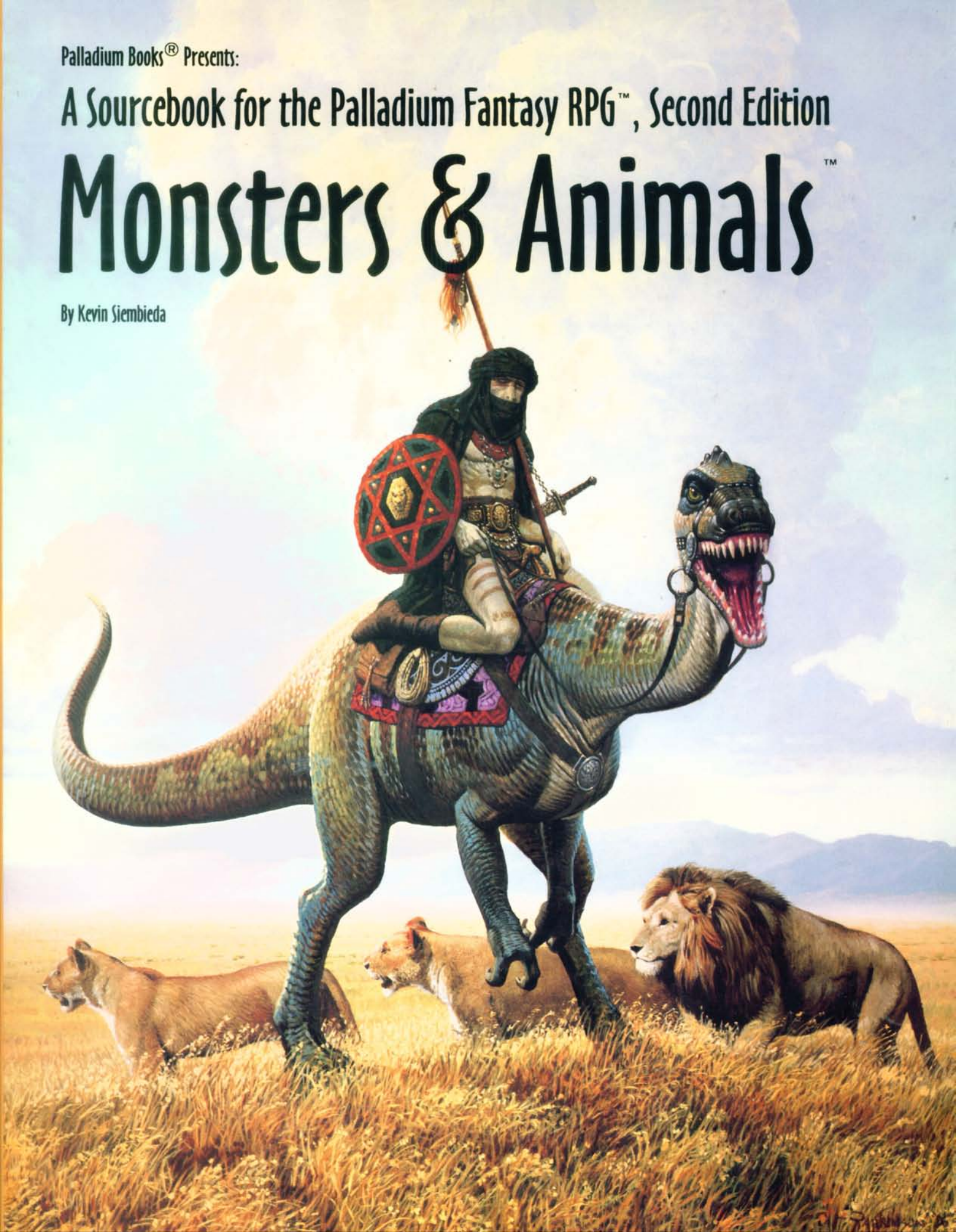
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A Sourcebook for the Palladium Fantasy RPG™, Second Edition

Monsters & Animals™

By Kevin Siembieda



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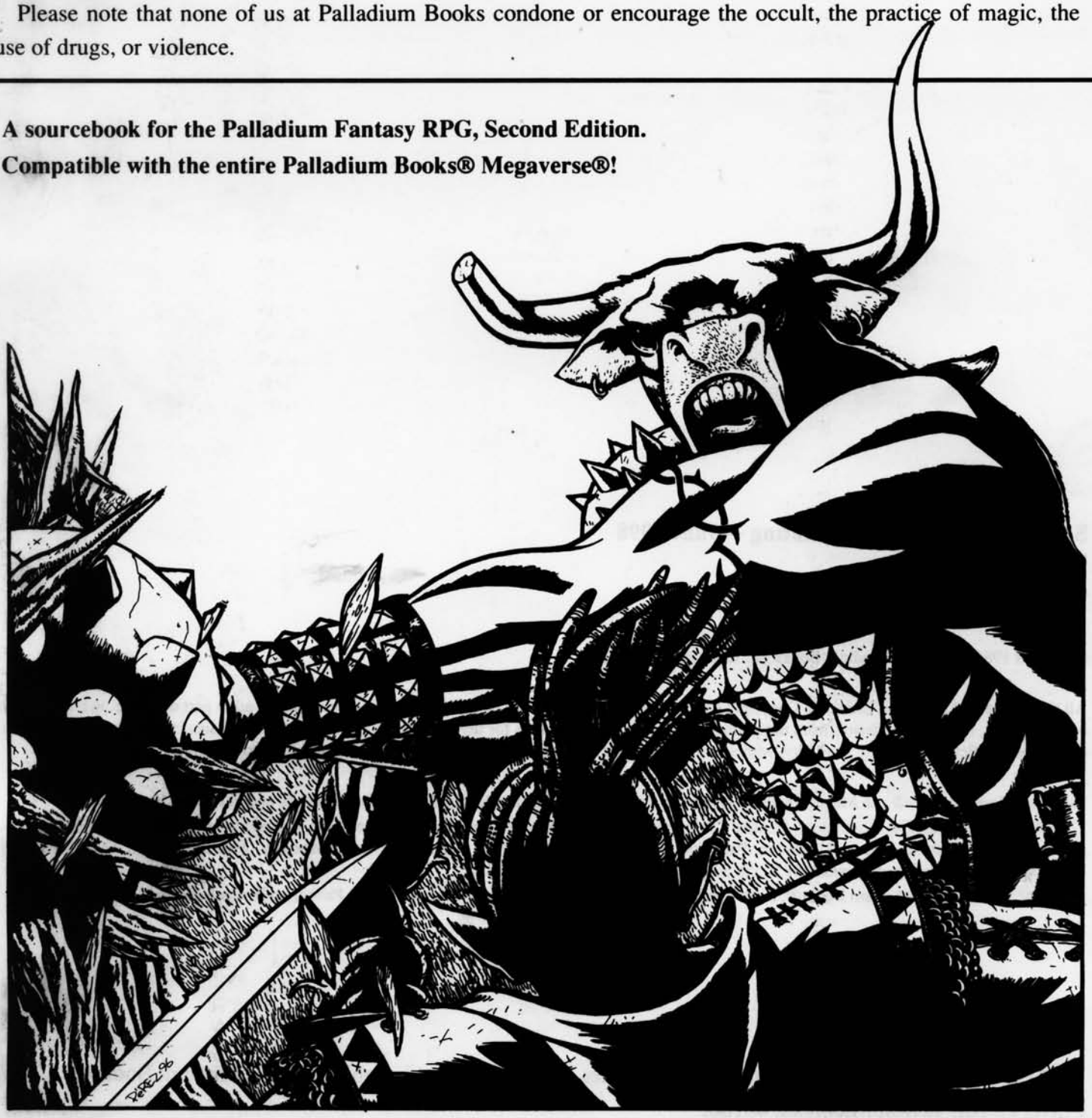
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Dedication: The original printing in 1985 was dedicated to my little monsters Monica & Adam. Eleven years later, I guess they're my big (teenage) monsters and I still love 'em both.

— Kevin Siembieda, 1996

Second Edition: Second Printing — June 1998

Original printing 1985

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The Palladium Book of Monsters and Animals, Second Edition is published by Palladium Books®, 12455 Universal Dr., Taylor, Michigan, 48180.

A Sourcebook for the Palladium Fantasy RPG™, Second Edition

Monsters & Animals™

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Special Thanks to Roger Petersen and David Carson for their help on the art chores. To Keith Parkinson for a beautiful and moody cover. And to Maryann, Alex and the usual Palladium wizards for all their efforts.

— Kevin Siembieda 1996

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Monsters & Animals

The Second Edition of **Monsters & Animals** offers more pages, more monsters and animals, numerous *optional* player character races for the Palladium World, as well as more detailed information, complete stats, and adjustments to make the critters and characters compatible with the entire Palladium Megaverse®.

For players already familiar with the **Palladium® Fantasy RPG**, you'll find the *maps* accompanying each creature an extremely useful guide in determining, at a glance, where a particular beast can be found. Unfortunately, specific "encounter tables" are not provided because a proper and complete set of tables for each kingdom, territory, and terrain for the entire world would fill half of this book! Specific adventure, sourcebooks and world books will provide more information about the various life forms that inhabit a particular region, along with more world details and history.

The Animal Section

The animal section of this book contains a smattering of "real life" animals for use as familiars, pets, opponents, a means to earn money hunting and trapping them, and to add color. Special consideration and attention has been given to predators and animals often selected as familiars, riding animals or pets.

Unusual, mythical and fictional animals such as the Catoblepa, Unicorn, Acid Lizard, Devil Digger, Land Squid and others, are found listed among the *monsters* because of their unique nature and imaginary origins.

Map of the known world



Habitats for Monsters & Animals

Most animals occupy a particular geographic region, climate and/or terrain. They rarely, if ever, leave their natural habitat unless forced out by humanoid settlers, disease, changes in climate, the lack of an abundant food source, drought, etc. If the animal cannot adapt to the changes in his environment, it must find a new, suitable habitat or perish. All of these conditions will restrict where a specific creature will be found or where it may migrate to in times of environmental upheaval. Likewise, certain animals are found only in certain regions. This usually has to do with climate, food, predators (or lack thereof), and environment. For example, one would hardly expect to find a frog or a deer in a desert.

Wild animals, even exceptional or monstrous animals, are rarely found in or near large cities or towns because the habitats of humanoids are too inhospitable and dangerous for even the largest and most ferocious predators. Of course, some creatures, especially small scavengers like rodents, squirrels, raccoons, foxes, owls, hawks and similar animals, may flourish among the dwelling places of intelligent beings, especially in and around rural villages and farmlands. Exotic or rare creatures are most often found in the wild, far from the hub of civilization. However, while this is the general rule, the occasional monstrosity will invade the habitat of men or wander far from its normal haunts.

Intelligent beings are much more versatile and motivated by needs, desires and curiosity not shared by animals. Thus, while a particular intelligent race may dominate a specific region, they are NOT restricted to any one area of the world and may be found anywhere. Note that *most* of the intelligent creatures described in this book, with the exception of the Coyles and Wolfen, are *not* dominant forces in the Palladium world. Consequently, their numbers are small compared to humans, elves, dwarves, orcs, goblins, ogres and other races listed in the **Palladium® RPG**. For example, while a person may encounter an Eandroth Rogue anywhere in the world, he will be one among many hundreds or thousands of humans. However, the Eandroth are numerous in their homeland in the Baalgor Wastelands, the only place where an adventurer will encounter entire tribes of them. **Note:** Most of the monstrous and alien races are considered enemies of humans and the other dominant races. Thus, they tend to avoid direct or frequent contact with them. The world maps and habitat listings indicate the region(s) where a creature is most abundant and/or its natural habitat.

A Brief Definition of Some Common Terms

Alignments: The moral orientation of the creature; good (principled and scrupulous), selfish (unprincipled or anarchist), and evil (miscreant, diabolic or aberrant). Most animals are considered anarchist alignment, while predators may be considered anarchist/self-serving or evil because they prey on humanoids.

Allies: Known comrades and associates; usually applicable only to intelligent beings.

A.R. (Armor Rating) or Natural A.R.: This is the creature's natural Armor Rating (A.R.), if any. Any rolls to strike that fall *under* the creature's natural A.R. means that the blow *may* strike and sting, but does not penetrate the creature's natural armor and does *NOT* inflict damage. Any roll above the A.R. number means the attack penetrates the tough hide and inflicts normal damage.

Attacks Per Melee: Indicates the number of attack(s) or melee actions (run, leap, etc.) the creature can perform per melee round (15 seconds). Most animals attack with claws, teeth/bite or stinger.

Attributes: Most monsters are provided with the eight attributes and the number of six-sided dice (plus bonuses or modifiers) to be rolled to determine each one. Technically, any of the monster races can be used as player characters, provided the Game Master allows it (their inclusion is completely up to the G.M.). Many others make great Non-Player Character (NPC) villains.

Animals, even exceptional animals, are not usually provided with an attribute listing. The physical and mental attributes of most animals are much more consistent and unchanging than an intelligent, humanoid creature. Animal stats include average attacks per melee round, bonuses, natural abilities, speed, habitat, behavior and other basic data. Note that in many cases, these "stats" reflect an average or general range of that particular type of animal and are not intended to be all inclusive.

Average Life Span: Typical years of natural life in the wild (often increased by as much as 25% in captivity).

Bonuses: These are modifiers added to a specific action, often combat related, such as strike, parry, dodge and damage. ALL bonuses are in addition to any possible O.C.C., R.C.C., skill and/or attribute bonuses. If the character or creature gets a full set of attributes, then the bonuses listed are in addition to any possible attribute bonus. Most animals don't get attributes listed so the bonuses listed take into account all bonuses available to it.

Damage: The damage listing indicates the type of natural attacks or means of defense, such as claws, bite, etc., as well as the amount of damage inflicted by that particular attack. Unless otherwise noted, the creature may use any combination of attacks; *i.e.*, Three attacks per melee by an Adram could be three bites, or three claws, or a combination of clawing and biting attacks.

Dice: Hit points and S.D.C. are indicated by 1D6, 2D6, etc. Some may indicate a modifier like 2D6+12, and so on. 2D6+12 means roll two six-sided dice and add 12 to it for the total.

Enemies: Natural hostilities/antipathies toward other races or animals; usually applicable only to intelligent beings.

Habitat: Type of terrain and regions of the world where the creature is commonly found; i.e. jungle, forest, grassland, swamp, mountain, etc.

Hit Points: Hit points and S.D.C. indicate the amount of physical damage a character/creature can withstand before it dies. A typical listing for monsters will appear as: **Hit Points:** P.E. attribute plus 1D6 per level of experience or a dice listing like 3D6.

Horror Factor: Creatures that are particularly frightening, ugly, repugnant or aggressive predators have been assigned a horror factor (H.F.) rating. These are generally limited to monsters, monstrous animals, snakes, reptiles, bats and rats which are repulsive and frightening to humans even when they are rela-

tively harmless. The G.M. should feel free to use the animals assigned with a horror factor as a guideline for determining the H.F. for others, when appropriate. Animals that are normally considered cute, gentle and/or beautiful, such as most birds, horses, squirrels, monkeys, dogs, etc., do not have a horror factor.

Languages: The type(s) and numbers of languages known to the creature; usually applicable only to intelligent beings, not animals.

Magic: Indicates natural or learned magic abilities or O.C.C. possibilities. Druids, Shamans, and some magic spells, circles and artifacts, as well as psionics, can influence or control animals.

Natural Abilities: These are abilities common to *all* creatures under that particular race, breed or category. These typically include abilities and features such as prehensile tail, the ability to fly, swim, climb, as well as nightvision, prowl, etc.

Notes: Special or important notes of interest.

O.C.C.: Occupational Character Classes, such as soldier, mercenary, priest, wizard and so on, are specific areas of training, knowledge and skills. This listing indicates which O.C.C.s, if any, are available to that particular creature. Animals do not usually get an O.C.C., although some may have equivalent skills listed under *natural abilities*, like swim, climb, and prowl.

P.P.E.: The amount of Potential Psychic Energy (P.P.E.) possessed by the creature — all living beings have some measure of P.P.E. — see general list for animals. Also some specific animals are given a specific P.P.E. level.

Psionics: Indicates any natural psionic abilities.

Range: Specific locations where the creature is normally found, like the Old Kingdom, Timiro, etc.

R.C.C.: Racial Character Classes are typically intelligent beings who have a set of basic skills (learned or instinctive) due to the creatures' orientation/nature, instincts, and powers or abilities.

S.D.C.: Structural Damage Capacity (S.D.C.) is endurance and tolerance to stress and injury in addition to hit points.

Sensitivity to Magic & the Supernatural: Many animals are sensitive to the emanation of magic energy (P.P.E.) and the presence of the supernatural, particularly supernatural evil. Dogs and horses are among the most sensitive in the world. Both animals can actually sense and smell supernatural beings, from entities to demons and alien intelligences. Cats, pigs, and primates (chimpanzee and other apes) are also reasonably sensitive to these magic and psychic energies, but are not as sensitive as dogs and horses (about 30-50% less).

Size: Average size of the creature in feet and meters (m).

Speed: Average speed by "speed factor" (see speed chart), miles (mph) and kilometers (km). Most animals have an average rate of speed, but can run or fly faster (often double) for a short time (one to a few minutes) in a burst of speed.

Value: Lists any known value for the creature.

Weight: Average weight in pounds and kilograms (kg).



Horror Factor

All supernatural creatures, dragons, most monsters and some animals (usually predators) have a *horror factor* (this may be more like an awe factor when it comes to gods and Faerie Folk). The horror factor represents either the hideous or frightening appearance of the monster or its overwhelming aura of evil and power (or a combination of the two). Whenever a human/mortal encounters one of these monstrosities, the character must roll a 20-sided die to see whether or not he or she is momentarily stunned by the sheer horror of the thing. This horror factor roll might be thought of as a saving throw or mental parry. Fortunately, the character only needs to roll for the first melee round of each encounter, *not* every melee of combat.

To save vs horror factor (H.F), the player must roll a 20-sided die. Just like a parry, the roll must be equal or higher than the horror factor. **For example:** A slobbering creature, with a horror factor of 10, emerges from a crypt. All characters who see it must roll to save against horror. In this case, a successful save is 10 or higher. Everybody but poor Tom rolls above a 10 and saves. Tom rolls a six, so his character is momentarily stunned with horror.

A failed roll means the character is so overwhelmed that he or she is temporarily stunned. In game terms, this means the character loses initiative (don't even roll for it), loses one attack/melee action, and cannot defend himself (no parry or dodge) against the creature's *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly and can join in the combat that same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and combat as usual.

P.P.E. & H F Animal Reference Table

The following is a general list of *P.P.E.* and *horror factor* (H.F.; when applicable) by general animal type. Specific animal descriptions may differ from this general animal list.

Alligator/Crocodile: 2D6 P.P.E. and H.F. 11-14
Arthropods (spiders/scorpions): 1 P.P.E. and H.F. 10-15
Bear: 2D6 P.P.E. and H.F. 11-16
Birds (small): 1D4 P.P.E. and no H.F.
Birds of Prey: 2D6 P.P.E. and H.F. 7-10
Cattle/Deer: 2D6 to 3D6 P.P.E. and generally no H.F.
Cat (small: lynx, wild): 2D6 P.P.E. and H.F. 10-13
Cat (large: lion, tiger): 4D6 P.P.E. and H.F. 10-14
Domestic Cat: 3D4 P.P.E. and no H.F.
Domestic Dog (small): 2D6 P.P.E. and no H.F.
Domestic Dog (large): 3D6 P.P.E. and H.F. 8-10 if attacking.
Dog: Wild (small: fox): 2D6 P.P.E. and no H.F.
Dog: Wild (large: coyote, wolf): 4D6 P.P.E. and H.F. 10-14 if attacking.
Fish: 1D4 P.P.E. and no H.F.
Horse: 4D6 P.P.E. and no H.F.
Mouse/Bat: 1D4 P.P.E. and H.F. 10-12
Mustelid (badger, weasel): 2D6 P.P.E. and no H.F.
Primates: 2D6 to 4D6 P.P.E. and usually little or no H.F.
Rat: 2D4 P.P.E. and H.F. 10-12
Reptile (lizard, turtle): 1D4 to 1D6 P.P.E. and no H.F.
Rodents: 1D4 to 1D6 P.P.E. and little or no H.F.
Snakes: 1D6 P.P.E. and H.F. 10-15

Speed Chart

The following is a simple conversion table of speed factors into *approximate* miles per hour (mph) and kilometer equivalants.

Speed Factor	Approx. MPH	Kilometers Per Hour
5	3½	5.6
11	7½	12
22	15	24
27	18½	29.7
33	22½	36
44	30	48
50	35	56
55	37½	60
58	40	64
66	45	72
77	53	85
88	60	96
110	75	120
132	90	148
220	150	241
293	200	321



Notes About the Palladium World



The Land of the Damned

This is a mysterious land protected on the east by massive mountain ranges and by sea serpent filled seas and oceans along the coast. The *Sea of Despair* is infested by all manner of dreadful beasts. Very few vessels have ever survived passage through this sea. It is believed that the sea serpents are actually bred by the powers that rule this mysterious land. Rumors speak of terrible necromancers, forbidden magic, dragons, strange monsters, powerful practitioners of magic and a place called *The Citadel.* The Land of the Damned is believed to be inhabited by giants, ogres, trolls, dragons, and all manner of evil creatures, but few adventurers of any race or nationality have ever explored the Land and returned to tell the tale. The famous Defilers are among the very few to have done so, and they have been reluctant to share their knowledge with outsiders.



The Northern Mountains

This huge length of towering, alpine mountains serves as a natural barrier that divides the Land of the Damned from the Great Northern Wilderness. It runs from coast to coast (over 1000 miles/1600 km). Legends say that the gods created the mountains to protect the world from the evil that abounds on the other side. The mountains are populated by a mixture of different races, with strong communities of kobolds and troglodytes. They are also one of the few habitats of Dragondactyls and Gryphons. It has only recently been discovered that tribes of Minotaur (and other races) also inhabit these mountains.



Ophid's Grasslands

A great, flat tundra that is largely uninhabited by intelligent life forms, except for scattered tribes of goblins, Emerin, Bug Bears and the *occasional* band of humans, orcs, ogres, Faerie Folk, canine races and Deevils. In the northeast there exists the *Devil's Mark*, which is believed to be a dimensional Rift to the dimension of the Deevils. The area is shunned by all people.

A tundra is an expansive plain of scrub, grass, mosses, lichens and algae, with scattered marshlands; there are no trees. During the summer, the flatland offers an abundance of food that attracts reindeer, oxen, other herd animals, rabbits, small rodents, a variety of song, game and water birds (often in large flocks), and the predators that prey upon them. The average summer temperature is 50 to 60 degrees Fahrenheit, while during the coldest months, temperatures plummet from freezing to 30 degrees below.



Island Kingdom of Bizantium

This is a relatively new kingdom of proud, seafaring people. The populace is almost entirely human and, before gaining their independence, was the farthest, strongest colony of the Eastern Territories. Today it is an independent nation and arguably the greatest sea power on the planet. Its people generally regard the Wolfen and their canine cousins as dangerous barbarians and try to avoid them, rather than engage them in battle. Clashes between the Kingdom of Bizantium and the Wolfen Empire have been few and far between. Some Bizantium trappers, hunters, and adventurers even have a fair to good relationship with specific individuals, tribes and leaders among the canine races. The island has coniferous forests of pine and fir trees and climates that are fundamentally the same as the Great Northern Wilderness, although its winters and snows are usually not quite as severe even though they are farther north.



Great Northern Wilderness

The Great Northern Wilderness is a giant expanse of forest that covers thousands of square miles. The northern third is mostly coniferous trees, while the lower, southern portion is a mixed forest of coniferous (pine and fir trees) and hardy deciduous trees like birch, larch, and willows. The north region has four seasons: spring, summer, fall and a harsh, cold, snow laden winter. During the winter, many of the animals hibernate. The climate and forests are similar to those of the Northern United States and Canada.

The Great Northern Wilderness has only recently become the target of human exploration, settlement and exploitation, primarily along the southern portions, the southern coast of Ophid's Grasslands, and the *Disputed Lands* to the south.

The Disputed Lands are an area of forest claimed by the Wolfen as part of the Great Northern Wilderness and their domain. It is also claimed by the humans as the northern third of the Eastern Territories. This area is heavily populated by Coyles (several million) and less so by Wolfen (a couple million). By human standards, it is largely (90%) an unexplored wilderness inhabited by the canine barbarians. The Coyles and Wolfen have mapped, and at least partially explored, 60% of this area. Most of the bloodiest battles between humans and Wolfen/Coyles have taken place in the Disputed Lands.

The Wolfen are found throughout the north, but are the strongest along the Algor mountains where their capital city is located, and along the Algorian seacoast. Coyles are also common throughout the great wilderness, but are most heavily concentrated in the south and in the Disputed Lands. Kankoran and Bearmen are most numerous in the north and are comparatively uncommon. Faerie Folk also abound in this last great refuge of towering trees, lush green flora, and blue skies, although most stay indoors in their cozy faerie mounds or migrate south during the cold winter months.

Note: See **Palladium RPG 4: Adventures in the Northern Wilderness** for many more details about the Wolfen's history, people, monsters, and places, as well as several adventures. Although written for the first edition game, it is *easily* adapted to the Second Edition Fantasy series. This book is insightful and loads of fun!



The Eastern Territory

This is a large land area claimed by humans, although only the *southern* eighth of the Territory can be said to be truly dominated by humans, elves, and dwarves. This region is the fastest developing area of human expansion, with new kingdoms, cities, towns, villages and farms dotting the countryside. Although much of it remains unexplored (70%) and unpopulated, it is apparently becoming the new dominion of man. Within a few centuries it is likely to be the greatest of all human (and their allies) kingdoms.

The land itself is a blend of rolling hills, grasslands, marshlands, and forest, broken occasionally by fields, meadows, streams, farmlands and new villages. The lower half is primarily a deciduous forest consisting of hardwood trees like oak, maple, elm, lime, beech and willow. It experiences the four seasons, including a cold, snowy winter, but nothing as severe as the winters of the Great Northern Wilderness. The land, weather and climate are very similar to the States of Pennsylvania, Michigan and Ohio, or Ontario, Canada.

The northern third is the *Disputed Territory* claimed by both humans and Wolfen. This area is a mixed forest of deciduous and coniferous trees, and has harsh winters. Most of the Eastern Territory is a forest wilderness that remains, for the moment, unexplored by humans, as well as other races. Even the Wolfen and Coyles who call the Disputed Land home have not explored or mapped all of it (a good 40% remains unknown to them).

The human coastal communities in the south are becoming a great sea power, surpassed only by Bizantium and Timiro. Their seaports dot the coastline, while some of the largest and most powerful eastern cities tower above the sea.

Timiro Kingdom

This is one of the humans' oldest and most prosperous southeastern kingdoms, rich with merchants and paraphernalia from around the world. It is currently one of the most powerful and richest of the independent human kingdoms, second only to the Western Empire. Its greatest woe is the numerous wandering tribes of ogres and orcs who continually lay waste to border towns and interrupt land trade between Timiro and communities in the Old Kingdom and the Eastern Territory. The ogres inhabit the mountains which border the Timiro Kingdom and which provide them with easily defended land.



The forests of Timiro are composed of deciduous trees. The winters are very mild and the climate is similar to the southeastern United States (Virginia, Carolina, Georgia).

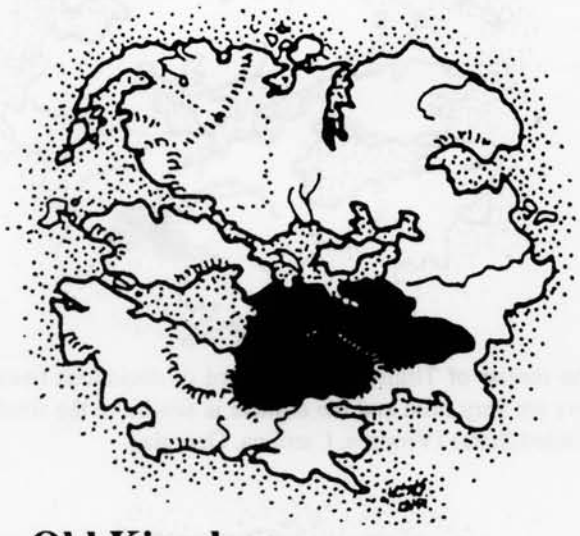


Old Kingdom Mountains

The Old Kingdom Mountains are the second longest and tallest range in the known world, only the Northern Mountains of the Land of the Damned are taller. These ancient mountains hold the last vestiges of the great kobold kingdoms which are slowly losing their place to the era of man. In addition to the numerous inhabited and abandoned kobold tunnels, are the countless ruins of the old Dwarven kingdoms. These mountains were once completely dominated by dwarves and their fabulous subterranean kingdoms honeycombed the entire length of the mountains. The Dwarven kingdoms were second in size, power, and glory only to the elves'. It was within the hollow bowels of these mountains that the dwarves forged the fabled rune swords. However, the epic battles of the Elf-Dwarf War would lay waste to the Dwarven kingdoms. Today some of the old dwarven tunnels have been reclaimed by dwarves, but most are collapsed or crumbled ruins inhabited by the ghosts of the past, kobolds, orcs and ogres.

The mountain environment is one of vertical zones. At the base of the mountain is agricultural land, and deciduous and mixed forest. Higher up is coniferous forest and pastures, and starting around 4200 feet (1280 m) are alpine pastures. Above this, at about 6000 feet (1830 m) there is no vegetation, just

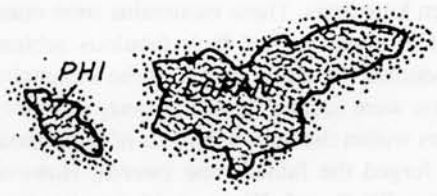
rock. The top is a glacier of snow and ice. These mountains are very similar to the Rocky Mountains of the American northwest and Canada, with an average height of 20,000 feet (6096 m).



The Old Kingdom

The Old Kingdom is the stronghold of the nonhuman races. Once the proud domain of Elf and Dwarf, it is now dominated by the Goblin, Hob-Goblin, and Orc races. They can be found throughout the region in small clans and tribes to communities that number into the thousands. The region is also populated by numerous other races, including Ogres, Trolls, Eandroth, Kobolds, Giants, Dwarves, and others. Most communities other than the three dominant races are small and often tribal and nomadic. Ironically, elves no longer inhabit the region that was once their seat of power. Only a few elven cities are found near the border of the Eastern Territory, near their human allies. Likewise, only a handful of scattered human communities exist in the Old Kingdom. Elves and humans have found the monster infested lands to be too hostile to inhabit, especially when there are much nicer and easier places to settle like the Eastern Territory and Lopan, not to mention Timiro and elsewhere.

The Old Kingdom is a warm, humid land with sprawling plains, scattered deserts (particularly in the southwest), and marshlands, with deciduous and subtropical forests to the south, and rolling hills, lush lowlands and scattered deciduous forests to the north and east.



Phi and Lopan

These are both island kingdoms that are considered members of a loose confederation known as the Eastern Territory. Both Phi and Lopan are very developed, with dozens of large cities, seaports, fleets, and farmlands. Approximately 50% of the islands are wilderness made up of rolling hills, lush lowlands and deciduous forests. The cities and communities as a whole, are quite self-sufficient. Lopan is the site of Olympic style games that occur every five years.



Western Empire

This is the oldest human held territory in the known world. It is a land of a thousand cities and farms. The Empire had fallen into decadence and decay, with constant skirmishes between the numerous city-states. At one point the entire society seemed on the verge of total collapse, with rampant atrocities, fanatical religious cults, thieving, murder, assassinations, corruption, and general social/political decay. It was Emperor Leopold the First with his legions from the east, armed with weapons of lightning and counseled by the cyclops, that conquered the crumbling Empire and reunited them. The following generations of emperors continue to rout evil malignancies from the land, keep the city-states united and rebuild the Western Empire to new heights of power and grandeur. However, it will never recapture its past glory and still continues to suffer from some measure of decadence, corruption, death cults and social decay. Many Easterners avoid the place like the plague.

In recent years, the Western Empire has become increasingly militaristic, building upon both its fleet and army. Young *Lord Itomas* speaks boldly of global conquest and is rumored to have struck a bargain with the cyclops just as his forefathers did so many generations ago. It is also rumored that Itomas has convinced the ancient hermit wizard known only as "The Slayer of Mountains" to join his cause.

The environment of the Empire is varied. In the north are mixed forests of deciduous and coniferous trees, meadows and marshes. The climate and conditions are similar to the eastern United States. The Southern half are grasslands with patches of thin, deciduous forests, hills and lowlands. The mountains in the southwest are about half the height of the Old Kingdom Mountains and offer the usual zones of vegetation and wildlife, from light forest at its base to alpine pastures at its midsection. Along most of the low, eastern mountains are rocky scrublands and stony desert. Toward the northeastern range of the mountains is lush deciduous forests. Beyond the mountains to the northeast and toward the Old Kingdom are lush, dense, deciduous forest. This region of the Empire is the newer section (only 1000 years old) and 60% wilderness.



Baalgor Wastelands

A vast terrain of rocky lowlands, parched earth, savanna and deserts. Savanna and patches of scattered, sparse, scraggly forests are found at the base of the Baalgor Mountains in the south. Approximately 37% of the region is stony desert, 20% rocky desert, 20% sand desert, and 20% savanna; less than 3% is sparse forest. Average temperatures in the spring and summer range from 85 to 110 degrees Fahrenheit during the day and 50 to 60 degrees at night. During the cool, rainy season, temperatures range from about 70 to 80 degrees during the day and down to freezing at night.

The Baalgor Wastelands are another land dominated by non-humans, particularly giants, trolls, ogres, orcs, goblins, Gromek and Eandroth. Legend has it that the wastelands were once a magnificent rain forest and the heart of the old Elven Kingdom that was laid to waste during the Elf-Dwarf War.



Mount Nimro

Also known as the Land of the Giants, the Mount Nimro area has been claimed by the Nimro Fire Giants as a kingdom for all of giantkind. The Nimro are the most numerous, with Jotan second and Gigantes third. Numerous individuals and clans of other giants, trolls, ogres, orcs, minotaur, Gromek, Eandroth and other races can also be found in this region. The Nimro Territory and the Baalgor Wastelands have the largest known populations and organized communities of giants anywhere in the world. The giants hope to build a power base through which they may seize control of parts of the Old Kingdom. The Western Empire is considering launching a military campaign to obliterate them.

The terrain is harsh, hot, humid, and rocky, with thin jungles and marshlands to the south, tall grasslands and savanna for hundreds of miles around Mount Nimro and Mount Nimrod (both active volcanoes) and rocky scrub toward the Baalgor Wastelands in the northwest. Beyond the circumference of this region are the grassy plains and deciduous forests of the Old Kingdom.



Land of the South Winds

This region is largely populated by humans and kobolds, although Dogres, ogres, Tezcat and the occasional other race can be found there. The southern coastline is the tail of the Yin-Sloth Jungles and is virtually unexplored by humans. The rest of the South Winds is an expansive, flat land of short grass/savanna, numerous marshes and swamps, and the occasional thin forest. Temperatures in the spring and summer average between 85 and 98 degrees Fahrenheit, while during the cooler rainy season the temperatures drop to 78-85 degrees and it can be oppressively humid. The inhospitableness of the domain is the reason the territory has never been fully developed, even though it is one of the oldest held by humans.

The human Kingdom of the South Winds is a fairly strong sea power, trading primarily with the Timiro Kingdom and the Western Empire. Inland are numerous cattle ranches, goat farms and farmland (rice is a major crop). However, compared to the other human kingdoms, it is the poorest of the lot.

Yin-Sloth Jungles

The Yin-Sloth Jungles is a dense rain forest that covers much of the southern hemisphere and remains almost entirely unexplored. It is a place of archaic religions, bloodthirsty jungle gods, strange races, countless animals and monstrosities of all sorts. It is a primeval land steeped in mystery and superstition. Tezcat, Lizard Men, Dogres/Jungle Ogres, Grimbor, Hytril, Krel and other races (including bird men and other reptilian humanoids) call the jungles their home. Dragon's Gate is infested with all types of dragons.

It rains all year round, is humid and hot, with an average temperature of 85 to 95 degrees Fahrenheit.



Note: See **Palladium RPG 7: Yin-Sloth Jungles** for many more details about its fascinating history, people, monsters, and places, as well as several new O.C.C.s, R.C.C.s, and adventures. Although written for the first edition Fantasy Game, it is *easily* adapted to the Second Edition Fantasy series. This is a great book!

Other Places of Note

The Floenry Isles are a chain of southeastern islands populated by barbaric human and non-human races. An air of mystery exists concerning them and according to myth, the last of the elven lords took refuge on them. Some believe a civilization of warrior elves still exists on one of the islands. It is also said that one of the islands is the adopted home of a peaceful Changeling community. See **Adventures on the High Seas, 2nd Edition** for more details about these islands.

The Isle of the Cyclops is populated and ruled by the one-eyed, lords of lightning. It is one of the few nonhuman civilizations that has not been persecuted by humans. It is a fascinating place. See **Adventures on the High Seas, 2nd Edition** for more details about this island, its people and the neighboring islands known as the Isles of the Four Sisters.

The Isles of the Four Sisters are also claimed by the cyclops and are inhabited by gryphon, sphinx, creatures of magic, and other giant races and their allies. See **Adventures on the High Seas, 2nd Edition** for more details.

Zy and Y'oda are a pair of islands off the north eastern coast of the Eastern Territory and just beyond the Algorian Sea. they are lightly forested and largely uninhabited.

Dragons

Dragons are NOT included in this book but are described extensively in the **Dragons & Gods** book (scheduled for a fall 1996 release).

Of course, many dragons use metamorphosis to disguise themselves as men, elves and other beings, enabling them to walk among other people unrecognized. Nobody, not even dragons, have any idea how many may call the Palladium World their home. Most scholars believe (or want to believe) their number is less than 10,000, but others fear there could be 10-20 times that number worldwide.

Quick Reference

A listing of Monsters common to a particular region

The following are lists of many of the monsters and inhuman races that are usually found in a specific geographic region of the *known* Palladium World. These lists are meant to be used as a handy reference guide and, as such, are not hard and fast rules or 100% inclusive. For example, the Gromek, which are generally considered to be exclusive to the Baalgor Wastelands and Mount Nimro, can be found virtually anywhere in the world depending on where adventure may carry the character or clan. The range of travel for *intelligent* beings can take them to all parts of the globe. Likewise, animals, particularly predators, may travel to areas not usually considered their natural domain. This is usually the result of some far reaching natural disaster such as drought, fire, famine, earthquake, and so on.



Baalgor Wastelands

- Dogres
- Dragondactyl
- Eandroth
- Eandroth Rogues
- Entities (various)
- Giants (most types)
- Gigantes (common)
- Gromek
- Loogaroo
- Manticore
- Maxpary (very rare)
- Melech
- Minotaur
- Nimro (common)
- Owl-Thing
- Sallan (rare)
- Serpent Rat
- Silonar
- Spectre
- Sun Devil
- Thorny Sun Devil
- Tuskers
- Za
- Zavor

Eastern Territory

- Beast Dragon
- Bearmen (rare)
- Boogie-Men (rare)
- Catoblepa (rare)
- Centaur
- Chimera (rare)
- Devil Digger
- Drakin
- Emerin (rare; north)
- Entities (various; rare)
- Eye Killer
- Faerie Folk (most types)
- Feathered Death
- Floaters
- Giants (various)
- Goron
- Gruunor
- Kelpie (rare)
- Kinnie Ger
- Land Squid
- Lizard Mage (very rare)
- Rock Crawlers
- Sallan
- Scarecrows
- Scorpion Devil
- Suckers
- Tangle Vine (south)
- Tree Eels
- Tuskers
- Wing Tips

Land of the Damned

Bug Bear
Catoblepa
Canine Races (unknown)
Dragondactyl
Entities (various)
Faerie Folk (various)
Feathered Death
Flying Turtles (rare)
Giants (Algor & various)
Gryphon
Harpy
Kreel-Lok
Melech
Minotaur (rare?)
Peryton
Snaggled-Tooth Gobbler (sea)
Suckers
Unicorn
Waternix
Werebeasts (all)

Note: Many other creatures, known and unknown, roam this land. Only those listed are known to definitely inhabit the area.

Land of the South Winds

Adram (rare)
Dwarvling
Faerie Folk (various; rare)
Floaters
Hoppers
Hytril
Kreel-Lok
Krel
Land Squid
Lizard Mage (rare)
Maxpary
Maxpary Shamblers
Minotaur (rare)
Mummy Immortalus
Ratling (rare)
Sallan
Serpent Rat
Tangle Vine (north)
Timrek
Tree Eels
Tuskers
Waterbat
Worms of Taut (all)



Northern Wilderness

Algor, Frost Giants
Bearmen
Centaur
Coyle
Devil Digger
Dragon Wolf
Drakin
Emirin
Eye Killer (south)
Faerie Folk (most types)
Feathered Death
Giants (various)
Gryphon (rare)
Kankoran
Kelpie (rare)
Kinnie Ger
Pegasus (rare)
Peryton
Scorpion Devil
Spectre
Suckers
Tuskers
Unicorn
Waternix
Wing Tips
Wolfen
Worms of Taut (various)
Zavor (very rare)

Old Kingdom

Bearmen
Beast Dragon
Chimera
Devil Digger
Dragondactyl (rare)
Dragon Wolf
Eandroth
Eandroth Rogues
Entities (various)
Eye Killer (north)
Faerie Folk (various; rare)
Floaters
Giants (various)
Goron
Gruunor
Gryphon
Hopper
Kelpie
Kinnie Ger (rare)
Land Squid
Lizard Mage
Maxpary
Maxpary Shambler
Minotaur
Mummy Immortalus
Owl-Thing (west)
Rahu-Men (rare)
Serpent Rat
Sphinx (rare)
Suckers
Syvan (rare)
Tangle Vine (east)
Unicorn (north)
Waternix (north)
Worms of Taut (all)
Za (west; rare)
Zavor (rare)

Ophid's Grasslands

Bug Bears
Catoblepa
Centaur
Emirin
Entities (various)
Eye Killer
Faerie Folk (various)
Hoppers (rare)
Rock Crawlers
Suckers
Tuskers
Yema



Northern Mountains

Algor Frost Giants
Canine Races
Dragondactyl
Emirin
Faerie Folk (various)
Giants (various)
Giants: Others (rare)
Gromek (rare)
Gryphon
Harpy
Scorpion Devil
Worms of Taut (all)

Timiro Kingdom

Adram (rare)
Boogie-Men
Dwarvling
Faerie Folk (rare)
Floaters
Giants (rare)
Gruunor
Kelpie
Lizard Men (rare)
Lizard Mage (rare)
Loogaroo
Manticore (rare)
Maxpary
Maxpary Shambler
Melech
Minotaur
Owl-Thing
Rahu-Men (rare)
Ratling (rare)
Rock Crawlers
Sallan (rare)
Serpent Rat
Spectre
Sphinx
Suckers
Sun Devils (south)
Syvan
Tangle Vine
Thorny Sun Devils
Timrek (south)
Tomb Worms
Tree Eels
Tuskers
Waternix (rare)
Worms of Taut (all)
Za

Western Empire

Boogie-Men
Chimera
Devil Digger
Floaters
Giants (rare)
Gruunor
Harpies (rare)
Hoppers
Nippers
Peryton
Ratling (common)
Rock Crawlers
Serpent Rat
Spectre
Sphinx
Suckers
Syvan
Thorny Sun Devils
Tomb Worms
Waternix
Werebeasts
Worms of Taut (all)
Za
Zavor (rare)

Yin-Sloth Jungles

Acid Lizard
Adram
Chimera
Dogre
Faerie Folk (rare)
Fire Worms
Giants
Grimbor
Hoppers
Horned Ramrod (sea)
Hytril
Lizard Men
Lizard Mage (rare)
Maxpary
Maxpary Shamblers
Melech
Minotaur
Nippers
Ratlings (rare)
Rock Crawlers
Syvan
Tezcat
Timrek
Tomb Worms
Viper Serpent (sea)
Werebeasts
Worms of Taut (all)
Zavor (rare)
Also see the Yin-Sloth world book.

Monsters Common to Dungeons, Ruins, etc. Worldwide

Black Jelly
Boogie Men (city)
Devil Digger
Entities (various)
Faerie Folk (various)
Ghosts
Green Mold
Gruunor
Hopper
Loogaroo
Minotaur
Mummies
Ratling (west)
Serpent Rat
Suckers
Tomb Worms
Zavor (rare)

Monsters Found World Wide

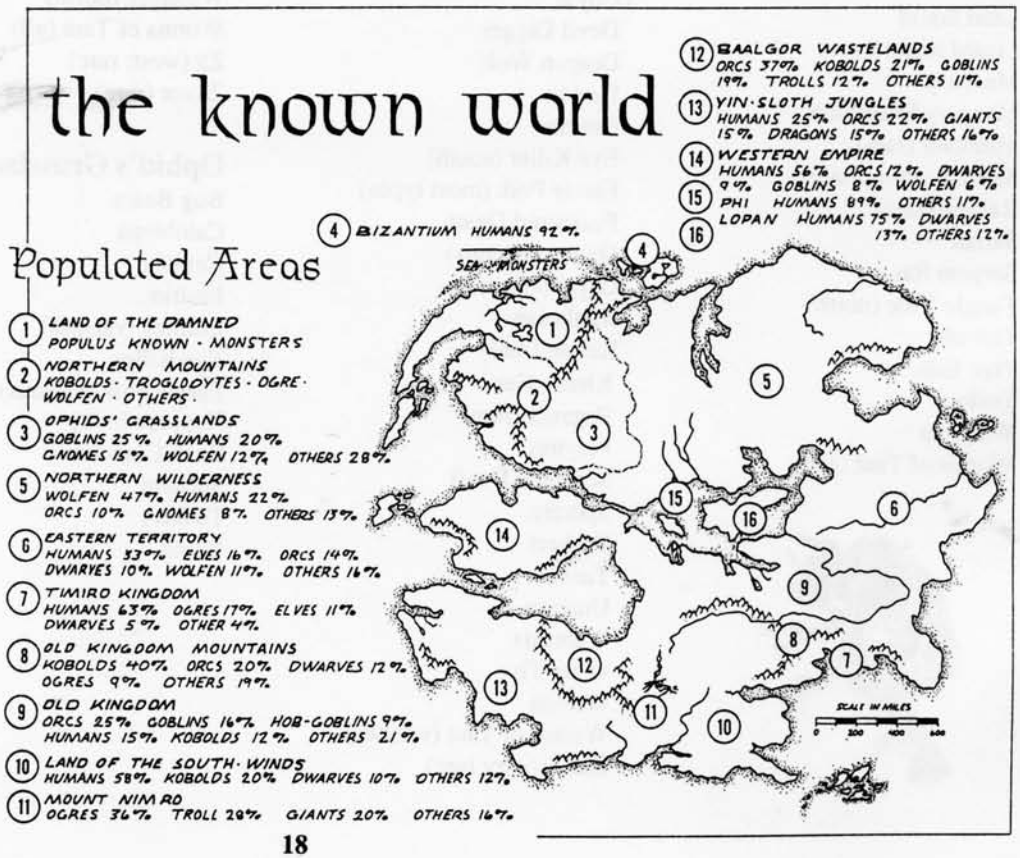
Dragons
Entities
Faerie Folk (various)
Intelligent Races (any)
Ki-Lin
Mummies
Scarecrows
Spectre
Sphinx
Syvan
Werebeasts
Worms of Taut
Zavor (rare)

Islands

BIZANTIUM
Drakin
Kappa
Snaggled-Tooth Gobbler
Other creatures common to the North.

FLOENRY ISLES
Adram
Grimbor
Harpy
Hytril
Kappa
Kreel-Lok
Krel
Waterbat

LOPAN
Bearman (rare)
Canine Races (various)
Centaur
Drakin
Faerie Folk (various; rare)
Gruunor
Kappa
Land Squid
Peryton
Rock Crawlers
Scorpion Devil
Sphinx (rare)
Suckers
Tree Eels



Adapting M&A to other RPG Worlds

The pages that follow contain an array of monsters and fantastic creatures spawned from existing myths and imagination. Although they are specifically designed for the **Palladium Fantasy RPG, Second Edition**, the game system and stats are such that they can be easily used in *ANY* of Palladium's role-playing settings with little or no adaptation or modification.

For RPGs like **Heroes Unlimited™, Ninjas & Superspies™, Beyond the Supernatural™ and Nightbane™,** no modification of stats should be necessary except as a reflection of the Game Master's personal taste, tech level or campaign considerations. Characters with *superpowers* may be perceived as sorcerers or even demons. Mutants who look inhuman may be considered monsters or demonic.

Even animals and alien characters/R.C.C.s plopped into **Robotech®, Sentinels™** or **Macross II™** shouldn't require modification of the character's basic stats, only skills, weapons and equipment. Remember, all of Palladium's role-playing games, worlds, settings, characters and equipment use the same basic game system which means they are compatible and interchangeable. They easily fit from one genre to another. Consequently, dimensional travel, parallel worlds, and visits to other planets and cultures are easy and fun — creating a true *Megaverse*® with infinite possibilities.

Rifts® Conversions

For Mega-Damage™ games like **Rifts®** and **Robotech®**, *supernatural beings* and *creatures of magic* transform into Mega-Damage™ beings and possess supernatural strength. This means that not only are they natural M.D.C. creatures but they also inflict Mega-Damage™ from their punches, kicks and bites. Likewise, magic weapons will also inflict mega-damage.

Rifts® Conversion Book One offers a number of conversion suggestions, modifiers, considerations and tips, but the easiest thing to do is just to make the hit points and S.D.C. of these magic creatures and supernatural beings M.D.C. For example: A dragon with 346 hit points and 400 S.D.C. would now have 746 M.D.C. (346+400). A rune sword or magic fire ball that did 4D6 damage on the Palladium World would now inflict 4D6 M.D. on Rifts Earth. Some additional modification may needed to maintain game balance at the Game Master's (G.M.'s) discretion. Reverse the process when *supernatural beings* and *creatures of magic* are transported to S.D.C. worlds, transforming them from M.D.C. beings to creatures of hit points and S.D.C. Alignment, horror factor, the eight attributes, P.P.E., I.S.P., skills and most other aspects of the character are unchanged.

Generally speaking, most *mortal beings* like humans, elves, orcs, trolls, giants and similar, as well as ordinary animals, do not change in any way when they are put in a Mega-Damage™ environment. No conversion or modifications are needed at all, although the character is likely to need to acquire some high-tech M.D. weapons and armor to survive. Furthermore, the character may have trouble fitting into the strange, new environment. The skills, weapons, equipment, culture and level of technology for visitors from other dimensions to Rifts Earth are likely to be very different than those in the **Palladium Fantasy RPG**, or wherever the character heralds from. Even so, the *adaptation* should be relatively simple. Some of the optional racial characters, villains and monsters in Monsters & Animals have **Rifts® Notes**, while **Rifts® Conversion Book One** provides *specific* conversions and playing tips for many of the characters and monsters for use in **Rifts®**.

Crossing Worlds & Genres: Game Masters will find the tough part about *integrating* characters from different cultures, levels of technology, genres and world settings is making the mix seem believable and the alien elements balance in the context of the game world. This can be resolved with some forethought about role-playing, cleverness, and keeping in mind how characters and culture might respond or clash with each other. Remember, for every action there is an equal and opposite reaction (yes, I stole that line but it's true of storytelling and human emotion as well as physics). Furthermore, there will always be *consequences*, good and bad, fair and unfair, as a result of the character's actions and behavior. Reaction (of player characters and non-player characters) and consequence are two key elements that keep the story moving and help to give it direction. They should be a constant consideration in the development of any adventure or campaign. **Rifts® Conversion Book One** offers a section on *Culture Shock* and other things.



Monsters



Acid Lizard

Acid lizards appear to be a small, harmless looking, green lizards with black and red patches of color behind their head. They are not aggressive and, in the wild, usually try to run away from predators or humanoid captors. However, acid lizards will fiercely defend their nests and attack when they feel cornered or threatened. This has made them a favored pet of merchants and bankers who will place one or two inside a box or drawer of valuables to protect them. When the container is opened, the lizard immediately reacts as if its nest is being invaded. Anybody putting their hand inside or trying to brush the defiant, hissing lizard out of the way, will get bitten and injected with burning acid!

Once disturbed, they are very quick, easily dodging most blows or attempts to grab them. Grabbing the lizard behind the head prevents it from biting, although the fangs may still drip acid (one point of damage per sizable drop). Acid Lizards only attack moving targets, so owners and handlers have learned that by remaining motionless, the creature will calm down and eventually (1D6 minutes) forget the hand is there, lay down and sleep or turn away, making grabbing it easy. Acid Lizards also come to recognize their owners and do not attack unless angry or threatened. After being fed, they like being scratched on the stomach.

Hit Points: 2D6
S.D.C.: 2D6
Natural A.R.: 7
P.P.E.: 1D4
Horror Factor: 6
Natural Abilities: +3 to strike, +4 to dodge, speed: 15
Attacks per Melee Round: Two by bite.
Damage: The bite itself does one S.D.C. point of damage, however, the Acid Lizard instantly injects acid that burns like crazy. The acid does 1D6 points of damage every round for 1D4 round. The victim of the bite must roll to save vs poison each melee the poison is active. A successful save (16 or higher) means half damage and half penalties. A failed save means full damage plus, the character is -6 on initiative, loses one melee attack, and all combat bonuses are reduced to half (distracted by the severe pain). Furthermore, each bite will hurt, like a burn, for 2D4 days and is sensitive to touch. 01-55% chance of scarring (small, about the size of a dime). The sharp fangs have a 01-60% likelihood of penetrating soft leather or padded gloves — if the fangs penetrate, skin is broken and the acid can be injected.
Magic: None
Psionics: None
Average Life Span: 20 years.
Value: Merchants will pay 400-800 gold for a single, living specimen; 1500 to 2,000 gold for a mated pair. Acid Lizard venom is occasionally collected and sold as a flesh-eating acid, particularly in the south. However, it is a mild acid that does only 1D4 damage per melee round for 1D4 melees when placed on the skin (it does more when injected via the bite).
Habitat: Yin-Sloth Jungles — frequently captured and used (occasionally sold) by merchants, bankers, alchemists, and thieves in the Land of the South Winds.
Physical Appearance: A small, greenish lizard with a tail that is longer than its body. It has glistening green scales, red and black markings behind its head, and orange eyes.
Size: 12-24 inches long (0.3-0.6 m) from head to tail tip.
Weight: 1-3 pounds (0.45 to 1.4 kg).

Adram

The exact nature and origin of this weird creature is a complete mystery. It is probably the product of some ancient, misbegotten enchantment or from a strange alien world. At any rate, this black skinned humanoid is a sight to behold and has beguiled many an unwary traveler. The Adram has a human-like body, the head of a horse, clawed hands and feet, and a great fan of peacock feathers.

The creature is the epitome of vanity and arrogance, strutting about, feathers all unfurled, with head held high so that all may delight in its splendor. The odd beast that it is, the Adram is completely harmless as long as it is not ridiculed, laughed at or mocked in any way; which can be difficult, for it is hardly the beauty and graceful creature it believes itself to be. If ridiculed, the creature will either shriek and pound its chest (causing a commotion that can be heard a mile away), throw rocks or shriek and attack with slashing claws!

Travelers in the Yin-Sloth Jungles or Land of the South Winds are frequently accosted by a strutting Adram, demanding their utmost attention and adulation. The most unfortunate travelers are those adopted by one of these silly beings, for an Adram is like a self-centered child, demanding the attention of everyone. This is extremely dangerous, for while an Adram will tolerate snickers and jokes by its adopted family, it will not tolerate any ridicule from anyone else. This can result in the creature insulting those who should be avoided, causing brawls, inciting riots, or even killing someone. Too stupid to be afraid, an Adram will flaunt itself in the middle of combat or leap into the view of an adversary that the group is trying to hide from. To make matters worse, *all* Adrams are lazy, unreliable, inconsiderate, short tempered, often abusive, gluttonous beasts given to extreme behavior and alcoholism. A hungry Adram will eat three times as much as a human and consume ten times as much alcohol (which it has often taken without permission).

An angry or embarrassed Adram is extremely dangerous and should be calmed immediately, otherwise a terrible battle will ensue. They are so vain that the slightest hint of disdain, ridicule or even lack of attention can incense the creature, sending it into



a berserker rage. Only the grumbles and negative comments of an Adram's adopted humanoid family will be tolerated without serious repercussions (if you don't call a temper tantrum by an Adram serious). Actually, a quick temper tantrum of screeching, chest beating, and throwing of objects is better than a vengeful, melancholy Adram who will seek revenge by attacking by surprise, leading the characters into danger, and causing trouble and mischief in any way it can. In many respects, the strange being is like a big, foul tempered, neurotic faerie.

Alignment: Selfish or evil.

Attributes: The number of six-sided dice are designated. I.Q. 1D6+1, M.E. 2D6, M.A. 1D6, P.S. 5D6, P.P. 2D6, P.E. 4D6, P.B. 2D6, Spd. 4D6.

Hit Points: P.E. attribute number +10.

S.D.C.: 3D6+10 plus those gained from O.C.C.s and physical skills.

Natural A.R.: 6

Horror Factor: 10

P.P.E.: 2D6 (triple on Rifts Earth).

O.C.C.s Available to Adram: None; far too lazy to pursue any occupation.

Natural Abilities: Climb (trees)/scale walls 80%, prowl 60%, locate secret compartments/doors 60%, pick pockets 60%. Powerful legs enable the Adram to leap great heights and lengths: one foot (0.3 m) for each P.S. point.

Attacks Per Melee: Three

Damage: Bite does 1D4 damage, claws do 1D6 and kicks 2D6 damage.

Bonuses: +1 to strike, +2 to parry and dodge, +2 to save vs psionic and magic, and is impervious to horror factor.

Magic: None

Psionics: None

Average Life Span: 1000 years.

Value: Absolutely none!



Habitat: Jungles and rain forests, common to the Yin-Sloth Jungles and Land of the South Winds. They *may* also be found on the Floenry Isles and are sometimes used as an attraction at the arenas and zoos of the Western Empire. Adrams have been known to follow travelers as far as the Timiro Kingdom, but are never found in cool climates unless taken there against their will.

Languages: Gobblely; 70% chance of speaking 1D4 other languages. Cannot read or write.

Enemies: None, as far as the Adram is concerned; in reality, nobody likes them and everybody tries to avoid them.

Allies: None, except occasional faerie folk.

Size: 5-6½ feet tall (1.5-2.0 m).

Weight: 160-200 pounds (73-91 kg)

Notes: Worships no gods, never wears armor or clothing (it covers their natural beauty), rarely carries any possessions or a weapon, but will often grab one and use it when angry. Favorite weapons are large blunt and blade types. Adrams have absolutely no need for wealth, Magic or power ... *fame* however, especially as a thing of beauty, is another matter entirely. Infamously lazy, they will refuse to engage in any manual labor, even at the pain of death.

Rifts® Note: On Rifts Earth, the Adram is transformed into a mega-damage creature (P.E. attribute number x2 M.D.C. points) and its P.P.E. is tripled.



Bearmen of the North

Vile tempered and solitary creatures, they seem to resent their very existence on the face of the planet. Many scholars believe the Bearmen are the result of some magical experiment gone awry. Many believe they killed their masters long ago. Others believe they are native to the Palladium World and evolved in the Great Northern Wilderness along with the Wolfen and other canines.

Bearmen can be found wandering in the most remote areas of the world, but they are found almost exclusively in the Great Northern Wilderness and Old Kingdom. They are popular in the gladiatorial arenas of the Western Empire, so Western slavers have relentlessly hunted, captured and dragged Bearmen to the Empire as warrior slaves condemned to a life of imprisonment in the arena. This ruthlessness has made most Bearmen to hate and distrust most humans and elves. Their hatred and intolerance for other intelligent beings is legendary. Everybody knows to give a cranky Bearman a wide berth. Their dislike for others is only occasionally overcome by their desire to get drunk in some small town.

For all their antisocial behavior, Bearmen are not particularly aggressive. Most are loners and just want to be left alone to do as they please. They rarely attack anyone without reason (although being pestered or insulted may be cause enough) and even more rarely join forces with kings, mercenaries, or bandits looking for conquest or trouble. The typical Bearman wanders the Great Northern Wilderness and lives off the land as a hunter/trapper/ranger, although some become mercenaries or take up a life as an adventurer or other occupation.

Bearmen are very blunt creatures and say what's on their minds with little regard for the other person's feelings, politics or allegiances. Consequently, they are usually rude, abrupt and insulting. Most have no interest in power, fame or treasure. Two common vices include sweets and alcohol (especially mead and dwarven beer). They have few needs and spend most of their booty on food, drink, animal traps and heavy weapons. Although rarely practicing thieves, Bearmen (who usually hate humans) will often threaten and coerce weaker, humanoid travelers and adventurers to "share" a few small odds and ends with them; typically booze, sweets, food, and/or a weapon or two.

Alignment: Any, but mostly aberrant or anarchist.

Attributes: The number of six-sided dice are designated. I.Q. 2D6+1, M.E. 2D6, M.A. 2D6, P.S. 5D6, P.P. 4D6, P.E. 6D6, P.B. 3D6, Spd. 3D6

Hit Points: P.E. attribute number plus 1D6 per level of experience.

S.D.C.: 2D4×10 plus those gained from O.C.C.s and physical skills.

Natural A.R.: 11

Horror Factor: 14

P.P.E.: 3D6

O.C.C.s available to Bearmen: Any men of arms, but most tend to be rangers or mercenaries; they have no interest in magic.

Natural Abilities: Nightvision 10 ft (3 m), poor day vision (about 120 ft/36.6 m), superior sense of smell and hearing, prowl 28%, track (by smell) 68%, swim 70%, climb 60%/50%, and recognize poison 90%.

Attacks Per Melee: +1 attack per melee round, in addition to hand to hand combat training.

Damage: Claws do 2D6 plus P.S. bonus, power punch 4D6 plus P.S. bonus (but counts as two attacks), bite does 2D4 damage, head butt 1D6 damage, or by weapon (usually large).

Racial Bonuses: +1 on initiative and +1 to save vs horror factor at levels 1, 2, 3, 4, 5, 6, 8, 10, 12 and 14.

Magic: None

Psionics: Standard

Average Life Span: 60 years.



Habitat: Lightly inhabited regions of the Great Northern Wilderness, Ophid's Grasslands, Land of the Damned, and the northern half of the Eastern Territory. They are occasionally found in Phi, Lopan, the Old Kingdom and throughout the Eastern Territory; usually in forests or forest covered mountains.

Languages: Wolfen; 20% have knowledge of either Giantese or Faerie Speak.

Enemies: Everybody, but they especially hate Bug Bears.

Allies: Kankoran and faeries are tolerated, but not liked.

Physical Appearance: Huge, hulking, bear-like creatures. They have dark brown or black fur.

Size: 9-10 feet tall (2.7-3.0 m).

Weight: 1200-1400 pounds (545-636 kg).

Notes: Bearmen never use armor because they believe it impairs their movement and that armor is for cowards and humans. However, they will wear arm and leg bands, vambraces, and gauntlets. Resourceful warriors, most will use whatever weapon may be at hand, be it a sword or club, or a table or door torn from the hinges. If a Bearman comes across a weapon he likes, he may carry it around until it breaks. Large, two-handed swords, giant battle axes, and small trees (used as clubs) are favorite weapons. They tend to view magic weapons and items with suspicion, but may become attached to one.

Fewer than 30,000 Bearmen are believed to exist in the Palladium World. Of those, 80% are found in the Northern Wilderness. Many scholars consider them to be a dying race.

The typical Bearman of the North finds Wolfen to be one of the more tolerable races but even they are too power hungry, civilized and human-like for their taste. They hate the mischievous and treacherous Coyles as much as any human, and dislike most nonhumans. The only intelligent creatures a Bearman can be said to truly respect and (believe it or not) actually like, are the *Kankoran* and *Drakin*. They sometimes befriend some of the gentler faerie folk too.

The Bearman remains a mortal S.D.C./hit point creature on Rifts Earth.

Beast Dragon

This weird, three headed monstrosity is not a true dragon, but gets its name from its large, dragon-like body, tail and one of its serpentine heads. Each of its terrible heads is a different animal: lion, antelope and serpent. No such creature existed until the end of the great dwarf/elf wars, thus it is believed that one side or the other conjured the monsters. Neither elf nor dwarf has ever taken credit.

Beast Dragons are extremely aggressive, ill-tempered creatures of low intelligence and wicked intent. They are extremely territorial and once the monster has laid claim to a particular area it will never leave unless forced away, captured or slain. Beast Dragons are especially fond of ancient ruins, caves, tall hills and mountains in any climate. The horrible creatures possess human-like intelligence and take great delight in dominating lesser beings, terrorizing travelers and tormenting neighboring communities. They revel in being one of the most fearsome of all creatures and use intimidation tactics to extort money, treasure and servitude out of those who fear them. The most intelligent may lord over a village, town or gang of humanoids, while some may actually be worshiped or revered by such monster races as goblins, orcs and Ratlings. However, most Beast Dragons are little more than foul-hearted bullies and brutes who enjoy hurting and frightening others. Many Beast Dragons accumulate formidable treasures, but nothing like those of real dragons. Although they covet the treasure of men, what is most important to these monsters is to be feared and respected. Fortunately, they are quite uncommon and usually found far from cities or large towns.



Alignment: Any, but usually diabolic or miscreant.

Typical Attributes: The number of six-sided dice to roll are as designated. I.Q. 1D6+3 lion head, I.Q. 1D6+1 antelope head, I.Q. 1D6 serpent head (all work together, as one), M.E. 2D6+2, M.A. 1D6, P.S. 4D6+10, P.P. 3D6+6, P.E. 5D6, P.B. 2D6, Spd 6D6.

Natural A.R.: 12; a mega-damage creature on Rifts Earth.

Hit Points: 6D6×10 +P.E. attribute number.

S.D.C.: 3D6×10 main body, 1D4×10+20 each head.

M.D.C.: On Rifts Earth, the monster becomes a mega-damage creature with 6D6×10 M.D.C. for its main body, plus each head has 1D4×10+20 M.D.C. — destroying the three heads will slay the monster.

Horror Factor: 16

P.P.E.: 1D6×10

O.C.C.s: Not applicable, the beast is a creature of brute force. Not recommended as a player character.

Natural Abilities: Each head has a separate brain and powers; all work together as one.

Lion Head: Nightvision 40 ft, track by smell 80% and impervious to psionics.

Antelope Head: Nightvision 40 ft and impervious to magic.

Serpent Head: Can see the invisible (i.e. magic ability), infrared vision 1200 feet (366 m), and is impervious to poison.

General Abilities: Prowl 30%, climb/scale walls 60%/50%, swim 78%, bio-regenerate 2D6 S.D.C. or hit points per melee round.

Combat: Nine (9) attacks per melee! Each head controls and directs three attacks per melee round. Generally, each head will use two attacks (6 total) biting or using their toxic breath, while the other three attacks are from the main body in the way of slashing claws. The fact that the three heads work as a synchronous team means that the creature can fight three different opponents at the same time and from three different directions, including from behind (because the necks are so long and flexible). Three heads are better than one, enabling the monster to see and respond to multiple attacks and/or be more aware of what's going on around it. Each head can control the body with a thought, providing incredible agility.

Damage: Lion Head: Bite: 4D6 damage. Antelope Head: Bite: 1D6 damage or head butt with horns 2D8 or 4D4 damage, or fire breath doing 3D6 M.D. (range: 80 ft/24 m; can perform two breath attacks per melee). Serpent Head: Bite does 2D6 damage or toxic breath doing 6D6 damage to any who breathe it unless victim saves vs poison (14 to save; range: 40 ft/12 m, covers a 20 foot area, dissipates instantly; can perform two breath attacks per melee). Main Body: Claws do 3D6 damage or lashing tail 2D6 damage.

Special Bonuses: +1 on initiative, +3 to strike, +4 to parry, +6 to dodge, +4 initiative, +3 on all saving throws; all in addition to attribute bonuses.

Magic: None other than natural powers.

Psionics: None

Skills of Note: Languages: Dragonese/Elf, Dwarven, Gobblely and two of choice languages. Can also select a total of four skills from the categories of Rogue, Scholar/Technical, and/or Wilderness. No skill bonuses apply.

Average Life Span: 2500 years.

Habitat: Ancient ruins and lightly populated wilderness areas worldwide. Prefers mountainous, hilly or forested regions. Most often sighted in the Old Kingdom and Eastern Territory.

Enemies: True dragons, humans, elves, dwarves, Wolfen and most humanoids. Most fear real dragons and will usually back down from them.

Allies: None per se, but have been known to work with supernatural beings, true dragons, demons, giants and practitioners of magic.

Size: Length of necks from head to trunk of body is typically 20 feet (6 m), 10 feet (3 m) tall at the shoulders; 12 to 15 ft long (about 4 m) from chest to buttock; tail is an additional 10 to 15 feet long for an average overall length of 50 to 60 feet from the tip of the nose to tip of the tail.

Weight: Three to four tons.

Notes: They are also suspicious and nervous about men of magic, although they sometimes ally themselves with them.

A typical treasure trove will be worth 500-4000 gold and contain 1D4 Magic items (no rune swords, please). Game masters may add a smidgen of weapons and/or armor or modify as he/she deems appropriate.





Black Jelly

This stuff isn't a living creature. At some point in the distant past an alchemist created the original Black Jelly as a safeguard against thieves and intruders; which it's used for to this day.

In its inert state, the magical substance appears as a shiny, black, crystalline powder — looking for all the world like black salt. It is when the stuff gets wet that you have to watch out. Wet crystals turn into some sort of living or quasi-living "thing" sensitive to movement. The jelly-like, black blob is attracted to anything that moves or makes vibrations (even small sounds). At five feet (1.5 m) it will even detect breathing or a heartbeat.

The powder will absorb any liquid, even moisture in the air. If it is placed against flesh it will feed on the living matter and grow. For every pound of flesh it absorbs it will grow another pound of powder or another gallon of its semi-liquid, jelly form.

Eventually it will dry out and leave nothing behind but the crystal powder. There is only a couple of practical ways to destroy Black Jelly. You can dry it out, in which case it is not really destroyed, only turned back to the inert crystal, or dissolve it in a large amount of water; a solution of 50 to 1 is fatal. Finally, there are several spells that can be effective, such as various fire, water, rain, cold, immobilize, etc.

Alignment: Considered anarchist or evil; magic predator.
Attributes: Most aren't applicable; it has a P.P. of 6 and Spd 2.
Hit Points: 20 per pint of liquid or 80 per gallon!
S.D.C.: Not applicable.
Natural A.R.: 10
Horror Factor: 15



P.P.E.: Not applicable, although the glob radiates as magic.
Natural Abilities: Immune to most ordinary weapons and psionic attacks (it's not truly alive), impervious to cold (no damage, but cold can freeze it and keep it from moving) and resistant to fire, even magical, which does half damage and which actually only dries it up into crystal form.
Damage: Does 1D6 damage every melee round it is in contact with skin. A large black Jelly glob that covers half the body does 5D6 damage per round and one that covers the entire body does 1D6×10 damage per round!
Magic: None
Psionics: None; not truly alive.
Value: Alchemists will pay 1,000 per ounce.
Physical Appearance: Either a black, crystalline powder or a glistening black paste/jelly. Found occasionally worldwide.

Boogie-Man

A malignant creature of unknown origin, these terrible little creatures have plagued elves, dwarves and man since the beginning of time. The Boogie-Man appears as a child-sized, bizarre, one eyed clown with sharp, pointed, yellow teeth and over-sized clawed hands. Their appearance is both ugly and humorous, the latter being how they often entice children.

Evil predators, a Boogie-Man preys on the small, weak and helpless. They *always* live in communities populated by humanoids, especially humans, elves, dwarves and orcs. They prefer large, old cities with their many shadows, dark alleys and slums to hide in —many cities in the Western Empire are infested with these foul creatures. Here they prey on the sick, elderly, and children of the poor. They find great sport in scaring, chasing and abducting children. Sometimes they will ransom a child for gold, magic or other valuables, but more often than not, the unfortunate child is never seen again; "Beware, lest the boogie-man get you!" Surprisingly, these children are not usually eaten by their captors (Boogie-Men feed on humanoid flesh), but often (75%) sold into slavery on the black market or to nonhumans.

Twilight people, they rarely show themselves during the day, but come out at night or during thick morning or evening fogs. One or two (usually a mated pair) will find a suitably ugly, decaying house, ruin or sewer, leaving their lair in search of easy victims from dusk to dawn. They are greedy and long for the things of man, so a typical lair will reveal a potpourri of household utensils, rags, coins, weapons, and jewelry (both junk and valuables). However, since most of their victims are children, drunks and the poor, their treasure trove is rarely worth more than a few hundred gold.

Boogie-men are generally ignorant, cruel creatures who like to scare and bully humans. Yet, even though they are stupid, they are *not* fools; rather they are quite cunning, tricky and deceitful. They will often strike from the shadows and use hit and run tactics. When snatching valuables or children, the creatures make a sudden appearance, grab what they want and vanish into the shadows or duck into a hole in a wall. Terrible cowards, they seldom attack a healthy human-sized adult, even if they might outnumber him four to one. Likewise, a typical Boogie-Man will back down from any potentially threatening situation, fleeing into the shadows. They tend to be solitary creatures, roaming the streets alone or in pairs. A typical boogie clan almost never exceeds eight (roll 2D4 for random encounters) and the largest communities rarely exceed 40. Although excellent thieves, they are usually too cowardly to practice their thieving arts on a regular basis. Being not too bright and super-greedy, they can be bought off with a small handful of gold or a shiny new dagger.

Alignment: Any, but almost always evil.
Attributes: The number of six-sided dice are designated. I.Q. 1D6+1, M.E. 2D6, M.A. 1D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd. 4D6.
Hit Points: P.E. number plus 1D6 per level of experience.
S.D.C.: 1D6×10
Natural A.R.: None; needs armor for additional protection.
Horror Factor: 12
P.P.E.: 2D6





O.C.C.s available to Boogie-Men: Thief or vagabond/peasant.
Natural Abilities: Nightvision 90 ft (27.4 m), poor day vision (about half as good as a human's), prowl 77%, climb 80%/70%.
Attacks Per Melee: Four, regardless of experience level or hand to hand combat training.
Damage: Claws/punches do 1D4 points damage or bite does 1D6, or by weapons. Favorite weapons include ice picks, clubs, small swords and daggers.
Bonuses: +2 on initiative when attacking in the dark or from behind, +2 to dodge, and +4 to save vs all poisons.
Magic: None
Psionics: None
Average Life Span: 600 years.
Value: None
Language: Gobblely and two others, usually human (pick two).
Habitat: Old cities and large towns worldwide.
Enemies: Humans and elves. Fearful of all others.
Allies: None per se, but least fearful of goblins and hob-goblins.
Size: 2-3 feet tall (0.6 to 0.9 m).
Weight: 35 pounds (16 kg).

Notes: Favorite weapons are knives and clubs; never wear armor. Worship evil and/or powerful gods, dragons or demigods.

Bug Bears

Bug Bears are a strange race of mischievous, cruel humanoid beasts who resemble vicious Teddy bears. They appear to be indigenous to the Ophid's's Grasslands in the north, where they are found in the greatest number. Some sorcerers and scholars suspect they come from another dimension linked to the infamous Devil's Circle, while others have suggested that these magical beings may be related to faerie folk like the Kelpie, kinnie ger, puck and other comparatively large denizens of Faerie. Bug Bears are barbaric nomads who wander the grasslands gathering roots and wild berries, and hunting small humanoids and occasionally, small game animals. Despite the abundance of game animals, Bug Bears feed almost entirely on other humanoids. Goblins are their favorite prey, but they will attack a lone human, Wolfen or even Bearman if they're feeling cocky or ambitious. Bug bears will rarely attack groups unless the intended victims are outnumbered by at least three to one. Consequently, they hunt in packs of 2D4, clad in animal skins and using crude stone and wooden tools and weapons.

Bug Bears are natural creatures of magic able to turn invisible, metamorphosize into a full-sized bear, and teleport. Like faerie folk, they are very inquisitive, mischievous and shy, avoiding contact with all other creatures except to hunt them. Surprisingly, Bug Bears never molest or attack even the most helpless faerie folk, except for goblins. Likewise, faeries and their kin seldom pester Bug Bears, perhaps further indication of some distant relations.

Bug bears are exclusive to Ophid's's Grasslands, traveling in scattered bands or tribes as small as 4-12 to as large as 24 to 64 members. It is believed that fewer than a thousand exist. Entrepreneurs from the Western Empire have taken to capturing them for wrestling and gladiatorial spectacles because of their bestial appearance and savage fighting ability.



Alignment: Any, but tend toward selfish or evil.

Attributes: The number of six-sided dice is designated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 5D6, P.P. 3D6, P.E. 4D6, P.B. 2D6+2, Spd. 4D6.

Hit Points: P.E. number plus 1D6 per level of experience.

S.D.C.: 6D6+10

Natural A.R.: None; rarely wear armor of any kind.

Horror Factor: 12

P.P.E.: 2D6×10

O.C.C.s available to Bug Bears: Any men of arms, but most are the rough equivalent of a mercenary fighter, ranger or vagabond; rarely exceed 6th level experience.

Natural Abilities: Nightvision 60 ft (18.3 m) and see the invisible.

Turn invisible at will: There is no limitation as to how often or how long invisibility can be maintained, but the Bug Bears tend to turn invisible only when stalking, fighting or when frightened.

Metamorphosis into a full size bear: This huge form can be maintained for up to 20 minutes at a time. There is no limit as to how often the mystical creature can perform the metamorphosis.

Teleport at will: Distance is limited to 40 feet (12 m) maximum. Teleportation can be performed as often as once every other melee round (every 30 seconds).

Combat: Four (4) attacks per melee or by O.C.C., whichever is greater.



Bonuses: +1 on initiative, +3 to strike, parry and dodge, +3 to save vs magic, +3 to save vs poison/drugs, and +2 to save vs horror factor. **Note:** +7 to strike, parry and dodge when invisible, but only if the bear's opponent cannot see the invisible.

Damage (Bug Bear form): Bite inflicts 1D6 damage, restrained claw strike inflicts 2D4 damage, or by weapon.

Damage (full size bear form): Bite inflicts 2D4 M.D., restrained claw strike inflicts 2D6 points of damage, a full strength claw strike inflicts 5D6 damage; cannot use a weapon in this form.

Magic: None, other than natural abilities. Also radiates strong magic and has a magic aura similar to a Brownie (faerie folk).

Psionics: None

Average Life Span: 80 years.

Value: Alive and caged, 2500 to 3500 gold; fur is worth 40 to 50 gold.

Habitat: Ophid's's Grasslands

Language: Wolfen, elven.

Enemies: Indifferent to all races, except Goblins.

Allies: None, indifferent to all races.

Physical Appearance: Squat, broad, fur covered people of great strength. Light brown colored fur, canine teeth, and vaguely bear-like features. **Size:** 5ft tall, **Weight:** 150-200 pounds.

Notes: Their favorite weapons are stone axes, hammers, spears, and clubs. They are lousy craftsmen, not familiar with armor or iron weapons. They don't worship any gods, but respect the four elemental forces of nature.

The Canine Races

Southerners tend to lump all of these races together under the name of "Wolfen." Actually, there are three separate and distinct racial types.

The first among the canine races are the giant **Wolfen**, by far the most numerous and civilized of all the canines. Their cousins are the **Coyles** who are fundamentally the orcs or goblins of the Wolfen peoples — barbaric and savage. Last, there are the **Kankoran,** small, tough humanoids who many scholars believe to be the oldest of the canine races. The Kankoran are the least numerous and remain the closest to nature and their beloved forest.

The Wolfen

The Wolfen are the valiant, giant warriors of the Great Northern Wilderness. Numerous clashes with humans and other humanoids have branded them as savage, barbarian destroyers. Constant battles between humans and Wolfen in the disputed zone of the Eastern Territory and among adventurers (invaders) who dare to explore the Great Northern Wilderness keep the rumors alive. Although the Wolfen lay claim to the entire Northern Wilderness (and part of the Eastern Territory), most of their cities and villages are found around the Algor mountains and along the coast of the Algorian Sea, right into the northern section of the disputed Eastern Territory.

Despite rumors to the contrary, Wolfen are not mindless barbarians, they are an advanced and civilized people with their own culture, history and achievements. Unfortunately, they have a long history of war equal to human civilization (Wolfen are no more warlike and definitely not as decadent as the Western Empire) and Decades of tribal rivalries have caused devastating civil wars which have kept the Wolfen from reaching their full potential.

Alignment: Any, but tend toward principled and aberrant, both alignments with a strong personal code of honor.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+1, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd 4D6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 20 plus those gained from O.C.C.s and physical skills.

Natural A.R.: 6; most wear armor like humans.

Average P.P.E.: 3D6 for the typical Wolfen.

O.C.C.s Available to Wolfen: Any, without restriction, although most lean toward the men at arms, with the occasional member of clergy and even less occasional practitioner of magic. Magic is new to the Wolfen so there aren't as many sorcerers among the canines as there are among humans and elves.

O.C.C. Skill Notes: Not applicable.

Horror Factor: 12

Physical Appearance: Just as their name suggests, they look like giant humanoid wolves. The body is covered in dark and/or light grey colored fur; the creature has a canine muzzle and teeth, powerful jaws, and hazel, brown, or green eyes. Their legs are very animal like and reminiscent of a trained dog walking on its hind legs.

Size: 7-10 feet tall (2.1 to 3. m); 6 feet plus 1D4 additional feet.

Weight: 250 to 500 pounds (112.5 to 226 kg).

Average Life Span: 50+ years; some have lived up to 80.

Natural Abilities: In addition to the Wolfen's intelligence, physical strength and size, the character also has nightvision 40 ft (12.2 m), excellent day vision (equal to a human) and a keen sense of hearing and smell.

Track Blood Scent: A Wolfen can follow the scent of blood up to 500 feet (152 m) away at the base skill of 20% +4% per level of experience.

Recognize Scent of Others: The character can recognize and follow a *familiar* scent up to 50 feet (15 m) away. **Base Skill:** 16% +4% per level of experience; +10% to recognize and follow the scent of a mate or offspring. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Keen Hearing: The character's hearing is as keen as a dog's and has the same range of hearing.

Bonuses: +1 on initiative, +2 to save vs horror factor at level one, +1 at levels 4, 8 and 12.

Damage: Punch or claw strike inflicts 2D4 damage +P.S. bonus, kick 2D6 +P.S. bonus, and bite 2D4 damage but no P.S. bonus is applicable.

Magic: By O.C.C. only.

Psionics: Standard; same as humans.

Enemies: Humans, dwarves, and changelings. Dislike faerie folk. However, a Wolfen may associate with those races. Elves are allied to humans and therefore regarded as an enemy, however Wolfen covet the knowledge and friendship of elves and are constantly soliciting their favor. Wolfen generally see supernatural forces as evil and dangerous. As a result, they seldom ally themselves to the supernatural, but do worship a variety of Northern Gods and the Gods of Light, and have no qualms about commanding supernatural forces in the same way humans and elves do.

Allies: Kobolds, Coyles, Kankoran, Bearmen, Algor giants, orcs, goblins, and other monster races. Indifferent toward most giants, troglodytes and faerie folk.

Habitat: Wolfen can be found throughout most of the world, although they are seldom found farther south than the Old Kingdom. The Wolfen Empire and the largest communities of canines are found in the Great Northern Wilderness, and to a much lesser degree the Eastern Territory and Lopan.

Favorite weapons: Pole arms, ball and chain, swords, and axes. They love rune weapons and magic items.

Other Notes:

1. Worship a variety of deities.

2. Wear all types of armor, but favorites include scale mail, splint, half plate and plate and chain.

3. Competent builders, craftsmen, smiths, and artisans.

4. Highly disciplined men of arms; many are professional soldiers, knights, rangers, long bowmen and palladins.

5. Provide aid and protection to all who request it.

6. For more information about the Wolfen and their kin, see the **Palladium Fantasy RPG; Second Edition**, **Palladium RPG Book Four: Adventures in the Northern Wilderness** and the upcoming **Wolfen Wars** book.





Coyles

The Coyle represents a serious problem to the Wolfen Empire. First, one must realize that Coyles are shiftless, mean-spirited and lazy riffraff that might be considered the canine equivalent of goblins. They are chaotic vicious warriors who show no loyalty even to race — raiding Wolfen communities, other Coyles, Kankoran, and non-canine races for both fun and profit. They love to frighten and intimidate others as well as engage in acts of murder, terrorism and wanton destruction. In fact, it is the smaller, more wiry Coyles who have been responsible for most of the highly publicized "Wolfen" attacks and atrocities in the Eastern Territory. Unfortunately, most humans do not make the distinction between Wolfen and Coyle, despite the fact that there are sharp differences.

Coyles are reluctant allies of the Wolfen Empire. Many of the Coyle tribes have joined forces with their Wolfen cousins either for the opportunity to plunder and kill or simply to avoid the wrath of the powerful Wolfen Tribes. Even those who join the Wolfen are nothing but trouble. Most Coyles don't recognize the rights of any creature who is not a canine. Coyles view themselves and to a lesser extent, the Wolfen and Kankoran, as the chosen people of the world. Thus, stealing from, brutalizing or killing members of other races is no crime.

The Coyles are particularly dangerous because of their superior physical prowess combined with a sharp intelligence and ruthless cunning. They are a respectable fighting force and often a murderous lot of brigands who slaughter their opponents for sheer fun. Coyles are also known for their tactical leadership in battle. Coyle leaders are masters of ambush, traps, flanking attacks and feints. These kinds of tactics make them far superior to other sub-human troops. For example, Coyles disdain heavy armor and delight in drawing knights in plate mail into pitfalls and traps. Add to this their spontaneous and impetuous behavior, and you have an unpredictable and dangerous foe. Both elven and human commanders have been humbled by superior Coyle tactics, savagery and/or sheer weight of numbers from imaginative and unexpected attacks.

Coyles, like the Wolfen of only a few decades past, still roam in large, individual tribes that often war and bicker amongst themselves; usually over such trifles as which tribe has the best or the most warriors, or the best leaders, or wisest priests, and so on. Many engage in banditry, border raiding, and river and coastal piracy. Wolfen generally look upon their cousins as barbarians who foolishly cling to their old, destructive ways, refusing unity and embracing chaos and anarchy. Renegade Coyles and Coyle tribes are moving ever southward to avoid the restraints of the Wolfen government and civilization being forced upon them. Unfortunately, this has led to increased conflicts with humans, especially in the disputed northern half of the Eastern Territory. It is the butchery and savagery of these renegade Coyles that is largely responsible for the wild stories of Wolfen atrocities, for, to human eyes, Coyles and Wolfen are one and the same. This is a tragic mistake, as most Wolfen view the Coyles' terrible acts with equal disdain. However, most of these renegades are aware of their mistaken identity and enjoy creating trouble for their Wolfen kin.

Most Coyle raiding parties are composed of splintered clans and unorganized gangs, so they rarely number more than one hundred, but can still wreak incredible destruction and inflict grievous loss of life, especially against opponents who were not prepared for them, like Eastern Settlers, merchant caravans and careless adventurers. War bands rarely number more than a few hundred unless led by a Wolfen, Wolfen clan, wizard, dragon or other powerful being who can keep these wild men of the north focused and in line. In campaigns that last more than a few months, even the mightiest Wolfen Warlords cannot maintain control over their Coyle lackeys and report a desertion rate of 50% or more. Only constant combat, raids and acts of torturing the enemy can keep a Coyle band interested and motivated for more than a few months — and even then, the Coyles must be winning. They are terrible losers and bad sports whose morale wilts in the face of prolonged adversity or disappointment.

Bearmen of the North absolutely abhor the Coyle, seeing them as worthless, conniving, thieving, bloodthirsty trash. Some hate them so much that they actively slaughter them whenever the opportunity presents itself. Coyles have tormented the Bearmen for centuries, finding their cantankerous and serious attitude amusing and a wonderful foil for pranks. Bearmen, who typically travel alone or in small groups, are also (seemingly) easy targets for bands of 6-100 Coyles spoiling for a fight. Likewise, the bold and brazen Coyles, have little respect for their Kankoran cousins although the two groups tend to avoid each other.

Note: See the **Palladium RPG 2nd Edition, Adventures in the Northern Wilderness** and the upcoming **Wolfen Wars** books for more information about the Coyles and canine races of the North.

Alignment: Any, but tend toward anarchist and miscreant; the antithesis of the noble Wolfen.

Attributes: The number of six-sided dice to be rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 3D6+1, P.P. 4D6+1, P.E. 3D6, P.B. 3D6, Spd 3D6

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 10 plus those gained from O.C.C.s and physical skills.

Natural A.R.: 6; most wear armor like humans.

Average P.P.E.: 3D6 for the typical Coyle.

O.C.C.s Available to Coyles: Any, but lean toward the men at arms, particularly thieves, assassins and rangers, as well as vagabonds. Most Coyles are too aggressive and lazy to study magic or scholarly pursuits.

O.C.C. Skill Notes: Not applicable.

Horror Factor: 11

Physical Appearance: Just as their name suggests, they look like humanoid coyotes. The body is covered in light grey or brown colored fur. The creature has a thin, tapered muzzle, canine teeth, powerful jaws, and hazel, brown, or green eyes. Their legs are very animal like and reminiscent of a trained dog walking on its hind legs. Their fur is a bit thinner and shorter than a Wolfen's and their ears larger and rounded at the tips.

Size: 6-8 feet tall (1.8 to 2.4 m); 6 feet plus 4D6 inches.

Weight: 200 to 300 pounds (91 to 136 kg) of muscle and sinew.

Average Life Span: 45+ years; some have lived up to 65.

Natural Abilities: In addition to the Coyle's high physical prowess and size, the character also has nightvision 40 ft (12.2 m), excellent day vision (equal to a human) and a keen sense of hearing and sense of smell.

Track Blood Scent: A Coyle can follow the scent of blood up to 500 feet (152 m) away at the base skill of 24% +4% per level of experience.

Recognize Scent of Others: The character can recognize and follow a *familiar* scent up to 50 feet (15 m) away. **Base Skill:** 12% +4% per level of experience; +10% to recognize and follow the scent of a mate or offspring. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Keen Hearing: The character's hearing is as keen as a dog's and has the same range of hearing.

Bonuses: +1 on initiative, +1 to save vs horror factor.

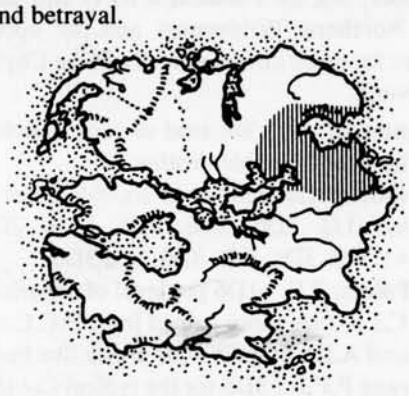
Damage: Punch or claw strike inflicts 1D6 damage +P.S. bonus, kick 2D6 +P.S. bonus, and bite 1D6 damage but no P.S. bonus is applicable.

Magic: By O.C.C. only; it is very rare to encounter a Coyle wizard.

Psionics: Standard; same as humans.

Enemies: Same as the Wolfen, only much more irreverent toward all people. They dislike Kankoran because they are too tough, driven and good; Bearmen and Algor giants because they're too serious.

Allies: Kobolds, orcs, goblins, bug bears and other wild and vicious monster races. Indifferent toward most giants, troglodytes and faerie folk. Coyles generally find their Wolfen cousins to be up-tight, bossy, and too serious. Although Coyles often cooperate with Wolfen, they are unreliable and given to desertion and betrayal.



Habitat: Coyles can be found throughout most of the world, although they are seldom found farther south than the Old Kingdom. The Wolfen Empire and the largest communities of canines are found in the Great Northern Wilderness, and to a much lesser degree, the Eastern Territory and Lopan.

Favorite Weapons: Swords of all kinds, ball and chain, whips, pole arms, axes and the short bow. They love rune weapons and magic items. Coyles prefer light armor, studded leather, or chain mail.

Other Notes:

1. Worship a variety of deities.

2. Wear all types of armor, but favorites include scale mail, splint, half plate and plate and chain.

3. Lazy and hate physical labor, but absolutely love to hunt, kill, torture, and fight, though rarely to the death.

4. Sloppy, unreliable, take foolish risks, tend to be wild, unorganized and undisciplined as well as cocky and impudent.

5. See **Adventures in the Northern Wilderness,** and the upcoming **Wolfen Wars** books for more information about the canine races of the North.

Kankoran

The Kankoran live a simple life in harmony with nature. Most are skilled rangers, huntsmen, trappers or sages. Some might equate them to the Zen warriors and philosophers of Earth's Japan. Although a gentle, loving and compassionate people, they are fiercely protective of their remote wilderness habitats and many of the woodland creatures they share it with. Those who defile their people or the land are hunted down and slain in combat. The Kankoran are fierce, noble warriors who live by their own, hard code of the forest and the cycle of life.

Kankoran society is anything but easy. As their young enter adulthood they are required to go through a rite of passage. This varies according to the tribe and location. Typically, it involves the young Kankoran living alone, off the land, for six months to a year. Even more severe is the rite of the *Emirin Tribe* of Kankoran. Their's is a rite of combat where two young Kankoran must seek out a single young Emirin and battle it to the death. Since it's a very even battle, the Emirin approve of this ritual.

These rites of passage are crucial to Kankoran society where all have names that reflect the rite they have endured. For example: Left-Side-Wound, Mountain Shadow, and Knife Handle are typical Kankoran names. Kankoran call scars "stripes," and respect anyone with an impressive collection.

Kankoran have a rather naive view of other creatures. Wolfen, humans, and subhumans are considered to be "children," unless they can show that they know how to take care of themselves in the wilderness. Outsiders who subject themselves to a rite of passage can be completely accepted as a fellow Kankoran. It is not unusual for Kankoran to adopt stray children of any race and raise them as their own.

One of the great legends of the Kankoran is that they were created by the elves in the distant past. For this reason they respect elves and will go out of their way to help them. They also get along with most of the gentler faerie folk, woodland spirits, and Drakin. Most Kankoran and Bearmen share a mutual respect for each other and may come to the other's aid in times of need. Wolfen regard the Kankoran as the "People of the Forest" and revere them as great woodland scouts/rangers and seers in matters of the forest. Some of the greatest Wolfen leaders have turned to ancient Kankorans for advice or aid. Coyles consider the Kankoran to be stodgy, primitive fools. The Kankoran tend to dismiss the Coyles as mischievous and undisciplined children, but will not tolerate the Coyles' actions against them or the region or people under their protection. Most Coyles know when to back off from an angry Kankoran, but there are legendary battles between Kankoran tribes attacking and decimating Coyle bands that outnumbered them six to one, to extract Kankoran justice.

Alignment: Any, but tend toward good and unprincipled.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 3D6, Spd. 4D6.

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 20 plus those gained from O.C.C.s and physical skills.

Natural A.R.: 6; armor can afford additional protection, but most refuse to wear armor.





Average P.P.E.: 6D6 for the typical Kankoran.

O.C.C.s Available to Kankoran: Ranger, Knight (or Kankoran equivalent), Long Bowman, Scholar, Mind Mage, Psi-Healer or clergy (any) only. O.C.C. bonus of +5% to *all* wilderness skills. This is in addition to the usual O.C.C. bonuses.

O.C.C. Skill Notes: Not applicable.

Horror Factor: 12

Physical Appearance: Although they are canines related to the Wolfen, they have more similarity to foxes than wolves. The body is covered in reddish brown colored fur, the muzzle is short and narrow, the ears small and pointed, and the eyes brown or green. **Size:** 4 to 5½ feet tall (1.2 to 1.7 m)

Weight: 80-140 pounds (36 to 64 kg).

Average Life Span: 40+ years; some have lived up to 80.

Natural Abilities: In addition to the Kankoran's intelligence, physical agility and endurance, the character also has nightvision 40 ft (12.2 m), excellent day vision (equal to a human), a keen sense of hearing and smell as well as a unique understanding of nature and people.

Track Blood Scent: A Kankoran can follow the scent of blood up to 1000 feet (305 m) away at the base skill of 30% +4% per level of experience.

Recognize Scent of Others: The character can recognize and follow a *familiar* scent up to 50 feet (15 m) away. **Base Skill:** 20% +4% per level of experience; +10% to recognize and follow the scent of a mate or offspring. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

Keen Hearing: The character's hearing is as keen as a dog's and has the same range of hearing.

Bonuses: +3 on initiative, +2 to pull punch, +1 to save vs horror factor at levels 1, 2, 3, 5, 7, 9, 11, 13 and 15.

Damage: Punch or claw strike inflicts 2D4 damage +P.S. bonus, kick 2D6 +P.S. bonus, and bite 1D4 damage but no P.S. bonus is applicable.

Magic: By O.C.C. (clergy) only.

Psionics: Standard; roughly the same as humans.

Enemies: No formal enemies; dislike Coyles, demons and destroyers or despoilers of nature.

Allies: Their principal allies are the Wolfen. They also have a strange allegiance with the Emirin. They are friendly towards faerie folk, Bearmen, Drakin and other woodland creatures.

Habitat: The Great Northern Wilderness, particularly the most remote regions. They seldom travel farther south than the Eastern Territory or Lopan. Rumors suggest that a few tribes may also exist in the Land of the Damned.

Favorite Weapons: Spears, swords, long and short bows as well as magic weapons and items.

Other Notes:

1. Worship nature and elemental forces.

2. Seldom wear armor of any kind.

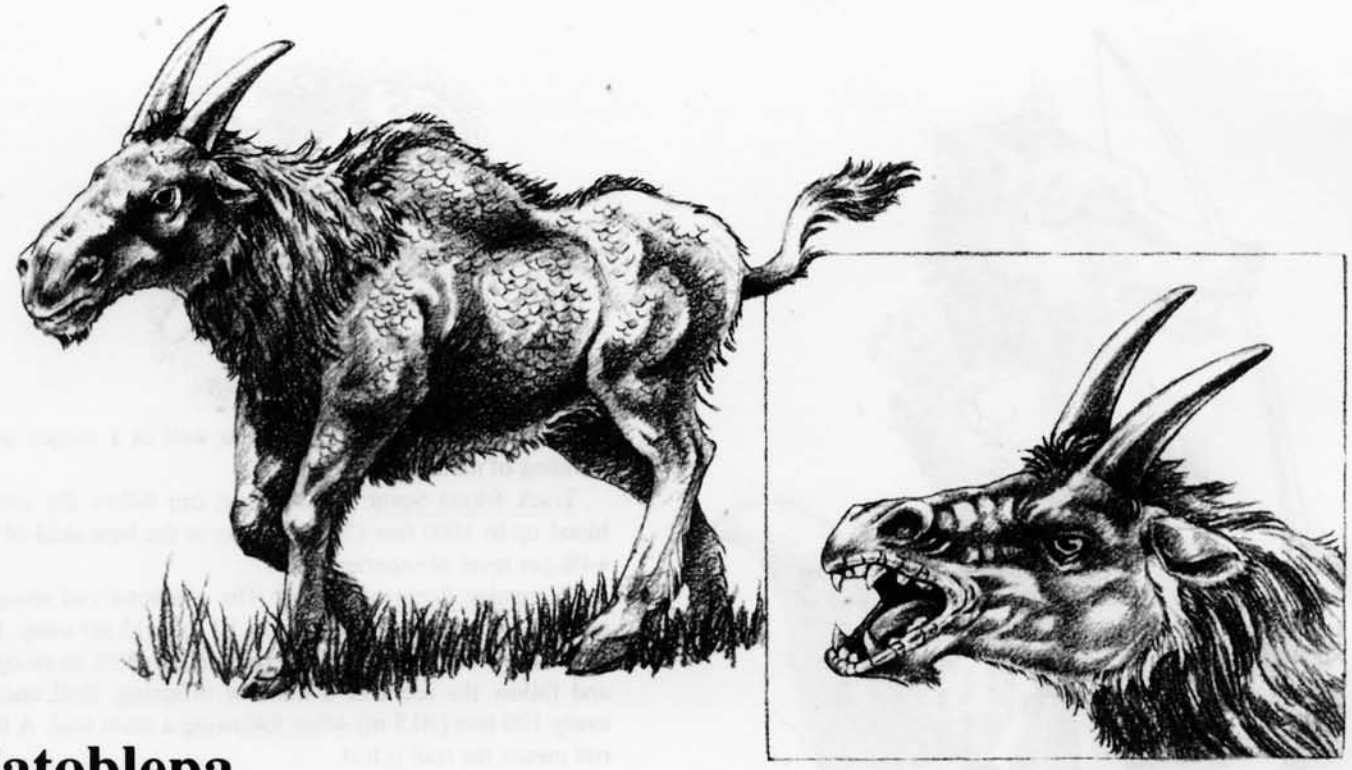
3. Kankoran are full-time hunters who are at home in the forest and easily live off the land.

4. Highly disciplined wilderness scouts, rangers and huntsmen. They are often approached by Wolfen to serve as scouts.

5. Provide aid and protection to all who deserve it.

6. They are usually on the move and change their villages of skin huts to wherever the hunting is best. They will usually be armed with obsidian daggers and obsidian-tipped spears. A typical tribe rarely numbers more than 50 kankoran, although other races may expand the tribe to 80 or more.

7. See **Adventures in the Northern Wilderness,** and the upcoming **Wolfen Wars** books for more information about the canine races of the North.



Catoblepa

This fearsome plains beast is a thick, scaly skinned, buffalo type animal that roams the Ophid's Grasslands. It is said that the beast is so mean that it will gnaw on its own forelegs during a bloodlust rage. When angry, there is no stopping the monster without killing it, for a Catoblepa knows no fear and will fight till its death regardless of the danger or number of opponents.

Travelers must be certain to give even a single catoblepa a wide berth, because if confronted by one, their only recourse is to kill it or lay completely still, face down, feigning death, even if the beast takes an inquisitive nudge or a testing stomp, which is both likely and painful. Dominant males protect the herd; 1D6 will immediately challenge any intruders or face any danger, 2D4 others will join the first if the threat seems especially dangerous. The herd leader will be the largest, most powerful male, having earned his place in mortal combat on numerous occasions.

The animal's foul temperament and aggressive nature makes it unsuitable for domestication as cattle, a beast of burden or for riding — plus its meat is tough and chewy.

Alignment: Considered anarchist or miscreant.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 1D6 (animal intelligence), M.E. 1D6, M.A. 2D6, P.S. 3D6+10, P.P. 3D6+6, P.E. 3D6+10, P.B. 1D6, Spd. 6D6+6.

Hit Points: 1D4×10+40 for the average animal; leader: 1D6×10+60.

S.D.C.: 2D4×10, leader: 2D6×10

Natural A.R.: 12

Horror Factor: 13

P.P.E.: 1D4×10

Natural Abilities: Nightvision 30 ft (9 m), swim 40%, track/locate by smell 40% and excellent speed and strength.

Attacks Per Melee: Three; head butt (this is not a charging ram) does 2D6 points of damage, or kick/stomp from the front leg(s) does 3D6 points of damage or a rear kick 4D6. A bite does 2D4 points of damage. A running charge at half speed does 5D6 points of damage, at full speed it does 1D6×10 damage.

Bonuses: +4 to damage, +3 to strike, +4 to parry or dodge, +2 to save vs horror factor, +2 to save vs poison and magic.

Magic: None

Psionics: None

Average Life Span: 26 years (male); 40 years (female).

Value: Pelt worth approximately 300 gold; its horn is worth 80 gold for alchemical purposes (weighs 14-26 pounds).

Habitat: The high grass of the Ophid's Grasslands in the north, although occasional rogue catoblepas have been found as far as the Eastern Territory. They are also common to the Land of the Damned.

Language: Own system of grunts, whines, stomping, body language.

Enemies: Large cats, Wolfen, and all humanoids.

Allies: None; animal.

Size: 8 feet tall (2.4 m) at shoulders, approximately 15 feet (4.5 m) long.

Weight: 2000-3000 pounds (907 to 1360 kg)

Notes: Extremely hostile and aggressive for a herbivore. The Catoblepa is nervous, irritable and easily provoked to combat. Despite numerous attempts, the monster has proven to be completely undomesticateable. A typical herd can range anywhere from 40-240 members and dominate the Ophid's Grasslands. Mating occurs in the fall, resulting in the birth of one calf eight months later.



Centaur

There are ancient records on this race of half-man, half-horse that go back thousands of years. Their origin is lost to antiquity. If their numbers continue to dwindle, they may soon be lost as well.

Centaurs live on the open plains in tribes of 40 to 60. They are nomadic people who dislike staying in any one place longer than a season. Although they are good craftsmen, they rarely have access to a proper hearth or tools. Because of this, they will sometimes visit other, more settled, peoples and trade some of their work for a chance to use a smithy. However, many have been captured, enslaved or slain at the hands of unscrupulous people. Centaurs cannot live in captivity. Even a week in chains will kill their spirit and weaken them (reduce hit points and S.D.C. by half). By the end of the second week, the Centaur will die. Nevertheless, many greedy merchants have attempted to enslave them for work or entertainment.

The Centaur's abuse at the hands of two-legged people have made them wary of most other races. Only elves who have shown them friendship and kindness throughout the ages, are their only allies. Once befriended, a Centaur will remain loyal for life. The half-man and half-horse are often magnificent hunters, archers, and woodworkers.

Alignment: Any, but mostly principled or other good alignments.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 4D6, P.P. 4D6, P.E. 5D6, P.B. 3D6, Spd. 4D6×2.

Hit Points: P.E. +1D6 per level of experience.

S.D.C.: 25 plus those gained from O.C.C.s and physical skills

A.R.: 5

Horror Factor: 10

P.P.E.: 4D6

O.C.C.s available to Centaurs: Any, but rarely study magic.

Natural Abilities: In addition to great speed and prowess, the centaur can prowl 60%, track 77% and swim 60%.

Attacks Per Melee: Three per round or by hand to hand combat, whichever is greater.

Damage: Kick with front legs does 2D6 points of damage, hind legs 4D6, or by weapon.

Bonuses: +4 to damage.

Magic: Standard

Psionics: Standard

Average Life Span: 90 years; some have lived to 140.

Value: 400 to 2400 gold to unscrupulous slavers.

Habitat: Ophid's Grasslands, Lopan, and the Eastern Territory grasslands.

Language: Elven and two of choice.

Enemies: None per se; bipedal humanoids in general.

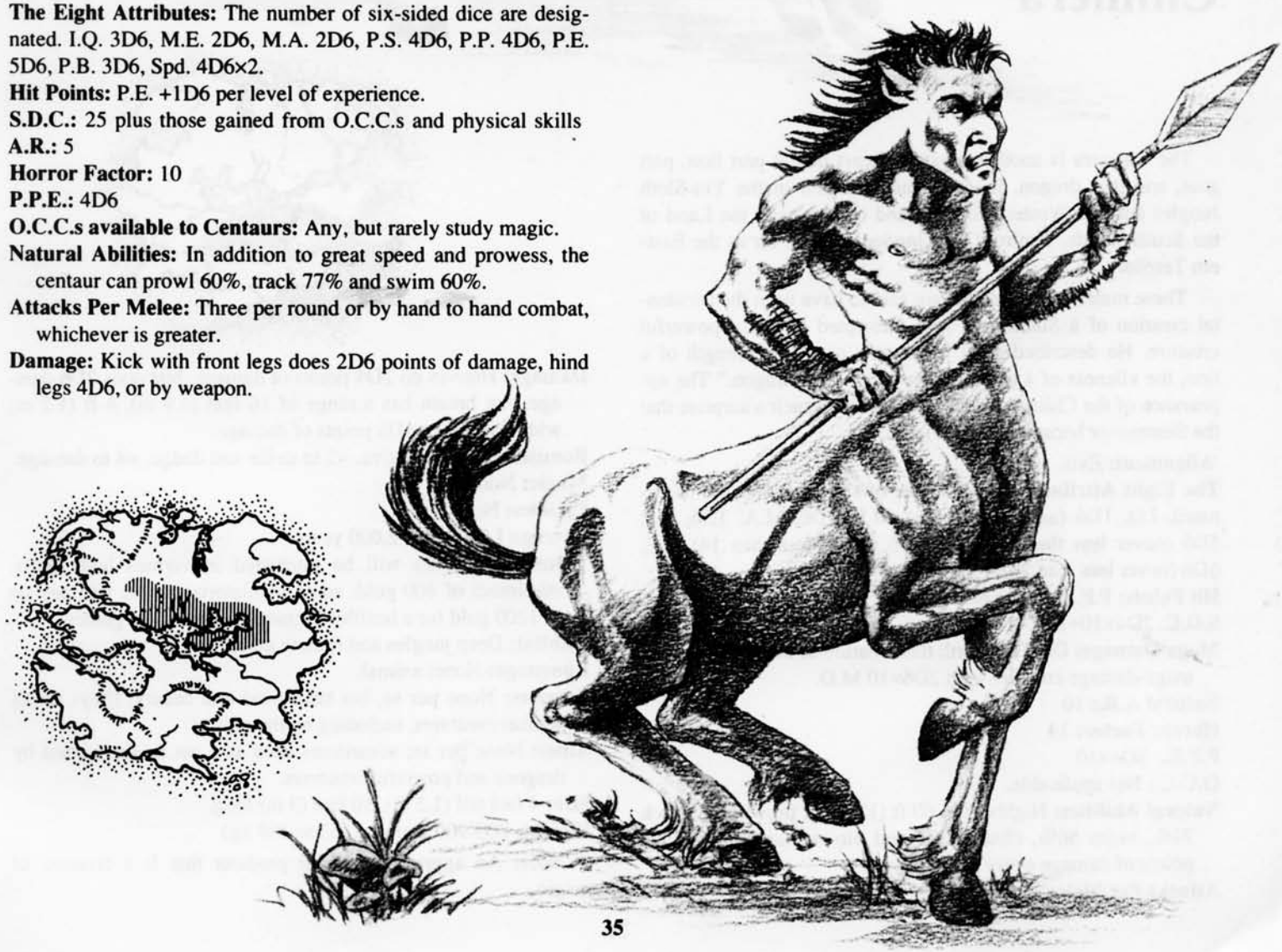
Allies: Elves and faerie folk.

Physical Appearance: They look like horses with a human torso coming out of the neck. The head, hands, and belly are all human.

Size: 7-8 feet tall (2.1 to 2.4 m)

Weight: 550-650 pounds (250 to 295 kg)

Notes: Centaurs prefer bow weapons to any other. They are skilled at making long bows, compound bows, crossbows, and all kinds of arrows and bolts. They also like spears and pole arms for hand to hand combat. Leaders or wealthy tribes will have full suits of chain (A.R.: 14, S.D.C. 75) or plate armor (A.R.: 17, S.D.C.: 185). This combination armor and barding cannot be worn by any other kind of creature. Centaurs can also wear half suits of any kind of armor. Since they have no need and little desire for gold, gems or magic, a typical tribe has very little of man's valuables (rarely more than 6D6 gold per character).



Chimera





The Chimera is another mystical beast that is part lion, part goat, and part dragon. It is commonly found in the Yin-Sloth Jungles and the Western Empire, and occasionally the Land of the South Winds, Timiro, Old Kingdom, and as far as the Eastern Territory.

These maleficent predators are said to have been the accidental creation of a Summoner who attempted to call a powerful creature. He described what he wanted as, "The strength of a lion, the vileness of a goat and the breath of a dragon." The appearance of the Chimera is said to have been such a surprise that the Summoner became its first victim.

Alignment: Evil.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 1D6 (animal predator), M.E. 1D6, M.A. 1D6, P.S. 5D6 (never less than 20), P.P. 4D6 (never less than 14), P.E. 6D6 (never less than 20), P.B. 2D6, Spd. 4D6.

Hit Points: P.E. attribute number +30.

S.D.C. 2D4×10+10

Mega-Damage: On Rifts Earth this creature of magic becomes a mega-damage creature with 2D6×10 M.D.

Natural A.R.: 10

Horror Factor: 14

P.P.E.: 3D4×10

O.C.C.: Not applicable.

Natural Abilities: Nightvision 60 ft (18.3 m), prowl 68%, track 74%, swim 56%, climb 60%, and bio-regeneration of 2D6 points of damage every melee round.

Attacks Per Melee: Four

Damage: Hooves do 2D4 points of damage, bite does 2D6 damage; fire breath has a range of 16 feet (4.9 m), 4 ft (1.2 m) width, and does 4D6 points of damage.

Bonuses: +1 on initiative, +2 to strike and dodge, +4 to damage.

Magic: None

Psionics: None

Average Life Span: 2,000 years

Value: Alchemists will be interested in various body parts; maximum of 400 gold; some gladiatorial arenas will pay up to 1200 gold for a healthy Chimera to fight in its games.

Habitat: Deep jungles and remote areas.

Language: None; animal.

Enemies: None per se, but hate good and beauty. Preys on all weaker creatures, including humanoids.

Allies: None per se; sometimes used as a pet or slave beast by dragons and powerful sorcerers.

Size: 4 feet tall (1.2 m), 10 feet (3 m) long.

Weight: 800-900 pounds (363 to 408 kg)

Note: An aggressive animal predator that is a creature of magic.

Devil Diggers

The Devil Digger is a fierce, burrowing animal indigenous to the central region of the known Palladium World. They are found in the Western Empire, Old Kingdom, Timiro, Eastern Territory and the lower, eastern region of the Great Northern Wilderness. The creature vaguely resembles a hyena, wild bear, and mole all crammed into one. Its ferocity, bony head plates and tiny horns have given it the name of devil. They are very tough and tenacious beasts who often adopt ancient ruins and subterranean dwellings abandoned by dwarves, kobolds, and troglodytes as lairs. Very territorial, they will not tolerate intruders and will bark and grunt slobbering warnings for interlopers to retreat. Any creature who ignores its warning will be attacked without hesitation or mercy. Devil Diggers defending their home or young will attack a party of trolls or giants without hesitation. They will fight until death or until they have driven the intruder(s) away. A single Devil Digger has been known to slay as many as six armored adventurers within a few minutes.

Devil Diggers feed on rodents and carrion. They mate for life, living in a nest of rocks, rags, and twigs. A mature, six year old female can bear a litter of 1-6 young every three years. Young leave the nest at the age of two or three. Although Devil Diggers don't gather into packs, they are extremely tolerant of their own kind and may tolerate up to three other families to live and hunt in their territory. In such cases, a dominant male will be decided through non-lethal combat, with all other males subordinate to him. The other males will offer a piece of their kills to the dominant male and his family as a sort of obligatory tribute.

Alignment: Animal; considered to be anarchist.
The Eight Attributes: The number of six-sided dice are designated. I.Q. 1D6 (animal intelligence), M.E. 3D6, M.A. 2D6, P.S. 2D6+10, P.P. 2D6+8, P.E. 2D6+12, P.B. 2D6, Spd. 3D6 (half as fast when digging).
Hit Points: 6D6+12
S.D.C.: 30
Natural A.R.: 8
Horror Factor: 13
P.P.E.: 10
Natural Abilities: Nightvision 90 feet (27.4 m), keen hearing, track/locate by smell 30%, climb 30%, swim 50%, and dig. Their powerful legs enable them to leap up or across up to 3 or 4 feet (0.9 to 1.2 m).
Attacks Per Melee: Four by bite or claw.
Damage: Bite inflicts 2D4 points of damage, claws 2D4 damage + P.S. bonus.
Bonuses: +2 to strike and parry, +2 to dodge, +3 to save vs poison and magic.
Magic: None
Psionics: None
Average Life Span: 35 years
Value: None
Habitat: Dark, cool, subterranean dwellings; they commonly adopt ruins, tunnels and caves in the Old Kingdom, Western Empire, Eastern Territory, and, to a lesser degree, Northern Wilderness.
Languages: None, other than grunts, barks, and hisses, but can learn to understand the basics of any language as well as a dog. In fact, troglodytes, kobolds and goblins sometimes keep Devil Diggers as pets and watchdogs.
Enemies: Bears, feline predators, rock crawlers, and humanoids.
Allies: None, per se.
Size: 3½-4½ feet tall (1.1 to 1.4 m).
Weight: 55-85 pounds (25 to 39 kg)

Notes: Treasure among the animal's nest is common, but only in small quantities, as it is *not* intentionally collected as anything more than nest stuffing; 20 to 80 gold plus rags.







Drakin

The Drakin are featherless, bird-like creatures with great leathery wings and tearing claws. Despite their animal appearance, they are intelligent, cunning beings who have exhibited a startling affection for humans, elves, and Wolfen. Many a ranger or trapper has returned from the north with tales of how a Drakin appeared out of nowhere to save him from the jaws of a bear, or other antagonist. For this reason the Drakin are also called "Luck Birds" and it's said that even sighting one will bring good fortune (which sounds great, but isn't true).

Drakin are gentle, loving beings that put their family and freedom above all else. Almost always of good alignment, they will come to the aid of most intelligent creatures whenever that being is endangered. Other than hunting, the Luck Bird will never allow anybody to torture or harm any living creature in its presence.

Drakin may occasionally join a group if their goal is to destroy a terrible evil or to protect the innocent, provided the majority of the group's members are good. Invoke a Drakin's wrath by treachery or evil actions and one better hope to kill it before it slays him. Lies and betrayal are viewed as evil and such actions will result in the Drakin's disdain and departure.

Alignment: Any, but almost always good.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 2D6, M.E. 3D6, M.A. 5D6, P.S. 4D6, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd. 3D6 (x5 for flight).

Hit Points: P.E.+12

S.D.C.: 2D4×10

Natural A.R.: 7

Horror Factor: 10

P.P.E.: 1D4×10

O.C.C.s available: None; natural hunter/champions of good.

Natural Abilities: Flight, nightvision 220 feet (66 m), see the invisible, track humanoids 60%, track animals 45%, land navigation 90%, keen hearing (60% likelihood of hearing an intruder, even from behind), keen hawk-like color vision (can see a rabbit two miles away), see the invisible, keen hearing (60% likelihood of hearing an intruder, even from behind, see initiative bonus). In the **Rifts** world, the Drakin can also sense evil and the supernatural identical to the Psi-Stalker.

