

Creatures & TreasuresTM



Monsters, Beasts, &
Treasures for adventures
& random encounters



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Typesetting by THE Howard Huggins of Graphic Communications

Printed by Expert Graphics, Richmond Virginia



1.0 INTRODUCTION

Creatures & Treasures (C&T) is a compendium of information and statistics for three key elements of fantasy role playing: creatures, treasures, and encounters. It is meant to provide a comprehensive reference work and guidelines for use with the *Rolemaster* system (*RM*) and the *Middle-earth Role Playing* system (*MERP*). The information provided in this work is also easily usable with most other major role playing systems.

The material presented in *C&T* is meant to aid a Gamemaster in running his game. A Gamemaster should keep in mind that these "rules" are actually guidelines intended to be used by a variety of Gamemasters in a number of world systems, covering a wide range of danger and power levels. A Gamemaster should always consider how a particular creature or magic item fits into his world system. If such a creature or item is inappropriate, the Gamemaster should feel free not to use it and use another. To these ends we provide alternative methods of generating treasures and encounters. Some Gamemasters will use one, some will use another, and some will use bits and pieces of different methods to obtain a hybrid system more suited to their game.

For clarity and readability, *C&T* uses standard masculine pronouns when referring to creatures of uncertain gender. In such cases, these pronouns are intended to convey the meanings: she/he, his/her, etc. Generally both sexes of a species are sighted with close to equal frequency (dependent upon species and social customs). In most cases where *only* the male or *only* the female is usually encountered, this fact is noted and the appropriate pronouns are used.

Creatures

Section 2.0 covers a wide variety of creatures which can add flavor, detail and excitement to any FRP game. Creatures are classified as being either animals (Section 2.2), monsters (Section 2.3), or members of intelligent races (Section 2.4).

Of course, *C&T* cannot hope to cover all of the creatures that can be used in fantasy role playing. Section 2.5 provides guidelines for modifying standard animals and monsters in order to create your own unique, unusual creatures (i.e., giantism, magic, poison, movement modes, etc.). Section 2.6 provides a brief glossary of some unusual mythological creatures. This is intended to provide a Gamemaster examples of the types of creatures which can be found in the standard reference works on legends and mythology. In addition, a short list of useful references is provided at the end of *C&T*. Section 6.0 provides some conversion notes which can aid a Gamemaster in converting creatures described in other major FRP systems.

Treasures

One of the chief goals and rewards in fantasy role playing is "treasure": money, valuables, magic items. It is often helpful for a Gamemaster to have a list of items to include in treasures and a method for generating the exact contents of treasures. Section 3.2 provides tables for generating totally random treasures based upon the following treasure classifications: 'very poor', 'poor', 'normal', 'rich', and 'very rich'.

Section 3.3 provides a set of tables and item descriptions which can be used to generate treasures. This section serves as an example for keying treasures to a specific world system and mythos. The items described in this section and Section 3.4 provide a Gamemaster with a large set of magic items which can be used individually or with any treasure generation system.

Encounters

When an "encounter" is called for in a fantasy role playing environment, it is often useful for a Gamemaster to be able to generate a specific creature or groups of creatures. *C&T* presents two different ways for randomly generating such an encounter. Section 4.1 presents tables which base an encounter upon the power of the creatures and the danger which they represent. Section 4.2 presents tables which base an encounter upon the social and physical environment in which the encounter takes place.



2.0 CREATURES

This section contains descriptions for a variety of creatures, guidelines for handling them during play, and guidelines for creating your own creatures (Section 2.5). Before attempting to use the statistics provided for each creature, a Gamemaster should read Section 2.1, which contains the key to the codes used in the creature tables and descriptions.

For the purposes of *C&T*, *animals* are creatures which are found in our world (Earth). Usually, animals are not "intelligent"; they act and react based solely upon instinct and experience. Section 2.2 provides complete descriptions and game stats for a wide variety of normal animals, including: reptiles, cats, insects, riding animals, snakes, canines, large mammals and many more.

Races include all intelligent beings whose capabilities fall into the general profession/level development system outlined in *Character Law* and *MERP*. Many of these races can be handled as "monsters" (i.e., treated as encounters or general opponents of player characters), as well as being handled as player characters or non-player characters. Section 2.4 gives representative statistics for use when members of races are handled as monsters. It also gives guidelines for handling members of races as characters. Races described include: fairy races, giant races, underground races, and many other unusual races.

Monsters in *C&T* are creatures which are not characters (i.e., members of "races") and which are not standard Earth animals. Section 2.3 provides complete descriptions and game stats for an assortment of fantastic beasts and monsters, including: demons, elementals, golems, lycanthropes, dragons, the undead, and a variety of other creatures from mythology, literature and fantasy role playing.



2.1 KEY — THE STATISTICS AND CODES

The statistics given describe typical or average creatures. Many statistics for a given creature (animal or monster) are actually given for a family of related creatures. Individual species of such a family may be smaller, larger, faster, etc. In certain cases, a percentage (%) chance of special properties (e.g., poison, flight, etc.) is given. This information is provided to aid in play and is not necessarily accurate with respect to our world.

These stats are of course abstracted to fit into an FRP environment and speed play. Additional codes provide a Gamemaster with guidelines for generating creatures which vary from the average in terms of level, hits, bonuses, etc. These additional statistics can be ignored when a Gamemaster does not want to or have time to generate each creature encountered.

A Gamemaster may also wish to generate skills for some creatures using *Rolemaster* skill development (e.g., a demon Alchemist/Forger, an undead Bard, etc.). To do this the Gamemaster should assign a profession to the creature and then use the Non-Player Character Chart in *Character Law* or develop the creature's skills himself.

These rules assume several different environments of activity for creatures: on land, in the water, and flying in the air (and in certain rare cases underground movement). Some creatures which can operate in several environments will have several sets of statistics describing their capabilities in the various environments. In these cases, the set of statistics for the creature's primary environment is given first, then on the following line any statistics which change in another environment are given.

The groupings and classifications of the creatures are not entirely biological; they are keyed more to environmental and attack patterns.

TYPE —

This is the generally accepted name for the given type of creature. If the movement statistics given for it are not for land movement, the type of movement is given in parentheses (e.g., fly, swim, burrow, etc.).

Note the generic sub-classifications given for some types of creatures (small, medium, large) are not the creature's size relative to other creatures, but instead they are the creature's size relative to other creatures of its own type.

LEVEL —

LVL (Level): The number given here is the level of an average creature of the given type; it is primarily used for determining the creature's hits, attacks, experience points and Resistance Rolls. If the Gamemaster wishes he may use the chart given below to vary the exact level of the creature; just roll (open-ended) and cross-index with the letter (Level Code) given in the statistics. The result is added to the average level to give the creature's actual level. If a negative level is obtained, just use level 0. Creatures with lower levels than average can be considered to be the "young" of their type, while those with higher than average levels can be the "leaders" or "adults".

LEVEL CHART: (Roll D100, open-ended)								
Level Code from the Statistic Tables								
Roll	A	B	C	D	E	F	G	H
≤01	Young helpless creature (i.e., baby, egg, etc.) -3							
02-10	-1	-2	-3	-4	-5	-6	-10	-2
11-15	0	-1	-2	-3	-4	-5	-8	-2
16-20	0	0	-1	-2	-3	-4	-6	-1
21-25	0	0	0	-1	-2	-3	-4	-1
26-35	0	0	0	0	-1	-2	-2	-1
36-45	0	0	0	0	0	-1	-1	0
46-55	0	0	0	0	0	0	0	0
56-65	0	0	0	0	0	+1	+1	0
66-75	0	0	0	0	+1	+2	+2	+1
76-80	0	0	0	+1	+2	+3	+4	+1
81-85	0	0	+1	+2	+3	+4	+6	+1
86-90	0	+1	+1	+3	+4	+5	+8	+2
91-100	+1	+1	+2	+4	+5	+6	+10	+2
101-140	+1	+1	+2	+5	+6	+7	+11	+3
141-170	+1	+2	+3	+6	+7	+8	+12	+3
171-190	+1	+2	+4	+7	+8	+9	+13	+3
191-200	+2	+3	+5	+8	+9	+10	+14	+3
201-250	+2	+4	+6	+9	+10	+11	+15	+3
251-300	+3	+5	+7	+10	+11	+12	+16	+4
>300	+4	+6	+8	+11	+12	+13	+17	+4

Note: This chart can also be used for determining a poison's actual level (see Section 2.51).



MOVEMENT STATS —

These movement statistics assume average quickness and encumbrance for the particular monster and may be adjusted for special cases.

A creature's actual movement rate is determined by its **Base Rate** as modified by his "Pace" (up to its **Max Pace**) and possibly a maneuver roll using his **MM Bonus** (Movement and Maneuver Bonus). To determine a creature's movement rate for a given round, the Gamemaster should first decide on the creature's pace (up to the maximum allowed) and then the base movement rate can be multiplied by the movement rate multiplier given in the Pace Chart below.

A creature's Pace also determines how many exhaustion points it uses each round. A creature's exhaustion points is dependent upon its Constitution; the process for determining exhaustion points is given in the **Base Hits** section when Constitution is discussed.

PACE CHART:			
Code Pace	Movement Rate/Pace Multiplier	Normal Maneuver Difficulty	Exhaustion Pt. Cost
Walk = Walk	1x	none	1/30 rnd
Jog = Fast Walk / Jog	1.5x	routine	1/6 rnd
Run = Run	2x	easy	1/2 rnd
Spt = Sprint / Fast Run	3x	light	5/rnd
FSpt = Fast Sprint	4x	medium	25/rnd
Dash = Dash	5x	hard	40/rnd
Var = Varies due to armor	—	—	—

Base Rate: A creature's base movement rate is the distance which the creature may normally move each round at a "walking" pace. Base rates less than 1' are given as 1' (usually Tiny creatures).

Max Pace: The Pace given in the statistics is the **maximum** allowed pace for the given animal. In flight, 'FSpt' and 'Dash' may only be used if in a dive.

MM Bonus: The Movement and Maneuver Bonus is used if the Gamemaster requires a maneuver roll to move at paces greater than a walk. The GM should first total the maneuver roll and the MM Bonus; and then he should obtain a result from the Moving Maneuver Table by crossindexing this total and the normal maneuver difficulty for the given pace (see Pace Chart above for suggested difficulties). The result is the percentage of the creature's movement rate which is actually covered.

Distance Moved

$$= \text{Base Rate} \times \text{Pace Multiplier} \times (\text{Maneuver Roll Result} / 100)$$

Speed (MS/AQ): A creature's Speed is given in terms of "Movement Speed / Attack Quickness". Movement Speed helps determine a creature's "Base Defensive Bonus", while Attack Quickness determines a creature's "first swing points". Both factors can be used to determine a creature's Defensive Bonus (DB) in various tactical situations. The DB's given in this product already include the Base DB, but they do not include the modifications for Charge/Lunge or Flee/Evade.

SPEED CHART:					
Code	Rate	Defensive Bonus Modifications(AQ)			
		(MS) Base	(MS) Flee/ Evade	(AQ) Charge/ Lunge	First Swing Pt.
IN	= Inching	-25	0	0	5
CR	= Creeping	-20	0	0	10
VS	= Very Slow	-10	0	0	20
SL	= Slow	0	0	0	50
MD	= Medium	10	5	-5	85
MF	= Moderately Fast	20	10	-10	97
FA	= Fast	30	15	-15	101
VF	= Very Fast	40	20	-20	110
BF	= Blindingly Fast	50	25	-20	120

COMBAT STATISTICS —

Size: This is the size of the given type of creature: "T" = Tiny, "S" = Small, "M" = Medium, "L" = Large, and "H" = Huge. This is merely an approximation of the creature's size with Medium being approximately man-sized.

Crit: This statistic indicates how critical strikes inflicted on the given type of creature are resolved. In some cases more than one of these codes apply:

- Use normal critical procedure.
- I Decrease critical severity by one ('A' — modify by -20, 'B' becomes an 'A', 'C' becomes a 'B', etc.).
- II Decrease critical severity by two ('A' — modify by -50, 'B' — modify by -20 on the 'A' column, 'C' becomes a 'B', etc.).
- LA Use Large Creature Criticals.
- SL Use Super-Large Creature Criticals.
- ◀ Stun results do not affect creature.
- @ Stun results and hits/rnd do not affect creature.

Base Hits: A creature's Base Hits is the number of concussion hits which an average creature of the given type can absorb before becoming unconscious. If the Gamemaster wishes he may use the chart given below to vary the exact number of hits that the creature can take; just roll (open-ended) on the column indicated by the letter given under "Base Hits" in the statistics (this roll is the creature's Constitution). The resulting Constitution Bonus (Con Bonus) given at the left of the chart; this is added to the Base Hits to obtain the total hits which that specific creature can take. A resulting hit total of less than one is treated as one. No letter indicates no change.

CONSTITUTION CHART: (Roll D100, non-open ended)

Con Bonus	Constitution Code From the Statistic Tables							
	A	B	C	D	E	F	G	H
-25	—	—	01	01	01	01	01	01
-20	—	01	02-03	02	02	02	02	02
-15	01	02-04	04-08	03-04	03-04	03	03	03
-10	02-09	05-11	09-23	05-09	05-09	04-05	04	04
-5	10-25	12-31	24-74	10-24	10-24	06-10	05-06	05
0	26-74	32-69	75-89	25-74	25-72	11-25	07-11	06-07
+5	75-91	70-89	90-94	75-89	73-87	26-72	12-26	08-12
+10	92-99	90-96	95-97	90-94	88-92	73-87	27-71	13-27
+15	100	97-99	98-99	95-97	93-95	88-92	72-86	28-72
+20	—	—	100	98-99	96-97	93-95	87-91	73-88
+25	—	—	—	100	98	96-97	92-94	89-93
+30	—	—	—	—	99	98	95-96	94-96
+35	—	—	—	—	100	99	97-98	97-98
+45	—	—	—	—	—	100	99	99
+60	—	—	—	—	—	—	100	100
Hits/Level Diff.								
	1	2	3	5	8	10	12	15
Bonus Exhaust. Pts								
	0	0	0	0	+50	+100	+150	+200

Varying Hits due to level differences. In addition, a creature's hits can vary if its level differs from the given average level. Just multiply the Hits/Level Diff. given in the chart above by the difference between the actual level of the creature and the average level for its type. This product is then added to the previous hit total to obtain the creature's new hit total.

