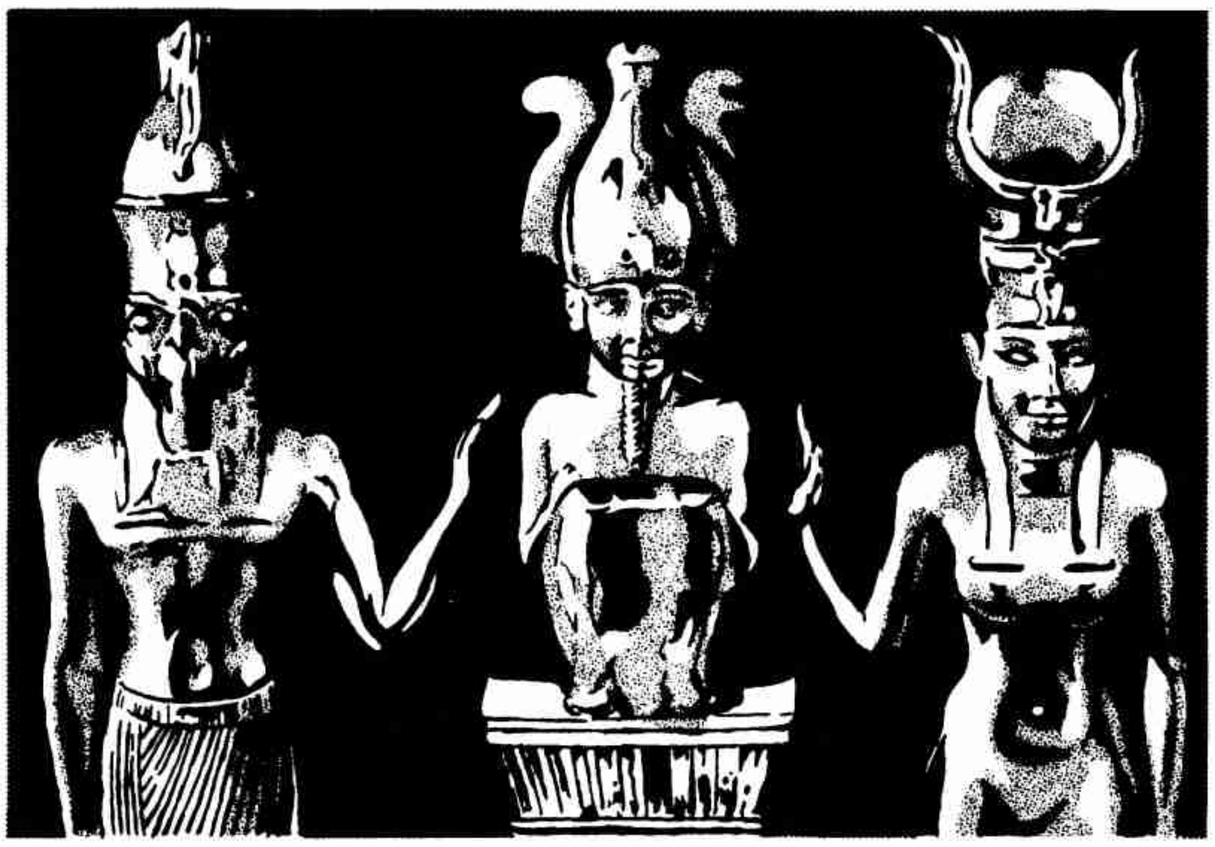

BOOK OF FOES

K

Kelpie
ATTACK: 20
DAMAGE: 2-16
INITIATIVE: +4
ARMOR: −4 (all)
LIFE POINTS: 30
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-10
EXPERIENCE: 8
POWER: 6

Kelpies are translucent, blue-green, magical horses that live in seas and lakes. They can move normally in or on top of water. They try to drown their victims. Kelpies have the powers or **Magic Armor** and **Magic Weapon.**

Keres
ATTACK: 10
DAMAGE: special
INITIATIVE: +4
ARMOR: −10 (all)
LIFE POINTS: 40
MOVEMENT: 60′
LUCK: 10
NUMBER: 1
EXPERIENCE: 12
POWER: 8

A **Keres** is an undying spirit seeking a physical body. It is evil and malignant, existing only to do harm. A Keres cannot really be destroyed, but if it is reduced to 0 life points it is unable to maintain a form for the rest of the day. It has the power of **Possession.** When in a body it takes 1 point for every 4 points of damage to the body and gives the body its own −10 armor as long as it remains in possession.

KHEM, THE GODS OF

Ra
ATTACK: 26×9
DAMAGE: 1-10 +51
INITIATIVE: +45
ARMOR: −10 (all)
LIFE POINTS: 650 (245)
MOVEMENT: 140′
LUCK: 50
NUMBER: 1
EXPERIENCE: 5000
POWER: 45

Horus
ATTACK: 28×8
DAMAGE: 1-10 +49
INITIATIVE: +42
ARMOR: −9 (all)
LIFE POINTS: 560 (210)
MOVEMENT: 130′
LUCK: 47
NUMBER: 1
EXPERIENCE: 3800
POWER: 42

Set
ATTACK: 25×8
DAMAGE: 1-6 +44
INITIATIVE: +38
ARMOR: −9 (all)
LIFE POINTS: 500 (200)
MOVEMENT: 130′
LUCK: 45
NUMBER: 1
EXPERIENCE: 3100
POWER: 38

Thoth
ATTACK: 23×7
DAMAGE: 1-6 +34
INITIATIVE: +30
ARMOR: −8 (all)
LIFE POINTS: 400 (173)
MOVEMENT: 120′
LUCK: 38
NUMBER: 1
EXPERIENCE: 2150
POWER: 35

Osiris
ATTACK: 22×7
DAMAGE: 1-6 +35
INITIATIVE: +33
ARMOR: −8 (all)
LIFE POINTS: 420 (165)
MOVEMENT: 120′
LUCK: 38
NUMBER: 1
EXPERIENCE: 1900
POWER: 33

Isis
ATTACK: 22×5
DAMAGE: 1-6 +14
INITIATIVE: +20
ARMOR: −7 (all)
LIFE POINTS: 260 (100)
MOVEMENT: 100′
LUCK: 25
NUMBER: 1
EXPERIENCE: 650
POWER: 25

Khem means "The Black Lands" referring to the silt left behind each year when the River Nile floods. The gods of Khem rule Egypt, Libya, and Ethopia in the Elder Lands (see also PART 8: LANDS OF WONDER in the rulebook).

Ra is chief of the gods of Khem. He is a sun god who rides the solar ship "Barque of the Years" across the sky. His ancient enemy is Apep. Ra usually appears either as a hawk-headed man or as a man who ages from young to old as the day progresses. Ra has all five powers of **Adept, Clairvoyant, Invoker, Magneto, Mentat, Poltergeist, Projector, Sorcerer, Telepath,** and **Wizard.** Ra uses a +3 magic sword and has Sword −3. His city is Heliopolis.

Horus is the son of Osiris and Isis. He is the god of war and pharoah's special patron. Horus is a hawk-headed god who wields a +4 sword and has Sword −4. He is Ra's right hand man. Horus has all five powers of **Adept, Clairvoyant, Invoker, Poltergeist, Projector, Somatron, Sorcerer,** and **Wizard** plus the powers of **Mind Block** and **ESP**. His city is Thebes; his immortal enemy is Set.

Set is god of the desert and of evil. He is a lean, pale man with red eyes and red hair. He often appears as a crocodile, a hippopotamus, a serpent, or a black pig. Set is a great deceiver and completely unreliable. He wields a +3 spear and has Spear −3. Set has all five powers of **Adept, Clairvoyant, Invoker, Mentat, Poltergeist, Projector, Sorcerer, Telepath,** and **Wizard.** His enemy is Horus; his city is Ombos.

Thoth is god of writing, magic, and the moon, justice, and time. He is a great traveller and is scribe (secretary) to Ra. Thoth appears as a man with the head of either an Ibis (a type of crane), or a baboon. He uses a +2 spear in battle and has Spear −2. Thoth has all five powers of **Adept, Clairvoyant, Invoker, Magneto, Mentat, Poltergeist, Projector, Sorcerer, Telepath,** and **Wizard.** His city is Hermopolis.

Osiris is the great king, the bringer of civilization. He is a wise looking man with an Egyptian-style beard. He is master and teacher of all skills. Osiris was murdered by Set but restored to life by his wife Isis. Once he ruled the lands of Khem, but long ago he abdicated in favor of Horus. He now rules the Land of the West, a gentle land without death or strife. The people of Khem believe that good souls take on new bodies in the Land of the West after death. When necessary, Osiris wields a +1 club and has Club −1. He has all five powers of **Clairvoyant, Magneto, Mentat, Poltergeist, Telepath,** and **Wizard** plus the powers of **Remove Magic** and **Mind Block**. His city is Abydos.

Isis is the wife of Osiris and mother of Horus. She is goddess of fertility and magic. She typifies all things wifely and motherly. She usually appears as a beautiful matronly lady. She wields a +2 knife and has Knife −2. She has all five powers of **Adept, Clairvoyant, Invoker, Mentat, Sorcerer,** and **Wizard.** Her city is Sebenytos.

Khokegi, see SAURIANS.

Killer Whale, see ANIMALS.

Kinnara
ATTACK: 8
DAMAGE: 1-3
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 8
MOVEMENT: 60′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 2
POWER: 5

Kinnara (kin-ar′-a) are thin, 5 foot tall humanoids with oversized heads. They have the power of **Telekineses.** They often work in concert with Abiku and Acephali.

Koebernick
ATTACK: 14
DAMAGE: 1-10
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 30
MOVEMENT: 120′
LUCK: 8
NUMBER: 2-12
EXPERIENCE: 5

Koebernicks (ko′-ber-nick) are 6 foot tall, winged humanoids. They are hunters who suck the blood of their prey. On a successful attack, they **Paralyze** the victim for 3-30 turns unless a luck roll is successful

Korgar, see HOBGOBLINS.

Korred
ATTACK: 14×2
DAMAGE: 2-20
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 30
MOVEMENT: 30′
LUCK: 8
NUMBER: 1-5
EXPERIENCE: 9

Korreds are muscular 4 foot tall humanoids with superstrength. They can **hurl boulders** for 3-30 points up to 100 feet away.

Kraken
ATTACK: 20×6
DAMAGE: 5-30
INITIATIVE: +26
ARMOR: −5
LIFE POINTS: 360
MOVEMENT: 90′
LUCK: 30
NUMBER: 1
EXPERIENCE: 434
POWER: 26

A **Kraken** is a 200 foot long giant squid. It can **Control the Weather** for an area 100 miles square. It also has the power of **Storm.**

Krokodeilos, *see* ANIMAL RULERS (CROCODILES).

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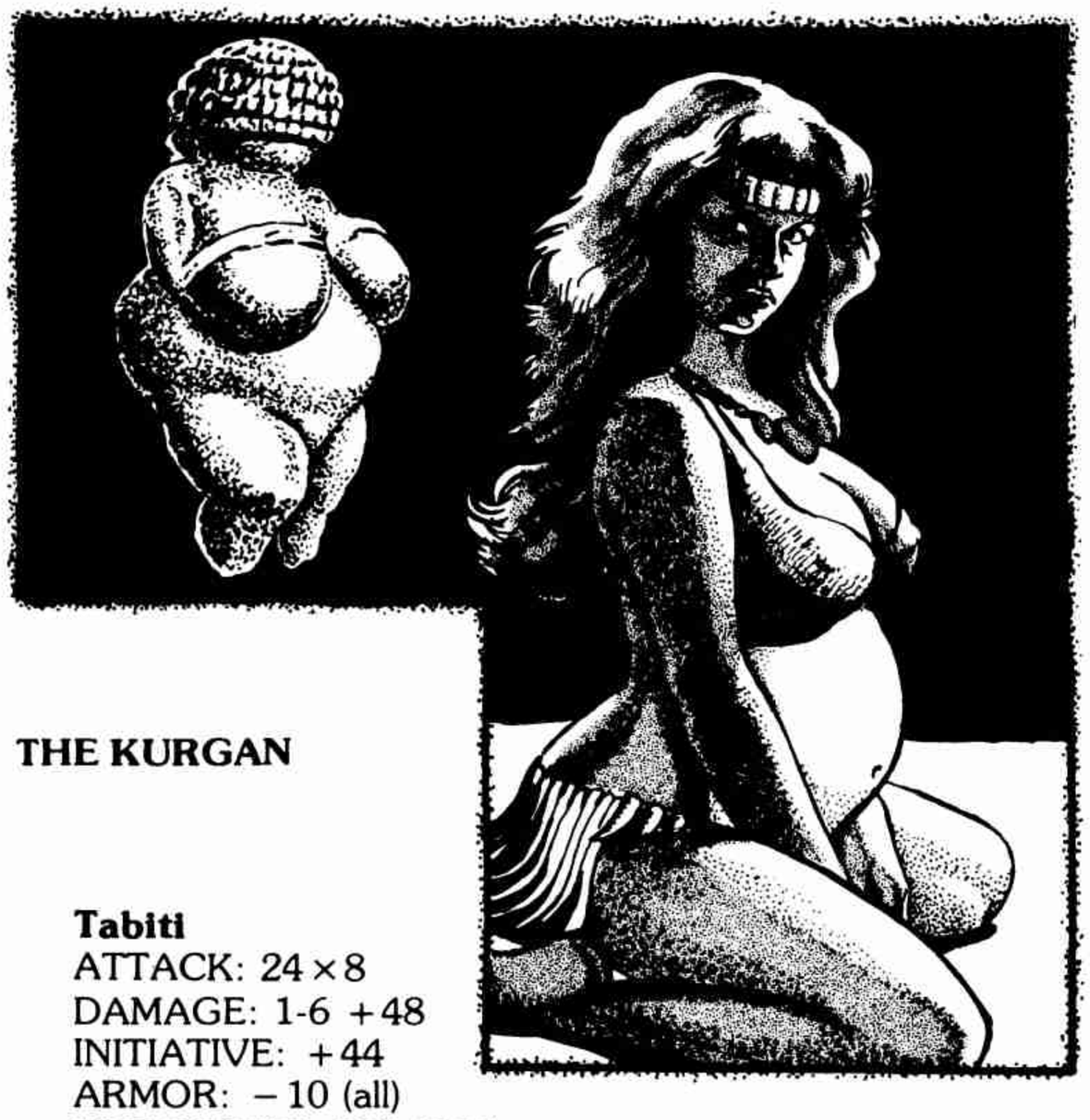


THE KURGAN

Tabiti
ATTACK: 24×8
DAMAGE: 1-6 +48
INITIATIVE: +44
ARMOR: −10 (all)
LIFE POINTS: 580 (220)
MOVEMENT: 130′
LUCK: 49
NUMBER: 1
EXPERIENCE: 3800
POWER: 44

Oetosyrus
ATTACK: 28×7
DAMAGE: 1-6 +42
INITIATIVE: +38
ARMOR: −9 (all)
LIFE POINTS: 440 (170)
MOVEMENT: 120′
LUCK: 39
NUMBER: 1
EXPERIENCE: 2250
POWER: 38

Papeus
ATTACK: 24×5
DAMAGE: 1-6 +24
INITIATIVE: +20
ARMOR: −7 (all)
LIFE POINTS: 260 (100)
MOVEMENT: 100′
LUCK: 25
NUMBER: 1
EXPERIENCE: 650
POWER: 20

Kuan Yin
ATTACK: 26×9
DAMAGE: 56
INITIATIVE: +50
ARMOR: −10 (all)
LIFE POINTS: 660 (290)
MOVEMENT: 140′
LUCK: 75
NUMBER: 1
EXPERIENCE: 5520
POWER: 60

Kuan Yin (kwan yin) is the personification of mercy. She never attacks to kill and, when defending, will try to only knock her opponents unconscious. Kuan Yin appreciates and sometimes rewards great feats of mercy and kindness. While she could take any guise, she usually appears as an oriental woman of great beauty. She has **all five powers of all 12 classes.**

Kumarbi, *see* THE MARJANNI.

Kunikos, *see* ANIMAL RULERS (CANINES).

The Kurgan are known as the "Gods of the Mounds" because they dwell under sacred burial mounds. The inside of the mound is a separate realm much like "fairie mounds". The Kurgan rule the vast domains of Scythia in the Elder Lands (see also PART 8: LAND OF WONDER in the rulebook).

Tabiti (tab′-it-e) is known as The Great Goddess. She is goddess of fertility, plants, animals, and motherhood. She looks like a pregnant female with exaggerated sexual features. She uses a +2 axe and has Hand Axe−2. She has all five powers of **Adept, Clairvoyant, Invoker, Mentat, Poltergeist, Projector, Sorcerer, Telepath,** and **Wizard.**

Oetosyrus (et′-o′-sir-us) is god of war, the sun, and horse herds. He usually appears as a centaur riding with the horses that pull the sun. He is also the god of magic who rides the unseen pathways combating evil forces. He wields a +4 bow or +4 knife and has Bow−4 or Knife−4. Oetosyrus has all five powers of **Adept, Clairvoyant, Invoker, Magneto, Somatron, Sorcerer,** and **Wizard.**

Papeus (pap-a′-us) is the god of weather, the heavens, and the changing seasons. He looks like a man with long flowing blond hair and beard. He uses a +2 knife and has Knife−2. Papeus has all five powers of **Adept, Mentat, Poltergeist,** and **Wizard.**

Lachrymon, see WATER, ELEMENTAL PLANE OF.

Laestrygones
ATTACK: 14×3
DAMAGE: 4-24
INITIATIVE: +6
ARMOR: −5
LIFE POINTS: 70
MOVEMENT: 90′
LUCK: 11
NUMBER: 1-5
EXPERIENCE: 36

Laestrygones (li′-stre-gon-as) are humanoid creatures of gigantic size (10 feet-12 feet) with sharp fangs and dagger-like talons. They attack until the victims or the Laestrygones are destroyed.

Lamia
ATTACK: 20×2
DAMAGE: 1-10
INITIATIVE: +4
ARMOR: −9 (all)
LIFE POINTS: 60
MOVEMENT: 90′
LUCK: 16
NUMBER: 1-3
EXPERIENCE: 59
POWER: 12

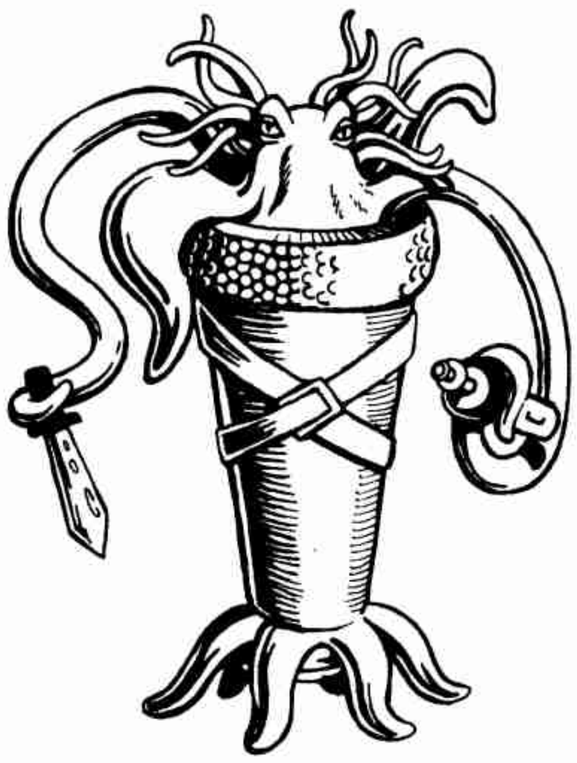
Lamias (lam-i′-a) look like tall pale women. They have the powers of **Hypnosis, Persuasion, Disguise, True Sight, Fascination, Illusion, Enchanted Sleep, Fear, Hallucination, Invisibility,** and **Sensual Chaos**. They usually roam the night, hunting victims to enslave.

Sir Lancelot, see HUMANS.

Leviathon
ATTACK: 20×7
DAMAGE: 3-30
INITIATIVE: +35
ARMOR: −7 (all)
LIFE POINTS: 450
MOVEMENT: 30′
LUCK: 30
NUMBER: 1
EXPERIENCE: 544

A **Leviathon** is the largest known land animal. It has dozens of short stumpy legs and a body colored like camouflage. When not moving, it is often mistaken for a hill.

Limax, see ANIMAL RULERS (MOLLUSKS).



Limpet Warrior
ATTACK: 13×2
DAMAGE: 3-30 +2 or
1-10 +5
INITIATIVE: +3
ARMOR: −7 Energy
LIFE POINTS: 35
MOVEMENT: 120′
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 19

Limpet Warriors have hard shell bodies that look like upside down cones with the end cut off. They can seal themselves completely inside the body. They can also extend pseudopods out the top and bottom of the shell. The pseudopods give it movement, can handle weapons, and contain sensing organs. Limpet Warriors are usually outfitted with a jet pack and use lasers and vibrodaggers.

Los, see THE FAMILY OF LOS.

Lion, see ANIMALS.

Loki, see ASGARD, THE WORLD OF.

Lonserak, see INSECTMEN.