Attacks Per Melee: Four by claws or bite.

Damage: Bite inflicts 2D4 points of damage or claws 2D6 damage.

Bonuses: +3 on initiative, +2 damage, +2 to strike, +4 to parry and dodge (this dodge works like a parry for the Drakin, in that it does not use up an attack; roll 1D20 to determine success as usual), and +4 to save vs horror factor.

Magic: None

Psionics: Standard

Average Life Span: 300 years.

Value: 500 gold for alchemical purposes; some wealthy and cruel beings believe owning an imprisoned drakin will bring good luck and have been known to pay as much as 6000 gold for a single one.

Habitat: Unpopulated or lightly populated forests and mountains. The Drakin is common to the Eastern Territory, Northern Wilderness, and the islands of Lopan, Y'oda, Zy, and the Kingdom of Bizantium.

Languages: Its own system of whistles, chirps, clips and shrieks, but most Drakin *understand* Elven, Gobblely, and Wolfen, though no one knows how. Those few Drakin with psionics may be able to communicate via telepathy or empathy.



Enemies: Feathered Death, Peryton, and other creatures of evil.

Allies: None per se, but they have been known to like, help, and cooperate with humans, elves, Wolfen, and all creatures of good.

Size: 3-3½ feet tall (0.9 to 1.1 m) (about the same as a booted eagle), with a wing spread of 10 feet (3 m).

Weight: 30-40 pounds (14 to 18 kg)

Notes: Drakin mate for life. They lay 1-4 eggs, but give birth only once every twelve years. Young reach full maturity within eight years. Most neither collect or want valuables. They worship no gods, but respect the beliefs of others. They may establish small communities of 2-10 members, but one or two are usually encountered at any one time or in pairs.

Rifts® Note: On Rifts Earth, the Drakin becomes a mega-damage creature that inflicts S.D.C. and mega-damage in combat. See **Rifts® Conversion Book (one)** for full conversion notes.

Dragondactyl

Dragondactyls are like demonic versions of the pegasus: a flying horse, but with large leather wings, a serpent's tail, and clawed feet. According to legend, the Nine Elven Lords of old, as well as mages of incredible power, tamed and rode these powerful beasts as mighty war horses. While reputed to have once roamed the plains of the Old Kingdom in vast herds, Dragondactyls are extremely rare and found almost exclusively in the lower regions of the Old Kingdom mountain range, Baalgor mountain range and Land of the Damned. Although tales about these creatures trickle in from time to time, none are believed to have been captured and tamed for over a hundred years.

Encounters in the wild can be harrowing if an attempt is made to capture one. These are fierce predators with the strength of a tiger, the speed of a horse and the grace of an eagle. They value freedom and fight any who try to take it away from them. Male Dragondactyls can breathe fire and both male and female are resistant to magic. The females tend to do most of the hunting while the males protect their mates, young, the herd and their territory. However, despite their name and reputation for ferocity, these beautiful animals have roughly the same disposition as a horse and are smarter.

Alignment: Any, but typically considered anarchist.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 2D4 (high animal intelligence), M.E. 2D6+6, M.A. 2D6, P.S. 2D6+10, P.P. 2D6+10, P.E. 2D6+10, P.B. 2D6+10, Spd. 4D6+20 (x2 for flight).

Hit Points: P.E. attribute number x3; males +20, young -20.

S.D.C.: 3D4×10

Natural A.R.: 10

Horror Factor: 12

P.P.E.: 3D6

O.C.C.: None; animal.

Natural Abilities: Maximum running speed of 44 (30 mph), maximum flying speed of 88 (60 mph), climb 66%, swim 30%, prowl 66%, track 60%, nightvision 100 feet (30.5 m), keen hawk-like vision (can see a rabbit at two miles), good sense of smell, impervious to all fires including magic.

Breathe Fire (special): (Males only) does 4D6 points of damage, range: 10 feet (3 m).

Attacks Per Melee: Three by bite or claw

Damage: Bite inflicts 2D4 points of damage, claws 2D6, kick (front) 2D6, kick rear (both legs) 4D6 points of damage, or by fire breath (if male) doing 4D6 points of damage. Add P.S. bonus to all physical strikes.

Bonuses: +2 on initiative, +2 damage, +3 to strike and dodge, +5 to dodge when flying at or near maximum speed, +2 to save vs horror factor, +4 to save vs *all* magic (psionics NOT included).

Magic: None

Psionics: None

Average Life Span: 800 years.

Value: Alive and *untrained,* 2000 to 16,000 gold (possibly more), trained 60,000 to 80,000 gold (hasn't been done in decades).



Habitat: The Old Kingdom mountains (especially the southern range) and Baalgor mountains, and also believed to inhabit the mountains that divide the Northern Wilderness and the Land of the Damned. They *are* occasionally sighted in the Old Kingdom's lowlands.

Languages: None, other than horse-like whines, whinnies, and snorts, but can learn to understand commands in any language like a normal horse or dog.

Enemies: All humanoids and mountain predators.

Allies: Only their own kind; indifferent towards all others.

Size: 6-7 feet tall at shoulder (1.8 to 2.1 m); 16-20 ft (4.9 to 6 m) wingspan.

Weight: 3000-5000 pounds (1360 to 2268 kg)

Notes: Omnivorous, the Dragondactyl feeds on both meat and plants, although the bulk of its diet is the former. Typical prey consists of duck, goose, sheep, goats, deer, and even small humanoids such as gnomes, goblins and kobolds.

Herds are extremely rare and quite small, with the largest seldom exceeding more than 24. A more likely encounter would be with a single female on the prowl, a lone male guarding his turf



or a mated pair. A mature female (at least 100 years old) will give birth to one foal approximately every 30 years. The gestation period for these animals is four years. The young foal will stay with its parents for a full decade before leaving to find its place in the world. A male in heat (every autumn) is extremely aggressive and cranky, often challenging any large creature(s) that crosses its path.

Dragondactyls are NOT real dragons or even remotely related to dragons. They derive their name from their appearance and in that they were often found to inhabit the same general regions as dragons. Consequently, their teeth, bones and blood are worthless as magical components.

Rifts® Note: In **Rifts®** the creatures are mega-damage nightmares with 4D6×10 M.D.C.

Dwarvlings

Dwarvlings generally look like ugly, twisted or demonic dwarves. In reality, they are evil little shapechangers more akin to goblins and, some say, the mystical Faerie Folk. They are short, robust people with dark hair and beards, pointed ears, great noses, and tiny horns protruding at the hairline. Dwarvlings are the proverbial fashion plates, usually garbed in frills, capes, plumed hats, jewelry, dress armor and brightly colored garments.

Until recent years, they were believed to have become extinct, yet over the last two decades they've been popping up in the Land of the South Winds and Timiro Kingdom. Rumors have it that the conniving kings of the Land of the South Winds have struck a pact with the foul creatures, secretly providing them sanctuary, some degree of wealth, and celebrity status in return for special favors. Such favors have included manning sea vessels, protecting them much like a warlock would, acting as leaders of "apparently" unaffiliated buccaneers (raiding both Timiro and Western merchant ships), and other covert activity like espionage and assassination.

Alignment: Any, but usually selfish or evil.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 2D6+2, M.E. 3D6+2, M.A. 2D6+2, P.S. 3D6, P.P. 3D6+2, P.E. 4D6, P.B. 2D6, Spd. 2D6.

Hit Points: P.E. attribute number plus 2D6 points per level of experience.

S.D.C.: 4D6 plus bonuses gained from physical skills.

Natural A.R.: None; needs armor to protect itself.

Horror Factor: 10

P.P.E.: 2D4×10 plus P.E. attribute number. These P.P.E. points are added to those available if an occupation as a practitioner of magic is pursued.

Natural Abilities: Nightvision 60 feet (18.3 m), good day vision, impervious to electricity, hold breath for 1D4+4 minutes, prowl 60%, swim 96% at double their running speed, as well as being tough, resourceful magical beings. Their own shapechanging ability enables them to recognize or sense a Changeling 40% +4% per level of experience (they are -30% to recognize other shapechangers).

Limited Metamorphosis (special): Dwarvlings can transform at will into any sort of *dwarven* appearance; male or female, young or old. They cannot shapechange into any other race, except that of a semiaquatic sea lizard (black in color with dark blue streaks; swimming speed is double normal, can hold breath twice as long and swim as deep as 1000 feet/305 m). Duration of the metamorphosis into either form is indefinite — will change to his natural form when slain, unconscious, sleeping or too drunk to concentrate.

Attacks Per Melee: Per hand to hand combat training or two by magic.

Bonuses: +1 to save vs magic, +2 to save vs horror factor.

Magic: ALL Dwarvlings have the following natural magic abilities: Change wind direction, create mild wind, wind rush, call lightning, dissipate gases, calm storms, levitate. Equal to a 4th level warlock. **Note:** These magic abilities are in addition to any possible magic powers derived from a magic O.C.C.

Psionics: Standard

O.C.C.s available to Dwarvlings: Any except long bowmen (too short), knight, palladin or priest. Favorite O,C.C.s are thief, assassin, warlock and wizard. Or the character may gravitate to the Racial Character Class (R.C.C.) of *Dwarvling Buccaneer*.

Dwarvling Buccaneer R.C.C.: In this case, the character is too lazy to study or learn any special occupation but utilizes his natural abilities, powers and tendencies to become a seafaring cutthroat. Their natural shapeshifting and aquatic abilities make it easy for them to swim underwater to sabotage ships, cut anchors, sneak aboard ships, set traps, start fires, slay captain and crew while they sleep, and so on. Select two physical skills, two W.P.s, and a total of five other skill selections made from the categories of Domestic, Espionage, Rogue, Science (typically math and astronomy) and/or Scholar/Technical; no bonuses. Good aligned Dwarvling characters will be regarded as sissies and as turncoats and enemies by their fellow Dwarvlings.





Average Life Span: 300 years; some have lived to 500.
Value: None, except as a hireling.
Habitat: Land of the South Winds, Timiro, Isle of the Cyclops and to a much lesser degree, the seaports along the southern tip of the Eastern Territory. They are banned from the Kingdom and ships of Bizantium.
Languages: Gobblely and Dwarven (may know others).
Enemies: Dwarves, kobolds, and elves; indifferent toward most others.
Allies: Goblins, changelings; known to cooperate with humans, orcs, and faerie folk.
Size: 3-3½ feet tall (0.9 to 1.1 m).
Weight: 80-120 pounds (36 to 54 kg).

Notes: Dwarvlings rarely worship any gods, although they respect their power and clergy. Favorite weapons are knives, swords, hand picks, and morning stars. Although a Dwarvling can change his appearance to look completely dwarven, they generally prefer their natural form, using their power for temporary disguises.

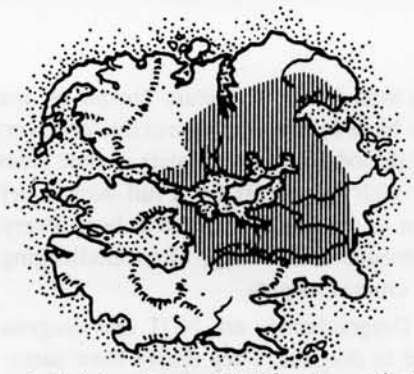
Rifts® Note: In **Rifts®** the magical Dwarvling becomes a mega-damage being with an M.D.C. of 6D6+P.E. attribute number. They would still wear M.D.C. body armor for additional protection and absolutely fall in love with vibro-blades and laser weapons. None are currently known to exist on Rifts Earth. They are most likely to find the Splugorth to be attractive employers.

Dragon Wolf

The Dragon Wolf is not a true dragon, but so named because of its scaly serpent's tail, great leather wings, and supernatural abilities. Although many believe the great beasts' origin lay in magic, none know for certain.

Dragon Wolves, although cunning, tough, and treacherous, are surprisingly playful and enjoy interfering in the affairs of men. They derive great pleasure from adventure, intrigue, and the manipulation of others. Even a character who seems to be an ally should be viewed with suspicion, for they are masters of deception, have their own secret agenda and usually value their own life above all else.

Alignment: Any, but usually selfish.
The Eight Attributes: The number of six-sided dice are designated. I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 3D6, Spd. 4D6 (x4 in flight).
Hit Points: P.E. attribute number +50, as well as 1D6 per level of experience.



S.D.C.: 2D6×10
Natural A.R.: 12
Horror Factor: 14
P.P.E.: 2D4×10
Natural Abilities: Fly, nightvision 60 feet (18.3 m), magic fire and cold does half damage, recognize a familiar scent 70%, track by smell 78%, prowl 44%, understands and speaks all languages, and heals twice as quickly as a human. The hands have stubby clawed fingers and an opposable thumb enabling them to write, and use weapons and tools.

Frost Breath: Inflicts 3D6 points of damage; range: 10 feet (3 m). Can be used once per melee round.

Limited Metamorphosis: All Dragon Wolves can assume any humanoid form, but *only* when the moon is full. The light of day will automatically transform the creature back into its wolf form.

Attacks Per Melee: Three hand to hand or two by magic (if known).
Damage: Bite does 2D4+2 points of damage or claws doing 1D6 points of damage, or by magic (or weapon if in humanoid form).
Bonuses: +1 on initiative, +2 to parry and dodge, +2 to save vs magic.
Magic: Only those abilities gained from a magic O.C.C. Most dragon wolves pursue some area of magic (average 4th to 5th level).
Psionics: Standard
O.C.C.s available to the Dragon Wolf: Thief, assassin, mercenary warrior, or any practitioner of magic, but most prefer spells over rituals. However, many (50%) are vagabonds who learn 2D4+1 skills (from any skill category; +5% to all) and rely on their cunning and natural powers and abilities.
Average Life Span: 1000 years, although some have lived to 1800.
Value: None, per se.
Habitat: Infrequently encountered worldwide, but seem most common to the Old Kingdom and Great Northern Wilderness.
Languages: Magically understands and speaks *all* languages, but must learn any written languages.
Enemies: None natural, but are leery of elves, clergy, men of magic, and real dragons.
Allies: Tolerates most races.
Size: About the same as a normal wolf; stands about 3½ feet tall (1.1 m)
Weight: 150-200 pounds (68 to 91 kg).

Notes: Mischievous and cunning, schemers and high rollers who respect few of man's laws or values. Enjoy adventure and intrigue. A Dragon Wolf can be an ally or a terrible enemy. Although most have little value for wealth or magic, adventure is their life, they often accumulate a surprising amount of both.

Rifts Notes: The ley line walker, mystic, city rat, and rogue scholar are likely to be the most appealing O.C.C.s, but can be any of the magic O.C.C.s, an operator, rogue scientist, vagabond, headhunter or mind melter. On Rifts Earth the creature becomes a mega-damage being with 4D6×10 M.D.C.



Eandroth

The reptilian Eandroth race may have been the result of some strange magical experiment or may be creatures from another dimension brought here by a Summoner's circle or through a dimensional portal.

The young Eandroth matures quickly and reaches physical adolescence by the age of six to begin a life as a hunter in the great deserts of the world. For the first 24 years of their lives, they appear as short, thin, hairless, youthful, smooth skinned humanoids that resemble human-like theropod dinosaurs. After this age they begin to bulk up and show more muscular definition.

All Eandroth under the age of 25 years are rather child-like and solitary characters. They are a good-natured, honest, caring, jovial people, except during the violent mating period. Tribes are typically small, with 50 members or less. Other than their desert survival skills, they are only capable of learning Men of Arms O.C.C.s.

Those Eandroth, male and female, who survive 50 or so mating seasons (25 years) undergo a dramatic biological change. The body becomes much more muscular, height increases a few inches, the skin becomes loose and wrinkled, and certain attributes increase. The Eandroth's previous gentle temper is replaced by a far more aggressive, bellicose and intolerant disposition due to the change in body chemistry. The changed ones are called "rogues." These rogues are much tougher, meaner and smarter than the young eandroth and are feared by their own kind *(See Eandroth Rogues).*

Their mating habits can be lethal. At mating season (twice yearly), the males, who outnumber the females by some eight to one, go through ritual combat in an attempt to gain the right to mate with a female. These contests can become startlingly fierce and every season sees about 20% of the overcrowded male population slain. Mating season lasts about two weeks. Young are born live after a three month gestation period. Females reach sexual maturity at age 10.

From childhood, the Eandroth are taught to ride (horsemanship: exotic) the carnivorous Silonar, a two-legged dinosaur-like animal that inhabits the same deserts and plains as the nomadic Eandroth. Thus, one seldom sees an Eandroth without his trusty steed, and tribes will have two or three Silonar for every one male. These reptilian humanoids are one of the few races who can semi-domesticate and ride these wild monsters. This makes the Eandroth all the more dangerous, for their monstrous steeds frequently join the battle to help defend their master and to partake in the joy of battle. Slain enemies are typically fed to the Silonar as well.

Another threat from the Eandroth is their unique *heat point* psionic ability. This is a natural talent that all Eandroth possess. It is used primarily to start fires. They also use it to render enemies unconscious. Anyone among a group of hostile Eandroth would do well to keep moving, otherwise an Eandroth may create a heat point inside their head! The power is too imprecise and limited to be used against a moving target.

Alignment: Any, but usually anarchist or unprincipled.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd. 3D6.

Hit Points: P.E. attribute plus 2D4 per level of experience.

S.D.C.: 1D4×10 plus those gained from physical skills.

Natural A.R.: 10

Horror Factor: 10

P.P.E.: 2D6

O.C.C.s available to Eandroth: Until they become *rogue*, the Eandroth live as simple hunters and wilderness people with basic combat skills (see attacks per melee) and with the basic skills described next. See the Rogues for O.C.C.s and enhanced abilities.

Skills Before Becoming Rogue: All Eandroth are trained in riding Silonars which gives them the skill horsemanship: exotic at +30%! All male Eandroth also automatically know the skills of wilderness survival (+20%), land navigation (+15%), dowsing (+15%), and track and trap animals (+15%).

All females know first aid (+20%), cook (+20%), sewing (+10%), sing (+10%)%, and skin and prepare animal hides (+15%).

Natural Abilities: Able to survive for several weeks without water and food (1D4+2 weeks) and can function at peak levels of efficiency on a surprisingly tiny amount of food and water (half gallon of water a week and two pounds of food) for as long as two months. Can tolerate great heat with no ill effects, but hate the cold. Also see the psionic *heat point* power.

Attacks Per Melee: Two or three as a simple hunter. At rogue stage, three melee attacks *plus* those gained by hand to hand combat skills and experience.

Magic: None

Psionics: Females possess great psionic power after they become rogues. Prior to this, they possess 10 times the normal 2D6 P.P.E., 4D6 I.S.P. and the psionic power to sense evil.

Heat Point is a natural psionic power common to all Eandroth, male and female. By concentrating for 1D6 minutes, an Eandroth can raise the temperature of a single point to a flame point. The character must stay motionless and the heat point must be one target or tiny location. This limited pyrokinetic power enables the nomadic warriors and huntsmen to create campfires and cause what appears to be spontaneous combustion. The ability can be used to cause a piece of paper, book or article of clothing to suddenly ignite into a small fire (roughly a diameter of two inches).

This tightly focused pyrokinetic energy can also be directed at an antagonist's head. The heat point attack can only be used on one stationary (not moving around) opponent whose head is clearly visible and within a 90 foot (27.4 m) range. The subtle attack will cause the victim to suddenly feel feverish and groggy (-2 on initiative). If he moves away, the heat point is broken and the Eandroth must refocus his attack, starting from the beginning. However, if the individual stays in one spot he can be rendered unconscious at the end of 1D6 minutes of heat point concentration. The attack inflicts no permanent damage. Unconsciousness lasts 1D4 minutes or as long as the Eandroth maintains his concentration on that heat point. Moving beyond the range of the psionic attack or moving out of sight or behind closed doors, will prevent a heat point attack.

G.M. Note: This attack can be inflicted on characters inside body armor as long as the head area is accurately located. Remember, the victim of the attack will begin to feel feverish


EANDROTH DOUBLE BLADED KNIFE (1-8 DAMAGE)
EANDROTH (YOUNG): TIGHT SKIN SMOOTH FEATURES.
EANDROTH ROGUE: DARKER COMPLEXION, LOOSE SKIN, WRINKLES AND THICKER MORE POWERFUL MUSCLES.

shortly before he falls unconscious, tipping off anybody who knows anything about Eandroth that they are under heat point attack and should move. There is no I.S.P. cost to using the heat point.

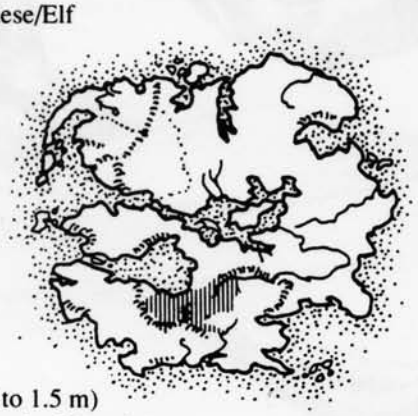
Average Life Span: 30 years; those that live past 30 years become rogues and set off for decades of wandering. A rogue can live for hundreds of years.

Habitat: Extreme desert and hot grasslands. They are most common to the Baalgor Wastelands and areas of the Old Kingdom. In recent years, one particular tribe has migrated to the Land of the South Winds (Silonar in tow) where they seem to be prospering.

Languages: Dragonese/Elf

Enemies: None

Allies: None



Size: 4½-5 feet (1.4 to 1.5 m)

Weight: 75-135 pounds (34 to 61 kg).

Notes: They are always interested in trading for scale or splint armor. Weapons of choice are knives (which they use in their ritual mating combats), spears, and swords. They also like magic weapons. Tribes are very small, usually 50 or less. Young are born live after a three month gestation period. Only one infant is born at a time.

Rifts® Note: Generally considered a simple tribal people where males are hunters and the females raise the child. However, they can become a city rat, vagabond, or wilderness scout as a young Eandroth. However, an O.C.C. is usually not selected until the Eandroth turns rogue and almost all O.C.C.s are available.

All Eandroth are trained in riding Silonars and can easily adapt to riding Ostrosaurus or bipedal dinosaurs. They are always interested in trading for superior weapons and armor. Modern weapons of choice are vibro-blades, magic weapons, particle beam rifles and pump action weapons. They are not mega-damage beings and need M.D.C. body armor for protection and combat.

No large number of Eandroth are known to exist on Rifts Earth, although some rogues have definitely come in search of knowledge and adventure. They are considered dangerous D-bees by the CS and are slain whenever encountered.

Eandroth Rogues

Male Eandroth Rogue

Male eandroth who have undergone the rogue change will become hungry for an education and adventure. At this stage the male hunter will go out into the non-Eandroth world and may spend hundreds of years wandering and learning about combat, science, magic, technology and other things, people and places. Rogues in this phase learn very quickly (start at first level experience).

After a hundred or more years of exploration, the rogue male usually returns to his desert tribe where he will become the principal war leader and/or teacher of the other Eandroth. Those who think of the Eandroth as being mild mannered and minimally skilled in combat will find themselves in deep trouble with a powerful rogue. Aside from their mental and physical prowess, only the finest warriors ever survive into the rogue phase.

Alignment: Any, but mostly good.

The Eight Attributes: The original attributes of the young Eandroth increase as follows. The number of additional six-sided dice to be rolled and added to the existing attributes are as designated. I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 2D6, P.P. 1D6, P.E. 2D6, P.B. 0, Spd 1D6.

Hit Points: Add 10

Natural A.R.: Increases to 12, tougher skin.

Physical S.D.C.: Add 2D4×10

Size: Add 1D6 inches to height.

Weight: Add 2D6×10 pounds, mostly muscle.

Horror Factor: Increases to 14

P.P.E.: Add 2D6

Psionics: Unchanged

O.C.C.s available to Rogue Eandroth: At age 25 the rogue Eandroth selects an O.C.C. Any are available except Psychics. Most lean toward Men of Arms, clergy and scholar. **Note:** The O.C.C. and experience starts at first level as the rogue is considered a first level character with his new O.C.C. and new life. Use the appropriate experience table for that O.C.C. selection. The old youngling skills and bonuses are kept and only now increase with true experience.

Average Life Span Increases: 350 years if the Eandroth survives to become a rogue.

Habitat: During their wanderlust years, a *lone* rogue might be found almost anywhere (rarely in cold regions).

Notes: Rogues almost never use armor unless they know they are going into battle, then they prefer scale and splint armor. Knives and swords are their favorite weapons. Rogues rarely associate with other Eandroth during their wanderlust years and tend to be grumpy and hot tempered toward any of their kind until they decide to settle down. The double-bladed knife (see illustration) is their ultimate favorite weapon (2D4 damage). On Rifts Earth they will absolutely love vibro-blades and heavy weapons.

Female Eandroth Rogue

Female Eandroth also have a rogue phase that occurs if they have managed to survive 25 to 40 arduous pregnancies and deliveries. These rogue females are extremely rare and are the true leaders of the Eandroth community. While the female may wander the world for a few years, they are not obsessed by wanderlust like the males. Consequently, a female will join one particular group or return to her tribe and settle down at one place. Also unlike the males, they are *less* cantankerous and aggressive, and incredibly protective of their tribe members and friends. If a tribe member or loved one is slain, injured, or threatened, the female will launch a devastating attack of her own. The vengeance of a rogue female Eandroth is horrible.

The female enters the change by becoming grossly fat, and while most of her physical attributes do not change, the female's

mental and psionic abilities grow enormously. All female rogues are Mind Mages.

Alignment: Any, but mostly good.

The Eight Attributes: The original attributes of the young Eandroth increase at rogue stage. The number of additional six-sided dice to be rolled and added to the existing attributes are as designated. I.Q. 2D6, M.E. 3D6, M.A. 3D6, P.S. 0, P.P. 0, P.E. 1D6, P.B. 0, Spd 0.

Hit Points: Add 10

Natural S.D.C. Armor Rating: Increases to 12; tougher skin.

Physical S.D.C.: Add 1D6×10

Size: Add 1D6 inches to height.

Weight: Add 6D6×10 pounds.

Horror Factor: Increases to 15

P.P.E.: Add 1D6×10

Eandroth Mind Mage O.C.C. Only! At roughly the age of 30 (and having given birth at least 25 times), the female Eandroth becomes a rogue and erupts with psychic powers to become a Mind Mage. Use the Mind Mage experience table.

Psionics: Mind Mage, with all psionic categories available to her.

I.S.P.: Initial Inner Strength Points are an incredible 2D6×10+140 and she gains an additional 10 I.S.P. per each level of experience. **Average Life Span Increases:** 350 years, but many females live to reach 500.

Habitat: During their early rogue years, a *lone* female rogue might be found almost anywhere (rarely in cold regions).

Notes: Female rogues often become too large to use any body armor other than loose fitting crusader type. Rogue females frequently associate with other Eandroth, especially those who have not gone rogue, but tend to be grumpy and hot tempered toward males and may lash out violently if any sexual advances are made upon them. Rogue females cannot bear children.

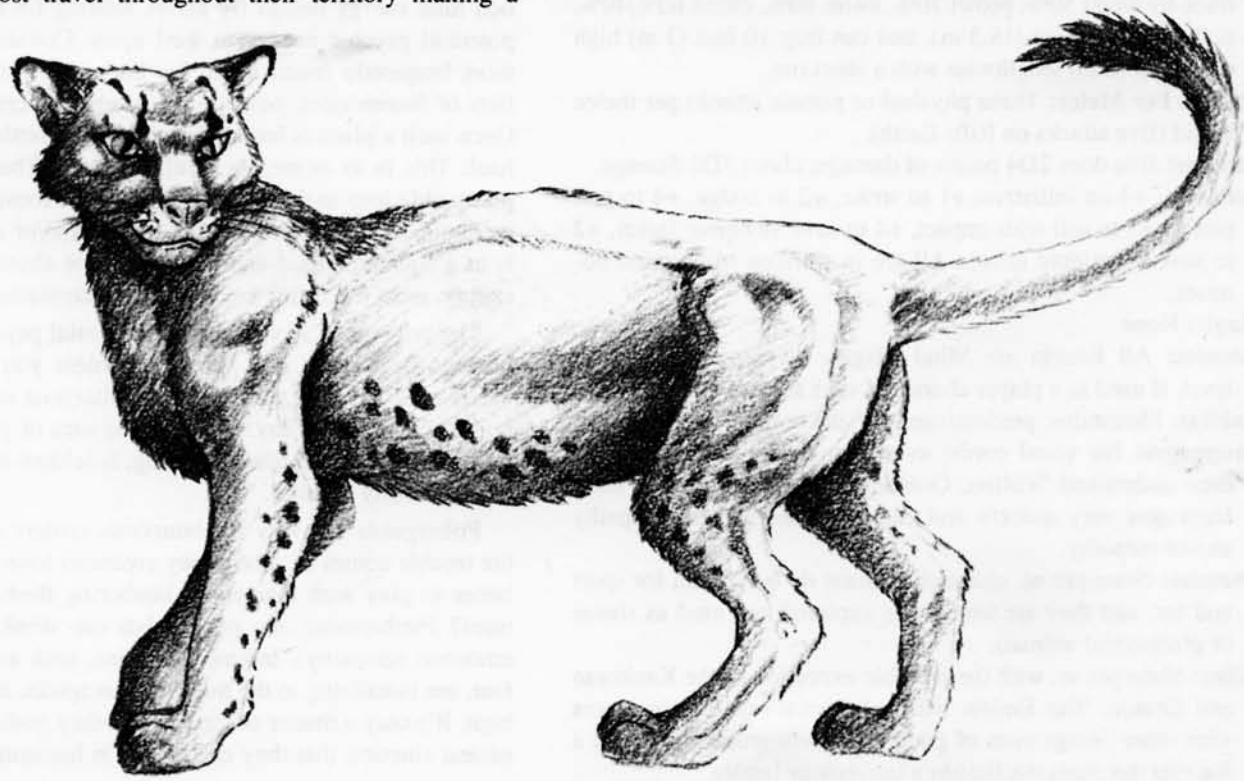
Emirin

The Great Northern Wilderness is inhabited by giant psionic cats known as the Emirin. They are solitary creatures found in various mountainous areas in the north. Emirin are intelligent in a way that is different from any other creature. They communicate solely by psionics and encourage psionic prowess in their young. The psionic cats live either alone or with their mates and young.

Emirin mate for life and are extremely affectionate and loving. The cat will stop at nothing to avenge the death of a mate or kitten. They typically live as mated pairs or small families with 1D4 young (the kittens leave the family unit after 3-5 years). However, they may share the same territory with dozens of other Emirin families, help each other and work together in a loose-knit society. Most travel throughout their territory making a yearly circuit to visit other Emirin and other neighbors. It is the unmated young who most often explore areas beyond their birthplace.

Emirin are intensely curious about other creatures and use their skill at prowling to sneak up on camps or follow travelers and watch them for hours. These travelers generally find out about their visitors only by happening upon the Emirin's 12 inch (0.3 m) wide footprints.

If an Emirin wilderness domain is threatened, the cat will first attempt to persuade the visitors to leave by subtle means. If the interlopers fail to get the message from sudden bad dreams or from the large claw and teeth marks found on mangled equipment, the invaders may start disappearing by ones and twos.



Against serious threats or large groups, the Emirin may gather several of its kind and completely wipe out any stubborn foe or destructive interlopers. The big cats are sometimes joined by Drakin and Kankoran.



Alignment: Any, but usually principled.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 3D6, Spd. 4D6.

Hit Points: P.E. attribute +12

S.D.C.: 1D4×10+15

Natural A.R.: 6

Horror Factor: 8 **P.P.E.:** 1D4×10

R.C.C. Emirin: The Emirin is a racial character class if used as a player character or NPC, meaning that it has abilities and knowledge based on its race, powers and habitat, and cannot select an O.C.C.

R.C.C. Skills: Dowsing (+20%), identify plants and fruits (+10%), land navigation (+20%), wilderness survival (+30%), detect ambush (+10%), detect concealment & traps (+15%), intelligence (+15%), surveillance (+20%), and two appropriate skill of choice from Technical or Communications.

Natural Abilities: In addition to psionics, the cats can identify tracks 80%, track by sight (animals and humanoids) 80%, track by smell 50%, prowl 70%, swim 80%, climb 80%/40%, nightvision 60 feet (18.3 m), and can leap 10 feet (3 m) high or 20 feet (6 m) lengthwise with a short run.

Attacks Per Melee: Three physical or psionic attacks per melee round (five attacks on Rifts Earth).

Damage: Bite does 2D4 points of damage, claws 3D6 damage.

Bonuses: +3 on initiative, +1 to strike, +2 to dodge, +4 to pull punch, +3 to roll with impact, +4 to save vs horror factor, +2 to save vs psionic attack. All are in addition to attribute bonuses.

Magic: None

Psionics: All Emirin are Mind Mages. Average two to fifth level. If used as a player character, start at level one.

Habitat: Mountains; predominantly in the north.

Languages: No vocal cords; even though they cannot speak, they understand Wolfen, Gobblely and Elven. Emirin learn languages very quickly and can communicate via telepathy and/or empathy.

Enemies: None per se, although humans do hunt them for sport and fur, and they are sometimes captured and used as slaves or gladiatorial animals.

Allies: None per se, with the possible exception of the Kankoran and Drakin. The Emirin will only occasionally join forces with other beings even of good alignment unless they fight a foe that threatens the Emirin's territory or family.

Average Life Span: 80 years, although some have reached 120.

Physical Appearance: These are NOT humanoid creatures. They look very much like large mountain lions.

Size: 6-8 feet (1.8 to 2.4 m) long, plus tail.

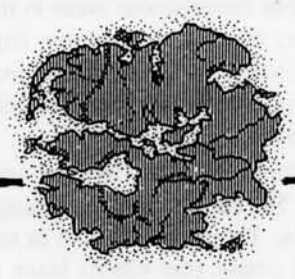
Weight: 200-300 pounds (91 to 136 kg).

Notes: Since the Emirin have no hands, they do not use tools or weapons. They do, however, recognize dangerous artifacts and may steal and bury them or hide them in trees. Rarely more than two are encountered at any one time (usually mated pairs), even in the widely populated Emirin territory of the Northern Wilderness and the Mountains that ridge Ophid's Grasslands. A typical litter of kittens numbers 1-4, and they reach maturity within a year and a half. Emirin are rarely found in the deep south or west.

Entities

An entity is a supernatural energy being that is *invisible to* the human eye. Consequently, many entities are regarded as ghosts, spirits, wraiths, and similar non-corporal apparitions. There are five major types of entities, each uniquely different from the others. All are potential psychic energy (P.P.E.) vampires. They are:

The Poltergeist
The Syphon or Trapped Entity
Haunting Entity
Tectonic Entity
Possessing Entity.

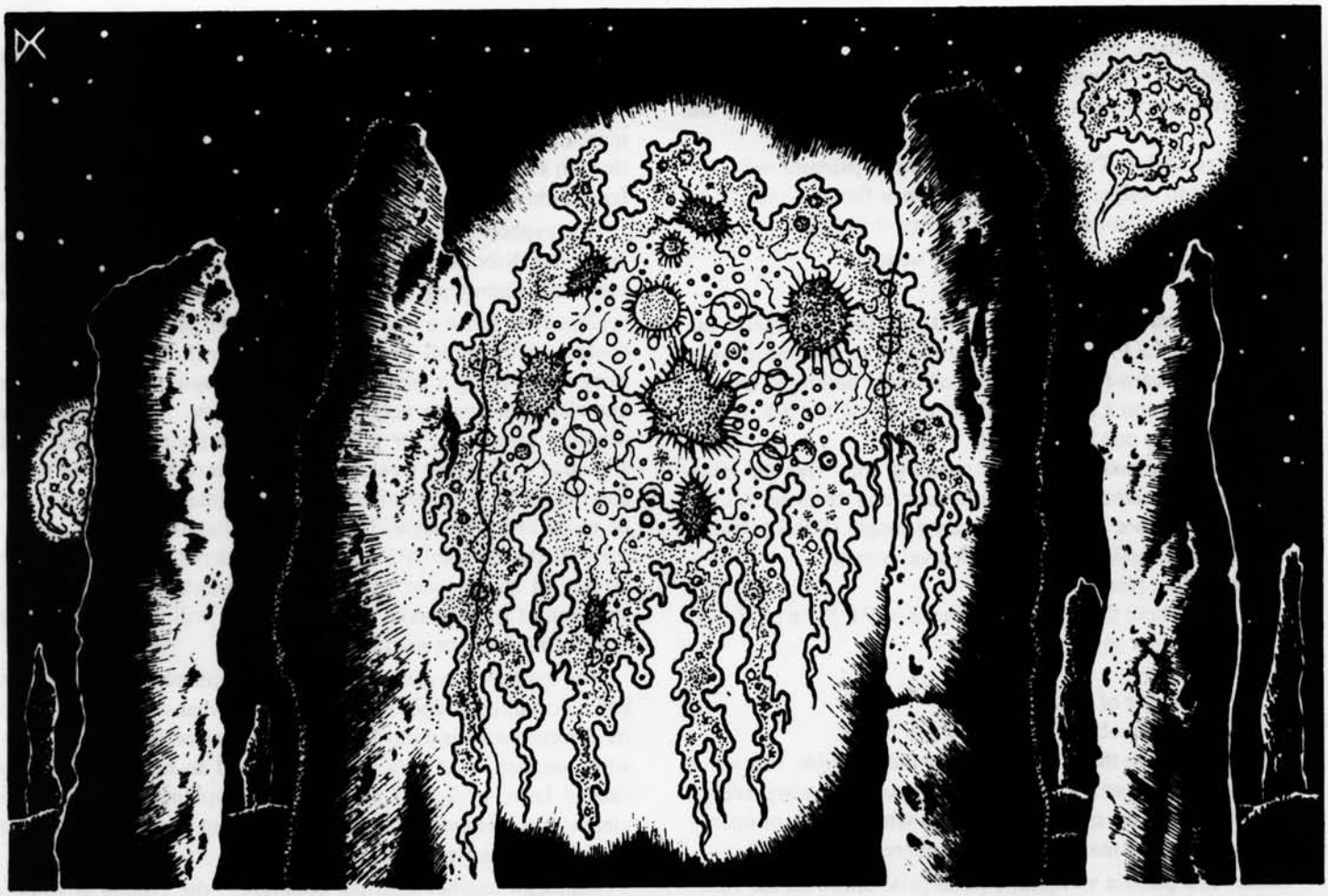


Poltergeist

The poltergeist, known as the mischievous spirit, is a wild, wandering, supernatural force with a minuscule intelligence. The odd little energy beings fly about, looking for a good source of potential psychic energy to feed upon. Consequently, they are most frequently found along ley lines and at nexus points and lairs of Summoners, powerful sorcerers and creatures of magic. Once such a place is found, the poltergeist settles in for the long haul. This is its home, its dwelling place. The poltergeist(s) is pretty oblivious to the activity of other life forms who may share its home. Its only interest in the human and/or animal occupants is as a source of food and play. With the abundance of ley line energy, most life forms are viewed as playmates.

The poltergeist's syphoning of potential psychic energy from humans is painless and harmless (unless you're a mage who needs his P.P.E. for magic). One poltergeist only absorbs 1D4 points of P.P.E. per day. Likewise, its idea of play, while sometimes unnerving and often irritating, is seldom life threatening or even seriously harmful.

Poltergeists are very rambunctious critters and that's where the trouble comes in. The dopey creatures love to play, and who better to play with than those lumbering flesh and blood creatures? Furthermore, the poltergeists can drink in the humans' emotions (empathy). Intense emotions, such as anger, love and fear, are tantalizing to the mischievous spirits, almost like a drug high. It's only a matter of time before they realize that fear is the easiest emotion that they can evoke in humanoids, so that's the



one they use most often. Humans get scared over the smallest things, banging in the middle of the night, doors opening by themselves, pots and pans flying through a tent, and so many other things that its easy and great fun!

Silliness (laughter/humor) is the next best method of evoking strong emotions if scaring tactics don't work. Lifting a person into the air, messing up their hair, making utensils dance, stacking objects, etc.

A poltergeist is not cruel or sadistic, only stupid and frisky. Unfortunately, poltergeists don't understand these alien lifeforms called humans and animals. Consequently, while they will not intentionally hurt anybody, they can do so by accident. For example, they don't realize that telekinetically hurling cutlery could kill somebody, or that dropping a big tree branch on top of a person's head could kill him. Fortunately, for the most part, poltergeists stick to small pranks, like hiding keys, unlocking doors, stealing socks, knocking things over, floating objects in midair, and other antics.

There are one or two more bits of bad news about poltergeists. First, they tend to travel in groups of 1D4+1 on the Palladium World and a nexus is likely to harbor two or three times more. Second, once they find a nice home, they hate to leave. Magic exorcism, protection circles, and amulets of protection against the supernatural will send them scurrying away. Constrain being, control and enslave entity, summon entity, and banishment are all powerful means of controlling them. Commune with spirits will enable the character to talk to them and perhaps convince them to leave. A psychic can use psionic exorcism, telepathy, empathy, empathic transfer and a few other means to convince them to vacate a premises. Vacating a poltergeist infested place for several months may send the hungry little buggers away in search of a new food source, providing there is no other available P.P.E. source in the immediate area; 01-35% chance of success. Destroying the dwelling and leaving the area increases the ratio for success to 79%, but is rather extreme.

A few poltergeists enter into the physical dimension every time a dimensional portal is opened or a natural dimensional rift occurs at a ley line nexus. They also sneak in whenever a Summoner uses a circle to summon lesser or greater supernatural forces.

Alignment: Anarchist

Natural Armor Rating: Not applicable

Hit Points: 4D6+10

S.D.C.: Not applicable

Rifts Note: M.D.C.: 4D6+10; become mega-damage creature on Rifts Earth.

Horror Factor: 10

P.P.E.: 4

Attributes: Not applicable. Low intelligence energy being, with minimal mental endurance or affinity, doesn't understand biological life forms, naturally invisible and intangible themselves and possess a speed of 44 (30 mph/48 km).

Natural Abilities: Invisible is their natural state, can fly and hover, maximum speed is about 30 mph (48 km) and never tire. They are also intangible which means they can pass

through solid matter but not through energy (fire, magic seal, Armor of Ithan, force field, etc.).

Poltergeists are vulnerable to all magic and psychic attacks, but they are impervious to physical and energy attacks, gases and drugs.

Attacks Per Melee: Two attacks by means of psionics only.

Bonuses: +2 to dodge, +10 to save vs horror factor. Note that attackers who cannot see the invisible are -8 to strike.

Damage: By psionics, thrown object or weapon.

Magic: None

Psionics: Natural I.S.P. is a mere 10, but the poltergeist can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. P.P.E. conversion to I.S.P. is four I.S.P. for every one P.P.E. point.

Powers: Empathic receiver, meaning they feel the emotions of those around them (automatic and costs no I.S.P.), plus see aura, see the invisible, sense magic (P.P.E.), levitation and telekinesis. Equal to a 4th level psychic.

O.C.C. & Skills: None

Habitat: Anywhere there is an abundance of P.P.E. or I.S.P.

Enemies: None per se

Allies: None per se

Size: About the size of a soccer ball.

Weight: Not measurable.

Appearance: Only those who can see the invisible can see a poltergeist. The entity appears either as a glowing energy sphere or as a sort of energy jellyfish with tendrils of energy hanging from the main body of the sphere.

Note: As a psionic vampire, a poltergeist draws on the I.S.P. of the people around it to perform its psychic feats. If there is no I.S.P. available (or used up), the creature will draw on the people's and animal's P.P.E. One P.P.E. point is converted into four I.S.P.

Syphon Entity

The syphon is an evil entity that inhabits inanimate objects. Immediately upon inhabiting an object the entity is trapped, forever imprisoned, until the object is destroyed. Such creatures inhabiting dead trees and rocks and are sometimes mistaken for elementals and Faerie Folk. The syphon is also responsible, in part, for legends of magic amulets and mystic artifacts empowered or possessed by evil spirits. Some practitioners of magic and scholars suspect that some rune weapons are empowered by a trapped and controlled syphon entity.

The syphon can inhabit any type of non-living matter, except plastic and items already imbued with magic. However, the entity cannot animate/move the object it inhabits, except by levitation. Consequently, the most desired objects are small hand-held items and particularly items of value to humanoids, such as gems, jewelry, and weapons. The trapped entity lays dormant in a state of suspended animation until the presence of a creature, or creatures, with sufficient potential psychic energy awakens it. Awake and alert, it can use its psionic powers to influence any intelligent being who might possess it. The creature is so subtle that the victim might think its hypnotic suggestions, empathic transmissions and telepathic thoughts are his own. Some people actually hear voices and think they suffer from schizophrenia.

Like the poltergeist, the syphon feeds off the host creature(s), requiring 20 P.P.E. to become fully awake and 10 P.P.E. or more every day. However the entity is a glutton and will devour as much P.P.E. as available, sometimes consuming 20 times the required energy. Sadly, such gluttony does not sustain it for more than an extra day and the eternally hungry creature will need to feast within 48 hours.

The syphon's intentions are far from playful or innocent. This entity is a diabolical fiend that delights in manipulating, corrupting, and destroying humanoids. A common practice of the syphon is to sense a corruptible individual and make telepathic contact. After initial contact, the entity will weave a fantastic story about being a powerful source of magic or possessing the knowledge/means to acquiring great power. It plays upon the person's greed, lust for power, want for revenge, hatred, love and other exploitable weaknesses and desires. In exchange for its aid, the horrid creature often demands regular blood sacrifices to be made in its presence. This way the gluttonous entity can absorb all the doubled P.P.E. of the murdered victim, enjoy the slaying of an innocent person, and contribute to the moral destruction of its humanoid pawn — who it will try to push to the brink of madness or suicide.

The syphon is a diabolically cunning creature who is patient and calculating. It does not worry about what will happen when its current pawn is killed, because, sooner or later, there is always another. That person may be found an hour, a week or a decade later; it doesn't matter to the syphon. Time has little meaning to this eternal force of evil. When a human host is not available, it simply sleeps.

Although tougher than the poltergeist, the syphon is vulnerable to the same mystic and psychic forces. An exorcism or banishment will set it free of the object and force it to leave the area to find a new object to inhabit. The syphon entity must find an object to inhabit within one hour or be spirited back to its own world. In its freed energy form, the entity is vulnerable to all forms of magic and psionic attack, but is impervious to physical assaults. Psionic powers are always an effective weapon against a syphon, whether housed inside an object or moving freely in its serpent energy form. Note that destroying the object the entity inhabits will force it to flee the immediate area (100 ft/30.5 m) to find a new object to call home. However, the owner of the object cannot force himself to destroy it (he's under the syphon's control), it must be at the hands of someone else. **WARNING:** The syphon is far more capable and willing to defend itself than a poltergeist. One of its most prized weapons will be the human pawn(s) under its influence.

Being near a ley line or nexus will keep the syphon active and alert without the need of a living energy source, but the entity would rather inhabit a small portable object and be among humanoids than at a ley line where it would be constantly aware and fed, but terribly unfulfilled.

Alignment: Diabolic or Miscreant

Attributes: Not applicable. Very cunning, intelligent and ruthless, equal to an I.Q. of 14 or 15, but doesn't understand biological life forms, naturally invisible and intangible themselves and possess a speed of 44 (30 mph/48 km).

Hit Points: 6D6+10

Natural Armor Rating: See M.D.C.



M.D.C.: 1D6×10+30; the entity is a mega-damage creature on Rifts Earth.

Horror Factor: 10, **P.P.E.:** 6

Natural Abilities: In addition to its psionic powers, it is able to possess/inhabit non-living objects. Note that this does not enable the entity to animate or move the object through any means other than levitation.

In energy form it can hover and fly at a maximum speed of 30 mph (48 km) and is intangible, which means it can pass through solid objects, and its natural state is invisible. The syphon is also a natural telepath, which means it expends no I.S.P. during telepathic communication.

Combat: Two attacks per melee by psychic attacks only.

Bonuses: +2 to dodge as an energy being, +2 to save vs magic, +1 to save vs psionic attacks, and +15 to save vs horror factor.

Damage: By psionics or weapon.

Magic: None.

Psionics: Unlimited telepathy (costs no I.S.P.), empathy, empathic transmission, mind block, presence sense, see aura, see the invisible, sixth sense, levitation, bio-manipulation and hypnotic suggestion. Equal to a 6th level psychic. It uses these psi-powers to manipulate humanoid pawns.

Natural, base I.S.P. is a mere 20, but the syphon can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. One P.P.E. point converts to four I.S.P. The syphon will use its own 20 I.S.P. only when it has no choice. As a psychic vampire, the entity draws on the I.S.P. of those around it to perform its psychic feats.

Stealing psychic energy: Each attempt to draw on another person's I.S.P. or P.P.E. is considered a psionic attack and the intended victims must roll to save vs psionic attack. A successful roll to save means the entity did not get the energy it needed and must use its own energy reserve or skip an attack. A failed save means the entity can steal up to 20 I.S.P. or 5 P.P.E. from that specific person. That individual temporarily loses the energy points as if he had used psionic powers or cast magic himself. A person who willingly offers his or her I.S.P./P.P.E. does not roll a save vs psionic attack, the energy is automatically stolen; this is often the case with willing humanoid pawns.

O.C.C. & Skills: None; communicates by means of telepathy.

Habitat: Anywhere

Enemies: None per se

Allies: None per se

Appearance: Only those who can see the invisible can see the syphon. The entity appears as a ghostly, glowing energy worm or snake-like creature with a short trunk, wispy tentacles and translucent insect wings.

Size: About a foot or two (0.3 to 0.6 m) long as an energy being, but can inhabit an object as small as a ring and as big as 50 feet (15 m) tall.

Weight: Not applicable.

Note: Remember, the syphon entity cannot animate or otherwise control the inanimate object that contains it.

Haunting Entity

The Classic Ghost

A haunting entity is sort of a misguided and confused psychic bloodhound. Although we cannot see it, intelligent life forms leave a psychic impression wherever they have been. Our homes and workplaces hold the strongest emanations, because that is where we spend most of our time. Generally, the psychic impressions fade or are so weak that they are imperceptible. However, strong emotions, such as intense hatred, love, desire, anger, sorrow and so on, leave a deep, lasting mark, a psychic impression that the haunting entity sees and feels in every way. This entity is like a psychic sponge with no identity of its own. It is drawn to the emotions of others, from the past as well as present, soaks them up and languishes in them.

Since only the strongest emotions are perceivable, the entity experiences only the most intense, happy, traumatic, painful, or frightful emotions and memories. Little snatches of life gone by. Death, especially murder or by violence is one of the strongest emotions possible and frequently attracts the entity more than any other. The entity will find the strongest of these emotional events and play them back over and over again, becoming absorbed in them. This is where trouble arises, because the entity has no self identity. It gets confused and thinks that "it" *is* the central person of the recorded psychic impression. Locked in the memory of an event from the past, the haunting entity becomes a shadow of that person. An intangible apparition of the past. In every sense of the word, a ghost. It becomes so completely a part of the memory that it believes it is that specific person and will re-enact that fragmented memory endlessly. This is why the same haunting ghosts are so often reported to be repeating the same one or two events at the same general location, sometimes for centuries. This is the ghost who is always seen at the same place sobbing, or that always appears walking the same forlorn corridor. Haunted places are often inhabited by poltergeists too, because the ghost radiates the intense emotions the poltergeist enjoys.

Getting rid of a haunting entity can be surprisingly easy or incredibly difficult. Since it is bound to the memory of a specific person it can be *fooled* into leaving. Most ghosts will be reliving tragic or personally painful events. If the humanoid(s) can resolve its pain, fear or worry, the entity will be set free of the memory that has bound it to that place. Satisfied, it will leave, and once gone from the area, those emotions fade and the haunting entity sets out in search for new experiences to share.

In some cases there will be no solution to trick the entity into leaving, thus, more direct means will be required. Exorcism probably has the best chance for success. Commune with spirits, banishment, control and enslave entity, and summon entity are also useful magic against a haunting spirit. Characters with psychic sensitive powers are the ideal people to identify, locate and communicate with the haunting entity. It is vulnerable to magic and psychic attacks only, but is certain to defend itself.

Alignment: By nature this entity is basically a passive anarchist and simply wanders the world without a care, desire, hope, or involvement in anything. However, the haunting entity that is caught in a memory will believe itself to be that person and assumes his or her alignment and disposition. This can make the ghost friendly or dangerous.



An evil or vengeful persona will compel the entity to react in kind. It will erroneously see living humans as the persons of its disdain and attempt to extract its vengeance or inflict its evil on each and every person who dares to invade its domain. This means if the deceased was an axe murderer, so is the ghost. If the memory it has absorbed is hatred, the ghost will be hateful and potentially deadly. Fortunately, these ghosts will always leave hints as to their intentions and motives.

Ghosts of a good alignment, on the other hand, are not overtly hostile, but will scare the dickens out of a person with sudden appearances, moans, groans, sobbing, singing, whispers, footsteps, floating objects, icy touches and so on. The entity does not mean to scare anybody, it's just perpetually reliving its imagined life. An entity of a good alignment may even be friendly or helpful and warn characters of evil forces or impending danger. Of course, since the entity has no identity of its own, it has been good, evil, and selfish many times before. It simply becomes the person in the psychic memory impression.

Attributes: Not applicable. Low intelligence and little personal identity, equal to an I.Q. 5 and an M.E. 2. Doesn't understand biological life forms. Speed of 30 (about 20 mph/32 km).

Natural Armor Rating: Intangible, vulnerable only to magic and psionics.

Hit Points: 1D6×10+30

S.D.C.: Not applicable

M.D.C.: 1D6×10+30 on Rifts Earth.

Horror Factor: 14

P.P.E.: 8

Natural Abilities: Ethereal and intangible, meaning it can walk through solid matter. Its natural state is invisible, but it can, for brief moments (3D4 minutes), become visible to the human eye either as a semi-transparent ghost image or completely solid and apparently real (ectoplasm). The entity can also hover and fly at a maximum speed of 20 mph (32 km). It is impervious to all physical and energy attacks, except magic and psionics.

Combat: Three psionic attacks per melee.

Bonuses: +1 to dodge, +3 to save vs magic, +2 to save vs psionic attacks, +15 to save vs horror factor.

Damage: By psionics or weapon.

Magic: None

Psionics: Empathy, empathic transmission, mind block, presence sense, see the invisible, total recall, telepathy, telekinesis and ectoplasm. Equal to an 8th level master psychic.

Natural, base I.S.P. is a mere 30 points, but the entity can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line and can convert one P.P.E. point into four I.S.P. The entity will use its own 30 I.S.P. only when it has no choice. As a psychic vampire, the entity draws on the I.S.P. of those around it to perform its psychic feats, stealing psychic energy from the living.

O.C.C. & Skills: None, communicates by means of telepathy.

Habitat: Anywhere

Enemies: None per se

Allies: None per se

Appearance: Its normal state is a large energy sphere, but it takes the appearance of the deceased person it believes it is.

Size: Varies from gnome to troll-size ghostly energy being.

Weight: Not applicable.

Note: The ghost must draw ectoplasm from an unwitting human source. On rare occasions, the entity may draw on the powerful emotions of a living person, becoming his or her ghostly clone. These are known as **haunting dopplegangers** that will follow their human duplicates around, haunting and mimicking their movements, appearing and disappearing randomly. All the usual conditions apply.

Tectonic Entities

One of the most powerful and dangerous entities is the Tectonic Entity, a wandering energy vampire that, like the syphon, craves the pain and suffering of humans. As an energy being it has only psionic abilities to rely on, but it can also create a physical body. Like all entities, it can easily draw P.P.E. from living creatures without hurting a soul, but the diabolical monster enjoys hurting and killing others. Most tectonic entities invisibly stalk their intended victim(s), then, at the right moment, builds itself a physical body and attacks. It is the ability to *build* a body that gives the creature its name "tectonic: pertaining to construction or building."

The "building" entity can construct a body out of any available inanimate objects and debris. The body can be made from trash (rags, tin cans, bottles, garbage, and so on), twigs and wood, or bones from skeletal remains, leaves, toys, books, knives, junk, rocks, debris, and so on. All the objects must be *small*, no tables or horse-drawn carts, and all must be *non-living*. To build its body, the Tectonic Entity telekineticly pulls the objects of choice together to construct a frightening, massive (usually 10 or 12 feet tall) humanoid mound of debris. The entity takes pleasure in the tasty emotion of fear that its macabre appearance evokes in most mortals. The terror satiates its demonic pleasure, while the act of killing doubles the amount of the P.P.E. available from its prey. The artificial construct can be maintained for 24 hours before crumbling into a pile of debris. It cannot reanimate the junk or create a new body for 12 hours.

The Tectonic Entity can also *inhabit and animate* small humanoid or animal shaped figurines, such as dolls, puppets, and statues. The size limitation for pre-made constructs like dolls, puppets, statues and armor is that the object can be no smaller than one foot (0.3 m) and no taller than five feet (1.5 m) tall (**Rifts® Note:** The abundance of mystic energy on Rifts Earth enables the entity to inhabit and animate structures that are twice as big). The animated doll or puppet can be vacated at will, but cannot be reanimated for 12 hours after the entity's departure.

Tectonic entities are frequently used by evil practitioners of magic to breathe life into an infinite variety of monstrous puppets, skeletons, statues and debris. They are frequently used as guards, protectors, and demonic soldiers. A powerful Summoner in the Western Empire once sent five dozen tectonic monstrosities made from the bones and debris of slain soldiers to ravage a town. The dwarves also called upon entities during the Elf-Dwarf wars and are said to have sent armies of tectonic debris troops numbering into the thousands, against their elven enemies.

Alignment: Miscreant or Diabolic.

Attributes: Not applicable. High intelligence, crafty and cruel;



equal to an I.Q. 10 or 11. Physical body has a P.S. of 30 (36 on Rifts Earth) and a speed of 12. The entity's natural energy form is invisible and intangible and has a speed of 30 (about 20 mph/32 km).

Hit Points of the Entity: 2D4×10+20 points. Physical attacks do no damage, but magic and psionic attacks do full damage.

Hit Points/S.D.C. & A.R. of the Physical Debris Body: The S.D.C. and natural Armor Rating (A.R.) will vary with the materials used to make the body. The natural A.R. means that any strike below the A.R. does no significant damage. Attacks above the A.R. number do full damage. Fire does double damage against leaves, twigs, wood, bones, rags, and cloth, but adds 2D6 points of damage to the fiery creature's attack damage. The following is a basic guideline.

Leaves and/or rags: 80 S.D.C., A.R. 7

Bones, leather scraps, and/or rubbish: 150 S.D.C., A.R. 10

Twigs and wood: 200 S.D.C., A.R. 10

Scraps of pottery and glass: 220 S.D.C., A.R. 11

Dirt or clay: 260 S.D.C., A.R. 12

Dirt and rock: 340 S.D.C, A.R. 14

Granite/stone: 450 S.D.C., A.R. 15

Metal scrap: 550 S.D.C., A.R. 17

Animated skeleton: 90 S.D.C., A.R. 9

Animated artificial bodies such as stuffed dolls, puppets, mannequins, stone statues, or suits of armor all have the same S.D.C. and A.R. as the original object before it was inhabited by the entity.

Note: In all cases, attacks leveled against the debris body damage the physical body but inflicts no damage or pain to the entity inside it. Thus, these robot-like constructs can keep going until the artificial body has been completely obliterated!

M.D.C.: The energy form of the entity becomes a mega-damage creature on Rifts Earth, with 1D6×10+30 M.D.C.; its body construct may be S.D.C. or M.D.C. depending on the materials used.

Horror Factor: 14

P.P.E.: 10, plus P.P.E. it absorbs from others and ley lines.

Natural Abilities: Able to compose a physical body, roughly humanoid in shape, from unliving, inanimate objects. Also able to inhabit and animate objects such as dolls, puppets, and statues. The energy form is impervious to all physical and energy attacks, but is vulnerable to magic and psionics. The energy form can fly and hover at a maximum speed of 20 mph (32 km) and is invisible to the human eye.

The physical body that the Tectonic Entity constructs or inhabits is not alive, consequently, it is *impervious* to cold, poison, drugs, gases, does not require air to breathe, and feels no pain. The only way to stop the entity is to destroy its artificial body. When the body is destroyed, the tectonic entity exists only in its energy form and cannot build or inhabit a new body until 12 hours have passed. If destroyed in energy form the entity is slain!

A warning about fire: Remember, the construct is not alive and feels no pain. Setting it on fire may eventually destroy the body, but until the thing is completely burnt to a cinder, all that's done is to make it a flaming monster. It can function completely while ablaze, attack and fight until all the S.D.C. of its body is gone. A blazing tectonic construct does an additional 2D6 damage with each punch or kick, and may set the entire area on fire.

Attacks Per Melee: Three via psionics or four physical attacks when it has created and inhabited an artificial body.

Damage: Physical attacks: 2D4 damage per strike from a dirt, rags, or other soft body; 2D6 damage per strike from a wood or bone body; 3D6 damage from a hard debris or clay body; and 4D6 damage from a stone or metal body (5D6 if blades or sharp edges are part of the attacking limbs). The construct or puppet may also use a weapon.

Bonuses: +1 on initiative, +3 to strike, +2 to parry and dodge, +2 to save vs magic, +1 to save vs psionic attack and +10 to save vs horror factor.

Magic: None

Psionics: Empathy, mind block, presence sense, see the invisible, see aura, sixth sense, and telekinesis. Equal to a 4th level psychic.

Its base I.S.P. is a mere 20 points, but it can draw on the I.S.P. and/or P.P.E. around it to perform psionic feats. This means that the entity has a virtually unlimited amount of I.S.P. when on a ley line. One P.P.E. point can be converted to four I.S.P. The Tectonic entity will use its own 20 I.S.P. only when it has no choice. It can draw on the P.P.E. of other living creatures the same as the syphon entity.

O.C.C. & Skills: None; communicates by empathy (or by telepathy or magic means provided by others wishing to communicate).

Habitat: Anywhere

Enemies: Hates humanoids and things of beauty.

Allies: None per se; may associate with other Tectonic Entities and powerful Summoners, practitioners of magic and supernatural forces.

Size: The physical body construction is typically 10 or 12 feet tall (3 to 3.6 m), but can be as small as one foot (0.3 m). The energy body is about four feet (1.2 m) in diameter.

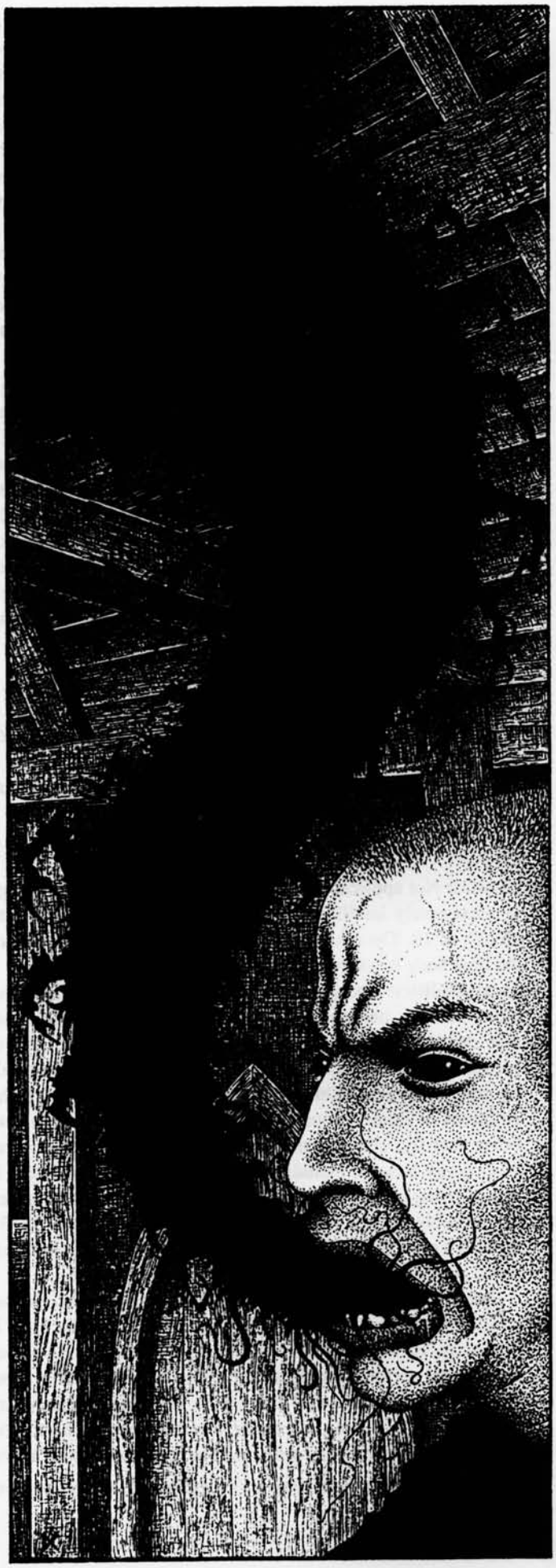
Weight: Varies greatly with the composition of the physical construct.

Note: The entity cannot possess a functioning robot with an active artificial brain and robot vehicles are too big and not humanoid in shape — the body must always be humanoid in appearance. The entity can build and animate a body as often as once every 12 hours, not any more than that.

Possessing Entity

The possessing entity is generally considered to be the most powerful and dangerous of all the entities. It is an intelligent and malevolent force that relishes human torment and anguish. Like the other entities, it is a psychic vampire that feeds on the potential psychic energy of its victim and those around it. However, this fiend takes particular pleasure in horrifying and bedeviling the friends and family of the possessed person.

A successful possession means the entity has inhabited the body of a living creature and completely dominates that body. The essence and intellect of the original person is completely submerged, dormant, as if asleep, and is not aware of or have any memory of what the possessing entity has done with his or her body. The hideous thing can commit murder or worse, vacate the body, and the innocent person will suddenly have control with no idea of what has transpired — holding a bloody knife, but will have no memory of committing any atrocity.



Similarly, the possessing entity can allow the person to regain his faculties and momentary control of his own body without relinquishing its possession of it. In this case, the entity simply releases its domination over the host body, sitting back and going along for the ride. Unlike the possessed individual, the demonic entity sees, hears and experiences everything its host does. The monster can regain control instantly. A favorite ploy of the possessing entity is to relinquish its control periodically, long enough to convince the victim and those around him that he is insane (a psychopath or multiple personality). It is only after the entity has pushed things to the limit that it will drop its charade and let those around it know of its presence. See the section describing possession on page 185 of the **Palladium RPG, 2nd Edition**, for full details.

Getting rid of a possessing entity is extremely difficult. Magically, only exorcism has any chance of success. Banishment, control, summon entities and all the rest are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works. Psychic exorcism and other psionic powers can be used to attack the entity itself, but will provoke the creature to violence. The incapacitation of the host body through drugs or magic for long durations (1D6 months) may entice the entity to leave in search of a more fun body. Killing the host body will always set the entity free, but doesn't do much good for its victim.

Alignment: Any evil
Natural Armor Rating: Not applicable, ethereal energy being.
Hit Points: See M.D.C.
S.D.C.: Not applicable to the entity in its energy form, but adds 20 S.D.C. to the person or animal it possesses.
M.D.C.: 2D6×10+40; the entity becomes a mega-damage creature on Rifts Earth.
Horror Factor: 10
P.P.E.: 4
Attributes: Not applicable to the entity in energy form, although it is extremely intelligent, cunning and treacherous; equal to an I.Q. of 18. The creature possesses the physical attributes of the host body it controls (not skills or memory).
Natural Abilities: Energy form: The ability to possess flesh and blood humans, humanoids and animals; it cannot usually possess demons, deevils, gods, godlings and other supernatural beings (demigods may be vulnerable because of their mortality and humanness). Other powers include empathy (feels the emotions of others around it at no I.S.P. cost), the ability to hover and fly, ethereal energy being impervious to physical and energy attacks, including poisons, and its natural state is one of being invisible and intangible. Only those who can see the invisible can see it. Flying speed in energy form is 50 (35 mph/56 km). The entity is vulnerable to magic and psionic attacks, as well as being revolted by beauty and love.

Possession of a physical body: The entity has at its disposal any of the attributes and natural abilities of the body it possesses. However, it does not know the person's memories and cannot perform the skills the character has learned. Most life forms, from elves and dwarves to goblins and giants, are vulnerable to a possessing entity. Practitioners of magic and certain races have greater resistance to possession than others.

Attacks Per Melee: Four physical attacks per melee or two psionic attacks.
Bonuses: +6 to physical damage inflicted by the host body, +2 on initiative, +2 to strike, +4 to parry and dodge, +2 to pull punch, +2 to roll with impact, +2 to save vs magic, +2 to save vs psionic attack, +10 to save vs horror factor, and is impervious to possession itself.
Damage: By psionics, physical body, or weapon.
Magic: None
Psionics: Automatic empathy (automatic and costs no I.S.P.), empathic transfer, bio-manipulation, levitation, telekinesis, sixth sense, see the invisible, impervious to fire, death trance, telepathy and mind block. Equal to a 6th level psychic.
Natural I.S.P. is only 30, but the possessing entity can draw on the ambient P.P.E. around it and/or the I.S.P. or P.P.E. of the host body to perform psionic feats. This means that they have a virtually unlimited amount of I.S.P. when on a ley line. One P.P.E. converts into four I.S.P.
O.C.C. & Skills: None; an evil predator and tormentor.
Habitat: Anywhere
Enemies: Hate humans and all beings who are good and/or attractive.
Allies: None per se, typically a loner.
Appearance: Those who can see the invisible will see the possession entity as a long, snaking blackness with a hundred small legs, pincers and tendrils, giving it a sort of monstrous black centipede appearance.
Size: About 4 feet (1.2 m) as an energy being.
Weight: Not applicable.

Note: Fortunately, the possessing entity is extremely rare compared to other entities. They are typically brought into the world by a Summoner, demon or deevil lord, Old One, or evil god.

Eye Killer

Eye Killers are ugly creatures with the body of a serpent, dog-like front legs, and an owl-like head with large black eyes. It is from the eyes that these terrible creatures kill. Although more intelligent than an animal, it is low compared to humans. The creature is an animal predator that feeds on other, smaller animals and (for reasons unknown) regards humanoids, from goblin to elf, as their natural enemies. As such, the Eye Killer always attacks them whenever they are encountered, with or without provocation. The beast's main weapon is its psionic powers. The monster will usually kill or incapacitate its foe with psionics and then rip out its throat or stomach. The serpentine creatures often ally themselves with inhuman forces of evil.

Animal-like (subhuman)
Alignment: Always evil or anarchist.
The Eight Attributes: The number of six-sided dice are designated. I.Q. 1D6+2, M.E. 3D6+2, M.A. 2D6, P.S. 1D6+2, P.P. 2D6, P.E. 3D6, P.B. 1D6, Spd. 2D6.
Hit Points: P.E.+30
S.D.C.: 6D6+6
Natural A.R.: 10
Horror Factor: 14
P.P.E.: 10
O.C.C.: None; not recommended as a player character.

Natural Abilities: Nightvision 120 feet (36.5 m), dig/burrow two feet (0.6 m) per minute, but only digs shallow burrows. Natural abilities include prowl 80%, climb 50%/25%, swim 60%, and track humanoids 52%. Understands the language of Gobblely and can learn three others, however the Eye Killer cannot speak and communicates through psionic empathy.

Attacks Per Melee: Three by bite or psionics.

Damage: Bite does 1D4 points of damage or psionic attack.

Magic: None

Psionics: All physical and sensitive abilities, *except* telepathy and clairvoyance, plus empathic transmission and bio-manipulation; their primary means of killing. **I.S.P.:** M.E.+50, equal to a 4th level Mind Mage.

Average Life Span: 120 years.

Value: None, commercially; may be worth something to a man of magic, but not often (100-400 gold).

Habitat: The plains and prairies of the Old Kingdom, Eastern Territory, and Ophid's Grasslands.

Languages: Does not speak. Communicates through empathy, but can learn to understand the rudimentaries of any language (choose two to start).

Enemies: Humans, elves, dwarves, gnomes, and champions of good. Indifferent toward most others.

Allies: Evildoers of any race.

Size: 3-4 feet long (0.9 to 1.2 m) from head to tail tip.

Weight: 35-60 pounds (16 to 27 kg).



Notes: Rarely worship any god(s), but often ally themselves to evil gods, demons and deevils and their minions/clergy. Eye Killers don't use weapons or armor, and have little use for wealth or magic except to lure humans to their doom — the monsters often set traps using treasure. They seldom associate with their own kind except to mate, so they are usually encountered as lone individuals or a pair. A fertile female will lay 1D6 eggs in sand or under rocks once every two years.



Faerie Folk

Optional Player Characters

Bogies
Brownies
Dead Moon Hag (new; evil)
Faerie: Common
Faerie: Green Wood
Faerie: Night-Elves
Faerie: Silver-Bells
Grogach (new)
Hairy Jack (new; evil)
Kelpie (evil)
Kinnie Ger (evil)
Leprechauns
Mermaids (evil)
Merrows
Nymphs
Pixies: Common
Pixies: Frost
Pucks (evil)
Satyrs
Spriggans
Sprites: Tree
Sprites: Water
Sprites: Wind Puffs
Toad Stools (evil)
Will-O-The-Wisp (evil)

Also ...

Goblins, Hob-goblins, Kobolds, and Orcs (see playing character races in the *Palladium Fantasy RPG; 2nd Edition* for descriptions of these evil faerie folk).

Faerie folk are a host of tiny, magical people with little concern or regard for the affairs of man or any other race. The community includes a variety of Faeries, Sprites, Brownies, Pixies and others. Most are happy, freewheeling spirits, tiny in stature (rarely more than 6 inches to a foot tall/0.15 to 0.3 m), often winged, and glow of magic. Most are deceptively attractive, cute, seductive, and friendly. However, there is a dark side to the Denizens of Faerie, even the cutest Faerie is often selfish and sometimes cruel, while some, like the Bogie, Toadstool, Merrow, and Will-O-The-Wisp have a frightening appearance and a wicked temper or mean disposition. Others like the Kelpie, Kinnie Ger, and Puck are cruel and murderous predators who take pleasure in hunting and slaying humans and other mortal beings. *Goblins, hob-goblins, kobolds,* and *orcs* are large, distant cousins to "true" Faerie Folk, but lack their innate magical abilities. The tiny, cute folk dislike most of their larger, crueler cousins and look upon them with disdain or indifference. Surprisingly, the various factions of Faerie Folk, from gentle and pretty to ugly and evil, rarely attack or molest each other — Faerie kin tend to stick together. The only real exceptions are their large, non-magical, distant cousins who are viewed as fair game for Faerie mischief.

Faerie Folk usually seem to be lost in their own business. By civilized standards, these bizarre creatures of magic seem quite insane, content with a vagabond life of mischief and wandering. Volatile in temperament, Faerie Folk can exhibit extraordinary degrees of emotion and malice for the most trivial of matters (trivial to humans, that is). Like spoiled children, they do, say, and act as they damn well please and woe to the person that dares to interfere in their play. It is during the vengeful temper tantrum of a perturbed Faerie where malice comes to the fore.

Their mischief stems from their selfish, carefree, wild, scatterbrained antics and complete lack of concern for non-Faerie folk. They will steal horses and livestock, riding them wildly throughout the night, tease dogs or twirl cats by their tails, and create a ruckus that could wake the dead. Other favorite antics include moving or hiding objects (often into the pockets of unwitting bystanders and then tattling on them with accusations of thievery), picking pockets, tieing shoelaces together, physically tampering with weapons or jinxing them, souring milk, howling, hooting, stomping or banging around, whispering lies, telling wild stories (all or mostly all untrue), tattling on others, pinching, pulling hair, stealing freshly baked bread, fruit pies, milk or candy and wine (the latter two they love with a passion), and other similar mischief.

Faerie Folk are far from harmless pranksters and can be positively deadly. Even under the most innocent of circumstances with the friendliest Faerie, a wise person will mind his tongue, abstain from their food or drink, and not dance with their maidens. Their worst mischief arises from their spell magic and enchanted food, which they use to make people dance till they drop, turn different colors, fall into a deep sleep or otherwise charm or enchant. Faerie Folk enjoy beguiling, confusing and deceiving anybody not of their ilk. Even their harmless pranks can become deadly since they have little understanding of the human condition, laws, or morals.

Despite their tricks and volatile tempers, most are not evil and have been known to aid the helpless and unfortunate. *Faeries, Sprites, Pixies, Brownies* and even *Leprechauns* are frivolous, jovial people who hate sorrow and despair. Thus, they will often attempt to cheer a sad person with gifts of fruit and flowers, mending their clothes, or by performing spectacular dances and acrobatics. Sometimes one or two may bond with a particular household or individual and secretly perform chores and/or offer their protection. The home with a *Guardian Faerie* never needs to worry about intruders or bad luck. Only elves who are beloved by the Faerie host, are spared the games and wiles of most Faeries.

Although rumors of Faerie gold abound, Faeries, Pixies, Brownies and Sprites have no need or desire for gold or any other precious metals, gems or valuables, and never keep them. They're more likely to keep a magic wand, bag of candy, jar of honey, or a bottle of booze.

Faerie Mounds, Rings & Circles

Many Faerie Folk are nomadic and travel continually, seldom staying in one place for more than a few months. Nomadic tribes can be as small as half a dozen to six dozen. All Faerie Folk welcome one another openly and are frequently found living with or near other Faerie Folk. They seldom live in human towns or villages and shun cities and sad/gloomy or evil places. Despite their nomadic nature, Faerie Folk may adopt a particularly beautiful (or ugly in the case of evil folk) woodland, glen, or field of

wild flowers and fruit bearing trees and plants as a permanent home. These places will have the telltale circles of flowers, mushrooms or mounds and can be populated by hundreds to thousands of Faerie Folk. Such communities often have one dominant type of Faerie Folk with small clans and groups of several other types of Folk. Such domains of Faerie can be inhabited by the wee Folk for centuries. However, if the land becomes settled and populated by Big Folk (humans and other mortals), most (if not all) of the Faeries will leave the area in search for a quieter, undisturbed place to live.

The largest communities of Faerie Folk are found in secluded woodlands where they live under hills, mushrooms, flower beds, and/or in trees — sometimes caves and animal burrows. Small hills, or large mounds of earth and grass, typically ringed by a circle of wild flowers and/or mushrooms are known as **Faerie Mounds**. These mounds are typically the abode of large groups of Faeries, Sprites, or Pixies. Anywhere from 50 to 200 (5D4×10) Faerie people can be found under a mound, singing, dancing, drinking and playing into the wee hours of the morning. To disturb a Faerie Mound is to invoke the full wrath of its inhabitants. If lucky, the intruder will be turned different colors, charmed and made to perform stupid and embarrassing things like dancing naked and/or doing somersaults for 4D4 hours. More serious offenders, such as those who try to plunder or destroy a mound may be slain or captured and held inside the mound, locked in enchanted slumber. Loners like brownies, leprechauns, and bogies are often found living near a mound. Faerie Mounds are quite common throughout the Eastern Territories and the Great Northern Wilderness. A mound will always be found miles away from a city, in the bright sunlit areas of secluded forests, meadows, and grasslands filled with wild flowers.

Faerie Rings are circles in the grass rimmed by mushrooms or flowers. One to a dozen are often found near a Faerie Mound or places where Faeries or Sprites play and dance. Such rings can be a place of great magic and danger for the unsuspecting passerby. If any non-Faerie Folk step into the ring during the Faerie's Dance, that person is magically compelled to join in until the festivities cease or he is released. The enchantment of the Faerie Ring is even more powerful than normal Faerie magic (often located on a ley line or near a nexus), requires only one Faerie or Sprite to activate it and requires a saving throw vs magic of 16 or greater to fight it. Faeries have been known to dance and sing for weeks without pause. Victims of a Faerie Ring are completely helpless (-10 to strike, parry and dodge) and magically sustained for the length of the dance. The enchanted captive can be pulled out by a friend who joins the dance, but keeps one foot out of the ring and is anchored by at least one other holding his coat-tails. Faerie Folk are not affected by the ring's magic.

The Faerie Ring is a powerful place of magic and also offers other powers and abilities. It can be used as a circle of protection (simple or superior), as a sanctum (the area within the circle; same as the spell), the circle holds 80 P.P.E. within it, and can be used to place non-Faerie life forms into enchanted slumber. The slumber enchantment is a state of suspended animation where one does not age. The victim will remain asleep for 1D6 hours after being removed from the circle. If left in the circle or placed inside a Faerie Mound, the victim will remain asleep until he is rescued and removed from the circle or mound, or until the Faeries release him from their enchantment or move out of the area. Left undisturbed, enchanted slumber can last for decades.

Faerie Circles are circular designs created by flying Faeries or Sprites who gently push plants down and weave them together to create a circular pattern and have periodically appeared throughout the human history of the Palladium world. The circles can be large or small rings or full, flattened circles. They may also have other flukes and designs shooting out from the circle or ring. Spriggans are especially intrigued with making crop circles and are generally responsible for the largest, most elaborate designs. Unlike Faerie Rings, these flattened circles are not magical in any way. They do indicate that Faerie Folk live within 50 miles (80 km). Wheat and other grains provide the best plants for weaving Faerie Circles.

Faerie Weapons

The larger or meaner Faerie Folk (Goblins, Pucks, Spriggans, Kelpie, etc.) may use any type of weapon, but usually use small items such as knives, hammers, short swords, clubs, cudgels, rocks, and so on. The smaller Faerie Folk seldom use weapons, but when they do, they can be quite dangerous. The following is a list of weapons used by Faeries, Pixies, Bogies, Brownies and Sprites, along with the damage or enchantment inflicted.

Normal bow and arrow (tiny): One point of damage per arrow.

Tiny swords or spears: Two points of damage.

Magic arrows (save vs magic of 12): The arrow does one point of damage plus:

Sleep: 2D6 melee rounds.

Deep slumber: 3D4 minutes

Dizziness: -2 on all combat rolls and reduce spd by 25%.

Paralyze: 2D6 melee rounds.

Charm: 1D4 hours

Jitters: The target struck by the weapon is instantly afflicted by severe waves of shaking, reducing his number of attacks and combat bonuses by half. Lasts 2D6 melee rounds.

Ants in the Pants: This attack causes the person to be so afflicted by itches in his/her britches that the victim must scratch or hop around saying, "oh, oh, arg" for 1D6 melee rounds; loses two melee attacks, initiative and all combat bonuses, plus skill proficiencies are reduced by half.

Poison arrows: (save vs poison 14) One point of damage from the arrow, plus:

Simple Poison: 1D6 damage

Lethal: 4D6 damage

Note: A remove curse will negate the Faerie's magic immediately. Unfortunately, finding somebody who is willing to perform a remove curse spell or ritual can be difficult and costly.

The spell magic of all Faerie Folk requires a 16 or higher to save, unless noted otherwise.

Faerie Food

Faerie Folk use magically enchanted foods and drinks as both a weapon and means to have fun or play pranks on non-Faeries. To save vs Faerie food, the character must roll 16 or higher; roll to save for each and every morsel sampled. Although distant cousins to Faeries, Goblins, Orcs, and Kobolds are also affected by Faerie food and magic — only true Faerie Folk can eat the items without being affected.

A list of enchanted Faerie food is found in the **Palladium Fantasy RPG; 2nd Edition**, on pages 260-261. The following are a few more types of magic food offered by Faeries.

Acorn Nuts: Makes the character act silly and deliver "corny" jokes and puns. The effect lasts for 1D4 hours.

Blossom Wine: A delicious, light, sparkling wine made out of the blossoms of flowers. A single glass will get the character as drunk as if he drank an entire bottle. It makes the character attractive to bees, as if he were a flower. The insects don't sting, but 4D6 are constantly buzzing around his head and/or crawling on the body or in the hair. The effect lasts for 1D4 days!

Cookoo Eggs: A small poached or boiled egg that temporarily reduces the character's I.Q. to 3 and makes him do silly, "cookoo" things. The effect lasts for 1D4 hours.

Faerie Ointment: A clear liquid that when put in the eyes, enables the person to see the invisible and the aura of magic. This ointment gives the world a wondrous "glow" and appearance humans are not normally accustomed to seeing, thus the person is -3 on initiative. The effect lasts for 1D4 hours.

Honey Buns: These magic, honey-glazed cakes make the character attractive to the uglier Faerie Folk who will fawn all over him (or her), make advances, pinch his bottom, blow kisses and try to entice his affections! The effect lasts for 1D4 hours.

Magic Mushrooms: These tasty morsels cause the character to hallucinate pleasant things. While under its influence, the character is -8 on initiative, all combat bonuses and attacks per melee are reduced by half, and the character can't easily discern reality (and danger) from fantasy. Priests are +10% to commune with their deity while under the influence. The effects last 1D4 hours.

Mushroom Saute: An enticing, aromatic sauted mushroom that tastes wonderful but makes the character feel warm, complacent and drowsy; -5 on initiative, -30% on speed and skills. The effect lasts 1D4 hours.

Mushroom Tonic: A drink that makes a new man out of you! Gets the drinker drunk with a thimble-sized portion, magically shrinks the drinker to 6 inches tall (0.15 m) and makes the character's hair "poof" out in a mushroom-like shape. Duration: 1D6 hours and leaves the person with a terrible hangover.

Protection from Faeries

There are a handful of very strange but effective methods of protection from Faeries, Sprites, Pixies, and Bogies. Some are quite ridiculous and are effective only because it strikes the Faerie's *funny bone*.

1. One of the best ways to ward off Faeries is to wear one's clothes inside out. No Faerie will bother that person unless he attacks them. The laughter of the folk will ring from the branches of every tree they inhabit.

2. A red ribbon tied in a bow above a doorway or on the tails of horses and live stock. This works for animals the same as humans wearing clothing inside out.

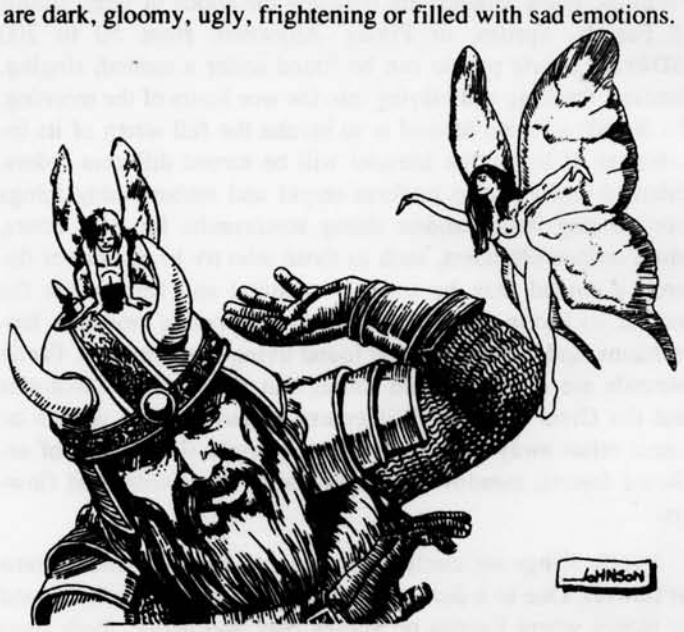
3. The crucifix or cross keeps them at bay just as it does a vampire. However, they can still cast their magic or attack from a distance.

4. Horseshoe(s) placed under a pillow or hung over a door or bed will keep Faeries away and prevent their use of magic in that specific area.

5. Faerie Folk cannot step on or over salt. This includes Faeries, Sprites, Pixies, Bogies, Toad Stools, Leprechauns, Kelpie and Pucks! A circle of salt will prevent Faerie Folk from entering the circle. Likewise, a line of salt in a doorway or on a window sill will prevent them from entering at that place. Sprinkling salt on a Faerie or Sprite will prevent them from flying, causes them to itch and reduces their combat bonuses and number of attacks per melee round by half!

6. Various magic symbols and circles will also ward away Faeries, including the simple protection circle (same effect as salt).

7. Except for the meaner, ugly denizens of Faerie, like the Puck, Kelpie and Kinnie Ger, most Faerie Folk avoid places that are dark, gloomy, ugly, frightening or filled with sad emotions.



Optional Player Characters

Players and Game Masters may be surprised by how much fun it can be to play a Faerie Folk character. Over the years of running the **Palladium Fantasy RPG**, many of my players have had the opportunity to play virtually all the nicer Faerie Folk and have found it to be a blast. The best player characters seem to be the Pixie, Frost Pixie, Brownie, Leprechaun, Bogie, Spriggan, and Puck. Remember, when playing these characters, they don't have a good understanding about the human condition, strengths or weaknesses. Most tend to be innocent and child-like, always inquisitive and more than a bit hyper. They are easily bored, and when bored they get into mischief by playing pranks, going where they aren't supposed to go, doing what they were told not to, etc. When they can't get their way or are scolded, teased or mocked, the little fellows will often extract childish revenge which may get their comrades into serious trouble. They also tend to say and do things without thinking about the consequences or how it might affect those around them (they are great at inciting arguments and brawls).

As G.M., I've had even more fun throwing mischievous faerie folk at the player group or using them as temporary Non-Player Characters (NPCs) to get the group into trouble. Don't underestimate the effectiveness of magical Faerie Folk, good and evil, as villains, antagonists, buddies and NPCs.

Faerie Folk Descriptions

The data noted in the Things Common to Most Faerie Folk includes most of the generalities about faeries and their kin. The descriptions that follow include only specific information and irregularities.

Things Common to Most Faerie Folk

1. Average alignment. Most are anarchist or unprincipled, but can be any alignment. Each specific description will indicate what alignment each type of folk tends to lean toward

2. Natural Armor Rating: Typically 6-10.

3. Hit Points & S.D.C.: As creatures of magic, these often tiny and delicate looking creatures can take an amazing amount of punishment for something their size. *Average hit points* for even the tiniest folk average around 20-50 points.

S.D.C. is typically 3D6 for the small folk, while the larger and/or meaner Faerie Folk, like the Leprechaun, Spriggan, Toad Stool, Puck, Satyr, Kelpie, Mermaids and Merrows have 1D4×10+10 S.D.C., occasionally more.

4. P.P.E.: 1D6×100, plus can automatically draw on the P.P.E. around them from ley lines and nexus points.

5. Horror Factor/Awe: Typically eight from awe of their beauty, strangeness, or realization that Faerie Folk mean trouble. Pucks, Will-O-The-Wisps, Nymphs, Merrows, and Mermaids have an H.F. 10.

6. Combat. Combat varies from Faerie Folk to Faerie Folk. Generally, the small folk have three attacks per melee, while the larger folk, like the *Satyr, Spriggan, Merrow, Kelpie, Kinnie Ger* and *Puck* have four or five attacks per melee. Magic and physical attacks can be combined during combat.

7. Bonuses, speed and dexterity. All Faerie Folk are exceptionally fast and dexterous. Consequently, they have several attacks per melee when it comes to hand to hand combat/mischief and bonuses. Specific bonuses will be provided for each type of Faerie Folk.

8. Faerie Magic. All Faeries are magic and visibly glow with an aura of magic during the day or night. Faerie magic is very powerful, requiring a saving throw versus magic of *16 or higher*, and has a spell strength, duration, and range equal to a *tenth level wizard!* The Faerie Ring and Faerie Food also requires a save of 16 or higher.

Unlike normal magic which burns up P.P.E., Faerie Folk can weave their magic endlessly, without exhausting their own, natural P.P.E.! While these little troublemakers can cast spells all night long and up to two times per melee round, Faerie magic does have its limitations and conditions.

First, Faerie Folk cannot cast the same spell more than once on the same person within a 24 hour period. The only exception is magic that affects only themselves, like chameleon and tongues. So when a Faerie places a *charm* spell on someone, when that spell ends or is canceled, or if the person saves against magic, that particular Faerie cannot cast a *charm* spell on that same person again until 24 hours have passed. The Faerie can continue his magic attack but must try a different spell to affect that same person.

Of course, a *different Faerie* could cast the *same spell* upon that same person again, requiring him to save vs magic or again fall under the influence of Faerie magic. This can make an encounter with a gathering of Faeries extremely dangerous. **Note:** Faeries and Sprites seldom travel alone and typically congregate in groups of 4D6. Larger Faerie Folk like Pixies, Brownies, Bogies, Pucks and Toad Stools, tend to prowl as lone individuals, pairs or small groups of 3-6.

Faerie Folk can't learn additional magic. The only magic at their disposal is what comes naturally to them.

Faeries are impervious to magic that is cast by other Faeries of the same species. They are vulnerable to the magic of other Faerie Folk, humanoids and supernatural creatures.

Jinx Magic is possessed only by a handful of Faerie Folk, most notably the *Dead Moon Hag, Hairy Jack,* and the *Grogach.* This Faerie magic enables the character to instill a short-lived curse on a weapon or tool (only). Anybody who uses the item suffers its effect for as long as it is used or in his possession and the jinx is on. The duration of the jinx is 1D4 hours. The curse effect is equal to any of the Faerie Foods, excluding Faerie drinks and ointments.

9. The Faerie's Dance (6 P.P.E.). This is a magic spell or enchantment possessed by most Faerie Folk. It compels the victim to dance in a circle until the spell elapses or is canceled. The dancer cannot be rescued except by convincing the Faerie responsible to cancel the magic. While the victim dances, Faeries often strip him of his clothes and hide them and his valuables elsewhere. The victim is fairly helpless, -8 to strike, parry and dodge, and can perform no other skill/function other than dance. See Faerie Magic.

10. Psionics. Usually none.

11. Allies. Other Faerie Folk, most dragons, spirits of light, druids, nature spirits, and creatures of friendly, tolerant and cheery disposition. Faerie Folk are very loyal and friendly toward each other, and will always come to the aid of another Faerie. The only exceptions are their larger, evil kin, like Pucks, Toad Stools, Kinnie Ger, etc., whom they tend to avoid. They don't consider their distant cousins, Goblins, Hob-Goblins, Orcs, and Kobolds, as close relatives and share no bond with them. In fact, most faerie folk will tease, trick and annoy their distant cousins as much as any human.

12. Enemies. Banshees, most demons, the undead, and obviously mean supernatural beings, forces of evil, and intolerant, cranky, fuddy-duddies with no sense of humor. Humans and humanoids are generally seen as trouble. They dislike goblins, hobgoblins, kobolds, and orcs.

13. Average life span. Faeries, Pixies, Sprites, Nymphs, Will-O-The-Wisps, and Bogies are effectively *immortal* and can die only by being slain.

Leprechauns, Spriggans, Mermaids, Merrows, Kelpies, and Brownies live for around 5000 years or longer. Satyrs, Kobolds, Pucks, Kinnie Ger and Toad Stools live for about two or three hundred years.

14. Habitat. The nicer Faerie Folk live in bright sunlit areas of secluded forests, meadows, and grasslands filled with wild flowers or fruit and are far away from cities.

15. Value. Faerie wings are extremely valuable. One can get 20,000 to 40,000 gold per pair. Unfortunately, one must kill the faerie before plucking its wings. The wings are used in teleportation circles and some alchemy. Faerie Food can sell for hun-

dreds, even thousands in gold. An alchemist will usually pay one-third the average market price.

16. Experience Points & R.C.C.s: As a rule, Faerie Folk have a set of unchanging skills and abilities. R.C.C. (Racial Character Class) skills are presented for each character, but they don't increase with experience.

17. Rifts® Note: On Rifts Earth, Faerie Folk are mega-damage creatures. The small types typically have 1D4×10 M.D.C. while the larger, predatory types have 1D6×10+20 M.D.C., sometimes more. See **Rifts® Conversion Book (One)** for complete descriptions.



Bogie

Bogies are tiny, malignant forces of mayhem with spindly, black, insect-like bodies and stand 8 inches tall (roughly 0.25 m). Ugly and ill tempered, they enjoy tricking travelers by leading them into swamps, quicksand, or other dangers. They also love to scare and terrorize people by making frightening noises and eerie images. Bogies collect gold, gems, spoiled food, good ale, beer, or wine (able to drink a full gallon before passing out).

Bogies live anywhere, from grasslands and forests to swamps, but always prefer a place that looks odd, mysterious, or frightening. Their lairs can be found under rotting logs, hollow trees, and animal burrows. Despite their maleficent mischief, bogies are loyal and downright defensive of the gentler, prettier faerie folk, while shunning evil faerie people such as Goblins and Toad Stools. They dislike humans and most other Big Folk, and enjoy frightening them, stealing from them and causing them trouble.

Bogie (pronounced bow gie)
Alignment: Leans toward anarchist, miscreant and aberrant evil.
Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+1, M.E. 2D6+1, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 3D6, P.B. 1D6, Spd. 4D6 running.
Size: 8 inches tall (203 mm) and weighs 8 ounces (226.8 grams).
Natural A.R.: 10
Hit Points: P.E. x3
S.D.C.: 4D6
Horror Factor: 9
Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of water 40%, sense the location of ley lines 55%, and metamorphosis into a large, tarantula-size spider, scorpion, or centipede.
Magic Spells: Wind rush, fear, wisps of confusion, purple mist, befuddle, repel animals, ventriloquism, globe of day light and animate objects.
Psionics: None
Combat: Four hand to hand attacks per melee or two using magic. **Additional Bonuses:** +2 on initiative, +2 to strike, +2 to dodge (automatic like a parry), +3 to pull punch, +2 to roll with impact/punch/fall, +6 to save vs horror factor, and +2 on all saving throws.
R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 75%, holistic medicine 45%, land navigation 80%, wilderness survival 85%, track animals 60%, preserve food 75%, faerie lore 85%, sing 45%, dance 75%, prowl 77%, climb 90%/80%, acrobatics 65%, swim 80%, pilot/horsemanship: large crawling insects 80%, and three W.P.s of choice. Skills do not increase.

Notes: Never wears clothes or armor, but may use weapons. They don't trust or like most big folk. Bogies are most likely to be seen in the branches of trees. Travel in groups of 6 to 36.

Brownie

The Brownie is the least mischievous and the most helpful and friendly of the faerie folk. Shy and withdrawn, they hide in shadows, doing favors and chores while their humanoid friends are asleep or gone for the moment. They may attach themselves to a house or family, helping and guarding them, sometimes for generations. Even in this situation, a Brownie will rarely show himself, taking his reward of sweet food only when none are looking. They have an incredible sweet tooth, with a love for ice cream, sugar, honey, syrups and sweet cakes. They also enjoy cream, milk, wine and beer.

Brownies stand one foot (0.3 m) tall, with long hair (fur) covering their entire body except for their cute round faces, hands and large feet. Usually naked, they also like to wear old (never new) clothes and big floppy hats. Besides the usual habitats of faerie folk, Brownies can be found living in hollow trees, stumps, under porches and in wells.

Alignment: Lean toward all good.
Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+1, M.E. 2D6, M.A. 3D6+2, P.S. 2D6+2, P.P. 3D6, P.E. 2D6, P.B. 3D6+2 (minimum of 10), Spd. 4D6 running.
Size: One to two feet tall (0.3 to 0.6 m) and weighs 1D4×10 pounds.
Natural A.R.: 6
Hit Points: P.E. ×4
S.D.C.: 4D6
Horror Factor: 9
Natural Abilities: Nightvision 90 ft (27.4 m), keen normal vision and sense of smell, sense the location of water 50%, sense location of secret compartments/doors 40% and sense the location of ley lines 50%.
Magic Spells: Mend cloth, mend stone, dowsing, sleep, animate objects, cure minor disorders and purification.
Psionics: None



Combat: Four hand to hand attacks per melee or two using magic. **Bonuses:** +1 on initiative and +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 85%, land navigation 85%, wilderness survival 95%, preserve food 85%, cook 85%, holistic medicine 55%, faerie lore 85%, sing 60%, dance 70%, gymnastics 50%, swim 80%, prowl 45%, climb 60%/50%, pick pockets 50%, pick locks 40%, and select two W.P.s (any). Skills do not increase.

Notes: The most liked of all the Faerie Folk, brownies never wear armor and seldom use weapons.

Dead Moon Hag

The Dead Moon Hag is also known as the Faerie Hag. This enchanted, but evil creature appears as an ugly, old woman. Most are thin, almost skeletal, have long, grey or white, stringy hair and stand four and a half to five feet tall (1.3 to 1.5 m). They are about as common as Leprechauns and usually travel alone. The Faerie Hag is a black hearted creature who likes to spread misery and fear by causing sickness, spoiling food, mutilating cattle, starting fires and kidnapping children and baby animals (usually tossed in a pit or hung in a tree, bound and gagged, and left to die).

The wicked fiend gets the name "Dead Moon Hag" because she is most powerful when there is no moon out (the tiniest sliver or covered by clouds) — double hit points, S.D.C. and P.S. attribute on moonless nights.

The Dead Moon Hag is typically a loner but is known to associate with other dark forces and even command small groups of cutthroats, particularly goblins, hob-goblins, Toad Stools, Pucks, Kinnie Ger, and Kelpie; occasionally with humans, demons, deevils and necromancers.

Alignment: Miscreant or diabolic evil.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+4, M.E. 2D6+4, M.A. 2D6, P.S. 3D6+4, P.P. 2D6+4, P.E. 3D6+4, P.B. 1D6, Spd. 2D6+4 running.

Size: Four feet, six inches to five feet (1.35 to 1.5 m) and weighs around 100 pounds (45 kg).

Natural A.R.: 10

Hit Points: P.E. x5

S.D.C.: 6D6

Horror Factor: 12

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, keen normal vision, sense the location of disease and sickness 50%, sense the location of ley lines 40%.

Grow into a Giant (special): The Hag can double her size and P.S. once per night to become a super-strong 9-10 foot (2.7 to 3 m) giant! This metamorphosis lasts for only one hour; it can be canceled at any time. Remember, the Dead Moon Hag sees her P.S., hit points and S.D.C. doubled when there is no moon or only a sliver of the moon. These elements are double again when she becomes a giant.

Magic Spells: Fear, wisps of confusion, purple mist, life drain, spoil, sickness, curse: illness, cure illness, detect poison, ventriloquism, tongues, and the power to *jinx* a weapon or tool.

Psionics: None

Combat: Three hand to hand attacks per melee or three using magic. **Additional Bonuses:** +1 on initiative, +2 to strike, +2 to parry and dodge (automatic like a parry), +2 to pull punch, +8 to save vs horror factor, impervious to disease, and +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, plus two additional languages at the base skill +20% skill bonus, identify plants & fruit 75%, holistic medicine 45%, surgeon 60%, brew 80%, cook 80%, preserve food 75%, recognize and use poison 80%, land navigation 80%, wilderness survival 85%, track animals 75%, faerie lore 90%, prowl 70%, climb 70%/60%, horsemanship: general 80%, and W.P. knife and two of choice. Skills do not increase. Not recommended as a player character.

Notes: Rarely comes out during the day unless gloomy or foggy, and only comes out on the darkest nights (roughly 4-7 nights a month). The Faerie Hag seldom wears armor unless she knows she is entering into battle or about to be attacked. Prefers blade weapons.

Common Faerie

The common faerie appears as a tiny handsome man or woman standing no more than 6 inches tall (0.15 m), with brightly colored butterfly wings of gold, red, violet, blue or yellow. They are golden haired, often nude or draped in delicate robes or gowns spun from silk or spider's webbing. They are a merry, care-free people with a penchant for mischief.

Alignment: Lean toward selfish.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6+2, P.S. 1D6, P.P. 4D6, P.E. 2D6, P.B. 4D6+6 (minimum of 17), Spd. 3D6 running and 3D6×10+40 flying.

Size: Six inches tall (0.15 m or 152 mm) and weighs six ounces (0.25 kg).

Natural A.R.: 7

Hit Points: P.E. x5

S.D.C.: 4D6

Horror Factor/Awe: 9

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of water 50%, and sense the location of ley lines 80%.

Magic Spells: Charm, love charm, cloud of smoke, sleep, tongues and the Faerie's Dance.

Psionics: None

Combat: Three hand to hand attacks per melee or two using magic. **Additional Bonuses:** +2 to parry and dodge in flight, and +1 to save vs magic.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 75%, land navigation 82%, wilderness survival 90%, preserve food 90%, track animals 32%, faerie lore 90%, sing 60%, dance 70%, prowl 60%, climb 60%/50%, and W.P. knife and W.P. archery/targeting. Skills do not increase.

Notes: Never wear armor and don't trust most big folk.

Faerie: Green wood

The Green wood faerie is a slim, handsome, man or woman with a green complexion, topped with long, jet black hair. Their wings resemble butterfly wings, but are darker than those of the common faerie with deep reds, oranges, browns and greens. They are fond of green and yellow clothes, pointed shoes and feathered hats. They are most commonly seen in dense forest regions.

Alignment: Lean toward anarchist and unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 4D6+5 (minimum of 16), Spd. 3D6 running and 3D6×10+40 flying.

Size: Six inches tall (0.15 m or 152 mm) and weighs six ounces (0.25 kg).

Natural A.R.: 6

Hit Points: P.E. x4

S.D.C.: 4D6

Horror Factor/Awe: 8

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m), see the invisible, keen normal vision, sense the location of water 70%, and sense the location of ley lines 80%.

Magic Spells: Charm, circle of rain, circle of flame, grow plants, animate plants, purification, tongues, and the Faerie's Dance.

Psionics: None

Combat: Three hand to hand attacks per melee or two using magic.

Additional Bonuses: +2 to parry and dodge in flight, and +1 to save vs magic.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 80%, land navigation 82%, wilderness survival 90%, preserve food 90%, track animals 62%, faerie lore 90%, sing 50%, dance 64%, pick pockets 50%, prowl 80%, climb 80%/70%, and one W.P. of choice. Skills do not increase. **Notes:** Never wear armor and don't trust most big folk. Use tiny bows and arrows (see faerie weapons) and knives; mischievous in the extreme.

Faerie: Night-Elves

Despite their name, these mischievous little spirits are Faeries, not elves. Night-Elves are of a dark grey-green complexion, with dark brown or black hair and sport luminous blue gossamer wings. They are usually seen in the buff, with tiny wooden swords hanging from a belt at the waist. They love sweets and wine almost as much as they love causing trouble.

Alignment: Lean toward anarchist and unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 4D6+1 (minimum of 16), Spd. 3D6 running and 3D6×10+40 flying.

Size: Six inches tall (0.15 m or 152 mm) and weighs six ounces (0.25 kg).

Natural A.R.: 8

Hit Points: P.E. x6

S.D.C.: 5D6

Horror Factor/Awe: 8

Natural Abilities: Fly and hover, nightvision 120 feet (36.6 m), see the invisible, keen normal vision, sense the location of water 80%, and sense the location of ley lines 80%.

Magic Spells: Befuddle, blinding flash, mend cloth, mend stone, mend metal, invisibility (simple), turn self into mist, tongues, and the Faerie's Dance.

Psionics: None

Combat: Four physical hand to hand attacks per melee or two using magic.

Additional Bonuses: +2 on initiative, +1 to strike, +2 to parry and dodge in flight, and +1 to save vs magic, +2 to save vs horror factor.

R.C.C.: Creature of magic and nature/faerie warriors.



R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 80%, land navigation 82%, wilderness survival 90%, preserve food 90%, track animals 70%, faerie lore 90%, sing 50%, dance 54%, pick pockets 50%, prowl 80%, climb 80%/70%, W.P. sword, W.P. archery & targeting, and one W.P. of choice. Skills do not increase.

Notes: Never wear armor and don't trust most big folk. Use tiny swords, bows and arrows (see faerie weapons) and knives; extremely mischievous.

Faerie: Silver Bells

Silver bells are tiny (6 inches/0.15 m tall) faeries of pale complexion, pale golden hair and adorned with magnificent white gossamer wings. They are often clad in milky white or light pastel colored silken gowns. They love to dance and sing more than any of the other faeries. Their voices are said to sound like a thousand tiny bells chiming in harmony, hence their name.

Alignment: Lean toward good and selfish.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6, M.A. 2D6+4, P.S. 1D6, P.P. 3D6, P.E. 2D6, P.B. 4D6+7 (minimum of 18), Spd. 3D6 running and 3D6×10+40 flying.

Size: Six inches tall (0.15 m or 152 mm) and weighs six ounces (0.25 kg).

Natural A.R.: 6

Hit Points: P.E. x4

S.D.C.: 3D6

Horror Factor: 9

Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of water 50%, and sense the location of ley lines 80%, and locate secret compartments/doors 54%.

Magic Spells: Befuddle, charm, love charm, sense evil, wind rush, tongues and the Faerie's Dance.

Psionics: None

Combat: Three hand to hand attacks per melee or two using magic. **Additional Bonuses:** +2 to parry and dodge in flight, and +1 to save vs magic.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 60%, land navigation 82%, wilderness survival 90%, preserve food 90%, track animals 32%, faerie lore 90%, sing 98%, dance 94%, prowl 72%, climb 60%/50%, and one W.P. of choice. Skills do not increase.

Notes: Never wear armor and don't trust most big folk. Likeliest to be seen at dawn playing in the morning sun.

Grogach

In some ways, the Grogach is a cross between a Brownie and a Spriggan. Its body is covered in long brown fur like a Brownie, but has broad shoulders, and muscular arms and upper body. The creature loves to grow things and can often be found inspecting the crops of a farmer. Sometimes one or more Grogach will help a farmer to harvest his crops, shuck corn, thresh wheat and similar activity. However, an angry Grogach will seek revenge by ripping up or stomping crops, starting fires, slaughtering cattle and jinxing weapons and tools. Mischievous ones make perfectly circular crop circles and rings, open up barn doors, eat crops, and chase or frighten pets and livestock.

The Grogach loves to grow and care for plants, farm, and cook almost as much as they like to eat. They are especially fond of bread, pies and just about any food made from vegetables, fruits and plants and eat twice as much as a robust human without gaining an ounce of fat. They also love to brew and drink beer and grain alcohol (can drink twice as much as an average human before getting drunk). This love of farming often gets the strange being to pitch in at a farm or gladly join it to cook a meal or whip up some booze without even being asked. The only thing desired as payment is some food and drink. On the downside, they tend to think of themselves as experts in these areas and can be annoying know-it-alls who are very critical and downright rude about other people's food, drinks and abilities.

Grogach (pronounced grow gach)

Alignment: Any, but typically anarchist or miscreant.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+2, M.E. 2D6+4, M.A. 2D6, P.S. 3D6+12, P.P. 3D6, P.E. 3D6+6, P.B. 2D6, Spd. 3D6 running or 6D6 flying.

Size: 3-4 feet tall (0.9 to 1.2 m) and weighs 80-100 pounds (36 to 45 kg).

Natural A.R.: 10

Hit Points: P.E. x3

S.D.C.: 6D6



Horror Factor: 8

Natural Abilities: Fly and hover in midair (even without wings; maximum height is 200 ft/61 m), nightvision 90 feet (27.4 m), see the invisible, keen normal vision, sense the location of crops and fruit bearing trees 70%, sense fertile soil 45%, and sense the location of ley lines 40%.

Magic Spells (warlock earth magic): Dowsing, dig, animate plants, grow plants, wither plants, repel animals, travel through earth, chameleon, and the power to *jinx* a weapon or tool.

Psionics: None

Combat: Three hand to hand attacks per melee or two using magic. **Additional Bonuses:** +2 on initiative, +3 to strike, +4 to parry and dodge, +3 to pull punch, +5 to roll with impact/punch/fall, +6 to save vs horror factor, impervious to spoiled food and poison, and +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +20% skill bonus, identify plants & fruit 75%, brew 90%, cook 80%, preserve food 80%, recognize and use poison 70%, carpentry 80%, boat building 60%, land navigation 90%, wilderness survival 90%, track animals 75%, faerie lore 90%, climb 70%/60%, horsemanship: general 80%, and W.P. two of choice. Skills do not increase.

Notes: Frequently wear leather armor use blunt weapons and picks. They love to wander and explore wilderness and farmlands; they are uncomfortable in cities and towns.

Hairy Jack

The Hairy Jack is a dull-witted, foul-tempered beast with the head of a pig, long arms, clawed hands, barrel chest, and short legs. Hairy Jacks often gather in small groups of 3-7 and frequently associate with other mean and evil Faerie Folk and brigands. They are known to haunt old barns, dead trees, swamps, bogs, caves, underground ruins, and other dead, frightening or dilapidated places.

Hairy Jacks like to torment and torture other creatures, including Brownies, Pixies and pretty humanoids. To this end, they will sometimes capture one or more humans, lock them in wooden cages and keep them as pets to be abused and tortured whenever the whim strikes them. Similarly, the Hairy Jack's idea of fun is scaring, robbing, beating or killing people. They also like to turn into boars and chase, frighten and bite the legs of cattle.

Alignment: Any, but typically anarchist, miscreant and diabolic.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 1D6+2, M.E. 2D6, M.A. 2D6, P.S. 3D6+10, P.P. 3D6, P.E. 3D6+6, P.B. 1D6, Spd. 3D6 as a humanoid, 6D6 as a boar.

Size: 4-5 feet tall (1.2 to 1.5 m) and weigh 100-150 pounds (45 to 67.5 kg).

Natural A.R.: 10

Hit Points: P.E. x3

S.D.C.: 1D4×10+10

Horror Factor: 10

Natural Abilities: Nightvision 200 ft (61 m), see the invisible, turn invisible at will, keen normal vision, prowl 45%, metamorphosis into a wild boar and sense the location of ley lines 40%.



Magic Spells: Repel animals, chameleon, fear, charm, and the power to *jinx* a weapon or tool.

Psionics: None

Combat: Three hand to hand attacks per melee or two using magic.

Additional Bonuses: +1 on initiative, +3 to strike, +3 to parry and dodge, +1 to pull punch, +2 to roll with impact/punch/fall, +6 to save vs horror factor, and +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, recognize and use poison 60%, land navigation 90%, wilderness survival 90%, track animals 70%, track humanoids 60%, faerie lore 60%, climb 70%/60%, horsemanship: general 50%, and three W.P.s of choice. Skills do not increase. Not recommended as a player character.

Notes: Frequently wear studded leather armor and prefer blade weapons and whips. Mean, vindictive, and sadistic. They get even meaner (and stupider) when they get drunk.



Kelpie

The Kelpie is a murderous monster with the ugly head of a horse, clawed hands, human trunk, horse legs, and dark complexion. The kelpie lurks near or in deep rivers, streams, and swamps where it waits for its unsuspecting prey. Although humans and elves are favorite targets, no humanoid is safe from its ravenous hunger. The terrible beast will lurk hidden underwater or near the water's edge where it will attack its victim. A favorite ploy is to leap out of the water, grab its prey and drag it into the water to be drowned and devoured. To make these hateful creatures even more dangerous, they can metamorphosize into a grey or black stallion. In this guise the Kelpie will feign tameness, allowing the traveler to mount it and then run and plunge into the water of a river, lake or swamp to slay and eat its rider. Kelpie assaults are not limited to water battles, although preferred, as they are fierce combatants in the water or upon dry land.

Alignment: Miscreant or diabolic evil only!

The Eight Attributes: The number of six-sided dice are designated. I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 5D6 (22 minimum), P.P. 3D6, P.E. 3D6, P.B. 1D6, Spd. 4D6 running in humanoid form or 4D6×3 as a horse.

Size: 6-7 feet tall (1.8 to 2.1 m) and weighs 200-275 pounds (91 to 125 kg).

Hit Points: P.E. attribute number +30

S.D.C.: 3D6×10

Natural A.R.: 9

Horror Factor: 16

P.P.E.: 2D6

Natural Abilities: Nightvision 30 feet (9 m), resistant to fire and cold (does half damage), metamorphosis at will into a horse (no limit on duration), swim 92%, and breathe underwater (indefinitely).

Attacks Per Melee: Five

Damage: Bite inflicts 1D6 damage, restrained claw strike 1D6 damage, full strength strike 3D6 damage, or power punch 6D6 damage but counts as two melee actions. The creature can also kick, doing 4D6 damage or use a weapon.

Bonuses: On dry land: +4 to strike, +4 to parry and dodge, +1 to roll with impact/punch/fall, +6 to save vs horror factor, +2 on all saving throws. Underwater the Kelpie gets one additional attack per melee round and another +1 to strike, parry, and dodge.

Magic: None, other than natural abilities above.

Psionics: None

Average Life Span: 300 years

Habitat: Swamps, rivers, and streams of the Old Kingdom, Timiro, Eastern Territory, and to a lesser degree, the Northern Wilderness.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, plus two additional languages at the base skill +15% skill bonus, land navigation 70%, wilderness survival 90%, track animals 50%, track humanoids 60%, faerie lore 60%, climb 70%/60%, and three W.P.s of choice. Skills do not increase. Not recommended as a player character.

Notes: Kelpies hate all life forms, especially humans and elves, but may associate with Bogies, Toad Stools, Pucks, Dead Moon Hags, and Waternix.

They have no need nor desire for treasure, but may keep an occasional item, gold or gem in its lair at the river's or swamp's muddy bottom. Near its lair a multitude of skeletons, rusty armor, weapons, and artifacts can usually be found, although most will be corroded beyond salvaging. The actual lair is usually a tangle of weeds, sunken boats or rocky outcroppings. A typical treasure will range in value from 400 to 1600 gold. May use a handy weapon, but not usually.

Beyond the Supernatural Note: Common to myths of the British Isles (bogs & swamps near ley lines).





Kinnie Ger

The Kinnie Ger is a race of subhuman felines with the head and tail of a mountain lion and the torso, arms, and thighs of a powerfully built man. They are legendary for their hunting prowess and enormous appetite for human, dwarven and elven flesh. Although Kinnie Ger may eat animals, by far their favorite prey are humanoids. These sly, sneaky creatures find great pleasure in watching death and pain, almost always toying with their prey, preferring to inflict a slow, painful death.

Once common throughout most of the world, the Kinnie Ger have been systematically killed or pushed northward; first by elves and later, humans. Today they are found infrequently throughout the Eastern Territory and more commonly in the Great Northern Wilderness. The Kinnie Ger are generally solitary hunters that occupy a defined territory of up to 20 square miles (32 km). Mated pairs are common, as Kinnie Ger mate for life. Occasionally, two or three mated pairs will share one territory with one large, dominant male — operating as a loose knit pride. They are most active in the early morning and evening.

Alignments: Any, but mostly evil or anarchist.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 2D6, M.E. 2D6, M.A. 4D6, P.S. 4D6, P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd. 2D6

Size: 5-5½ feet tall (1.5 to 1.7 m) and weighs 150-200 pounds (68 to 91 kg).