Total Hits = Base Hits + Con Bonus + (Level Diff.)x(Hits/Level Diff.)

Exhaustion Points: To determine the number of exhaustion points initially available to an animal use the Constitution Chart. Use the creature's constitution code (the letter given after its **Base Hits**) and the "Constitution Roll" (the creature's Constitution) to determine the creature's Constitution Bonus. The creature's available exhaustion points are obtained by adding the creature's Constitution, its Constitution Bonus, and its Bonus Exhaustion Points based upon its constitution code (also available from the Constitution Chart).

Exhaustion Points

= Constitution + Con Bonus + Bonus Exhaustion Points

AT: The first number is the creature's **Rolemaster** armor type:

1 = Skin/Cloth	11 = Half-Hide Plate
2 = Robes	12 = Full-Hide Plate
3 = Light Hide	13 = Chain Shirt
4 = Heavy Hide	14 = Chain Shirt and Greaves
5 = Leather Jerkin	15 = Full Chain
6 = Leather Coat	16 = Chain Hauberk
7 = Reinforced Leather Coat	17 = Metal Breastplate
8 = Rein. Full-lgth. Lth. Coat	18 = Met. Breastpl. & Greaves
9 = Rigid-Leather Breastplate	19 = Half Plate
10 = R-Lth. Breast. & Greaves	20 = Full Plate

DB: The number in parenthesis is the creature's defensive bonus it is given for the average quickness for a creature of that type and may need to be adjusted for exceptional cases. This defensive bonus does not include any shield bonuses, but certain creatures may be capable of using a shield or the equivalent of a shield. If a shield is normally used, an "s" is included after the number in parentheses.

Attacks: These statistics indicate how a creature attacks using the **Rolemaster** tables. Usually a number of attacks are given for each creature, separated by slashes, "/". Each creature usually initiates combat using one of these attacks as indicated. During later rounds, the same or other attacks may be used attack depending upon the situation or success of earlier attacks.

Each attack is usually described by the following statistics:

1) **Offensive Bonus** — The first number is the Offensive Bonus for that attack.

2) **Attack Type** — The letter codes which follow the first number indicate the attack type.

For most **animal attacks**, the first letter indicates the size of the attack:

T = Tiny S = Small M = Medium L = Large H = Huge

For Martial Arts attacks, the "attack size" indicates the "rank" which may be used: "S" = Rank 1; "M" = Rank 2; "L" = Rank 3; "H" = Rank 4. Tiny attacks are resolved on the Tiny Animal Attack Table regardless of attack type. Tiny attack types are included for GM's who wish to create "Monsters" by increasing an animal's size (see Section 2.52).

The next two (or three) letters indicate the type of attack:

Ba = Bash/Ram/Butt/Knock Down/Slug	Mst = Martial Arts Strikes
Bi = Bite	Pi = Pincher/Beak
Cl = Claw/Talon	St = Stinger
Cr = Crush/Fall	Ti = Tiny
Gr = Grapple/Grasp/Envelop/Swallow	Ts = Trample/Stomp
Msw = Martial Arts Sweeps and Throws	Ho = Horn/Tusk

Some attacks are treated as **weapon attacks** using the following code without an attack size code (a random weapon can be generated using the weapons lists provided in Section 3.2):

We = General weapon used based upon situation and availability.

ba = battle axe	ja = javelin	sc = scimitar
bs = broadsword	lb = long bow	sl = sling
bo = bola	lcb = light cross bow	sp = spear
cl = club	ma = mace	ss = short sword
cp = composite bow	ml = mounted lance	th = two hand sword
da = dagger	pa = pole arm	ts = throwing star
fa = falchion	qs = quarter staff	wh = war hammer
ha = hand axe	ro = rock (Large Crush)	wm = war mattock
hb = halbard	sb = short bow	wp = whip
hcb = heavy cross bow		

Some attacks such as dragon breath are treated as **elemental spell attacks** and use the following code without an attack size code:

FBolt = Fire Bolt
IBolt = Ice Bolt
SBolt = Shock Bolt
WBolt = Water Bolt
LBolt = Lightning Bolt
CBall = Cold Ball
EBall = Earth/Explosion Ball (10'R, use Cold Ball table, Impact crits)
FBall = Fire Ball
LBall = Lightning Ball (10'R, use Fire Ball table, Elect. crits)
SBall = Shock Ball (20'R, use Cold Ball table, Elect. crits)
CCone = Cold Cone (50' base, use Cold Ball table)
FCone = Fire Cone (use Fire Ball table)
GCone = Poison Gas Cone (30'length, 50'base, varying effects)
LCone = Lightning Cone (use Fire Ball table, Elect. crits)
SCone = Shock Cone (50' base, use Cold Ball table, Elect. crits)

Unless stated otherwise, "Cones" are breath weapons each of which covers a cone shaped area which originates from the creature's mouth and extends for a length of 50' with a base diameter of 30'. Cones from flying beasts can be treated as "balls" against targets on the ground.

Fire Breath ('FBr'), Shock Breath ('SBr'), and Lightning Breath ('LBr') indicate a "Bolt" attack of the given type or a cone attack with half of the given OB. Ice Breath ('IBr') and Water Breath ('WBr') may usually only be used as bolts. Gas Breath ('GBr') and Cold Breath ('CBr') may usually only be used as cones.

For SBall, LBall, LCone, and SCone increase the severity of any criticals by one against metal armor types (usually AT's 13-20).

3) **Additional Information** — Finally, the last code gives additional information concerning the attack pattern, number of attacks, damage, etc. Codes in parentheses or brackets indicate special attributes of that particular attack, while the other codes indicate the creature's overall attack pattern.

Nothing — If no code outside parentheses or brackets is given after the attack type, that attack is one of the options available for the creature to use if it is appropriate for the situation (as determined by the Gamemaster).

— This number, #, is the % chance of this particular attack being used. All of these numbers for a creature's attacks will add up to 100, so that one roll can be made to determine which attack is used.

◀ — If the attack given on the left has obtained a non-Tiny critical, this attack occurs in the **same** round of combat as the attack which obtained that critical.

✓ — If the attack given on the left has obtained a non-Tiny critical, this attack will occur in the **next** round of combat as the attack which obtained that critical.

(#) — If this number, #, of creatures attack as a group, this attack may be used. For example, (12) indicates that if 12 of these creatures attack as a group they may use the given attack.

(#x) — This number, #, indicated how many times this attack may be made in a given round. That is, (2x) is two attacks per round, (3x) is three attacks per round, etc. Usually no more than two of these attacks may be used against any one foe, but a maneuver roll may use more.

(#D) — This number, #, indicates how much to increase the concussion hit damage normally given by this attack. Just multiply the normal hits given by the number, #. That is, (2D) is double damage, (3D) is triple damage, etc.

(Critical) — If this attack inflicts a critical, the given critical type is used instead of the normal critical. The critical codes are:

S = Slash	ST = Martial Arts Strikes
P = Puncture	SW = Martial Arts Sweeps & Throws
K = Crush	LP = Large Creature (Physical)
U = Unbalance	SLP = Super L. Creature (Physical)
G = Grappling	LS = Large Creature (Spells)
T = Tiny Animals	SLS = Super Large Creature (Spells)
H = Heat	E = Electricity
C = Cold	I = Impact

[Critical] — If this attack inflicts a critical, the given critical type is used in addition to the normal critical. The critical codes are as given above.

Note: These codes differ slightly from the *MERP* codes and the *Rolemaster* codes.

Note: A "Both" or an "All" attack indicates that all of the other attacks may be made in the same round. Special attacks are usually detailed in the text for that particular type of creature.

Note: These codes may be replaced by key words for special attacks which will be described in the creature's description section (e.g., **Spell** for spell attacks, **Poison** for poison attacks, etc.)

Varying Offensive Bonuses due to level differences. A creature's Offensive Bonuses can vary if its level differs from the given average level for creature's of its type. Just multiply the difference between the actual level of the creature and the average level for its type by **three**. This product is then added to the creature's Offensive Bonuses to obtain the creature's new Offensive Bonuses.

ENCOUNTER STATISTICS —

Enc.: This is the size range of a typical pack of the creatures when encountered in their lair. A pack will often contain a wide range of levels/ages (including some young). Often only a patrol will be encountered away from the creature's lair which will be of much less size than a whole group. A Gamemaster should vary the number encountered based upon the game situation and location of the encounter. If no range is given, one such creature is normally encountered, or the Gamemaster must determine the number based upon the situation in his game and world.

Treasure: These codes indicate the type and how much treasure each group of these creatures will normally have. Each letter code for this class indicates the richness of "part" of the creature's treasure, as specified in the table below (see Section 3.2 for using these ratings). A treasure may consist of several "parts", each specified by a separate letter. Often all of a creature's (or group's) treasure will not be with it since all or part of it remains in the creature's lair. These codes are only used if a Gamemaster wishes to randomly generate treasures.

TREASURE CHART:

Relative Richness			Relative Richness		
Code	Magic Items	Money/Gems/etc	Code	Magic Items	Money/Gems/etc
a = Very Poor	Very Poor		n = Normal	Rich	
b = Very Poor	Poor		o = Normal	Very Rich	
c = Very Poor	Normal		p = Rich	Very Poor	
d = Very Poor	Rich		q = Rich	Poor	
e = Very Poor	Very Rich		r = Rich	Normal	
f = Poor	Very Poor		s = Rich	Rich	
g = Poor	Poor		t = Rich	Very Rich	
h = Poor	Normal		u = Very Rich	Very Poor	
i = Poor	Rich		v = Very Rich	Poor	
j = Poor	Very Rich		w = Very Rich	Normal	
k = Normal	Very Poor		x = Very Rich	Rich	
l = Normal	Poor		y = Very Rich	Very Rich	
m = Normal	Normal		z = ————	Special ————	

Bonus EP: The letter given determines the bonus "kill points" received for killing or taking out a creature of the given type. This letter indicates which column is used on the Bonus Kill Point Chart (see below). These points are in addition to the normal experience points given for hit points and level, and are normally based upon a creature's special abilities or skills.

IQ: This is a measure of the monster's reasoning and memory ability, this statistic is not normally given for animals since they normally act based upon instinct or very low order intelligence. It may be given as a general category or a range of numbers which are approximate human equivalents. To convert from categories to human equivalent abilities, use the following table:

NO = none (Animal Instincts)	AV = average	35-65
VL = very low	AA = above avg.	50-77
LO = low	SU = superior	60-86
LI = little	HI = high	80-98
IN = inferior	VH = very high	94-99
MD = mediocre	EX = exceptional	100-102

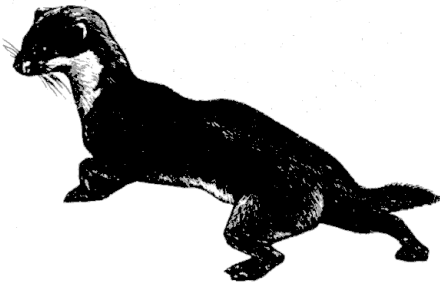
BONUS KILL POINT CHART:

Level of Character Getting the E.P.	Bonus EP Code from the Statistic Tables											
	A	B	C	D	E	F	G	H	I	J	K	L
1-2	50	75	100	200	400	800	1200	1600	2000	3000	4000	5000
3-4	40	60	95	190	380	760	1140	1520	1900	2850	3800	4750
5-6	30	50	90	180	360	720	1080	1440	1800	2700	3600	4500
7-8	20	40	85	170	340	680	1020	1360	1700	2550	3400	4250
9-10	10	30	80	160	320	640	960	1280	1600	2400	3200	4000
11-12	—	20	75	150	300	600	900	1200	1500	2250	3000	3750
13-14	—	10	70	140	280	560	840	1120	1400	2100	2800	3500
15-16	—	—	65	130	260	520	780	1040	1300	1950	2600	3250
17-18	—	—	60	120	240	480	720	960	1200	1800	2400	3000
19-20	—	—	55	110	220	440	660	880	1100	1650	2200	2750
>20	—	—	50	100	210	400	600	800	1000	1500	2000	2500

Outlook: This code is meant to be a general measure of the creature's outlook (i.e., attitude, demeanor, reaction/behavior pattern). If no code is given, such creatures exhibit a variety of outlooks.

- Aggres. = Aggressive and will attack if provoked or hungry.
 Aloof = Ignores other creatures unless interfered with or attacked.
 Altru. = Altruistic, has an unselfish regard for the interests of others, often to the extent of risking his own safety.
 Bellig. = Belligerent, often attacks without provocation.
 Berserk = Attacks closest living creature until it is destroyed.
 Carefre = Does not believe that danger or misfortune exists for it.
 Cruel = Not only hostile, but delights in death, pain, and suffering.
 Domin. = Desires power, attempts to control or dominate other creatures.
 Good = Opposed to "evil" (e.g., those who are cruel, hostile, belligerent, etc.); supportive of those who are "good".
 Greedy = Will attack or attempt to steal from other creatures if the risk does not seem too high.
 Hostile = Normally attacks other creatures on sight.
 Hungry = If hungry, will attack anything edible; otherwise Normal.
 Inquis. = Inquisitive/Curious will approach and examine unusual situations.
 Jumpy = Normally bolts at any sign of other creatures.
 Normal = Watches and is wary of other creatures, will sometimes attack if hungry.
 Passive = Ignores the presence of other creatures unless threatened.
 Playful = Mischievous/Playful, will attempt to play with or play pranks on other creatures.
 Protect = Protective of a thing, place, other creature, etc.
 Timid = Skittish around other creatures, runs at the slightest hint of danger.

These descriptions are merely guidelines which the Gamemaster should modify based upon the situation, the actions of the characters, and reaction rolls.



THE GENERAL DESCRIPTIONS —

Along with the tables containing detailed system information on the various creatures, each creature of type of creature has a "Description". These descriptions contain information on the animals sizes, habitats, behavior, and unusual properties.

Often the statistics given for a particular animal are also applicable to a number of similar species. These animals are either mentioned in the text or listed at the end of the description in italics and enclosed in brackets.

Climate-Environment-Frequency: These codes give the Gamemaster an idea of where and how often these creatures are normally encountered. First, the codes give one or more small letters for the **climate(s)** in which the creature normally resides. Next, 4 groups of codes (capital letters or special symbols) separated by commas give details on the environments in which the creature might be most often encountered. The 4 groups are Special Features, Water Sources, Terrain, and Vegetation.