Lotus Eaters
ATTACK: 10
DAMAGE: 1-6
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 10
MOVEMENT: 60′
LUCK: 7
NUMBER: 3-30
EXPERIENCE: 2
POWER: 6

Lotus Eaters are intelligent individuals who have eaten the lotus plant (a white lily-like flower) and have lost all will-power and memory. No matter what their surroundings are really like, Lotus Eaters will be convinced they are blissful and ideal. Lotus Eaters have the powers of **Hypnosis** and **Persuasion** which they will use to try to get more victims to eat the plant. New victims get a luck roll to avoid the effects of the lotus plant. If they fail, they receive a new luck roll at the end of each day. Each new luck roll is at −1. Continual failure will eventually yield a time when it is not possible to make a luck roll. The victim then becomes a full Lotus Eater with **Hypnosis** and **Persuasion**. The curse of the lotus plant can be lifted by **Remove Magic** or a reverse **Curse** power.

Lug, see SIDHE.

Lumaron, see ANDROIDS.

LUPINES

Average
ATTACK: 15
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 15
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 3

Soldier
ATTACK: 11×2
DAMAGE: wpn (+3)
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 23
MOVEMENT: 70′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 6

Hero
ATTACK: 18×2
DAMAGE: wpn+1 (+5)
INITIATIVE: +5
ARMOR: −6 Energy
LIFE POINTS: 55 (20)
MOVEMENT: 70′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 28
POWER: 5

Soltron
ATTACK: 17×3
DAMAGE: wpn+2 (+8)
INITIATIVE: +8
ARMOR: −7 Energy
LIFE POINTS: 88 (35)
MOVEMENT: 80′
LUCK: 13
NUMBER: 1
EXPERIENCE: 83
POWER: 8

Lupines are 6 foot tall bipedal, intelligent canines. Lupine **Heroes** have the **first power** of any one class. **Soltron** (sol′-tron) has the powers of **Sound Control, Telekinesis,** and **Apportation.** Soltron never forgets a friend or a foe. He is relentless in tracking down his enemies but equally relentless in helping his friends.

Lupus, see ANIMAL RULERS (CANINES).

LYCANTHROPES

Werefox
ATTACK: 11×2
DAMAGE: 2-12
INITIATIVE: +3
ARMOR: −6 (all)
LIFE POINTS: 40
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 47
POWER: 6

Werejackel
ATTACK: 15×2
DAMAGE: 2-16
INITIATIVE: +4
ARMOR: −6 (all)
LIFE POINTS: 50
MOVEMENT: 90′
LUCK: 11
NUMBER: 1-6.
EXPERIENCE: 55
POWER: 8

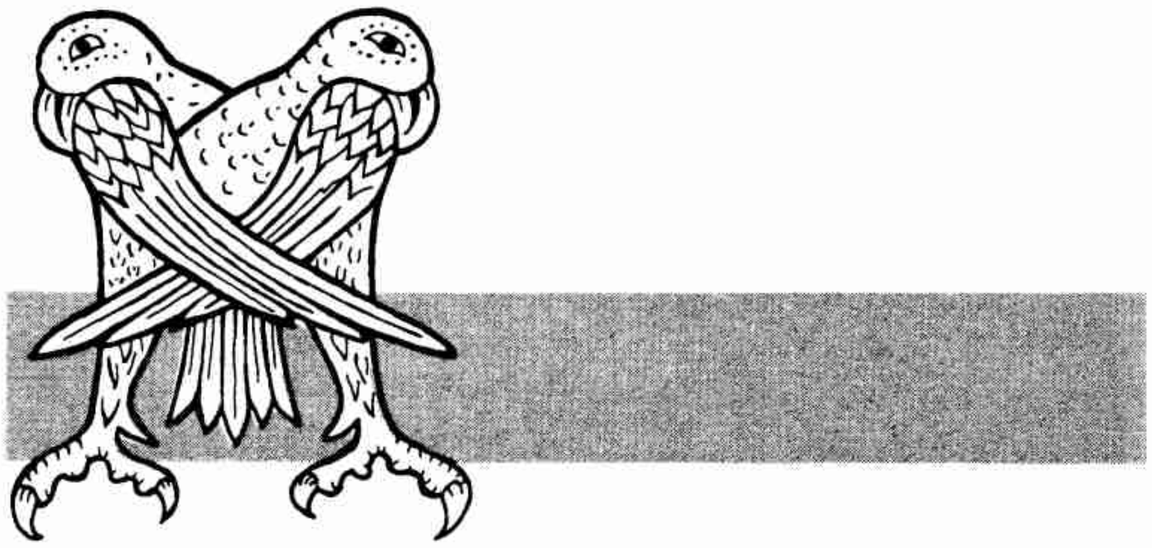
Werewolf
ATTACK: 18×2
DAMAGE: 4-24
INITIATIVE: +5
ARMOR: −6 (all)
LIFE POINTS: 70
MOVEMENT: 90′
LUCK: 12
NUMBER: 1-6
EXPERIENCE: 66
POWER: 5

Werelion
ATTACK: 15×3
DAMAGE: 5-30
INITIATIVE: +6
ARMOR: −6 (all)
LIFE POINTS: 90
MOVEMENT: 120′
LUCK: 13
NUMBER: 1-5
EXPERIENCE: 107
POWER: 6

Werebear
ATTACK: 17×3
DAMAGE: 6-36
INITIATIVE: +7
ARMOR: −8 (all)
LIFE POINTS: 110
MOVEMENT: 90′
LUCK: 14
NUMBER: 1-3
EXPERIENCE: 135
POWER: 7

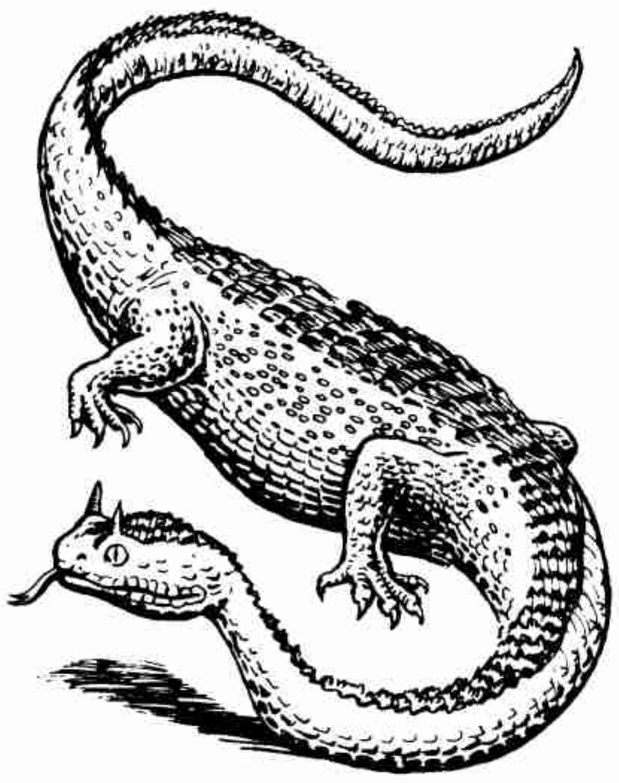
Weretiger
ATTACK: 18×3
DAMAGE: 4-40
INITIATIVE: +8
ARMOR: −10 (all)
LIFE POINTS: 130
MOVEMENT: 120′
LUCK: 15
NUMBER: 1-3
EXPERIENCE: 181
POWER: 8

Lycanthropes are humanoids who can turn themselves into magical animals. When in animal form, they are **invulnerable to all weapons except silver** weapons. Powers affect them normally. All were-animals can control their kind of animal. **All Lycanthropes** have the powers of **Magic Armor, Physical Control, Dermal Armor, Regeneration,** and **Energy Absorption.** In addition, **Werefoxes** have the power of **Persuasion, Fascination, True Sight,** and **Illusion**; and **Werejackels** have the power of **Necromancy, Storm,** and **Curse**. If a victim is attacked, and reduced to 0 or less Life Points, but not killed, then the victim will turn into a Lycanthrope of the type that attacked him or her at the time of the next full moon unless a luck roll is made successfully. A character that changes into a Lycanthrope ceases to be a character and comes under the Game Master's control. The only power than can change a Lycanthrope back to normal is the reverse of a **Curse** spell.



Angus MacOdrum, see SILKIES.

Maka
ATTACK: 15×3
DAMAGE: 5-30
INITIATIVE: +6
ARMOR: −5 Magical
LIFE POINTS: 70 (26)
MOVEMENT: 80′
LUCK: 11
NUMBER: 1
EXPERIENCE: 58
POWER: 6



Maka (ma′-ka) is a 50 foot long cross between a serpent and a crocodile. It is intelligent and originates in the Nile Valley in the Elder Lands (see PART 8: LANDS OF WONDER in the rulebook). Maka has the powers of **Hypnosis, Persuasion,** and **Altered Features.** While there is only one Maka at a time, a new Maka takes the place of a slain Maka within a month after the killing.

Mako Shark, see ANIMALS.

Maladent, see ANIMAL RULERS (CROCODILES).

Malakion, see ANIMAL RULERS (MOLLUSKS).

MANDRAGORAS

Average
ATTACK: 6
DAMAGE: 1-3
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 6
MOVEMENT: 40′
LUCK: 6
NUMBER: 4-24
EXPERIENCE: 1

Soldier
ATTACK: 9
DAMAGE: 1-6
INITIATIVE: +1
ARMOR: −2
LIFE POINTS: 9
MOVEMENT: 40′
LUCK: 6
NUMBER: 3-18
EXPERIENCE: 2

Leader
ATTACK: 18
DAMAGE: 1-10
INITIATIVE: +2
ARMOR: −3
LIFE POINTS: 18
MOVEMENT: 40′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 4

Mandrake
ATTACK: 14×2
DAMAGE: 2-12
INITIATIVE: +3
ARMOR: −5
LIFE POINTS: 35 (9)
MOVEMENT: 50′
LUCK: 8
NUMBER: 1
EXPERIENCE: 18
POWER: 3

Mandragoras are 2 foot tall humanoids usually brown or green in color. They sometimes tame wolves and ride the wolves into battle. Mandragoras start as a plant root but when the plant matures it detaches from the root and becomes an animal. Mandragora **Leaders** have the **first power** of any one class. **Mandrake** has the powers of **Sound Control, Telekinesis,** and **Apportation.**

Mandrake, see MANDRAGORAS.

Manticore
ATTACK: 19×2
DAMAGE: 5-30
INITIATIVE: +5
ARMOR: −4
LIFE POINTS: 55
MOVEMENT: 90′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 41
POWER: 5

Manticores are winged lions with barbed tails. They have the powers of **Mind Block, Telepathy, True Sight, Remove Magic,** and **Sensual Chaos.**

MANTIS LORDS

Average
ATTACK: 12
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 12
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 2

Soldier
ATTACK: 18
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −4 Ballistic
LIFE POINTS: 18
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 7

Hero
ATTACK: 15×2
DAMAGE: wpn +1 (+4)
INITIATIVE: +4
ARMOR: −5 Ballistic
LIFE POINTS: 46 (18)
MOVEMENT: 70′
LUCK: 12
NUMBER: 1-6
EXPERIENCE: 25
POWER: 4

Zendres
ATTACK: 15×3
DAMAGE: wpn +2 (+6)
INITIATIVE: +6
ARMOR: −6 Energy
LIFE POINTS: 76 (32)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1
EXPERIENCE: 69
POWER: 6

Mantis Lords are 7 foot tall intelligent insects. They have a culture with advanced technology. Mantis Lord **Soldiers** have the **first power** of any one class. Mantis Lord **Heroes** have the **first two powers** of any one class. **Zendres** (zen′-dras) has the powers of **Hypnosis, Persuasion, Altered Features,** and **Mass Hypnosis.** Zendres is calculating and cautious. He always considers the odds before acting.

THE MARJANNI

Kumarbi
ATTACK: 27×8
DAMAGE: 1-5 +49
INITIATIVE: +40
ARMOR: −10 (all)
LIFE POINTS: 575 (207)
MOVEMENT: 130′
LUCK: 45
NUMBER: 1
EXPERIENCE: 3650
POWER: 40

Tesud
ATTACK: 26×6
DAMAGE: 1-10 +33
INITIATIVE: +27
ARMOR: −9 (all)
LIFE POINTS: 350 (135)
MOVEMENT: 110′
LUCK: 32
NUMBER: 1
EXPERIENCE: 1350
POWER: 27

Arinna
ATTACK: 24×5
DAMAGE: 1-6 +23
INITIATIVE: +19
ARMOR: −8 (all)
LIFE POINTS: 250 (95)
MOVEMENT: 100′
LUCK: 24
NUMBER: 1
EXPERIENCE: 600
POWER: 19

The Marjanni are also known as "The Lords". They control the Hittite lands, Urartu, and Colchis in the Elder Lands (see also PART 8: LANDS OF WONDER in the rulebook).

Kumarbi (ku′-mar-be) is father of the Marjanni and god of mountains. He is a fatherly looking man with rock-colored skin and iron-black hair who is usually found riding in an iron chariot. He uses a +3 staff in battle and has Quarterstaff −4. Kumarbi has all five powers of **Adept, Clairvoyant, Invoker, Magneto, Mentat, Poltergeist, Projector,** and **Telepath**. His title is "The Iron Lord".

Tesud (tes′-ud) is god of sun and weather. He is a golden-skinned man with blond hair. Tesud has a herd of golden horses that can run across air. He wields a +3 sword and has Sword −3. Tesud has all five powers of **Adept, Clairvoyant, Magneto, Somatron,** and **Wizard** plus the powers of **True Sight** and **Mind Block.** His title is "The Golden Lord".

Arinna (ar-in′-na) is goddess of the moon and magic. She has silvery colored skin and platinum blond hair. She has a herd of silvery horses that can run across air. Arinna wields a +2 knife and has Knife −2. She has all five powers of **Adept, Invoker, Sorcerer,** and **Wizard.** Her title is "The Silver Lady".

Mastadon, see PREHISTORIC ANIMALS.

Math, see SIDHE.

Medusa, see GORGONS.

Megabot, see ROBOTS.

Megalodon, see PREHISTORIC ANIMALS.

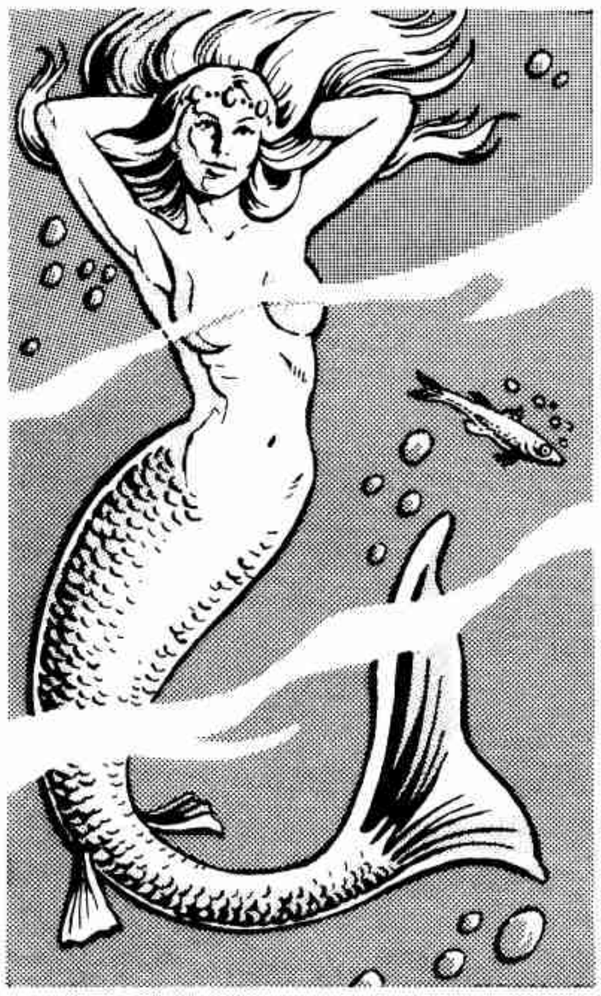
Melqart (Marduk), see THE ELUGAL.

Mendes
ATTACK: 14×3
DAMAGE: 3-18
INITIATIVE: +6
ARMOR: −4 Magical
LIFE POINTS: 60
MOVEMENT: 90′
LUCK: 11
NUMBER: 1
EXPERIENCE: 37
POWER: 6

Mendes (men′-das) is an intelligent, giant ram. It originates in the Nile Valley in the Elder Lands. Mendes has the powers of **Clairvoyance, Curing, True Sight, Mind Block,** and **Electrosensing.** While there is only one Mendes at a time, a new one takes the place of a slain Mendes within one month after the killing.

Merlin, see HUMANS.

MERMEN/MERMAIDS



Average
ATTACK: 12
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 12
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 3
POWER: 2

Soldier
ATTACK: 18
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −3
LIFE POINTS: 18
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 6
POWER: 3

Hero
ATTACK: 15×2
DAMAGE: wpn+1 (+4)
INITIATIVE: +4
ARMOR: −4
LIFE POINTS: 46 (18)
MOVEMENT: 70′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 27
POWER: 4

Sharkbane
ATTACK: 15×3
DAMAGE: wpn+2 (+6)
INITIATIVE: +6
ARMOR: −6
LIFE POINTS: 81 (32)
MOVEMENT: 80′
LUCK: 11
NUMBER: 1
EXPERIENCE: 77
POWER: 6

Mermen and **Mermaids** are a humanoid race with gills, and webbed hands and feet. **Average** Mermen have the power of **True Sight. Soldier** Mermen add the power of **Fascination.** Mermen **Heroes add** the power of **Illusion. Sharkbane** has all five powers of **Sorcerer.** Sharkbane is a tricky warrior who will do anything necessary for victory.

Qeda Mileta, *see* ASTREGAS.

Minotaur
ATTACK: 15×3
DAMAGE: 1-10 +6
INITIATIVE: +6
ARMOR: −2
LIFE POINTS: 70
MOVEMENT: 60′
LUCK: 10
NUMBER: 1-3
EXPERIENCE: 25

Minotaurs are part human, part bull. They stand 8 feet tall and have a taste for humanoid flesh.

Morgan Le Fay, *see* HUMANS.

Gamma Mu, *see* MUTANTS.

Mummy
ATTACK: 19×3
DAMAGE: 11
INITIATIVE: +8
ARMOR: −4 (all)
LIFE POINTS: 120
MOVEMENT: 60′
LUCK: 15
NUMBER: 1
EXPERIENCE: 77
POWER: 12

A **Mummy** is an embalmed corpse wrapped in bandages and supernaturally animated. They have the powers of **True Sight, Electrosensing, Sensual Chaos, Mind Block,** and **Fear.**

MUTANTS

Average
ATTACK: 8
DAMAGE: wpn (+1)
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 8
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 2
POWER: 2

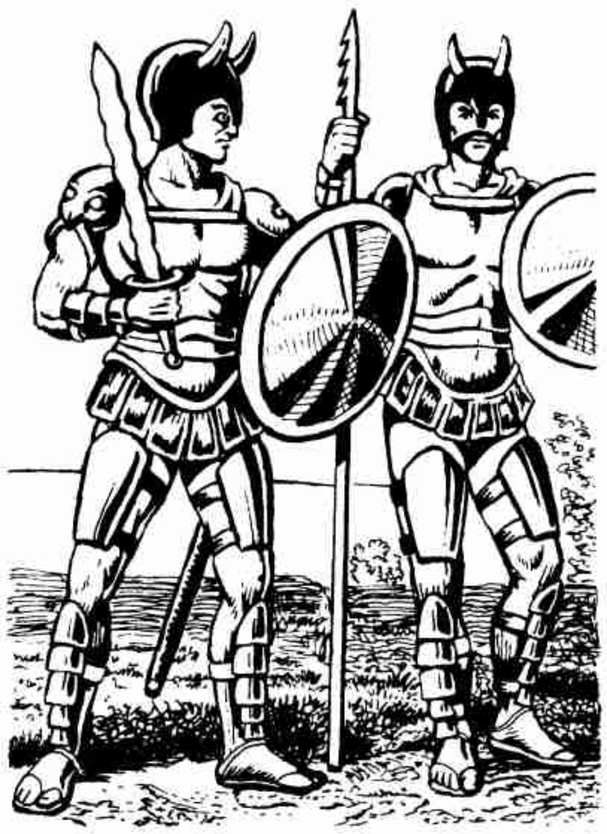
Soldier
ATTACK: 12
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −4 Ballistic
LIFE POINTS: 12
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 6
POWER: 4

Hero
ATTACK: 11×2
DAMAGE: wpn+1 (+3)
INITIATIVE: +3
ARMOR: −5 Ballistic
LIFE POINTS: 34 (14)
MOVEMENT: 70′
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 22
POWER: 6

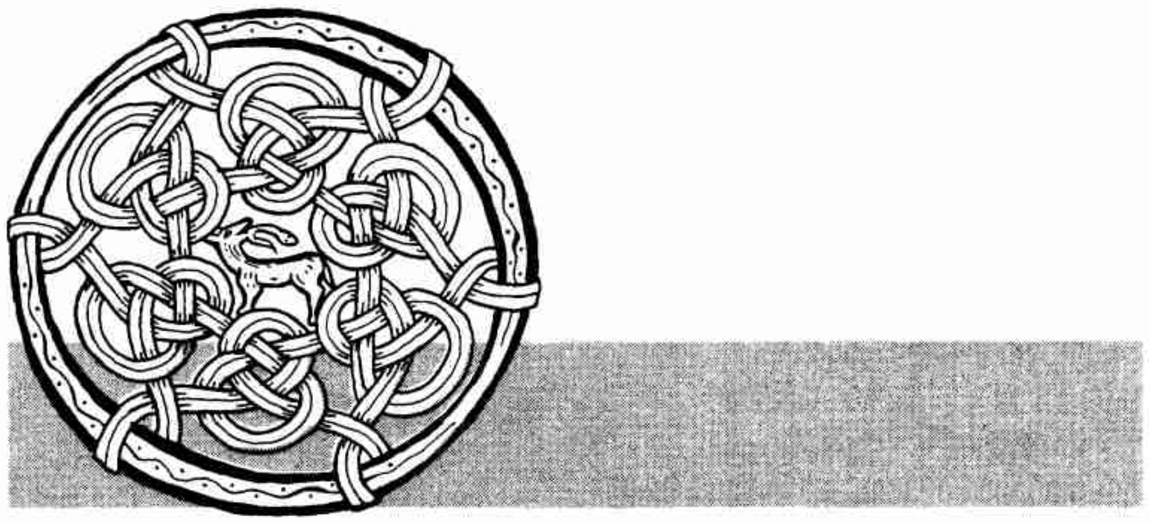
Gamma Mu
ATTACK: 16×2
DAMAGE: wpn+2 (+4)
INITIATIVE: +4
ARMOR: −6 Energy
LIFE POINTS: 52 (21)
MOVEMENT: 70′
LUCK: 11
NUMBER: 1
EXPERIENCE: 41
POWER: 8

Mutants are humanoids whose genetic structure has been altered by their ancestors exposure to radiation. Though not as healthy as humans, mutants have more powers on the average. **Average** Mutants have the **first power** from **Poltergesit, Clairvoyant, Mentat, Telepath,** or **Magneto. Mutant Soldiers** have the **first two** powers. Mutant **Heroes** have the **first three** powers. **Gamma Mu** (gam′-a mu) has all five powers of **Telepath**. Gamma Mu dislikes and mistrusts humans and will not hesitate to injure humans if he can safely do so.