Hit Points: P.E. attribute number +25

S.D.C.: 3D6×5

Natural A.R: 9

Horror Factor: 14

P.P.E.: 1D6

O.C.C.: None (natural hunters)

Natural Abilities: Nightvision 60 feet (18.3 m), climb/scale walls 80%, prowl 77%, swim 44%. Its long, sensitive tail acts as a divining rod that can locate water at 70% proficiency.

Attacks Per Melee: Five

Damage: Bite inflicts 2D4+2 points of damage or claws doing 2D6 points of damage. The Kinnie Ger can also leap down from heights and *pounce* on an unsuspecting opponent. Dropping on a character from above inflicts 1D6 damage, knocks the person down and causes him to lose initiative and two attacks.

Bonuses: +2 on initiative, +3 to strike, parry or dodge, +4 to pull punch, +5 to roll with impact/punch/fall, +7 to save vs horror factor and +2 on all saving throws.

Magic: None

Psionics: None

Average Life Span: 45 years; although some live to 90.

Habitat: Grasslands and forests of the Eastern Territory and the Great Northern Wilderness. Occasionally found in the Old Kingdom.

Enemies: Elves, humans, dwarves and Wolfen. Dislike and prey upon most other humanoids.

Allies: None, per se; however, they have been known to cooperate with kobolds, ogres, trolls, coyles, and evil faerie folk.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +15%

skill bonus, land navigation 90%, wilderness survival 90%, track animals 70%, track humanoids 80%, faerie lore 65%, climb 90%/80%, swim 80%, prowl 60%, and three W.P.s of choice. Skills do not increase.

Notes: Rarely use weapons or armor in the wild; however, the Western Empire has had great success in training Kinnie Ger as gladiators in which they wear light armor and use a variety of weapons.

A mature female (8 years old) can bear young once every year, but usually waits until the previous young have left her side when they are four years old. A typical litter is 1D4 kittens, usually born during the fall, with a gestation period of eight months.

Leprechaun

One of the larger faerie folk, Leprechauns are usually well groomed, wearing fine black, or dark green suits adorned with large silver or gold buttons, snaps or buckles, a wide belt, black shoes and a top hat. They stand about two feet (1.2 m) tall with white curly hair, neatly trimmed beards, bushy eyebrows and a winning smile.

Leprechauns are characteristically moody, tricky, sly and mischievous. These merry little people are particularly fond of playing tricks on anyone not of faerie descent. They are very skilled thieves and con-artists. Travelers who encounter one (heaven help them if there are two or more) should guard their valuables carefully. Leprechauns will always attempt to steal valuables and do not intentionally show themselves for any reason except to cause mischief.

Hoarders of gold, gems, and magic items, the treasures of Leprechauns are legendary — always well hidden and seldom in the leprechaun's lair. Leprechauns are huge sissies and rarely draw blood in a struggle or when captured. If captured, they will always try to lead their captors away from their treasure (and into danger if they can) until they can escape. These cool operators can smoothly talk and/or trick their way out of any situation and have been known to lead captors on a merry expedition that lasts weeks only to end with the Leprechaun's escape. Torture is useless, for these little people are no cowards when it comes to protecting their treasure or secrets. Furthermore, if one tortures a Leprechaun, he better be sure to kill him, because if he lives to escape, his vengeance will be terrible.

Alignment: Almost always anarchist (unprincipled or miscreant are the next most likely), however, a Leprechaun will *never* deliberately hurt or betray another of the Faerie Folk.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6+3, M.A. 2D6+2, P.S. 2D6+2, P.P. 3D6+6, P.E. 3D6, P.B. 2D6 (minimum of 8), Spd. 4D6

Size: Two to three feet tall (0.6 to 0.9 m) and weighs 1D4×10+40 pounds (they tend to be roly-poly).

Natural A.R.: 8

Hit Points: P.E. ×6

S.D.C.: 5D6

Horror Factor: 8

Natural Abilities: Nightvision 60 ft (27.4 m), keen normal vision, turn invisible at will, ventriloquism 88%, and sense secret compartments/doors 64% (an automatic and innate ability).

Magic Spells: Escape, chameleon, charismatic aura, detect concealment, concealment, reduce self to six inches and fool's gold.

Psionics: None

Combat: Five physical attacks/actions per melee or two using magic.

Bonuses: +2 on initiative, +1 to parry, +2 to dodge, +2 to roll with impact, +3 to save vs magic, +2 to save vs all other saving throws, and +2 to save vs horror factor.

R.C.C. Skills: Speaks Faerie and Dragonese 98%, player characters can learn two additional languages and is literate in one at the base skill +30% skill bonus. Other Leprechaun skills include land navigation 55%, wilderness survival 60%, preserve food 60%, recognize precious metals/stones 96%, track animals 40%, faerie lore 90%, sing 60%, dance 70%, swim 80%, prowl 40%, climb 60%/50%, palming 60%, concealment 60%, pick pockets 82%, pick locks 55%, locksmith 40%, streetwise 54%, and select two W.P.s of choice (any). Skills do not increase.

Notes: Never wears armor and knives or small magic weapons are usually the weapon of choice. They don't trust most big folk, but are much more daring than faeries in their dealings with humanoids. They are the ultimate thieves and con-men, supergreedy, extremely mischievous and playful. They hoard only gold, expensive gems and magic items. They usually live alone in secluded places.

Besides their greed for riches, they also adore good liquor. In fact, 60% of all Leprechauns are alcoholics and the rest are on their way to becoming one. Most Leprechauns can out-drink the average human by consuming six times his body weight before getting intoxicated. Even drunk as a skunk, a leprechaun is quick and cunning, and should be watched carefully.

Mermaids

These mistresses of the deep inhabit both the salt and fresh water oceans, seas, and lakes of the Palladium world. Mermaids live near reefs, rock outcroppings, shipwrecks, and small islands. They distract or lure vessels to areas with low waters and high, submerged rocks to create shipwrecks. The panic and death they cause greatly amuses them as they have little respect for mortal lives.

The Mermaid's beauty is legendary, and her sweet, alluring song (Charm spell) often beckons sailors to join them in play and love. When the sailors comply, the Mermaids have their fun with them and leave them to drown. The Mermaids are beautiful women of pale milky skin and golden or red hair, with large green eyes and the tail of a fish. Vain in the extreme, they perch themselves on rocks or reefs and comb their long silky hair and admire themselves while waiting for their next victims.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6,M.E. 3D6, M.A. 4D6, P.S. 2D6, P.P. 2D6, P.E. 3D6, P.B. 5D6,Spd. 1D6 on dry land, but 5D6 swimming in water.

Alignments: Any, but usually evil or selfish.

Size: 6-7 feet long (1.8 to 2.1 m) from head to tail and weighs between 350 and 550 pounds (175 to 275 kg).

Natural A.R.: 9

Hit points: P.E. x3

S.D.C.: 6D6

Horror Factor : 10

Natural Abilities: Swim, breathe underwater (indefinitely, as well as able to breathe air above water), nightvision 120 feet (36.5 m), normal day vision, resistant to cold (half damage), singing, and song of the damned (yet another charm magic with the usual Faerie magic limitation). Maximum depth tolerance: two miles (3.2 km).

Magic Spells: Charm, love charm, mesmerism, create fog, part waters, change current, color water, communicate with sea creatures, summon storm and tongues.

The Song of the Damned is a high-powered, magic love charm that affects everybody who hears it (except other Faerie Folk). Everybody who hears it is distracted (-2 on initiative and -10% on skill performance). Meanwhile, as many as 1D4 people per song, per mermaid are simultaneously charmed (same as love charm spell); the usual faerie magic limitations apply.

Psionics: None

Combat: Three attacks per melee round by hand, by song, or one by spell magic.

Bonuses: +1 to strike, +1 to parry, +4 to dodge when underwater, +1 to pull punch, +2 on all saving throws, +4 to save vs horror factor.

R.C.C. Skills: Speaks Faerie and Dragonese 98%, plus two additional languages at the base skill +30% skill bonus, underwater navigation 75%, wilderness survival 75%, recognize precious metals/stones 96%, faerie lore 30%, sing 90%, dance 70%, swim 98%, climb 50%/40%, and select two of choice (from any catagory). Skills do not increase. Not recommended as a player character

Notes: These evil and deadly sea witches never wear armor but may use weapons. They often keep undersea treasures at depths unreachable by humans and ride sea turtles, dolphins and whales. They can also communicate with sea creatures and sometimes send sea monsters against sailing ships.

Merrows

These water Faerie Folk are much gentler and very often helpful to man, calming storms, and saving drowning sailors. The Merrow women are nearly identical to mermaids in appearance, though not quite as bewitchingly beautiful and they have webbed fingers. The males, however, are ugly by human standards, appearing as old, long haired men with large round eyes, scaly bodies and the tail of a fish.

Most seafarers know the difference between Mermaids and Merrows and consider the sighting of a Merrow as good luck. However, Merrows can be mischievous too. Sometimes they'll climb on board to get a better look at the two-legged sailors, play pranks (nothing too dangerous), pull up anchors, and steal baubles, food and rum. They also startle swimmers, race along ships, cut fishing lines, raid fishing nets and defend dolphins and whales, especially from surface dwelling whalers. Merrows are frequently seen with dolphins and whales, with whom they play and hunt with.

Alignment: The number of six-sided dice to roll is as indicated. I.Q. 2D6+2, M.E. 3D6, M.A. 3D6, P.S. 4D6, P.P. 3D6, P.E. 3D6, P.B. 4D6, Spd. 1D6 on dry land, 6D6+10 in water.

Attributes: Any, but tend toward good or selfish.

Size: Females measure 6 to 7 ft. (1.8 to 2.1 m) long and weigh 350 to 550 pounds (175 to 275 kg), males are 7 to 8 feet long (2.1 to 2.4 m) and weigh 550 to 650 pounds (275 to 325 kg).

Natural A.R.: 9

Hit points: P.E. x 3

S.D.C.: 6D6

Horror Factor: 10

Natural Abilities: Swim 98%, diving (1000 feet/305 m), leap 12 feet (3.6 m) out of the water and into the air, breathe underwater (indefinitely as well as breathe air), nightvision 200 feet (61 m), normal day vision. Maximum depth tolerance is two miles (3.2 km).

Magic Spells: Calm storm, summon storm, change wind direction, create fog, wind rush, air bubble, command fish, and charm.

Psionics: None

Combat: Three physical attacks per melee round or two by magic.

Bonuses: +2 on initiative, +3 to strike, +2 to parry, +5 to dodge when underwater, +3 to pull punch, +2 to roll with impact, +2 on all saving throws, and +4 to save vs horror factor.

R.C.C. Skills: Speaks Faerie and Dragonese 98%, player characters can learn two additional languages at the base skill +30% skill bonus. Other skills include underwater navigation 75%, wilderness survival 75%, recognize precious metals/stones 75%, faerie lore 60%, sing 90%, underwater acrobatics 80%, dance 70%, climb 70%/60%, and W.P. trident/spear, and select two of choice (any). Skills do not increase.

Notes: Merrows love to swim, play and chase; friendly with and fond of dolphins, whales, seals, and walruses as playmates. They eat fish, crustaceans, and seaweed. Unlike Mermaids, the Merrows only inhabit saltwater seas and oceans. They rarely gather large treasures, but many do amass souvenirs from the surface dwellers.

Nymph

These strange supernatural beings are among the most mysterious and mystical of the faerie folk. They are *spirits* of nature that will adopt an area of land (typically 1D4×10+10 sq. miles) as their domain, and become the protectors of that region and all that live in it. An ethereal, ghost-like creature, the nymph appears as a beautiful elven maiden bathed in white light and slightly aglow. Although ethereal, they can pick up solid objects and use them to strike an opponent. They normally inhabit an ancient trees, giant boulders, rivers, wells, springs, caves, or hills.

Nymphs cannot be harmed except by magic and psionics. Physical attacks are futile, harmlessly passing through them like air. Fortunately, they are gentle, compassionate spirits who aid the good, the lost and the helpless. However, they seldom take a direct hand in the affairs of mortals, preferring to help secretly, if at all. They will not allow senseless destruction of their land, the animals, or faerie people in their domain and are particularly protective of Faeries, Sprites, Pixies, Brownies, Wind Puffs, Drakin and Kankoran. To invoke the wrath of a Nymph is to flirt with death — their vengeance is terrible but just, often the punishment is designed to fit the crime.

Alignment: Lean strongly toward principled (40%) and scrupulous (40%) good, but are occasionally unprincipled (10%), anarchist (5%) or aberrant (5%).
Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6+1, M.E. 2D6+2, M.A. 2D6+2, P.S. 2D6, P.P. 3D6, P.E. 2D6+6, P.B. 3D6+6 (minimum of 16), Spd. 3D6 running and 2D6×10+40 flying.
Size: About human-sized but weighs three ounces (85 grams).
Natural A.R.: 7
Hit Points: P.E. x4
S.D.C.: 6D6
Horror Factor/Awe: 10
Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m), see the invisible, keen normal vision, turn invisible at will, sense the location of water 90%, sense the location of ley lines 90%, magically knows all languages, impervious to all forces except magic and psionics, can disappear by entering a living plant, and can pass through natural materials such as wood, earth, and stone (not metal alloys) as if they were air!
Magic Spells: Sleep, dust storm, summon fog, purple mist, call lightning, wind rush, levitation, finger of the wind, thunder clap, extinguish fires, part waters, calm waters, calm storms, repel animals, grow plants, animate plants, wall of thorns, breath of life, ley line transmission, and the Faerie's Dance.
Psionics: See aura, sense evil, sense magic, and suppress fear. I.S.P.: M.E. x2
Combat: Four hand to hand attacks per melee or two using magic.
Bonuses: +1 on initiative, +2 to strike, +1 to save vs magic and poison, +2 to save vs horror factor.
R.C.C. Skills: Magically speaks all languages 98%, basic math 98%, identify plants & fruit 98%, botany 98%, biology 60%, holistic medicine 98%, astronomy 98%, land navigation 98%, wilderness survival 98%, preserve food 98%, cook 80%, track animals 90%, faerie lore 98%, demon & monster lore 60%, sing 60%, dance 60%, prowl 80%, climb 90%/80%. Skills do not increase. Not recommended as a player character.

Notes: Never wears clothes or armor and rarely uses weapons. Tend to be loners, secretive, kind and compassionate. Likeliest to be seen during the day at beautiful locations playing with faeries or sprites.

Pixie: Common

Pixies are similar to Faeries, except they are twice as big (12 inches tall), don't have wings but can fly, and are not quite as beautiful, although still attractive and cute. They are generally a handsome, slender people with flaming red hair and fair complexions. Like all Faerie Folk, they have an irrepressible tendency for fun and mischief. They prefer to live in fields, meadows, or small groves of trees, but are incredibly curious and sometimes tag along with adventurers to see the world. They dislike communities larger than a village and get bored and homesick if stuck at any one place for more than a few weeks. Despite their minuscule size, they are bold, cocky and confident, and will face a giant or a dragon with the same brazen attitude as they would a human.



Alignment: Any, but most lean toward anarchist and unprincipled.
Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6+2, M.A. 2D6+2, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 3D6+1 (minimum of 9), Spd. 4D6 running and 2D6×10+50 flying.
Size: 12 inches tall (0.3 m or 304 mm) and weighs one pound (0.45 kg).
Natural A.R.: 8
Hit Points: P.E. x6
S.D.C.: 5D6
Horror Factor/Awe: 8
Natural Abilities: Fly and hover, nightvision 60 feet (27.4 m), keen normal vision, turn invisible at will, and sense the location of ley lines 50%.
Magic Spells: Charm, sleep, wind rush, globe of daylight, mend stone, mend metal, tongues, chameleon, and circle of rain.
Psionics: None
Combat: Four physical hand to hand attacks per melee or two using magic.
Bonuses: +2 on initiative, +1 to strike, +1 to parry, +2 dodge in flight, +2 to pull punch, +2 to roll with impact, +2 on all saving throws and +6 to save vs horror factor.
R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +25%

skill bonus, identify plants & fruit 60%, land navigation 62%, wilderness survival 70%, preserve food 60%, track animals 50%, faerie lore 90%, sing 50%, dance 65%, gymnastics 64%, pick pockets 50%, pick locks 40%, prowl 60%, climb 70%/60%, and three ancient W.P.s of choice. Skills do not increase.

Notes: May wear soft leather armor or colorful clothes. They don't trust most big folk, but are much more daring than faeries in their dealings with humanoids. Knives are a favorite weapon and tool. Mischievous, curious, clever and playful.

Pixie: Frost

Like the Common Pixie, they are a handsome, slender people born to mischief. Frost Pixies stand approximately one foot tall and have light blue skin, sparkling blue eyes, and white or silver hair. Frost Pixies inhabit climates with cold, cool, or moderate temperatures. They love the snow, glaciers, and mountain tops. Impervious to cold, they can bound through snowdrifts completely nude, but do wear a variety of light colored furs (typically rabbit, fox, weasel, etc.) or other clothing. Frost Pixies are also curious and clever, but rarely leave their native homeland to go exploring.

Alignment: Any, but lean toward anarchist and unprincipled.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 3D6, M.E. 2D6+2, M.A. 2D6+2, P.S. 1D6+1, P.P. 3D6+6, P.E. 2D6, P.B. 4D6 (minimum of 16), Spd. 4D6 running and 2D6×10+60 flying.

Size: 12 inches tall (0.3 m or 304 mm) and weighs one pound (0.45 kg).

Natural A.R.: 8

Hit Points: P.E. x6

S.D.C.: 5D6

Horror Factor/Awe: 8

Natural Abilities: Fly and hover, nightvision 60 ft (27.4 m), keen normal vision, turn invisible at will, sense the location of ley lines 30%, and they can also pass though ice much like a ghost.

Frost Breath (special): Range is four feet (1.2 m), inflicts 2D4 points of damage and temporarily blinds victim for 1D4 melees unless the intended victim saves vs magic or is wearing appropriate eye protection or a helmet.

Finger of Frost (special): All Frost Pixies can unleash a bolt of ice and cold. Range: Touch or four feet (1.2 m). Creates frost/frost patterns, causes 1D4 points of damage and makes living victims feel terribly cold. If a person fails to make his saving throw vs Faerie magic, he is stunned for 1D6 melee actions/attacks; reduce all attacks, speed, skills and combat bonuses by half. Effective against all living creatures and can use this frost touch to cover a window in frost, temporarily blinding his opponent (lasts until frost is scraped away, takes about two melee actions/attacks). **Magic Spells:** Globe of daylight, windrush, northwind, freeze water, hail, snow storm, and wall of ice.

Psionics: None

Combat: Three physical and/or finger of frost, and/or frost breath attacks per melee or two using magic.

Bonuses: +1 on initiative, +2 to strike, +1 to parry, +3 dodge in flight, +2 to pull punch, +2 to roll with impact, +2 on all saving throws and +6 to save vs horror factor.

R.C.C. Skills: Speaks Faerie and Dragonese 98%, player characters can learn two additional languages at the base skill +20% skill bonus, land navigation 62%, wilderness survival 70%, preserve food 70%, track animals 50%, faerie lore 90%, sing 50%, dance 64%, gymnastics 64%, swim 60%, prowl 50%, climb 80%/70%, and select two W.P.s of choice. Skills do not increase.

Notes: Never wear armor. They don't trust most big folk, but are much more daring than faeries in their dealings with humanoids. Jack of Frost is the most famous of these pixies; they are believed responsible for frosts, hail and unseasonal snowstorms or cold snaps.

Puck

The Puck is a black-hearted monster that vaguely resembles the Satyr, except that its upper body is more demonic than human, and its complexion is a dirty grey. Their pranks are destructive and brutal, and responsible for the senseless slaughter of livestock and pets, setting fires, vandalism, and sometimes the kidnapping of children and young maidens. Pucks enjoy torturing others, as well as a multitude of other sadistic depravities. They are also fair thieves, hoarding only gems, gold, and silver.

Alignment: Any, but almost always miscreant or diabolic evil.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 2D6, P.P. 3D6+6, P.E. 3D6, P.B. 2D6, Spd. 4D6+6

Size: Three to four feet tall (0.9 to 1.2 m) and weighs 3D6+60 pounds (about 30 kg).

Natural A.R.: 10

Hit Points: P.E. x3

S.D.C.: 1D4×10+10

Horror Factor: 10

Natural Abilities: Nightvision 90 feet (27.4 m), fair normal vision, sense the location of water 50%, sense the location of ley lines 50%, and metamorphosis into a goat, dog, pony or wild boar.

Magic Spells: Spoil, repel animals, death trance, and concealment.

Psionics: None

Combat: Five hand to hand attacks per melee or two using magic. Claws/punch 1D6 S.D.C., power punch 1D4 (counts as two attacks), kick 3D6 S.D.C., bite 1D6+2 S.D.C., or magic weapon.

Bonuses: +3 on initiative, +2 to strike, parry and dodge, +2 to roll with impact, +6 to save vs horror factor, and +2 on all saving throws

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, land navigation 70%, wilderness survival 75%, track animals 60%, track humans 55%, faerie lore 85%, demon & monster lore 70%, dance 75%, prowl 50%, palming 55%, concealment 48%, pick pockets 60%, pick locks 65%, streetwise 48%, climb 90%/80%, swim 80%, and select four W.P.s (any) of choice. Skills do not increase.

Notes: Never wear clothes, but may use armor or weapons of any kind; particularly fond of blade/cutting weapons for torture. They hate most big folk and pretty faerie folk. Customarily inhabit dark, solitary places of foul or evil appearance, like caves,



sewers, swamps, bogs, ruins and so on. Travel in pairs or small groups of 2D4 members.

Satyrs

These half-human, half-goat people are believed to be the children of the devil by the superstitious and fearful. Satyrs are a rustic people covered with short, curly brown hair and short horns, pointed ears and tails, but without the hoofed feet of true devils. Like most faerie folk, they are wild, mischievous and malicious as well as extremely demonstrative. They raid farms, pelt travelers with stones and sticks, scare people, frighten horses and livestock, steal whatever they can and commit other similar acts of mischief.

Known for their unbridled and dangerous passion, Satyrs will taunt and chase young maidens, purposely prolonging the hunt by speeding up and slowing down to amuse themselves and scare their victims. Satyrs tend to respond to everything with strong emotions and exhibit sudden mood swings and fiery tempers. This means they tend to do everything in excess and have an unquenchable taste for wine and ale, which adds to their unpredictable behavior.

Alignment: Any, but lean toward anarchist and miscreant.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd. 4D6

Size: Five feet tall (1.5 m) and weighs 4D6+60 lbs (40kg)

Natural A.R.: 9

Hit Points: P.E. x3

S.D.C.: 1D4×10+10

Horror Factor: 9

Natural Abilities: Nightvision 40 feet (12 m), normal day vision, and, with a running start, can leap 8 feet (2.4 m) high or 12 feet (3.6 m) long.

Magic Spells: Love charm, change wind direction, create mild to howling winds, and walk the winds.

Psionics: None

Combat: Four hand to hand attacks per melee or two using magic.

Damage: Claws/punch inflicts 1D6 damage, kick 3D6, head butt 2D4, and bite 1D4.

Bonuses: +4 on initiative, +2 to strike and parry, +4 to dodge, +3 to roll with impact, +5 to save vs horror factor, +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 94%, player characters can learn two additional languages at the base skill +9% skill bonus, land navigation 70%, wilderness survival 75%, track animals 60%, track humans 55%, faerie lore 85%, demon & monster lore 70%, dance 80%, prowl 50%, palming 55%, concealment 48%, pick pockets 70%, pick locks 65%, streetwise 50%, climb 90%/80%, swim 80%, select three W.P.s (any) of choice. Skills do not increase.

Notes: Satyrs typically gather and run in packs or nomadic bands of 6D6 members. They use crude tools and weapons, such as clubs, staves, and cudgels. Most have an obnoxious, bullying sense of humor that can quickly turn dangerous. Rarely wears clothes, but may use armor or weapons of any kind. They hate most big folk and pretty faerie folk. They dwell in forests and grasslands, gathering fruits and roots as they wander the land aimlessly.



Spriggan

Spriggans are three foot tall, husky people, with wild dark brown hair, ruddy complexions, and great strength. Grumpy and ill tempered, they are often the targets of playful Sprites. Spriggans generally ignore non-Faerie people (not that they pay much attention to Faerie Folk either), and get quite violent if pestered.

Their apparent mission in life is to erect large slabs of stone in a multitude of circular patterns. They also build tall pillars of stones that have reached heights of over 30 feet (9 m), and in recent centuries, have taken to making crop circles of intricate design. Why they build these monoliths and circles is a mystery even to the Spriggans, whose answer is "because!" It's best to leave these insane builders alone; don't talk to them, don't offer any help, don't even go near them, and never laugh at them. Foul tempered, they will bully and/or beat up anyone who bothers them (that may simply be someone who looks cheerful). The Spriggan's weapons of choice are usually heavy chisels, hammers, and picks as well as hurling large stones or boulders.

Spriggans are said to be among the strongest creatures in the world, which may be true, considering they carry stone slabs weighing tons to locations miles (sometimes hundreds of miles) away.

Alignment: Any, but tend to be unprincipled, anarchist and miscreant.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6+2, M.E. 2D6, M.A. 2D6, P.S. 6D6+20, P.P. 3D6, P.E. 3D6+6, P.B. 2D6, Spd. 2D6; strength and endurance is considered supernatural.

Size: Two and a half to three feet tall (about 0.9 m) and weighs 2D6+50 pounds (about 24 kg).

Natural A.R.: 10

Hit Points: P.E. x4

S.D.C.: 1D4×10+10

Horror Factor: 9

Natural Abilities: Nightvision 40 feet (12.2 m), keen normal vision, sense the presence of earth elementals 65%, and the ability to pass through stone/rock or clay (not dirt/earth) as if it were air!

Magic Spells: Dust storm, hopping stones, mend stone, crumble stone, rock to mud, clay to stone, and stone to flesh.

Psionics: None

Combat: Four hand to hand attacks per melee or two using magic.

Damage: A restrained punch inflicts 2D6 points of damage, full strength punch or kick does 6D6 damage +P.S. bonus, and hurling boulders does 1D6×10 damage! The P.S. damage bonus also applies to the damage inflicted by hand-held weapons.

Bonuses: +1 to strike, +3 to parry, +3 to roll with impact, +6 to pull punch, +6 to save vs horror factor, +2 on all saving throws.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, player characters can learn two additional languages at the base skill +10% skill bonus, basic math 92%, art (specifically sculpting and building) 75%, carpentry 75%, boat building 75%, land navigation 75%, wilderness survival 75%, preserve food 75%, faerie lore 90%, recognize weapon quality 70%, dance 45%, prowl 45%, climb 60%/50%, swim 75%, and horsemanship: general 75%, W.P. blunt and two W.P.s of choice (any). Skills do not increase.

Notes: Spriggans seldom wear armor, but use all kinds of weapons and tools. They don't trust or like anybody. They are grumpy, cantankerous, and intolerant of everyone, including Faerie Folk. Loners, they seldom work or gather in large groups; seldom even found in pairs. They chew tobacco, enjoy beer and

ale, eat bread, roots, sticks, bark and small stones. They have no need for precious metals or gems and never take them from those they beat or kill in anger.

Sprite: Tree

Sprites are very similar to faeries, but are even smaller, standing a mere four inches (101 mm) tall. They are cheerful, wild spirits, full of fun and mischief. Tree sprites are bright yellow-green skinned with semi-transparent yellow wings. They are content to raid beehives, birds' eggs, flower nectar, and play in the sun among the butterflies and tree tops. They will often buzz travelers, undoing belts, saddles, and trousers, stealing sweets, pinching and pulling hair.

Alignment: Any, but tend to be anarchist.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6+1, P.B. 3D6+7 (minimum of 16), Spd. 3D6 running and 3D6×10+60 flying.

Size: 4 inches tall (101 mm) and weighs three ounces (85 grams).

Natural A.R.: 6

Hit Points: P.E. x2

S.D.C.: 3D6

Horror Factor/Awe: 8

Natural Abilities: Fly and hover, nightvision 90 ft (27.4 m), see the invisible, keen normal vision, sense the location of water 50%, and sense the location of ley lines 40%.

Magic Spells: Chameleon, charm, animate plants and the Faerie's Dance.

Psionics: None

Combat: Three hand to hand attacks per melee or two using magic. **Bonuses:** +3 on initiative, +1 to strike, +4 to dodge in flight (automatic like a parry), and +2 on all saving throws.

R.C.C. Skills: Speaks Faerie 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 98%, land navigation 90%, wilderness survival 90%, preserve food 90%, faerie lore 90%, sing 80%, dance 84%, prowl 80%, climb 80%/70%, and acrobatics 80%. Skills do not increase.

Notes: Never wear clothes or armor, don't use weapons and don't trust most big folk. Likeliest to be seen at dawn and dusk playing in the trees. Travel in groups of 8 to 48.

Sprite: Water

Pale skin, dark hair, and blue iridescent wings are the trademarks of water sprites. They prefer glens, meadows, quiet pools, and gentle streams where they spend their time riding and teasing frogs, chasing dragonflies and skimming across the water. They will tease and pester travelers and torment unwitting fishermen or hunters who have come to plunder their domain.

Alignment: Lean toward anarchist.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6+6, P.E. 2D6+2, P.B. 3D6+7 (minimum of 16), Spd. 4D6 running and 3D6×10+40 flying.

Size: 4 inches tall (101 mm) and weighs three ounces (85 grams).



Natural A.R.: 6
Hit Points: P.E. x2
S.D.C.: 3D6
Horror Factor: 8
Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m), see the invisible, keen normal vision, hold breath 4D4 minutes, sense the location of water 90%, and sense the location of ley lines 40%. **Magic Spells:** Befuddle, swim as the fish, summon fog, summon & control animals (frogs and toads only), circle of rain and purple fog.
Psionics: None
Combat: Three hand to hand attacks per melee or two using magic. **Bonuses:** +1 on initiative, +4 to dodge in flight (automatic like a parry), +3 to roll with impact, +4 to save vs horror factor, and +2 on all saving throws.
R.C.C. Skills: Speaks Faerie 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 60%, land navigation 85%, wilderness survival 85%, preserve food 85%, faerie lore 80%, sing 60%, dance 70%, prowl 60%, climb 50%/40%, swim 98%, and horsemanship: frogs 70%. Skills do not increase.

Notes: Never wear clothes or armor, don't use weapons and don't trust most big folk. Likeliest to be seen at dawn and dusk playing near, in or on a body of water. Travel in groups of 6 to 36.

Sprite: Wind Puffs (air)

The wings of these beautiful creatures are large and frilled, so when fluttering, they appear to be little puffs of white, or white and pink. They typically make their homes in fields of flowers and grassy plains. Shy, but curious, they often sneak up on dozing travelers to examine them and rummage through their belongings, scattering them all about and stealing honey and candy. Wind Puffs also have a habit of tying knots in shoelaces, cords, and clothes.

Alignment: Any, but tend to be anarchist and unprincipled.
Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6+2, P.S. 1D6, P.P. 3D6+6, P.E. 2D6, P.B. 3D6+8 (minimum of 16), Spd. 4D6 running and 3D6×10+40 flying.
Size: 4 inches tall (101 mm) and weighs three ounces (85 grams).
Natural A.R.: 6
Hit Points: P.E. x2
S.D.C.: 3D6
Horror Factor: 8
Natural Abilities: Fly and hover, nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, keen normal vision, sense the location of water 40%, and sense the location of ley lines 40%. **Magic Spells:** Charm, mend wood & clay, globe of daylight, fingers of the wind, wind rush, and the Faerie's Dance.
Psionics: None
Combat: Three hand to hand attacks per melee or two using magic. **Bonuses:** +1 on initiative, +4 to dodge in flight (automatic like a parry), +3 to roll with impact, +4 to save vs horror factor, and +2 on all saving throws.
R.C.C. Skills: Speaks Faerie 98%, player characters can learn two additional languages at the base skill +10% skill bonus, identify plants & fruit 75%, land navigation 75%, wilderness survival 75%, preserve food 75%, faerie lore 75%, sing 75%, dance 75%, prowl 60%, climb 50%/40%, swim 50%, and horsemanship: butterflies 60%. Skills do not increase.

Notes: Never wear clothes or armor, don't use weapons and don't trust most big folk. Likeliest to be seen from dawn till dusk playing in the sun and flowers. They often travel in groups of 6D6.



Toad Stools

A Toad Stool is one of the ugliest of the Faerie people and appears as a humanoid toad-creature with a great gaping maw and putrid breath. They are two to three feet (0.6 to 0.9 m) long, with lumpy grey or brown skin covered with warts. Toad Stools are as mean as they are ugly, preying on the unsuspecting and smaller, prettier Faerie Folk, particularly sprites, faeries and pixies. They also eat all types of poison mushrooms and berries. Toad Stools are found living among their mushroom namesake, in swamps, bogs, and humid caves and caverns. Toad Stools often associate with Bogies, Pucks, Kelpies, Dead Moon Hags, goblins and other evil beings.

Alignment: Typically miscreant and diabolic evil.
Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 1D6, P.P. 3D6, P.E. 3D6, P.B. 1D6, Spd. 3D6
Size: Two to three feet long (0.6 to 0.9 m) and weighs 2D6+40 pounds (about 20 kg).
Natural A.R.: 10
Hit Points: P.E. x3
S.D.C.: 1D4×10+10
Horror Factor: 10
Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), fair normal vision, hold breath for up to 30 minutes, sense the location of water 80%, sense the location of ley lines 40%, and metamorphosis into a toad.

Magic Spells: Summon fog, animate plants, spoil (water only), and repel animals.

Psionics: None

Combat: Four hand to hand attacks per melee or two using magic.

Damage: Claws/punch inflict 1D6 damage or bite 2D6.

Poison Breath: The faerie monster's breath is also poisonous, but not deadly, causing 1D6+2 S.D.C. damage and inflicting fever and nausea lasting for a 24 hour period. Victims of the fever are -3 to dodge and parry, and -10% on skill performance. If a character successfully saves vs poison (16 or higher) he has no fever and suffers no penalties.

Wart Touch: Every time a person touches a Toad Stool with bare flesh, 1D6 painful and ugly warts will appear on his body within the hour. The warts will first appear on the hands, and then the arms, face and other areas of the body. The warts reduce P.B by 2 points, and cause the following penalties, -2 on initiative, -10% on skills (distracted by the painful warts), and touching them, even by clothes, is painful. The only way to remove the warts is by remove curse.

Bonuses: +1 on initiative, +2 to strike, parry and dodge, +2 to roll with impact, +2 on all saving throws, +6 to save vs horror factor.

R.C.C. Skills: Speaks Faerie and Gobblely 98%, plus two additional languages at the base skill +10% skill bonus, identify plants & fruit 55%, land navigation 60%, wilderness survival 80%, track animals/faeries 55%, faerie lore 85%, sing 45%, dance 55%, climb 70%/60%, and swim 98%. Skills do not increase.

Notes: Never wears clothes, armor or use weapons. They don't trust or like most big folk and are cruel, malicious, and spiteful. Likely to be seen in or around bogs and swamps. Travel in groups of 2-6 and often associate with other evil Faerie Folk.

Will-O-The-Wisp

The Will-O-The-Wisp is a spirit or essence that inhabits large, old trees. Once it has inhabited a tree it *becomes that tree*, forever locked within the bark and wood. Although the tree will eventually die, the Will-O-The-Wisp will still live within it. Only if the tree is completely destroyed will it find another tree to inhabit. In spirit form, the Will-O-The-Wisp is ethereal, invisible, and powerless. However, upon linking with a particular tree, it becomes a force to be feared.

Mischievous, it enjoys scaring the unsuspecting traveler by rattling its branches, creating wind, mist, strange lights, moaning, and so on. It can control the tree entirely, using the branches as hands and limbs, thus creating terrifying sights and inspiring stories about tree people. Will-O-The-Wisps are rarely evil or malicious, but can be a terrible power of vengeance if its tree is desecrated or the Faerie Folk and surrounding fauna are harmed; everything in a 100 yard/meter radius is part of its territory.

Alignment: Any, but tend toward good or selfish.

Attributes: The number of six-sided dice to roll is as indicated. I.Q. 2D6, M.E. 4D6, M.A. 2D6, P.S. 4D6, P.P. 2D6, P.E. 5D6, P.B. 3D6,Spd. 1D6

Size: Varies, depending on the size of the tree it is inhabiting.

Natural A.R.: 10

Hit Points: P.E x8

S.D.C.: Tree Main Body: 2D4×100. Individual Branches: 2D6 to 6D6 depending on the size of branches used as a cudgel.

Horror Factor: 10

Natural abilities: See for a distance of a 300 foot (91.5 m) radius day and night, sense fire within a mile (1.6 km) and animate/control its tree, using the branches like hands, fingers and limbs.

Magic Spells: Circle of rain, call lightning, extinguish fires, mend cloth, globe of daylight, earth rumble, wind rush, create fog, and purple mist. The usual faerie magic limitations apply.

Psionics: Presence sense, object read, sense magic, sense evil, commune with animals, and telepathy. I.S.P.: M.E. attribute number x3.

Combat: Will-O's have six physical attacks per melee round or two by magic or psionics.

Damage: Strikes from branches do the following: 1D6 from small branches, 3D6 from medium branches, or 5D6 from large branches.

Bonuses: +1 on initiative, +2 to strike, +6 to parry, +3 on all saving throws, and +6 to save vs horror factor.

R.C.C. Skills: Communicates telepathically, plus identify plants & fruit 95%, dowsing 90%, astronomy 80%, faerie lore 95%, demon and monster lore 70%, and geomancy lore 60%. Skills do not increase.

Notes: Inhabits trees which seem to have human features; has no need for precious metals, gems, or valuables, but may guard the treasure of a Faerie Folk friend or protect a powerful magic or cursed item to keep it out of the hands of evil beings.



Feathered Death

Wicked and cruel creatures, the Feathered Death is also known as the falcon-man. They are ugly bird-like creatures with bat-type clawed hands and ugly humanish faces. They are deceptively small, seldom larger than a falcon or horned owl, and approximately 16 to 25 inches (0.4 to 0.62 m) tall. Despite their small size, Feathered Death are incredibly strong, quick, and armed with oversized, slashing claws. Vindictive and malicious villains, they enjoy abducting and torturing small humanoids and children for their own perverse pleasures. They also like to harm or endanger the handsomer humanoids such as humans, elves, gnomes, dwarves, and even Wolfen and Kankoran by stealing their young, snatching important items, sudden ambushes, or alerting other hostile creatures such as ogres, trolls, goblins, etc., of their presence. They are cunning liars who will always lead the innocent to their doom. They may follow a group or individual for miles just to cause them grief. Fortunately, the Feathered Death only inhabit the *Northern Wilderness* and northern mountain areas of the *Eastern Territory*.

Alignment: Any, but mostly evil.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 2D6, M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6, P.E. 2D6, P.B. 3D6, Spd. 2D6 (x8 in flight).

Hit Points: P.E.+20

S.D.C.: 2D4×10

Natural A.R.: 5

Horror Factor: 10

P.P.E.: 3D6

R.C.C. Feathered Death: The creature generally gets its own racial character class (R.C.C.) as an NPC villain, meaning that it has abilities and knowledge based on its race, powers and habitat, and cannot select any O.C.C. except the thief as an alternative. Use the same experience table as the assassin O.C.C. Not recommended as a player character.

R.C.C. Skills: Land navigation (+20%), wilderness survival (+20%), detect ambushes (+10%), detect concealment & traps (+10%), intelligence (+10%), prowl (+10%), palming (+10%), track animals (+10%), and two appropriate skills of choice from Technical or Communications or Wilderness, plus language (see below).

O.C.C. (optional): In the alternative to the Feathered Death R.C.C., the monster can become a thief. In this case use the thief experience table (not all human skills will be appropriate).

Natural Abilities: Flight, nightvision 120 feet (36.5 m), keen hawk-like vision, and can metamorphosize into a small, approximately 4-4½ foot (1.2 to 1.35 m) tall human, but only on a night when the moon is full — automatically transform back into monstrous bird form at the first light of day.

Attacks Per Melee: Three

Damage: Clawed feet inflict 1D6 points of damage plus P.S. damage bonus; +1 on initiative, +2 to strike, +4 to dodge, +2 to save vs all magic.

Magic: None

Psionics: None

Average Life Span: 30 years.

Value: None in general, although occasionally used by agents of evil as spies and watchdogs.



Habitat: Forests and low mountain regions of moderate climates; specifically, the Northern Wilderness, northern portion of the Eastern Territory, and the Land of the Damned.

Languages: Faerie speak, Dragonese/Elf, and Gobblely at 98%; 50% chance of knowing two other languages at 76% proficiency.

Enemies: Wolfen, Kankoran, humans, elves, gnomes, and most of the prettier Faerie Folk. Indifferent toward most others.

Allies: Like or tolerate Coyles, ogres, and trolls. Like to tease and taunt the dumb orcs and goblins, but often loosely associate with them.

Physical Appearance: Falcon-sized birds with oversized claws, ugly human head, and dull colored feathers of brown with red-orange or blue.





Size: 16-20 inches tall (0.4 to 0.5 m).
Weight: 10-15 pounds (5 to 7 kg).

Notes: 1D4 young are born per mated pair each spring, but only one out of every four ever reaches maturity. The eggs are largish and green-blue in color. The Feathered Death are generally solitary creatures, with only mated pairs living together. 30% of the time they will flock into a loose knit community that can range anywhere from 10-80 members. The Feathered Death are NOT animals (they're more intelligent), so they cannot be linked with as a familiar by a wizard nor controlled by a druid.

They may use small weapons and covet the precious objects of man; thus, they steal gems, gold, magic items, weapons and items of value. They may or may not worship a god(s).



Floaters

Floaters, also known as "Bloaters," are ridiculous little oddities that have plagued humanoids since the advent of civilization. At first glance, a hungry floater looks like any rat type rodent, however, closer inspection will reveal a long, sagging stretch of underbelly being dragged along the ground like an empty sack. The sight of one of these dreadful beasts will send a farmer into a panic, for where there is one, there are several score to follow.

Floaters have a voracious appetite, eating everything from stored grains and prepared food to fruits and vegetables still on the vine. A pack of Floaters is typically hundreds strong and capable of devouring crops as completely as a horde of hungry locusts. Floaters go on eating raids, a frenzied gorging of all edible substances, eating nonstop for several days. Their incredible metabolism is able to digest foodstuffs at an amazing rate and stores nourishment in their thick, fatty tissue. After gorging themselves, the creatures can survive without food or water (moisture is also stored from the food) for three months, at which time they go on another eating frenzy.



The most unusual aspect about these animals, and from which they derive their name, is that they can puff themselves up and float into the air. The process in which food is digested also separates lighter than air gases that collect in the large sacks of their underbellies. A day after gorging themselves their gas sacks are full and the Floaters take to the air, attaining heights of 60 to 100 feet (18.3 to 30.5 m), gently bobbing on the wind. It is important to point out that the rodents cannot fly or even glide, but float like a balloon, the wind determining direction and speed. Once aloft, the Floaters can stay afloat for two months straight, but can also release the gas sooner to touch down on the ground, if so desired.

Terribly vulnerable when airborne, the Floater's only real protection is his barbed tail, which also secretes a poison. The poison burns, and repeated blows may kill birds of prey and other animal predators. Against humans, the poison does minimal damage.

Alignment: An animal; considered evil or selfish.

Attributes: The number of six-sided dice are designated. I.Q. 1D4, M.E. 1D6, M.A. 1D6, P.S. 1D6, P.P. 1D6, P.E. 2D6, P.B. 1D6, Spd. 3D6 running.

Hit Points: 2D6+2

S.D.C.: 2D6

Natural A.R.: Not applicable.

Horror Factor: 6

P.P.E.: 1D4

O.C.C.: None; animal.

Natural Abilities: Flight/float, nightvision 120 feet (36.5 m), climb 70%/50%, swim 40%, and prowl 40%.

Attacks Per Melee: Two

Damage: Bite inflicts one point of damage or the whipping barbed tail does 1D4 points of damage plus poison. The poison from the spikes causes dizziness in humanoids for 1D6×10 minutes; victims are -2 on initiative, -2 to strike, parry and dodge and reduce speed by 10%. Multiple strikes will lengthen the duration of the effects by 3D6 minutes per each strike. If a character saves vs nonlethal poison (16 or higher), he is not affected at all.

Bonuses: +1 to strike and +2 to dodge.

Magic: None

Psionics: None

Average Life Span: 6 years

Value: None

Habitat: Most any terrain in the Eastern Territory, Old Kingdom, Timiro Kingdom, Land of the South Winds, and to a lesser degree, the Western Empire.

Language: None

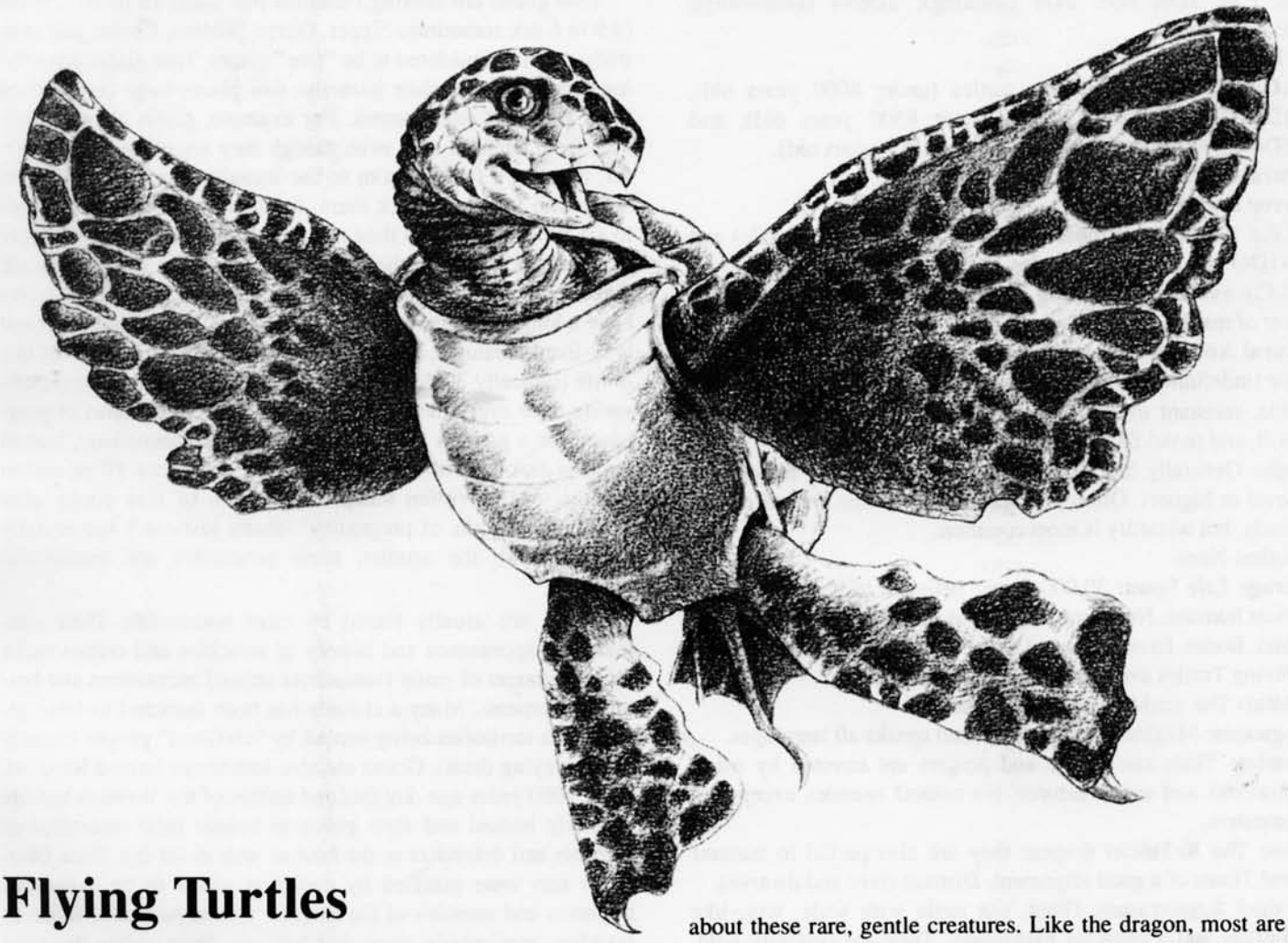
Enemies: The usual predators of rodents.

Allies: None

Size: 10-16 inches long (0.25 to 0.4 m).

Weight: 8 ounce to one pound (0.23 to 0.45 kg).

Notes: Travel in packs, the smallest group being 6D6, medium packs 100-400, while the largest may have as many as two thousand! A typical litter will contain 2D4 offspring which mature within one year. May give birth as often as every seven months. Gather no treasure.



Flying Turtles

Flying Turtles are extremely rare creatures of magic. According to some myths, the Flying Turtle led mankind from barbarism and taught him the secrets of culture and learning. They are believed to be related to the dragons but nobody knows much about these rare, gentle creatures. Like the dragon, most are ancient beings who study magic, the arts and/or philosophy. Unlike dragons, most Flying Turtles try to stay out of the affairs of men, except during times of great disaster or when some terrible injustice or danger occurs right under their noses.



The last confirmed sighting of these majestic creatures was a decade ago, and placed a pair off the islands of Y'oda and Zy near the Algorian Sea. The two rescued a Bizantium merchant ship from being sunk by a pair of Ramrod sea serpents. Sailors around the world occasionally report the sighting of a Flying Turtle, but no human is known to have spoken to one in well over 400 years. Most sailors and scholars believe the turtles live under the sea and prefer to avoid the conflicts of land dwellers.

Alignment: Any, but usually good or unprincipled.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 4D6, M.E. 3D6, M.A. 4D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 5D6, Spd. 2D6 (walking); 2D6×4 (swimming); 2D6×8 (flying).

Hit Points: P.E.+200

S.D.C.: 2D4×100 for young turtles (under 8000 years old), 1D4×1000 for adult turtles (over 8500 years old), and 2D4×1000 for ancient turtles (over 20,000 years old).

Natural A.R.: 14

Horror Factor: 9

P.P.E.: 4D6×10 plus those of its O.C.C. (when applicable) and +1D4×100 for ancient turtles.

O.C.C.s available to Flying Turtles: Scholar or any practitioner of magic.

Natural Abilities: Tireless flight, swim 98%, breathe underwater (indefinitely), nightvision 600 feet (183 m), see the invisible, resistant to cold (does half damage), turn invisible at will, and prowl 68%. Unlimited depth tolerance.

Magic: Generally high level in at least one area of magic (8th level or higher). Often pursues more than one area of mystic study, but wizardry is most common.

Psionics: None

Average Life Span: 30,000 years; believed to be immortal by most humans. Not recommended as player characters.

Value: Bones have the same value as dragon bones, because Flying Turtles *are* distant cousins to the dragon.

Habitat: The world's oceans and seas.

Languages: Magically understands and speaks all languages.

Enemies: Their knowledge and powers are coveted by many powerful and evil creatures. No natural enemies except sea monsters.

Allies: The Kukulcan dragon; they are also partial to humans and Titans of a good alignment. Distrust elves and dwarves.

Physical Appearance: Giant, sea turtle with wide, wing-like flippers and a cheerful expression. They are typically gold, bronze or dark red color with light and dark patches.

Size: 20 feet (6 m) long from head to tail.

Weight: 6-8 tons.

Notes: These mythical creatures should be encountered very rarely and are usually seen alone or with its mate (less than half a dozen are believed to inhabit the Palladium seas). They are generally very kind and very wise. Game Masters should use these creatures with caution. Although they like humans, they very seldom involve themselves directly in the affairs of man. They use no weapons, and tend to be very gentle, peace-loving beings.

Rifts® Note: Found only in the areas where the six dimensional triangles are located. Like dragons, they become mega-damage beings; young have 1D6×100 M.D.C., adults 1D6×1000 M.D.C. and ancient ones have 3D6×1000 M.D.C.

Ghosts

See Haunting Entity.

True Giants

True giants are hulking creatures that stand 16 to 20 feet tall (4.9 to 6 m), sometimes bigger. Ogres, Wolfen, Coyles and even trolls are not considered to be "true" giants. True giants are a dying breed, because their immense size places huge demands on them and their environment. For example, giants cannot easily hide from enemies and, even though they are physically powerful, they have fallen victim to the assaults of a dozen different races who fear and attack them. In addition, They require three to six times more food than a human and a much larger supply of resources to sustain their existence. However, it is the genetic make-up of the true giants that has hurt them most. True giants have a long life span, often equal to that of the elf, but like most long-lived creatures, they don't reach child bearing age till late in life (typically 30-50 years old) and can only bear a single offspring once every three or four years. The typical term of pregnancy for a giant is two or three years. By comparison, human females can bear offspring at a young age every 10 or eleven months, while Wolfen females give birth to 1D4 young after only eight months of pregnancy! Giants just can't successfully compete with the smaller, more productive and resourceful races.

Giants are usually feared by most humanoids. Their size, fearsome appearance and history of atrocities and crimes make them the target of many (sometimes unjust) accusations and brutal punishments. Many a crusade has been launched to force giants from territories being settled by "civilized" people (usually by destroying them). Giants are also sometimes hunted for sport. Until 1000 years ago, knights and nobles of the Western Empire regularly hunted and slew giants to bolster their reputation as warriors and defenders of the land as well as for fun. Such inhumane acts were justified by declaring giants to be dangerous monsters and enemies of the Empire. Giants have also fallen to invaders, particularly elves and humans. Even a few thousand giants are no match against an army of 20,000 to 60,000 elven or human conquerors convinced they were liberating the land from monsters or intent on expanding their landholdings. Conse-



quently, most giants have retreated to remote and inhospitable wilderness regions.

True giants can be found anywhere throughout the known world, but are most commonly encountered and found in greatest numbers in the mountainous regions of the Old Kingdom, Baalgor Wastelands, Timiro, Great Northern Wilderness and the hilly, remote regions of the Eastern Territory (northern half).

The Isle of the Cyclops and the Islands of the Four Sisters have been an independent kingdom populated by the Cyclops and other monster races for thousands of years. They have managed to prosper because the Cyclops have avoided campaigns into human or elven dominated lands and have supported a number of Western Empire Kings throughout history. See *Palladium RPG Book III* for more details about this and other island kingdoms.

The Baalgor Wastelands are one of the most infamous modern land of giants. It is populated by several thousand Nimro fire giants living around Mounts Nimro and Nimrod, plus tribes of Gigantes, Jotans, trolls, a number of Cyclops and several tribes of ogres, as well as orcs and goblins. Rumor has it that the Nimro are striving to create a new kingdom for giants. This has started the Western Empire talking about launching a military assault against these dangerous beings, even though the giants have not raised a hand against the Empire in four hundred years!

Before you shed a tear for giants, know that they are not innocent victims. The Gigantes, Jotan and Nimro have a particularly long bloody history of terrorizing countrysides, laying siege to towns and cities, agitating and leading members of the monster races against innocent folk, massacring entire villages, enslaving people of all races, ruling domains as tyrants, and alliances with dragons, demons, dark gods and the forces of evil. Most trolls and ogres are no better. Thus, there is a circle of hate that has existed for thousands of years and good reasons for humans to fear them.

True Giants as player characters: Giants make great villains, monsters and NPCs, however, they can also be fun player characters *if* the Game Master allows it. They can also be a bit difficult to play. Most smaller people are terrified of giants and are likely to run in terror or attack out of fear. Even those who prove themselves to be friendly and caring are likely to be shunned and viewed with great suspicion. Many people of all races, including humans, elves, gnomes, orcs, goblins, kobolds, and others regard all giants, except titans, as bloodthirsty monsters up to no good. This also means that some people will not be able to overcome their fears and prejudice and will not allow giants (or his no good, low-life friends) into their community. To force the issue is likely to lead to panic and combat. Furthermore, the giant and his associates will fall under suspicion for every crime and trouble that occurs while they hang around the area (and local criminals will take advantage of them to divert attention away from the real culprits). Hatred and fear can run so hot that a priest of a good alignment may refuse to heal an injured giant who just fought on the church's or town's behalf.

The fear that giants evoke may also keep away people who might otherwise help or befriend the player group. This will isolate the entire player group (can the friends of a giant be trusted?) and may make gathering information and even supplies difficult. A giant in the group is also likely to be viewed as one of the most dangerous people in the band and one of the first to be neutralized.

Another problem will be the character's immense size, which is likely to require custom-made clothes, armor and weapons at two to four times the usual cost. Not to mention needing four to five times the amount of food as a human and finding accommodations at a hotel or boarding house virtually impossible and unacceptable.

G.M. Note: A giant may also imbalance the playing group or cause too many hardships for the entire group. The inclusion of a giant or any other exotic race is left entirely to the discretion of the G.M., players should try to accept the decision without fuss or complaint.

Special Combat Considerations & Bonuses for True Giants: The size, weight and strength of all true giants generally means they inflict more damage than humans even bare-handed. Unless states otherwise, a restrained, open-handed slap does 1D6 damage, a restrained punch does 2D4 damage, a full strength punch inflicts 2D6 damage +P.S. damage bonus, a full strength kick 3D6 damage +P.S. damage bonus, a power punch 4D6 +P.S. damage bonus but counts as two attacks, or by weapons, or magic if versed in the mystic arts.

Most giants are also +2 to pull punch, +1 to roll with impact or fall, +3 to save vs horror factor, and +1 to save vs poison, drugs and disease; in addition to attribute and skill bonuses.

Algor: Frost Giants

The legendary frost giants of Palladium's past are a fading race found almost exclusively in the Great Northern Wilderness. Their greatest numbers are found in the sacred mountains that bear their name. The Algor are extremely hostile toward elves and dwarves because it was their involvement in the Elf-Dwarf War that led to obliteration of three quarters of the Algor race to be obliterated; they sided with the elves. Feeling used and manipulated by elven-kind, they hate them above all others. Dwarves are the next most hated because they were responsible for the wholesale slaughter of the Algor people.

Over the last seven thousand years, Algor around the world have worked to undermine and destroy elves, dwarves and humans. Unfortunately, their animosity is extended to include humans because of man's strong alliance to both elf and dwarf. Thus, it is no surprise that the Algor actively support the Wolfen Empire and agitate for war. In an earlier day, frost giants were worshipped by all the canine races as gods. Today the giants are still highly regarded and occasionally hold office in Wolfen cities.

Algor tend to be a simple, wilderness people who prefer to live a quiet and secluded life away from other humanoids, with the exception of Wolfen, Kankoran and Bearmen. They tend to be excessively hostile and intolerant of humans, elves and dwarves. Most wear armor only when entering battle.

Algor Frost Giant

Alignments: Any, but lean toward selfish and miscreant.
Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 4D6+6, P.P. 4D6, P.E. 4D6+1, P.B. 3D6, Spd 2D6
Hit Points: P.E.+1D6 per level of experience.



S.D.C.: 60 plus those gained from O.C.C.s and physical skills (4D6×100 on Rifts® Earth, making the giant an equivalent mega-damage creature with limited M.D.; every 100 S.D.C. equals one M.D.C.).

Average P.P.E.: 6D6

O.C.C.s available to Algor Giants: Any, except thief, long bowman and palladin; most tend toward men of arms.

Skill Note: Almost all Algor speak Troll/Giantese and Wolfen; most are illiterate.

Horror Factor: 10

Physical appearance: Giant, pale white or pale blue skin, golden or silver hair, dark eyes.

Height: 14 to 20 feet tall (4.2 to 6 m); 14 feet +1D6 additional feet.

Weight: 600 to 1500 pounds (270 to 630 kg)

Average Life Span: 300 years, few live past 400.

Natural Abilities: Superior physical strength and endurance, nightvision 60 ft (18.3 m; can see in total darkness), good over-all vision and hearing, impervious to cold (including magic and mega-damage cold; no damage).

Frost Breath (special): Range 30 feet (9 m), inflicts 4D6 points of damage (4D6 M.D. on the Rifts® world). The first breath attack per melee round counts as one extra attack. Frost breath can be used twice per melee round, the second breath strike counts as one of the character's regular melee actions.

Bonuses: +1 to strike with frost breath during hand to hand combat, +2 to save vs horror factor, plus those gained from attributes, O.C.C., and skill bonuses.

Magic: By O.C.C. only; wizards, witches and warlocks are the most common.

Psionics: Standard, roughly the same as humans.

Enemies: Traditionally elves, dwarves, and humans. Dislike orcs, goblins, and most others.

Allies: Wolfen are beloved and the other canines well liked, although the Algor have little patience for the antics of Coyles. Bearmen, Kankoran, Emerin, Jotans, Cyclops, trolls and kobolds are also frequent allies. Indifferent toward most others.

Habitat: Can be found anywhere but most common in the Great Northern Wilderness and the northern part of the Eastern Territory.

Favorite Weapons: Giant-sized axes, ball and chains, and pole arms.



Cyclops

Lords of Lightning

The cyclops are said to have walked the Palladium world when the Old Ones ruled and the planet was young. If true, they are one of the very few surviving races from that turbulent era of eons past. Titans, dragons, changelings and elves are the only known survivors of that period.

Only the cyclops possesses the mystic knowledge to create lightning bolt javelins and arrows, a form of magic rumored to have been created during the Time of a Thousand Magicks and lost to all other races (and carefully guarded by the Cyclops). These powerful weapons are molded by combining ground dragon bone, demon blood, and arcane magic. Scholars believe that the magic invoked to produce these lightning shafts actually calls upon the power of the Old Ones and only the Cyclops can cast it without retribution. Indeed, should any creature other than the Cyclops learn and use the ancient magic, 2D6 greater demons appear, seize the weapons, torture and/or slay the creator, and disappear. If the demons should allow that person to live, his tongue is removed and hands crippled!

A cyclops can amass great wealth and power by creating and selling the lightning shafts to powerful kings, warlords, clergy, wealthy adventurers and practitioners of magic. On the Palladium World, it is said that even the gods are willing to grant favors to acquire them. The Western Empire is the only human nation that has regularly made secret arrangements to get vast quantities of these weapons during several wars and internal power struggles. Exactly what the rulers of the Western Empire have offered in exchange remains a matter of rumor and speculation. However, the Empire has *never* attacked or threatened to attack the Isle of the Cyclops, and on three occasions, has come to the kingdom's defense, once against fellow humans!

Cyclops tend to be surprisingly civilized though aggressive toward smaller or weaker beings. They prefer their own lightning weapons but love rune weapons, magic armor, and magic items of all kinds. Most tend to be self-serving, greedy and covet vast wealth and prestige, if not power.

Cyclops

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 4D6, P.S. 5D6+2, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd 2D6

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: 50 plus those gained from O.C.C.s and physical skills, (3D6×100 on Rifts® Earth, making the giant an equivalent mega-damage creature with limited M.D.; every 100 S.D.C. equals one M.D.C.).

Average P.P.E.: 1D6×10 plus P.E. attribute number or by magic O.C.C.

O.C.C.s (Palladium): Any, without restriction, although most lean toward men of arms.

Skill Notes and Bonus: All Cyclops speak Troll/Giantese and Western Human. About 40% are literate in Elven and/or Western or other language.



Regardless of the character's O.C.C., 90% of all Cyclops also get the W.P. archery and targeting skill. Only about a third of the Cyclops people know the secret of making magic lightning weapons.

Horror Factor: 12

Physical appearance: Olive skinned giants with one large eye in the center of the head and usually long dark hair. Cyclops prefer to wear Roman style togas and clothing made of fine silk. They also love to wear gold and gem bracelets, necklaces and jewelry.

Height: 14 to 18 feet (4.2 to 5.5 m); 14 feet +1D4 additional feet.

Weight: 600 to 1000 pounds (270 to 450 kg)

Average Life Span: 600 years, but some have lived to 1000!

Natural Abilities: Superior physical strength and endurance. Nightvision 60 ft (18.3 m; can see in total darkness), good over-all vision and hearing, impervious to lightning/electricity (including magic electricity; no damage) and resistant to all other forms of energy except kinetic energy (all others, including lasers, inflict half damage).

The Cyclops' Lightning Shafts (magic): Many Cyclops (33%) can create four types of lightning javelins and two types of arrows. The damage and average cost for each type is included.

Javelins: Light: 4D6 damage (cost 650-1000 gold), medium: 7D6 damage (1000-1500 gold), heavy: 1D6×10 (cost 1600-2400 gold; rare), or super: 2D4×10 (cost 2000-5000 gold; super rare). The magic javelins appear to be jagged rods pointed at both ends and range from six to ten feet (1.8 to 3 m) long. Effective range thrown (magically enhanced): 1000 feet (305 m); only a cyclops can hurl the lightning javelins 2000 feet (610 m). Limitation: The javelin or arrow can only be used once because it turns into a real lightning bolt in mid-air and disappears after it strikes. Roll to strike as usual; enjoys a bonus of +1 to strike.

Arrows: Light: 3D6 damage (300-500 gold) or heavy: 6D6 damage (800-1200 gold; usually long bow size); both light and heavy arrows can be designed to fit short bows, long bows, or crossbows. Like the javelins they appear crooked. Effective range: 200 feet (61 m) farther than the normal bow weapon, 600 feet (183 m) farther for a cyclops.

Bonuses: +3 to save vs horror factor, +2 to roll with impact, plus those gained from attributes, O.C.C., and skill bonuses.

Magic: By O.C.C.

Psionics: Standard, about the same as humans.

Habitat: Cyclops can be found anywhere, but most are common in the Great Northern Wilderness, Old Kingdom, Baalgor Wastelands and occasionally, the Western Empire (as free citizens!). Thousands inhabit the Isle of the Cyclops, a small nation of giants that has existed for centuries (see *Adventures on the High Seas* for complete details).

Enemies: Traditionally Gigantes, titans, changelings, and trolls. Generally indifferent to others, but most humans still fear them. For reasons that are unclear, Cyclops and Gigantes hate each other and frequently engage in duels, feuds and skirmishes. Cyclops try to avoid them and consider them to be savage, mindless barbarians incapable of appreciating art or culture (a reasonably correct assessment).

Allies: Kobolds, ogres, Jotan, Nimro, and dragons. Indifferent toward most others; may associate with the supernatural and



creatures of magic. They are frequently worshipped by kobolds.

Favorite Weapons: Cyclops love to use their own lightning weapons and all types of magic weapons, armor and items. They also like ordinary javelins, spears, bows and large swords.

Jotan, Earth Giants

The largest and most powerful giants of the Palladium World are the Jotan, masterful metal workers and swordsmen. They are frequently employed to create weapons and armor for the other giant races, particularly for Cyclops and Nimro. The craftsmanship of the Jotan's work is second only to that of the dwarves and easily the equal of the kobold. The Jotan are extremely aggressive and war-like. They are bitter toward affronts against their people (usually well deserved) at the hands of humans, elves and dwarves, so they are the focus of most or their ire. However, these irritable giants savagely lash out at any non-giant race they may happen upon. One or more frequently lead or serve in groups of bandits and evildoers, and have been known to command armies of orcs and goblins. Jotan, Gigantes and trolls are largely responsible for the bad reputation assigned to giants as a whole.

Jotan are not the smartest of the giants and actually prefer a life of labor, usually as men of arms, bandits, miners, excavators of mountains, and manufacturers of weapons and armor. Like dwarves, the Jotan seem to have an aptitude for the mechanical and working with metals. They tend to keep to themselves, largely because their numbers are small, but are quite aggressive toward smaller or weaker beings

Jotan, Earth Giants

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 5D6+10 (supernatural), P.P. 4D6+6, P.E. 4D6+6, P.B. 2D6, Spd 3D6

Hit Points: P.E.+1D6 per level of experience.

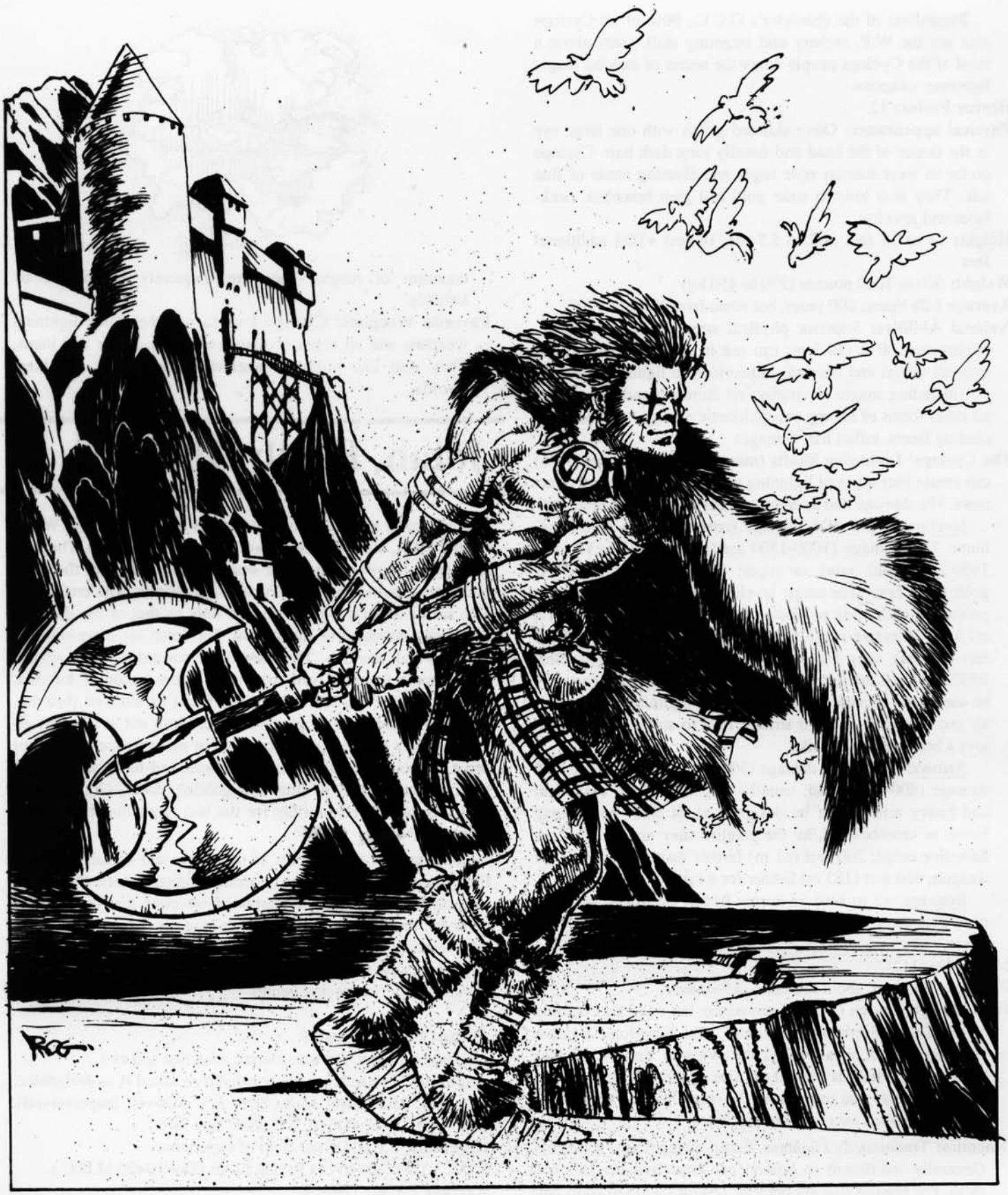
S.D.C.: 1D4×10+40 (on Rifts® Earth 1D6×10+20 M.D.C.)

Average P.P.E.: 1D4×10

O.C.C.s available to the Jotan: Any men of arms, clergy, witch, or warlock.

Skill Notes: Speaks Troll/Giantese and Gobblely, and get the additional skills of recognize weapon quality and field armorer both at +15% regardless of the O.C.C. selected.

Horror Factor: 12



Physical appearance: Bronze skinned giants with powerful builds, dark eyes, and brown hair.
Height: 18 to 20 feet tall (5.4 to 6.1 m)
Weight: 800 to 2000 pounds (360 to 900 kg)
Average Life Span: 300 years, but some have lived to 500.

Natural Abilities: Superior physical strength and endurance, considered supernatural. Nightvision 40 feet (12.2 m), good over-all vision and hearing, and resistant to heat and fire (inflict half damage). Have a natural aptitude for mechanics and metal working.



Bonuses: +3 to save vs horror factor, +2 to pull punch and roll with impact, plus those gained from attributes, O.C.C., and skill bonuses.

Magic: By witch or clergy O.C.C.s only.

Psionics: Standard, about the same as humans.

Habitat: Can be found anywhere, but most common in the Baalgor Wastelands, Old Kingdom, and Land of the South Winds.

Enemies: Traditionally, Rahu-Men, titans, elves, dwarves and humans. Generally indifferent to others.

Allies: Nimro, Cyclops, Gigantes, trolls, ogres, orcs, and goblins. Indifferent toward most others. May associate with the supernatural and creatures of magic. Jotan can be extremely hostile and frequently command troops of orcs, goblins, and other monster races.

Favorite Weapons: Giant-sized large swords, battle axes, ball and chain, and blunt. They prefer to wear chain, scale and plate armor.

Gigantes

Perhaps the most feared and bizarre of all the Palladium giants is the Gigantes. They are undoubtedly mutants plagued by an unstable and ever changing genetic structure that is responsible for a host of monstrous deformities, features and powers. The gigantes are ignorant, aggressive misanthropes with a lust for bloodletting. Although humans and elves are their primary victims, the other non-human races, and occasionally the other giants, also fall prey to their aggression and insanities.

Gigantes are wild, daring and merciless fighters. They are extremely hostile, aggressive, cruel, and given to berserker rage and wholesale slaughter. They are especially murderous toward non-giant races and eat the flesh of their enemies. Titans and Rahu-Men are their arch-enemies and villainous Gigantes will attack them on sight. Gigantes often work with other giants, trolls, ogres, powerful sorcerers, dragons, creatures of magic and supernatural beings.

These giants possess a host of powers and abilities which vary greatly from individual to individual. Insanity also plagues these monsters. They are found throughout the Palladium world but are most numerous in the Yin-Sloth jungles, Baalgor Wastelands and the Northern Mountains. Thankfully, their simple-mindedness, senseless savagery, and low numbers keep them from becoming a serious threat to humans. Still, they are attracted to diabolical creatures and frequently ally themselves to Priests of Darkness, evil wizards, dragons, Nimro fire giants, and other powerful beings. Gigantes are favorites in the Western and Wolfen Empires.

Gigantes, the Barbarians

Note: This character is best suited and originally designed as a villainous Non-Player Character (NPC).

Alignments: Any, but lean toward anarchist, miscreant and diabolic evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 1D6, M.A. 2D6, P.S. 4D6+8 (supernatural), P.P. 3D6+6, P.E. 4D6+6, P.B. 2D6, Spd 4D6

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: 1D6×10 plus possible mutation variations that provide bonus S.D.C. as well as physical skills.

P.P.E.: 2D4×10

O.C.C.s available to the Gigantes: Any men of arms, clergy, or witch; they are not generally smart enough or patient enough to practice magic.

Horror Factor: 13 and higher depending on their appearance.

Physical appearance: Varies dramatically.

Height: 15 to 20 feet tall (4.6 to 6 m); 14 feet +1D6 additional.

Weight: 1000 to 2000 pounds (450 to 900 kg)

Natural Abilities: Superior physical strength and endurance, considered the equivalent of supernatural physical P.S. and P.E. Nightvision 40 feet (12 m), good overall vision and hearing, instinctive swimmers 60%.

Bonuses: +4 to save vs horror factor, plus other bonuses gained from attributes, O.C.C., skill bonuses and mutations. Roll on the mutation table that follows

Psionics: Standard, about the same as humans.

Average Life Span: 150 years, rarely lives beyond 200.

Enemies: Traditionally, titans, Rahu-Men, elves, dwarves, humans, Wolfen/canines and most non-giants. According to humans, "Gigantes hate everyone!"

Allies: Nimro, trolls, ogres, orcs, and goblins. Generally indifferent to others. Frequently join other forces of evil and the supernatural.

Habitat: Can be found anywhere, but are most common in the Yin-Sloth Jungles, Baalgor Wastelands, Old Kingdom Mountains and the Great Northern Mountains.

Gigantes Mutations & Abilities Table

Roll four times to determine random abilities and features.

01-05 Nightvision 3D6×10 yards/meters.

06-10 See the invisible.

11-15 Turn invisible at will.

16-20 Impervious to fire, including magic; add 20 points to S.D.C.

21-22 Poisonous bite that does 3D6 S.D.C. damage.

23-24 A second mouth or a mouth on the end of a tentacle; bite does 1D6 S.D.C. and adds one additional attack per melee round when an opponent is within range.

25-26 Single large horn; add 1D6 S.D.C to ram attack and head butt.

27-32 Additional pair of arms; adds one melee attack.

33-40 Scaly skin; add 1D6×10 S.D.C.

41-45 Thick, lumpy skin; add 6D6 additional S.D.C.

46-50 Leather wings; 50% chance can fly at a speed of 2D6×10.



51-54 Additional eye (+2 to initiative, nightvision +30 ft/9 m)

55-59 Large heavy tail; can strike with tail, doing 2D6 S.D.C.

60-64 Large fangs: bite does 3D6 S.D.C.

65-69 Ape-like body covered in fur; add 15 points to S.D.C.

70-75 Feather wings; 50% chance can fly at a speed of 3D6×10.

76-80 Claws; does an additional 1D6 S.D.C. to punch damage.

81-84 Large, flat teeth; bite does 2D4 S.D.C.

85-90 Breathe fire: 20 foot (6 m) range, does 3D6 S.D.C.

91-95 Spit acid: 20 foot (6 m) range, does 4D6 S.D.C.

96-00 Additional leg; adds 20% to balance, +1D4×10 speed.

Gigantes Insanity Table

Roll once initially, additional insanities resulting from trauma are likely for aging Gigantes (roll at least one other for NPCs).

01-10 Psychosis
11-34 No insanity
35-44 Obsession
45-77 Phobia
78-91 Neurosis
92-00 Affective disorder



Nimro, Fire Giants

The Nimro are the legendary fire giants of the south. The volcanic Mount Nimro and Mount Nimrod are both named after the fire giants, and also serve as the base of their fledgling kingdom of giants. Like so many others, they resent elves, dwarves and humans. The Nimro sometimes rule over villages of humans or other races and have been known to gather and command small armies of orcs, goblins, and occasionally, ogres and other giants. They are especially friendly with the Jotan.

Nimro are clever schemers, good strategists, surprisingly organized and socially active with other giants, including trolls and ogres. The Baalgor Nimro dream of establishing a kingdom of giants where they and their kind can live in relative peace and away from the tiny humanoids who fear them. They are actually much more united and farther along toward this goal than humans suspect.

Nimro

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 3D6+6, P.P. 3D6+6, P.E. 4D6+6, P.B. 3D6, Spd 2D6

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: 50 points, plus those gained from O.C.C.s and physical skills, (3D6×100 on Rifts® Earth, making the giant an equivalent mega-damage creature with limited M.D.; every 100 S.D.C. equals one M.D.C.).



Average P.P.E.: 1D4×10 or by magic O.C.C.

Horror Factor: 11

Physical appearance: Copper or red skinned giants with black or red-brown hair and bright yellow eyes,

Height: 14 to 18 feet tall (4.3 to 5.8 m); 14 feet +1D4 additional.

Weight: 800 to 1400 pounds (360 to 630 kg)

Average Life Span: 300 years with some living to 500 years old.

O.C.C.s available to Nimro Giants: Any, except knight, paladin and long bowman.

Natural Abilities: Superior physical strength and endurance, considered supernatural. Nightvision 40 feet (12 m), good overall vision and hearing, impervious to fire, and all other forms of energy do half damage!

Breathe fire: Range is 40 feet (12 m), inflicts 4D6 points of damage and counts as an extra melee attack when used. Fire breath can be used only once per melee round.

Bonuses: +2 to save vs horror factor, +1 to save vs illusions, and +3 to save vs possession, in addition to bonuses gained from attributes, O.C.C., and skills.

Magic: By O.C.C. only.

Psionics: Standard, about the same as humans.

Enemies: Traditionally, titans, elves, dwarves, humans, and non-giants. Generally indifferent to others.

Allies: Jotan, Gigantes, ogres, trolls, orcs, goblins, and fire dragons. Nimro occasionally ally themselves with Cyclops and Algor, and may associate with the supernatural, creatures of magic, and anybody who can best serve them. Indifferent toward most others.

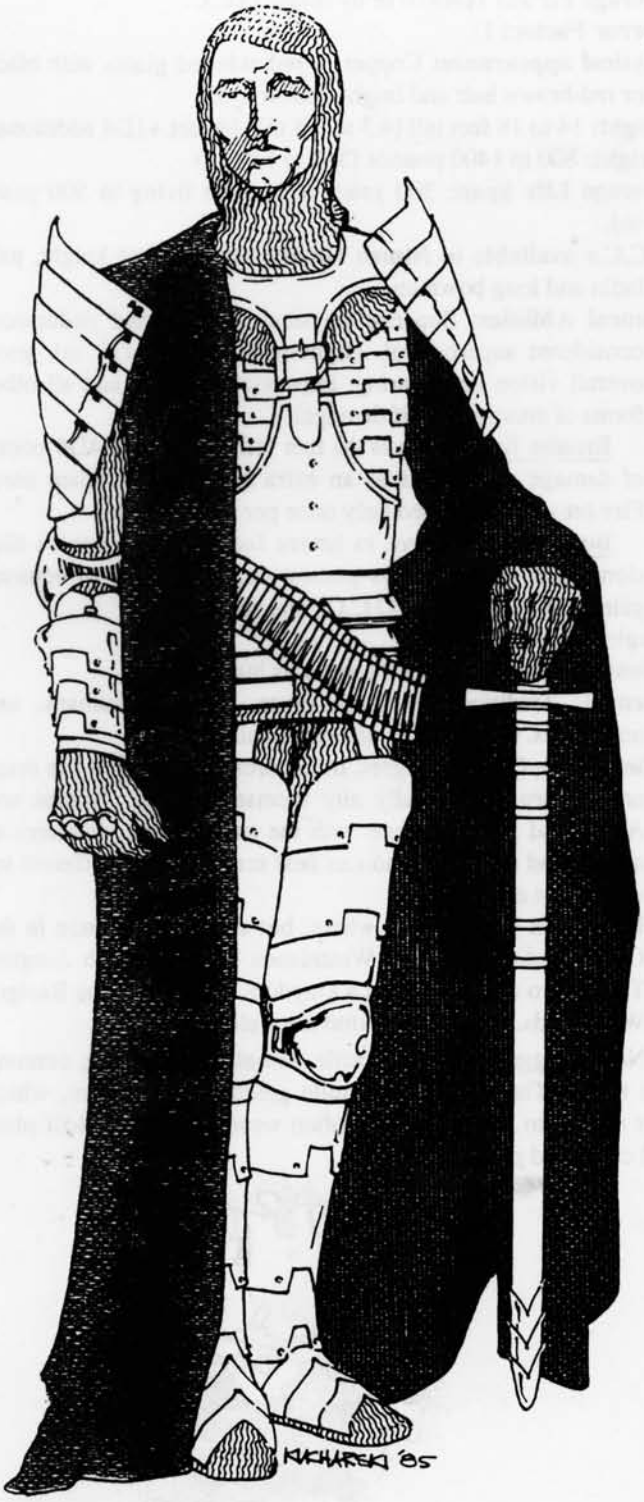
Habitat: Can be found anywhere, but are most common in the Old Kingdom, Baalgor Wastelands and Yin-Sloth Jungles. The Nimro desire to build a kingdom of giants in the Baalgor Wastelands. Giants of all kind are welcome.

Notes: Aggressive and hostile, but also calculating, cunning and tricky. They tend to be quite greedy and arrogant, which gets them into trouble. Nimro often wear light armor, half plate and chain and plate.



Titans

The most famous and glamorous of the Palladium giants is the noble warrior known as the titan. These renowned champions of justice, wander the world like knights-errant, seeking adventure, combating evil and righting wrongs. They often travel alone or in pairs and regularly join mixed groups of adventurers for brief periods. When a titan finds a group he really connects



with, he may stay with them for years. Some such groups have become legendary. Titans have become such symbols of strength, honor, and courage that both humanoids and giants alike consider them to be demigods.

The titans are one of the archaic races that survived the battle with the dreaded Old Ones. Until the Elf-Dwarf War, titans were the elves' greatest ally. The two had faced the Old Ones together and fought at each other's side for the tens of thousands of years that followed. Sadly, during the Age of Elves, the noble giants saw their old friends change. They recognized and spoke against the injustices and degradation committed by the elves of the New Kingdom, but elves would not listen and continued their crimes against dwarves and other races. Unable to bring themselves to act against their beloved allies, the titans abandoned the Elven Empire and stayed out of the Great War. Even so, the fallout of the war would cause the demise of 20% of the titan people as they tried to rescue gnomes, Algor and others from the holocaust that the two insane combatant races rained down upon each other. Since that day few titans have called an elf friend.

Titans are intelligent, compassionate people with their own agenda in the war against evil. Their exact numbers are unknown even to them, but most believe there are fewer than 10,000 in the world. Their never-ending quest to combat evil and injustice has compelled them to travel far, even to other worlds (including Rifts® Earth).

Titans

Alignments: Any, but strongly lean toward good.

The Eight Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 4D6+6 (supernatural), P.P. 3D6+6, P.E. 4D6+6, P.B. 4D6+6, Spd 3D6+6

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: 80, plus those from O.C.C. and physical skills (becomes a mega-damage creature on Rifts® Earth; M.D.C.: 3D6×10+60).

Average P.P.E.: 2D6×10

O.C.C.s available to the Titan: Any men of arms, clergy, and psionic classes. Some become wizards or warlocks, but most (but not all) avoid the dangerous mystic arts of Diabolism, Summoning, Alchemy, Witchcraft and Necromancy.

Horror Factor/Awe: 12

Physical appearance: Majestic, muscular, giant men and women, powerful of limb, with golden, silver, or brown hair, and warm eyes.

Height: 13 to 18 feet tall (3.9 to 4.2 m); 12 feet +1D6 additional.

Weight: 600 to 1000 pounds (270 to 450 kg)

Average Life Span: 1000 years, a few are said to have reached 1800.

Natural Abilities: Superior physical strength, prowess, endurance, and beauty. Nightvision 90 feet (27.4 m), excellent overall vision and hearing, see the invisible, bio-regenerate 4D6 S.D.C. per minute (4 melees), turn 6D6 dead at will (80% success ratio), impervious to a vampire's bite, and dimensional teleport at will (45% success ratio, add +10% on a ley line and +20% at a nexus; similar to the demon's teleport).

Bonuses: One additional attack/action per melee round, +2 on initiative, +4 to pull punch, +2 to roll with impact, +4 to save vs horror factor, plus bonuses gained from attributes, O.C.C., and skills.

Magic: By O.C.C. only

Psionics: Standard, about the same as humans.

Enemies: Traditionally, Gigantes, Jotans, ogres, trolls, dragons, supernatural monsters and all manner of evildoers.

Allies: Traditionally, humans, spirits of light, kukulcan, and all champions of justice and goodness. Indifferent toward most others. Titans tend to be aloof around elves.

Habitat: Can be found anywhere.

Notes: There is an occasional evil titan.



Goron

Gorons are nocturnal hunting animals. They usually attack in packs of 3D4 creatures. With their keen nightvision they will often attempt to raid a sleeping party of adventurers. The least dangerous raids are when 3-8 Goron quietly slip past sentries to steal food supplies or small animals. If caught in the act, the creatures will stand on their tip-toes, bobbing up and down, shriek defiantly and flee into the darkness with whatever booty (food and trinkets) they can carry. If left unmolested, the creatures will make a mess and take all sorts of food and small items that catch their eye — some might steal entire sacks of food. The worse raids are Goron looking for live prey — humanoids are easy targets. The little creatures will typically swarm over one person, often the sentry or last person in a caravan/group, knocking him to the ground and trying to drag him into the underbrush — hitting and biting him the entire time. Any characters who comes to their victim's aid will be attacked by one or two Goron, but this is a distraction tactic as several others (2-6) will be trying to drag *one* particular victim to his doom.

The Goron are not particularly intelligent, but are very shrewd, mean and calculating. They work well as a team and often send out scouts, leave behind reinforcements, and use some of their members as a distraction while the others attack or steal from another point. They are adept at herding prey in a particular direction, stationing themselves along the anticipated path, so that they can run the prey down by taking turns.

Alignment: Considered anarchist or evil.
The Eight Attributes: The number of six-sided dice are designated. I.Q. 1D6+1, M.E. 2D6, M.A. 1D6, P.S. 1D6+1, P.P. 3D6, P.E. 2D6, P.B. 1D6, Spd. 5D6
Hit Points: 1D4×10 plus P.E. attribute number.
S.D.C.: 3D6+2 **A.R.:** 12
Horror Factor: 8
P.P.E.: 2D6



O.C.C.: None; low intelligence, animal-like predators who operate in packs.
Natural Abilities: Climb 60%/40%, swim 60%, track by smell 40%, land navigation 80%, wilderness survival 90%, nightvision 600 feet (183 m) and can leap four feet (1.2 m) high or lengthwise.
Attacks Per Melee: Three
Damage: Claws do 1D4 damage while their bite inflicts 2D4 points damage plus there is a 01-40% chance of the character contracting a fever that lasts 1D4 days (roll to save vs disease; 14 or higher). Fever victims are -4 on initiative, and reduce the number of attacks, combat bonuses and speed by half. Skill performance is also half.
Bonuses: +2 on initiative, +2 to strike, +3 to dodge, +4 to roll with impact, +4 to save vs horror factor.
Magic: None
Psionics: None
Average Life Span: 10-12 years.
Value: Skin is worth 20-35 gold per pelt.
Habitat: Swamps and marshlands of the Old Kingdom and Eastern Territory.
Physical Appearance: Long-legged, narrow-bodied lizards with large dark blue (almost black) eyes, large mouth, and protective plates running along their spine and tail. They can stand and walk on their hind legs, but usually lope on all fours when running.
Size: 5-6 feet long (1.5 to 1.8 m) from head to tail tip, but the tail represents half its length — they are quite small.
Weight: 70-100 pounds (32 to 45 kg).

Note: Goron sometimes use tools and knives to open and divide food, but rarely for combat.

Green Mold

Green Mold is a product of some alchemical nightmare created thousands of years ago. A character can only contract Green Mold from a cursed weapon or artifact, or from someone infected with the horrid stuff. An item cursed with Green Mold will cause a small patch of mold to appear on the hand where the object was held. If the mold appears on clothes or gloves, carefully removing it and quickly discarding it (better yet, burning it) without touching the green stuff with bare skin will avoid contracting it.

Contagion: If the mold touches the skin it will automatically take root and cover the entire body in twenty minutes. Once the

victim is completely covered, the mold stops growing and can be touched without consequence by other living creatures. However, green mold germinates every two or three weeks in which it again becomes infectious. The only way to detect germination is that areas of the mold will become mottled and rubs off. This is also the time when it is extremely contagious. The germination period lasts about 24 hours.

Damage: The victims of Green Mold take 1D4 points of damage daily as the mold slowly feeds on its host body. Furthermore, the person's natural healing is negated, as the character slowly wastes away.

Victims covered in mold suffer the following penalties: -5 on initiative, all combat bonuses are reduced by half, speed by 20% and skill performance by 10%. Once half or more of the hit points are drained, the victim's attacks per melee round, speed and skill performance is reduced to half, and the character is -2 on all saving throws. However, victims covered in Green Mold are impervious to fire and cold (no damage) and get a natural A.R. of 15.

The mold stays active even after its victim dies, shriveling up and dying only after the body has completely decomposed (typically takes about six months when covered in mold).

Cure: Healing touch, potions of healing, and similar magic will restore hit points lost by mold damage inflicted but won't kill or eliminate the mold. Only a remove curse can actually destroy Green Mold.

Alignment: Not applicable.
Attributes: Not applicable; unintelligent fungus.
Hit Points: Near indestructible.
S.D.C.: Inapplicable
Natural A.R.: 15
Horror Factor: 14
P.P.E.: None
Natural Abilities: Magic parasite.
Magic: Not applicable
Psionics: Not applicable
Average Life Span: Varies; magical.
Value: Alchemists will pay up to 6,000 gold for a sample of green mold (in a safely sealed container, of course).
Habitat: Anywhere
Physical Appearance: A fuzzy, bright green mold.



Grimbor

The Grimbor are an ancient race of giant beastmen once common to the Yin-Sloth Jungles and Floenry Isles. However, their numbers have increasingly dwindled over the centuries, unable to cope with the more intelligent races and natural predators. Despite the Grimbor's legendary strength, they are not very agile nor as aggressive as humans and other humanoids of the Palladium world. Consequently, they have fallen victim to unscrupulous and evil humans and other beings who have hunted the Grimbor for pleasure, as well as slavers and owners of gladiatorial arenas — Grimbor can make spectacular gladiatorial opponents.

The Grimbor is a large, lumbering, semi-intelligent creature that is at home on the jungle floor among its lush vegetation and cool, leafy shadows. Their diet consists of fruit, vegetation, birds' eggs, and small animals like birds, lizards, and snakes. They are quite dull witted, relying on instinct rather than reason. Gentle giants, they care very much about the well-being of their mates, young and fellow tribesmen. Females gather fruit and bear the responsibility of rearing of the young. Males protect the tribe and hunt. Very social and community oriented, a Grimbor rarely turns his back on his fellows and the whole tribal community mourns when one of its members dies, is slain or captured and taken away. When the community or individual is threatened, the males will engage the threat with bared fangs and much breast beating. If this fanfare doesn't dissuade a foe, the largest dominant male will attack first, quickly followed by his fellow protectors. A Grimbor will *never* kill unless it feels that its own life or the safety of the tribe is endangered (or is a rare, murderous rogue). They are usually satisfied with chasing an intruder or predator away. Unfortunately, this is a poor tactic against other intelligent humanoids who often return in greater numbers or better armed. Consequently, *all* Grimbor have learned to hate humans, elves, dwarves and any bipeds who look like them — most bipeds look human to the undiscerning eye of these apemen. They perceive them to be a natural and most terrible of enemies and will attack them on sight. This is largely the result of centuries of sport at the hands of the Western Empire and Land of the South Winds, both of which still continue to hunt and slaughter Grimbor for sport and trophies.

Although clumsy and inarticulate, the Grimbor are fair primitive craftsmen, using wood and stone as simple tools, weaving vines for rope and twine, and carving wood. Their most famous tool is the fearsome looking "Yumbuto Club." The club is fashioned from wood, with a carved, heavy ridged top for striking and crushing, and a sharp claw or tooth like appendage at the handle's base for scraping and digging for edible roots and grubs. All males carry one or two Yumbuto Clubs with them at all times, but its use is not restricted to the males and may be used by females as well. Throwing sticks are the other weapon used by all Grimbor as a means of defense and for hunting.

Slow and ill-suited for dexterous movement or combat, their raw physical strength and endurance is awesome. They can be brutal and devastating combatants when threatened or frightened, killing without even intending to do so.

Alignment: Any, but usually good or selfish.



The Eight Attributes: The number of six-sided dice are designated. I.Q. 1D6+3, M.E. 2D6, M.A. 3D6+2, P.S. 5D6, P.P. 2D6, P.E. 5D6, P.B. 2D6, Spd. 1D6+1.
Hit Points: P.E. +20 in addition to 2D6 per level of experience.
S.D.C.: 1D6×50
Natural A.R.: 6; tough leathery hide.
Horror Factor: 15
P.P.E.: 2D6
R.C.C. of the Grimbor: Males: All males are protectors/hunters, W.P. blunt, W.P. paired weapons, W.P. throwing weap-

ons, identify (jungle) plants & fruit (+10%), land navigation (+10%), track & trap animals (+10%), skin & prepare animal hides (+5%), swim (+10%), and climb (+10%).

Females gather food and rear young. W.P. blunt, holistic medicine (+5%), identify (jungle) plants & fruit (+20%), land navigation (+10%), skin & prepare animal hides (+15%), swim (+10%), and climb (+10%).

Average Level of Experience: 3-6; use the Ranger O.C.C. experience table. Not recommended as a player character.

Natural Abilities: Nightvision 40 feet (12.2 m), track by smell 60% (males only).

Attacks Per Melee: Four

Damage: Bite inflicts 2D4 points of damage, punch 2D6 +P.S. damage bonus or by weapon +P.S. bonus.

Bonuses: +6 to damage (yes, this is in addition to any likely damage bonus from the P.S. attribute), +1 to parry, +2 to pull punch, +3 to save vs horror factor.

Magic: None

Psionics: None

Average Life Span: 40 years, but some have lived to 60.

Value: Limited; slave masters may purchase them for resale for gladiatorial games, paying as much as 400 to 1200 gold. Grimbor can not be domesticated.

Habitat: Dense jungles; common to the Yin-Sloth Jungles and the Floenry Isles.

Language: A dialect of Gobblely.

Enemies: Humans and any humanoids that resemble humans as well as most of the usual jungle predators.

Allies: The Tezcat, who revere the Grimbor as demigods, the lost children of the long forgotten monkey god, Melek.

Size: 6 feet tall (1.8 m) on knuckles, 10 feet tall (3 m) erect.

Weight: 500-700 pounds (227 to 315 kg).

Notes: A typical tribe will have 8D6 adults and 2D6 young. Grimbor mate for life, bearing one or two offspring once every six years. Young reach full maturity within eight years. They usually don't worship any gods, and have no treasure or magic, although they may keep an occasional shiny or unusual item if it strikes their fancy. Likewise, the Grimbor have no use for man's metal forge weapons or armor.

Weapons of the Grimbor consist of the *Yumbuto club,* which does 2D4 points of damage +P.S. damage bonuses and *throwing sticks,* which do 1D6 points damage, with an effective range of about 100 feet (30.5 m), and an occasional stone knife, mallet or rock, all of which do 1D6 points damage. **Note:** Throwing sticks do *half* damage to anyone in full plate, scale or splint armor.



Gromek

The Gromek is a race of giant aliens who appear to be more demonic than man or beast. Their head is animal-like with widely spaced eyes, huge maw, fangs, horns, and adorned with a series of bony plates that run from the nose to the top of the head. Their giant bat-like wings and size give them a further demonic appearance. However, the Gromek are not demons, they are a warrior race from another dimension with towering mountains. Their aggressive and predatory nature is evident by their disdain for all weaker forms of intelligent life. The Gromek's immediate inclination is to destroy or subjugate the weak. They view most humanoids as either their inferiors or as a threat to their domination.

On their homeworld, the Gromek are the masters of their planet, having conquered or obliterated any who dared to oppose them. Their society is extremely strong and communal. Their native level of technology is comparatively primitive, roughly equal to the Earth's Middle Ages, or that of Palladium, except magic is something new to them.

The Gromek's homeworld, like the planets Earth and Palladium, has a history of dimensional disturbances which have enabled small groups of explorers and warriors to investigate other worlds. Unfortunately, few Gromek are adept in magic or dimensional travel and often become trapped in the alien dimension they've gone to explore. If trapped, the warriors find an isolated location to build a base of operations and to establish a new tribe (males and females share equal status in the Gromek society and all scouting parties have equal numbers of both genders). As the tribe grows, the Gromek become increasingly aggressive and they begin a campaign to conquer and control the land around them. Eventually, they can grow to become a dangerous force; this is certainly the case in the Palladium dimension.

Quite intelligent, they are masterful weaponsmiths and craftsmen. The Gromek's entire society is oriented to war and training for war, not unlike the ancient Spartans of Greece. Males are trained as warriors from early childhood. Females bear the responsibility of raising children and serve as craftsmen and weaponsmiths. They are deadly, merciless combatants, exhibiting compassion only for the benefit of their own kind. The females are also raised as warriors and serve as healers and military strategists. Both male and female look almost identical. The only distinguishing features are that the females rarely exceed eight feet (2.4 m) in height and possess female reproductive organs.

Although most Gromek will unite against a common foe or to engage in a major military campaign, they usually live in small clans of about 80 members, with seldom more than 300 to 400 members in a particular village. In lands dominated by Gromek, there may be scores of these villages clustered together, representing thousands. The smallest clan or scouting group will contain 2D6 warriors, half are female.

Alignment: Any, but seem to be predominantly selfish or evil.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 2D6+1, M.E. 3D6, M.A. 2D6, P.S. 4D6+2, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 2D6 running, 6D6+6 for flight.

Hit Points: P.E. +1D6 per level of experience.
S.D.C.: 4D6 plus those acquired from physical skills.
Natural Armor Rating: 12; tough, fine scaled skin.
Horror Factor: 14
P.P.E: 2D6
Natural Abilities: Fly, keen hawk-like vision, resistant to fire (does half damage), and are extremely aggressive.
Combat: Two plus those gained by combat skills!
Bonuses: +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge in flight, +2 to pull punch, +2 to roll with impact. All are in addition to attribute and skill bonuses.
Damage: Bite inflicts 1D6+4 damage, clawed hands 1D6+2 damage plus P.S. bonus, clawed feet 2D6+2 S.D.C. damage plus P.S. bonus, or by weapon.
Magic: By O.C.C. only, but most Gromek find the pursuit of magic to be alien and unnatural — they are born warriors.
Psionics: None
O.C.C.s available to the Gromek: All optional and Men of Arms O.C.C.s, especially mercenary, soldier, ranger, knight, and palladin; they can also select clergy but find few gods



worthy of their worship, and magic, but tend to avoid it. Most lean toward combat occupations rather than magic, although there are definitely Gromek practitioners of magic.

Skills of Note: All Gromek raised within Gromek society are trained in combat beginning at an early age and know the following skills regardless of any other O.C.C. skills: Hand to hand: expert, wrestling, W.P. sword, W.P. blunt, W.P. archery & targeting. All are literate in the native Gromek language at 98% proficiency. Females don't learn archery but know holistic medicine (+10%).

Average Life Span: 180 years.

Value: None

Habitat: Gromek prefer mountains and tall hills in moderate to hot climates. On the Palladium world, they are exclusive to the mountains encircling the Baalgor Wastelands and Mount Nimro (their base), and are only occasionally found in the Yin-Sloth Jungles.

Languages: Own language, both spoken and written; most also speak Giantese.

Enemies: Humans and most indigenous intelligent life forms.

Allies: Occasionally ally themselves with ogres, trolls or giants; most have never seen a Wolfen or other northerners.

Size: 8 to 10 feet (2.4 to 3 m) tall

Weight: 600 to 800 pounds (270 to 360 kg).

Notes: Gromek generally mate for life and are extremely protective of and loyal to family, friends, and race. Females give birth to one or two offspring after a gestation period of twelve months. Males begin physical and combat training by age five, while females begin to learn holistic medicine, literacy and strategy. Physical training for females starts at age 7. Males reach full maturity by the age of sixteen, females by thirteen.

Treasure may consist of gold, gems, magic, grains, alcohol, and any other items deemed to be the spoils of conquest. However, to the Gromek, real treasure is quality weapons and armor. Suspicious of magic, warriors rarely use magic of any kind, unless it's a weapon. Magic items are normally given to wizards and priests.

Tribe treasure is divided in half to three quarters, usually kept in a special place known only to the leader and his second in command; the remaining amount is kept with the priest (or wizard, if there is no priest). A typical treasure of gold and valuables for a small or medium size clan will be worth 500-2000 gold with 2D4 common magic items and dozens of fine weapons and armor.

Rifts Notes: The Gromek of Rifts Earth remain S.D.C. creatures and require mega-damage armor and weapons to compete as warriors. They adapt quickly and happily to mega-damage weapons and technology. They are often mistaken for demons.





Gruunor

The Gruunor is a giant, segmented insect that lives in dark, subterranean dwellings such as caves, ruins, and abandoned tunnels. They have two heads, one real and one false one in the rear, so predators and prey can't tell which end is which. The front, real head can deal a vicious bite, while the false head in the tail has a retractable stinger. The Grunnor is an aggressive predator that will attack any mammal, including humanoids. They are also quite stupid and will attack without regard to the size, power or number of its prey. If the prey proves too difficult or dangerous, the monster will curl up into a ball, its natural body protecting it against most attacks. Its soft underbelly which is only visible when it rears up to bite, is its most vulnerable location (no A.R.).

Insectoid

Alignment: Considered evil or selfish.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 1D4 (stupid animal), M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 2D6, P.E. 5D6, P.B. 1D4, Spd. 1D6+6.

Hit Points: 6D6+2

S.D.C.: 1D4×100

Natural A.R.: 16 (19 when rolled up in a ball). The soft underbelly has no plating but can only be struck when the monster raises its head to bite; requires a called shot and is -2 to hit.

Horror Factor: 13

P.P.E.: 1D6

Natural Abilities: Nightvision 60 feet (18.3 m), climb/scale walls like a spider 90%, and fire and cold resistant (does half damage).

Attacks Per Melee: Three by bite or stinger.

Damage: Bite inflicts 2D4 points of damage; the tail stinger does 2D6 points of damage.

Magic: None

Psionics: None

Average Life Span: 8 years.

Value: None

Habitat: Ruins in the Western Empire, Old Kingdom, Eastern Territory, and Timiro.

Enemies: None

Allies: None

Size: 4-6 feet long (1.2 to 1.8 m)

Weight: 80-110 pounds (36 to 50 kg).



Notes: Lays 3D4 eggs once a year on the ceiling of a cave or ruin. They hatch within three months, reaching maturity within 6 months. They collect no treasure, but valuables worth 1D6×10 gold may be scattered about from some unfortunate adventurer who fell victim to it.

Gryphon

Gryphons are highly intelligent animals that appear to be a combination of eagle and lion. They can be found in the cliffs of remote mountain ranges, particularly those in the north. The gryphon also flourish on the Isle of the Cyclops, where they are raised and domesticated as companions, hunters, guardians of the isle and pets. A domesticated gryphon may even let a human-sized person (or smaller) ride on its back like a horse, although they don't particularly like being ridden.

In the wild, most gryphon won't bother humanoids unless they feel threatened, annoyed or are extremely hungry.

O.C.C.: None

Alignment: Any (more animal than intelligent)

The Eight Attributes: The number of six-sided dice are designated. I.Q. roughly equal to a human intelligence of 5, M.E. 1D6, M.A. 1D6, P.S. 4D6, P.P. 4D6, P.E. 5D6, P.B. 4D6, Spd. 4D6 running, 1D6×10+48 flying.

Hit Points: P.E. attribute number +40

S.D.C.: 4D6+20

Natural A.R.: 9

Horror Factor: 13

P.P.E.: 1D6×10

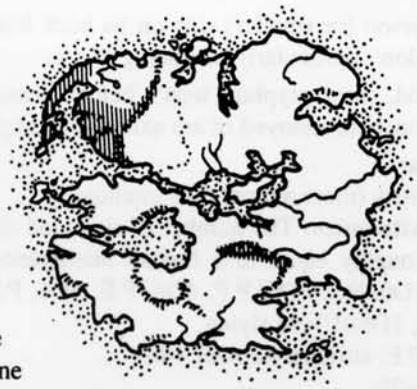
Natural Abilities: Nightvision 120 feet (36.5 m), exceptional hawk-like vision (can see a rabbit two miles/3.2 km away), 180 degree arc for peripheral vision, high animal I.Q., prowl 66%, track by sight 54%. Can learn to understand as many as three different languages (level of understanding is about 50%).

Attacks Per Melee: Three for a young gryphon, four for a mature adult.

Damage: Restrained claw attack does 1D6 damage, a full strength claws does 3D6 damage, and the bite does 1D6 points of damage.

Bonuses: +2 on initiative, +1 to strike and dodge, +2 on all saving throws.





Magic: None
Psionics: None
Average Life Span: 200 years.
Value: As a hatchling, 2,000 gold; tamed/trained adult, 30,000+ gold.
Habitat: Mountains worldwide, particularly those in the north and the Island of the Cyclops (see *Book Three: Adventures on the High Seas* for more information about the Cyclops and gryphons).
Language: None, other than growls, purring and chirps.
Enemies: Instinctively hate vampires and other undead.
Allies: None per se; like most animals, they can be taught to obey and respond to humans and humanoids.
Physical Appearance: They have the head and front claws of an eagle, the body of a lion, and great, feathered wings.
Size: 4 feet tall (1.2 m), 7 feet long (2.1 m), plus tail.
Weight: 150-230 pounds (68 to 105 kg).

Notes: Tamed gryphons are surprisingly loyal to their masters. In the wild they often gather in small, loose knit communities of 4D4. A mated pair (they mate for life) can bear 1D4 offspring once every eight years. Young leave the parents at the age of seven or eight and reach full maturity by age 12. Gryphons generally attempt to avoid conflict, attacking only when attacked first, hurt, scared, threatened, or when protecting their young or mate. Once engaged in combat, they will fight until their opponent is slain or retreats. Gryphons feed on sheep, goats, deer, and large fowl.

Rifts® Notes: Wild gryphons are rare on Rifts Earth, but are domesticated, raised, and sold by the Splugorth of Atlantis. The additional magic energy of Earth turns the creature into a light mega-damage animal with 6D6+50 M.D.C., inflicts mega-damage from its attacks and the adult has five attacks per melee.

Harpies

Harpies appear as giant half-woman, half-bird creatures who smell of decay and defecation, and hate everything that is good or beautiful. Often without the slightest provocation, they will senselessly attack and destroy attractive things, from people and flowers to temples, statues and gardens.

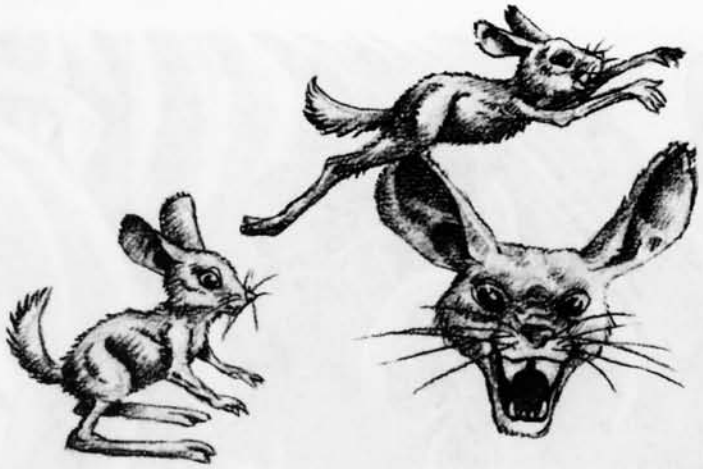
Although no religion admits to it, it is believed that Harpies were the creation of one of the gods. Legend has it that a high priest, vexed at a petty crime, called down a great curse. The god irritated and vengeful, responded with a plague of Harpies. They have been a pox on the world ever since. They torture and kill for pleasure and can not be reasoned with or befriended, for they are the embodiment of envy and hatred. There is a second part of the legend that says when the high priest is destroyed, the harpies will be banished. If this is true, the unknown cleric cannot be human, because Harpies appeared hundreds of years ago.

These creatures of magic are suspected of being a lesser supernatural being and probably related to the Dire Harpy; see the Deevil section of the **Palladium RPG, 2nd Edition**.

Alignment: Miscreant or diabolic only.
The Eight Attributes: The number of six-sided dice are designated. I.Q. 1D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 4D6, P.B. 1D6, Spd. 4D6 running or 1D4×10+40 flying.
Hit Points: P.E.+20
S.D.C.: 2D4+20
Natural A.R.: 6
Horror Factor: 12
P.P.E.: 1D6×10
O.C.C.: Not applicable; inhuman destroyers.
Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), keen color vision, poor sense of smell. Their body reeks of a horrible stench that causes all who breathe the putrefied air to gag and vomit (thus reducing attacks per melee by half and suffering these penalties: -2 to strike, -3 to party, dodge, and initiative). Range of the stench is a 25 feet (7.6 m) area around the harpy. Victims get the standard saving throw versus poison/toxin; a successful roll means no ill effect. The Harpies' supernatural aspect enables them to sense the presence of good or evil by looking at a person and/or within a 120 feet (36.6 m) area; an automatic ability.
Attacks Per Melee: Three attacks per melee.
Bonuses: +4 S.D.C. damage, +2 to dodge, +2 to save vs magic, +4 to save vs poison/toxin/drugs and +2 on all magic saving throws.
Damage: Restrained claw attack inflicts 2D6 damage, full strength claw attack inflicts 4D6 damage and a bite does 1D6 damage.
Magic: None
Psionics: Standard
Average Life Span: 2,000 years
Value: None
Habitat: Rocky coastlines, islands, and mountain ranges, but infrequently fly down to vandalize and ravage villages, towns and farms.
Language: Demongogian
Physical Appearance: An ugly woman's head and upper body, and the legs, tail, and wings of a bird.
Size: 7 feet tall (2.1 m), 18 foot wingspan (5.4 m).
Weight: 130-190 pounds (59 to 86 kg).







Hopper

Hoppers are strange, little gerbil-type creatures with large, sensitive ears. Unlike cute gerbils, hoppers are sinister harbingers of death. A handful of these fanged furies have been known to slay even the great plains bison by clinging to its fur and biting and tearing at its throat and underbelly. Hoppers often inhabit the half buried ruins, tunnels, and caves of the Old Kingdom, south and west. They also inhabit the occasional inhabited city where they prey upon pets, livestock and homeless vagabonds.

Nocturnal hunters, the tiny creatures have poor eyesight and terrible day vision, however they have excellent hearing and a keen sense of smell. Hoppers will attack an individual or small group of humanoids without hesitation, but will not fight to the death, fleeing if things begin to go against them.

Alignments: Considered to be evil.

Attributes: The number of six-sided dice are designated. I.Q. 1D4, M.E. 2D6, M.A. 1D4, P.S. 1D6, P.P. 3D6, P.E. 3D6, P.B. 1D6+6, Spd. 3D6+10.

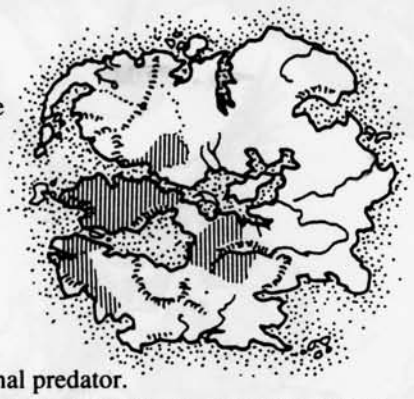
Hit Points: 3D6

S.D.C.: 1D6

Natural A.R.: Not applicable

Horror Factor: 10

P.P.E.: 1D6



O.C.C.: Not applicable; animal predator.

Natural Abilities: Nightvision 40 feet (12 m), day vision 6 feet (1.8 m), leap 4 feet (1.2 m) high or lengthwise (typical bounding run consists of low leaps of one to two and a half feet). Prowl 36%, climb 40%/10%, track by smell 48%, exceptional hearing makes it almost impossible to catch unaware and is reflected in its bonus to dodge.

Attacks Per Melee: Two

Damage: Bite does 1D4 points of damage, claw or kick does only one point of damage. A common tactic is to hold onto its victim's hair or garments while slashing at its throat, belly or exposed skin.

Bonuses: +2 on initiative, +2 to strike, +6 to dodge.

Magic: None

Psionics: None

Average Life Span: 8 years

Value: None

Habitat: Grasslands and shallow subterranean ruins/tunnels and caves. Common to the Western Empire, Old Kingdom, Yin-Sloth Jungles, and to a lesser degree, Land of the South Winds and Ophid's Grasslands. The cold winters of Ophid's Grasslands have kept their population considerably lower than in the other areas.

Language: None; animal squeals, squeaks and whistles.

Enemies: The usual rodent predators and humanoids.

Allies: None

Size: 8-12 inches (0.2 to 0.3 m)

Weight: 6 ounces to one pound (0.17 to 0.45 kg)

Notes: A typical pack of hoppers will be 10 to 40 members strong. They mate once a year, bearing 4D4 offspring which mature within six months.

Hytril

The Hytril, or so called "monkey-men," are not monkeys, but an intelligent race of tree dwellers that are more likely to be related to lemurs. They are extremely clever and learn very quickly. However, their comparatively low intelligence and childlike understanding severely limits the extent of their learning. Most Hytril can learn to understand and even speak a new language within just a few weeks, but cannot master mathematics or other disciplines. Their ability to learn languages is largely due to their fascination with humans, elves, gnomes, dwarves, and kobolds. Whenever these humanoids wander near a Hytril tribe, the little creatures will observe them intensely, while hiding in the shadows and tree branches. A handful are likely to come out of hiding and enter a human encampment with arms full of fruits, give a snappy little dance and speak a couple of choice human (or whatever) words that they learned from their last encounter.

Although Hytrils love the companionship of the handsomer humanoids, they are mischievous and crafty thieves. A Hytril will search through a person's belongings without conscience, in search of a trinket or souvenir. If caught rifling through someone's belongings, it will bat its eyes and flash a big, loveable and toothy smile with all the innocence in the world — while it palms a gold piece or candy and scampers off. All Hytril are fatally attracted to shiny objects, from gold, silver or gem stones to any highly polished metal or glass. They are especially tickled by mirrors. Unfortunately, like a terribly spoiled child, if a Hytril can't win an object from a character through favors and charm, it will attempt to steal it. If theft is impossible, the little imp will throw a tantrum of astonishing magnitude. Some Hytril can be extremely selfish and vindictive, retaliating with vandalism and cruel tricks. They can also become very jealous of their temporary human companions which can also lead to squabbling, pranks and trouble from rival Hytril.

They are so enthralled by humans (and their likes) that the Hytril tribe will continue to imitate them long after they have gone. A typical Hytril tribe's members will wear hats, some sort



of clothing and jewelry, use daggers, kitchen utensils, mirrors, combs, and other items, as well as bandy about a potpourri of words and phrases from any number of languages (all in the proper context too).

Alignments: Any, but usually selfish.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 2D6, M.E. 2D6, M.A. 4D6, P.S. 2D6, P.P. 5D6, P.E. 2D6, P.B. 4D6, Spd. 4D6; can climb, run and leap through trees at this speed too.

Hit Points: P.E.+20, plus 1D6 per level of experience.