If any of these codes are given in parentheses, the creature is found in all of the climates/environments **except** those given. If no codes or "(—)" are given for a group of codes, the creature *could* be found in any of those environments but none of them are its primary environment.

Finally, a **frequency** factor is included which indicates the chances of such a creature being found in a given area in the proper climate/environment. These codes can be used in conjunction with the tables in Section 4.0 to generate random encounters and to find creatures you are looking for.

A Gamemaster should keep in mind that the climate/environment codes give the **primary** area locations for the creatures. These are the types of areas in which the creatures are found to live and thrive on our world. Creatures will often be found outside these "primary" areas if the climate and environment are not too radically different.

CLIMATE CODES:

Equivalent Codes from Other Products

Code	Climate	MERP & RM From Herb Tables	CAMPAIGN LAW Temperature	Humidity/ Precipitation
h	Hot/Humid	hot and humid	hot	rainy, humid
n	Hot/Average	hot and humid	hot	temperate
a	Hot/Dry	arid	hot	rainy, humid
w	Warm/Humid	mild temperate	warm, temperate	rainy, humid
m	Warm/Average	mild temperate	warm, temperate	temperate
s	Warm/Dry	semi-arid	warm, temperate	dry, arid
k	Cool/Average	cool temperate	cool	temperate
t	Cool/Dry	cool temperate	cool	dry, arid
c	Cold/Dry	cold	cold	dry, arid
f	Frigid	severe cold, everlasting cold	cold	arid

ENVIRONMENT CODES:

Special Features:

- E = Enchanted/magical places
 K = Cross-over points between dimensions
 N = Near villages/towns/cities/castles
 V = Volcanic areas
 X = cavern complexes
 Y = battlefields/shipwrecks
 † = rural inhabited/cultivated areas
 @ = cave entrances/overhangs/lairs
 \$ = burial areas
 # = ruins

Water Sources:

- B = Breaks/wadis
 F = Freshwater coasts & banks
 G = Glacier/snowfield
 I = tropical Islet/reef/atoll
 L = Lake/river
 M = Marsh/swamp
 O = Ocean
 Q = oasis/isolated water sources
 S = Saltwater shores/shallows
 Z = Desert (perhaps scattered cactus & scrubs, no grass)

Terrain:

- A = Alpine/high altitude/mountainous
 R = Rough/Rugged/Rocky hills
 U = Underground (caverns, etc.)
 W = Waste/barren

Vegetation:

- C = Coniferous forest/taiga
 D = Deciduous/coniferous/mixed forest
 H = Heath/scrub/moor
 J = Jungle/rain forest
 P = Plains/grassland (often with scattered trees and scrubs)
 T = Tundra (Lichen/Mosses, Lichen/Grasses)

FREQUENCY CODES:

Code	Chance/Freq.	Mod.
1	Routine	(+30)
2	Easy	(+20)
3	Light	(+10)
4	Medium	(+0)
5	Hard	(-10)
6	Very Hard	(-20)
7	Extremely Hard	(-30)
8	Sheer Folly	(-50)
9	Absurd	(-70)

2.2 ANIMAL DESCRIPTIONS

2.21 HERBIVORES AND OTHER NORMALLY UNAGGRESSIVE ANIMALS

In this grouping of creatures we find passive plant eaters, of which the bovid family (sheep, deer, cattle, antelopes, goats) comprises the largest group.

ANTELOPE-LIKE ANIMALS

Small: (cf)-(OZ), DHP-2; 13-30" long.

Large: (cf)-(OZ), DHP-2; 4-8' long.

Antelope-like animals vary greatly in size and habitat. Similarities they share include hooves split into two toes and the four-chambered stomach. Other antelope-like animals include the bongo, eland, duiker, reedbuck, waterbuck, oribi, klipspringer, gazelle, and gerenuk, as well as many antelopes. The majority of these creatures feed on stems, twigs, and grass. The smallest of these animals are the royal antelope, no bigger than a large hare at between 13-16", the dik-dik, measuring in at 22", and the grysbok, averaging between 24-30". Most of the antelope-like animals have an average body size between 3' and 4'. The largest of these animals include the bongo, 5-8', the waterbuck, 6-7', and the roan antelope, 8-8.5'.

RODENTS

Small: (f)-(GO)-2; 4-11" long.

Large: (f)-(GO)-32; 12-30" long.

Rodents comprise the largest order of mammals, Rodentia, of which there are over 1500 species. Rodents include squirrels, prairie dogs, chipmunks, woodchucks, gophers, mice, beavers, rats, hamsters, lemmings, moles, muskrats, gerbils, porcupines, maras, pacas, and chinchillas. Most rodents feed on seeds, green vegetation, grain, roots, and insects. Some also eat other small mammals, bark, and insects. Some of the smaller rodents include the golden mouse, 3-3.5", the field mouse, 4.5-5.5", and the striped hamster, 2-4". The largest rodents include the crested porcupine, 28-33", the African cane rat, which can grow to 24", the capybara of South America, 3.5-4.5', and the beaver, 28"-4.5'.

SPECIFIC BEASTS

Armadillo: (f)-FLM, AR, DP-4; 29"-3.5' long, 1-4 young.

Armadillos are nocturnal digging animals which feed on ants, termites, worms, snakes and carrion. They are covered with tough plates which provide protection against their predators. Some can curl into a ball when threatened (result is AT-12 DB(-80)).

Anteater: (f)-FLM, AR, DJP-7; 6"-4' long, 1 young; against Tiny foes the tongue acts as a Grapple attack.

Anteaters have elongated snouts and no teeth. Their tongues are covered with a sticky solution allowing them to catch ants and other insects. The powerful foreclaws are used to break into ant and termite mounds.



HERBIVORES AND OTHER NORMALLY UNAGGRESSIVE ANIMALS

		-- MOVEMENT STATISTICS --			-- COMBAT STATISTICS --				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Antelope-like Animals												
Small	1B	110*	Dash/40	VF/FA	M/-	55E	3(40)	20SHo80/00STs20	5-500	-	-	Jumpy
Large	2C	130*	Dash/30	VF/FA	M/-	75F	3(30)	30MHo90/30MTs10	2-200	-	-	Timid
Rodents												
Small	0A	20	FSp/20	MD/MF	S/-	8A	1(30)	20TBi100/20SBi(6)	2-20	-	-	Timid
Large	1A	30	FSp/10	MD/MF	S/-	15B	1(20)	10SBi100/20TBi	2-20	-	-	Timid
Armadillo	1A	40	Spt/10	SL/SL	S/-	35D	12(30)*	20MC1100	1-2	-	-	Normal
Anteater	1B	50	Spt/20	SL/SL	S/-	40D	3(30)	30MC1100/10TGr *	1-2	-	-	Timid
Beaver **	2A	40	Run/20	MD/MD	S/-	40C	3(35)	40SBi100	1-5	-	-	Timid
Buffalo/Bull	4C	90	Dash/10	MF/MF	L/-	150G	4(10)	50MHo50/60LBa50/70LTsf	1-50	-	A	Aggr.
Deer	2B	130	Dash/30	VF/FA	M/-	70F	3(40)	20MHo90/20MTs10	2-20	-	-	Timid
Elk	4C	110	Dash/10	FA/MF	L/-	190G	3(35)	65LBa50/50LBa50/60LTs	4-40	-	-	Normal
Giraffe	2C	110	Dash/20	FA/MF	L/-	85F	3(30)	30LTs100	2-10	-	-	Timid
Koala	1B	30	Spt/30	SL/MD	S/-	35B	3(30)	20TC1100	1-5	-	-	Jumpy
Mole	0A	10*	Spt/0	VS/SL	T/-	20A	1(30)	10SC1100	1-2	-	-	Jumpy
Moose	3C	120	Dash/10	FA/MF	L/-	180G	4(20)	55LBa100/60LTs	1-2	-	A	Normal
Opossum	1A	20	Spt/10	SL/MD	T/-	10A	1(40)	0TBi100/10TCl/10TGr *	1-2	-	-	Timid
Pangolin	2B	40	Spt/0	SL/MD	S/-	45C	12(30)	20MC120/10TGr *	1-2	-	-	Normal
Platypus **	1B	40	Run/10	MD/MD	S/-	30B	3(20)	20SPi40/30SCi60/Poison	1-2	-	-	Timid
Rabbit/Hare	1A	100*	Dash/40	VF/FA	T/-	10D	1(50)	0TBi100/10SBa(6)	1-10	-	-	Jumpy
Sheep	2B	110	Dash/50	FA/FA	M/-	45E	3(40)	60MBa100/50MTs	1-10	-	-	Normal
Sloth	2B	20*	Run/30	VS/MD	S/-	35C	3(20)	40MC1100	1-2	-	-	Timid
Tapir/Pig	2A	90	FSp/20	MF/MF	M/-	70D	4(20)	30MBa100/40STs/40MC1	1-5	-	-	Jumpy
Wombat	2B	60*	FSp/30	MD/MF	M/-	60C	3(30)	40MC1100	1-5	-	-	Timid
Zebra	3C	110	Dash/30	FA/FA	L/-	120G	3(30)	40MCr50/30MBa50/30MTs	2-20	-	-	Normal

* - Special.

** - These animals can swim at approximately the same speed.

Note: Female deer, cattle, sheep, antelopes, etc. have smaller horns than males or do not have horns at all, and thus usually attack only with hooves or a Horn attack one size smaller than the one given.

Buffalo: (h)-(GIOZ),CDP-3; 6-11.5' long, 1 young.

Buffalos are easily recognized by their huge heads, tall shoulders (sometimes as high as 9'), and the shaggy fur that grows over the head, neck, and forelegs. Buffalo are primarily grazers, often traveling in huge numbers in search of food. Even though large, they display exceptional quickness. [Bulls, Water Buffalo, Yak, Bison.]

Deer: (f)-(GIOZ),(T)-2; 30"-6.5' body length, 1-3 young.

Deer are commonly found in almost every habitat. They are beautiful, slender, long-legged herbivores. The males of all species possess antlers which are shed annually. [Roebuck, Hart, Wapiti, Pudu.]

Giraffe: hnawms-(GIOQZ),HP-4; 9-13' long, 1 young.

Giraffes are famous for their long legs and amazingly long necks, sometimes 19' tall. Their distinctive coloration is a light to tan body covered in dark brown spots. They feed in the morning and early afternoon on the foliage, fruit, and buds of the acacia and thorn trees. [Okapi]

Koala: ms-FL,D-5; 23-33", 1 young.

Koalas are marsupials which spend most of their time in the trees. They eat only the leaves and shoots of the Eucalyptus. As with all marsupials, the young spend 5 to 6 months in the pouch.

Moles: (f)-(GIOQZ),DHP-7; 4-8" long, 2-7 young.

Moles live mostly underground, burrowing along in search of worms and soil-dwelling larvae. They have been known to dig as far as 66' in a single day. Their hands are well-adapted for digging and shoveling. Two species, the star-nosed mole and desman, have become excellent swimmers and feed mostly on crustaceans and water insects.

Moose: ktcf-FLMS,DPT-4; 8.5-9.5' long, 1 young.

Moose are the largest deer, being distinguished by their huge antlers, overhanging muzzle, and flap of skin hanging beneath the throat. Although large and weighty, they negotiate bogs and swift streams quickly and gracefully. They feed on woody plants in the winter and water plants in the summer. Moose are known for their vicious contests between rival males. [Caribou, Reindeer, Elk.]

Opossum: wmskt-FLMS,DH-4; 6.5-19" long, 1-18 young.

Opossums are rat-shaped marsupials with hairless tails and scruffy fur. They are agile climbers and use their tails extensively. Opossums feed on leaves, buds and seeds, shoots, and some insects.

Pangolin: hnawms-LM,CDP-7; 13-31", 1 young.

Pangolins are nocturnal ant and termite-eaters. The body type is similar to the giant anteater except that the pangolin is covered with large scales like those of a pinecone. They have no teeth, and like anteaters use their long sticky tongues to catch food.

Rabbit/Hare: (hf)-(GIO),(J)-2; 7-30" long, 1-7 young.

Rabbits and hares are small herbivorous mammals comprising 40 species. They possess extremely long ears, short tails, and well-developed hind limbs which help them excel at running and jumping. Some can attain speeds up to 35 mph. Rabbits feast on leaves, roots, berries, fruit, and twigs.

Sloth: hnawms-FLM,DJ-7; 19-25" long, 1 young.

Sloths are medium-sized ape-like mammals that have become so well-adapted to life in the trees that they have trouble moving on the ground. They possess long, curved claws which make them efficient, albeit slow, climbers. Sloths lazily munch on leaves, buds, twigs, and fruit.

Tapir: wm-M,J-5; 6.5-8" long, 1 young.

Tapirs are stocky animals with short legs and bristly hair. The snout and upper lip are elongated, forming a short trunk. Slightly resembling pigs, they are, in fact, more closely related to horses and rhinos, having four toes on the forefeet, and three on the hind feet. Tapirs feast on aquatic vegetation, and the leaves, buds, and shoots of low growing plants.

Wombat: wmskte-FLM,CDH-6; 27"-4' long, 1 young.

Found exclusively in Australia and Tasmania, wombats are strongly built marsupials, resembling a cross between a small bear and a badger. They dig extensive burrow systems with their powerful claws. Wombats are vegetarians.

Zebra: hnawms-LZ,HP-4; 6-8.5' long, 1 young.

Zebras are easily recognized by their light brown to black stripes. They are active during the day, feeding on grass, leaves and bark. Male zebras generally live alone, staking out their own territory.

2.22 RIDING AND DRAFT ANIMALS

The following are a sampling of traditional beasts of burden.

CAMELS, LLAMAS AND ALPACAS

Alpaca: acfkms-FQZ,AR,HPT-4; 4-5'; 1 calf.

Bactrian Camel (2-hump): acfkmsw-BQZ,AR,HP; 4; 8-10'; 1 calf.

Dromedary (1-hump): amns-BQZ,HP-4; 7-11'; 1 calf.

Llama: acfkms-QZ,AR,HPT; 4; 4.5-6'; 1 calf.

Camels and their relatives, alpacas and llamas, are the principal domesticated members of the camel family. These beasts are noted for their unique two-toe foot structure, with wide, padded soles adapted to travel on soft, sandy soils. Their long necks support relatively small heads, and their teeth are designed to cut and chew tough, often thorny vegetation. Each has a three-chambered stomach ideal for digesting their vegetarian diet.