Myrmidon
ATTACK: 15 × 2
DAMAGE: 1-10 +6
INITIATIVE: +4
ARMOR: −3
LIFE POINTS: 50 (13)
MOVEMENT: 60′
LUCK: 9
NUMBER: 2-12
EXPERIENCE: 13



Myrmidons (mir′-mi-don) are humans magically created from warrior ants. They are natural fighters. Achilles is their leader.



Oberon, see ELVES.

Odin, see ASGARD, THE WORLD OF.

Odysseus, see HUMANS.

Oetosyrus, see THE KURGAN.

Ogre
ATTACK: 19 × 2
DAMAGE: 2-20
INITIATIVE: +4
ARMOR: −4
LIFE POINTS: 60
MOVEMENT: 90′
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 20
POWER: 4

Ogres are ugly, 10 foot tall humanoids with ochre colored skin and dark hair. They mainly live in caves, forests, and barren waste lands. Ogres have the power of **Physical Control.**

Neanderthal
ATTACK: 16
DAMAGE: 1-6 +3
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 25
MOVEMENT: 60′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 3

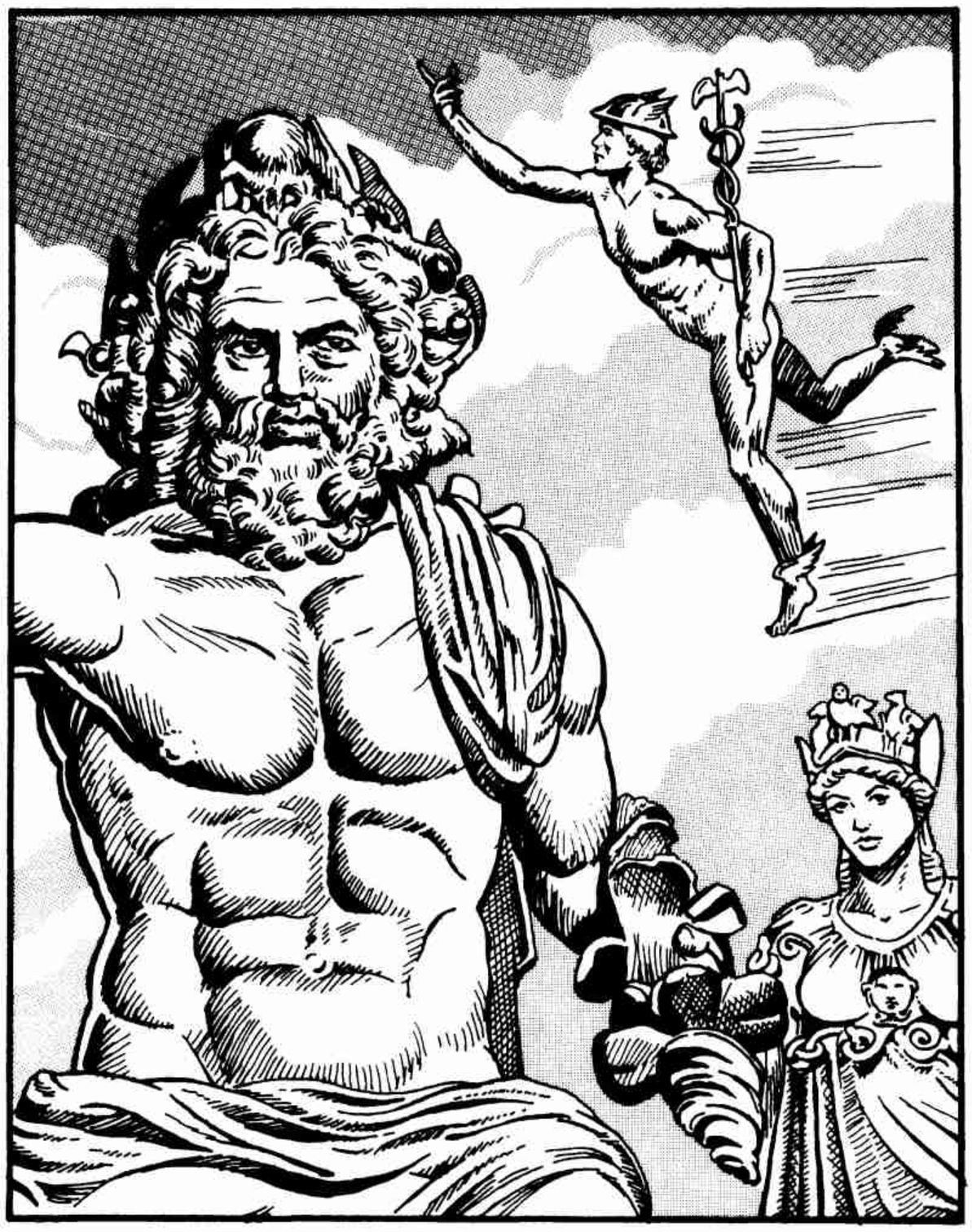
Neanderthal are humanoids that lived in Prehistoric times.

Nuada, see Sidhe.

Ogun Onire
ATTACK: 25 × 12
DAMAGE: 100
INITIATIVE: +60
ARMOR: −10 (all)
LIFE POINTS: 1000 (350)
MOVEMENT: 150′
LUCK: 55
NUMBER: 1
EXPERIENCE: 15,450
POWER: 70

Ogun Onire (o′-gun o′-nir-e) is the personification of iron. He usually appears as either a huge black man dressed as an African tribal smith, or as a man of iron. Anything dealing with iron is his business, particularly when iron is used creatively instead of destructively. He has **all five powers of all 12 classes.** He favors individuals who know how to use iron effectively. He dislikes individuals who squander the gift of iron.

Okuninushi
ATTACK: 25 × 11
DAMAGE: 1-10 +75
INITIATIVE: +70
ARMOR: −10 (all)
LIFE POINTS: 900 (360)
MOVEMENT: 160′
LUCK: 55
NUMBER: 1
EXPERIENCE: 10,509
POWER: 70



Okuninushi (o′-koon-e-nu′-she) is the personification of the warrior-hero. He usually appears as a giant samurai warrior. He rewards courage and punishes cowardice. He especially favors those individuals who adhere strictly to a chivalrous warrior's code. Okuninushi wields a +5 sword and has Sword −4. He has all five powers of **Adept, Clairvoyant, Cyborg, Invoker, Magneto, Poltergeist, Projector, Somatron, Telepath,** and **Wizard.**

OLIPHANTS

Average
ATTACK: 18
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 18
MOVEMENT: 50′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3

Soldier
ATTACK: 13 × 2
DAMAGE: wpn (+3)
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 27
MOVEMENT: 60′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 7

Hero
ATTACK: 14 × 3
DAMAGE: wpn + 1 (+6)
INITIATIVE: +6
ARMOR: −6 Energy
LIFE POINTS: 70 (22)
MOVEMENT: 70′
LUCK: 11
NUMBER: 1-6
EXPERIENCE: 50
POWER: 6

Ishiron
ATTACK: 20 × 3
DAMAGE: wpn + 2 (+9)
INITIATIVE: +9
ARMOR: −7 Energy
LIFE POINTS: 110 (32)
MOVEMENT: 70′
LUCK: 14
NUMBER: 1
EXPERIENCE: 104
POWER: 9

Oliphants are 8 foot tall, elephant-headed humanoids. Oliphant **Heroes** have the **first power** of any class. **Ishiron** (ish-ir′-on) has the powers of **Invoke Elementals, Possession,** and **Elemental Shaping.** Ishiron is a pragmatic realist, though he sometimes has flights of fancy.

OLYMPUS, THE GODS OF

Zeus
ATTACK: 27 × 9
DAMAGE: 1-10 +57
INITIATIVE: +50
ARMOR: −10 (all)
LIFE POINTS: 750 (270)
MOVEMENT: 140′
LUCK: 55
NUMBER: 1
EXPERIENCE: 6600
POWER: 60

Poseidon
ATTACK: 26 × 8
DAMAGE: 1-6 +46
INITIATIVE: +40
ARMOR: −9 (all)
LIFE POINTS: 510 (200)
MOVEMENT: 130′
LUCK: 45
NUMBER: 1
EXPERIENCE: 3200
POWER: 40

Apollo
ATTACK: 27 × 8
DAMAGE: 1-10 +43
INITIATIVE: +40
ARMOR: −9 (all)
LIFE POINTS: 450 (180)
MOVEMENT: 120′
LUCK: 40
NUMBER: 1
EXPERIENCE: 2600
POWER: 40

Hermes
ATTACK: 24 × 6
DAMAGE: 1-5 +29
INITIATIVE: +25
ARMOR: −8 (all)
LIFE POINTS: 350 (150)
MOVEMENT: 110′
LUCK: 35
NUMBER: 1
EXPERIENCE: 1650
POWER: 30

Athena
ATTACK: 25 × 6
DAMAGE: 1-10 +30
INITIATIVE: +23
ARMOR: −9 (all)
LIFE POINTS: 300 (130)
MOVEMENT: 110′
LUCK: 35
NUMBER: 1
EXPERIENCE: 1000
POWER: 23

Ares
ATTACK: 28 × 5
DAMAGE: 1-10 +28
INITIATIVE: +18
ARMOR: −9 (all)
LIFE POINTS: 275 (105)
MOVEMENT: 100′
LUCK: 25
NUMBER: 1
EXPERIENCE: 600
POWER: 17

The Gods of Olympus rule the lands of Achaia, Minoa, Ilium, Thrace, Illyria, and Hesperia in the Elder Lands (see also PART 8: LANDS OF WONDER in the rulebook). The gods rule from Mount Olympus which is both a mountain and another dimensional realm (The City of Olympus). The gods of Olympus are known in mythology as "Greek" gods.

Zeus is the father of the gods, the Lord of the Sky, the Rain-god, and the Cloud-gatherer. He is a sky god, but he has an earthy temperment and is falling in love with one human woman after another. Zeus is stern but just, as long as the justice does not involve one of his favorites (if so, he becomes completely partial and sometimes irrational). Zeus can hurl a lightning bolt up to 1000 feet three times per turn that does 10-100 points of damage. He wields a +3 sword and has Sword −4. He has **all five powers of all 12 classes.** Zeus is a tall, muscular man with long gray-brown hair and beard.

Poseidon is Zeus's brother and ruler of the sea. He is also the god of horses and earthquakes. He usually fights with a trident, a 3-pronged spear. It is +3 and he has Spear −3. Poseidon has all five powers of **Adept, Invoker, Magneto, Poltergeist, Projector, Sorcerer, Telepath,** and **Wizard.** Poseidon has a temper to match his brother's, but, like Zeus, he usually makes an effort to keep it under control and be reasonably impartial. Poseidon is a muscular man with bluish skin and sea-green hair.

Apollo is Zeus's son. He is the god of sun, light, poetry, healing, and truth. It is said that no false word ever falls from his lips (though he still tells the truth in tricky ways). In all the Greek gods the primitive wars with the sublime. In Apollo, the sublime is dominant. Apollo wields a +4 sword and has Sword −4. He has a silver bow whose arrows only miss on a roll of 20 regardless of armor. Apollo has all five powers of **Adept, Clairvoyant, Invoker, Magneto, Somatron, Sorcerer,** and **Telepath.** Apollo is a golden skinned man without a beard and with blond hair.

Hermes is another of Zeus's sons. He is a master thief and is messenger of the gods. He has a pair of winged sandels that allow him to travel at 200 feet per turn. Hermes is the god of magic, heralds, and commerce. He wields a +2 staff and has Quarterstaff −2. He has all five powers of **Adept, Clairvoyant, Invoker, Magneto, Mentat, Poltergeist, Projector, Sorcerer, Telepath,** and **Wizard.** Hermes is a thin beardless man with brown hair.

Athena is the daughter of Zeus. She is goddess of war, but also of the state. She is the patron of the city and the civilized arts. Athena is a beautiful woman with brown hair and gray eyes. Next to Apollo, she is the most successful at allowing her sublime side to show through. Athena wields a +4 sword and has Sword −3. She has all five powers of **Adept, Clairvoyant, Invoker, Somatron, Sorcerer,** and **Telepath**.

Ares is the god of war. His primitive side definitely wins out and there is little of the sublime about Ares. He is blood-thirsty, murderous, and ruthless, but he is also a coward. He is mean, spiteful and whining; altogether an unpleasant individual. He wields a +4 sword and has Sword −4. He has all five powers of **Adept, Projector,** and **Sorcerer.**

Morgan Omega, see HUMANS.

Opsis, see ANIMAL RULERS (SNAKES).

Orc, see THE FAMILY OF LOS.

ORCS

Average
ATTACK: 12
DAMAGE: 1-10
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 12
MOVEMENT: 60′
LUCK: 7
NUMBER: 3-18
EXPERIENCE: 2

Soldier
ATTACK: 18
DAMAGE: 2-12
INITIATIVE: +3
ARMOR: −2
LIFE POINTS: 18
MOVEMENT: 60′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 3

Leader
ATTACK: 16×2
DAMAGE: 2-16
INITIATIVE: +4
ARMOR: −3
LIFE POINTS: 40
MOVEMENT: 70′
LUCK: 9
NUMBER: 1-3
EXPERIENCE: 9

Ratkiller
ATTACK: 15×3
DAMAGE: 2-20
INITIATIVE: +6
ARMOR: −5
LIFE POINTS: 71 (14)
MOVEMENT: 80′
LUCK: 11
NUMBER: 1
EXPERIENCE: 37
POWER: 6

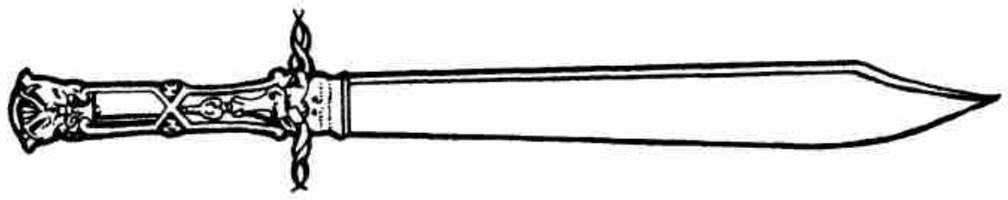
Orcs are humanoids who were originally magically created from animals and still retain some animal physical traits. **Ratkiller** is mean and surly. He is a natural bully. He has the powers of **Physical Control** and **Dermal Armor.**

Osiris, see KHEM, THE GODS OF.

Ostrakoderma, see ANIMAL RULERS (CRUSTACEANS).

Oxyrhyneus
ATTACK: 16×3
DAMAGE: 6-36
INITIATIVE: +7
ARMOR: −6 Magical
LIFE POINTS: 87 (33)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1
EXPERIENCE: 83
POWER: 7

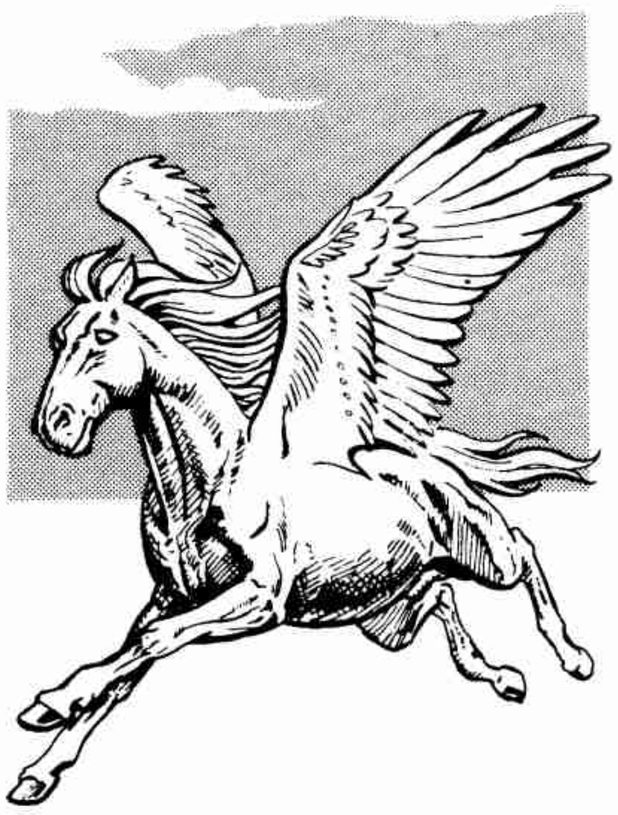
Oxyrhyneus (oxe-rin′-a-us) is an intelligent giant crab. It originates in the Nile Valley in the Elder Lands (see PART 8: LANDS OF WONDER in the rulebook). Oxyrhyneus has the powers of **Necromancy, Curse,** and **Storm.** While there is only one Oxyrhyneus at a time, a new one magically takes the place of a slain Oxyrhyneus within a month after the killing.



Palamabron, see THE FAMILY OF LOS.

Papeus, see THE KURGAN.

Pecudes, see ANIMAL RULERS (CATTLE).



Pegasus
ATTACK: 15 × 2
DAMAGE: 2-12
INITIATIVE: +4
ARMOR: −3 Magical
LIFE POINTS: 50
MOVEMENT: 120′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 8

Pegasi (the plural of Pegasus) are winged horses.

Perimagnus, see ANIMAL RULERS (ELEPHANT).

Phalaina, see ANIMAL RULERS (WHALES).

Phantasmagoria, see SHADOW, ELEMENTAL PLANE OF.

Phantom, see SHADOW, ELEMENTAL PLANE OF.

Phoenix
ATTACK: 16 × 4
DAMAGE: 3-30
INITIATIVE: +12
ARMOR: −5 (all)
LIFE POINTS: 100
MOVEMENT: 120′
LUCK: 15
NUMBER: 1
EXPERIENCE: 100

A **Phoenix** is a giant bird of fire. On a successful attack, its victim must make a luck roll or take **double damage.**

Pithekos, see ANIMAL RULERS (PRIMATES).

Plesiosaurus, see PREHISTORIC ANIMALS.

Marco Polo, see HUMANS.

Polar Bear, see ANIMALS.

PONGOIDS

Average
ATTACK: 19
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 19
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 3

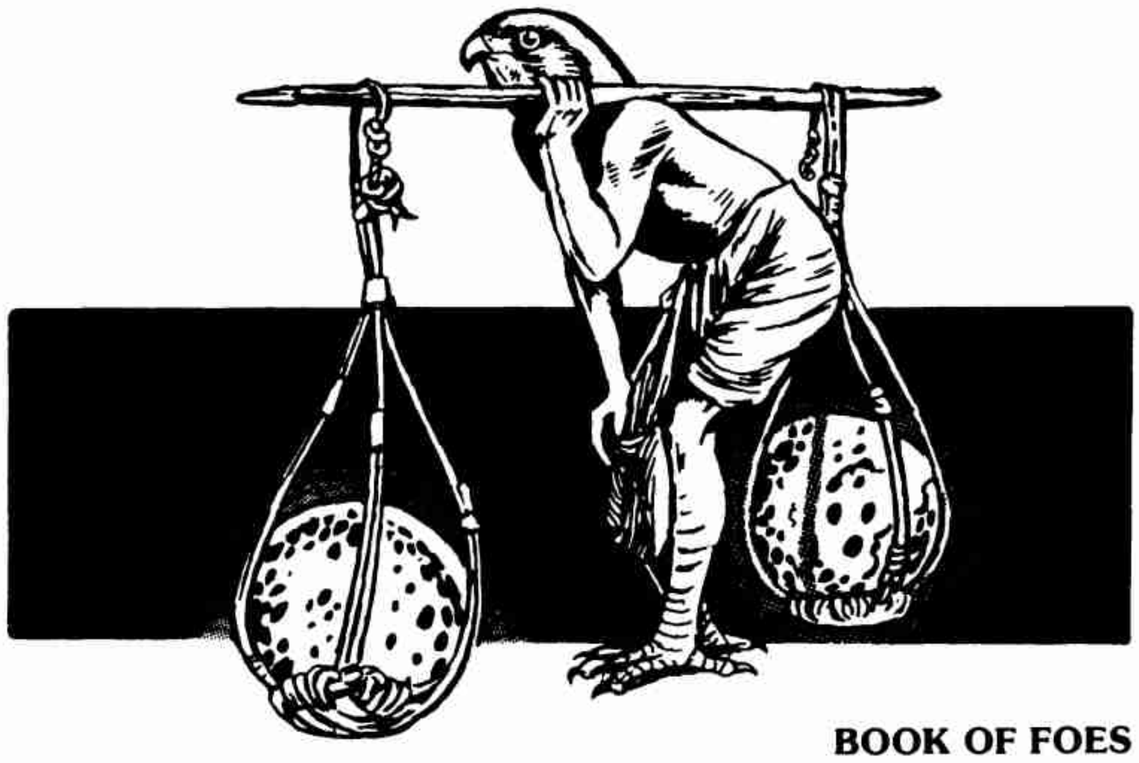
Soldier
ATTACK: 13 × 2
DAMAGE: wpn (+3)
INITIATIVE: +3
ARMOR: −4 Ballistic
LIFE POINTS: 29
MOVEMENT: 70′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 11

Hero
ATTACK: 16 × 3
DAMAGE: wpn + 1 (+6)
INITIATIVE: +6
ARMOR: −5 Ballistic
LIFE POINTS: 74 (25)
MOVEMENT: 70′
LUCK: 11
NUMBER: 1-5
EXPERIENCE: 46

Washo
ATTACK: 18 × 4
DAMAGE: wpn + 2 (+10)
INITIATIVE: +10
ARMOR: −6 Energy
LIFE POINTS: 123 (41)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1
EXPERIENCE: 140
POWER: 10

Pongoids are a cross-breed between humans and the great apes. Until the time of the Great Revolt, they were kept for cheap slave labor on Imperial Terrain colonial planets. They now control several planets of their own. **Washo** has the powers of **Mind Blank** and **ESP.**

Poseidon, see OLYMPUS, THE GODS OF.



