



Creatures

Creatures, alien beings and horrors beyond comprehension! Whatever you may call them, the world of Mer is filled with these loathsome beasts. Whether horrible in appearance or as fair as the summer sky, they make life miserable for anyone unlucky enough to encounter them. However, don't be discouraged, Mer also holds many helpful beings, too.

This section contains all of the information needed for an MP (Master Pirate or game master) to use these creatures in an encounter, adventure and/or campaign setting. If you, the MP, want to use a creature but it is too powerful or not powerful enough, alter its statistics so that it better suits the characters' level of experience, or limit the creature's skills or magical abilities. In either case, most, if not all, creatures can be easily altered to comfortably fit into any needed situation or setting. Remember, however, that a water-bound creature will rarely lair in the desert, unless helped by magical means!

Each creature in this section is alphabetically listed, with its name, unless obvious, followed by a basic, parenthetical pronunciation. For example, ToED (TOE-EDD). The large capitalized syllable in each entry is where the accent is placed.

The following abbreviations and terms are used for each creature's statistics and abilities. If a creature does not have a statistic, it is followed by a long dash (—).

DD: (DAMAGE DICE).

This number represents the number and type of die used to determine the amount of wounds a creature can sustain before it dies.

There are no minimum or maximum point restrictions for this statistic.

LM: (LOW MAGIC).

This statistic shows the number of Low Magic points the creature possesses (see *LOW MAGIC* in the world book for details).

There are no minimum or maximum point restrictions for this statistic.

HM: (HIGH MAGIC).

This statistic shows the number of High Magic points the creature possesses. Creatures do not have to possess Low Magic points before obtaining High Magic points (see *HIGH MAGIC* in the world book for details).

There are no minimum or maximum point restrictions for this statistic.

MV: *LW/A* (MOVEMENT RATE [ON] LAND/WATER/AIR).

This is the creature's maximum rate of travel per minute. Movement comes in three general types: land-based, water-based and air-based. All movement is based

on a foot-per-minute basis.

For example: **MV:** 120'—/150' means that the creature can move 120' on the land, cannot swim and can fly 150' per minute.

IN: (INTELLECT).

This represents the creature's intelligence. For example, a Pod with an Intellect of 1 is as intelligent as maple syrup. On the other hand, a Sooth Sayer with a 25 Intellect is a genius beyond comprehension.

The minimum point restriction for IN is 1, with the maximum being 25.

AV: (ATTACK VALUE).

This represents how much damage a creature inflicts when in melee. After each successful strike, consult the creature's Attack Value and roll the appropriate dice to determine the damage that attack causes.

AR: (ARMOR RANKING).

Unlike humans, creatures often have thick skins, scales or other natural defenses, and, although they may not wear fabricated armor, their hide is often as tough as iron. (see *ARMOR* in the world book for details)

NE: (NUMBER ENCOUNTERED).

Creatures may be solitary hunters or may live in large communities. This statistic tells you the maximum number of creatures that may be encountered at any given time. Note, however, that depending on the setting, the number of encountered creatures may vary. For example, if near a Sea Goblin village, the likelihood of encountering the maximum number of these creatures is high. If in a human settlement, however, only a few will be encountered.

MR: (MAGIC RESISTANCE).

This statistic is a creature's inherent immunity to magic. When attacked by magic, the MP rolls 1D20. If the resultant number is equal to or lower than the creature's MR, the creature only suffers half damage from the attack (see *MAGIC RESISTANCE* in the world book for details).

There are no minimum or maximum point restrictions for this statistic.

DX: (DEXTERITY).

Dexterity represents the creature's speed and agility. This score is used when determining Initiative in melee (see following and the world book for details pertaining to *INITIATIVE*). The minimum DX for a creature is 1, the maximum is 23.

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INITIATIVE:

Initiative is a statistic based on Dexterity which determines a creature's reaction time. The lower the Initiative, the faster the creature is able to react to any give situation, such as in melee.

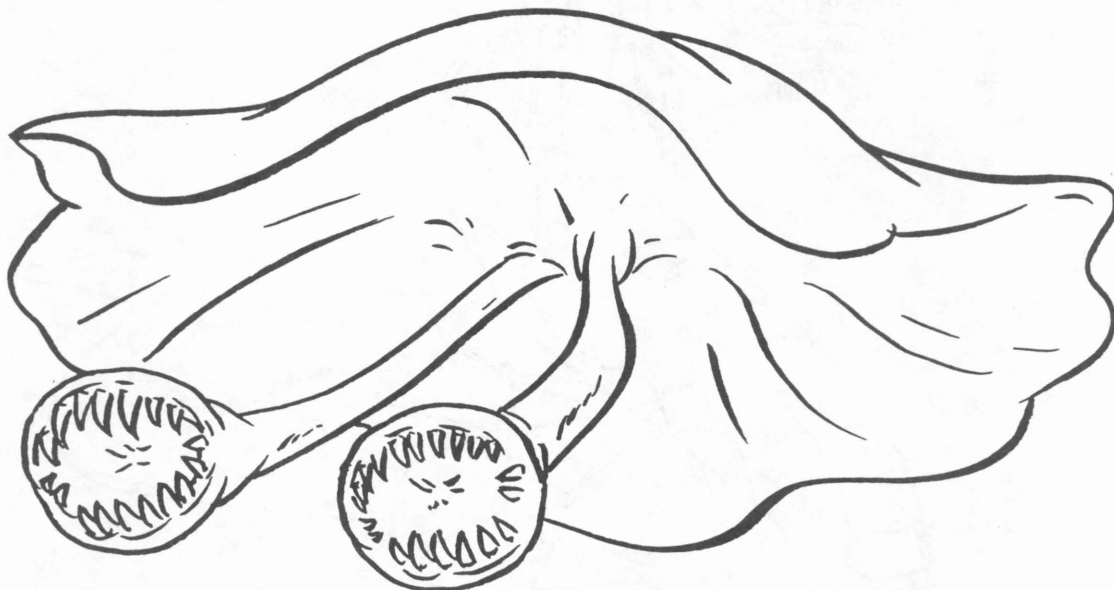
SPECIALS:

Specials is any unique ability or abilities that a creature possesses. All such specials are either explained after this statistic or detailed in the text following the statistics, depending on the amount of room needed for the special's explanation.

TIME:

For ease of use, increments of seconds and minutes are used when discussing actions that require time. These increments should be adjusted according to the time sequences provided in your rule system. For example, when it is stated that a Aphscel can attack twice per minute, minute should be substituted with the proper increment of melee time from your game system.





AIR LEECH

DD: 1D12 (BODY), 6 POINTS EACH (TENDRIL)

LM: —

HM: —

MV: —/—/180'

IN: 1

AR: C

AV: 1D8 (TENDRIL)

NE: 1

DX: 5

MR: —

INITIATIVE: 1D10

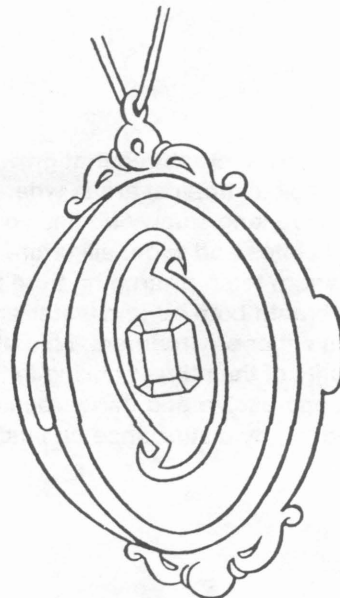
SPECIALS: —

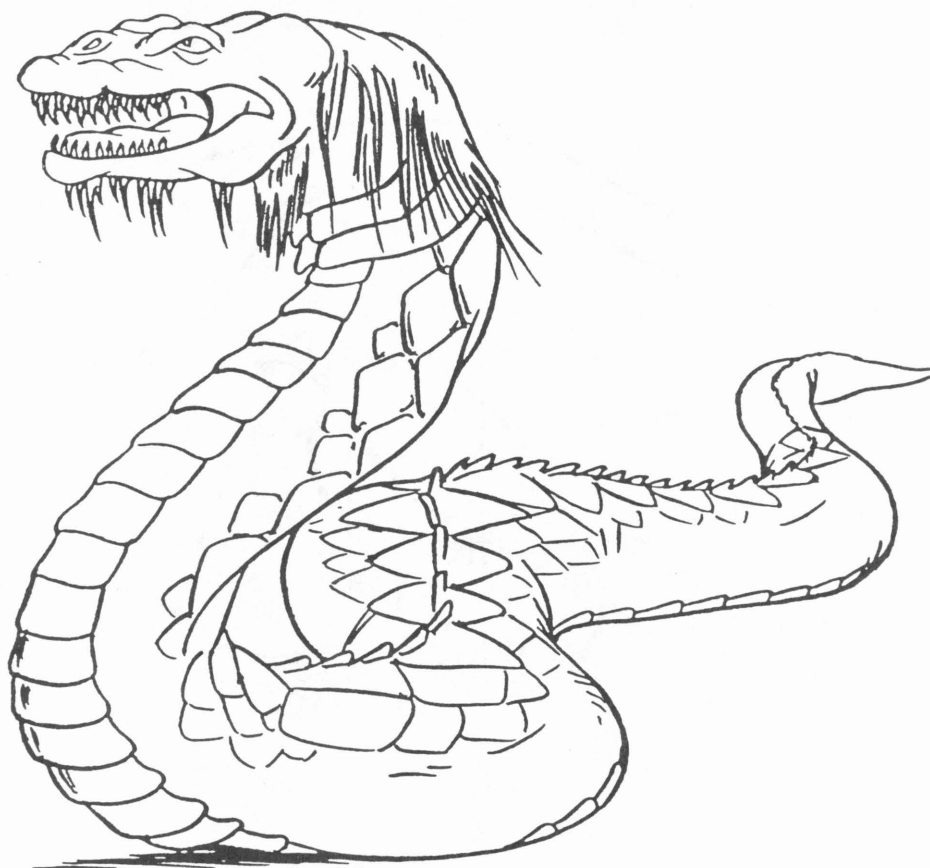
Air Leeches are mindless creatures that appear as ever-changing shapes of protoplasm and range in size from 1' to 3' in diameter. Even though they appear as shapeless blobs, they house within themselves 1D12 + 2 tube-like tendrils. These tendrils are often up to 3' in length and end in small circular mouths filled with pointy teeth.

Air Leeches are flying creatures that never touch the ground and have no visible means of propulsion. They can be found anywhere there is prey, even in large cities.

Air Leeches derive nourishment from blood, using their tendrils to attach themselves to their prey in order to feed. To accomplish this, they fly over their intended victim and drop their tendrils from above. For each successful attack,

it is assumed that a tendril has attached itself, and damage is sustained for each minute that it remains affixed. Once attached, the tendrils can only be removed by killing the Air Leech or by pouring salt directly on the tendril's mouth. As with normal leeches, salt dries them and inflicts 1D4 wound points per minute of contact. If a tendril is cut off, it continues to suck blood on its own.





ALEE (AH-LEE)

DD: 6D8

LM: —

HM: —

MV: 150'/150'—

IN: —

AR: E

AV: 5D8 (BITE)

NE: 1D4

DX: 15

MR: —

INITIATIVE: 1D6

SPECIALS: —

Alee are reptilian creatures that grow up to 15' in length and inhabit all tropical areas where water is in abundance. They have long sinewy bodies covered with diamond-shaped plates and wide, alligator-like heads with two rows of long sharp teeth protruding from their upper jaw.

Alee can breath both air and water and are equally comfortable in either environment. Like alligators, Alee spend a majority of their time basking in the sun. However, they are very aggressive and dangerous and are immediately attracted to any disturbance on land or water.





AMPHOSITE (AM-FO-SITE)

DD: 1D8 (SEE FOLLOWING FOR REGENERATION)

LM: —

HM: —

MV: 10'/30'—

IN: —

AR: A

AV: (SEE FOLLOWING)

NE: 2D8

DX: 5

MR: —

INITIATIVE: 1D10

SPECIALS: ACTS AS BREATHING APPARATUS (SEE FOLLOWING).

An Amphosite is a small, greenish-grey, leech-like creature that is comprised of little more than fatty tissue. Due to its coloring and flexibility, this creature can easily blend into foliage and even sea water. There is a 50% chance that an Amphosite is not seen until it is too late, or until it has already begun attaching itself to its victim.

An Amphosite attempts to attach itself to any living being that comes within 1' of it by falling on it or crawling onto it, and any successful attack, means that the Amphosite has successfully attached itself to its host.

Once attached, an Amphosite leeches the life-force out of its victim at a rate of 1D4 wound points per minute attached. Once a victim's wound points reach zero, the

Amphosite dislodges itself and moves on to seek new prey.

An Amphosite may also be used as a form of breathing apparatus by placing it over one's head. Anyone who does this automatically sustains the afore mentioned damage, but may remain underwater or in an air-free environment for a maximum of 3D10 minutes or until the wearer or the Amphosite is dead.



APHSCCEL (AF-SKELL)

DD: 5D8

LM: —

HM: —

MV: 100'—/—

IN: 4

AR: G

AV: 2D8 (BITE X2)

NE: 1

DX: AUTOMATIC

MR: 12

INITIATIVE: AUTOMATIC

SPECIALS: REGENERATION (SEE FOLLOWING)

This repulsive-looking creature stands between 7' and 10' in height and has a vaguely heart-shaped head. It has no external nostrils, and its jaw falls almost to chest level in order to house its 12' fangs. Its skin is pale, almost white, and except for small tufts of hair on its appendages, is hairless. Its limbs are extremely long for its thick torso, and it seems to flounder as it walks. However, its awkward movement is deceptive, as it can move with lightning speed.

An Aphscel is carnivorous and can be found in any remote location where prey is abundant. This creature knows no fear, and when it targets a victim, it does not cease its attack until it or its prey is dead.

When in combat, an Aphscel attacks with its wicked teeth and, due to its high Dexterity is able to attack twice per minute and may attack the same individual twice or split its attacks between two individuals.

An Aphscel has great regenerative powers, and 5 minutes after it has sustained damage, it begins to heal at a rate of 1D8 wound points per minute. Even if a limb is severed, or if the Aphscel is totally dismembered, it does not die. Instead, each limb fights independently, with the severed limb growing a new body in 2 hours. Only fire-, acid- and Dark Water-based attacks keep an Aphscel and its body parts from regenerating. Also, although it can be harmed by normal weapons, the only way to successfully kill an Aphscel is to use the afore mentioned means.





BAT-CAT

DD: 1D10

LM: 5

HM: —

MV: 18'—/30'

IN: 12

AR: C

AV: 2D8

NE: 2D12

DX: 20

MR: —

INITIATIVE: 1D4

SPECIALS: —

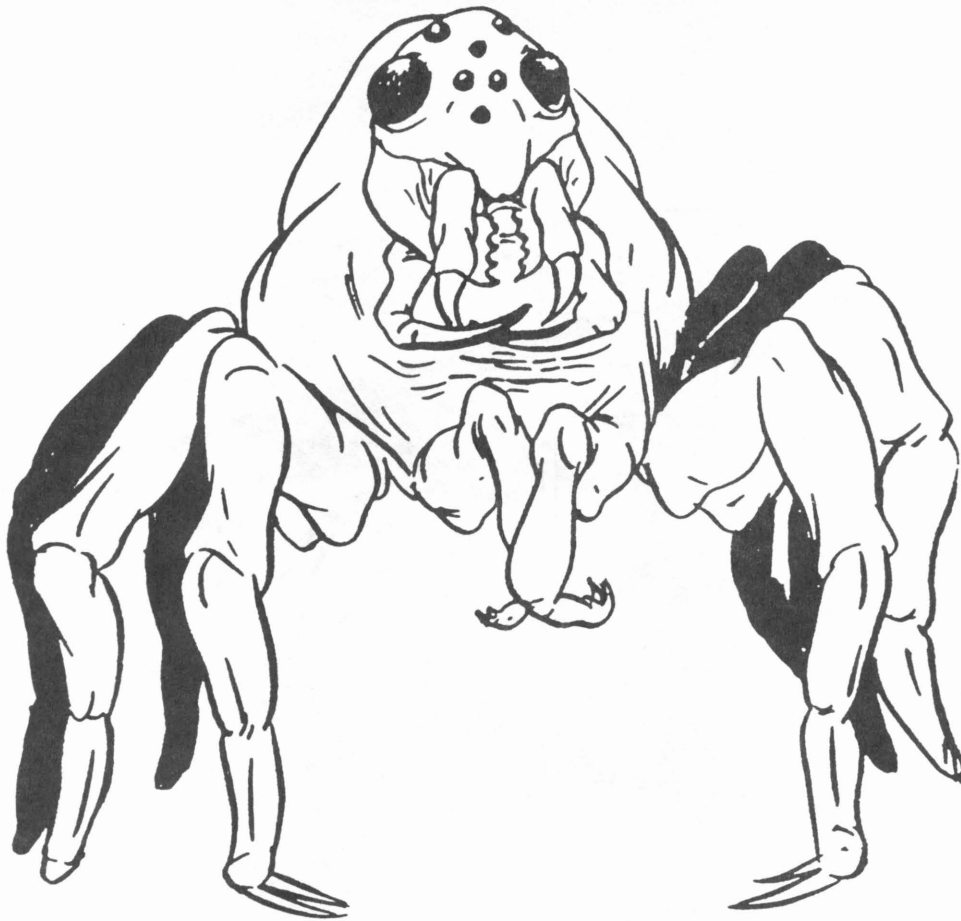
A Bat-Cat has the body of a house cat, with 3' long bat wings ending in long sharp claws. These claws enable this creature to cling easily to its victim, a tree or other such objects.

Bat-Cats are curious beings, especially of humans, and often circle overhead to watch them. If these creatures believe they are not being observed, they peruse through any unattended packs, boxes, tents, etc.

Bat-Cats are social creatures and travel in large groups for mutual protection. If the group or any individual is threatened, the entire community swoops down to the Bat-Cat's defense.

When in melee, Bat-Cats remain airborne and make swooping attacks with their sharp claws.





BAMEME (BAM-EE-MEE)

DD: 1D4

LM: —

HM: —

MV: 150'/150'/150'

IN: —

AR: B

AV: 1D4

NE: UNLIMITED

DX: 22

MR: —

INITIATIVE: 1D4 -2

SPECIALS: —

Bameme are small, hairless, spider-like creatures with eight to twelve legs. Although these creatures can be found anywhere, they prefer to dwell on lush foliage that exceeds twelve feet in height.

Bameme are carnivorous creatures that spend the majority of their life hunting the countless small birds and animals that dwell in the forests of Mer. When hunting, Bameme are able to cover great distances by using their unique flying ability and stay airborne for up to 30 minutes. In actuality, they are not flying, they are using a small gland that shoots out small bursts of air. Due to their light weight, they are able to use this air to propel themselves skyward. Once airborne, they use their entire body as a glider, and

are able to maneuver with ease.

When airborne in large numbers, they may appear to be nothing more than a large, distant flock of migrating birds or a dark dust cloud on the horizon. Then, by the time their true nature is realized, they drop like rain on their unsuspecting prey.

Bameme attack any size group of man and beast alike. In most instances, they prefer to attack those who pass within a mile radius of their home, but if food is scarce, they travel any distance to feed.

Also, due to their small size and nasty disposition, Bameme are often bred in captivity and used as weapons in sieges or ship combat. (See *Living Weapons* in the world book for details.)

Although related to spiders, Bameme secrete no poison, and their only means of attack is with their bite.





BEAKED VIPER

DD: 1D12

LM: —

HM: —

MV: 60'/120'—

IN: —

AR: D

AV: 1D10 (BITE)

NE: 1D8

DX: 16

MR: —

INITIATIVE: 1D6

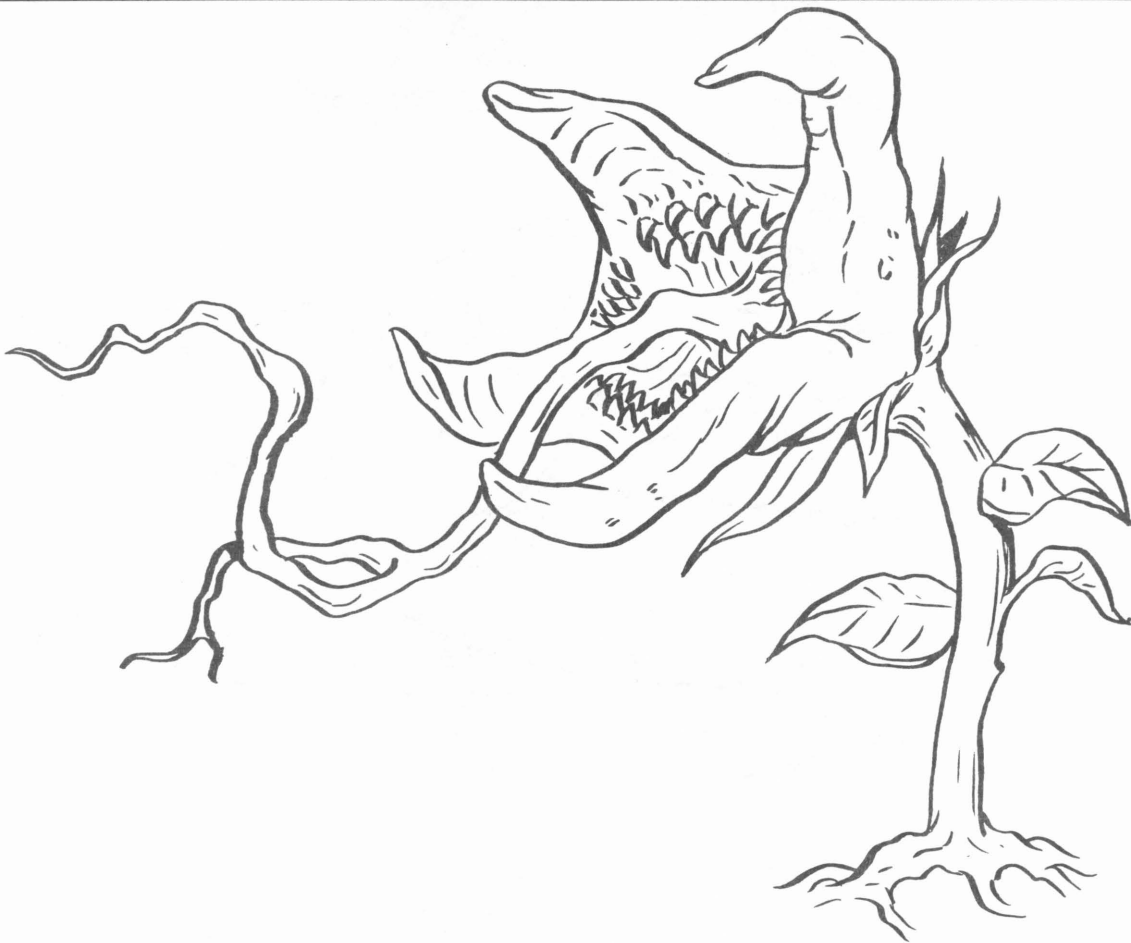
SPECIALS: VENOM SPIT: AV 2D6

A Beaked Viper can grow up to 5' in length and is almost identical to a typical viper except it has a large parrot-like beak instead of fangs. This is a common creature and can be found in abundance throughout Mer.

The inside of a Beaked Viper's mouth contains numerous glands that secrete a digestive enzyme which helps it digest its prey. When threatened, this creature is able to spit this enzyme up to 6' away.

A Beaked Viper is easily spooked and spits at anything that startles it (MP discretion).





BEAST BUSH

DD: 1D12 (BODY), 6 POINTS (TONGUE)

LM: —

HM: —

MV: —

IN: —

AR: A

AV: 1D8

NE: 3D6

DX: 15

MR: —

INITIATIVE: 1D6

SPECIALS: —

Beast Bushes, red-flowered bushes that grow between 6' and 10' in diameter, can be found in any tropical or sub-tropical region. Due to their natural appearance, there is a 85% chance that they are thought to be normal bushes.

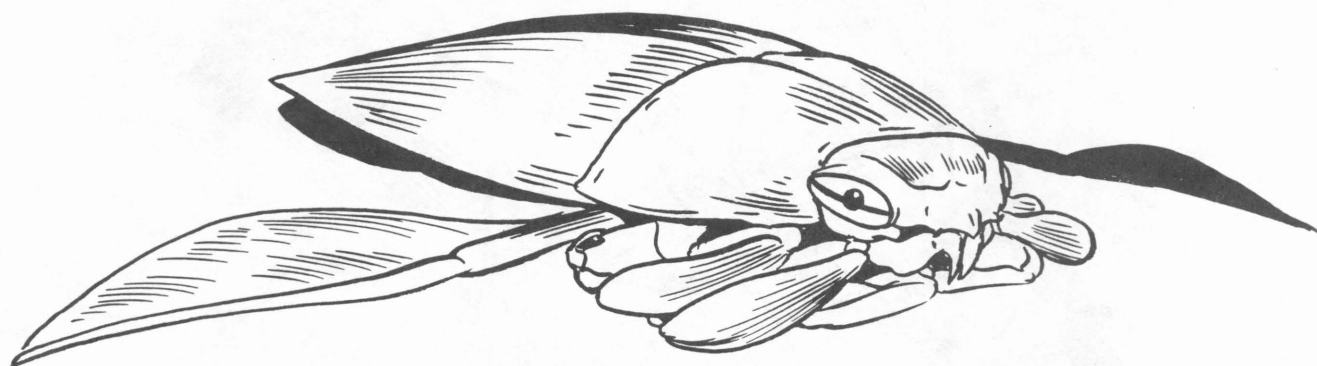
Beast Bushes are carnivorous and feed on anything that comes within 15' of them. When approached, they openly reveal a circular maw with a row of long, jagged teeth, and their green, vine-shaped tongue springs out and wraps around the being, pulling it toward the maw at a rate of 15' per minute. Once the tongue has wrapped around a victim, only its severing causes the Beast Bush to release its grip.

Once a victim has reached the Bush Beast's maw, it

begins to chew furiously, and is able to attack its prey 3 times per minute.

Since Beast Bushes are nothing more than living plants, blunt weapons have no effect on them. However, edged weapons do half again as much damage, and fire-based attacks do double damage.





BEETLES

Beetles are a common sight on Mer. However, the small varieties of this species are seldom seen. The giant versions, on the other hand, are both numerous and unafraid of most living beings.

land-bound victims, Water Beetles shoot 1D4 balls of water from their mouths each minute, at a distance of 16'. When their victims are killed, these creatures drag them back into the water where they feed.

WATER BEETLE

DD: 3D6

LM: —

HM: —

MV: 100'/240'—

IN: —

AR: E

AV: 1D6 (BITE), 1D4 (WATER PELLET)

NE: 2D10

DX: 8

MR: 12

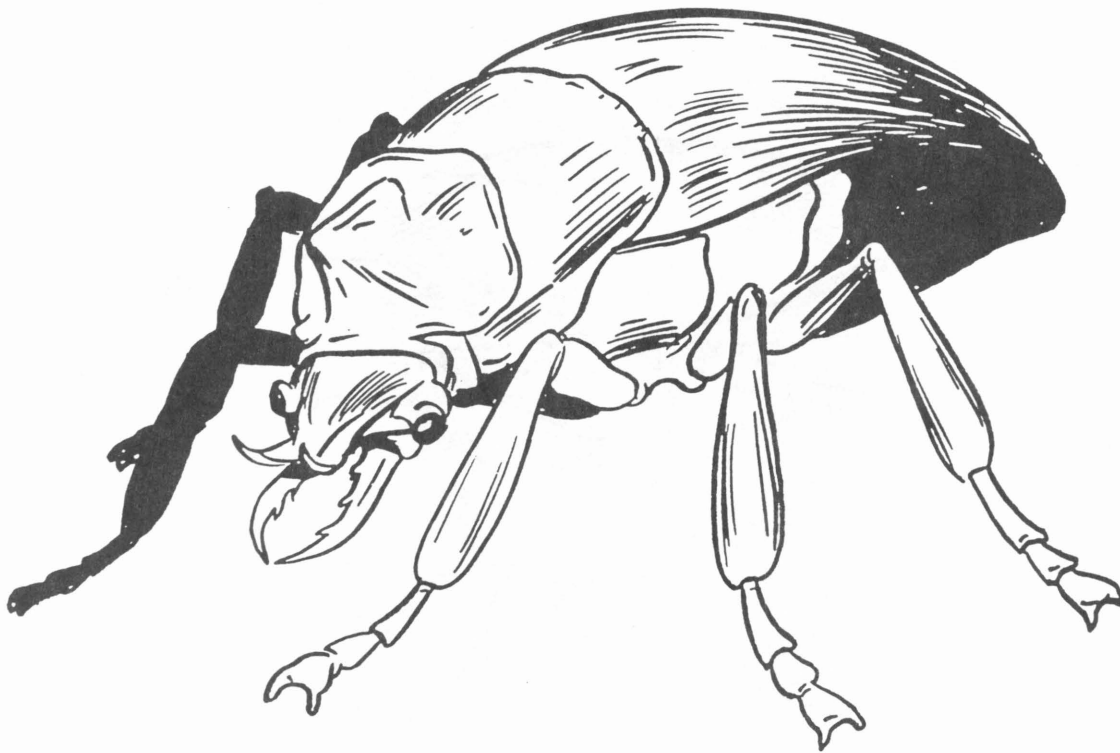
INITIATIVE: 1D10

SPECIALS: —

Water Beetles average just under 6' in length. As their name implies, these creatures thrive in water and live among the shallow reefs and lagoons that make up a great portion of Mer's coastline. Although air breathers, these beetles spend the majority of their time underwater and only come to the surface once every hour to breath.

Although they rarely leave the water, their main source of food is land-dwelling creatures. In order to secure their





WOOD BEETLE

DD: 4D6

LM: —

HM: —

MV: 180'/150'—

IN: —

AR: D

AV: — (MANDIBLES)

NE: 2D10

DX: 10

MR: 12

INITIATIVE: 1D8

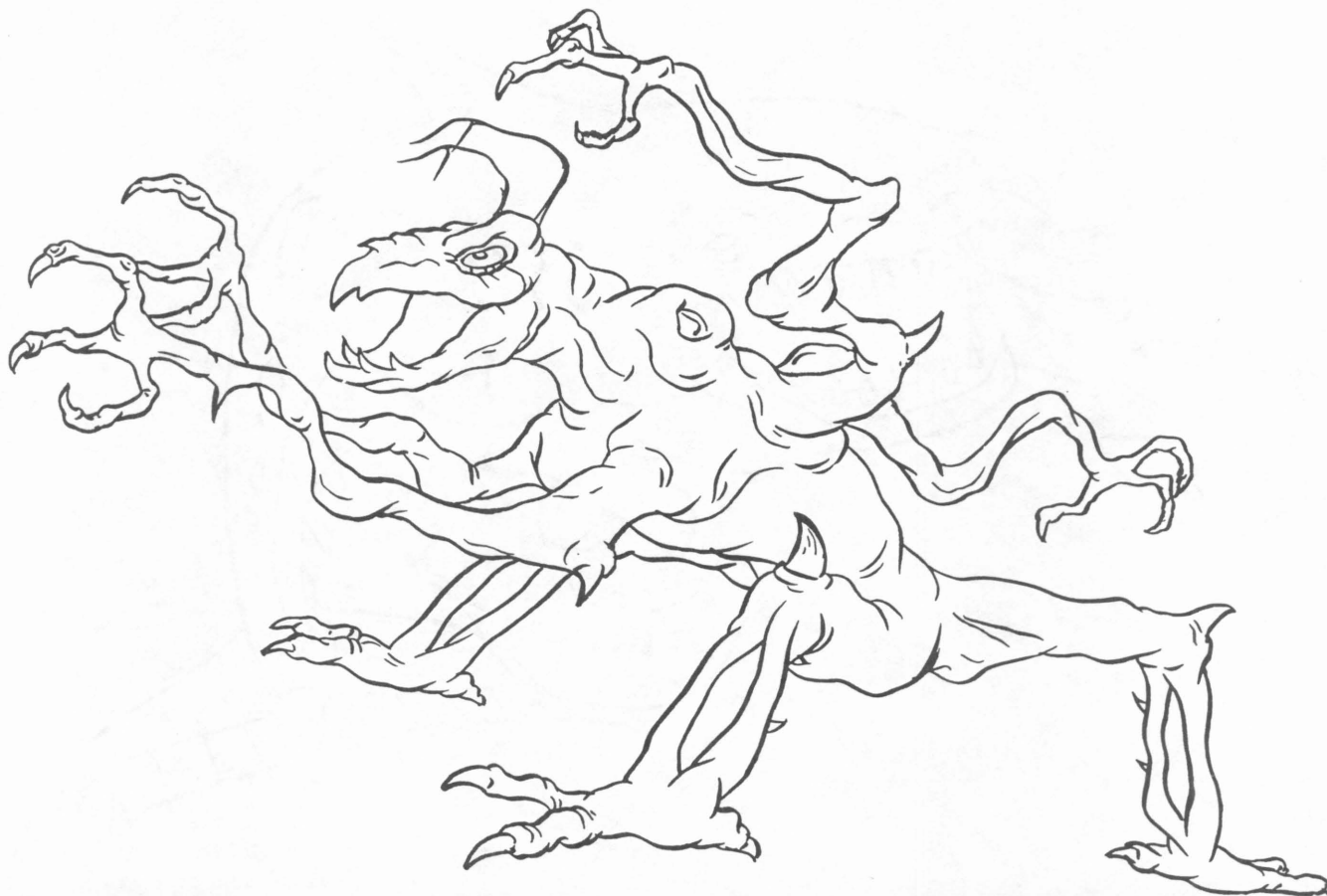
SPECIALS: —

These land-dwelling beetles are the smallest variety of giant beetle, averaging under 4' in length. As their name implies, these creatures feed on wood and can be found anywhere this substance is in abundance. Wood Beetles have voracious appetites and eat an area of up to 10 square feet of wood per minute. Although harmless to humans, these beetles can quickly destroy any wooden structure they chance upon.