The two camel species, dromedaries and bactrian camels, both have large back humps that store fat and provide a food and water reserve for times of famine or drought. Dromedaries can store and lose amounts of fat equal to over 25% of their body weight and, in order to replenish their reserves, have been known to consume over 26 gallons (100 liters) of water in 5-10 minutes. Thus, both types are ideally suited for slow, steady travel in rugged, remote reaches. The one-hump, short-haired dromedaries are masters of the hot, arid desert, while the two-humped bactrian is less specialized and works well in cold or hot regions. In winter or in cool regions, the bactrian grows a long coat, but in warm climes it sheds its hair to become virtually naked. Their great strength allows them to carry great loads, but they are generally slow animals (with the exception of the racing dromedary) and are loud, temperamental, dirty, and given to spitting.

Alpacas and llamas are smaller than camels and have no humps. Both are domesticated forms of the guanaco, beasts adapted to high altitudes and arid or semi-arid locales. Rugged, fast, and lively, they are good pack animals and produce fine fleece. Although they cannot support a full grown man like a camel can, alpacas and llamas are superb climbers and can bear goods up seemingly invincible grades.

DOGS (f)-(LO,UW,T)-5; 1-6' body, 1-22" tail; 2-11 pups.

Dogs are flesh-eating predators. Exceptionally adaptable, they were the first fully domesticated animals and wild and tame varieties can be found in nearly any locale. Most dogs have long muzzles, a long-legged, muscular body, a bushy tail, and large, erect, triangular ears. Specialized, domestic breeds have different characteristics, but pack and sled dogs tend to conform to the traditional type.

Dogs are swift, rugged, and capable of pursuing prey over great distances. They have an acute sense of smell, good eyes, and superb hearing. Social animals, most breeds work well in groups and hunt in packs. (See Carnivores for more on dogs, foxes, and wolves.)

HORSES, DONKEYS, AND MULES

Donkey: ackmstw-FQ,AR,HP-3; nocturnal in the wild; 5-7'; 1 offspring.

Mule: ckmstw-FQ,AR,HP-2; 6-7.5'; 1 young.

Mustang: ckmstw-FQ,AR,HP-3; 6-6.5'; 1 offspring.

Plow Horse: ckhmstw-FQ,HP-2; 7-8.5'; 1 young.

Pony: cfkmsw-FQS,AR,HP-4; 4-5'; 1-2 young.

Quarterhorse: hkmstw-F,P-7; 7-8'; 1-2 young.

Thoroughbred: hkmstw-F,P-6; 7-8.5'; 1 offspring.

Warhorse: hkmstw-F,HP-5; 7.5-8'; 1 offspring.

Horses, mules, and donkeys are generally domesticated herbivores, members of the same family that contains the zebra and the wild ass. Hoofed beasts, they are adapted to fast, fluid running. (Their hoof is actually an extended third toe.) They live in herds and migrate between grasslands, depending on changes in supply and weather.

Donkeys are domesticated asses and, like their wild kin, are wonderful climbers. Tough and ornery, they live and travel in loose-knit troops rather than herds. Donkeys are difficult to work with and prefer to be active in the dark hours. Many folk prefer to use mules, the offspring of a mare and a male ass, for they are larger than donkeys and more rugged than typical horses.

Domesticated horses come in many varieties. Ponies are exceptionally rugged and often shaggy-haired creatures, well-suited to difficult climes. Plow horses and warhorses are huge breeds which are adapted to heavy work and cavalry warfare, respectively. Bred for short sprints (e.g., ¼ mile), quarterhorses are light, delicate, and swift. All of them can be mixed breeds or pure breeds.

RIDING AND DRAFT ANIMALS

		—MOVEMENT STATISTICS—			-----COMBAT STATISTICS-----							
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	STATIONARY ATTACKS	CHARGING ATTACKS	Carrying Capacity	Riding Bonus	
Camels/Llamas/Alpacas												
Bactrian Camel	3C	50	Spt/10	SL/MD	L/—	140E	3(10)	40MBi100 *	30MBa100/40LTs◀	450 lb	-15	
Dromedary Camel												
Racer	4D	90	FSpt/20	MF/MF	L/—	130D	3(30)	30MBi100 *	40MBa100/40MTs◀	225 lb	0	
Draft	3C	60	Spt/10	MD/MD	L/—	110D	3(10)	40MBi100 *	30MBa100/50MTs◀	400 lb	-5	
Llama/Alpaca	3C	100	FSpt/30	MF/MF	M/—	60D	3(20)	20SBi100 *	20MBa100/40MTs◀	50 lb	0	
Dogs	3C	110	Dash/20	FA/FA	M/—	70E	3(30)	40MBi100 *	30SBa100/60MBi▶	50 lb	—	
Elephants	7E	120	Spt/10	FA/FA	H/LA	350H	12(20)	75HHo70/60LGr30/90MCr▶ *	75HBa100/75HTs◀	1000 lb	-10	
Horses/Donkeys/Mules												
Donkey	3C	60	FSpt/40	MD/MF	M/—	90E	3(40)	40SCr60/40SBi40 *	10MBa100/20STs◀	300 lb	-10	
Mule	4C	90	Dash/20	MF/FA	M/—	110F	3(30)	40MCr60/40MTs▶/30MBi40 *	30MBa100/40MTs◀	450 lb	-10	
Mustang	4D	100	Dash/40	FA/FA	L/—	120F	3(40)	40MCr80/30MTs▶/40SBi20 *	30MBa100/30MTs◀	250 lb	0	
Plow Horse	2B	80	FSpt/10	MF/MF	L/—	130E	3(10)	10MCr30/30LTs▶/10MBi70 *	20MBa100/30LTs◀	500 lb	+10	
Pony	2B	70	Dash/30	MD/MF	M/—	75E	3(40)	30SCr40/20MTs▶/20SBi60 *	10MBa100/20MTs◀	180 lb	+5	
Quarterhorse	3C	110	Dash/30	FA/FA	L/—	110E	3(30)	30MCr70/40MTs▶/30MBi30 *	30MBa100/40MTs◀	300 lb	0	
Thoroughbred	4D	120	Dash/20	VF/FA	L/—	100D	3(20)	20MCr60/30MTs▶/20MBi40 *	20MBa100/30MTs◀	200 lb	-5	
Warhorse, Lesser	5E	90	Dash/30	MF/FA	L/—	140F	3(30)	50MCr50/50MTs▶/40MBi50 *	40LBa100/50MTs◀	350 lb	+15	
Warhorse, Greater	6F	80	Dash/40	MF/VF	L/I	150G	3(40)	70MCr50/60LTs▶/60MBi50 *	50LBa100/60LTs◀	400 lb	+30	
Oxen/Water Buffalos	3C	60	FSpt/20	MD/MD	L/—	120D	3(20)	50MHo100/50LTs. *	40MBa100/50MTs◀	400 lb	0	
Reindeer/Caribou	2B	110	Dash/20	FA/FA	M/—	130E	3(15)	40MHo50/40MBa50/40LTs▶* 40MHo50/40MBa50/40LTs▶*	30MBa100/40MTs◀	350 lb	-10	

Note: Encounter stats are not given for these animals since they are usually domesticated when encountered. If encountered wild they have no treasure or bonus EP and their outlooks are generally "Normal".

* — The horse attacks given as "stationary" use rearing (Cr) and biting (Bi) for near stationary horses. A rider should be allowed to make a riding maneuver in order to be able to choose which attack his mount uses; biting and trampling allow the rider to attack also, rearing does not. Alternatively, horses charging a foe may attempt to knock down and trample that foe using the "charging" attacks given (once again the rider may attempt to have his mount perform this attack). The rider may also attack during a charge attack if a successful riding maneuver is made. For partially successful riding maneuvers, allow an attack with a percentage (from the maneuver table) of the normal OB.

Carrying Capacity: This is the amount that the animal can normally carry before incurring movement/maneuver penalties (i.e., its weight allowance in encumbrance terms).

Riding Bonus: A rider gets this bonus in addition to his riding bonus when maneuvering or fighting on this type of animal.

ELEPHANTS

African: hminstw-FQ,CDHP-6; 19.5-24.5' long, 9-13' high; 1 calf.

Indian: hminstw-FQ,CDHP-5; 18-21.5' long, 7-11' high; 1 calf.

The biggest typical land animals, elephants are huge herbivores and may weigh up to 13,000 lbs. They are not above consuming as much as 450 lbs of vegetation in a single day. Elephants fan themselves with their large ears, feed themselves with a long prehensile trunk (actually an elongated nose and upper lip), and walk on thick, pillarlike legs which end in flat, padded feet. They use their size, their trunk, and a pair of curved ivory tusks when in combat. Although they rest at midday and twice in the night, they are otherwise constantly active.

Elephants have poor eyesight, but otherwise their senses are excellent. Young males may operate alone or in small groups, but elephants are primarily social beasts and prefer to travel in herds led by an old female. All rely on leaves, shoots, grass, and fruit for their diet, feeding and drinking with their nimble trunks.

Indian elephants differ from the African variety by virtue of their smaller ears, gently humped back, and slightly smaller stature.



OXEN AND WATER BUFFALOES

Ox: (a) FLMQ,AR,CDHJP-2; 6.25-11.5'; 1-2 calves.

Water Buffalo: hminw-FLMQ,DJP-2; height 5-6', length 8.25-9.75' 1-2 calves.

Oxen and water buffaloes are both largely domesticated bovids. Like all bovids, they are horned herbivores with four-chambered stomachs and two-toed or "split" hooves.

The term "ox" is often used to refer to a castrated bull, but here it is used to refer to any bulky domesticated, draft bovid which spends its time on dry land: e.g., bulls, musk ox, African buffalo, bateng, yak, and gaur. In the wild, these creatures travel in herd groups of 5-100 and defend themselves by keeping the older, weaker, or younger beasts at the center of the herd and fleeing or forming a circle ringed by stronger males.

Water buffaloes are compact, bulky creatures who feed on rich grass and spend their off hours in the water or wallowing in mud. When submerged in water, they prefer to keep their entire body submerged, allowing only their muzzle to be seen. Their flattened, upward-curving horns are the largest found among bovids, but these beasts rarely use them in combat, for they are exceptionally timid and docile.

REINDEER (CARIBOU) cfkt-FG,CHT-1; 4-7.25'; 1-2 young.

Reindeer (or caribou) are large deer, the only species where both males and females grow horns. They vary in coloration, but all have large, heavily branched antlers. Herd animals, they travel in often huge, migratory groups that circulate between the tundra (in summer) and coniferous taiga forests (in colder periods). Lone adult males, however, are not uncommon.

Because of their preference for cold weather, their ability to ingest scrub and lichens, and their ability to negotiate rugged, snowbound terrain (they have wide two-toed hooves), reindeer are fine winter draft animals. No beast, save perhaps the dog, is so well suited to extremely cold climes.

2.23 FISH AND OTHER WATER CREATURES

Water takes up seven-tenths of the Earth's surface. The diversification found among creatures inhabiting our fresh and ocean water is truly astounding.

DOLPHINS/PORPOISES

Dolphin: (cf)-OS-4; 6-10' long; 1 young.

Killer Whale: (f)-OS-4; 23-32' long; 1 young.

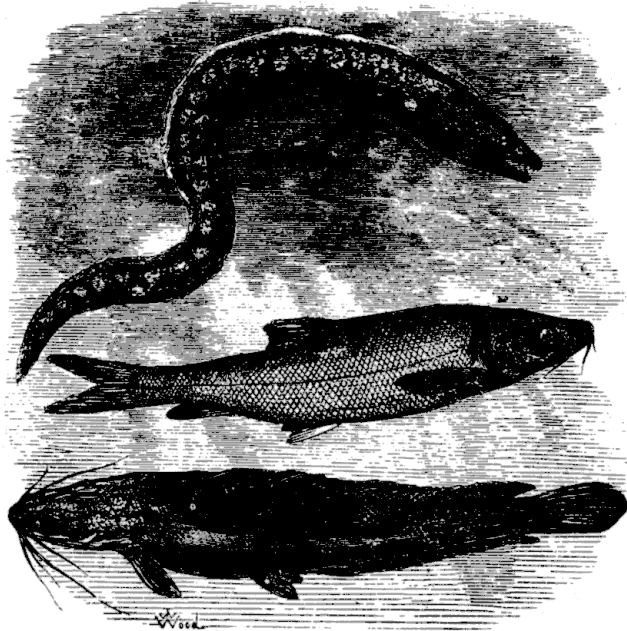
Porpoise: (f)-OS-4; 4-7.5' long; 1 young.

River Dolphin: (ktcf)-FL-4; 5-9' long; 1 young.

Dolphins and porpoises are mammals which are familiar inhabitants of the water. They are powerful swimmers, with streamlined bodies and prominent foreheads. Although most of the dolphins have beaks, porpoises are all beakless. River dolphins display the longest beaks. Another distinguishing characteristic is the number of teeth; while porpoises have 60-80, dolphins have 100 or more.

Dolphins are most commonly found in coastal waters. Their markings are variable but all possess a distinctive, long beak. Fast swimmers, they feed on fish, shrimp, mollusks, and crustaceans. Killer Whales are the largest species of dolphin, even though they don't possess the usual beak. With their 40-50 teeth they prey on fish, other whales, squid, and even birds. River Dolphins are recognized by their prominent foreheads and very long beaks. They feed on small fish and crustaceans.

Porpoises are small, beakless whales which range equally through coastal and deep oceanic waters. They feed on squid and fish.