S.D.C.: 3D6

Natural A.R.: 4

Horror Factor: Not applicable

P.P.E.: 2D6

Average Level of Experience: 2-4

R.C.C.: Natural thieves, con-men, showoffs, and scavengers, most Hytril have the following abilities. Dance (+5%), prowl (+15%), acrobatics (+5%), climb/rappel (+20%), swimming (+5%), concealment (+4%), palming (+10%), pick pockets (+10%), pick locks, streetwise/savvy, track animals, identify plants & fruits (+10%), land navigation (+10%), wilderness survival (+10%), faerie lore, W.P. knife or blunt (pick one), and languages: Gobblely 98% (native tongue) and select two at +10% and select another three without benefit of bonuses.

Can also select a total of six secondary skills at level one, and two secondary skills at levels four, eight and twelve from the following categories: Communication, Domestic (+10%), Technical (+5%), Wilderness (+5%), or W.P. (any, except larger or heavy weapons).

Natural Abilities: Nightvision 60 feet (18.3 m), excellent color vision and hearing, climb 80%/80%, leap up to 6 feet (1.8 m) high or 12 ft (3.6 m) across, track by smell 44%, and possess a prehensile tail which they can use like a third hand to grab onto branches, hang upside down, climb, grab and carry objects or young, and so on. Also see R.C.C. skills.

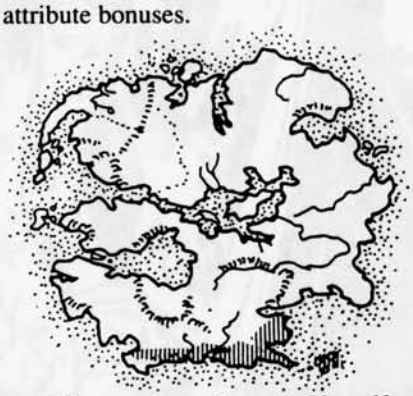
Attacks Per Melee: Four

Damage: Scratching or punching inflicts 1D4 points of damage, a bite, two points of damage, or by weapon (usually a small weapon like a knife, dart, stick or small club/blackjack).

Bonuses: +3 on initiative, +1 to strike, +2 to parry and dodge, +5 to roll with punch or fall, and +2 to save vs poison. All are in addition to attribute bonuses.

Magic: None

Psionics: None



Average Life Span: 35 years, sometimes to 50 or 60.

Value: As pet, 80-200 gold; for fur, 30 to 50 gold.

Habitat: Originally, the Hytril were native only to the Floenry Isles; however, when brought back to the mainland as pets and oddities, many escaped and now prosper in the Yin-Sloth Jungles and do even better in the less hostile jungles of the Land of the South Winds.

Languages: Native tongue is an odd dialect of gobblely, but they usually understand and speak some of several languages (pick three) at about 50% proficiency.

Enemies: Natural jungle predators, especially jungle cats known by the Hytril as "hunters." Don't trust or like the larger or uglier humanoids.

Allies: None, per se, but love humans, elves, gnomes, and dwarves, as well as Faerie Folk.

Size: 2½ feet tall (0.75 m) from nose to butt, the tail adds another two to three feet (0.6 to 0.9 m).

Weight: 25-40 pounds (11 to 18 kg)

Notes: They are extremely playful and innocent. Roughly equivalent to a six or seven year old child. They are also inquisitive, curious creatures. The Hytril do not respect or honor any god or the laws of man. They love shiny jewelry and man-made weapons, but never use anything as large and clumsy as a short sword. Favorite weapons include knives, blackjacks, hand picks, and small throwing axes.

Hytrils mate as often as every other year (they do not mate for life), bearing 1D4 young who reach maturity by the age of four years. A typical tribe or community will range from 30 to 120 members.

Jungle Ogres or Dogres

Created by Pat Nowak with Kevin Siembieda

Dogres are a sub-race of ogres. These large, hairy humanoids closely resemble ogres. It is believed that they were once a tribe of ordinary ogres who were affected and transformed by some magic gone awry thousands of years ago. They are considered to be a distinctive race because they cannot mate with humans or other ogres. Although some point to the *Battle of Gods* for the origin of this monster race, it is much more likely that they are the product of the legendary *Elf-Dwarf War* and arcane magic.

All Dogres are emotionally unstable, dull-witted, and incredibly aggressive, with hair-trigger tempers. They'll fight about anything, with anybody, at any time, for any reason. Dogres are cruel to weaker creatures and seem to have a complete inability to show love or kindness. They have earned the nickname, "Berserk Ogres" because of the insane berserk fury they fly into whenever they are frustrated, angered or wounded.

Natives of the *Giant's Run Mountains*, some Dogres have joined with the Nimro giants, while others are members of ogre or troll tribes — Dogres readily accept the leadership of these powerful giant races.

Note: See Book 7: The Yin-Sloth Jungles for more details about the Dogres and numerous other jungle races, monsters, creatures and places. It can be easily adapted to the Second Edition rules.

Alignment: Any, but usually anarchist or evil.

Attributes: Roll the indicated number of 6-sided dice for attributes: I.Q. 1D6+1, M.E. 1D6, M.A. 1D6, P.S. 5D6, P.P. 4D6, P.E. 5D6, P.B. 2D6, Spd. 3D6

Hit Points: P.E.+30 plus 1D6 per level of experience.

S.D.C.: 20 plus those gained from physical skills.

A.R.: 4

Horror Factor: 12 due to reputation and ferocity.

P.P.E.: 1D6

O.C.C.: Mercenary, soldier, long bowman, Tezcat-style jungle warrior, nomadic tribesman, vagabond or peasant.

Natural Abilities: Nightvision 60 feet (18.3 m) and powerfully built.

Blood Lust: Dogres quickly give in to anger and frustration which results in a murderous frenzy of hand to hand combat. This frenzy also occurs when they have lost half of their hit points or have killed an opponent. The frenzy is uncontrollable, making everything that moves around them a target for destruction, friend or foe. The frenzy continues until a 10 foot (3 m) radius has been cleared around each Dogre and there are no obvious threats within view. Once the frenzy is over, the Dogre is emotionally and physically drained and functions at half speed and combat ability for 15 minutes (or until the next frenzy, whichever comes first).

During the berserk frenzy the monsters have the following bonuses: +4 to strike, +10 to damage, +8 to save vs horror factor, ignores the effects of fatigue and pain, and gets an additional two attacks per melee round!

Penalties: -3 on initiative and -4 to parry and usually refuse to dodge. All they want to do is lash out, fight and kill without much thought about self-defense or awareness of what's going on around them. This leaves the brutes open to surprise attacks, attacks from behind, and even getting surrounded by an entire army, or charging a dragon because it is next in line. Furthermore, the frenzy prevents them from knowing when to stop, so they will fight against impossible odds and to the death.

Attacks Per Melee: Three or by O.C.C. (+2 attacks during a frenzy; see above).

Damage: Claws inflict 2D6 damage +P.S. bonus, fangs/bite inflict 2D4 damage, or by weapon +P.S. bonus.

Bonuses: +1 to strike and parry, +1 to roll with impact, +2 to save vs horror factor.

Magic: None

Psionics: None

Habitat: The jungles and mountains of the Yin-Sloth Jungles and Baalgor Wastelands, but could survive most environments.

Languages: Speaks Troll and Ogre at 88%.

Enemies: Humans, elves, dwarves, gnomes, tezcat, headhunters, Faerie Folk and most other smaller or weaker humanoids.

Allies: Ogres, trolls, Gigantes, Nimro and the occasional other giant or intelligent monster.

Physical Appearance: Dogres look like powerfully built ogres and are somewhat taller. Short hair covers their bodies and the hair on their heads is usually worn as a long, shaggy mane. They have large, yellow canine teeth, bloodshot eyes and their body is usually covered in scars. These brutes are even more unkept and filthy than trolls and ogres.

Size: 10 to 14 feet (3 to 4.2 m)

Weight: 300 to 600 pounds (135 to 270 kg)

Average Life Span: 28 years! A Dogre who reaches the age of 40 is considered ancient (and dangerous).

Birth Rate: A Dogre female can give birth to one or two young every seven months. Young reach full maturity by age 10. However, their aggressiveness and frenzies keeps the mortality rate high and their numbers low.





Notes: Dogres are stupid, stubborn and difficult to reason with (impossible during a frenzy). They might accept bribes in the way of booze, exotic food and weapons, but will always obey the commands of their ogre, troll or giant leaders. The sick, weak or those foolish enough to patronize the beasts will be attacked and beaten.

Dogres love to fight or engage in all types of physical challenges. They also like to gamble, although they aren't very good at it and are bad losers. Normally a Dogre will fight with any weapons available. If none are at hand, they will punch, bite, kick and wrestle their foe into submission. They will wear any armor that fits.

Kappa

These malicious little creatures were once believed to be water sprites, but are now known to be a strange, semiaquatic race said to be older than elves. Kappa tend to be mischievous and evil natured, delighting in wrestling matches and combat with land dwellers. They are unscrupulous combatants given to tricks and treachery. They also engage in sabotaging small vessels by entangling rudders in seaweed or logs and debris, cutting anchors and fishing lines, snagging nets, destroying or spoiling food, untying or destroying sails, stealing, and so on. Their animosity is dealt out to all land dwellers with equal zeal regardless of race.

The Kappa can be found in both fresh and salt waters, but are most common in large lakes, rivers and seas. When one is found, you can be sure others are lurking about. A typical tribe can range from as few as 20 to as many as 80, rarely more. They are surprisingly loyal to their own kind, coming to a fellow Kappa's aid regardless of the danger, especially against surface dwellers. They are fair craftsmen, weaving rope from sea plants, making knives, spears, and tools out of stone, shells and coral, and jewelry from polished stones and seashells. They are expert fishermen, catching and feeding on a variety of fish, mollusks and mussels, as well as sea plants.

The Kappa can survive on dry land for only a short period before succumbing to exposure. Maximum time on land is three hours, after which the little creature will quickly weaken and die (reduce all attributes by half for each additional hour of exposure, plus 2D4 points of damage per hour). The effects of exposure can be avoided if the Kappa can be completely submerged in water after every hour on dry land.

Alignment: Any, but mostly anarchist, miscreant, and other evil alignments.

The Eight Attributes: The number of six-sided dice are designated. I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd. 1D6 (on land), 4D6 (x10 swimming underwater).

Hit Points: 1D6x10 plus 1D6 per level of experience.

S.D.C.: 6D6

Natural A.R.: 13

Horror Factor: 12

P.P.E: 3D6

O.C.C.s available to Kappa: Mercenary warrior, thief, assassin, warlock, or priest. Not recommended as player characters.

Average Level of Experience: 1-6

Natural Abilities: Swim expertly 98%, climb 50%/40%, nightvision 120 feet (36.5 m), day vision 40 feet (12.2 m), recognize specific types of fish 80%, fish 80%, breathe underwater and air.

Magic: None, unless a warlock or clergy.

Psionics: None

Average Life Span: 90 years.

Value: None



Habitat: All known seas, large lakes, and rivers, although fairly uncommon. They are believed to be extinct in the "Sea of Scarlet Waters" as the result of the Western Empire's persecution. Unfortunately for the Empire, the Kappa there have simply grown more cautious and secretive.

Languages: Faerie speak (but they are not faeries)

Enemies: All land dwellers.

Allies: None known, although some say that they occasionally ally themselves with sea serpents and pirates.

Physical Appearance: A crab-like humanoid with yellow-green skin, blotchy green or light brown crab-like shell, one crab-like pincer, one hand, webbed feet, large round eyes, and large pointy nose.

Size: 2-3 feet tall (0.6 to 0.9 m).

Weight: 25-50 pounds (11 to 23 kg)

Notes: Favorite weapons are stone/coral knives and forked spears/tridents. They worship no gods, although they appreciate and revere their water environment and elemental forces.

Kelpie

The Kelpie is described in the Faerie Folk section.

Kinnie Ger

The Kinnie Ger is described in the Faerie Folk section.

Ki-Lin

This unusual horse-like, dragon-like creature can hardly be called a monster, for it is a gentle, wondrous being and harbinger of good luck. The Ki-lin are, with rare exception, virtuous, kind, and good supernatural beings. As such, they cannot forsake any living creature in pain or in need of help. Although most tend to avoid interaction with humanoids, including humans, they have been known to aid them in combat against the supernatural, evil forces, disease, and despair. Some will even join a group of human adventurers and may stay with them for years if they become friends. However, the Ki-lin are trouble magnets because they are hated by demons and other evil supernatural beings and because they always try to help the people in trouble.

Seeing one or two running playfully on the wind or in a particularly beautiful or peaceful place is as awe inspiring as seeing a pegasus or unicorn. Despite its animal appearance, the Ki-lin are as intelligent as any human. Many are scholars, philosophers, doctors and practitioners of magic (50%). Many older Ki-lin are knowledgeable in at least one or two areas of magic, although their skill and ability rarely exceeds sixth level proficiency. In fact, the people of the Land of the South Winds call the Ki-lin the "Dragon Horse" because of their scale covered bodies and penchant for magic. Even Ki-lin that don't practice magic are attracted to it and know about magic lore and often collect or study magic artifacts. They are gentle observers of life and mere dabblers in its mysteries.

Alignments: Any, but almost always principled or good.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 3D6, M.E. 3D6, M.A. 5D6, P.S. 4D6, P.P. 4D6, P.E. 5D6, P.B. 5D6, Spd. 6D6

Hit Points: P.E.+60

S.D.C.: P.E.+45

Natural A.R.: 14

P.P.E.: 2D6x10 plus 20 per level of experience.

Horror Factor: None to good beings, 14 to supernatural evil.

O.C.C.s available to Ki-lin: Scholar, druid, ranger, or any psychic (if the character has psionics) and practitioners of magic O.C.C.s.

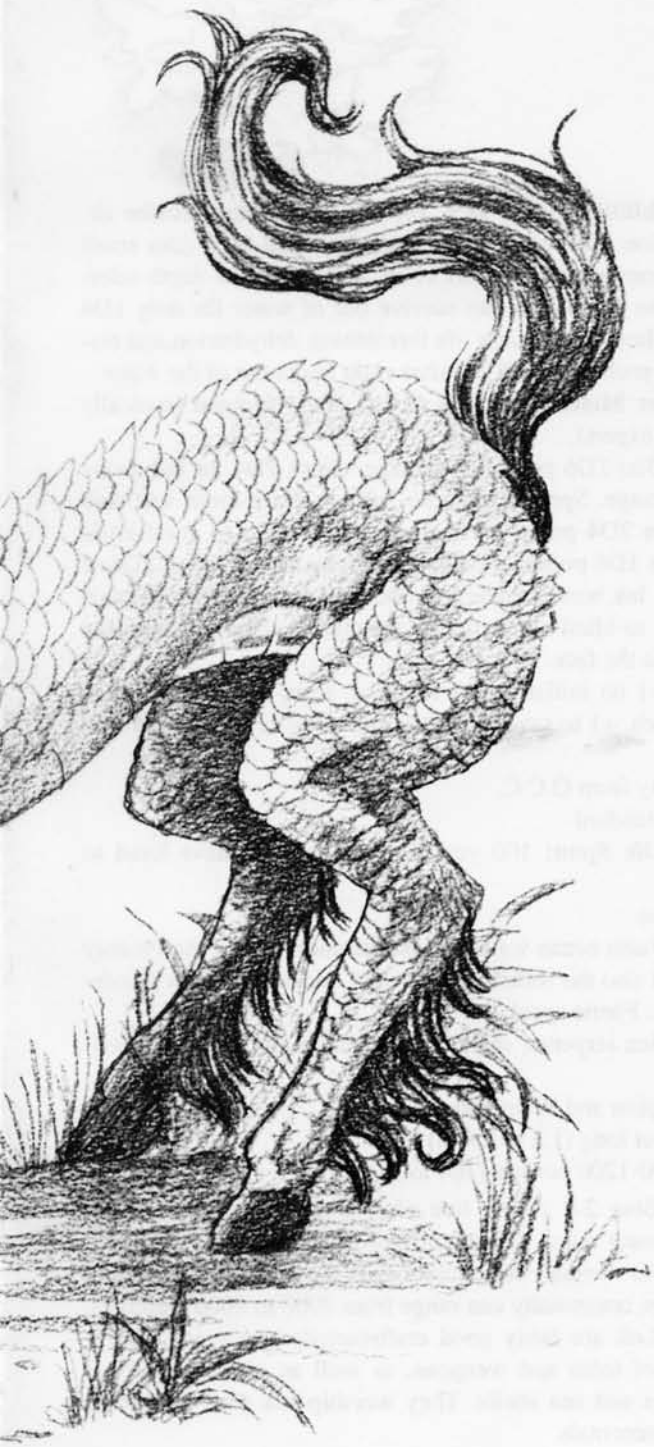
Natural Abilities: Fly, prowl 55%, swim 60%, nightvision 90 ft (27.4 m), see the invisible, turn invisible at will (no limitations as to how long or how often), fire and cold resistant (even magic fire and cold do half damage), bio-regeneration (2D6 hit points or S.D.C. per melee round), healing touch (restores 2D4 hit points or S.D.C. per touch), sense evil within 120 feet (36.6 m) and magically understands and speaks all languages 98%, but must study to become literate. The presence of these beautiful, majestic creatures inspires all good people, giving them a temporary skill bonus of +5% to all skills and add +1 to parry and dodge when performing an act of good.

Attacks Per Melee: Four

Damage: Bite inflicts 2D4 points of damage, kick of the front hooves do 3D6 damage, rear kick 4D6 damage, head/horn butt 1D6, or by magic if any is known.



Bonuses: +4 on all saving throws, +2 to parry and dodge.
Magic: Only abilities gained from a magic O.C.C.
Psionics: Standard
Average Life Span: 5000 years
Value: Alive: at least 40,000 gold; for alchemical purposes (bones, horn, scales), 1000 gold per pound, hooves, 500 gold each, mane or tail, 2000 gold.
Habitat: Anywhere in the world, but very rare.
Languages: Speaks all; must study to read.
Enemies: The forces of evil; distrust humans and elves, indifferent toward most others.



Allies: Faeries, sprites and Faerie Folk in general, and Kukulcans. Tend to get along well with true dragons of good alignment.
Size: 4 foot (1.2 m) at shoulders.
Weight: 600-1000 pounds (273 to 455 kg)

Notes: Ki-lin mate for life, bearing one offspring as often as every 800 years. Their young don't reach full maturity until they're 200 years old. They rarely collect gold or gems, but most do study language, history, art, and magic. Although intelligent, the ki-lin are creatures of the wind and magic, and spend much time enjoying the simple pleasures of playing, companionship, and generally enjoying the natural world.

Kreel-Lok

The Kreel-Lok are an aquatic race of intelligent creatures that dwell in the warm southern waters near the Floenry Isles and peninsula of the Land of the South Winds. They are not fond of surface dwellers and generally avoid interaction. Kreel-Lok sometimes clash with fishermen, whalers and pirates.

These fishermen live in a simple, yet open and cooperative society with a great sense of camaraderie. Food, basic supplies, and protection are all shared. Males are generally the craftsmen, hunters, and protectors while the females have an equal place in the community and can become any O.C.C. except men at arms. The actual community can be very different in appearance, depending on its size and orientation. The smaller ones generally consist of no physical structures, yet larger communities may have several expansive underwater barges that can be made stationary or towed. The barges will typically hold food, supplies, tools, weapons, special shelters, temples or additional equipment. Neither large or small communities have any permanent houses; the ocean *is* their home.

Dolphins are often found living with the Kreel-Lok, serving as faithful friends and allies, and participate in work, defense, and play. Whales and sea turtles are occasionally used as work animals or pets.

Although these gentle, caring, aquatic people are generally of good alignment, there is much hostility and mixed feelings toward surface dwellers. Surface people often abuse what the Kreel-Lok regard as their fishing waters, as well as attack and kill them out of fear or for sport. This has created some pretty bitter feelings. Thus, all surface creatures are viewed with the utmost suspicion. The most militant Kreel-Lok regard them as enemies to be dealt with swiftly and mercifully when they dare to invade their waters or threaten their community.

Alignments: Any, but usually good.
The Eight Attributes: The number of six-sided dice are designated: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd. 5D6 (underwater)
Hit Points: P.E.+10 plus 2D6 per level of experience.
S.D.C.: 3D6+6
Natural A.R.: 10
Horror Factor: 15
P.P.E.: 2D6





Natural Abilities: Swim 98%, breathe underwater, breathe air, nightvision 300 feet (91 m), track by smell 80% (can smell blood from a mile/1.6 km) away, and unlimited depth tolerance. The Kreel-Lok can survive out of water for only 1D4 hour without developing life threatening dehydration and respiratory problems; will die after eight hours out of the water.

Attacks Per Melee: One plus O.C.C. hand to hand (typically basic or expert).

Damage: Bite 1D6 points of damage, claws 2D4, or tail swipe 1D4 damage. Special weapons include shark-tooth war club that does 2D4 points of damage, shark tooth or coral knife that does 1D6 points of damage, and the trident spear, 2D6+2 damage. Ink bombs made from octopus and other sea animals are used to blind an enemy by puncturing them or slamming them into the face.

Bonuses: +1 on initiative, +1 to strike, parry and dodge, +2 to pull punch, +1 to save vs poison and +3 to save vs horror factor.

Magic: Only from O.C.C.

Psionics: Standard

Average Life Span: 100 years, although some have lived to 180.

Value: None

Habitat: Warm ocean waters; most common among the Floenry Isles and also the waters around the Land of the South Winds.

Languages: Faerie speak

Enemies: Sea serpents, sharks, and occasionally, surface dwellers.

Allies: Dolphin and Waterbats.

Size: 6-8 feet long (1.8 to 2.4 m)

Weight: 800-1200 pounds (364 to 546 kg)

Notes: Bear 2-8 young live after a gestation period of 20 months. Young reach full maturity within 18 years. Generally mate for life. A small community will range from 100 to 400, while a large community can range from 2000 to 8000 members. The Kreel-Lok are fairly good craftsmen/designers and have a vast array of tools and weapons, as well as jewelry made of pearl, corals and sea shells. They worship sea gods and water and wind elementals.

O.C.C.s Available to the Kreel-Lok: The underwater equivalent of any men at arms except long bowman; they can also become warlocks (typically water or air), clergy and psychic O.C.C.s if the character has psionics. Of course, there may be modifications for life under the waves.



Krel

The Krel is a small, vaguely humanoid feline predator, although at first glance it may appear to look like any other small jungle cat. However, closer inspection will reveal a more intelligent light shines beneath their light green eyes and that their clawed hands have stubby fingers and an opposable thumb. The Krel are more animalistic than human and rely heavily on instinct, more than intellect. Still, they are cunning hunters, imaginative and resourceful. They use simple tools and apply their intelligence to hunting in small groups, setting traps and ambushes and general survival in the jungles. While the Krel don't usually carry and use weapons, they will use them if handy and the situation requires it. Like man, the Krel hunt and kill for sheer pleasure. Their favorite prey are Hytrils and monkeys, but they occasionally hunt humans, Tezcat and other humanoids.

Alignments: Any, but usually selfish or evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 3D6, Spd. 4D6; there is no reduction of speed when climbing, running and leaping through trees.

Hit Points: P.E.+20

S.D.C.: 3D6+20

Natural A.R.: Not applicable

Horror Factor: 10

P.P.E.: 1D6

R.C.C.: Natural and instinctive predators/hunters. In addition to their natural abilities, the Krel have the following skills: Land navigation (+20%), wilderness survival (+20%), track and trap animals (+20% for monkeys and hytril, +10% for all others), and a total of two skills of choice from any of the skill categories of Communications, Espionage, and Wilderness.

Natural Abilities: Nightvision 90 feet (27.4 m), prowl 88%, climb 70/40%, swim 60%, identify tracks 60%, track by smell 50%, and leap 8 feet (2.4 m) high or 10 feet (3 m) lengthwise.

Attacks Per Melee: Three

Damage: Bite does 1D6 points of damage or claws do 2D4 points of damage.

Bonuses: +1 on initiative, +2 to strike, parry and dodge, +4 to pull punch, +4 to roll with impact, +2 to save vs horror factor.

Magic: None, although they can learn to recognize the trappings of magic and to avoid circles, symbols and ley lines.

Psionics: None

Average Life Span: 20 years, although some live to be 40.

Value: None, although they are occasionally used as guards/watchdogs and in gladiatorial games.

Habitat: Jungles and tropical forests; common only to the Floenry Isles and Yin-Sloth Jungle near the Land of the South Winds.

Languages: Its own system of whines, growls, purrs, as well as Gobblely (the latter is at 75% proficiency). May also understand and speak other languages!

Enemies: Natural jungle predators.

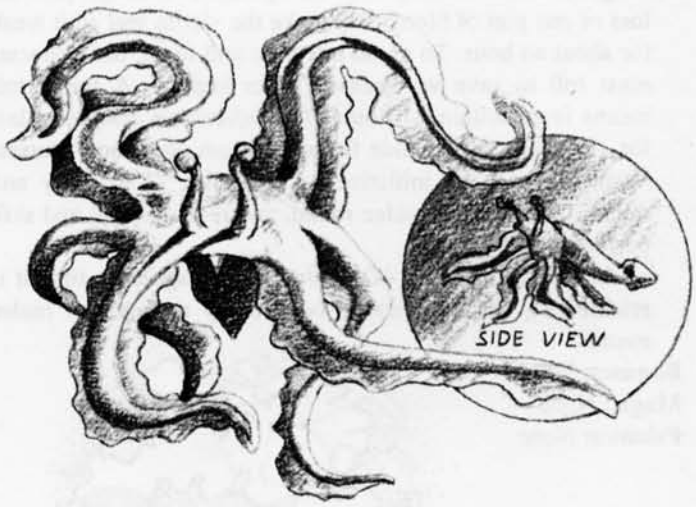
Allies: None

Size: 3½ feet long (1.1 m) from snout to hindquarters.

Weight: 60-100 pounds (27 to 45 kg)

Notes: Although they have no need or use for valuables, the Krel recognize their value to humanoids and often hide items such as gold, gems, and jewelry in case they need them to barter and trade with (or trap) them. A single Krel's treasure hoard will be worth 60-360 gold and contain 1D4 small weapons.

Krel mate as often as every two or three years, bearing 1D4 offspring which leave their mother's side after two years. They reach full maturity by the age of four. Krel often gather in small communities of 4D6, while others prefer to hunt alone or in pairs. They do not mate for life.



Land Squid

The land squid is so named because of its squid-like appearance. In actuality, they are not sea creatures at all, but a type of slug. Like most slugs, they live mainly in the soil and never appear in full daylight, making feeding excursions during the morning and evening. Unlike a normal slug which feeds on vegetation, the Land Squid is a parasite that feeds on the blood of living creatures. This is done by climbing into a tree and dropping onto its prey from low hanging branches. Land Squids can also attack from the ground or shrubs, attaching themselves to the feet and legs. Once attached to bare flesh, it will penetrate the skin with a needle-like pincer which draws the blood. Al-

though the amount of damage is minimal, several Land Squids could prove lethal, and the experience is painful and disgusting. Furthermore, the creature's bite usually introduces an infection into the bloodstream that causes fever and delirium for several days. Although the infection itself is rarely lethal, its symptoms can be quite hazardous to adventurers in the wild.

It is very difficult to remove a Land Squid once it secures itself to its prey. Cutting, hitting or attempting to pry it off will cause it to secrete a surprisingly powerful acid. Using fire may cause it to drop off, but there's a 50% chance of it releasing its acid and/or hanging on. The only sure ways of removing it are by magic sleep, globe of day light (they hate bright light), psionic bio-manipulation or extreme cold (magic or otherwise). The Land Squid *will* let go after gorging itself on one pint of blood, and crawls back into the soil.

Alignments: An animal parasite that is considered anarchist or evil.

Attributes: The number of six-sided dice are designated: I.Q. 1D4 (low animal), M.E. 1D4, M.A. 1D4, P.S. 1D6+6, P.P. 1D6+6, P.E. 1D6+6, P.B. 1D4, Spd. 1D6

Hit Points: 4D4

S.D.C.: 1D6

Natural A.R.: Not applicable.

Horror Factor: 12

P.P.E.: 1D4

Natural Abilities: Senses heat and movement, nightvision 40 feet (12 m), climb 50%/40%, acid secretion, speed: 4, dig into soil.

Attacks Per Melee: One by attaching to bare skin.

Damage: Bite and feeding does 1D4 points of damage, plus the loss of one pint of blood may make the victim feel a bit weak for about an hour. To avoid infection and fever, the character must roll to save vs disease (15 or higher). A failed roll means fever within 24 hours. *The infection's symptoms* last for 1D4 days and include fever, delirium, and some nausea. Victims are -6 on initiative, -4 to strike, -2 to parry and dodge, -1 attack per melee round, and reduce speed and skill performance by 33%.

Acid secretion does 4D6 points of damage each time it is released — can be released once every minute/four melee rounds.

Bonuses: None

Magic: None

Psionics: None



Average Life Span: 6 years

Value: None

Habitat: Damp, warm, humid places, often near swamps. Common to the Eastern Territory, Old Kingdom, and Land of the South Winds.

Languages: None

Enemies: Normal woodland predators; particularly cats and canines.

Allies: None

Size: 6-8 inches long (including tentacles).

Weight: 4 ounces

Notes: Usually encountered 2D4 at a time.

Lizard Men

Lizard men are a vital, aggressive race of semiaquatic humanoids. They are extremely principled in alignment, but they will allow nothing to stop their steady colonization of the various waterways. Lizard men build cities of bamboo and wood huts raised on poles directly over the water. In days past, these cities contained up to 30,000, but assaults by the Tezcat, ogres, and the Western Empire have greatly reduced the population and driven the reptilians to establish small, less conspicuous communities. Thus, the typical village is populated by only 1,000 to 4,000. Their principal diet consists of aquatic creatures like fish, frogs, and clams.

In spite of their aggressive colonization, the Lizard Men will not attack anyone without reason. They are content to let land dwellers live in peace, so long as they do not disturb or threaten them. Even travelers on boats will not be bothered if they are only passing through. However, if even a single lizard man is injured, the entire community will be mobilized to war! They are a persecuted race that is common *only* to the Yin-Sloth Jungles and may become extinct in another 50 to 100 years if the Western Empire, Tezcat and other foul jungle inhabitants keep slaughtering them.

Alignments: Any, but mostly good or anarchist.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 3D6, Spd. 3D6 running and climbing; double when swimming.

Hit Points: P.E.+12 plus 1D6 per level of experience.

S.D.C.: 4D6 plus those gained from physical skills,

A.R.: 9; fine scaley skin.

Horror Factor: 13

P.P.E.: 2D6

O.C.C.s available to Lizard Men: The jungle equivalents of mercenary, soldier, ranger, knight and thief, clergy, warlock or any of the psychic O.C.C.s (provided the character has psionics).

Average Level of Experience: 3-7th level for warriors, 1-5 for others. Suitable for player characters although extremely naive and ignorant of the so-called civilized people beyond the jungles. Player characters should start at first or second level.

Natural Abilities: Breathe underwater, swim 85% — swim speed is running speed x2, can hold breath underwater for 1D4+3 minutes, leap six feet (1.8 m) high or 8 feet (2.4 m) lengthwise, climb 70%/60% and wilderness survival 80%.

Attacks Per Melee: Depends on O.C.C. and level of experience.

Magic: By warlock or clergy O.C.C. only.

Psionics: Standard

Average Life Span: 30 years, but some live up to 50 years.

Habitat: River deltas, swamps, and lakes of the Yin-Sloth Jungles.

Languages: Dragonese/Elf



Enemies: Tezcat, various ogre and Dogre tribes, hunters and invaders from the Western Empire and jungle predators.
Allies: None
Physical Appearance: Tailed, lizard-like humanoids. They have soft, greenish scales and bright green or blue eyes.
Size: 4½-5½ feet (1.4 to 1.7 m)
Weight: 80-150 pounds (36 to 68 kg)

Notes: Lizard men prefer large swords, ball and chain, spears or short bows. They are not great crafts people, but will gladly trade for any weapons or armor. Eggs are laid in nests of mud and sticks underwater, hatching within five months. A single female lays 4D6 eggs, but only 10-20% survive.

Lizard Mage

Another race of lizard men is the fearsome Lizard Mage. The Lizard Mage stands about eight feet (2.4 m) tall, has a short tail, a dragon-like head and dinosaur-like feet. Their scales are a beautiful gold and silver. The eyes are a glittering, emerald green. In fact, the Lizard Mage and the Eandroth, both warm blooded, could be examples of the logical evolutionary progress of the theropod dinosaurs had they not perished on Earth millions of years ago.

Legend tells us that the Lizard Mages were among the first rulers of the Palladium World, perhaps even during the Age of Chaos. The legend suggests that they were second in power only to the dreaded Old Ones whom they served. It also suggests that it was they who created the Elven race! The same legends also credit these creatures of magic to be the masters of time, preserving themselves by traveling to other dimensions or placing themselves in a state of suspended animation created by magic circles of great power; circles of legend not known to Summoners of today.

Lizard Mages possess great mystic knowledge, are known to use their magic to explore many alien worlds and were among the most feared and powerful beings to ever walk the Palladium world. During the tumultuous periods during and after the Time of Chaos, thousands of these reptilian lords were hunted down and destroyed. Thousands of others escaped to other dimensions where some prospered and others perished. Still others were frozen in time by arcane magic and are still found, time to time, slumbering peacefully inside a magic circle hidden deep in an ancient ruin or underground sanctuary.

Lizard mages are curious about science, magic, and the supernatural. They crave power and love magic. There can be no denying the extreme egotism of the lizard mages. They tend to treat most other races as subordinates, servants, or slaves. Only supernatural intelligences and the occasional dragon or so-called godling and god are accepted as an equal. Once they have acquired a position of power or feel that they can easily overpower those around them, they can be surprisingly friendly, easy-going, and helpful — power and control makes them magnanimous. Newly awakened Lizard Mages may offer their aid to inferior humanoids, while trying to figure out the strange world of the new era they have entered. This is always a temporary allegiance, subject to change when other, more attractive opportunities arise.

Ultimately, every Lizard Mage craves supreme knowledge and absolute power. This will often lead to an attempt to conquer those around him through force and intimidation. They are seldom satisfied with fleeting power and desire world domination.

However, when the stakes get too high and their lives are threatened, they graciously abandon that particular *game* (and often flee the planet) to pursue some new game of conquest and domination elsewhere, or travel to study or explore some other part of the world for a century or two before they hatch some new scheme.

Alignment: Typically aberrant evil, but occasionally some are diabolic, miscreant, or anarchist. Considered a supernatural evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 4D6 (never lower than 17), M.E. 4D6 (never lower than 17), M.A. 3D6, P.S. 4D6 (never lower than 17), P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 4D6

Hit Points: P.E. attribute number +60, plus 2D6 per level of experience.

S.D.C.: 200

Natural A.R.: 14

Horror Factor: 17

P.P.E.: 5D6x10 plus those of any particular magic O.C.C.

O.C.C.s Available to the Lizard Mage: Any practitioner of magic O.C.C. and/or scholar. Never become Men of Arms or clergy. They are often multiple classes, typically wizard and Diabolist or Summoner.

Average Level of Experience: 1D4+4 in one area of magic and 1D4+1 in another. Not recommended as a player character — great villains.

Natural Abilities: Keen vision, sharp hearing, and is warm blooded. Recognize and read runes 98%, recognize wards, circles 50%, recognize enchantments 50%+2% per level of experience, recognize magic items 62%+2% per level of experience, recognize precious metals/stones 80%.

Attacks Per Melee: Five by hand to hand or psionics, or three by magic.

Damage: Claws do 2D6 points of damage, bite 1D6.

Bonuses: +1 on initiative, +4 to strike, +4 to parry and dodge, +4 to pull punch, +2 to roll with impact, +8 to save vs horror factor, impervious to possession, +4 to save vs all magic, and +3 to circle and ward strength. All are in addition to attribute and skill bonuses.

Magic: Knows all power words, mystic symbols, and lore: geomancy (+20%), in addition to any particular knowledge from a magic O.C.C.

Psionics: All Lizard Mages are major psionics with a knowledge of all sensitive and physical powers, four healing powers, biomanipulation, bio-regeneration, and two other super psionic powers of choice.

I.S.P.: M.E.x2 plus 1D6+2 per level of experience.

Average Life Span: 180 to 400 years, unless preserved through magic.





Size: 7 to 8 ft (2.1 to 2.4 m)
Weight: 250-350 pounds (112.5 to 135 kg)
Habitat: Anywhere, any time; most common to the Eastern Territory and Old Kingdom.
Languages: Dragonese/elf
Enemies: Elves and Dwarves
Allies: Evil creatures of magic and supernatural forces. Also uses humans and other intelligent beings as pawns.
Physical Appearance: Massive reptilian humanoids. Their scales are a beautiful gold and silver. The eyes are a glittering, emerald green. **Notes:** Lizard mages emerge from their preservation circles naked. *The Circle* is activated by touching or removing the power gem (diamond) in its center, reviving the ancient lizard. They prefer full suits of plate armor. Ball and chain, knives, and crossbows are preferred as weapons. They are very, very uncommon and seem to be found exclusively in the ruins of the Old Kingdom and south. Rumor has it that one of the creatures rules the **Land of the Damned**. Of course, this is one of the countless stories about this mysterious region. Surprisingly, they have little concern or interest in regards to the survival of their own race and exhibit great disdain toward one another. These beings make great villains, always suave, sophisticated and conniving.

Beyond the Supernatural Note: Considered to be no less than a 6th level arcanist, with extensive mystic knowledge. Prefers manipulative, controlling and deceptive magic invocations and knows high level magic (no level 1 or 2 magic).

Rifts® Notes: As masters of magic and dimensional travelers, it is inevitable that one or more Mages find Rifts Earth. In the magic rich environment of Earth, they are transformed into mega-damage creatures (1D6x100+400 M.D.C.) and pulse with natural powers like they did during those long forgotten eons when they served the Old Ones and the Palladium World was a seething, multi-dimensional ley line nexus like the Earth.

Loogaroo

The Loogaroo are giant, semi-intelligent, vulture-like creatures that prey on the weak and unfortunate of the Old Kingdom and Baalgor Wastelands. According to myth, they are witches who, in exchange for supernatural powers during their lifetime, must now, after their death, live as evil carrion that feed on the dead and helpless. To add some credence to the myths surrounding the monsters, many are masters of the mystic arts and *all* possess some magical/supernatural abilities. Whether there is any truth to the myth is unknown. What is known is that the Loogaroo are foul, unnatural creatures that cannot die from the normal weapons of man; only silver and magic can slay them.

Alignments: Evil or anarchist
The Eight Attributes: The number of six-sided dice are designated: I.Q. 3D6, M.E. 2D6, M.A. 1D6, P.S. 3D6, P.P. 2D6, P.E. 3D6, P.B. 1D6, Spd. 2D6 (x5 in flight).
Hit Points: P.E. attribute number +50
S.D.C.: 2D4x10
Natural A.R.: 6
Horror Factor: 16
P.P.E.: 1D4x10



O.C.C.s available to the Loogaroo: Thief, assassin, wizard, warlock, diabolist, summoner or evil priest.

Average Level of Experience: 3-7; not recommended as player characters.

Natural Abilities: Fly, nightvision 90 ft (27.4 m), see the invisible, hawk-like normal vision (can see a dead carcass two miles/3.2 km away), turn invisible at will (no limit to how often or how long), sense magic (automatic, one mile/1.6 km range), sense good (automatic, 600 ft/183 m range), impervious to poison, impervious to normal S.D.C. weapons except silver and magic weapons. **Note:** "Turn Dead" magic spells and the clergy ability will not repel a Loogaroo.

Vulnerabilities: Silver, rune and most other magic weapons as well as spell magic which inflicts normal damage. Holy weapons inflict double damage and a holy symbol will hold the creature at bay, although they may still lash out or use magic against their foe. Psionic attacks are also effective against them.

Attacks Per Melee: Three physical or two by magic.

Damage: Bite does 1D4 points of damage or claws doing 2D4 points of damage, or by weapon or magic.

Bonuses: +1 to strike, +2 to parry and dodge, +4 to parry and dodge when airborne, +6 to save vs horror factor, +6 to save vs possession, and +3 to save vs all magic.

Magic: None, unless of a magic O.C.C. (typically 8-10th level).

Psionics: None

Average Life Span: 900-1200 years.



Habitat: Common to the ruins of the Old Kingdom and Baalgor Wastelands, but are occasionally found farther north and west.

Languages: Dragonese/Elf, Dwarf, Gobblely, and one other (usually a human tongue).

Enemies: Humans, elves, dwarves, wolfen, and all champions of good.

Allies: Goblins, orcs, ogres, demons and disciples of evil.

Size: 5-6 feet (1.5 to 1.8 m)

Weight: 250-300 pounds (113 to 136 kg)

Notes: Favorite weapons are small blade weapons for torture as well as magic items and weapons — they love rune weapons. May worship or serve an evil god(s). Are uncommon except in the Old Kingdom and Baalgor Wastelands. They NEVER associate with their own kind or other men of magic unless enslaved by them.

Not all loogaroo dabble in magic, but all are terribly evil, cruel, and seek to undermine the forces of good. Most can read and write Elven and Dwarven.

Rifts® Notes: On Rifts Earth the Loogaroo become mega-damage creatures with an M.D.C. of 3D6x10 and inflict M.D. from their attacks; they are very rare.

Manticore

This unusual beast has the hulking body of a lion, a barbed, poisonous tail, and an ugly human face. Manticore are cruel, fearsome predators who stalk and slay humanoids, large mammals, like deer and cattle, and other human-sized animals. They are cruel and vicious killers known to destroy human life and slaughter entire herds of animals for sheer pleasure. They have been known to ally themselves with evil forces to help destroy or harm humans, elves, and other pretty humanoids. Fortunately, Manticore are quite uncommon.

The Manticore are solitary creatures, avoiding their own kind except to mate. A mature, 20 year old female will give birth to one or two cubs as often as every three years, although most bear young once every six or eight years. Gestation period is ten months and the young leave the side of their mother after two years. The male leaves to continue his roaming immediately after conception.

Alignments: Any, but almost always miscreant or diabolic.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4+2, M.E. 2D6+6, M.A. 1D6, P.S. 2D6+16, P.P. 2D6+10, P.E. 3D6+12, P.B. 1D6, Spd. 2D6+12

Hit Points: 4D6+40

S.D.C.: 2D4x10

Natural A.R.: 8

Horror Factor: 16

P.P.E.: 3D6



O.C.C.: Not applicable; animal-like predator.

Natural Abilities: Nightvision 60 feet (18 m), prowl 50%, swim 50%, climb 30%, track by smell 52%, leap 20 feet (6 m) high or lengthwise.

Attacks Per Melee: Four

Damage: Claws inflict 2D6 damage +P.S. damage bonuses, bite 2D4 points of damage or by the poison barbs of its tail. Poison does 6D6 points of damage unless its victim saves vs lethal poison (14 or higher). A successful save means only 1D6 damage is suffered.

Bonuses: +1 on initiative, +3 to strike, +4 to parry and dodge, +5 to save vs poison, +6 to save vs horror factor.

Magic: None

Psionics: None

Average Life Span: 400 years

Value: Each quill of its poisonous, barbed tail holds its own individual pocket of poison, making them exceptional implements of death and coveted by assassins. An individual barb will bring 120 to 160 gold. **Note:** The barb must penetrate the skin to do damage.

Some slavers and gladiatorial arenas will pay as much as 2000-4000 gold for a healthy, caged Manticore.



Habitat: Grasslands/savannas; common to the Baalgor Wastelands, and to a lesser degree, the Old Kingdom.
Languages: Dragonese/Elf; may know 1D4 others.
Enemies: Humans, and elves, but they are generally hostile to all humanoids.
Allies: Forces of evil; respects cruelty, strength and power.
Size: 8-10 feet long (2.4 to 3.0 m), 4 feet tall (1.2 m) at the shoulders.
Weight: 600-700 pounds (272 to 317 kg)

Notes: Although a Manticore has no use for treasure, they often gather a small treasure trove which is hidden in their dens. It is typically worth 400 to 2400 gold (roll 4D6x100) and there is a 01-30% chance that 1D4 minor magic items (no magic weapons) are present. Game Masters may add a handful of normal weapons and/or armor, or modify as he/she feels appropriate.

Maxpary

Concepts by Erick Wujcik.

These grotesque humanoids must have been imported from another dimension. They certainly aren't related to anything else in the known world. Maxpary live exclusively in underground complexes. Unlike the solid Dwarven and sub-human subterranean complexes, the Maxpary prefer to build their tunnels in soft, moist dirt or mud; the frequent cave-ins don't do them any damage.

Living exclusively on a diet of alien mushrooms and fungus, the Maxpary spend most of their time tending their crops. Aside from planting and watering, this involves scavenging for dead carcasses or hunting and returning with the dead bodies for fertilizer (a key ingredient for their strange crops). These bizarre mushrooms include not only food varieties, but also mushrooms that have magical properties.

When they are not tending to the crops, the Maxpary are involved in their totally mysterious religious and magical rites. Since no one has ever succeeded in communicating with these creatures, others have invented the names Drol, Allil, and Mal for their weird gods. Of course, they may not be gods, or even a religion, for all that anyone really knows.

The Maxpary are fanatically territorial and protective of their lairs, attacking all interlopers regardless of their intent. Their weapons are typically long, S.D.C., bladed pick-axes and the occasional sword or magic weapon, but most simply bite and claw. Each Maxpary carries a small pouch of mushrooms and will take a magic *speed mushroom*, doubling his number of melee attacks, as soon as there is any hint of danger.

Killing Maxpary is tricky business, since their brains are not located in their heads. However, the removal of the head is a grievous injury and will kill a Maxpary, but it takes about 15 minutes for them to die from decapitation. Only deep thrusts into the center of their armored body will quickly kill them. But the strange supernatural beings don't stay dead! A slain Maxpary will return to a sort of undead life as a more powerful, zombie defender of the lair — bodies of the dead invaders are dragged off and used in the mushroom fields.





One out of every 200 maxpary is the equivalent of a 5th level warlock. Among every 50 maxpary there is a 3rd level shaman. Of the rest, roughly a quarter are 2nd level soldiers/fighting drones. All other Maxpary are unskilled peasant drones. **Note:** Also see *Maxpary Shambler*, the undead zombie protector.

Alignments: Any, but most are anarchist.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 2D6, M.E. 2D6, M.A. 2D6, P.S. 4D6, P.P. 2D6, P.E. 3D6, P.B. 1D6, Spd. 2D6

Hit Points: P.E. attribute number plus 1D6 per level of experience. **S.D.C.:** 50

Natural A.R.: 13

Horror Factor: 13

P.P.E.: 1D4x10

O.C.C.: 70% are peasant, drone workers and defenders (see R.C.C.), 25% soldiers, and 5% warlock or shaman.

R.C.C. Maxpary Drone: Most Maxpary are simple drones who tend to the crops and help defend the community. They have the following skills: Botany (+30% when it comes to fungus), cook (+10%), brewing (+5%), preserve food (+20%), identify plants & fruit (+30% when it comes to fungus), skin and prepare animal hides, detect ambush (+10%), camouflage (+5%), wilderness survival (+10%) and hand to hand basic. Also see *Maxpary Shambler*.

Average level of Experience: 1D4; not suggested as a player character.

Natural Abilities: Nightvision 90 feet (27.4 m, can see in total darkness), excellent vision for dim light, poor day vision (20 ft/6 m), excellent hearing, dig in soft earth at a speed of 10 feet (3 m) per minute. Can hold breath for 20 minutes, and toxic fumes and gases have no or little effect on the Maxpary.

Attacks Per Melee: Three by magic or by hand to hand, whichever is greater.

Damage: Restrained claw inflicts 1D6 damage, a full strength claw strike does 3D6 +P.S. damage bonus (if any), bite does 1D6 damage.

Bonuses: +1 on initiative, +8 to save vs poison, toxins, and drugs.

Magic: Elemental magic for those who become warlocks.

Psionics: None



Habitat: Underground complexes; most common among the ruins of the Old Kingdom.

Languages: They have their own strange tongue. No communication is possible. Attempts at psionic contact are painful, disorienting and have a 01-15% chance of causing a random insanity!

Enemies: None

Allies: None

Size: 4-5 feet (1.2 to 1.5 m)

Weight: 250-300 pounds (113 to 136 kg)

Notes: Maxpary are very territorial, aggressive, and hostile toward any creature that invades their domain. The smallest tribes can be a mere 2-8 or 20-80. They use no tools except for an occasional club, stone or item found on the dead; nor do they use armor or have any use for magic, gems, gold or valuables.

Rifts® Note: On Rifts Earth the Maxpary become mega-damage beings with 6D6+40 M.D.C. and inflict M.D. in combat. See **Rifts® Conversion Book (one)**.

Maxpary Mushrooms

Food Mushrooms: (Brown with White Spots) Will provide a tasty and complete meal.

Warning Mushrooms: (Pink-Spotted, Brown Puffers) When disturbed, they release clouds of spores. Unless a save is made vs magic, the victims will be seized by uncontrollable choking for 3D6 minutes. Victims of choking see all combat bonuses, attacks per melee, and speed reduced by half; skill performance by 75%!

Healing Mushrooms: (Red with White Spots) Each mushroom eaten will heal 1D6 points of damage, hit points or S.D.C.

Speed Mushrooms: (Blue with White Spots) Anyone eating this mushroom will double their attacks per melee and physical speed for 2D6 minutes! Exhaustion sets in once the mushroom wears off. A couple hours of sleep are needed for full recovery.

Dream Mushrooms: (Mushroom with Green Spots) Whoever eats this will fall into a deep sleep and will experience vivid dreams that cannot be separated from reality. Awakens 4-8 hours later. The dream mushroom also heals the character while he sleeps; double the normal healing process for a day's rest and I.S.P. is also restored at double the amount for a night's sleep.

Death Mushrooms: (All White) The person eating this mushroom will seem to fall down dead. However, this is some kind of paralysis and suspended animation. And only a psionic probe will reveal that the person is still alive. No true damage is inflicted nor does malnutrition or dehydration damage occur from being in suspended animation. The effect can last anywhere from one to twenty days.

Maxpary Religious Artifacts

Stone of Drol: Five inch sphere of black stone with a thin, white stripe. This object is reputed to be an essential ingredient to create a Raise Dead Circle, which can be used to either resurrect/restore a person who has not been dead for more than six hours or to animate and control 6D6 skeletons/corpses.

Stone of Mal: Eight inch, white, semi-transparent sphere. Used in ceremonies to control Undead Shamblers and can be used to turn other zombies, mummies and even vampires. It may be a valuable artifact in Diabolist or Summoning magic.

Stone of Allil: Seven inch, green stone sphere. This is a powerful artifact for performing water elemental magic (any water spell at a fifth level spell strength). It can only be used by a Maxpary shaman or a water warlock.

Treasure Spheres: The Maxpary create a number of hollow metal globes of gold, silver or other metals. Value varies according to their size and the amount of precious metal. Occasionally, gems, magic items and other artifacts are sealed inside the globes (one in ten). These items may have religious significance not recognized by others. It is believed the spheres are created by some unknown (and unseen) form of Maxpary magic.

Maxpary Shambler

Undead Protector

The bizarre supernatural nature of the Maxpary creates a zombie drone moments after a Maxpary is killed or dies. The undead form of the Maxpary has but one purpose: to protect living Maxpary by destroying all who invade their tunnels and/or threaten the tribe. Shamblers are fairly mindless and will continue to protect a lair even after all the living Maxpary have perished. Shamblers will leave a lair only if the living tribesmen lead them away.

Shamblers have a spongy, fungus-like interior that cannot be damaged by normal weapons except fire (does double damage). They are simple-minded beings obedient only to living Maxpary. As a strange form of animated dead, they are easily turned by clerical or magic *turn dead* and are held at bay by protection circles and holy water. Holy water doesn't hurt them, but they cannot step over a line drawn in holy water until it is dried; holy symbols have no affect.

Alignment: Anarchist, but effectively evil to all non-Maxpary.

Attributes: All zombies have the same basic attributes; do not roll dice. I.Q. 4, M.E. 12, M.A. 1, P.S. 26, P.P. 10, P.E. N/A, P.B. 3, Spd 10

Hit Points/S.D.C.: 3D4x10; **Note:** A Maxpary Shambler will fall over and pretend to be dead when its hit points are reduced to six or less, however, unless it is completely destroyed (zero hit points), it will regenerate and return to combat after 12 minutes.

A Maxpary Shambler can be destroyed only by burning it to a cinder, otherwise the undead creature will regenerate and continue its mission as defender of the lair. However, reducing its hit points to zero or below will immobilize the creature, seemingly killing it, however it can still bio-regenerate and walk again an hour later unless burnt to a cinder.

Natural A.R.: 14

Horror Factor: 14

P.P.E.: 1D4

Natural Abilities: Bio-regeneration of 2D6 points of damage per every minute (4 melee rounds); severed limbs and even decapitated heads will regrow within 24 hours unless the undead is completely destroyed. Immune to all non-magical weapons and attacks, impervious to psionic attack, mind control, illusions and fear. Maxpary Shamblers *sense* their prey by supernatural means and cannot be blinded by light nor deafened or paralyzed.

Vulnerabilities: Normal fire inflicts double damage. Magic and magic and holy weapons inflict normal damage. Cannot pass over spilled holy water or fire.

Attacks Per Melee: Three

Damage: Claw inflicts 4D6 +11 from P.S. bonus, bite does 3D6 damage.

Bonuses: Senses prey via supernatural ability so characters who are invisible or otherwise magically concealed (chameleon, magic clothing, etc.) are visible to the Maxpary Shambler. Impervious to normal weapons, poison, gases, illusion, fear and psionics!

Magic: None



MELECH

Psionics: None
Average Life Span: Indefinite — until destroyed.
Physical Appearance: Skeletal version of the Maxpary.

Notes: A slain/dead Maxpary will turn into an Undead Shambler within 1D4 melee rounds. It instinctively attacks all life forms that are not Maxpary. It cannot be reasoned with, bribed or confused.

Melech

The Melech are hideous monsters that one might describe as part demonic horse and part dinosaur. These perverse, black-hearted villains are carnivorous predators that delight in the destruction and mutilation of other life forms and beauty. This makes them natural enemies of most Faerie Folk, Unicorns, Ki-Lin and all attractive creatures.

They are masters of terror and torture, often joining forces with other evil beings. Humans, elves, dwarves and gnomes are their favorite targets. They love to torture and torment their victims and often capture people rather than kill them outright. Captives may be kept alive for hours or days as playthings to torture and eventually kill. Those rare individuals who have frequent contact with the civilized world may wear body armor similar to horse barding (typically 70 to 100 S.D.C.).

Their exact origin is unknown, but it's clear that their roots lie somewhere in the steaming Yin-Sloth Jungles.

Alignments: Evil or Selfish
The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D6+1, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 1D6, Spd. 5D6x2
Hit Points: P.E. attribute number +12.
S.D.C.: 1D6x10+30
Natural A.R.: 9
Horror Factor: 16
P.P.E.: 3D6
O.C.C.: Not applicable; instinctive destroyers and predators. Not suitable as player characters — but are great NPC villains.
R.C.C. Skills of Note: Speaks Dragonese/Elven and Gobblely at 90%; may know 1D4 others (base proficiency). Wilderness survival 80%, land navigation 80%, track (humanoids) 35%, track animals 45%, swim 40%, climb 20%/10%, W.P. knife and two of choice (any).
Natural Abilities: Nightvision 60 feet (18.3 m), see the invisible, keen hearing and smell, can track the scent of blood 65%, leap 20 feet (6 m) high or 40 feet (12.2 m) across, impervious to poison.
Attacks Per Melee: Five
Bonuses: +1 on initiative, +3 to strike and parry, +5 to dodge, +2 on all saving throws, impervious to poison and drugs.
Damage: Bite inflicts 2D4 points of damage, tiny front claws do 1D6 damage, front leg claws do 2D6 damage, or may use a weapon. Leap attack (counts as two melee attacks) does 3D6 damage with a 01-70% chance of knocking human-size victims to the ground (loses one melee attack and initiative), plus there is a 01-50% chance of the knocked down person being pinned by the Melech and therefore vulnerable to attack from its tiny clawed hands!
Magic: None
Psionics: None
Average Life Span: 200 years
Value: None, although they are occasionally used as mounts by evil nonhumans, such as ogres and sorcerers.
Habitat: Desolate, lightly populated areas. Common to the Baalgor Wastelands, Yin-Sloth Jungles, and to a much lesser degree, the Old Kingdom near Mounts Nimrod and Nimro and the Land of the South Winds. Unknown to most, they also abound in the Land of the Damned.
Languages: Dragonese/elf and gobblely; may know others.
Enemies: Humans, elves, dwarves, wolfen, and all creatures of a good alignment.
Allies: Ogres, trolls, giants, goblins, and creatures of evil intent.
Size: 8 feet (2.4 m) at shoulders, 18-20 feet (5.4 to 6.0 m) to the top of their head.
Weight: 1200-2000 pounds (544 to 907 kg)

Notes: Often run in small groups of 2D6; a large group seldom exceeds 30 members. Greedy and selfish, they often accumulate small hordes of treasure. An individual Melech will have 60 to 240 gold with 1D4 weapons of good quality and a 01-30% chance of one or two minor magic items (no weapons).

Melech mate once every 20 years (though not for life), giving birth to one or two offspring which reach maturity in eight years.



Minotaur

Minotaurs have the head of a bull and the body of a human with dark skin and blazing yellow-orange eyes. They are usually seen alone or in pairs, living in small bands or tribes of 4D6. The Palladium Minotaurs have taken to living in underground complexes in remote parts of the world. Although they have become fairly adept at digging tunnels and underground construction, most seem to prefer taking over abandoned dwarven or kobold tunnel and city complexes as well as other types of subterranean habitats, including natural caves and man-made dungeons. Many are quite skilled at constructing traps and pits in the tunnels of their subterranean homes.

Minotaurs were probably wandering vegetarians at one point and still tend to be a bit nomadic. Fifty percent are vegetarians but even those who have resorted to eating meat still prefer grass, grain, vegetables or fruit. They can sometimes be caught raiding storehouses of grains, plucking fruit from orchards, or seen grazing on grass late at night or just before sunrise (and before they vanish back to their subterranean domains).

Minotaur Warriors: Minotaurs are famous for being warriors with incredible strength, endurance, agility and fighting prowess. The average Minotaur is a warrior born. Starting at an early age, the young are trained as warriors. At least 40% of all Minotaurs are mercenary warriors and 20% assassins, but any of the men of arms O.C.C.s can be selected (33%). Paladins and heroic champions of light are deviations from the norm and considered outcasts and traitors to their race. Sadly, even the most noble and courageous Minotaur warrior or adventurer is likely to be feared, distrusted and mistreated by most other races.

Less than 7% of all Minotaurs become priests or practitioners of magic instead. However, these mages, priests and cultists frequently hold positions as leaders and advisors within the community.

Note: See **Palladium Fantasy RPG Book 2: Old Ones** for complete information about these mysterious and evil worshipers of the dreaded Old Ones, including the R.C.C.s *Chaos Priest, Disciple of the Old Ones (witch),* and other notes and history.

Alignments: Any, but most are evil or selfish.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6+1, M.E. 3D6, M.A. 2D6, P.S. 5D6, P.P. 4D6, P.E. 5D6, P.B. 3D6, Spd 3D6

Hit Points: P.E. attribute number +1D6 per level of experience.

S.D.C. Bonus: 2D4x10 plus those gained from O.C.C.s and physical skills (2D6x100 on Rifts® Earth, making the giant an equivalent mega-damage creature with limited M.D.; every 100 S.D.C. equals one M.D.C.).

Natural Armor Rating: 12; Minotaurs may also wear body armor for additional protection.

Horror Factor: 14

Average P.P.E.: 2D6

O.C.C.s available to Minotaurs: Any men of arms and special R.C.C.s exclusive to their race: Disciple of the Old Ones and Chaos Priest, as well as the occasional necromancer, wizard and other men of magic.

Skill Note: All Minotaurs speak Troll/Giantese, Gobblely and Elven; most (94%) are illiterate.

Physical Appearance: Muscular, humanoid giants with light to dark bluish grey to black skin, black hair, yellow eyes and the head of a bull.

Height: 8 to 11 feet tall (2.4 to 3.3 m); 7 feet +1D4 additional feet.

Weight: 500 to 800 pounds (225 to 360 kg)

Average Life Span: 400 years, few live past 500.

Natural Abilities: Superior physical strength and endurance, nightvision 60 ft (18.3 m; can see in total darkness), good over-all vision and hearing, superior sense of smell, recognize scent 22%, track by blood scent 54%, and fire and cold resistant (does half damage).

Bonuses: +1 to strike, parry and dodge, +3 to save vs horror factor; all are in addition to attribute and skill bonuses.

Damage Notes: Claws/punch do 2D6 damage plus P.S. bonus, kick does 3D6 S.D.C. damage plus P.S. bonus, head butt does 3D6 damage, charge with horns inflicts 5D6 S.D.C. damage plus P.S. bonus and has a 60% chance of knocking the victim of the charge down (victim loses one melee attack and initiative).

Magic: Only by O.C.C.; very limited, 93% of all Minotaurs are fighters of one kind or another.

Psionics: Standard; same as humans.

Value: Some alchemists will pay up to 1500 gold for a minotaur horn. However, since it closely resembles a normal bull's horn, they are wary of fakes.



Habitat: Minotaurs are known to live in the southern half of the known world, most notably in and around the Old Kingdom Mountains, Baalgor Wastelands and parts of the Yin-Sloth Jungles. According to legend, several tribes also inhabit the Land of the Damned.

Enemies: Palladium minotaurs are wary of all humanoids.

Allies: None

Favorite Weapons: Minotaurs have a liking for large swords and axes as well as magic weapons.

Mummy Immortalus



The Mummy Immortalus is not the ordinary mummy slave created through common wizardry, it is the product of a necromatic *Spell of Legend*, usually performed only by necromancers and Death gods. It is a demented way of achieving quasi-immortality, for this powerful magic allows the subject of the Mummy Immortalus to retain most of his mental faculties, memory, knowledge and skills, including magic abilities, as well as his personality and independence.

Unlike the common mummy spell that transforms a corpse into an undead slave, the Mummy Immortalus requires a willing, living subject to become the mummy! Careful preparation is required before the proper transition from life to mummified unlife can be made. Those who become a Mummy Immortalus are usually necromancers, sorcerers, or powerful (and vengeful) nobles that command men of magic or have the favor of a dark god. As such, they are often powerful, experienced men and women, who for whatever reason (typically for revenge, or a lust for power or immortality), agree to give up their humanity to become corpse-like monsters that can live (as undead) for centuries. In some cases, a king or knight will turn to such magic when mortally wounded, but unwilling to give up his rule or bent on revenge.

Non-Player Character Villain

Alignments: Theoretically any, but most (90%) are evil.

Attributes: Roll whatever number of six-sided dice are normal for the race of the subject. Once the transformation is complete, roll two four-sided dice and subtract the result from the I.Q., M.E., and M.A.; a result of zero or less means the Mummy Immortalus is virtually mindless and can only function as the slave of his creator! Reduce P.B. by half. Change P.S. to 20+2D4, P.P. to 10+1D4, P.E. to 20+1D4 and Spd to 8.

Hit Points: 6D6+100

S.D.C.: The linen wrappings are as much a part of the mummy as his body. As long as the creature is covered in them, they provide an additional 100 S.D.C. points of protection and are invulnerable to normal weapons. Only silver and holy or magic weapons can damage them, as well as magic. The linen strips regenerate completely over a 24 hour period, provided they are not completely destroyed. If completely destroyed, fire will do quadruple damage to the exposed Mummy Immortalus and magic, double damage.

A.R.: 12 with the linen wrappings, 9 without them. The monster can also wear conventional body armor.

Horror Factor: 14

P.P.E.: Equal to what the monster had in life, minus 20%.

O.C.C.: Any; whatever it was in life, it remains. However, skills, experience and spell strength do not increase; they are permanently frozen at the level of the character when he was transformed. No new skills can be learned. If the I.Q. or M.E. were reduced by more than four points, all skills are performed at -20% (-40% if both were reduced by 5+ points).

Natural Abilities: Nightvision 90 feet, resistant to heat and cold (half damage), prowl 40%, doesn't need to eat, drink or breathe, bio-regeneration 2D6 per melee round, and normal weapons do no damage even to the mummy's exposed flesh. Also see bonuses.

Vulnerabilities: Without the protective linens, fire does quadruple damage and magic, holy and magic weapons do double damage; with the linen they do double damage and normal

damage respectively. Silver weapons also inflict their normal damage.

Attacks Per Melee: As per hand to hand combat skill plus one.

Damage: Punch or kick does 2D6 +P.S. damage bonus — supernatural strength and endurance.

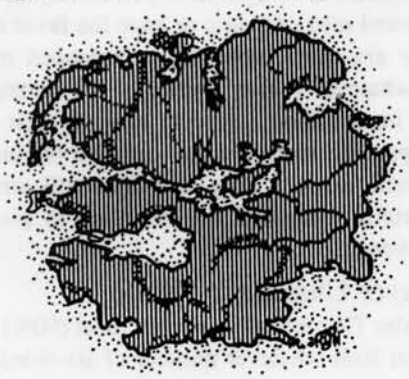
Bonuses: Impervious to horror factor, impervious to disease and poison/drugs, impervious to possession, impervious to mind control, +4 to save vs psionics, +4 to save vs all magic.

Magic: As per O.C.C. knowledge only.

Psionics: Only those possessed in life and reduce I.S.P. by half.

Average Life Span: Until destroyed by magic or fire.

Value: None



Habitat: Anywhere; the Old Kingdom and Western Empire have both had their share of Mummies Immortalus.

Languages: Any, as per in life.

Enemies: As per the original race and past life.

Allies: As per the original race and past life.

Physical Appearance: Corpse wrapped in long strips of cloth. The Mummy Immortalus is 3D4 inches taller than their original height.

Notes: Unwinding the linen cloth covering of a mummy is not harmful to the creature, but it is very painful. Mummy Immortalus need the tightly wrapped cloth to prevent painful burns in sunlight, but while painful, they suffer no permanent physical damage.

Owl-Thing



Owl-Things are strange little creatures that resemble long-legged owls with large, rolling, yellow-green eyes. More intelligent than true owls, they are far from man's equal. However, Owl-Things do possess a rudimentary intelligence and emotions. They roam the grasslands and parched earth of the Old Kingdom and the Baalgor Wastelands on foot, taking wing only to escape predators.

They generally avoid large humanoids except to steal an occasional meal or glittering trinket. They are obsessed with collecting bright and shiny objects, risking life and limb if the object be deemed worthy. Such objects can range from brilliant, valuable gemstones, gold or jewelry to worthless sparkling rocks, glass or junk. The treasure hordes are usually buried among the dry grass, sticks, and leaves of their nests, which are hidden under rocks, logs or the protective arms of a cactus. A nest is often near or even shared with a much more ferocious beast, as an Owl-Thing can psionically communicate with and manipulate animals. Thus, even the most aggressive predator will accept it as one of its own and fight to protect it.



Alignments: Any, but usually anarchist

The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4+1 (high animal intelligence), M.E. 5D6, M.A. 3D6, P.S. 1D6, P.P. 3D6, P.E. 2D6, P.B. 3D6, Spd. 4D6 (x2 in flight)

Hit Points: P.E. attribute number +10

S.D.C.: 6D6

Natural A.R.: Not applicable.

Horror Factor: 10

P.P.E.: 4D6

O.C.C.: Not applicable.

Natural Abilities: Nightvision 120 feet (36.5 m), prowl 64%, track by smell 60%, limited flight, and psionics.

Attacks Per Melee: Three physical or three by psionics.

Damage: Bite or claws do 1D4 points of damage.

Magic: None

Psionics: Abilities include presence sense, sixth sense, empathy, commune with animals, resist fatigue, resist thirst, bio-regeneration, limited telekinesis, and mind bolt.

I.S.P.: M.E.x5; **Level of Proficiency:** Equal to a 4th level Mind Mage.

Average Life Span: 50 years

Value: Varies; sometimes wanted by men of magic. They usually bring 100 to 400 gold *if* a buyer can be found.

Habitat: The grasslands and semi-desert areas of the Old Kingdom and Baalgor Wastelands.

Languages: Own code of chirps, hoots, howls, and whistles. 60% of all Owl-Things speak an additional language, usually Gobblely or Elf at 40% proficiency.

Enemies: Canine and feline predators; leery of all humanoids.

Allies: Often ally themselves with, or psionically manipulate, a large, dangerous animal to protect their nest, especially their natural feline enemies.

Size: 2½-3½ feet (0.76 to 1.1 m)

Weight: 20-30 pounds (9 to 14 kg)

Notes: Owl-Things mate for life, bearing 1D4 young once every four years (during the late spring or early summer). They are solitary creatures, living alone, as a mated pair, or with their young until they reach maturity two years after hatching. Upon reaching maturity, the natural psionic abilities of the young will manifest themselves, signaling the time for them to leave their parents. Owl-Things are nocturnal predators, do not use weapons nor worship any known god. They cannot fly great distances, needing to rest within 10 minutes.

Pegasus

These extremely rare, winged horses are occasionally sighted in the plains of Ophid's Grasslands or the mountains of the Northern Wilderness. They stick to very rough, mountainous terrain, making their nests near those of eagles and other hunting birds. They are rumored to be the creation of some ancient elven magic.

Elves once domesticated the pegasus, with tens of thousands used as flying mounts and war horses. Sometime during the Elf-Dwarf War, the entire stock of pegasus perished — some say deliberately exterminated by the dwarves by means of a terrible plague conjured from dark magic. For many years it was suspected that they were entirely extinct. It has been only in the last fifty years that they've been sighted again — less than 600 are believed to exist.

Capturing or training a pegasus is very difficult. In their years of independence they have come to regard humanoids as dangerous and avoid them. They also remember any cruelty or injustice, however minor, for life. Their high psionic abilities make them even more difficult to capture. However, pegasus are smart, loyal and loving when trained with kindness and can become more like a dear friend than a flying horse.

Alignments: Any, but usually good.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4+3, M.E. 2D6+6, M.A. 1D6+6, P.S. 5D6, P.P. 4D6, P.E. 4D6, P.B. 5D6, Spd. 5D6 (×5 in flight)

Hit Points: P.E. attribute number +30

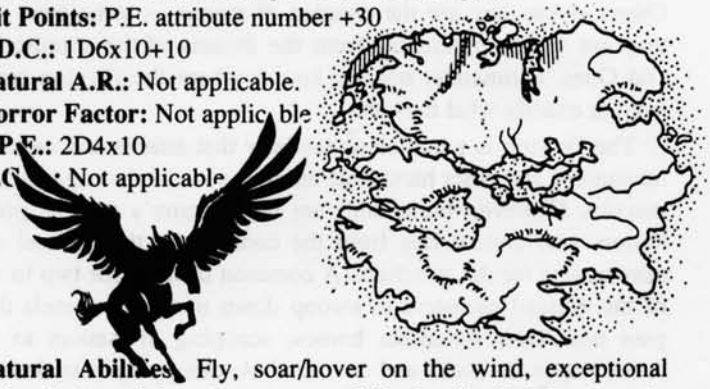
S.D.C.: 1D6x10+10

Natural A.R.: Not applicable.

Horror Factor: Not applicable

P.P.E.: 2D4x10

O.C.C.: Not applicable



Natural Abilities: Fly, soar/hover on the wind, exceptional hawk-like vision (can see a rabbit 3 miles/4.8 km away), nightvision 90 ft (27.4 m), track by sight 45% (not natural hunters), normal leap is about 20 feet (6 m) across and 10 feet high (3 m), wing assisted, soaring leap is 100 feet (30.5 m) high or across and this is without actually flying. Also see psionics.

Attacks Per Melee: Three

Damage: Front kick inflicts 3D6 points of damage, a rear kick 5D6 points of damage, and bite 1D4.

Bonuses: +2 on initiative, +1 to strike and parry, +2 to dodge on the ground, +4 to dodge in flight, +2 to roll with impact or fall, +1 to save vs poison and disease. All are in addition to attribute bonuses.

Magic: None

Psionics: I.S.P. is M.E x3. Pegasus only use their natural psionic abilities to protect themselves and help others. They include empathy, sense evil, sixth sense, mind block, bio-regeneration (healing not super), and limited telepathy.

Value: Sellers can just about name their price. 50,000 gold is reasonable for a wild captive, 90,000-120,000 for a trained riding animal, possibly double at wealthy kingdoms like the Western Empire or Timiro.

Habitat: Extremely high and rugged mountains; known to exist only in the north.

Languages: None

Enemies: The peryton; leery of all humanoids and dislike evil beings.

Allies: None per se.

Physical Appearance: White or black horse with large, feathered wings, and majestic in appearance.

Size: 6-7 feet (1.8 to 2.1 m) at the shoulder, roughly the size of a normal horse. Wing spread: 20 feet (6 m).

Weight: 1000-1200 pounds (454 to 544 kg)

Peryton — Demon Deer

Another flying anomaly of nature (or product of magic) is the deceptively beautiful and elegant creature known as the Peryton. This mystical animal appears to be a winged deer, but is a murderous hunter that preys on animals and humanoids alike. They are also known as the "demon deer," because of their aggressive, bloodthirsty nature and the fact that the bizarre beast casts the shadow of a man rather than that of a deer! Much about the Peryton remains a mystery. The stories are many. One suggests they are monsters from another dimension, another that they are demons, or witches who defied their demonic masters and were turned into a supernatural animal as punishment (or reward). Others swear they are the creation of magic — some even say they are living nightmares from the dreams of the slumbering Old Ones. Ultimately, nobody knows where the Peryton came from or exactly what they are.

The Peryton is a malicious predator that attacks and devours humanoids and other handsome animals such as the pegasus and unicorn. However, humanoids are the monster's favorite prey. Sailors who cannot flee from the confines of their vessel are easy targets for the monsters. A common tactic is for two to six of the winged monsters to swoop down upon sea vessels that pass near their mountain homes, scooping up sailors to be dashed upon the rocks and devoured. Another ploy is to destroy the sails and/or masts, paralyzing the vessel so that they may attack at their leisure or force the ship into the rocks. Although humans/humanoids are their preferred victims, they also feed upon sheep, goats, deer, and livestock.

Alignment: Considered miscreant or diabolic evil.

Attributes: The number of six-sided dice are designated: I.Q. 1D4+3, M.E. 2D6+6, M.A. 1D6+6, P.S. 2D6+12, P.P. 2D6+8, P.E. 2D6+8, P.B. 4D6, Spd. 22 running, flying 44 (30 mph/48 km)

Hit Points: 6D6 +P.E. attribute number.



S.D.C.: 2D4x10

Natural A.R.: 10

Horror Factor: 13

P.P.E.: 3D6

O.C.C.: Not applicable.

Natural Abilities: Exceptional long-range vision equal to the pegasus, nightvision 90 feet (27.4 m), track by sight 77%, prowl 40%, swim 60%, climb 40%, normal leap is about 15 feet (4.6 m) across and 10 feet high (3 m), wing assisted, soaring is leap 100 feet (30.5 m) high or across and this is without actually flying. Impervious to all S.D.C. weapons (including silver, fire and cold). Only magic, magic and holy weapons and poison have any affect on them.

Attacks Per Melee: Four

Damage: Bite does 1D6 damage, kick with front legs does 2D4, kick with rear legs does 3D6, a power kick does 6D6 damage (counts as two melee attacks), and a flying or running charge with horns does 6D6 damage but counts as two attacks.

Bonuses: +1 on initiative, +2 to strike, +2 to parry, +2 to dodge on the ground, +4 to dodge while in flight, +2 to roll with impact or fall, +6 to save vs horror factor. All are in addition to attribute bonuses.

Magic: None

Psionics: None

Value: 1000-4000 gold for a wild and untamed captive, 25,000-35,000 gold for a trained riding animal. The price is not higher because they are mean and unpredictable, biting and throwing their riders whenever they can (-10% on horsemanship: exotic animal skill).

Habitat: Mountainous areas near oceans or seas; most common along the northern mountains, Land of the Damned, mountains of the Western Empire, and to a much lesser degree, the Islands of Phi and Lopan and the Algor Mountains.

Languages: None, other than whines and whistles, but can learn to understand the basics of any language like a normal horse or dog.

Enemies/Prey: All humanoids and the pegasus.

Allies: None

Size: 5 feet (1.5 m) at the shoulder

Weight: 240-320 pounds (109 to 145 kg)

Notes: Peryton mate once every ten years, giving birth to one or two foals twelve months after conception. Young leave their mother within five years, but don't actually reach maturity until they're sixteen years old.

These wicked monsters have no need or want of gold or magic; however, the valuables, weapons and armor of their victims can often be found in or near their mountain nests. A typical treasure trove will include 100-400 gold, 2D4 ordinary type weapons, 1D4 pieces of metal armor (chain, double mail or scale mail) and a 01-12% chance of 1D4 common magic items (no weapons).

Rahu-Men

The Rahu-Men are an ancient race of giants who have forsaken the ways of the world and are said to live in the highest peaks of the Old Kingdom Mountains. They are a gentle, unassuming people with great understanding and tolerance for other races. Many human scholars believe the Rahu-Men have become extinct as no one has seen any in over two hundred years. In ancient times they ranked among the world's most powerful warriors, wizards, Mind Mages, and scholars. It's said that even the Titans respected the Rahu-Men, but as the world changed, the four-armed giants found themselves unable to adapt. Feared by both humans and nonhumans, the giants were the target of many unfair assaults. After a great number were slain in an unsuccessful military campaign waged by the Western Empire, the survivors became reclusive, eventually fleeing to the Old Kingdom Mountains. Even there, they were hounded by warriors, kings and scholars of the world for advice and training in combat, magic, philosophy and wisdom. They have since climbed even higher to the most remote cliffs and peaks. Some have established or joined monasteries or small villages, while others live alone or in small family clans. They are so rarely seen that many human scholars believe Rahu-Men have become extinct. Of course this is not true, but even the most informed scholars fear there are less than 1000 worldwide.

Protected by their mountain retreats, most pursue a quiet life as scholars, artists, mystics and sheepherders. However, not all



have forsaken the outside world. Some Rahu-Men, typically at monasteries, continue to teach and advise humans and elves in the ways of combat and magic. In fact, Rahu-Men were involved in establishing the secret monasteries where the Undead Hunters and Witch Hunters are trained (see the **Yin-Sloth Jungles** book for details). Some, like the legendary Hindu monks of Tibet on Earth, will help any who come looking for knowledge, peace and harmony. Still others remain warriors supreme and secretly serve as defenders of mountain towns and villages or engage in special quests to rout evil from the land.

Alignments: Any, but at least 50% are good and 25% selfish.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 4D6, M.E. 3D6, M.A. 2D6, P.S. 5D6, P.P. 3D6, P.E. 4D6, P.B. 3D6, Spd. 2D6

Hit Points: P.E. +20, plus 2D6 points per level of experience.

S.D.C.: 2D4x10 plus those gained from physical skills.

Natural A.R.: 4

Horror Factor: 10

P.P.E.: 1D4x10

O.C.C.: Any, although they seldom pursue the ways of the clergy, with the exception of the Scholastic Monk (see *Old Ones*).

Natural Abilities: Superior I.Q. and great physical power and four arms are among the most obvious things. Also see psionics.

The following are special skill bonuses that are in addition to O.C.C. bonuses due to the character's size, four arms and outlook on life: +10% to climb, +5% to pick locks, +5% to palm, +10 to concealment, +10% to carpentry and boat building, +6 on streetwise, +10% on lore skills, and +5% to all communication, military, and medical skills (even as secondary skills).

Penalties: -15% to prowl and -5% to pick pockets.

Combat: Four without any hand to hand combat training, or four plus those gained from hand to hand combat and/or boxing! An experienced Rahu-Man fighter will have six to nine attacks per melee round.

Bonuses: +2 on initiative, +1 to strike, +4 to parry, +4 to pull punch, +1 to roll with impact, +3 to save vs horror factor, and +2 to save vs possession. All in addition to attribute and skill bonuses.

Damage: A restrained, open-handed slap does 1D6 damage, a restrained punch does 2D6 damage, a full strength punch or kick inflicts 3D6 damage +P.S. damage bonus, a power punch 6D6 +P.S. damage bonus but counts as two attacks, or by weapons, or magic if versed in the mystic arts.

Psionics: All Rahu-Men possess minor psionics and can select eight psi-abilities from the sensitive category. **I.S.P.:** M.E. attribute number +30 plus 1D6 per level of experience.

Average Life Span: 1000 years, some have lived to 1600.

Value: Not applicable.

Habitat: Old Kingdom mountains; an individual Rahu-man may occasionally come down from the mountains, but this hasn't happened for several hundred years.

Languages: Dragonese/elf and two additional (your choice)

Enemies: Most evil giants, ogres, trolls and the forces of evil. Distrusts humans and elves.

Allies: Titans and kobolds; generally, the Rahu-Men tolerate any intelligent, hospitable creatures.

Height: 15 to 18 feet tall (4.6 to 5.5 m); 14 feet +1D4 additional feet.



Weight: 500-1000 pounds (227 to 450 kg)

Notes: Generally respect all gods, but worship none. A gentle, reserved people, but usually well trained and deadly in the arts of combat or magic. May wear any type of armor. Favorite weapons include pole arms, forks, and ball and chain. Long ago, these giants practiced cannibalism, eating the organs of their opponents as a sign of respect. Today, only 5% of traditional warriors continue the practice.

Rifts® Notes: On Rifts Earth the Rahu-Men, who are creatures of magic, are transformed into mega-damage beings with 6D6x10 M.D.C. and inflict M.D. from their punches and kicks. See **Rifts® Conversion Book (one)** for details.

Ratling

Ratlings are found only in the subterranean depths of large and ancient cities, ruins and slums of the Western Empire and, to a much lesser degree, the Baalgor Wastelands. Their existence is an embarrassment to the Western Empire, so their true numbers and degree of infestation are kept quiet and played down. Consequently very few city dwellers outside the Western Empire know much about Ratlings. To be honest, even the Western Empire has no idea how many of these nocturnal, subterranean creatures exist under their cities. They have conducted purges that have slaughtered tens of thousands annually and have enslaved over 250,000, but fear that there could be as many as two million free, living under their nation (there are easily two or three times as many).

The Ratlings believe that they are the chosen ones of Kirgi, the Rat god, and that they will eventually inherit the earth. They often visit the surface temples of Kirgi and sometimes pass themselves off as divine messengers. In this disguise they can often direct complex social and political affairs to their own advantage, as well as speed up the corruption of the city's rulers.

Magic is a major fascination for Ratlings. There are numerous low level wizards and warlocks found among them, as well as practitioners of the more frightening arts of Diabolism and Summoning. However, these impetuous creatures frequently attempt to control powers far beyond their abilities. While this may result in massive death and destruction, it is only a temporary setback in the steady growth of the Ratling population.

Ratlings tend to be quiet and shrewd observers, staying hidden in the shadows, ever vigilant and patient, until the right moment entices them to take action. They are clever, cunning, sneaky and resourceful, although they sometimes play the fool and let their insecurities get the better of them. They also have



an aptitude for spying and building things, so it's little wonder that they have a fascination with traps, tricks, and thievery.

Adventurers attempting to explore areas controlled by Ratlings are in great danger. The creatures first follow and observe the invaders. If they overhear plans to uncover valuables or artifacts, they will follow and let the explorers take the risks. However, it is only a matter of time before the Ratlings attack, usually to relieve the adventurers of their treasures and, often, their lives. Ratlings love pit traps, snares, collapsing ceilings, diverting sewers, and other engineering feats, as well as engaging in ambushes and sneak attacks. A favorite trick of the Ratlings is to lead one of the party away and then imitate the person's voice to lure the rest into peril.

Through cunning and discretion, Ratlings sometimes control or at least influence, the affairs of the smaller towns and villages they inhabit. The only thing that keeps them from any attempt at open conquest is their cowardice and insecurities. Ratlings vastly underestimate their own strengths and overestimate those of their opponents. This makes them uncertain, tentative, and quick to retreat. For example, they will never attack openly unless they outnumber the opposition by at least two to one or are part of a group composed of other beings such as orcs, ogres, trolls or powerful monsters or mages. Their cowardice also prevents them from pursuing the mystic arts as much as one might expect, especially the arts of Diabolism and Summoning.

Alignments: Any; mostly selfish or evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 4D6, M.E. 2D6, M.A. 3D6, P.S. 2D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd. 3D6

Hit Points: P.E. attribute number plus 1D6 per level of experience.

S.D.C.: 4D6 plus those gained from physical skills.

Natural A.R.: Not applicable; needs armor for protection.

Horror Factor: 11

P.P.E.: 1D6



O.C.C.s available to Ratlings: Any, but most lean toward mercenary, thief, assassin, clergy and vagabond.

Natural Abilities: Keen color vision, nightvision 40 feet (12.2 m), excellent "passive" nightvision (needs a source of light to see in the dark, but can make out shapes fairly well, 1200 feet/366 m), poor day vision 90 feet (27.4 m), sensitive whiskers help to maneuver in the dark or when blind (usual penalties are half), keen hearing, climb 70% (instinctive), swim 70% (instinctive), imitate voices 60% (instinctive).

Ratlings are also good tunnelers and decent engineers as well as fair smiths and craftspeople. Although their weapons and armor will never equal those of the dwarves or kobolds, they are the equal of common human works.

Underground Tunneling (Special): Ratlings can dig and build solid, strong tunnels (no fear of a cave-in) with amazing speed and dexterity. They can also excavate ruins and the sites of cave-ins with the same prowess. In addition, the character can usually tell if an existing tunnel or chamber is a natural formation or whether it was dug by Ratlings, dwarves, kobolds, goblins, gnomes, troglodytes or humans. The characters can even tell if it's new, old, or ancient. **Base Skill**: 30% +5% per level of experience.

Underground Architecture (Special): Ratlings are excellent underground architects, able to build small and large rooms, ornate archways, staircases, great chambers with cathedral ceilings, as well as a labyrinth of tunnels, passageways, mazes and underground traps (most common are pit and cave-in type traps). Likewise, the character can recognize the styles of dwarven, kobold, goblin and other types of construction. The Ratling who is travelling slowly and cautiously when looking for underground traps can locate them, and avoid or deactivate them. **Base Skill:** 20% +5% per level of

experience; detection and deactivation of traps is done at half his normal architecture skill level.

Underground Sense of Direction (Special): The character has an innate ability to tell direction when underground, even in total darkness (not applicable on the surface). Thus, he can tell whether he is travelling up, down or straight, the approximate angle of decline or ascent, approximately how far below the surface he is, and the approximate direction (north, south, east, west). **Base Skill:** 40% +5% per level of experience.

This skill also enables him to judge the approximate location to surface structures (natural and artificial), but *only* if the character is familiar with the area. The character will also recognize traits and aspects of the underground tunnel or construct that serve as landmarks for him. **Base Skill:** 25% +5% per level of experience; -25% if in an unfamiliar area.

Attacks Per Melee: Depends on hand to hand skill.
Bonuses: +1 on initiative.
Magic: By O.C.C. only.
Psionics: Standard
Average Life Span: 40 years; few live beyond 55.
Habitat: Subterranean cities.
Languages: Human (whatever local language is common) and Gobblely.
Enemies: Everyone. They plan to exterminate all other races. Most hated are Changelings; Ratlings will even venture out above ground to hunt them down.
Allies: None
Physical Appearance: Ratlings are grey furred, rat-like humanoids with long tails.
Size: 4-5½ feet (1.2 to 1.7 m)
Weight: 35-80 pounds (16 to 36 kg)

Notes: Ratlings will use any weapons or armor they can get their hands on. They prefer studded leather or hard leather armor for greatest mobility. Some of their favorite weapons include short swords, knives, and crossbows. Ratlings are found almost exclusively in the Western Empire, although they can be occasionally encountered in the northern Yin-Sloth Jungles, Baalgor Wastelands, Old Kingdom and Land of the South Winds.

Rock Crawlers

The Rock Crawler is an odd subterranean creature that appears to be more insect-like than animal. They have no eyes, but can hardly be called blind because its four, sensitive, searching feelers on the head and rear can identify anything. The feelers are so sensitive that they can detect and interpret odors with near flawlessness (90%). The feelers can also detect vibrations in the ground or air indicating nearby movement (200 foot/61 m range).

Normally, Rock Crawlers live in dark, damp underground environments, most often subterranean ruins and catacombs. They are scavenging carnivores who feed on rodents, lizards, bats, and carrion. However, they have been known to attack larger creatures, including humans, especially when the person(s) has stumbled across a community of them. Fortunately for humans, Rock Crawlers are terrified of fire and will always flee from its heat.

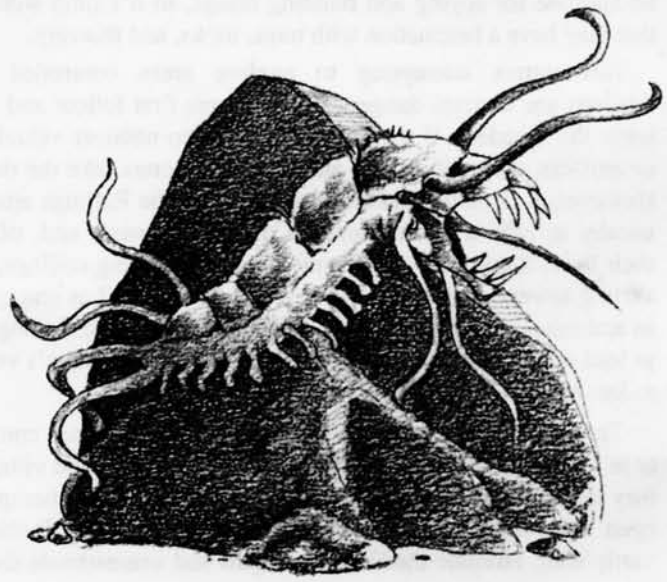
Alignments: Considered to be anarchist.

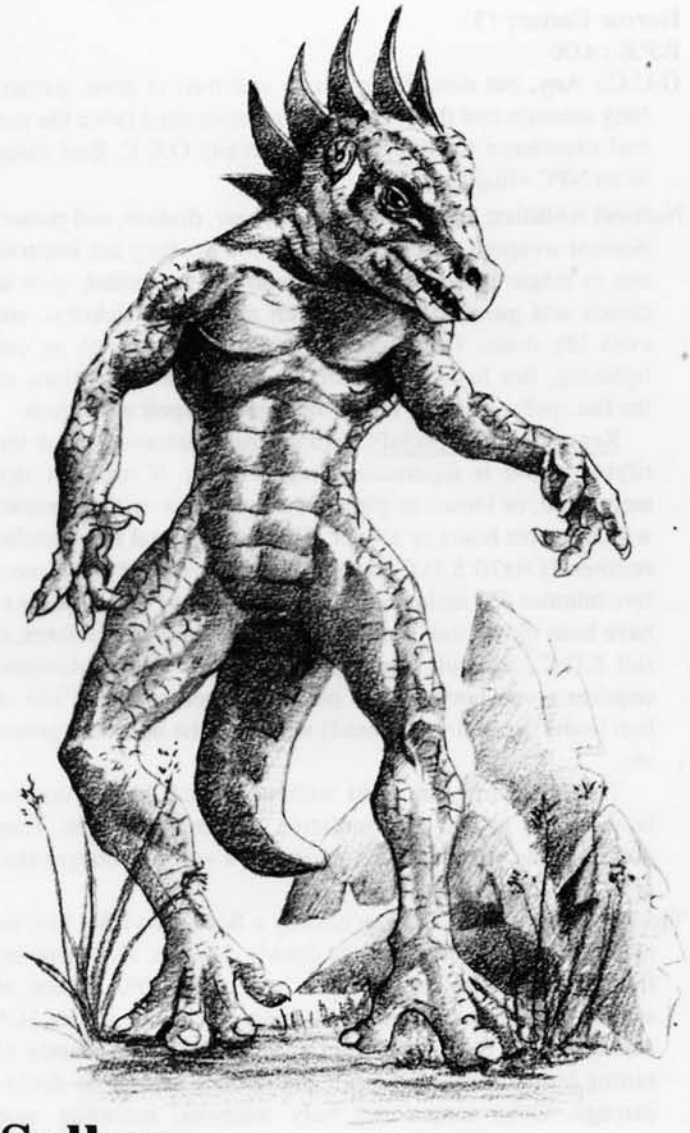
The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4 (low animal intelligence), M.E. 1D6, M.A. 1D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 1D4, Spd. 1D6+6
Hit Points: 6D6
S.D.C.: 3D6
Natural A.R.: 14
Horror Factor: 12



P.P.E.: 1D6
Natural Abilities: Can sense movement and odor via its probing feelers with 90% accuracy and within a 200 feet (61 m) radius; climb 90%, prowl 72%, and swim 50%.
Attacks Per Melee: Two
Damage: Bite inflicts 2D4 points of damage.
Bonuses: +1 to strike, +2 to dodge, +4 to roll with impact, +5 to save vs poison, drugs and disease.
Magic: None
Psionics: None
Average Life Span: 15 years
Value: None, although occasionally used by men of magic, clergy, and merchants to guard their possessions.
Habitat: Underground ruins, tunnels, catacombs and similar; usually cool and damp. Especially common to the Yin-Sloth Jungles, Old Kingdom, Eastern Territory, Western Empire and Ophid's Grasslands.
Language: None
Enemies: Devil diggers and humans/humanoids.
Allies: None
Size: 3-6 feet long (0.9 to 1.8 m)
Weight: 35-60 pounds (16 to 27 kg)

Notes: A community of Rock Crawlers will typically range from 10 to 40 members. Although they have no need for gold or magic, the valuables of their victims often lay strewn about the area. A typical treasure will consist of 3D4x10 gold, 1D6 common weapons, and a 01-30% chance of finding a suit of armor.





Sallan

The Sallan are small, lizard-like, night predators that feed on fruit and small rodents, and enjoy stealing from humanoids. They are impish, sneaky little monsters who often raid travelers, farmers, and caravans by quietly plundering at night or staging raiding runs in which they run/hop through a group of people, grabbing anything that looks desirable. These raids are usually for food, but the Sallan may also keep small weapons, tools, utensils, and the occasional gold coin or trinket.

These primitive reptilian humanoids are generally shy, timid beings, especially when outnumbered. Nervous and jittery, they are infamous back-stabbers and dirty fighters.

O.C.C.: None

Alignments: Any, but mostly selfish or evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D6+2 (low human intelligence), M.E. 1D6, M.A. 2D6, P.S. 1D6+6, P.P. 2D6+6, P.E. 3D6, P.B. 3D6, Spd. 6D6

Hit Points: P.E.+12 plus 1D6 per level of experience.

S.D.C.: 3D6

Natural A.R.: 6

Horror Factor: 10

P.P.E.: 2D4

R.C.C. for the Sallan: All are instinctively thieves and bush-whackers with the following skills: Identify plants & fruit (+10%), track and trap animals (+5%), camouflage (+5%), detect ambush (+5%), detect concealment and traps, escape artist (+10%), palming (+10%), pick pockets (+10%), prowl (+5%), land navigation (+20%), wilderness survival (+10%), climbing (+10%), swim, W.P. knife, one W.P. of choice, and hand to hand basic.

Natural Abilities: Nightvision 100 feet (30.5 m), leap up to 4 feet (1.2 m) high and 6 feet (1.8 m) across.

Attacks Per Melee: Two

Damage: Bite or claw strike does 1D4 points of damage or by small weapons such as knives, clubs or pointy sticks.

Bonuses: +3 on initiative, +2 to strike, +2 to parry, +5 to dodge, +1 to pull punch, +1 to roll with impact, and +2 to save vs poison.

Magic: None

Psionics: None

Average Life Span: 30 years

Value: None



Habitat: Light forests and grasslands of the Old Kingdom, Eastern Territory and, to a much lesser degree, the Western Empire, Land of the South Winds and Timiro Kingdom.

Language: Gobblely

Enemies: Forest predators and most humanoids.

Allies: None per se, although they sometimes team up with Faerie Folk (good and evil), goblins and Ratlings.

Size: 2½ feet tall (0.76 m)

Weight: 15-24 pounds (7 to 11 kg)

Notes: Sallans almost always run in pairs or small groups of 6-36 members. They mate in the fall, laying 1D4 eggs which hatch within four months and reach maturity within two years. A typical Sallan will have a treasure horde of 6D6 gold and other odds and ends.

Scarecrows

These creatures appear to be animated scarecrows made of straw and that's exactly what they are! They look like a typical scarecrow, button-like eyes, floppy hat, sewn lips/mouth, tattered clothing, gloves and boots stuffed with straw and a straw-filled bag for a head. These supernatural beings were created by an insane Diabolist/Alchemist before the madman was slain and the means to their creation (or summoning?) was forever lost. Still, he had successfully created a small army of Scarecrows, most of whom escaped destruction. No one knows how many may still exist, certainly hundreds roam the Palladium world. They have spread across the land, but are most common to the Eastern Territory.

Scarecrows are effectively immortal, so many of them have acquired extensive skills. In spite of mass persecution and other difficulties, many Scarecrows have not only survived, but man-



aged to learn multiple O.C.C.'s. The most dangerous are those who have become proficient as practitioners of magic.

Alignments: Anarchist or evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 2D6+2, M.E. 3D6, M.A. 3D6, P.S. 3D6+1, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd. 2D6

Hit Points: P.E. +20, plus 1D6 per level of experience.

S.D.C.: 1D4x50+100 (see regeneration power)

Natural A.R.: 6

Horror Factor: 15

P.P.E.: 4D6

O.C.C.: Any, but most favor magic and men at arms, particularly assassin and thief. **Note:** Scarecrows need twice the normal experience to advance a level in any O.C.C. Best suited as an NPC villain.

Natural Abilities: Impervious to cold, heat, disease, and poison. Normal weapons do no damage. Likewise, they are impervious to magic that affects the human body or mind, such as clouds and gases, paralysis, blind, mute, age, sickness, and even life drain. Only forceful magic attacks, such as call lightning, fire ball, wind rush, magic net, walls/barriers, all the fire spells, etc., can inflict damage or impair movement.

Regeneration (Special): Perhaps the Scarecrow's most terrifying power is supernatural regeneration. If smashed, dismembered, or blown to pieces, the scarecrow will regenerate within twelve hours or sooner. This supernatural regeneration restores 1D4x10 S.D.C. or hit points at a rate of once every five minutes (20 melee rounds). A Scarecrow who appears to have been blown into dust particles will completely reform, at full S.D.C., and full memory, in 12 hours. Dismemberment requires seven hours, while being smashed or losing one or two limbs (including the head) will take one hour to regenerate.

The Scarecrow can fight without a head, but all combat bonuses are at half and initiative is completely lost. They don't breathe either and can survive in a vacuum, underwater, or in a toxic gas cloud.

Vulnerabilities: Only fire can destroy a Scarecrow! All fire, including S.D.C. flame, inflicts double damage. Hot coals inflict one point of damage and have a 01-20% chance of setting the fiend on fire. A flaming torch will inflict 3D6 damage every time it hits him and has a 01-32% chance of setting him on fire. Magic fire and flaming swords do double damage. Other magic and holy weapons, including rune swords, do *half* their normal damage! Being set entirely ablaze or walking into a blazing inferno or wall of flame (not magic) will also instantly set the Scarecrow on fire, causing 1D6x10 damage per each melee he is ablaze. **Note:** Scarecrows instinctively fear fire and can often be held at bay by a simple torch, campfire or circle of flame, magic or normal.

Attacks Per Melee: Depends on hand to hand combat training plus one attack per melee round; or two by magic.

Damage: 1D6 damage from a punch, 2D4 from a kick, or by weapon or magic.

Bonuses: +4 to damage, +2 to strike, parry, and dodge, +3 to save vs magic.

Magic: By O.C.C. only.

Psionics: Standard

Average Life Span: Until destroyed by fire.

Value: None

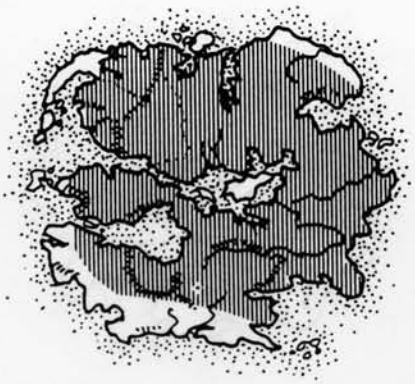
Habitat: Anywhere, but usually found in thinly populated areas in the Eastern Territory. Recent rumors suggest a few have gone to Lopan and the Great Northern Wilderness.

Languages: Eastern human, others possible.

Enemies: None per se.

Allies: None per se.

Physical Appearance: They look like normal scarecrows. Clothing (including gloves and boots) stuffed with straw and a straw-filled bag for a head.



Size: 6 feet tall (1.6 to 1.8 m)
Weight: 40-80 pounds (18 to 36 kg)

Notes: Although Scarecrows are effectively immortal, they have a constant need of new clothing. A suit of scarecrow clothes, especially gloves, will wear out within a year and they must seek new ones.Scarecrows use weapons or armor only if they have a men of arms O.C.C. Even in that case, they will only use full suits of *light* armor. Blade weapons are their favorite, especially large knives and meat cleavers.

Beyond the Supernatural Note: About half (44%) of the Scarecrows have "latent" psychic powers, roll 1D6 to determine the experience level of the creature and then determine its latent psi-powers as usual. Only a few Scarecrows ever learn magic and rarely progress beyond sixth level experience.

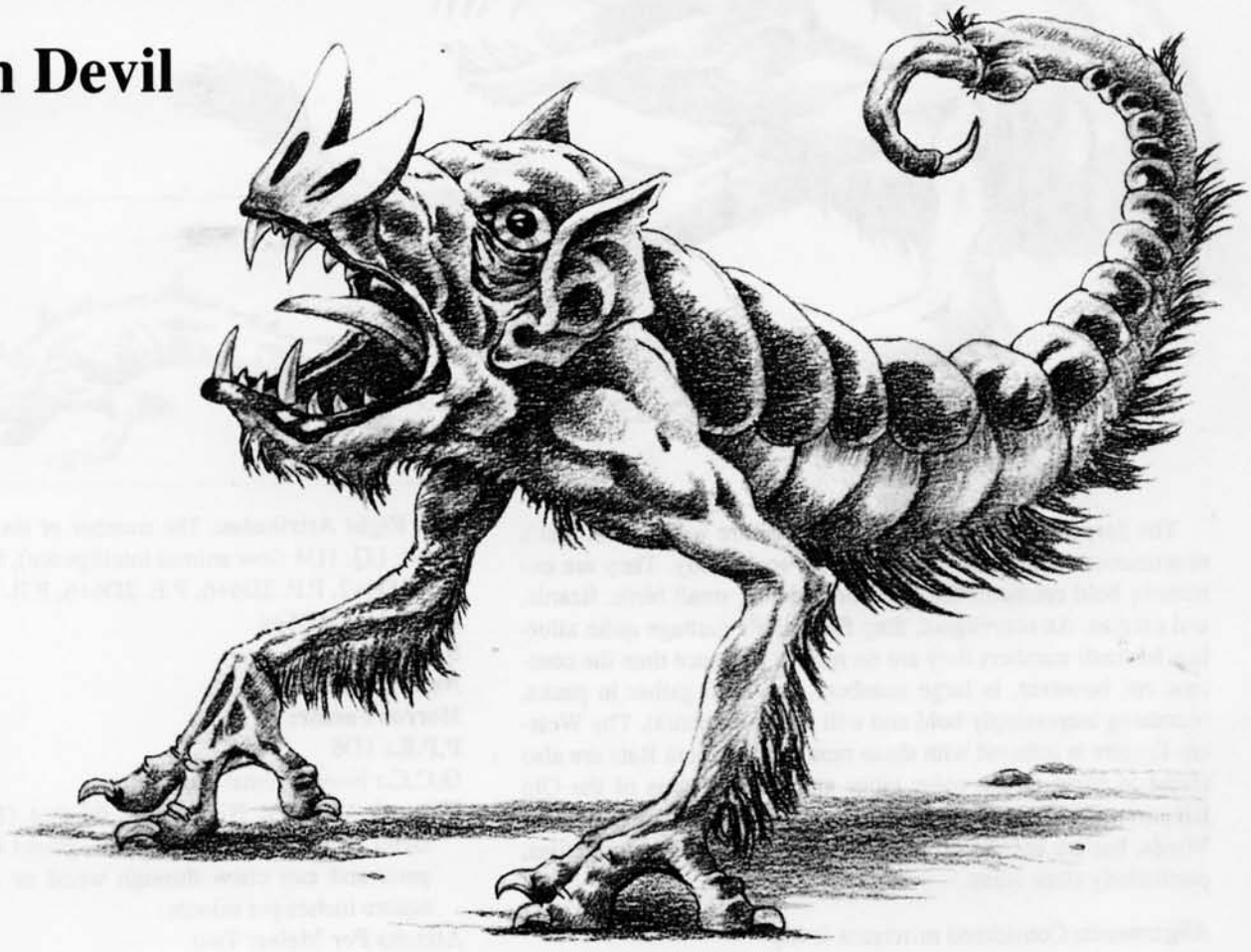
Rifts® Note: On Rifts Earth Scarecrows are supernatural, mega-damage creatures with 1D4x100+200 M.D.C.! No Palladium scarecrows are known to exist on Rifts Earth.

Scorpion Devil

A hideous, bellowing mammal with a large, tearing maw and poisonous stinger. The creature is not a devil or demon, but is so named because of its grotesque appearance and evil disposition.

Despite its large red eyes, the Scorpion Devil is extremely nearsighted and unable to see clearly beyond three or four feet (0.9 to 1.2 m). However, the vicious predator has an almost supernatural sense of smell and hearing and can find its prey in total darkness. The monster is terribly bold, attacking creatures four times its size. Thus, they will feed on anything from rodents to humans. Fortunately, they usually attack humanoids only when no other prey is available and when they feel threatened. However, Scorpion Devils are very nervous and hostile, so even an innocent, accidental encounter is likely to launch it into an attack. When encountered in the wild, it is best to stand completely still until the creature leaves or to slay it on the spot. **Note:** A wounded Scorpion Devil will always fight to the death.

Alignments: Considered evil
The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4 (medium animal intelligence), M.E. 3D6, M.A. 1D6, P.S. 2D6+10, P.P. 2D6+6, P.E. 2D6+6, P.B. 1D4, Spd. 2D6+10
Hit Points: 6D6
S.D.C.: 2D4x10
A.R.: 6
Horror Factor: 15
P.P.E.: 2D4
O.C.C.: Not applicable; animal predator.
Natural Abilities: Prowl 30%, climb 52%, track by smell alone 90%, superior hearing (see bonuses), and swim 25%.

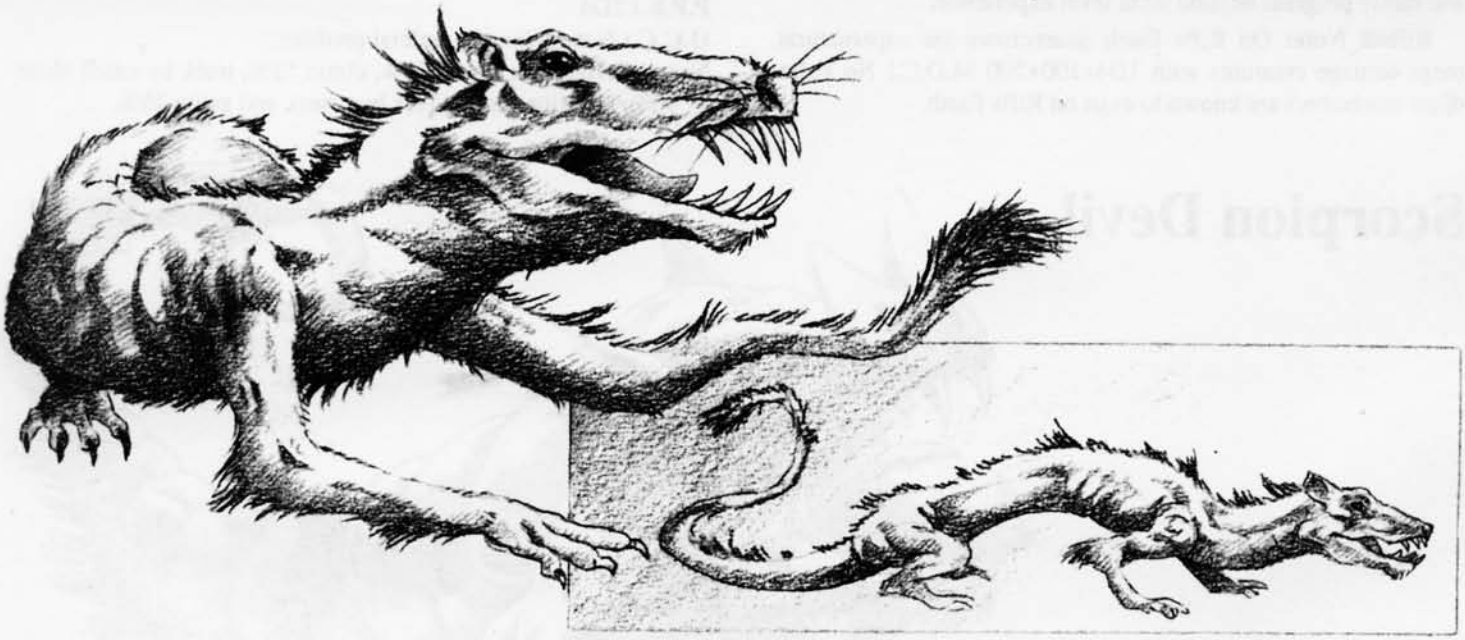


Attacks Per Melee: Four
Bonuses: +4 on initiative, +2 to strike and parry, +4 dodge, +3 to roll with impact, +8 to save vs horror factor. NO penalties for being blinded or in total darkness. All are in addition to attribute bonuses.
Damage: Bite inflicts 2D6 damage, claws 1D6 damage +P.S. bonus, or by poison stinger doing 1D4 damage each sting plus poison damage of 3D6, unless the victim saves vs lethal poison (14 or higher).
Magic: None
Psionics: None
Value: None
Average Life Span: 15 years
Habitat: Wilderness areas with light forests and common to the Eastern Territory, Lopan, and the Great Northern Wilderness.
Languages: None, except grunts, growls, and bellows.
Enemies: Humanoids and other forest predators.
Allies: None
Size: 2 feet tall (0.6 m), 3½-4 feet long (1.1 to 1.2 m).
Weight: 35-50 pounds (16 to 23 kg)



Notes: Scorpion Devils live in burrows under fallen trees or large stones. They can mate as often as once a year, in the spring, giving birth five months later to 1D4 offspring. Young leave their mother within eight months, reaching full maturity within fourteen months. It is only a mature male or female that can inflict poison from its stinger (otherwise doing 1D4 points of damage). They are solitary creatures, so one isn't likely to encounter more than one or two at a time unless found with young or a mate.

Serpent Rat



The Serpent Rat is an odd looking creature with a head that's reminiscent of a rat, but a long, thick, scaly body. They are extremely bold creatures that feed on rodents, small birds, lizards, and carrion. As scavengers, they find man's garbage quite alluring. In small numbers they are no more a nuisance than the common rat, however, in large numbers, they will gather in packs, becoming increasingly bold and will attack human(s). The Western Empire is infested with these monsters. Serpent Rats are also found in some of the older cities and ancient ruins of the Old Kingdom, Baalgor Wastelands, Timiro and Land of the South Winds, but are not the problem they are in some Western cities, particularly slum areas.

Alignments: Considered miscreant (evil)

The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4 (low animal intelligence), M.E. 1D6, M.A. 1D6, P.S. 1D6+2, P.P. 2D6+6, P.E. 2D6+6, P.B. 1D4, Spd. 1D6+10
Hit Points: 4D6+4
S.D.C.: 3D6
Natural A.R.: 9
Horror Factor: 10
P.P.E.: 1D6
O.C.C.: None; animal predator.
Natural Abilities: Nightvision 60 feet (19.3 m), climb 86%, swim 50%, track by smell 30%, prowl 40%, fairly good diggers, and can chew through wood or clay at a rate of six square inches per minute.
Attacks Per Melee: Two

Damage: Bite doing 1D6 points of damage or by claws doing 1D4. **Bonuses:** +1 on initiative, +1 to strike, +3 to dodge, +2 to roll vs impact, +2 to save vs horror factor, and +4 to save vs poison.

Magic: None

Psionics: None

Value: None

Average Life Span: 8 years



Habitat: Dark, hard to get at places in large old cities, catacombs and ruins of the Western Empire, and to a lesser degree, Land of the South Winds, Old Kingdom, and Baalgor Wastelands.

Languages: None, other than grunts, growls, and whines.

Enemies: The usual predators; canines, large felines, birds of prey, and humanoids.

Size: 2-3 feet long (0.6 to 0.9 m) from snout to butt.

Weight: 15-25 pounds (7 to 11 kg)

Notes: Cunning nocturnal predators. A small pack will have 4D6 members, a large pack will contain 40-240 members. Although it's the large packs that present the greatest threat to humanoids, even as few as three or four Serpent Rats will attack a lone human, especially if the animals are hungry. Rarely accumulate any treasure at all. Serpent rats mate once a year, giving birth to 4D4 young which reach maturity within eight months.

Sea Serpents

There are a number of dragon-type creatures called "sea serpents" that vary widely in size, shape, and appearance. They all plague sailors by capsizing, crushing or battering sea vessels or snatching sailors right off the deck. Sea serpents make occasional appearances throughout the world's waters, but thrive in the Sea of Despair in the north and along the western edge of the Yin-Sloth Jungles. Other sea *monsters* are also found in these waters and the world's oceans, including giant squid and octopus.

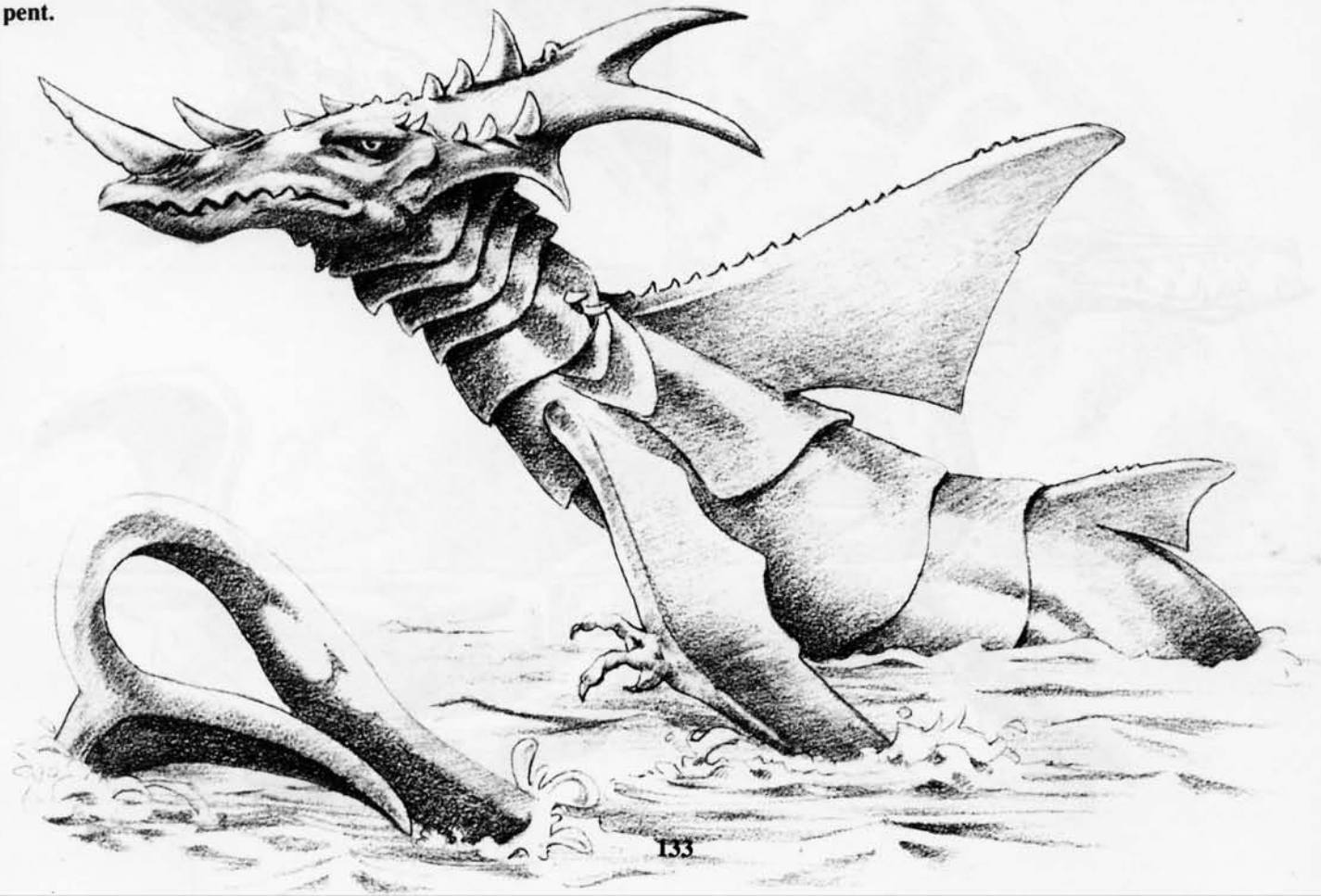
The three largest and most common sea serpents are the **Horned Ramrod, Snaggled Tooth Gobbler,** and **Viper Serpent.**

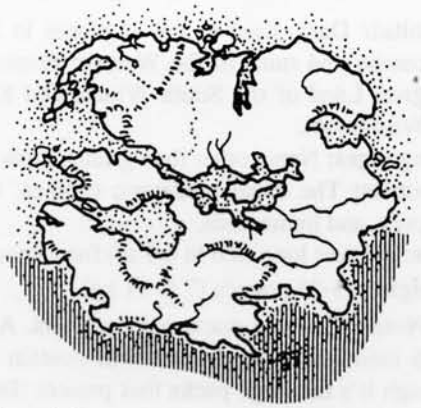
Horned Ramrod

The Horned Ramrod is so named because of its great horns and thick plate, or helmet of bone and horn which enables it to ram into ships, smashing hulls, sinking them and feeding on the crew and livestock (if any).