Wood Beetles are great pests on land, but if a water-bound ship encounters them, it will almost certainly be sunk. When a ship passes within 50 yards of a wooded shoreline, all Wood Beetles present immediately proceed toward it in order to feed.

Wood Beetles are prized for their chitinous shells, which are used as armor (AR of D).





BLIGHT (BLITE)

DD: 8D10

LM: —

HM: 20

MV: 60'—/—

IN: 24

AR: J

AV: 3D12 (CLAWS X2)

NE: 1D4

DX: 6

MR: 25

INITIATIVE: 1D10

SPECIALS: —

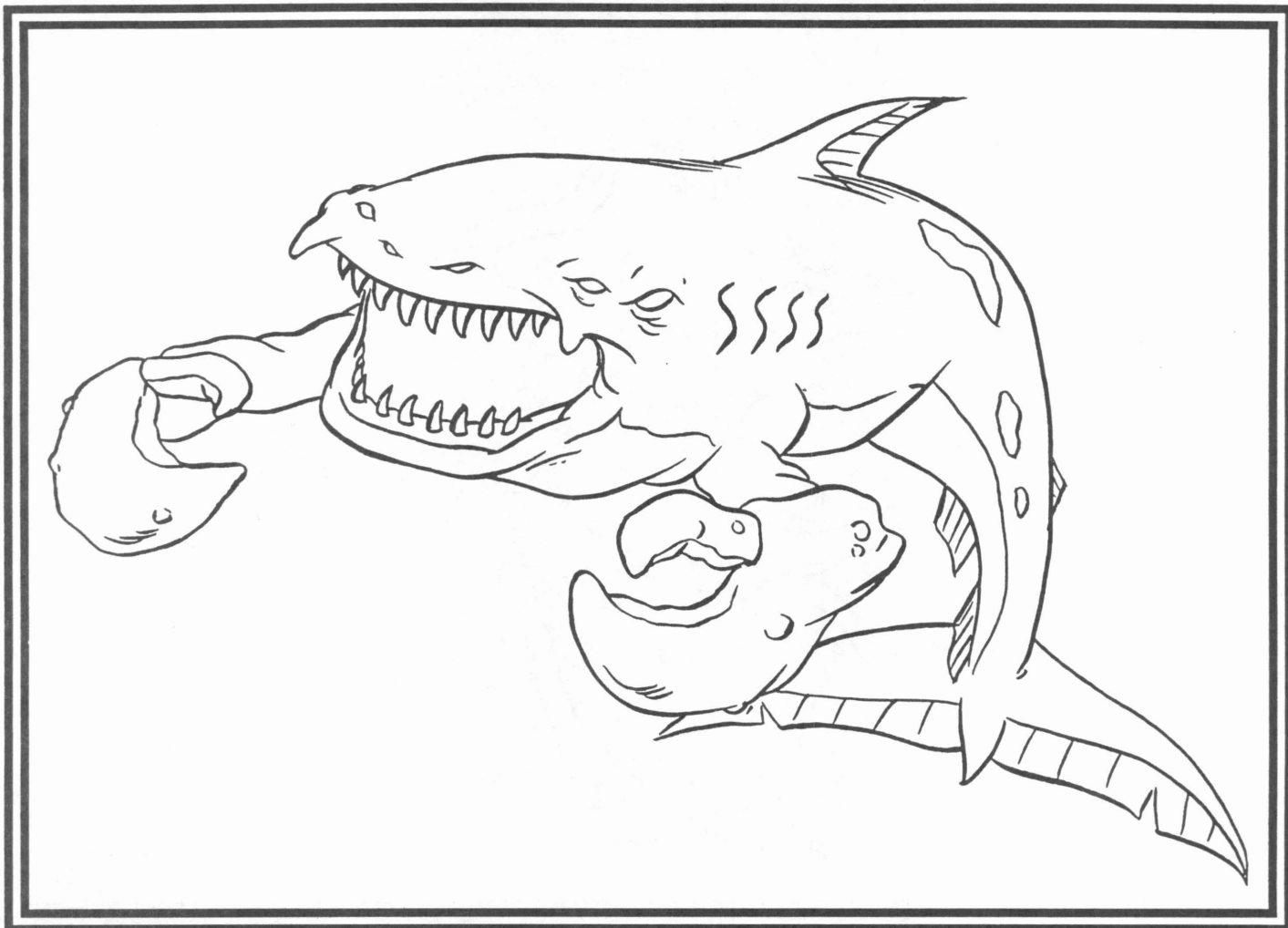
When unmoving, a Blight appears to be nothing more than the rotting hulk of an ancient tree. However, when animate, a Blight is a fearsome creature with four branch-like arms and legs, each ending in three, 6"-long wooden thorns.

This creature mainly inhabits wooded areas where it naturally blends into its surroundings, and when immobile in such surroundings, a Blight is 75% likely to be mistaken for a dead tree.

Whenever any living being as large or larger than a cat walks within 10' of a Blight, the Blight uses two of its arms to pin its victim and uses its other two arms to slash and rip its victim's flesh.

Consisting of wood, Blights are difficult to destroy, with blunt weapons inflicting no damage, edged weapons inflicting normal damage, and fire-based attacks inflicting twice the normal damage.





CLAWED SHARK

DD: 4D8

LM: —

HM: —

MV: —/300'—

IN: —

AR: H

AV: 2D10 (BITE), 1D6 (CLAW x2)

NE: 4D4

DX: 16

MR: —

INITIATIVE: 1D6

SPECIALS: —

Clawed Sharks resemble common sharks except that they have a pair of crab-like pincers protruding from just below their dorsal fin. As normal sharks, these mutated creatures are constantly moving and seeking food to satiate their voracious appetites. They are attracted by noise from up to a mile away and can smell blood in a 3-mile radius. There is a 98% chance that a Clawed Shark attacks any creature that is bleeding or appears to be in distress.

These fierce monstrosities travel in packs and are feared by *all intelligent creatures*.

Clawed Sharks are prized for their exotic taste. However, Clawed Shark is a rare delicacy.





COLDLING

DD: 1D8

LM: 20

HM: —

MV: 60'—/—

IN: 12

AR: B

AV: 1D4 (WEAPON), 1D10 (ICE BALL)

NE: 3D12

DX: 10

MR: 10

INITIATIVE: 1D8

SPECIALS: SLICK ICE (SEE FOLLOWING)

Coldlings are small humanoids standing just under 2' in height, with single tufts of snow-white hair on their heads, and beards stretching almost to their knees. As their name implies, Coldlings are attracted to cold temperatures and, therefore, are usually only found in the deepest caves or in areas that have temperatures under freezing.

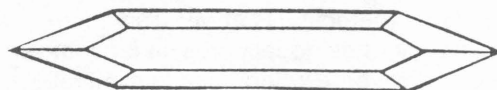
Coldlings are able to form a 1" layer of ice which covers any surface up to 30' in diameter. The ice lasts for 2D4 minutes in any above freezing environment and lasts indefinitely in any freezing or below freezing environment.

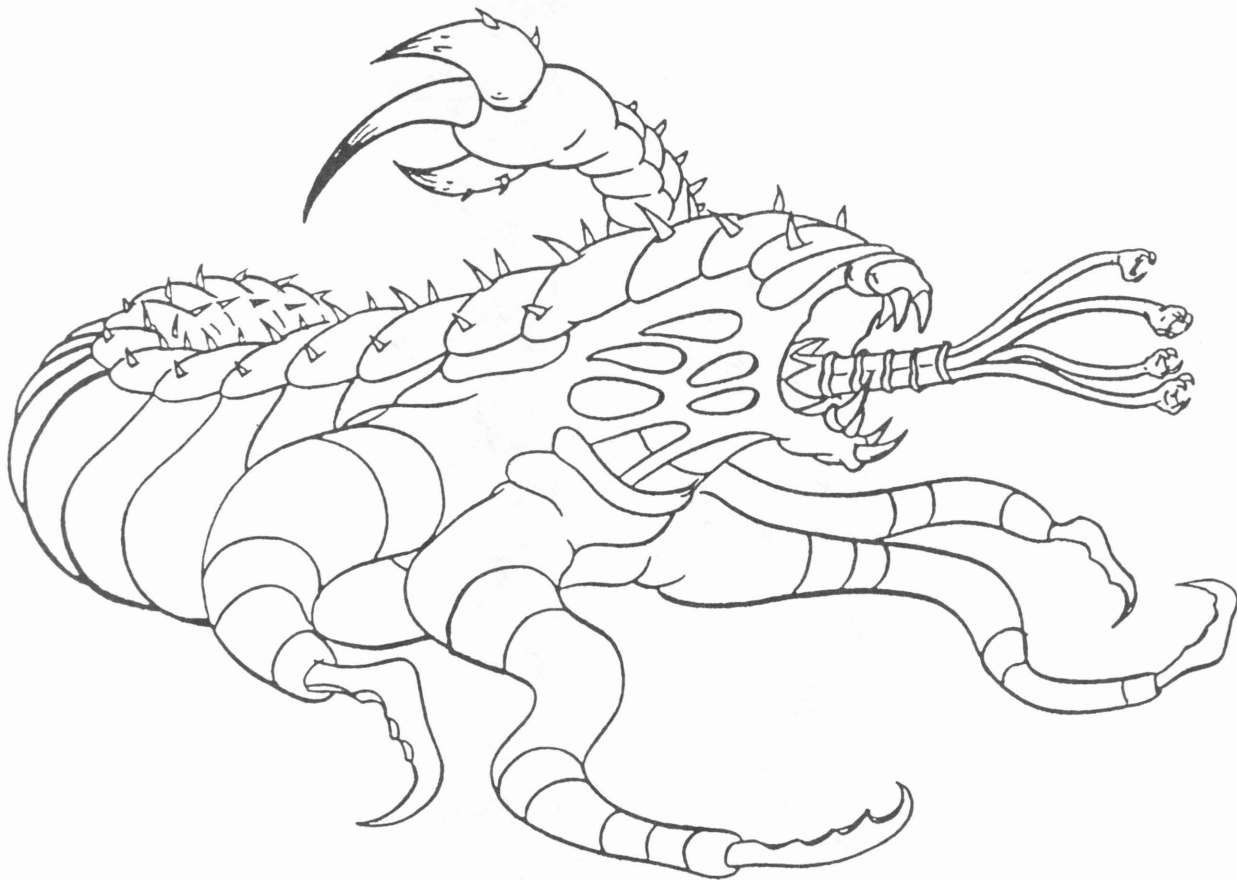
This ice-cover is extremely slippery, and any player who's character is walking over it must roll 3D6. If the roll is equal to or under the character's DX, the character main-

tains his footing and may shuffle over the ice at 1/4 normal speed. If the roll is greater than the character's DX, the character loses his footing and falls. The character cannot regain his footing until a successful DX roll is made. Once the character regains his footing, a DX roll must again be made to see if he maintains his footing. This continues until the character either makes a successful DX roll, allowing him to move off the ice at 1/4 speed, the ice melts or the character is aided off the ice.

Coldlings are also able to shoot a softball-sized ice ball up to 15' away at will.

Coldlings are not hostile creatures and only attack if provoked. However, they do delight in playfully tormenting others with their unique abilities. One of their favorite games is to wait until a party has reached a narrow or dangerous area. They then create a thin layer of ice directly under the party's feet. When the group is slipping and sliding, the Coldlings hurl their ice balls at the characters in the party in order to cause them to lose their footing and fall. These attacks are not meant to harm at this time, they are only meant to frustrate them. However, if their prey retaliates, the Coldlings attack to inflict damage.





CONSTRUCTUS

DD: 11D10

LM: —

HM: -

MV: 200'/300'/—

IN: —

AR: J

AV: 1D12 (BITE X4), 1D10 (CLAW X4)

NE: 1

DX: 16

MR: 18

INITIATIVE: 1D6

SPECIALS: SALIVA (SEE FOLLOWING)

A Constrictus is a hybrid between a leviathan and a gallquin (see the *LEVIATHAN* and *GALLQUIN* sheets), with the worst characteristics of each. It has a 20' long serpentine body, with a row of spiked armored plates extending down its spine, and four 3' thick tentacles, each ending in a single scythe-like claw. Its mouth is ringed with 3' long, taloned teeth, and when opened, reveals four smaller detachable jaws. A Constrictus has no eyes. However, it is extremely sensitive to vibrations and locates its prey with this ability. Thus, prey that remains motionless is difficult for a Constrictus to locate (detection is at MP discretion).

A Constrictus operates equally well on land and water and can be found anywhere where food is plentiful.

However, due to its insatiable appetite, its source of food quickly disappears. Therefore, it prefers seeking prey in the ocean, where there is an abundant food supply.

This creature is fearless and attacks anything, no matter what its size. When in melee, a Constrictus is able to attack up to 8 times per minute, four times with its tentacles and four times with its unique mouth. When its mouth is open, four snake-like tongues extend up to 40' away and may attack independently of each other.

Anyone who sustains injury from a Constrictus bite must roll 3D6 and get a roll equal to or under his Health score or be infected by its germ-infested saliva. One hour after this occurs, the afflicted being takes 3D6 wound points per hour until cured or dead.



CROCMAN

DD: 2D8

LM: —

HM: —

MV: 120'/160'/—

IN: 8

AR: D?

AV: 1D12 (BITE), 1D8 (WEAPON)

NE: 10D10

DX: 11

MR: 13

INITIATIVE: 1D8

SPECIALS: —

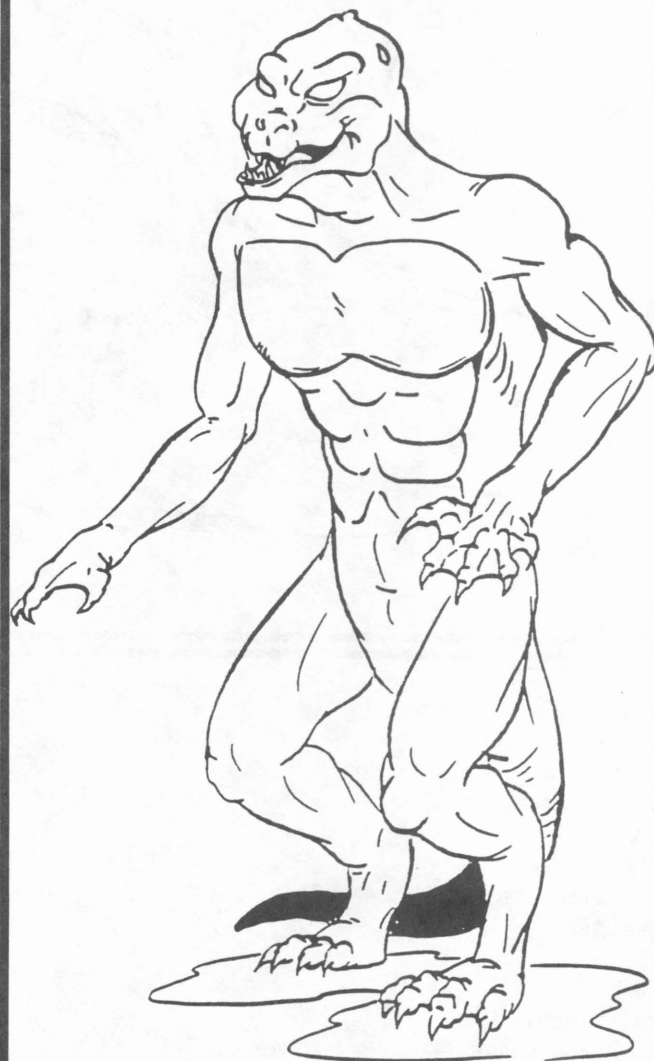
Crocmen, hybrids of man and crocodile, inhabit any swampy area near a freshwater lake or river. Their bodies are reptilian in nature, and their heads are covered with tough, thick scales. Their eyes are yellow and without pupils, and their ears are recessed. Although most are man-sized, it is possible for them to grow up to 10' in length.

Crocmen are shape-changers, and when encountered on land, they often appear as tall, comely humans. When in this form, only their yellow eyes may give them away, as they appear perfectly normal in all other respects.

Crocmen are intelligent creatures and use their shape-changing abilities to their advantage. For example, a group of them assume shape, find a rickety boat that is barely sea worthy, and appear to be in distress. Another group remains in true form, waiting just below the water's surface. Then, when aid is about to be rendered, the underwater Crocmen attack. In most cases, the rescuers forget about the rescue and defend themselves from attack. The Crocmen in human shape then attack from the rear and quickly end the battle.

Crocmen are able to employ all human weapons. When in human form, they may wear armor. However, if armor is worn, they may not change back to their true form until it is removed.

Crocmen are blood enemies with the Tress (see the *TRESS* sheet for details), and attack them on sight.





CRYSCAN CAT

DD: 4D10

LM: —

HM: —

MV: 260'—/—

IN: 10

AR: D

AV: 2D6 (BITE), 1D4 (CLAW X2)

NE: 1D6

DX: 22

MR: —

INITIATIVE: 1D4 -2

SPECIALS: SHAPE CHANGING (SEE FOLLOWING)

Cryscan Cats are shape-changing creatures that, at will, can take on two forms: that of a domestic cat and that of a 5' high, 12' - 16' long, muscular, prehistoric cat, complete with eight-inch canine teeth.

Because of their nature, these creatures can be found in almost any location, be it in remote grasslands, in mountainous regions or in the middle of a large city.

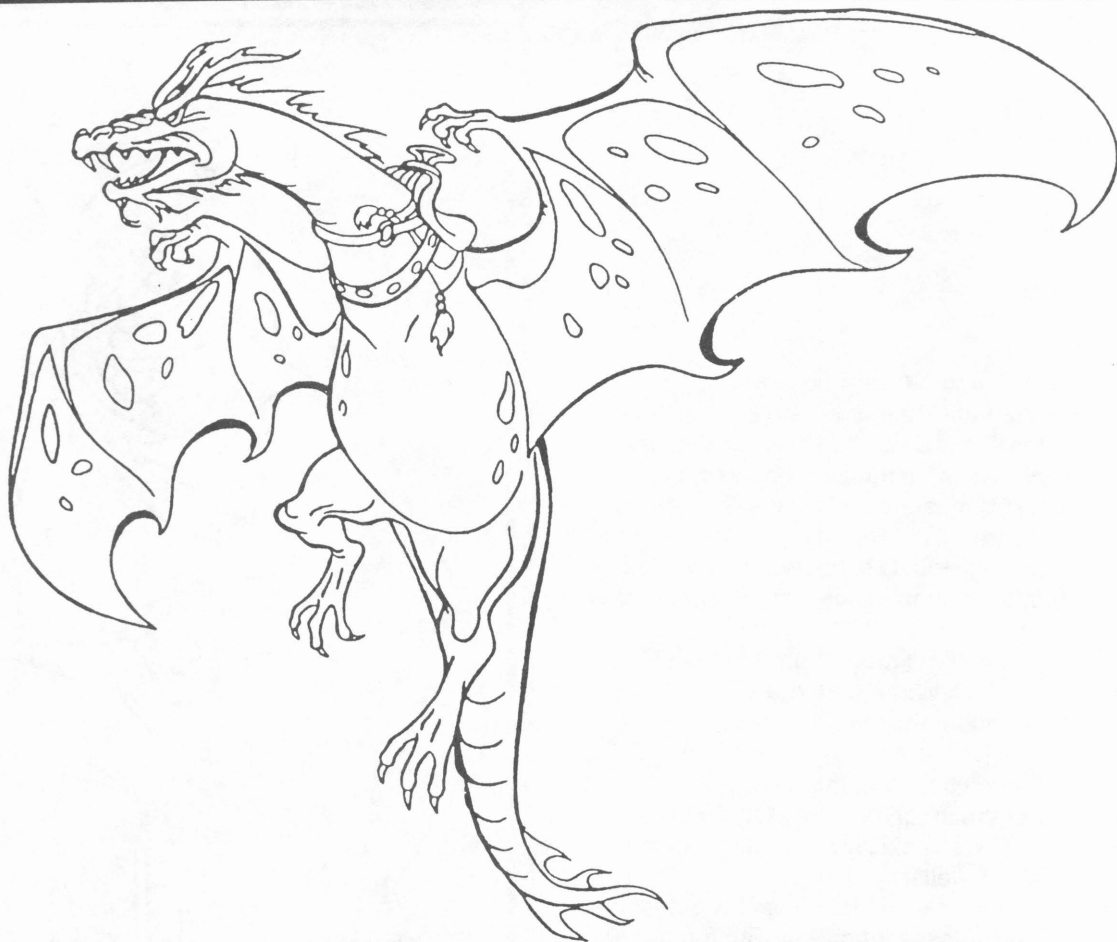
When dwelling in the wild, most Cryscan Cats switch freely between their forms as the need arises, or as their temperament dictates. In this setting, they are excellent hunters and, as do most felines, take their prey by leaping up to 20', holding it with their front claws, crushing its throat with their powerful jaws and raking with their hind claws.

Many Cryscan Cats prefer to dwell in domestic cat form among humans, as these creatures then have all of their needs met. When in this situation, they often spend the majority of their days sunning themselves and engaging in other typical cat endeavors. However, no matter how well trained, at night there is a 50% chance that they change into their large form and prowl the streets in search of prey, human or otherwise.

After their nightly prowling is done, they revert to their small form and return home, with their owners usually being unaware of what has occurred.

Lastly, it is not uncommon to find Cryscan Cats acting as companions/bodyguards for young ladies of high standing. When in this service, they can be extremely loyal creatures, willing to die defending their mistress.





DAGRON

DD: 10D8

LM: —

HM: —

MV: 80'/150'/300'

IN: 6

AR: K

AV: 2D12 (BITE), 1D10 (CLAW X2), 1D8 (TAIL)

NE: 1D20

DX: 18

MR: 20

INITIATIVE: 1D6

SPECIALS: FEAR (60' RADIUS. SUCCESSFUL ROLL AGAINST MR OR FLEE IN TERROR)

Dagrons are winged reptilian creatures averaging between 8' and 18' in length, with smooth blue-green scales, proportionately sized hooked bat wings, spiked tails and legs ending in 12" claws.

Dagrons inhabit all areas of Mer and can be found anywhere that has an abundance of game animals or that is close to a large body of water.

Dagrons are feared hunters, spending the majority of their time seeking or consuming prey. They prefer prey that is man-sized or smaller. However, if the opportunity arises, or if hunting in a group, they attack creatures up to five times their size, not unlike sharks in a feeding frenzy.

Although Dagrons usually do not seek others of their kind for companionship, they are not territorial and cohabitate if beneficial to all involved. Therefore, when 3 or more Dagrons cohabitate, there is a 10% chance that there are 2D6 hatchlings present (AR of C and AV of 0).

Due to their size and strength, Dagrons are highly prized mounts. Only subdued Dagrons or those found when hatchlings (under 2 weeks old) may be trained as mounts.



DARK DISCIPLE

DD: 10D10

LM: 50

HM: 50

MV: 150'—/—

IN: —

AR: J

AV: 1D8 (WEAPON)

NE: 3D6

DX: 10

MR: 25

INITIATIVE: 1D8

SPECIALS: LOW & HIGH MAGIC (SEE FOLLOWING)

Dark Disciples are individuals who are puppets of the Dark Dweller (see the *DARK DWELLER* sheet for details). These individuals still retain their original bodies, and, therefore, there is a 75% chance that they will not be recognized for what they truly are. The only way to differentiate them from normal individuals is by their emotionless jet black eyes. This trait they often conceal by wearing heavy black cowls.

Dark Disciples are nothing more than living beings that have been infused by Dark Water (see the *DARK WATER* sheet for more details about this "substance"). These individuals no longer think for themselves, instead, they are the Dark Dweller's tools, used to gather information from and make followers of the inhabitants of Mer. All Dark Disciple memories, skills and abilities are known to and accessible by the Dark Dweller.

Each Dark Disciple is in constant contact with his master by the use of a small glass globe filled with a portion of the Dark Dweller itself. This globe must be kept with the Disciple at all times, and, if destroyed, the link is broken and the Disciple immediately dies.

Each globe is considered to have an AR of F and sustains 35 wound points before it is destroyed.

Dark Disciples are able to fight with any weapon that they were proficient with before being infused. In addition to this, the Dark Dweller has bestowed upon them the ability to use Low and High Magic (MP discretion on how many Magic points they possess).

Although most Dark Disciples are humanoid in nature, there is no end to the types of infused creatures.





DARK DWELLER

DD: SPECIAL (SEE FOLLOWING)

LM: UNLIMITED

HM: UNLIMITED

MV: SPECIAL (SEE FOLLOWING)

IN: UNLIMITED

AR: SPECIAL (SEE FOLLOWING)

AV: SPECIAL (SEE FOLLOWING)

NE: 1

DX: AUTOMATIC

MR: SPECIAL (SEE BELOW)

INITIATIVE: AUTOMATIC

SPECIAL: —

The Dark Dweller, a shapeless creature resembling nothing more than an ever-changing pool of black putrefaction, is the embodiment of all evil, the taker of life and the bane of Mer.

Although shapeless, when encountered, the Dark Dweller often appears as a 20' high fountain of Dark Water, or as a distorted face in a pool of Dark Water.

Merian legend states that eons ago Mer was in turmoil. Therefore, a powerful ecomantic spell was created and cast in the hopes of driving all traces of evil from men's souls. Instead of cleansing their souls, the spell merely transferred the essence of evil into the world of Mer itself. Thus was spawned the Dark Dweller.

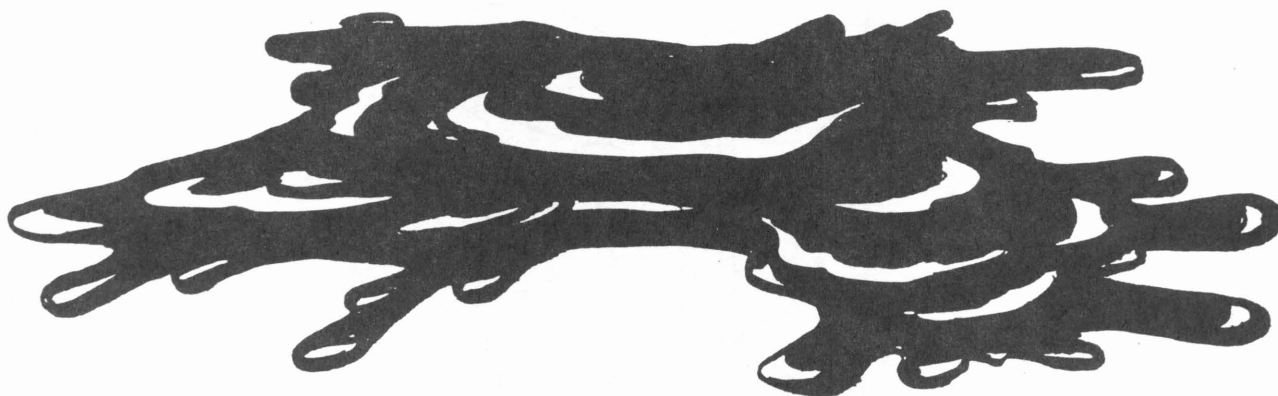
There is only one Dark Dweller, and it is the creator of all Dark Water, the substance responsible for tearing apart Mer. It uses Dark Water as a means of travel, automatically appearing anywhere Dark Water exists. However, the Dark Dweller may only appear at one place at any given time.

When the Dark Dweller comes in contact with anything, it flows over it at a rate of 30' per minute, automatically vaporizing it as the object is engulfed. When flowing over a living being, the Dark Dweller may opt to "spare" the being's body, therefore using it as a Dark Disciple (see the *DARK DISCIPLE* sheet for details).

Only the Treasures of Rule may combat the Dark Dweller, and, up to this point, this being has not been affected by any other means.

NOTE: Only those who possess one or more Treasures of Rule should encounter the Dark Dweller.





DARK WATER

DD: SPECIAL (SEE FOLLOWING)

LM: UNLIMITED

HM: UNLIMITED

MV: SPECIAL (SEE FOLLOWING)/200'/—

IN: UNLIMITED

AR: SPECIAL (SEE FOLLOWING)

AV: SPECIAL (SEE FOLLOWING)

NE: UNLIMITED¹

DX: AUTOMATIC

MR: SPECIAL (SEE FOLLOWING)

INITIATIVE: AUTOMATIC

SPECIAL: —

Dark Water appears as blobs of thick, evil excrement, spewed from the Dark Dweller's hatred of life. It can be found anywhere throughout Mer, but only travels via water and fissures in Mer's crust.

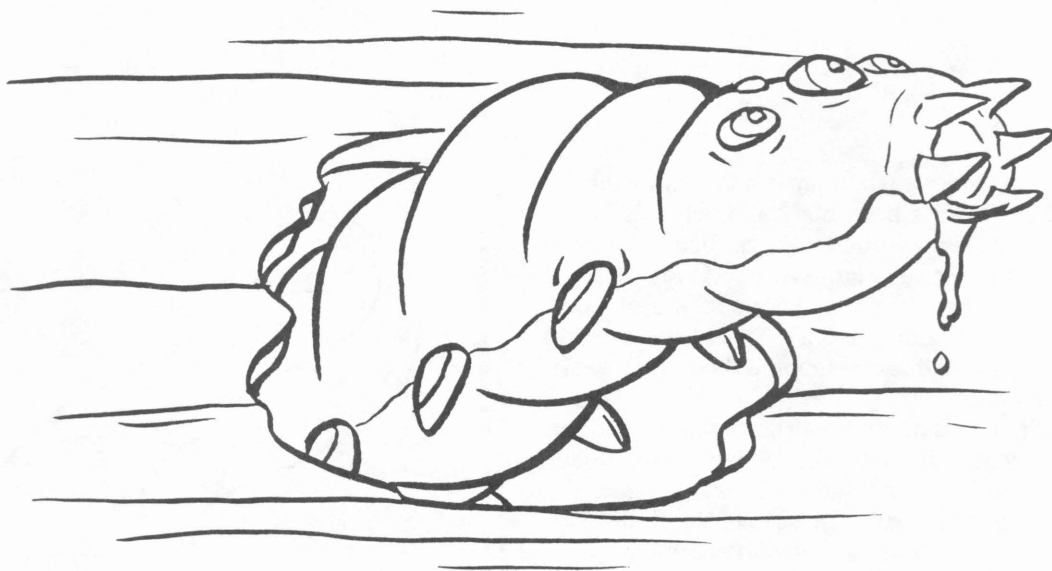
For every minute that Dark Water is in contact with any object or being, 1D20 wound points are inflicted. However, Leviathans and objects made of Leviathan hide are impervious to Dark Water attacks.

Dark Water is attracted to movement and flows and lurches toward all movement within a 100 yard radius. If the movement is on land, Dark Water can follow at 50' per minute, but can do so only if part of it remains in the water.

Only the Treasures of Rule may combat Dark Water,

and, up to this point, Dark Water has not been affected by any other means. (For more information pertaining to Dark Water, see the *DARK DWELLER* and *DARK DISCIPLE* sheets.)





DARVA WORM

DD: 1D4

LM: —

HM: —

MV: 20'—/—

IN: —

AR: A

AV: 1D6

NE: UNLIMITED

DX: 10

MR: —

INITIATIVE: 1D8

SPECIAL —

Darva Worms are 6" to 8" long creatures that resemble caterpillars. These "eating machines" have 6 eyes and their small lipless mouths are ringed by flexible dagger-like teeth that they use to boar through wood, flesh and other porous materials at a rate of 12" per minute.