FISH AND OTHER WATER CREATURES												
		-- MOVEMENT STATISTICS --			-----COMBAT STATISTICS-----				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Dolphins/Porpoises												
Dolphin	8F	80	FSpt/40	VF/FA	L/-	80E	1(40)	50MBa80/40MBi20	20-100	-	B	Normal
Killer Whale	9F	100	FSpt/25	VF/VF	H/LA	450H	8(20)	100LBa30/110HBi70/150HGr✓	1-5	-	F	Bellig.
Porpoise	7E	80	FSpt/35	VF/FA	L/-	85E	1(40)	60MBi100	2-20	-	A	Normal
River Dolphin	6E	80	FSpt/30	FA/FA	L/-	70E	1(40)	50MBi100	2-6	-	A	Timid
Eels												
Conger	4C	70	FSpt/30	FA/FA	L/-	65E	3(30)	70LBi100	1-2	-	C	Aggres.
Electric	2B	60	Spt/20	MF/FA	L/-	60E	3(20)*	80SBolt60/40MBi20/Both20 *	1-2	-	D	Aggres.
Freshwater	1A	40	Spt/20	MF/MF	S/-	20B	3(50)	20SBi100	1-2	-	-	Normal
Moray	3C	80	FSpt/40	FA/VF	M/-	50D	3(40)	60MBi100	1-2	-	B	Bellig.
Fish												
Small	0A	50	Spt/40	FA/FA	S/-	8A	1(50)	0TPi100/10SPi(6)	1-100	-	-	Passive
Medium	1B	70	Spt/30	FA/FA	M/-	20B	3(30)	30SPi100/40MPi(3)	1-20	-	-	Normal
Large	3C	90	Spt/20	FA/FA	L/-	35D	4(20)	50MPi100	1-5	-	-	Normal
Octopus/Squids												
Small	1A	40*	Run/30	MF/MF	S/-	20B	1(50)*	40SGr100/30TPi◀	1-2	-	-	Normal
Medium	3B	60*	Run/20	MF/MF	M/-	40D	1(30)*	60MGr100/40SPi◀	1-2	-	A	Normal
Large	6D	80*	Run/10	MD/MF	L/II	70E	1(30)*	80LGr100/60MPi◀	1-2	-	C	Normal
Rays												
Electric	3B	40	Run/10	SL/MD	L/-	50D	1(30)*	60SBolt60/50MBa20/Both20 *	1-2	-	C	Normal
Manta	3C	50	Run/20	MD/MD	M/-	40D	1(40)	40SBa100	1-10	-	-	Normal
Sawfish	4D	70	Spt/20	FA/MD	L/I	120F	1(30)	70LCi60/50MBa40	1-2	-	C	Normal
Sting	3C	60	Run/20	MD/FA	M/-	45D	1(40)	80HBa50/90HBi50/70HGr✓	1-2	-	C	Normal
Sharks												
Small	2B	80	FSpt/30	FA/VF	M/-	90E	4(40)	60MBi100	1-20	-	A	Aggres.
Large	5E	100	FSpt/20	FA/FA	L/-	180F	4(20)	100LBi100	1-10	-	C	Bellig.
Whales												
Baleen	10G	100	Spt/10	MF/MF	H/SL	700H	8(50)	80HGr50/75HBa50	2-10	-	F	Passive
Beaked	6E	90	Spt/20	MF/MF	H/LA	400G	8(40)	85HPi75/60LBa25	6-10	-	E	Timid
Narwhal	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	80HHo60/60LBi20/50LBa20	2-10	-	E	Normal
Toothed (Small)	7E	90	Spt/30	MF/FA	L/LA	300F	8(50)	75LBi75/60LBa25	2-10	-	D	Timid
Toothed (Large)	9F	110	Spt/20	MF/MF	H/SL	550H	8(40)	80HBa50/90HBi50/70HGr✓	2-20	-	F	Normal
Jellyfish	0A	5	Walk/0	IN/IN	T/-	2	1(30)	Touch gives 1-10 hits	1-100	-	-	Passive
Lamprey	1A	30	Run/0	SL/SL	S/-	15D	3(20)	50SGr100/Special✓ *	1-5	-	-	Aggres.
Piranha	0A	70	FSpt/30	VF/VF	S/-	10B	1(40)	30TPi100/40SPi(6)/70MPi(20)	1-100	-	-	Aggres.
Port. Man-o-war	3B	20	Run/0	VS/SL	L/I	40C	1(10)	50LGr100/Poison◀/Special *	1-5	-	A	Passive
Sword/Sailfish	4C	150	Dash/20	VF/FA	L/-	95F	1(30)	90LHo70/50MBa30	1-2	-	C	Normal
Sea Anemone	0A	-	-/10	-/MF	T/-	5A	1(30)	30TGr100/Poison✓/100TGr✓	1-20	-	-	Passive
Starfish	1A	5	Run/0	IN/SL	T--	8A	8(30)	40TGr100/30TPi✓/Special *	1-20	-	-	Passive
Viperfish	1A	40	FSpt/20	FA/FA	S/-	12B	1(40)	40SHo100	1-10	-	-	Aggres.

* - Special.

Note: The statistics above are for activities in water.

EELS

Conger: (cf)-S-5; 9' long; produce eggs.

Electric: (ktcf)-FL-5; 8' long; produce eggs; its "SBolt" attack can occur when it is struck, when it strikes, or it can discharge, affecting all in a 5'R (usable once every minute).

Freshwater: (f)-FLM-2; 19"-40" long; produce eggs.

Moray: (cf)-S-5; 4.5' long; produce eggs.

Eels belong to the order Anguilliformes, in which there are approximately 600 species. All eels have elongated bodies with dorsal and anal fins usually running the entire length.

Conger Eels are usually found in shallow coastal waters. They have dorsal and anal fins running their entire length. Congers feast on fish, crustaceans, and even octopuses. Moray eels normally inhabit rocky shores. They possess very large mouths and sharp teeth. Morays prey on fish and squid.

Eels classified as "freshwater" eels spawn and die in salt-water, but grow and live in freshwater estuaries and rivers. They feed on insects, crustaceans and fish. Electric Eels also live in freshwater but even though they have long, slender bodies they are not true eels. Usually found in streams and pools, they prey on smaller fish and bottom-living invertebrates. These eels stun their food by releasing high voltage charges from special muscles.

FISH

Small: (-)-FLMOS-1; 1-11" long.

Medium: (-)-FLMOS-1; 12"-3' long.

Large: (-)-FLMOS-1; 3'-50' long.

Fish comprise over 20,000 species and are commonly found in all waters. Because of this huge number, the variety in size, coloration, feeding patterns, and reproduction is overwhelming. Most are not dangerous to human-sized creatures, but in large numbers or special circumstances they could be a hazard. [Barracuda, Gar, Pike, Monkfish, Tigerfish, Catfish.]

OCTOPUSES/SQUIDS

Small: (-)-OS-3; 6-24" body; 12-48" tentacles; "ink" cloud, obscures vision in radius 4x body size.

Medium: (-)-OS-5; 2'-5' body; 4'-12' tentacles; "ink" cloud.

Large: (Squids only); (-)-OS-7; 8'-30' body; 9'-30' tentacles; "ink" cloud.

Octopuses and squid are both invertebrates in the class Cephalopoda. They have captured the imagination of mariners since man has sailed the oceans. Hunting primarily in shallow seas, the octopus lurks unseen until a fish or crustacean passes, then shoots out a tentacle, capturing its victim on one of the sucking disks. It moves along with a gliding/pulling action. Contrary to legend, octopuses rarely grow larger than approx. 17' (including tentacles).

Squid capture their prey on the suckered tips of two long tentacles, then haul it to the mouth region where it is held fast by smaller tentacles. Squid are fast swimmers, forcing water through an adjustable nozzle in a type of jet propulsion. Squid vary greatly in size, ranging from 18" to the giant squid of up to almost 60' in length. The body size for Small and Medium squid is double that given above. The base speed for a squid is 1.5x that given in the table and its Max Pace is "FSpt". [Kraken]

RAYS

Electric: (f)-OS-5; 6' long.

Manta: (f)-OS-5; 17' long, 22' wide.

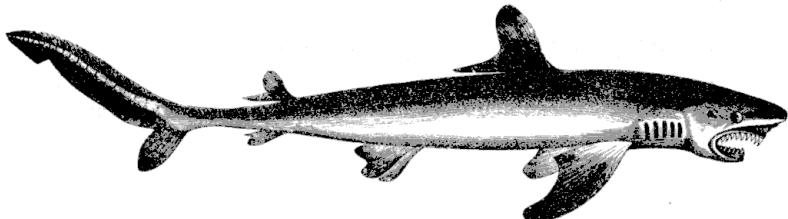
Sawfish: (ktcf)-OS-5; 25' long.

Stingray: (f)-OS-5; 5' wide; tail can inject 2nd lvl nerve poison (variability B).

Rays' strange appearance has made them much feared through the ages. A flapping motion of their pectoral fins gives them the illusion of "flying" through the water. The Manta Ray, or Atlantic Manta, is the largest ray. Mantas feed on plankton, but also eat fish and crustaceans. Stingrays are commonly found in shallow coastal waters. A sharp spine at the base of the tail secretes venom that can be fatal, even to humans. Most of their time is spent buried on the seabed, waiting to pounce on mollusks, crustaceans, and fish.

Electric Rays, or Torpedo Rays, are capable of delivering shocks up to 220 volts, enough to kill its prey or stun a man. These charges are produced by specialized muscles. Electric Rays first envelop their meal in the pectoral fins, then turn on the juice. Common to all rays is the flat, disk-like body and large pectoral fins tapering into the long, thin tail. For SBolt effects see electric eel above.

Sawfish are recognised by the long snout, which sports 24-32 large teeth on either side. The body type closely resembles that of the shark; uncommonly large pectorals, however, groups them with the rays. Their "saws" are used to probe the ocean bed for small invertebrates.



SHARKS

Small: (-)-OS-3; 4"-4' long.

Large: (-)-OS-4; 4'-60' long.

Sharks are fairly common to all the waters of the world. Because of their feeding pattern (they swim with their mouths open and separate the plankton and small fish from the intruding liquid), they spend much of their time in surface waters. A few characteristics are shared by all sharks. First, their skeletons are made of cartilage, not bone. They also possess two dorsal fins, one anal fin, and five or six gill slits. Smaller sharks are found under the order Squaliformes, which includes the dwarf shark (9") and the common saw shark (4'). The larger sharks include the white (20'), the basking shark (34'), and the whale shark (60').

WHALES

Baleen: (-)-OS-5; 25-105' long.

Beaked: (-)-OS-5; 16-39' long.

Narwhal: cf-OS-8; 13-20' long; tusk/horn up to 9'.

Toothed, small: (-)-OS-5; 8-20' long.

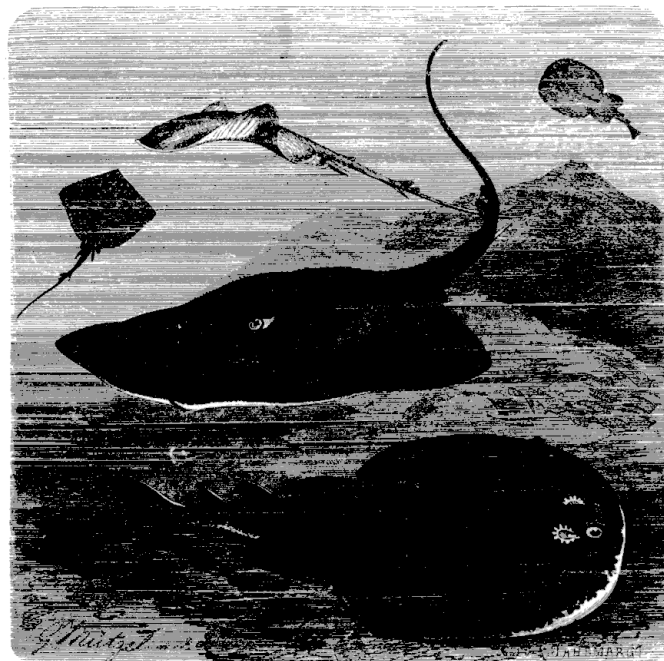
Toothed, large: (-)-OS-5; 20-66' long.

Whales are ocean dwelling mammals which have been admired and hunted for hundreds of years. Some are the largest existing creatures; fully grasping their size is nearly impossible.

Baleen whales are those that feed with their baleen, which consists of rows of plates suspended from the upper jaw. Fish and plankton are caught on the plates, while the water is expelled from the sides of the mouth. The tongue then transfers the food to the back of the mouth so it can be swallowed. Baleen whales include the blue whale (the largest mammal at 105 ft. long and weighing 160 tons), the humpback (48-62 ft.), and the minke (26-33 ft.).

Beaked whales comprise 18 species, all of which have slender bodies, long snouts, and generally only one or two pairs of teeth. They feed on fish, squid, and crustaceans.

Toothed whales are those which aren't baleen or beaked. Of these, the sperm whale is the most familiar. Their common characteristics are the square forehead and the spermaceti organ (above the jaw), which is used in controlling buoyancy. Toothed whales usually have 12 or more pairs of teeth in the lower jaw. They feed on fish, squid, and crabs. Narwhals are well known for their long spiral tusk, which is actually the upper-left incisor. Narwhals feed on fish, shrimp, crabs, and squid.



SPECIFIC BEASTS

Jellyfish: (-)-OS-2; 6"-8" in diameter, tentacles 12"-275' long; the number of hits given each round may vary with size.

Jellyfish are recognized by a floating "body" — actually a gelatinous, gas-filled bag — and stinging tentacles hanging deep into the water. With these, jellyfish dispatch their food and move it to the digestive canal. Jellyfish prey on all types of fish that swim into contact with the dangerous tentacles. [Sea Wasp, Sea Nettle, Sea Blubber]

Lamprey: kicf-OS-4; 35" long; if the SGr attack gets a critical, it is attached and will drain 1-10 hits/rnd.

Lamprey are long, eel-like blood-sucking parasites. They first attach themselves firmly to the host. Then a secretion from the sucker's mouth prevents the fish's blood from clotting, allowing the lamprey to feast at will. Victims will usually die from loss of blood. Lampreys have also been found in inland lakes. When torn from its prey an 'A' slash crit is taken. Fire or electricity may (maneuver roll) cause the lamprey to release its prey. [Leech, Hagfish]

Piranha: hna-FL-4; 12" long.

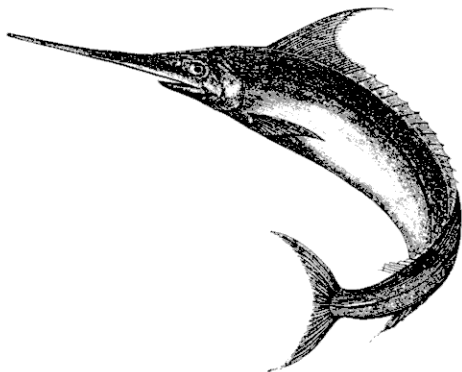
Piranha are not overly large, but their vast schools form formidable hunting groups. They are known for their razor-like teeth and powerful jaws. Piranhas feed primarily on fish, but if they encounter a wounded animal in the water they will consume it in an amazingly short time.

Portuguese Man-of-War: (-)-OS-6; 8' diameter, 275' long tentacles; tentacles inject a 3rd level muscle poison (variability C); its special attack is digestion if trapped and paralyzed.