Alignments: Any, but mostly evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4+2 (low human intelligence), M.E. 1D6, M.A. 1D6, P.S. 2D6+20, P.P. 2D6+6, P.E. 2D6+12, P.B. 1D4, Spd. 72 (50 mph/80 km)





Hit Points: 3D6x10
S.D.C.: 1D6x100
Natural A.R.: 14
Horror Factor: 14
P.P.E.: 1D6x10
O.C.C.: None; animal predator
Natural Abilities: Swim 98%, dive up to 2000 feet (610 m) deep, leap out of the water 20 feet (6 m), breathe underwater indefinitely, breathe out of water for up to three hours before becoming weak (dies within six hours), fire and cold resistant (does half damage), nightvision 200 feet (61 m). Maximum depth tolerance is unlimited.
Attacks Per Melee: Three
Damage: Bite does 4D6 points of damage, slashing tail 5D6 damage, head butt 4D6 damage, head ram 1D4x10 damage, half speed ram 2D4x10 or full speed ram 4D4x10; the latter two both use up two melee attacks.
Bonuses: +3 to strike, +2 to parry and dodge, and +3 on *all* saving throws.
Magic: None
Psionics: Limited telepathy (no limit in its use).
Average Life Span: 3000 years
Value: Bones, teeth, blood, and other body parts are used in alchemy, but are not considered true dragon parts and usually command only a third of the price.
Habitat: The world's oceans and seas, but seem most common in the south and around the Floenry Islands.
Languages: None; communicates via telepathy.
Enemies: Humanoids
Allies: None, per se, but may ally itself with other evil beings.
Size: 30-50 feet long (9 to 15 m).
Weight: 2-5 tons

Notes: Common in the south, they are one of the main reasons the Dragon Slayer ships were designed.

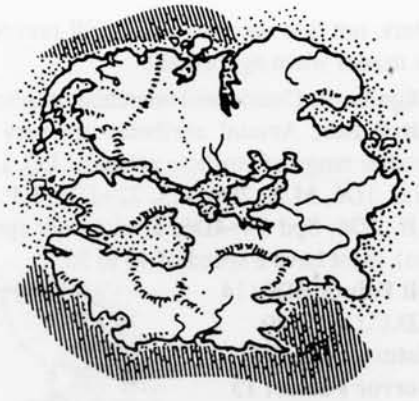
Snaggled Tooth Gobbler

The Gobbler looks a lot like a prehistoric sea creature from Earth's past (which it may very well be). It is so named because it is infamous for suddenly appearing out of the water, breaking masts, tearing sails, and snatching up sailors in its large, beak-like maw and gobbling them up whole!

Alignments: Anarchist or evil.
The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4+1 (low human intelligence), M.E. 1D6, M.A. 1D6, P.S. 2D6+16, P.P. 2D6+6, P.E. 2D6+12, P.B. 1D4, Spd swimming is 44 (30 mph/48 km).







Hit Points: 4D6x10
S.D.C.: 6D6x10
Natural A.R.: 10
Horror Factor: 14
P.P.E.: 5D6

Natural Abilities: Swim 98%, dive up to 1000 feet (305 m) deep, breathe underwater indefinitely, breathe out of water for up to three hours before becoming weak (dies within six hours), fire and cold resistant (does half damage), nightvision 200 feet (61 m) and breathe fire. Maximum depth tolerance is two miles (3.2 km).

Attacks Per Melee: Two

Damage: Bite doing 5D6 points of damage or by fire breath doing 4D6+6 points of damage; range — 40 feet (12 m). It may also ram ships, doing 3D6 points of damage from a head butt, 6D6 damage from a half speed ram, and 1D6x10 from a full speed ram.

Bonuses: +2 to strike and parry, +4 to dodge, +6 to save vs horror factor, and +3 on *all* saving throws.

Magic: None

Psionics: Three physical psychic powers and two sensitive abilities plus telepathy, all at second level proficiency; 50 I.S.P.

Average Life Span: 3000 years

Value: Bones, teeth, blood, and other body parts are used in alchemy, but are not considered true dragon parts and usually command only a third of the price.

Habitat: The world's oceans and seas, but seem most common along the western coast of the Yin-Sloth Jungles, Sea of Dread, and Seas of Despair.

Languages: None; communicates via telepathy.

Enemies: Humanoids

Allies: None, per se, but may ally itself with other evil beings.

Size: Body length is 60-90 feet (18 to 27 m), neck is an additional 25-30 feet long (7.5 to 9 m).

Weight: 4-6 tons

Notes: They have been a frequent problem for the island kingdom of Bizantium.

Viper Serpent

The Viper Sea Serpent is one of the most terrifying in appearance and perhaps the most dangerous, for it kills for sheer pleasure as well as for food.

Alignments: Miscreant or diabolic evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4+4 (roughly human intelligence), M.E. 1D6+8, M.A. 1D6, P.S. 2D6+30, P.P. 2D6+6, P.E. 2D6+14, P.B. 1D4, Spd swimming 50 (35 mph/55 km)

Hit Points: 5D6x10

S.D.C.: 2D4x100

Natural A.R.: 10
Horror Factor: 16
P.P.E.: 1D4x10
O.C.C.: None; animal predator

Natural Abilities: Swim 98%, dive up to 1000 feet (305 m) deep, leap out of the water 20 feet (6 m), can stand on its tail to rise partially out of the water 20 feet (5 m) high, breathe underwater indefinitely, breathe out of water for up to two hours before becoming weak (dies within four hours), fire and cold resistant (does half damage), nightvision 1000 feet (395 m). Maximum depth tolerance is unlimited.

Attacks Per Melee: Four

Damage: Bite doing 5D6 points of damage or by claws doing 4D6 damage, or fire breath doing 4D6+6 damage; 40 foot (12 m) range.

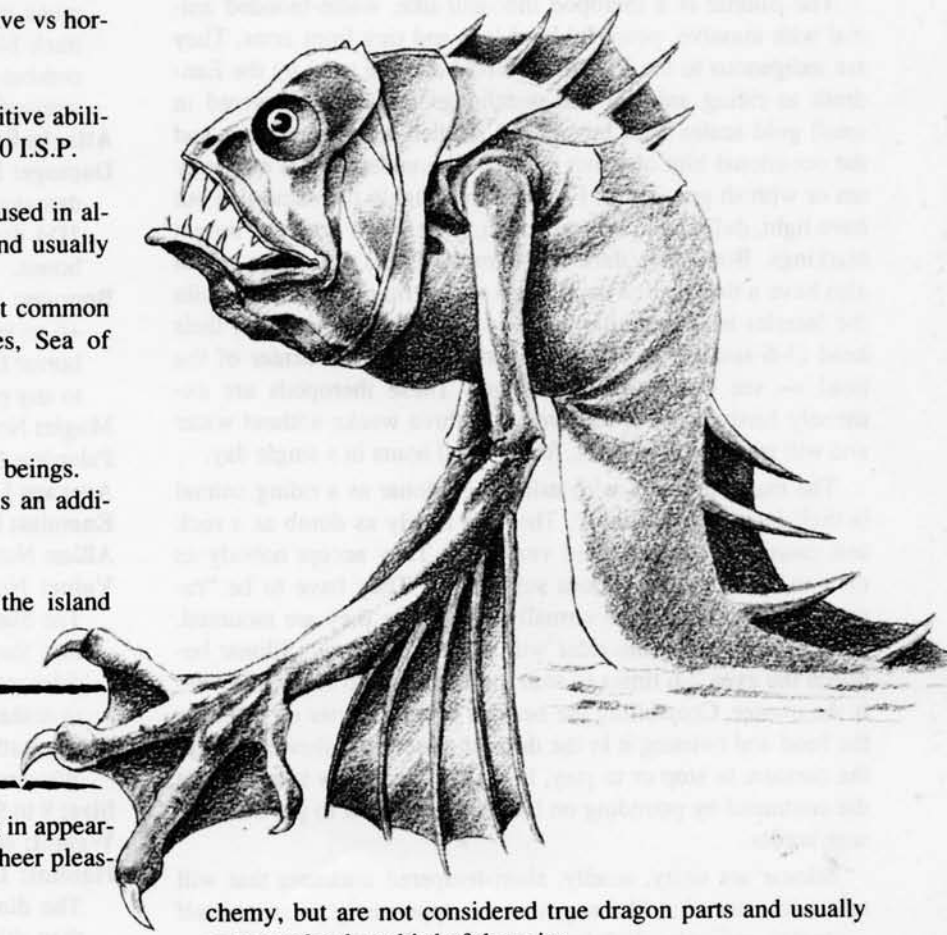
Bonuses: +3 to strike, parry, and dodge, +3 on all saving throws, +6 to save vs horror factor.

Magic: None

Psionics: See the invisible, presence sense, commune with animals, telepathy, mind block, death trance, and ectoplasm; all equal to second level proficiency. **I.S.P.:** 60

Average Life Span: 3000 years

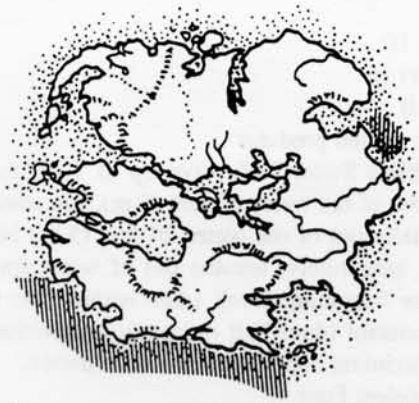
Value: Bones, teeth, blood, and other body parts are used in alchemy, but are not considered true dragon parts and usually command only a third of the price.



Habitat: The oceans of the world, but seems most common along the Yin-Sloth Jungles, Sea of Despair, and the Algorian Sea, especially near the islands of Zy and Y'oda.

Languages: None; communicates via telepathy.

Enemies: Humanoids, Kreel-Lok, Waterbats, and Flying Turtles.



Allies: Other sea serpents and evil creatures.

Size: 80-130 feet long (24 to 39 m)

Weight: 4-7 tons

Notes: These are extremely cruel, vindictive monsters that enjoy inflicting pain and sorrow. They are the most cunning and evil of their kind.

Silonar

The Silonar is a theropod dinosaur-like, warm-blooded animal with massive, powerful hind legs and tiny front arms. They are indigenous to the Palladium world and are used by the Eandroth as riding animals and watchdogs. Males are covered in small gold scales with brown and reddish-brown markings and the occasional hint of green or blue. The underbelly is a creamy tan or whitish grey color. Females are roughly the same size but have light, dull green, or grey-green, scales with gold and brown markings. Both have dark red (almost black) eyes. The males also have a tiny pair of bone horns on the tip of their nose while the females have a similar bony outcropping on the top of their head (3-6 small horns forming a ridge down the center of the head — see the cover illustration). These theropods are extremely hardy and can survive up to three weeks without water and will travel, without rest, for up to 10 hours in a single day.

The major problem with using the Silonar as a riding animal is their incredible stupidity. They are nearly as dumb as a rock and cannot be domesticated very well. They accept nobody as their master and are seldom submissive. They have to be "reminded" who's the boss virtually every time they are mounted. To do so, the Eandroth rider will usually punch the Silonar between the eyes 2-6 times to stun the beast and to show him who is the master. Controlling the beast is often a matter of grabbing the head and twisting it in the desired direction. Likewise, to get the creature to stop or to stay, it is again necessary to punctuate the command by pounding on his rock hard skull to get the message across.

Silonar are nasty, smelly, short-tempered creatures that will take a bite out of a rider any time the opportunity presents itself — males are only slightly more aggressive and cantankerous than females. In combat, the smell of blood will transform the Silonar into a seething, uncontrollable beast hungry for a fight and the taste of flesh and blood. The Eandroth like this, and are known to set their riding beasts loose to attack particularly stubborn or numerous enemies. Surprisingly, a Silonar can become very attracted, loyal and affectionate to its rider after a few years, not that such affection will prevent the beast from biting its master when aggravated.

Alignment: Considered anarchist or miscreant.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute aptitude. I.Q. Low animal intelligence, M.E. 1D6, M.A. 2D6, P.S. 22+1D6, P.P. 18+1D6, P.E. 20+2D6, P.B. 2D6, Spd 34+4D6; a minimum speed of 38 (26 mph/41.6 km), most have a speed of 44 to 55.

Hit Points: 6D6+14

S.D.C.: 4D6+40

Natural A.R.: 10

Horror Factor: 13

P.P.E.: 2D6

O.C.C.: None; animal.



Natural Abilities: Excellent speed, can run without pause and without exhaustion for 10 hours, leap up to 20 ft (6 m) lengthwise and 10 ft (3 m) high. Can go without food or water for a week without ill effect; eats just about anything from carrion and shrubs to fresh kills of animals, large and small — humans included. Smell blood one mile (1.6 km) away, can track blood scent 55%. The smell of blood and the sight of combat sends the creature into a killing frenzy; unless restrained, it will attack.

Attacks Per Melee: Four

Damage: Bite does 3D6 points of damage, small foreclaws 4D6 damage plus P.S. bonus, tail slash 2D6 damage, head butt 2D4 damage, and clawed feet inflict 5D6 damage plus P.S. bonus.

Bonuses: +1 on initiative, +1 to strike and parry, +3 to dodge, +6 to save vs psionic attack (too stupid) and +12 to save vs horror factor — fearless (and stupid). These are all in addition to any possible attribute bonuses.

Magic: None

Psionics: None

Average Life Span: 50 years.

Enemies: Large predators and humanoids.

Allies: None

Value: None to most people, the Eandroth are the exception. The Silonar are so stupid, aggressive, mean and unpredictable that they make poor riding animals and pets. An Eandroth rider must frequently resort to pounding on the animal's head to make it stop or obey. The meat is worthless — like chewing leather. Occasionally used in the gladiatorial arena of the Western Empire.

Size: 8 to 9 feet (2.4 to 2.7 m) at the shoulders.

Weight: 400 to 800 pounds (180 to 360 kg)

Habitat: Deserts of all kind, particularly sand and stony ones. The dinosaur-like Silonar cannot survive in climates cooler than 40 degrees Fahrenheit. Cold desert nights followed by hot days are easily tolerated, especially if the animal is covered or otherwise sheltered. 3D4 days of *constant* cold temperatures will kill the beast.

Rifts® Note: The Silonar is considered a small predatory dinosaur and a light M.D.C. creature. It is ridden by Eandroth, Simvan and the occasional Psi-Stalker.



SILONAR WITH AN EANDROTH RIDER.



CLOSE-UP OF A SILONAR.



Spectre

Primitive people often believe the Spectre to be a horrific ghost, but in reality it is a wraith-like, supernatural being of pure energy. Spectres assume a humanoid shape and glow with crackling energy that gives them an eerie illumination and ghostly appearance. They are a malignant alien force that is the embodiment of evil, content to wander the world inflicting pain and misery upon intelligent life forms.

They cannot be harmed by the weapons of man, not even mega-damage weapons, but are vulnerable to magic and psionics. Spectres rarely use hand-held weapons, never wear armor, and have no desire for wealth or power.

These energy beings are known to many worlds, but rarely gather in large numbers nor work well in large groups. They are comparatively uncommon, usually solitary monsters and are most often encountered in the Old Kingdom and Western Empire. According to legend, the Masters of the Citadel, in the Land of the Damned, can summon and command a dozen of these energy beings. Spectres often associate with powerful beings and supernatural evil.

Alignment: Typically miscreant or diabolic evil, occasionally anarchist.

The Eight Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6+20, M.A. 1D6, P.S. 2D6, P.P. 2D6, P.E. 3D6, P.B. 2D6, Spd 2D6 running, flying is 22 or 15 mph (24 km).

Hit Points: P.E. attribute number +20 points.

S.D.C.: 2D6+12

Natural A.R.: 14

Horror Factor: 16

P.P.E.: 50 +2D6



O.C.C.: None, and is not recommended as a player character.

Experience: All Spectres are the equivalent of a 4th level Mind Mage and do not grow in experience nor learn skills. They rely on their natural abilities.

Attacks per Melee: Two physical and one psionic attack per melee round, or four psionic attacks per melee!

Bonuses: +2 to strike and dodge. Remember, it is invulnerable to all normal and mega-damage attacks; vulnerable only to psionics and magic.

Natural Abilities: Fly at a speed of 22 (15 mph or 24 km), change size at will (6 to 15 feet/1.8 to 4.6 m), and heals twice as fast as a human.

Impervious to normal weapons, drugs, poison and disease: These things have absolutely no affect on the monster.

Whole Body Astral Projection (special): Spectres can travel on the Astral Plane without leaving their body behind; the entire essence of the Spectre dimensionally teleports to the Astral Plane. They often travel by means of astral projection and attack other astral travelers of good alignment. All weapons, including M.D. weapons cannot harm a spectre. Only magic and psionics can hurt a Spectre (full damage).

Magic: None

Psionics: I.S.P. is normally 90 (is doubled to 180 on Rifts Earth). Psionic power is equal to a 4th level Mind Mage. Psionic powers include: All sensitive and physical psionic powers plus detect psionics, bio-regeneration, bio-manipulation, hypnotic suggestion, mind block auto-defense, and mind bolt.

Languages: None, communicates via telepathy and empathy.

Average Life Span: Unknown — may be immortal.

Value: None

Enemies: Humanoids and forces of good.

Allies: Evil supernatural forces, particularly very powerful beings.

Size: 6 to 15 feet (1.8 to 4.6 m). All spectres can adjust their shape to suit the situation, thus the same spectre can change from human-sized to as tall as 15 feet (4.6 m) at will.

Weight: Approximately 100 pounds (45 kg) regardless of size, such is the nature of this energy being.

Habitat: Virtually any locations on the planet as well as in other dimensions, but avoids areas of *extreme* cold or heat.

Notes: A maleficent energy being to be avoided. Sometimes appears during ley line energy storms.

Rifts Notes: M.D.C. is P.E.x5, but the horror remains invulnerable to drugs, poison and disease, as well as normal weapons (including M.D. ones). Only magic and psionics inflict full damage.

Sphinx

The Sphinx is a mysterious creature that is part lion, part eagle, and part human. Like dragons, they are quite intelligent and study magic, history, and cultures. In addition, most are lovers of expensive food, wine, and art. They are found throughout the world, but are particularly common in the Old Kingdom, the Island of the Cyclops and southern hemisphere.

The Sphinx is a holy symbol for many religions, including the Cult of the Great One, the Cult of Set, the Death Cults, the Church of Light, the Church of Light and Dark, the Church of the Seven Waters, the Church of Taut, the Sect of Bes, and the Red God. In the great temple complexes of these churches there is usually an enclosure for a living Sphinx, although most churches lack one.

Once installed in a church, the Sphinx will begin demanding all sorts of expensive delicacies and if they are students of magic, they may request (or demand) magical books and artifacts. As soon as the church fails to deliver (usually because of bankruptcy), the creature will depart. Of course, some Sphinx will view their position of reverence as an honored place and work to protect the church and its worshippers, as well as advance the causes of the religious organization. However, these dedicated champions of the people and goodness are the exception not the rule.

Very little is known about what motivates the enigmatic Sphinx. They have a tendency to show up whenever ancient artifacts or books have been unearthed, seem curious and clever, yet are often complacent and lazy. Demons, Deevils, vampires and most demonic supernatural creatures appear to be natural enemies of even selfish and evil Sphinx. Although a sphinx may settle down in one place for decades, sooner or later he will be compelled to leave in pursuit of greater knowledge and/or adventure.

Alignments: Any, but tend to be good or selfish.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 4D6, M.E. 4D6, M.A. 3D6, P.S. 5D6, P.P. 4D6, P.E. 5D6, P.B. 5D6, Spd 4D6 (x5 for flight)

Hit Points: P.E.+60

S.D.C.: 5D6x5

Natural A.R.: 10

Horror Factor: 17

P.P.E.: 3D4x10, in addition to any P.P.E. acquired via a magic O.C.C.

O.C.C.: Men of magic, scholar, scholastic monk or vagabond.





Natural Abilities: Never tires when flying, nightvision 120 feet (36.6 m; can see in total darkness), keen nightsight (can see in one-sixth of the light needed by humans), keen hawk-like vision (can see a magic book two miles/3.2 km away), prowl 60%, track by sight 77%, swim 40%, normal leap 30 feet (9 m) high or lengthwise, and flight assisted leap 200 feet (61 m) up or across. Also can magically understand and speak all languages!

Attacks Per Melee: Four attacks per melee regardless of O.C.C

Bonuses: +2 on initiative, +3 to strike, parry and dodge, +4 to dodge in flight, +2 to roll with impact, +4 to pull punch, +2 on all saving throws, and +6 to save vs horror factor. All are in addition to O.C.C., skill or attribute bonuses.

Magic: May study any form of magic, particularly wizard/spell magic.

Psionics: Standard

Value: A live Sphinx is almost beyond price to those cults that worship them; they will treat him better than a king. Some alchemists and necromancers will pay thousands of credits for particular body parts, like feathers, teeth, claws, tongue, wings, etc., as magic components. A captured and confined Sphinx for sale to an evil sorcerer can fetch 50,000 gold, depending on the purchaser. A Sphinx will never allow himself to be enslaved, at least not for long, and will continuously try to escape or destroy his captors.

Habitat: Unknown.

Enemies: Supernatural evil and the demonic.

Allies: Faerie folk and champions of good, also likes spell casters, knights and palladins.

Size: 5 feet (1.5 m) tall, 8-10 feet long (2.4 to 3 m) plus tail; wingspan 18-20 feet (5.4 to 6 m).

Weight: 1500-1800 pounds (674 to 810 kg).

Average Life Span: 2,000+ years; some Sphinx claim to be 5000 years old.

Beyond the Supernatural™ Note: Many (70%) are equal to a 1D4 level arcanist; know all lore skills at 80% proficiency and know the usual number of spells for its level of experience. Also has a psychic power to understand all languages almost instantly (89% proficiency).

Rifts® Note: This creature of magic becomes a mega-damage being with M.D.C. in place of hit points and supernatural strength that inflicts Mega-Damage.

Suckers



Suckers are large bat-like creatures with adhesive suction fingers and toes, and a large mouth. The suction parts are especially effective in clinging to smooth surfaces, such as flesh and metal. The fingers and toes also have retractable claws, specifically for imbedding into materials for a firmer grip. The claws are *not* used for slashing or attacks.

Exceptionally stupid creatures, Suckers tend to attach themselves to anything that moves, incapacitating it, and then attempting to suck its blood. It doesn't matter that the thing it may be attached to is protected in chain or plate armor, is an elemental, golem, robot or dragon — if it moves, it's attacked. Yet even if it can't actually bite and drink its prey's blood, the Sucker can be extremely incapacitating, impairing movement, pinning limbs and/or obscuring vision. Easily confused, the dumb beast will cling all the tighter if it can't bite its prey or if it is attacked in any way. It will hold on until slain or 2D6x10 minutes pass, whichever comes first.

Alignments: Considered anarchist or stupid evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 1D4, M.E. 1D4, M.A. 1D6, P.S. 2D6+10, P.P. 2D6+10, P.E. 2D6+14, P.B. 1D6, Spd crawling/climbing 2D6+2 or 2D6+10 gliding.

Hit Points: 6D6

S.D.C.: 5D6

Natural A.R.: 6

Horror Factor: 12

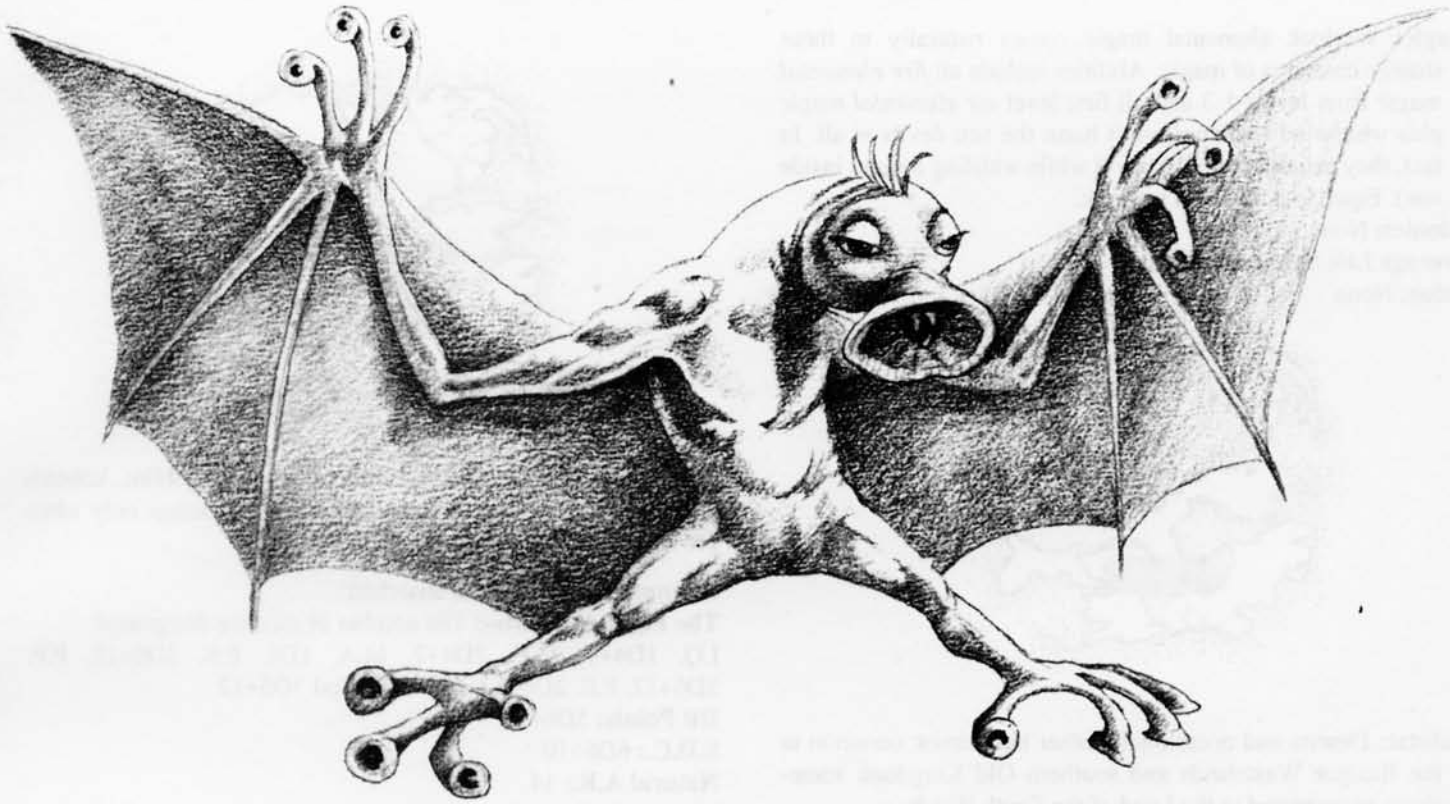
P.P.E.: 3D4

O.C.C.: None; animal.

Natural Abilities: Nightvision 200 feet (61 m), day vision 20 feet (6 m), see the infrared spectrum of light, heat sensors (like the vampire bat), climb 80%, prowl 50% and glide short distances (it CANNOT fly).

Attacks Per Melee: Two

Damage: Bite does 1D4 points of damage plus 1D4 points of damage for each additional melee round that it draws its victim's blood. Often more dangerous than its bite is wrapping its limbs and wings around its prey — 01-55% chance of incapacitating its victim. Incapacitation means the victim has only one attack per melee round, and speed and all combat bonuses are reduced by half. If wrapped around a person's head, vision is blocked (-6 to strike, parry, and dodge). The sucker will NOT let go until it is killed or 2D6×10 minutes pass.



Bonuses: +2 to strike and dodge when gliding.
Magic: None
Psionics: None
Average Life Span: 15 years.
Value: None
Habitat: Dark, cool, caves, ruins, and other subterranean locales. Occasionally hunts on the surface, at night, swooping down from trees and cliffs.
Range: Most common to the Western Empire, Old Kingdom, Eastern Territory, and the north — prefers cool climates.
Languages: None, except for screeches and whines.
Enemies: None
Allies: None
Size: 3½-4½ feet tall (1.1 to 1.4 m), wingspan is 6-8 feet (1.8 to 2.4 m).
Weight: 50-70 pounds (23 to 32 kg).

Notes: Soft skinned, nocturnal hunters. Mate once every two years, bearing 2D4 offspring which reach maturity in one year. Typical communities of Suckers are 10-60 members strong. Rarely accumulate any treasure.

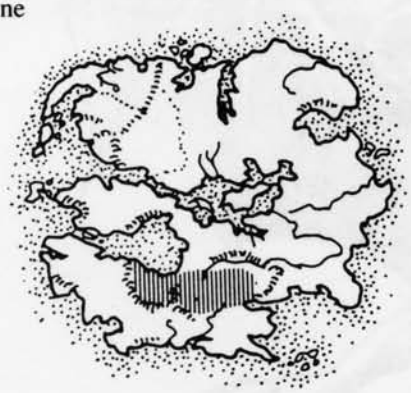
Sun Devil

Sun Devils are bizarre little humanoids once believed to be faeries, but are now known to be a distinctive race of creatures, probably from another dimension. They are mirthful, playful, and mischievous pranksters who thrive in the desert sun. Elemental in nature, they possess a number of elemental magic powers. When encountered in the desert, they will most likely appear as a whirling dervish (by standing in the middle of a magic whirlwind) or simply be sunning themselves on a rock or cactus. Contrary to their bubbling, cheerful demeanor, Sun Devils are aptly named because they are extremely selfish, irresponsible, cruel and often evil. They love gold (aren't too keen on gems) and unusual items. They will frequently demand any gold or oddity they might spy or suspect a person might have. This will always occur in any encounter with them. If the traveler refuses, the Sun Devil gets mean! The foul little beasts will beat, pound, or entrap (all magically) the traveler(s) into submission or unconsciousness, taking *everything* they want. In such a case, they will also take or destroy food and water, leaving the person to suffer under the elements.

Despicable tyrants, Sun Devils often capture travelers for torture, to abuse as a plaything, or to use as a slave. They lie with a smiling face and a song on their tongue. Even a friendly one is likely to betray the group, steal from them, and desert them when things get rough.

Alignments: Any, but almost always evil or selfish.
The Eight Attributes: The number of six-sided dice are designated: I.Q. 2D6+2, M.E. 2D6+2, M.A. 3D6, P.S. 2D6, P.P. 3D6+2, P.E. 3D6+4, P.B. 2D6, Spd 3D6+2
Hit Points: P.E.+12
S.D.C.: 6D6
Natural A.R.: 9
Horror Factor: 8
P.P.E.: 2D4x10 +P.E. attribute number.
O.C.C.: None; they are *natural* warlocks and thieves.
Natural Abilities: Impervious to fire, including magic fires, climb 30%/20%, palming 50%, pick pockets 65%, pick locks 60%, locate secret compartments 40%, escape artist 40%, dance 60% and wilderness survival 85%.
Attacks Per Melee: Three physical or two by magic.
Damage: Bite or claws inflict 1D4 points of damage. They may also use a weapon, but usually don't, relying on magic.
Bonuses: +2 to pull punch, +6 to roll with impact, and +2 to save vs spell and elemental magic.

Magic: Warlock elemental magic comes naturally to these strange creatures of magic. Abilities include all *fire elemental magic* from levels 1-3 and all first level *air elemental magic* plus whirlwind (which doesn't harm the sun devils at all. In fact, they usually play and travel while whirling around inside one). Equal to a 5th level warlock.
Psionics: None
Average Life Span: 400+ years.
Value: None



Habitat: Deserts and occasionally other hot climes; common to the Baalgor Wastelands and southern Old Kingdom; sometimes encountered in the Land of the South Winds.
Languages: Gobblely and faerie speak (can learn others)
Enemies: None
Allies: None per se; occasionally associate with goblins, evil Faerie Folk and other foul or mischievous beings.
Size: 3½-4½ feet tall (1.1 to 1.4 m).
Weight: 60-90 pounds (27 to 41 kg).

Notes: Can worship any gods; usually gods of light and dark, or elementals, if any. Rarely use any weapons, never wear armor. A typical Sun Devil will have a hoard of gold and valuables hidden in at least two separate locations. The value of one, lone Sun Devil's treasure will usually range from 100-600 gold and include one or two common magic items, usually medallions, talismans or charms.

Sun Devils are seldom found alone, usually congregating in small groups of 2D4 of their kind or with evil Faerie Folk or goblins. They do not mate for life and produce offspring very infrequently, about once every 50 years. A typical female will give live birth to 1D4 offspring after a gestation period of three years. Young don't reach full maturity till their 35th year. The young Sun Devil can only cast 1-2 level fire spells at 2nd level proficiency. It is only upon reaching full maturity that their full powers manifests themselves.

Thorny Sun Devil

The Thorny Sun Devil is a giant desert lizard of grotesque appearance, covered in hard, spiky spines. Actually, the beast is far more fearsome looking than it actual is. Generally, these lizards feed on other lizards, rodents, and other small mammals. They



occasionally feed on small humanoids such as goblins, kobolds and dwarves, but usually attack human-sized beings only when provoked, cornered or starving.

Alignments: Considered anarchist
The Eight Attributes: The number of dice are designated: I.Q. 1D4+1, M.E. 2D4+2, M.A. 1D6, P.S. 2D6+12, P.P. 2D6+12, P.E. 2D6+12, P.B. 1D4, Spd 3D6+12
Hit Points: 5D6+20
S.D.C.: 6D6+10
Natural A.R.: 14
Horror Factor: 12
P.P.E.: 2D6
O.C.C.: None; animal predator.
Natural Abilities: Dig into sand, camouflage 40%, prowl 40%, climb 60%, land navigation 90%, leap five feet (1.5 m) high and 15 feet (4.6 m) long, nightvision 20 feet (6 m), keen vision, and a good sense of smell.
Attacks Per Melee: Three
Damage: Bite does 2D6 points of damage, claws do 1D6+6 damage, tail swipe 3D4 damage, ram/stab with horns on the nose 3D6 damage.
Bonuses: +1 on initiative, +3 to strike, +2 to parry or dodge, +3 to save vs poison.
Magic: None
Psionics: None
Average Life Span: 20 years.
Value: None
Habitat: Deserts worldwide; common to the Baalgor Wastelands, Old Kingdom, and Western Empire.
Languages: None, other than hisses and growls.
Enemies: None
Allies: None
Size: 3 feet (0.9 m) tall at the shoulders, 5-6 feet long (1.5 to 1.8 m) plus tail.

Notes: Thorny Sun Devils live in groups of 4D4 in a defined territory ruled by one dominant male. They are active during the day, rising with the sun.

Mating occurs in the fall during the rainy season. 2D4 eggs are laid, buried in the soil, hatching within three months. Young mature within one year.

They can't survive in cold or damp climes. There is no true relation between these lizards and the humanoid Sun Devils other than a similarity in their name. The animal does not accumulate treasure.





Syvan

A syvan is a supernatural being that appears as a decaying, animated corpse. The left side of the body is always far more ugly than the right. They are generally evil beings who hate beauty and are terribly jealous of prettier creatures. This jealousy is vented by acts of manipulation, cruelty, and harm directed toward other living creatures, with elves as a prime target. Syvan are intelligent, cunning beings whose main weapons are deception and trickery. They are mere shadows of the living and must conceal their deformity in full body armor, hooded robe, mask or other means of concealment or disguise.

Syvan are unquestionably, extremely powerful beings, yet most are usually content to be the secret power behind a puppet who *appears* to be the leader/ruler. They like to use others as living pawns and warriors like the pieces in a chess game, while they orchestrate the movement of their pawns and direct the game from the shadows. So masterful at the arts of subterfuge is the Syvan that they have been found posing as heads of states, cardinals, paladins, wizards, and powerful advisors.

The origin of the Syvan is unknown. If they were once among the living, they apparently lose all memory of their past life. Many scholars and men of magic suspect that their origin is somehow linked to the Western Empire. Fortunately, Syvan are extremely rare, with perhaps as few as two hundred in existence.

Alignments: Selfish or evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 3D6+1, M.E. 14+2D6, M.A. 3D6, P.S. 3D6+1, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 2D6

Hit Points: P.E. attribute number x10, plus 1D6 per level of experience.

S.D.C.: 3D4x10

Natural A.R.: 13

Horror Factor: 13

P.P.E.: 1D4x10

R.C.C.: Syvan are confidence artists, deceivers and manipulators by nature, so all get a basic set of racial skills. They are not recommended as a player character.

R.C.C. Skills of Note: Horsemanship: General (+20%), prowl (+10%), play a musical instrument (+10%), lore: religion (+20%), basic math (+20%), languages: Dragonese/Elven 98% (literate too), plus speaks four additional languages of choice (+20%). May also select a total of 10 skills from any of the following categories: Communications (+10%), Domestic (+5%), Espionage (+10%), Military (+10%), Rogue (+5%), Technical (+5%), and W.P.; all are at a level of proficiency equal to the level of psionic power (1D6+4 level).

Average Level of Experience: 1D6+4.

Natural Abilities: See the invisible, nightvision 90 ft (27.4; can see in total darkness), normal color vision, recognize all illusions (and therefore NOT affected by them) 90%.

Attacks Per Melee: Two physical or three by psionics.

Bonuses: +1 to strike, +2 to parry and dodge, +3 to save vs psionics, +2 to save vs all magic.

Magic: None

Psionics: All healing, sensitive, and physical psi-powers, bio-regeneration (super), bio-manipulation, empathic transmission, electrokinesis, telekinesis (super), telekinetic force field, mentally possess others, mind block auto-defense, mind bond, mind wipe, psi-shield and psi-sword!

Special: Automatically senses emotions around him. Can identify the source of specific emotions at 80% accuracy. The Syvan can be considered a sort of empathic receiver. Can also sense the presence of supernatural beings the same as the Psychic Sensitive O.C.C.

I.S.P.: M.E.x10; equal to a 1D6+4 level Mind Mage.

Average Life Span: Immortal (unless killed).

Value: None

Habitat: Found worldwide in all environments.

Languages: See R.C.C. skills.

Enemies: All intelligent, handsome or pretty beings.

Allies: None, per se; a Syvan may seem to be a friend or ally, but there is almost always an ulterior reason and the character will betray his "friends" the moment it best serves him to do so.

Size: 6-7 feet tall (1.8 to 2.1 m).

Weight: 160-200 pounds (73 to 91 kg).

Average Level of Experience: Player characters (not recommended) grow in experience slowly. Use the Dragon experience table.

Notes: Never works with another Syvan — they regard each other as rivals and enemies — and will use any creature as his



pawn or plaything. They worship no gods nor respect any religion or the laws of any being. However, a Syvan may *pretend* to work within the confines of the law or serve a church or god to achieve his goals.

Treasure hoards of gold and other valuables are gathered to finance the Syvan's schemes and activities. Likewise, a Syvan understands and appreciates the virtues of magic. Thus, a villain with a small operation in progress will have 2000-8000 gold with 1D4 common magic items (potion, fume, etc.). A medium-sized operation will have five times as much, while a large operations will have ten times as much. A Syvan on the road is likely to have 200-1600 in gold or gems and 1D4 common magic items on his person. They usually love to wear fine clothing, jewelry and quality armor; they love magic weapons. Of course, Game Masters can modify the amount of wealth and magic the character may have as is appropriate for his/her campaign.

Beyond the Supernatural™ Note: A Syvan has 19 P.P.E. to purchase psi-healing, 20 P.P.E. to purchase psychic sensitive, and 20 P.P.E. to purchase physical psi-powers. They are extremely rare, but have been found manipulating cultists and even world leaders.

Rifts® Note: On Rifts Earth the character is a Mega-Damage™ being with 1D4x100 M.D.C. and a lust for power.

Tangle Vine

This is a giant, so-called man-eating plant. Actually, Tangle Vine feeds on any large mammal, from coyote and wild pigs to deer and humanoids. The Tangle Vine ensnares its victim with a dozen tendrils, often strangling its prey. Once entangled, the prey is slowly dragged into the center of the plant where it is slowly dissolved with powerful enzymes. It takes approximately three days to completely devour a small animal and six or seven days to completely devour a large animal. During that time, the plant is docile and does not attack again until its previous prey is completely digested.

Alignments: Considered anarchist or evil.

Attributes: Do not apply as normal, so they aren't listed. The vine's tendrils are equal to a P.S. 16 and P.P. 12.

Hit Points: Each tendril has *12* hit points. The spiky or hairy petals have *40* hit points each, while the plant's center and earth protected root have an additional 300 hit points! Of course, destroying the tendrils and petals will completely incapacitate it. However, if any of the root is left alive (even only one hit point worth), it will grow back completely within five months. Damaged tendrils regenerate within 1D4 weeks.

S.D.C.: Not applicable; see hit points.

Natural A.R.: 8

Horror Factor: 11



P.P.E.: 2D6

O.C.C.: None; plant.

Natural Abilities: Sense/smell its prey 40%, sensitive petals and tendrils respond when touched or stepped on, automatically wrapping around their prey. The more the prey struggles, the more tendrils that entangle it (usually 12 or more). Can also regenerate as described under hit points.

Attacks Per Melee: Ensnaring with 1D6 tendrils per each melee round; up to 18 tendrils total. Does no damage, but all of the victim's movements are impaired: -6 to strike, parry or dodge, lose initiative, speed is reduced to zero and there is a 01-50% chance of arms and legs being pinned when four tendrils are attached. Increase this chance of being completely incapacitated (no attacks or movement) by 5% per each additional tendril. There is also a 01-44% chance of being strangled! Roll for each melee round that tendrils strike. A roll under 44 on percentile dice means that one or more tendrils have wrapped around the prey's throat and it is being strangled. The victim will suffocate within 1D4 minutes (that's dead) unless the strangling tendril(s) is severed.

Bonuses: Tendrils automatically strike if a victim is within range. Typical reach is 15 feet (4.6 m).

Magic: None

Psionics: None

Average Life Span: 35 years.

Value: None

Habitat: Warm (not jungle hot), subtropical climes. Common to the southern portion of the Eastern Territory, Old Kingdom, Timiro Kingdom, and Land of the South Winds.

Languages: None

Enemies: None

Allies: None

Size: Generally dominates a 20 to 30 foot (6 to 9 m) diameter.

Notes: Of course, a plant has no need of treasure, but there's a 32% chance of items of value being cradled within its arms and/or in its belly. Typical treasure: 3D4x10 gold, 1D4 common (corroded) weapons, and 10% chance of one good suit of armor or one magic item. G.M.s, modify as needed.



Tezcat

The Tezcat are a black skinned, cannibalistic race of humanoids creatures that roam the Yin-Sloth Jungles. They are a wild, fierce warrior people determined to keep the jungles to themselves, thus many will attack any humans, elves or outsiders on sight. Hundreds of tribes, ranging from a few dozen members to several hundred, are found throughout the entire stretch of the Yin-Sloth Jungles. Most are fanatical worshipers of the ancient jungle gods, with Yin-Sloth, Pith the snake god, and Tark the spider goddess, being the most popular. Kirgi, the rat god, is also extremely popular, even though he's not part of the jungle gods' pantheon. Many Tezcat also worship and honor the *Grimbor* and often leave them food and protect the lumbering giants from hunters.

Note: See **Palladium RPG Book 7: Yin-Sloth Jungles** for much more information about the Tezcat, Grimbor, Headhunters, Dragonmen, and many other people, monsters, O.C.C.s and places of the Jungle.

Alignments: Any, but lean toward selfish or evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 2D6+2, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd 3D6

Hit Points: P.E. attribute number plus 1D6 per level of experience. **S.D.C.:** 10 plus those gained from O.C.C.s and physical skills.

Natural A.R.: Not applicable; must wear body armor for protection. **Horror Factor:** 10

P.P.E.: 3D6

Available O.C.C.s: Mercenary warrior, ranger, thief, assassin, priest/shaman, druid, or psychic O.C.C.s (if the character has psionics).

Skill Bonuses: +8% to climb skill, +5% to prowl, +5% to track and +5% to gemology and art. Tezcat are also excellent stone workers, so all automatically get the masonry skill. If the skill is selected again as an O.C.C. related skill, the character gets a bonus of +20% on masonry and +10 to (stone) sculpting. These are in addition to any O.C.C. bonuses.

Natural Abilities: Nightvision 30 feet (9 m), plus they are very agile and good climbers.

Attacks Per Melee: As per O.C.C. hand to hand combat skill plus one additional melee attack/action. N.P.C.s will always have 3-4 attacks per melee round.

Damage (special): Bite or claws inflict 1D4 points of damage, punch 1D6, kick 2D4 or by weapons (or magic if a shaman).

Magic: Only those gained by clergy O.C.C.

Psionics: Standard

Average Life Span: 50 years, although some have lived to 70.

Value: None

Habitat: Exclusive to the Yin-Sloth Jungles, unless captured by outsiders and used as slaves. The Western Empire, Land of the South Winds and some of the monster races have small Tezcat slave populations.

Languages: Gobblely, although may learn others.

Enemies: Humans, elves, dwarves, gnomes. Dislike and distrust most other races.

Allies: Known to cooperate with nonhumans such as ogres, trolls, goblins, and giants.

Size: 5-6 feet tall (1.5 to 1.8 m).

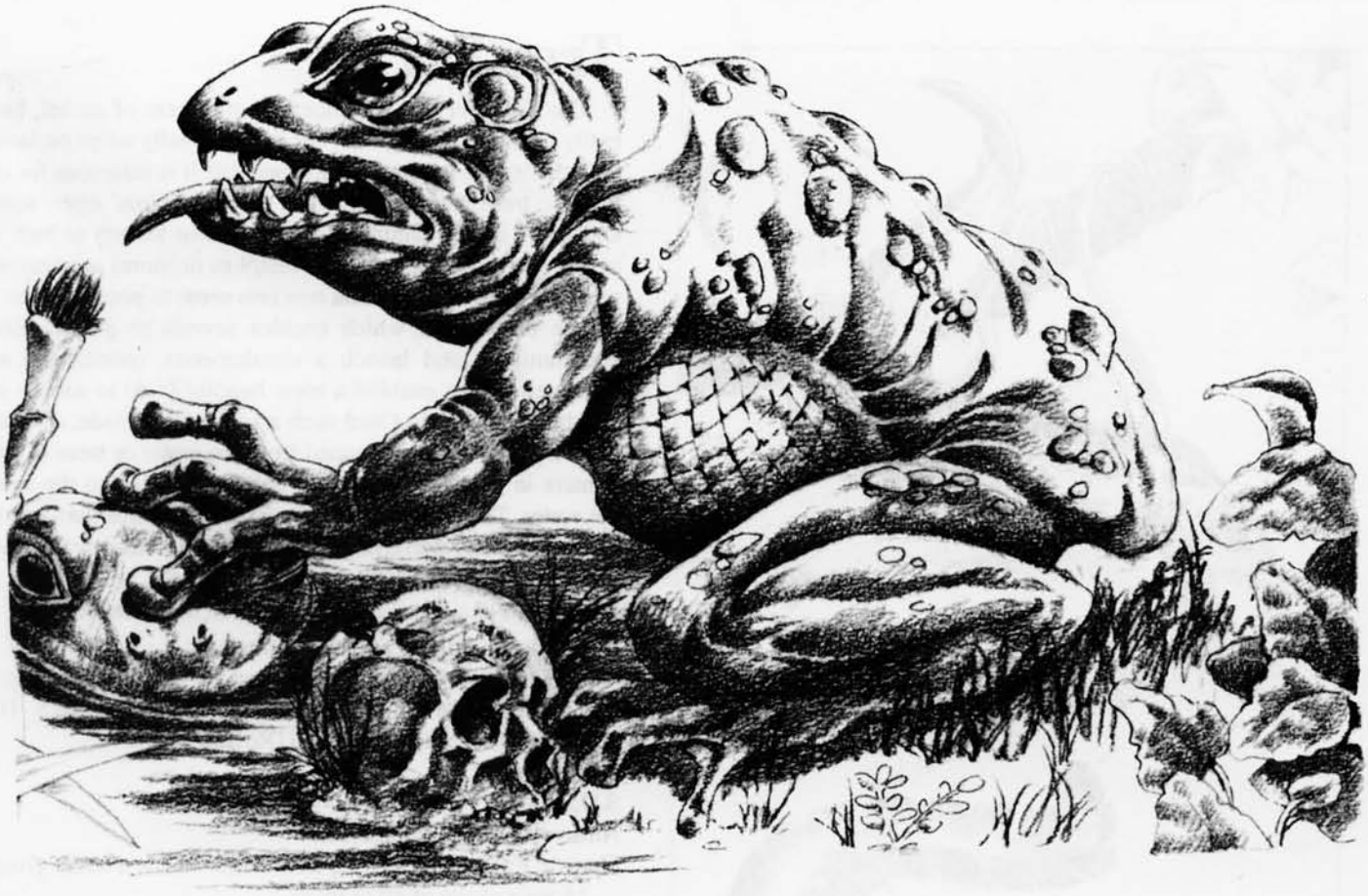
Weight: 120-150 pounds (55 to 68 kg)

Notes: Tend to be very hostile, aggressive, and territorial. Generally worship evil, bloodletting gods; they are very religious and build temples at every tribe community. They also use totem poles depicting the Jungle gods to mark their territories.

Favorite weapons include knives, axes, whips, and throwing sticks. Seldom wear any armor. A typical small tribe will have 1D4x10 members, medium 40-160 members, while a large tribe will have 200-600 members.

Beyond the Supernatural Note: A Tezcat priest will either be a psychic healer or 1D4 level arcanist.





Timrek

The Timrek are humongous toad-like amphibians with a great toothy maw, bloated body, and huge hands. Vicious predators, they generally feed on small to medium size mammals such as wild dogs, monkeys, pigs and so on. However, the Timrek are not particularly selective and often attack much larger prey, including humans, Tezcat and other humanoids.

Alignments: Considered an evil predatory monster.

The Eight Attributes: The number of dice are as designated: I.Q. 1D4 (animal), M.E. 1D6+6, M.A. 1D6, P.S. 3D6+10, P.P. 2D6+10, P.E. 2D6+10, P.B. 1D6, Spd 2D6+10

Hit Points: 5D6+12

S.D.C.: 1D4x10

Natural A.R.: 8

Horror Factor: 13

P.P.E.: 2D6

O.C.C.: None; animal.

Natural Abilities: Hold breath underwater for up to 20 minutes, swim 96%, nightvision 120 feet (36.6 m), leap up to 7 feet (2.1 m) high and 20 feet (6 m) long, prowl in water 60% (30% on land), huge mouth lined with large sharp teeth, and powerful jaw (a combined P.S. of 22 is needed to pry open the jaws).

Attacks Per Melee: Three

Damage: Bite inflicts 2D6+6 points of damage, punch/strike with forearms does 2D4 +P.S. damage bonus, and head butt does 1D6 damage. A favorite ploy is to grab its prey with its long arms and huge hands, or maw, and then pull its prey into the water. Both the water and clinging hands impair movement. Victims of this attack are -2 to strike, parry and dodge as the monster tries to drown him/her.

Bonuses: +5 on initiative for its first attack which almost always catches its victim unaware. Afterward, +1 on initiative, +1 to strike, +3 to dodge, +4 to save vs poisons, and +6 to save vs horror factor. All bonuses are in addition to attribute bonuses.

Magic: None

Psionics: None

Value: None

Average Life Span: 12 years.

Habitat: Swamps; common only to the south, especially the Yin-Sloth Jungles, Land of the South Winds, and southern Old Kingdom.

Languages: None, except grunts, bellows, and growls.

Enemies: Humanoids and the usual jungle predators.

Allies: None

Size: 4-4½ feet tall (1.2 to 1.4 m).

Weight: 75-100 pounds (34 to 45 kg)

Notes: Usually hides submerged, with only its eyes and nostrils above water. Accumulate no treasure.





Tree Eel

The Tree Eel's appearance is reminiscent of an eel, but it is really an amphibious carnivore that is equally adept on land as it is in the water. It gets its name because it is infamous for climbing into trees where it will feed on birds, birds' eggs, squirrels, and other small mammals. They are also known to hurl themselves down from heights (30 feet/9 m or more) at unsuspecting prey. Most terrifying is that tree eels seem to possess some small degree of psionics which enables several to gather, mentally communicate, and launch a simultaneous, coordinated attack. This method has enabled a mere handful (4-6) to subdue a full-size buck or human. Once such a large kill is made, several others are psionically summoned from the water or trees to join the hunters in gorging themselves before returning to the safety of the water. Tree Eels are less common to swamps than one might think, generally preferring larger bodies of fresh water, such as streams, ponds, rivers, and lakes. Their lairs are burrows in the mud, much like water snakes, and quite inaccessible.

Alignments: Considered an evil predator.

The Eight Attributes: The number of dice are as designated: I.Q. 1D4+2 (animal), M.E. 1D6+12, M.A. 1D6+4, P.S. 1D6+1, P.P. 1D6+6, P.E. 2D6+6, P.B. 1D6, Spd 2D6+6

Hit Points: 4D6

S.D.C.: 4D4

Natural A.R.: Not applicable.

Horror Factor: 10 for one individual, 13 for a small group and 16 for a group of 40 or more.

P.P.E.: 1D6

O.C.C.: None; animal.

Natural Abilities: Climb 90%, acrobatics 70%, prowl 66%, swim 90%, can breathe air or in water, keen vision and sense of smell (receptors in mouth), nightvision 100 feet (30.5 m), can swing through tree branches and hurl itself up to 3 feet (0.9 m) high, 5 feet (1.5 m) long or down from up in the tree to the prey on the ground up to 50 feet (15.5 m). Also see limited psionics.

Attacks Per Melee: Two by bite doing 1D6 points of damage.

Bonuses: +2 on initiative, +3 to strike, +4 to dodge, +4 to save vs poison and disease, and +10 to save vs horror factor.

Magic: None

Psionics (special): Possess a primitive type of limited telepathy that enables them to communicate between themselves, but only themselves, not with other creatures. Telepathic range is a 400 foot (122 m) radius. Their telepathy can be used indefinitely.

Value: None; poor tasting.

Average Life Span: 8 years.

Habitat: Freshwater ponds, creeks, meadows, streams, rivers, and lakes. Common to the Eastern Territory, the Old Kingdom, Lopan, and Phi.

Languages: None, although they let out a terrible shriek just as they lunge at their prey.

Enemies: Humanoids, birds of prey, and other animal predators.

Allies: None

Size: 3-3½ feet tall (0.9 to 1.1 m).

Weight: 12-16 pounds (5 to 7 kg)



Notes: Acquires no treasure. They are superb predators. A typical small group will consist of 3D4 individuals, a large group is as many as 100! They lay 10-40 eggs in the mud, underwater, each spring. They hatch within three months. The young reach maturity within a year.

Tuskers

These giant, fanged creatures once dominated the Old Kingdom, but are now, thankfully, quite uncommon. Tuskers vaguely resemble huge, hairless boars, or tapirs with great tusks and large, sharp teeth. Their strength and savagery are legendary and it is said that a half dozen Tuskers can kill the Mighty Woolly Dragon! Tuskers are extremely hostile, aggressive predators who exhibit no fear toward any creature; not man nor dragon.

A traveler who encounters even a lone tusker is in mortal danger, for the fearless creature is one of the few animals that kills for pleasure. Once engaged in combat, one's only recourse is to slay the beast, because Tuskers will fight to the death. Even standing completely still or feigning death is not an effective ploy against these vicious predators because they often feed on carrion, nor are they easily fooled. Dominant males protect the herd and are constantly alert to deal with danger or to drag down a new prey; humanoids fall into both categories. Unlike most pack animals that flee while a protector might stay back to challenge an intruder, the entire tusker pack will stop and gather around as one of the dominant males engages the threat/intruder in one on one combat. If another person enters the fray, another tusker will accept the challenge, attacking immediately. Exceptionally large or dangerous foes will incite several Tuskers to attack simultaneously. Although fire may be a temporary deterrent, holding the tusker at bay, it's only a matter of minutes before one or two plunge through the flames regardless of the danger. A typical herd is small, usually about 5 to 30 members strong (roll 5D6), while a large herd may have as many as a hundred members.

O.C.C.: None; animal.

Alignments: Considered miscreant (evil).

The Eight Attributes: The number of dice are as designated: I.Q. 1D4+3 (high animal intelligence), M.E. 2D6+12, M.A. 1D6, P.S. 3D6+20, P.P. 2D6+12, P.E. 2D6+20, P.B. 1D6+6, Spd 2D6+20





Hit Points: 6D6+30 average, but the dominant male leader is 6D6+50!
S.D.C.: 2D4x10, but the dominant leader has 2D4x20.
Natural A.R.: 6
Horror Factor: 13 for an individual, 16 when facing three or more.
P.P.E.: 6D6
Natural Abilities: Nightvision 30 feet (9 m), keen vision and sense of smell, can track by smell 48%, climb 40%, swim 40%, leap up to 6 feet (1.8 m) high and 30 feet (9 m) long.
Attacks Per Melee: Three
Damage: Bite inflicts 2D6+4 points of damage, head butt 2D4, claws 2D6+P.S. damage bonus.
Bonuses: +3 on initiative, +2 to strike, parry, and dodge, and is impervious to horror factor. All bonuses are in addition to attribute bonuses.
Magic: None
Psionics: None
Value: None; have proven to be too jumpy and irritable to be domesticated.
Average Life Span: 20 years.
Habitat: Light forests, very tall grass, rocky regions.
Range: Common in the Old Kingdom, Baalgor Wastelands, Land of the South Winds, and the Eastern Territory. Some have migrated to the deep north and Ophid's Grasslands, but the harsh winters and cold are very rough on the Tuskers, keeping their numbers low (2D4x10% die every winter).
Languages: None
Enemies: Large cats, woolly dragons, and humanoids.
Allies: None
Size: 5½-6½ feet (1.7 to 2.0 m) long (solid muscle too).
Weight: 300-450 pounds (136 to 204 kg)

Notes: Tuskers mate once every two or three years, giving birth to 1D4 offspring seven months after conception. Young reach maturity within three years. The pack leader is the strongest member of the pack, with the order of dominant males in positions of the strongest to the weakest. All are submissive to the leader, but not completely dependent upon his leadership. Thus, if the leader should be killed, the next in position would automatically assume his place. Of course, males may challenge his authority through combat, but such exercises are rarely to the death. They accumulate absolutely NO treasure.



Unicorn

A beautiful (P.B. 24), delicate, horse-like creature with a long silver horn in the center of its head, a billy goat beard, and cloven hooves. The unicorn is a creature of magic common to several worlds including Palladium and Earth. The legend of the pure virgin is, in part, true. Unicorns are psychic sensitives and of good alignment. They can automatically sense the presence of good and evil and are skittish about contact with humanoids in general. Consequently, they hate and avoid evil and selfish forces. Only creatures of an innocent nature and of a very good alignment are allowed close to them. A unicorn will automatically help or protect creatures of a very good alignment (scrupulous and principled) and will often play with children and those with an innocent nature, to the point of even allowing them to ride on their backs; lending more false credence to the myth about virgins.

Likewise, a unicorn *may* assist or protect good beings and innocent children of any race.

Alignments: Good or selfish.
The Eight Attributes: The number of six-sided dice are designated: I.Q. Extremely high animal intelligence, roughly equal to a human I.Q. of 8, M.E. 2D6+2, M.A. 2D6+2, P.S. 18+2D6, P.P. 18+2D6, P.E. 14+2D6, P.B. 18+2D6, Spd 40+6D6
Hit Points: P.E.+50
S.D.C.: 3D6x10
Natural A.R.: 7
Horror/Awe Factor: 12
P.P.E.: 4D6x10
O.C.C.: None; animal.
Natural Abilities: Nightvision 90 feet (27.2 m), never tires, fire and cold resistant (half damage), can leap 20 feet (6 m) high and 40 feet (12.2 m) long!
Attacks Per Melee: Three
Damage: Front kick does 2D6 points of damage, rear kick does 3D6+4 damage, and horn does 4D6 points of damage when ramming.
Bonuses: +4 on initiative, +1 to strike, parry, and dodge; +3 on all saving throws, and +5 to save vs horror factor.
Magic: None
Psionics: Sense evil, see the invisible, sixth sense, empathy, telepathy, and mind block.
Value: Alive, they are nearly priceless. A wealthy lord or king might pay as much as two million gold. The horn of a unicorn will fetch at least 100,000 gold from an alchemist.
Average Life Span: 10,000 years.
Habitat: Only the deepest forests and remote wildernesses.
Range: Northern Wilderness and parts of the Old Kingdom and Eastern Territory.



Languages: Magically or psychically understands all languages.
Enemies: None
Allies: Faerie folk, Wind Puffs and Drakin.
Size: 4 feet (1.2 m) at the shoulders.
Weight: 400-700 pounds (181 to 317 kg)

Beyond the Supernatural Note: Mythical? Perhaps. A "real" living unicorn is priceless, fetching millions, its horn will radiate 1D4x10 P.P.E. which can be drawn on by an arcanist to supplement his own P.P.E.! The horn will do the same on *Rifts Earth* as well.



Waterbat

The Waterbat is a giant, manta ray type creature found in the cooler ocean waters to the north. It is also found in the south as well, usually among the Kreel-Lok. They are mild mannered creatures of surprising intellect and psionic prowess. They are content with wandering the oceans, studying life, and enjoying its splendors. Natural philosophers, they delight in engaging in philosophical postulations with any intelligent creature, whether it be the surface creatures or those from under the waves. They have no society and can be found traveling alone, with 2D4 fellow Waterbats, or some other underwater creature. **Note:** The name Waterbat is what humans call them.

Alignments: Any, but usually selfish or good.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 4D6, M.E. 4D6, M.A. 3D6, P.S. 2D6, P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd 3D6 (x2 underwater).

Hit Points: P.E.+40

S.D.C.: 4D6+40

Natural A.R.: 6

Horror Factor: 12

P.P.E.: 2D6x10

O.C.C.: Scholar and/or philosopher only.

Natural Abilities: Nightvision 400 feet (12.2 m), swim 98%, breathe underwater as well as breathe air, locate/track by smell 40%, electric blast, regenerates 3D6 hit points or S.D.C. once per hour and possesses psionics.

Attacks Per Melee: Three physical or by psionics.

Damage: Wing strike 2D4 points of damage, tail strike 2D6 damage, body block doing 4D6 points of damage or by psionics.

Bonuses: +1 to strike, +4 to dodge, +6 to save vs horror factor and +4 to save vs psionic attack.

Magic: None

Psionics: Possesses all psychic healing powers, hydrokinesis, electrokinesis, telekinesis, total recall, mind block, meditation, presence sense, sixth sense, see aura and telepathy.

I.S.P.: 200 +M.E. attribute number.

Value: None

Average Life Span: 600+ years.

Habitat: Northern waters, but also found among the Kreel-Lok around the Floenry Isles and Land of the South Winds.

Languages: None; communicates telepathically.

Enemies: None, per se.

Allies: Kreel-Lok; they also get along with most other creatures.

Size: Wingspan: 30 feet (9 m), length: 20 feet (6 m), plus a long tail.

Weight: 900-1500 pounds (408 to 680 kg)

Notes: Worship no gods. Collect no valuables. Nonviolent beings who fight only to protect themselves, a friend or ally.

Beyond the Supernatural Note: Occasionally encountered at Power Triads.

Rifts® Notes: As a creature of magic, the Waterbat becomes a Mega-Damage™ being with 1D4x100 M.D.C. They are most likely to be found in Demon Seas and the Great Lakes.



Waternix

This scarce creature of magic appears as a winged dog or fox that walks on its hind legs and is known to confuse, trick and waylay travelers. The Waternix, envious of humans, elves, wolfen, goblins and other intelligent bipeds, delights in the theft of their possessions, tricking them to help himself and some like to see them tortured or slain as well. Fortunately, a Waternix rarely plays the role of assassin or torturer, much preferring to play the part of the deceiver and agent of doom rather than the actual executioner. They usually lead or send the unsuspecting or greedy on deadly (and often pointless) quests, weaving a web of lies equal to any Devilkin.

Fearful of gods and clergy, the Waternix seldom enter a city or large town, and if they do, it will be at night. Likewise, they avoid provoking clergy. The magical creature makes its home at or near a watering hole, well, pond, or stream frequented by "manlings," as they call *all* humanoids, so that they may engage in their games and brutal tricks. It must be pointed out that while a Waternix doesn't often kill a manling itself, it will maul, beat, bite or torture without hesitation. These malicious pranksters covet the magic and riches of man, although they are far too lazy to pursue the mystic arts themselves. Only on rare occasions will one encounter a Waternix with any knowledge or ability in magic. However, their lust for the acquisition of gold, gems, jewelry, and magic items makes practitioners of magic and the wealthy their favorite targets, although nobody is immune from their whims.

Some of these wily creatures become so bold that they have been known to lead bands of thieves (usually nonhumans), assist men of magic (until the Waternix can get what it wants), inhabit a city well, and on one occasion, counsel kings of the Western Empire; usually just before a major civil revolt that slayed the despot king.

Alignments: Any, but almost always anarchist or evil.

The Eight Attributes: The number of six-sided dice are designated: I.Q. 3D6, M.E. 4D6, M.A. 3D6, P.S. 2D6, P.P. 3D6, P.E. 3D6, P.B. 4D6, Spd 4D6 (×3 for flight).

Hit Points: P.E.+20

S.D.C.: 3D6

Natural A.R.: 9

Horror Factor: 12

P.P.E.: 4D6

O.C.C.: Thief, ranger or professional trickster/rabble-rouser; 10% chance of being a wizard, witch, diabolist or summoner, but the study of magic is usually too demanding.

Natural Abilities: Fly, prowl 77%, swim 77%, climb 50%/40%, track by smell 52%, nightvision 90 feet (27.4 m), keen normal vision and hearing, turn invisible at will, see the invisible, bio-regenerate 2D4 hit points/S.D.C. per melee round, normal leap: 20 feet (6 m) high or lengthwise, wing assisted leap is three times greater. The Waternix has small paw-like hands with stubby fingers and an opposable thumb, enabling him to pick up, hold and use weapons and tools.

Attacks Per Melee: Three

Damage: Bite inflicts 1D6 points of damage, claws do 1D4 damage, or the creature may use weapons, scrolls or other magic item or weapon. Knives and magic weapons are their favorites.

Bonuses: +2 to strike, and parry; +4 to dodge, +2 to save vs all magic and poison.

Magic: None, unless a magic O.C.C., which isn't likely.

Psionics: None

Value: None

R.C.C.: The waternix really learns no full occupational character classes although many have an in-depth knowledge of thievery, trickery, or wilderness skills. Not recommended as a player character, but possible, GM's decision.

Waternix who have leanings toward **thief** get ALL rogue skills. All skills get a +12% skill bonus.

Waternix that have leanings toward **ranger/wilderness scout** get ALL wilderness skills plus astronomy and intelligence. All skills get a +10% bonus.

Waternix that have leanings toward **tricksters** get ALL communications and performing arts, plus imitate voices and impersonation, escape artist and forgery. All skills get a +10% bonus.

Waternix interested in **magic and the supernatural** know all lores, history, forgery and archaeology, but only lore skills get a 10% skill bonus.

Waternix who decide to study **real magic** can learn some degree of magic as a wizard, warlock, witch, Diabolist or Summoner. In each case, the character only learns the O.C.C. skills (not related O.C.C. skills) and gets no skill bonuses. They tend to be spell casters and Diabolists. Only 10% of the Waternix pursue the mystic arts, roll percentile dice, 1-10 means a mage.





Basic R.C.C. Skills of Note: All waternix have the following skills: hunting, fishing (+20%), play 1D4 musical instruments, dancing (+5%), wilderness survival (+15%), and basic math (+20%).

Average Level of R.C.C. Experience: NPCs: 1D4+2. Player characters start at level one. Player characters grow in experience slowly. Use the Dragon experience table, but needs two times the normal experience points to reach each subsequent level. Only the oldest and most ambitious Waternix ever reaches 8th level or higher.

Value: None

Average Life Span: 1000 years.

Habitat: Forests worldwide; not common in the deep south and jungles.

Languages: Magically understands, speaks, reads, and writes *all* languages.

Enemies: Gods and clergy; dislikes all humanoids, especially humans and elves.

Allies: None, per se.

Size: About the same as a fox or smallish dog, approximately 2-3 feet (0.6 to 0.9 m) long from head to tail.

Weight: 10-20 pounds (5 to 9 kg)

Notes: Although the Waternix have the paws of a dog, they are considerably more dexterous, enabling them to write and hold small objects, such as a knife. They are solitary creatures, never running in packs or even with a mate. Their favorite weapons are knives and light chain weapons (can't use anything much larger or heavier without it becoming awkward to handle).

Werebeasts

These creatures of magic are a race of strange beast-people who appear as normal humans, elves, dwarves, and similar looking humanoids during the day, but are able to transform themselves into wild beasts at night. In man-form they possess no supernatural powers, but at night the werebeasts cannot be harmed by any weapon wrought by man unless it is made of silver or magic. If a werebeast is killed while in human form, it will rise every night as the werebeast. To prevent this, the head must be severed from the body, burned, and buried separately from the body.

Alignments: Evil (occasionally selfish)

The Eight Attributes: The number of six-sided dice are designated: I.Q. 3D6, M.E. 2D6, M.A. 2D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 3D6, Spd 4D6 (+20 in animal form).

Hit Points: P.E.+20 plus 1D6 per level of experience. Use the same experience table as the Palladin regardless of O.C.C.

S.D.C.: 3D6+20

P.P.E.: 6D6+20

Horror Factor: 13 as a werebeast.

Natural A.R.: 12 as a werebeast.

O.C.C.: Any, but 50% are vagabonds and mercenaries.

Natural Abilities as a Werebeast (only): Impervious to normal weapons. Only magic and magic weapons harm them (normal damage). Silver weapons also inflict normal damage. Fire and cold resistant (half damage), bio-regeneration (2D6 hit points/S.D.C. once every four melee rounds), nightvision 100 feet (30.5 m), leap 15 feet (4.6 m) high and 20 feet (6 m) long, and track 74%. Metamorphosis into an animal at night only. **Note:** A werebeast can only be one of the five listed; the metamorphosis is limited to that one, particular animal type. Retain I.Q. and memory when in animal form.

Attacks Per Melee: By hand to hand combat training, plus two when transformed into animal form.

Damage & Damage: In human form the character can use weapons, but in animal form, the character can only strike with bite or claw. All bonuses are in addition to attribute and skill bonuses.

Werewolf: Bite does 2D6+4 points of damage, claw strike 2D4+2 damage; +3 on initiative, +1 to strike and parry, and +2 to dodge.

Weretiger: Bite does 3D6+3 points of damage, claw strike 2D6+6; +3 on initiative, +2 to strike, parry and dodge.

Werepanther: Claw or bite does 2D6+3 points of damage; +5 on initiative, +2 to strike, parry and dodge, +10% to prowl.

Werejaguar: Claw or bite does 2D6 points of damage; +4 on initiative, +2 to strike, parry and dodge, +10% to prowl.

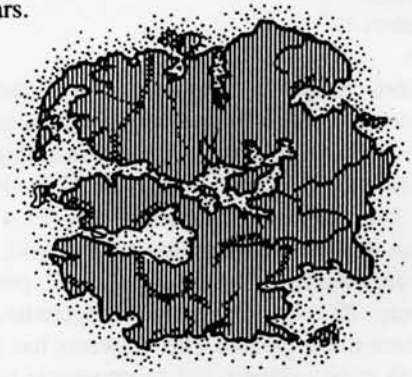
Werebear: Claws do 3D6+6 points of damage, bite 2D6 damage; +2 on initiative, +2 to strike and parry, and +1 to dodge.

Magic: None

Psionics: Standard

Value: None

Average Life Span: Were-creatures age very slowly, so their life span will be five times that of a normal human; approx. 300-400 years.



Habitat: Anywhere. Werepanthers are reported to be quite common in the Yin-Sloth Jungles. The others are fairly uncommon except in the Land of the Damned.

Languages: Select 1D4 languages at +20%.

Enemies: Humans and elves.

Allies: None per se; may associate with other werebeasts and evil beings.

Size: A normal looking humanoid during the day, but as a were-beast the creature looks like a larger version (30% larger) of the natural creature.

Note: The Curse of Lycanthropy: Those under the curse of lycanthropy are normal men and women magically altered to take on the form of the werebeast when the moon is full. They are *not* the same as *werebeasts*. Those afflicted by lycanthropy metamorphosize into a were-creature ONLY WHEN THE MOON IS FULL to hunt and eat human prey. Fortunately, the victim of lycanthropy does not remember his activities as a were-creature. The most common form of lycanthropy is that of the werewolf; half man and half wolf.

Only a remove curse can destroy the curse. The clergy is -30% to remove the powerful magic of lycanthropy, and if he is not successful in removing it, he is likely to be the next victim of that werething. Those with lycanthropy possess all the abilities of true werebeasts when in animal form. This curse can affect a person of any race, good, evil or selfish, and is contracted by magical means or the bite of a werething afflicted with lycanthropy. Speed as the werething is the character's normal speed times two.

Abilities & Bonuses as a Lycanthropy Were-Thing (typically werewolf): +3 on initiative, +4 to damage, +3 to dodge, leap 15 feet (4.6 m), impervious to normal weapons (only silver and magic affects them), nightvision 100 feet (30.5 m), prowl 50%, +2 on *all* saving throws, and bio-regeneration (1D6 every melee round).

Remember: A person cursed by lycanthropy is *not* the same as the race of human looking creatures that can change to animal form every night.

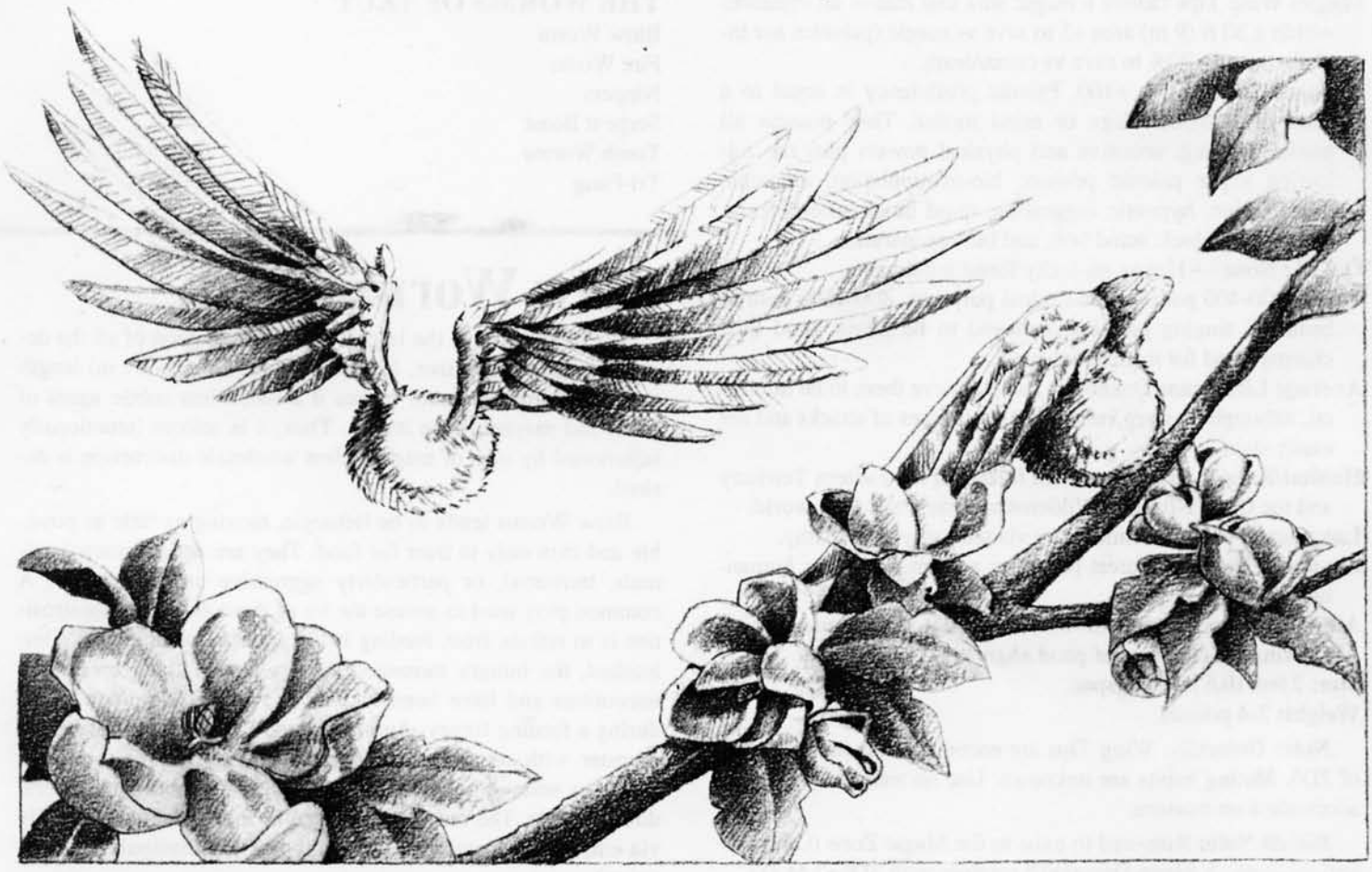
Beyond the Supernatural™ Note: See werewolf described in that book.

Rifts® Note: See werebeasts described in **Vampire Kingdoms**. In the magic rich environment of Earth, both varieties are Mega-Damage creatures with supernatural strength.

Wing Tips

These bizarre beings appear to be nothing more than a pair of iridescent, feathered wings attached to a fuzzy center. They are usually a radiant yellow-gold or bright, light blue or pink. They are frisky, graceful flyers of amazing speed and skill.

Playful, sensitive little beings, they hate sadness and pain and always attempt to dispel it whenever it is discovered. Mating habits are unknown. They worship no gods, use no weapons or armor, and accumulate no treasure. They fight, using psionics, only to protect themselves or another good creature, and never kill unless there is no other recourse. Generally, Wing Tips are encountered in small groups of 2 to 12.





Alignments: Any, but almost always good or selfish.

The Eight Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 4D6, M.A. 5D6, P.S. 1D6, P.P. 5D6, P.E. 2D6, P.B. 5D6, Spd 4D6 hopping around or 1D6x10+70 flying.

Hit Points: P.E.+10

S.D.C.: 1D6+2

A.R.: Not applicable.

Horror/Awe Factor: 9 **P.P.E.:** 1D4x10

Natural Abilities: Flight, psionics, and magic aura. Land navigation 98%, wilderness survival 80%, identify plants and fruit 80%, and sing by whistling 90%. Although they appear to have no eyes, ears, nose, or mouth, wing tips have exceptional vision and hearing and chirp and whistle somehow. They communicate via telepathy or empathy. See magic for aura details.

Attacks per Melee: Three by psionics.

Bonuses: +4 to dodge (automatic like a parry), +1 on initiative, +3 on all saving throws.

Magic: Wing Tips radiate a magic aura that makes all creatures within a 30 ft (9 m) area +3 to save vs magic (psionics *not* included), and +20% to save vs coma/death.

Psionics: I.S.P.: M.E. +100. Psionic proficiency is equal to a sixth level Mind Mage or mind melter. They possess all psionic healing, sensitive and physical powers plus the following super psionic powers: bio-manipulation, empathic transmission, hypnotic suggestion, mind block auto-defense, group mind block, mind bolt, and bio-regeneration.

O.C.C.: None — Happy-go-lucky forest inhabitants.

Value: 300-400 gold for alchemical purposes, 400-1600 gold as beautiful singing pets and believed to be living good luck charms (used for its magical aura).

Average Life Span: Unknown; some believe them to be immortal, although they are vulnerable to all types of attacks and are easily slain.

Habitat/Range: Exclusive to the forests of the Eastern Territory and the Great Northern Wilderness of the Palladium world.

Languages: None; communicate via telepathy or empathy.

Enemies: The usual forest predators and unscrupulous humanoids.

Allies: None, per se, but known to associate with humans, elves, Drakin, and creatures of good alignment.

Size: 2 feet (0.6 m) wingspan.

Weight: 2-4 pounds

Note: Generally, Wing Tips are encountered in small groups of 2D6. Mating habits are unknown. Use no weapons or armor, accumulate no treasure.

Rifts® Note: Rumored to exist in the Magic Zone (Ohio valley) on Earth. A Mega-Damage™ creature with 3D6+2 M.D.C.

Worms of Taut

The Worms of Taut are considered to be demons from the deepest pits of hell, but in actuality, they are supernatural monsters from another dimension. The belief that they are demons is given credibility in that they can be summoned with a circle of summon lesser beings (or demons). To summon them in this fashion, a poisonous snake must be sacrificed and the name of the specific "type" of demon worm written in its blood. The Worms of Taut can also be summoned with a circle of summon serpents (see **Palladium RPG**), but only if the circle is drawn in the blood of a dead demon worm. On most worlds, the demon worms must be within the geographic area to be summoned by the serpent circle, but even this minor Palladium summoning circle will conjure these nightmare creatures from another dimension. However, because they are not magical or real demons, they can't be sent back to their natural world. At best, they can be controlled by the person who summoned them.

Occasionally, they are found in the wild among ancient ruins, especially in the eastern United States, the jungles of the Yucatan and the Land of a Thousand Islands (South America). Here, many primitive tribes worship a variety of snake gods and inadvertently rift the creatures to Earth when they perform ceremonies at old pyramids and ley line nexus locations. **Note:** Because they are not real demons, their blood and bones are valueless/useless for mystic purposes, nor do they respond to the magic controlling or dispelling demons.

THE WORMS OF TAUT

Blow Worm
Fire Worm
Nippers
Serpent Beast
Tomb Worms
Tri-Fang

Blow Worms

The blow worm is the largest and least common of all the demon worms. Its massive, 120 to 200 foot (36.6 to 61 m) length and easygoing demeanor makes it a much less subtle agent of death and mayhem than its kin. Thus, it is seldom intentionally summoned by men of magic unless wholesale destruction is desired.

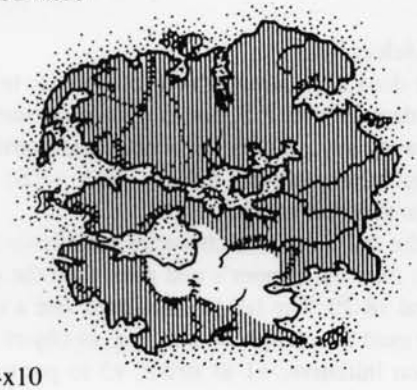
Blow Worms tends to be lethargic, moving as little as possible and then only to hunt for food. They are not communal animals, territorial, or particularly aggressive unless agitated. A common ploy used to arouse the ire of these sluggish monstrosities is to refrain from feeding it for a period of time. Once unleashed, the hungry monster will attack any living creature it encounters and have been known to swallow hundreds whole during a feeding frenzy. Another method is to hurt or agitate the monster with weapons or magic so that it will plow through buildings smashing anything in its path and gobbling up several dozen people. The monsters can also be manipulated psionically via empathic transmission, telepathy and bio-manipulation (agitation).

Blow worms attack by spitting, or blowing, out a great glob of mucus-like slime up to 60 feet (18.3 m) away. This thick, slimy glob measures about 18 feet (1.8 m) in diameter, engulfs its prey and smothers it. Once the victim appears to be smothered, the worm swallows it whole.

Alignment: Considered anarchist; attacks only to feed or when provoked.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Very low animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 4D6+30, P.P. 1D6+10, P.E. 2D6+18, P.B. 1D6, Spd 2D6

Hit Points: 3D4x10



S.D.C.: 3D4x10

Natural A.R.: 7

Horror Factor: 14

P.P.E.: 2D4

Natural Abilities: The Blow Worm is virtually blind, but has an excellent sense of smell and the head is encircled by dozens of special motion receptors that work like sensors, registering even minute movement (range of detection: 700 feet/213 m). The acute sense of smell and natural motion detectors enables the giant worm to accurately locate and track prey; track by smell 89%. Other abilities: burrow through dirt/soil at a speed of 8 and swim 19%.

Attacks per Melee: One glob attack per melee round plus two crush/smash attacks; three total.

Damage: Crush/smash by slamming its body into something or inadvertently rolling on top of somebody or something inflicts 1D6x10 damage.

Glob attack: Spits a huge glob of thick, sticky mucus. Range: 60 feet (18.3 m). An intended victim must roll a dodge to avoid the glob. Those struck by the glob are engulfed in the thick, sticky substance and cannot move, speak or breathe. Entrapment in its thick glob reduces most victim's speed to one-eighth and melee actions/attacks to one! Characters with a P.S. of 24 or higher have their speed reduced to one-third and melee actions to half. It generally requires an intense effort of about 10 melee actions to pull oneself free of the glob. However, characters are likely to suffocate and lose consciousness within four melee rounds (one minute) and die from suffocation within eight melees (two additional minutes). Of course, characters who are protected by magic body armor, magic breathe without air or can hold their breath for a long period will not smother and are likely to escape.

While trapped in the glob, victims cannot fight or attack anything other than the glob. Those without a face cover will be blinded and choked by the mucus as well. Victims must concentrate on escaping the gooey substance or perish. If a victim should escape, he will find himself covered in a thick, sticky, unpleasant smelling slime. To clean himself completely will take at least an hour and to thoroughly clean his armor and possessions will take another 1D4 hours. Note that the Blow Worm will not swallow a victim stuck in the glob as long as the individual is still moving. No movement means the victim has been subdued and ready to be swallowed whole, glob and all.

Bonuses: +1 to strike with body, +3 to strike with glob, +5 to save vs poison and other toxins, +2 to save magic and psionic attacks.

Magic: None

Psionics: None

O.C.C.: None; animal predator.

Value: None

Average Life Span: 600 years.

Enemies: None

Allies: None; tolerates its fellow Worms of Taut.

Habitat: Infrequently found throughout the world as the result of being summoned by magic. The giant blow worm must have a cool, preferably dark, damp environment to survive and burrows in soft earth, not clay or bedrock. It will die in a matter of 1D4 days if left in the hot sun.

Size: 120 to 200 feet (36 to 61 m).

Weight: 1D4 tons.

Notes: Uncommon. A person rarely encounters more than one.

Rifts® Note: Blow Worms have 2D4x100 M.D.C. and supernatural strength.

Fire Worms

The bright red Fire Worm is among the second smallest of its kin, but every bit as deadly. They are able to spit forth bolts of flame without limit. Like the other Worms of Taut, it is not a true worm, but called such because of its worm-like appearance. Likewise, it is extremely cranky, aggressive, and hostile.

Alignments: Considered diabolic evil.

Hit Points: 2D6+40

S.D.C.: 2D6+12

Natural A.R.: 6

Horror Factor: 13

P.P.E.: 2D6

Natural Abilities: Climb 40%, swim 30%, track by smell 66%, prowl 60%, infrared vision and heat sensor in its nose offers an additional bonus of +1 to strike. The Fire Worm is impervious to all fire and heat, including magic fire. Vulnerable to cold (does double damage) and can burrow through dirt at a speed of 6.

Attacks Per Melee: Three, usually by fire.

Damage: Spit fire balls doing 4D6 points of damage; range: 60 feet (18.3 m), or bite 1D6 damage.

Bonuses: +1 to strike by bite, +2 to strike with fire ball, +1 to dodge, +2 on all saving throws, and is impervious to fire and heat.

Magic: None

Psionics: None



Value: 200 to 800 gold alive for use as a guard animal or assailant by men of magic or clergy. However, the buyers' market is generally very small and a seller of a Fire Worm may find no buyers at all or get a fraction of the going price.

Average Life Span: 260 years.

Enemies: None

Allies: None; tolerated by the other Worms of Taut.

Habitat: Infrequently found throughout the world as the result of being summoned by men of magic. They are best suited to hot and dry climates, but also seem to do well in the Yin-Sloth Jungles where they thrive. Fire Worms die quickly in cold environments.

Size: 3 feet (0.9 m) long.

Weight: 15 pounds (6.8 kg)

Notes: 1D4 fire worms may be encountered at any given time. They tend to be very aggressive and jumpy, striking out at anything that moves or that invades its domain. Fire worms enjoy dry, rocky terrain the best. Fortunately, they don't seem to flourish in most parts of the Palladium World (or Earth).

Rifts® Note: The Fire Worm becomes a mega-damage creature on Rifts Earth, with 4D6 M.D.C.

Nippers

This serpent resembles a multi-legged salamander or newt with a maw of terrible, tiny, razor sharp teeth, and slashing tail. While nippers may resemble amphibians, they are far from the slow-moving, soft-skinned water dwellers. They are fast, tough, and deadly.

When encountered in the wild, they may be found in loose knit packs of as many as 15 or 20. However, most Nipper packs are, thankfully, much smaller; usually 2D4 maximum. An occasional encounter in the wild can be extremely harrowing, for even a single animal is rarely satisfied with simply chasing an intruder out of its territory, and may try to chase down all interlopers and slay them, or give chase for 1D4 miles before giving up. A single Nipper's territory will extend to about a two mile (3.2 km) radius, while a pack of six or more can have a territory covering a 25 mile (38.5 km) area. Non-summoned Nippers found in the wild are usually found in the tropical or semi-tropical jungles, light forests and swamps.

Alignments: Considered diabolic; extremely hostile, aggressive night predator.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Highish animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 10+2D6, P.P. 6+2D6, P.E. 10+2D6, P.B. 1D6, Spd 6+3D6

Hit Points: 2D6+40

S.D.C.: 2D6+20

Natural A.R.: 10

Nippers become mega-damage creatures on Rifts Earth, with 1D4x10+10 M.D.C.

Horror Factor: 14

P.P.E.: 2D6

Natural Abilities: Nightvision 120 feet (36.6 m; can see in total darkness), climb 90%, a lousy digger (shallow burrows only), prowl 56%, swim 40%, and can leap up to 6 feet (1.8 m) high and long.

Attacks Per Melee: Four

Damage: Bite does 2D6 damage, or it can use its tail as a whip doing 4D6 damage plus P.S. bonus. It can also use its prehensile tail to wrap around a victim's neck and constrict, killing its prey by strangulation; inflicts 2D6 +P.S. bonus per squeeze/strangulation attack.

To pry the tail loose, the character must have a combined P.S. greater than the Nipper's and even then the player must roll a natural 18-20. The tail is articulated like a snake's so it can also be used to entangle an arm, leg, or object.

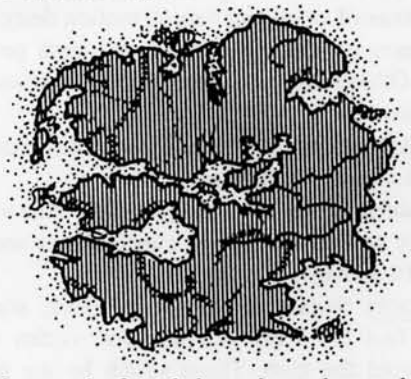
Bonuses: +2 on initiative, +1 to strike, +3 to parry and dodge, +2 to save vs all magic.

Magic: None **Value:** None

Psionics: None **O.C.C.:** None

Skills of Note: Highly intelligent, the Nipper can be trained like a dog and taught basic commands in any language. They can be surprisingly loyal and obedient toward their masters.

Average Life Span: 240 years.



Habitat: Infrequently found throughout the world as the result of being summoned by Diabolists. They seem to prefer warm to hot climates with mild changes in temperature.

Range: They have been reported to flourish in the Yin-Sloth Jungles and are known to have been bred by unscrupulous individuals in the Western Empire. However, Nippers are still very uncommon.

Languages: Speaks none, but can learn basic commands in any language, like a dog.

Enemies: Humanoids and mammals.

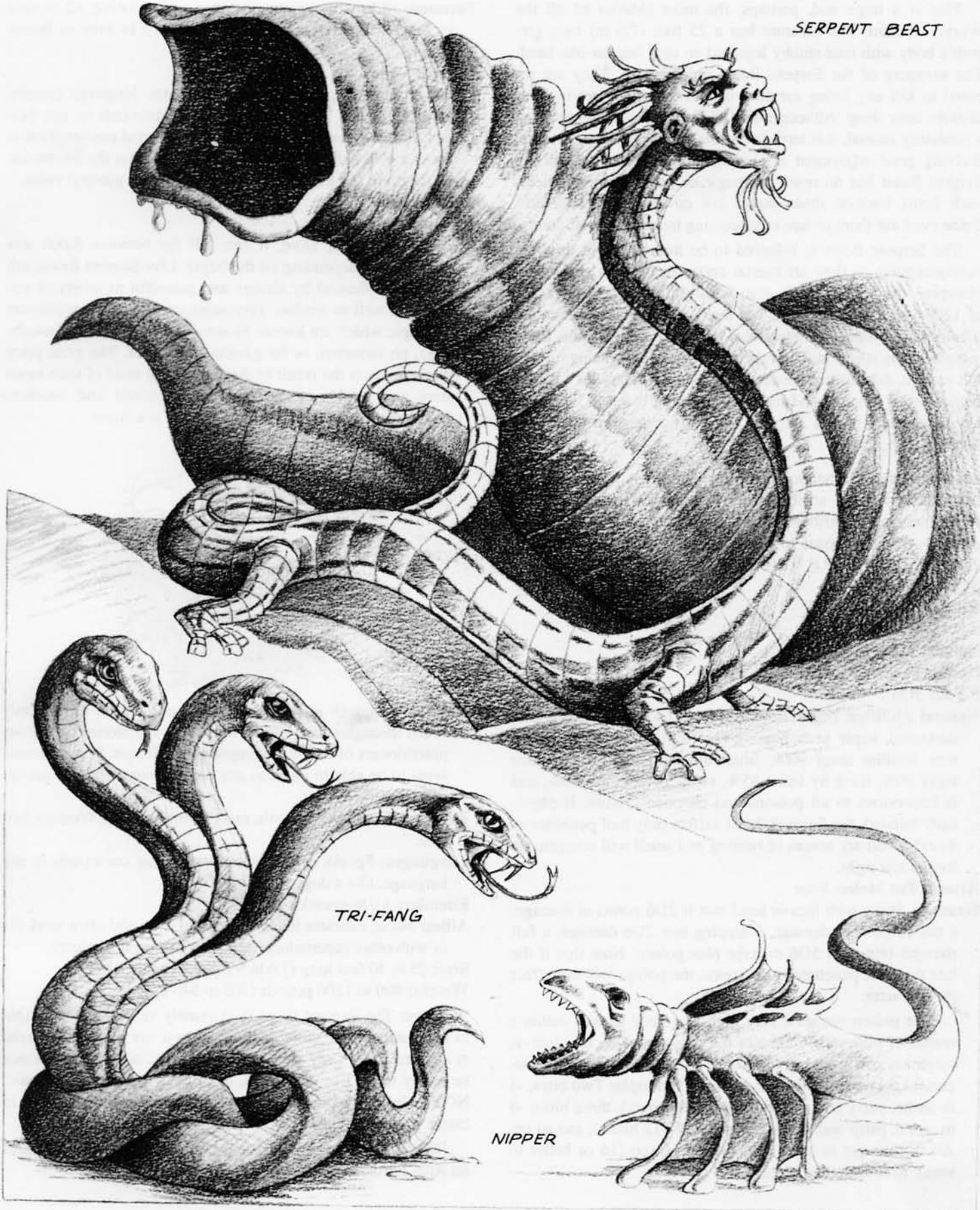
Allies: None; tolerates its fellow Worms of Taut.

Size: 10 to 12 feet (3 to 3.6 m) long, 60% of which is tail.

Weight: 60 to 75 pounds (27 to 34 kg)

Notes: Nippers can be tamed and trained much better than any of the other so-called Demon Worms of Taut. However, they are very jumpy, irritable, and aggressive, with a 50/50 chance of attacking its trainer or master if provoked or startled.

BLOW WORM



Serpent Beasts

This is a large and, perhaps, the most hideous of all the Worms of Taut. The creature has a 25 foot (7.6 m) long serpent's body with four stubby legs and an ugly human-like head. The savagery of the Serpent Beast is legendary. They are reputed to kill any living creature that invades their territory or disturbs their sleep. Although only slightly more intelligent than a predatory animal, this terrible monster kills for sheer pleasure, deriving great enjoyment in slaying humanoids. Although the Serpent Beast has no need for magic or gold, it often collects such items because these things are coveted by humanoids. Some even use them to lure unsuspecting humans to their doom.

The Serpent Beast is believed to be immortal, but this is a misconception, as they are mortal creatures of flesh and blood. However, the Serpent's life span is incredibly long, an average of 1200 years. When food is not readily available, the creature hibernates, slowing its metabolism to a mere crawl. Thus, these monsters may spend much of their time sleeping, waking only to kill and eat. Adventurers beware! The Serpent Beast has a superhuman sense of smell and incredible hearing that will alert it to any new odor within a 300 foot (91.5 m) area, even when it is asleep.

Alignments: Miscreant or Diabolic

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. High animal intelligence — roughly equal to human I.Q. 6, M.E. 1D6+6, M.A. 1D6, P.S. 2D6+16, P.P. 1D6+16, P.E. 2D6+16, P.B. 1D6, Spd 6+3D6

Hit Points: 1D4x10+40

S.D.C.: 1D4x10+40

Natural A.R.: 10

Horror Factor: 16

P.P.E.: 3D6

Natural Abilities: Nightvision 90 feet (27.4 m, can see in total darkness), super keen hearing (see initiative bonus), recognize familiar scent 90%, smell blood two miles (3.2 km) away 90%, track by smell 85%, swim 70%, climb 40%, and is impervious to all poisons and chemicals. Note: If physically blinded, the Serpent Beast suffers only half penalties as its extraordinary senses of hearing and smell will compensate for the lost sight.

Attacks Per Melee: Four

Damage: Strike with legs or head butt is 2D6 points of damage, a tail strike 4D6 damage, a nipping bite 2D6 damage, a full strength bite does 5D6 damage plus poison. Note that if the bite does not penetrate body armor, the poison will not affect the character.

The poison causes a very high fever and nausea within a matter of minutes. Victims of the poison are -2 on initiative, to strike, parry, and dodge for 24 hours. Multiple bites increases the severity of the symptoms. **Example:** Two bites, -4 to strike, parry and dodge (lasts 24 +6 hours), three bites: -6 to strike, parry and dodge (lasts for 24 +12 hours), and so on. All victims get to save vs nonlethal poison (16 or better to save). Roll each time bitten.

Bonuses: +4 to strike, parry or dodge and initiative, +2 to save vs magic, impervious to poison, and +10 to save vs horror factor.

O.C.C.: None

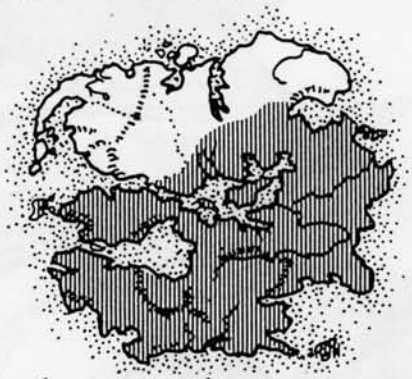
Skills of Note: Speaks no understandable language (grunts, growls, hisses), but can learn basic commands in any language and understand rudimentary words and conversation at about a 40% skill proficiency. Some claim that the Beasts can be taught to say a handful of basic words in a guttural voice.

Magic: None

Psionics: None

Value: None dead; alive, it can sell for between 8,000 and 20,000 gold, depending on the buyer. Live Serpent Beasts are sometimes desired by slavers and powerful members of nobility, as well as witches, necromancers and evil practitioners of magic which are known to sometimes use them as watchdogs, pit monsters, or for gladiatorial games. The great price discrepancy is the result of the fluctuating need of such monsters and wealth of the purchaser. Trained and obedient Beasts can command 50% more if there is a buyer.

Average Life Span: 1200-1600 years.



Habitat: Although uncommon these monsters are infrequently found throughout the world from being summoned by various practitioners of magic and supernatural forces. Serpent beasts seem to be able to adapt to any environment, with the exception of cold climates.

Range: Any where but north, most common in the Western Empire.

Languages: Speaks none, but can learn basic commands in any language, like a dog.

Enemies: All humanoids

Allies: None; tolerates fellow Worms of Taut and often work for or with other supernatural fiends, or powerful sorcerers.

Size: 25 to 30 feet long (7.6 to 9 m) from head to tail tip.

Weight: 900 to 1200 pounds (405 to 540 kg).

Notes: The Serpent Beast is extremely vicious and will fight to the death. Rarely more than one or two are ever encountered at any one time. They are so aggressive and hostile, they cannot be easily trained or controlled, even by a Summoner or druid. NOT a "real" demon, its bones and blood cannot be used in magic potions or circles.

Rifts® Note: Serpent Beasts become mega-damage creatures on Rifts Earth, with 2D6x10+50 M.D.C.

Tri-Fang

The Tri-Fang is an aggressive, deadly, three-headed serpent/snake of giant proportions. Although not poisonous, the middle head can spit acid (once per melee) up to 20 feet (6 m) away with frightening accuracy. The acid is potent and can completely blind a person within seconds when spat into the eyes — the favorite target of the Tri-Fang. Unless washed immediately, the person can become permanently blinded.

Alignments: Considered miscreant; very hostile, an aggressive predator.

Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Low animal intelligence, M.E. 2D6, M.A. 1D6, P.S. 12+2D6, P.P. 16+1D6, P.E. 14+2D6, P.B. 2D6, Spd 6+3D6

Hit Points: 3D6+30

S.D.C.: 2D6+20

Natural A.R.: 9

Horror Factor: 15

P.P.E.: 3D6

Natural Abilities: Spits acid, nightvision 30 ft (9 m; can see in total darkness), swim 50%, climb 60% (love big trees), prowl 32%.

Attacks Per Melee: Five plus one spitting attack (6 total).

Damage: Bites inflict 2D6 points of damage. A Tri-Fang will always aim for the head, throat, and eyes in all its attacks. It can also entangle its prey in the coils of its body. 01-72% chance of victim being pinned and unable to perform any physical actions. The monster can then constrict its body to crush its prey, inflicting 2D6+6 damage per constriction; each squeeze counts as a melee attack/action.

The center head can spit acid once per melee round. The acid is always directed at the apparent eyes of an opponent and inflicts 4D6 points of damage the first melee and 1D6 damage each subsequent melee until washed or wiped away. There is a 01-50% chance of permanent blindness unless the eyes are washed clean within four melees (one minute). Characters wearing helmets or protected by magic should not be vulnerable to such attacks, although the acid spit may fly through slits and openings (no strike bonus for the Tri-Fang against opponents with protective head or face gear).

A roll of a natural 20 to strike always means that the demon worm has spit acid directly into the victim's eyes, resulting in the following:

1-44 Vision impaired temporarily (2D6 days); victim is - 2 to strike (only).

45-80 No damage if eyes are washed out immediately.

81-98 Permanently impaired vision; - 2 to strike.

99-00 Permanently blind; -9 to strike, parry and dodge.

Bonuses: +3 to strike and on initiative, +6 to dodge, and +8 to save vs horror factor. The dodge is like a parry and does not use a melee action because of the snake's quickness.

Average Life Span: 220 years.

Magic: None

Psionics: None

Value: 200-400 gold for alchemical purposes.

Habitat: Infrequently found throughout the world as the result of being summoned by various men of magic. Survives well in any environment except cold climes.



Language: None

Enemies: Men and most mammals.

Allies: None; tolerates its fellow Worms of Taut.

Size: 16 to 20 feet (4.9 to 6 m)

Weight: 500 to 600 pounds (225 to 270 kg)

Notes: Territorial, aggressive, partial to tree-dwelling or amidst rocks.

Rifts® Note: The Tri-Fang becomes a mega-damage creature on Rifts Earth, with 1D6x10+40 M.D.C.

Tomb Worms

Tomb worms are the smallest of the demon worms, rarely exceeding two feet (0.6 m) in length. They are ugly, carnivorous scavengers that feed mainly on dead carcasses. They have flat, pointed, razor-like teeth, tiny eyes, gaping maw, and clawed hands for grasping and tearing flesh. The jaw and teeth are powerful and designed for rending flesh and splitting bones. Bone marrow is a tomb worms' delicacy. Though primarily a carrion eater, the creature can be surprisingly bold, attacking the living without hesitation. Prime targets are the sick, weak, helpless, sleeping, and intruders who unwittingly disturb its nest of rags and rotted wood, or who try to steal its food. They can be especially aggressive when there is a pack of 4D4 or more. They are also known to feast on preserved meats and other common provisions if left unattended.

Tomb Worms are dangerous to unsuspecting adventurers, for they inhabit crypts, ancient ruins, and burial places throughout the world. The bite of the monster is particularly vicious, because when they bite, they do so not to damage and defend, but to feed, taking out entire chunks of flesh, not unlike a shark. Tomb Worms are generally found only near a food source such as graveyards, mass grave sites, slaughterhouses, gladiatorial arenas, sewers, or in dank, dark places that smell of decay. When there's no carrion to feed on, they will prey on rodents and other small animals.

Alignments: Considered diabolic evil

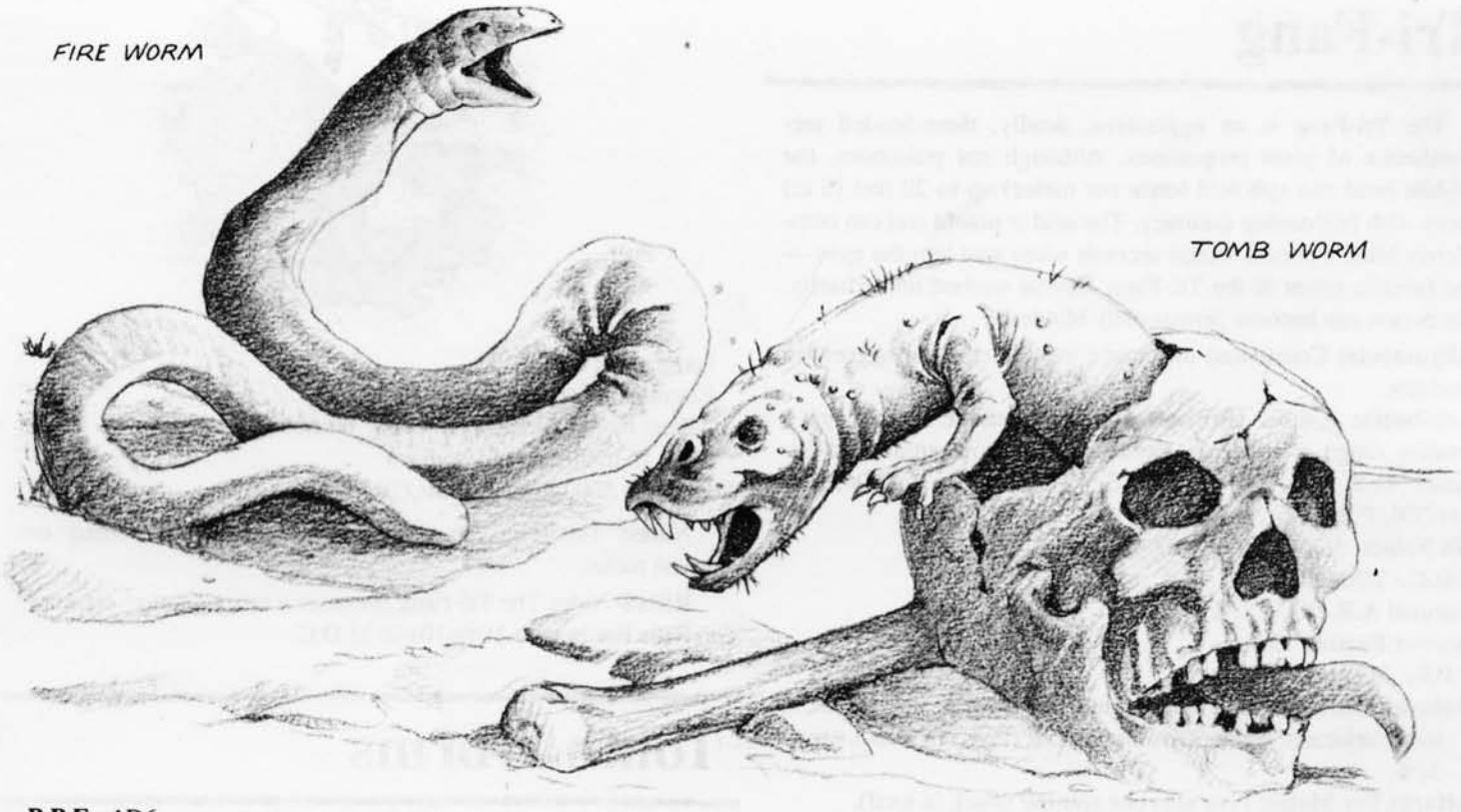
Attributes: Animal attributes are very consistent and offer a smaller range of attribute variation. I.Q. Extremely low animal intelligence, M.E. 1D6, M.A. 1D6, P.S. 1D6, P.P. 1D6, P.E. 12+2D6, P.B. 1D6, Spd 2D6

Hit Points: 3D6

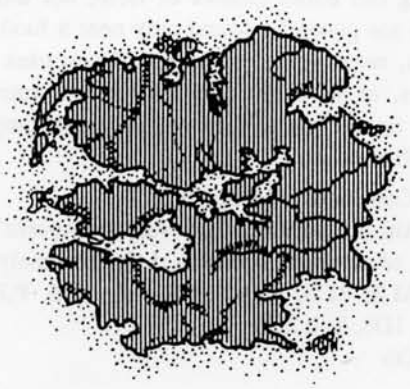
S.D.C.: 14

Natural A.R.: 8

Horror Factor: 11 if only one, 14 if five or more.



P.P.E.: 1D6
Natural Abilities: Nightvision 120 feet (36.6 m), climb 50%, prowl 40%, swim 50%, smell blood, sickness and decay 90% (range: 1000 ft/305 m), track smell of blood or decay 80%, impervious to cold, and burrows into soft earth at a speed of 8. A carrion eater.
Attacks Per Melee: Four
Damage: Bite inflicts 2D6 points of damage or by claws doing 1D6 damage.
Bonuses: +1 to strike and parry, +2 to dodge, +2 on all saving throws, and impervious to cold and disease.
Magic: None
Psionics: None
O.C.C.: None; animal predator.
Average Life Span: 600 years.
Value: 30-50 gold to alchemists for use in potions and magic.
Habitat: Burial places and ruins worldwide.
Language: None
Enemies: All life.



Allies: None
Size: Two or two and a half feet long (about 0.6 to 0.75 m).
Weight: 10 to 15 pounds (4.5 to 6.8 kg)

Notes: A typical encounter in an ancient ruin is likely to find a small pack of 1D6+1 tomb worms. However, where food is plentiful, such as in crypts, burial places, sewers, and places with lingering sickness, 3D6+3 or more may be encountered at one time. It is when they are most plentiful that they are the most dangerous, boldly attacking the living. During some of the terrible plagues that have swept the world, there are records of hundreds of tomb worms swarming in alleyways, graveyards, sewers and hospitals, feasting on both the living and the dead.

It's only when food is plentiful that the terrible creatures can successfully mate and reproduce, giving birth to approximately 1D4+1 young. The young mature within one year (inflict half damage and have half bonuses while young).

Rifts® Note: Tomb Worms become a mega-damage creature on Rifts Earth, with 4D6 M.D.C.

Yema

The Yema is a race of extinct flying reptiles from the Palladium world that have been mysteriously transformed into undead zombies of destruction. Once animated, they become a fearsome and powerful supernatural creature, usually controlled by a supernatural monster or evil wizard. Yema, no matter how animated or alive they may seem, have no will of their own. They obey only the commands of their controlling master. The mage who controls a Yema must be extremely careful, because the undead creature obeys all orders blindly. For example, ordering a Yema to cast spells must be done by carefully naming the



specific spell, target, time and place. Yemas will not defend themselves against attack (parry/dodge) unless specifically told to do so. Those without a controlling master will roam an area, attacking any practitioners of magic and clergy who cross their path. Some may attempt to obey their master's last command, like, "protect this citadel," or "guard this treasure," etc.

Powerful, evil sorcerers frequently use them as steeds or guardians. In one case, an entire army of Yema was raised and used to conquer a kingdom in the Western Empire. Yema will not last forever and disintegrate four years after they have been animated. They are terrifying because only weapons made of silver or magic can inflict any damage to them. In addition to their awesome physical strength and invulnerability, they posses elemental magic.

Alignment: None (zombie), but generally a tool for evil.
Attributes: The number of six-sided dice rolled is as designated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 12+3D6, P.P. 4D6, P.E. 10+3D6, P.B. 1D6, Spd 4D6 running or 1D6x10+40 flying
Hit Points: 2D4x10
S.D.C.: 1D6x10+10
Natural A.R.: 14, plus invulnerable to normal weapons.
Horror Factor: 16
P.P.E.: 2D4x10
Natural Abilities: Fly, keen hawk-like vision, bio-regeneration (4D6 per melee round), impervious to poison, drugs, and magic toxins, impervious to psionics, fire, heat and cold, and impervious to normal weapons (including Mega-Damage™ ones)!

Only magic and silver can hurt a Yema. Silver weapons inflict double damage and magic inflicts normal damage.

Attacks Per Melee: Four
Damage: Claws inflict 4D6 points of damage, bite does 2D6 damage or by magic.
Bonuses: +3 to strike, +2 to parry and dodge, +4 on all saving throws. Impervious to all but magic and silver weapons.
Magic: Possesses all level one and two air and fire warlock spells at 4th level proficiency.
Psionics: None
O.C.C.: None — Zombie, but does possess fire and air warlock magic.
Skills of Note: Its own language is intelligible only to other Yema; untranslatable. Magically understands all spoken tongues.
Value: Appeals mainly to evil beings, particularly necromancers. Worth at least 8,000 to 20,000 gold.
Average Life Span: 4 years.



Habitat: Most are buried in ancient ruins at Ophid's Grasslands, along the mountains and southern tip, near the sea, but some are also found in the Old Kingdom and rumor has it they also exist in the Land of the Damned.

In rare instances, Yema are discovered wearing their ancient armor and weapons. This rare ancient armor is A.R. 15 and S.D.C. 380. The typical weapons include an oversize dagger and a sword of unknown magical powers. Once animated, even by a simple animate dead spell or clerical ability, the creature will remain animated until it is destroyed or disintegrates with age (4 years max. life). It will obey *only the person who animated it.* If that person dies or abandons the creature, it will wander the land, killing all men of magic and clergy it may encounter for reasons unknown to humans. Since they are dead, they do not eat, rest, or sleep. Fire and cold do normal damage.

Enemies: None
Allies: None
Size: Wingspan 20 to 30 feet (6 to 9 m).
Weight: 200 to 250 pounds (90 to 112.5 kg).

Notes: The Yema will obey only the character who animated it. If that person dies or abandons the creature, it will wander the land, killing all men of magic and clergy it may encounter for reasons unknown to humans. Since they are dead, they do not eat, tire, rest, or sleep.

Rifts® Note: On Rifts Earth, a Yema will last 400 years before crumbling to dust and is a Mega-Damage™ creature with 2D6x10+40 M.D.C.

Za

The Za is yet another winged, dog-like creature of magic. It is a wicked fiend who practices victimizing humanoids in a mad quest to accumulate vast fortunes of wealth and magic. These repulsive, grinning monsters lurk in shadowy grottos, gorges, and ruins. It is said that their treasure hoards are equal to a king's treasure vault and twice as dangerous. The Za are terribly cruel, vindictive murderers of demonic proportion.

Solitary creatures, they never associate with others of their own kind, except to mate. Za never stray far from their treasure and often leave traps, such as pits and rock slides, or innocuous pets such as owl-things, worms of Taut, snakes, spiders, bears, wild dogs, or other beasts to protect their hoard. Often their treasure trove will be hidden and divided in two or three secret places; all are protected by some means. In turn, the lair is always in an inaccessible place and/or near some other hostile creature(s) such as a troll, or tribe of giants, dragon, harpy, gryphon, and so on. A clever beast, if it cannot win a battle trying to defend its treasure, it will flee to recuperate and stalk the thieves later. If it can find the perpetrators, it may be able to recover its stolen goods and extract vengeance at the same time. To invoke the ire of a Za is to flirt with death and make an enemy for life.

Alignments: Diabolic or miscreant evil only!
Attributes: The number of six-sided dice to roll is as designated: I.Q. 2D6+1, M.E. 2D6, M.A. 1D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 4D6 running or 2D4x10+50 flying.



Hit Points: P.E. attribute number +100!
S.D.C.: 1D6x10
Natural A.R.: 10
Horror Factor: 14
P.P.E.: 3D4x10
Natural Abilities: Fly, nightvision 60 feet (18.3 m), see the invisible, keen color vision and good hearing, track by smell 76%, prowl 66%, bio-regenerate (2D6 points of damage per melee round), and impervious to fire (not even magic fire does damage!). Za have stubby, articulated fingers and an opposable thumb, enabling them to pick up and use weapons.
Attacks Per Melee: Five physical attacks or two elemental attacks per melee round.
Damage: Bite does 2D6+2 points of damage, claws 3D6 +P.S. bonus to damage, or by weapon or elemental magic.
Bonuses: +1 on initiative, +2 to strike, parry and dodge, +4 to dodge when flying, +1 to pull punch, +2 to roll with impact, +3 on all saving throws, and impervious to fire and heat.
Magic: *Fire Elemental Magic:* Stench of Hades, cloud of ash, darkness, fiery touch, circle of flame, wall of flame, fuel flame, fire ball, and extinguish fires. Equal to a fourth level warlock; can cast eight (8) spells daily.
Psionics: None
Value: None
O.C.C.: None; demonic treasure scavenger and murderer.
R.C.C. Skills: Magically understands and speaks all languages (totally illiterate), basic math 80%, land navigation 80%, wilderness survival 60%, pick pockets 50%, pick locks 50%, palming 50%, streetwise 60%, and select four W.P.s of choice. These skills do not increase with experience.
Average Life Span: 2000+ years.



Habitat: Gorges, grottos, caves, ruins, and dark, rocky places.
Range: Most commonly encountered in the Western Empire, Baalgor Wastelands and the western part of the Old Kingdom, but can be found almost anywhere, including on pirate ships.
Enemies: Humans, elves, dwarves, and kobolds; indifferent toward all others.
Allies: None, per se. May join forces with others if it means acquiring a vast treasure or magic items.
Size: 4 to 5 feet (1.2 to 1.5 m) long.
Weight: 120 to 160 pounds (54 to 72 kg).