Darva Worms inhabit all locations where the soil is rich and fertile and prefer areas near large bodies of water.

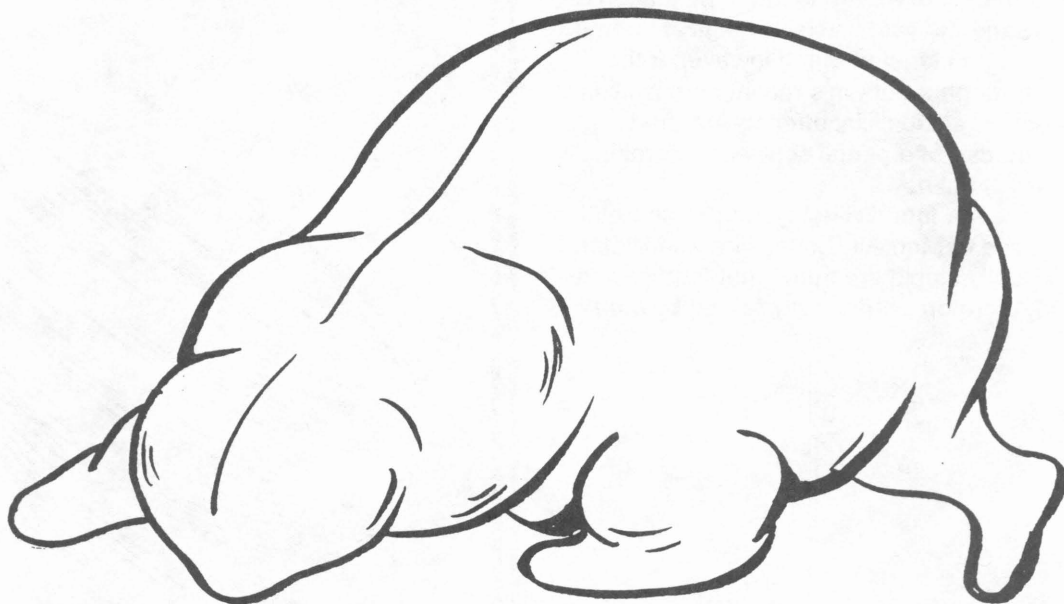


DEXOLOR (DECKS-OH-LORE)**DD:** 2D6**LM:** —**HM:** —**MV:** 120'/160'—**IN:** —**AR:** D**AV:** 1D4 (BARBELS X4)**NE:** 1-2**DX:** 13**MR:** —**INITIATIVE:** 1D8**SPECIALS:** —

Dexolor are amphibious salamanders that grow up to 6' in length. They have a wide bony body and tail, a bull-like head and a mouth that is surrounded by barbels. Their legs are short and squat and end in large webbed feet. These creatures are air breathers but can change to anaerobic metabolism for up to an hour at a time. This allows them to stay submerged for up to three hours at a time, even when under heavy exertion.

Dexolor tend to avoid contact with anything larger than themselves. However, if threatened, they fight to the death, using their barbels to inflict damage. Any player whose character is struck by the barbels must roll 3D6. If the result is higher than the character's Health score, he become paralyzed for 1D10 hours.





DREEN

DD: 1D6

LM: —

HM: —

MV: 50'/100'—

IN: —

AR: A

AV: —

NE: 1

DX: 13

MR: —

INITIATIVE: 1D8

SPECIALS: HEALING (SEE FOLLOWING)

Dreen are nothing more than white, quadruped blobs of protoplasm that grow between six and twelve inches in height and length. They are totally mindless creatures that survive on instinct alone.

Dreen inhabit all areas of Mer and can be found in any location, including underwater. No one is sure exactly how they survive, as no one has ever seen these creatures feeding, mating, or giving birth. In fact, if it were not for their ability to expedite healing, they would be an unnoticed species.

For each minute Dreen are placed on any wound, they absorb or heal 1D6 wound points (to a maximum of 30 points). As they absorb damage, their color darkens. When

they have absorbed 30 wound points, their skin blackens and they begin to dry up, with death resulting in 1D4 minutes.

Dreen are not able to be kept or bred in captivity. For each hour kept in captivity, they lose 5 points of healing ability. For example, after one hour, they are able to heal a total of 25 wound points, after two hours, 20 wound points, etc. When their healing ability reaches zero in this manner, they begin to dry up, and, if not released within 2 minutes, they die.



Eco ENTITY

This species of creature was created by highly concentrated areas of magic which are formed by Mer's magical impulses, also known as lei lines or valleys of power. It is not exactly known how these beings were brought to life, but it is theorized that they exist due to the combination of a person's essence and the vast levels of magical energy that crisscross the entire planet of Mer. However, if the essence is gained through a person's recent surmise—in this case, a soul—or as a sacrificial offering—in the form of collected souls or the use of a partial soul—or a combination thereof is as of yet unknown.

In any case, there are four distinct types of Eco Entities that dwell on the World of Mer: Air, Earth, Fire and Water. They are strong, usually stupid creatures that tend to revel in destruction, and, therefore, are greatly feared by common folk.

AIR ENTITY

DD: 4D8

LM: —

HM: —

MV: —/—/480"

IN: 4

AR: A

AV: 1D12 (WIND BUFFET), 1D20 (WIND SLAM)

NE: 1

DX: 23

MR: 15

INITIATIVE: 1D4 -3

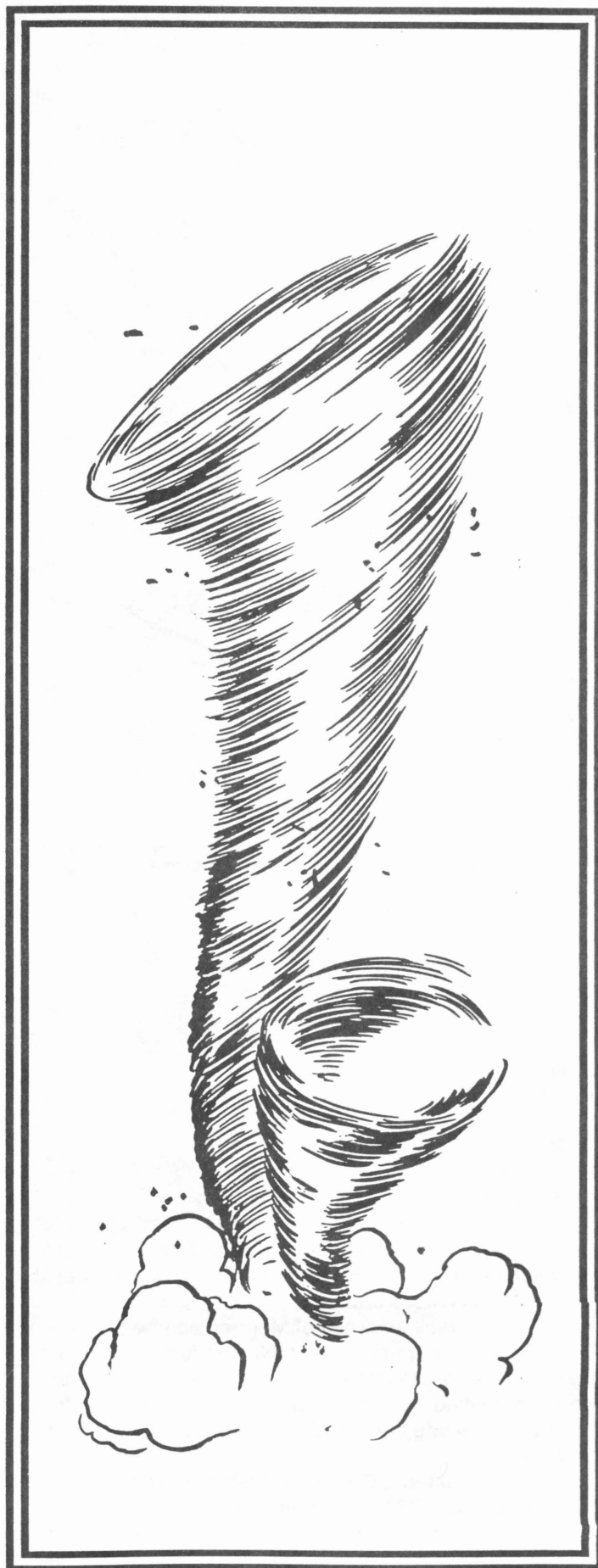
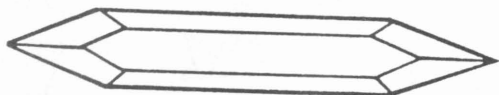
SPECIALS: WIND SLAM IS A 2' DIAMETER BALL OF WIND THAT AFFECTS EVERY BEING IN A 50' AREA.

CAN CONTROL ALL WINDS WITHIN A 1-MILE RADIUS.

Although these creatures have no corporal shape, they often appear as an 8' high vortex of whirling wind. Air Entities are able to control the wind at will and can cause gusts of up to 150 miles an hour. They also have the ability to form a whirlwind which causes anyone within a 60' radius to be flung around like dolls.

Not as malicious as their Eco Entity cousins, Air Entities are incredibly troublesome beings that delight in causing mischief. They especially love tormenting ships at sea and often follow a ship for days, either causing total calm or a gale force wind to blow the ship off course or around in circles.

Air Entities are unaffected by all normal weapons, and only magical weapons with a positive modifier inflict damage (excluding cursed weapons). Only air-based and weather related magic affects Air Entities, all other spells are ineffectual (MP discretion).





EARTH ENTITY

DD: 5D10

LM: —

HM: —

MV: 300'—/—

IN: 5

AR: 1

AV: 1D12 (FIST X2), 2D20 (BOULDER THROW)

NE: 1

DX: 16

MR: 15

INITIATIVE: 1D6

SPECIALS: BOULDER THROW HAS A RANGE OF 120'.

Earth Entities appear as nothing more than a 12-foot pile of living earth, consisting of rock, clay, shrubs, etc. Although they have no actual form, they often form a parody of a human face to strike fear in their prey. They are malevolent creatures that destroy structures and turn beautiful landscapes to dust for the sheer joy of it.

Earth Entities have complete mastery over all forms of earth and may control up to 1000 pounds of soil in a 100' radius. If they desire, they may incorporate this earth directly into their form, thus greatly increasing their mass and size. They may also move this earth up to 100' per minute in any direction in order to engulf foes, destroy structures or simply wreak havoc.

Normal weapons are ineffectual against Earth Entities, and only weapons with a positive modifier inflict damage on them (excluding cursed weapons). All air-, fire-, and water-based spells may be used against these creatures, but earth-based magic is useless against them (MP discretion)





FIRE ENTITY

DD: 6D6

LM: —

HM: —

MV: 180'—/—

IN: 3

AR: A

AV: 1D20 (BURN), 2D20 (FIRE BLAST)

NE: 1

DX: 20

MR: 15

INITIATIVE: 1D4

SPECIALS: CAN CONTROL ALL FIRE WITHIN A 40' RADIUS.

FIRE BLAST: 5' LONG STREAM OF FIRE. CAN BE THROWN 15'.

Fire Entities are beings comprised of living flame that appear as a 9' column of ever-changing fire. They are attracted to fires of all kinds and often start their own simply for the joy of watching its destructive properties. Fire Entities are able to cause any flammable material to burst into flame at will and are able to cause their flame to spread up to 120' per minute.

Fire Entities are not affected by normal weapons, and only magical weapons with positive modifiers inflict damage on them (excluding cursed weapons). Fire- and air-based spells have no effect on them, but earth and water magic inflict double the normal damage (MP discretion).



WATER ENTITY

DD: 5D6

LM: —

HM: —

MV: 18'/36'—

IN: 2

AR: A

AV: 2D8 (SPLASH), 2D12 (WATER SPOUT)

NE: 1

DX: 20

MR: 15

INITIATIVE: 1D4

SPECIALS: WATER SPOUT: 18' HIGH CONE OF WATER MOVES UP TO 120' PER MINUTE.

Water Entities often choose the form of a large, turbulent wave of constantly moving water. These creatures have complete control over all types of water and may control up to 2000 gallons in a 100-yard radius. Water Entities may also incorporate this water directly into their form, causing them to grow up to 26' in height. If they do not incorporate the water directly into themselves, they may control it at will and cause it to move up to 260' per minute.

Due to their composition, Water Entities always remain within 600 yards of a large body of water.

Only magical weapons with a positive modifier inflict damage on a Water Entity (excluding cursed weapons). They are unaffected by all water-based magic attacks, but air, earth and fire magic inflict double damage.



Et (ETT)**DD:** 8D10**LM:** —**HM:** —**MV:** 180'/180'—**IN:** 15/5 (HUMAN HEAD/SHARK HEAD)**AR:** E**AV:** 4D10 (BITE), 2D12 (HAND-TO-HAND), 1D10 (WEAPON)**NE:** 1**DX:** 8**MR:** 12**INITIATIVE:** 1D10**SPECIALS:** —

An Et is an amphibious, two-headed humanoid that stands up to 12' tall and operates equally well on land or water. Although its torso and limbs are human in form, its skin is oily and scaled, and its extremities are webbed.

Each of the Et's head has a distinct personality. Because of this, each head is constantly bickering and fighting the other for control of its body. The first head is that of a comely human with handsome features and proportions. This head is intelligent, gentle and calm, and, when it is control of the other, the Et goes out of its way to help anyone or anything that is in need of assistance.

In contrast, the second head is that of a shark. It is dumb and vicious and is nothing more than an eating machine. When dominate, it immediately attacks anyone in sight and always fights to the death.

The heads are constantly battling for supremacy of the body, and when encountered, there is a 50% chance that either head is dominate. Every 10 minutes there is a 50% chance that the non-dominate head takes over, thus radically changing the Et's personality.



FERYX (FAIR-ICKS)**DD:** 7D10**LM:** 15**HM:** —**MV:** 200'/400'—**IN:** 14**AR:** F**AV:** 3D10 (BITE) 1D12 (CLAWS x2), 6D6 (STEKKA BREATH)**NE:** 1D6**DX:** 17**MR:** 17**INITIATIVE:** 1D6**SPECIALS:** STEKKA BREATH ONLY WHEN IN WINGED FORM.

A Feryx is a hybrid between a ferret and a dragon that often grows to lengths of over twenty feet. In most instances it appears as a normal ferret, but when threatened or frightened, it metamorphosizes into a pseudo dragon. Large, bat like wings sprout from its back, its ears elongate, and its canine teeth grow to dagger size.

Although shy in nature, a Feryx will not hesitate to fight if cornered or if its young are threatened. When in combat, it never directly engages its opponent, but, instead, rapidly flies in circles around its opponent and uses its Stekka Fog Breath (SEE FOLLOWING) to inflict damage.

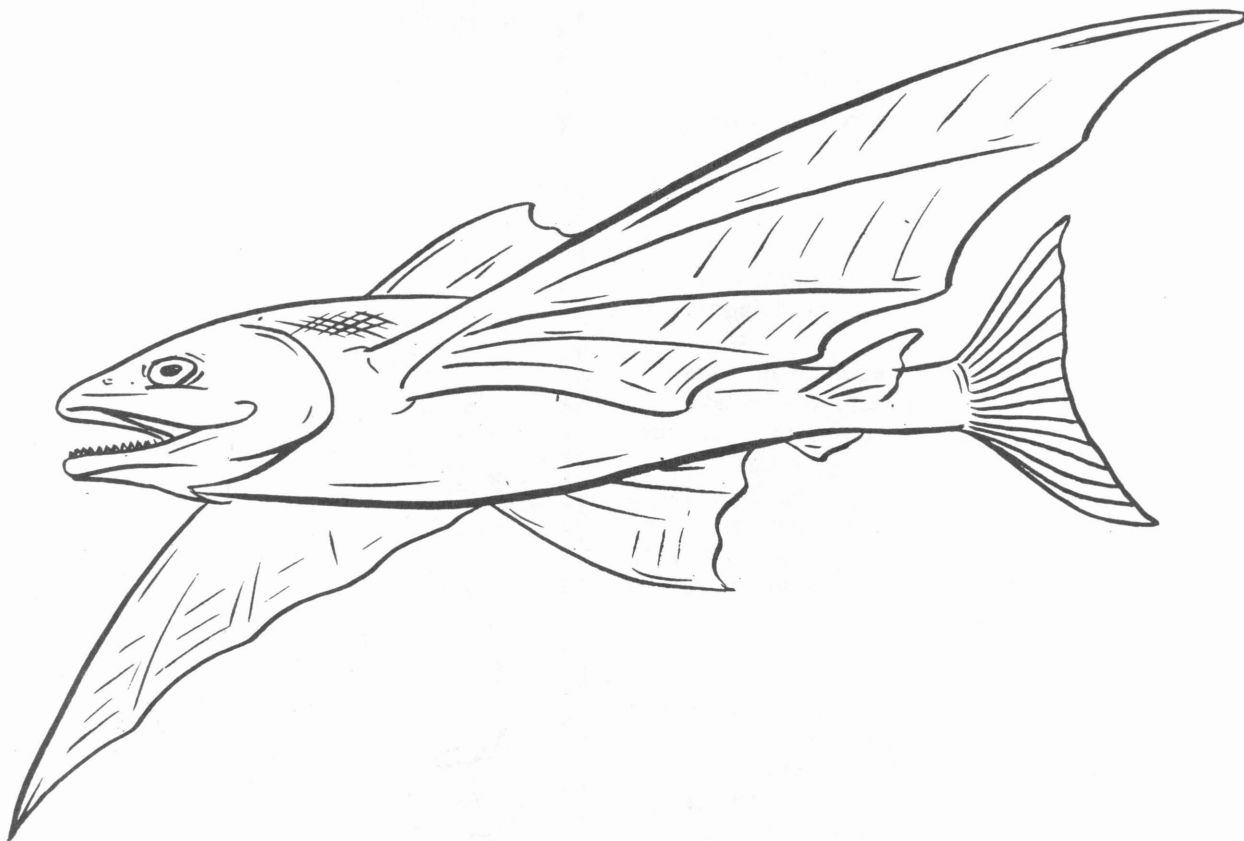
STEKKA BREATH

Feryx possess a highly corrosive breath weapon which they may use at will. This breath may extend for up to 60' before expanding into a 25' radius cloud of death.

Due to its nature, Steka Breath takes 1D6 minutes to completely dissipate, and anyone remaining within its perimeter sustains an additional 1D6 wound points per minute.

Cloth items begin to disintegrate immediately upon contact with the fog, and completely rot away within two minutes. Wood begins to rot the beginning of the second minute, and becomes brittle and useless by the fourth.





FLYING FISH

DD: 1D8

LM: —

HM: —

MV: —/190'—

IN: NE

AR: A

AV: 1D4 (SCREAM)

NE: UNLIMITED

DX: 15

MR: —

INITIATIVE: 1D6

SPECIALS: —

Flying Fish come in all shapes and sizes. However, the majority of them are three to four feet long, and instead of normal fins, they have scaly, web-like appendages that, when expanded, appear to be wings.

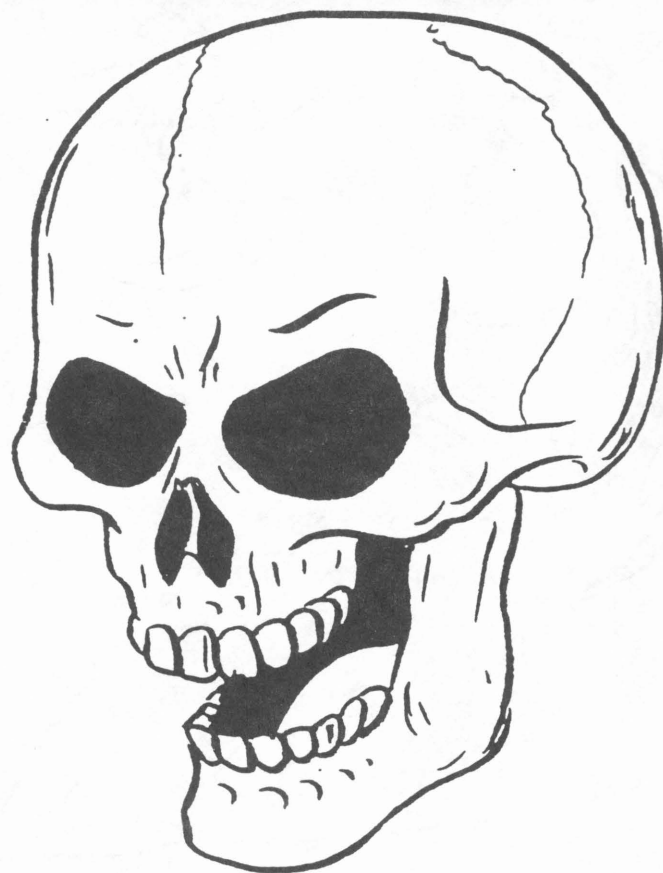
Flying Fish, found in any of Mer's seas, travel in schools of up to two hundred individuals. They are surface feeders, preying on smaller fish and on low flying seabirds.

Flying Fish work as a group when hunting, with half of the school herding the prey to a location where the rest of the community awaits. Herding and normal school communication is accomplished by the use of a high frequency scream. *This scream is on an ultra-high frequency that, when emitted underwater, does not affect beings on or*

above the water's surface. However, any beings—not fish—underwater within a 60' radius of the scream begin to whimper and cower, being unable to attack or defend themselves for 1D6 minutes, and all fish flee in the opposite direction of the scream.

Due to their natural wings, Flying Fish are able to leap from the water and fly up to 80' in distance and 20' in height. If they scream while airborne, any being within a 40' radius is affected. Dogs howl in pain, birds flounder and lose altitude (altitude lost is at MP discretion), and all humanoids suffer from confusion for 1D4 minutes.





FLYING SKULL

DD: 4D12

LM: 20

HM: —

MV: —/—/125'

IN: 14

AR: J

AV: 3D10 (RAM)

NE: 1

DX: 13

MR: 22

INITIATIVE: 1D8

SPECIALS: —

Flying Skulls come in all shapes and sizes but usually average six to eight feet in length, and ten to twelve feet in height. When inanimate, they appear as common rocks or boulders. However, when active, their true form becomes apparent, and they appear in the form of a large, grotesque skull.

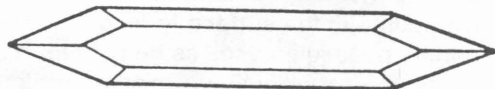
Flying Skulls can be found in any location but prefer mountainous regions or areas of rough terrain where they can use their inanimate, rock-like appearance to blend into their surroundings. Due to this natural camouflage, there is a 30% chance that they are not noticed, and are believed to be nothing more than oddly shaped rocks.

When grounded, they cannot move, as their only

means of travel is through the air. Once airborne, they may fly at a rate of 125' per minute, and may ascend or descend at the same rate of speed.

Being nothing more than solid bone, Flying Skulls are unable to engage in normal melee. When a victim is sighted, they lie in wait until the victim has passed. They then silently fly over the being, and then slam themselves into their victim. In addition to the normal damage done, there is a 30% chance that the struck individual loses its footing and falls. If this occurs, the individual is unable to engage in melee for 1 minute, as it must regain its footing.

Due to their composition, Flying Skulls are very difficult to destroy. All damage inflicted by non-blunt weapons is halved, and there is a 25% chance that any non-magical weapon which strikes one of these creatures breaks. All blunt weapons do normal damage.





GALLQUIN (GAWL-KWINN)

DD: 10D10

LM: —

HM: —

MV: 200'—/—

IN: —

AR: H

AV: 1D10 (MANDIBLES x4), 1D20 (TUSKS x2)

NE: 1 - 2

DX: 14

MR: 13

INITIATIVE: 1D6

SPECIALS: TUSKS CAN SHOOT 200 YARDS & REGENERATE IN 1D4 MINUTES.

WEB (SEE FOLLOWING)

A Gallquin, also referred to as a Sand Crab, is a huge snake-like creature that often reaches thirty feet in length. It has a head at each end of its body, each of which is beetle-like in appearance, with two tusks and a set of mandibles protruding from either side of its mouth.

This creature spends a great deal of time underground; it does, however, come to the surface to feed.

When in melee, a Gallquin uses its body to form a circle around its prey, thus effectively trapping or herding it. When this is done, it simultaneously attacks its prey with both heads.

In addition to this, a Gallquin is capable of exuding a sticky weblike substance up to 18' away. The first time a victim is struck by this web, its movement and Initiative scores are halved. If struck by a second glob of web, the victim is completely immobilized and remains so until cut free. Once its victim is immobilized, the Gallquin takes its prey to its lair to let it ripen for 1D4 days before consuming it. An ensnared victim cannot free itself. It takes 3 minutes to completely free a victim from this web. However, the web can be burned off in 1 minute.

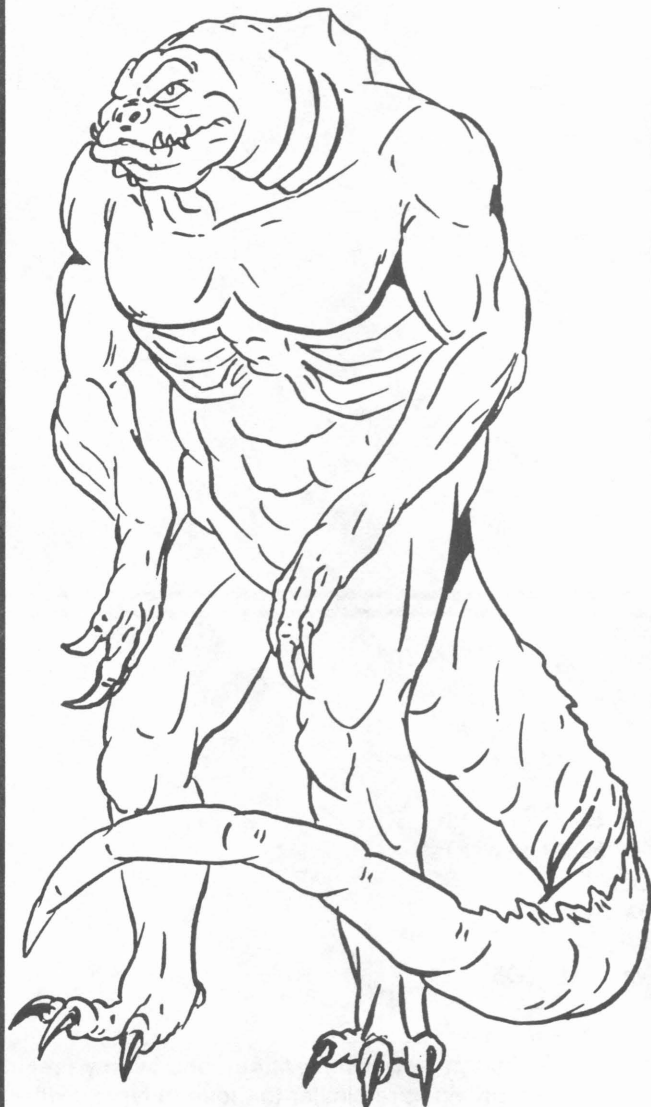


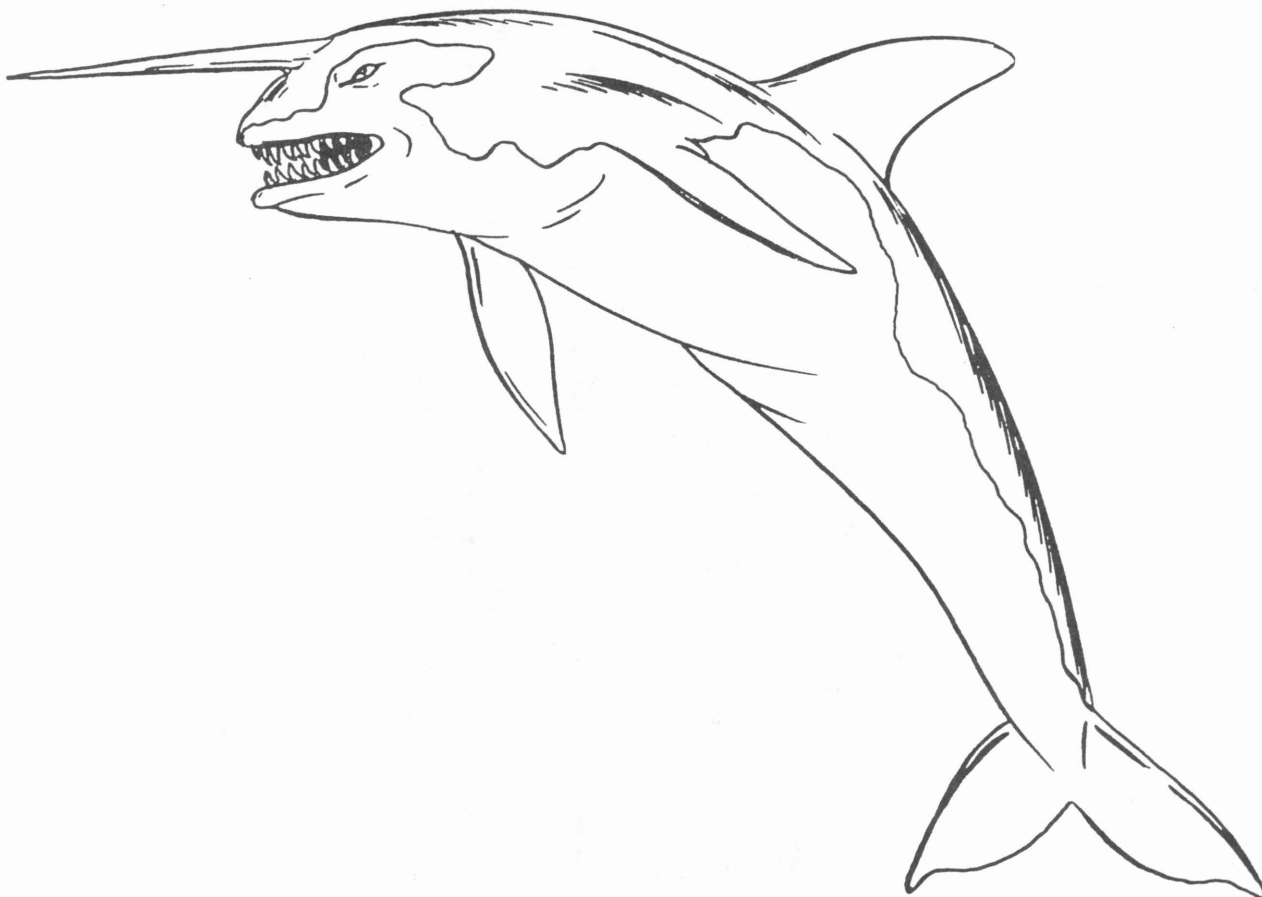
GAREN (GAIR-ENN)**DD:** 4D8**LM:** —**HM:** —**MV:** 80'/160'—**IN:** 2**AR:** D**AV:** 1D8 (CLAWS X2), 1D6 (TAIL), 1D4 (WEAPON)**NE:** 10D20**DX:** 9**MR:** 7**INITIATIVE:** 1D8**SPECIALS:** —

Garen are humanoid, reptilian creatures that inhabit swampy areas or areas where water is easily accessible. They are man-size and have well toned muscular physiques, large necks, and lizard like heads. Their hands end in sharp, wicked-looking claws, and their tails are long and powerful and can be used as a deadly weapon. Their bodies are covered with a tough scaly hide which can be of almost any color. They are endowed with lungs and gills, which enable them to breathe air or water.

Although Garen are fearsome-looking creatures, they are somewhat cowardly and never directly face an armed party. When hunting for food or loot, Garen lay just below the surface of the water and wait until their prey is nearly upon them before attacking. When this occurs, all defenders suffer a - 5 modifier on their initiative roll (see *INITIATIVE*, in the world book for details).

Garen are socially primitive and, for safety, band together to hunt. When this occurs, for every 50 Garen present, there is one leader type with exceptional abilities. (MP discretion)





GART

DD: 5D8

LM: —

HM: —

MV: —/360'—

IN: —

AR: C

AV: 5D6 (SKEWER)

NE: 1D4

DX: 14

MR: —

INITIATIVE: 1D6

SPECIALS: —

Gart, also known as Sea Unicorns, are aquatic whale-like creatures that grow between fifteen and twenty feet in length. Their markings are similar to those of typical killer whales, *except* that their skin is grey and blue, and they have a six-foot long horn growing from their heads.

Gart can dive well below one thousand feet, but they rarely venture that deep, as they prefer to dwell near the surface where an abundance of fish, which is the main stay of their diet, is located. Also, it is at the surface where they can find humans, a prey they relish.