Portuguese Men-of-War are actually complex groupings of jellyfish. They are known for their huge gasbag, which catches the wind and provides additional propulsion, and their extremely long and dangerous tentacles. Men-of-War are colonies of different animals, each performing a specific function. Some catch the food, some paralyze it, some eat and digest it, and some propel the entire colony. Fish as large as 15' long have been seen in the tentacles of men-of-war.

Swordfish/Sailfish: (-)-OS-7; 12-16' long.

Swordfish and sailfish are closely related members of the order Perciformes. A long sail-like dorsal fin is the most recognizable characteristic of the sailfish. Swordfish are famous for their long, flattened and pointed snouts, their lengthy swords. The dorsal fin is sickle-shaped and placed farther back from the head. Both are fast, solitary swimmers that prey on fish and squid. Both also make winter migrations to warmer waters. [Marlin]



Sea Anemone: (-)-OS-2; 12" tall; injects 1st level muscle poison (Variability B).

Sea Anemones are coelenterates, like jellyfish, which attach themselves to rocks or the ocean bottom. They paralyze their prey with stinging cells at the ends of their tentacles. Food is then transferred to the partitioned digestive cavity within the muscular body. They feed on small fish and other life forms found along the ocean floor.

Starfish: (-)-OS-4; 6-12" diameter; 10% have poison barbs on top, 2nd level nerve poison (variability B).

Starfish, or sea stars, are coral-eating animals that look like their name. They slowly crawl across the bottom, consuming the tiny coral inhabitants along the way.

Viperfish: (-)-OS-4; 11" long.

Viperfish are deep sea fish famous for their long fang-like teeth. The body is long and narrow, the dorsal fin having an elongated ray which holds a light organ used to attract prey in the darkness. Viperfish feed on smaller fish.

2.24 INSECTS, ARACHNIDS, AND CRUSTACEANS

Insects, arachnids, and crustaceans are all classes of arthropods, multi-segmented, cold-blooded invertebrates encased in an external skeleton.

Of these and, in fact, all creatures, *Insects* form the largest class. They are distinguished by a number of features: a head bearing a pair of antennae; three pairs of mouthparts; a three-part thorax, and an abdomen. Each unit of the thorax contains a pair of legs (six legs in all), and the last two thorax units often sport a pair of wings. The legless abdomen serves other functions, such as housing sensory organs, glands, and stingers.

Arachnids are almost entirely land animals and have but two body segments. The forward area combines the head and thorax and bears twelve appendages, four pairs of legs, a pair of small "feeding" chelicerae, and a pair of leg-like pedipalps (some of which end in pinchers). The rear area of these aggressive predators holds no appendages.

Primarily aquatic creatures, *crustaceans* are well designed for marine life. They have three segments: a head, a thorax, and an abdomen. The head contains feathery gills and three to six pairs of feeding appendages, while eight walking legs protrude from the thorax.

ANTS

Queen: (f)-(GLO,A,T)-4; normally dormant or producing eggs in nest; wings permit flight; .1-3".

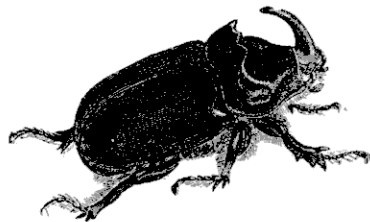
Soldiers: (f)-(GLO,A,T)-1; programmed to defend nest until they die; abnormally large head contains huge jaws; abdomen contains a retractable stinger which injects a mild lvl 1 poison (variability C); .05-1".

Workers: (f)-(GLO,A,T)-2; routine confined to nest-building or defense; .05-1".

Ants adhere to a complex social organization based on a nest or colony which contains a single relatively huge, egg-laying queen and thousands of specialized servants. Small males and mostly sterile females compose the queen's mates, workers, and in some species soldiers. Using chemical deposits secreted from glands in the abdomen, ants can communicate with one another and act in relative unison. These same glands produce stronger toxins for use in personal combat. Exceptionally strong jaws complete their formidable arsenal, and these pincher-like mandibles are made all the more deadly by virtue of the ant's incredible strength. All varieties are capable of lifting loads equal to many times their own body weight. The varied ant diet includes plant and animal matter, for food-gathering and nest-building both require considerable effort.

BEETLES (f)-(O)-2; .05-6".

Beetles are insects which vary considerably in size and habits. Found on land or in freshwater, beetle varieties include predators, scavengers, and herbivores. All have protective non-aerodynamic forewings which fold back to form a horny sheath atop thorax and abdomen. This pair serves as a sort of armor that completely covers their functional hind wings.



SPIDERS

Poisonous: ahkmnsw-BMQZ,R,DJP-3; .5-5"; bite accompanied by 1st level reduction poison (variability A);

Non-poisonous: ahkmnsw-V,BFLMQZ,R,CDHJP-5; .1-10".

Spiders are eight-legged invertebrates, arachnids which are related to scorpions and mites. They are carnivorous hunters noted for their pincher-like jaws, groupings of eight primitive eyes, and glands which produce silky web-spinning proteins.

Spiders use their webs as both nests and traps. They spin remarkably strong, interwoven lines across shady defiles, creating a sticky web in a matter of hours, or even minutes. Movements in these sensitive devices are keyed to vibration receptors in the spider's legs, allowing the spider to distinguish between wind vibrations and the presence of prey. Once alerted, the spider will move on the trapped victim, using its powerful jaws to finish the poor sot.

There are a number of variations on the web trap. One variety uses tempting "fishing lines," dangling threads with ending with lure and covered with an extremely thick fluid. Others build silk-lined pit traps or actually resort to tossing small snare-webs at passing victims.

Feasting often involves the injection of a solvent fluid which combines with the victim's innards to produce a jelly-like meal. The spider then sucks the food out of the lifeless body. Poisonous spiders immobilize their foes with sprays or injections of toxic venom.



CRABS AND LOBSTERS

Crabs: (f)-OS-2; aquatic and amphibian varieties, most of the latter nocturnal; land-dwelling burrowers employ hibernation vs. the cold; .1-7" diameter (stretched).

Lobsters: (f)-O-4; aquatic; regenerate lost appendages or shell casing; .5-2.5"; 1-38 lbs.; 10,000-75,000 eggs.

Crabs and lobsters are related crustaceans, both known for their aggressive, predatory manner, relatively large size, and huge pincher claws. These creatures are remarkably unintelligent but efficient killing machines which will gorge until they molt. Molting occurs 3-5 times during their long lives (lobsters can live to age 60) and involves the complete shedding of their shell and outer skin. After holing up and growing a new covering over a 2-5 week period, they emerge anew, often 15-25% larger.

Lobsters and crabs share many of the same structures. They have long antennae which contain no pain-receiving nerves and, although very sensitive to food or danger, are designed to ignore damage. These beasts listen with their legs, taste with their feet, chew with their stomachs, and propel themselves backwards when swimming. Both have shell armor that covers their fused head and thorax, and each sports a pair of pinchers. The slightly larger pincher is used to capture and crush prey, while the smaller claw has a sawtooth cutter and is generally a defensive weapon. Their claws immobilize a foe, allowing their side-chewing mandibles to tear it apart and deliver the pieces to the other four pairs of mouth parts. Food is "chewed" after delivery to the stomach.

Crabs differ from lobsters in a number of ways, notably in terms of lifestyle. Both are burrowers who dig holes or live in nooks or caves, but the ultra-adaptable and numerous crab varieties are not confined to aquatic liv-

ing. Many types live in extremely shallow water, on tidal flats, or in the sands above the high water mark. Although all live and feed near the sea, some rarely venture in.

Because crabs are often amphibious, they must be mobile on land and therefore have stronger legs and smaller pinchers. (All but the sea-dwelling Soldier Crab walk sideways.) On the other hand, lobsters are exclusively aquatic and prefer deep water. This allows them to grow disproportionately huge claws (as much as 60% of their body weight), for their water buoyancy aids in their mobility.

FLEAS (f)-(GO,T)-7; aquatic and land varieties; can leap distance = 100-300x its length; .05-.1".

Fleas are parasitic insects, which feed on the blood of warm-blooded hosts (mammals and birds). Their mouth parts combine to form a syringe which pierces the host's skin. While sucking blood, they may deposit any one of the numerous disease organisms they carry (e.g., the bubonic plague) into the host's wound. Wingless, they move by leaping in a tumbling, cartwheel-like manner which allows them to jump distances equal to 100 to 300 times their own body length. Their elongated rear legs provide the spring, while the shorter center and forward pairs are held up over and out from their body (respectively) to break the fall. In this way they can land in any position, even on their backs, before attacking. Fleas spot their targets by using movement-sensitive and heat-sensitive sensor hairs on the backs of their abdomens.

SCORPIONS ahmns-V,BFQZ,R,CDHJP-5; nocturnal predators; stinger attack injects a 3rd level respiratory poison (variability D); .5-7.5".

Scorpions are secretive, nocturnal arachnids whose forward appendages are tipped with large pinchers, and whose long rear segment ends in a large, bulbous stinger. Carnivorous hunters, they feed on various invertebrates, particularly insects, during the mild hours of the warm night. During the day or when faced with a larger foe, they retreat into burrows or beneath rocks. They use their potent, venomous stinger only when hunting or forced into a "corner." Stronger scorpion poisons can fell a dog in seven minutes or kill a man in under seven hours.

TICKS amnhkstw-FM,AR,CDHJP-5; external parasites; bite often accompanied by delivery of disease organism; .05-.75".

Ticks are small, parasitic arachnids, related to mites. Slow-moving, they nonetheless present a danger to their foes. These beasts are well-armored, with a tough, flexible outer shell-skin. Their pedipalps bear dangerous pinchers, smaller than those of scorpions, but larger than those of spiders. They are exceptional climbers. Like fleas (which are insects), ticks prey upon warm-blooded hosts. When attacking, they wait in trees or on upright plants, drop onto the host, affix themselves to the host's skin, burrow a shallow hole, and gorge themselves using a syringe-like sucking mechanism. They can consume quantities of blood equal to many times their own body-weight by storing it in their expandable abdomen.

SPECIFIC INSECTS

The Praying Mantis: mnhtsw-F,CDHJP; 5; .5-5".

Praying Mantids are carnivorous insects closely related to cockroaches. They have long antennae, cigar-shaped bodies, and tough, leathery forewings which sweep back to shield their functional hindwings. Extremely agile, they can strike or take flight with alarming quickness. Generally, however, they use their brown or green coloration as camouflage, and hide in grass or other foliage until their invertebrate prey happens along. Then they capture their foe with their large, spiny front legs. A mantis consumes 3-5 times its weight each day.

INSECTS, ARACHNIDS, AND CRUSTACEANS

		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Ants *	0A	1	Spt/10	IN/VF	T/-	1	11(30)	0TPi(100)/OSSt(30)/Special *	20-2000	-	-	Normal
Beetles *	0A	1	Spt/10	IN/VF	T/-	1	12(30)	0TPi(50)/Special *	1-100	-	-	Normal
Crabs & Lobsters *	0A	10	Run/10	VS/SL	T/-	8A	12(30)	0TPi100/20SPi(6)	1-10	-	-	Aggress.
Fleas	0A	5	Special	CR/VS	T/-	1	11(30)	0SSt(12)/Special *	1-100	-	-	Passive
Praying Mantis (fly)	0A	5*	Run/10	CR/BF	T/-	1	11(30)*	0TGr(6)/0TBi/0TPi/	1-2	-	-	Aggres.
Scorpions	0A	2	Spt/10	IN/VF	T/-	1	12(30)	0TPi50/10SSt50/Poison ◀	1-2	-	-	Aggres.
Spiders, Poisonous	0A	1	Spt/10	IN/VF	T/-	1	1(10)	0TPi(50)/OSSt/Poison ◀ *	1-2	-	-	Normal
Non-Poisonous	0A	1	Spt/10	IN/VF	T/-	1	1(10)	0TPi(6)/20TPi(12) *	1-5	-	-	Normal
Ticks	0A	1	Special	CR/VS	T/-	1	12(30)	0TPi(100)/OSSt(12)/Special *	1-100	-	-	Passive

* - Special.

2.25 REPTILES AND AMPHIBIANS

Reptiles and amphibians are cold-blooded vertebrate creatures whose body temperature is regulated by external heat sources. As such, they prefer warm or outright tropical climates, especially if they are nocturnal or spend a great deal of time in water. Some use special stances, sprawl out on rocks, or orient themselves toward the sun in order to increase their heat intake. Unless warm, they are relatively sluggish or inactive, and most spend a great portion of their time at rest or in a quasi-dormant state. Of course their lower levels of activity require less food.

Despite being their ancestral group, amphibians markedly differ from reptiles, the latter being their descendants. While reptiles can attain rather large size and exist in virtually any warm or moderate ecosystem, amphibians tend to be very small and must stay moist. Even desert-dwelling amphibians have at least a puddle to play in, and many varieties possess gills in addition to, or in lieu of, lungs. This reliance on water also dictates a reliance on water temperature. Reptiles have scaly hides, while amphibians generally have thinner, smoother skin.

ALLIGATORS AND CROCODILES

Alligator: hmnw-LMF,HJ-2; basically aquatic; 8-18"; 28 to 52 eggs.

Crocodile: hmnw-LMF,HJ-2; essentially aquatic, it uses its grappling bite to drown foes as it rips them apart; 5-19.5"; 25-90 eggs.

Alligators and crocodiles — and their relatives the smaller, more gracile gavials and caimans — are the largest and deadliest of reptiles. Adapted for water, they are aggressive, carnivorous beasts and avid swimmers and divers. All groups have long muscular tails, bodies, and snouts and possess big, well-anchored conical teeth. Great forward teeth allow them to grapple their prey, while nose and throat flaps permit them to fight under water without fear of drowning. Their thick, horny hides have bony back plates which act like body armor and cover the only part of the creature which is commonly above the water level. While on land, they are more vulnerable, stuck with short, stout legs and a small stride. Nonetheless, they can be quick over short distances and are very fierce when defending their nest piles.

Males and females are virtually indistinguishable (except to each other), although the former tend to be larger. Crocodiles differ from alligators by virtue of their always exposed front teeth. Alligators have sockets in the upper jaw which hide their cruel canines.