Notes: A typical treasure trove will be worth 2D6x1000 gold and will have 1D4 minor magic items (the Za will have any powerful items on his person). Big treasures can be ten times larger and may include 2D6 minor magic items and one or two major items. As always, the size and resale value of a treasure and the availability of magic and special items is left to the sole discretion of the G.M.

Rifts® Note: Za turn into a Mega-Damage creature on Rifts Earth, with P.E.+100 M.D.C.

Zavor

The Zavor are strange little humanoids of low intellect and uncanny power, for they are completely invulnerable to magic. This includes all passive magic such as charm, globe of silence, sense evil, cloud of slumber, mesmerism, tongues, blind, mute, etc. Even an immobilize spell will be shrugged off without the slightest hindrance or ill effect.

Magic weapons or magic energy attacks, such as rune swords, paralysis bolt, call lightning, fire ball, wall of fire, river of lava (all are magic fires or energy) and so on, will split the zavor into two identical creatures with equal abilities, hit points, and memory! Likewise, physical punches, kicks, claws, bites, and breath attacks from *creatures of magic*, including the za, loogaroo, sphinx, drakin, unicorn and dragons, will also cause the zavor to split into a duplicate every single time he is struck! If the creature (either one or both) is struck by another magic energy attack, it will create another double, identical in every way. If this is continued, a hundred (or more) of these weird creatures can be created. Once created, the duplicates are as permanent and real as the originals and will live until they are destroyed!

Magic barriers: Only magic that creates a permanent physical barrier can stop or impede the Zavor. This includes such barriers as walls of stone, clay, thorns, ice, or other physical damage, such as hail, dust storm, wind rush, hopping stones, earthquake, quicksand, etc. Entirely magical barriers, such as immobilize, magic net, carpet of adhesion, impenetrable wall of force, and even spells of legend, will not affect the Zavor.

Vulnerabilities: Thankfully, the zavor are vulnerable to all *psionic attacks* with full effect and full damage. Psychic energy, even psi-swords and pyrokinesis, do not split the Zavor into duplicates. They are also vulnerable to weapons made of silver, wood and iron; all do their normal damage.

The origin of the Zavor is unknown; their purpose equally vague. They have no craft, no society; no goal except, perhaps, to destroy other life forms. Ironically, a Zavor prior to a magically induced duplication is shy, quiet, and completely unaggressive, not even fighting to defend itself. It is only after it has been split into two or more identical Zavor that it becomes intensely cruel and driven to slay ALL living creatures, from animals to humans! All intelligent beings, from orcs to elves, will kill a Zavor on sight. In a campaign that can only be called genocide, the Zavor were believed to have been completely annihilated. Unfortunately, this is not true, and their numbers have already risen to dangerous levels, though still quite minimal (probably less than 3000 worldwide).

Alignments: Diabolic evil.



Attributes: The number of six-sided dice are designated: I.Q. 1D6+1, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 2D6

Hit Points: P.E. +20

S.D.C.: 2D4x10

Natural A.R.: 8, but is also invulnerable to poison, drugs, fire, cold, fall damage, magic, magic weapons and even most mega-damage weapons! Only psionics, and S.D.C. weapons made of wood, silver and iron can inflict damage.

Horror Factor: 16

P.P.E.: 3D6

Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, prowl 50%, climb 60%, impervious to fire and cold (does no damage), impervious to magic and magic weapons (techno-wizardry, rune weapons, and holy swords included).

Attacks Per Melee: Three

Damage: Bite or claw attacks both do 1D6 damage, or by weapon.

Bonuses: +2 to strike, +3 to parry and dodge.

Magic: No abilities other than those described.

Psionics: None

O.C.C.: None

R.C.C. Skills: Speaks Gobblely/Goblin 90%, land navigation 50%, W.P. blunt.

Value: None

Average Life Span: Immortal — lives until slain.

Habitat: Secluded, desolate areas, often in deserted ruins and tunnels when in small numbers. Swarm like locust, destroying all life forms, when in numbers greater than 24! Zavor are known to exist among the ruins of the Baalgor Wastelands and Old Kingdom. Rumors suggest they may also exist (some say originate) from the Land of the Damned. Others have suggested they are the creations of the Old Ones.

Enemies: ALL life forms.

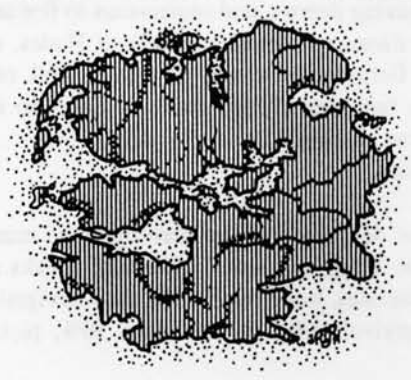
Allies: Absolutely none!

Size: Three and a half feet tall (1.1 m).

Weight: 45 to 70 pounds (20 to 31.7 kg).

Notes: Zavor are not born, but duplicated via magic attacks. The duplication process takes only two melees (30 seconds). The creatures will use the weapons and armor of their victims, but are incapable of operating even simple devices, making things or riding. They serve no (known) master, do not eat, and have absolutely no need or want for wealth, but do gather and keep easy to use magic items, like a flaming sword which they use to create more of themselves! Will use almost any type of weapon that is compatible with their physical strength. They do NOT use any bow weapons.

Rifts® Note: None are known to exist on Earth. See **Rifts® Conversion Book One** for exact conversion and details.



Animals

Compiled & researched by Matthew Balent
Additional text and data by Kevin Siembieda

Animal Behavior

All too often in fantasy role-playing games, animals are treated like nonthinking "killing machines" with little or no thought given to realistic or accurate behavioral patterns. How often has your party of characters been tramping through a forest, and making lots of noise, only to be set upon by some vicious predator which makes a beeline for the nearest wizard? Or how about the poisonous viper that slithers up to your character and bites his leg in the middle of the desert? Let's face it, many gamers do not know very much when it comes to the behavioral patterns of animals.

There was a time when many scientists and philosophers thought that animal behavior was simply a set of routines or programs which controlled a machine. This view that animals were machines arose due to the fact that no one bothered to observe animals much. Although it may be easier for some to think of animals as a type of machine, it should be remembered that the simplest living organism is infinitely more complex than the most advanced computer.

A simple definition of animal behavior is the movements the organism makes. To be sure, this is only the roughest of definitions. The study of behavior (movement) is the study of causes, for all movement is the result of both external and internal causes. Naturally, different animals react to the same set of causes (stimuli) in different ways. The differences in reactions depend largely on the type of animal. Many reactions are the result of past experience (learned behavior), others are the result of natural selection (hereditary behavior or instinct).

The following is a general discussion on some specific aspects of animal behavior. Most of these points deal mainly with the behavior of *mammals* since they are encountered more frequently than other types of animals in fantasy games. These points are intended to be used as guidelines only, and not hard or strict rules.

Irritability is a fundamental property of all living organisms. This is to say that organisms react to unpleasant or irritating stimuli by removing themselves from the influence of the irritation or by removing the irritation itself. Usually the animal *retreats* from the unpleasant stimulus.

Territory. Nearly all mammals have territories, that is to say, areas from which individuals of the *same* species are excluded. If the animal lives in a burrow or den, this forms the center of its territory. If the animal has no fixed resting place, it will mark its territory, usually by means of scents. Territories vary greatly in size depending on the size of the creature and its feeding habits. During breeding season, individuals of the opposite sex are permitted while those of the same sex are even more vigorously excluded. Predators are the most aggressive about their territory and home range.

The home range of a mammal is a much larger area than the defended territory. Home ranges are foraging areas which are not defended in the same way as the territory — many individuals of the same species may in fact share the same range to look for food.

Most mammals, particularly predators, will even drive their offspring out of their territory or home range after they have reached a self-sufficient level/age.

Packs. Some predatory mammals associate in groups, often consisting of large numbers of individuals. The group or pack always has a dominant figure and, in many respects, that group acts like an individual that protects its territory and chases away intruders (individuals or other packs) of the same species.

Hibernation. Many animals in the north temperate regions go into hibernation to avoid the winter's cold and scarcity of food. Hibernation, or torpor, is a prolonged and controlled state of dormancy. True hibernators, such as squirrels and mice, reduce their body temperature and metabolism to an absolute minimum. Although they awaken at irregular periods, they are, in general, completely dormant during hibernation. Other hibernators, such as bears, badgers, and raccoons, enter a state of prolonged sleep with little or no drop in body temperature. These types can awaken at any time if disturbed.

Basic types of animals: Using *food* habits as a criterion, animals can be divided into four groups: *herbivores, carnivores, omnivores,* and *insectivores.* Herbivorous animals feed on grasses and other vegetation and are divided into two groups: browsers or grazers, such as cattle, horses, deer and antelope, and the gnawers and nibblers, such as the rodents and rabbits. Carnivorous animals are hunters/predators who feed mainly on herbivores. Omnivorous animals live on both plants and animals. This type includes pigs, bears, raccoons, and primates — humans are omnivorous. Insectivors are animals who feed mainly upon insects and grubs. These include moles, shrews, many types of amphibians and lizards, and most bats.

There is a direct relationship to an animal's size and its food consumption. The smaller the animal, the higher its metabolic rate. The higher its rate, the more it must eat relative to its body size. This occurs because the metabolic rate varies proportionally to the surface area of the body and the smaller something is, the greater its surface area is in relation to its size. This explains why smaller animals spend much more time eating than large ones.

Animals attacking humans. Most animals of any type do not attack humans unless they feel threatened, have been surprised, have been injured, or their mate or young are in danger (two noticeable exceptions are the crocodile and alligator). Most animals who are about to attack after being threatened or frightened will often display some sort of aggressive signs. This may include bared teeth, growls, snorting, arched back, flapping of ears, or stomping of feet. These are often preludes to immediate attack. A character who slowly retreats and does not make a sud-

den or threatening move or sound, *may* avert a conflict (01-70% chance).



Predators. In general, predators feed upon other animals (usually not of the same specie) that are old, weak, sick, young or injured, or trapped/incapacitated. This is to say that they will not generally attack healthy individuals, especially if they are in a group. If a healthy individual is attacked, it will generally be when it has been isolated or strayed too far from the rest of the group.

With the exception of fictitious monsters, like many of the monstrous animals in the preceding section of this book, under normal circumstances, predators will *not* attack humans (and humanoids) for food. There are a few exceptions: 1. If the animal is either too old or sick to hunt its normal prey, it may turn to attacking humans, but again, such attacks will be generally directed at the young, sick, weak and human prey that are away from a group (3 or more is a group). For example, a healthy tiger is more likely to attack the pack animals tethered near a campsite, than the helpless, sleeping humans only a few yards/meters away. An aging tiger, on the other hand, may become a maneater who attacks easy looking human prey who wander off alone.

2. Desperate, starving predators may also attack a human or small group of humans. This is most likely of pack animals like wolves, but even this is a rarity in the real world.

3. Self-defense is the other time that a predator (and most animals) will attack a human. If the animal feels threatened, is startled, trapped, its den invaded, its young or mate is threatened, or it is attacked first, the animal will attack with startling ferocity against overwhelming odds and may fight to the death or until the threat is chased off. Note that chasing away a threat is likely to be several hundred yards/meters; a bear may chase an intruder up to a mile (1.6 km; its territory) before it feels safe.

Note: Many, but not all predators, like bears, most canines and many felines, are attracted by movement and instinctively chase and attack anything that runs *away* from them (this is why dogs love to play fetch the ball and may chase cars). Consequently, unless the animal is starving, defending its lair, mate or young, it *may* back down from an aggressive human who stands his ground (01-60% likelihood). The bear or a large pack of canines or African Lions are least likely to back off and go away (01-25% chance), but they are not likely to tear apart and eat a human or humanoid who plays dead. They will probably take a few bites and maul the play-dead character with their claws, but if the person acts like a rag doll and doesn't move or make a sound, the animal is likely to leave (01-80% chance). The character will be injured (perhaps seriously) but should live.

The signs of danger. In any ecological community, animals of different species often are alerted to danger by warning signals given off by others not of their kind. This system is especially valuable during times of vulnerability, such as when drinking at a water hole or feeding.

The environment. The availability of water can greatly affect the behavior of animals. In dry areas, or in times of drought,

large numbers of different species can often be found near any ready source of water. Likewise, the abundance or lack of food will affect the survival, the plentitude or scarcity of animals and their behavior.

In order for members of any given species to be able to exist in a given geographical area, there must be an ecological niche for them to exploit. Biological communities are typically dominated by a single species or group of species that determines the nature of the local environment. All other species must adapt to the conditions created by the dominant species if they are to survive. A niche is a species' place in the environment: what it does and its relation to its food and to its enemies. No two identical species can occupy the same niche at the same time; if they did, they would be in direct competition for exactly the same food and space. When this happens, inevitably one of the competitors leaves the area or perishes.

Natural Selection

All living things are exposed to natural selection. Basically, natural selection is a process by which less fit organisms are eliminated from the environment. Fitness in this sense is not measured in simple terms of physical strength, but is an indication of how well the organism succeeds in its environment. As organisms are exposed to environmental pressures, such as competition, scarcity of food, an increase in toxins, etc., the ones which possess the proper genes or exhibit the traits and behavior to overcome the adversity are the ones who are the most likely to survive and pass these characteristics on to their offspring. This change within the population is a slow one and normally occurs over the course of many generations. As the change is gradual, so must the environmental pressure be gradually applied if any creatures are to survive. One simply cannot take a group of frogs, for example, and put them into a desert and expect to find a desert frog after some period of time.

With this basic biological fact in mind, many utterly ridiculous fantasy creatures would never survive in the real world, or would so radically change the ecological balance that many animals as we know them would perish. In the Palladium Fantasy RPG and most of our games, we have tried to use some measure of common sense and plausibility. For example, you will not find slime monsters or frogs living in a desert. Likewise, we suggest that the Game Master think about what types of animals (and monsters) are most likely to live in a particular environment. Using the concepts of natural selection and ecological niche, Game Masters should be able to create a logical distribution of animals as well as exotic, fictional monsters of their own creation.

A matter of genetics and species. Along the lines of plausibility and reality, please remember that one species cannot mate with another species even if they might appear to be generally similar. For example, a mouse cannot mate with a guinea pig and bear offspring that are half mouse and half guinea pig, even though they are both rodents. Where we have seen the concept of cross species and half-breeds in many fantasy games is with intelligent beings. Half elves (human and elf) and the likes are not possible! At least not by the laws of nature as we know them. Humans and elves, just to take one example, are two completely different species and cannot mate and produce offspring. They may love each other and copulate like rabbits, but their love making cannot create offspring. In the Palladium Fantasy RPG, humans and ogres are genetically related, so their union can produce offspring, although in most cases, the young are fundamentally ogre in size, appearance and attributes.

Animal Intelligence

The question of animal intelligence is certainly not an easy one. In man, intelligence is often described as the ability to think abstractly. In animals, intelligence can be defined as the organism's ability to adjust successfully to its environment and respond to stimuli. Much of what is called intelligence in animals is actually the result of reflex or instinctive actions. However, many animals do, at times, display intelligent behavior, pointing to an understanding of cause and effect or problem solving in areas entirely new to their experience. Many animals can and do learn, although inherited traits determine just what they will learn best and instinct is usually an overriding factor.

The following is a rough system for rating animal intelligence for fantasy role-playing purposes. This will also give an indication of the "trainability" of animals. It should be pointed out that an animal's ability to be trained does not necessarily relate to its ability to be domesticated. Roughly speaking, domestication is the taming of animals; many animals can be trained, but are never truly tamed, like lions in a circus.

Level A: Highest level of animal intelligence. Many problem solving skills. This level is characterized by primates and dolphins.

Level B: High level of problem solving skills. This level is characterized by most predatory mammals as well as bears, rats, raccoons, squirrels, parrots, and song birds.

Level C: High intermediate level of intelligence. Characterized by whales, gulls, and birds of prey.

Level D: Intermediate level of animal intelligence. Characterized by grazing mammals, seals, and some birds.

Level E: Low intermediate level of intelligence. Characterized by carnivorous reptiles and most other mammals not listed above.

Level F: Low level of intelligence. Characterized by reptiles, amphibians, fish, and social insects (bees, wasps, and ants).

Level G: Almost no intelligence. Characterized by insects, arthropods, and other invertebrates.

Of course, it's difficult to evaluate animals for intelligence, especially those types which are completely unrelated. It should be remembered that intelligence is a continuous spectrum and not a level of steps. In addition, many specific individuals will show high levels of intelligence, especially those who have been trained. Dogs, pigs, horses, many types of cats, primates (chimpanzees, etc.) and dolphins show a comparatively high (although not equal) level of intelligence and an ability to work with human beings. Many predators and scavengers have intermediate to high animal intelligences but cannot be trained or domesticated like those mentioned in the previous sentence, yet they may exhibit cunning and cleverness in other ways, particularly when hunting or acquiring food.

Animal Domestication

Humanoids have had domesticated animals since before recorded history. Indeed, animal domestication is a prerequisite to civilization. Unfortunately in many game situations, however, players make use of animal "pets" which have no basis in actual practice.

Animals which are raised primarily for food are often vastly different from their wild counterparts. Because they are a food source, these animals are usually fed special diets to fatten them up. Through selective breeding, desirable traits, i.e. lack of horns, larger body size, and gentleness, are brought out to a greater degree than in the wild.

Animals which are raised primarily to do work are also different from their wild counterparts. Strength, stamina, and gentleness are desirable traits which are heightened through breeding.

Wild animals are just that, wild. They cannot be completely trained to respond to humanoids like a house cat or dog. Many animals can be trained to a certain degree, but there is always the chance that they will revert to their wild state. Animals such as the big cats, wolves, and bears can be "tamed" if they are raised from a very young age. In these situations, the animal will associate with its "master" as long as it is fed and treated well. These animals do not respond well to commands and cannot be ordered around like mindless machines. They will fight for their master if they happen to be around when attacked. These animals are still subject to their instincts and internal behavioral mechanisms and are very likely to wander off, never to be seen again, when they reach sexual maturity.

Birds of prey, such as falcons, can be trained to hunt for their masters to a limited degree. They will only attack or be attracted to something which resembles their normal prey, such as doves or pigeons, and only if it is flying as well. These birds cannot be taught to snatch things from people, pick up objects, attack humanoids on command, etc. Like any other wild animal, they often fly off on their own, never to be seen again, if the urge strikes them.

Training animals is not as easy a task as it may seem. There is a vast difference between training the family mutt to play dead and breaking a horse, for example. In game situations, players should not expect to be able to train animals, but should rather leave that up to the professionals. Because of the time and effort which goes into this, the cost of trained animals is very high.

In conclusion, it should be pointed out that animals which are magically or psionically controlled can be ordered to do many things which they could never be trained to do. These are obviously special cases, however, which extend beyond the ordinary context of training.

Animal Statistics

The animals presented in this book are grouped into sections roughly corresponding to their scientific families. Most are not assigned the eight attributes, but should provide all the data necessary to play them, particularly as a momentary opponent. Although researched, these entries are often general and subjective conversions for use in role-playing and may not be all inclusive. These stats are suitable for all of Palladium's RPGs and world settings and can be easily adapted to other game systems. A handful of fictional animals, like giant spiders, are also included. Each specific entry contains a number of listings which are explained as follows:

Name: The common name of the animal.

Size: The average size (length of the body, wingspan, etc.).

Weight: The average weight of the animal.

Hit Points: The range of hit points for this type of animal.

S.D.C.: The structural damage capacity (if any) of the animal.

A.R.: The natural armor rating of the animal, if any.

Attacks: The number of attacks per melee

Damage: Specific types of attack, i.e., bite, claw, sting, etc., as well as their damage.

Bonuses: Initiative, parry, attack, dodge, and damage bonuses are listed here as are any special attacks or saving throw adjustments.

Natural Abilities: Special or notable abilities possessed by the animal.

Speed: This rating is the same as the speed rating for characters.

Average Life Span: The average life expectancy in the wild.

Habitat: The type of ecological area the animal lives in.

Range: The geographical area the animals are found in.

Behavior: Notes of specific interest concerning the animal. These include feeding habits, group behavior, mating behavior, and average number of offspring, among other things.

Notes: Additional comments and data, if any.

Speeds of Animals

As with humanoid characters, an animal's speed score is its raw ability to run, swim or fly. The speeds listed under the animal entries do *not* represent top speeds. It is better to think of them as *average* speeds. Given the right circumstances, nearly all animals can move much faster than their listed speeds. These "bursts of speed" would normally occur in situations where the animal is fleeing in fear or when it is trying to capture its prey. Unless otherwise stated, a good rule of thumb would be to allow an animal to *double* its listed speed in these situations for a maximum of 1D4 minutes. In addition, a suitable rest period of from 2 to 8 minutes would be required before the animal could repeat the "burst of speed."

Speed Factor	Approx. MPH	Kilometers Per Hour
5	3½	5.6
11	7½	12
22	15	24
27	18½	29.7
33	22½	36
44	30	48
50	35	56
55	37½	60
58	40	64
66	45	72
77	53	85
88	60	96
110	75	120
132	90	148
220	150	241

Some Terms of Note

Carrion: The decaying flesh of a dead (most often animal) body. Can also refer to those who eat dead, decaying flesh/meat.

Crustacean: An animal that has a hard outer shell, jointed appendages and bodies. Examples include lobsters and shrimp.

Deciduous Forest: A forest where trees shed leaves annually as opposed to one composed of evergreens.

Dimorphism: Either a plant or animal that exists in two types. eg., a plant with two different kinds of leaves or flowers on the same plant or in the same species. Among animals, two types (exclusive of sex) in the same species, distinct in coloring, size, etc.

Estuary: Part of the seacoast over which the tide ebbs and flows. Also, an inlet of the sea or the mouth of a river.

Invertebrate: An animal without a backbone or spinal column. Includes all animals except fishes, amphibians, reptiles, birds, and mammals. See vertebrate.

Mangrove Swamp: An area, usually tropical, composed of trees and shrubs adapted to growing on river banks or soft, wet ground.

Metabolic Rate: The rate at which food is eaten/used by an organism to support its life processes at an optimum level.

Metabolism: Generally, small animals have a high metabolism, meaning they have to eat large amounts of food compared to their body weight. This contrasts with large animals who often eat proportionally less compared to their body weight.

Moor: A tract of open wasteland that is often marsh. Like or containing a lot of peat.

Plankton: A microscopic animal or plant that lives in oceans and bodies of fresh water, used as food by fish.

Radiation: In this text, refers to the spreading of a group of animals in a particular area.

Raptorial: Predatory birds.

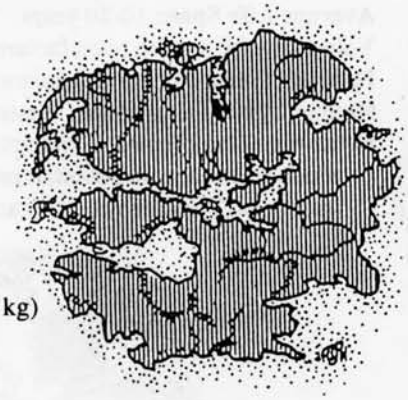
Savanna: A grassland located mainly in tropical or subtropical areas that is destitute of trees.

Vertebrates: Having a backbone or spinal column. See invertebrates.

Animal Descriptions

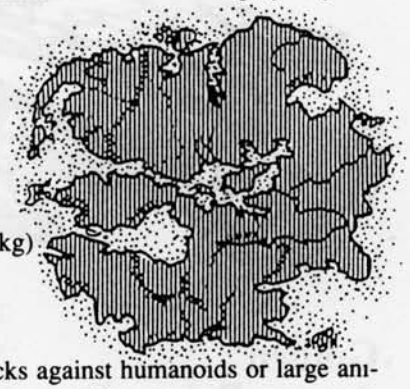
Amphibians

Although amphibians were the first land vertebrates, their numbers are comparatively few when measured against the huge numbers of reptiles, birds, and mammals. Like reptiles, they are cold blooded; that is to say, they depend on the external environment to regulate their body temperature. Unlike reptiles, amphibians have a smooth, moist skin which makes them susceptible to desiccation or drying out. Most amphibians are very sensitive to airborne sounds and smells; indeed, as it is the croaking of frogs which attracts mates. Amphibians feed on both plants and invertebrate animal life. Their eggs are normally laid in one large, moist, jelly-like mass; the young normally go through several stages of metamorphosis.



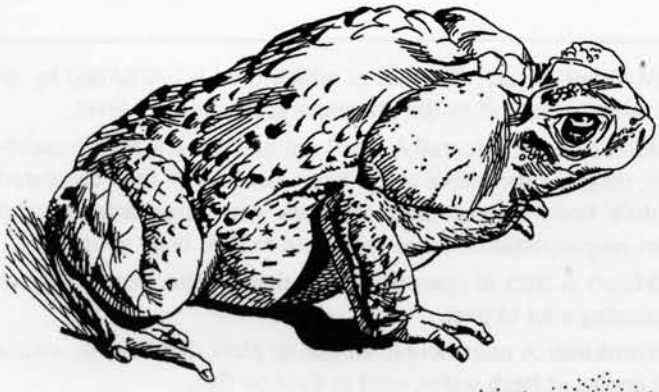
Common Frog

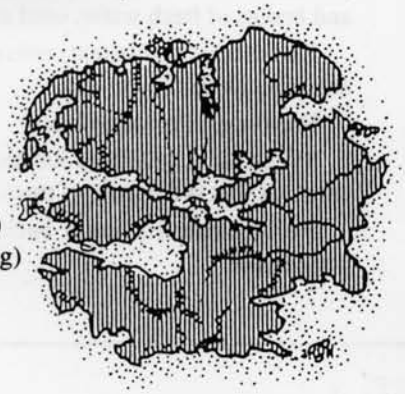
Size: up to 6 inches (0.15 m)
Weight: up to ½ pound (0.25 kg)
Hit Points: 1
S.D.C.: None
A.R.: Not applicable.
Attacks Per Melee: No attacks against humanoids or large animals; three melee actions (leap or swim away).
Bonuses: +1 on initiative and +4 to dodge.
Natural Abilities: Swim 95%, prowl 75%, nightvision 25 feet (7.6 m), can hold breath 1D4+1 minutes.
Speed: Land: 16; water: 12
Average Life Span: 10-18 years
Value: One silver for alchemical purposes or frog leg to eat.
Habitat: Varied; any moist area near ponds, marshes, and swamps.
Range: All areas around the world.
Behavior: Frogs vary in coloration from brown or gray to green and yellow.



Common Toad

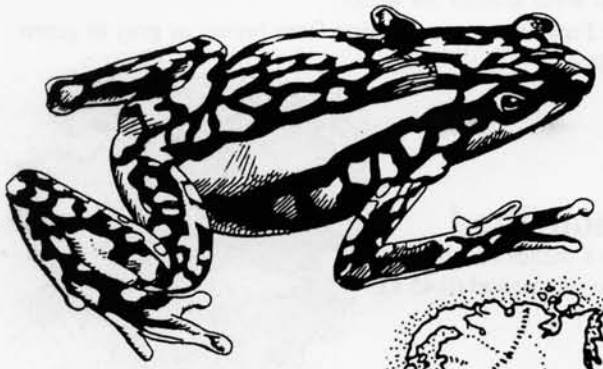
Size: up to 8 inches (0.2 m)
Weight: up to 1 pound (0.45 kg)
Hit Points: 1
S.D.C.: 2
A.R.: Not applicable.
Attacks Per Melee: No attacks against humanoids or large animals; two melee actions (leap away).
Bonuses: +2 to dodge.
Natural Abilities: Swim 70%, nightvision 20 feet (6 m), prowl 50%.
Speed: Land: 5; water: 8
Average Life Span: 10-20 years
Value: One silver for alchemical purposes.
Habitat: Varied; typically found on dry land — they live and hunt insects in the tall grass and fields around ponds and lakes.
Range: Worldwide
Behavior: This animal is fairly heavily built, with extremely warty skin. It is nocturnal and hides during the day. In much of its range of habitation these creatures hibernate in the winter.





Gog Toad

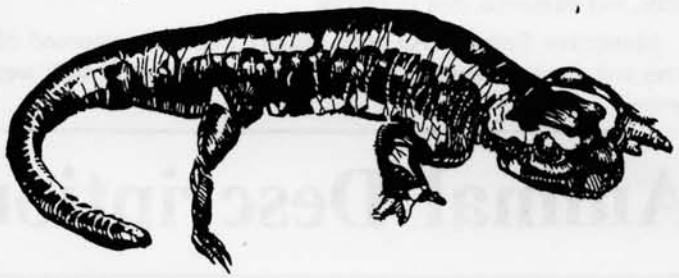
Size: 4-10 inches (up to 0.26 m)
Weight: 1-3 pounds (0.45-1.4 kg)
Hit Points: 1D4
S.D.C.: 1D4
A.R.: 5
Attacks Per Melee: Two
Damage: Bite does one point of damage. They also exude toxic secretions when they are touched. This causes irritation to the mucous membranes, causing 1D4 points of damage for 1D4 melee rounds unless washed off sooner with soap and water.
Bonuses: +1 on initiative, +1 to strike, and +2 to dodge.
Natural Abilities: Swim 70%, nightvision 25 feet (7.6 m), prowl 60%.
Speed: Land: 8; water: 10
Average Life Span: 10-25 years





Golden Arrow-Poison Frog

Size: 1½ inches
Weight: 3-6 ounces
Hit Points: 1
S.D.C.: None
A.R.: Not applicable
Attacks Per Melee: No attacks against humanoids or large animals; two melee actions (leap away).
Damage: The frog secretes a poison to ward off predators.
Bonuses: +3 to dodge
Natural Abilities: Swim 90%, climb 80% and prowl 85%.
Speed: 8 on land, 10 in water
Average Life Span: 5-10 years
Value: 10 gold (for alchemical purposes)
Habitat: Forest
Range: Yin-Sloth Jungles
Behavior: The brilliant colors of this frog warn potential predators of its toxic glandular secretions. The poison is extracted by some intelligent beings and is used to coat weapons. This poison works only when wet and does an additional 1D4 points of damage for 1D4 melees unless a successful save vs lethal poison is made.
Value: 3 gold for magical purposes.
Habitat: Varied; typically found on dry land — they live and hunt insects in the tall grass and fields around ponds and lakes.
Range: All areas worldwide.
Behavior: This is an aggressive animal that feeds on insects, small rodents and birds.



Fire Salamander

Size: 7-11 inches
Weight: Up to one pound (0.45 kg)
Hit Points: 2
S.D.C.: None
A.R.: Not applicable
Attacks Per Melee: None against humanoids, except its poisonous body secretions. Has two melee actions per round.
Bonuses: +1 to dodge
Natural Abilities: Prowl 90%, irritating skin secretions which produces a burning sensation in the mouth and eyes — 1D4 points of damage for 1D6 melees unless a save vs lethal poison is made.
Speed: 3 on land, 5 in water.
Average Life Span: 10-20 years
Value: 5 gold; used to manufacture poison.
Habitat: Forest on hills and mountains.
Range: Ophid's Grasslands, Western Empire, Algor Mountains.
Behavior: This species is characterized by its bright markings which serve to warn potential predators of its unpleasant body secretions. They are normally active at night.



Birds

There are perhaps no other animals which capture the imagination as much as birds do. Their smooth lines, graceful air, complex family and group behavior, and striking colors, as well as their ability to fly, have made them the object of fascination and awe since the beginning of recorded history.

There are a number of unique body features possessed by birds which are linked to their need for a good power to weight ratio that is essential to flight. A bird's bones are slim, thin-walled structures filled with air sacs. Their feathers serve a number of functions which include insulation and visual communication, and, most importantly, they provide the bird's flight surface. A bird's heart and lungs are designed to maximize the amount of oxygen which can be extracted from the air and distribute it throughout the body.

In some species of birds, both sexes have similar plumage, however, in most, the male is brightly colored while the female has a dull plumage. Generally, birds have a single breeding season during the year. Typically, the males find and protect a nesting territory by singing and/or displaying plumage; this also serves to attract mates.

For game purposes it is perhaps easiest to divide the many types of birds into groups based on the habitat in which they live or a similarity in form.

Marine Birds are those birds who spend the majority of their time by saltwater seas and oceans. They include sea gulls and pelicans.

Water Fowl are birds who live in and around *freshwater* lakes, streams, and ponds. They include ducks and geese.

Song Birds are what many people think of as "typical" birds. They live in a wide variety of habitats, from forests and grasslands to swamps and mountain forests. They include sparrows and cardinals.

Game Birds are birds which are generally hunted by humanoids for food. They include quail and pheasant.

Birds of Prey are the raptorial birds which feed on small mammals, fish, other birds, and small reptiles. They include the eagle and hawk as well as carrion eaters like vultures and buzzards.

Forest/Jungle Birds are those birds who live in jungles and rain forests (and don't fit into one of the other categories). These include parrots and other brightly colored birds.

Flightless Birds are those who have lost the ability to fly, like the ostrich.

Marine Birds

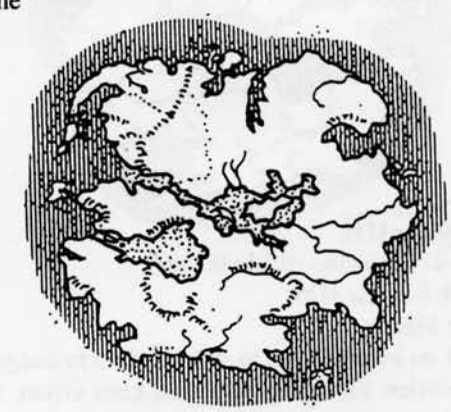
Marine birds can be roughly divided into two types: those who spend nearly all their time flying over the ocean and those who tend to stay near the shoreline. All of these birds feed on fish, crustaceans and marine invertebrates, as well as carrion. They migrate to warmer climates during the winter, often flying many thousands of miles. During breeding season, these birds usually congregate in huge numbers on rocky beaches, normally on islands or other secluded places, to mate and rear their young. Most marine birds are rather intelligent, and exhibit some problem solving behavior. Specific examples of this type of bird are: Albatross, Booby, Gull, Pelican, Petrel, Plover, and Tern.

Attacks per melee for Marine Birds: Unless stated otherwise, all marine birds get two attacks or actions per melee round. Damage is typically from raking claws that do 1D4 damage or a bite/peck that does one or two points of damage. "Dive bombing" attacks do 1D6 points of damage but count as two attacks; will only attack if their nest is disturbed. An attack will only be done in self-defense or to catch prey.

A Typical Marine Bird

These basic stats can be used as a guideline for creating additional marine birds.

A.R.: Not applicable.
Size: Varies from hawk-size to eagle-size.
Hit Points & S.D.C.: 4-30 average
Attacks Per Melee: 2
Bonuses: +1 on initiative, +1 to strike, and +5 to dodge.
Natural Abilities: Fly, most can swim 90%, have keen vision, and exceptional endurance.
Speed: 27-50 flying, 4-10 running
Average Life Span: 5-25 years
Value: None



Wandering Albatross

Size: Body: 43-53 inches (1.1 to 1.3 m), wingspan: 114-128 inches (2.9 to 3.3 m).
Hit Points & S.D.C.: 6D6
Attacks Per Melee: 2
Bonuses: +1 to strike and +4 to dodge.
Natural Abilities: Fly, swim 80%, has keen vision, and exceptional endurance.
Speed: 27 flying, 4 running
Average Life Span: 5-25 years
Habitat: Oceanic
Range: All areas
Notes: This bird glides and soars for long periods over the ocean.

Brown Booby

Size: Body: 25-29 inches (0.6 to 0.7 m)
Hit Points & S.D.C.: 5D6
Attacks Per Melee: 2
Bonuses: +2 on initiative, +2 to strike and +5 to dodge.
Natural Abilities: Fly, swim 90%, has keen vision, and exceptional endurance.
Speed: 50 flying, 8 running
Habitat: Coasts
Range: Sea of Scarlet Waters, Southern Coasts



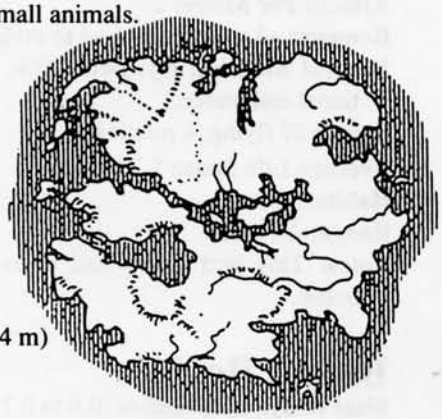
Notes: These birds dive from as much as 100 feet above the sea to catch their prey, diving into the water up to 10 feet (3 m) deep. They are usually unconcerned about the presence of humanoids and can often be closely approached.



Herring Gull

Size: Body: 21-26 inches (0.5 to 0.7 m)
Hit Points & S.D.C.: 4D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +2 to strike and +5 to dodge.
Natural Abilities: Fly, swim 90%, has keen vision, and exceptional endurance.
Speed: 44 flying, 5 running
Habitat: Coasts, estuaries
Range: All areas

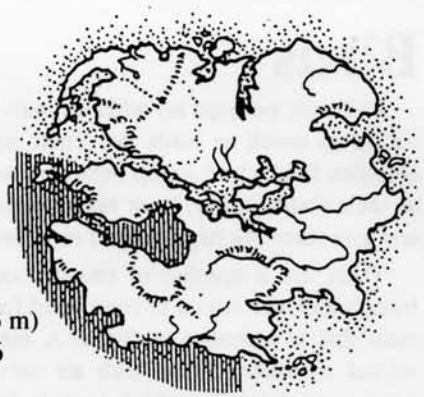
Notes: These birds seldom dive for prey. They feed mainly on waste, young birds, and small animals.



Black Headed Gull

Size: Body: 14-15 inches (0.4 m)
Hit Points & S.D.C.: 4D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +2 to strike and +5 to dodge.
Natural Abilities: Fly, swim 90%, has keen vision, and exceptional endurance.
Speed: 48 flying, 8 running
Habitat: Coasts, inland marshes
Range: All areas

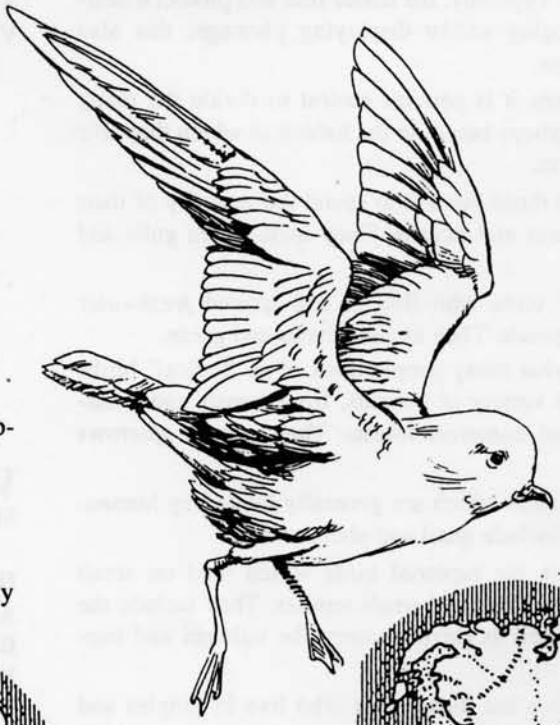
Notes: This bird loses its black plumage in winter. Like other gulls, it is mainly a scavenger.

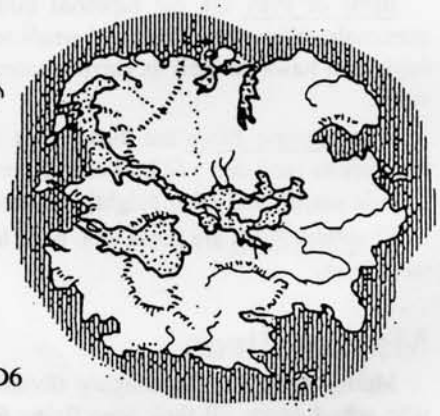


Brown Pelican

Size: Body: 50 inches (1.3 m)
Hit Points & S.D.C.: 5D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +1 to strike and +5 to dodge.
Natural Abilities: Fly, can swim 90%, has keen vision, and exceptional endurance.
Speed: 33 flying, 5 running
Habitat: Coasts
Range: Sea of Scarlet Waters, Southern Coasts

Notes: These birds dive from as high as 50 feet (15.2 m) in the air to catch fish.





Storm Petrel

Size: Body: 5-7 inches
Hit Points & S.D.C.: 3D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +2 to strike and +6 to dodge.
Natural Abilities: Fly, swim 90%, has keen vision, nightvision 200 feet (61 m), and exceptional endurance.
Speed: 77 flying, 10 running
Habitat: Oceanic
Range: All areas worldwide.

Notes: This bird spends nearly all its time over the ocean in all types of weather. It only comes to land during breeding season.

Water Fowl

The birds which make up this group can be subdivided into two types: Those who wade about in shallow water in search of food and those who paddle into somewhat deeper water and dive for food. The wading types feed generally on fish, insects and aquatic invertebrates; the diving types feed on insects, small fish, and plant material. Most water fowl migrate to warmer climates in the winter. They normally make their nests in waterside overgrowth or marshes. Specific types of this kind of bird include: The Crane, Duck, Egret, Goose, Heron, Ibis, Loon, Snipe, Stork, and Swan.

Attacks per melee for Water Birds: Unless stated otherwise, all water birds get two attacks or actions per melee round. Damage is typically a stinging bite or peck that does two points of damage. "Dive bombing" attacks do 1D4 points of damage but count as two attacks and is used only if their nest is disturbed. An attack will only be done in self-defense or to catch prey.

A Typical Water Fowl

These basic stats can be used as a guideline for creating additional water fowl.

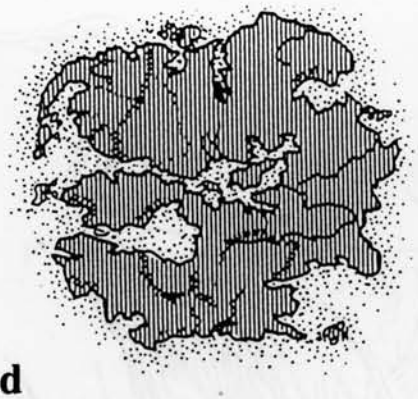
A.R..: Not applicable.
Hit Points & S.D.C. Combined: 4D6 average.
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +4 to dodge.
Natural Abilities: Fly, most can swim 90% and have insulating down feathers as well as water repellent feathers.
Speed: 27-40 flying and 3-10 running.
Average Life Span: 5-20 years
Value: Varies; most are good eating, especially ducks and geese.



Crowned Crane

Size: 3¼ feet tall (1.0 m)
Hit Points & S.D.C.: 3D6
Attacks Per Melee: 2
Bonuses: +1 to strike and +3 to dodge.
Natural Abilities: Fly
Speed: 33 flying, 8 running
Average Life Span: 10-15 years.
Habitat: Swamps, marshes and glades.
Range: All areas south of the Northern Wilderness.

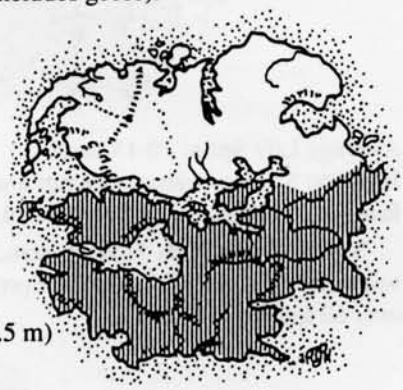
Notes: This bird's breeding dance is particularly unusual and spectacular as it struts and hops about with its wings outstretched. There are over 30 species of cranes.



Mallard

Size: 16-26 inches (0.4 to 0.7 m)
Hit Points & S.D.C.: 4D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +1 to strike and +4 to dodge.
Natural Abilities: Fly, swim 95%, dive and swim up to four feet (1.2 m) underwater, and has insulated, water repellent feathers.
Speed: 44 flying, 5 running
Average Life Span: 15-20 years
Habitat: Almost anywhere near water.
Range: All areas
Value: 2-10 gold for eggs and eating.

Notes: These typical ducks have a rather marked sexual dimorphism, with the female being dull brown and the male having rather bright green, white, and brown plumage. There are over 130 species of ducks (includes geese).



Mandarin Duck

Size: 17-20 inches (0.4 to 0.5 m)
Hit Points & S.D.C.: 3D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +1 to strike and +4 to dodge.
Natural Abilities: Fly, swim 95%, dive and swim up to four feet (1.2 m) underwater, and has insulated, water repellent feathers.
Speed: 40 flying, 3 running
Average Life Span: 15-20 years
Habitat: Swamps, pools, ponds, lakes, and slow moving rivers.
Range: All areas south of the Northern Wilderness.
Value: 5-10 gold for eggs and eating.

Notes: These elaborately marked ducks are social creatures and, like most birds, have elaborate courtship rituals.

Great Egret or Heron

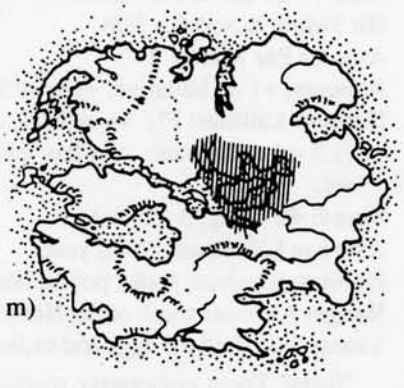
Size: 37-47 inches (0.9 to 1.2 m)
Hit Points & S.D.C.: 4D6
Attacks Per Melee: 2
Bonuses: +1 to strike and +3 to dodge.
Natural Abilities: Fly
Speed: 33 flying, 6 running





Average Life Span: 10-15 years
Habitat: Shallow waters, swamps and marshlands.
Range: Old Kingdom and southward.

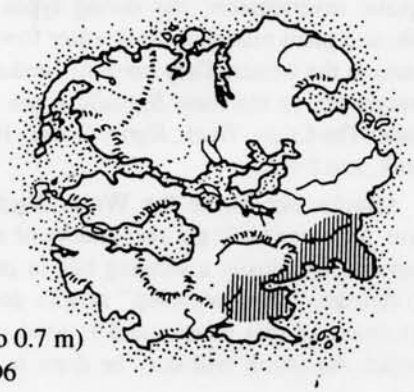
Notes: These birds feed by standing motionless in shallow water and then quickly grasp their prey with their bills. There are over 60 species of heron.



Northern Goose

Size: 30-35 inches (0.7 to 0.9 m)
Hit Points & S.D.C.: 5D6
Attacks Per Melee: 2
Bonuses: +2 on initiative, +2 to strike and +4 to dodge.
Natural Abilities: Fly, swim 95%, dive and swim up to four feet (1.2 m) underwater, and has insulated, water repellent feathers.
Speed: 33 flying, 6 running
Average Life Span: 15-20 years
Habitat: Flood plains, estuaries, marshlands, ponds, and slow moving rivers and lakes.
Range: Lopan, Eastern Territory and Great Northern Wilderness.
Value: 10-18 gold for eggs and eating.

Notes: These birds feed both in the water and on land. Both sexes look alike. They are surprisingly aggressive, their bite and pecks sting and they make loud honking and hissing sounds when upset or angry — they make excellent "watchdogs" on farms, sounding off when intruders enter their yard area.



Glossy Ibis

Size: 21-26 inches (0.5 to 0.7 m)
Hit Points & S.D.C.: 4D6
Attacks Per Melee: 2
Bonuses: +1 to strike and +3 to dodge.
Natural Abilities: Fly
Speed: 38 flying, 10 running
Average Life Span: 10-15 years
Habitat: Marshes, lakes
Range: Timiro, Land of the South Winds
Value: Some worshippers of Taut regard the birds as lucky or having the favor of Isis and the other gods of her pantheon and will pay 8-12 gold for a live Ibis.

Notes: These birds feed on both insects and small aquatic life.



Red-Throated Loon

Size: 21-27 inches (0.5 to 0.7 m)
Hit Points & S.D.C.: 5D6
Attacks Per Melee: 2
Bonuses: +2 on initiative, +3 to strike and +4 to dodge.
Natural Abilities: Fly, swim 95%, dive and swim up to six feet (1.8 m) underwater, and has insulated, water repellent feathers.
Speed: 44 flying, 8 running
Average Life Span: 15-20 years
Habitat: Lakes, ponds and slow moving rivers.
Range: Eastern Territory, Timiro, Northern Old Kingdom, Western Empire.
Value: 2-4 gold for eating; tastes a bit gamy.

Notes: These diving birds are strong swimmers who feed on fish. They emit an eerie, warbling cry.

Song Birds

This general category contains the largest number of birds of all. They usually nest above the ground in trees or buildings, although some do nest on the ground. They feed on a wide variety of things from nuts and seeds to insects and small vertebrates. A common characteristic of these types of birds is their use of calls or songs to establish and maintain territory, attract mates, and warn of danger. Although some of these birds congregate in flocks of a dozen to hundreds, they usually are found in pairs or small groups of 4D6. Some varieties migrate while others do not.

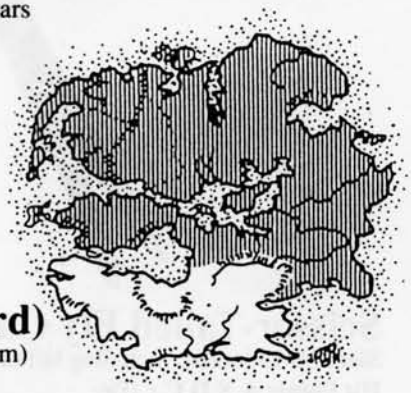
Specific examples of this type of bird are: Bunting, Cardinal, Jay, Robin, Finch, Lark, Shrike, Sparrow, Wren, Thrushes (Robins & Nightingale), Starling, Swallow, Swift, Thrush, and Warbler Fly Catcher, Kingfisher, Black Bird and Crow.

Attacks per melee for Song Birds: Unless stated otherwise, all song birds get two attacks or actions per melee round. Damage is typically a stinging bite or peck that does one point of damage. "Dive bombing" attacks do 1D4 points of damage but count as two attacks and are used only if their nest is disturbed. An attack will only be done in self-defense or to catch prey.

A Typical Song Bird

These basic stats can be used as a guideline for creating additional song birds.

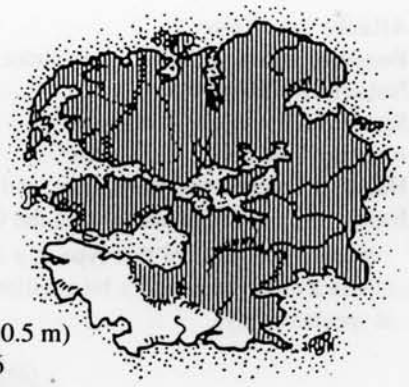
A.R..: Not applicable.
Hit Points & S.D.C. Combined: 1D4 for small birds, 1D6 for large.
Attacks Per Melee: 2
Damage: Peck, bite or claw does one point of damage.
Bonuses: +1 on initiative, +1 to strike (prey) and +5 to dodge
Natural Abilities: Fly
Speed: 44 to 110 flying and 2-6 running. Swifts are among the fastest birds on the planet and can attain speeds of up to 165 mph (264 km), speed factor 242! However, the cruising speed of a Swift is around 30 mph (48 km).
Average Life Span: 4-10 years
Value: Varies



Cardinal (Redbird)

Size: 7-9 inches (0.2 to 0.25 m)
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +1 to strike (prey) and +5 to dodge
Natural Abilities: Fly
Speed: 66 flying and 4 running.
Average Life Span: 4-10 years
Habitat: Forests, woodland edge, and thickets.
Range: Timiro, all areas north of the Old Kingdom Mountains.

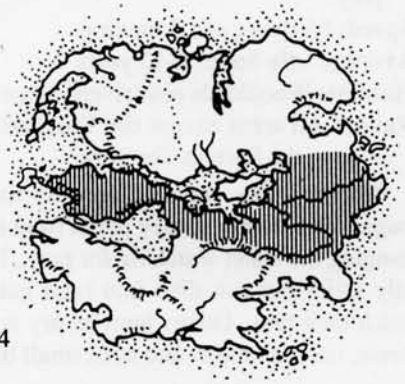
Notes: The male of this type is a brilliant red, while the female is buff brown. They have a wide variety of songs.



Crow/Raven

Size: 17-22 inches (0.4 to 0.5 m)
Hit Points & S.D.C.: 2D6
Attacks Per Melee: 3
Bonuses: +2 on initiative, +2 to strike (prey) and +4 to dodge
Natural Abilities: Fly
Speed: 66 flying and 4 running.
Average Life Span: 8-12 years
Habitat: Open country, farmland, open woodland.
Range: All areas except the Yin-Sloth Jungles; especially common to the Eastern Territory.

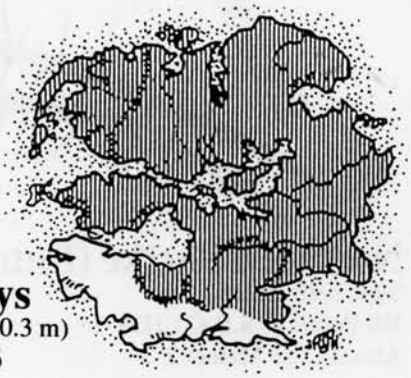
Notes: These widespread birds associate in pairs and small groups of 2D4, except in winter when they gather in huge flocks to fly to communal roosts. Members of the crow family are among the most intelligent birds. They are smart, observant, cunning and aggressive, scavenging animals that eat seeds, grains, corn, fruit, garbage, small insects, and carrion. There are over 100 species of crow.



Goldfinch

Size: 4-5 inches
Hit Points & S.D.C.: 1D4
Attacks Per Melee: 2
Bonuses: +1 on initiative, +1 to strike (prey) and +5 to dodge
Natural Abilities: Fly
Speed: 68 flying and 3 running.
Average Life Span: 4-10 years
Habitat: Open woodland, orchards
Range: Eastern Territory, Northern Old Kingdom, Western Empire

Notes: Both male and female goldfinches have red faces and black and white heads. There are over 60 species of finches.

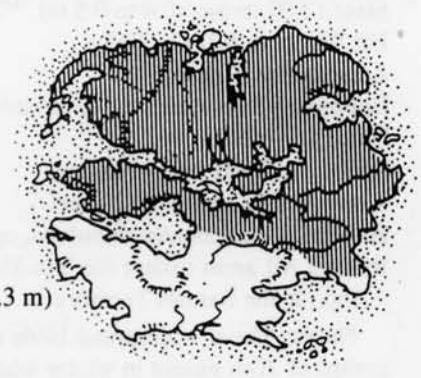


Jays & Blue Jays

Size: 7-12 inches (0.16 to 0.3 m)
Hit Points & S.D.C.: 1D6

Attacks Per Melee: 2
Bonuses: +2 on initiative, +2 to strike (prey) and +5 to dodge
Natural Abilities: Fly
Speed: 66 flying and 4 running.
Average Life Span: 4-10 years
Habitat: Forests, woodland edge, and thickets.
Range: Timiro, all areas north of the Old Kingdom Mountains.

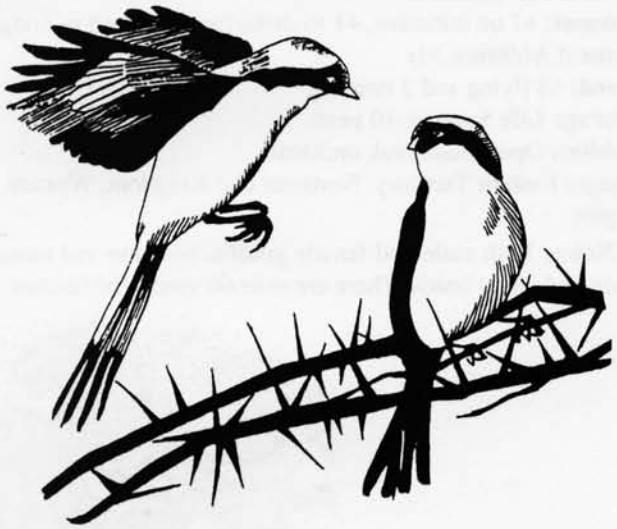
Notes: The male of this type is a brilliant blue, while the female is a duller blue and a bit smaller. There are over 20 different species of jays.



Kingfisher

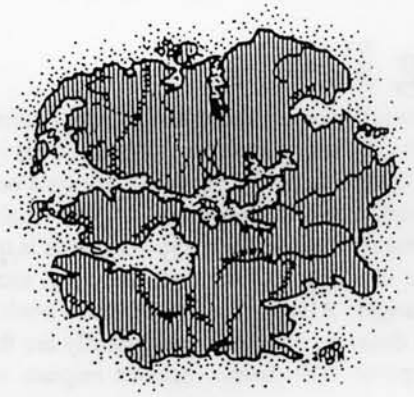
Size: 6-12 inches (0.15 to 0.3 m)
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 3
Bonuses: +2 on initiative, +3 to strike (prey) and +3 to dodge
Natural Abilities: Fly, dive into water one foot (0.3 m) deep, and "Dive bombing" attacks do 1D4 points of damage but count as two attacks and are used only if their nest is disturbed. An attack will only be done in self-defense or to catch prey.
Speed: 66 flying and 3 running.
Average Life Span: 8-12 years
Habitat: Woodlands near rivers, lakes and streams.
Range: All areas except the Yin-Sloth Jungles; especially common to the Eastern Territory.

Notes: Many varieties prey on fish, amphibians and water bugs. When hunting, they perch from the branches of trees overhanging the water watching for prey. The water variety can actually swim but can dive into (and quickly out of) the water to catch their prey. Others hunt on dry land, preying on insects, rodents, lizards, snakes and even small birds.



Northern Shrike (Butcher Bird)

Size: 9-10 inches
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 2



Bonuses: +2 on initiative, +1 to strike (prey) and +5 to dodge.
Natural Abilities: Fly
Speed: 66 flying and 6 running.
Average Life Span: 4-10 years
Habitat: Varied; from woodland to marsh to desert.
Range: All areas

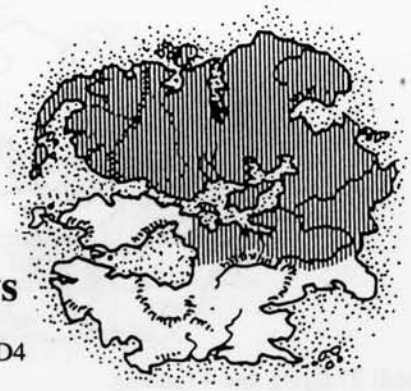
Notes: These aggressive birds feed on small vertebrates and insects. They often impale prey on thorns or hang them on branches to be eaten later. They inhabit areas with a mixture of tall vegetation and open spaces. There are over 60 species of Shrikes.



Scissor-Tailed Fly Catcher

Size: 11-15 inches, including tail of up to 9 inches.
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +1 to strike (prey) and +5 to dodge.
Natural Abilities: Fly
Speed: 110 flying and 4 running.
Average Life Span: 4-10 years
Habitat: Open grasslands, ranch land.
Range: Ophid's Grasslands

Notes: These birds' long tails open and close like a pair of scissors while in flight.



Song Sparrows

Size: 5-7 inches
Hit Points & S.D.C.: 1D4
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +5 to dodge.
Natural Abilities: Fly
Speed: 60 flying and 3 running.
Average Life Span: 4-10 years
Habitat: Forest edge, scrub with nearby water, cultivated areas.
Range: All areas north of the Old Kingdom Mountains, Timiro.

Notes: This widespread and familiar bird varies in appearance from sandy-colored in scrub areas to the dark colored varieties of northern areas. There are over 40 species of song sparrows.



Starling

Size: 8-9 inches
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 2
Bonuses: +2 on initiative, +1 to strike (prey) and +4 to dodge.
Natural Abilities: Fly
Speed: 55 flying and 4 running.
Average Life Span: 4-10 years
Habitat: Woodland, near habitations, cultivated land.
Range: Great Northern Wilderness and Eastern Territory.

Notes: These common birds often associate in huge flocks of 1D6×100 to 1D4×1000 and often perform spectacular massed flights. They are very adaptable birds. There are over 100 species of starlings.



Thrushes (Robin, Bluebird, Magpie, etc.)

Size: 9-11 inches (23-28 cm or 0.26 to 0.28 m)
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 2
Bonuses: +2 on initiative, +1 to strike (prey) and +5 to dodge.
Natural Abilities: Fly
Speed: 66 flying and 6 running.
Average Life Span: 4-10 years
Habitat: Open woodland, cultivated land
Range: Western Empire, Northern Old Kingdom, Eastern Territory
Value: 2-10 gold as pets and song birds.

Notes: These birds have adapted well to urban life. They migrate to southern areas in autumn and have a wide range of songs. There are over 1000 different species of these song birds.

Game Birds

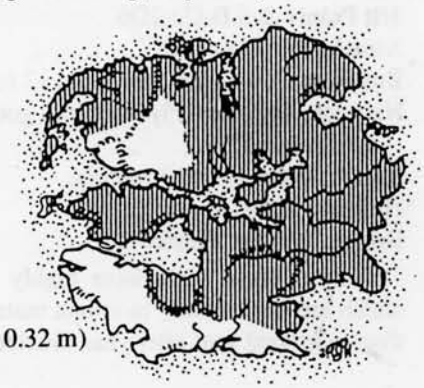
This group of birds contains those which are generally hunted by humanoids for sport and food. Although there are some birds listed in other groups which can be considered game birds, such as ducks and geese, these animals are generally found in woods and grasslands as opposed to near water. These birds are normally ground dwellers. They feed on seeds, berries, and nuts, as well as on insects and small invertebrates. The males of many of these types control harems of females and mate with many during breeding season. Specific examples of this type of bird are: Dove, Grouse, Peafowl, Pheasant, Quail, and Turkey.

Attacks per melee for game birds: Unless stated otherwise, all game birds get two attacks or actions per melee round. Damage is typically a stinging bite or peck that does two points of damage. Most game birds will not engage in a "Dive bombing" attack, instead they will flee.

A Typical Game Bird

These basic stats can be used as a guideline for creating additional game birds.

A.R..: Not applicable.
Hit Points & S.D.C. Combined: 2D6 average
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +2 to dodge.
Natural Abilities: Fly, and has good sense of direction/land navigation 70-95%.
Speed: 27-55 flying and 2-5 running
Average Life Span: 4-8 years
Value: Varies; most are good eating, especially ducks and geese.

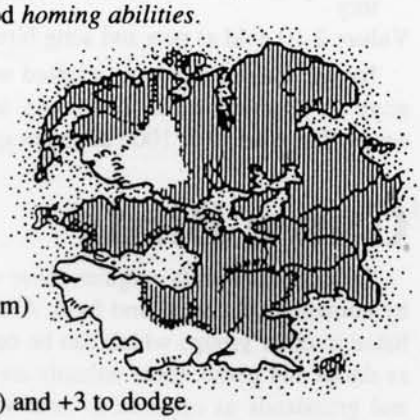


Doves

Size: 11-13 inches (0.29 to 0.32 m)
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +3 to dodge.
Natural Abilities: Fly and has good sense of direction/land navigation 85%.
Speed: 70 flying and 2 running.
Average Life Span: 4-10 years
Habitat: Woodland, grain fields with trees, semi-desert.
Range: All areas except Ophid's Grasslands and Yin-Sloth Jungles.

Value: A trained homing dove is worth 10 to 20 gold. Also hunted for sport and eaten.

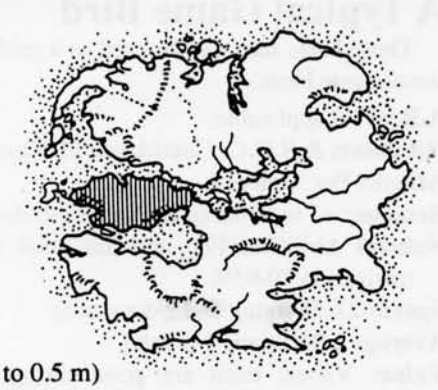
Notes: These birds generally associate in pairs or small groups. They have very good *homing abilities*.



Pigeons

Size: 12-16 inches (0.3-0.4 m)
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +3 to dodge.
Natural Abilities: Fly and has good sense of direction/land navigation 95%.
Speed: 72 flying and 3 running.
Average Life Span: 4-10 years
Habitat: Woodland, grain fields with trees, semi-desert.
Range: All areas except Ophid's Grasslands and Yin-Sloth Jungles.
Value: A trained homing pigeon is worth 10 to 20 gold. Also hunted for sport and eaten.

Notes: These birds generally associate in pairs or groups of 2D6×10 and sometimes as large as 1D6×100. They have very good *homing abilities*.



Grouse

Size: 16-20 inches (0.4 to 0.5 m)
Hit Points & S.D.C.: 2D6
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +3 to dodge.
Natural Abilities: Fly and has good sense of direction/land navigation 75%.
Speed: 33 flying and 3 running.
Habitat: Moor, forest
Range: Western Empire

Notes: These birds have highly developed social displays which are used mainly to attract mates. They return to the same display ground year after year. Hunted for food and sport.

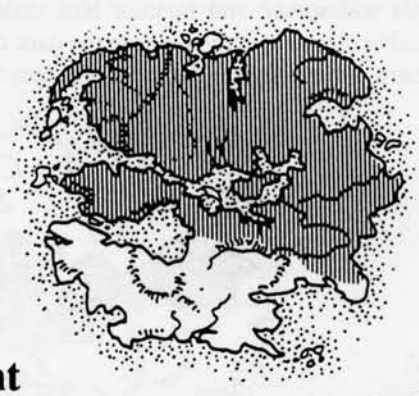
Peafowl (Peacock)

Size: Male: 3-4 feet (0.9 to 1.2 m; 6-7 feet in full plumage); Female: 33 inches (0.8 m)
Hit Points & S.D.C.: 2D6
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +3 to dodge
Natural Abilities: Fly and has good sense of direction/land navigation 75%.



Speed: 27 flying and 4 running.
Habitat: Forest, woodland, cultivated land.
Range: Old Kingdom

Notes: The male of this species is one of the most magnificently adorned birds of all. It struts and displays its train of feathers in breeding season to attract mates. Five tail feathers are worth 1 gold. Hunted for food, its tail feathers, and sport.



Pheasant

Size: Male: 30-35 inches (0.7 to 0.9 m); Female: 20-26 inches (0.5 to 0.7 m)
Hit Points & S.D.C.: 2D6
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +3 to dodge.
Natural Abilities: Fly and has good sense of direction/land navigation 75%.
Speed: 27 flying and 2 running.
Habitat: Woodland, forest edge, marshes
Range: All areas north of the Old Kingdom Mountains.

Notes: These ground dwelling birds spend most of their time searching for food. Hunted for food and sport.

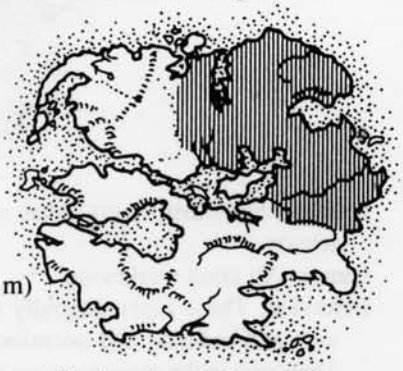


Quail

Size: 9-11 inches (2.75 to 2.9 m)
Hit Points & S.D.C.: 1D6
Attacks Per Melee: 2
Bonuses: +1 to strike (prey) and +3 to dodge.
Natural Abilities: Fly and has good sense of direction/land navigation 75%.

Speed: 27 flying and 4 running.
Habitat: Range land and agricultural land.
Range: Western Empire, Old Kingdom

Notes: These birds move in flocks along the ground; they do not fly unless forced to do so. Hunted for food and sport.



Turkey

Size: 36-48 inches (0.9 to 1.2 m)
Hit Points & S.D.C.: 2D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +2 to strike (prey) and +3 to dodge.
Natural Abilities: Fly and has good sense of direction/land navigation 75%.
Speed: 30 flying and 5 running.
Habitat: Woodland country
Range: Great Northern Wilderness, Eastern Territory

Notes: These birds spend most of their time on the ground, although they are strong flyers over short distances. Hunted for food and sport.

Birds of Prey

The birds of this group are found throughout the world and have been revered and exalted by most of the intelligent races. These birds normally have strong, sharp talons, and curved beaks for tearing apart their prey. They feed on small animals, snakes, fish, and carrion. They are generally solitary and many maintain large territories. The predatory nature of these creatures requires exceptional eyesight and this sense is most highly advanced in this group.

There are four major categories of birds of prey: **Hawks** is the largest, with over 200 species and includes hawks, goshawks, kites, eagles, and buzzards; **owls** with over 130 species; **falcons** with 60 species; and **vultures** with seven species.

Attacks per melee for Birds of Prey: Unless stated otherwise, all predatory birds get three attacks or actions per melee round. Damage is typically from a cutting or tearing bite or raking claws/talons that do 1D4 to 1D6 points of damage.

"Dive bombing" attacks do double claw damage but counts as two attacks and are used only if their nest is disturbed, in self-defense or to catch prey.

Most birds of prey can soar on air currents high in the sky and are masters of the high speed dive, attaining a dive speed of 110 to 150 mph (176 to 240 km)! The Peregrine Falcon is the fastest with a 175 mph (280 km) dive.

Typical Birds of Prey

These basic stats can be used as a guideline for creating additional birds of prey.

A.R.: Not applicable.
Hit Points & S.D.C. Combined: Varies widely; 3D6 for small birds and 5D6 or more for large ones.
Attacks Per Melee: 3
Typical Damage: Small Birds of Prey: Bite or raking claws that do 1D4 to 1D6 points of damage, sometimes more; dive bomb attacks do double damage.

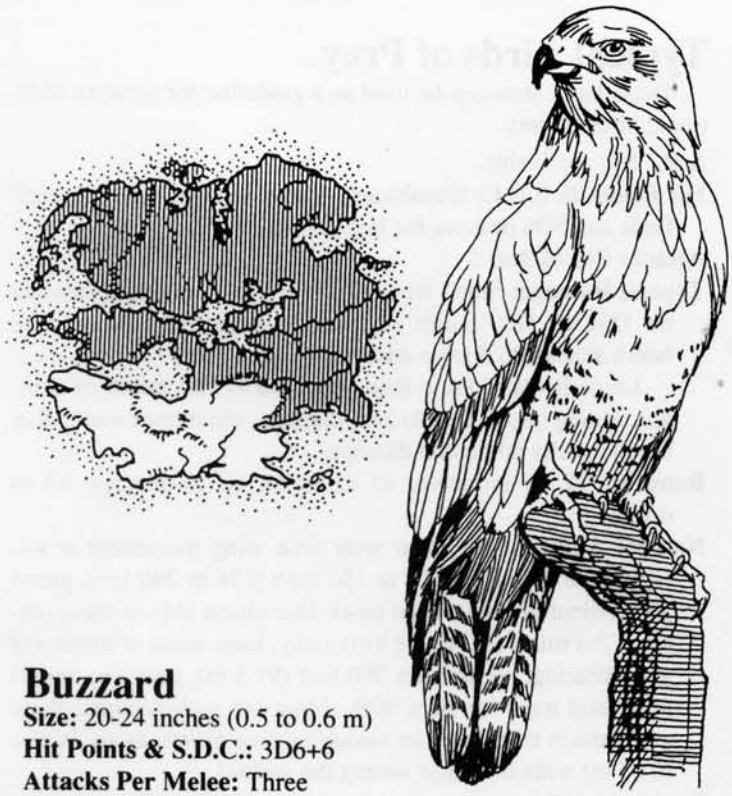
Large Birds of Prey: Bite does 1D6 to 2D4 points of damage, raking talons 1D6 to 2D6 damage, sometimes more; dive bomb attacks do double damage.

Bonuses: +2 on initiative, +3 to strike, +2 to damage, +3 to dodge.
Natural Abilities: Fly, soar with little wing movement or energy, dive speeds of 110 to 150 mph (176 to 240 km), prowl 50% (silent gliding), keen hawk-like vision able to see a rabbit at 2-3 miles (3.2 to 4.8 km) away, keen sense of smell and good hearing, nightvision 300 feet (91.5 m), track (by smell) 66%, and track by sight 80%. Most are such accurate fliers and hunters that they can swoop or dive as low as six inches (0.15 m) without fear of hitting the ground.
Speed: 44-110 is average flying speed and 5-8 running.
Average Life Span: 10-20 years
Value: Varies; sometimes kept for hunting (like falcons) or as a caged oddity. They do not make good pets or good eating.
Typical Prey: Game birds, water fowl, rodents, lizards, snakes, and in some cases, small birds, insects or carrion.



Condor

Size: 45-55 inches (1.1 to 1.4 m); 15-25 pounds, wingspan: 8-12 feet (2.4 to 3.6 m).
Hit Points & S.D.C.: 4D6+30
Attacks Per Melee: 2
Damage: Talons or bite both do 2D4+2 damage.
Bonuses: +2 to strike and +2 to dodge.
Natural Abilities: Exceptional vision, track by smell 50%, fly and an expert glider (can glide 10 miles/16 km without flapping a wing), nightvision 300 feet (91.5 m), track (by smell) 66%, and track by sight 80%.
Speed: 33, but can attain speeds of 66 and dive at speeds of 75 to 88.
Value: 10-20 gold for its feathers.
Habitat: Mountains
Range: Western Empire, Baalgor Wastelands, Old Kingdom.
Behavior: This immense bird is one of the largest of all flying birds and can weigh over 25 pounds (11 kg). The condor can soar to great heights. These birds roost during bad weather and calm days. Condors feed on carrion and are not known to attack large prey.



Buzzard

Size: 20-24 inches (0.5 to 0.6 m)
Hit Points & S.D.C.: 3D6+6
Attacks Per Melee: Three
Damage: Talons do 1D4 points of damage or bite does 1D6.
Bonuses: +1 on initiative, +2 to strike and +4 to dodge.
Natural Abilities: Fly, prowl (silent glide attack) 50%, exceptional vision (2 miles/3.2 km), nightvision 400 feet, track by smell 46%, track by sight 60%; a carrion eater.
Speed: 50, but can reach speeds of 88 to 110 (60 to 75 mph) in bursts lasting 2D4×10 minutes or in dives.
Average Life Span: 15 to 30 years
Value: 50 gold for its feathers.
Habitat: Woodland and moorland.
Range: Most places worldwide.

Notes: This bird spends most of its time perched, but it does fly and soar well. The size of its breeding territory depends on food supplies. Buzzards will eat carrion and root through garbage as well as stalk small rodents, snakes and lizards.

Eagle: Crested Serpent Eagle & Other Small Eagles

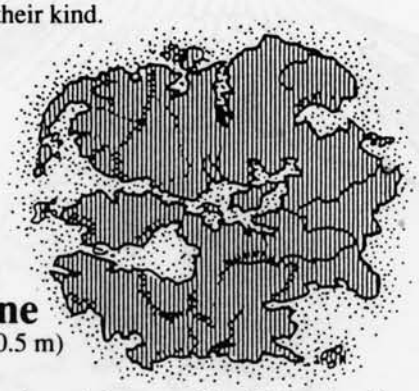
Size: 2 to 2 1/2 feet tall (0.6 to 0.75 m); 8-10 pounds (3.6 to 4.5 kg), wingspan: 4-6 feet (1.2 to 1.8 m).
Hit Points: 3D6+8
Attacks Per Melee: 3
Damage: Talons do 2D4 points of damage, bite does 1D6 damage; dive attacks do double damage.
Bonuses: +2 on initiative, +4 to strike, and +4 to dodge.
Natural Abilities: Fly, exceptional vision (2 miles/3.2 km), nightvision 400 feet, prowl (silent swooping attack) 64%, track by smell 40% and track by sight 80%.
Speed: 50, but can reach speeds of 88 to 110 (60 to 75 mph) in bursts lasting 2D4×10 minutes. The eagle can dive at an astounding speed of 220 (150 mph/241 km).
Average Life Span: 15 to 30 years
Value: 50 gold for its feathers; some hunt eagles for sport and stuff them for trophies.
Habitat: Seacoasts, rivers, lakes and dense forests and mountain forests.
Range: All areas worldwide.
Behavior: These birds generally feed prey on fish, snakes, lizards and rodents, and occasionally, small birds and carrion. They nest in the same location year after year.



Eagle: Booted or Bald

Size: 2 1/2 to 3 1/2 feet tall (0.75 to 1 m); 9-15 pounds, wingspan: 7-10 feet (2.1 to 3.0 m).
Hit Points: 4D6+10
Attacks Per Melee: 3
Damage: Talons do 2D6+2 points of damage, bite does 2D4 damage; dive attacks do double damage.
Bonuses: +2 on initiative, +4 to strike, and +4 to dodge.
Natural Abilities: Fly, exceptional vision (2 miles/3.2 km), nightvision 400 feet, prowl (silent swooping attack) 64%, track by smell 46% and track by sight 80%.
Speed: 50, but can reach speeds of 88 to 110 (60 to 75 mph) in bursts lasting 2D4×10 minutes. The eagle can dive at an astounding speed of 220 (150 mph/241 km).
Average Life Span: 15 to 30 years
Value: 50 gold for its feathers; some hunt eagles for sport and stuff them for trophies.
Habitat: Seacoasts, rivers, lakes and dense forests and mountain forests.
Range: All areas worldwide.

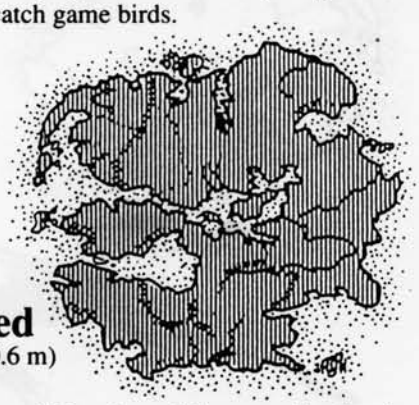
Behavior: These birds generally feed on fish and hunt alone or in pairs. Pairs remain mated together and reestablish bonds each year with courtship displays. They nest in the same location year after year. The Bald eagle, Golden eagle and Booted eagle are the largest of their kind.



Falcon: Peregrine

Size: 15-20 inches (0.4 to 0.5 m)
Attacks Per Melee: Three
Damage: Talons do 1D4 points of damage, bite 1D6 and a diving claw attack does triple damage (3D4).
Bonuses: +4 on initiative, +4 to strike, +6 to dodge.
Natural Abilities: Fly, prowl (silent glide attack) 70%, exceptional vision (2 miles/3.2 km), nightvision 300 feet (91.5 m), track (by smell) 66%, and track by sight 80%.
Speed: 88, but can reach speeds of 200 in bursts lasting 1D6×10 minutes and the fastest dive attack is at 175 mph (280 km)!
Habitat: Varied, most often mountains and sea cliffs.
Average Life Span: 8-15 years
Value: Varies **Hit Points:** 3D6+2
Range: All areas

Notes: These birds are the fastest of the birds of prey in precision flying. Birds are its chief prey. Often trained by knights and nobles as hunting birds to catch game birds.



Hawk: Red Tailed

Size: 18-24 inches (0.4 to 0.6 m)
Attacks Per Melee: Three
Damage: Talons or bite does 1D6 points of damage; dive bomb attack does double damage.
Bonuses: +3 on initiative, +3 to strike, and +4 to dodge.
Natural Abilities: Fly, prowl (silent glide attack) 65%, exceptional vision (can see a foot long rabbit at a distance of up to 2 miles/3.2 km), nightvision 300 feet (91.5 m), track by smell 66%, and track by sight 80%.
Speed: 77, but can reach speeds of 110 (75 mph/120 km) in bursts lasting 2D4×10 minutes or 220 (150 mph/240) in dives.
Average Life Span: 8-15 years
Value: Varies **Hit Points:** 4D6
Habitat: Varied; desert, forest, mountains.
Range: All areas of the world. Favors woodlands and meadows, but are also found in cities and farmlands.

Notes: This widespread bird is an opportunistic hunter which feeds on rodents, snakes, lizards, birds, and insects. Pairs display over their breeding territory.



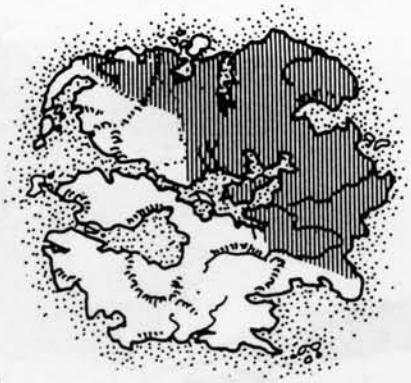
Osprey or Fish Hawk

Size: 21-24 inches (0.5 to 0.6 m)
Attacks Per Melee: Three
Damage: Talons do 2D4 points of damage or bite does 1D6 points of damage; dive bomb attack does double damage.
Bonuses: +2 on initiative, +4 to strike, and +3 to dodge.
Natural Abilities: Fly, prowl (silent glide attack) 60%, exceptional vision (can see a foot long rabbit at a distance of up to 2 miles/3.2 km), nightvision 300 feet (91.5 m), track by smell 60%, and track by sight 88%.
Speed: 50, but can reach speeds of 88 to 110 (60 to 75 mph) in bursts lasting 1D4×10 minutes. The osprey can dive at an impressive speed of 180 (126 mph/201 km).
Average Life Span: 8-15 years
Value: Varies **Hit Points:** 4D6+4
Habitat: Lakes, rivers, and coasts
Range: All areas

Notes: These birds feed almost exclusively on fish. It plunges feet forward into the water, sometimes completely submerging itself, to snare its prey.

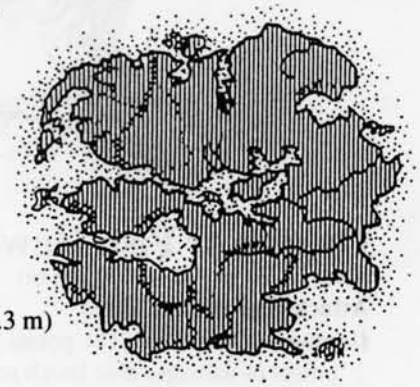
Owl: Great Horned

Size: 18-25 inches (0.4 to 0.6 m)
Hit Points: 4D4+8
Attacks Per Melee: 3
Damage: Talons inflict 2D4 points of damage, bite does 1D4 damage; dive attack does double damage.
Bonuses: +2 on initiative, +3 to strike, +2 to dodge.
Natural Abilities: Poor daylight vision (100 feet/30.5 m), exceptional nightvision 1000 feet (305 m), exceptional sense of smell enables it to pinpoint its prey in the dark (2000 ft/610 m range), can turn head 200 degrees, track by smell 85%, track by sound 70%, fly, and prowl (silent glide attack) 50%.
Speed: 50 with brief bursts of up to speed 88 (lasts for 4D6 minutes); dive 110 (75 mph/120 km).
Average Life Span: 12-20 years



Value: None
Habitat: Varied; woodland, forest, semi-open country.
Range: Land of the Damned, Great Northern Wilderness, Eastern Territory.

Notes: These big, powerful birds roost in trees and do most of their hunting at night. They prey on snakes, rodents, and mammals up to the size of rabbits.



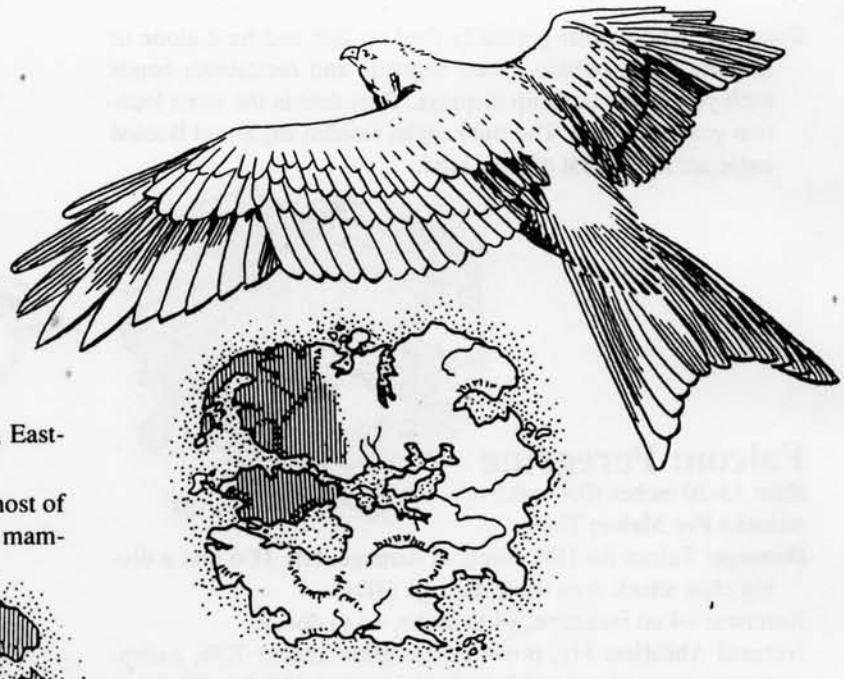
Owl: Typical

Size: 10-15 inches (0.28 to 3.3 m)
Hit Points: 3D4+4
Attacks Per Melee: 3
Damage: Talons inflict 1D6 points of damage, bite does 1D4 damage; dive attack does double damage.
Bonuses: +2 on initiative, +3 to strike, +3 to dodge.
Natural Abilities: Poor daylight vision (100 feet/30.5 m), exceptional nightvision 1000 feet (305 m), exceptional sense of smell enables it to pinpoint its prey in the dark (2000 ft/610 m range), can turn head 200 degrees, track by smell 80%, track by sound 60%, fly, and prowl (silent glide attack) 50%.
Speed: 50, with brief bursts of up to speeds of 88 (lasts for 4D6 minutes); dive 110 (75 mph/120 km).
Average Life Span: 12-20 years
Value: None
Habitat: Varied; woodland, forest, and semi-open country.
Range: Forests, scrub lands, farmlands and towns worldwide.

Notes: They are nocturnal hunters who prey on amphibians, snakes, lizards, small rodents, and occasional insects (moths and beetles in particular).

Kite: Red

Size: 24-26 inches (0.6 to 0.7 m)
Attacks Per Melee: Three
Damage: Talons do 1D4+1 points of damage or bite does 1D6 damage; dive attack does double damage.
Bonuses: +2 on initiative, +4 to strike, and +3 to dodge.
Natural Abilities: Fly, prowl (silent glide attack) 70%, exceptional vision (can see a foot long rabbit at a distance of up to 2 miles/3.2 km), nightvision 300 feet (91.5 m), track by smell 66%, and track by sight 80%.
Speed: 77, but can reach speeds of 110 (75 mph/120 km) in bursts lasting 2D4×10 minutes or 220 (150 mph/240) in dives.



Average Life Span: 8-15 years
Value: Varies **Hit Points**: 5D6
Habitat: Woodland, farmland, and open country.
Range: Western Empire, Ophid's Grasslands, Land of the Damned

Notes: This bird breeds in woodland, but hunts in open country. It can hover briefly and hunts with great agility.



Secretary Bird

Size: 59 inches (1.5 m)
Attacks Per Melee: Two
Damage: Talons and bite do 1D6 points of damage. It cannot perform diving attacks and spends most of its time on the ground.
Bonuses: +3 on initiative, +1 to strike, and +3 to dodge.
Natural Abilities: Fly, exceptional vision (2 miles/3.2 km), nightvision 300 feet (91.5 m), track by smell 66%, and track by sight 75%.
Speed: Running: 14, with bursts of speed from 27 to 33 for 2D6 minutes. Flying speed is about 33.

Value: 20 gold for its feathers. **Hit Points**: 4D6+6
Habitat: Open, grassy country
Range: Old Kingdom and Land of the South Winds

Notes: This bird spends most of its time on the ground where it may cover 20 miles (32 km) or so everyday in search of food. Prey consists of insects, reptiles, small mammals and some small birds and eggs. In breeding season pairs are strongly territorial and will chase intruders off their breeding range.

Vulture: Bare-Faced



Size: 39-45 inches (1.0 to 1.1 m)
Attacks Per Melee: Three
Damage: Talons do 1D6 points of damage or bite does 2D4 damage; dive bomb attack does double damage.
Bonuses: +2 on initiative, +3 to strike, and +3 to dodge.
Natural Abilities: Fly, prowl (silent glide attack) 50%, exceptional vision (2 miles/3.2 km), nightvision 300 feet (91.5 m), track (by smell) 84%, and track by sight 70%.
Speed: 33 to 50, and can dive at speeds of 110 to 132 (up to 90 mph).
Average Life Span: 8-15 years
Value: Varies **Hit Points**: 5D6+6
Habitat: Savannas, grasslands and desert.
Range: Baalgor Wastelands, Southern Old Kingdom, Land of the South Winds.

Notes: This bird's broad wings are ideal for soaring and gliding for long periods. They are quick to pick up the smell of fresh kills and large numbers of these birds will congregate around the carrion. Most vultures feed on carrion eaters, rotten fruit and vegetables, garbage and occasionally catch and eat small rodents and reptiles.

Forest/Jungle Birds

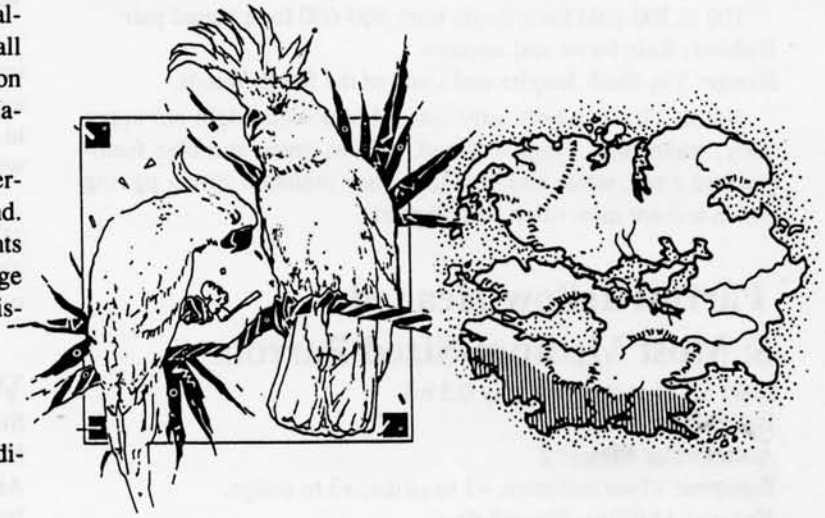
These birds are usually found in the lush forests and jungles of the world. In general, they feed on seeds, fruit, and nectar, although some have adapted to feed on insects and other small animals. All are adapted quite well to clinging and climbing on trees. Specific examples of this type of bird are: Cockatoos, Macaws, Parrots, Toucans, Hummingbirds and Woodpeckers.

Attacks per melee for Jungle Birds: Unless stated otherwise, all jungle birds get two attacks or actions per melee round. Damage is typically a stinging bite or peck that does two points of damage. "Dive bombing" attacks do 1D6 points of damage but count as two attacks and are used only if their nest is disturbed, in self-defense or to catch prey.

A Typical Jungle Bird

These basic stats can be used as a guideline for creating additional exotic parrots and other birds found in rain forests.

A.R.: Not applicable.
Hit Points & S.D.C. Combined: 1D4 to 2D6.
Attacks Per Melee: 2
Damage: Peck, bite or claw does two points of damage.
Bonuses: +1 on initiative, +1 to strike (prey) and +3 to dodge.
Natural Abilities: Fly
Speed: 33 to 88 flying and 2-6 running.
Average Life Span: 8-15 years
Value: Varies



Cockatoo: Sulphur-Crested

Size: 18-20 inches (0.4 to 0.5 m)
Hit Points: 1D6+2
Attacks Per Melee: Two
Bonuses: +1 on initiative, +2 to strike, and +3 to dodge.
Natural Abilities: Fly and sing.

Speed: 33 to 44 flying, 4 running/hopping.
Average Life Span: 20 to 50 years
Value: 15 gold for head feathers (alchemical purposes) and 30 to 50 gold as a pet for the wealthy.
Habitat: Rain forest and savanna.
Range: Yin-Sloth Jungles and Land of the South Winds.

Notes: These birds are noisy and gregarious. They are generally found in flocks of up to 200.



Parrot: Scarlet Macaw

Size: 30-34 inches (0.7 to 0.9 m)
Hit Points: 2D4+2
Attacks Per Melee: Two
Bonuses: +1 on initiative, +2 to strike and +3 to dodge.
Natural Abilities: Fly and sing.
Speed: 33 to 44
Average Life Span: 20 to 50 years
Value: It is prized by collectors, nobility and zoos, selling for 100 to 200 gold for a single bird; 500-600 for a mated pair.
Habitat: Rain forest and savanna.
Range: Yin-Sloth Jungles and Land of the South Winds.

Notes: This is a brilliantly colored bird with bright red upper body, white face, wings with red, yellow, green and blue feathers, and a red, white and blue tail. They maintain strong pairing bonds and are most often seen in pairs.

Parrot: Yellow-Headed & Most Medium-Sized Parrots

Size: 12-14 inches (roughly 0.3 m)
Hit Points: 2D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +1 to strike, +3 to dodge.
Natural Abilities: Fly and sing.
Speed: 22 to 33
Average Life Span: 20 to 50 years
Value: 10-30 gold as a colorful pet; 80 to 140 gold for one that can talk!
Habitat: Forests
Range: Yin-Sloth Jungles



Notes: These birds are particularly sought after because of their intelligence and reputation as good mimics and talkers. In the wild they associate in small groups (2-12 individuals).

Most tropical parrots are brightly colored and have three to five different colors. Common color combinations are yellow, green and black; yellow, red and blue; or red, blue and black.

Small parrots are a third to a half smaller have 1D6 hit points and are brightly colored. All other stats are roughly the same.



Toco Toucan

Size: 24 inches (0.6 m)
Hit Points: 2D6
Attacks Per Melee: 2
Bonuses: +1 on initiative, +2 to strike, and +3 to dodge.
Natural Abilities: Fly and sing.
Speed: 33 to 44 flying, 4 running.
Average Life Span: 20 to 50 years
Value: 5-20 gold as a colorful pet.
Habitat: Woodland, forest, plantations
Range: Western Empire, Yin-Sloth Jungles.

Notes: This bird is the one most people think of when they imagine a toucan, with its large orange and black beak, white underbelly with flashes of red in its tail and black body. It lives in small groups and feeds mainly on fruit. They are not shy and will often enter houses to steal food.

Most other species of Toucans are about half as big, have 2D4 hit points, and are brightly colored similar to parrots (lots of green, red and black combinations with flashes of black). All other stats are basically unchanged.

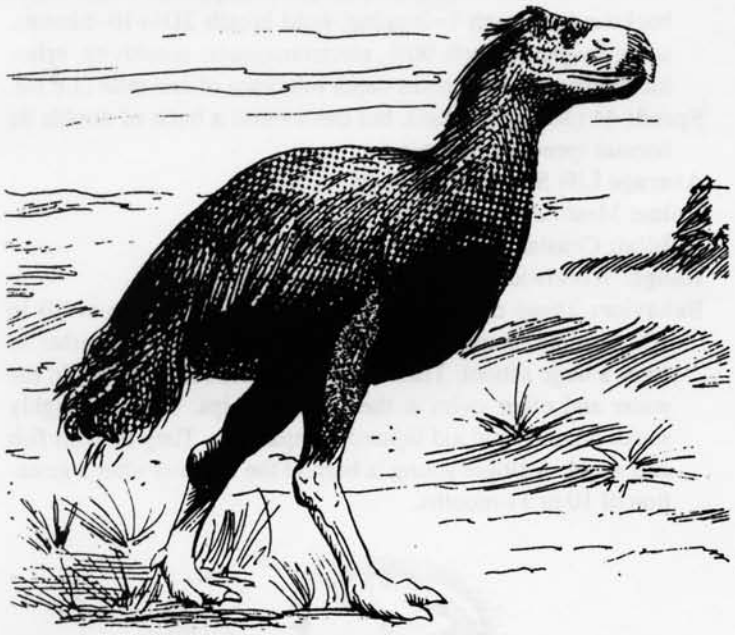
Woodpecker: Ivory-Billed

Size: 20 inches (0.5 m)
Hit Points: 2D4
Attacks Per Melee: 2.
Bonuses: +1 on initiative, +2 to strike, and +3 to dodge.
Natural Abilities: Fly and sing.
Speed: 50 flying or 5 running.
Average Life Span: 20 to 50 years
Value: 5-20 gold as a colorful pet.
Habitat: Swamps and forests.
Range: All areas north of the Old Kingdom Mountains



Notes: These birds feed on wood-boring beetles that live in dying and dead trees. They nest in hollow trees.

Smaller species of woodpeckers are about half as big, have 1D6 hit points, and typically have black or brown, white and red feathers. All other stats are basically unchanged.



Flightless Birds

As their name implies, this group of birds consists of those who have lost the ability to fly. As a result, their leg muscles have developed to a much greater degree than in other birds. In the Palladium world there is only one known example of this type.

Diatryma

A giant, prehistoric, predatory land bird that is bigger than an ostrich. This monstrosity is extinct on Earth but alive and well on the northern plains of the Palladium World.

Size: 8-10 feet tall (2.4 to 3.0 m)
Weight: 400-700 pounds (181 to 317 kg)
A.R.: 6
Hit Points: 6D6+4
S.D.C.: 3D6+10
Attacks Per Melee: 2
Damage: Kick does 2D6+3 points of damage, bite 2D6 damage, head butt or peck 1D6.
Bonuses: +1 on initiative, +2 to strike, +1 to parry, +2 to dodge.
Natural Abilities: Keen eyesight and hearing, can leap six feet (1.8 m) high or 12 feet (3.6 m) lengthwise.



Speed: 3D6+20, but can run at a speed of 66 (about 45 mph) for 30+2D6 minutes before needing to rest.
Average Life Span: 12-30 years
Value: Meat (whole animal), 80 gold
Habitat: Grasslands
Range: Ophid's Grasslands and Land of the Damned in the north.
Behavior: This large predatory bird feeds mainly on snakes, small birds, ground dwelling mammals (including goblins and Faerie Folk) and carrion. It is capable of sustained running at great speed and can usually outrun and outlast most of its prey. These wingless giants are found alone, in pairs, or in small family groups of 3D4 members. They nest on the ground and are fierce in the protection of their young. Diatryma are comparatively uncommon, although an estimated 10,000 roam Ophid's Grasslands and thousands more exist in the Land of the Damned.

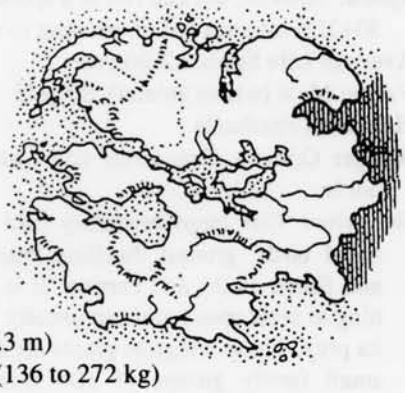
Creature of The Seas & Oceans



Northern Sea Lion

Size: 8-9¼ feet (2.4 to 2.8 m).
Weight: 250-450 pounds (113 to 204 kg).
A.R.: 6
Hit Points: 4D6+10
S.D.C.: 3D6+12
P.P.E.: 1D6
Attacks Per Melee: 2
Damage: Bite does 1D6+2 points of damage, head butt does 1D4+1 damage.
Bonuses: +1 on initiative, +2 to strike, +3 to dodge in water.
Natural Abilities: Swim 98%, dive 200 feet (61 m), hold breath for up to eight minutes.

Speed: 3 on land, 20 in water.
Average Life Span: 6-10 years.
Value: Fur: 50 gold, meat (whole animal): 50 gold.
Habitat: Breeds on northern seacoasts.
Range: Coastal areas of the Sea of Despair.
Behavior: These animals feed on fish, squid, and octopus. They can dive up to 600 feet (183 m) in search of prey. Males establish well defined territories as breeding grounds and maintain boundaries with ritual threat displays. Summer breeding grounds often contain several hundred individuals. A single pup is born soon after the female arrives at the breeding grounds.

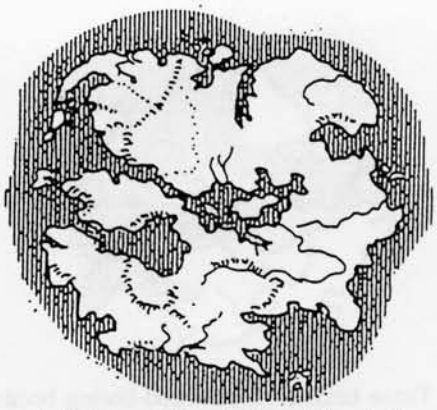


Gray Seal

Size: 5¼-7½ feet (1.6 to 2.3 m)
Weight: 300-600 pounds (136 to 272 kg)
A.R.: 6
Hit Points: 4D6+10
S.D.C.: 4D6+6
Attacks Per Melee: 2
Damage: Bite does 1D6 points of damage, head butt does 1D4 damage.
Bonuses: +2 on initiative, +3 to strike, +4 to dodge while in water only.
Natural Abilities: Swim 98%, dive 200 feet (61 m), hold breath for 10 minutes, good vision, keen sense of smell.
Speed: 3 on land, 20 in water.
Average Life Span: 7-12 years.
Value: Fur: 60 gold, meat (whole animal): 75 gold.
Habitat: Breeds on rocky coasts.
Range: Coastal areas of the Algorian Sea, Y'oda, Zy, Eastern Territory.
Behavior: The males of this species may be as large as twice the size of the females. Gray seals usually travel far from their breeding sites during the year, but stay mostly in coastal waters. They feed on fish, squid, octopus, and some crustaceans. Breeding generally occurs in the spring, but females always arrive at the breeding grounds first and give birth before the males arrive. Males take up territories on the beach, with the older ones getting the best positions. Breeding areas may have up to 500 individuals on them.

Common Dolphin

Size: 7-8½ feet (2.1 to 2.6 m)
Weight: 400-650 pounds (181 to 295 kg)
Attribute Note: Highly intelligent, equal to an I.Q. of 2D4+4!
A.R.: Not applicable.
Hit Points: 5D6+12
S.D.C.: 5D6+30
Attacks Per Melee: 3
Damage: Head/nose butt does 2D4 points of damage, tail slap 1D6, and bite 1D4.



Bonuses: +3 on initiative, +4 to strike, +5 to dodge, +2 to pull punch, +2 to roll with impact, +1 to save vs disease, and +4 to save vs horror factor.
Natural Abilities: Swim 100%, dive 500 feet (152 m), leap above water six feet (1.8 m), quick stops and turns, swim backwards, breach swimming, hold breath 2D4+10 minutes, sense magnetic north 90%, electromagnetic sensitivity, echolocation/sonar, maximum depth tolerance of one mile (1.6 m).
Speed: 44 (30 mph/48 km), but can exhibit a burst of double its normal speed for one minute.
Average Life Span: 15-25 years.
Value: Meat (whole animal): 50 gold.
Habitat: Coastal & oceanic waters.
Range: Worldwide; temperate and tropical waters.
Behavior: These dolphins live in hierarchical groups of 20 to 100 or more; sometimes several groups will join together to form a huge school. These active animals roll and leap in the water and often swim at the bows of ships. They are highly social animals and aid injured companions. They feed on fish and squid. A single young is born in the summer after a gestation of 10 or 11 months.



Harbor Porpoise

Size: 4½-6 feet (1.4 to 1.8 m)
Weight: 300-500 pounds (136 to 227 kg)
Attribute Note: Highly intelligent, equal to an I.Q. of 2D4+1!
A.R.: Not applicable.
Hit Points: 4D6+12
S.D.C.: 4D6+30
Attacks Per Melee: 3
Damage: Head/nose butt does 2D4 points of damage, tail slap 1D6, and bite 1D4.
Bonuses: +2 on initiative, +4 to strike, +6 to dodge, +2 to pull punch, +2 to roll with impact, +1 to save vs disease, and +4 to save vs horror factor.
Natural Abilities: Swim 100%, dive 500 feet (152 m), leap above water six feet (1.8 m), quick stops and turns, swim

backwards, breach swimming, hold breath 2D4+10 minutes, sense magnetic north 90%, electromagnetic sensitivity, echo-location/sonar, maximum depth tolerance of one mile (1.6 m).

Speed: 44 (30 mph/48 km), but can exhibit a burst of double its normal speed for one minute.

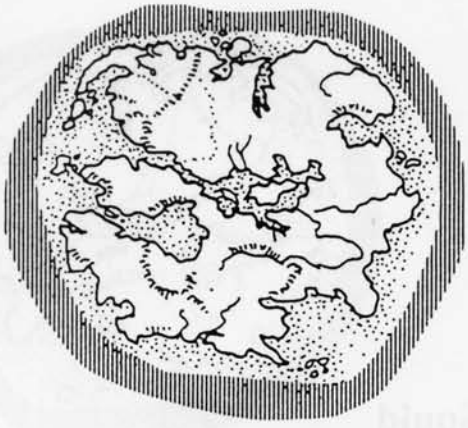
Average Life Span: 15-20 years.

Value: Meat (whole animal): 50 gold.

Habitat: Oceans and seas worldwide; occasionally estuaries.

Range: Sea of Dread, Sea of Scarlet Waters, Southern Coasts.

Behavior: These gregarious animals live in small groups of up to 15 individuals. They are highly vocal animals and there is much communication between the group. They always come to the aid of a group member in distress. Porpoises feed on fish and can dive up to six minutes in pursuit of their prey. Breeding pairs mate in July and August after prolonged courtship rituals. A single young is born after a geststion of 10 or 11 months.



Blue Whale (Big Blue)

Size: 82-105 feet (25 to 32 m)

Weight: Numerous tons (over 150)

A.R.: 1D6+5

Hit Points: 4D4×10+50

S.D.C.: 4D4×100

Attacks Per Melee: 1

Damage: Tail swipe does 1D6×10, body butt/nudge 4D6, full body ram 3D4×10 points of damage.

Bonuses: +1 to strike and +2 to dodge.

Natural Abilities: Swim 100%, dive 1000 feet (305 m), hold breath 2D4+15 minutes, sense magnetic north 90%, electromagnetic sensitivity, echo-location/sonar, maximum depth of tolerance one mile (1.6 m).

Speed: 22

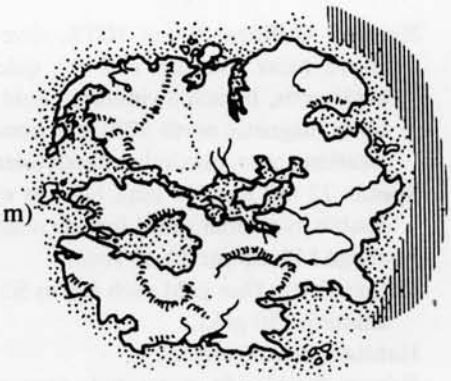
Average Life Span: 30-80 years.

Value: Meat/oil (whole animal): 600-1200 gold.

Habitat: Open ocean.

Range: All oceans.

Behavior: This is the largest mammal that has ever existed. These gigantic creatures feed entirely on plankton. They feed during the summer, which is spent in nutrient-rich polar waters; during this time they take up to 4 tons of food daily. In autumn they migrate towards the equator to breed. A single calf is born after a gestation of 11 or 12 months.



Gray Whale

Size: 40-50 feet (12 to 15 m)

Weight: 20-40 tons

A.R.: 6

Hit Points: 2D6×10

S.D.C.: 1D4×100

P.P.E.: 6D6

Attacks Per Melee: 2

Damage: Tail swipe does 6D6 points of damage, head butt 3D6.

Bonuses: +1 to strike and +3 to dodge.

Natural Abilities: Swim 100%, dive 1000 feet (305 m), hold breath 2D4+12 minutes, sense magnetic north 90%, electromagnetic sensitivity, echo-location/sonar, maximum depth of tolerance one mile (1.6 m).

Speed: 22

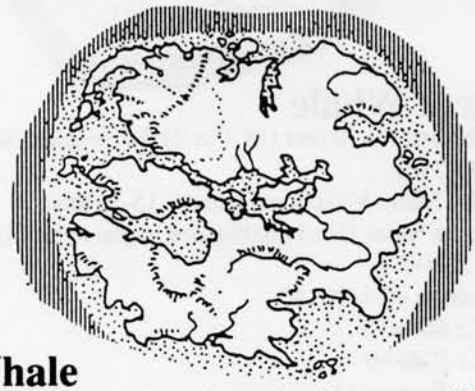
Average Life Span: 30-50 years

Value: Meat/oil (whole animal): 200 gold.

Habitat: Coastal Waters

Range: Eastern coastal waters.

Behavior: This baleen whale feeds on small planktonic animals by filtering them out of the water by their fringed, horny plates which are suspended from their upper jaw. This whale feeds on the bottom of the sea by stirring up the sediment and then filtering out its food. These whales perform long migrations from polar feeding grounds to equatorial breeding areas. A single calf is born after a gestation period of 12 months.



Killer Whale

Size: Male: 25-33 feet (7.6 to 10 m); females are roughly half the size of the males.

Weight: Male: 2-5 tons.

Attribute Note: Highly intelligent, equal to an I.Q. of 2D4+2!

A.R.: 1D4+3

Hit Points: 1D6×10

S.D.C.: 2D6×10 (+25 for males).

P.P.E.: 1D4×10

Horror Factor: 14

Attacks Per Melee: 3

Damage: Head/nose butt does 2D4 points of damage, a full strength nose strike does 3D6, tail slap does 3D6, a nip does 1D4, restrained bite does 2D6, full strength bite does 5D6 damage.

Bonuses: +4 on initiative, +5 to strike, +4 to dodge, +3 to pull punch, +2 to roll with impact, +1 to save vs disease, and +8 to save vs horror factor.

Natural Abilities: Swim 100%, dive 800 feet (182 m), leap above water five feet (1.5 m), quick stops and turns, swim backwards, breach swimming, hold breath 2D6+14 minutes, sense magnetic north 90%, electromagnetic sensitivity, echo-location/sonar, maximum depth tolerance of one mile (1.6 m).

Speed: 22 (30 mph/48 km), but can exhibit a burst of speed at double its normal speed for one minute.

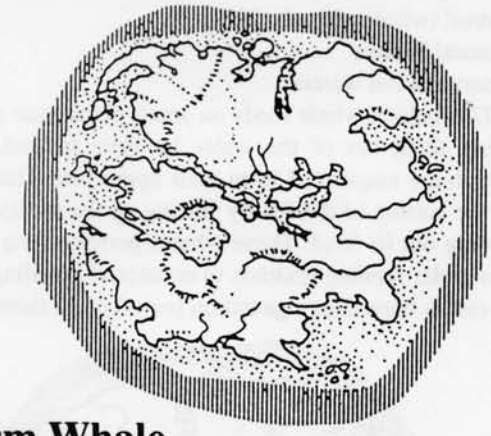
Average Life Span: 20-40 years.

Value: Teeth: One gold each (up to 50 per animal), meat (whole animal): 250 gold.

Habitat: Coastal waters.

Range: Worldwide, particularly cooler water.

Behavior: This creature is the largest of the dolphin family. Males have a characteristic dorsal fin which can be up to 6½ feet high. These creatures live in extended families of 2 to 10 individuals and they cooperate in hunting. Killer whales are avid predators and feed on fish, squid, sea lions, birds, and other whales. Their teeth are valued by artists who carve and inscribe them (scrimshaw). A single young is born in the summer after a gestation of 10 to 13 months.



Sperm Whale

Size: Males: 60-70 feet (18.3 to 21.3), females: 38-45 feet (11.5 to 13.7 m)

Weight: Male: 50-70 tons, female: 15-30 tons.

Attribute Note: Good intelligence, equal to an I.Q. of 1D4+3.

A.R.: 2D4+6

Hit Points: 4D4×10+40

S.D.C.: 6D6×10

P.P.E.: 1D6×10

Horror Factor: 14

Attacks Per Melee: 3

Damage: Nip does 1D6 points of damage, full strength bite does 1D4×10 damage, (on a natural 19-20, prey is swallowed), head butt 5D6 damage, head strike 2D4×10, and tail slap does 1D4×10 damage.

Bonuses: +2 on initiative, +5 to strike, +2 to dodge, +1 to pull punch, +4 to save vs poison and disease, and +8 to save vs horror factor.

Natural Abilities: Swim 100%, dive 4000 feet (1220 m), leap above water six feet (1.8 m), breach swimming, hold breath 4D6+40 minutes, sense magnetic north 90%, electromagnetic sensitivity, echo-location/sonar, maximum depth tolerance of two miles (3.2 m).

Speed: 22; speed burst is double speed but lasts only one minute.

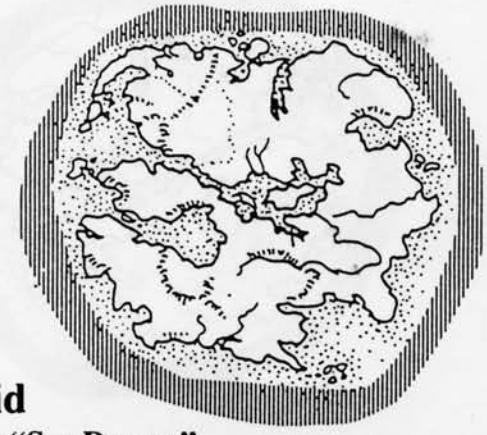
Average Life Span: 50-80 years.

Value: Teeth: one gold each (up to 70 per animal), meat/oil (whole animal): 600 gold, spermaceti: 200 gold.

Habitat: Temperate and tropical waters.

Range: All oceans.

Behavior: The sperm whale is the largest, fiercest and aggressive of the toothed whales. The great hunter feeds primarily on giant squid and octopus. Surrounding the animal's nasal passages is a waxy substance known as spermaceti which helps the animal maintain neutral buoyancy during deep dives. This system enables this whale to dive up to 4000 feet (1220 m). Spermaceti is valued as a base for perfumes. Sperm whales migrate towards the poles in spring and back to the equator in autumn. Males contest with each other to gather harems of 20 to 30 breeding females and their young. Males under 25 years associate in bachelor groups. A single young is born after a gestation of 14 to 16 months. The young will stay with its mother for several years.



Giant Squid

Also known as "Sea Demon"

Size: 30 to 80 feet (9 to 24 m).

Weight: 1000 to 2000 pounds (454 to 900 kg).

Attribute Note: I.Q. 1D4+2. The physical strength (P.S.) of the eight tentacles are equal to a P.S. 24, while the two big tentacles are equal to a P.S. of 2D6+28.

A.R.: 8

Hit Points: 3D4×10

S.D.C.: 3D4×10

P.P.E.: 5D6

Horror Factor: 16

Attacks Per Melee: 6

Damage: A hit from a tentacle arm does 3D6+6 damage, power punch (counts as two melee attacks) does 1D4×10 damage, crush/squeeze does 2D6 points of damage per melee attack, bite does 3D6+6 damage, or body ram does 1D6×10 points of damage (ramming is used only against large, boat size, targets).

Bonuses: +4 on initiative, +4 to strike, +2 to parry, +5 to dodge (The squid is so maneuverable that the dodge functions like a parry, no attack is forfeited).

Natural Abilities: Squid are exceptional swimmers. Their slim, thin, cylindrical bodies and horizontal fins enable them to make abrupt turns, swim forward and dart backwards, and hover in one spot. Prowl 60%, climb 40%, identify chemicals in the water 65%, track by taste 55%, sense magnetic north 90%, electromagnetic sensitivity, maximum depth tolerance of two miles (3.2 m). Cannot survive out of water for more than 2D4 hours.



The giant squid has *10 arms*, eight smallish tentacles and two considerably longer arms used for grasping prey. The two arms of a 30 feet (9 m) squid can measure 60 feet (18.3 m) long, with the eight smaller arms a measly 30 feet (9 m) long. A 70 or 80 foot squid will have a reach of 150 feet (45.7 m) with the two arms and about 80 feet (24.4 m) for the other eight tentacles.

Ink Cloud: The squid can spray a cloud of ink that covers a 60 foot (18.3 m) radius — dissipates in 3D4 minutes.

Speed: 33 (about 22.5 mph/36), but can dart by jet propulsion at a speed of 66 (45 mph/72 km)) for 1D6 minutes at a time. Squid also have the ability to shoot out high-powered jets of air, and use the jets of air for propulsion. The jet propulsion is so powerful that it can hurl the creature out of the water, soaring through the air at a speed of 55 (about 37 mph/59 km) for a distance of 1D6×100 yards/meters!

Average Life Span: 80-120 years

Value: 300-600 gold for its meat and oils.

Habitat: Oceans around the world.

Range: Common to the cooler waters to the north, including waters around the Western Empire, Eastern Territory, and the Great Inland Sea around Phi and Lopan. They are especially plentiful in the Sea of Despair, Sea of Dread and the coastal waters of the Land of the Damned.

Behavior: Squid are more dangerous than the giant octopus for two reasons: 1. They are aggressive hunters, and 2. they hunt in packs. A typical pack of giant squid will contain 3D4 members; however, larger schools of 30 to 40 have been recorded near the Sea of Despair. Squid dart through a school of fish and seize their victims by the head. The "Sea Demons" rarely attack larger ships, although sightings, bumpings and brief encounters are often reported. However, a particularly aggressive creature, or a pack lured by combat and men overboard, may seize even a large ship(s) to snatch and gobble down its crew. Giant squid have been known to attack and kill sperm whales.

Giant Octopus

Also known as "Devil Fish"

Size: 20-50 feet (6 to 15 m)

Weight: 200-500 pounds (90 to 225 kg)

A.R.: 6

Hit Points: 2D4×10+20

S.D.C.: 1D6×10+20

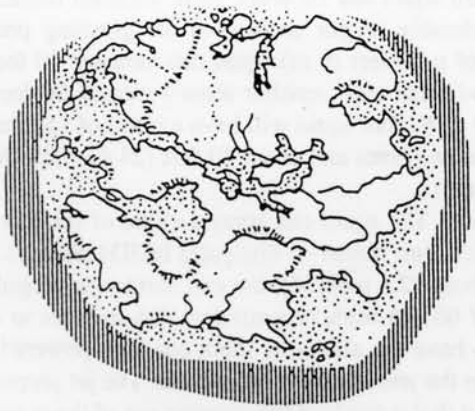
P.P.E.: 4D6

Horror Factor: 14

Attacks Per Melee: 5

Damage: A hit from a tentacle arm does 2D6+6 damage, being crushed by a tentacle does 2D6 points of damage per melee, bite 3D6 (biting is a last resort attack), or by ejecting water in powerful jets causing 2D4 damage and propelling a human to wolfen-sized person 3D4×10 yards/meters away. An octopus may also pick up and use boulders as clubs (add 4D6 to the damage) or throw rocks (6D6 damage).