Gart usually look for small boats or swimming humans for their food, but they have been known to leap over small vessels, spearing lone sailors *and taking them underwater*

to feed. Any beings struck by a leaping Gart have a base 80% chance of being speared. If they are not skewered, there is still a 50% chance that they are knocked overboard. Once skewered and knocked overboard, the victims are considered drowned and consumed. If they are only knocked overboard, the Gart return and attack at will.





GAZIER (GA-ZEER)

DD: 1D6

LM: —

HM: —

MV: 80'—/—

IN: —

AR: E

AV: 1D6 (BITE)

NE: 1D4

DX: 12

MR: —

INITIATIVE: 1D8

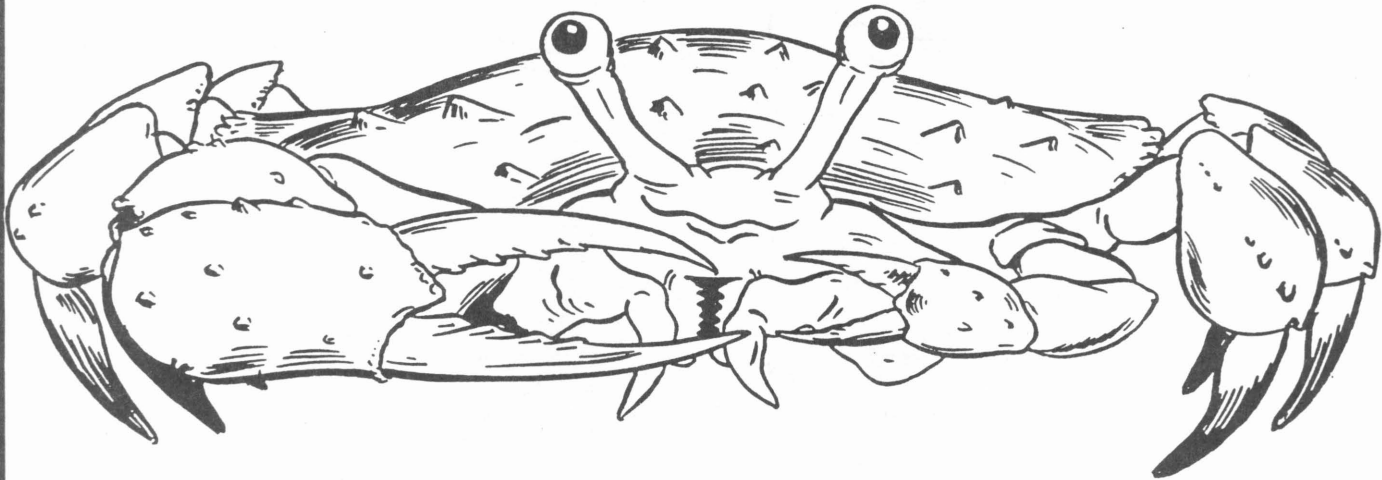
SPECIALS: KNOCKOUT GAS (SEE FOLLOWING)

A Gazier is a small lizard-like creature that rarely exceeds one foot in length. When not threatened, it appears as any other normal lizard. However, when in danger, a hard plate springs up around its neck, and two sharp horns extend from its head.

These shy, solitary creatures inhabit any underground location, and if encountered, immediately attempt to withdraw. If the withdraw is unsuccessful, the Gazier extends its horns and neck plate, in an attempt to frighten away its opponent. If this also proves unsuccessful, the Gazier emits a powerful knockout gas which covers a 3' by 3' area and causes anyone who does not successfully roll against their Magic Resistance to fall asleep for 1D6 minutes.

Because of their unique breath weapon, Gaziers are often hunted or bred for use in Gas Pistols. (See GAS PISTOL in the world book)





GIANT CRAB

DD: 7D8

LM: —

HM: —

MV: 90'/160'—

IN: —

AR: G

AV: 3D8 (PINCERS X2)

NE: 2D6

DX: 13

MR: —

INITIATIVE: 1D8

SPECIALS: —

Giant Crabs are nothing more than crustaceans of inordinate size that can be found in any location near water. They often grow up to sixteen feet across, with pincers that can extend up to an additional six feet. Their eyes are located on top of two- to three-foot long stalks and enable the crab to see in every direction.

These creatures spend the majority of time in shallow water, keeping only their eyes above the surface. If any creature larger than a small dog comes into their field of vision, either on land or sea, the crabs begin to move slowly toward it.

Giant Crabs attack any vessel that is under twenty feet in length and use their huge pincers to try and sink it.

When in melee, a Giant Crab uses its pincers to crush its opponent. On each successful hit, the victim takes crushing damage and is held for 1D4 minutes, at which time the crab flings away its victim. Due to the extreme size of its pincers, they cannot be severed. However, anyone in a Giant Crab's grip may still inflict damage upon the creature.





GIANT FROG

DD: 4D8

LM: —

HM: —

MV: 140'/210'—

IN: —

AR: B

AV: 1D12 (CLAW x2)

NE: 2D12

DX: 17

MR: —

INITIATIVE: 1D6

SPECIALS: TONGUE (SEE FOLLOWING)

Giant frogs range from five to twelve feet in length and have tongues that are at least three times their body length. They are able to jump distances of up to 30' and inhabit any areas near water.

When in melee, Giant Frogs use their monstrous claws and unique tongue. When threatened, glands in the frogs' tongue emit a sticky, glue-like substance which causes anything that it touches to stick to it. Any individual struck by the tongue becomes immobilized and is pulled toward the frog at the rate of 1' per second. Any successful hit upon the tongue causes the frog to release its victim and withdraw its tongue.

Anyone pulled within the frog's mouth suffers an addi-

tional 1D12 wound points per minute for up to three minutes, at which time the victim is swallowed. When the frog is chewing, it is unable to strike with its tongue, but it may still attack via claw.

Once a victim is in the frog's mouth, he may only escape with outside assistance.



GIANT OCTOPUS

DD: 4D10 (BODY), 1D12 (TENTACLE X8)

LM: —

HM: —

MV: —/150'—

IN: —

AR: F

AV: 5D8 (MAW)

NE: 1

DX: 14

MR: —

INITIATIVE: 1D6

SPECIALS: INK CLOUD: SPREADS 50 SQUARE FEET PER MINUTE FOR 1D6 MINUTES. BEINGS IN CLOUD HAVE THEIR MELEE ABILITY HALVED.

Giant Octopi inhabit waters of all depths and often grow in excess of sixty feet in length. They are natural hunters and attempt to seize anything that comes within their reach, be it above or below the surface of the water.

When in melee, a Giant Octopus anchors itself to a rock or other large object with two of its tentacles and uses its other six tentacles for combat.

For each successful tentacle hit on an individual, there is a 25% chance that the octopus has successfully wrapped its tentacle around its victim. If this occurs, the victim is dragged toward its maw at 3' per second. Only successfully severing the tentacle or the octopus' death causes it to release its grip.

Anyone within its mouth sustains 1D12 wound points for each minute spent in its maw, and is considered swallowed in 4 minutes. Once in a Giant Octopus' mouth, a victim may only be freed with outside assistance.





GIANT SPIDER

DD: 3D10

LM: —

HM: —

MV: 240'—/—

IN: —

AR: C

AV: 2D12 (BITE)

NE: 1D10

DX: 20

MR: —

INITIATIVE: 1D4

SPECIALS: WEB (SEE FOLLOWING)

POISON (SEE FOLLOWING)

Giant Spiders are huge monstrosities that often grow to over fifteen feet in length and twenty-five feet in height. Like sharks, these creatures are nothing more than living feeding machines, eating whether hungry or not. They inhabit all remote locations but prefer areas where man-size or larger beings are in abundance.

Giant Spiders are web builders, and it is not uncommon to find webs of one hundred feet in diameter. Any being coming in contact with such webs immediately becomes stuck, and only a combined strength of 30 or more can free a trapped being. Due to the sticky nature of these webs, weapon attacks are of no affect, as weapons

themselves become stuck. Giant Spider webs are also unaffected by normal fires; the webs sizzle for 1 minute, and then the flame extinguishes.

Although these webs can be built anywhere, their preferred location is in a narrow passage or on a commonly used path.

In addition to their web building capability, Giant Spiders are able to shoot webbing at a distance of up to 20'. Any being struck by this webbing becomes totally immobilized and is unable to act until freed.

Once webbed, individuals are drawn toward the spider's living area. Once there, they are injected with poison and left to ripen. They are kept there for two to three days, after which time they are drained of all bodily fluids.

When in melee, Giant Spiders shoot their webs or bite with their mandibles. Anyone struck by a mandible attack has poison enter their system, and immediately falls asleep for 1D4 minutes.

Giant Spiders are cowardly by nature. They prefer not to engage in direct combat, and if greatly outclassed (at MP discretion), they immediately retreat to their web or an area of safety.





GIANT WASP

DD: 1D8

LM: —

HM: —

MV: 60'—/280'

IN: —

AR: B

AV: 1D6 (BITE), 2D8 (STINGER)

NE: 6D10

DX: 17

MR: —

INITIATIVE: 1D6

SPECIALS: STING (SEE FOLLOWING)

Merian Wasps are large creatures that measure up to eight feet in length, with wing spans of up to fifteen feet. These wasps are greatly feared, because their only goal in life is to collect food for the eggs of their hive.

Merian Wasps dwell in any location where the climate is warm, but they usually prefer locations where plant life is abundant and water is close at hand. Giant Wasps live in large, socially structured community groups of up to sixty individuals.

Within each group there is one queen with a biting AV of 2D8, a sting AV of 3D10, and an AR of E, that is both the egg layer and absolute ruler. If this queen or her eggs are threatened in any way, *she emits a piercing buzzing noise*

which summons all of the hive's wasps that are in a two-mile radius.

Like common wasps, Giant Wasps build large hives to store their food and for their queen in which to lay her eggs. These hives usually consist of mud, leaves and other common debris, and are often over one hundred feet in circumference and twenty feet high.

Giant Wasps are able to attack with both their powerful jaws and poisonous sting. Any creature struck by a stinger is injected with 3 ounces of poison, and dies within 5 minutes unless cured via antidote or magic.





GLOWFISH

DD: 1D4

LM: —

HM: —

MV: —/120'/—

IN: —

AR: A

AV: —

NE: 1D20

DX: 21

MR: 20

INITIATIVE: 1D4 -1

SPECIALS: GLOW (SEE FOLLOWING)

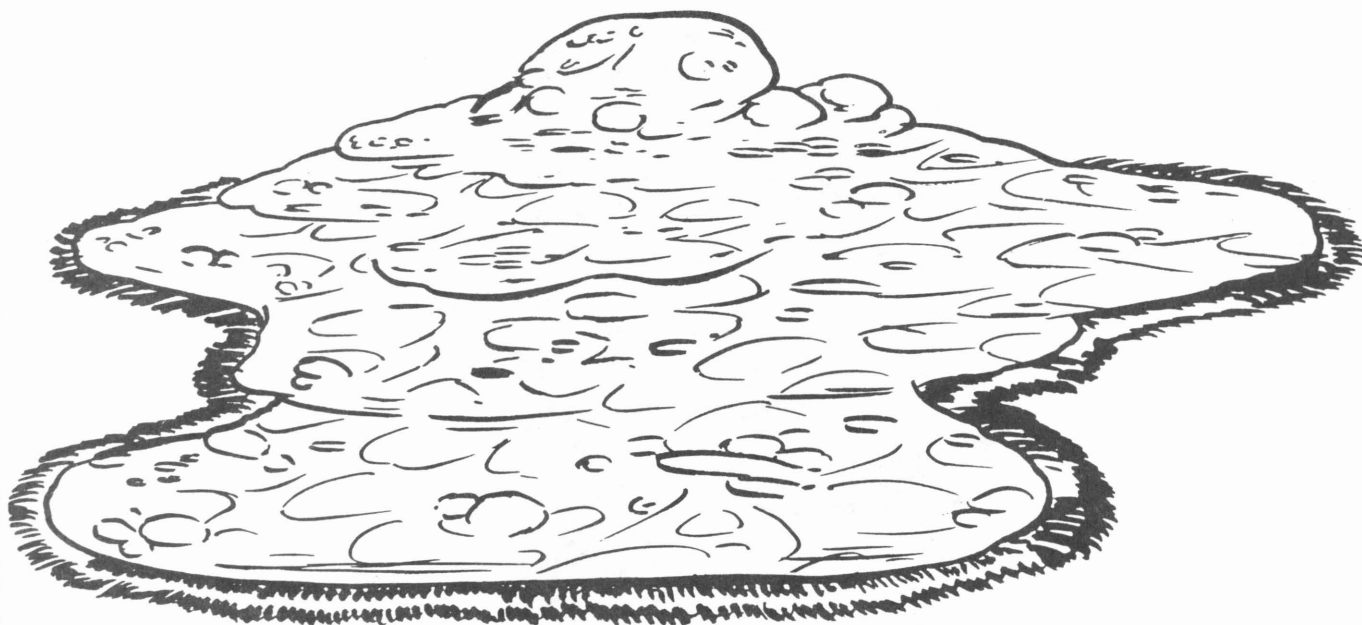
Glowfish are small fish that rarely exceed one foot in length and appear to be common gold fish except for their large, saucer-sized eyes. These fish rarely travel in schools of more than twenty and can be found in any of Mer's seas.

These shy creatures never willingly venture into danger and attempt to flee at its first sign. However, if being chased or taken by surprise, these fish emit a sudden burst of intense light. Any creature looking at the fish during this time is immediately blinded for 1D4 minutes. The intensity of this light depends on how scared the Glowfish feels. For example, if a being just swims by a Glowfish, it glows softly. However, chasing it makes the Glowfish glow brightly. When underwater, this glow does not illuminate the sur-

rounding area, it merely illuminates the Glowfish.

Due to their unique glowing ability, these fish are often bred and raised in captivity. They are then used as mobile light sources or as stationary lighting fixtures. (See *LIVING WEAPONS* in the world book for details)





GMOEBA (GUH-MEE-BAH)

DD: 2D6

LM: —

HM: —

MV: 80'/160'—

IN: —

AR: A

AV: SPECIAL (SEE FOLLOWING)

NE: 1

DX: 10

MR: 5

INITIATIVE:

SPECIALS: ACIDIC ENZYME (SEE FOLLOWING)

A Gmoeba is nothing more than a transparent blob of living mucus that comes in all shapes, sizes, and colors. Due to its appearance, a Gmoeba has a base 75% chance to blend in with its surroundings. (MP Note: this percent chance may be augmented, depending on the detecting being's special abilities, and you must use discretion when augmenting this chance.)

This creature is able to flow over most surfaces, including walls, liquids, and small crevices.

When looking for food, a Gmoeba lays in wait in a strategic location, such as on a ceiling, where it can drop directly on any passing being, or on the wall of a narrow passage where *someone* is sure to brush up against it.

Once a Gmoeba is touching exposed skin, it secretes an acidic enzyme which allows the Gmoeba to digest its food directly into its system. For each minute that the enzyme covers exposed skin 1D12 wound points is inflicted, and once attached, only its death causes it to release its grip.

A Gmoeba has no nervous system; therefore, it is immune to all forms of weapon attacks. However, this creature may be driven off or killed by successful fire- or cold-based attacks.





GOLD FISH

DD: 5D8

LM: —

HM: —

MV: —/120'—

IN: —

AR: A

AV: 5D10 (BITE)

NE: 1

DX: 19

MR: —

INITIATIVE: 1D6

SPECIALS: —

A Gold Fish is a long, sinewy creature, up to eight feet in length, that lairs in large bodies of water. When this creature's mouth is closed, its face is nondescript. However, when open, the Gold Fish looks like nothing more than a mouth with a tail.

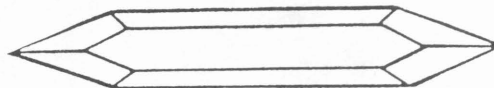
The name Gold Fish is derived from the creature's great love of golden objects. This bottom dweller swims slowly across the bottom of the lake or sea in which it lives, in search of gold objects. Once such an object is found, the Gold Fish opens its maw and scoops up the object. It then returns to its lair where it keeps the object in its lower jaw for safe keeping. Depending on the size of a Gold Fish, its mouth can hold up to two thousand pieces of gold. In addi-

tion to this, there is a 20% chance that other valuable items, such as gems, rings, pendants, or other similar items have been scooped up as well.

A Gold Fish attracts prey due to its lair. The lair consists of feces, ground coral, sand, and gold objects that have passed through this creature's digestive tract. This strange combination of "substances" forms an impenetrable lair which attracts humans and other treasure-loving beings—because it appears to be a gold-encrusted reef or ridge—as well as provides a good place to lay in wait for fish and other aquatic life that may pass by.

When hungry, a Gold Fish backs into its lair so that only its open mouth remains exposed. When in this position, this creature appears to be nothing more than a treasure-filled hole in the earth. Anything entering its mouth causes the Gold Fish to immediately clamp down. It only opens its mouth when its prey seems dead (no longer moves) or the Gold Fish is dead.

Due to the unique nature of this creature, it is often used to protect an individual's valuables.



GREAT ONE

DD: 10D10

LM: —

HM: —

MV: 180'—/—

IN: 1

AR: F

AV: 8D8 (HAND), 10D8 (CLUB), 12D8 (ROCK THROW)

NE: 1

DX: 3

MR: 8

INITIATIVE: 1D12

SPECIALS: BOULDERS MAY BE THROWN UP TO 200 YARDS.

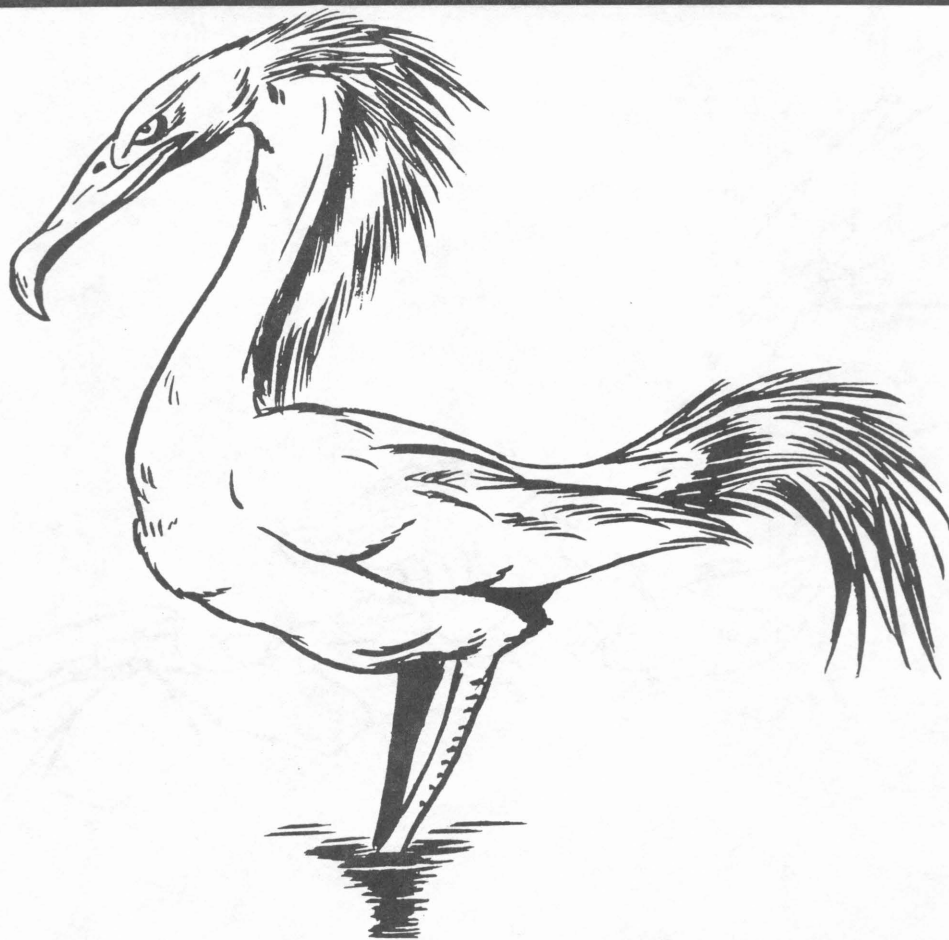
Great Ones are gigantic humanoid creatures that range in height from fifteen to forty-five feet. Most Great Ones are ugly, hairy creatures, with large noses, sharp yellow, rotting teeth and bad attitudes.

Although they can be found anywhere, Great Ones are most comfortable inhabiting large open areas. In many instances, they make their home in caves that open into large underground caverns at one end and long open valleys at the other.

In most instances, Great Ones do not willingly seek trouble, however, due to their great size and low intelligence, they often unwittingly cause it. Great Ones are very curious creatures and examine in great detail anything that interests them, be it a human, a house or even a well fortified castle. Of course, to properly examine an item, they need to see what is inside it or what makes it work. Most often when doing this, the item they are studying is damaged—most times beyond repair—or destroyed. The only way to get Great Ones from continuing an investigation, (other than attacking, of course) is to get them interested in something else. (It is up to the MP to determine what is more interesting than picking up a boat and its crew and making the cute little creatures yell and scream.)

If attacked, Great Ones become berserk and fight to the death. Their weapon of choice is usually their own body, but they have been known to use a large club, usually fashioned out of a large tree.





GRIACRAN (GREE-AH-CRANN)

DD: 5D12

LM: —

HM: —

MV: 180'/360'/480'

IN: 2

AR: C

AV: 3D12 (bite)

NE: 1D8

DX: 20

MR: —

INITIATIVE: 1D4

SPECIALS: —

Griacrans are huge, 25' high wading birds that resemble cranes. Lush, bright red feathers cover their body and their wing span is usually twice their height. They have a large hooked beak, long thin legs, webbed feet, and jet black plumage.

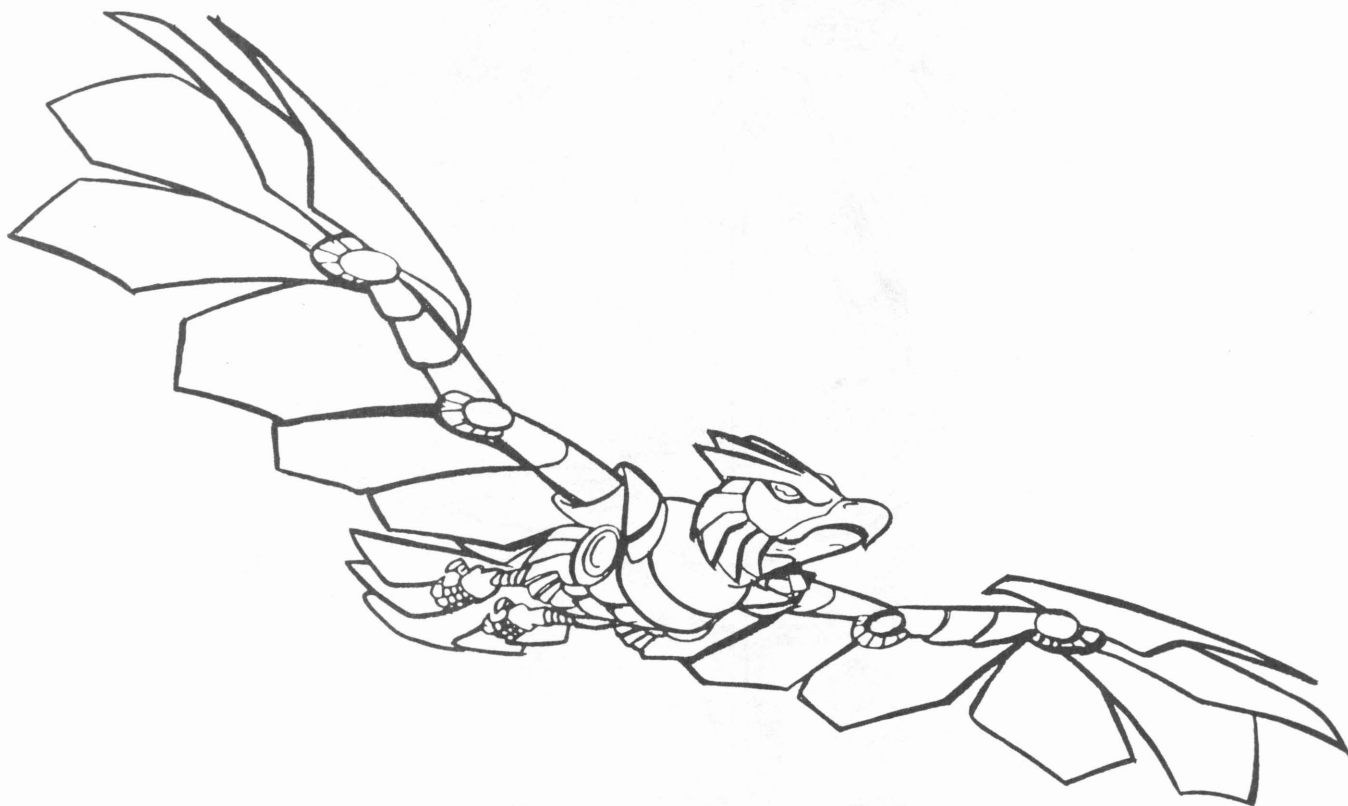
Griacrans can be found at any seaside location, usually wading in water up to their necks in search of food. They are fish eaters, and when hunting, they stand motionless in the water until a fish swims near. Then, in a blindingly fast motion, they duck their head under water, catch the fish, surface and gobble it down, whole.

Although fish make up the major part of their diet, Griacrans often pluck sailors directly from ship decks or

feed on unsuspecting swimmers. When they sight a ship, Griacrans submerge themselves and wait until the ship passes near them. They then spring and fly upward and snatch their prey off of the ship's deck. When this occurs, any successful attack results in a victim being snatched off the ship's deck. Thereafter, the Griacrans attempt to eat their prey. At this time, there is a 25% chance that their prey falls from their beak as they attempt to swallow their meal.

When submerged, there is a 25% chance that a ship's lookout sees the Griacran's plumage breaking the water's surface. If the ship turns away, a Griacran does not pursue.





HAWK KNIFE

DD: 5D8

LM: —

HM: —

MV: 40'—/280'

IN: 8

AR: K

AV: 1D10 (BITE), 2D10 (WINGS X2)

NE: 1D6

DX: 17

MR: 12

INITIATIVE: 1D6

SPECIALS: —

A Hawk Knife is a large bird of prey similar in appearance to a typical hawk, but ranging in size from that of a hawk to that of a pterodactyl. However, its feathers are multicolored and razor sharp. Due to the nature of its feathers, this creature needs a stiff wind to keep it aloft.

A Hawk Knife has an affinity for bright, colorful objects and makes swooping attacks to acquire such coveted objects. (What is considered coveted by this creature is at MP discretion.) It also hunts with a swooping attack which allows it to reach speeds upwards of 60 miles per hour. When in such dives, the Hawk Knife appears as a glint and a blur.

Sea Lore states that these birds often attempt to steal

necklaces and other fancys directly from sailors as they are working the upper riggings of their ships, often with bloody results.





HOPPER

DD: 1D4

LM: 10

HM: —

MV: 110'—/—

IN: 15

AR: A

AV: SPECIAL (SEE BELOW)

NE: 10D10

DX: 21

MR: 16

INITIATIVE: 1D4 -1

SPECIALS: POWER LEAF (SEE FOLLOWING)

Hoppers are green-skinned humanoid creatures that stand just a foot in height and appear to be half human and half grasshopper. They have the legs and wings of a grasshopper, yet their torso is humanoid in appearance. Their face is long and lean, with pointed ears, and two, eight-inch antennae.

Hoppers inhabit any tropical region that has an abundance of plant life, and due to their natural coloring, when in foliage, Hoppers have an 85% chance of blending into their surroundings. They are omnivores that only eat meat if plants and fruit are not available.

Although Hoppers are intelligent creatures, they are unable to speak. However, they communicate with each

other by cricket-like sounds that they produce by rubbing their legs together.

Hoppers are timid creatures and jump to the upper branches of trees if threatened in any way. (What is considered a threat is left to the MP's discretion.) Due to their spring-like legs, they are able to leap distances of up to 20', and use this to the best of their ability when eluding an adversary. If left alone, Hoppers hide and do not attempt to hinder anyone in any way.

If seen or threatened, a Hopper uses its *POWER LEAF* ability. When this is cast, any single leaf held by the casting Hopper becomes magically charged and can be thrown up to 25', causing 1D10 points damage to any struck being.





HUBE (HYUBE)

DD: 4D6

LM: —

HM: —

MV: 120' / — / —

IN: —

AR: F

AV: 1D8 (WEAPON)

NE: 3D10

DX: 14

MR: 10

INITIATIVE: 1D6

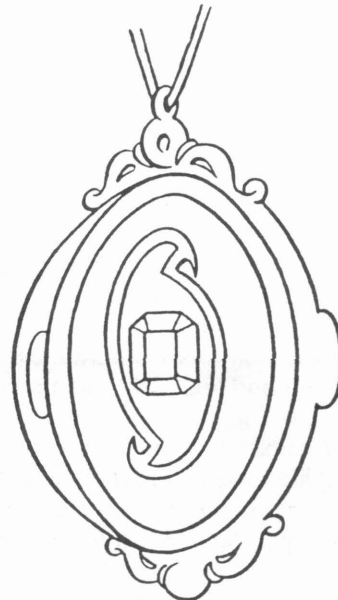
SPECIALS: —

This humanoid creature has a human torso and proportionate animal head and legs. In most cases, a Hube's legs and head match each other (i.e., goat head and legs, an octopus' tentacles and head, etc.). Sometimes, however, a Hube has human legs and an animal head, much like a minotaur.

The temperament and social behavior of a Hube is directly related to the type of head it has. For example, if the Hube has a canine head, it hunts in packs with others of its kind, howls at the moon, and generally reacts as does a dog. If it has a cat head, the Hube is curious, cunning, and usually hunts alone.

Hubes that are similar in nature may form packs for

protection and hunting. For each ten individuals present, there is a pack leader with a AV of at least 3D8, an AR of at least 1.





KIPAPA (Kih-PAW-paw)

DD: 8D10

LM: —

HM: —

MV: 80'—/—

IN: —

AR: K

AV: 1D20 (HAND X2), 4D12 (HUG)

NE: 1D4

DX: 6

MR: 15

INITIATIVE: 1D10

SPECIALS: RESISTANT TO FIRE

MAGMA (SEE FOLLOWING)

A Kipapa, also known as a Magma Man, is a man-sized, hairless humanoid that has a bright red sheen to its skin. Its head is large and pumpkin shaped, and long pointed teeth fill its large mouth. Wicked-looking spikes randomly sproat from the top of its head and down the middle of its back.

A Kipapa's body temperature runs over 200° F, and, therefore, this creature is only found where volcanic activity is prevalent. Due to its body chemistry, a Kipapa is totally fire resistant.

When in melee, a Kipapa has two main methods of attack: its body and magma throwing. When using its body,

a Kipapa is able to attack up to 3 times per minute; once with each hand, and, if each hand hits, the Kipapa hugs its victim. Also, a Kipapa may shoot magma for a distance of 20'. Anyone struck by this magma suffers 3D8 wound points when first struck, 2D6 wound points on the first minute after the initial hit, and 1D4 wound points on the minute thereafter.





KIROPTUS (KERR-OPP-TUSS)

DD: 9D8

LM: —

HM: 20

MV: 60'—/100'

IN: 17

AR: N

AV: 2D10 (BITE), 1D12 (CLAW x2)

NE: 1

DX: 15

MR: 18

INITIATIVE: 1D6

SPECIALS: —

A Kiroptus is a large demonic-looking creature that stands well over twelve feet tall. In place of fore limbs, it has large, multi-jointed wings which end in sharp talons. Its legs are thick and long and end in a pair of opposable double claws. A Kiroptus' face is flat and, if not for two horns protruding from it, would appear to be one dimensional.

It is not uncommon for a Kiroptus to sit atop a tall ledge or tree and wait until it spies its prey. It then swoops down in complete silence on its victim and strikes before its victim can react. Any being attacked in this manner sustains a - 2 modifier on its Initiative roll.

A Kiroptus is also able to change the appearance of its head to resemble any creature that it has previously seen.

It does not gain any of the abilities of this creature.

However, when transformed, it causes any beings viewing it to roll against their MR or flee in terror.

These creatures are minions of the Dark Dweller (see the *DARK DWELLER* sheet for details), sent to find the Treasures of Rule to be used for evil purposes.