REPTILES AND AMPHIBIANS													
		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----					-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS		# Enc.	Treasure	Bonus EP	Outlook (IQ)
Alligators/Crocodiles/Caimans													
Small, water	1A	40	Run/20	MD/MD	M/-	85D	7(20)	50MBi100/30SGr✓/Special *		1-10	-	-	Aggres.
, land	1A	20	Run/0	VS/MD	M/-	85D	7(0)	30SBi50/30SBa50/50MBi✓		1-10	-	-	Aggres.
Large, water	3C	50	Run/10	MD/MD	L/-	120E	7(10)	80LBi100/80MGr✓/Special *		1-10	-	B	Aggres.
, land	3C	30	Run/0	VS/SL	L/-	120E	7(0)	40MBi30/60MBa40/80LBi✓		1-10	-	A	Aggres.
Frogs													
Frog (swims)	0A	10*	Run/20	SL/FA	T/-	8A	3(30)	0TBa20/0TGr80/20TGr✓		1-10	-	-	Timid
Toad	0A	10	Run/10	SL/FA	T/-	8A	3(40)	0TBa30/0TGr70/10TGr✓		1-10	-	-	Normal
Tree Frog (climbs)	0A	10*	Run/10	SL/FA	T/-	8A	3(40)	0TBa30/0TGr70/10TGr✓		1-10	-	-	Normal
Lizards													
Small	0A	10	Dash/10	VF/FA	T/-	8A	3(60)	0TBi60/0TCi40/20SBi(6)		1-10	-	-	Normal
Large	1B	20	FSpt/0	MD/MD	S/-	20C	3(50)	10SBi50/20SCi30/Both20		1-10	-	-	Normal
Salamanders/Newts	0A	10	Run/10	SL/MD	T/-	5A	4(30)	10TBi100		1-5	-	-	Timid
Snakes													
Boa/Python	3C	30	Run/0	VS/MD	L/I	85F	3(0)	70MBi30/60MGr70/90LGr✓		1-2	-	C	Aggres.
Cobra	2B	40	Spt/20	SL/VF	S/-	20B	1(40)	30SSi100/Poison◀/Special *		1-2	-	B	Aggres.
Non-Poisonous	0A	40	Spt/10	SL/VF	S/-	20B	1(40)	20TBi100/0SBi(6)		1-5	-	-	Normal
Pit Viper	2A	40	Spt/20	SL/BF	S/-	20B	1(40)	40SSi100/Poison◀		1-2	-	A	Aggres.
Sea Snakes (water)	1A	30	Run/10	SL/FA	S/-	10B	1(40)	30TSi100/Poison◀		1-2	-	B	Normal
Viper	1B	40	Spt/10	SL/VF	S/-	15B	1(30)	20SSi100/Poison◀		1-2	-	A	Normal
Tortoises/Land Turtles													
Small	0A	5	Run/0	CR/VS	S/-	20B	12(30)*	10TPi100		1-2	-	-	Passive
Large	1B	10	Run/0	CR/VS	M/-	50D	12(20)*	20SPi100		1-2	-	-	Passive
Turtles, Aquatic & Land													
Small, water	0A	30	Run/10	SL/SL	S/-	30B	12(20)*	20SPi90/30TBa10		1-2	-	-	Passive
, land	0A	5	Run/0	CR/SL	S/-	30B	12(20)*	0SBi100		1-2	-	-	Passive
Large, water	2B	40	Run/10	MD/MD	M/-	90E	12(0)*	50MPi70/60SBa30		1-2	-	-	Passive
, land	3C	10	Run/0	CR/SL	M/-	90E	12(0)*	20MBi100		1-2	-	-	Passive
Chameleon	0A	10	Spt/10	FA/VF	T/-	8A	3(50)*	0TGr100/10TBi✓/20TGr✓		1-10	-	-	Normal
Gila Monster	1A	15	Run/0	SL/MD	S/-	25C	3(30)	00SCi30/10SBi70/Poison		1-2	-	-	Normal
Komodo Dragon	5E	50*	Spt/10	MD/FA	L/II	110F	7(30)	60LBi50/60MBa50/90LCL✓		1-2	-	D	Aggres.
Nile Monitor	3C	60*	Spt/20	MD/VF	M/-	70E	7(20)	40SBi60/30MBa40/70MCL✓		1-5	-	-	Agress.
* - Special.													

FROGS AND TOADS

Frog: ahkmnstw-FILMQ,R,DHJP-3; 1-8"; 2-20,000 waterborn eggs.

Toad: hkmnstw-FM,CDJP-3; .75-10"; 75% have back glands secrete a mild lvl I respiratory poison (variability C); 2,000-40,000 waterborn eggs.

Tree Frog: hkmnw-F,DJ-4; .5-4"; generally arboreal and nocturnal; 5% (e.g., the Golden Arrow-poison Frog) have back glands which contain a 6th lvl nerve or respiratory poison (variability C); 5-1000 tree or waterborn eggs.

The terms "frog" and "toad" are now used interchangeably, although the latter is used here (as originally) to denote beasts who spend most or all of their time on dry land. Both are related amphibians, but toads are more compact than frogs and tend to walk on short legs, rather than hop. Instead of having smooth, moist skin like frogs, they have dry warty hides that contain poison glands on the back. The Toad diet includes insects, birds, and small rodents, but these creatures will eat virtually any meat they can swallow.

Frogs spend their time in or near fresh water and have long legs which permit them to leap considerable distances. Few have poison glands, but those that do possess some of the world's most deadly banes. Most are nocturnal hunters who prey on insects, arachnids, or small crustaceans and retreat to water when endangered.

Tree Frogs are the most specialized of frogs and spend most of their lives outside but near the water. They have sticky pads on their toes which allow them to climb nearly any surface. Their quick spring and darting tongues (i.e., a "Gr" attack) make them excellent insect hunters.

LIZARDS

Small: ahmnsnw-(G,A,T)-2; 3-12"; .05-2 lbs.; 1-40 eggs, some produce live young.

Large: ahmsw-(BG,A,T)-5; 1-10"; 2 lbs.-3000 lbs.; 10-40 eggs, some produce live young.

Lizards and snakes are related species of slender, scaly reptiles with long tails. Unlike snakes, however, lizards possess limbs, some sporting rib-supported wings which permit gliding flight (see Birds and Other Flying/Gliding Animals). Like snakes, they can be burrowers, climbers, runners, or swimmers.

Lizards have tough, scaly, virtually waterproof surfaces which act as body armor and resist the dangers of physical and chemical attack. Those in harsh climes bear live young, while most others lay fast-hatching eggs. Females of these varieties lay tough, rubbery eggs and guard or warm the clutch while resting.

Generally, lizards are carnivorous. They rely on their quickness when striking, some dashing on their two hind limbs. Their hunting and hiding tools vary, and may include gripping tails and feet, color-variable skin, or darting, prehensile tongues.

SALAMANDERS AND NEWTS ahkmnstw-BFLM,RU,CDHJP-4; most aquatic or near water; some (e.g., the Fire Salamander) secrete a mild lvl I respiratory poison (variability B) all along their skin surface; 2-29"; 10-500 eggs.

Salamanders and newts are land- or water-based amphibians who commonly hunt invertebrates. Long, quick, and well muscled, they have good eyesight, smooth and moist skin, and large, narrow tails which are suited for swimming. Some burrow or live in hollows under rocks and logs, but most wile away their hours in the water.

SNAKES

Boa/Python: hmnsw-FLM,CDHJ-4; 3-30'; grappling or maiming attacks followed by swallowing; boas 2-40 live young, pythons 10-100 eggs.

Cobra: hmnsw-BF,DJP-4; 1.5-18"; chewing bite injects 4th lvl nerve poison (variability A); 2-50 eggs.

Non-poisonous: ahkmnstw-BFLMQSZ,RU,CDHJP-3; .5-10"; 2-100 eggs or 2-80 live young.

Pit Viper: achkmnstw-(G,A,T)-4; usually nocturnal; 1-11.5"; quick bite injects 2nd lvl muscle poison (variability B); 2-50 live young, some produce eggs.

Sea Snake: hnams-LOS-6; aquatic; 2-8"; bite injects 6th lvl nerve poison (variability A); 2-20 live young.

Viper: ahmnstw-BFQZ,R,CDHJP-5; .5-7"; quick bite injects 2nd lvl muscle poison (variability B); 3-40 eggs.

Snakes are akin to lizards, but are limbless. Flexible and often quite quick, they rely on powerful jaws, venomous fangs, or strangling constriction to kill their prey. Some have jaws with detachable connections, enabling the snakes to free the upper and lower bones and swallow extremely large victims.

Vipers ambush their prey, striking with their long poisonous fangs in frighteningly quick attacks. Their muscle-poison immobilizes or kills their foes. Pit Vipers (e.g., rattlesnakes) are nocturnal varieties which use heat sensors to locate their quarry. Cobras use more powerful nerve-poisons which act faster and can kill very large prey, but cobra attacks are usually slower, and their venom is often delivered by a chewing rather than an injection method. Some cobras (10%), however, can spit their poison, blinding their adversary. Cobra-related Sea Snakes use the strongest venoms, but are entirely adapted to aquatic life and never venture on land (where their skeletons would collapse). Although air-breathers, they can stay under water for up to two hours.

TORTOISES AND TURTLES

Large: ahkmnstw-FLMQSZ,CDHJ-5; 1-5'; up to 1300 lbs.; 21-50 eggs.

Small: ahkmnstw-FLMPSQ,DHJ-3; 1-1'; 1-50 eggs.

Tortoises and turtles are part of the same order of reptiles, the former comprising those species who live on land, the latter being primarily aquatic. Typically, these beasts have a body which is connected to, and encased in, a two-part shell of bone and modified horn-scales. Their limbs and long, agile necks emerge from side openings in the shell and are usually retractable. This enables tortoises and turtles to use their shells as armor (thereby tripling their DB).

Turtles possess no teeth, instead relying on powerful, horny beaks. Diets vary and include both animals and plants. Generally, they are not aggressive around larger animals, although a few, notably the snapping turtles, do not mind a good scrap. Despite their slow gait, these tough denizens use quick, springing strikes from their non-retractable heads to surprise and cut down their prey.

SPECIFIC REPTILES

Chameleons: hmnsw-DJ-8; 6-32"; 2-50 eggs.

Chameleons are tree-dwelling lizards, renowned for their narrow, flat-sided bodies and horny, armored heads. Their large eyes move independently, allowing them a tremendous field of vision. Opposing toes and a muscular, prehensile tail make them superb climbers. Insect-hunters, they employ a quick, sticky, striking tongue to snap prey out of the air at distances equal to their own body length. They conceal their presence (hide at +75) by changing the color of their skin, darkening or lightening their pigmentation based on light and cover. In the art of near-instant camouflage, the chameleon is master.

Gila Monsters: ans-BQZ,HP-6; 17.5-24"; their tenacious, chewing bite deposits a 3rd lvl nerve poison (variability B) and any crit. is accompanied by a grappling crit. of a one less severity lvl.; 3-5 eggs.

A venomous, nocturnal lizard, the Gila Monster is a formidable foe. Its carnivorous diet includes bird and reptile eggs, but it does not shy away from a cheap, meaty meal. Their low-slung, heavy bodies end in a broad, fat tail, where they store fat for famine periods. Covered in gaudy, beadlike scales of red, orange, brown, and black, they blend well into arid landscapes. Gila Monsters shelter in burrows or under rocks and hunt along the ground during the warm desert night or during the sunny days of spring. When hungry or aroused, they bite their victims with vise-like jaws, chewing and leaving a strong nerve poison in the wound.

Komodo Dragons: hmnw-FI,P-3; 7-11'; 10-15 eggs.

The Komodo Dragon is a huge low-slung lizard, with a bulky body and a long, thick tail. Its muscular legs end in fierce, talon-like claws. These cruel claws enable the Komodo Dragon to grasp and maim prey as large as a hog deer or as tough as a wild boar. They also aid in climbing, and these beasts are quite capable of scaling steep grades or large trees. Quick and agile daylight hunters, Komodos swim and sprint quite well, although they spend most of their time sunning in splendid repose.

Nile Monitors: hmnsw-FLMQ,DP-3; 6-7'; 10-60 eggs.

Versatile, quick, and agile, the Nile Monitor is an able hunter. This large, powerfully-built lizard prefers freshwater environs and is an accomplished swimmer and tree-climber. Strong legs, big claws, and a large prehensile tail enable it to obviate most obstacles in its constant search for fish, snails, frogs, and eggs (their favorite fare). Some even hang by their tails from trees, enlivening the boring routines of the common passers-by. Relatively active, they do not guard their clutches, but prefer to lay their eggs in termite mounds, where the insects repair their nests and encase the brood in a natural fortress-terrarium. Nile Monitors are distinguished by their thick black hides, covered with bands of bright yellow blotches.

2.26 CARIVOROUS MAMMALS

Carnivorous Mammals are flesh-eaters of the order Carnivora.

BEARS

Small: (cf)-LM,CD-5; 3-5' long; 2-3 young.

Large: (hna)-GLM,CDT-5; 5-8' long; 1-4 young.

Bears are descended from doglike ancestors. Like dogs, they supplement their meat diet with a wide variety of plant matter, but also consume insects, fruits and nuts. Bears are large, heavily built animals with big heads and small tails. Bears' short legs are deceptive for they are able to achieve rapid gaits. During the cold months, bears go into winter sleep, or torpor, a state similar to hibernation. Bears vary in size from 3' to over 8' long. [**Small:** Asiatic Black, Sun; **Large:** Grizzly, Kodiak, Polar, Black, Ovir]



CATS

Small: (cf)-(GOZ),(T)-3; 19-36" long; 1-4 young.

Large: (cf)-(GIOZ),(T)-4; 4-9.5' long; 1-4 young.

Cats belong to the family Felidae, of which there are approximately 35 species. They are distributed worldwide and are particularly admired for their very efficient killing. The cat body type is powerful and very flexible. Cats stalk and run down their prey, delivering death with a bite from their strong jaws. [**Small:** Lynx, Bobcat, Wild Cat, Fishing Cat; **Large:** Lion, Tiger, Leopard, Jaguar, Chatmoig, Sabertooth Tiger]

DOGS

Small: (-)-N†,(O)-2; 8-15" long, 1-5 young.

Large: (-)-N†,(O)-4; 3-5' long, 1-5 young.