PREHISTORIC ANIMALS

Sabre-Tooth Tiger
ATTACK: 17×3
DAMAGE: 3-18
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 50
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-5
EXPERIENCE: 16

Cave Bear
ATTACK: 19×2
DAMAGE: 4-24
INITIATIVE: +5
ARMOR: −1
LIFE POINTS: 65
MOVEMENT: 80′
LUCK: 9
NUMBER: 1-3
EXPERIENCE: 19

Dire Wolf
ATTACK: 20
DAMAGE: 2-16
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 25
MOVEMENT: 90′
LUCK: 8
NUMBER: 2-12
EXPERIENCE: 3

Wooly Rhinocerous
ATTACK: 18×2
DAMAGE: 3-18
INITIATIVE: +5
ARMOR: −2
LIFE POINTS: 55
MOVEMENT: 60′
LUCK: 11
NUMBER: 1-5
EXPERIENCE: 13

Mastadon
ATTACK: 20×2
DAMAGE: 4-24
INITIATIVE: +6
ARMOR: −1
LIFE POINTS: 70
MOVEMENT: 60′
LUCK: 11
NUMBER: 1-5
EXPERIENCE: 20

Grangeri
ATTACK: 15×3
DAMAGE: 2-12
INITIATIVE: +5
ARMOR: −1
LIFE POINTS: 80
MOVEMENT: 60′
LUCK: 11
NUMBER: 1-6
EXPERIENCE: 17

Tyrannosaurus Rex
ATTACK: 20×3
DAMAGE: 6-36
INITIATIVE: +8
ARMOR: −2
LIFE POINTS: 100
MOVEMENT: 90′
LUCK: 12
NUMBER: 1-2
EXPERIENCE: 67

Allosaurus
ATTACK: 18×3
DAMAGE: 5-30
INITIATIVE: +7
ARMOR: −2
LIFE POINTS: 85
MOVEMENT: 90′
LUCK: 11
NUMBER: 1-3
EXPERIENCE: 47

Dimetrodon
ATTACK: 18×2
DAMAGE: 4-24
INITIATIVE: +6
ARMOR: −2
LIFE POINTS: 55
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 17

Triceratops
ATTACK: 20×2
DAMAGE: 3-18
INITIATIVE: +6
ARMOR: −5
LIFE POINTS: 75
MOVEMENT: 90′
LUCK: 11
NUMBER: 1-6
EXPERIENCE: 19

Brontosaurus
ATTACK: 17×3
DAMAGE: 2-16
INITIATIVE: +7
ARMOR: −1
LIFE POINTS: 150
MOVEMENT: 30′
LUCK: 12
NUMBER: 1-6
EXPERIENCE: 41

Stegosaurus
ATTACK: 15×3
DAMAGE: 2-20
INITIATIVE: +7
ARMOR: −3
LIFE POINTS: 90
MOVEMENT: 60′
LUCK: 11
NUMBER: 1-6
EXPERIENCE: 33

Pteranodon
ATTACK: 11×2
DAMAGE: 2-20
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 35
MOVEMENT: 120′
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 8

Plesiosaurus
ATTACK: 16×3
DAMAGE: 3-30
INITIATIVE: +7
ARMOR: none
LIFE POINTS: 110
MOVEMENT: 90′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 54

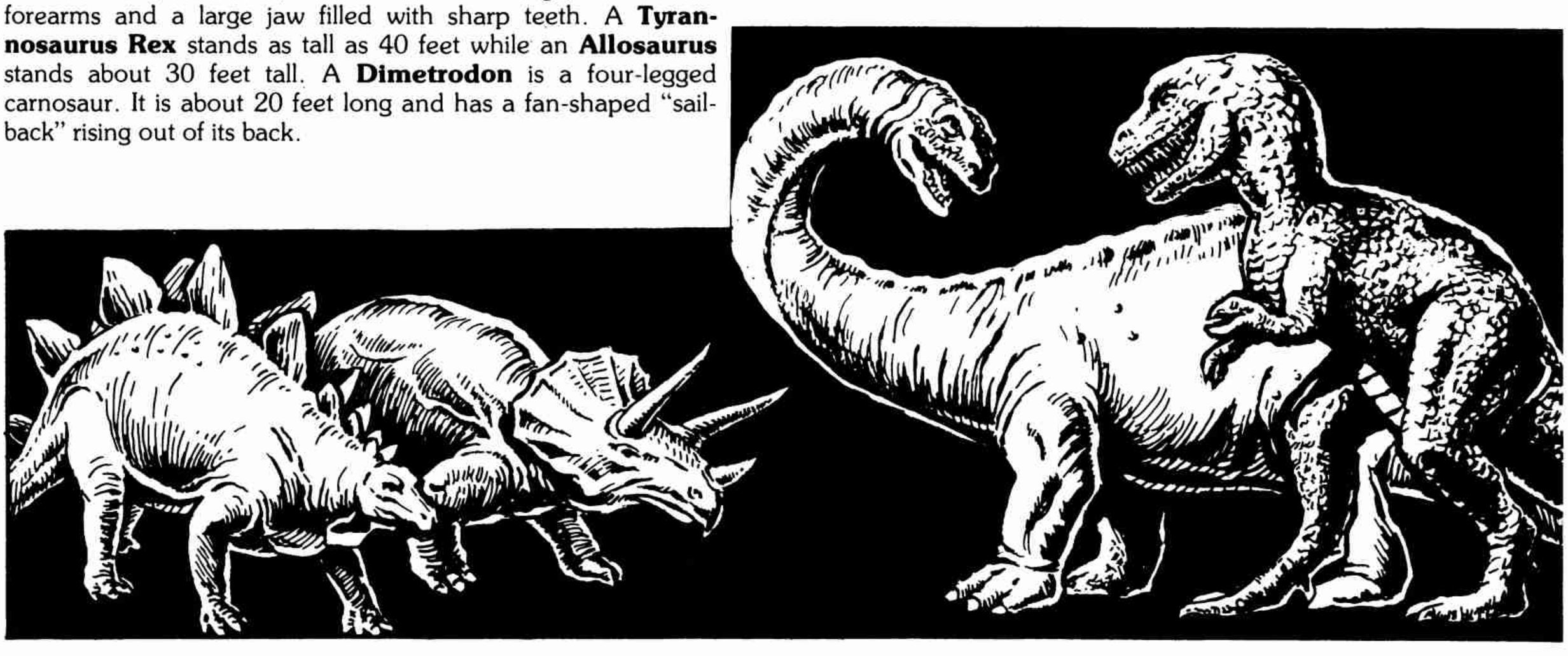
Megalodon
ATTACK: 20×2
DAMAGE: 4-24
INITIATIVE: +6
ARMOR: −2
LIFE POINTS: 70
MOVEMENT: 90′
LUCK: 11
NUMBER: 1-6
EXPERIENCE: 21

Sabre-Tooth Tigers, Cave Bears, Dire Wolves, Wooly Rhinoceri, Mastodons, and **Grangeri** are all Pleistocene animals (about 2 million years ago) the other animals would be found much earlier (approximately 30-50 million years ago). The **Sabre Tooth Tiger, Cave Bear, Dire Wolf,** and **Wooley Rhinocerous** are larger cousins of 20th century animals. A **Mastadon** is a larger, fur-covered version of an elephant. A **Megalodon** is a larger version of a shark. A **Grangeri** (gron-ger′-i) is a giant mammal that looks something like a rhinocerous with long legs and a long neck.

An **Allosaurus** and a **Tyrannosaurus Rex** are dinosaur meat-eaters (carnosaurs) that run on two legs, have short forearms and a large jaw filled with sharp teeth. A **Tyrannosaurus Rex** stands as tall as 40 feet while an **Allosaurus** stands about 30 feet tall. A **Dimetrodon** is a four-legged carnosaur. It is about 20 feet long and has a fan-shaped "sail-back" rising out of its back.

A **Triceratops, Brontosaurus,** and **Stegosaurus** are all plant-eating dinosaurs (herbosaurs). A **Triceratops** has a large frill of bone behind its head, two large horns and one small horn. It is about 30 foot long. A **Stegosaurus** has a spiked tail. Stegosauri are about 40 feet long. A **Brontosaurus** has a huge body and a long neck. It is 70 foot long and spends most of its time in water where the water helps support its immense weight.

A **Plesiosaur** is a carnosaur that lives in water. It has a large body (50 foot long) a long neck and flippers. A **Pteranodon** is a flying carnosaur that stands 8 feet tall.



Prometheus, see TITANS.

Proteus, see WATER, ELEMENTAL PLANE OF.

Psari, see ANIMAL RULERS (FISH).

Psychokiller
ATTACK: 8×3
DAMAGE: 1-10 +11 or
4-40 +3
INITIATIVE: +7
ARMOR: −7 Ballistic
LIFE POINTS: 80
MOVEMENT: 90′
LUCK: 10
NUMBER: 1
EXPERIENCE: 72
POWER: 7

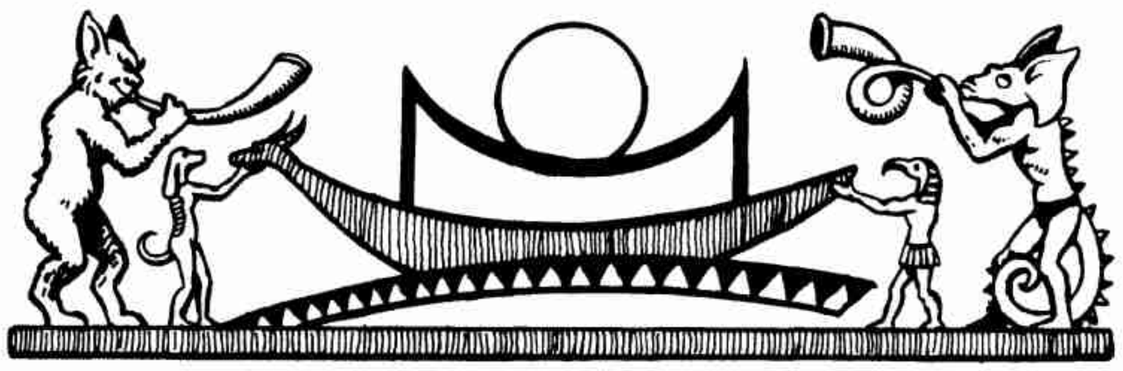
Psychokillers are clones of psychotic killers with a genetic disposition toward murder. They are raised in an environment designed to foster paranoia then surgically altered to be more efficient killers. Ownership of a Psychokiller is highly illegal. A Psychokiller is an arch-assassin, never stopping until its victim is dead. Psychokillers have the powers of **Plasteel Body, Exoskeleton, Backup Metabolism, Physical Control,** and **Energy Absorption.**

Pteranodon, see PREHISTORIC ANIMALS.

Hero
ATTACK: 11×2
DAMAGE: wpn +1 (+3)
INITIATIVE: +3
ARMOR: −6 Energy
LIFE POINTS: 32 (13)
MOVEMENT: 50′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 20
POWER: 3

Imirrhos
ATTACK: 15×2
DAMAGE: wpn +2 (+4)
INITIATIVE: +4
ARMOR: −7 Energy
LIFE POINTS: 50 (21)
MOVEMENT: 50′
LUCK: 13
NUMBER: 1
EXPERIENCE: 42
POWER: 4

Puppet Masters are 3 foot tall spindly humanoids with large heads. They can control any one creature by means of a **Direct Nerve Link** through an artificial cord hooked into the spine of both the puppet master and the victim. Puppet master **Soldiers** have the **first power** of any one class. Puppet Master **Heroes** have the **first two powers** of any one class. **Imirrhos** (im-ir′-ros) the Puppet Master has the powers of **Energy Field, Electrosleep, Electrosensing,** and **EM Tuning.** Imirrhos lives to manipulate other individuals. He will always have plenty of advice to give but will seldom personally help.



PUPPET MASTERS

Average
ATTACK: 7
DAMAGE: wpn (+1)
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 7
MOVEMENT: 40′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 2

Soldier
ATTACK: 11
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 11
MOVEMENT: 40′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 3
POWER: 2

Pygmy
ATTACK: 10
DAMAGE: 1-6 +poison
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 8
MOVEMENT: 60′
LUCK: 6
NUMBER: 1-6
EXPERIENCE: 3
POWER: 2

Pygmies are 4 foot tall black men who originate in Ethiopia in the Elder Lands (see PART 8: LANDS OF WONDER in the rulebook). They use **poison** arrows and daggers. Anyone hit by the arrow or dagger must make a luck roll or go unconscious for 3-30 turns. On a roll of 20, the victim dies unless his or her luck roll score is greater than 10. Pygmies also have the power of **Invisibility** which helps them in their favorite type of attack—the ambush.

Python, see ANIMALS.

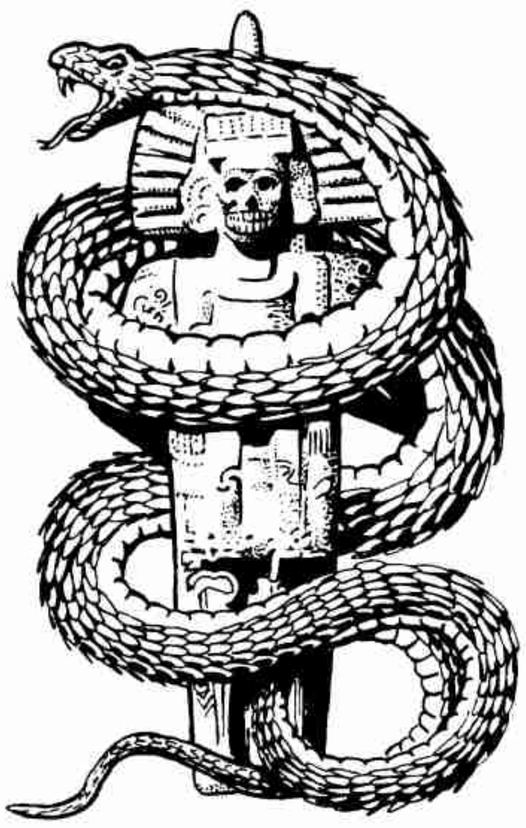
Ratri
ATTACK: 26 × 10
DAMAGE: 56
INITIATIVE: +90
ARMOR: −10 (all)
LIFE POINTS: 783 (330)
MOVEMENT: 160′
LUCK: 75
NUMBER: 1
EXPERIENCE: 7009
POWER: 80

Ratri prides herself on being the greatest thief alive. She usually appears as a dark-skinned, black-haired woman. She has **all powers and skills.** She is tricky, cunning, and devious. She will do anything necessary to steal famous objects.

Rattlesnake, see ANIMALS.

■

Quetzalcoatl
ATTACK: 26 × 11
DAMAGE: 76
INITIATIVE: +70
ARMOR: −10 (all)
LIFE POINTS: 1020 (370)
MOVEMENT: 160′
LUCK: 75
NUMBER: 1
EXPERIENCE: 12,170
POWER: 80



Quetzalcoatl (ket′-zal-co′-at-el) is a great inter-dimensional traveller. He often brings civilization to the areas where he travels, then leaves, vowing to return soon. Unfortunately, his travelling and long life give him an absent-minded view of time and "soon" may be thousands of years later. He has **all skills and powers**. He usually appears as a light-skinned, fair-haired human dressed as a Mexican Indian with many bright-colored feathers, or as a giant feathered serpent.

Red Cap
ATTACK: 12 × 2
DAMAGE: 2-20
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 30
MOVEMENT: 60′
LUCK: 8
NUMBER: 2-12
EXPERIENCE: 8

Red Caps are 4 foot tall humanoids with thick bodies and the heads of woodpeckers. Their hair is dyed red with the blood of their victims. Red Caps always continue to attack until either they or their victims are dead.

Render, see GOBLINS.

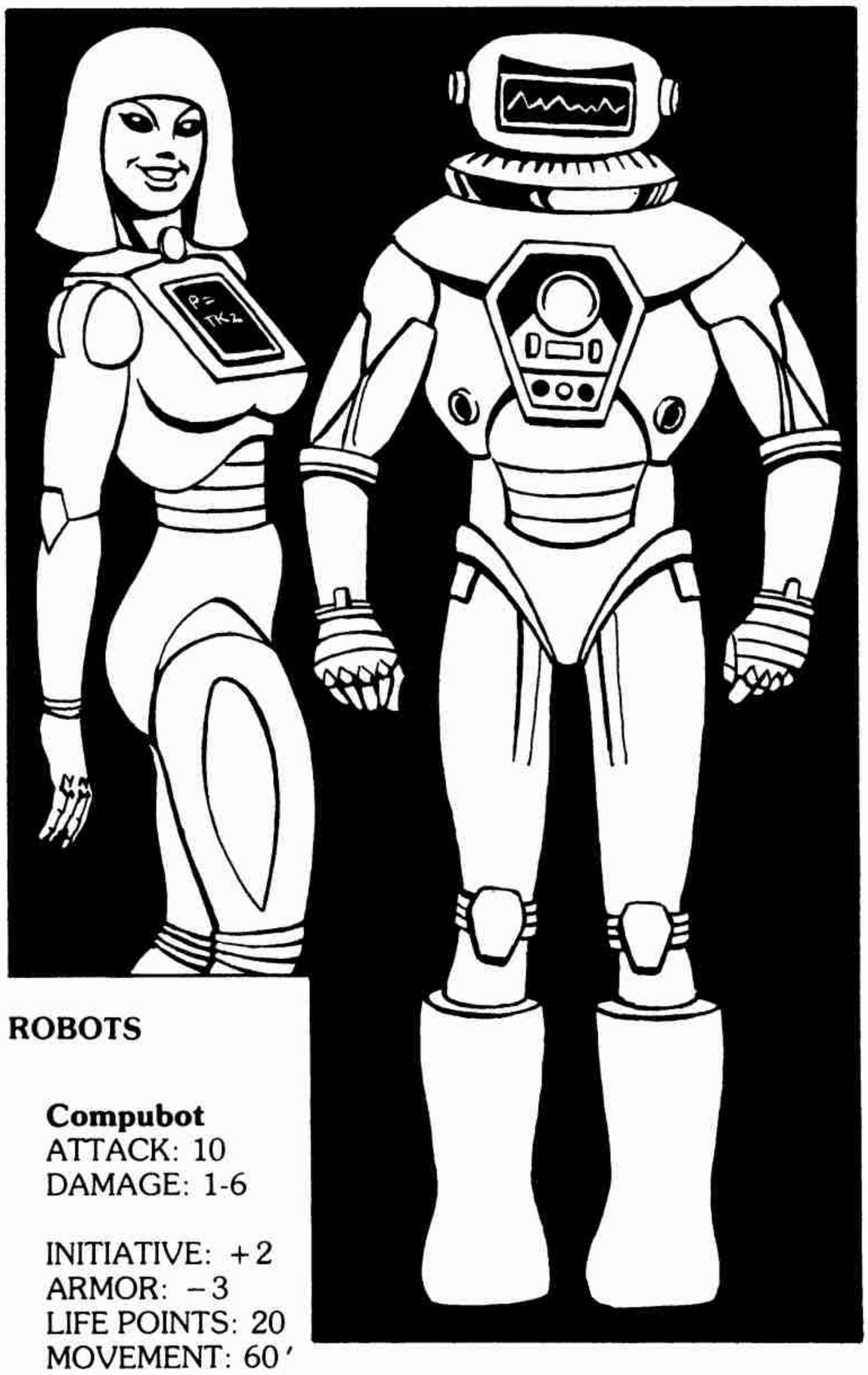
Rhinocerous, see ANIMALS.

Rinokeros, see ANIMAL RULERS (RHINOCERI).

Rintrah, see THE FAMILY OF LOS.

Ra, see KHEM, THE GODS OF.