KORB

DD: 10D12

LM: —

HM: —

MV: 240'/200'—

IN: 7

AR: 0

AV: 3D12 (CLAW X2), 1D20 (BITE)

NE: 1D6

DX: 18

MR: 18

INITIATIVE: 1D6

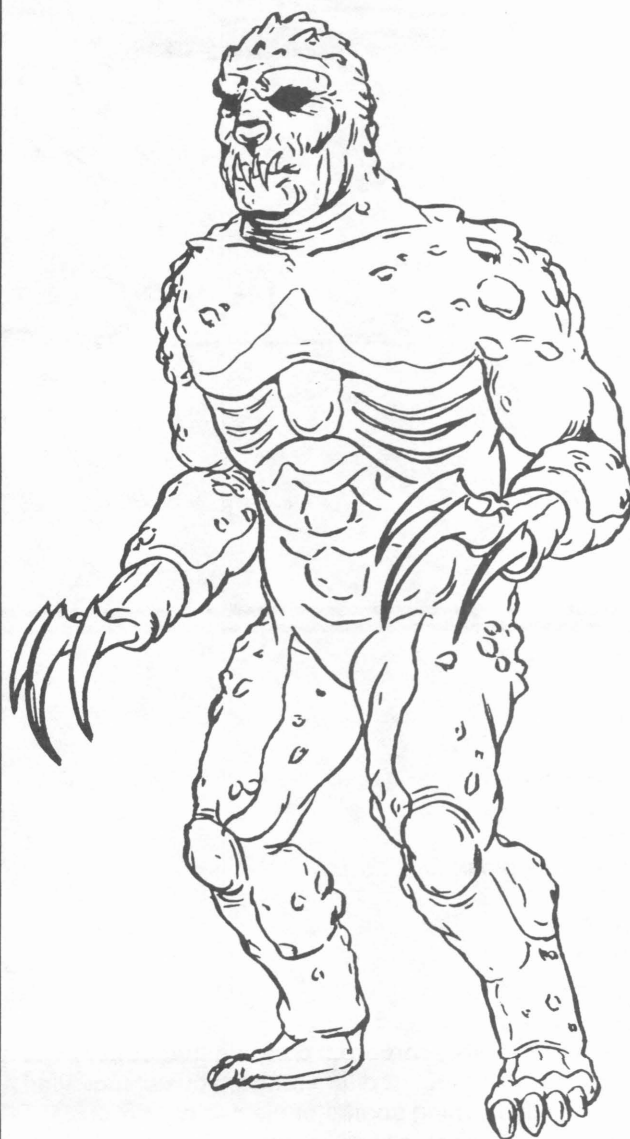
SPECIALS: —

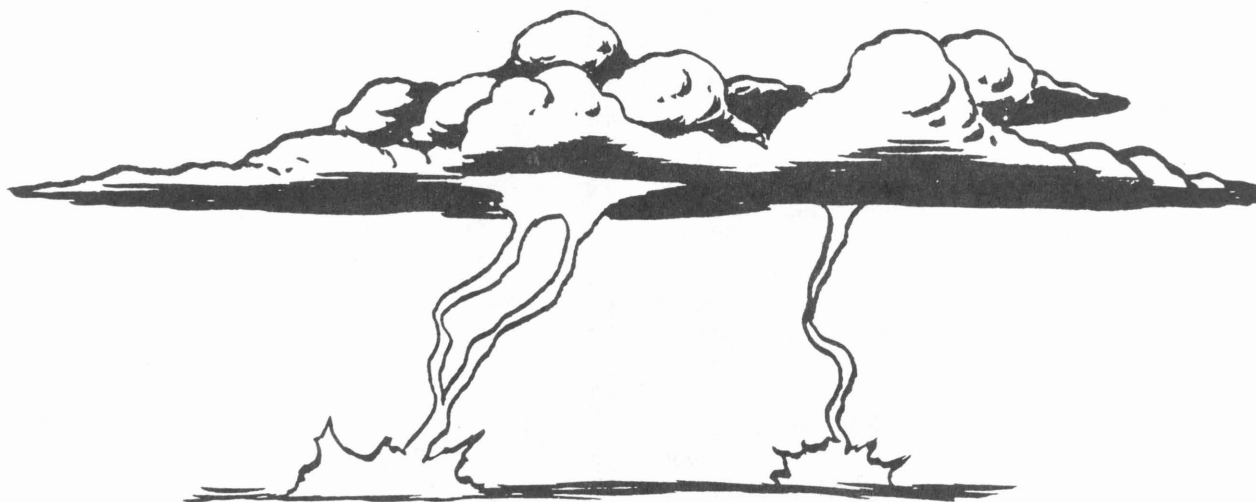
Korb are twelve-foot tall humanoid creatures with rock-hard skin covered with jagged, boney appendages, and limbs that end with three, fifteen-inch, hooked claws. They are completely hairless, with deep hollow eyes, small noses, lipless mouths, and sharp, jagged teeth which protrude directly from their upper and lower jaws. Their powerful legs allow them to leap up to 30', both horizontally and vertically.

Korb were created and bred by the Game Players of Unda (see the *FLOATING ISLAND OF UNDA* in the world book for details) as hunters and competitors to test the skills of the Game Players' victims. However, over time, some Korb have managed to escape from Unda and can now be found in any remote region of Mer.

Korb were created as invincible warriors and bred to adapt to any situation into which they are set. They have detachable hands which remain attached to the wrist by a retractable tendon, allowing the Korb to "shoot" their hands to a distance of up to 25'. Furthermore, once shot, the hands can be used as projectile weapons or as grappling hooks. They can also use their detachable hands to repel down cliffs and to grab an individual or object, and then either pull themselves toward the object, at a rate of 24' per minute or pull the object toward them at the same rate of speed.

Due to their physical composition, all edged weapons striking Korb only inflict half damage. Fire-based attacks have no physical effect on them but do detain or dissuade them (length of detention is at MP discretion).





KURSE

DD: 2D10

LM: —

HM: —

MV: —/—/180'

IN: 12

AR: —

AV: ENERGY DRAIN (SEE FOLLOWING)

NE: 1

DX: 18

MR: 10

INITIATIVE: 1D6

SPECIALS: —

A Kursie is a non-corporeal creature that appears as an ever-changing five-foot in diameter gaseous cloud, filled with constantly flashing sparks of electricity.

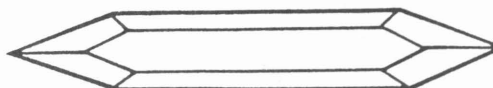
This strange creature is a mental parasite that feeds on the emotions of all sentient beings. When a host is found, a Kursie attempts to gain entry into its victim's mind. Once entrance is gained, the Kursie simply seems to disappear, leaving its victim apparently unaffected. However, within 1D12 hours, the Kursie causes its host body to undergo uncontrollable mood swings, ranging from utter hopelessness to homicidal mania. Once these mood swings start, they last for 1D8 minutes. It is during this time that the Kursie feeds, absorbing 1D10 points of IN for each minute

that the emotions last, and if its victim's IN reach 0, he becomes completely and permanently insane.

When in this emotional state, the host blames its feelings on those around it and attacks any being within 15'. When the mood swings stop, the host returns to its normal emotional state, having no memory of what occurred or the feelings it experienced when "possessed" by the Kursie.

A Kursie can only be destroyed by magic or by the use of magical weapons. If a successful attack occurs on the Kursie, it is unable to enter its host's body and has to wait until the next minute to try again.

Once within a host, a Kursie can only be removed by placing the host within a deep sleep or in a state where no emotions are possible. For example, if a sleep spell is cast on the affected party, he does not experience any external emotions, therefore, with its food taken away, the Kursie leaves its host in order to seek a new victim.





LAND LEVIATHAN (LAND LAH-VEYE-AH-THONN)

DD: 7D20

LM: —

HM: —

MV: 500'—/—

IN: —

AR: N

AV: 10D10 (BITE)

NE: 1

DX: 4

MR: 5

INITIATIVE: 1D12

SPECIALS: —

A Land Leviathan is a colossal worm-like creature that can grow up to 100 feet in length and 20 feet in diameter. It has no visible sensory organs, and its front and rear end look identical. However, this creature's front is readily apparent when it opens its mouth and releases its lightning-quick detachable jaw.

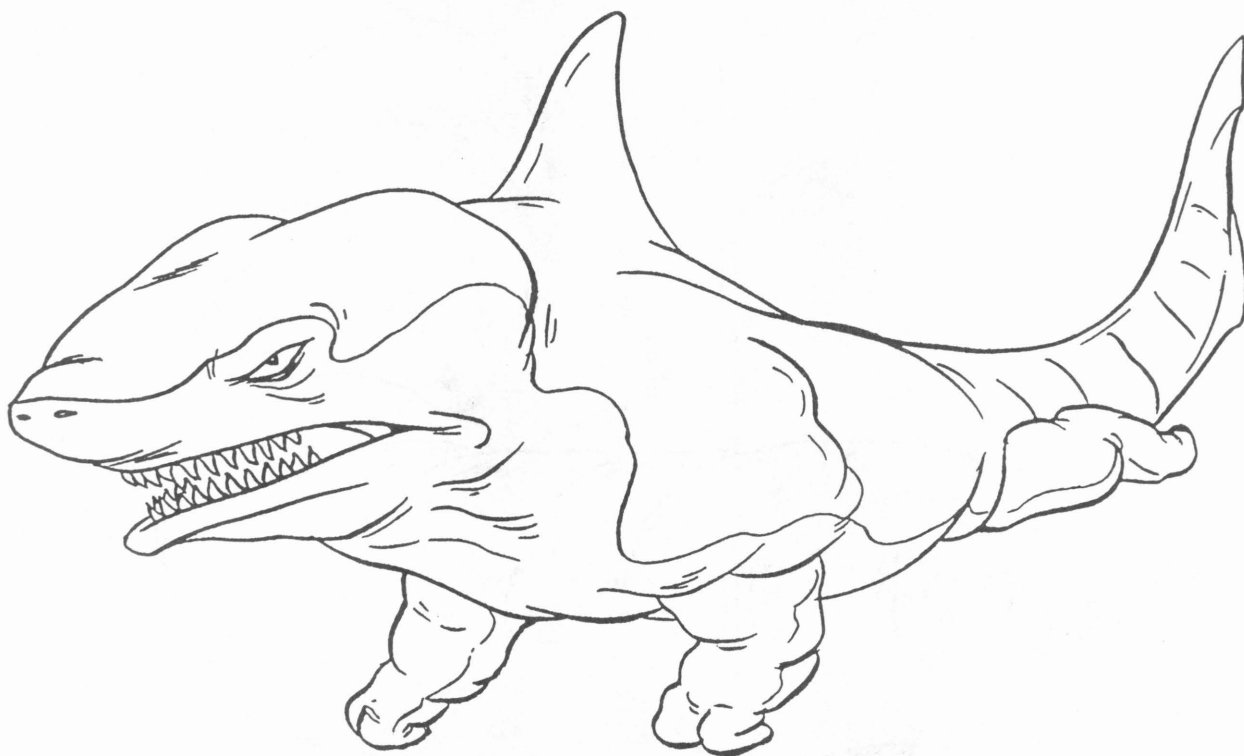
Although worm-like in appearance, a Land Leviathan is a poor burrower and always stays within ten feet of the surface waiting for its prey to walk over head. When this occurs, the Land Leviathan uses its jaw, which can extend up to 15', to bite its prey.

Any character that sustains 70% damage from any single bite attack is grabbed and swallowed. Any victim swallowed takes 25 wound points per minute spent in the Land

Leviathan's stomach.

The stomach of this creature has an AR of C.





LAND SHARK

DD: 7D6

LM: —

HM: —

MV: 210'—/—

IN: —

AR: SPECIAL (SEE FOLLOWING)J

AV: 5D6 (BITE)

NE: 1

DX: 23

MR: 11

INITIATIVE: 1D4-3

SPECIALS: —

A Land Shark is a land-based creature with all of the attributes of a typical shark. It ranges in length from five to nine feet and has smooth skin that is almost always light grey or white. Like its namesake, the Land Shark has a voracious appetite, and there is a 50% chance that it attacks any being it encounters.

A Land Shark actually exists in another plane of reality, and everything except its dorsal fin is in the other plane. For this reason, it appears as if it is traveling just below the ground's surface, with only its dorsal fin protruding above the ground. Note: Even though this creature lives on another plane, it does all of its hunting on Mer.

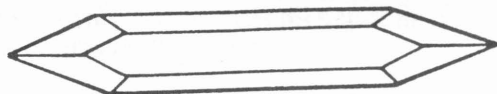
When hunting, a Land Shark uses its sense of smell to

locate all beings within 100 yards and "swims" to the nearest being. When within 15' of its newly found prey, it phases into this plane of reality, extends its head "through" the ground and attacks with its huge tooth-filled mouth.

Due to its unique nature, a Land Shark can only be successfully attacked if a being has a higher initiative than does the Land Shark. In this case, it is assumed that the Land Shark has phased in, but has not gotten a chance to attack. If initiative is not gained by any of the beings within range, the Land Shark appears, attacks and disappears before its prey or any other being can react. Once its prey is dead, it pulls it into its plane of existence, there to feed in peace.

Like a true shark, a Land Shark can smell blood, and if any is spilled within a 250' radius of its location, the Land Shark immediately investigates. When this occurs, it goes berserk and attacks everything near the source of blood. This creature attacks indiscriminately, biting at inanimate as well as animate objects.

When a Land Shark is destroyed, only its fin remains on this plane, with the rest of its body returning to whence it came





LEVIATHAN (LAH-VEYE-AH-THONN)

DD: 12D12

LM: —

HM: —

MV: —/500'/—

IN: 6

AR: P

AV: 12D12 (BITE)

NE: 1D8

DX: 9

MR: —

INITIATIVE: 1D8

SPECIALS: IMPERVIOUS TO DARK WATER

Leviathans, perhaps better known as Sea Serpents, are huge, serpentine creatures that often extend over 100' in length. They are covered with large, boney scales, some easily twice the height of a man. As well as being as strong as rock, these scales exude a sticky, tar like substance which binds to them anything with which they come in contact. Their eyes extend upward on two antennae, and, because of this, they are able to see in a 360 degree radius.

In most cases, young Leviathans are content to feed on ocean-dwelling creatures. However, once they begin to age, they often choose to seek out easier prey, such as slow-moving, ocean-bound vessels. When attacking a ship,

they attempt to wrap their entire body around the deck in order to secure their prey. Contrary to popular belief, they are not attempting to crush the ship (although their sheer size often does so), they are trying to get the crew to become stuck to its scales so it can eat them at its leisure.

Any persons or items that touch a scale become stuck and remain affixed until a total of 30 or more ST points are used to free them.

Leviathans are incredibly powerful creatures and encounters with them should be few and far between.





MANTA (MANN-TAH)

DD: 5D6

LM: —

HM: —

MV: 10'/80'/240'

IN: —

AR: F

AV: 2D8 (BITE), 2D6 (TAIL)

NE: 1

DX: 14

MR: 12

INITIATIVE: 1D6

SPECIALS: —

A Manta is a colorless creature whose body is only one inch thick and seems to be comprised of nothing more than five-foot long bat wings with a sharp, razor-like tail attached. Its skin is soft and rubbery, and a leech-like toothy mouth covers almost half of its lower body.

This creature is a territorial creature that can be found in any type of terrain and climate, and it attacks any being it feels is intruding upon its domain. (Beings considered threatening are up to the MP's discretion.)

Because of its size and lack of color and markings, a Manta is extremely difficult to detect when not airborne. When unmoving, this creature lays flat on the ground or wraps its wings around a tree or similar item, and, when in

such positions, is 85% likely not to be seen.

When threatened, a Manta flies to it's victim's head level and attacks with both its teeth and its tail.





MEMMORROT (MEM-OR-RUTT)

any information they have gained.

DD: 1D8

LM: —

HM: —

MV: 40'/40'/180'

IN: 10

AR: A

AV: 1D6 (BITE)

NE: 1

DX: 19

MR: 16

INITIATIVE: 1D6

SPECIALS: PHOTOGRAPHIC MEMORY

Memmorrots are colorful parrot-sized creatures that resemble a fanged parrot with the hindquarters of a small dragon. They are harmless creatures that inhabit any region that is warm and rich with plant life. However, their numbers are few, so they are extremely hard to obtain. (It is up to the MP to decide how rare Memmorrots are.)

Memmorrots are highly prized because of their clear speaking voice and photographic memory, and are often used for recording and spying.

When trained, Memmorrots can be sent to a specific place to which they have previously visited, wait there for a given time (usually in daily increments) and return to their home, where if given the proper code word(s), they relay



MERMAN/MERMAID

DD: 3D6

LM: 10

HM: —

MV: 120'/240'—

IN: 16

AR: B (UNARMORED)

AV: 1D8 (WEAPON)

NE: 2D10

DX: 17

MR: 14

INITIATIVE: 1D6

SPECIALS: SHAPE CHANGE (SEE FOLLOWING)

Mermen and Mermaids, also known as Merfolk, are highly intelligent, aquatic creatures that are human in appearance, with blue tinted skin and light green hair. Their fingers and toes are webbed, and small fins protrude from behind their wrists and ankles. Mermen are often attired in armor and shields made of clams, large crustaceans, or scales, which increase their Armor Ranking to E.

These creatures are friendly and civil, and, as long as no threat is made to them or the sea, they willingly befriend almost all other beings. In fact, it is not uncommon to see Merfolk in costal cities, as they often trade specialized sea goods with local communities and merchants.

Even though they breath water, they may survive out of it for up to 4 hours at a time with no ill effects, thus allowing them interaction with air-breathing creatures.

Merfolk, at will, may change their lower torsos to that of a great fish and always retain this shape while underwater. However, when near the surface, or when dealing with humans, they appear with normal physiques in order to facilitate movement.

Merfolk are extremely social creatures and live in large underwater cities at depths below two thousand feet. They are a matriarchal society, and each community is ruled by a single queen.

For every forty Merfolk encountered, there is an exceptional leader with an AV of at least 3D8 and an AR of at least I. For each group of eighty, there is an individual who has Ecomantic abilities (50 Low Magic Skill points and 30 High Magic Skill points). There is also a 50% chance that any group of ten or more will be accompanied by 1D6 Sea Horses and 1D4 Sea Lions.





MONKEY BIRD

DD: 2D10

LM: —

HM: —

MV: 100'—/200'

IN: 11

AR: A

AV: 1D12 (BITE), 1D6 (WEAPON)

NE: 1D100

DX: 16

MR: 9

INITIATIVE: 1D6

SPECIALS: —

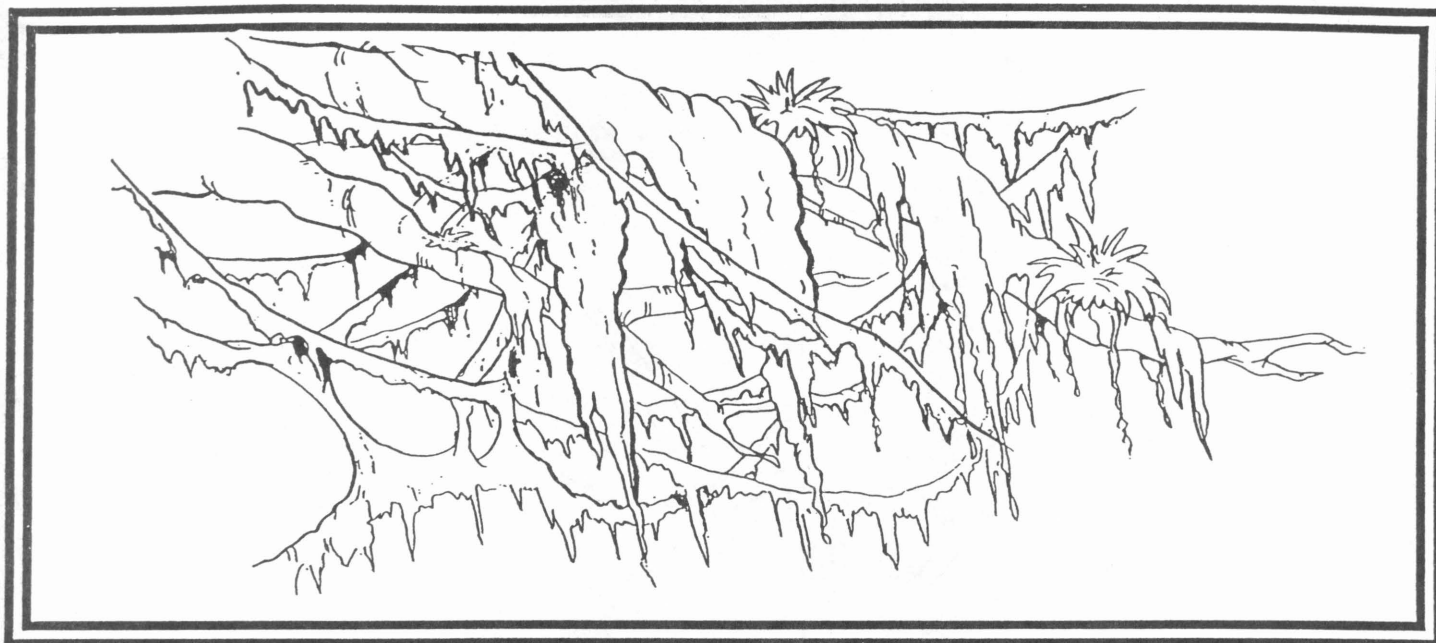
A Monkey Bird is a hybrid between a spider monkey and a parrot, with the torso and head of a monkey, the upper beak of a parrot, and 4' long wings protruding from its shoulders. It is a very colorful creature, with common bird markings, and wings that are comprised of at least three different colors. At young ages, it is almost impossible to differentiate the sexes. However, as they age, males grow short, tuft-like beards, which quickly distinguish them from females.

These creatures can be found anywhere throughout Mer, and freely interact with humans and humanoids, as they speak Mer's common language. They dwell in large community groups, located in the higher parts of trees, consisting of huts which are interconnected by large hollow

vines, allowing them to travel safely within their community.

Monkey Birds are a matriarchal race and are ruled by a single queen which is also the mother of all Monkey Birds in the community. When the queen becomes too old to give her race more offspring, she lays a special egg which holds the new queen. The community and current queen hatch and nurture the new queen until she is able to bear offspring—usually at the age of 2 years.





Moss (MOSS)

Moss is a fungus that grows in damp, warm, conditions, usually on tree limbs, in tunnels, and in and on deserted buildings. Though not an intelligent entity, Moss releases spores that may have an ill affect on living creatures.

There are two dangerous types of Moss on Mer. Each has its own unique characteristics, and each has a different affect on living beings.

BLACK MOSS

DD: 1D10

LM: —

HM: —

MV: —

IN: —

AR: A

AV: SPECIAL (SEE FOLLOWING)

NE: —

DX: SPECIAL (SEE FOLLOWING)

MR: 22

INITIATIVE: AUTOMATIC (SEE FOLLOWING)

SPECIALS: —

This is a dark grey, scab-like mold that grows on all living matter. Due to its natural color, it is very difficult to see in dark conditions, and when these conditions exist, there is a 80% chance that it won't be noticed.

If a warm-blooded creature passes within ten feet of it, or if it is exposed to bright light, Black Moss emits a cloud of black, thorny spores, which spew out for 2 minutes, during which time they cover everything within a 3-yard radius. If they come in contact with flesh, the spores are quickly absorbed, and only an antidote or magical means are able to negate their affects.

For each hour that a spore is embedded, the affected being loses 1 point of each Strength and Dexterity. If a being is reduced to 0 Strength or Dexterity, it begins to lose 1 Wound point per hour until cured or dead.

BLUE MOSS

DD: 1D10

LM: —

HM: —

MV: —/—/100'

IN: —

AR: A

AV: SPECIAL (SEE FOLLOWING)

NE: —

DX: —

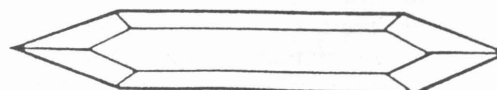
MR: UNAFFECTED BY MAGIC.

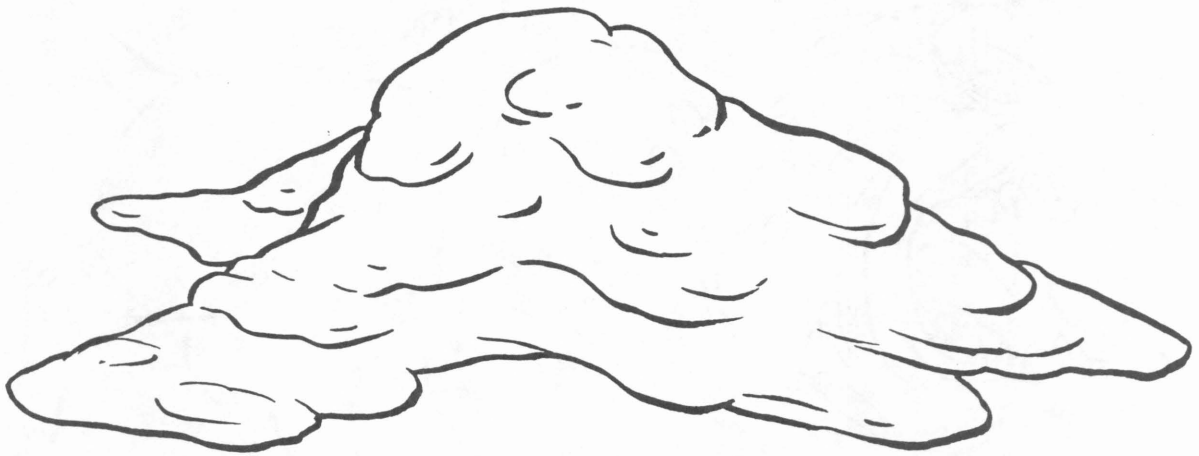
INITIATIVE: AUTOMATIC (SEE FOLLOWING)

SPECIALS: MAGIC ABSORPTION (SEE FOLLOWING)

Blue Moss is indistinguishable from any other normal moss and appears harmless unless a spell is cast within 5 yards of it. If a spell is cast within this area, the moss immediately "flies" to the caster and loops itself around him. Then, small thorns quickly grow and become embedded in the Ecomancer. When this is accomplished, the Blue Moss proceeds to drain 1D4 magic points per minute from its host.

As Blue Moss is draining magic, it begins to glow a soft blue. The more magic that it saps, the brighter it glows. Once attached, the moss cannot be removed until the Ecomancers magic skill has reached zero. When this occurs, the moss detaches itself and flies back to its place of origin. When drained of magic, the Ecomancer does not sustain any damage, and he is able to regain his spell points with the proper amount of rest.





MUD PEOPLE

DD: 1D8

LM: —

HM: —

MV: 70'—/—

IN: 14

AR: SPECIAL (SEE FOLLOWING)

AV: 1D6 (WEAPON), 1D12 (SPIT)

NE: 4D10

DX: 9

MR: —

INITIATIVE: 1D8

SPECIALS: —

Mud People are nothing more than bits of primordial ooze that have acquired a small degree of intelligence. Although they have no physical bodies of their own, they take the many rocks, bones and other solid debris that litter their domain, and use them as their "skeletons." Mud People have no specific shape, as they conform their bodies to match the type of items they are covering. In many cases they appear as a hodge-podge of goo covering a number of items that have been haphazardly thrown together.

Being nothing more than ooze, Mud People are extremely difficult to kill. They cannot be affected by normal weapons, nor can they be truly killed. Only water- or fire-

based attacks can cause them to abandon their physical bodies and force them to return to formless mud. As a rule of thumb, a canteen-sized vial of water causes 1D8 wound points, and a torch-sized flame causes 1D4 wound points.

NOTE: It is at MP discretion as to the amount of damage incurred by larger amounts of water and fire.

Mud people may attack with any normal weapon, or they may elect to "spit" an acidic-type mud at their opponent at distances of up to 15 feet.





MUTARIOS (MYU-TARR-EE-OSE)

DD: 2D6

LM: —

HM: —

MV: 40'—/—

IN: 3

AR: D

AV: 1D10 (BITE), SPECIAL (SEE BELOW)

NE: 1D12

DX: 12

MR: 10

INITIATIVE: 1D8

SPECIALS: —

Mutarios are four-foot high bulldog-like creatures with large muscular fore legs, long thin back legs, and a spine of bright red spikes which protrudes down their back. Their face is semi-frog-like in appearance, and they have large mouths filled with 8' teeth.

Although their hind legs are thin, they are extremely strong, allowing them to jump vertically up to 18'.

Mutarios are ferocious carnivores that hunt in packs, much like lions. They are social creatures and are always found in family packs of at least two adults, and 1D6 young.

When hunting or attacking, Mutarios leap on their opponents in order to knock them down, and then finish

them with their great teeth.

There is a 40% chance that anyone struck by a leaping Mutarios is knocked off his feet. If this occurs, the victim sustains a 30% reduction to his AV, a -5 on his Dexterity, and a -3 on his AR. These penalties remain in affect until the victim has successfully regained his footing.





NOSEUMS (NO-SEE-UMMS)

DD: 1 WOUND

LM: —

HM: —

MV: 40'—/—

IN: —

AR: A

AV: 1 WOUND POINT PER EACH GROUP OF 50.

NE: UNLIMITED

DX: 5

MR: —

INITIATIVE: 1D10

SPECIALS: —

Noseums are small creatures that never exceed one-millimeter in height or length. No one can say exactly what they look like, as they are naturally invisible.

Noseums inhabit any location where there is an abundance of mineral-filled earth. As like ants, they build elaborate underground complexes in which to live, store food and lay eggs. These communities appear to be nothing more than normal ant hills, except there is a noticeable lack of ants.

Noseums immediately march toward any food or carrion within a 200 yard radius, and swarm over it to cut it up and digest it as quickly as possible. They travel over anything in their path to get to the source of food. If a being is

in their path, they swarm over it and enter any opening or orifice they can find. Once this process has begun, the being is completely covered in 1 minute. Once a being is covered, the only way that the Noseums can be removed is to fully immerse the being in water, fire, acid, or dark water. Slapping at them has little to no affect, as those killed are quickly replaced by their brethren.



OCTUPUCKER

DD: 1D8

LM: —

HM: —

MV: —/60'—

IN: —

AR: A

AV: 1D4 (BITE)

NE: 1

DX: 20

MR: —

INITIATIVE: 1D4

SPECIALS: POISON (SEE FOLLOWING)

An Octupucker is a small aquatic creature. They rarely grow over 10 inches in length and they appear to be nothing more than a normal octopus. However, in addition to its tentacles, this creature also has a 36' long, thread-like tentacle which is housed within a pouch near the Octupucker's stomach.

When hunting prey, an Octupucker wraps its thread tentacle around a heavy object and waits for something to get within 30'. When this occurs, it propels its body toward the being, wraps its other tentacles around its victim, uses its poison to paralyze its victim, rendering the victim limp and helpless, and pulls itself and its prey back to its original position.

This creature inhabits water of all depths, and if encountered in shallows, an Octupucker springs out of the water at any creature that passes within its reach, with a successful hit meaning that it has attached itself to its victim. Once attached, only the Octupucker's death causes it to release its hold. Each minute after the initial attack that the Octupucker remains attached, the victim takes 1D4 wound points.

An Octupucker dies if kept out of the water for 2D10 minutes.

Due to its small size and incredibly strong grip, many Merians breed and raise Octopuckers to use as personal melee weapons (see *LIVING WEAPONS* in the world book for details)

Non-poisonous varieties of Octopuckers do exist.





OFFDET (OFF-DETT)

DD: 4D6

LM: —

HM: —

MV: 80'—/—

IN: —

AR: A

AV: 1D8 (CLAWS X2)

NE: 1D10

DX: 5

MR: —

INITIATIVE: 1D10

SPECIALS: PLANT CONTROL (SEE FOLLOWING)

Offdets are man-sized humanoids that are actually nothing more than living vegetables. They have loose-hanging hide that resembles dry lettuce and a shapeless face. Their legs are short and bloated, and their arms end in huge, clawed hands that are the size of a human head. Due to their nature, they only inhabit areas with an abundance of rich, fertile soil, such as in a swamp or forest.

Being living plants, Offdets are able to control all plant life in a 30-yard radius. Being unintelligent creatures, however, they can only issue simple commands, such as attack or stop someone from proceeding.

Due to their lack of nerve endings, and their unique makeup, all weapon damage inflicted on Offdets is halved.





PIRANHA CLAM

DD: 1D20

LM: —

HM: —

MV: 15'/15'—

IN: —

AR: J

AV: 2D10 (BITE)

NE: 2D20

DX: 20

MR: —

INITIATIVE: 1D4

SPECIALS: —

When closed, a Piranha Clam appears to be nothing more than a small, 4' to 6' diameter clam. However, when open, two rows of razor-sharp teeth are exposed as well as a *single eye stalk*. Like its namesake, this creature lives in schools and feeds in a frenzied manner, chewing through 10' of flesh and bone every 20 seconds.