Octopus, even giant octopus, are not usually aggressive or combative and endure an undeserved reputation as evil and deadly because of occasional tangles with men and ships, and because they look horrible. Consequently, the "Devil Fish" will usually attack by blowing its assailants away with power-



ful jets of water (affects a 15 ft/4.6 m wide area). If an attacker persists, it will blow him away and try to block its cave by pulling a few tons of rock to block the entrance and stop the attack.

If hurt, angered, defending its nest or extremely hungry, it will attack with its tentacles, hitting, crushing and biting (ensnared) opponents/prey.

Octopus are incredibly strong and can hold onto an object with an unbreakable grip. Each tentacle of a giant octopus is equal to a P.S. 30. Fortunately, that strength cannot be focused into direct attacks. Octopus collect favorite objects and will carry or drag them around with them. Trying to take away a favorite object will cause a battle royal. However, under most circumstances an octopus will *not* fight to the death.

When a fight goes badly, the octopus will secrete an *intensely dark liquid* and make its escape. The inky cloud will completely obscure a 1D6×100 foot radius. Everyone in the cloud is blinded, (minus) -9 to strike, parry, and dodge. The inky discharge also confuses the flavor trail by which an enemy might follow in pursuit. Visibility returns after about 3D6 minutes as the cloud disperses.

Bonuses: +3 on initiative, +4 to strike, +6 to parry, +4 to dodge, +3 to pull punch.

Natural Abilities: Change color and texture to completely blend with the surrounding terrain (requires half a melee for full change); camouflage ability is equal to a prowl of 92%. Climb 80%, prowl 59%, swim 90%; has 8 arms.

Speed: 8 — crawling on the sea floor, 6 — swimming.

Average Life Span: 12-20 years

Value: 100-250 gold for full ink glands and 300-600 for food.

Habitat: Oceans around the world.

Range: Most common along the warmer southern waters around the Timiro Kingdom, The Land of the South Winds, Yin-Sloth Jungles, and Floenry Isles.

Behavior: Timid, solitary giants that occasionally attack small ships, sailors and underwater adventurers. Very defensive and will fight to the death to protect its lair. Feeds on clams and fish.

Fish

Fish are the undisputed masters of the aquatic environment. These animals have enjoyed an adaptive radiation easily as spectacular as that of all land vertebrates. Although fish are the oldest vertebrate group, they have not entered into decline like their reptilian and amphibian descendants. Although certain groups have become extinct, their places have been taken over by successful modern fish.

The success of fish can be attributed to the fact that they are perfectly adapted to their dense medium. Most fish can hang motionless at any depth by varying their neutral buoyancy by adding or removing air from their bladder. Fish have excellent olfactory and visual senses, as well as a unique, lateral line nervous system which gives them an unparalleled sensitivity to vibration and water currents. Their gills are the most effective respiratory devices for extracting oxygen from water.

There are two major groups of fish based on whether they have jaws or not. The jawless fish are a rather small group and are represented by Lampreys and Hagfish. The gnathostomata, or jawed fish, are further divided into two major groups: the chondrichthyes, or cartilaginous fish, represented by sharks, rays, and skates, and the osteichtyes, or bony fish, which contain all other types.

Presented here is only the briefest of overviews of the vast variety of fish. Indeed, it would take a book easily twice the size of this one to adequately cover them all.

Great White Shark (White Death)

Size: 18 to 28 ft (5.4 to 8.4 m)

Attributes of Note: P.S. 2D6+30, P.P. 1D6+16, P.E. 2D6+20

Weight: 1-2 tons

A.R.: 8

Horror Factor: 14

Hit Points & S.D.C. Combined: 1D4×100

Attacks Per Melee: 3

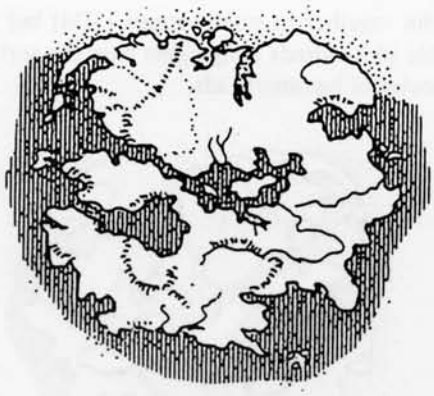
Damage: Nip does 2D6 points of damage, full strength bite 6D6, slashing tail 2D6 damage, head butt 1D6 and body ram 2D6 damage.

Bonuses (in addition to attributes): +3 on initiative, +4 to strike, +2 to dodge, +3 to save vs poison and disease, +10 to save vs horror factor.

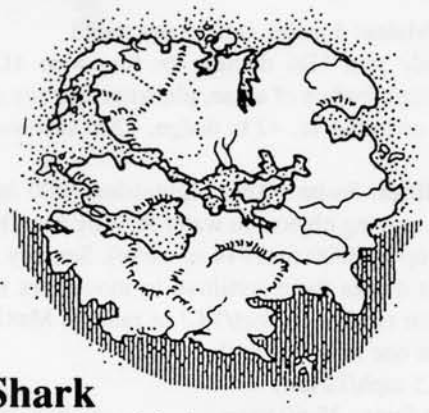
Natural Abilities: Swim 100%, nightvision 3000 feet (914 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3000 feet/914 m away). Sensory system makes all sharks sensitive to movement in the water around them (within 60 foot/18.3 m radius), thus the shark will know where prey is even if it cannot see it. Its keen sense of smell is especially sensitive to the scent of blood. It can smell a few *drops* of blood 1000 yards away and a gallon or more for 2 miles (3.2 km)! Their eyes are sensitive to light, but all sharks close their eyes when they attack (other senses compensate for the poor vision). Maximum depth tolerance is unlimited.

Speed: 16 (11 mph/17.6 km) and can dive 2000 feet (610 m) at double normal speed, can stop on a dime, and make tight circles/turns as small as 15 feet (4.6 m).

Average Life Span: 100-300 years

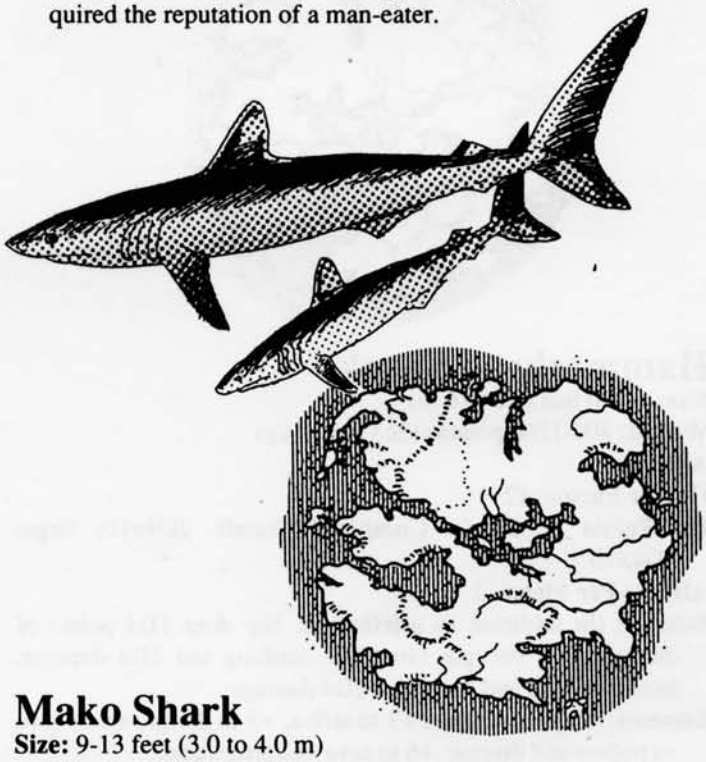


Value: Skin: 30 gold, meat (whole animal): 40 gold, teeth: 1 gold for 20.
Habitat: Open sea; seasonally enters coastal waters.
Range: Warm temperate and tropical areas.
Behavior: This shark is actually not white, but ranges in color from gray to brown with white underparts. It feeds on a variety of aquatic life, from fish to seals and dolphins. It is the largest and most *aggressive* species and has acquired the reputation of a man-eater.



Tiger Shark

Size: 12 to 20 ft (5.4 to 8.4 m)
Attributes of Note: P.S. 2D6+20, P.P. 1D6+16, P.E. 2D6+20
Weight: 1000-2400 pounds (454 to 1088 kg)
A.R.: 6
Horror Factor: 14
Hit Points & S.D.C. Combined: 4D4×10
Attacks Per Melee: 3
Damage (in addition to attributes): Nip does 1D6 points of damage, full strength bite 4D6, slashing tail 2D4 damage, head butt 1D6 and body ram 2D6 damage.
Bonuses: +4 on initiative, +4 to strike, +2 to dodge, +8 to save vs poison and disease, +10 to save vs horror factor.
Natural Abilities: Swim 100%, nightvision 3000 feet (914 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3000 feet/914 m away). Sensory system makes all sharks sensitive to movement in the water around them (within 60 foot/18.3 m radius), thus the shark will know where prey is even if it cannot see it. Its keen sense of smell is especially sensitive to the scent of blood. It can smell a few *drops* of blood 1000 yards away and a gallon or more for one mile (1.6 km). Their eyes are sensitive to light, but all sharks close their eyes when they attack (other senses compensate for the poor vision). Maximum depth tolerance is unlimited.
Speed: 30 (20 mph/32 km) and can dive 2000 feet (610 m) at double normal speed.
Average Life Span: 100-200 years
Value: Skin: 30 gold, meat (whole animal): 40-80 gold, teeth one gold for 20.
Habitat: Open sea; seasonally enters coastal waters.
Range: Warm temperate and tropical areas.
Behavior: This shark is the second largest shark in the ocean, and while not quite as powerful, they are even more aggressive than the Great White. They frequently attack humanoids, although they mainly feed on fish to seals to dolphins. It is among the largest and most *aggressive* species and has acquired the reputation of a man-eater.



Mako Shark

Size: 9-13 feet (3.0 to 4.0 m)
Weight: 600-1200 pounds (272 to 544 kg)
A.R.: 6
Horror Factor: 11
Hit Points & S.D.C. Combined: 2D4×10
Attacks Per Melee: 3
Damage (in addition to attributes): Nip does 1D4 points of damage, full strength bite 3D6, slashing tail 1D6 damage, head butt 1D4 and body ram 2D4 damage.
Bonuses: +2 on initiative, +3 to strike, +4 to dodge, +6 to save vs poison and disease, +6 to save vs horror factor.
Natural Abilities: Swim 100%, nightvision 3000 feet (914 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3000 feet/914 m away). Sensory system makes all sharks sensitive to movement in the water around them (within 60 foot/18.3 m radius), thus the shark will know where prey is even if it cannot see it. Its keen sense of smell is especially sensitive to the scent of blood. It can smell a few *drops* of blood 1000 yards away and a gallon or more for one mile (1.6 km). Their eyes are sensitive to light, but all sharks close their eyes when they attack (other senses compensate for the poor vision). Maximum depth tolerance is unlimited.
Speed: 22 (25 mph/24 km) and can dive 1000 feet (305 m) at double normal speed.
Average Life Span: 30-100 years
Value: Skin: 20 gold, meat (whole animal): 25-50 gold
Habitat: Open seas worldwide.

Range: Temperate and tropical areas.

Behavior: This shark is an active eater of fish living near the surface, such as tuna, mackerel, and herring. It is renowned for its habit of leaping clear of the water up to 6 feet (1.8 m) into the air. It is an aggressive species and, as with most sharks, large numbers (6D6) of them will congregate around large kills and tear the carcass to shreds with their sharp teeth and powerful jaws.



Hammerhead Shark

Size: 12-20 feet (3.6 to 6 m)

Weight: 800-1200 pounds (363 to 544 kg)

A.R.: 6

Horror Factor: 12

Hit Points & S.D.C. Combined: Small: 2D4×10; large: 4D4×10

Attacks Per Melee: 3

Damage (in addition to attributes): Nip does 1D4 points of damage, full strength bite 3D6, slashing tail 2D4 damage, head butt 1D6 and body ram 2D4 damage.

Bonuses: +3 on initiative, +3 to strike, +3 to dodge, +6 to save vs poison and disease, +6 to save vs horror factor.

Natural Abilities: Swim 100%, nightvision 3000 feet (914 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3000 feet/914 m away). Sensory system makes all sharks sensitive to movement in the water around them (within 60 foot/18.3 m radius), thus the shark will know where prey is even if it cannot see it. Its keen sense of smell is especially sensitive to the scent of blood. It can smell a few *drops* of blood 1000 yards away and a gallon or more for one mile (1.6 km). Their eyes are sensitive to light, but all sharks close their eyes when they attack (other senses compensate for the poor vision). Maximum depth tolerance is unlimited.

Speed: 11 (7.5 mph/12 km)

Average Life Span: 30-100 years

Habitat: Coastal and inshore waters

Range: Tropical and warm temperature areas.

Behavior: This oddly shaped shark is aggressive and has been known to attack humanoids. They feed mainly on fish and refuse; the Great Hammerhead's (the largest at 17-20 ft/5.1 to 6 m) favorite food is the stingray. These sharks make regular migrations in summer to cooler waters. They have no flotation bladder like many fish do. As a result, many sharks have a body temperature slightly higher than that of the surrounding water so that muscles can be used more efficiently. They usually swim together in small groups (3D4) but sometimes huge schools of hundreds congregate near the surface! There are nine species of hammerheads.



Manta (Devil Ray)

Size: 10 to 17 feet long (3-5.1 m) and 22 feet (6.6 m) wide

Weight: 1200-2500 pounds (544 to 1134 kg)

A.R.: Not applicable

Horror Factor/Awe: 8

Hit Points & S.D.C. Combined: Small: 1D4×10; large: 2D4×10

Attacks Per Melee: 3 melee actions per round.

Damage: Body ram 1D6 damage or fin swipe 1D4 damage; harmless filter feeders of algae, plankton and tiny shrimp.

Bonuses: +2 on initiative, +2 to dodge, +2 to save vs poison and disease.

Natural Abilities: Swim 100%, nightvision 1000 feet (305 m), can locate moving objects in water 90% by keen hearing (can hear prey up to 3000 feet/914 m away). Sensory system like the shark's makes them sensitive to movement in the water around them (within 60 foot/18.3 m radius). Maximum depth tolerance is one mile (1.6 km).

Speed: 11 (7.5 mph/12 km)

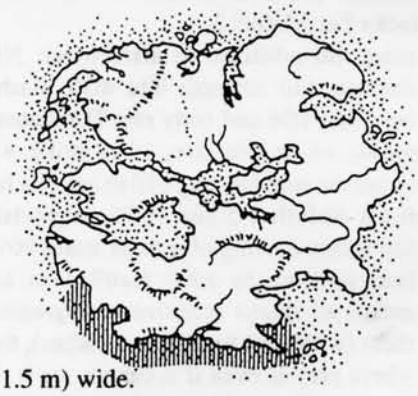
Average Life Span: 35-60 years

Value: Skin: 25 gold, meat (whole animal): 20-50 gold

Habitat: Coastal waters, open sea

Range: Eastern coastal waters

Behavior: This gigantic manta is the largest living ray of the 160 species. They feed on plankton, tiny fish, and crustaceans.



Stingray

Size: 2 to 5 feet (06 to 1.5 m) wide.

Weight: 25-60 pounds (11 to 27 kg)

A.R.: Not applicable

Horror Factor/Awe: 8

Hit Points & S.D.C. Combined: Small: 4D6; large: 1D4×10

Attacks Per Melee: 3

Damage: Body ram 1D4 damage or 1D6 from the tail stinger when used as a means of self-defense. Venom from the

stinger does an additional 1D6 points of damage for 1D6 melees unless a successful save vs lethal poison (14 or higher) is made. The sting area will be sore to the touch for 1D4 days.

Bonuses: +2 on initiative, +3 to dodge, +3 to save vs poison and disease.

Speed: 8

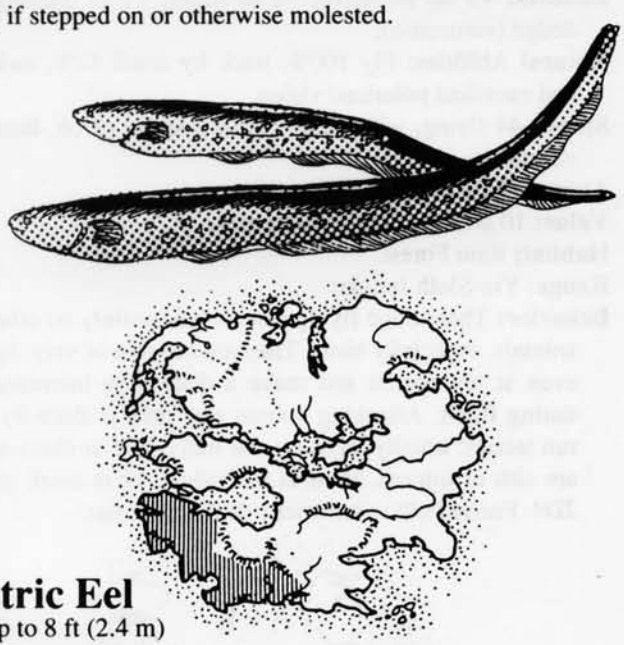
Average Life Span: 12-30 years

Value: One gold for the stinger.

Habitat: Shallow coastal waters.

Range: Southern coastal areas

Behavior: This animal's characteristic weapon is a sharp spine near the base of its tail. Some tribes of humanoids use the spines of the stingray as spear points. Stingrays usually live buried in the sand on the seabed and will normally attack only if stepped on or otherwise molested.



Electric Eel

Size: up to 8 ft (2.4 m)

Weight: 4-12 pounds (2 to 5 kg)

A.R.: Not applicable

Hit Points & S.D.C. Combined: 3D6

Attacks Per Melee: One

Damage: Bite 1D4 or electric "jolt" that does 2D4 points of damage.

Bonuses: +1 on initiative, +2 to strike, and +3 to dodge.

Natural Abilities: Swim 98%, prowl (underwater) 85%, electric pulse navigation 90%.

Speed: 12

Average Life Span: 8-20 years

Value: 35 gold (for magical purposes)

Habitat: Muddy streams and pools.

Range: Yin-Sloth Jungles.

Behavior: This animal's extraordinary electric generating capability is used for killing prey and defense. They may produce a jolt of up to 500 volts. The range of their electrical attack is about six feet (1.8 m). It should be noted that this attack never misses.

Moray Eel

Size: up to 5 feet (1.5 m)

Weight: 4-10 pounds (2 to 4.5 kg)

A.R.: Not applicable

Hit Points & S.D.C. Combined: 3D6+6; very tough animals.

Attacks Per Melee: Two



Damage: Bite 1D6 points of damage.

Bonuses: +2 on initiative, +4 to strike, and +5 to dodge.

Natural Abilities: Swim 98%, prowl (underwater) 85%, nightvision 100 feet (30.5 m), navigation 90%, and can survive on dry land (slithering like a snake) for 2D4 hours before dehydrating and dying.

Speed: 12 swimming, 6 on dry land.

Average Life Span: 15-30 years

Value: None in particular.

Habitat: Tropical and warm oceans.

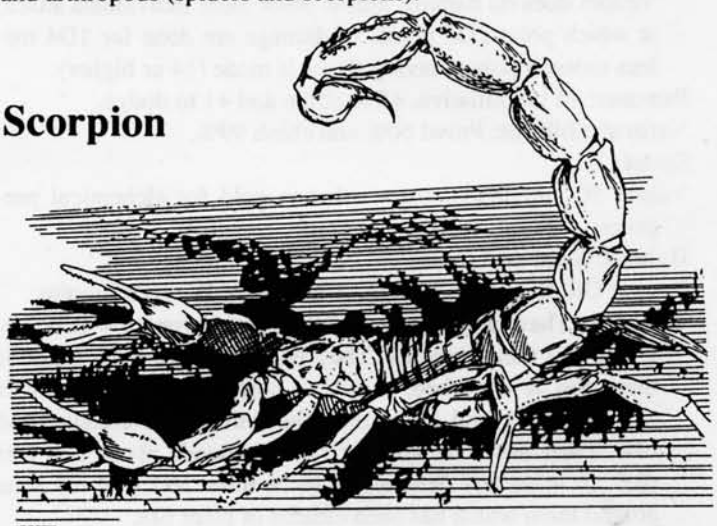
Range: Coastal waters and reefs of the south, especially common to the Floenry Island chain.

Behavior: This animal lives among rocks and coral where it hunts fish, cuttlefish and squid. They are extremely territorial and will defend their rock lair even from large invaders like humans, biting and hissing defiantly. There are 100 species.

Insects and Arthropods

The following are some interesting and noteworthy insects and arthropods (spiders and scorpions).

Scorpion



Size: up to 5 inches.

Weight: A few ounces.

A.R.: 6

Hit Points & S.D.C. Combined: 2

Attacks Per Melee: 2

Damage: Stinger does one point damage, plus venom causes 1D6 points of additional damage each melee for 1D4 melees unless a save vs poison (14 or higher) is made.

Bonuses: +2 to strike and +3 to dodge.



Natural Abilities: Prowl 95%, climb 80%, and swim 30%.
Speed: 4
Average Life Span: 1-2 years
Value: 3 gold for alchemical purposes.
Habitat: Varied; arid land and semi-tropical to tropical forests.
Range: Old Kingdom, Baalgor Wastelands, Land of the South Winds.
Behavior: These creatures generally live under and in refuse where they hunt their prey.



Fire Ants

Size: up to ½ inch
A.R.: 5
Hit Points & S.D.C. Combined: 2
Attacks Per Melee: 1
Damage: Sting does one point of damage and injects poison. Venom does no damage unless 30 or more individuals attack, at which point 2D4 points of damage are done for 1D4 melees unless a poison saving throw is made (14 or higher).
Bonuses: +1 on initiative, +5 to strike and +1 to dodge.
Natural Abilities: Prowl 60% and climb 99%.
Speed: 3
Value: 50 individuals are worth one gold for alchemical purposes.
Habitat: Semi-arid scrub
Range: Old Kingdom, Baalgor Wastelands, Western Empire.
Behavior: These ants have a highly irritating venom which they inject into their enemies. They will generally only attack if their nest is disturbed, at which point 100-200 individuals will come out and crawl onto the unfortunate creature and bite. Their nests are slightly raised mounds about two feet (0.6 m) wide and generally have a three feet (0.9 m) zone around them which has been cleared of plant life.

Giant Dragonfly

Size: up to 3 feet long (0.9 m), wingspan: 4 feet (1.2 m)
Weight: 3-5 pounds (1 to 2 kg)
A.R.: 8
Hit Points & S.D.C. Combined: 5D6
Attacks Per Melee: 1



Damage: Bite does 2D4 points of damage; a swat with its body does 1D6 damage.
Bonuses: +3 on initiative, +2 to strike, +1 to damage, +5 to dodge (automatic).
Natural Abilities: Fly 100%, track by smell 52%, swim 60%, and excellent polarized vision.
Speed: 44 flying, with bursts up to a speed of 66, lasting 1D6 minutes.
Average Life Span: 2-5 years
Value: 10 gold for magical purposes.
Habitat: Rain Forest
Range: Yin-Sloth Jungles
Behavior: These huge flying insects feed mainly on other flying animals, especially birds. They are capable of very tight turns even at top speeds and make a distinctive humming sound during flight. Attacking human size prey is done by hit and run tactics; usually takes on one individual or characters who are sick or injured. Hunt as individuals or in small groups of 2D4. Faerie Folk sometimes ride them for fun.



Corinth Cave Spider

Size: 3 inches
Weight: A few ounces.
A.R.: 5
Hit Points & S.D.C. Combined: 1D6
Attacks Per Melee: 1; bite does no damage, but poison has the same effects as that of the Timber Spider.
Bonuses: +3 to dodge.
Natural Abilities: Nightvision 30 feet (9 m), prowl 80%, climb 98%
Speed: 5
Average Life Span: One year.
Value: 15 gold for alchemical purposes.
Habitat: Mountainous Regions
Range: Old Kingdom Mountains, Algor Mountains, Yin-Sloth Mountains
Behavior: This web weaving spider seldom attacks humans unless provoked.



Giant Cave Spider

Size: 3-5 feet long (0.9 to 1.5 m)
Weight: 30-50 pounds (13.6 to 22 kg)
A.R.: 8
Hit Points & S.D.C. Combined: 1D4×10+25
Attacks Per Melee: 3
Damage: Bite does 1D6 points of damage, plus poison. Venom causes 4D6 damage per each bite unless a save vs lethal poison (14 or higher) is made.
Bonuses: +1 on initiative, +2 to strike, +3 to parry, +2 to dodge.
Natural Abilities: Prowl 60%, track by smell 40%, nightvision 200 feet (61 m), climb 90%/80%, and can leap 10 feet (2.4 m) high and 15 feet (4.6 m) long. It cannot swim and sinks like a rock.
Speed: 9
Average Life Span: 8 years
Value: 10 gold for alchemical purposes.



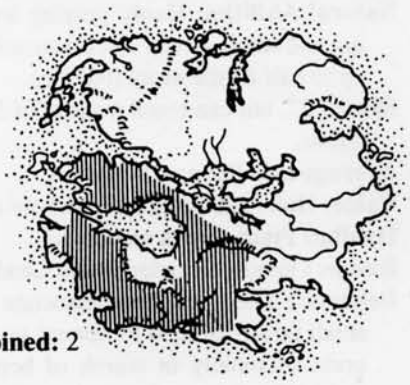
Habitat: Mountains, caves and subterranean tunnels and ruins.
Range: Old Kingdom Mountains, Yin-Sloth Mountains, Baalgor Wastelands, Land of the South Winds, and occasionally in the Western Empire and Eastern Territory.
Behavior: These creatures are hunting spiders which capture their prey through stealth.

Giant Timber Spider

Size: 3 to 4 feet (0.9 to 1.2 m)
Weight: 30-50 pounds (13.6 to 22 kg)
A.R.: 7
Hit Points & S.D.C. Combined: 6D6+6
Attacks Per Melee: 2
Damage: Bite does 2D4 points of damage plus poison. Poison causes bites to become swollen and sensitive for three days. The poison takes effect in twenty minutes, causing fever and nausea. Victims feel week, lose one melee attack, -1 to strike, -2 to parry and dodge, and -10% on skill performance. Multiple bites cause a cumulative effect; standard saving throw vs nonlethal poison (16 or higher). The poison remains in the system for 24 hours.
Bonuses: +2 on initiative, +2 to strike, +4 to parry, +4 to dodge.
Natural Abilities: Prowl 60%, climb 80%/80%, swim 40%, track by smell 46%, good vision, nightvision 100 feet (30.5 m), and can leap eight feet (2.4 m) high and 10 feet (3 m) long.
Speed: 15
Average Life Span: 5 years
Value: 15 gold (for alchemical purposes)



Habitat: Forest Regions
Range: Great Northern Wilderness, Eastern Territory and occasionally Lopan, Phi and the Old Kingdom.
Behavior: This prowling spider hunts by stealth and speed. It makes its den in a web coated burrow or cave, but prowls the trees when hunting.



Black Leaper Spider

Size: 2 inches
Weight: A few ounces
A.R.: 5
Hit Points & S.D.C. Combined: 2
Attacks Per Melee: 2
Damage: Bite that injects poison. Poison causes 2D6 damage and makes the victim feel nauseous: -1 to strike, -2 to dodge, and moving faster than half normal speed has a 01-65% chance of making the character vomit. Each bite does 2D6 damage.
Bonuses: +4 to dodge
Natural Abilities: Prowl 60%, track by smell 36%, nightvision 60 feet (18.3 m), climb 80%/70%.
Speed: 8
Average Life Span: 3 years.
Value: 50 gold for live specimens for alchemists & assassins.
Habitat: Forested areas
Range: Western Empire, Southern Old Kingdom, Yin-Sloth Jungles.
Behavior: Although the deadliest of the small spiders, the black leaper seldom attacks animals or humanoids unless threatened. Its poison is often used by alchemists and assassins to create toxic solutions, poisons, and drugs.

Mammals

Order Artiodactyla

Bovines: Antelope, Bison & Sheep Family



Bison

Size: Body: 6½-11½ft (2.0 to 3.5 m); Tail: 20-24 inches (0.5 to 0.6 m). Up to 9 feet (2.7 m) tall at the shoulder.
Weight: 900-1200 pounds (408 to 544 kg)
A.R.: 6
S.D.C.: 6D6
Hit Points: 2D4×10
Attacks Per Melee: 2; kick does 1D6 points damage, head butt does 2D4+2 points of damage, trample does 5D6 points damage.
Bonuses: +2 to strike and +2 to dodge.
Natural Abilities: Hardy grazing animals, good sense of hearing and smell — can smell humanoids or predators downwind up to half a mile away (0.8 km).
Speed: 27, but can reach a speed of 50 to 58 for 1D6×10 minute bursts.
Average Life Span: 10-18 years
Value: Hide: 100 gold, meat (whole animal): 200 gold
Habitat: Prairie, open woodland.
Range: Ophid's Grasslands and Land of the Damned.
Behavior: These creatures associate in groups that vary from a small family of 2D4 to several thousand. The large herds migrate seasonally in search of better pasture. They graze on grass in early morning and evening. During the day they rest or wallow in mud or dust to rid themselves of parasites. A common tactic of hunters is to kill the dominant male of a herd, which, if done without arousing the suspicion of the others, will often allow them to pick off the rest without them running away. Cows give birth to a single calf after a gestation of about 9 months. Calves remain with their mothers for up to 3 years.

Bongo

Size: Body: 5½-8¼ft (1.7 to 2.5 m); tail: 18-26 inches (0.5 to 0.7 m)
Weight: 350-500 pounds (159 to 227 kg)
A.R.: Not applicable.
Hit Points: 5D6
S.D.C.: 6D6
Attacks Per Melee: 2



Damage: Kick does 2D4 points of damage, head butt 2D4 damage.
Bonuses: +1 on initiative, +2 to strike, +3 to dodge.
Natural Abilities: Nightvision 40 feet (12 m), prowl 57%, swim 50%.
Speed: 33 or up to 55 (37 mph) in 1D4×10 minute spurts.
Average Life Span: 10-15 years
Value: Hide: 50 gold, horns: 15 gold, meat (whole animal): 50 gold.
Habitat: Forest, bush, bamboo jungle.
Range: Yin-Sloth Jungles and Western Empire.
Behavior: These shy animals rest in dense cover during the day, browsing at dawn and dusk on leaves, shoots, bark, and fruit. At night they will venture into clearings to feed on grass. Bongos live in pairs or small groups consisting of females and their young led by a male. Old males are solitary. A single young is born after a gestation of 9½ months.

Ibex



Size: Body: 5 feet (1.5 m), tail: 6 inches (0.15 m)
Weight: 200-300 pounds (91 to 136 kg)
A.R.: 5
Hit Points: 6D6
S.D.C.: 6D6
Attacks Per Melee: 2



Damage: Kick does 1D6 points damage, head butt does 2D4 damage.

Bonuses: +1 on initiative, +2 to strike, and +3 to dodge.

Natural Abilities: Climb (rocky ledges) 90%, leap five feet (1.5 m) high or 12 feet (3.6 m) long.

Speed: 22, but can reach a speed of 40 in bursts lasting 2D4 minutes.

Average Life Span: 5-15 years

Value: Hide: 40 gold, meat (whole animal): 100 gold, liver: 100 gold.

Habitat: Mountains scrub lands and forests up to 10,000 feet.

Range: Old Kingdom Mountains and Western Empire Mountains.

Behavior: These animals live above the tree line and feed on the grasses and flowers found in alpine meadows. Males and females, with their young, associate in separate groups, except in the winter rutting season. The liver of the ibex is said to possess remarkable healing properties and alchemists use them in healing and youthful appearance potions. If eaten raw, the liver has a 01-40% chance of restoring 1D4 hit points! Females give birth to a single young after a gestation of 5 to 6 months.



Impala

Size: Body: 4-5½ft (1.2 to 1.7 m); tail 12-18 inches (about 0.3 m).

Weight: 170-250 pounds (77 to 113 kg)

A.R.: Not applicable.

Hit Points: 6D6

S.D.C.: 1D6+20

Attacks Per Melee: 2

Damage: Kick does 1D6 points of damage, head butt 2D4 damage.

Bonuses: +3 on initiative, +2 to strike, and +5 to dodge.

Natural Abilities: Nightvision 60 feet (18.3 m), leap up to 10 feet (3 m) high and 30 feet (9 m) long.

Speed: 30 (about 20 mph/32), but can run at speed 58 (40 mph/64 km) for 1D6×10 minutes.

Average Life Span: 6-12 years

Value: Hide: 50 gold, meat (whole animal): 70 gold

Habitat: Light woodland, acacia savanna.

Range: Land of the South Winds, Old Kingdom.

Behavior: These creatures are very gregarious, especially during the dry season when troops may join together to form herds of 200 or so individuals. They are active both day and night and feed on grass, leaves, flowers, and fruit. During breeding season, rams establish territories which are fiercely defended. Female impalas give birth at midday when many predators are resting. A single young is born after a gestation of 6½ to 7 months.



Mountain Goat

Size: Body: 5 feet (1.5 m), tail: 6 inches (0.15 m)

Weight: 200-300 pounds (91 to 136 kg)

A.R.: 6

Hit Points: 6D6

S.D.C.: 1D4×10

Attacks Per Melee: 2

Damage: Kick does 2D4 points damage, head butt does 2D4+2 damage.

Bonuses: +2 on initiative, +3 to strike, and +5 to dodge.

Natural Abilities: Climb (rocky ledges) 90% — very sure-footed and can even leap around without stumbling or falling, leap six feet (1.8 m) high or lengthwise.

Speed: 27, but can reach a speed of 40 in bursts lasting 2D4 minutes.

Average Life Span: 5-15 years

Value: Hide: 40 gold, meat (whole animal): 100 gold, horns: 10 gold.

Habitat: Mountains scrub lands and forests up to 10,000 feet.

Range: Mountains of the Northern Wilderness and Land of the Damned.

Behavior: These animals are actually goat-antelope and live among the rocky screes above the tree line and eat grass, lichen and leaves. Males and females both look similar, with long white wool and small black horns. They gather in small herds of 4D6 to 2D4×10. Females give birth to two kids after a gestation of about 7 months.

Mountain Sheep (Big Horn)

Size: Body: 4-6 feet (1.2 to 1.8 m), tail: 6 inches (0.15 m)

Weight: 200-400 pounds (91 to 181 kg)

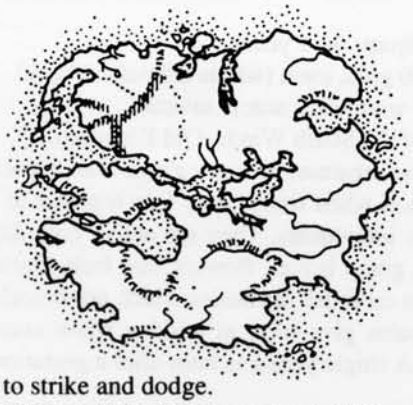
A.R.: 5

Hit Points: 6D6

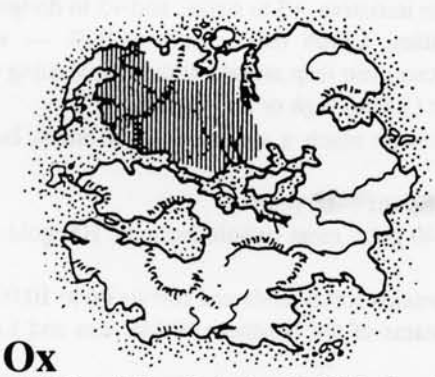
S.D.C.: 2D6+10

Attacks Per Melee: 2

Damage: Head butt does 1D6 points (female) or 2D4+2 damage (male).



Bonuses: +2 to strike and dodge.
Natural Abilities: Climb (rocky ledges) 85% — very sure-footed and can even leap around without stumbling or falling, leap six feet (1.8 m) high or lengthwise.
Speed: 22, but can reach a speed of 44 in bursts lasting 2D4 minutes.
Average Life Span: 5-12 years
Value: Hide/wool: 60 gold, meat (whole animal): 50-70 gold, horns (pair): 40-60 gold.
Habitat: Uplands and mountainous areas.
Range: Mountains of the Ophid's Grasslands/Land of the Damned.
Behavior: These animals are found on high mountain pastures in summer and lower pastures in winter. They associate in groups of the same sex, except in winter when mixed herds are found. The size of a male's horns are of great significance in determining dominance in a herd. Males whose horns are of comparable size have fierce battles, rushing at each other and crashing their horns. The female produces 1 or 2 young after a gestation of 6 months.



Musk Ox

Size: Body: 6-8 feet (1.8 to 2.4 m); tail: 24 inches (0.6 m). Up to 6 feet (1.8 m) at the shoulder.
Weight: 800-1000 pounds (363 to 454 kg)
A.R.: 6
Hit Points: 2D4×10
S.D.C.: 1D4×10
Attacks Per Melee: 2
Damage: Kick does 2D6 points of damage, head butt does 2D6+2 damage.
Bonuses: +1 on initiative, +3 to strike, +2 to dodge.
Natural Abilities: Nightvision 40 feet (12 m), swim 50%, and leap up to four feet (1.2 m) high and eight feet (2.4 m) long.
Speed: 27, but can reach a speed of 44 (30 mph) for 6D6 minute bursts.
Average Life Span: 15-30 years
Value: Hide: 70-100 gold, meat (whole animal): 200-300 gold, domesticated livestock: 150-500 gold.
Habitat: Tundra, forest and low mountain regions.
Range: Northern Wilderness, Ophid's Grasslands and the Land of the Damned.
Behavior: Gather in herds of 3D4×10 animals. When the herd is threatened, the males gather in a circle to protect the female and young. Their broad hooves are ideal for walking on snow. Both sexes have large horns that look like an upside down "U" shape; long fur. They feed on grass, lichen, leaves and bark. Each cow produces one calf after a gestation of 8 months.



Roan Antelope

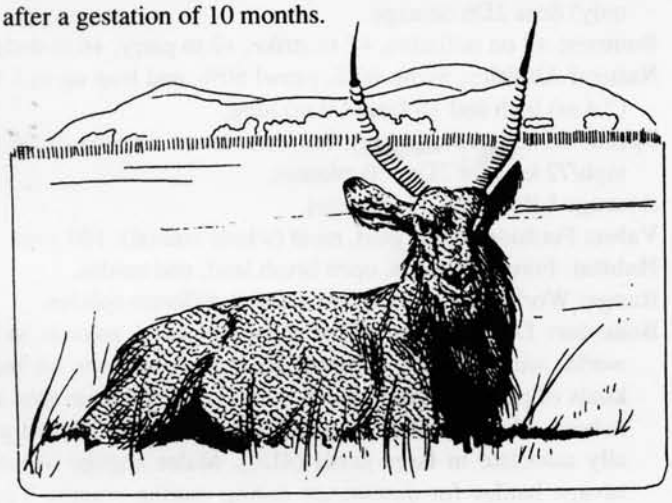
Size: Body: 8-8½ft (2.4 to 2.6 m); Tail: 24-28 inches (0.6 to 0.7 m)
Weight: 400-600 pounds (181 to 272 kg)
A.R.: Not applicable.
Hit Points: 5D6+6
S.D.C.: 2D6+10
Attacks Per Melee: 3
Damage: Rear leg kick does 2D6 points of damage or head butt does 2D6+2 damage — they fight on their knees, striking with their large horns.
Bonuses: +2 on initiative, +2 to strike, +4 to dodge.
Natural Abilities: Nightvision 40 ft (12 m), keen hearing, and can leap 10 feet (3 m) high or 20 feet (6 m) long.
Speed: 27, but can reach a speed of 66 (45 mph/72 km).
Average Life Span: 7-15 years
Value: Hide: 50-100 gold, meat (whole animal): 50-80 gold, or horns (pair): 30-50 gold.
Habitat: Open woodland, dry bush, savanna, near water.
Range: Western Empire, Old Kingdom, Land of the South Winds.
Behavior: The various types of this species of animal range in color from gray to reddish brown. These creatures live in herds of up to 20 females and young led by a dominant bull. Young males often form bachelor herds. They coexist alongside many of the other herd-type animals that live in the same habitat. Their chief enemies are lions, leopards, and hyenas. Roan antelope feed almost exclusively on grass and they need to drink often. In breeding season, the bull detaches a cow from the herd and they live alone for a while. A single young is born after a gestation of 8 to 9 months.

Water Buffalo

Size: Body: 8¼-9½ feet (2.5 to 2.9 m); tail: 24-42 inches (0.6 to 1.1 m). Up to 6 feet (1.8 m) at the shoulder.
Weight: 800-1000 pounds (363 to 454 kg)
A.R.: 6
Hit Points: 2D4×10
S.D.C.: 1D6×10



Attacks Per Melee: 2
Damage: Kick does 2D6+2 points of damage, head butt does 2D6 damage.
Bonuses: +1 on initiative, +3 to strike, +2 to dodge.
Natural Abilities: Nightvision 40 feet (12 m), swim 60%, prowl 40%, and leap up to four feet (1.2 m) high and eight feet (2.4 m) long.
Speed: 22, but can reach a speed of 44 (30 mph) for 6D6 minute bursts.
Average Life Span: 15-30 years
Value: Hide: 50-90 gold, meat (whole animal): 200-300 gold, domesticated livestock: 150-500 gold.
Habitat: Dense growth, reed grass in wet areas.
Range: Yin-Sloth Jungles
Behavior: These gregarious animals live in herds of various sizes. They feed early and late in the day and at night on the lush grass and vegetation that grows near and in lakes and rivers. When not eating, they spend much of their time submerged in water up to their noses or wallowing in mud to protect themselves from insects. During breeding season, males often separate some females from the main herd and form a sort of harem. Each cow produces one or two calves after a gestation of 10 months.

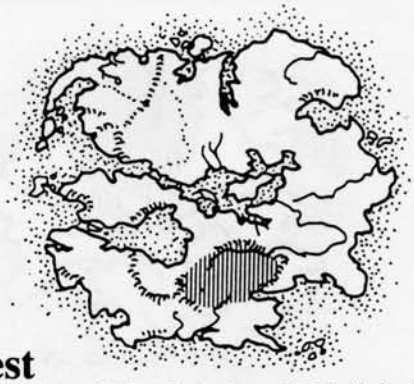


Waterbuck

Size: Body: 6-7¼ft (1.8 to 2.2 m); tail: 12 inches (0.3 m); 4-4½ft (1.2 to 1.4 m) tall at the shoulder.
Weight: 350-500 pounds (159 to 227 kg)
A.R.: Not applicable.
Hit Points: 5D6+6
S.D.C.: 2D6+10
Attacks Per Melee: 2
Damage: Kick does 2D4 points of damage, head butt 2D4+2 damage.
Bonuses: +2 on initiative, +2 to strike, and +3 to dodge.

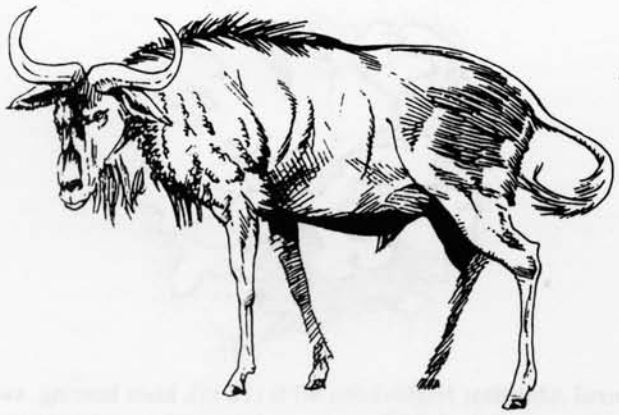


Natural Abilities: Nightvision 40 ft (12 m), keen hearing, swim 60%, and can leap 8 feet (2.4 m) high or 15 feet (4.6 m) long.
Speed: 20, but can reach a speed of 33 to 44 in bursts lasting 1D6×10 minutes.
Average Life Span: 6-14 years
Value: Hide: 50-70 gold, meat (full body; tough, chewy and tastes awful): 25, or horns (pair): 30 gold.
Habitat: Savanna, woodland, stony hills; usually near water.
Range: Southern Old Kingdom, Land of the South Winds, Yin-Sloth Jungles.
Behavior: These animals are normally not hunted by humanoids due to glands in their skin which exude a musky secretion that easily taints the meat. The waterbuck spends most of its time near the water and they will take refuge in reed beds when threatened. They feed on grass shoots. These animals associate in small herds of up to 25 individuals. The female produces a single young after a gestation of 9 months.



Wildebeest

Size: Body: 5½-8 feet (1.7 to 2.4 m), tail: 24-42 inches (0.6 to 1.1 m)
Weight: 600-800 pounds (272 to 363 kg)
A.R.: Not applicable.
Hit Points: 6D6+20
S.D.C.: 1D6×10
Attacks Per Melee: 2
Damage: Kick does 2D6 points of damage, head butt 2D6+2 damage; trample from a lone individual does 2D6 points of damage, trample from a herd of 100 or more does 3D4×10 damage.
Bonuses: +2 on initiative, +3 to strike, and +4 to dodge.
Natural Abilities: Nightvision 40 ft (12 m), keen hearing, swim 45%, and can leap 7 feet (2.1 m) high or 15 feet (4.6 m) long.
Speed: 22, but can reach speeds of 33 to 44 in bursts lasting 1D6×10 minutes.
Average Life Span: 7-15 years
Value: Hide: 60 gold, meat (whole animal): 150 gold.
Habitat: Open grasslands, bush savanna



Range: Old Kingdom and occasionally Baalgor Wastelands.

Behavior: These animals are extremely gregarious and herds numbering 3D4×1000 are found during the dry season. Wildebeests migrate as much as 1000 miles during this time in search of water. The herds follow the same paths for many generations and, as such, the hard packed trails are common landmarks in their territory. Breeding herds consist of up to 150 females with young, and 2 to 3 males. The bulls patrol the outside of the herd, keeping it closely grouped and defended. These animals feed almost exclusively on grass. Females produce a single calf after a gestation of 8½ months.

Miscellaneous Grazing Animals



Moose

Size: Body: 8¼-10 feet (2.5 to 3 m), tail: 2-3 inches. Stands 8 feet (2.4 m) tall at the shoulders!

Weight: 1200-1800 pounds (544 to 816 kg)

S.D.C.: 1D6×10

A.R.: 6

Hit Points: 6D6+24

S.D.C.: 1D6×10

Attacks Per Melee: 3

Damage: Head butt does 2D6+2 points of damage, rear kick does 3D6+4 damage, front kick does 2D6 damage and trample does 4D6 points of damage.

Bonuses: +4 on initiative, +3 to strike, +1 to parry, +2 to dodge.

Natural Abilities: Nightvision 60 feet (18.3 m), leap up to 8 feet (2.4 m) high and 15 feet (4.6 m) long, swim 70%, and prowl 50%.

Speed: 27 (18.5 mph/29.7 km), but maximum speed is 50 (about 35 mph/56) and can be maintained for 1D4×10 minutes.

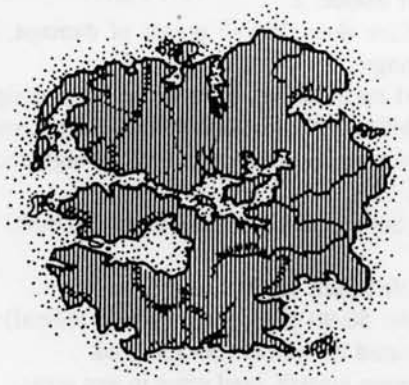
Average Life Span: 20-30 years

Value: Hide: 100 gold, meat (whole animal): 200 gold.

Habitat: Coniferous forest, often near lakes and rivers.

Range: Great Northern Wilderness

Behavior: This creature is generally solitary except in breeding season. Only males have antlers, which are shed in late winter and regrown in summer before the autumn mating season. In winter, moose feed on woody plants, but in summer they eat mainly water plants. During the mating season, males bellow to attract females and engage in fierce battles with rivals. A single calf is born after an 8 month gestation. The young remains with its mother for about a year.



White Tailed Deer

Size: Body: 5-6½ feet (1.5 to 2 m); tail: up to 11 inches (0.29 m).

Weight: 100-250 pounds (45 to 113 kg)

A.R.: Not applicable.

Hit Points: 4D6

S.D.C.: 4D6+20

Attacks Per Melee: 2

Damage: Kick does 2D4 points damage, butt with horns (stag only) does 2D6 damage.

Bonuses: +3 on initiative, +2 to strike, +2 to parry, +6 to dodge.

Natural Abilities: Swim 60%, prowl 60%, and leap up to 8 feet (2.4 m) high and 16 feet (4.9 m) long.

Speed: 44 (30 mph/48 km), but can run at a speed of 66 (45 mph/72 km) for 2D4×10 minutes.

Average Life Span: 15-25 years

Value: Fur/hide: 20-30 gold, meat (whole animal): 100 gold.

Habitat: Forest, swamps, open brush land, and tundra.

Range: Worldwide — there are a dozen different species.

Behavior: Deer are one of the most adaptable animals in the world, with over 40 different species. It browses on many kinds of plant materials, from grasses and shrubs to nuts and lichens. These creatures are shy and elusive and do not usually associate in large herds (4D6). Males engage in rather savage battles for dominance during mating season. Young females usually produce a single young after a gestation period of 6 to 7 months; older females may produce 2 or 3 young at a time.

Giraffe

Size: Body: 10-13 feet (3 to 4 m); tail: 3-3½ feet (0.9 to 1 m). Height: up to 11 feet (3.3 m) at the shoulder, up to 20 feet (6 m) at the crown.

Weight: 1000-1800 pounds (454 to 816 kg)

A.R.: Not applicable.

Hit Points: 6D6



S.D.C.: 1D4×10
Attacks Per Melee: 2
Damage: Kick does 2D6 points of damage or stomp 1D6.
Bonuses: +1 on initiative, +2 to strike, +1 to dodge.
Natural Abilities: Very good sight and hearing.
Speed: 22 (15 mph/24 km), but can run at a speed of 50 (35 mph/56 km) for 1D4×10 minutes.
Average Life Span: 25-30 years
Value: Hide: 150 gold, meat (whole animal): 200 gold and 100 gold for their eyes (used in alchemy). The eyes of this creature are used in preparing "Size of the Behemoth" potions.
Habitat: Savanna
Range: Southern Old Kingdom
Behavior: These animals associate in groups of up to 12 individuals, although larger herds are also found. A troop generally consists of females and their young led by a male. Males fight for possession of females by wrestling with their heads and necks. The troop ambles around its territory, feeding usually in the early morning and afternoon on the foliage, buds, and fruit of acacia and thorn trees. When drinking, giraffes are especially vulnerable. In these situations, one or more members of the troop stand watch for predators. A single young is born after a gestation of 13 to 15 months.



Hippopotamus (Hippo)

Size: Body: 9¼-14 feet (2.5 to 4.3 m); tail 14-20 inches
Weight: 1800-2400 pounds (816 to 1088 kg)
Natural A.R.: 7
Hit Points: 2D4×10
S.D.C.: 1D6×10
Attacks Per Melee: 2
Damage: Bite does 2D6 points of damage, stomp 2D6+2 damage, head butt 1D6 damage, trample by one individual 6D6+6 damage.
Bonuses: +2 to strike, +4 to damage.
Natural Abilities: Swim 90%, hold breath for 1D4+4 minutes, prowl/hide in water 50%, keen sense of smell, and good hearing.
Speed: Land 4, Water 8.
Average Life Span: 30-40 years
Value: Meat (whole animal): 300-500 gold.
Habitat: Rivers or lakes in grasslands.
Range: Southern Old Kingdom and Yin-Sloth Jungles.
Behavior: These huge animals spend most of the day submerged in the water or resting on the shore. At dusk they often venture on land to feed on grass and fallen fruit. They swim and dive well and can walk along the river or lake bottom, and remain submerged for up to 8 minutes. Hippos live in groups of up to 15, led by a dominant male. Males compete for dominance and prime riverbank space. Their threat display is to open their mouth and bellow. All adults are fierce in the defense of their young. Mating takes place in the water and a single young is born after a gestation of 9 to 11 months. Females give birth every 1½ to 2 years.



Elephant

Size: Body: 20-25 feet (6 to 7.5 m), tail: 3¼-4¼ft (1 to 1.3 m); up to 13 feet (4 m) tall.
Weight: 8000-12,000 pounds (3628 to 5442 kg)
Hit Points: 2D4×10
S.D.C.: 4D6+30
Natural A.R.: 6
P.P.E.: 6D6; in addition, elephants, like horses, are extremely sensitive to the presence of magic energy and the supernatural.
Attacks Per Melee: 2; trunk does 1D6 points of damage, head butt 2D4, short charge and strike with tusk 2D6+6, stomp 5D6, trample does 5D6×2 points of damage, and a running charge and ram with head down does 6D6 damage.
Bonuses: +3 to strike, +1 to parry, and +1 to dodge.
Natural Abilities: Nightvision 40 feet (12.2 m), excellent sense of smell, swim 60%, can travel under water (up to 18 feet/5.4 m deep) by using its prehensile trunk to breathe like a snorkel. An adult elephant can also use its trunk to pick up and carry objects weighing up to 400 pounds (180 kg; but usually picks up objects considerably smaller), reach leaves high up in the trees, pull down branches, etc.
Speed: 8 (about 5 mph/8 km), but can run at a speed of 35 (about 24 mph/38.4 km) in bursts lasting 2D4×10 minutes.
Average Life Span: 50-80 years
Value: Hide: 35 gold, meat (whole animal): 75-100 gold, tusks: 150-300 gold each.
Habitat: Forest and savanna in tropical and semi-tropical climates.
Range: Old Kingdom, Land of the South Winds, and Yin-Sloth Jungles.
Behavior: These highly social animals often associate in groups of 10 to 50. The troop usually consists of a dominant male, females of various ages, and the young. Elephants rest during the midday heat and one or two times at night, but are otherwise active. They feed on leaves, shoots, twigs, roots, bark,

fruit and occasionally crops. Depending on their size, elephants may eat up to 450 pounds (202.5 kg) of plant material a day. Breeding can occur at any time and a single young is born after a gestation of about 22 months! Females may have several young of various ages (infant to 7 years) under their protection.



Black Rhinoceros (False Unicorn)

Size: Body: 10-12 feet (3 to 3.6 m), tail: 24-27 inches (0.6 to 0.7 m); 4-6 feet (1.2 to 1.8 m) tall at the shoulders.
Weight: 2400-4600 pounds (1088 to 2086 kg)
Natural A.R.: 8
Hit Points: 2D4×10
S.D.C.: 6D6+30
Attacks Per Melee: 2
Damage: Head butt 2D4 points of damage, horn attack does 3D6 damage, charging horn ram does 4D6 damage, stomp 2D4, and trample does 5D6+10 points of damage.
Bonuses: +2 to strike, +1 to dodge.
Natural Abilities: Excellent swimmers (85%), poor eyesight, excellent smelling and hearing; can smell a humanoid 500 yards/meters upwind.
Speed: 14, but can run at a speed of 44 (30 mph/48 km) in bursts lasting 3D4 minutes.
Average Life Span: 20-40 years.
Value: Hide: 100 gold, horn: 200 gold, meat (whole body): 40 gold.
Habitat: Tropical or semi-tropical bush country, grasslands, and woodlands.
Range: Old Kingdom, Land of the South Winds and some parts of the Yin-Sloth Jungles (once roamed the southern portion of the Western Empire but is now extinct in that region).
Behavior: These solitary creatures are very jumpy and will charge most anything that ventures too close. They browse on leaves, shoots and buds of trees and bushes. Adults live in overlapping home territories with boundaries marked with dung heaps. Rhinos wallow in mud to protect themselves from parasites, and as such, their colors vary accordingly. A single young is born after a gestation of about 15 months. The young remains with its mother for up to 3 years, when the next calf is born.

Horses

Notes About Horses

Average Running Speed: Horses are built for trotting and running for extended periods of time — unlike other animals who can run at extended speeds for only a few minutes. All horses can maintain their average speed (the first number listed; typically around 30-40 mph/48-64 km) for up to 10 hours with minimal strain/exhaustion. Running any faster will weaken, strain and exhaust the animal, but even maximum speed (or close to it) can be maintained for 3D6+20 minutes (unless noted otherwise) before the animal needs to pause and rest. Domesticated horses are extremely loyal and will literally run till they drop if that's what the rider wants.

Casual Speed & Pulling Speed: A horse's casual speed is about half its normal average speed. An animal pulling a cart or wagon will typically go at its casual speed or slower unless prodded to go faster. Maximum speed pulling something heavy behind it is the animal's normal top speed (maximum speed cannot be reached).

Stampede Note: Unlike cattle and other bovines who will run over anything and anybody in their path, horses instinctively leap over and run around humans and most other animals. A person is likely to be trampled by a horse only when the animal is completely panicked or cannot avoid it, and when a domesticated animal is made to do so deliberately by its rider.

Sensitivity to the Supernatural and Potential Psychic Energy (P.P.E.): Horses (and canines) are among the most sensitive animals in the world when it comes to sensing the presence of immense magic energy and the supernatural, particularly supernatural *evil*. This psychic awareness also enables the animal to see certain invisible, supernatural beings including entities, the energy essence of alien intelligences, most demons and elemental beings (does not include spell magic induced or other forms of invisibility). When supernatural evil is present, the horse will become "spooked" —nervous, jumpy, and agitated. The closer the source of evil or great magic, the more frantic the animal becomes. The horse will whine, snort, stomp, kick, rear and, unless comforted by its owner, the animal will try to pull free of its tether or break free of its stall and run away in the opposite direction of the supernatural menace. This is all an instinctive response, so even the most trusted and well trained animal may throw its rider and flee (01-33% chance). **Range of sensitivity:** 1000 feet (305 m).

The horse's sensitivity is most acute in regard to evil supernatural beings, but they can also sense ley lines, nexuses, and places of power, as well as incredibly powerful creatures of magic (1500 P.P.E. or more). **Range of sensitivity:** 400 feet (122 m).

Average level of P.P.E.: The average horse will have 4D6 P.P.E. points; varies slightly from breed to breed.

Wild Horses are found primarily in the grasslands of the Great Northern Wilderness, Old Kingdom, Baalgor Wastelands, and in parts of Timiro and the Eastern Territory.

War Horse (Special Breed)



Size: Six feet (1.8 m) tall at the shoulder; powerful build.
Weight: 1700-2100 pounds (771 to 952 kg)
A.R.: Not applicable; many knights use barding (horse armor) to provide additional protection during combat as well as for show.
Hit Points: 5D6+10
S.D.C.: 6D6+16
P.P.E.: 5D6
Attacks Per Melee: 3
Damage: Front kick does 2D6+4 points of damage, rear does 4D6+4 points of damage, stomp 1D6 damage, trample 4D6 damage and bite 1D4+1 damage. Note that horses instinctively leap over and run around humanoids and most other animals, but may trample when completely panicked or when a domesticated animal is made to do so by its rider.
Bonuses: +1 on initiative, +4 to strike, +2 to dodge, +4 to save vs horror factor, +1 to save vs poison and disease.
Natural Abilities: Great strength and endurance, can pull as much as five tons on a wagon or carry 450 pounds (202.5 m), leap 4-5 feet (1.2 to 1.5 m) high or 10 feet (3 m) long, and swim 50%.
Speed: 38 (25 mph/40 km), but maximum speed is 55 (37.5 mph/60 km).
Average Life Span: 10 years
Value: Untrained: 2000-6000 gold; trained: 8000-24,000 gold.
Habitat: Global; extremely common in the domains of man.
Behavior: War horses are domesticated animals and are not found in the wild. A single young is born after a 12 month gestation. The foal is independent after another year. These animals are strong, aggressive and intelligent. Trained war horses usually show an astonishing amount of composure during combat, even when subjected to loud or confusing noises, as well as great loyalty.

Jumper Horse

Size: 56 to 60 inches (1.4 to 1.5 m) tall at the shoulder.
Weight: 1100-1400 pounds (499 to 635 kg).
A.R.: Not applicable.
Hit Points: 4D6+4
S.D.C.: 5D6+12
P.P.E.: 4D6
Attacks Per Melee: 2
Damage: Kicks: front doing 2D6 points of damage, rear 3D6 damage; bite 1D4 damage.
Bonuses: +3 on initiative, +3 to strike, and +4 to dodge.
Natural Abilities: Swim 50%, jump 5-6 feet (1.5 to 1.8 m) high and 10 feet (3 m) long; can carry up to 500 pounds (225 kg) and pull 800 to 1200 pounds (360 to 540 kg).
Speed: 44 (30 mph/48 km); maximum speed 66 (45 mph/72 km).
Average Life Span: 12 years
Value: 1000-4000 gold; the most expensive animals are those used in competition and sports.
Habitat: Global



Mule

Size: 56 inches (1.4 m) tall at the shoulder.
Weight: 800-1200 pounds (363 to 544 kg)
A.R.: Not applicable.
Hit Points: 5D6+6
S.D.C.: 3D6+30
P.P.E.: 5D6
Attacks Per Melee: 2
Damage: Kicks: front does 2D4+2 points of damage, rear does 3D6+6 points of damage; bite 1D4 damage.
Bonuses: +2 to strike, +2 to dodge, +3 to save vs horror factor, +6 to save vs poison and disease.
Natural Abilities: Nightvision 40 feet (12.2 m), sure footed, excellent balance, swim 60%, can leap four feet (1.2 m) high and eight feet (2.4 m) long; can carry up to 600 pounds (270 kg) or pull up to two tons. A pair yoked together can pull 6-8 tons! A mule train of 8-10 can haul 30-40 tons!
Speed: 27 (18.5 mph/29.7 km), but maximum speed is 44 (30 mph/48 km); that speed can be maintained for 4D4 minutes.
Average Life Span: 10-12 years.
Value: 1000-2000 gold.
Habitat: Global
Behavior: A mule is produced by mating a male donkey with a female horse; the mule itself is sterile and cannot produce offspring. As social animals, they work best when part of a mule train (a team of four to 20 mules). The mule has the donkey's stamina and the horse's strength, which enables them to carry heavy loads without tiring. They can be stubborn, especially if used as an individual or pair of work animals.



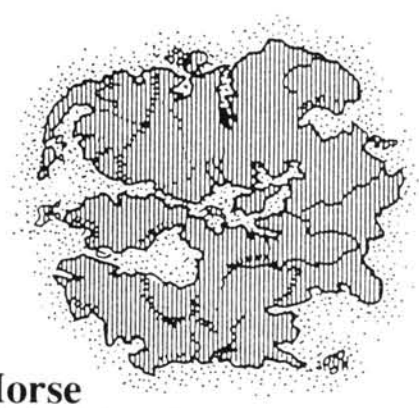
Ponies

Size: A pony is generally any horse that is smaller than four feet (1.2 m) tall at the shoulders.
Weight: 800-1200 pounds (363 to 544 kg)
A.R.: Not applicable.
Hit Points: 4D6
S.D.C.: 2D6+12
P.P.E.: 5D6
Attacks Per Melee: 2
Damage: Kicks: front does 1D6+2 points of damage, rear does 2D6+4 points of damage; bite one point of damage.
Bonuses: +2 on initiative, +2 to strike, and +4 to dodge.
Natural Abilities: Swim 60%, leap four feet (1.2 m) high and six feet (1.8 m) long, carry or pull up to 600 pounds.
Speed: 38 (25 mph/40 km), but maximum speed is 58 (40 mph/64 km).
Average Life Span: 10 years
Value: 400-2000 gold
Habitat: Global



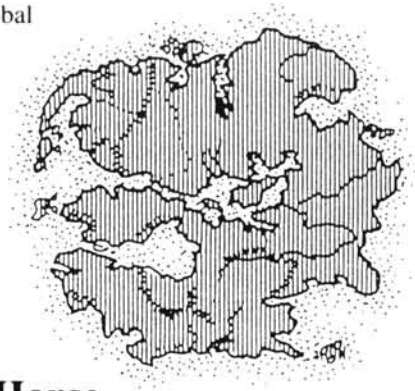
Race Horse

Size: 60-64 inches (1.5 to 1.6 m) at the shoulder.
Weight: 1100-1400 pounds (499 to 635 kg).
A.R.: Not applicable.
Hit Points: 4D6+6
S.D.C.: 5D6+12
P.P.E.: 4D6
Attacks Per Melee: 2
Damage: Kicks: front doing 2D6 points of damage, rear 3D6 damage; bite 1D4 damage.
Bonuses: +3 on initiative, +2 to strike, and +5 to dodge.
Natural Abilities: Swim 50%, jump 4-5 feet (1.2 to 1.5 m) high and 10 feet (3 m) long; can carry up to 500 pounds (225 kg) and pull 800 to 1200 pounds (360 to 540 kg).
Speed: 58 (40 mph/64 km); maximum speed 66+2D4 (48-50 mph/76.8 to 80 km).
Average Life Span: 12 years.
Value: Untrained: 4000-10,000 gold, trained: 12,000-64,000 gold; the most expensive animals are the best and fastest used by nobility for racing and shows.
Habitat: Global



Riding Horse

Size: 56 to 60 inches (1.4 to 1.5 m) tall at the shoulder.
Weight: 1100-1400 pounds (499 to 635 kg).
A.R.: Not applicable.
Hit Points: 4D6+6
S.D.C.: 5D6+12
P.P.E.: 4D6
Attacks Per Melee: 2
Damage: Kicks: front doing 2D6 points of damage, rear 3D6 damage; bite 1D4 damage.
Bonuses: +2 on initiative, +2 to strike, and +4 to dodge.
Natural Abilities: Swim 50%, jump 4-5 feet (1.2 to 1.5 m) high and 10 feet (3 m) long; can carry up to 500 pounds (225 kg) and pull 800 to 1200 pounds (360 to 540 kg).
Speed: 50 (35 mph/56 km); maximum speed 66 (45 mph/72 km).
Average Life Span: 12 years
Value: 1000-4000 gold; the most expensive animals are the best and fastest, used by knights, nobility, and in shows and sports.
Habitat: Global



Work Horse

Size: 64-68 inches (1.6 to 1.7 m) tall at the shoulders.
Weight: 1200-1800 pounds (544 to 816 kg)
A.R.: Not applicable.
Hit Points: 4D6+10
S.D.C.: 4D6+20
P.P.E.: 4D6
Attacks Per Melee: 2
Damage: Kicks: front doing 2D6+2 points of damage, rear does 3D6+6 damage; bite 1D4.
Bonuses: +1 on initiative, +2 to strike, +2 to dodge, +4 to save vs poison and disease.
Natural Abilities: Great strength and endurance, can pull up to four tons, and a pair yoked in tandem can pull up to fifteen tons. The horse can also swim 60%, leap four feet (1.2 m) high and six feet (1.8 m) long.
Speed: 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km).

Average Life Span: 12 years
Value: 1000-2200 gold
Habitat: Global
Behavior: Reliable and loyal workers.

Horse Cousins

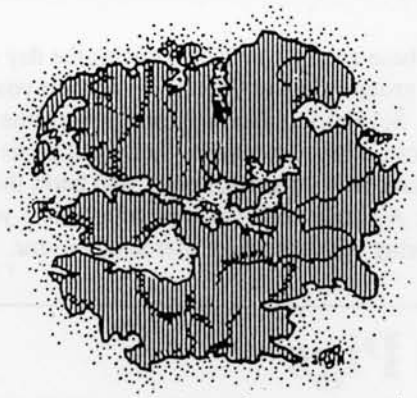


Ass

Size: Body length: 6½ feet (2.0 m), 4-4½ feet (1.2 to 1.4 m) tall at the shoulders, plus tail: 16-18 inches (0.4 m).
Weight: 800-1200 pounds (363 to 544 kg)
A.R.: Not applicable
Hit Points: 4D6
S.D.C.: 6D6
P.P.E.: 4D6
Attacks Per Melee: 2
Damage: Front kick does 1D6 points of damage, rear does 2D6+2 damage and bite does 1D4 damage.
Bonuses: +1 on initiative, +2 to strike, +4 to dodge, +4 to save vs poison and disease.
Natural Abilities: Nightvision — 40 feet, sure-footed, excellent balance, swim 50%, can leap seven feet (2.1. m) high and ten feet (3 m) long; strong — can carry up to 300 pounds (135 kg) or pull up to 1000 pounds (450 kg).
Speed: 44 (30 mph/48 km); maximum speed is 66 (45 mph/72 km) in short spurts of 2D4 minutes.
Average Life Span: 25-45 years.
Value: Hide: 50 gold; 600-1000 gold for a trained animal.
Habitat: Open plains, rocky country, semi-desert, and mountains.
Range: Baalgor Wastelands, Old Kingdom, Land of the South Winds.
Behavior: These animals are most active at dusk and nighttime and rest during the day. They live in loose-knit groups of adults and young or young animals of both sexes. They are adept at climbing rocky slopes. Asses feed on grass and other plant material. A single young is born after a gestation of 11 to 12 months.

Donkey

Size: 36-48 inches (0.9 to 1.2 m) tall at the shoulder.
A.R.: Not applicable.
Hit Points: 5D6
S.D.C.: 4D6+20
P.P.E.: 5D6
Attacks Per Melee: 2
Damage: Kicks: front does 1D4 damage, rear does 2D4 points of damage; bite does one point of damage.



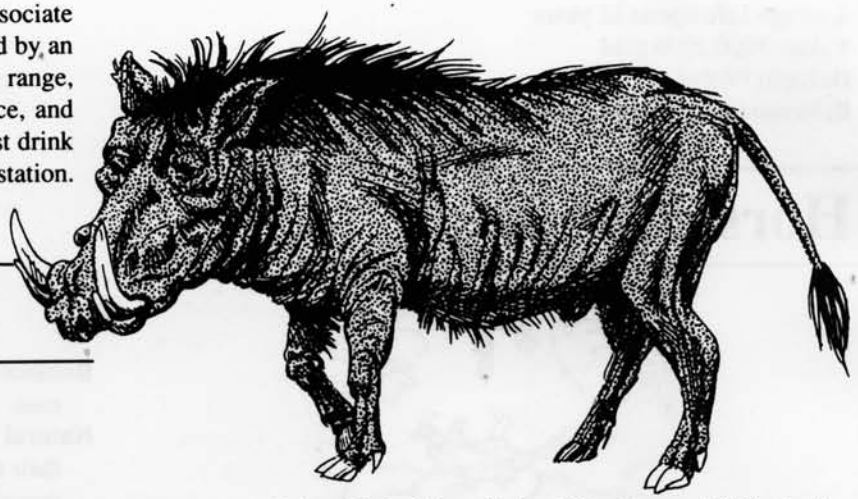
Bonuses: +1 to strike, +2 to dodge, +6 to save vs poison and disease.
Natural Abilities: High physical endurance, good strength for their size — can carry 400 pounds (180 kg) or pull up to 1200 pounds (540 kg).
Speed: 14 (11 mph/17.6 km), but maximum speed can reach 27 and be maintained for 2D6+10 minutes.
Average Life Span: 12 years
Value: 700-1800 gold
Habitat: Global
Behavior: Hardy small animals that, like all members of the horse family, are very social animals and need to live among other animals to thrive. Female donkeys (also known as jennies) carry their foals for 12 months.
Note: Descended from the wild ass.



Zebra

Size: Body: 6-8 feet (1.8 to 2.4 m), plus tail: 17-23 inches (0.4 m); 4½-5 feet (1.4 to 1.5 m) at the shoulders.
Weight: 1000-1400 pounds (454 to 635 kg)
A.R.: Not applicable.
Hit Points: 5D6
S.D.C.: 5D6
P.P.E.: 3D6
Attacks Per Melee: 2 kicks
Damage: Front kick does 1D6 points of damage, rear does 2D6 damage and bite does 1D4 damage.
Bonuses: +1 on initiative, +2 to strike, +3 to dodge, +3 to save vs poison and disease.
Natural Abilities: Good sense of vision, smell and hearing, swim 50%, can leap five feet (1.5 m) high and seven feet (2.1 m) long.
Speed: 38 (25 mph/40 km); maximum speed is 58 (40 mph/64 km) in short spurts of 1D6 minutes.
Average Life Span: 30-40 years
Value: Hide: 75 gold; cannot be domesticated.
Habitat: Plains, lightly wooded savannas, and hills.
Range: Southern Old Kingdom and Land of the South Winds.

Behavior: These animals are active during the day and associate in family groups of up to 6 females and their young, led by an old male. Several families may share the same home range, but they can always recognize their own pattern, voice, and scent. Zebras feed on grass, leaves, and bark; they must drink regularly. A single young is born after a one year gestation. The offspring is independent after another year.



Wild Pigs



Bush Pig

Size: Body: 3-5 feet (0.9 to 1.5 m); tail: 12 inches (0.3 m).
Weight: 200-450 pounds (91 to 204 kg)
A.R.: Not applicable.
Hit Points: 6D6
S.D.C.: 2D6+10
Attacks Per Melee: 2

Damage: Tusks do 2D6 points of damage, head butt 1D4 damage, trample 2D4.

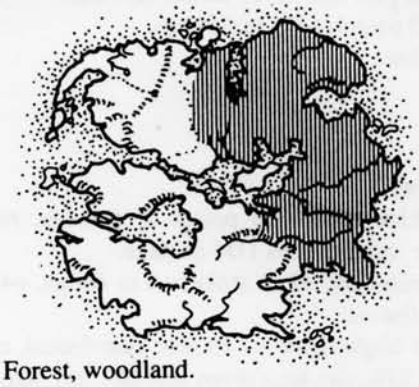
Bonuses: +3 on initiative, +1 strike, and +3 to dodge.

Natural Abilities: Nightvision 40 feet (12 m), prowl 50%, track by smell 44%, and swim 50%.

Speed: 20 (13.5 mph/21.6 km), but can reach speeds of 44 (30 mph/48 km) in bursts lasting 3D6 minutes.
Average Life Span: 6-10 years
Value: Meat (full body): 100-200 gold.
Habitat: Forest, bush, swamps, and thickets in savanna.
Range: Yin-Sloth Jungles, Western Empire, Old Kingdom, Land of the South Winds.
Behavior: Bush pigs are communal animals and live in groups of 12 or so, led by an old male. They wander over a large area and eat almost everything from grass, roots, and fruit to small mammals, young birds, and carrion. They are normally active during the day except in areas where they are hunted. Breeding occurs throughout the year and a litter of 3 to 6 young are born after a gestation of 17 to 18 weeks.

Warthog

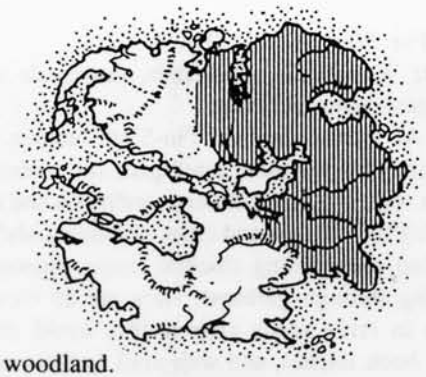
Size: Body: 3½-4½ft (1.1 to 1.4 m); tail: 15 inches (0.4 m).
Weight: 250-450 pounds (112.5 to 202.5 kg).
A.R.: Not applicable.
Hit Points: 6D6+4
S.D.C.: 4D6+12
Attacks Per Melee: 2
Damage: Tusks do 2D6+3 points of damage, head butt 1D6 damage, trample 2D6+4 damage.
Bonuses: +3 on initiative, +4 to strike, and +3 to dodge.
Natural Abilities: Nightvision 40 feet (12 m), prowl 50%, track by smell 60%, and swim 50%.
Speed: 22 (15 mph/24 km), but can run at a speed of 50 (35 mph/56 km) in bursts lasting 6D6 minutes.
Average Life Span: 6-10 years
Value: Hide: 50 gold, Meat (whole animal): 100-200 gold.



Habitat: Forest, woodland.
Range: Great Northern Wilderness, Eastern Territory, Northern Old Kingdom, Timiro.
Behavior: Warthogs live in groups of up to 8 in a territory which may be shared by other groups. They prefer to have a source of water and shelter close by. They feed on grass, fruit, roots, the occasional small mammal and carrion. They are aggressive if angered. Breeding season is timed with the local rainy season and 2-4 young are born after a 5-6 month gestation period.

Wild Boar

Size: Body: 3½-4½ft (1.1 to 1.4 m); tail: 8 inches (0.18 m).
Weight: 200-400 pounds (91 to 181 kg).
A.R.: Not applicable.
Hit Points: 6D6+4
S.D.C.: 3D6+10
Attacks Per Melee: 2
Damage: Tusks do 2D6 points of damage, head butt 1D6 damage, trample 2D6 damage.
Bonuses: +3 on initiative, +3 to strike, and +2 to dodge.
Natural Abilities: Nightvision 40 feet (12 m), prowl 50%, track by smell 50%, and swim 50%.
Speed: 22 (15 mph/24 km), but can run at a speed of 50 (35 mph/56 km) in bursts lasting 4D6 minutes.
Average Life Span: 6-10 years
Value: Hide: 50 gold, Meat (whole animal): 100-200 gold.



Habitat: Forest, woodland.

Range: Great Northern Wilderness, Eastern Territory, Northern Old Kingdom, Timiro.

Behavior: Wild boars live in groups of up to 20, with the males separate from the females. They forage over a large area for food and are active at night and in the morning. They feed on plant bulbs and tubers, as well as insect larvae. They are aggressive if alarmed. Breeding generally occurs in winter, with litters of up to 10 born in the spring or early summer after a 16 week gestation period.

Wild Canines/Dog Family

Notes About Canines

Average Running Speed: Dogs are built for running for extended periods of time, although not for periods as long as horses. All canines can maintain their average speed (the first number listed; typically around 30-40 mph/48-64 km) for up to four hours with minimal strain/exhaustion. Running at its maximum, faster speed can only be maintained for 3D4 minutes before the animal needs to slow down or pause to rest. Domesticated dogs usually aren't quite as fast or powerful as wild dogs, coyotes and wolves.

Casual Speed & Pulling Speed: A dog's casual speed is about half its normal average speed. Three to nine dogs can be used for pulling sleds (common in the Great Northern Wilderness and Eastern Territory) or a small cart or wagon; speed is typically the canine's casual speed or slower unless prodded to go faster. Maximum speed for a team of dogs pulling something heavy behind them is the animals' normal top speed (maximum speed cannot be reached).

Stampede Note: Although dogs are very social animals travelling in packs of 6-40, they do not stampede or trample. But they may leap or pounce on their prey and engage in coordinated and simultaneous attacks. With rare exception, even a pack of dogs, coyotes or wolves will not attack a human unless their prey is sick, injured, or the animals are starving or commanded to do so by magic or as a result of domestication and training.

Pouncing and Leaping: Dogs instinctively leap and bite at their prey. A pouncing leap of a medium-sized canine (25 to 40 pound/11-18 kg) has a 01-33% chance of knocking human-size prey off balance or even off his feet (victim loses initiative and one melee attack).

A pouncing leap of a large canine (50-100 pounds/23 to 45 kg) has a 01-55% chance of knocking human-size prey off his feet (victim loses initiative and one melee attack) and he suffers 1D4 damage from the impact and fall.

Sensitivity to the Supernatural and Potential Psychic Energy (P.P.E.): Canines (and horses) are among the most sensitive animals in the world when it comes to sensing the presence of immense magic energy and the supernatural, particularly supernatural *evil*. This psychic awareness also enables the animal to see certain invisible, supernatural beings, including entities, the energy essence of alien intelligences, most demons and elemental beings (does not include spell magic induced or other forms of invisibility). When supernatural evil is present, the canine becomes nervous, jumpy, and agitated. The closer the source of evil or great magic, the more tense the animal becomes, pacing back and forth, growling, barking or howling in warning. When face to face with the supernatural evil, the canine, a natural predator, will defend itself, its home or its master by attacking the creature. The animal will flee only if commanded to do so by its master or if its opponent proves to be too powerful; many canines will fight to the death. This is an instinctive response. **Range of sensitivity:** 1200 feet (366 m).

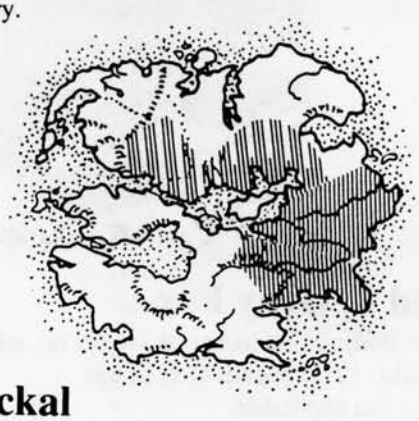
The canine can also sense ley lines, nexuses, and places of power, as well as incredibly powerful creatures of magic (1500 P.P.E. or more). **Range of sensitivity:** 600 feet (183 m).

Average level of P.P.E.: The average canine possesses 3D6 P.P.E. points; varies slightly from breed to breed.

Horror Factor: A threatening wolf will have a H.F. of 8, but a threatening wolf or dog pack will have an H.F. of 13. A threatening bear H.F. 12, a Grizzly or Kodiak bear H.F. 15.

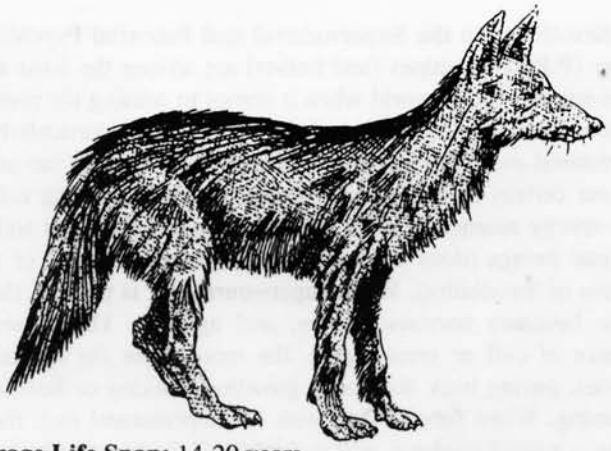
Wild Dogs are found primarily in the grasslands of the Land of the Damned, Ophid's Grassland, Baalgor Wastelands, and parts of the Western Empire and Old Kingdom.

Note: The statistics for most breeds of canines are an average and do not represent the vast range of animals that may fall into that particular category.



Coyote & Jackal

Size: Body: 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches.
Weight: 50-100 pounds (23 to 45 kg)
A.R.: Not applicable.
Hit Points: 4D6+4
S.D.C.: 2D6+18
Attacks Per Melee: 3
Damage: Bite does 2D4+3 points of damage, claw 1D4 damage.
Bonuses: +3 on initiative, +4 to strike, +4 to dodge, and +4 to save vs horror factor.
Natural Abilities: Nightvision 30 feet (9 m), prowl 50%, keen vision and sense of smell, track (by smell) 75%, swim 50%, can leap 3-4 feet (0.9-1.2 m) high and 10 feet (3 m) long, and like most canines, can perform a leaping pounce.
Speed: 50 (35 mph/56), maximum speed is 58 (42 mph/67 km); the coyote is the fastest of the wild dogs.



Average Life Span: 14-20 years
Value: Fur: 40 gold.
Habitat: Tundra, steppe, open woodland and forest.
Range: Ophid's Grasslands, Great Northern Wilderness, Eastern Territory, Timiro, and Old Kingdom.
Behavior: The coyote is a cunning and resourceful predator that usually associates in family groups or packs of 8 to 30 members, although they may also hunt alone or in pairs or small groups of 3-6. Coyotes tend to prey on small animals such as rabbits, rodents, snakes and carrion, as well as grass and fruit. Despite their reputation to the contrary, they rarely attack sheep and cattle. Social standing is determined and maintained by ritualized gestures and postures. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks.



Red & Gray Fox

Size: Body: 28-36 inches (0.7 to 0.9 m), tail: 12 inches (0.3 m).
Weight: 12-25 pounds (5 to 11 kg)
A.R.: Not applicable.
Hit Points: 3D6
S.D.C.: 1D6+6
P.P.E.: 2D6
Attacks Per Melee: 2
Damage: Bite does 1D6 points of damage.
Bonuses: +2 on initiative, +3 to strike, +4 to dodge, and +2 to save vs horror factor.
Natural Abilities: Nightvision 120 feet (36 m), keen vision and smell, prowl 55%, swim 55%, streetwise 40%, climb trees and rocks 45%, track by smell 55% and can leap 3 feet (0.9-1.2 m) high and 5 feet (1.5 m) long, and like most canines, can perform a leaping pounce.
Speed: 44 (30 mph/48 km) but maximum speed is 50 (35 mph/56).
Average Life Span: 12-18 years.
Value: Fur: 50 gold; tail: 20 gold.
Habitat: Woodlands, grasslands, farmlands and occasionally, villages, towns and cities.
Range: All areas except the Yin-Sloth Jungles.
Behavior: This versatile, intelligent and resourceful canine can adapt well to many different conditions and environments, including the villages and cities of humanoids! The cunning fox is often seen raiding chicken coops, pigeon coops and rummaging through garbage. They are so clever that they can learn to cross roads after traffic, avoid obvious traps, flip open hook latches, and wait until farmers and watchdogs are gone before making a raid. They prey on birds, birds eggs, snakes, lizards, rats, mice and other small rodents, as well as carrion and scraps from humans.

Foxes, unlike most canines, are solitary creatures who live and hunt alone, except during mating season — they do not mate for life. The make their homes in burrows. Litters of 2-4 are born after a gestation period of 8-9 weeks.



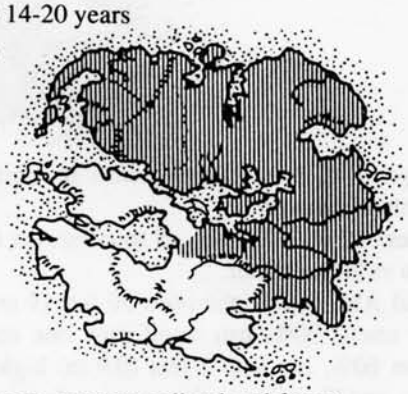
Wild Dogs

Size: Body: 28-36 inches (0.7 to 0.9 m), tail: 10-12 inches.
Weight: 12-25 pounds (5 to 11 kg)
A.R.: Not applicable.
Hit Points: 3D6
S.D.C.: 1D6+6
P.P.E.: 3D6
Attacks Per Melee: 2; frequently attack as a pack with 1D4+1 animals attacking simultaneously!
Damage: Bite does 1D6+1 points of damage.
Bonuses: +2 on initiative, +3 to strike, +4 to dodge, +2 to save vs horror factor (+4 when in a pack of 8 or more).
Natural Abilities: Nightvision 30 feet (9 m), keen vision and smell, prowl 35%, and track by smell 50%.
Speed: 44 (30 mph/48 km) but maximum speed is 50 (35 mph/56).
Average Life Span: 12-18 years.
Value: None
Habitat: Prairies, grasslands and open woodlands.
Range: Ophid's Grasslands, Land of the Damned, Old Kingdom, Baalgor Wastelands and parts of the Western Empire.
Behavior: This highly adaptable animal feeds mainly on wild deer, bovines, goats and horses, as well as rodents and other small prey. They usually hunt in packs of 30 to 60 members and are known to team up with coyotes and wolves for a large kill. Although fearful of humans, a bold or lazy pack will hunt domestic cattle, sheep and poultry. Mating occurs in late winter, with a litter of 4 to 8 young being born after 9 weeks. Wild Dogs are smaller than most wolves and coyotes and are much more aggressive than foxes.



Wolf: Gray

Size: Body: 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches.
Weight: 50-100 pounds (23 to 45 kg)
A.R.: Not applicable.
Hit Points: 4D6+6
S.D.C.: 2D6+20
P.P.E.: 5D6
Attacks Per Melee: 3
Damage: Bite does 2D6+3 points of damage, claw 1D4 damage.
Bonuses: +3 on initiative, +5 to strike, +4 to dodge, and +5 to save vs horror factor.
Natural Abilities: Nightvision 30 feet (9 m), prowl 50%, track (by smell) 88%, can smell prey one mile (1.6 km) away, swim 65%, can leap 3-4 feet (0.9-1.2 m) high and 8 feet (2.4 m) long, and like most canines, can perform a leaping pounce.
Speed: 50 (35 mph/56), maximum speed is 55 (37.5 mph/60 km).
Average Life Span: 14-20 years
Value: Fur: 40 gold.

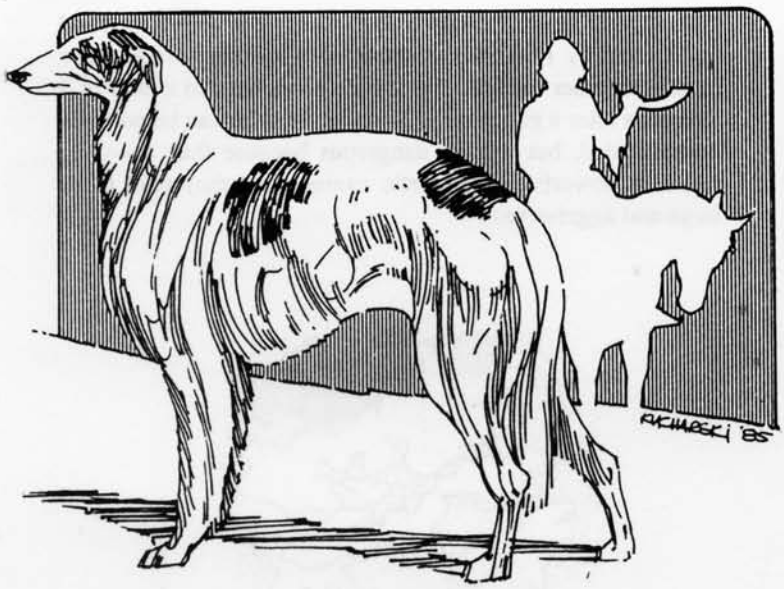


Habitat: Tundra, steppe, open woodland and forest.
Range: Ophid's Grasslands, Great Northern Wilderness, Eastern Territory, Timiro, and Old Kingdom.
Behavior: This intelligent animal usually associates in family groups or packs of 6 to 30 members, although they often hunt alone or in pairs. The pack hunts together, cooperating to run down prey such as deer, elk, moose, ox, or wild horses, and they also eat small animals. Social standing is determined and maintained by ritualized gestures and postures. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks. Wolves can be partially domesticated, but remain dangerous because their jaws are twice as powerful as domestic canines and they tend to be large and aggressive.



Wolf: Northern Timber

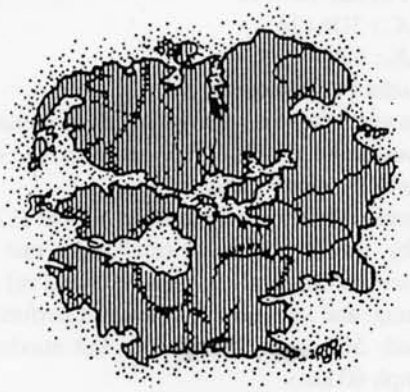
Size: Body: 5-6 feet (1.5 to 1.8 m), tail: 14-20 inches.
Weight: 60-130 pounds (27 to 59 kg)
A.R.: Not applicable.
Hit Points: 4D6+12
S.D.C.: 3D6+24
P.P.E.: 6D6
Attacks Per Melee: 3
Damage: Bite does 3D6+4 points of damage; claws 1D4.
Bonuses: +4 on initiative, +6 to strike, +4 to dodge and +8 to save vs horror factor.
Natural Abilities: Nightvision 40 feet (12 m), prowl 60%, track (by smell) 90%, can smell prey one mile (1.6 km) away, swim 65%, can leap 4 feet (0.9-1.2 m) high and 10 feet (3 m) long, and like most canines, can perform a leaping pounce.
Speed: 50 (about 35 mph/56), but maximum speed is 55 (37.5 mph 60 km).
Average Life Span: 14-20 years
Value: Fur: 50-70 gold; a full set of teeth: 8 gold.
Habitat: Forest and steppe.
Range: Great Northern Wilderness, Bizantium, Land of the Damned, and occasionally, the northern portion of the Eastern territory.
Behavior: These large animals associate in packs of 6 to 20 members, but often hunt alone or in pairs. Although they tend to shy away from areas of humanoid habitation, some solitary individuals venture into farm areas and small towns and will attack the unwary. They feed on a variety of animals both large and small, but moose, elk, and deer are their favorites. Litters of 2 to 6 young are born in dens in the central home territory after a gestation of about 9 weeks.



Domestic Canines of Note

Guard Dogs

Size: Body: 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches.
Weight: 30-60 pounds (13.6 to 27 kg)
A.R.: Not applicable.
Hit Points: 3D6+4
S.D.C.: 2D6+10
P.P.E.: 3D6
Attacks Per Melee: 3



Damage: Bite does 2D4+2 points of damage; claws do one point of damage.
Bonuses: +3 on initiative, +4 to strike, +2 to dodge, and +3 to save vs horror factor.
Natural Abilities: Nightvision 30 feet (9 m), prowl 45%, track (by smell) 80%, swim 65%, can leap 4 feet (1.2 m) high and 6 feet (1.8 m) long, and like most canines, can perform a leaping pounce.
Speed: 50 (35 mph/56), and maximum speed is 55 (37.5 mph/60 km).
Average Life Span: 12-18 years
Value: 40-80 gold as a pet and watchdog; 400-500 gold as a trained guard and attack dog.
Habitat: Domestic.
Range: Worldwide.
Behavior: These dogs are used as guardians and protectors, as well as companions. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks.

Note: Breeds include German shepherd, Doberman pinscher, and boxers.

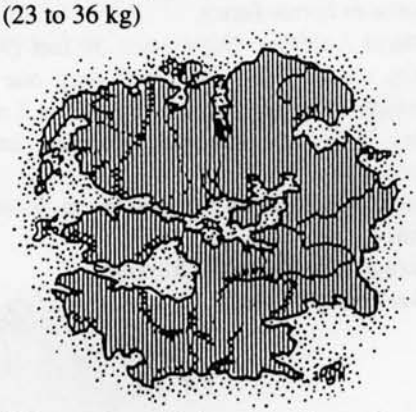
Herding Dogs

Size: Body: 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches.
Weight: 30-60 pounds (13.6 to 27 kg)
A.R.: Not applicable.
Hit Points: 3D6
S.D.C.: 2D6+10
P.P.E.: 3D6
Attacks Per Melee: 2
Damage: Bite does 1D6+1 points of damage; claws do one point of damage.
Bonuses: +4 on initiative, +3 to strike, +3 to dodge, and +2 to save vs horror factor.
Natural Abilities: Nightvision 30 feet (9 m), prowl 45%, track (by smell) 80%, swim 65%, can leap 3 feet (0.9 m) high and 6 feet (1.8 m) long, and like most canines, can perform a leaping pounce.
Speed: 50 (35 mph/56), and maximum speed is 55 (37.5 mph/60 km).
Average Life Span: 12-18 years
Value: 40-80 gold as a pet and watchdog; 300-400 gold as a trained herding dog.
Habitat: Domestic.
Range: Worldwide.
Behavior: These dogs are used to herd and control sheep and cattle, retrieve strays, as well as serve as companions. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks.

Note: Breeds include Collies, sheepdog, and German and other shepherd dogs.

Hunting Dogs: Hounds

Size: Body: 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches.
Weight: 50-80 pounds (23 to 36 kg)
A.R.: Not applicable.
Hit Points: 3D6+6
S.D.C.: 2D6+12
P.P.E.: 4D6
Attacks Per Melee: 3



Damage: Bite does 1D6+3 points of damage, claws do two points of damage.
Bonuses: +2 on initiative, +3 to strike, +3 to dodge, and +5 to save vs horror factor.
Natural Abilities: Nightvision 30 feet (9 m), prowl 35%, track (by smell) 90%, can smell prey one mile (1.6 km) away, swim 60%, can leap 3 feet (0.9 m) high and 6 feet (1.8 m) long, and like most canines, can perform a leaping pounce.
Speed: 38 (26 mph/41.6 km), and maximum speed is 44 (30 mph/48 km).
Average Life Span: 12-18 years
Value: 50-100 gold as a pet and watchdog; 300-500 gold as a trained bloodhound/tracker.
Habitat: Domestic.

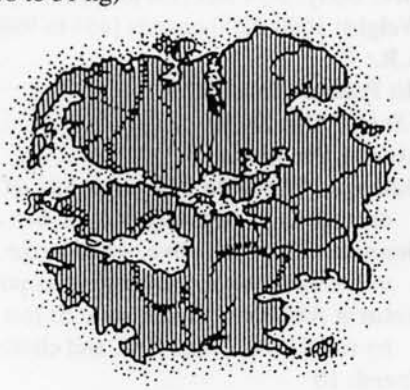
Range: World wide, but most popular in the Western Empire, Old Kingdom, Timiro, Lopan, Bizantium and Eastern Territory.

Behavior: Dogs used for hunting and tracking small and large game animals. Small animals include rabbit, quail, pheasant, and fox, while large game includes deer, antelope, wild boar/pigs, wolves, coyotes, wild cats, lions, etc. These intelligent sniffers can also be trained to track and hunt humanoid prey as well. They are most effective as big game hunters in packs of 6-12. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks.

Note: Breeds include all types of hounds, including the Afghan hound, deerhound, foxhound, bloodhound, greyhound, etc. The large *Irish wolfhound* hunts/tracks by sight (so does the greyhound, +8 to speed) and gets the following bonuses to the average hound: +1D6 to damage from bites, +6 to speed, +12 on S.D.C. and +3 to save vs horror factor and is an instinctive enemy of the wolf.

Hunting Dogs: Retrievers

Size: Body: 3-4½ feet (0.9 to 1.4 m); tail: 12-19 inches.
Weight: 40-70 pounds (18 to 31 kg)
A.R.: Not applicable.
Hit Points: 3D6+4
S.D.C.: 2D6+12
P.P.E.: 4D6
Attacks Per Melee: 3



Damage: Bite does 1D6+1 points of damage, claws do one point of damage.

Bonuses: +3 on initiative, +4 to strike, +2 to dodge, and +3 to save vs horror factor.

Natural Abilities: Nightvision 30 feet (9 m), prowl 35%, track (by smell) 85%, swim 75%, can leap 4 feet (1.2 m) high and 7 feet (2.4 m) long, and like most canines, can perform a leaping pounce.

Speed: 50 (35 mph/56), and maximum speed is 55 (37.5 mph/60 km).

Average Life Span: 12-18 years

Value: 50-100 gold as a pet and watchdog; 300-500 gold as a trained hunter/retriever.

Habitat: Domestic.

Range: Worldwide.

Behavior: These dogs are used for hunting and tracking small and large game animals similar to the bloodhound, as well as locating and retrieving small prey, usually game birds. They are used in large packs to hunt large game or a single animal or pair as retrievers. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks.

Note: Includes all breeds of retrievers, setters, pointers, and spaniels (the smallest of the lot).



Terriers

Size: Body: 1-3½ feet (0.3 to 1 m); tail: 6-12 inches.
Weight: 12-30 pounds (5.4 to 13.6 kg)
A.R.: Not applicable.
Hit Points: 2D6+2
S.D.C.: 2D6
P.P.E.: 3D6
Attacks Per Melee: 2
Damage: Bite does 1D6 points of damage.
Bonuses: +3 on initiative, +3 to strike, +4 to dodge, and +3 to save vs horror factor.
Natural Abilities: Nightvision 30 feet (9 m), prowl 45%, track (by smell) 65%, swim 60%, can leap 3 to 3½ feet (0.9 to 1 m) high and 5 feet (1.5 m) long, and like most canines, can perform a leaping pounce.
Speed: 44 (30 mph/48), and maximum speed is 50 (35 mph/56 km).
Average Life Span: 12-18 years
Value: 40-100 gold as a pet and watchdog, sometimes valued as a mouser or rat-killer (instinctively kill rodents).
Habitat: Domestic.
Range: Worldwide.
Behavior: These dogs are used as pets and to kill rodent pests. Mated pairs remain together for life. The female gives birth to a litter of 3 to 8 pups after a gestation of 8 weeks.

Bears

Note: Bears are related to canines, except the bones are heavier and the animal is considerably larger.

Black Bear

Size: Body: 5-5½ feet (1.5 to 1.7 m)
Weight: 250-320 pounds (112 to 144 kg)
A.R.: Not applicable.
Hit Points: 1D4x10
S.D.C.: 3D6+12
Attacks Per Melee: 2
Damage: Claws do 1D6+6 points of damage, bite does 1D6+2 points of damage.
Bonuses: +1 on initiative, +3 to strike, +2 to parry, +3 to save vs poison and disease.
Natural Abilities: Nightvision 120 feet (36 m), prowl 35%, track (by smell) 66%, good swimmer 80%, and climb trees 84% (climbs a tree whenever frightened or in danger).
Speed: 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km), which can be maintained for 2D4 minutes.
Average Life Span: 18-20 years
Value: Fur: 150 gold; meat (whole animal): 100 gold

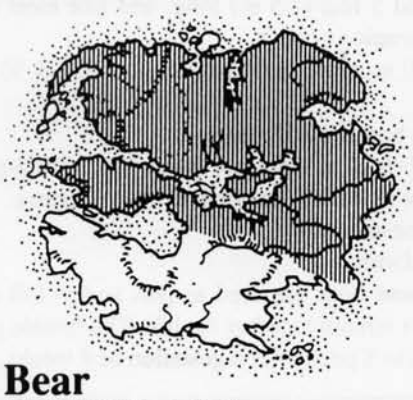


Habitat: Forest, mountainous and arctic areas up to 10,000 feet (3048 m) high.

Range: Great Northern Wilderness, Land of the Damned, Eastern Territory, Western Empire, Old Kingdom, Timiro.

Behavior: This creature feeds largely on leaves, roots, fruit, nuts, honey, insects, fish, small mammals, and carrion.

These solitary creatures are most active during the night. In autumn they consume large quantities of food to fatten up for their winter hibernation. Litters of 1-4 young are born in February after a gestation of 7 months. The young remain with their mother for about one year.



Brown Bear

Size: Body: 5-6 feet (1.5 to 1.8 m)

Weight: 600-1000 pounds (272 to 454 kg)

A.R.: Not applicable.

Hit Points: 1D6x10

S.D.C.: 3D6+22

Attacks Per Melee: 3

Damage: Claws do 2D6+6 points of damage, bite does 2D4+2 points of damage, and a bear hug does 2D4+4 damage per melee round.

Bonuses: +2 on initiative, +4 to strike, +2 to parry, +4 to save vs horror factor and +2 to save vs poison and disease.

Natural Abilities: Nightvision 20 feet (6 m), prowl 25%, track (by smell) 66%, swim 80%, and climb 64%.

Speed: 22 (15 mph/24 km), but maximum speed is 50 (35 mph/56 km), which can be maintained for 3D4 minutes.

Average Life Span: 20-30 years.

Value: Fur: 250 gold; meat (whole animal): 120 gold

Habitat: Forest, mountainous areas up to 10,000 feet (3048 m) high.

Range: Great Northern Wilderness, Land of the Damned, Eastern Territory, Western Empire, Old Kingdom, Timiro.

Behavior: This creature feeds largely on leaves, roots, fruit and nuts, but is also known to kill deer, bison and small animals as well. If the brown bear feels threatened or is angered, it will not back down from humans and may fight to the death.

These solitary creatures are normally active during the day. In autumn they consume large quantities of food to fatten up for their winter hibernation. Litters of up to 3 young are born in February or early March after a gestation of 6-8 months. The young remain with their mother for about one year.



Jungle Kodiak (Ernie)

Size: Body: 8-14 feet (2.4 to 4.2 m)

Weight: 1000-2200 pounds (454 to 998 kg)

A.R.: 7

Hit Points: 1D4x10+25

S.D.C.: 1D6x10+30

Attacks Per Melee: 4

Damage: Claws do 3D6+6 points of damage, bite does 2D6 damage and a bear hug does 2D6+6 damage per melee round.

Bonuses: +3 on initiative, +5 to strike, +2 to parry, +10 to save vs horror factor and +4 to save vs poison and disease.

Natural Abilities: Nightvision 20 feet (9 m), prowl 35%, track by smell 70%, swim 70%, and climb trees 25%.

Speed: 10

Average Life Span: 20-30 years

Value: Fur: 500 gold, meat (whole animal): 300 gold.

Habitat: Forest and jungle.

Range: Yin-Sloth Jungles and Baalgor Wastelands.

Behavior: These huge animals are among the largest of the land carnivores. Euphemistically called "Ernies," these creatures fear nothing alive and are avoided by most animals. These solitary creatures are active during the day and feed on a variety of plant material, carrion, fish, and mammals small and large, including humanoids! They do not usually hibernate because they inhabit regions that are warm all year round. Females give birth to a litter of 1 or 2 young after a gestation of 9-10 months.





Northern Grizzly

Size: Body 6-9 feet (1.8 to 2.7 m)
Weight: 800-1800 pounds (363 to 816 kg)
A.R.: 6
Hit Points: 2D4x10
S.D.C.: 1D4x10+30
Attacks Per Melee: 3
Damage: Claws do 2D6+10 points of damage, bite does 2D4+4 damage and a bear hug does 2D6+4 damage per melee round.
Bonuses: +2 on initiative, +4 to strike, +3 to parry, +6 to save vs horror factor and +4 to save vs poison and disease.
Natural Abilities: Nightvision 60 feet (18.3 m), prowl 30%, track by smell 68%, swim 70%, and climb trees 30% (many are too large and heavy).
Speed: 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km), which can be maintained for 2D4 minutes.
Average Life Span: 20-30 years.
Value: Fur: 250 gold; meat (whole animal): 200 gold.



Habitat: Forest and tundra.
Range: Great Northern Wilderness, Land of the Damned.
Behavior: These large creatures vary in color from a yellowish-brown to nearly black. They are generally solitary animals and have home ranges of up to 20 square miles. They can be active at night or day and feed on plant material, fish, small animals, and carrion as well as the occasional deer, horse, bison, and humanoid! Most Grizzly bears are too large and slow to bring down large, hoofed animals unless they are sick, caught in a trap, tethered or penned. They are also too large to climb trees. Females breed every 2 or 3 years and produce litters of 1-4 young after 6 to 8 months.

Western Silver Bear (Ghost Bear)

Size: Body: 4-6 feet (1.2 to 1.8 m)
Weight: 300-800 pounds (136 to 363 kg)
A.R.: Not applicable.
Hit Points: 1D4x10+10
S.D.C.: 3D6+20
Attacks Per Melee: 2
Damage: Claws do 2D4+6 points of damage, bite does 1D6+2 points of damage.
Bonuses: +1 on initiative, +3 to strike, +2 to parry, +3 to save vs poison and disease.
Natural Abilities: Nightvision 120 feet (36 m), prowl 35%, track (by smell) 56%, swim 70%, and climb trees 88%.
Speed: 22 (15 mph/24 km), but maximum speed is 44 (30 mph/48 km), which can be maintained for 2D4 minutes.
Average Life Span: 20-25 years
Value: Fur: 600 gold, meat (whole animal): 130 gold
Habitat: Forest



Range: Western Empire and Old Kingdom.
Behavior: This silvery colored bear is mainly active at night, when it searches for insects, plant material, and small animals which make up its diet. These bears are excellent climbers and often nest in trees. These solitary creatures generally come together only to breed. A litter of 1 to 4 young are born in March or April after a gestation of 65 to 70 weeks.

Felines/The Cat Family

Notes About Felines

Average Running Speed: Most cats are not built for running for long periods of time, so their speed is usually half that of canines, although they can typically run at twice their average speed in short spurts lasting 1D4 minutes, unless stated otherwise. However, most are excellent climbers and masters at prowling and the pounce attack.

Pouncing and Leaping: Cat instinctively leap and pounce on their prey, holding on with their claws and biting with their teeth. They can also strike/slash with their claws. A pouncing leap of a medium-sized wild feline (25 to 50 pounds/11-22.6 kg) has a 01-43% chance of knocking human-size prey off balance or even off his feet (victim loses initiative and one melee attack).

A pouncing leap of a large feline (60-200 pounds/27 to 90 kg) has a 01-65% chance of knocking human-size prey off his feet (victim loses initiative and one melee attack) and he suffers 1D6 damage from the impact and fall plus claws.

Sensitivity to the Supernatural and Potential Psychic Energy (P.P.E.): Felines can sense the supernatural and magical, but not as efficiently as canines and horses. When supernatural evil is present, the cat becomes nervous, jumpy, and agitated. The closer the source of evil or great magic, the more tense the animal becomes, pacing back and forth, and growling and hissing in warning. When face to face with the supernatural evil, the cat, a natural predator, will defend itself, its home or young by attacking the creature. The animal will flee only if its opponent proves to be too powerful; many will fight to the death. This is an instinctive response. **Range of sensitivity:** 400 feet (122 m).

Cats can also sense ley lines, nexuses, and places of power, as well as incredibly powerful creatures of magic (1500 P.P.E. or more). **Range of sensitivity:** 200 feet (61 m).

Average level of P.P.E.: The average feline possesses 3D6 P.P.E. points; varies slightly from breed to breed.

Horror Factor: A threatening wild cat will have a H.F. of 9, but an African lion or tiger has a H.F. of 15.

Note: The statistics for most breeds of felines are an average and do not represent the vast range of animals that may fall into that particular category.



Bobcat

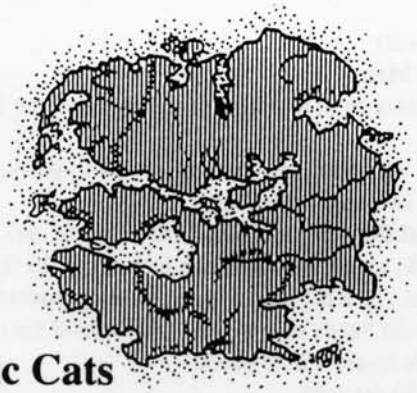
Size: Body: 2¼-3¼ feet (0.7 to 1 m) with a small tail: 4-8 inches.
Weight: 10-25 pounds (5 to 11 kg)
A.R.: Not applicable.
Hit Points: 4D6
S.D.C.: 2D6+6
Attacks Per Melee: 3
Damage: Claws do 1D6+2 points of damage; bite 1D4+2 damage.
Bonuses: +2 on initiative, +5 to strike, +3 to parry, +2 to dodge, +2 to save vs horror factor.
Natural Abilities: Keen vision and sense of smell, nightvision 400 feet (122 m), climb 88%, prowl 90%, swim 40%, can leap 10 feet (3 m) high and 20 feet (6 m) long.
Speed: 16, with bursts of speed 30 for 1D4 minutes.
Average Life Span: 8-14 years.
Value: Fur: 50 gold
Habitat: Chaparral, brush, swamp, and/or forest.
Range: Land of the Damned, Great Northern Wilderness, and Ophid's Grasslands. Occasionally encountered in the Eastern Territory, but such sightings are comparatively rare.
Behavior: The bobcat is generally a ground dwelling animal, but does climb and hide in trees when chased. It is a solitary and nocturnal creature, but will hunt during daylight in the winter. It feeds on squirrels, mice, and rabbits which it hunts by stealth. The female gives birth to 1-6 young (usually 3) after a gestation period of just under two months (about seven weeks).

Note: In many respects, the bobcat looks like a smaller, tan colored version of the lynx.



Cheetah

Size: Body: 3½-4½ feet (1.1 to 1.4 m), plus tail: 26-32 inches (0.7 to 0.8 m).
Weight: 80-120 pounds (36 to 54 kg)
A.R.: Not applicable.
Hit Points: 4D6+6
S.D.C.: 2D6+12
Attacks Per Melee: 3
Damage: Claws 2D4+2 points of damage, bite does 1D6+2 damage.
Bonuses: +4 on initiative, +4 to strike, +2 to parry, +6 to dodge, and +2 to save vs horror factor.
Natural Abilities: Nightvision 40 feet (12 m), prowl 60%, climb 12%, swim 50%, and can leap 10 feet (3 m) high and 20 feet (6 m) long.
Speed: 33 (22.5 mph/36 km), but is famous for its short bursts of astonishing speed, up to a speed factor of 120 (80 mph/128.7 km)! This is the fastest cat alive and its burst of speed can be maintained for 2D4 minutes.
Average Life Span: 10-14 years
Value: Fur: 80-100 gold; very popular (and comparatively common) in the Land of the Damned and is exported to the Western Empire, Timiro, and Lopan where cheetah fur is made into cloaks, coats and wall hangings. Such garments and adornments sell for 700-1000 gold and are worn by the rich and nobility.
Habitat: Open country, desert, and savanna.
Range: Baalgor Wastelands, Old Kingdom, and Land of the South Winds.
Behavior: Cheetahs live in territories in open country, either alone, in pairs, or family groups. They are active in daylight as sight is very important in their hunting. The cheetah selects its prey while in hiding and then stalks it. It attacks with a short, rapid chase, knocking over the prey and killing it with a bite to the throat. They feed primarily on birds, reptiles, hares, jackals, and small antelope, as well as large antelope, zebra, buffalo, sheep and occasionally, cattle; cheetahs will not eat carrion. Several adults may cooperate to chase and exhaust larger animals such as zebras and wildebeests. Litters of 2 to 4 young are born after a gestation of 3-4 months. The young stay with their mother for up to two years.



Domestic Cats

Size: Body: 1¼-3¼ feet (0.35 to 1 m), plus tail: 12 inches (0.3 m).
Weight: 6-25 pounds (2.7 to 11 kg)
A.R.: Not applicable.
Hit Points: 2D6
S.D.C.: 2D6
Attacks Per Melee: 2
Damage: Claws do 1D4 points of damage; bite does 2 points of damage.
Bonuses: +2 on initiative, +3 to strike, +2 to parry, +3 to dodge, +1 to save vs horror factor.
Natural Abilities: Keen vision and sense of smell, nightvision 40 feet (12.2 m), climb 70%, prowl 70%, swim 40%, can leap 5 feet (1.5 m) high and 6 feet (1.8 m) long.
Speed: 16, with bursts of speed 22 for 1D4 minutes.
Average Life Span: 8-14 years.
Value: 8-50 gold as a pet.
Habitat: House pet.
Range: Worldwide.

Note: There are a large variety of domestic cats from small to large, short hair to long hair.



Leopard, Panther & Jaguar

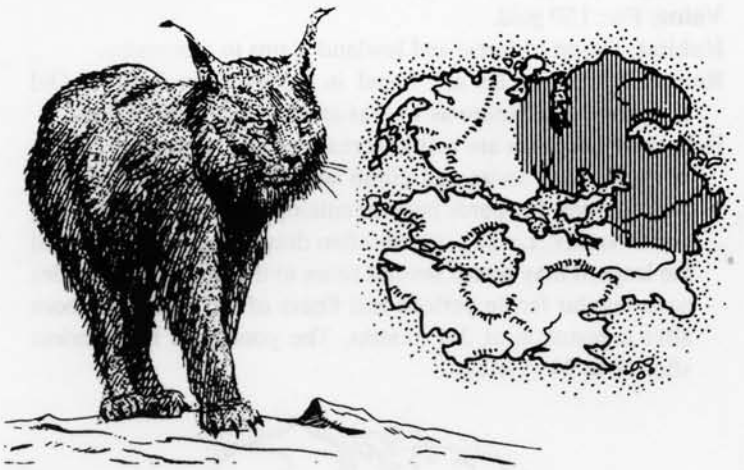
Size: Body: 4¼-6½ feet (1.3 to 2 m), plus tail: 3½-4½ft (1.1 to 1.4 m).
Weight: 125-200 pounds (57 to 91 kg)
A.R.: Not applicable.
Hit Points: 4D6+10
S.D.C.: 3D6+16
Attacks Per Melee: 3
Damage: Claws do 2D4+4 points of damage, bite 1D6+2 points of damage.
Bonuses: +4 on initiative, +5 to strike, +3 to parry, +4 to dodge, +4 to save vs horror factor.
Natural Abilities: Nightvision: 600 feet (183 m), climb 90%, prowl 90%, track by smell or sight 50%, exceptional hearing and eyesight, and can leap 12 feet (3.6 m) high and 40 feet (12.2 m) long.
Speed: 22, with spurts of speed 50 (35 mph/56 km) for 1D4 minutes.
Average Life Span: 10-15 years.
Value: Fur: 150 gold.
Habitat: Desert to forest and lowland plains to mountains.
Range: All three cats are found in the Western Empire, Old Kingdom, and Timiro as well as areas to the south of these.
Behavior: Leopards are solitary creatures and hunt either by day or night. They swim and climb well and often rest and stalk prey in trees. Leopards prey on antelope, primates, birds, fish, and livestock. Large prey are often dragged up into a tree and the leopard may return several times to the same kill. Females have regular fertile periods and litters of 1-6 young are born after a gestation of 3-4 months. The young are independent after 18 to 24 months.



Lion (African Type)

Size: Body: 4¼-6½ feet (1.3 to 2 m), plus tail: 26-40 inches (0.7 to 1 m).
Weight: 200-400 pounds (91 to 181 kg).
A.R.: Not applicable.
Hit Points: 5D6+20
S.D.C.: 4D6+20
Attacks Per Melee: 4
Damage: Claws do 2D6+4 points of damage; bite does 2D6 damage. Add another 1D6 points of damage to attacks by the male lion.
Bonuses: +2 on initiative, +4 to strike, +3 to parry, +4 to dodge, +6 to save vs horror factor.
Natural Abilities: Keen vision and sense of smell, nightvision 60 feet (18.3 m), climb 40%, swim 60%, prowl 60%, track by smell or sight 70% and can leap 10 feet (3 m) high and 20 feet (6 m) long.
Speed: 18, with bursts of speed 33 (22.5 mph/36 km).
Average Life Span: 12-20 years
Value: Skin: 100 gold
Habitat: Open savanna.
Range: Old Kingdom, Baalgor Wastelands.
Behavior: Lions are generally most active during the evening and rest much of the day. They live in groups known as prides, consisting of up to 3 adult males and up to 15 adult females and their young. Lions prey on mammals such as antelope and zebras, and frequently 2-5 females and the occasional male cooperate in making the kill, particularly when attacking larger animals such as buffalos and giraffes. Lionesses do most of the hunting, stalking their prey and approaching as close as possible before pouncing. They kill with a bite to the neck or throat. Breeding occurs at any time during the year and 2 to 6 young are born after 3-4 months.