Ratkiller, see ORCS.



ROBOTS

Compubot
ATTACK: 10
DAMAGE: 1-6

INITIATIVE: +2
ARMOR: −3
LIFE POINTS: 20
MOVEMENT: 60′
LUCK: 8
NUMBER: 1-3
EXPERIENCE: 3

Workbot
ATTACK: 10
DAMAGE: 1-6

INITIATIVE: +2
ARMOR: −3
LIFE POINTS: 30
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 4

Guardian
ATTACK: 20
DAMAGE: 1-6 +3 or 3-30
INITIATIVE: +3
ARMOR: −4 Ballistic
LIFE POINTS: 35
MOVEMENT: 90′
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 8

Autosoldier
ATTACK: 16×2
DAMAGE: 1-10 +6 or 3-30 +1
INITIATIVE: +4
ARMOR: −5 Energy
LIFE POINTS: 50
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 23

Rogue Robot
ATTACK: 22×2
DAMAGE: 1-10 +8 or 3-30 +2
INITIATIVE: +6
ARMOR: −6 Energy
LIFE POINTS: 65
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-5
EXPERIENCE: 31

Killer Robot
ATTACK: 18×3
DAMAGE: 1-10 +9 or 5-30 +2
INITIATIVE: +7
ARMOR: −7 Energy
LIFE POINTS: 80
MOVEMENT: 100′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 57

Autotank
ATTACK: 19×4
DAMAGE: 1-10 +14 or 6-36 +2
INITIATIVE: +11
ARMOR: −8 Energy
LIFE POINTS: 140
MOVEMENT: 120′
LUCK: 15
NUMBER: 1-3
EXPERIENCE: 150

Megabot
ATTACK: 23×5
DAMAGE: 1-10 +23 or 4-40 +3
INITIATIVE: +20
ARMOR: −9 Energy
LIFE POINTS: 250
MOVEMENT: 120′
LUCK: 20
NUMBER: 1-2
EXPERIENCE: 392

War Machine
ATTACK: 23×7
DAMAGE: 1-10 +36 or 5-50 +3
INITIATIVE: +33
ARMOR: −10 Energy
LIFE POINTS: 450
MOVEMENT: 150′
LUCK: 30
NUMBER: 1
EXPERIENCE: 1388

A **Compubot** is a computer robot (for calculating and information). A **Workbot** is a worker robot. A **Guardian** is a security or police robot (6 foot tall). An **Autosoldier** is a robot warrior (7 foot tall). A **Rogue Robot** is a robot that has overcome its programming and becomes independent. A **Killer Robot** is a terror machine 10 foot tall which is programmed to destroy the enemy. An **Autotank** is a self-propelled machine with many weapons that usually works in conjunction with Autosoldiers. A **Megabot** is a giant robot 30 foot tall. A **War Machine** is an automated attack machine the size of a football field.

Roc
ATTACK: 17×4
DAMAGE: 2-16
INITIATIVE: +11
ARMOR: none
LIFE POINTS: 130
MOVEMENT: 120′
LUCK: 10
NUMBER: 1
EXPERIENCE: 66

Rocs are giant birds so large they have been known to carry off elephants. If they drop a victim, the victim takes 1-6 points of damage for every 10 feet fallen (on a successful luck roll the victim only takes half damage).

Rokke, see EARTH ELEMENTAL PLANE OF.

Roland, see HUMANS.

Romerac Elerion
ATTACK: 26 × 13
DAMAGE: 96
INITIATIVE: +100
ARMOR: −10 (all)
LIFE POINTS: 1300 (500)
MOVEMENT: 180′
LUCK: 105
NUMBER: 1
EXPERIENCE: 19,285
POWER: 100

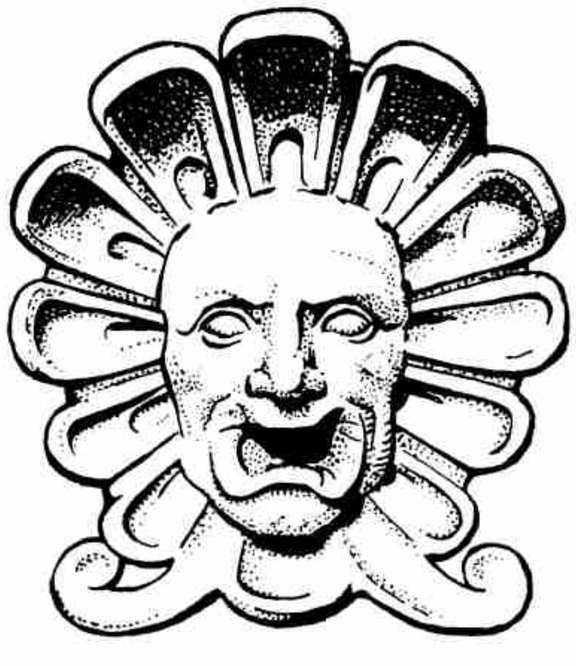
Romerac Elerion (rom′-er-ac el-er′-e-on) seldom appears twice looking the same. His favorite guises are a pot-bellied, balding man with a beard; a 7 foot tall gray-eyed blond man with a jagged lightning scar criss-crossing his body; a brown-haired, blue-eyed minstrel; a tawny-colored Feline; a dwarvish jester dressed in multi-colored rags; a small gray cat; and a 200 foot long Dragon. Romerac is whimsical, but once his fancy is caught he follows the whimsey to the end with rock-hard purpose. He has **all skills and powers.**

Sabre Tooth Tiger, *see* PREHISTORIC ANIMALS.

Salamander, *see* FIRE, ELEMENTAL PLANE OF.

Le Comte de Saint-Germain, *see* HUMANS.

Sarkophagos, *see* ANIMAL RULERS (CARNOSAURS).



SAURIANS

Average
ATTACK: 13
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 13
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-20
EXPERIENCE: 2

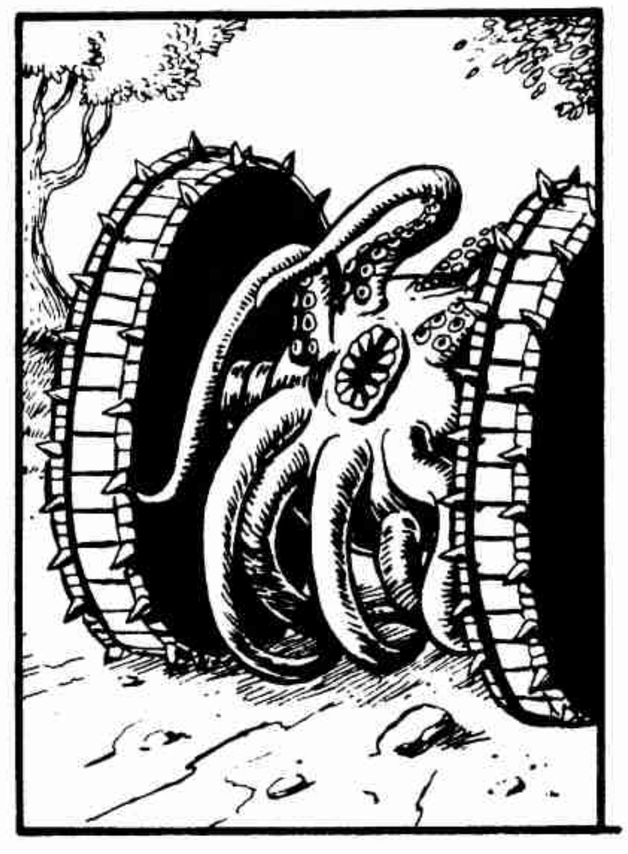
Soldier
ATTACK: 19
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: −3
LIFE POINTS: 19
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 8
POWER: 2

Hero
ATTACK: 17 × 2
DAMAGE: wpn + 1 (+4)
INITIATIVE: +4
ARMOR: −4
LIFE POINTS: 50 (20)
MOVEMENT: 70′
LUCK: 9
NUMBER: 1-6
EXPERIENCE: 25
POWER: 4

Khokegi
ATTACK: 16 × 3
DAMAGE: wpn + 2 (+7)
INITIATIVE: +7
ARMOR: −6 Magical
LIFE POINTS: 80 (30)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1
EXPERIENCE: 77
POWER: 7

Saurians are a race of lizard-like humanoids (with a lizard's head and tail). Saurian **Soldiers** have the **first power** of any one class. Saurian **Heroes** have the **first two powers** of any one class. **Khokegi** (ko′-ke-gi) has the powers of **Animal Control, Nercromancy, Fly,** and **Storm.** Khokegi appears to be a blunt, forthright individual. Actually he uses the personality as a front to cover his cunning.

Scavenger Wheel
ATTACK: 18
DAMAGE: 2-20
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 35
MOVEMENT: 90′
LUCK: 6
NUMBER: 1-3
EXPERIENCE: 5



Scavenger Wheels are animals that have a 4 foot wide, spherical body covered with tentacles between two 6 foot tall, wheel-like appendages. They hunt by rolling over the ground (usually wind blown, though they can move laboriously to a hill top, using their tentacles, then roll down when they sight prey). As they roll over prey, they scoop it into their mouths using their tentacles.

SILKIES

Average
ATTACK: 11
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 11
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 2

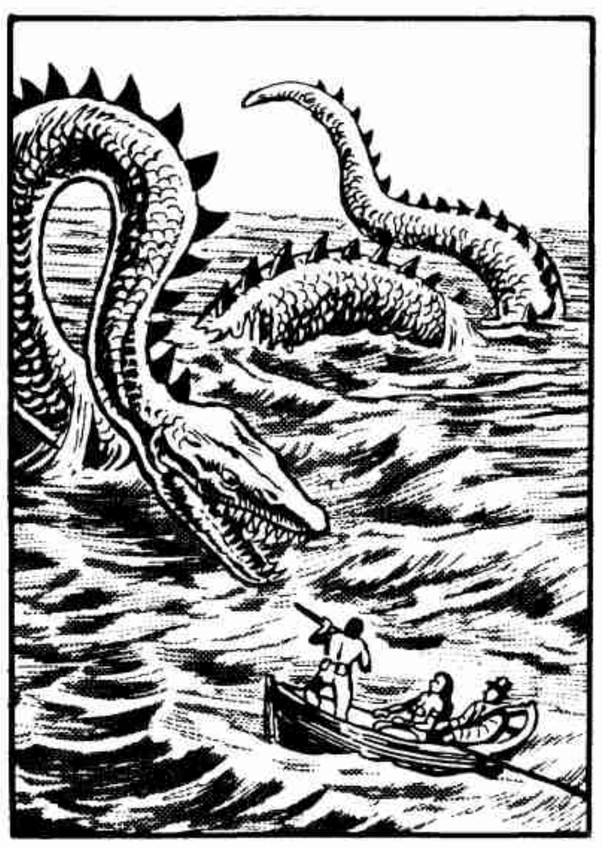
Soldier
ATTACK: 17
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 17
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 4
POWER: 3

Hero
ATTACK: 14×2
DAMAGE: wpn+1 (+4)
INITIATIVE: +4
ARMOR: −6 Energy
LIFE POINTS: 43 (16)
MOVEMENT: 70′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 28
POWER: 6

Angus MacOdrum
ATTACK: 14×3
DAMAGE: wpn+2 (+6)
INITIATIVE: +6
ARMOR: −7 Energy
LIFE POINTS: 70 (32)
MOVEMENT: 80′
LUCK: 13
NUMBER: 1
EXPERIENCE: 87
POWER: 9

Silkies look like short but powerful humans. They carry magical sealskins which they can put on to become seals (the skins only work for Silkie). The Silkie built Land Under Wave, a jeweled city under the sea which is actually a "pocket universe" existing in a number of different dimensions. Silkie share the city with Mermen and Sea Elves. Silkie specialize in **Invoker** and **Magneto** powers. Silkie **Soldiers** have the **first power of each.** Silkie **Heroes** have the **first two powers of each. Angus MacOdrum** has the powers of **Invoke Elementals, Elemental Shaping, Possession, Elemental Body, Energy Field, Electrosleep, Electrosensing,** and **EM Tuning.** Angus is a gloomy individual. He is a tricky bargainer, but always keeps his word once it has been given.

Sea Serpent
ATTACK: 18×4
DAMAGE: 3-30
INITIATIVE: +12
ARMOR: −5
LIFE POINTS: 150
MOVEMENT: 90′
LUCK: 10
NUMBER: 1
EXPERIENCE: 110



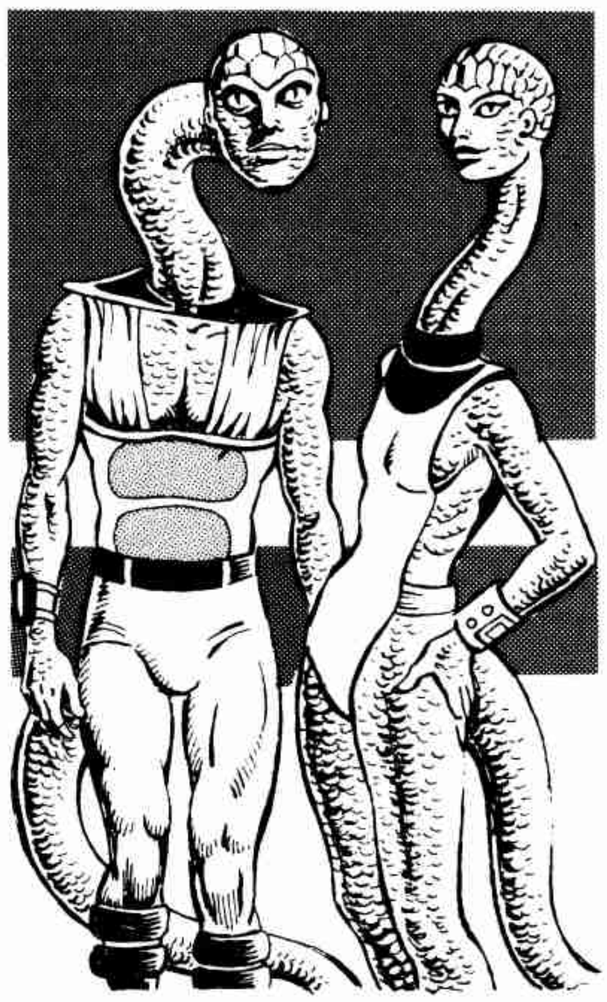
A **Sea Serpent** is a 100 foot long giant eel-like creature with a dinosaur-like head.

Selene, *see* AIR, ELEMENTAL PLANE OF.

Sessedi, *see* SERPENTINES.

SERPENTINES.

Average
ATTACK: 9
DAMAGE: wpn (+1)
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 9
MOVEMENT: 50′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 2



Soldier
ATTACK: 14
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: none
LIFE POINTS: 14
MOVEMENT: 50′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 4
POWER: 3

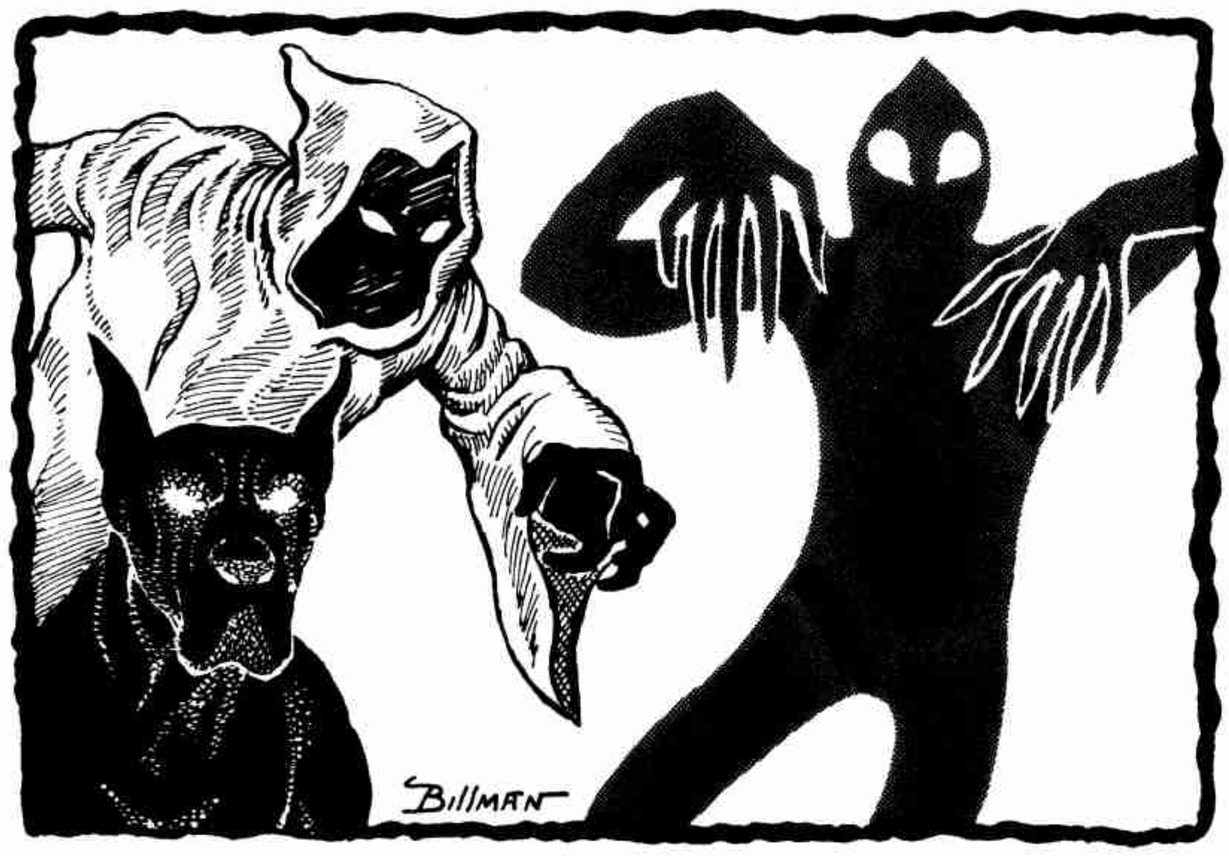
Hero
ATTACK: 13×2
DAMAGE: wpn+1 (+3)
INITIATIVE: +3
ARMOR: −6 Energy
LIFE POINTS: 40 (25)
MOVEMENT: 60′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 29
POWER: 5

Sessedi
ATTACK: 19×2
DAMAGE: wpn+2 (+5)
INITIATIVE: +5
ARMOR: −7 Energy
LIFE POINTS: 65 (32)
MOVEMENT: 60′
LUCK: 13
NUMBER: 1
EXPERIENCE: 60
POWER: 8

Serpentines are serpent-like humanoids (looking like a scaled human with serpent-like facial features). Serpentine **Soldiers** have the **first power** of both **Sorcerer** and **Mentat.** Serpentine **Heroes** have the **first two** powers of **both** classes. **Sessedi** (ses-e′-di) the Serpentine has the powers of **True Sight, Fascination, Illusion, Enchanted Sleep, Hypnosis, Persuasion, Altered Features,** and **Mass Hypnosis.** Sessedi is totally unscupulous. She will try to take advantage of anyone she can.

Set, *see* KHEM, THE GODS OF.

SHADOW, ELEMENTAL PLANE OF



(Minor Elemental)
Gloum
ATTACK: 13
DAMAGE: 2-20
INITIATIVE: +2
ARMOR: −1 (all)
LIFE POINTS: 15
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 7
POWER: 3

(Elemental Animal)
Phantasmagoria
ATTACK: 20
DAMAGE: 2-16
INITIATIVE: +3
ARMOR: −2 (all)
LIFE POINTS: 25
MOVEMENT: 120′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 13
POWER: 4

(Elemental Human)
Specter
ATTACK: 12
DAMAGE: 1-10 +2
INITIATIVE: +2
ARMOR: −3 (all)
LIFE POINTS: 20 (8)
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 13
POWER: 6

(Elemental Alien)
Phantom
ATTACK: 18
DAMAGE: 1-10 +3
INITIATIVE: +3
ARMOR: −4 (all)
LIFE POINTS: 30 (11)
MOVEMENT: 90′
LUCK: 8
NUMBER: 1-5
EXPERIENCE: 21
POWER: 8

(Elemental Spirit)
Shadow Spirit
ATTACK: 12×2
DAMAGE: special
INITIATIVE: +4
ARMOR: −5 (all)
LIFE POINTS: 30
MOVEMENT: 90′
LUCK: 9
NUMBER: 1
EXPERIENCE: 22
POWER: 10

(Major Elemental)
Shadow Elemental
ATTACK: 14×2
DAMAGE: 4-24
INITIATIVE: +5
ARMOR: −6 (all)
LIFE POINTS: 35
MOVEMENT: 90′
LUCK: 10
NUMBER: 1
EXPERIENCE: 37
POWER: 12

Baroness
ATTACK: 22×2
DAMAGE: 8
INITIATIVE: +5
ARMOR: −7 (all)
LIFE POINTS: 55 (25)
MOVEMENT: 100′
LUCK: 12
NUMBER: 1
EXPERIENCE: 71
POWER: 14

Duke
ATTACK: 22×3
DAMAGE: 13
INITIATIVE: +8
ARMOR: −8 (all)
LIFE POINTS: 90 (41)
MOVEMENT: 110′
LUCK: 14
NUMBER: 1
EXPERIENCE: 157
POWER: 16

Princess
ATTACK: 22×4
DAMAGE: 16
INITIATIVE: +11
ARMOR: −9 (all)
LIFE POINTS: 130 (61)
MOVEMENT: 120′
LUCK: 17
NUMBER: 1
EXPERIENCE: 302
POWER: 18

Erebus, Lord of Shadows
ATTACK: 22×6
DAMAGE: 29
INITIATIVE: +24
ARMOR: −10 (all)
LIFE POINTS: 300 (120)
MOVEMENT: 120′
LUCK: 28
NUMBER: 1
EXPERIENCE: 1245
POWER: 24

All creatures from the **Elemental Plane of Shadow** can move from shadow to shadow as if teleporting **(Shadow Walking),** can shape shadows to look like something different **(Shadow Shaping), Control Light** to create shadows, and have the power of **ESP.**

Gloums (gloum) look like dark clouds. They have the power of **Energy Drain** which does 2-20 to anything within 30 feet once per day. Their touch also drain energy for 2-20.