To feed, this creature lays open in shallow water or on a beach directly below a thin lawyer of sand. If anything steps within 5' of it, the Piranha Clam and all those around it immediately attack.





Pod

DD: 3D6

LM: —

HM: —

MV: —/75'—

IN: 1

AR: A (TOP HALF), H (BOTTOM)

AV: —

NE: 1D8

DX: 12

MR: 15

INITIATIVE: 1D8

SPECIALS: LEVIATHAN ATTRACTING SHRIEK (SEE BELOW)

Pods, or Sea Gluttons, as they are commonly known, are pink-skinned, bloated, humanoid, aquatic creatures that inhabit the twenty Seas of Mer. They spend most of their life floating upside down in the water, leaving only their big bottoms above the surface, which appear as large, thick, lily pads.

Pods are incredibly lazy creatures, and if a constant supply of food is available, they do nothing more than eat. Although harmless creatures, they are an incredible nuisance to costal cities and can cause large problems if they gain access to a harbor. The reason for this is that when Pods see a ship or costal community, they flip over and begin to wail for food. Even if food is offered to them, they

are not satisfied, and so begin wailing anew until more food is brought. Also, once food is given to them, they do not willingly leave the area, and stay there until they are driven off or destroyed.

The Pods' wailing in itself is not harmful, however, the frequency of the wail is similar to a leviathan's mating call, thus, attracting all leviathans within a 3-mile radius.

Pods never engage in combat and turn over at the first sign of trouble. Even though their bottom appears to be soft and mushy, it is really rock hard.

If beings enter the water to attack the Pods, the Pods begin to swim downward, wailing all of the way. If food was given to them, they return. However, if they received nothing, they do not return.





PONDRESS

DD: 1D10

LM: —

HM: —

MV: 140'/100'—

IN: 3

AR: D

AV: 1D12 (BITE)

NE: 6D10

DX: 19

MR: —

INITIATIVE: 1D6

SPECIALS:

Pondresses, also known as Rolling Teeth, are creatures that, when first seen, appear to be nothing more than common fruit growing in their natural manner (i.e. appearing as minga melons on a minga melon tree). However, upon closer inspection, their true nature is evident: the fruits' stem is actually the creatures' tail, two small webbed feet unfold from their hiding place, their two beedy eyes open, and their tooth-filled mouth opens to a ninety-degree angle, taking up most of the Pondresses' body.

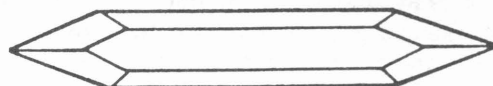
Pondresses derive their nourishment from trees, vines, and other woody plants, and can be found at any location where there is an abundance of plant life. When feeding, they climb onto a plant, sink their spiked tails into it and

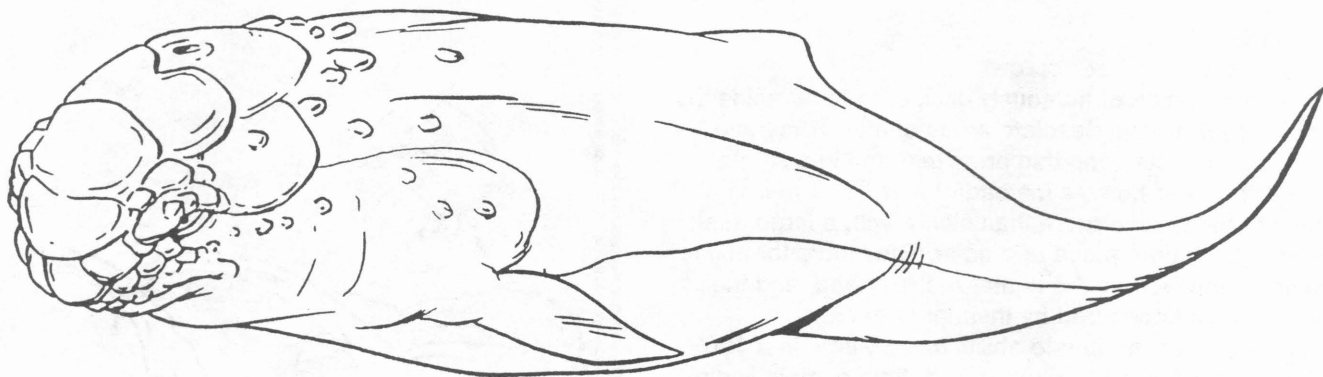
drain its sap. Although they feed on plants, they never destroy their hosts, preferring to move at random in order to ensure a never-ending supply of food.

When feeding, there is a 70% chance that any being seeing them mistakes them for fruit. If not recognized and left alone, they continue to feed peacefully. However, if reached for or touched, they move to attack, and due to the element of surprise, automatically gain initiative. Once a Pondress is disturbed, all others within 10' of it attack.

When moving from plant to plant, they become frenzied and cannot get to their new source of food fast enough. They chew through any living obstacles in their way and simply walk or roll over any non-living obstacles in their path.

Due to their size and disposition, Pondresses are often bred in captivity to use as weapons in battle (see *LIVING WEAPONS* in the world book for details).





RAM WHALE

DD: 4D20

LM: —

HM: —

MV: —/340'—

IN: —

AR: G

AV: 6D8 (RAM)

NE: 3D6

DX: 13

MR: —

INITIATIVE: 1D8

SPECIALS: —

Ram Whales range in size from eight to sixteen feet in length, and inhabit the twenty seas of Mer. They have wide, dome like heads which are covered in large boney plates, and two small eyes that are protected by heavy, rock-hard ridges. Their mouth is small and is set back into the underside of their head, and, although their head is wide, their body tapers off into a long, thin tail.

Ram Whales are fast-moving predators that eat anything from fish to refuse, and even eat when not hungry. They are usually solitary hunters, but since they can smell blood up to 1 mile away, they are often drawn en masse to an attack site.

Ram Whales often use their great speed and boney

head to ram ships. These attacks cause 2D20 points of structural damage to the hull, and, once a ramming has started, the Ram Whales don't stop until the ship is sunk, or they have been driven off or killed.

Ram whales also attack swimmers in the same manner. If rammed while underwater, the remaining breath in its victim is forced out, with the victim drowning in 1D4 +2 minutes unless air is received.



RIM

DD: 8D8

LM: —

HM: —

MV: 180'/60'—

IN: 9

AR: E

AV: 1D12 (BITE), 1D20 (CLAW x2)

NE: 2D4

DX: 13

MR: 7

INITIATIVE: 1D8

SPECIALS: STASIS (SEE FOLLOWING)

Rim are a race of hideously disfigured humanoids that inhabit only the most desolate areas of Mer. Rim have huge barrel chests, long thin arms that end in a single curved claw, and hooves instead of feet. Their heads appear to be nothing more than skulls, with a large, tusk-like beak taking the place of a nose. They have three eyes, spaced evenly across the center of their head, and their mouth is all but obscured by their large beak.

All Rim have the innate ability to slow time in a 100' radius twice a day for 2 minutes, with time completely stopping for the first minute in the affected area. Time slowly begins again in minute 2, but all MV and Dexterity scores are halved.

Even though Rim are solitary creatures, they are expert hunters and often hunt in small groups. When their prey is first encountered, Rim stop time and rush in for the kill. They attack the first minute, and, if their prey is still living, withdraw before their victims can counter. The Rim repeat this process until their prey is dead.





RIVER SERPENT

DD: 6D12

LM: —

HM: —

MV: 10'/480'—

IN: —

AR: K

AV: 1D10 (BITE), 6D10 (TAIL)

NE: 1

DX: 12

MR: —

INITIATIVE: 1D8

SPECIALS: —

River Serpents are amphibious lizards that grow up to 36' in length. They have long sinuous necks and tails, wide flippers, and wide, crested heads. Their coloring ranges from dark grey to light green, with their crest usually being a shade darker than their skin.

River Serpents are herbivores that can be found in any freshwater river that is at least 10' feet deep.

Although River Serpents are gentle by nature, they are powerful creatures that, if provoked, are capable of inflicting huge amounts of damage. When in combat, they use their long, powerful tail to smash their attacker(s). In addition to any damage inflicted by this attack, there is a 50% chance that anyone struck by a tail smash is batted for 25

yards. (Note: falling damage may occur, depending on where the batted victim lands.)



SEA GLOBE

DD: 2D10

LM: —

HM: —

MV: —/120'/80'

IN: —

AR: C

AV: 1D4 (TENTACLE X8)

NE: 1

DX: 8

INITIATIVE: 1D10

SPECIALS: —

A Sea Globe is an aquatic creature that appears as a round, translucent globe with eight, foot-long seaweed-like tentacles. This creature inhabits all of the seas of Mer but is especially common around the island of Andorus.

A Sea Globe has the ability to leave the water and fly. However, before it can leave the water, it must fill itself with liquid in order to continue to breath. When seen in this state, a Sea Globe appears as a perfectly round, water-filled, floating ball.

For each hour out of the water, the Sea Globe loses one quarter of this water, and when depleted, it must return to the sea to replenish its supply. If it doesn't replenish its water supply, it dries up and dies in 1D20 minutes.

Whether in the air or sea, this creature engages in melee using its tentacles to sting its opponent. Anyone struck by a tentacle must successfully roll against his MR or become paralyzed for 1D4 minutes.

Due to its watery nature, a Sea Globe never approaches flame and may be driven off with fire. All fire-based attacks cause a Sea Globe to sustain double damage.



SEA GOBLINS

DD: 1D8

LM: —

HM: —

MV: 100'/150'

IN: 0

AR: B, (UNARMORED)

AV: 1D6 (WEAPON)

NE: 6D10 x10

DX: 11

MR: 16

INITIATIVE: 1D8

SPECIALS: —

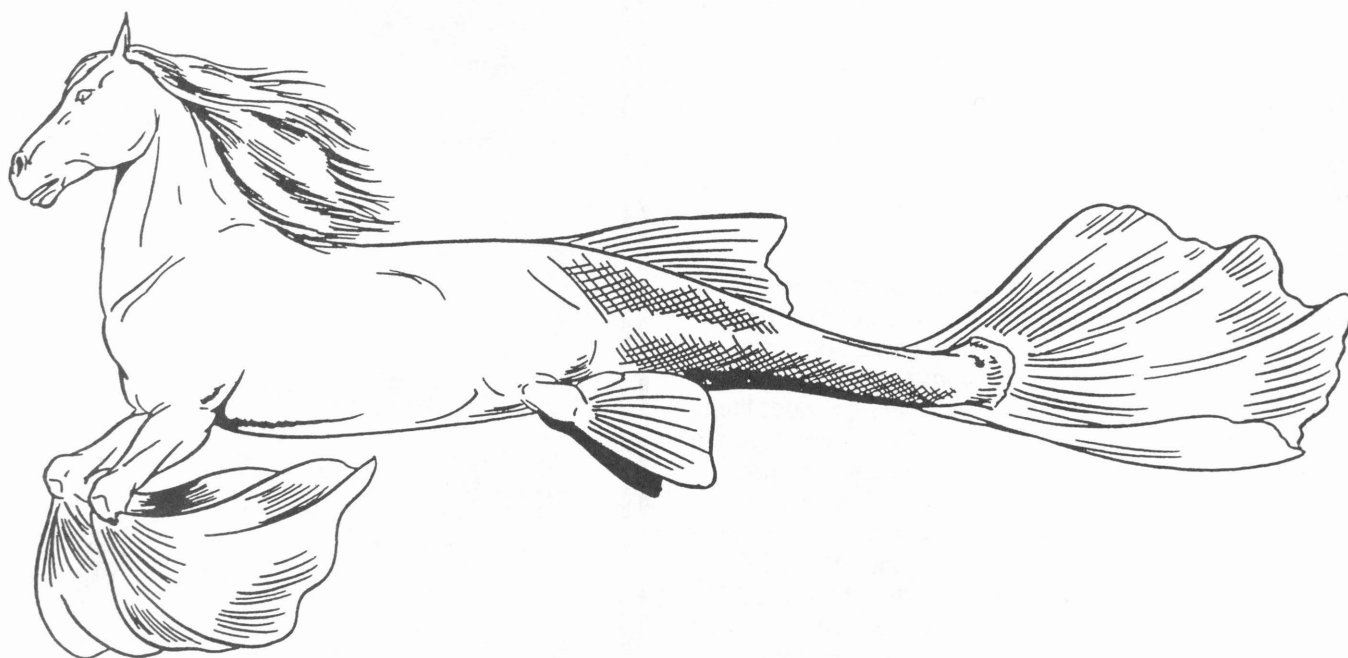
Sea Goblins are small humanoids standing just over three feet in height, and except for their dark blue skin and oversized heads, appear to be nothing more than small humans. Sea Goblins live in large communities in remote locations near any large body of water, and consider themselves to be ferocious pirates. However, in reality, they are cowardly creatures, and, although they raid ships, they attempt to execute such raids by stealth. When a ship passes near their encampment, they reach it by using their incredible underwater swimming ability, and their ability to hold their breath for up to 15 minutes. When they reach the ship, they quietly climb aboard en masse, kill any look outs, and then attack the remaining crew by surprise. If melee becomes necessary, they flee, unless they outnumber their foes by at least a two-to-one margin.

Sea Goblins also raise wood beetles (see the *WOOD BEETLE* sheet for details) in an effort to help them plunder ships. If they deem that a ship cannot be taken by force, the Sea Goblins release their wood beetles, which immediately head for the ship and cause it to sink. The Sea Goblins then kill all remaining crew members and dive for loot that the sunken ship may hold.

Sea Goblins also raise thousands of sea urchins (see the *SEA URCHIN* sheet for details) in nearby ponds; each Sea Goblin always carries 1D6 sea urchins at all times.

For every group of 50 or more Sea Goblins there is a leader with an AV of at least 2D6 and an AR of at least E. For every 100 Sea Goblins, there is an Ecomancer with 25 Low Magic points.





SEA HORSE

DD: 2D8

LM: —

HM: —

MV: —/180'—

IN: 7

AR: D

AV: 1D8 (BITE), 2D6 (TAIL)

NE: 2D12

DX: 14

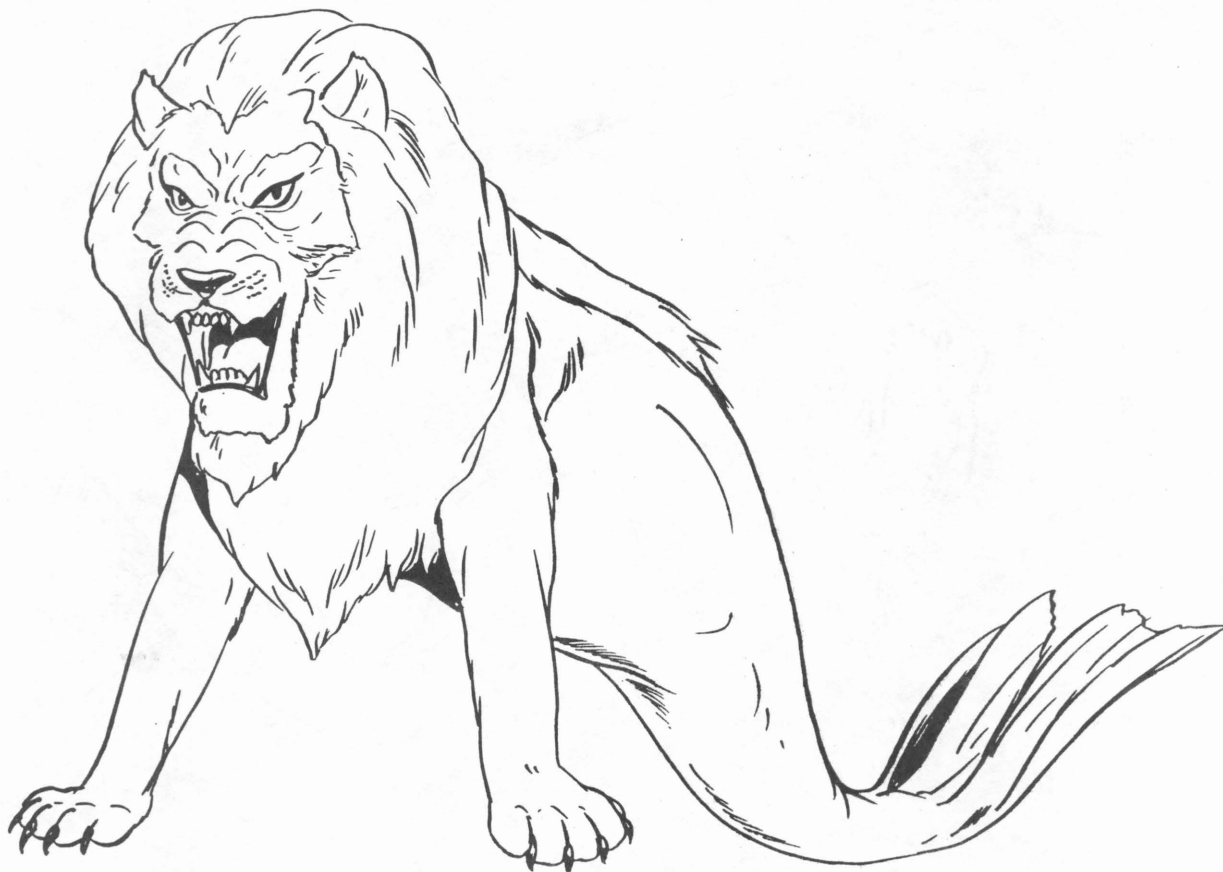
MR: —

INITIATIVE: 1D6

SPECIALS: —

The Sea Horses of Mer differ from normal sea horses in a number of ways. Their torso is that of a normal horse, with their mane being a light blue or green in color. However, their fore legs end in mighty fins, and their rear body is that of a large fish. Sea Horses are semi-intelligent and are highly prized as marine steeds. Merfolk frequently train these creatures to be war steeds.





SEA LION

DD: 3D10

LM: —

HM: —

MV: —/250'/—

IN: 6

AR: F

AV: 2D8 (BITE), 2D6 (CLAW X2)

NE: 2D6

DX: 16

MR: 5

INITIATIVE: 1D6

SPECIALS: —

Sea Lions have the head and claws of a lion, the torso of a huge seal, and the tail of a large fish. They have no rear legs.

Sea Lions are about as intelligent as a common dog and are often trained by Merfolk to act as such.

As like lions, Sea lions travel in prides, where there is one dominant male, 2D4 females, and 1D4 lesser males. The strongest male always rules the pride.





SEA RATS

DD: 1D4

LM: —

HM: —

MV: 120'/240'—

IN: —

AR: A

AV: 1D4 (bite)

NE: 5D100

DX: 17

MR: 10

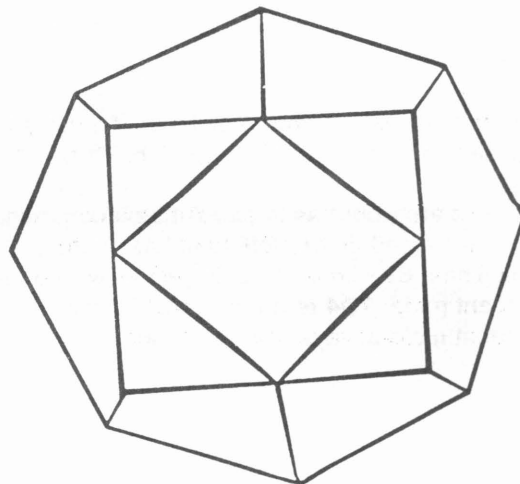
INITIATIVE: 1D6

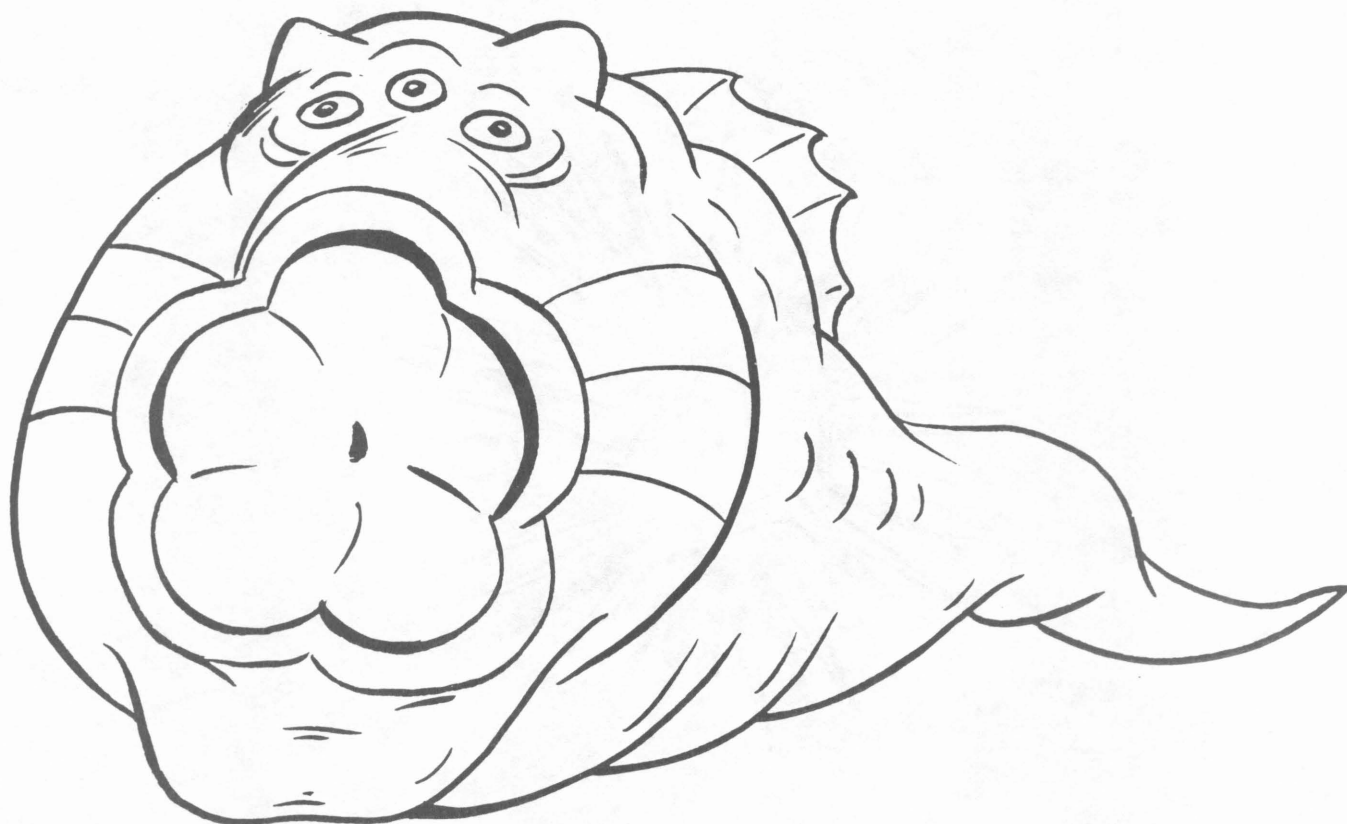
SPECIALS: —

Sea Rats are mostly aquatic creatures which operate equally well in water and on land. They live in areas of little to no light, so their eyes are all but non-existent. They have a long, eel like appendage which protrudes from their hind quarters, and their legs end in long, dexterous webbed claws, which make them excellent swimmers and climbers. Although they can breathe water as well as air, Sea Rats are rarely seen on the surface, preferring to spend the majority of their time in living among the oceans' many shallow reefs. However, fierce storms have been known to wash thousands of these creatures on shore at once. When this occurs, the Sea Rats swarm, and proceed to eat all organic material in their path. If a ship passes over or

within 100 yards of where the rats are located, there is a 50% chance that 10D10 of these creatures climb aboard the ship and attack anything that moves.

Individually, these creatures do not pose much of a threat to an armed individual. However, in large numbers, Sea Rats become an efficient and deadly fighting force.





SEA SUCKER

DD: 3D4

LM: —

HM: —

MV: —/100'—

IN: —

AR: A

AV: VARIES (SEE FOLLOWING)

NE: 4D4

DX: 6

MR: —

INITIATIVE: 1D10

SPECIALS: ACID (VARIES, SEE FOLLOWING)

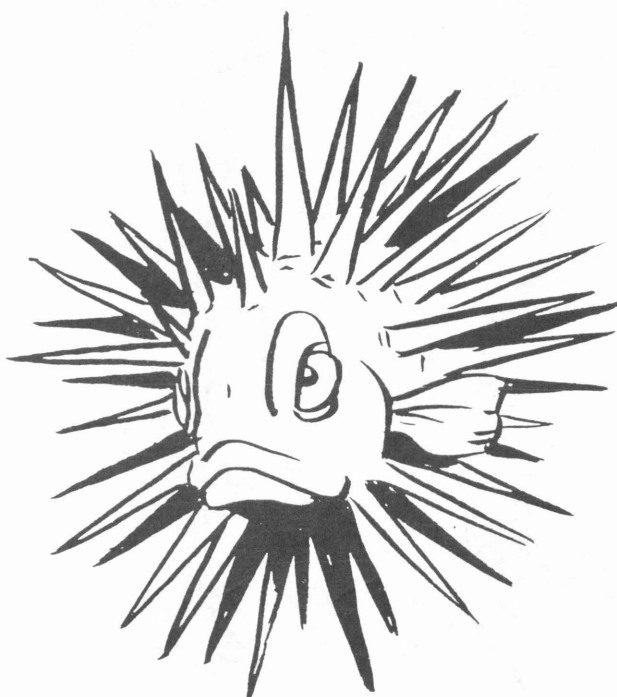
A Sea Sucker is an aquatic creature that ranges in size from one to two feet in length, and can best be described as a headless fish. Its body consists of a large fish-like tail, and its front consists of nothing more than three evenly spaced eyes and a large mouth, like that of a normal leech.

A Sea Sucker inhabits any lakes, rivers and seas where the bottom is shallow and sandy. This creature often buries itself under a thin layer of sand, remaining motionless until something passes within 1' of its hiding place. When this occurs, the Sea Sucker attacks, using its leech-like mouth to stick to its prey. A successful hit means that it has leeches on to the intruder—only the Sea Sucker's death frees it from its prey. Once attached, this creature

begins to emit an extremely dangerous and corrosive acidic enzyme. The amount of damage the enzyme inflicts is directly related to the Sea Sucker's size. A Sea Sucker under one foot in length causes 1D8 wound points. A Sea Sucker over one foot in length inflicts 2D8 wound points. The amount of damage inflicted by a specific Sea Sucker is at MP discretion.

Due to the unique nature of this creature, many humanoids gather Sea Suckers and use them as ranged weapons (see *LIVING WEAPONS* in the world book for details).





SEA URCHIN

DD: 1D4

LM: —

HM: —

MV: —/16"/—

IN: —

AR: A

AV: 1D4 (SPIKES)

NE: 10D10 x10

DX: 12

MR: —

INITIATIVE: 1D10

SPECIALS: TOXIN (SEE FOLLOWING)

Sea Urchins are small fish that never exceed six inches in length, and resemble a ping pong ball covered with sharp spikes. They travel in schools of up to one thousand members and inhabit all of the seas of Mer. When threatened, they mass as one and attack their adversary with deadly results.

Anyone touched by their spikes is affected by a strong muscle relaxant. This toxin causes an individual to lose partial motor control, and each separate cut causes the victim to suffer a -1 modifier on his Dexterity Score for a 24 hour period. If a victim's Dexterity Score reaches zero, he loses control of all motor functions, and flops around like a fish out of water.

Due to their size and potent neuro-toxin, these fish are often bred and raised in captivity. They are then sold as personal melee weapons in a manner similar to a shurikin. (See *LIVING WEAPONS* in the world book for details.)





SERVA

DD: 5D10

LM: —

HM: —

MV: 15"/7"/—

IN: 14

AR: K

AV: 3D8 (mandibles), 1D6 (weapon)

NE: 5D12

DX: 13

MR: 10

INITIATIVE: 1D8

SPECIALS:

A Serva is a humanoid creature with a hard, chitinous shell, and long, thick limbs, like those of a gorilla. Its head resembles that of a preying mantis, with mandibles protruding from either side. Its eyes are red and multi-faceted, and reflect light, much like a feline's.

As like ants, Servas live in large colonies, with a specific hierarchy. Each colony consists of numerous workers, warriors, and one queen. They live above ground in round, doorless, huts that are formed from mud, limbs, and the skin and bones of their foes. The huts can only be entered through the many interconnecting underground tunnels that criss cross under the Serva colony. There are at least two entrances to these tunnels, and they are never located

more than one hundred yards from the main colony. These tunnels connect to numerous underground chambers used for food and egg storage, mating, and the laying of eggs.

If any hut is attacked, its occupants let out a chittering yell, which brings all warriors within 400 yards of the vicinity rushing to its defense.

Servas use all forms of weapons and only use their mandibles as weapons if they are weaponless.





SIREN (SIGH-REN)

DD: 3D10

LM: 15

HM: —

MV: 12"/12"/—

IN: 17

AR: F

AV: 1D10 (CLAW X2)

NE: 1

DX: 18

MR: 20

INITIATIVE: 1D6

SPECIALS: SONG (SEE FOLLOWING)

A Siren is a hideously ugly woman with a large bloated body, which is covered in sores and scabs. To conceal her undesirable appearance, a Siren is able to alter her shape to that of a comely woman with long flowing hair and a perfect physique.

This creature resides near any treacherous body of water, including rocky coast lines, shallow reefs, or dangerous rapids, where it attempts to lure and kill all those who are unlucky enough to encounter this creature.

When a humanoid or group of humanoids passes within 300' of the Siren's location, the Siren assumes its false form and begins to sing. Anyone hearing this song must successfully roll against his Magic Resistance score, or

have an uncontrollable urge to possess the Siren. Once enthralled, an individual willingly risks his life to get to the creature, and does anything within his power to do so, including jumping into turbulent water, or steering a ship directly into dangerous rocks. If anyone successfully reaches the Siren, she immediately assumes her true form and attacks.



SKAT

DD: 6D10

LM: 30

HM: 30

MV: 80'—/—

IN: 20

AR: E

AV: 2D12 (WEAPON)

NE: 1

DX: 15

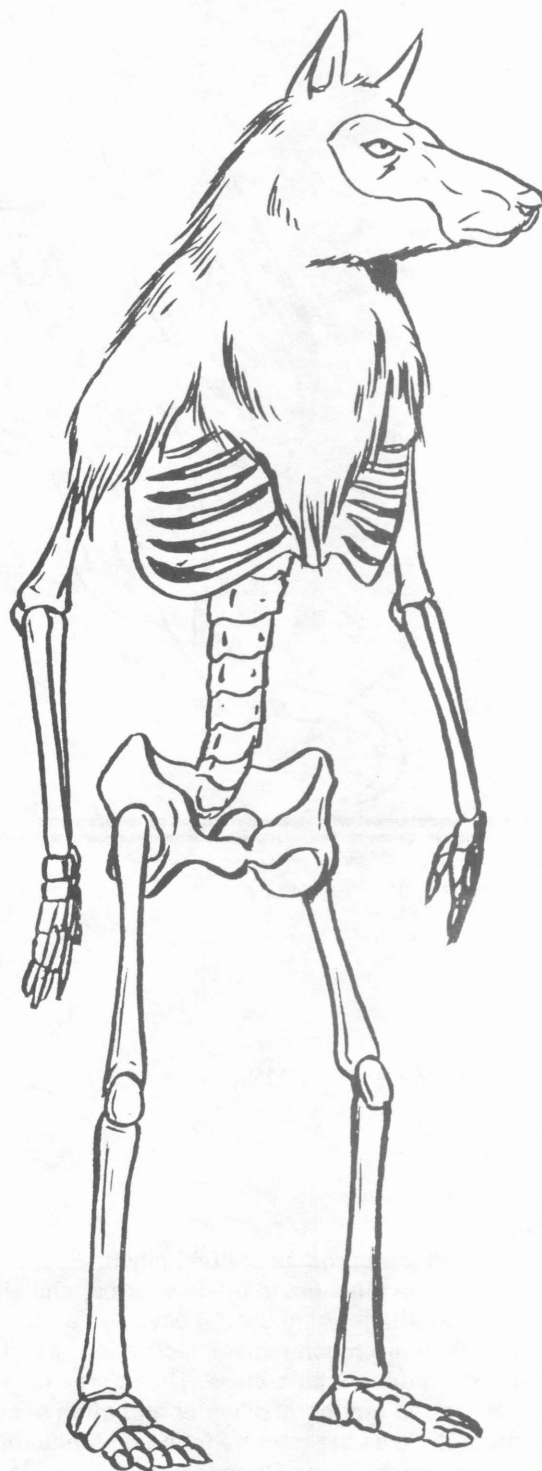
MR: 18

INITIATIVE: 1D6

SPECIALS: ANIMATE DEAD (SEE FOLLOWING)

Skats are undead creatures that have the head of a Jackal and a human skeletal body. Skats can be found in any location, however, they prefer to inhabit areas where death has occurred. For example, they may be found near cemeteries, the sites of ancient battles, or where a fatal ship wreck occurred. These creatures have a hatred for all living things and attack all such beings on sight.