When males become sexually mature (about 18-22 months), they are driven from the pride.



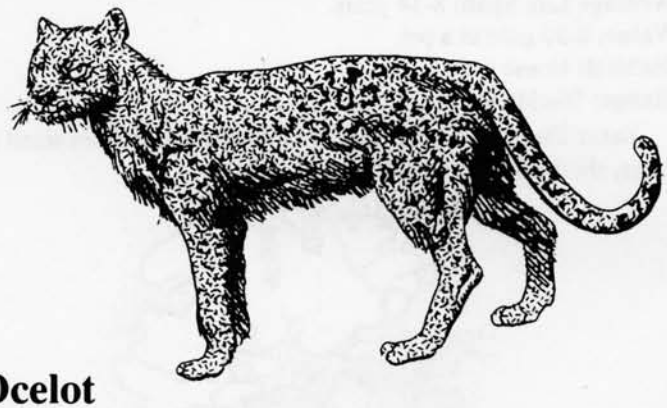
Lynx

Size: Body: 3-4 feet (0.9 to 1.2 m), tail: 1-3 inches.
Weight: 10-15 pounds (5 to 7 kg)
A.R.: Not applicable.
Hit Points: 3D6+10
S.D.C.: 2D6+12
Attacks Per Melee: 3
Damage: Claws do 2D6 points of damage and the bite does 2D4 damage.
Bonuses: +3 on initiative, +5 to strike, +3 to parry, +2 to dodge, +3 to save vs horror factor.
Natural Abilities: Nightvision 600 feet (183 m), climb 89%, prowl 80%, swim 90% and can leap 10 feet (3 m) high and 20 feet (6 m) long.
Speed: 16, with bursts of speed 30 for 1D4 minutes.
Average Life Span: 8-12 years
Value: Fur: 40 gold.
Habitat: Coniferous forest, mountain forests and scrub.
Range: Great Northern Wilderness, Eastern Territory.
Behavior: The lynx is a solitary, nocturnal creature which stalks its prey on the ground or lies in wait for it in low vegetation. Rabbits, rodents, young deer, and ground living birds are its main prey. These creatures breed in spring and a litter of 2 or 3 young are born after a gestation of about 9 weeks.



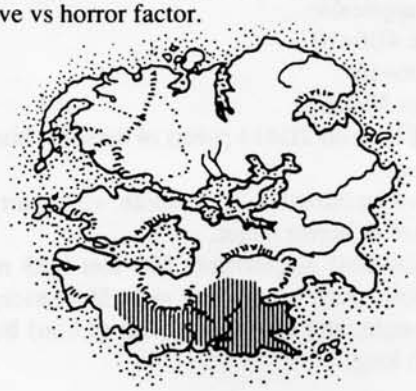
Mountain Lion (Cougar/Puma)

Size: Body: 3½-5¼ feet (1 to 1.55 m), tail: 24-34 inches (0.6 to 0.9 m).
Weight: 150-300 pounds (67.5 to 135 kg)
A.R.: Not applicable.
Hit Points: 4D6+10
S.D.C.: 2D6+20
Attacks Per Melee: 3
Damage: Claws do 2D6 points of damage and the bite does 2D4 damage.
Bonuses: +3 on initiative, +6 to strike, +4 to parry, +3 to dodge, and +4 to save vs horror factor.
Natural Abilities: Nightvision 200 feet (61 m), climb 89%, prowl 85%, swim 44% and can leap up to 20 feet (6 m) high and 40 feet (12.2 m) long from a standing position.
Speed: 22, with bursts of speed 44 (30 mph/48 km).
Average Life Span: 12-20 years.
Value: Fur: 50-60 gold.
Habitat: Swamps, grasslands, forests and mountainsides.
Range: Land of the Damned, Ophid's Grasslands, Great Northern Wilderness, Eastern Territory, Lopan and the Western Empire.
Behavior: This creature is generally solitary and occupies a defined territory (up to 15 square miles). Although a male's home territory may overlap with that of one or more females, other males are excluded. Mountain lions are normally active in early morning and evening. Its main prey is deer, but it also feeds on rodents, hares, mountain goats and occasionally, domestic sheep and cattle. Having stalked its prey, the mountain lion pounces and kills with a bite to the nape of the neck. Males and females pair for the season and a litter of 2 to 4 kittens are born in the summer.

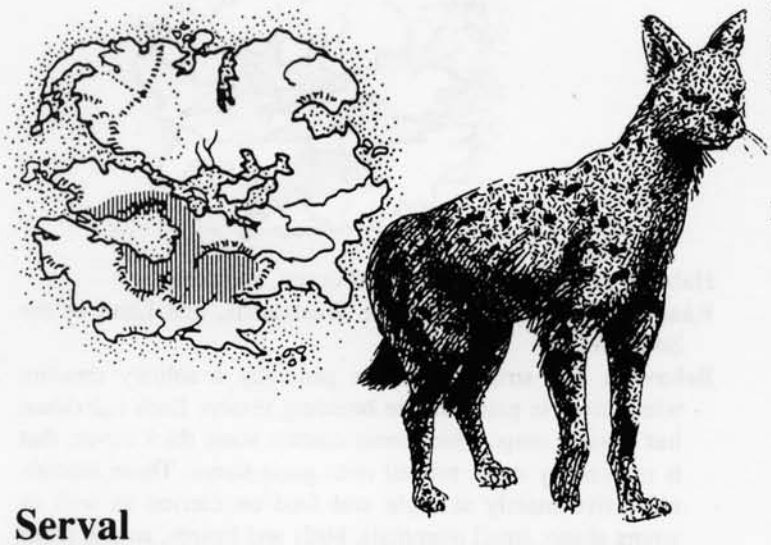


Ocelot

Size: Body 3-4¼ feet (0.9 to 1.3 m), plus tail: 11-16 inches.
Weight: 50-80 pounds (23 to 36 kg)
A.R.: Not applicable.
Hit Points: 6D6
S.D.C.: 2D6+10
Attacks Per Melee: 3
Damage: Claws do 1D6+2 points of damage and the bite does 1D4 damage.
Bonuses: +2 on initiative, +3 to strike, +2 to parry, +3 to dodge, and +2 to save vs horror factor.



Natural Abilities: Nightvision 600 feet (183 m), climb 85%, prowl 85%, swim 35%, and can leap 12 feet (3.6 m) high and 20 feet (6 m) long.
Speed: 22, with bursts of speed 33 (22.5 mph/36 km).
Average Life Span: 8-14 years
Value: Fur: 50-70 gold.
Habitat: Humid forest, bush, marshy areas.
Range: Yin-Sloth Jungles, Land of the South Winds, and the Old Kingdom.
Behavior: Ocelots resemble a pint-sized leopard. It is generally a nocturnal predator that emerges at night to hunt small mammals, birds, and snakes. It is a very secretive animal and rarely goes into open country. Males and females live in pairs, but do not hunt together. Ocelots mate at night and males make loud, screeching calls. A litter of 2 to 4 young are born after a gestation period of about 10 weeks.

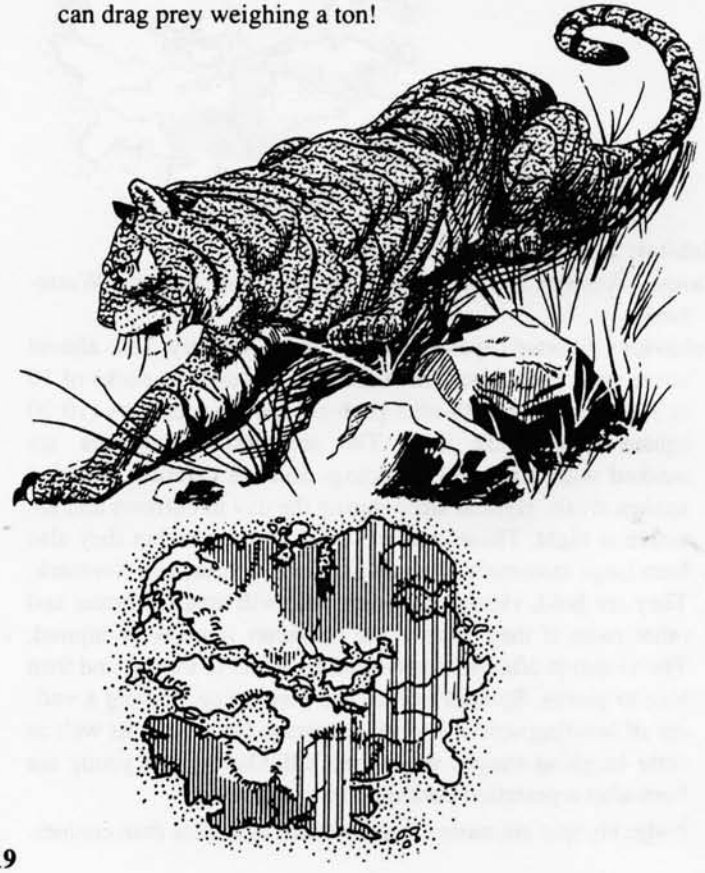


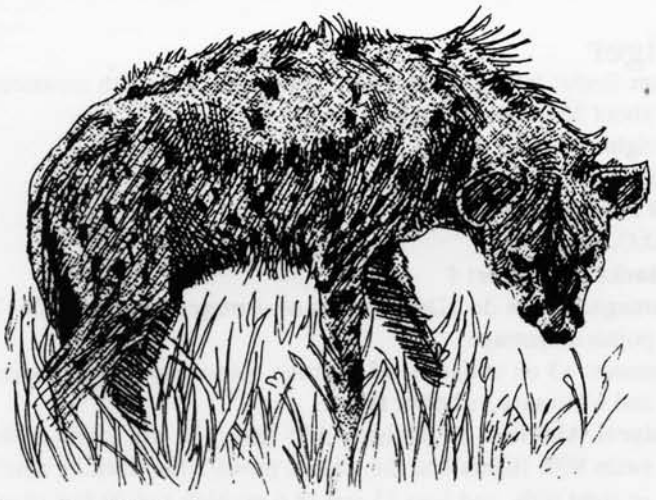
Serval

Size: Body: 26-36 inches (0.7 to 0.9 m), plus tail: 10-14 inches.
Weight: 20-50 pounds (9 to 23 kg)
A.R.: Not applicable.
Hit Points: 3D6+12
S.D.C.: 3D6+10
Attacks Per Melee: 2
Damage: Claws do 1D6+2 points of damage, bite does 1D4+1 damage.
Bonuses: +2 on initiative, +3 to strike, +2 to parry, +3 to dodge.
Natural Abilities: Nightvision 40 feet (12 m), prowl 80%, climb 40%, and can leap 10 feet (3 m) high and 20 feet (6 m) long.
Speed: 22, with bursts of speed 44 (30 mph/48 km).
Average Life Span: 10-14 years
Value: Fur: 60 gold.
Habitat: Savanna, open plains, and woodland.
Range: Old Kingdom, Baalgor Wastelands, and Western Empire.
Behavior: This animal is generally active during the day and lives in a small territory (up to 8 square miles) marked with urine. They are generally solitary, but females may enter a male's territory. Servals feed on rodents, birds, and animals up to the size of a small antelope. Servals have excellent sight and hearing. A litter of 1 to 4 young is born after a gestation of three months.

Tiger

Size: Body: 6-9¼ feet (1.8 to 2.8 m) plus tail which measures about 36 inches (0.9 m).
Weight: 400-700 pounds (180 to 320 kg)
A.R.: Not applicable.
Hit Points: 4D6+24
S.D.C.: 4D6+30
Attacks Per Melee: 4
Damage: Claws do 2D6+8 points of damage, bite does 2D6+2 points of damage.
Bonuses: +3 on initiative, +5 to strike, +4 to parry, +4 to dodge, and +7 to save vs horror factor.
Natural Abilities: Nightvision 400 feet (122 m), climb 50%, swim 80% (tigers like the water), prowl 70%, track by smell or sight 60%, and leap 15 feet (4.6 m) high and 30 feet (9 m) long.
Speed: 22 (about 15 mph/24 m), but can run at a speed 50 (35 mph/56 km) in short bursts.
Average Life Span: 12-20 years
Value: Fur: 200-300 gold.
Habitat: Forest and jungles.
Range: Yin-Sloth Jungles, Timiro, Land of the South Winds and to a lesser degree, the Old Kingdom and Eastern Territory. An equally tough Northern tiger abounds in the Northern Wilderness.
Behavior: Tigers are shy, nocturnal creatures and usually live alone. Tigers respect each other's territory and seldom fight among themselves. Their home territory is usually about 6 square miles (9.6 km). They feed on wild pigs, deer, antelope, sheep, cattle and occasionally, humanoids. Males and females associate for only a few days after mating. Litters of 2 or 3 young are born after a gestation of 3-4 months. The young may stay with their mother for several years. Tigers love water and are excellent swimmers. Powerfully built, a tiger can drag prey weighing a ton!

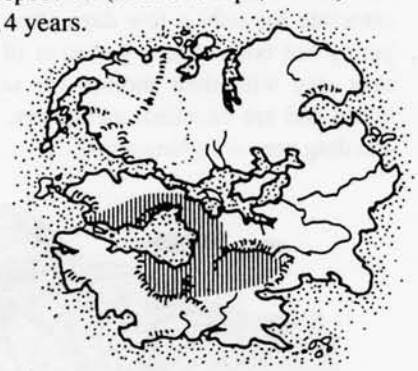




Spotted Hyena

Laughing Devil

Size: Body: 4-6 feet (1.2 to 1.8 m), plus tail: 10-12 inches.
Weight: 100-250 pounds (45 to 113 kg).
A.R.: Not applicable.
Hit Points: 3D6+10
S.D.C.: 3D6+20
Attacks Per Melee: 3
Damage: Bite does 2D6 points of damage.
Bonuses: +3 on initiative, +4 to strike, +3 to dodge, +3 to save vs poison and disease, and +7 to save vs horror factor.
Natural Abilities: Nightvision 100 feet (30.5 m), prowl 50%, track by smell 75%, swim 40% and leap four feet (1.2 m) high and six feet (1.8 m) long.
Speed: 16, with bursts of speed 44 (about 30 mph/48 km)
Average Life Span: 10-14 years.
Value: Hide: 40 gold.

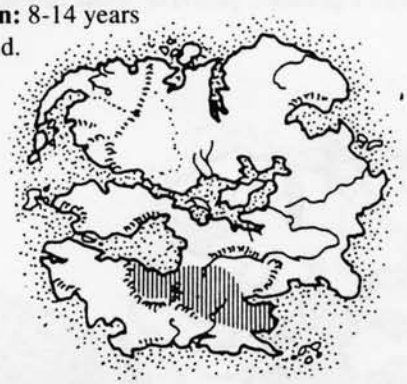


Habitat: Semi-desert to moist savanna.
Range: Western Empire, Old Kingdom, and Baalgor Wastelands.
Behavior: Spotted hyenas inhabit open country and almost never enter the forest. These animals associate in packs of 10 to 30 individuals, with each pack occupying a territory (10-20 square miles/16-32 km). The territorial boundaries are marked with urine and droppings and are carefully guarded against rivals. Hyenas sleep during the day in burrows and are active at night. These creatures feed on carrion, but they also hunt large mammals, such as antelope, zebras, and livestock. They are bold, vicious predators who will attack humans and other races if they believe the character is weak or injured. The victim is often brought down by a bite to the leg and then torn to pieces. Spotted hyenas are very noisy, making a variety of howling screams when preparing for a hunt, as well as eerie laughing sounds when they kill. One or two young are born after a gestation period of 14 to 18 weeks.

Note: Hyenas are more closely related to felines than canines.

Striped Hyena

Size: Body: 3-4 feet (0.9 to 1.2 m), plus tail: 10-14 inches (0.3 m).
Weight: 80-120 pounds (36 to 54 kg)
A.R.: Not applicable.
Hit Points: 3D6+6
S.D.C.: 3D6+6
Attacks Per Melee: 2
Damage: Bite does 1D6+2 points of damage.
Bonuses: +1 on initiative, +3 to strike, +3 to dodge, +4 to save vs poison and disease and +3 to save vs horror factor.
Natural Abilities: Nightvision 100 feet (30.5 m), prowl 60%, track by scent 70%, swim 40%, and leap four feet (1.2 m) high and six feet (1.8 m) long.
Speed: 16, with bursts of speed 44 (30 mph/48).
Average Life Span: 8-14 years
Value: Fur: 40 gold.



Habitat: Dry savanna, bush, semi-desert, and desert.
Range: Old Kingdom, Baalgor Wastelands, and Land of the South Winds.
Behavior: The striped hyena is generally a solitary creature which lives in pairs only in breeding season. Each individual has a home range which must contain some thick cover, that is marked by musk rubbed onto grass stems. These animals are active mainly at night and feed on carrion as well as young sheep, small mammals, birds and lizards, among other things. Striped hyenas stay well away from the larger spotted hyena. A litter of 2 to 4 young are born after a gestation period of about 3 months.

Mustelids

Badger

Size: Body: 17-22 inches (0.4 to 0.6 m), with a short 4-6 inch long tail.
Weight: 10-20 pounds (5 to 9 kg)
A.R.: Not applicable.
Hit Points: 3D6+6
S.D.C.: 2D6
P.P.E.: 2D6
Attacks Per Melee: 3
Damage: Bite does 1D6+1 points of damage, claw 1D4+1.
Bonuses: +1 on initiative, +2 to strike, +3 to dodge.
Natural Abilities: Nightvision 300 feet (91.5 m), prowl 55%, track by smell 65%, and can dig very fast (5 feet/1.5 m per minute).
Speed: 10



Average Life Span: 6-12 years.
Value: Fur: 15 gold.
Habitat: Open grassland and arid lands.
Range: Ophid's Grasslands, Western Empire, and Old Kingdom.



Behavior: This solitary creature is generally active at night. It is an excellent digger and burrows after rodents which are its main food. It kills its prey by biting off their heads; a trail of rabbit heads, for example, is a sure sign a badger has been feeding. In the northern limits of its range, the badger sleeps for much of the winter. It does not truly hibernate, however, and is active during mild spells. Although badgers mate in summer, the gestation period does not begin until February so that the litters are born in spring. Litter size ranges from 1 to 5 young.





Ermine/Mink

Size: Body: 10-12 inches, tail: 3-5 inches.
Weight: 1-2 pounds (0.45 to 0.9 kg).
A.R.: Not applicable.
Hit Points: 2D4
S.D.C.: 1D6
P.P.E.: 2D6
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage.
Bonuses: +2 on initiative, +2 to strike and +4 to dodge.
Natural Abilities: Nightvision 60 feet (18.3 m), track by smell 65%, prowl 70%, climb 50%, and swim 70%.
Speed: 10
Average Life Span: 2-5 years.
Value: Fur: 20-30 gold; ermines are used to make fur coats, cloaks, stoles, gloves, hats and other articles of clothing. A fur coat or cloak can cost 300-800 gold depending on the quality
Habitat: Forest and tundra.
Range: Great Northern Wilderness, Land of the Damned and to a much lesser degree, the northern portion of the Eastern Territory.
Behavior: These highly skilled predators feed on a variety of rodents, mammals, and birds. It usually kills by delivering a powerful bite to the back of the neck of its prey. In northern areas the ermine loses its dark coat and grows a pure white one which is prized by trappers. Litters of 3 to 7 are born in April or May.





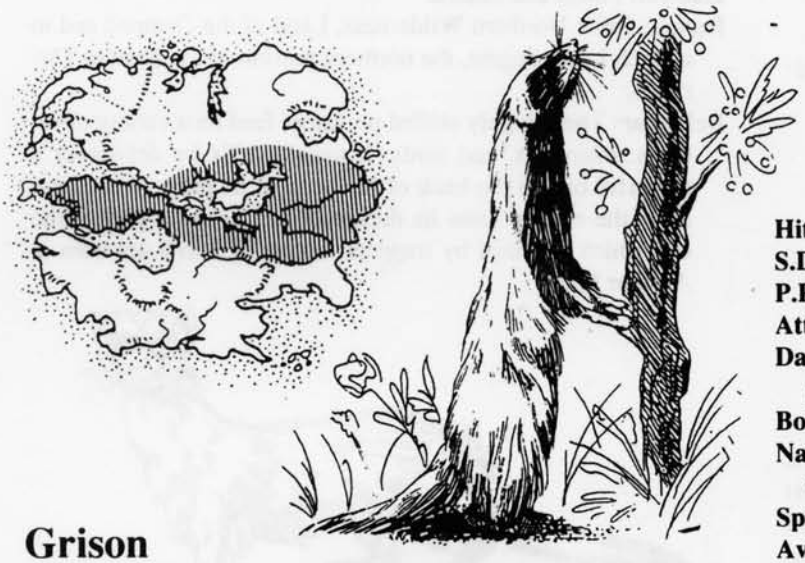
Ferret

Size: Body: 15-18 inches (0.4 to 0.5 m), with a short tail that's 5-6 inches long.
Weight: 2-3 pounds (0.9 to 1.4 kg).
A.R.: Not applicable.
Hit Points: 2D4+2
S.D.C.: 1D6
P.P.E.: 2D6
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage; claws of one point of damage.
Bonuses: +2 on initiative, +2 to strike, +3 to dodge, +2 to roll with impact or fall.
Natural Abilities: Nightvision 60 feet (18.3 m), keen hearing, track by smell 72%, prowl 60%, and climb 45%.
Speed: 10
Average Life Span: 3-6 years.
Value: Fur: 10-15 gold; as a pet: 15-25 gold.
Habitat: Prairie and light woodlands.

Range: Ophid's Grasslands.

Behavior: This animal feeds mainly upon mice and prairie dogs and as a result, their total number is directly related to their prey's numbers. They are generally solitary animals and mark their territories with musk. They are nocturnal animals and spend most of the day in burrows. Ferrets are playful and curious and can make nice pets. The female produces a litter of 3 to 5 young in June.

Note: Ferrets, along with weasels, ermines, martens, cats and dogs, are frequently used by practitioners of magic as a familiar.



Grison

Size: Body: 19-22 inches (0.5 to 0.6 m), with a short tail that's 6 inches (0.15 m) long.

Weight: 2-3 pounds (9 to 1.4 kg).

A.R.: Not applicable.

Hit Points: 2D6

S.D.C.: 2D4+1

P.P.E.: 2D6

Attacks Per Melee: 2

Damage: Bite does 1D4 points of damage; claws do one point of damage.

Bonuses: +2 on initiative, +2 to strike, +4 to dodge and +2 to roll with impact or fall.

Natural Abilities: Nightvision 60 feet (18.3 m), swim 80%, climb 65%, prowl 60%, and track by smell 60%.

Speed: 20

Average Life Span: 4-9 years.

Value: Fur: 15 gold.

Habitat: Forest and open land.

Range: Southern areas of the Northern Wilderness, Eastern Territory, Western Empire, Old Kingdom and Lopan.

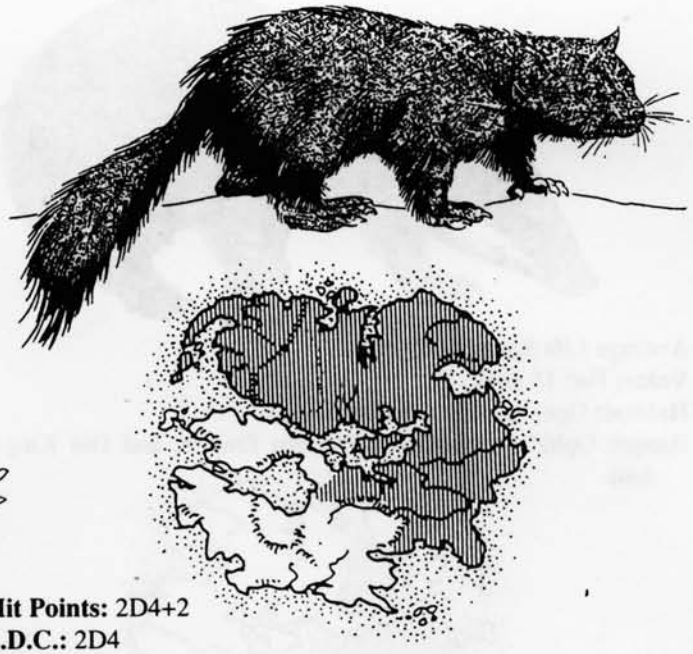
Behavior: This agile animal is good at both climbing and swimming. It generally feeds on frogs, worms, and other ground dwelling creatures. They generally dwell in abandoned burrows or small crevices. A litter of 2 to 4 young are born in October.

Marten

Size: Body: 14-17 inches (0.3 to 0.4 m), with a tail that measures 7-9 inches long.

Weight: 1-3 pounds (0.45 to 1.4 kg)

A.R.: Not applicable



Hit Points: 2D4+2

S.D.C.: 2D4

P.P.E.: 2D6

Attacks Per Melee: 2

Damage: Bite does 1D4+1 points of damage; claws do one point of damage.

Bonuses: +3 on initiative, +2 to strike, +6 to damage.

Natural Abilities: Climb 90%, acrobatics 80%, prowl 60%, leap up to 15 feet (4.6 m) long, nightvision 60 feet (18.3 m).

Speed: 16

Average Life Span: 3-7 years

Value: Fur: 15 gold.

Habitat: Forest and woodlands.

Range: Old Kingdom, Timiro, and all areas north of these.

Behavior: This agile, acrobatic creature spends most of its life in the trees. It preys mainly on squirrels. Martens make their dens in hollow trees where a litter of 2 to 4 young are born, usually in April.



Otter

Size: Body: 22-32 inches (0.6 to 0.8 m), with a thick tail that's 12-20 inches long (0.3 to 5 m).

Weight: 4-7 pounds (2 to 3 kg)

A.R.: Not applicable.

Hit Points: 3D6+2

S.D.C.: 1D6+6

P.P.E.: 3D6

Attacks Per Melee: 2

Damage: Bite does 1D4+2 points of damage; claws do 1D4 damage.

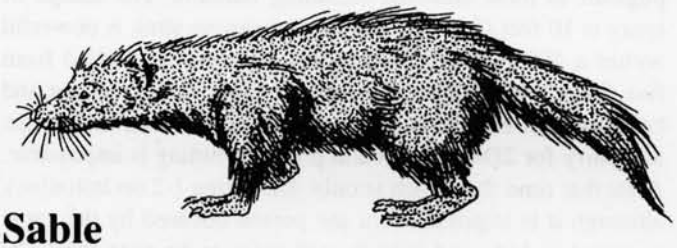
Bonuses: +1 to strike, +2 to dodge, +4 to dodge underwater.

Natural Abilities: Swim 95%, nightvision 60 feet (18.3 m), hold breath for 1D4 minutes, dive 15 feet (4.6 m).
Speed: 9 on land, 22 swimming underwater.
Average Life Span: 4-9 years
Value: Fur: 20 gold.
Habitat: Rivers and lakes.
Range: Great Northern Wilderness, Eastern Territory, Western Empire, Old Kingdom, and Timiro Kingdom.
Behavior: These agile, aquatic animals are playful, inquisitive and bold. The otter's four feet are webbed, and its tail is thick and muscular for propulsion in water. Its short fur is dense and keeps the otter warm in the water by trapping air and keeping it close to the animal's body. Otters tend to be solitary creatures, although they may gather to play in small groups. They live in river bank dens called holts and are most active at night. Otters feed on fish, frogs, water birds, and other aquatic creatures. Litters of 2 or 3 young are born in the spring.



Sea Otter

Size: Body: 1-4 feet (0.3 to 1.2 m), with a tail that measures 10-15 inches long.
Weight: 4-8 pounds (2 to 4 kg)
A.R.: Not applicable.
Hit Points: 3D6
S.D.C.: 2D6+6
P.P.E.: 2D6
Attacks Per Melee: 3
Damage: Bite does 1D6 points of damage, claws do 1D4 damage.
Bonuses: +3 on initiative, +2 to strike, +2 to dodge and +4 to dodge underwater.
Natural Abilities: Swim 98%, dive 20 feet (6 m), nightvision 60 feet (18.3 m).
Speed: 6 on land, 15 swimming.
Average Life Span: 5-10 years.
Value: Fur: 35 gold.
Habitat: Rocky seacoasts.
Range: Coastal areas along the Sea of Dread and the Sea of Scarlet Waters.
Behavior: This creature spends nearly all its life in the sea, always in water 60 feet deep (18.3 m) or less. Its dense, glossy fur is very important in keeping the animal warm in the water; the otter spends much time grooming itself. Sea otters feed on clams, sea urchins, mussels, and other mollusks which they collect from the sea bed and eat while lying in the water. Otters break open the shells of their prey by pounding them upon a stone which they place on their chests. At dusk, the animal swims into the huge kelp beds which are found in its range and entangles itself in the weeds so that it does not drift away. Sea otters breed every two years or so and a single pup is born after a gestation period of 8 or 9 months.



Sable

Size: Body: 15-18 inches (0.4 to 0.5 m), with a short tail that measures 5-8 inches.
Weight: 1-4 pounds (0.45 to 1.8 kg)
A.R.: Not applicable.
Hit Points: 2D6+2
S.D.C.: 2D4+2
P.P.E.: 2D6
Attacks Per Melee: 3



Damage: Bite does 1D4+1 points of damage; claws do one point of damage.
Bonuses: +3 on initiative, +3 to strike, +4 to dodge, and +2 to roll with impact or fall.
Natural Abilities: Nightvision 100 feet (30.5 m), track by smell 69%, prowl 70%, climb 40%, and swim 60%.
Speed: 16
Average Life Span: 3-7 years
Value: Fur/Pelt: 40 gold.
Habitat: Forest
Range: Great Northern Wilderness, Northern Eastern Territory.
Behavior: This animal has long been hunted for its fur. The sable is a ground dweller which feeds on small rodents and other mammals, as well as fish and insects. A yearly litter of 2 to 4 young is produced in April.



Skunk (Stinkers)

Size: Body: 11-15 inches (0.3 to 0.4 m) , tail: 7-10 inches.
Weight: Up to 2 pounds (0.9 kg).
A.R.: Not applicable.
Hit Points: 2D6
S.D.C.: 1D6
P.P.E.: 2D6
Attacks Per Melee: 2

Damage: Bite does 1D4 points of damage. The animal also shoots a chemical spray which has a terrible stench that is repugnant to most animals, including humans. The Range of spray is 10 feet (3 m) but the overwhelming stink is powerful within a 100 foot (30.5 m) radius and can be smelled from five times that distance. The spray causes victims to gag and be nauseous. Penalties: -4 on initiative, -2 to strike, dodge, and parry for 2D4 minutes and prowl or hiding is impossible. After that time the stench is only distracting (-2 on initiative), although it is impossible for the person covered by the spray to prowl or hide and nobody will want to be near him. The smell lasts for 32 to 72 hours.

Bonuses: +1 to strike and +3 to dodge.

Natural Abilities: Nightvision 400 feet (122 m), prowl 20%, climb 45%, and swim 40%.

Speed: 10

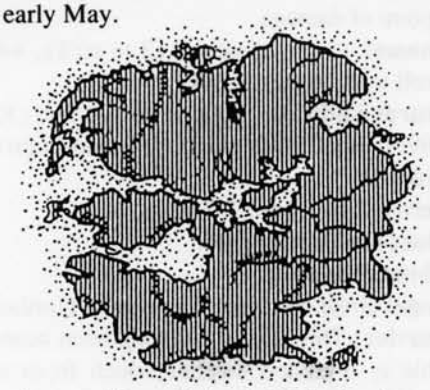
Average Life Span: 3-6 years.

Value: Fur: 20 gold, scent glands (for alchemists' stink bombs): 5 gold.

Habitat: Woods and grasslands.

Range: Old Kingdom and all areas north of there.

Behavior: This animal is notorious for its pungent anal gland secretions which it uses against its enemies. Its highly visible markings serve to warn enemies, as does its habit of raising its tail before spraying. The skunk is a nocturnal animal and feeds on mice, insects, eggs, and carrion. A litter of 5 or 6 young are born in early May.



Weasel

Size: Body: 7-9 inches long, with a tail that's 2-3 inches long.

Weight: 1-2 pounds (0.45 to 0.9 kg).

A.R.: Not applicable.

Hit Points: 2D4

S.D.C.: 1D6

P.P.E.: 2D6

Attacks Per Melee: 2

Damage: Bite does 1D4 damage.

Bonuses: +2 on initiative, +3 to strike, +6 to dodge and +4 to roll with impact or fall.

Natural Abilities: Nightvision 400 feet (122 m), swim 50%, track by smell 60%, prowl 80% and climb 40%.

Speed: 22

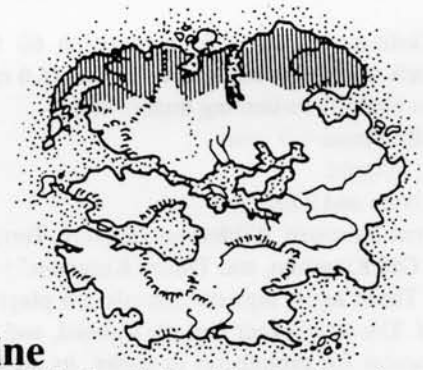
Average Life Span: 2-6 years.

Value: Fur/pelt: 20 gold.

Habitat: Woodland and farmland.

Range: All areas.

Behavior: These animals are most active at night when they prey upon mice and birds; they are also known to kill chickens and pigeons in farm areas. These agile creatures can squeeze themselves through very small openings. One or two litters of 4 or 5 young are born each year in underground nests.



Wolverine

Size: Body: 26-34 inches (0.7 to 0.9 m), with a short, bushy tail that measures 7-10 inches long.

Weight: 10-25 pounds (5 to 11 kg)

A.R.: Not applicable.

Hit Points: 3D6+4

S.D.C.: 2D6+6

P.P.E.: 2D6+2

Attacks Per Melee: 3

Damage: Bite does 1D6+2 points of damage, claws do 1D4 damage.

Bonuses: +3 on initiative, +4 to strike, +1 to parry, +2 to dodge, +4 to save vs horror factor.

Natural Abilities: Keen hearing and sight, nightvision 100 feet (30.5 m), climb 60%, swim 70%, prowl 60%, track by smell 75% and burrow/dig.

Speed: 16

Average Life Span: 6-10 years.

Value: Fur/pelt: 30 gold.

Habitat: Coniferous forests and tundra.

Range: Great Northern Wilderness and Land of the Damned.

Behavior: Wolverines are powerful and tenacious creatures who feed on a wide variety of animals, some larger than themselves, as well as carrion. They are very tough and generally will not back down when threatened. Each male holds a large territory of up to 15 square miles (24 km) and may mate with several females within his area. Wolverines reproduce using a system of delayed impregnation, whereby the young can be born in the beneficial time even though the intervening period may be longer than the actual gestation. Two or three young are born in the spring.

Primates

Bush Baby

Size: Body: 11-19 inches, plus a tail that's as long as its body (13-21 inches).

Weight: 2-5 pounds (1 to 2 kg)

A.R.: Not applicable.

Hit Points: 1D6+2

S.D.C.: 2D4

P.P.E.: 2D6

Attacks Per Melee: 2

Damage: Bite does 1D4 points of damage.

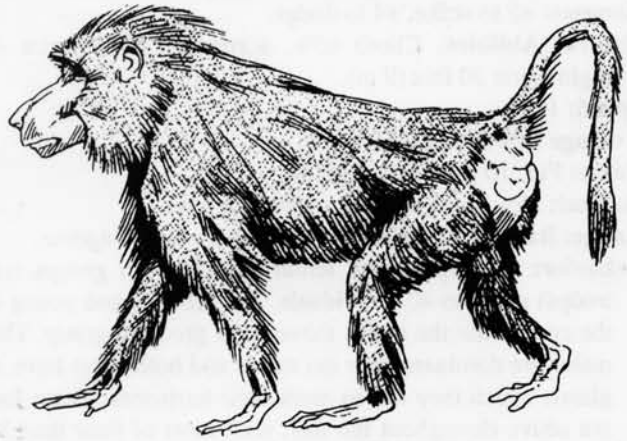
Bonuses: +3 on initiative, +3 to strike, +5 to dodge.

Natural Abilities: Climb 90%, acrobatics 50%, prowl 40%, and nightvision 400 feet (122 m).

Speed: 12



Average Life Span: 4-7 years
Value: Fur: 20 gold.
Habitat: Forest, bush, and wooded savanna.
Range: Yin-Sloth Jungles, Southern Old Kingdom, Land of the South Winds.
Behavior: Much of this animal's life is spent in the trees where it is active at night. It feeds on plants, insects, reptiles, birds, and birds' eggs. It rapidly pounces on its prey and kills it with a powerful bite. Its call is like the cry of a child, which is made most frequently during breeding season. Females give birth to a litter of 1-3 young between May and October after a gestation period of 4-5 months.



Old Kingdom Baboon

Size: Body: up to 3 feet (0.9 m), tail: 18-30 inches.
Weight: 30-50 pounds (14 to 23 kg).



A.R.: Not applicable.
Hit Points: 3D6+6
S.D.C.: 3D6+12
P.P.E.: 3D6
Horror Factor: 10 from one threatening baboon; 13 from three or more.
Attacks Per Melee: 3
Damage: Bites do 2D6 points of damage, claws/punches 1D6+6.
Bonuses: +2 on initiative, +4 to strike, +2 to parry, +2 to dodge, +3 to save vs poison and disease, +3 to save vs horror factor.
Natural Abilities: Climb 45%, track by smell 45%, exceptional hearing and eyesight, and nightvision 100 feet (30.5 m).
Speed: 12
Average Life Span: 10-20 years
Value: Fur: 20 gold
Habitat: Savanna
Range: Old Kingdom, Baalgor Wastelands.
Behavior: Old Kingdom Baboons live in troops of 20 to 150 individuals organized in a strict hierarchy. These troops travel in orderly processions consisting of the older juveniles, the females and young juveniles, the older males with the mothers and infants, and the younger males. Young males also serve as forward scouts to warn the troop of danger. Baboons communicate with a variety of grunts and cries, as well as movements and facial expressions. They feed on a variety of things, from grass, seeds and bark to lizards, eggs, and young mammals. Females give birth to a single young after a gestation of about seven months. The young is dependent for about two years.

Chimpanzee

Size: Body: 27-37 inches (0.7 to 0.9 m); no tail.
Weight: 80-160 pounds (36 to 72 kg)



A.R.: Not applicable
Hit Points: 4D6+6
S.D.C.: 2D6+20
P.P.E.: 4D6
Attacks Per Melee: 3
Damage: Bite does 2D4 points of damage, claws/punches 2D6.
Bonuses: +2 on initiative, +3 to strike, +2 to parry, +2 to dodge +1 to save vs poison and disease, and +2 to roll with impact/fall.
Natural Abilities: High intelligence with simple problem solving abilities, climb 70%, acrobatics 60%, nightvision 40 feet (12.2 m), and leap 10 feet (3 m) long.
Speed: 10 (double when swinging or rushing through trees).
Average Life Span: 10-30 years
Value: Skin: 10 gold; trained: 500-1200 gold.
Habitat: Rain forest, savanna with woodland.
Range: Yin-Sloth Jungles, Southern Old Kingdom, Land of the South Winds.
Behavior: The chimpanzee is probably one of the most expressive and intelligent of all animals and uses a wide range of sounds and gestures for communication. Chimps are generally ground dwelling creatures but climb, play and hide in trees regularly. They usually live in troops of 5-10 individuals with a dominant male as the leader. Chimpanzees are active during the day, feeding on fruit, nuts, leaves, insects, and small animals. They use sticks and rocks as tools to help them obtain food. At night they sleep in trees, usually in nests of branches. Mating takes place throughout the year and females give birth to a single young after 8 months. The young live closely with their mothers for 2 to 3 years.

Red Howler Monkey

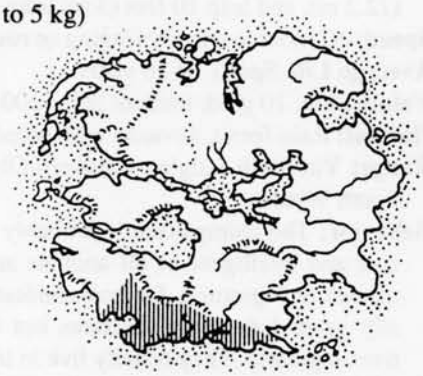
Size: Body: 32-36 inches (0.8 to 0.9 m), plus a 32-36 inch long tail.
Weight: 20-35 pounds (9 to 16 kg)



A.R.: Not applicable
Hit Points: 3D6
S.D.C.: 2D6+6
P.P.E.: 2D6
Attacks Per Melee: 2
Damage: Bite does 2D4 points of damage, claws/punch 1D4 damage.
Bonuses: +3 on initiative, +3 to strike, +1 to parry, +3 to dodge and +4 to roll with impact/fall.
Natural Abilities: Climb 94%, acrobatics 88%, nightvision 30 feet (9 m), swim 45%, prehensile tail, and leap 5 feet (1.5 m) high and 20 feet (6 m) long.
Speed: 14 (double when swinging through the tree tops).
Average Life Span: 5-12 years
Value: Fur: 25 gold.
Habitat: Forest and mangrove swamps.
Range: Land of the South Winds, Yin-Sloth Jungles and some of the Floenry Islands.
Behavior: These monkeys have a prehensile tail which is very sensitive and is used for balance and climbing. The male occupies a territory and leads a troop of from 6 to 8 animals. He defends his territory from rivals by shouting to signal his possession. These howls can be heard up to two miles (3.2 km) away. Howlers live in the trees and are exceptional climbers and leapers. They generally feed on fruit and leaves. Breeding occurs at any time during the year and the female gives birth to a single young after a gestation of five months. The young stays with his mother for up to 2 years.

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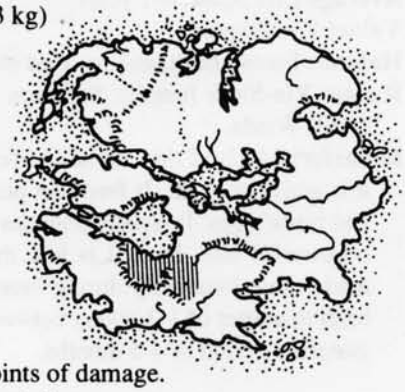
Size: Body: 24-28 inches (0.6 to 0.7 m); no tail.
Weight: 5-12 pounds (2 to 5 kg)



A.R.: Not applicable.
Hit Points: 3D6
S.D.C.: 2D6
P.P.E.: 2D4
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage.
Bonuses: +2 on initiative, +2 to strike, and +3 to dodge.
Natural Abilities: Climb 75%, acrobatics 65%, nightvision 20 feet (6 m), and leap 15 feet (4.6 m) long.
Speed: 10
Average Life Span: 8-12 years.
Value: Fur: 10 gold.
Habitat: Forest
Range: Yin-Sloth Jungles and some of the Floenry Islands.
Behavior: This member of the lemur family has a masked, black face and is active during the day at all levels of the forest. It associates in family groups and feeds on leaves, shoots, and fruit. Mating takes place in January or February and a single young is born five months later.

Ring-Tailed Lemur

Size: Body: 18 inches (0.4 m), plus a tail that's 22 inches long.
Weight: 3-6 pounds (1 to 3 kg)



A.R.: Not applicable.
Hit Points: 2D6
S.D.C.: 2D6
P.P.E.: 2D4
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage.
Bonuses: +3 to strike, +4 to dodge.
Natural Abilities: Climb 65%, acrobatics 50%, swim 40%, nightvision 30 feet (9 m).
Speed: 12
Average Life Span: 4-10 years.
Value: Fur: 10 gold; tail: 8 gold.
Habitat: Dry, rocky country with some trees.
Range: Baalgor Wastelands and Southern Old Kingdom.
Behavior: This species of lemur associates in groups (called troops) of up to 40 individuals. The females and young form the core while the males move from group to group. The females are dominant over the males and both sexes have scent glands which they use to mark their territories. These lemurs are active throughout the day, with most of their time being spent on the ground. They feed on fruit, leaves, bark, grass, and resin. Females produce one young after a gestation period of about five months.

Small Mammals

Anteater: Giant

Size: Body: 3-4 feet, with a tail that's 24-36 inches (0.6 to 1 m) long.
Weight: 20-40 pounds (9 to 18 kg)



A.R.: Not applicable.
Hit Points: 3D6+6
S.D.C.: 2D6
P.P.E.: 1D6
Attacks Per Melee: 2
Damage: Claws do 1D6 points of damage.
Bonuses: +2 to strike and +1 to dodge.
Natural Abilities: Swim 67%, nightvision 20 feet (6 m), prowl 50%, and climb 30%.

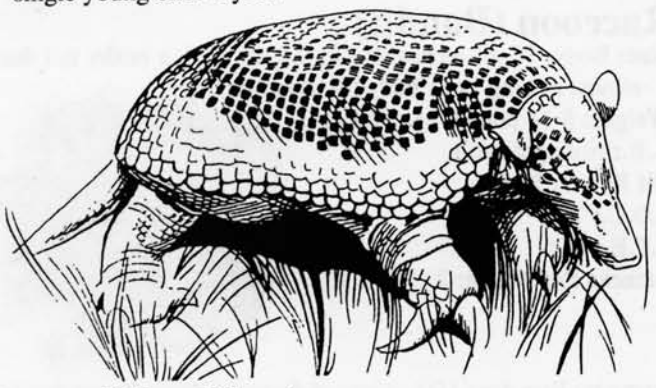
Speed: 12 on land and 8 in the water.
Average Life Span: 12 years.
Value: Skin: 15 gold.
Habitat: Forest and savanna of warm to moderate climate.
Range: Old Kingdom, Land of the South Winds, Baalgor Wastelands, and Yin-Sloth Jungles.
Behavior: These creatures are generally solitary and avoid areas dominated by humanoids. The animal uses its long, sticky tongue to feed on ants and termites after it has ripped open their nests with its powerful foreclaws. The female produces a single young after a gestation period of about six months. They are active either at night or by day.

Anteater: Two-Toed

Size: Body: 6-7 inches (0.15 m), plus a monkey-like tail that's longer than its body (7-8 inches).
Weight: 3-6 pounds (1 to 3 kg)
A.R.: Not applicable.
Hit Points: 3D4
S.D.C.: 1D6
P.P.E.: 1D6
Attacks Per Melee: 2



Damage: Claws do 1D4 points of damage.
Bonuses: +1 on initiative, +2 to strike, and +4 to dodge.
Natural Abilities: Climb 90%, nightvision 400 feet (122 m), prowl 60% and a prehensile tail used for balances and climbing.
Speed: 10
Average Life Span: 8 years.
Value: Skin: 8 gold.
Habitat: Forest
Range: Western Empire and Old Kingdom.
Behavior: These nocturnal creatures rarely come down to the ground and often sleep in hollow trees during the day. They feed on ants and termites. A prehensile tail allows for easier climbing and maneuvering in the trees. Females produce a single young once a year.



Armadillo: Giant

Size: Body: 30-36 inches (0.7 to 0.9 m), plus a tail that's 20 inches (0.7 m).
Weight: 80-130 pounds (36 to 59 kg)
A.R.: 8
Hit Points: 3D6+6
S.D.C.: 2D6+6
P.P.E.: 2D6
Attacks Per Melee: 2



Damage: Claws do 1D6+1 points of damage, bite 1D4.
Bonuses: +2 to strike.
Natural Abilities: Nightvision 300 feet (91.5 m), prowl 40% and dig.
Speed: 6
Average Life Span: 12 years
Value: Hide: 30 gold.
Habitat: Forest
Range: Eastern Territory, Old Kingdom, and Timiro.
Behavior: Armadillos are digging animals which are usually active at night. They feed on a variety of invertebrates, such as insects, grubs, worms, spiders, and also snakes. If attacked, this animal can only partially roll itself into a ball and is more likely to attempt to flee. The front claws of this animal are particularly long, sometimes reaching seven inches. Some of the smaller humanoid races make armor out of the horny, plated hide of this animal (A.R.: 8, S.D.C.: 50, cost: 50-90 gold). The female produces one or two young.

Armadillo Banded

Size: Body: 18-20 inches (0.4 to 0.5 m) and long tail, 10-16 inches.
Weight: 10-30 pounds (5 to 14 kg)
A.R.: 7
Hit Points: 3D6
S.D.C.: 3D6
P.P.E.: 2D4



Attacks Per Melee: 2; claws do 1D4 points of damage each.
Bonuses: +2 to strike.
Natural Abilities: Nightvision 120 feet (36 m), prowl 65%, and swim 60%.
Speed: 8 by land or 5 by water.
Average Life Span: 10-15 years.
Value: Hide: 10 gold, tail: 25 gold.
Habitat: Arid grassland and semi-desert.
Range: Baalgor Wastelands, Old Kingdom, and Land of the South Winds.
Behavior: This armadillo spends the day in a burrow, which may house several individuals. They emerge at night to search for food; insects, spiders, small reptiles, and eggs. These animals can burrow into the ground extremely quickly, especially when threatened. The banded armadillo's tail is used by alchemists for various minor experiments. Litters consist of four young.

Koala (Faerie Bear)

Size: 24-34 inches (0.6 to 0.9 m)
Weight: 8-16 pounds (4 to 7 kg)
A.R.: Not applicable.
Hit Points: 2D6+6
S.D.C.: 1D6+6
P.P.E.: 3D6
Attacks Per Melee: 2



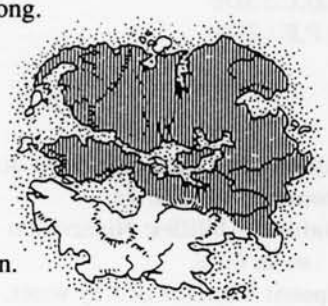
Damage: Claws do 1D4 points of damage.
Bonuses: +2 to strike, +1 to dodge, and +2 to roll with impact or fall.

Natural Abilities: Climb 90%, nightvision 200 feet (61 m), prowl 65%, poor vision, keen hearing and sense of smell.
Speed: 6
Average Life Span: 12 years
Value: Fur: 25 gold.
Habitat: Dry forests.
Range: Southern Old Kingdom and Land of the South Winds.
Behavior: This tree dwelling creature seldom comes to the ground except to get from one tree to another. It feeds exclusively on eucalyptus leaves, of which an adult will consume about two pounds (0.9 kg) per day. Koalas breed in summer and produce a single young. Many of these creatures suffer from a fungal disease, which if handled by non-faerie humanoids, will be transferred 20% of the time. The disease causes lesions in the brain, joints, and lungs and is fatal 30% of the time. All stats and abilities are reduced by 20%, -2 to dodge & parry; incubation period is 10 days.

Note: Although solitary creatures, small groups of one male and several females can be found. Wherever they are found, a community of faeries is sure to be close. The handsomer Faerie folk love these bears and protect them because they find them cute.

Opossum

Size: Body: 13-20 inches (0.3 to 0.5 m), with a tail that measures 10-20 inches (0.27 to 0.5 m) long.
Weight: 4-12 pounds (2 to 5 kg)



A.R.: Not applicable.
Hit Points: 2D6+4
S.D.C.: 1D6+6
P.P.E.: 2D6
Horror Factor: 8; ugly and mean.
Attacks Per Melee: 3
Damage: Bite does 1D4 points of damage, claws do one point of damage.
Bonuses: +1 on initiative, +2 to strike, +1 to dodge, and +3 to roll with impact or fall.
Natural Abilities: Climb 83%, acrobatics 40%, nightvision 300 feet (91.5 m), prowl 45%, track by smell 35% and a prehensile, rat-like tail.
Speed: 10
Average Life Span: 8 years.
Value: Fur/pelt: 7-10 gold, 5 gold for eating.
Habitat: Forest and scrub land.
Range: Northern Old Kingdom, Western Empire, and all lands north.
Behavior: This generally nocturnal marsupial often feigns death ("plays possum") when threatened so predators will lose interest. In areas of humanoid habitation, they can generally be found scavenging in garbage dumps. Generally, they breed once a year in the spring to produce a litter of 8-18 young.

Pangolin

Size: Body: 30-32 inches (0.7 to 0.8 m), with a long, thick tail that measures 20-26 inches (0.5 to 0.7 m).
Weight: 75-140 pounds (34 to 63 kg)
A.R.: 9
Hit Points: 3D6+6
S.D.C.: 3D6+10
P.P.E.: 1D6

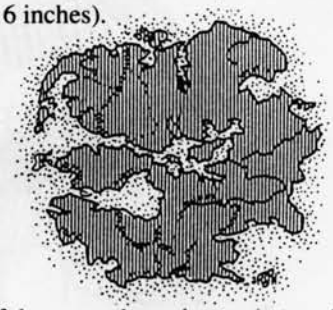




Attacks Per Melee: 2
Damage: Tail slap does 2D4 points of damage or musk spray (Range: 10 feet/3 m), save vs poison or blinded for 1D6 melee rounds (-9 to strike, parry and dodge; odor persists for 1D4 days).
Bonuses: +3 to strike, +1 to dodge.
Natural Abilities: Nightvision 400 feet (122 m), swim 60%, and prowl 45%.
Speed: 6
Average Life Span: 8-16 years.
Value: Hide: 20 gold; sometimes used to make leather armor (A.R. 9, 40 S.D.C.).
Habitat: Forest and savanna.
Range: Yin-Sloth Jungles, Old Kingdom, Land of the South Winds.
Behavior: This ground dwelling, nocturnal animal sleeps by day in burrows and is active mainly between midnight and dawn. Its food consists mainly of ants and termites. If threatened, it will at first roll itself into a ball then attack with its tail, but only if necessary. This animal's overlapping scales are sharp edged and are used by some primitive humanoids as tools or to make jewelry. A single young is born after an approximate gestation of five months. The young normally accompanies its mother by riding on the base of her tail.

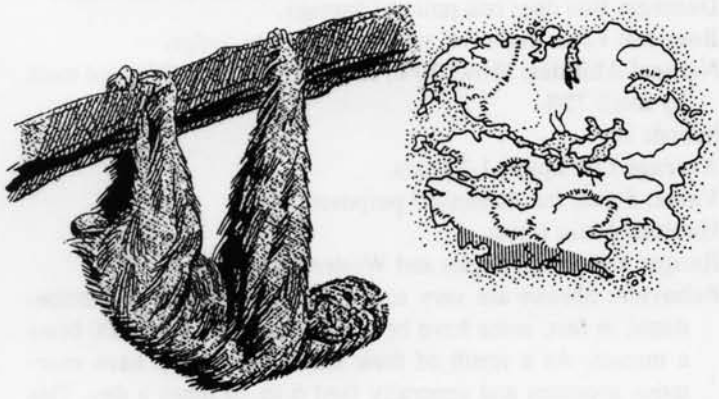
Raccoon (Bandit)

Size: Body: 16-24 inches (0.4 to 0.6 m), with a bushy tail that's almost as long as its body (8-16 inches).
Weight: 8-14 pounds (4 to 6 kg)



A.R.: Not applicable.
Hit Points: 2D6+6
S.D.C.: 2D6
P.P.E.: 3D6
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage, claws do one point of damage.
Bonuses: +2 on initiative, +2 to strike, +3 to dodge and +3 to roll with impact or fall.
Natural Abilities: Nightvision 300 feet (91.5 m), prowl 60%, climb 80%, acrobatics 55%, pick pockets 30%, palm 30%, and swim 60%. Raccoons are intelligent and resourceful creatures. They have small articulated hands that enable them to open sliding and flip locks, bottles, cork caps, etc.
Speed: 10

Average Life Span: 8-12 years.
Value: Fur/pelt: 25 gold or as food/meat: 10 gold.
Habitat: Wooded areas, often near water or swamps.
Range: All areas.
Behavior: These common animals are very adaptable and are often seen in and around densely populated areas of humanoids. The raccoon is mainly active at night and its wide ranging diet includes frogs, fish, small mammals, birds, fruit, corn, and many other things, including food scraps and garbage from humans. The female gives birth to 3-6 young in the spring after a gestation period of 8-10 weeks. The young leave their mother in the fall.



Tree Sloth (The Old Man)

Size: Body: 23-25 inches (0.5 to 0.6 m).
Weight: 4-6 pounds (2 to 3 kg).
A.R.: Not applicable.
Hit Points: 2D6+6
S.D.C.: 1D6+6
P.P.E.: 2D4
Attacks Per Melee: 2
Damage: Claws do 1D6 points of damage.
Bonuses: +3 to strike, +1 to parry and dodge, +3 to roll with impact or fall.
Natural Abilities: Climb 98%, acrobatics 60%, nightvision 200 feet (61 m), and prowl 90%.
Speed: 2
Average Life Span: 10 years
Value: Fur or claws (the latter are used in alchemy): 5 gold.
Habitat: Rain forest.
Range: Yin-Sloth Jungles and some of the Floenry Islands.
Behavior: The tree sloth eats, sleeps, gives birth, and defecates while hanging upside down in the trees. Its meticulous movements redefine the word slow. It feeds on leaves, twigs, and fruit and is active mainly at night. The female gives birth to a single young after a gestation of about nine months. The young sloth clings to its mother while she hangs in the trees.

Rodents

Beaver

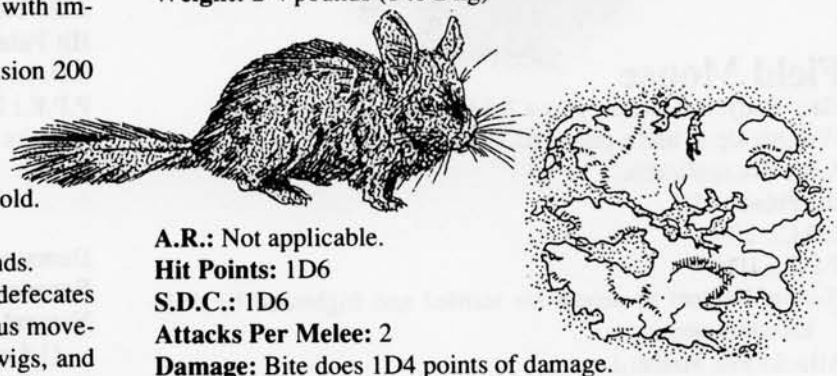
Size: Body: 2½-4¼ feet (0.7 to 1.3 m), plus an 8-12 inch tail.
Weight: 40-60 pounds (18 to 27 kg).
A.R.: Not applicable.
Hit Points: 3D6+6
S.D.C.: 2D6+6



P.P.E.: 2D6
Attacks Per Melee: 2
Damage: Bite does 2D4 points of damage, tail swat or claws 1D4.
Bonuses: +1 on initiative, +1 to strike, and +2 to dodge (+4 underwater).
Natural Abilities: Swim 90%, dive 12 feet (3.6 m), hold breath for 10-15 minutes, and nightvision 100 feet (30.5 m).
Speed: 6 on land or 15 in the water.
Average Life Span: 5-10 years.
Value: Fur: 60 gold.
Habitat: Rivers and lakes with wooded banks.
Range: Great Northern Wilderness, Eastern Territory, Old Kingdom.
Behavior: This animal is well adapted for aquatic life; its dense fur provides both insulation and waterproofing. It can stay submerged in water for up to 15 minutes. They are found near waterways which are surrounded by willow, poplar, alder, and birch, upon which they both feed and use for building. Mated pairs build dams to create lakes, a nest or lodge, and a river bank burrow. They use their large incisor teeth to fell the trees they use. They are very busy in autumn, preparing for winter. Mating occurs in midwinter and 2-4 young are born in the spring.

Chinchilla

Size: Body: 9-15 inches (about 0.15 m), plus 3-6 inch tail.
Weight: 2-4 pounds (1 to 2 kg)



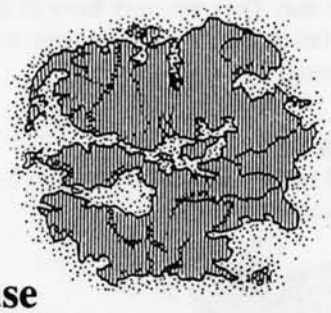
A.R.: Not applicable.
Hit Points: 1D6
S.D.C.: 1D6
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage.
Bonuses: +1 on initiative, +2 to strike, and +4 to dodge.
Natural Abilities: Climb 80%, prowl 55%, leap up to 15 feet (4.6 m) long.
Speed: 14
Average Life Span: 2-4 years.
Value: Fur: 5-10 gold.
Habitat: Rocky, mountainous areas.
Range: Old Kingdom Mountains.
Behavior: These animals live in colonies of 100 or more individuals in burrows or crevices in rocks. They feed on any available vegetation. Females are larger than males and are aggressive towards one another. They breed in winter and usually produce two litters of 1-6 young. The gestation period is about 16 weeks.

Chipmunk

Size: Body: 5-8 inches (about 0.15 m), plus a 3-5 inch tail.
Weight: Up to 1 pound (0.45 kg)



A.R.: Not applicable.
Hit Points: 1D6
S.D.C.: 1D4
Attacks Per Melee: 2
Damage: Bite does one point of damage.
Bonuses: +3 on initiative, +1 to strike, +5 to dodge, and +1 to roll with impact or fall.
Natural Abilities: Nightvision 40 feet (12.2 m), climb 80%, prowl 70%.
Speed: 14
Average Life Span: 2-5 years.
Value: Fur: 2 gold.
Habitat: Forest and lightly wooded farmlands and villages.
Range: All forested areas except the Yin-Sloth Jungles.
Behavior: This well known mammal has a natural curiosity and a lack of fear of humanoids which makes it a common sight throughout its range. Chipmunks dig burrows under logs and boulders. They feed on acorns, nuts, berries, and all types of seeds. In autumn they store food supplies for their winter sleep. A single litter of up to eight young is born each spring.



Field Mouse

Size: Body: 3-6 inches, plus a 2-3 inch tail.
Weight: Up to half a pound (0.23 kg).
A.R.: Not applicable.
Hit Points: 1D4
S.D.C.: 1D4
P.P.E.: 1D4
Horror Factor: 8; people are startled and frightened by these harmless creatures.
Attacks Per Melee: 1
Damage: Bite does one point of damage.
Bonuses: +1 on initiative and +6 to dodge.
Natural Abilities: Nightvision 100 feet (30.5 m), climb 65%, swim 60%, and prowl 90%.
Speed: 10
Average Life Span: 1-3 years.
Value: None
Habitat: Woodland and cultivated land.
Range: All areas.
Behavior: These animals are active day and night, although most above ground activity takes place at night. They feed on a large variety of plant material. Litters of up to seven young are born in November and March.

Masked Shrew

Size: Body: 2-4 inches, plus a 1-3 inch long tail.
Weight: 4-8 ounces.
A.R.: Not applicable.
Hit Points: 1D4
S.D.C.: 1D4
P.P.E.: 1D4
Attacks Per Melee: 1



Damage: Bite does one point of damage.
Bonuses: +2 on initiative, +3 to strike, +5 to dodge.
Natural Abilities: Prowl 70%, climb 50%, swim 40%, and track by smell 75%.
Speed: 10
Average Life Span: 1-2 years.
Value: 5 gold for alchemical purposes.
Habitat: Moist forest.
Range: Yin-Sloth Jungles and Western Empire.
Behavior: Shrews are very active creatures with high metabolisms; in fact, some have heart rates of more than 1200 beats a minute. As a result of their metabolism, they have enormous appetites and generally feed 6 to 10 times a day. This animal is active both day and night and feeds on a variety of invertebrates. Powder made from ground up shrews is used in fleet feet potions. These creatures are solitary and pair only for mating. Several litters of up to ten young are born during late spring and summer.

Prairie Dog

Size: Body: 11-13 inches (0.3 m), plus a 3-4 inch long tail.
Weight: 2-4 pounds (1 to 2 kg).
A.R.: Not applicable.
Hit Points: 1D4+2
S.D.C.: 1D6
P.P.E.: 2D4
Attacks Per Melee: 2



Damage: Bite does 1D4 damage.
Bonuses: +2 on initiative, +1 to strike, and +3 to dodge.
Natural Abilities: Nightvision 200 feet (61 m), dig up to 5 feet (1.5 m) per hour, and prowl 60%.
Speed: 12
Average Life Span: 3-8 years.
Value: Fur: 3 gold.
Habitat: Grasslands
Range: Ophid's Grasslands and parts of the Old Kingdom.
Behavior: These very social animals live underground in burrows which may contain several thousand individuals. They often interrupt their feeding for bouts of socializing, which is accompanied by much chattering. When threatened, they emit a sharp bark to warn others of the community. Females give birth to litters of up to 10 young in spring, after a 4 week gestation period.

Porcupine (Porky)

Size: Body: 18-22 inches (0.5 to 0.6 m); tail: 7-9 inches.
Weight: 3-6 pounds (1 to 3 kg)



A.R.: Not applicable.
Hit Points: 2D6
S.D.C.: 1D6+6
P.P.E.: 1D6
Attacks Per Melee: 2
Damage: Bite does one point of damage, swat with tail does 2D4 damage.
Bonuses: +1 on initiative and +2 to strike.
Natural Abilities: Nightvision 200 feet (61 m), climb 70%, acrobatics 30%, and prowl 40%.
Speed: 5
Average Life Span: 3-6 years
Value: 20 quills are worth one gold.
Habitat: Forests.
Range: Great Northern Wilderness, Eastern Territory, Old Kingdom, Timiro, and Western Empire.
Behavior: These slow moving creatures are generally active at night when they search for twigs, bark, buds, and roots to eat. Porkys are rather adept at climbing trees and often sleep in them for safety. If threatened while on the ground, the porcupine will always try to face its rear towards the attackers. If an enemy ventures too close, the creature will lash out with its tail, causing from 2 to 20 quills to be imbedded in him. These quills will work their way into the flesh if not removed and can cause serious infections (35% chance). A single young is born in the late spring after a gestation of 7 months.

Rabbit: Brown Hare

Size: Body: 17-30 inches (0.4 to 0.7 m), with a 3-4 inch tail.
Weight: 2-4 pounds (1 to 2 kg)



A.R.: Not applicable.
Hit Points: 2D4+2
S.D.C.: 2D4+2
P.P.E.: 2D4
Attacks Per Melee: 2
Damage: Bite does one point of damage, kick with rear legs/claws does 1D4 damage.
Bonuses: +3 on initiative, +1 to strike, and +5 to dodge.
Natural Abilities: Nightvision 100 feet (30.5 m), prowl 65%, and leap three feet (0.9 m) high and 12 feet (3.6 m) long.
Speed: 25, and is able to reach a speed of 50 (30 mph) in bursts lasting 2D4 minutes.
Average Life Span: 8-10 years.
Value: Fur: 5-10 gold, meat: 4-8 gold (good eating).
Habitat: Open country, farmland and woodlands.
Range: All areas except south of the Old Kingdom Mountains.
Behavior: This fast running animal is active mainly at dusk and during the night. During the day it rests in a shallow depression concealed in vegetation. They feed on leaves, buds, roots, berries, and bark. Brown hares are generally solitary. Females produce several litters each year. Usually 1-6 young are born.

Rabbit: Jack

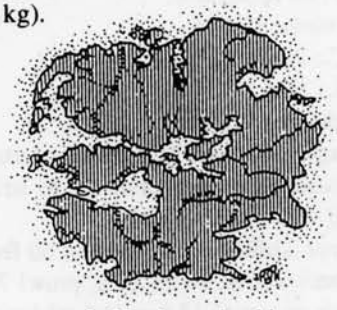
Size: Body: 18-25 inches (0.5 to 0.6 m), tail: 2-5 inches.
Weight: 2-5 pounds (1 to 2 kg)



A.R.: Not applicable.
Hit Points: 1D6+4
S.D.C.: 2D6
P.P.E.: 2D4
Attacks Per Melee: 2
Damage: Bite does one point of damage, kick with rear legs/claws does 1D4+1 damage.
Bonuses: +3 on initiative, +2 to strike and +5 to dodge.
Natural Abilities: Nightvision 200 feet (61 m), prowl 40% and leap three feet (0.9 m) high and 15 feet (4.6 m) long.
Speed: 16 (can reach speeds of 66 (45 mph/72 km) in short bursts lasting 2D4 minutes.
Average Life Span: 8-10 years.
Value: Fur: 5-10 gold, meat: 4-8 gold.
Habitat: Prairie, cultivated land, and arid scrub.
Range: Ophid's Grasslands, Western Empire, Old Kingdom, Baalgor Wastelands, Land of the South Winds, and Timiro.
Behavior: These strong runners have powerful hind limbs and prefer to run to avoid predators rather than taking cover. They feed on succulent green plants in summer and more woody plants during the winter. There are generally several litters each year with 1 to 6 young in each. The average gestation period is 43 days.

Rat: Black (common)

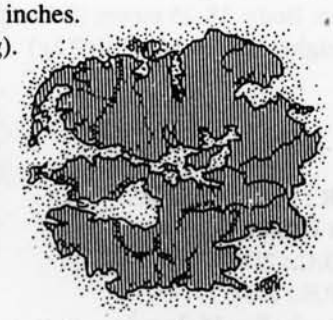
Size: Body: 8-12 inches (roughly 0.3 m) and an 8-10 inch tail.
Weight: Up to 2 pounds (9 kg).



A.R.: Not applicable.
Hit Points: 1D6+2
S.D.C.: 1D6+2
P.P.E.: 2D4
Horror Factor: 10; people are startled and repulsed by rats.
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage.
Bonuses: +2 on initiative, +2 to strike, and +4 to dodge.
Natural Abilities: Nightvision 200 feet (61 m), swim 65%, climb 70%, acrobatics 35%, and prowl 80%.
Speed: 11
Average Life Span: 2-4 years.
Value: None!
Habitat: Associated with humanoids, living in burrows under houses in sewers, and feeding on garbage.
Range: All areas of the world.
Behavior: This animal is found everywhere humanoids are and is the cause of many diseases, such as plague, typhus, and rabies. Its diet is extremely wide ranging, from insects and carrion to plants and garbage. It reproduces every 6 weeks or so, with litters of 3-10 young.

Rat: Swamp Rat

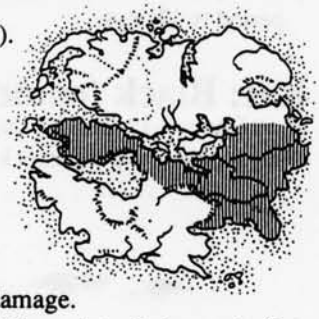
Size: Body: 5-8 inches, tail: 2-7 inches.
Weight: Up to 2 pounds (0.9 kg).



A.R.: Not applicable.
Hit Points: 1D6
S.D.C.: 1D6
P.P.E.: 1D4
Horror Factor: 10; people are startled and repulsed by rats.
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage.
Natural Abilities: Nightvision 200 feet (61 m), swim 80%, climb 65%, acrobatics 15%, and prowl 70%.
Speed: 10
Average Life Span: 2-3 years.
Value: None!
Habitat: Damp grasslands and swamps.
Range: All areas of the world.
Behavior: These creatures are active both night and day. They feed on seeds, berries, and grasses. They will readily enter the water to escape danger. They breed several times a year and produce litters of 4 or 5 young.

Squirrel: Common Gray

Size: Body: 9-12 inches (roughly 0.3 m), plus a bushy tail that measures 8-9 inches.
Weight: 1-3 pounds (0.45 to 1.4 kg).



A.R.: Not applicable.
Hit Points: 1D6+6
S.D.C.: 2D4
P.P.E.: 2D4
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage.
Bonuses: +2 on initiative, +2 to strike, +5 to dodge and +3 to roll with impact or fall.
Natural Abilities: Nightvision 60 feet (18.3 m), climb 98%, acrobatics 65%, swim 25%, prowl 70%, and leap 3 feet (0.9 m) high and up to 15 feet (4.6 m) long.
Speed: 8 with short bursts of up to 35.
Average Life Span: 5-8 years.
Value: Fur: 10 gold; meat: 5 gold (very popular in the North).
Habitat: Forests.
Range: Eastern Territory, Old Kingdom, Western Empire, and Timiro.
Behavior: These animals feed on seeds and nuts, although they will also eat an occasional egg or insect. Two litters are produced each year in early spring and summer. There are up to 7 in a litter, but usually only 3 or 4 survive.

Squirrel: Red Northern

Size: Body: 8-10 inches (roughly 0.27 m), plus a long, bushy tail that measures 6-8 inches.
Weight: 1-2 pounds (0.45 to 0.9 kg).
A.R.: Not applicable.
Hit Points: 1D6+6
S.D.C.: 1D6
P.P.E.: 2D4
Attacks Per Melee: 2



Damage: Bite does 1D4 points of damage.
Bonuses: +3 on initiative, +2 to strike, +5 to dodge and +3 to roll with impact or fall.
Natural Abilities: Nightvision 60 feet (18.3 m), climb 98%, acrobatics 70%, swim 30%, prowl 72%, and leap 3 feet (0.9 m) high and up to 15 feet (4.6 m) long.
Speed: 14, with short bursts of up to 35.
Average Life Span: 5-8 years.
Value: Fur: 15 gold, meat: 5 gold.
Habitat: Evergreen forest.
Range: Great Northern Wilderness, Land of the Damned, and Northern Eastern Territory.
Behavior: These highly vocal animals feed mainly on conifer cones, although in summer they also eat fungi and fruit. Like most squirrels, they have a complex system of signaling each other by use of their tails and voices. The length of the breeding season is dictated by the climate and, in a good year, the female will produce two litters of about 3 young each. Squirrels live in a tree nest called a drey.

Woodchuck/Ground Hog

Size: Body: 18-24 inches (0.5 to 0.6 m), plus a 7-10 inch tail.
Weight: 4-8 pounds (2 to 4 kg)



A.R.: Not applicable.
Hit Points: 2D6
S.D.C.: 2D4+4
P.P.E.: 2D4
Attacks Per Melee: 2
Damage: Bite does 1D6 points of damage.
Bonuses: +1 on initiative, +1 to strike and +2 to dodge.
Natural Abilities: Nightvision 40 feet (12.2 m), prowl 60%, and digs.
Speed: 8
Average Life Span: 8-12 years.
Value: Fur: 10 gold; meat: 2-3 gold (eaten in wilderness areas; mainly as an ingredient in stews).
Habitat: Forest.
Range: Land of the Damned, Great Northern Wilderness, Eastern Territory, Old Kingdom, and Timiro.
Behavior: These creatures feed in groups and one member always keeps watch for danger while the others search for food. They eat roots, bulbs, and seeds. Young are born late in spring. There are 4 or 5 in a litter and they become mature by the end of autumn.

BATS

Dog Bat

Size: Body: 4-5 inches, wingspan: 12-18 inches.
Weight: 8-16 ounces.



A.R.: Not applicable.
Hit Points: 1D4
S.D.C.: 1D4
P.P.E.: 1D4
Horror Factor: 9; most people are frightened by even small bats.
Attacks Per Melee: 1
Damage: Bite does one point of damage.
Bonuses: +1 on initiative, +2 to strike, and +3 to dodge.
Natural Abilities: Fly, nightvision 60 feet (18.3 m), keen hearing, sense of smell and echo-location.
Speed: 3 crawling, 22 flying.
Average Life Span: 1-4 years.
Value: None.
Habitat: Forest, caves, tombs, and temples.
Range: Northern Wilderness, Phi, Lopan, Eastern Territory, and all areas to the south.
Behavior: These bats roost deep in caves or tombs and rely upon echo-location to fly in such places. Dog bats are so named due to the somewhat canine appearance of their heads. They are gregarious and their flocks number into the hundreds. They feed on fruit juices and flower nectar. Dog bats breed from December to March and females produce a single young after about fifteen weeks.

Great Fruit Bat

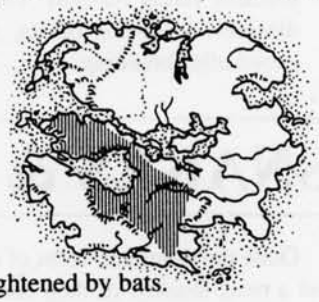
Size: Body: 14-16 inches (roughly 0.4 m), wingspan: 5 feet (1.5 m).
Weight: 1-3 pounds (0.45 to 1.4 kg).



A.R.: Not applicable.
Hit Points: 2D4
S.D.C.: 1D6
P.P.E.: 1D6
Horror Factor: 11; people are frightened by this harmless bat.
Attacks Per Melee: 1
Damage: Bite does 2 points of damage.
Bonuses: +1 on initiative, +1 to strike, and +4 to dodge.
Natural Abilities: Fly, nightvision 100 feet (30.5 m), keen hearing, sense of smell and echo-location.
Speed: 4 crawling, 27 flying.
Average Life Span: 3-6 years.
Value: None.
Habitat: Forest and scrub.
Range: Yin-Sloth Jungles and the Land of the South Winds.
Behavior: This type of bat is highly sociable and roosts in large flocks of several thousand during the day. At dusk the flocks take to the air, disperse, and search for food which consists of fruit. This type of bat does not use echo-location. A single young is born after a gestation period of about six months. The young is carried about by its mother until it is about eight weeks old.

Tomb Bats

Size: Body: 3-4 inches, wingspan: 10-13 inches, tail: 1-1½ inches.
Weight: 4-8 ounces (0.25 kg).



A.R.: Not applicable.
Hit Points: 1D4
S.D.C.: 2
P.P.E.: 1D4
Horror Factor: 8; people are frightened by bats.
Attacks Per Melee: 2
Damage: Bite does one point of damage.
Bonuses: +1 on initiative, +3 to strike, and +2 to dodge.
Natural Abilities: Fly, nightvision 60 feet (18.3 m), keen hearing, sense of smell and echo-location.
Speed: 2 crawling, 18 flying.
Average Life Span: 1-4 years.
Value: Heart: 5-15 gold.
Habitat: Coconut groves, scrub, and ruins.
Range: Baalgor Wastelands, Old Kingdom, Land of the South Winds, and Western Empire.
Behavior: Tomb bats are fond of roosting in ruins and are often found in tombs. They have short, shiny coats and can fly up to 350 feet (106.6 m) in search of their insect prey. While hunting, these creatures emit loud cries which are easily heard by humanoids. The hearts of these bats are prized by Northern Diabolists and Summoners for making pigments. They breed throughout the year, producing one young at a time.

Vampire Bat

Size: Body: 3-4 inches, wingspan: 6-7 inches (roughly 0.15 m).
Weight: 3-5 ounces (0.2 kg)



A.R.: Not applicable.
Hit Points: 1D6
S.D.C.: 1D4
P.P.E.: 1D4
Horror Factor: 12; people are frightened by bats.
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage.
Bonuses: +2 on initiative, +3 to strike and +2 to dodge.
Natural Abilities: Track by smell 45%, heat sensor to find veins with warm blood, fly, nightvision 60 feet (18.3 m), keen hearing, sense of smell and echo-location.
Speed: 3 on the ground, 22 flying.
Average Life Span: 1-4 years.
Value: 1-5 gold (for alchemical purposes).

Habitat: Forest.
Range: Western Empire, Old Kingdom, and Yin-Sloth Jungles.
Behavior: The vampire bat is the only mammal which can be called a parasite. Like most bats, it hunts at night. It generally lands a few feet away from its victim and then crawls over to it. With its sharp teeth it makes a small incision on a hairless or featherless part of the animal. The bat's tongue is then formed into a tube through which saliva is pumped out to inhibit clotting, and the blood is sucked in. Vampire bats generally feed for a half hour each night on cattle and other animals, rarely humans. These animals transmit a number of diseases, including rabies. A single young is generally produced after breeding.

SNAKES & REPTILES

Once the dominant form of life on the planet, reptiles are now but a mere shadow of their former greatness. Although there are still some dragon species alive to carry on the proud tradition of the mighty reptiles of the past, this type of animal is generally limited to only a few orders. Besides dragons, the four surviving reptilian orders are the turtle, snake, lizard, and the crocodile types.

The lower reptiles are referred to as cold-blooded animals. This does not mean that their blood is actually cold, but rather that reptiles have no internal mechanism to regulate their body temperature like mammals, birds or true dragons. Reptiles rely on the environment to regulate their body temperature and have evolved a number of instinctive behavior mechanisms to ensure this is done efficiently.

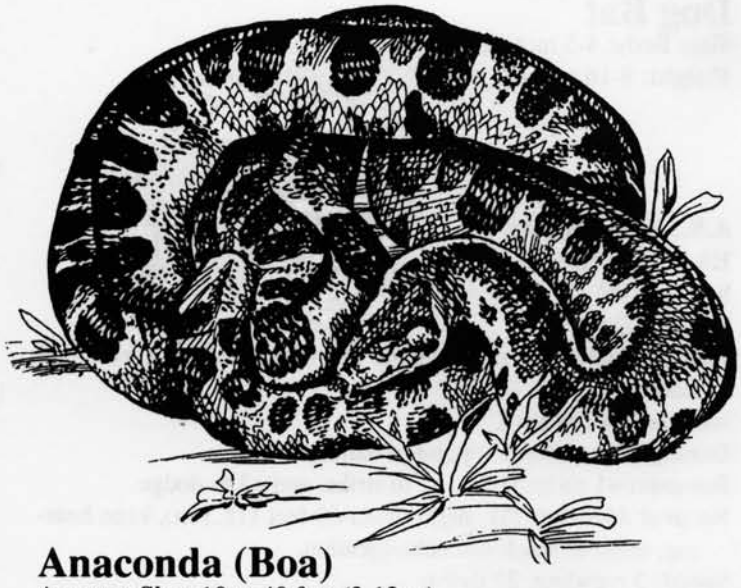
Lizards generally have slender bodies with four limbs. They also have movable eyelids and ear openings. Lizards feed on a variety of materials, from plants and berries to insects and mammals. Lizards normally capture their prey through quickness and stealth, virtually none possess venom.

This order of reptiles is the largest of all. All members of this order have a skin of epidermal scales which is periodically shed. These reptiles all have teeth which are attached to their jaws. There are three major suborders, which are saurian (lizards), serpents (snakes), and amphisbaenia (worm lizards). Only the first two suborders will be dealt with here.

Snakes have elongated bodies with limbs and ear openings absent. They have immovable eyes with no eyelids. All snakes have bifurcated, or forked, tongues which are flicked through the air to pick up the "scent" of prey since all snakes are deaf and most have poor eyesight (can see well only for about 15 feet/4.6 m). There are a number of different, distinct methods of movement, but they all involve either the use of pressure against the ground or the use of anchoring surfaces on their belly while the body is thrown forward.

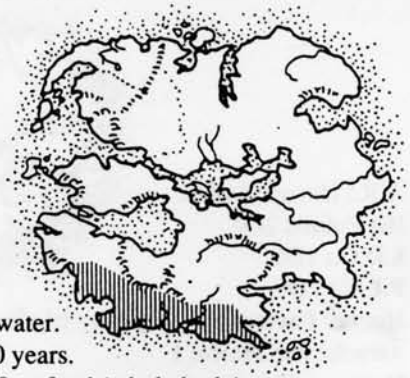
Snakes feed on a variety of things, both plant and animal. They capture their prey through stealth and kill either through constriction or venom. Those snakes who use venom either inject it through the use of fangs or by chewing on their prey and letting the poison seep into the wound.

Snakes are nearly always solitary, except in cooler seasons when large numbers of them congregate in "dens" to conserve heat. Most snakes lay eggs to reproduce, although some give birth to well formed young capable of hunting and capturing their own prey.

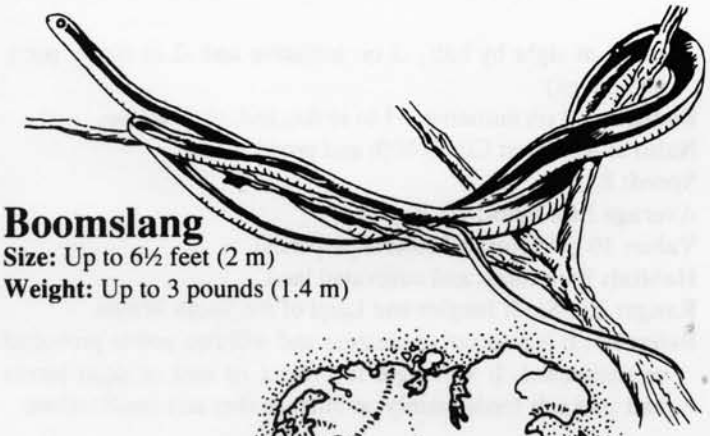


Anaconda (Boa)

Average Size: 10 to 40 feet (3-12 m)
Weight: 80-150 pounds (36 to 68 kg)
A.R.: 7
Hit Points: 4D6 for snakes 20 feet (6 m) or smaller, 5D6+12 for the largest.
S.D.C.: 4D6 for snakes under 20 feet (6 m), 2D6+30 for large ones.
Horror Factor: 12
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage, constriction does 3D6 points of damage per every contraction (each contraction counts as one attack). Killing the snake or knocking it unconscious will make it release its constrictive hold. Victims cannot attack while in the snake's embrace (limbs are pinned and a P.S. of 20 is needed to pull off a small to average boa and a P.S. 24 for one larger than 20 feet/6 m).
Bonuses: +2 to strike, +1 to dodge (+2 to dodge in water).
Natural Abilities: Prowl 80%, climb 50%, and swim 60%.



Speed: 3 on land or 11 in water.
Average Life Span: 10-40 years.
Value: Skin: 35 gold, or 20 as food (whole body).
Habitat: Swampy river valleys and stream banks.
Range: Exclusive to the Yin-Sloth Jungles.
Behavior: This snake is one of the world's longest and spends most of its time in sluggish water waiting for prey and then seizes it and kills it by constriction before swallowing it whole. Only the largest snakes attack humanoids and then, usually the smaller races like goblin, gnome and dwarf.



Boomslang

Size: Up to 6½ feet (2 m)
Weight: Up to 3 pounds (1.4 m)



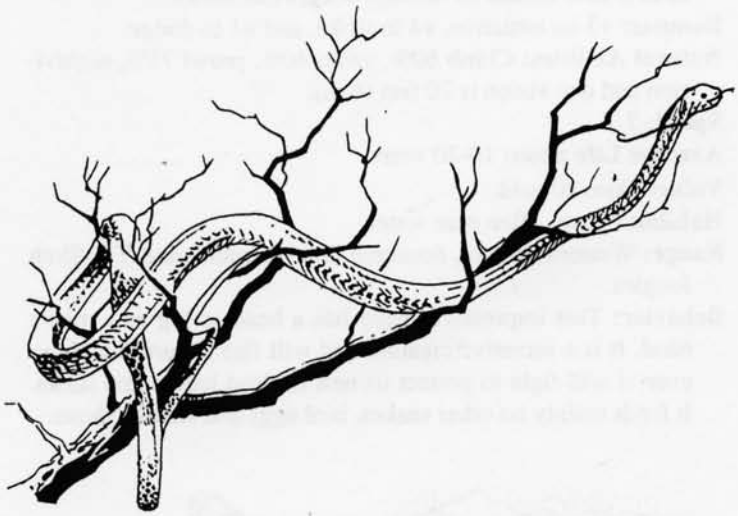
A.R.: Not applicable.
Hit Points: 1D6
S.D.C.: 1D6
P.P.E.: One point.
Horror Factor: 12
Attacks Per Melee: 1
Damage: Bite does 1D4 points of damage, but its venom does 1D6 additional points of damage for 2D4 melee rounds unless a successful save vs lethal poison is made *each* melee.
Bonuses: +2 on initiative, +3 to strike, +2 to dodge.
Natural Abilities: Climb 95%, prowl 80% and keen sense of smell.
Speed: 6+1D4
Average Life Span: 5-12 years
Value: 10 gold (for alchemical purposes).
Habitat: Savanna
Range: Baalgor Wastelands, Southern Old Kingdom, and Land of the South Winds.
Behavior: This predominantly tree dwelling snake has an extremely toxic venom which causes respiratory failure and hemorrhaging. It is predominantly black, brown or green and is active during the day.

Desert Viper

Size: 2-4 feet (0.6 to 1.2 m)
Weight: 2-6 pounds (1 to 2.7 kg)

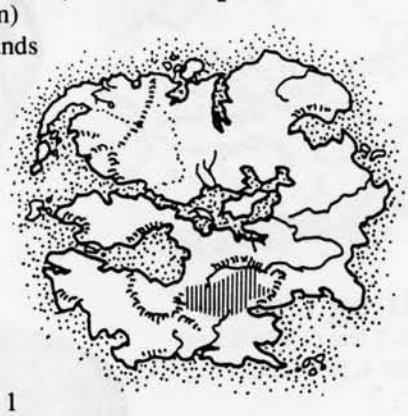


A.R.: Not applicable.
Hit Points: 2D4
S.D.C.: 1D6
Horror Factor: 14
Attacks Per Melee: 1
Damage: Bite does 1D4 points of damage, but the venom does 6D6 damage. A successful save vs lethal poison (14 or higher) means the victim suffers *half* damage.
Bonuses: +2 on initiative, +3 to strike, and +1 to dodge.
Natural Abilities: Prowl 82%, climb 38%; burrow into sand/hide, disappearing from view in one melee/minute (equal to a prowl of 90%).
Speed: 6
Average Life Span: 8-16 years.
Value: 16 gold (for alchemical purposes).
Habitat: Desert regions.
Range: Baalgor Wastelands and deserts of the Western Empire and Old Kingdom.
Behavior: Perhaps the world's deadliest snake, it generally prefers to hide or flee rather than fight. Young snakes are more aggressive than older ones, but even they tend to attack humanoids only when cornered, angered or feel threatened. They feed on small rodents, lizards and insects.



Green Mamba (Two-Step)

Size: Up to 6½ft (2 m)
Weight: Up to 4 pounds

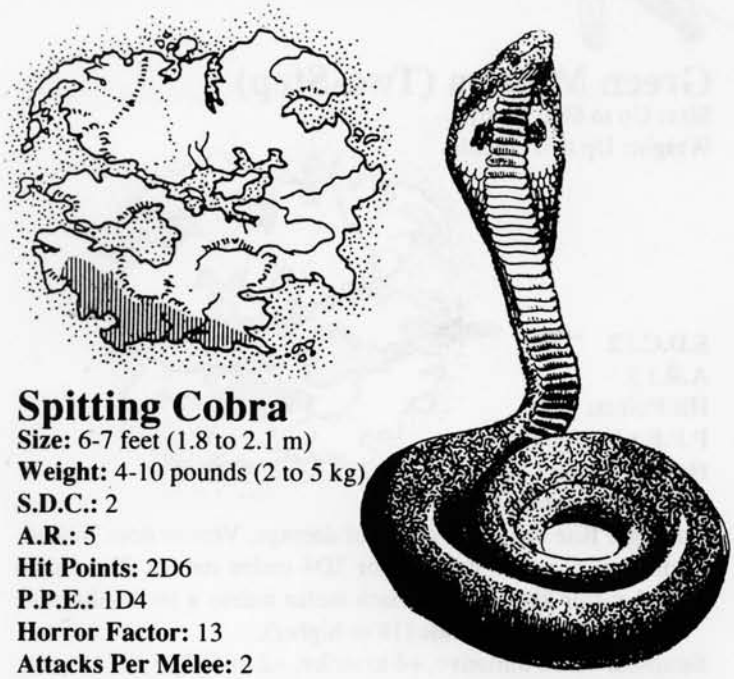


S.D.C.: 2
A.R.: 5
Hit Points: 1D6
P.P.E.: One point.
Horror Factor: 13
Attacks Per Melee: 1
Damage: Bite does 1D4 points of damage. Venom does 2D4 additional points of damage for 3D4 melee rounds. The victim will suffer 2D4 damage *each* melee unless a successful save vs lethal poison is made (14 or higher).
Bonuses: +2 on initiative, +4 to strike, +2 to dodge.
Natural Abilities: Climb 95%, prowl 82%, nightvision 20 feet (6 m).
Speed: 7
Average Life Span: 8-15 years
Value: 15 gold (for alchemical purposes).
Habitat: Savanna
Range: Southern Old Kingdom.
Behavior: The green mamba, and its relative, the black mamba, are tree dwelling snakes with very toxic venom. They are called "two-steps" by humanoids because after you have been bitten, that's about how far you will get before death. These snakes are not aggressive unless provoked.

King Cobra

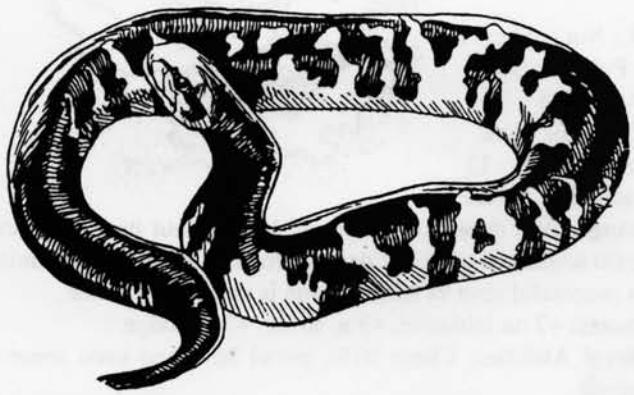


Size: 13-18 feet (4 to 5.4 m)
Weight: 10-25 pounds (5 to 11 kg)
A.R.: Not applicable.
Hit Points: 3D6
S.D.C.: 1D6+12
Horror Factor: 13
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage, and the poisonous venom inflicts 1D6 points of damage every melee round for 3D4 melees. The poison is so toxic that the character must roll to save vs poison *each* melee he/she is affected. A successful save means *no* damage occurs that melee.
Bonuses: +3 on initiative, +4 to strike, and +1 to dodge.
Natural Abilities: Climb 60%, swim 40%, prowl 75%, nightvision and day vision is 20 feet (6 m).
Speed: 7
Average Life Span: 10-20 years
Value: Skin: 20 gold.
Habitat: Forest; often near water.
Range: Western Empire, Southern Old Kingdom, and Yin-Sloth Jungles.
Behavior: This impressive snake has a head as big as a man's hand. It is a secretive creature and will flee if pursued. However, it will fight to protect its nest of dead leaves and sticks. It feeds mainly on other snakes, bird eggs and small rodents.



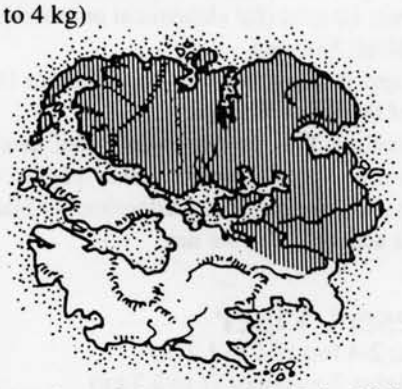
Spitting Cobra

Size: 6-7 feet (1.8 to 2.1 m)
Weight: 4-10 pounds (2 to 5 kg)
S.D.C.: 2
A.R.: 5
Hit Points: 2D6
P.P.E.: 1D4
Horror Factor: 13
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage. This highly venomous snake has the ability to spit its venom into the eyes of predators when it feels threatened. Range is up to 6½ feet (1.9 m), and blindness will result if the venom is not immediately flushed from the eyes. In any case, 2D6 points of damage is inflicted when the venom is spit into the eyes and an additional 1D6 per each of the next 1D4 melee rounds. Note that immediate flushing/cleansing of the eyes will stop any additional damage and prevent permanent eye damage. A successful save vs poison means no additional damage is sustained but the eyes will still burn and be blurry for at least an hour unless flushed with water (impaired vision reduces range of sight by half, -2 on initiative and -2 to strike, parry and dodge).
Bonuses: +2 on initiative, +3 to strike, and +2 to dodge.
Natural Abilities: Climb 40% and prowl 80%.
Speed: 8
Average Life Span: 10-20 years
Value: 10 gold (for alchemical purposes).
Habitat: Rain forest and cultivated land.
Range: Yin-Sloth Jungles and Land of the South Winds.
Behavior: It is a secretive creature and will flee unless provoked or threatened. It will fight to protect its nest of dead leaves and sticks. It feeds mainly on other snakes and small rodents.



Rattlesnake: Cottonmouth

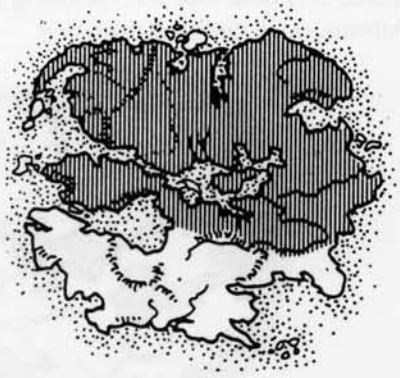
Size: 1½-6 feet (0.4 to 1.8 m)
Weight: 2-8 pounds (1 to 4 kg)



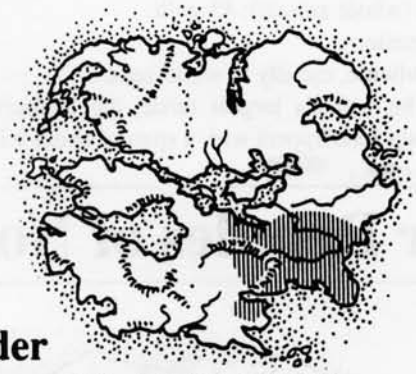
A.R.: Not applicable.
Hit Points: 2D6
S.D.C.: 1D6
P.P.E.: One point
Horror Factor: 12
Attacks Per Melee: 1
Damage: Bite does 1D4 points of damage, plus 1D6 additional points of damage per each 1D4+2 melee rounds unless a successful save vs lethal poison (14 or higher) is made *each* melee.
Bonuses: +2 on initiative, +4 to strike, +1 to dodge.
Natural Abilities: Prowl 80%, swim 80%, climb trees 40%, nightvision 30 feet (9 m), heat sensor in its "pit" organs enables the snake to see the heat signature of its prey (+2 to strike) even in total darkness.
Speed: 7 on land, 5 in water.
Average Life Span: 10-15 years.
Value: 15 gold for alchemical and medical purposes.
Habitat: Marshes, streams, lakes, and swamps.
Range: Eastern Territory, Great Northern Wilderness, and all areas north.
Behavior: These snakes spend most of their time in or around water. The venom destroys red blood cells and coagulates the blood around the bite. Its venom is used medically for its coagulating properties.

Rattlesnake: Diamondback

Size: 3-8 feet (0.9 to 2.4 m)
Weight: 3-12 pounds (1 to 5 kg)



A.R.: Not applicable.
Hit Points: 2D6
S.D.C.: 1D6
P.P.E.: One point
Horror Factor: 12
Attacks Per Melee: 1
Damage: Bite does 1D4 points of damage. Venom does 1D6+1 points of additional damage for every melee for 2D4 melees, unless a successful save vs poison is made *each* melee.
Natural Abilities: Prowl 80%, swim 40%, climb 70%, nightvision 30 feet (9 m), heat sensor in its "pit" organs enables the snake to see the heat signature of its prey (+2 to strike) even in total darkness.
Speed: 8
Average Life Span: 8-16 years
Value: Skin: 8-10 gold.
Habitat: Woodlands and farmlands.
Range: Old Kingdom, and all areas north.
Behavior: This dangerous rattler preys on rabbits and birds. The characteristic rattle is a warning it uses whenever the snake feels threatened. The rattle can be heard up to a distance of 60 feet (18.3 m).



Yin Adder

Also known as "Yin-Sloth's Child"

Size: 1-4 feet (0.3 to 1.2 m).
Weight: Up to 3 pounds (1/4 kg).
A.R.: Not applicable.
Hit Points: 2D6
S.D.C.: 2D4
P.P.E.: One point.
Horror Factor: 12
Attacks Per Melee: 2
Damage: Bite does 1D4 points of damage, venom does 1D4 damage to humans, and causes nausea for 2D4 hours (-3 on initiative, reduce speed and combat bonuses by half). The venom does 3D6 points of damage to other snakes, lizards, birds, rodents and other small mammals. A successful save vs nonlethal poison (16 or higher) reduces the sickness and penalties to one hour.
Bonuses: +2 on initiative, +3 to strike, and +1 to dodge.
Natural Abilities: Climb 50%, swim 50%, prowl 75%, and contains a substance in its blood that renders it immune to the bites of other venomous snakes (venom does no damage). Will attack and kill any other type of snake near it.
Speed: 8 on land or 5 in the water.
Average Life Span: 10 years.
Value: 10-20 gold, usually for alchemical purposes, but some adventurers have been known to pay as much as 60 gold for the Yin Adder. These individuals use the adder to kill other poisonous snakes.
Habitat: Forests, marshes and along rivers and lakes.
Range: Eastern Territory, Old Kingdom, Timiro Kingdom and parts of the Land of the South Winds. **Note:** It is fairly adaptable to most climates and terrain except cold and snow.
Behavior: The Yin Adder is a solitary hunter that feeds mostly on other snakes, amphibians and occasionally, small rodents. It is also known to aggressively attack and kill or chase away all other snakes it may encounter — it will boldly attack a king cobra which may be 20 times its size. The adder is intolerant of other snakes and its immunity to their poisonous venom has given it the nickname "Yin-Sloth's Child." Ironically, the Yin Adder is not indigenous to the Yin-Sloth Jungles.

Turtles

Turtles are considered to be the most conservative of all the reptiles, both in design and in character. All turtles have a characteristic, bony, outer shell. The upper portion is called a carapace and the lower portion is the plastron. Many turtles can withdraw their head and legs into their shells when threatened. Others can only partially withdraw and instead press their limbs tightly against their shells for protection.

Turtles vary in size from a few ounces to over 600 pounds, with the marine varieties being the largest. Turtles feed on a variety of plant and animal life, from seaweed to cactus, and earthworms to fish. All turtles lay eggs, usually in buried nests, which are covered by a leathery shell.

Tortoise: Giant

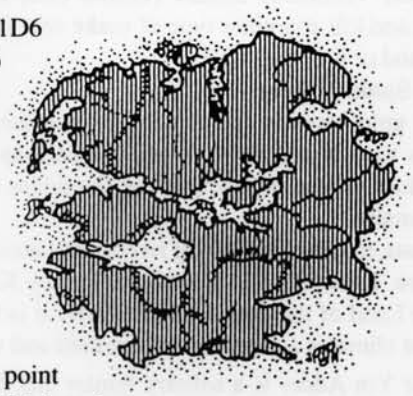
Size: 4 feet (1.2 m)
Weight: 350-500 pounds (159 to 227 kg)



A.R.: 12
Hit Points: 4D6
S.D.C.: 4D6
P.P.E.: 1D4
Attacks Per Melee: 1
Damage: Bite does 1D4 points of damage.
Bonuses: None per se.
Natural Abilities: None per se.
Speed: 4 on land; cannot swim.
Average Life Span: 100-150 years
Value: Meat (whole animal): 40 gold.
Habitat: Varied; cool, moist forest to arid land.
Range: Floenry Isles.
Behavior: These animals feed on almost any type of vegetation.

Turtle: Slider

Size: 5-12 inches (0.14 to 0.3 m)
Weight: 2-5 pounds (1 to 2 kg)
A.R.: 6
Hit Points: 1D6
S.D.C.: 1D6

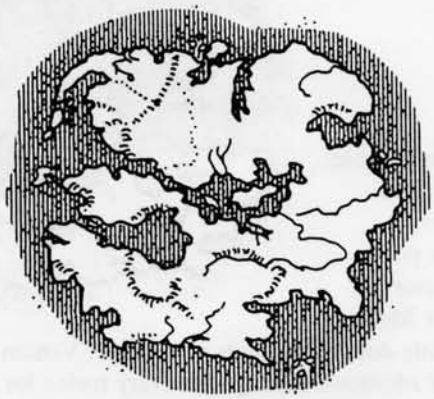


P.P.E.: One point
Attacks Per Melee: 2
Damage: Bite does one point of damage.
Bonuses: +2 to dodge underwater.
Natural Abilities: Swim 80% and can hold breath for 2D4 minutes.
Speed: 2 on land and 8 in the water.
Average Life Span: 15-20 years
Value: None
Habitat: Slow rivers, ponds, and swamps.
Range: All areas.
Behavior: These animals rarely move far from water. They bask on logs, often lying on top of one another.



Turtle: Snapping

Size: Typically 8-28 inches (up to about 0.65 m), but some get as large as 3 feet (0.9 m) in diameter.
Weight: Typically 5-20 pounds (2 to 9 kg); the largest can weigh 50 pounds (22.6 kg)!
A.R.: 7; light, comparatively soft shell.
Hit Points: Small Turtle: 1D6, medium: 2D6, large: 4D6.
S.D.C.: Small Turtle: 1D6, medium: 2D6, large: 3D6+6.
P.P.E.: 1D6
Attacks Per Melee: 2
Damage: Typically the bite does 1D6 points of damage, but the bite of the largest can do 2D4+2 damage. It feeds on ducks and other aquatic birds.
Bonuses: +2 on initiative, +3 to strike, +3 to dodge underwater and +6 to save vs horror factor.
Natural Abilities: Swim 85% and hold breath for 2D4 minutes.
Speed: 5 on land and 15 underwater.
Average Life Span: 10-35 years.
Value: None
Habitat: Marshes, ponds, rivers, and lakes.
Range: All areas except the Yin-Sloth Jungles.
Behavior: This highly aggressive predator feeds on all kinds of aquatic and bank-side life, including large insects, fish, amphibians, small birds and mammals.



Sea Turtle: Leatherback

Size: 4-6 feet (1.2 to 1.8 m).
Weight: 700-1200 pounds (317 to 544 kg).
A.R.: 10
Hit Points: 6D6
S.D.C.: 6D6
P.P.E.: 1D6
Attacks Per Melee: 1
Damage: Bite does 1D4 points of damage.
Bonuses: +1 to dodge underwater.
Natural Abilities: Swim 98%, depth tolerance of one mile (1.6 km).
Speed: 4 on land, 12 in the water.
Average Life Span: 15-35 years.
Value: Meat (whole animal): 45 gold.
Habitat: Oceanic.
Range: Worldwide, usually in warm seas.
Behavior: The world's largest turtle, the leatherback has extremely long foreflippers with a span of about 9 feet (2.7 m).

Other Reptiles of Note



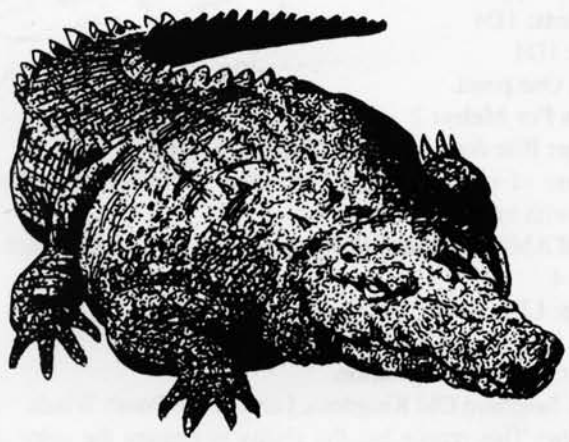
Alligator

Also known as the "Old Fellow."
Size: 10-25 feet (3 to 7.5 m)
Weight: 800-1500 pounds (363 to 680 kg)
A.R.: 8
Attribute Note: Alligators are very strong with incredibly powerful jaws. The P.S. of a 'gator is 1D6+20.

Hit Points: 4D6+10
S.D.C.: 3D6+20
P.P.E.: 1D4
Horror Factor: 12
Attacks Per Melee: 2
Damage: Tail slash does 1D6 points of damage, claws do 1D4 damage, while a bite does 2D6 damage. Like the crocodile, the alligator usually attacks prey that is close to the water, however, alligators are more likely to sit on riverbanks and dry land where they sun themselves and hunt. Alligators often surprise their prey by a sudden, lightning quick running attack. Once the prey is caught, it is often dragged underwater to be drowned. A P.S. equal to the alligator's is needed to pry its jaws open but only half that to hold them shut.
Bonuses: +2 on initiative, +3 to strike, +2 to dodge underwater.
Natural Abilities: Swim 90%, prowl (in water) 70%.
Speed: Land: 6, but can run at speed 44 (about 30 mph/48 km) in brief bursts of one minute. Speed in the water is 18 (about 11 mph/17.6 km).
Average Life Span: 10-40 years
Value: Hide: 300-600 gold.
Habitat: Swamps, marshes, rivers and lakes.
Range: The Old Kingdom, Timiro Kingdom and the southern tip of the Eastern Territory. The Western Empire has transported alligators to its land for the gladiatorial arenas.
Behavior: Feeds primarily on snakes, fish, water fowl, muskrats, pigs and other mammals of the marshes and riverbanks. The larger "Old Fellows," 16 feet (4.9 m) or bigger, will prey on deer, cattle and humanoids. Dwarves, gnomes, goblins, and other small humanoids are appealing targets for a hungry 'gator. Victims will be bitten and dragged underwater to drown.

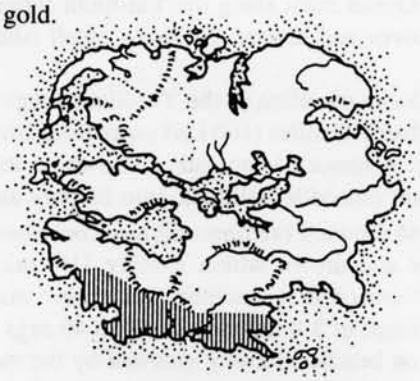
Alligators associate in loose knit groups of 10 to 60. The group will be agitated by and drawn to the scent of blood for group feeding, tearing even large prey apart in a matter of seconds.

During mating season, 20 to 60 eggs are laid in a mud mound nest 5-7 feet (1.5 to 2.1 m) wide.



Estuarine Crocodile

Size: Up to 20 feet (6 m)
Weight: 800-1500 pounds (363 to 680 kg)
A.R.: 8
Attribute Note: Crocodiles are very strong with incredibly powerful jaws. The P.S. of a croc is 2D6+20.
Hit Points: 4D6+12
S.D.C.: 4D6+20
P.P.E.: 1D6
Horror Factor: 13
Attacks Per Melee: 2
Damage: Tail slash does 1D6 points of damage, claws do 1D4 damage, while a bite does 2D6+2 damage. The croc's typical attack procedure is to sneak up on its prey (underwater, with only its eyes showing above), lunge forward, grab a piece of the prey (usually a leg or arm) in its powerful jaws, and drag the prey underwater to drown it (usually spinning lengthwise to keep the prey disoriented and from attacking it). A P.S. equal to the crocodile's is needed to pry its jaws open but only half that to hold them shut.
Bonuses: +1 on initiative, +3 to strike, +2 to dodge underwater.
Natural Abilities: Swim 89%, prowl (in water) 75%, hold breath for 2D4 minutes, keen sense of smell, good sight and hearing.
Speed: 4 on land, but 15 underwater.
Average Life Span: 15-50 years.
Value: Hide: 75 gold.



Habitat: Estuaries, coasts, and mangrove swamps.
Range: Yin-Sloth Jungles and Land of the South Winds.
Behavior: All members of this order have elongated, short-limbed bodies covered with horny scales. They usually associate in loose knit groups of up to 20 individuals. During breeding season they become much more territorial.

The members of this order are among the largest and most dangerous of all the lower reptiles. They have many conical teeth anchored in deep sockets in the jaw bones for grasping and tearing apart their prey. All crocodilians are carnivores who prey on a range of vertebrate animals, and are known to attack humanoids. These reptiles lay their eggs in loose nests of vegetation; the female guards her nest while the eggs incubate.

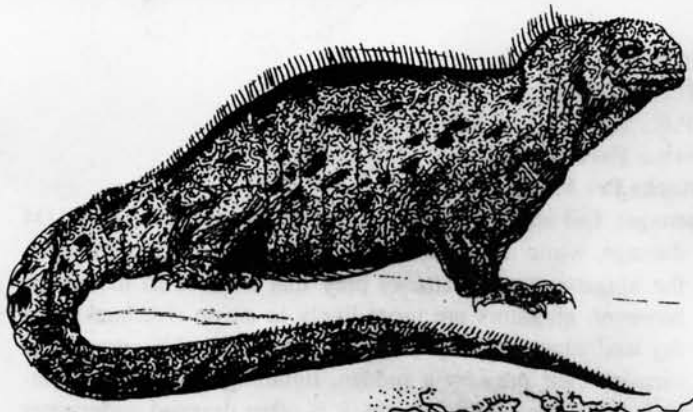
Saltwater Crocodile

Also known as the "Sea Devil"

Size: 15-30 feet (4.5 to 9 m)
Weight: 1000-2000 pounds (454 to 907 kg)
A.R.: 9
Attribute Note: Crocodiles are very strong, with incredibly powerful jaws. The P.S. of a saltwater crocodile is 2D6+23.
Hit Points: 4D6+20
S.D.C.: 1D4x10+30
P.P.E.: 1D6
Horror Factor: 14
Attacks Per Melee: 2



Damage: Tail does 2D4+2 points of damage, claws do 1D4, and bite does 2D6+4 points of damage. Same attack and drown procedure as the freshwater, estuarine crocodile.
Bonuses: +1 on initiative, +2 to strike, +2 to dodge underwater.
Natural Abilities: Swim 92%, prowl (in water) 78%; lives in salt water not fresh.
Speed: 4 on land but 22 (about 15 mph/24 km) in the water.
Average Life Span: 10-30 years.
Value: Hide: 70-100 gold.
Habitat: Ocean coast along the Yin-Sloth Jungles, especially in inlet coves and around the many small islands that dot the coast.
Range: Ocean coastline of the Yin-Sloth Jungles. Rarely swims more than 100 miles (160 km) away from land.
Behavior: A famous "man-eater," known for its aggressiveness, the giant crocodile will lock onto its prey and drag it underwater to drown it (victims will lose consciousness within 1D4 melees and drown within another 1D4 minutes). The "Sea Devil" crocodile is a solitary hunter, but may travel in loose knit groups of 3-8 individuals. 20 to 40 eggs are laid in sandy spots on beaches, loosely *guarded* by the mother who opens the nest when the young are about to hatch.



Marine Iguana



Size: 4-5 feet (1.2 to 1.5 m).
Weight: 8-15 pounds (4 to 7 kg).
A.R.: 8
Hit Points: 3D6
S.D.C.: 2D6
Attacks Per Melee: 2
Damage: Bite or claws does 1D4 points of damage.
Bonuses: +2 to strike, +2 to dodge (+5 to dodge underwater).
Natural Abilities: Swim 95%, can dive six feet (1.8 m) and can hold breath for 2D4 minutes
Speed: 5 on land and 10 underwater.
Average Life Span: 10-25 years.
Value: None
Habitat: Rocky seacoasts.
Range: Southern seacoasts.
Behavior: This marine reptile swims and dives readily in seaweed, its main food. Although these animals associate in large colonies (up to 100 individuals), they are highly territorial and fight ritualistic battles for breeding territories.



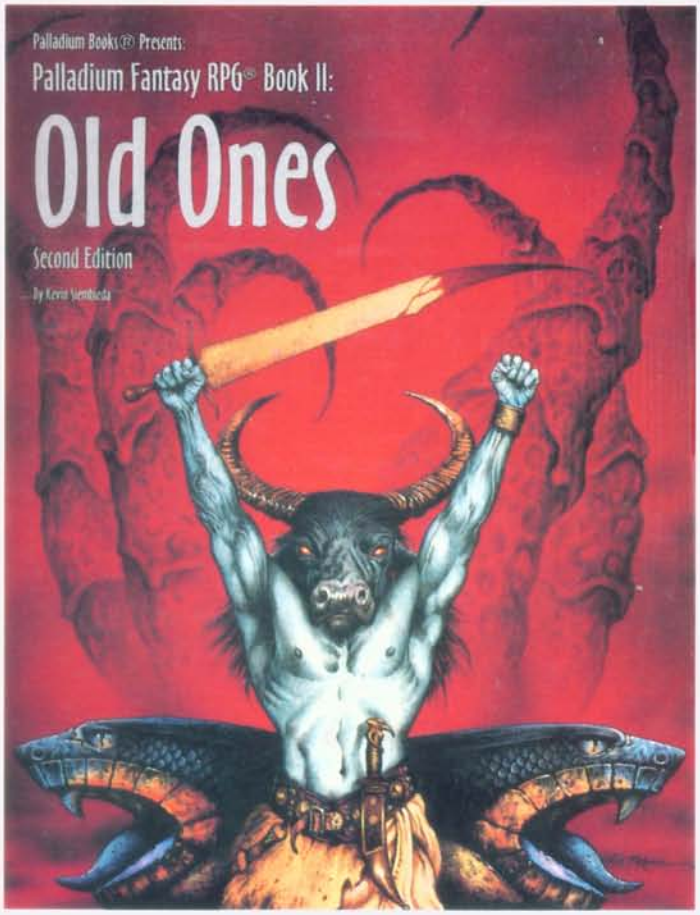
Iguana

Size: 3-6½ feet (0.9 to 2 m)
Weight: 2-8 pounds (1 to 4 kg)
A.R.: 6
Hit Points: 2D6
S.D.C.: 2D6
P.P.E.: 1D4
Attacks Per Melee: 2
Damage: Claws and whipping tail do one point of damage, while the bite does 1D4 points of damage.
Bonuses: +1 on initiative, +2 to strike, +1 to dodge, and +2 to roll with impact or fall.
Natural Abilities: Nightvision 30 feet (9 m), prowl 65%, climb 85%, and swim 60%.
Speed: 6
Average Life Span: 10-15 years.
Value: 10 gold (for magical purposes).
Habitat: Forest, trees near water.
Range: Yin-Sloth Jungles and Western Empire.
Behavior: These lizards are active, agile, tree dwelling creatures, but they can also swim. They are herbivores.



Horned Chameleon

Size: 4-5 inches (under 0.15 m)
Weight: Up to one pound (0.45 kg).
A.R.: Not applicable.
Hit Points: 1D4
S.D.C.: 1D4
P.P.E.: One point.
Attacks Per Melee: 2
Damage: Bite does one point of damage.
Bonuses: +1 on initiative, +2 to strike, +1 to dodge, and +3 to roll with impact or fall.
Natural Abilities: Climb 98%, prowl 90%, and camouflage.
Speed: 4
Average Life Span: 10-25 years.
Value: 15 gold (for magical purposes).
Habitat: Savanna vegetation.
Range: Southern Old Kingdom, Land of the South Winds.
Behavior: This reptile has the ability to change the color of its skin for camouflage purposes. Although chameleons cannot exactly match most colors, they can adjust the shading of their skin from gray to brown to green to help them resemble their surroundings. Chameleons eat insects which they catch by shooting out their long tongues. The animal's keen eyesight helps it aim accurately.



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