Phantasmagorias (fan-tas′-ma-gor′-e-a) look like the shadows of giant hounds. Inside the shadow is the barest hint of a rainbow. Phantasmagorias have the powers of **Illusion,** and **Sensual Chaos**. Their touch **Paralyzes** a victim for 3-30 turns unless a luck roll is made (in addition to doing damage).

Specters are pale humans with shadowy black hair. They have the powers of **Hypnosis**, and **Hallucination,** and can shoot a **Shadow Beam** that does 4-24 points of damage (range = 500 feet) once per day. When they Shadow Walk, they can carry one willing individual.

Phantoms are 7 foot tall, gray humanoids who usually wear hooded cloaks. They can **Shape Shift** three times per day, and have the powers of **Energy Drain** (like a Gloum), **Persuasion,** and **Illusion**. They can carry one willing individual when they Shadow Walk.

Shadow Spirits look like 10 foot tall horned, winged humanoid shadows with glowing red eyes. On a successful hit, they have stolen the victim's shadow unless a luck roll is made. After a successful **Shadow Theft,** the Shadow Spirit controls that individual. Shadow Spirits also have the powers of **Hallucination,** and **Fear.**

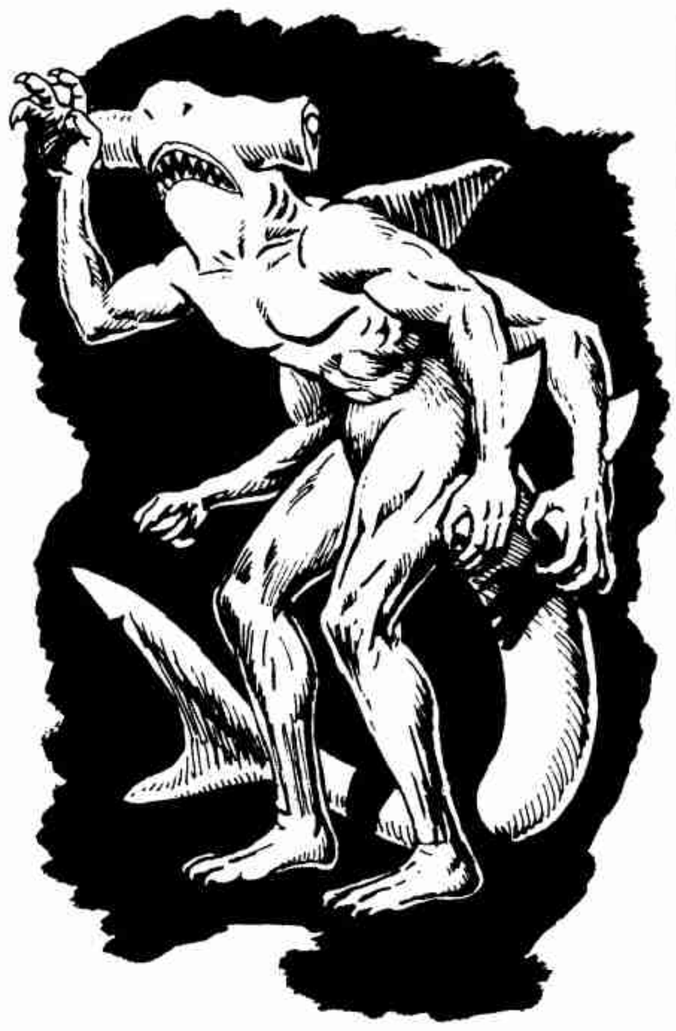
Shadow Elementals can assume the shape of any shadows. Thus, they will always gain surprise unless the defenders have some reason to suspect that Shadow Elementals are present. Shadow Elementals have the powers of **Illusion, Magic Prison, Enchanted Sleep,** and **Hallucination.**

The **Nobility** of the Plane of Shadow come from either Specters or Phantoms. All nobility have the powers of **Hallucination, Illusion, Persuasion, Shadow Beam,** and **Energy Drain** once per day plus the power of **Shape Shift** three times per day. In addition, a **Baroness** has all five powers of any **one class.** A **Duke** has all five powers of any **two classes.** A **Princess** has all five powers of any **three classes.** Specters and Phantoms can assume either sex at will. Traditionally, Baroness and Princesses take a female form while Dukes and the Lord of Shadow take male shapes.

Erebus, (ar′-e-bus) Lord of Shadows has **all the powers of the nobility** three times per day. He also has all five powers of **Poltergeist, Clairvoyant, Telepath, Projector, Sorcerer,** and **Invoker.** Erebus is moody and unpredictable. His actions and ambitions are chaotic. Erebus seems to be following some master plan all his own, but no one else is able to make sense of the plan. Erebus may be quite insane, but no one can tell for sure, and he is too powerful to be casually challenged.

Sharkbane, see MERMEN/MERMAIDS.

SHARKMEN



Average
ATTACK: 18
DAMAGE: 2-16
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 18
MOVEMENT: 60′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 3

Soldier
ATTACK: 13×2
DAMAGE: 2-20
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 27
MOVEMENT: 70′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 8

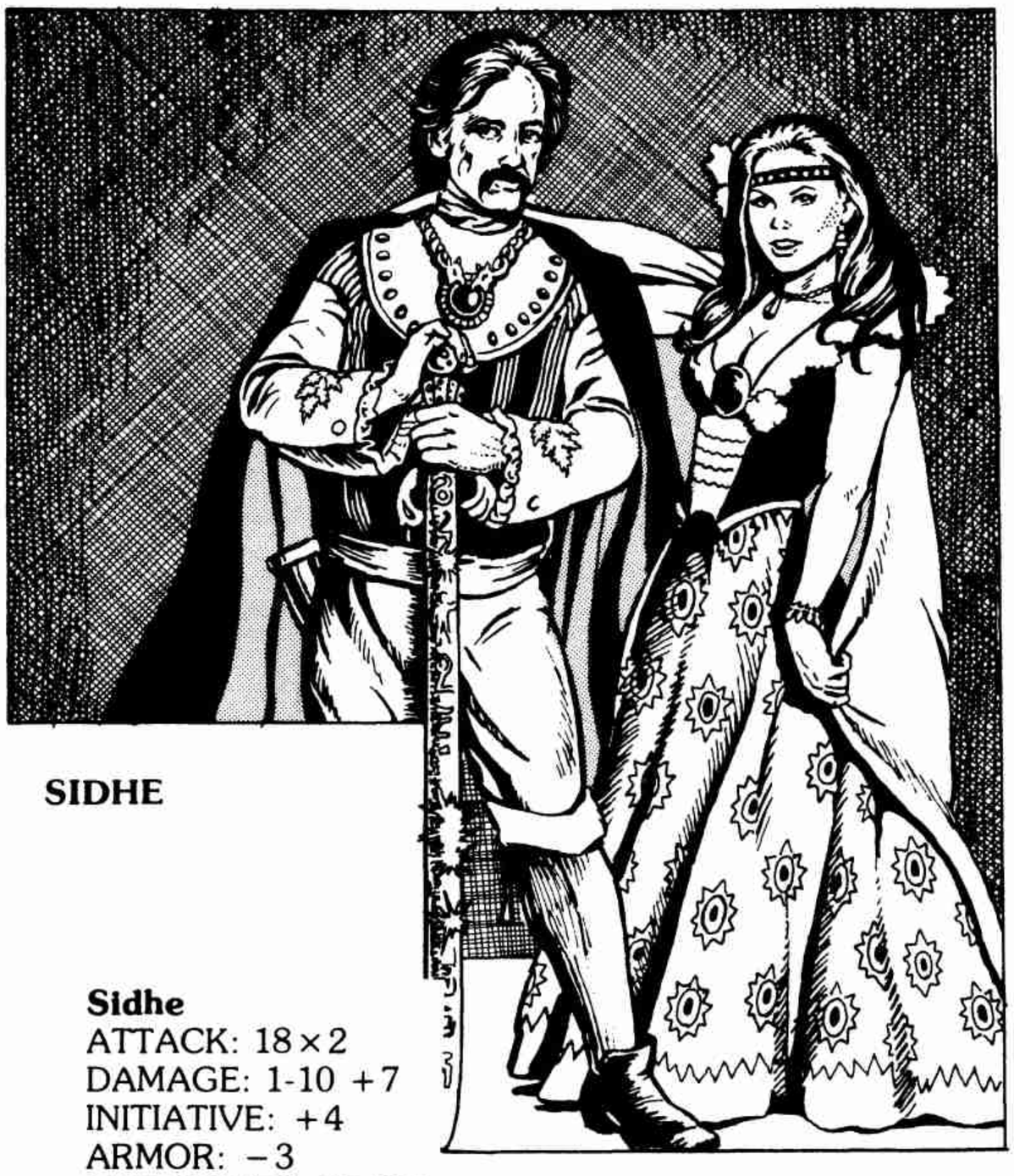
Leader
ATTACK: 14×3
DAMAGE: 2-20
INITIATIVE: +6
ARMOR: −4
LIFE POINTS: 70 (13)
MOVEMENT: 70′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 27

Bloodhook
ATTACK: 20×3
DAMAGE: 2-20
INITIATIVE: +9
ARMOR: −6
LIFE POINTS: 110 (21)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1
EXPERIENCE: 56
POWER: 9

Sharkmen are humanoids with four arms and a shark's head. **Bloodhook** has the powers of **Physical Control** and **Dermal Armor.** He has a personality which is ferocity personified. Once blood has been spilled in a battle, he will fight to the death.

Shiv Worm
ATTACK: 17×3
DAMAGE: 3-30
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 90
MOVEMENT: 30′
LUCK: 8
NUMBER: 1
EXPERIENCE: 44

A **Shiv Worm** is a giant 50 foot long worm with a large mouth and sharp, dagger-like teeth. They usually live under sand or loosely packed earth but sometimes roam in large caverns. One variety lives in the water.



SIDHE

Sidhe
ATTACK: 18×2
DAMAGE: 1-10 +7
INITIATIVE: +4
ARMOR: −3
LIFE POINTS: 60 (31)
MOVEMENT: 70′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 45
POWER: 6

Arianrhod
ATTACK: 24×4
DAMAGE: 1-10 +17
INITIATIVE: +15
ARMOR: −6 (all)
LIFE POINTS: 180 (76)
MOVEMENT: 90′
LUCK: 20
NUMBER: 1
EXPERIENCE: 376
POWER: 20

Brigit
ATTACK: 27×5
DAMAGE: 1-10 +24
INITIATIVE: +19
ARMOR: −8 (all)
LIFE POINTS: 230 (90)
MOVEMENT: 100′
LUCK: 23
NUMBER: 1
EXPERIENCE: 637
POWER: 19

Lug
ATTACK: 24×6
DAMAGE: 1-6 +28
INITIATIVE: +22
ARMOR: −9 (all)
LIFE POINTS: 280 (110)
MOVEMENT: 110′
LUCK: 27
NUMBER: 1
EXPERIENCE: 918
POWER: 22

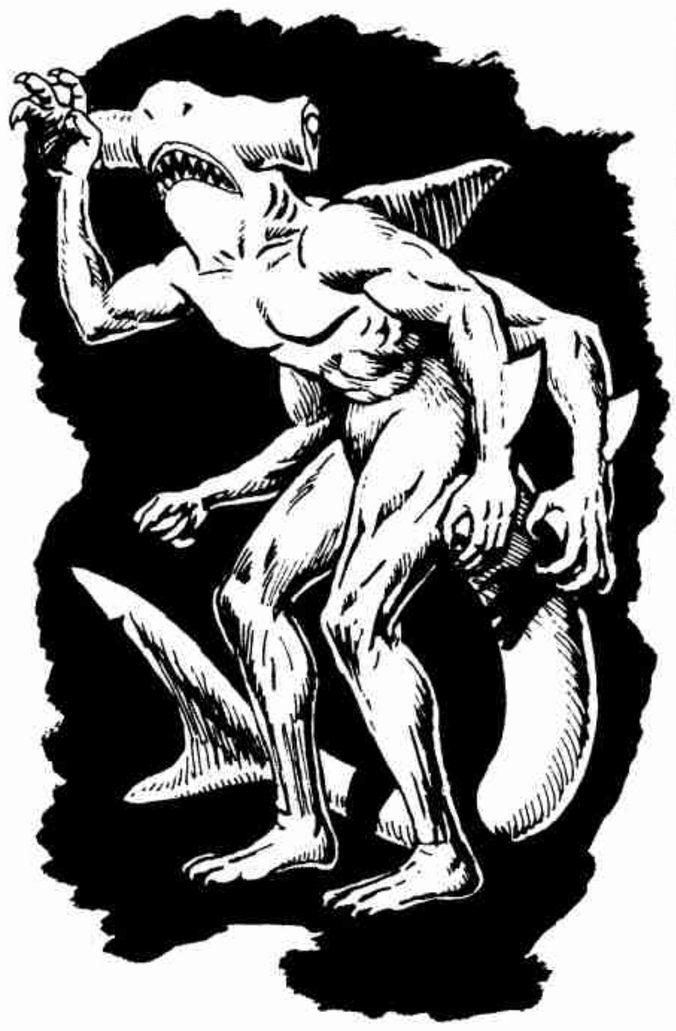
Math
ATTACK: 21×5
DAMAGE: 1-6 +18
INITIATIVE: +15
ARMOR: −7 (all)
LIFE POINTS: 210 (84)
MOVEMENT: 100′
LUCK: 25
NUMBER: 1
EXPERIENCE: 478
POWER: 15

Gwydion
ATTACK: 26×5
DAMAGE: 1-10 +22
INITIATIVE: +22
ARMOR: −7 (all)
LIFE POINTS: 250 (107)
MOVEMENT: 100′
LUCK: 25
NUMBER: 1
EXPERIENCE: 778
POWER: 25

Nuada
ATTACK: 27×6
DAMAGE: 1-10 +33
INITIATIVE: +24
ARMOR: −10 (all)
LIFE POINTS: 300 (115)
MOVEMENT: 110′
LUCK: 25
NUMBER: 1
EXPERIENCE: 1179
POWER: 24

Sharkbane, see MERMEN/MERMAIDS.

SHARKMEN



Average
ATTACK: 18
DAMAGE: 2-16
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 18
MOVEMENT: 60′
LUCK: 7
NUMBER: 2-12
EXPERIENCE: 3

Soldier
ATTACK: 13×2
DAMAGE: 2-20
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 27
MOVEMENT: 70′
LUCK: 8
NUMBER: 1-10
EXPERIENCE: 8

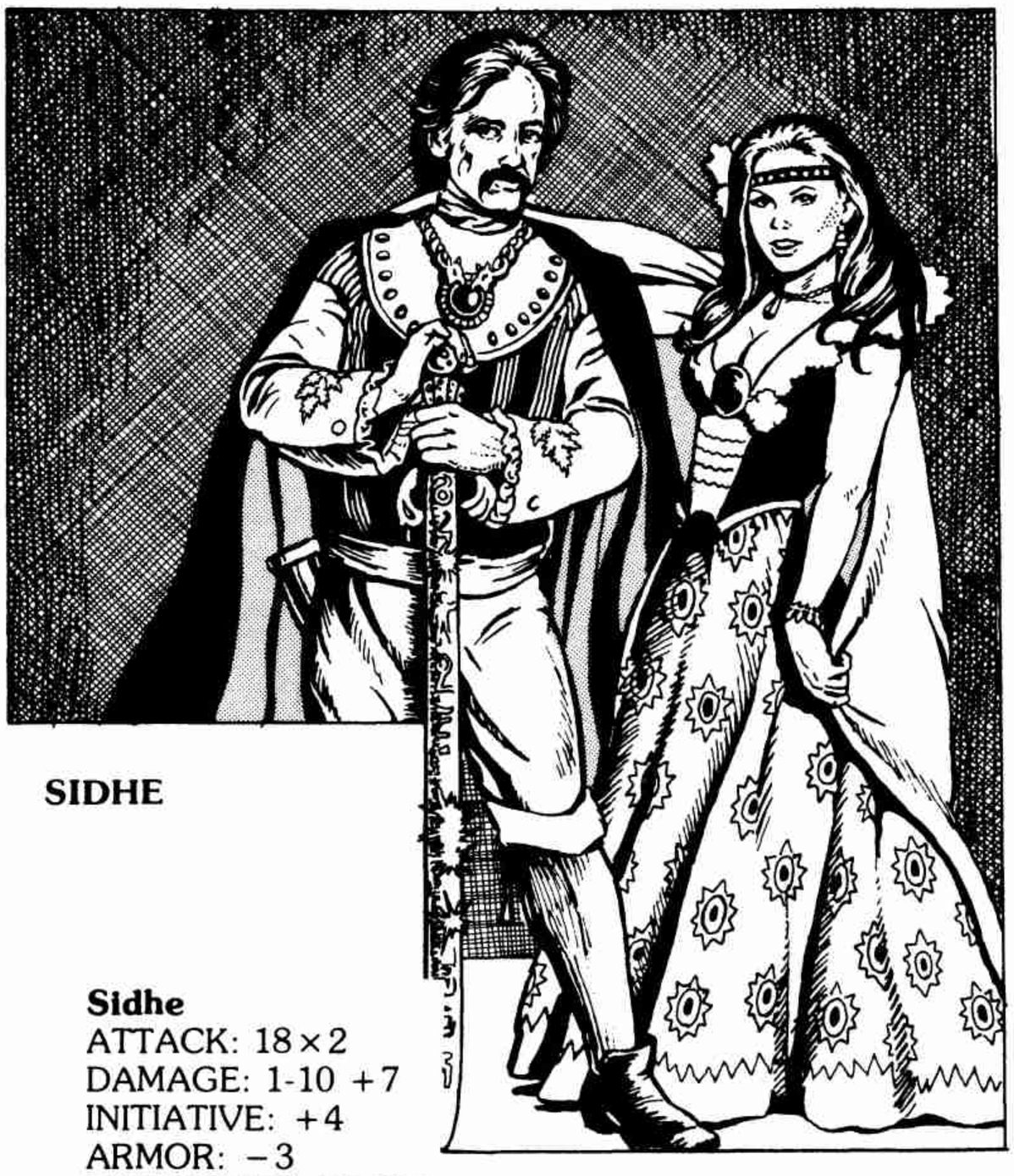
Leader
ATTACK: 14×3
DAMAGE: 2-20
INITIATIVE: +6
ARMOR: −4
LIFE POINTS: 70 (13)
MOVEMENT: 70′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 27

Bloodhook
ATTACK: 20×3
DAMAGE: 2-20
INITIATIVE: +9
ARMOR: −6
LIFE POINTS: 110 (21)
MOVEMENT: 80′
LUCK: 15
NUMBER: 1
EXPERIENCE: 56
POWER: 9

Sharkmen are humanoids with four arms and a shark's head. **Bloodhook** has the powers of **Physical Control** and **Dermal Armor.** He has a personality which is ferocity personified. Once blood has been spilled in a battle, he will fight to the death.

Shiv Worm
ATTACK: 17×3
DAMAGE: 3-30
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 90
MOVEMENT: 30′
LUCK: 8
NUMBER: 1
EXPERIENCE: 44

A **Shiv Worm** is a giant 50 foot long worm with a large mouth and sharp, dagger-like teeth. They usually live under sand or loosely packed earth but sometimes roam in large caverns. One variety lives in the water.



SIDHE

Sidhe
ATTACK: 18×2
DAMAGE: 1-10 +7
INITIATIVE: +4
ARMOR: −3
LIFE POINTS: 60 (31)
MOVEMENT: 70′
LUCK: 10
NUMBER: 1-6
EXPERIENCE: 45
POWER: 6

Arianrhod
ATTACK: 24×4
DAMAGE: 1-10 +17
INITIATIVE: +15
ARMOR: −6 (all)
LIFE POINTS: 180 (76)
MOVEMENT: 90′
LUCK: 20
NUMBER: 1
EXPERIENCE: 376
POWER: 20

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ATTACK: 27×5
DAMAGE: 1-10 +24
INITIATIVE: +19
ARMOR: −8 (all)
LIFE POINTS: 230 (90)
MOVEMENT: 100′
LUCK: 23
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EXPERIENCE: 637
POWER: 19

Lug
ATTACK: 24×6
DAMAGE: 1-6 +28
INITIATIVE: +22
ARMOR: −9 (all)
LIFE POINTS: 280 (110)
MOVEMENT: 110′
LUCK: 27
NUMBER: 1
EXPERIENCE: 918
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Math
ATTACK: 21×5
DAMAGE: 1-6 +18
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Gwydion
ATTACK: 26×5
DAMAGE: 1-10 +22
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Nuada
ATTACK: 27×6
DAMAGE: 1-10 +33
INITIATIVE: +24
ARMOR: −10 (all)
LIFE POINTS: 300 (115)
MOVEMENT: 110′
LUCK: 25
NUMBER: 1
EXPERIENCE: 1179
POWER: 24

Sidhe (she) are one of the ancient human-like races of Eire (Ireland) and Cymru (Wales). They are 6 feet tall and wear bright colorful clothing. The men wear their hair long and usually have long drooping mustaches. The Sidhe have all five **Sorcerer** powers plus the powers of **Clairvoyance, Curing,** and **Psycometry.** The proper name of the Sidhe is the Tuatha de Danann (tu'-ath-a de dan'-an), the children of the goddess Dan. Sidhe is actually the name of their underground dwelling places, small "pocket-universe" type realms inside caverns under grassy hills, or on enchanted islands.