Skats are able to animate the skeletons of any creature and always have 2D10 of these creatures around at all times. (See the *SKELETON* sheet for details.)





SKEEVE (SKEEV)

DD: 7D8 (BODY), 15 (TENTACLE)

LM: —

HM: —

MV: 80'/160'—

IN: 14

AR: H

AV: 1D10 (TENTACLE X4), 1D12 (PINCER X2)

NE: 1D6

DX: 16

MR: 8

INITIATIVE: 1D6

SPECIALS: —

These man-sized parodies of humanity have crab shaped heads, large pinchers in place of arms, and six spiky tentacles for legs. Although Skeeve are air-breathing creatures, they are much more effective in the water, and spend a great deal of time there. These creatures inhabit areas around any body of water and often occupy the many natural caves that can be found on Mer's rocky shores. If caves are not near, Skeeve dig their own lairs out of soft sand.

Skeeve lairs are never more than 50' from water, are usually at least twenty feet deep, and often have tunnels branching out of them in all directions. The entrances to these lairs are always hidden, usually covered with sea-

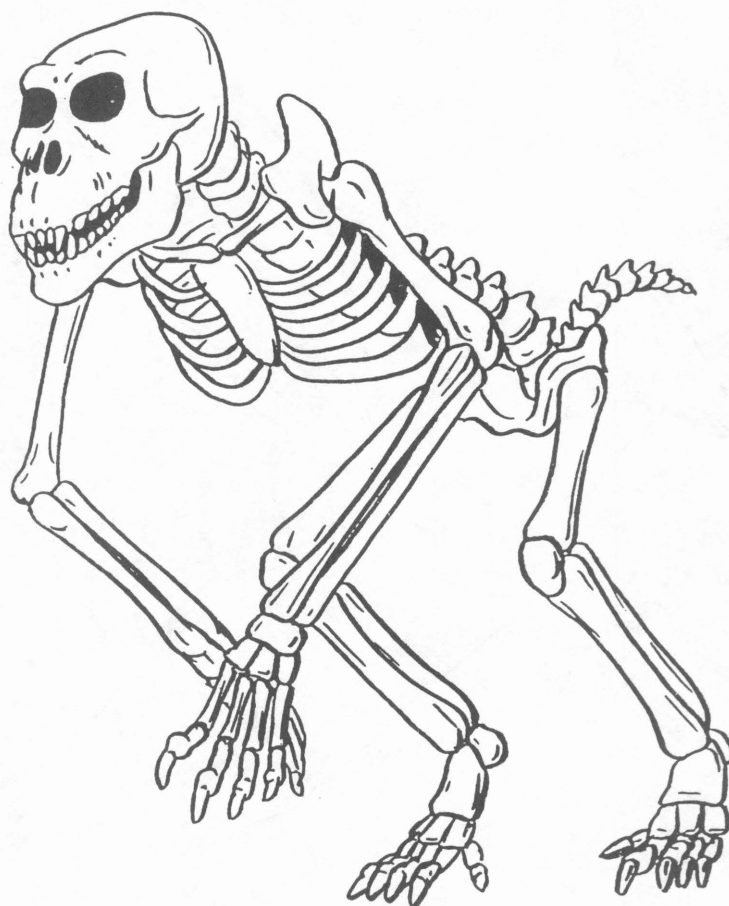
weed, flotsam, or other natural coverings. Thus, the entrance blends in to its natural surroundings and is 90% undetectable.

When any creature larger than a dog comes within 10' of a lair entrance, the Skeeve pushes open its door, leaps on its prey, and attempts to drag it back into its lair to devour.

When in melee, a Skeeve uses four of its six tentacles to attack, whipping them in a frenzied manner in an attempts to encircle its prey. Any successful hit means that the Skeeve has successfully wrapped one tentacle around its prey, and begins to pull its victim—12' per minute—towards its lair. A victim takes 1D10 of damage per minute that the tentacle remains affixed.

To sever a tentacle, a cumulative total of 15 or more wound points must be inflicted upon it.





SKELETON

DD: 1D12

LM: —

HM: —

MV: 120'—/—

IN: —

AR: E

AV: 1D8 (WEAPON)

NE: 1D100

DX: 6

MR: 12

INITIATIVE: 1D10

SPECIALS: —

Skeletons are creatures animated by magic to serve a specific purpose. In most cases, Skeletons are human or humanoid, but remains of many creatures have been encountered. (It is at the MP's discretion as to what types of Skeletons may be encountered.)

Skeletons are totally mindless creatures and attack any living being on sight.

Due to their nature, any successful edged weapon attacks (via sword, spear, dagger, etc.) on a Skeleton results in the Skeleton sustaining half damage. However, blunt weapon attacks (clubs, maces, rocks, etc.) inflict normal damage.

In many cases, Skeletons are not whole, (missing

arms, hands, etc.) and therefore, they will attempt to replace their missing parts by using similar pieces of their victims.





SKY STEED

DD: 3D12

LM: —

HM: —

MV: 150'—/480'

IN: 12

AR: A

AV: 1D10 (HOOF X2) 2D12 (KICK)

NE: 1D4

DX: 16

MR: 17

INITIATIVE: 1D6

SPECIALS: —

From a distance, Sky Steeds appear to be nothing more than normal horses. However, when seen from 50' or less, or by magical means (at MP discretion), it is apparent that they have large, multi-colored, translucent butterfly wings. When the wings are folded against their body, they are all but invisible, but when airborne, they appear as an ever-changing array of scintillating colors.

Due to the lightness of their wings, Sky Steeds must get a running start of at least 25' before they are able to become airborne. Once airborne, they can travel to altitudes of over 1 mile.

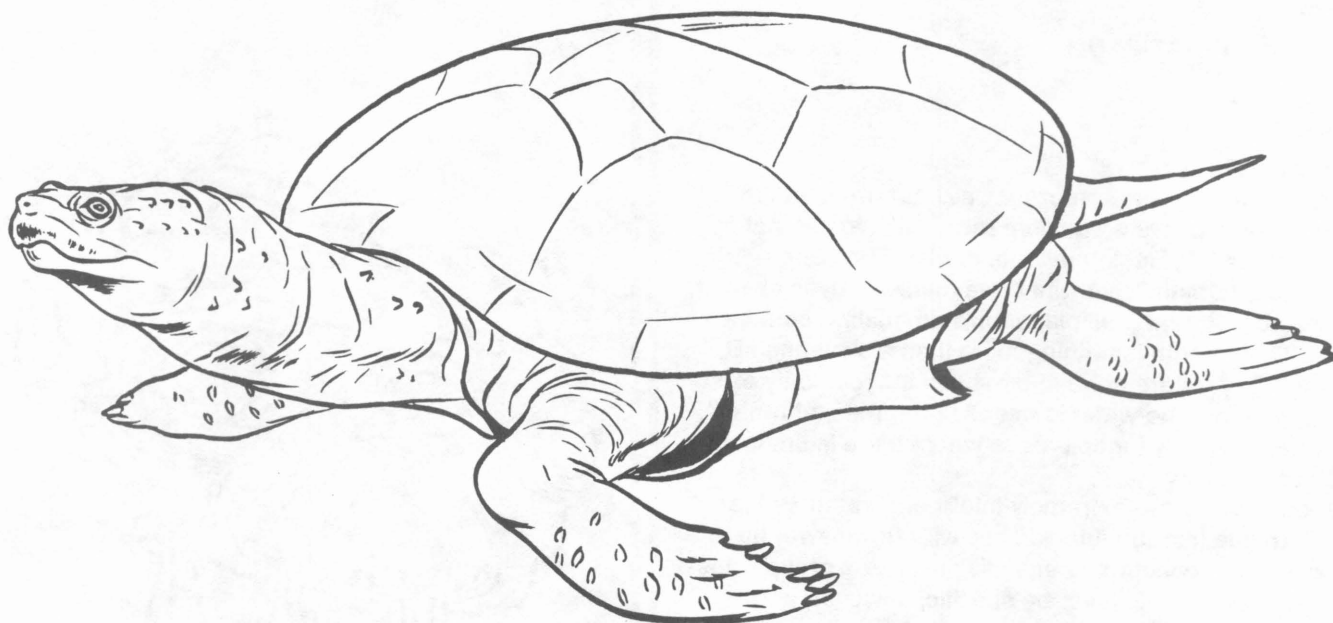
Sky Steeds are semi-intelligent creatures that act in a manner similar to normal equine. They travel in herds, with

each having one large, dominate male as herd leader.

Sky Steeds are gentle animals and avoid fighting if at all possible. However, if cornered, or if their foals are threatened, Sky Steeds fight to the death. When in melee, they use their front hooves like pummeling weapons.

Sky Steeds are highly prized as mounts, but are almost impossible to obtain. Even if caught, they never willingly submit to being ridden, and attempt to escape at every opportunity. However, if befriended, they can work with an individual and act as a trusted ally. It is left up to the MP to determine how this trust and friendship is acquired.





SNAPPING TURTLE

DD: 2D12

LM: —

HM: —

MV: 480'/480'—

IN: —

AR: N

AV: 1D20 (BITE)

NE: 2D12

DX: AUTOMATIC

MR: —

INITIATIVE: AUTOMATIC

SPECIALS: —

Snapping Turtles are large sea turtles that grow up to 5' in length and weigh more than six hundred pounds. Their shell is extremely smooth and multicolored, and their beak is sharp and boney.

Snapping turtles can be found in any salt water, either near the shore or at great depths. They are aggressive creatures, feeding on fish, small mammals and even their kin.

Once they bite into any object or being, they only loosen their grip if their jaws are pried apart or if they are killed. It takes a combined strength of 35 to open the jaws once they have snapped shut on an object. If an individual is in a Snapping Turtle's grip, he receives an additional

2D8 points of crushing damage for each minute gripped.

When in non threatening situations, Snapping Turtles act as other turtles, moving with a slow, unconcerned gait. However, when threatened or hunting, they are able to move with blinding speed and can reach their maximum speed in 1D10 seconds, even from a stationary position. Once at full speed, they may only travel in a straight line, and must return to their normal movement rate if a turn is required. In addition to their surprising speed, Snapping Turtles have the unique ability to turn their body totally around while inside their shell. In other words, their head and tail change places, yet their shell continues facing in its original direction.

Like normal turtles, the female returns to the same beach each year to lay her eggs in the sand, laying 6D10 eggs per nesting. When the eggs are layed, the female always stays within 100 yards of her nest and savagely attacks any being that approaches. Once the eggs hatch, the mother immediately leaves, and the hatchlings are left to fend for themselves.



SOOTH SAYER

DD: 2D8

LM: 100

HM: 100

MV: ___/120'/___

IN: 25

AR: B

AV: 1D100 (MIND BLAST)

NE: 1

DX: 7

MR: 25

INITIATIVE: 1D10

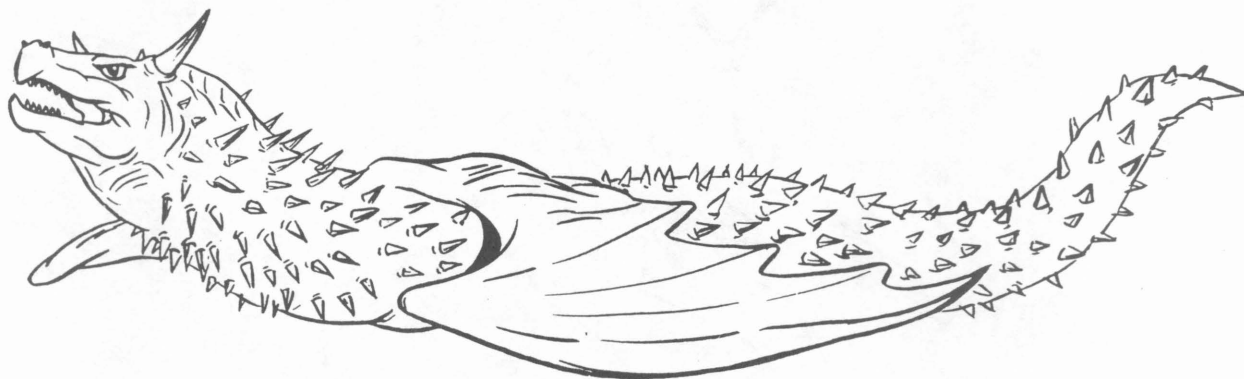
SPECIALS: MIND BLAST AFFECTS ALL BEINGS WITHIN 100'.

Sooth Sayers are an ancient race, with legend stating that they were the first inhabitants of Mer. Their torso resembles a human brain with three pupilless eyes spaced evenly across it, and multiple tendrils emanating from their bottom. Their mouth is nothing more than a slaving slit.

Sooth Sayers are aquatic creatures that can only exist in an area where the water is over 312 degrees fahrenheit. Therefore, they only inhabit areas where there is underwater volcanic activity.

Sooth Sayers are extremely intelligent creatures that are able to see into the future. They willingly answer up to three questions concerning an individual's or a group's destiny. The answers will never be specific, however, and should leave doubt as to what exactly is being predicted. They will not give information to the location of specific items, nor will they state in whose possession are such items. Sometimes it will be impossible to accurately answer a question. When this occurs it is left up to the MP to determine the answer.





SPIKED SNAKE

DD: 3D6

LM: —

HM: —

MV: 90'/120'—

IN: —

AR: K

AV: 2D6 (BITE)

NE: 1

DX: 14

MR: —

INITIATIVE: 1D6

SPECIALS: ENTHRALLMENT (SEE FOLLOWING)

CONSTRUCTION (SEE FOLLOWING)

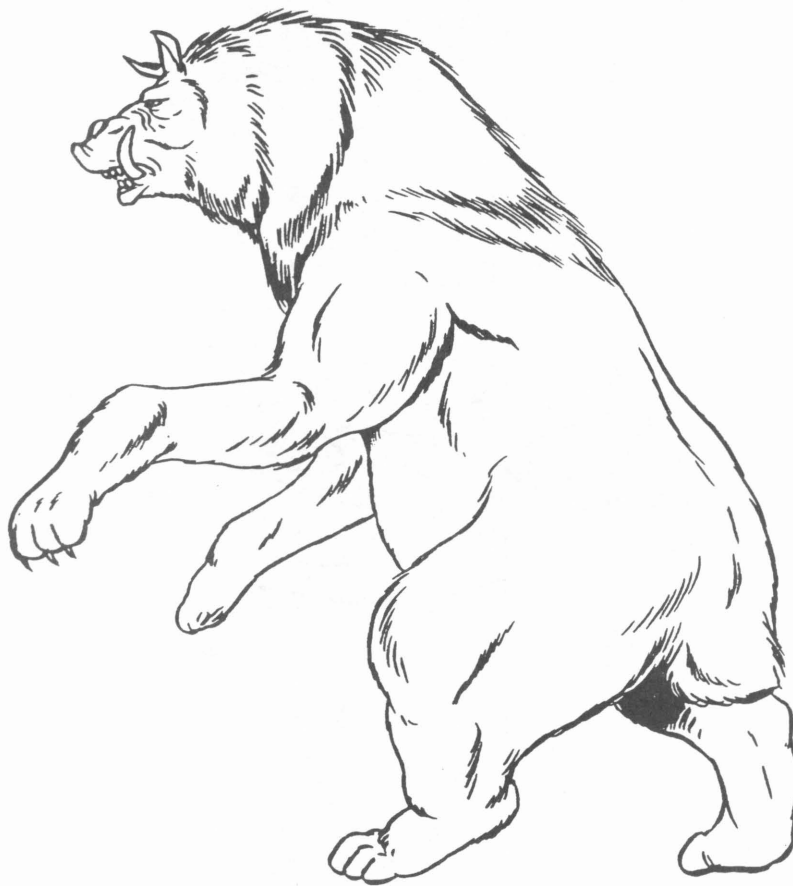
A Spiked Snake is a serpentine creature which can grow up to seven feet in length and, when fully grown, is one-foot thick. Its body is totally covered in sharp, thorny appendages, and it has three-foot long, multi-colored translucent wings growing from the middle of its body. This creature's head is eel like in appearance, with two 6"-long horns growing out of either side of its head.

A Spiked Snake is always found in a remote location far from civilization and hunts for food and sleeps by hanging upside down by its prehensile tail. When anyone approaches within 8' of a hanging Spiked Snake, this creature begins to furiously beat its wings. Anyone witnessing

this must immediately roll against his MR or become enthralled by the creature's beauty for 1D6 minutes.

When a being becomes enthralled, the Spiked Snake merely drops from its place of hanging and coils around its victim. Once its victim is encircled, the Spiked Snake tightens its grip, thus impaling its victim with its many spikes. For each minute the victim is constricted, the victim sustains 1D12 wound points. The damage from these spikes instantly brings its victim to its senses, but by this time, the victim is usually fatally snared. Only its death or a combined Strength of 40 causes the Spiked Snake to release its deadly grip.





SPIWAK (SPEE-WACK)

DD: 6D10

LM: —

HM: —

MV: 120'/100'—

IN: —

AR: M

AV: 1D20 (CLAW X2)

NE: 1-2

DX: 22

MR: 16

INITIATIVE: 1D4 -2

SPECIALS: HUGS (SEE FOLLOWING)

A Spiwak averages nine feet in height with a body like that of a large grizzly bear. It has powerful legs ending in feline paws, and a head like that of a boar.

Despite its large size, this creature has the speed, agility and eyesight of a cat. A Spiwak has perfect night vision and can see in complete darkness as well as daylight. This creature is an excellent climber, climbing at a rate of 60' per minute.

This incredibly aggressive creature uses its surprising speed to chase down and kill anything that enters its hunting area. Once it catches its prey, the Spiwak uses its eight-inch retractable claws as its main weapons. If both claws successfully hit, it is assumed that the Spiwak has

grabbed its victim and placed him in a hug. When held, its victim is unable to engage in melee and may only be freed by outside means. For each minute that its prey is held, an additional 2D10 wound points are inflicted. Any successful hit on the Spiwak causes it to release its grip, starting its next attack on the being causing it the most damage. A being just released from a Spiwak's hug cannot perform any action for 1D4 minutes, as it is regaining its breath and getting the circulation back in its body.



STINGER

DD: 3D12 (BODY), 1D20 (TENTACLE)

LM: —

HM: —

MV: —/200'—

IN: —

AR: A

AV: 1D4 (TENTACLE, SEE FOLLOWING)

NE: 1

DX: 14

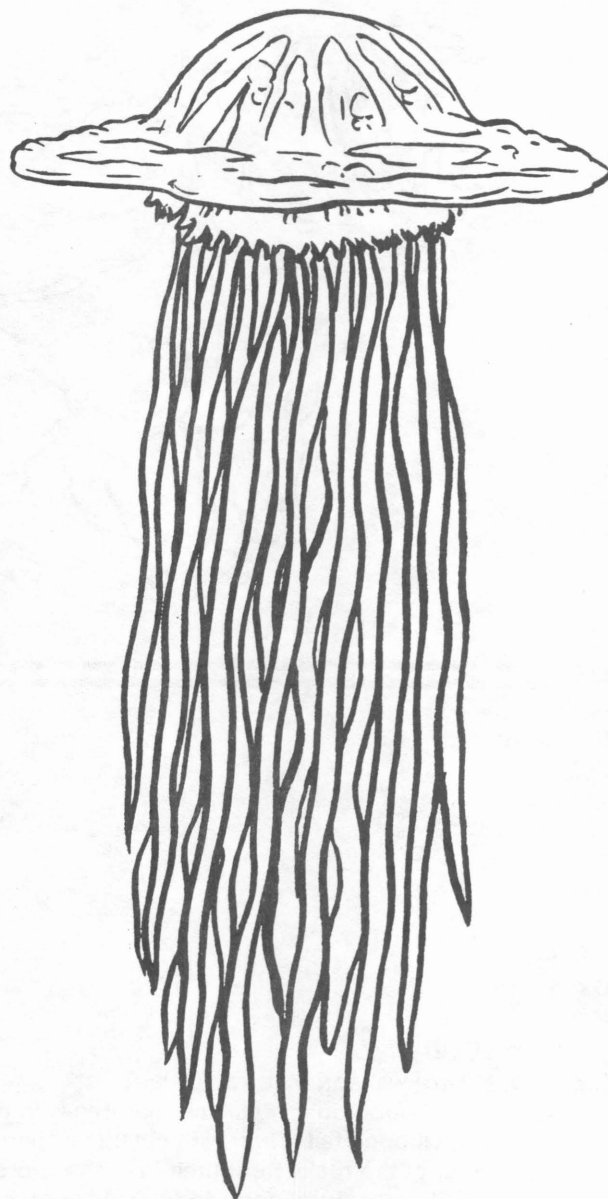
MR: —

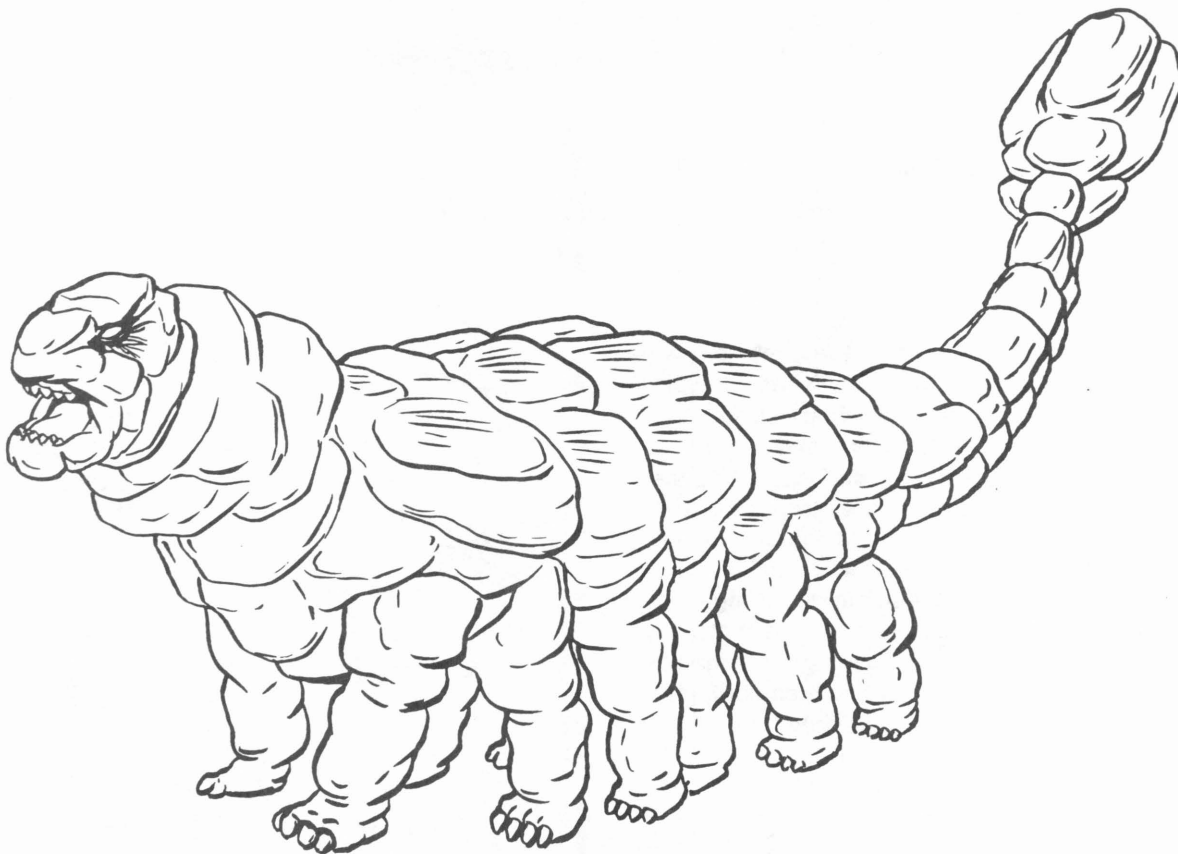
INITIATIVE: 1D6

SPECIALS: —

A Stinger is an aquatic creature that resembles a large blob of protoplasm. It can grow up to twenty feet in width, and its 2D10 translucent tentacles, which are similar to those of a jellyfish, can grow up to thirty feet in length.

Stingers float within 20 feet of the surface, letting their tentacles extend below them. Due to their transparent nature, there is a 65% chance that any being swimming within 20' of the Stinger do not notice the tentacles until it is entangled in them. Once contact is made, the Stinger inflates its body with air to stay above its victim in order to safely attack from a distance. Only severing the tentacles allows an individual to escape from within their confines. Tentacles are considered severed when they take 20 wound points.





STONER

DD: 3D10

LM: —

HM: —

MV: 40'—/—

IN: —

AR: 1

AV: 1D8 (TAIL)

NE: 1-3

DX: 3

MR: 1

INITIATIVE: 1D12

SPECIALS: BREATH WEAPON (SEE FOLLOWING)

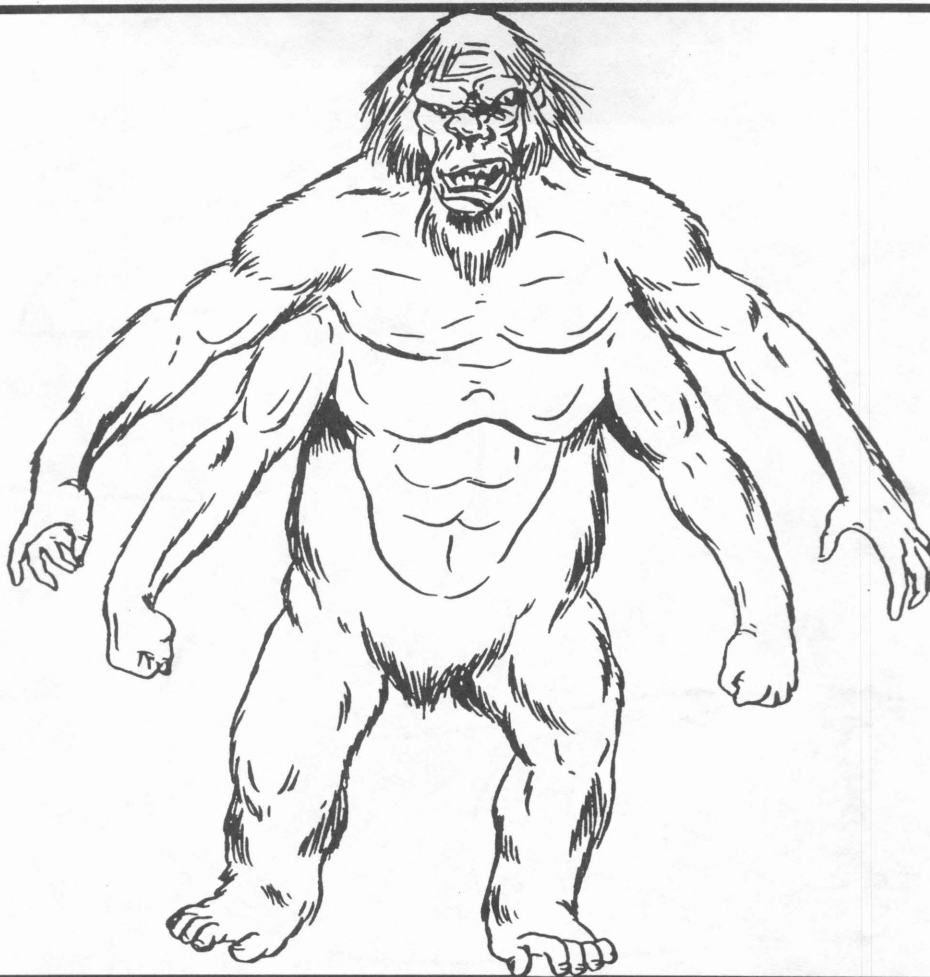
Stoners are 12-foot-long, reptilian creatures with twelve legs and a long, clubbed tail. Their skin color is dependent on the main color of the rocks near their lair. Therefore, Stoners can be of any natural earth-tone, usually ranging from red to grey. Due to their natural coloring, Stoners have excellent chameleon-like abilities. While among their local stones and motionless, they are 65% likely to remain undiscovered. Stoners are always found near mountains or in areas where the terrain is rocky.

These large, slow-moving creatures are poor fighters and depend almost entirely on their special breath weapon for defense. When threatened (MP discretion), Stoners expel a magical fog in a 6' radius, that turns to stone any-

thing touched by it. (If a successful MR roll is made, the fog has no affect.) Once stoned, a being is not dead but is in a type of suspended animation. The stoned victim remains in this state until a nullify or dispel magic spell is cast upon him.

If the stoned being is "broken," its essence is destroyed and the being dies.





STRAND

DD: 5D10

LM: —

HM: —

MV: 150'/120'—

IN: 7

AR: H, (OR BY ARMOR TYPE)

AV: 1D8 (WEAPON X4)

NE: 3D6

DX: 12

MR: 10

INITIATIVE: 1D8

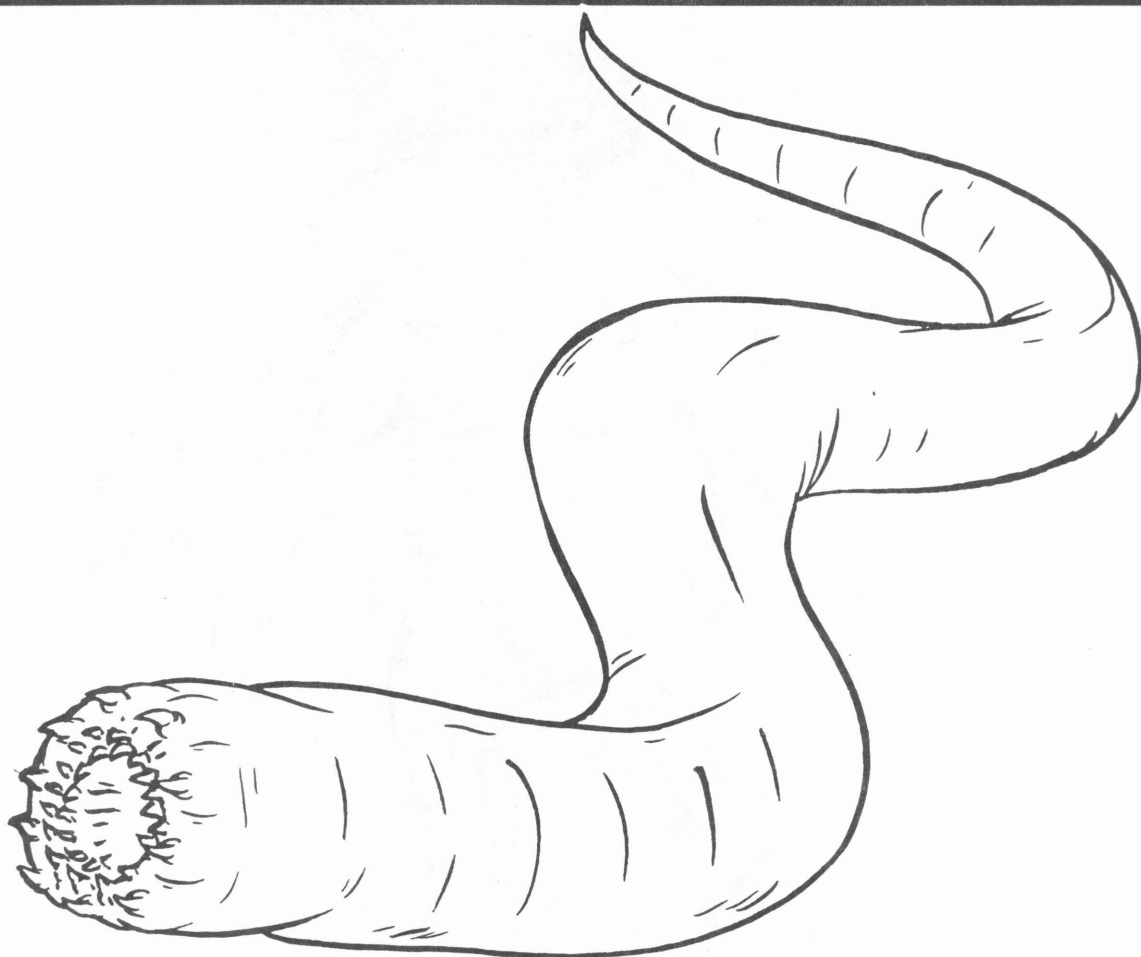
SPECIALS: —

A Strand is a large humanoid that has four arms and stands almost 7 feet tall. Its body is massive and totally covered with coarse hair. It has a shambling gait, and its face is misshapen, with huge teeth, and tiny beady eyes. A Strand loves inflicting pain, and delights in slaughter and mayhem.

Despite its appearance and temperament, this creature is intelligent and can be trained to wear armor and wield up to four weapons at once.

Strands are commonly used for bodyguards and mercenaries.





TMONTH (TEE-MONNTH)

DD: 6D10

LM: —

HM: —

MV: 40' / — / — / 240' (UNDERGROUND)

IN: —

AR: L

AV: 4D8 (BITE)

NE: 2D4

DX: 8

MR: —

INITIATIVE: 1D10

SPECIALS: —

A Tmonth is a burrowing snake-like creature that averages eight feet in length. Although its body is like that of a snake's, this creature appears to be headless, as its body ends with a large maw-like apperature that is ringed with four rows of six-inch, razor-sharp teeth.

Above ground a Tmonth is a slow awkward creature. However, by using its unique maw, it is able to tunnel at an incredible rate.

Although eyeless, this creature's body is covered with thousands of minute hairs that act as sonar, allowing it to feel even the slightest vibration up to two hundred yards away. When a vibration is detected, either above or below ground, the Tmonth immediately travels to the sound's

location and attacks with its razor-sharp teeth.





TOAD STOOL

DD: 1 WOUND

LM: SPECIAL, (SEE FOLLOWING)

HM: —

MV: —

IN: —

AR: A

AV: —

NE: UNLIMITED

DX: —

MR: 22

INITIATIVE: AUTOMATIC (SEE FOLLOWING)

SPECIALS: —

Toad Stools are small creatures that appear to be nothing more than common mushrooms. However, when examined closely, a perfectly detailed human face can be easily discerned.

Toad Stools are unintelligent, magical creatures that inhabit any location where there is dirt, be it above or below ground. Due to their appearance and size, there is a 95% chance that they will appear as nothing more than normal mushrooms. In fact, it is not uncommon to find an entire community of them dwelling amongst fields of actual mushrooms.

All Toad Stools in a 100 yard radius have a collective intelligence and operate as a single creature. Therefore, if

one is threatened, the entire group reacts in unison. For each hundred Toad Stools in a collective, up to 10 Low Magic spell points can be cast. For each additional hundred Toad Stools, another 10 Low Spell points should be added. For example, 100 Toad Stools may use up to 10 Low Magic points, two hundred may use up to 20, etc.

Note: MP discretion on what spells are cast.



TOED (TOW-ED)

DD: 2D8

LM: —

HM: —

MV: 150'/250'—

IN: 2

AR: C

AV: 1D6 (POUNCE, SEE FOLLOWING)

NE: 6D6

DX: 17

MR: —

INITIATIVE: 1D6

SPECIALS: —

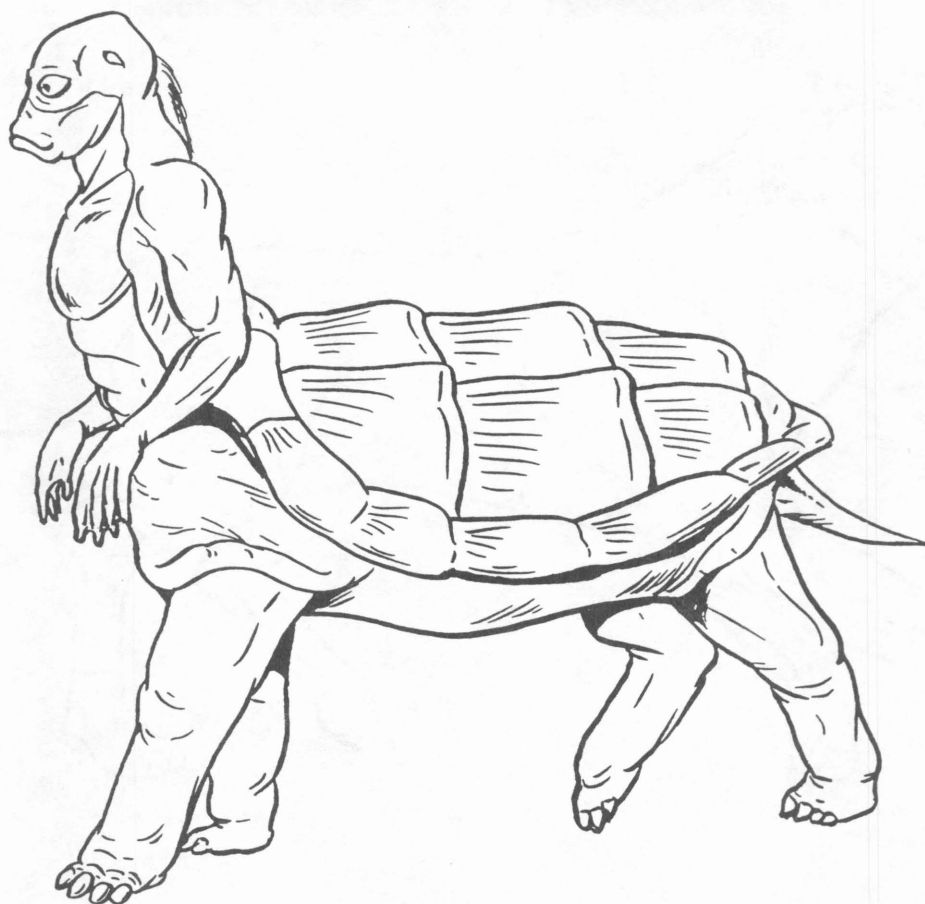
A Toed is a plump, man-sized amphibian creature that appears to be a cross between a man and a toad. It stands upright on frog-like legs but has human arms in lieu of fore legs. Although its head is human shaped, its face is like that of a frog and its skin is a slimy green and covered with large warts.

A Toed prefers to dwell near bodies of water, but can be found in any wet and humid climite.

This creature is able to leap 15' horizontally and 20' straight up and does so anytime it is threatened or excited. A Toed is easily panicked, and, once airborne, attempts to land directly on the object of its fear in order to destroy it. This form of attack continues for 3 minutes.

If the player of an intended victim rolls below his character's DX, his character is able to avoid being landed on and may attack at 50% of his AV. If he is unsuccessful at dodging, he may not attack, as it is assumed he is engulfed in the Toed's folds of fat, rubbery skin. After the third minute of jumping, the Toed flees back to the safety of the water and does not reappear until left alone.





TRESS

DD: 4D12

LM: —

HM: —

MV: 100'/200'—

IN: 5

AR: N

AV: 3D10 (LEGS), 1D12 (WEAPON)

NE: 2D12

DX: 7

MR: 11

INITIATIVE: 1D10

SPECIALS: —

A Tress is an intelligent, semi-aquatic creature that looks similar to a centaur except it has the legs and size of a young-adult elephant. It has a powerful human torso, the lower body of a rhinoceros, and a shell similar to that of a tortoise. A Tress' head is humanoid in appearance, with a slightly domed skull and small facial features like those of a fish.

This creature is an unobtrusive omnivore that spends the majority of its life in fresh water lakes or rivers feeding on bottom plant life and fish. Even though a Tress is an air-breathing creature, it may hold its breath for up to ten minutes at a time.

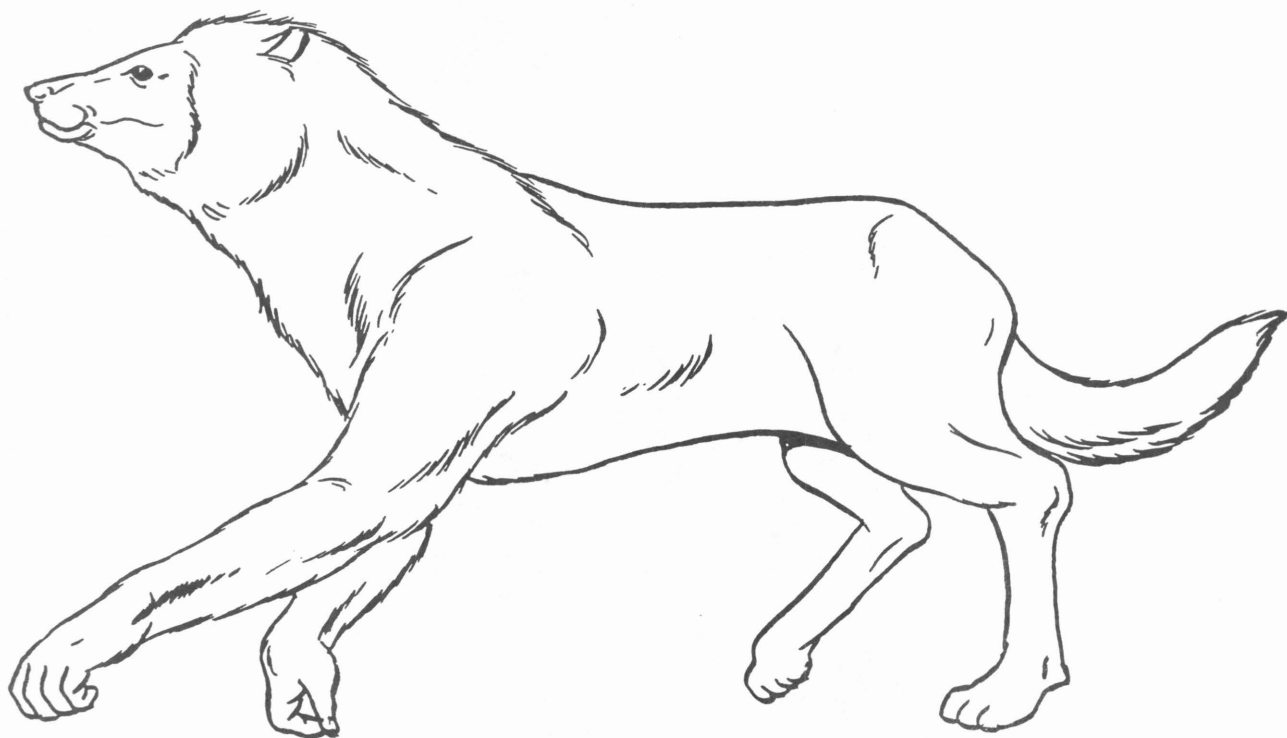
If not threatened (at MP discretion), a Tress may allow

itself to be approached, and, when its trust is gained (also at MP discretion), even touched.

Although gentle, this creature is a dangerous adversary if threatened. It uses its extreme size and powerful legs to crush its opponents and often uses crude weapons fashioned out of small tree trunks. If in extreme danger, a Tress completely withdraws into its shell and remains there until the danger has passed.

Tress are mortal enemies of Crocmen (see the CROCMAN sheet for details), and immediately attack them and fight to the death if they are encountered.





TORY (TOREE)

DD: 7D6

LM: —

HM: —

MV: 160'/40'—

IN: —

AR: D

AV: 2D6 (FORE LEGS)

NE: 2D6

DX: 16

MR: —

INITIATIVE: 1D6

SPECIALS: BARK (SEE FOLLOWING)

A Tory has the torso of a large dog and a head that resembles an opossum. It has the hind legs of a canine and its fore legs end in gorilla-like hands. A Tory is most comfortable walking on all fours but is able to walk erect, and often does so when in melee. Although this creature averages just under 5 feet in height, when erect, it often reaches well over 12 feet.

A Tory is an efficient hunter, preferring to hunt in packs of up to eight individuals. Pack behavior is a well coordinated system, with one portion flushing its prey to a location where the rest of the pack waits in ambush.

When in *melee*, a Tory either fights using its fore legs or its unique bark. The bark is a high-frequency sound that

causes any being, other than a Tory, to be confused for 1D6 minutes and take 2D10 wound points. While confused, a being may not fight but may flee at its regular movement rate.



TROG

DD: 2D4

LM: —

HM: —

MV: 60'/20'—

IN: 3

AR: F

AV: 1D6 (WEAPON)

NE: 2D20

DX: 16

MR: 14

INITIATIVE: 1D6

SPECIALS: —

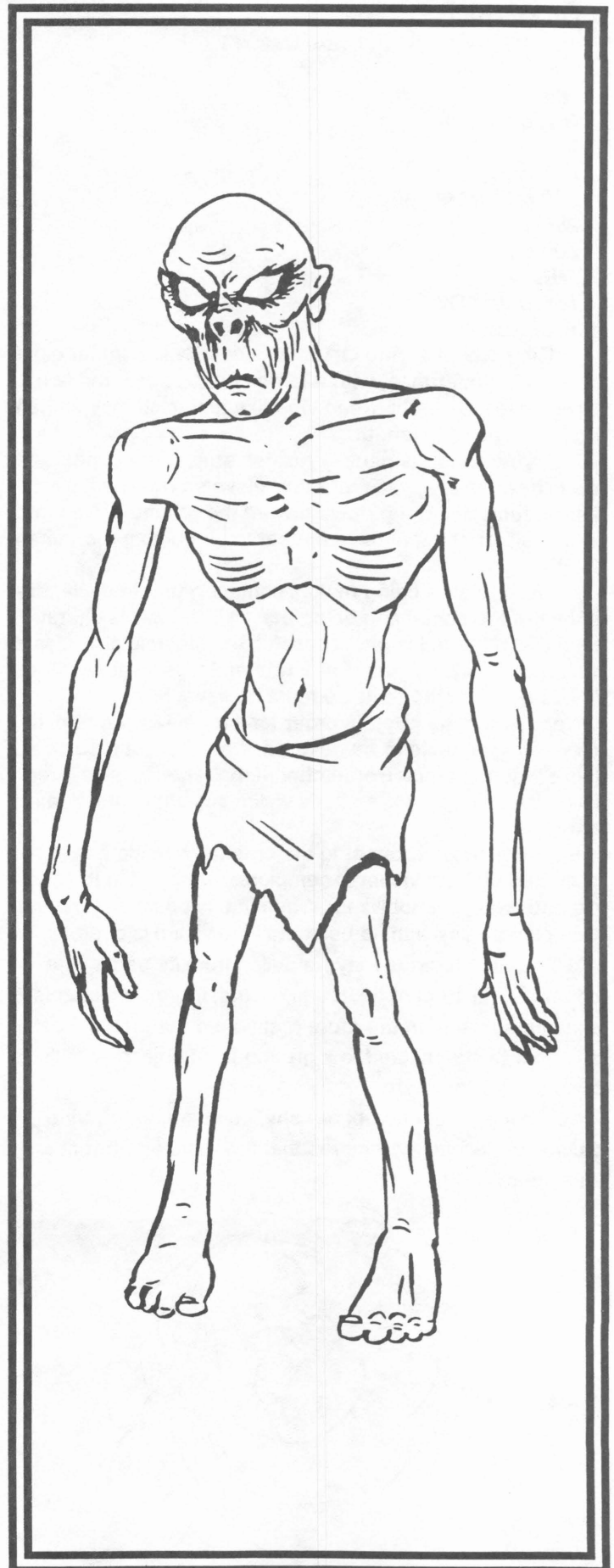
Trogs are subterranean humanoids that rarely exceed a height of four feet. They appear to be emaciated, as they are so thin that their bones are easily discernable through their pale, white skin. Their heads are round, with large saucer-shaped eyes, and their spindly arms and legs are much too long for their body.

Trogs are highly adapted to their underground life and can climb sheer cliffs and traverse rough terrain with ease. Their large eyes allow them to see perfectly in complete darkness. However, any bright light immediately causes them to flee in terror or be blinded for 1D10 minutes. Also, due to their extremely long, thin, flexible bodies, they are able to fit through openings under one foot in diameter.

Trogs are omnivores, with their main diet consisting of rats, bats and other subterranean creatures. However, if food is scarce, they can easily survive on the moss and plant life that grows in their caves.

Trogs are intolerant to light and, therefore, only travel outdoors in darkness, and immediately seek shelter before dawn. Being unintelligent creatures, they usually go blind if caught in daylight, as they do not have the sense to create any sort of eye protection.

Trogs live in loose knit communities, or tribes, each of which is ruled by the most powerful individual in the tribe (with an AR of 1, and AV of 3D6). This leader may be either male or female. In most cases, a community is situated behind an extremely thin crevice in order to limit access by any non-Trog beings.



VINE OCTOPUS

DD: 7D10 (BODY), 10 (TENTACLE X8)

LM: —

HM: —

MV: 60'—/—

IN: —

AR: E

AV: 4D8 (BEAK)

NE: 1

DX: 18

MR: —

INITIATIVE: 1D6

SPECIALS: —

The body of a Vine Octopus is usually just under eight feet in circumference, with a large hooked beak and two beady eyes. Its eight green vine-like tentacles may stretch up to thirty feet in length.

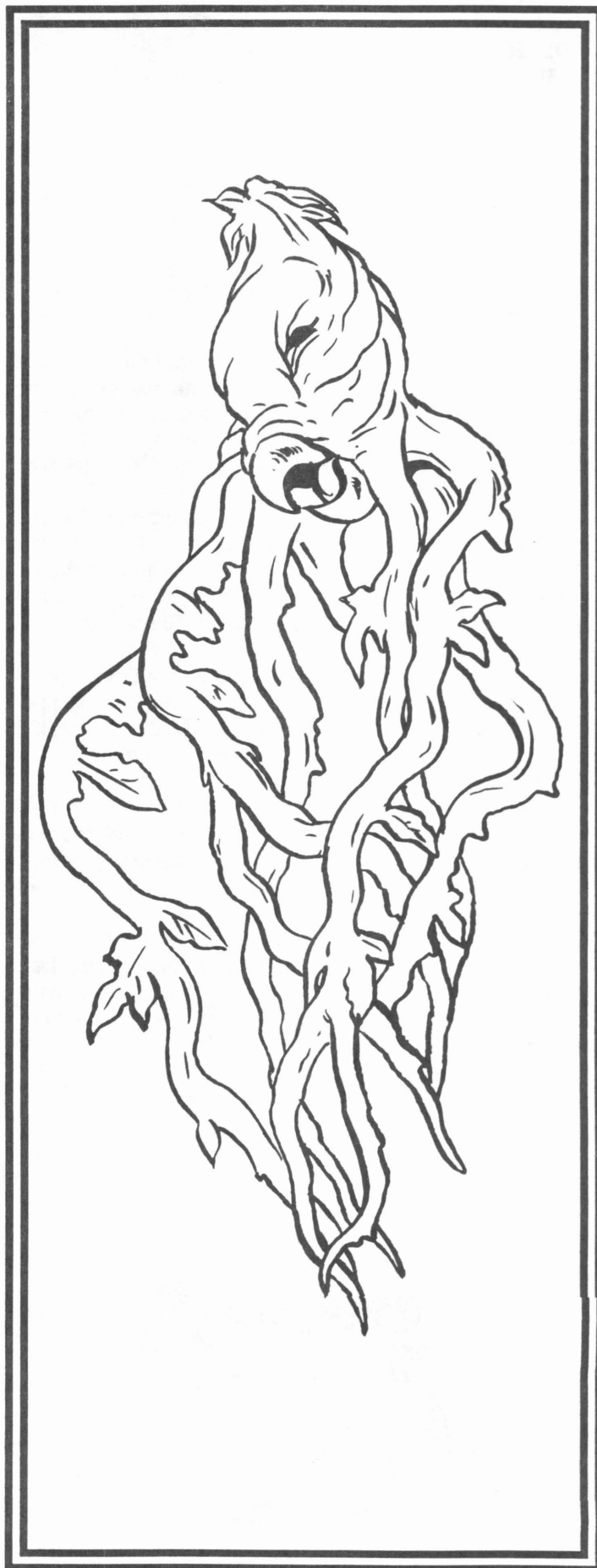
A Vine Octopus usually resides among the upper branches of trees, cliffs, or other elevated areas where it lets its tentacles hang down toward the ground. When in this position, the tentacles appear to be nothing more than thick jungle vines.

As soon as a being makes contact with a tentacle, the player of the contacting being must roll below his character's DX. If the roll is unsuccessful, the tentacle encircles its victim and pulls it upward at a rate of 24' per minute. Once in this position, the tentacle must be severed or the Vine Octopus must be killed in order for it to release its grip. In order for a tentacle to be severed, it must sustain 10 cumulative wound points. Remember, if the tentacle is severed when its victim is in the air, its victim sustains normal fall damage.

If its victim is brought to the creature's beak, it is assumed that the victim is completely wrapped in its tentacle and totally immobilized. When in this position, the Vine Octopus attacks with its beak until the victim is dead.

The vine octopus may be pulled from its perch by a combined ST total of 50. If this occurs, the Vine Octopus continues to fight in the afore mentioned manner, except it attempts to attach itself to a ground-level object, or pulls its body toward its victim.

Although most octopi are shy, quiet creatures, Vine Octopi are vicious carnivores that are too unintelligent to know fear.





WARNEN

DD: 8D10

LM: —

HM: —

MV: 180'/60'—

IN: 3

AR: G

AV: 7D8 (WEAPON)

NE: 1D12

DX: 8

MR: 9

INITIATIVE: 1D10

SPECIALS: —

Warnen are large humanoid creatures that average between eight and twelve feet in height. They have thick, leathery hides that are usually dull grey or green in color, long flat foreheads, wide, pig-like noses, small mouths, and an almost non-existent chin. They are unintelligent, bad tempered, violent creatures that enjoy killing for the sheer joy of it, and are just one step above a Great One on the evolutionary scale. In fact, they often befriend and travel with Great Ones in the hope of wreaking massive destruction.

Warnen are especially fond of gold, and, despite their disposition, often serve as pirate mercenaries, as long as pay is in gold and always paid on time. However, when this

occurs, they usually spend the majority of their time fighting with their peers, and only the strongest leader can keep them in check. If not serving with a group, it is not uncommon for Warnen to recruit a number of Sea Goblins to serve them and to help them plunder.

Warnen live in communal groups, and for every group consisting of more than ten individuals, there is one who is a leader (AR of J, and an AV of 10D8).





WYRM

DD: 10D8

LM: —

HM: —

MV: 180'—/—

IN: —

AR: K

AV: 2D10 (BITE), 1D6 (CLAW X2), 3D12 (FALL)

NE: 1-2

DX: 12

MR: 15

INITIATIVE: 1D8

SPECIALS: —

Wyrms, or Land Dagrons, are large reptilian creatures that reach lengths of up to twenty feet. Although they resemble Dagrons, they are wingless and have a row of *boney scales* protruding from their back. Their skin is scaled, rough, and can be of any color. They have no preference to location or climate and can be found in any remote area, even underground.

Wyrms are fast, aggressive carnivores that attack anything that they come across. They often stake out and mark areas up to a one hundred mile radius as their own. They then randomly roam their domain, eating and destroying anything that gets in their way.

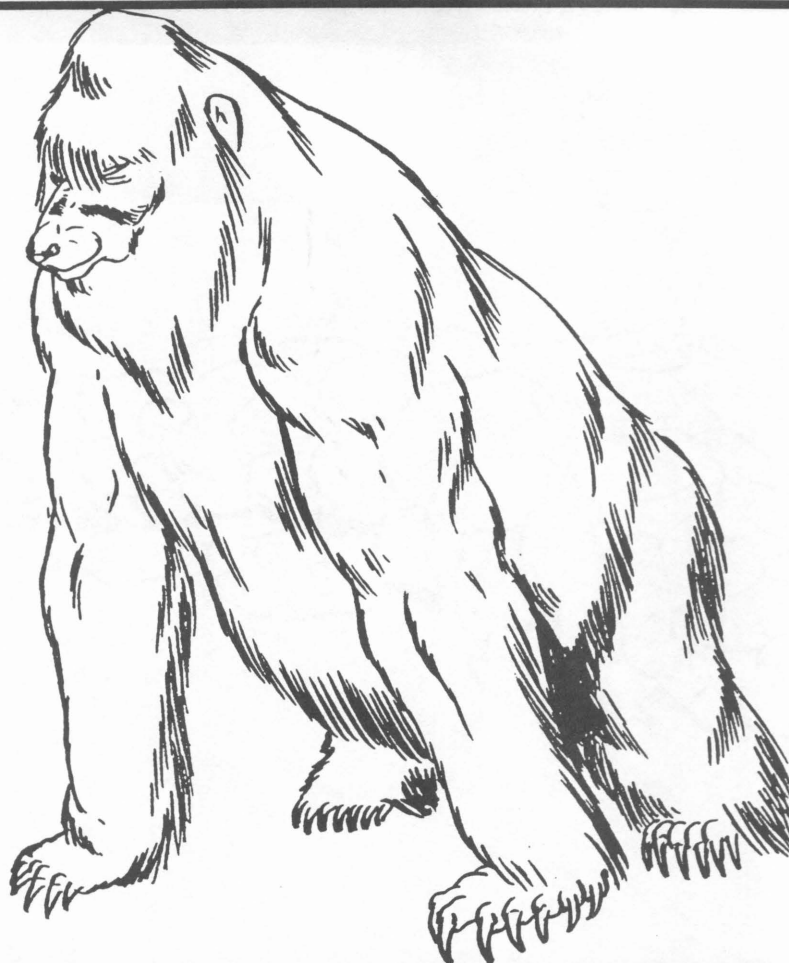
Wyrms have extremely poor eyesight and have a diffi-

cult time seeing anything human-size or smaller that is more than 10' away from them. To compensate for this, they have enhanced hearing, smelling and motion detection, which allows them to detect any moving creature within a 50' radius.

When in melee, Wyrms are able to attack three times per minute, with a single bite and two claw attacks.

Also, Wyrms may rear up on their hind legs, using their tail for balance, and fall on their victims. If this is done, they are unable to attack with claws or bite.





YALEANDER (YAIL-EE-AN-DER)

DD: 7D8

LM: —

HM: —

MV: 150'—/—

IN: 6

AR: M

AV: 2D12 (CLAW X2), 1D10 (WEAPON)

NE: 1D20

DX: 19

MR: 8

INITIATIVE: 1D6

SPECIALS: LIGHT REFRACTION (SEE FOLLOWING)

Yaleanders are large humanoid creatures completely covered in long white hair that can grow up to twelve feet in height. They have long flat heads, shaggy eyebrows, narrow slitted eyes, and long canine snout's. They are incredibly muscular creatures, but due to the length of their hair, this is not readily apparent. Their arms and legs are long, and each ends with seven clawed digits.

Yaleanders have an innate ability which allows them to refract light around their body, and, when in this state, appear as nothing more than a shifting image of the terrain around them, shimmering in their shape. Because of this ability, there is a 90% chance that they will not be seen, and anyone engaging in melee with Yaleanders in their

refracting state causes their AV to be lessened by one third.

Yaleanders are mountain dwellers and are rarely seen at altitudes less than five hundred feet above sea level. They are active at all times but prefer to hunt in the early morning hours, usually well before sun up. Although omnivores, they prefer fresh meat, preferably alive, or recently killed.

Yaleanders live in family units, with a typical family consisting of one dominate male, 1D12 females, and 3D6 young. If encountered in their lair, the adults fight to the death to protect their young.

When in melee, a Yaleander may elect to fight with two claws or may opt to use a weapon and a claw simultaneously.





ZEDOR (ZEE-DOR)

DD: 4D6

LM: NE

HM: —

MV: 160'/120'—

IN: —

AR: L

AV: 3D6 (BITE), 5D6 (SPIT, SEE FOLLOWING)

NE: 1D8

DX: 16

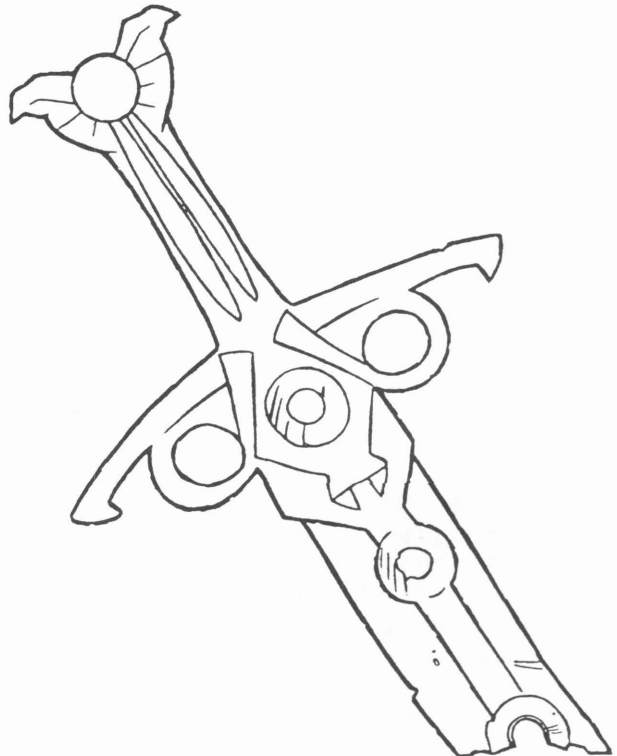
MR: —

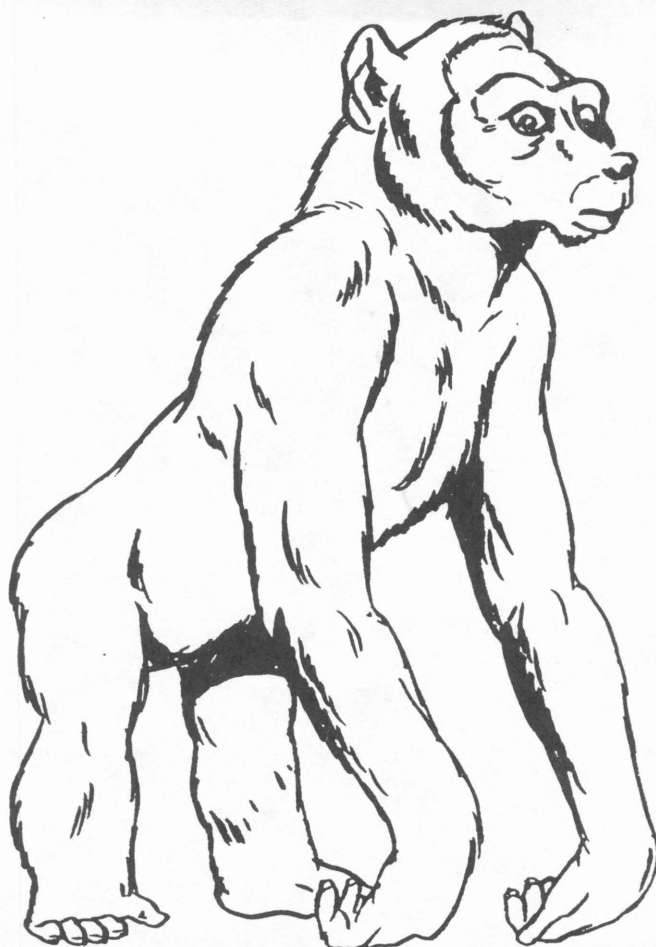
INITIATIVE: 1D6

SPECIALS: CAMOUFLAGE (SEE FOLLOWING)

Zedors are mountain-dwelling lizards that are distant cousins of Dagrons. Their skin is covered with rough, textured bumps, which resemble rocks of all shapes and sizes, and afford them perfect camouflage in their rocky domain. Although they can grow up to five feet in length, Zedors are capable of completely flattening themselves, thus appearing as nothing more than a small patch of rocky ground, and when in this state, there is a 80% chance that they are not noticed, or are mistaken for rocks.

When in melee, Zedors may attack in two ways: their bite or their unique spitting ability. This ability consists of spitting small rocks and solidified pieces of undigested food up to 60' away.





ZELT

DD: 1D6

LM: —

HM: —

MV: 170'—/—

IN: —

AR: B

AV: 2D4 (WEAPON)

NE: 3D10

DX: 17

MR: —

INITIATIVE: 1D6

SPECIALS: —

A Zelt is a small humanoid creature that stands up to four feet in height, with a long, thin body which is covered in coarse hair. Its face is similar to that of a baboon, and it has long sinewy limbs. Although it can comfortably walk erect, it is more at home moving on all fours.

Zelts inhabit only the highest branches of trees and can be found in any remote forest location. Although they are weak creatures and stand little chance against a well armed party, they are cunning and nasty, and live to wreak havoc. Therefore, they often conduct nuisance attacks that consist of throwing rocks, heaving branches or chittering loudly in order to attract predatory creatures to the party's location.

Zelts are also great scavengers and thieves and attempt to steal any unattended item that they fancy. (Fancied items are at MP discretion.)

Being fearful creatures, Zelts only engage in combat if cornered and always attempt to retreat to the safety of their trees before fighting.