Arianrhod (ar'-e-an-rod) is a beautiful black-haired woman. She is the daughter of Math and sister of Gwydion. Her sidhe is a tower on the island which exists beyond the normal world. Arianrhod uses a +2 dagger in battle and has Knife −2. She has all five powers of **Invoker, Mentat, Sorcerer,** and **Wizard.**

Math (math) is the father of Arianrhod and Gwydion. He is a kindly bearded old man who is still strong despite age. He wields a +2 spear and has Spear −2. He has all five powers of **Adept, Clairvoyant, Telepath,** and **Wizard.**

Brigit (bridg'-it) is a beautiful woman with flame-colored hair. She delights in war and poetry. She wields a +4 sword and has Sword −4. She has all five powers of **Adept, Projector, Somatron,** and **Telepath.**

Gwydion (gwood-e'-on) is the son of Math and brother of Arianrhod. He is cunning and mischievous, but also compassionate and understanding. Gwydion uses a +3 sword in battle and has Sword −3. He has all five powers of **Adept, Clairvoyant, Invoker, Mentat, Projector,** and **Sorcerer.**

Lug (lug) is the master of all arts and skills. He wields a +3 spear and has Spear −3. He has all five powers of **Adept, Clairvoyant, Magneto,** and **Sorcerer,** plus the powers of **Mind Block** and **ESP.**

Nuada (nu-a'-da) is king of the Tuatha de Danann. He lost an arm in combat with the Firbolg and has had it replaced with a magical silver arm. Hence his name is often spoken of as Nauda of the Silver Arm. Nuada wields a +4 sword and has Sword −4. He has all five powers of **Adept, Projector, Somatron,** and **Sorcerer** plus the powers of **Clairvoyance** and **Mind Block.**

Sigurd Fafnirsbane, see HUMANS.

Simia, see ANIMAL RULERS (PRIMATES).

Sinbad the Sailor, see HUMANS.

Siren
ATTACK: 20
DAMAGE: 1-6
INITIATIVE: +6
ARMOR: none
LIFE POINTS: 60
MOVEMENT: 60'
LUCK: 15
NUMBER: 1-6
EXPERIENCE: 26
POWER: 9

Sirens are women who live on islands or roam the shores of seas. They have the powers of **Fascination, Enchanted Sleep, Illusion, Sensual Chaos, True Sight,** and **Mind Block.** They also have the power of a **song of Insanity** which causes victims to become suicidal unless a luck roll is made. The song can be heard up to 1000 feet away.

Egil Skallagrimson, see HUMANS.

Skulo, see ANIMAL RULERS (SHARKS).

Silakka
ATTACK: 20
DAMAGE: 3-18
INITIATIVE: +3
ARMOR: −6 Ballistic
LIFE POINTS: 35
MOVEMENT: 30'
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 9

Silakkas (sil-ak'-ka) are silicon based life forms that look like giant porcupines. They can shoot their quills up to 50 feet away for 3-18. (The quills regenerate inside of a week.)

Sleipnir
ATTACK: 20×4
DAMAGE: 20
INITIATIVE: +14
ARMOR: −6 (all)
LIFE POINTS: 170 (70)
MOVEMENT: 150'
LUCK: 19
NUMBER: 1
EXPERIENCE: 152

Sleipnir (slip'-nir) is Odin's eight-legged horse (see also ASGARD, THE WORLD OF).

Slime Glob
ATTACK: 15 × 2
DAMAGE: 2-12
INITIATIVE: +4
ARMOR: none
LIFE POINTS: 80
MOVEMENT: 30′
LUCK: 10
NUMBER: 1
EXPERIENCE: 15

A **Slime Glob** is a colony of slimy fungus about 30 feet in diameter. For each successful attack it makes, damage will continue automatically until the victim makes a luck roll.

Soltron, see LUPINES.

Solymi
ATTACK: 17 × 2
DAMAGE: 1-6 +2 or
1-10 +6
INITIATIVE: +4
ARMOR: −3
LIFE POINTS: 45 (15)
MOVEMENT: 70′ or 120′
LUCK: 9
NUMBER: 1-10
EXPERIENCE: 12

Solymi (sol'-im-e) are "Warriors of the Sun". They have Bow −2 and Sword −2. They usually ride Pegasi (winged horses) into battle (see also Pegasus).

Drax Soterion, see DRACONIDS.

Specter, see SHADOW, ELEMENTAL PLANE OF.

Spidercat
ATTACK: 16 × 2
DAMAGE: 5-30
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 50
MOVEMENT: 120′
LUCK: 7
NUMBER: 1-5
EXPERIENCE: 18

A **Spidercat** looks like a 5 foot tall cross between a giant spider and a cat. Spidercats can spin webs like spiders, but their bite is not poisonous.

SPRITES

Leprechaun/Gremlin/Pixie
ATTACK: 5
DAMAGE: 1-3
INITIATIVE: +3
ARMOR: −6 (all)
LIFE POINTS: 25
MOVEMENT: 60′
LUCK: 12
NUMBER: 1-10
EXPERIENCE: 12
POWER: 9

Sprites are 1 foot tall humanoids. There are three types of sprites: leprechauns, gremlins, and pixies. They all have the same statistics, but have different sets of powers. **Leprechauns** dress in a green suit cut in the 19th century fashion plus a top hat. They have all five **Projector** powers. **Gremlins** dress in blue work clothes. They have all five **Poltergeist** powers. **Pixies** dress in medieval-like clothing. They have all five **Sorcerer** powers.

Starguard, see HUMANS.

Starnomad, see HUMANS.

Stegosaurus, see PREHISTORIC ANIMALS.

Streng, see FIRBOLG.

Surt, see GIANTS.

ATTACK: 17×2
DAMAGE: 2-12
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 50
MOVEMENT: 90′
LUCK: 10
NUMBER: 1-5
EXPERIENCE: 22
POWER: 7

Swamp Monsters are shaggy, horned humanoids about 7 feet tall. They have the powers of **Hypnosis, Sensual Chaos, Hallucination, Fear, Telepathy,** and **Mind Block.**

, see WATER, ELEMENTAL PLANE OF.

, see THE KURGAN.

ATTACK: 16×4
DAMAGE: 3-30 or
5-50
INITIATIVE: +10
ARMOR: −3 Ballistic
LIFE POINTS: 130
MOVEMENT: 90′
LUCK: 15
NUMBER: 1
EXPERIENCE: 113

Talus is a 20 foot tall man made of bronze. If he is wounded physically, he can **Squirt Molten Bronze** (his blood) up to 100 feet away for 5-50 points of damage (otherwise his attack does 3-30). It is believed that Talus is the last of a race of bronze men, but there may be more.

, see FIRBOLG

ATTACK: 20
DAMAGE: 2-12
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 30
MOVEMENT: 60′
LUCK: 7
NUMBER: 3-18
EXPERIENCE: 5

Tammanous are 5 foot tall, black-skinned, red-haired humanoids with fangs and claws.

ATTACK: 17×4
DAMAGE: 12
INITIATIVE: +12
ARMOR: −6 (all)
LIFE POINTS: 150 (55)
MOVEMENT: 120′
LUCK: 16
NUMBER: 2
EXPERIENCE: 82

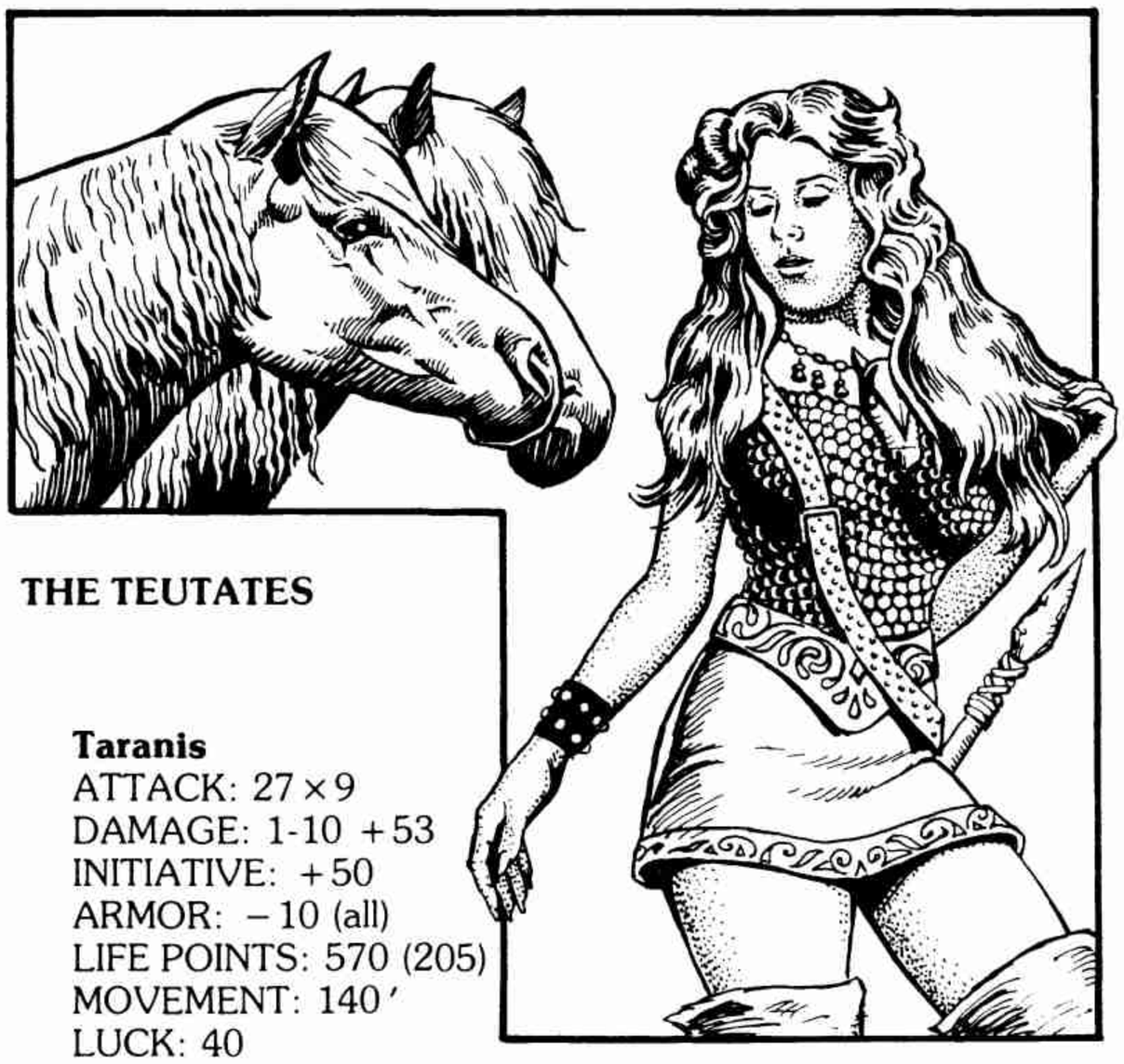
Tanngnost and **Tanngrisni** (tan′-nost & tan′-gris-ne) are twin, giant goats who pull Thor's chariot (see also ASGARD, THE WORLD OF)

, see THE TEUTATES.

, see EARTH, ELEMENTAL PLANE OF.

, see THE MARJANNI.

, see FOMOIRE.



THE TEUTATES

Taranis
ATTACK: 27×9
DAMAGE: 1-10 +53
INITIATIVE: +50
ARMOR: −10 (all)
LIFE POINTS: 570 (205)
MOVEMENT: 140′
LUCK: 40
NUMBER: 1
EXPERIENCE: 3900
POWER: 50

Belenus
ATTACK: 26×7
DAMAGE: 1-6 +36
INITIATIVE: +30
ARMOR: −9 (all)
LIFE POINTS: 500 (160)
MOVEMENT: 120′
LUCK: 35
NUMBER: 1
EXPERIENCE: 2200
POWER: 30

Epona
ATTACK: 25×6
DAMAGE: 1-6 +30
INITIATIVE: +25
ARMOR: −8 (all)
LIFE POINTS: 330 (125)
MOVEMENT: 110′
LUCK: 30
NUMBER: 1
EXPERIENCE: 1100
POWER: 25

The **Teutates** are known as "The Gods of the Tribes". They rule the lands of Cimmeria and Hyperborea in the Elder Lands (see PART 8: LANDS OF WONDER in the rulebook).

Taranis (tar′-an-is) is "The Thunderer", the god of weather, and the god of chariots who races through the clouds in his sky chariot. He is tall and muscular with light brown hair, a close-cropped dark beard, and blue eyes. In some past adventure he lost his right hand from the elbow down (he is left-handed). Taranis's right hand has been replaced with one of magical steel which can cast three **Lightning Bolts** per day (range = 700 feet, damage = 6-60). Taranis wields a +4 Sword and has Sword −4. He has all five powers of **Adept, Invoker, Projector, Somatron, Telepath,** and **Wizard.** Taranis loves a fight if it is honorable. He is usually good-natured, but occasionally loses his temper. He has a scrupulous sense of honor (especially dealing with the code of a warrior) and has no respect for double-dealers.

Belenus (bel′-en-us) is god of the sun and rider of the giant sun horse. He is also god of fires and of the changing seasons. He is a bluff, fatherly man with blond hair and beard, and earth-colored skin. Belenus uses a +3 spear and has Spear −3. He has all five powers of **Adept, Clairvoyant, Magneto, Sorcerer, Telepath,** and **Wizard.** Belenus is usually jovial and hearty, though he sometimes suffers from fits of deep depression. He loves honesty and justice.

Epona (e-po′-na) is goddess of the herds and fields. She is patron of horses and other herd animals. She is also goddess of war and the arts. She is a beautiful red-haired woman often to be found riding with her horse herds. She is thrilled by danger and scorns cowards. She is also intrigued by poetry, story-telling, and creative thinking in general. She wields a +3 spear and has Spear −2. Epona has all five powers of **Adept, Invoker, Magneto, Somatron,** and **Wizard.**

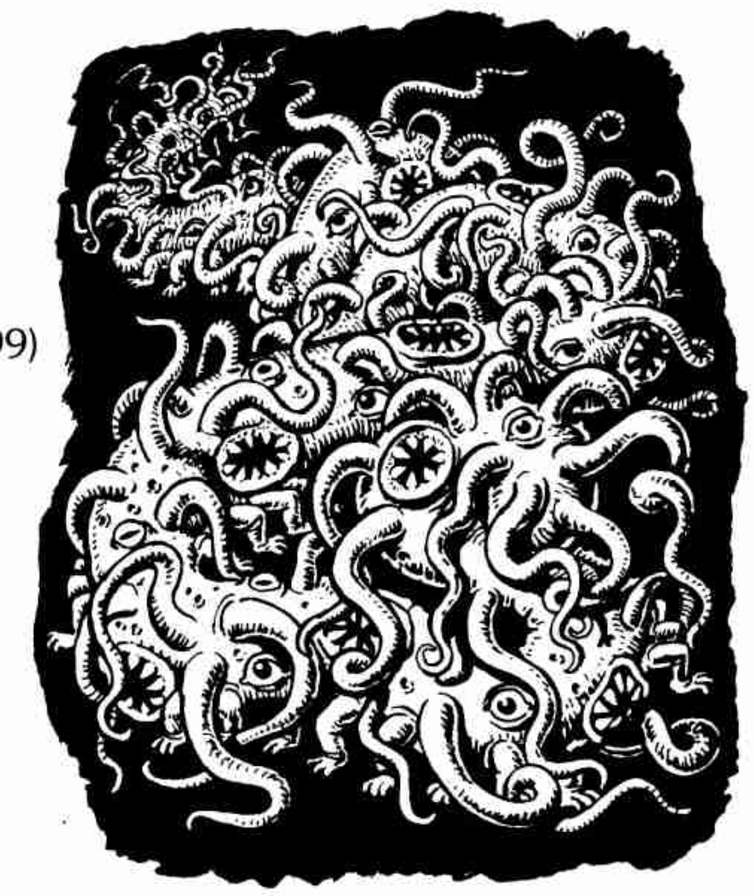
Theseus, see HUMANS.

Thor, see ASGARD, THE WORLD OF.

Thoth, see KHEM, THE GODS OF.

Thynnus, see ANIMAL RULERS (FISH).

Tiamat
ATTACK: 20×8
DAMAGE: 41
INITIATIVE: +40
ARMOR: −9 (all)
LIFE POINTS: 510 (199)
MOVEMENT: 130′
LUCK: 45
NUMBER: 1
EXPERIENCE: 2970
POWER: 40



Tiamat (te′-a-mat) has a huge serpent body covered with a mass of writhing tentacles. She has hundreds of stumpy legs and no discernable head. Instead, her body has hundreds of eyes and mouths spaced randomly. Tiamat has all five powers of **Adept, Cyborg, Invoker, Magneto, Mentat, Poltergeist, Projector, Somatron,** and **Telepath.** She is one of the beings of primal chaos and evil, and Melqart's enemy (see also THE ELUGAL). Tiamat can grant a power to one she favors (or one who defeats her in battle) but only at the cost of the recipient's mind and body growing more chaotic and regressing on the evolutionary scale.

Tiger, see ANIMALS.

Tiger Shark, see ANIMALS.

TITANS

Titan
ATTACK: 22×4
DAMAGE: 1-6 +16
INITIATIVE: +14
ARMOR: −6 (all)
LIFE POINTS: 180 (65)
MOVEMENT: 90′
LUCK: 19
NUMBER: 1-2
EXPERIENCE: 250
POWER: 14

Epimetheus
ATTACK: 21×5
DAMAGE: 1-6 +18
INITIATIVE: +15
ARMOR: −6 (all)
LIFE POINTS: 200 (74)
MOVEMENT: 100′
LUCK: 15
NUMBER: 1
EXPERIENCE: 450
POWER: 15

Atlas
ATTACK: 24×6
DAMAGE: 1-6 +40
INITIATIVE: +20
ARMOR: −7 (all)
LIFE POINTS: 310 (102)
MOVEMENT: 110′
LUCK: 19
NUMBER: 1
EXPERIENCE: 1100
POWER: 20

Prometheus
ATTACK: 25×6
DAMAGE: 1-10 +30
INITIATIVE: +24
ARMOR: −9 (all)
LIFE POINTS: 330 (120)
MOVEMENT: 110′
LUCK: 29
NUMBER: 1
EXPERIENCE: 1530
POWER: 24

Titans are 25 foot tall humanoids. They use +1 clubs and have Club −1. They have all five powers of **Adept** and **Wizard.**

Epimetheus (ep-e-me′-the-us), Atlas, and Prometheus are brothers. Epimetheus too often acts without thinking. He is well-meaning but still a bungler. He wields a +2 spear and has Spear−2. He has all five powers of **Adept, Clairvoyant, Telepath,** and **Wizard.**

Atlas (al′-las) is super-strong, but not very intelligent. He wields a +2 mace and has Mace−2. He has all five powers of **Adept** and **Somatron.**

Prometheus (pro-me′-the-us) has **all skills** at maximum level. He often appears as a muscular tall human man instead of in his Titan guise. Prometheus has all five powers of **Clairvoyant, Somatron, Mentat, Sorcerer, Magician, Telepath,** and **Magneto.** Prometheus is also known as "The Light Bringer". He is a friend to all intelligent races, often teaching civilizing skills to individuals. He encourages rational individuality.

Triceratops, see PREHISTORIC ANIMALS.

Troll
ATTACK: 14×3
DAMAGE: 4-24
INITIATIVE: +5
ARMOR: −5
LIFE POINTS: 70
MOVEMENT: 90′
LUCK: 9
NUMBER: 1-3
EXPERIENCE: 53
POWER: 10

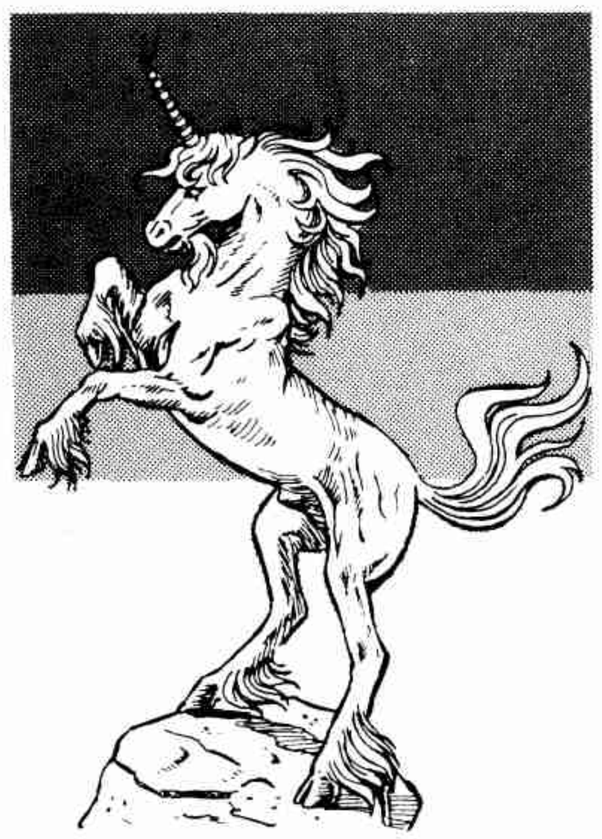
Trolls are ugly 12 foot tall humanoids. They live in caves, forests, and rivers. They have the powers of **Physical Control, Dermal Armor, Regeneration,** and **Energy Absorption.**

Typhon
ATTACK: 18×8
DAMAGE: 10-100
INITIATIVE: +36
ARMOR: −9 (all)
LIFE POINTS: 450
MOVEMENT: 130′
LUCK: 41
NUMBER: 1
EXPERIENCE: 2012

Typhon is a frightful monster with a hundred heads. It is the mortal enemy of Zeus (see OLYMPUS, THE GODS OF).

Tyr, see ASGARD, THE WORLD OF.

Tyrannosaurus Rex, see PREHISTORIC ANIMALS.



Unicorn
ATTACK: 14×3
DAMAGE: 2-16
INITIATIVE: +4
ARMOR: −8 (all)
LIFE POINTS: 50
MOVEMENT: 120′
LUCK: 15
NUMBER: 1
EXPERIENCE: 42
POWER: 10

Unicorns are horses with a horn in the center of their foreheads. They have the powers of **True Sight, Curing, Remove Magic, Magic Armor, Mind Block, Telepathy, Teleportation,** and **Clairvoyance.**

Uraeus
ATTACK: 20 × 2
DAMAGE: 2-12 + poison
INITIATIVE: +5
ARMOR: −6 Magical
LIFE POINTS: 80 (35)
MOVEMENT: 70′
LUCK: 12
NUMBER: 1
EXPERIENCE: 72
POWER: 5

Uraeus (ur-i′-us) is an intelligent giant cobra. It has the ability to **spit fire** for 5-50 points of damage up to 200 feet. On a successful bite, the victim must make a luck roll or go unconscious from **Poison.** If the roll was 20, the victim dies unless his or her luck roll score is 14 or greater. Unlike normal cobras, Uraeus is a fanatic for justice and its appearance is often a punishment for injustice, or a reward for a just deed. Uraeus originates in the Nile Valley in the Elder Lands (see PART 8: LANDS OF WONDER in the rulebook). While there is only one Uraeus at a time, a new one magically takes the place of a slain Uraeus within one month after the killing. Uraeus has the powers of **Magic Armor, Magic Prison, Curing, Psychometry, Electrosensing, True Sight, Mind Block, Telepathy, Forced Rapport,** and **Curse.**

Urlar
ATTACK: 20 × 3
DAMAGE: 3-18
INITIATIVE: +10
ARMOR: −5 (all)
LIFE POINTS: 110 (50)
MOVEMENT: 90′
LUCK: 15
NUMBER: 1-3
EXPERIENCE: 161
POWER: 25

Urlar are space for faring amoebas about 30 feet in diameter. They can change shape at will (it takes 10 turns to form a new shape). Urlar have all five powers of **Cyborg, Projector, Telepath,** and **Invoker.**

Ursus, see ANIMAL RULERS (BEARS).

Utgard-Loki, see GIANTS.

Vala, see THE FAMILY OF LOS.

Valkyrie
ATTACK: 23 × 4
DAMAGE: 1-10 +17
INITIATIVE: +14
ARMOR: −5 (all)
LIFE POINTS: 130 (50)
MOVEMENT: 90′ or 120′
LUCK: 15
NUMBER: 1-6
EXPERIENCE: 158
POWER: 14

Valkyries are warrior-maidens who serve Odin and Freyja (see also ASGARD, THE WORLD OF). Valkyries have Sword −3. They ride winged horses that travel 120 feet/turn. Valkyries have the powers of **Magic Weapon, Magic Armor, Physical Control,** and **Dermal Armor.**

Vainamoinen
ATTACK: 24 × 6
DAMAGE: 1-10 +28
INITIATIVE: +23
ARMOR: −9 (all)
LIFE POINTS: 300 (112)
MOVEMENT: 110′
LUCK: 27
NUMBER: 1
EXPERIENCE: 1056
POWER: 40

Vainamoinen (van′-a-moy′-nen) looks like a muscular, elderly man. He often drives a horse-drawn sled that can travel equally well over snow, land, and water. Vainamoinen is a great bard and poet who often travels on adventures to gather material for more sagas. He wields a +3 war axe and has War Axe −3. He has all five powers of **Adept, Mentat, Sorcerer,** and **Telepath** plus the powers of **Clairvoyance** and **Electrosensing.**

VAMPIRES

Vampire
ATTACK: 14×3
DAMAGE: 15
INITIATIVE: +5
ARMOR: −10 (all)
LIFE POINTS: 75 (30)
MOVEMENT: 90′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 92
POWER: 13

Vladimir Dracula
ATTACK: 224
DAMAGE: 25
INITIATIVE: +11
ARMOR: −10 (all)
LIFE POINTS: 150 (70)
MOVEMENT: 120′
LUCK: 18
NUMBER: 1
EXPERIENCE: 330
POWER: 30

Vampires are undead, that is, not-living creatures who still have the appearance of life. Vampires are **invulnerable to the usual forms of attack.** They can take damage from powers and from magic weapons only. A Vampire reduced to 0 or less "Life Points" dissipates into a foggy mist after which they can no longer be hurt even by powers or magic weapons. If the Vampire was not reduced below 0 further than its personal Force, it will take the Vampire a day to reform. Otherwise it will take the Vampire a week to reform.

Vampires have some special weaknesses. They cannot cross water without help (a bridge, a boat, an airplane, etc.). They are highly allergic to sunlight and normally remain inside during the day, sleeping in their hidden coffins. They will dissipate into mist if exposed to sunlight, taking a week to reform. **Valadimir Dracula,** however, can remain in sunlight for as long as an hour before dissipating. If a Vampire has never entered a dwelling before, it must be invited in or it cannot cross the threshold. Vampires can be held at bay by concentrating on the power of Good. A luck roll should be made. The roll is modified by any difference between the Vampire's luck roll score and the character's luck roll score. The luck roll is also modified by −2 unless the character has some holy symbol (such as a cross) to concentrate on. If the luck roll succeeds, the Vampire will not be able to attack that individual for the rest of that day (as long as the person continues to concentrate on the forces of Good).

The only sure way to kill a Vampire is to find its hidden coffin and catch it asleep. As gruesome as it sounds, one must drive a stake through the Vampire's heart, cut off its head, and surround the body with garlic. If any of these precautions are disturbed at a later date, Vladimir Dracula, but not a regular vampire, can again rise from his grave.

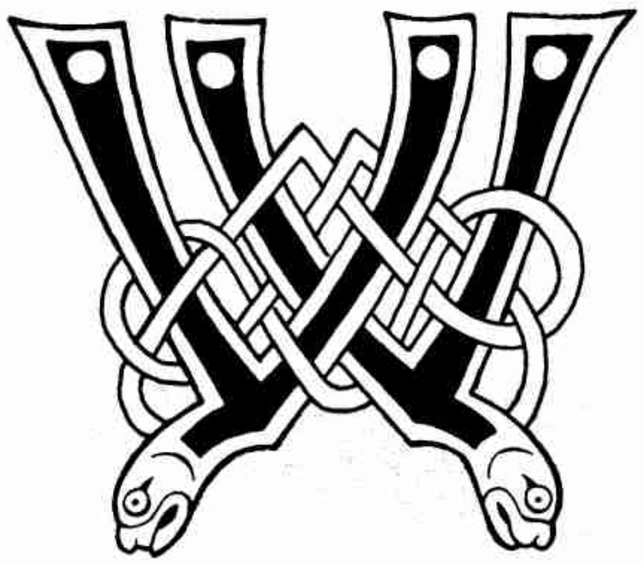
Regular **Vampires** have the powers of **Clairvoyance, Fear, Physical Control, Animal Control, Shape Shift, Fascination,** and **Hypnosis.** In addition, **Vladimir Dracula** has the powers of **Persuasion, Hallucination, Mind Block, Fly, True Sight, Telepathy, Electrosensing,** and **Dermal Armor.** Vampires exist by drinking the blood of their victims. If a Vampire wishes, the victim killed by a Vampire will also become a Vampire within a week after death (the new Vampire will not be controlled by the player).

Vladimir Dracula was a cruel, 15th century Voivode (Prince) of Wallachia (now a province of Rumania). Dracula is bloodthirsty and tyrannical, but he was a brave warrior and still retains some sense of honor. Once his word is given, he will keep it. Vladimir Dracula is also known as Vlad Tepes (Vlad the Impaler). Dracula is actually his title meaning "Son of the Dragon".

Volpes, see ANIMAL RULERS (SHARKS).

Vorian Death Maggot
ATTACK: 12×2
DAMAGE: 2-12 +poison
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 35
MOVEMENT: 90′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 10

Vorian Death Maggots are winged serpent-like creatures 10 feet long. Their bite is **Poisonous.** The victim should make a luck roll or pass out for 3-30 turns. On a roll of 20 the victim will die unless his or her luck roll score is greater than 11.



Washo, see PONGOIDS.

War Machine, see ROBOTS.

Water Buffalo, see ANIMALS.

WATER ELEMENTAL PLANE OF

(Minor Elemental)

Comber
ATTACK: 18
DAMAGE: 2-16
INITIATIVE: +2
ARMOR: −2
LIFE POINTS: 25
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 11
POWER: 2

(Elemental Animal)

Syringos
ATTACK: 13×2
DAMAGE: 2-20
INITIATIVE: +3
ARMOR: −3
LIFE POINTS: 37
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 20
POWER: 3

(Elemental Human)

Aquaen
ATTACK: 15
DAMAGE: 1-6 +3
INITIATIVE: +2
ARMOR: −1
LIFE POINTS: 22 (8)
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-6
EXPERIENCE: 8
POWER: 4

(Elemental Alien)

Lachrymon
ATTACK: 11×2
DAMAGE: 1-6 +4
INITIATIVE: +3
ARMOR: −2
LIFE POINTS: 42 (11)
MOVEMENT: 60′
LUCK: 8
NUMBER: 1-5
EXPERIENCE: 20
POWER: 5

(Elemental Spirit)

Water Spirit
ATTACK: 15×2
DAMAGE: 2-20
INITIATIVE: +4
ARMOR: −3
LIFE POINTS: 50
MOVEMENT: 90′
LUCK: 8
NUMBER: 1
EXPERIENCE: 25
POWER: 6

(Major Elemental)

Water Elemental
ATTACK: 20×2
DAMAGE: 3-30
INITIATIVE: +6
ARMOR: −4
LIFE POINTS: 60
MOVEMENT: 90′
LUCK: 10
NUMBER: 1
EXPERIENCE: 40
POWER: 7

Baron
ATTACK: 20×3
DAMAGE: 11
INITIATIVE: +8
ARMOR: −5 Magical
LIFE POINTS: 80 (25)
MOVEMENT: 80′
LUCK: 12
NUMBER: 1
EXPERIENCE: 104
POWER: 8

Duke
ATTACK: 20×4
DAMAGE: 15
INITIATIVE: +11
ARMOR: −6 Magical
LIFE POINTS: 115 (41)
MOVEMENT: 90′
LUCK: 15
NUMBER: 1
EXPERIENCE: 220
POWER: 11

Prince
ATTACK: 24×4
DAMAGE: 19
INITIATIVE: +14
ARMOR: −7 Magical
LIFE POINTS: 150 (61)
MOVEMENT: 90′
LUCK: 18
NUMBER: 1
EXPERIENCE: 368
POWER: 14

Proteus, King of Water
ATTACK: 26×5
DAMAGE: 27
INITIATIVE: +20
ARMOR: −9 (all)
LIFE POINTS: 260 (100)
MOVEMENT: 100′
LUCK: 24
NUMBER: 1
EXPERIENCE: 827
POWER: 19

All creatures from the **Elemental Plane of Water** can **Teleport** from one body of **water** to another that is within sight, **Walk Through** (or on) **Liquids, Control Waves and Tides,** and cause a **Rainstorm** for 2-20 over an area 100 feet × 100 feet (Rainstorm can only be used once per day).

Combers (com′-ber) look like 5 foot tall waterspouts. They can shoot out a pressurized **Stream of Water** up to 50 feet that does 2-16 points of damage. The victim must also make a luck roll to remain standing.

A **Syringos** (ser′-in-gos) is an octopus from the Plane of Water. Any victim enwrapped in its tentacles must make a luck roll or damage is automatic thereafter.

Aquaens (a-kwa′-en) are 6 foot tall humans with light blue skin and dark blue hair. They can cause a **Waterfall** for 4-24 points of damage once per day up to 300 feet away. They can carry one willing individual when the Water Teleport.

Lachrymons (lak′-re-mon) are 8 foot tall gray-blue humanoids. They can carry one willing individual when they Water Teleport. They have the power of **Shape Shift** three times per day, and can cause a **Waterspout** once per day (all victims within 30 feet take 3-18 points of damage).

Water Spirits appear as a mist 30 feet in diameter. The mist can contract to 3 feet of solid water and drown a victim (after the first hit, damage is automatic).

Water Elementals appear as a wave of water 20 feet × 20 feet. The wave washes over its victims, takes a turn to reform, then attacks again.

The **Nobility** of the Plane of Water come from the races of Aquaen and Lachrymon. All nobility have the powers of **Control (Water) Animals, Fascination,** and **Storm.** They can cause a **Waterfall** and a **Waterspout** once per day, and have the power of **Shape Shift** three times per day. In addition, a **Baron** has all five powers of any **one class.** A **Duke** has all five powers of any **two classes.** A **Prince** has all five powers of any **three classes.**

Proteus (pro-te′-us) is a 10 foot tall, blue-scaled humanoid. He has **all the powers of the nobility** three times per day each. He also has all five powers of **Telepath, Magneto, Projector, Invoker,** and **Wizard.** Proteus has a touchy sense of honor, but is basically a hearty, honest individual.

Wayland
ATTACK: 26×12
DAMAGE: 91
INITIATIVE: +85
ARMOR: −10 (all)
LIFE POINTS: 1100 (410)
MOVEMENT: 170′
LUCK: 70
NUMBER: 1
EXPERIENCE: 16,707
POWER: 85

Wayland looks like an ordinary human man but he is actually one of the most powerful Lords of Creation. Wayland is the master technician. He can build almost anything. He specializes in fantastic creations and has built many of the powerful objects in the world. He also takes contracts for constructing special "pocket universes". Wayland has **all powers and skills.** He sometimes goes by the name of Welland or Wayland Smith.

Welkin, see AIR, ELMENTAL PLANE OF.

Wendigo
ATTACK: 20×3
DAMAGE: 4-24
INITIATIVE: +9
ARMOR: −3 (all)
LIFE POINTS: 120
MOVEMENT: 60′
LUCK: 14
NUMBER: 1-2
EXPERIENCE: 87
POWER: 9

Wendigo are 10 foot tall humanoids with dead-looking skin, glowing green eyes, and sharp fangs and teeth. They scream out a **Wail of Fear** (make a luck roll or be paralyzed for 2-12 turns). Anyone successfully attacked physically by the Wendigo must make a luck roll or become infected with **"Wendigo Psychosis"**, a mental disorder where the victim becomes extremely paranoid about starving, and will become a cannibal if not treated within a week by a qualified Medic (level three or higher). Wendigos also have the powers of **Possession, Sensual Chaos,** and **Mind Block.**

Wolf, see ANIMALS.

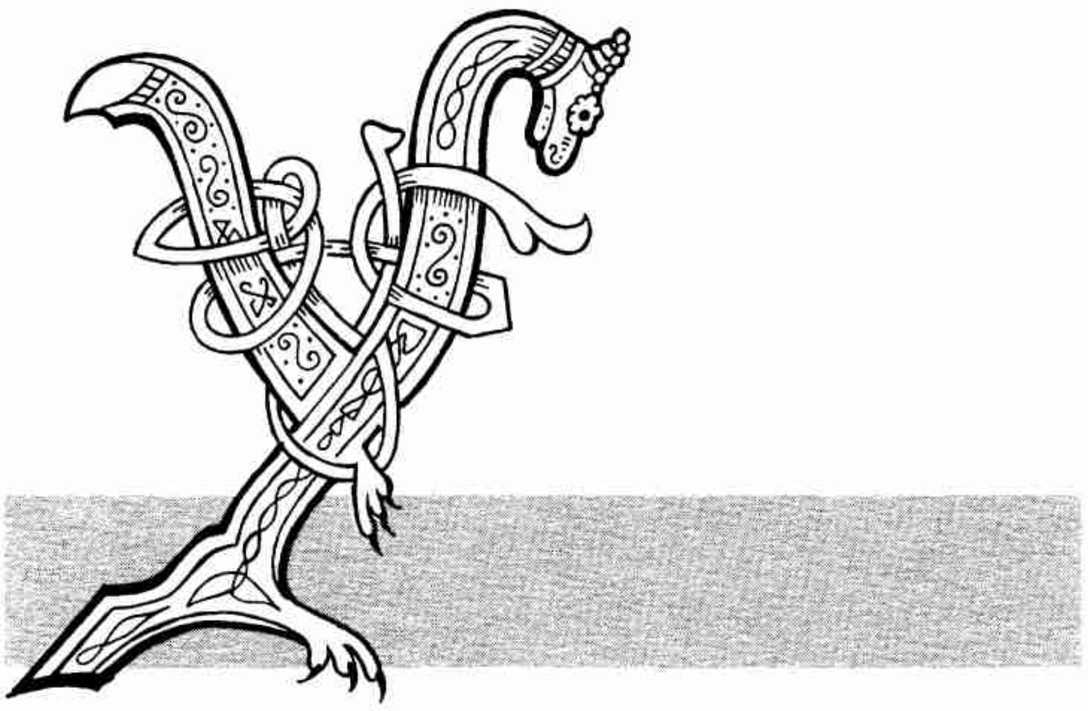
Wooley Rhinocerous, see PREHISTORIC ANIMALS.

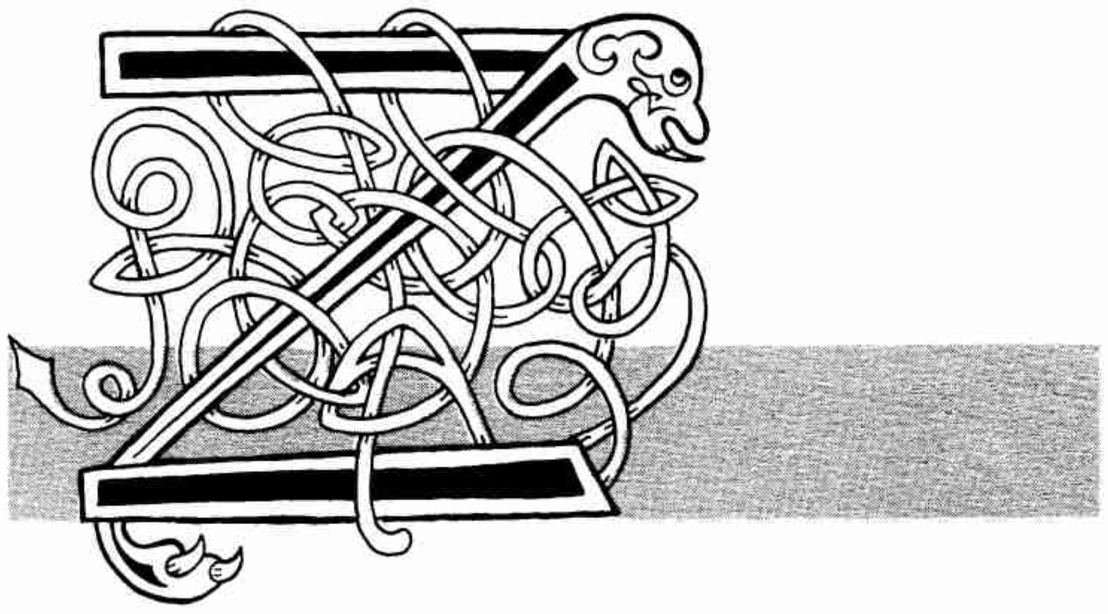
Workbot, see ROBOTS.

Wyrmis, see EARTH, ELEMENTAL PLANE OF.

Wyvern
ATTACK: 16 × 4
DAMAGE: 4-24
INITIATIVE: +10
ARMOR: −7
LIFE POINTS: 120
MOVEMENT: 90′
LUCK: 15
NUMBER: 1-3
EXPERIENCE: 90

Wyverns are giant winged lizards about 40 feet long. Their tales have **Poisonous Stings**. The victim of a successful attack must make a luck roll or pass out for 3-30 turns. A roll of 20 indicates death unless the victim's luck roll score is greater than 12.





Zendres, see MANTIS LORDS.

Zeus, see OLYMPUS, THE GODS OF.

YETI

ATTACK: 20 × 2
DAMAGE: 1-10 +6
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 60
MOVEMENT: 70′
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 14
POWER: 5

Zombie
ATTACK: 20
DAMAGE: 1-10
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 45
MOVEMENT: 60′
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 5

Yeti are 8 foot tall humanoids covered with shaggy white fur. They live only in cold regions. They can **Control Wind Direction,** and cause a 10 feet × 10 feet area to **Freeze** doing 4-24 points of damage (range = 150 feet) once per day.

Zombies are magically animated corpses. They cannot be destroyed normally since they are not really alive. The only way a Zombie can be stopped is by causing so much damage to the Zombie's body that the creature can no longer function. At the GMs discretion, the Zombie could slowly become less functional as it continues to take damage (movement slowed, less damage, lower score to hit, etc.)