Dogs comprise 35 species worldwide. The first animal domesticated by man, many breeds of dog have lived and worked alongside humankind since the dawn of time. The dog family includes coyotes, wolves, foxes, and dingos. Dogs are effective hunters, using their quick speed and endurance to wear down their prey. They are easily recognized by the generally long muzzle and large triangular ears, usually erect. [**Small:** Fox, Domesticated Dog; **Large:** Coyote, Dingo, Jackal, Hyena, Domesticated Dog]

MUSTELIDS/CIVETS

Small: (f)-(OZ),(T)-2; 2-15" long; 1-8 young.

Large: (f)-(OZ),(T)-2; 15"-3' long; 1-5 young.

Mustelids include weasels, ferrets, otters, sables, ermines, wolverines, and badgers, among others. They are all small to medium in size. In all 67 different species the body pattern remains the same: long flexible bodies connected by long necks to rather small heads, short legs ending in powerful feet, and long tails. Because of these characteristics, they prove to be excellent swimmers, climbers, and burrowers. Most mustelids eat primarily other small mammals, as well as fruits, nuts, and insects.

There are 72 species of civet, of which the mongoose is perhaps the most familiar. Civets are all small to medium in size, with long bodies, elongated heads, and short legs. They possess very keen senses, which help in hunting. Territory is marked with a strong secretion from their scent glands. Civets feast on other mammals, as well as insects, reptiles, frogs, nuts, and berries.

SPECIFIC BEASTS

Cheetah: (hf)-HP-7; body 3.5-4.5' long, tail 25-31", 2-4 young.

Cheetahs are the fastest animals on four legs, being able to move at over 65 mph. The sleek body sits atop long muscular legs; a lengthy tail helps it maintain balance during the chase. The cheetah picks out its prey from hiding, then stalks it and overtakes it with a quick dash. The victim is usually dispatched with a bite to the throat.

Housecat: (f)-N†-2; 8-18" long.

Housecats are the domesticated versions of the smaller cat species. Even though well-fed and bred to the coziness of the household, housecats adapt quickly if forced to fend for themselves. Like their larger relatives, they will stalk and run down their prey, killing with their strong jaws.

Lion: hnawms-LQ,HP-5; 4.5-6.5' long, 1-6 young.

Lions are characterized by their broad heads, large mane, and strong thick legs. Surprisingly, most of their time is spent resting. They live in groups, called prides, which are commonly made up of 3 adult males and as many as 15 females and young. The lionesses do most of the hunting, preying on antelopes, zebras and gazelles. Their hunting pattern consists of a period of stalking, followed by a quick chase and pounce. They kill by biting the neck.

Mongoose: (hf)-FLMQSZ,(T)-5; 11-27" long, 1-6 young.

The widespread nature of the mongoose has caused it to vary its appearance. Most are medium to small in size; their slender, elongated bodies and small, drawn out heads sit on top of average to short legs. Many are excellent swimmers and divers, most are expert climbers and diggers. Mongoose feed on small rodents, snakes, frogs, reptiles, scorpions, crabs, fish and aquatic insects.





Panda (giant): wmk-LM,R,D-8; 4-5' tall, 1 young.

Giant Pandas are common only to the mountains of central China. Very little is known of their life in the wild. They are solitary creatures, exhibiting violence only when driving off rivals. Pandas are easily recognized by their huge heads and very thick black and white fur. Most of their day is spent in eating bamboo stems. The baby Panda is born amazingly small, sometimes weighing only 5 oz.

Raccoon: (cf)-FLMS,CD-4; 16-23" long, 3-6 young.

Raccoons are long-bodied animals thought to be related to the dog-bear line of carnivores. Most of their time is spent in trees, but they are also good runners and can swim. Raccoons feast on frogs and fish as well as rodents, birds, nuts, fruit, and seeds.

Skunk: (f)-FLMS,CDH-3; 4.5-12" long, 2-6 young; treat spray as "Tear Cloud" (Ess, "Feel-Taste-Smell" list) with a 2'R around target, plus the odor of course.

Skunks are the most familiar of the mustelids, being well known for their strong gland secretions. Most of their day is spent in the burrow or den. At night, skunks feed on carrion, mice, insects and eggs. Their powerful odor is an effective weapon against enemies, causing the victim to momentarily stop breathing.

Tiger: (tcf)-FLMS,CDJ-5; 6-9.5' long, 2-3 young.

Tigers are the biggest cats, possessing very large powerful bodies and muscular legs. They are usually nocturnal creatures, living and hunting alone. Tigers are good climbers, and are well known for their ability to maintain a fast pace while on the chase. Cattle, wild pigs, and deer all fall prey to this successful hunter.

Wolf: (hf)-(IO)-3; 3-5' long, 3-8 pups.

Wolves are easily recognized by their powerful canine body and thick, bushy tail. They vary in coloring from white to yellowish brown and almost black. Wolves live and hunt in packs, a fact which allows them to take on large prey such as deer, horses and caribou. They also feed on smaller animals such as rabbits, and mice.

Wolverine: ktcf-FGL,CT-5; 25-35" long, 2-3 young.

Wolverines have solid bodies and possess great strength, both of which allow them to bring down animals much larger than themselves. They have keen senses and are good climbers. Their meat eating is supplemented with berries and nuts. Wolverines are considered the most ferocious medium-sized animal. Wolverines spray urine to mark their territory.

CARNIVOROUS MAMMALS

		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----						-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS			# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Bears														
Small	5E	80	Spt/20	MF/MF	L/-	150F	8(20)	60LGr60/50LCI	50MBi	/70MBa40	1-5	-	A	Aggres.
Large	10G	90	Spt/10	MF/MF	L/1	230G	8(30)	85LGr60/65LCI	70MBi	/90MBa40	1-5	-	C	Aggres.
Cats														
Small	3C	110	Dash/40	VF/VF	S/-	60D	3(60)	30MCI30/20SBI30/Both40			1-2	-	-	Aggres.
Large	5D	100	Dash/30	FA/MF	M/-	100E	3(40)	40MCI40/60MBa60/60MBi			1-2	-	-	Aggres.
Dogs														
Small	2B	100	Dash/30	FA/FA	S/-	45F	3(50)	50SBI100			1-10	-	-	Normal
Large	4C	120	Dash/20	VF/FA	M/-	65G	3(40)	45MBi100			2-20	-	-	Aggres.
Mustelids/Civets														
Small	1B	70	Run/40	FA/VF	S/-	35C	1(50)	50SBI100/40TCI			1-2	-	-	Inquis.
Large	2B	60	Spt/30	FA/VF	S/-	45D	3(50)	40MBi60/40SBI20/Both20			1-2	-	-	Inquis.
Cheetah	3C	180	Dash/30	BF/VF	M/-	70G	3(50)	60MBa100/70MBi	/60MCI		1-2	-	B	Aggres.
Ferret ("Swink")	2B	60	Run/40	MF/VF	S/-	30C	3(50)	40SBI100/40TCI			1-2	-	-	Playful
Housecat	1A	80	Fspt/40	FA/FA	S/-	10A	1(40)	10TCI50/0TBi20/	oth30		1-2	-	-	Normal
Fishing Cat, water	2B	30	Run/20	MD/MF	S/-	50D	3(30)	20SBI50/30MCI40/Both10			1-5	-	-	Aggres.
land	2B	90	Dash/40	VF/VF	S/-	50D	3(50)	40MCI40/30SBI30/Both30			1-5	-	-	Aggres.
Lion	5D	100	Dash/30	FA/MF	L/-	150F	4(20)	85LCI100/85LCI	/120LCI		2-10	-	C	Aggres.
Mongoose	2B	70	Fspt/30	FA/BF	S/-	40C	3(70)	50SBI100/40SBI			1-2	-	-	Normal
Otter, water	2B	50	Run/30	MF/FA	S/-	50D	3(40)	40SBI			1-5	-	-	Normal
land	2B	70	Fspt/30	MF/FA	S/-	50D	3(40)	40SBI			1-5	-	-	Normal
Panda (Giant)	4C	50	Spt/10	MD/MF	M/-	90E	8(10)	50MCI70/60MGr30/80MCI			1-2	-	A	Normal
Raccoon	2B	60	Spt/30	MF/FA	S/-	40C	3(40)	40SBI50/30SBI30/Both20			1-2	-	-	Normal
Skunk	1B	50	Run/40	MD/FA	S/-	30B	1(40)*	30SBI100/20TCI	/Special*		1-2	-	-	Normal
Tiger	5E	100	Fspt/30	FA/VF	L/-	150F	4(30)	75LCI40/90MBa60/110LCI			1-2	-	C	Normal
Wolf	3C	110	Dash/20	FA/FA	M/-	110E	3(30)	65MBi100			2-20	-	A	Aggres.
Wolverine	2B	60	Spt/30	FA/VF	S/-	45D	3(50)	50MBi40/45MCI10/Both50			1-2	-	A	Bellig.

* - Special.

2.27 BIRDS AND OTHER FLYING/GLIDING ANIMALS

Birds and other flying/gliding animals possess the much dreamed-of ability to fly, at least in some form. The Earth is populated with about 8,600 bird species. Birds are warm-blooded vertebrates possessing four appendages, the front two of which are powerful wings. Bats, on the other hand, are the only flying mammals and comprise about 800 species. Among the other flying/gliding creatures, reptiles, fishes, and mammals are all represented.

BIRDS

Small: (f)-(GOZ),(W)-2; 2-12" long.

Large: (f)-(G),(W)-3; 12-55" long.

During the course of evolution, birds have taken the heavy-boned elongated reptilian body and transformed it into a light and efficient flying machine. Birds can be found in all sizes, ranging from those weighing but a few grams to the ostrich, often taller than a human. A well-honed respiratory system enables them to extract the quantity of oxygen from the air necessary for constant wing exertion, lightning speed, and flight at altitudes where the oxygen is thin. Plumage of both sexes is usually similar. Males of the species are most often slightly larger in size.

Most birds lay their eggs in some form of nest, where a good percentage of their kind remain for a period of feeding and care after birth. A few species are able to walk immediately after hatching. The varying species feed on almost every type of small animal or plant matter, just one of the indications of their amazing diversity. [**Small:** Wren, Dove, Robin, Hummingbird, Thrush, **Large:** Buzzard, Crow, Raven, Condor.]

BATS

Small: (cf)-X@,(GOZ),(T)-2; 1-2" long, 6-8" wingspan; "sonar" sense.

Large: (f)-X@,(GOZ),(T)-4; 10-15" long, 5' wingspan; "sonar" sense.

Of the order Chiroptera, bats have been successful predators for many reasons. First, they are able to fly just as well as birds. Their large, membrane-like wings serve double duty as nets for scooping tasty insects out of the air. Nearly all bats possess a unique sonar-like tracking ability which allows them to hunt at night as well as fly very efficiently in the darkness. High-pitched, ultrasonic sounds are thrown out in front of the bat and bounced off obstructions and flying objects. Their large ears pick up the returning echoes, and they are analyzed as to size, direction, and speed.

Although most feed on insects, some consume small animals, lizards, fish and fruit. Three species of bat feed on animal or human blood — thus the name "vampire". Vampire bats consume over 40 pints of blood per year but the amount ingested at any one feeding is never enough to seriously harm the victim. The major threat from this type of bat is the transmission of disease, primarily rabies. [**Small:** Grey Bat, Tree Bat. **Large:** Great Bat, Vampire Bat, Cavern Wing.]



BIRDS AND OTHER FLYING/GLIDING ANIMALS

		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Birds												
small	0A	70	Dash/30	FA/FA	T/-	5A	1(70)	0TPi50/0TCi50/0SCi(6)	1-200	-	-	Timid
large	1A	100	Dash/30	FA/FA	S/-	8A	1(50)	0SPi50/0SCi50/20MCI(3)	1-100	-	-	Timid
Bats												
small	0A	50	FSpt/40	VF/VF	T/-	4A	1(60)	10TBi100/20Sbi(6)	1-100	-	-	Passive
large	1A	90	Dash/30	VF/VF	S/-	10A	1(60)	20Sbi100/30MBi(3)	1-50	-	-	Normal
Gliders												
Flying Lizard	0A	20	Jog/0	SL/SL	T/-	8A	1(30)	0TBa100/10TPi</10Sba(6)	1-5	-	-	Passive
Flyingfish	0A	25	Run/10	MD/MD	T/-	2A	1(40)	10TBa100/0TBi</20Sba(3)	5-50	-	-	Normal
Flying Frog	0A	10	Jog/0	VS/SL	T/-	5A	1(20)	0TBa100/0Sba(10)	1-5	-	-	Timid
Gliding Mammal	0A	30	Run/20	MD/MD	S/-	15A	1(30)	10TBa100/0Sbi</20Sbi	1-10	-	-	Normal
Bee/Wasp	0A	30	Dash/30	MD/VF	T/-	1	1(40)	0TSi80/0TPi20/20TSi(10)	1-300	-	-	Normal
Condor	4C	100	Spt/10	FA/MF	M/-	90E	1(30)	50LCi100/45MPi	1-2	-	-	Passive
Eagle	3C	130	Dash/20	FA/FA	M/-	30E	1(30)	50MCI100/35SPi	1-2	-	-	Aggres.
Falcon, Peregrine	2B	200	Dash/40	VF/BF	S/-	20E	1(60)	45SCi100/20SPi	1-2	-	-	Aggres.
Hawk	2B	150	Dash/30	VF/BF	S/-	25B	1(50)	40MCI100/25SPi	1-2	-	-	Aggres.
Ostrich (ground)	4C	120*	Dash/20	FA/FA	M/-	40F	1(30)	60LCi70/50MBa30	2-10	-	-	Normal
Owl	1A	100	FSpt/20	FA/FA	S/-	20A	1(50)	35SCi100/10SPi	1-2	-	-	Normal
Penguin (water)	3B	80	Spt/30	MF/MF	S/-	35B	1(30)	30SPi100	1-50	-	-	Passive
Vulture	2B	90	Spt/20	FA/MF	M/-	45B	1(30)	30MCI100/30MPi	1-10	-	-	Normal
Woodpecker	1A	60	Dash/30	FA/FA	S/-	10A	1(50)	20SHo70/0SPi20/10TCi10	1-2	-	-	Timid

* - Special.

Note: Except for the penguin and the ostrich the movement speed is assumed to be flying speed (their ground speed is usually a "crawl"). For the "Gliders", the statistics given are their flying statistics; see the other sections for their statistics in other environments.

GLIDING ANIMALS

Flying Lizard: hw-ILM,J-3; 5.5-8.5" long, 1-4 young, glides between trees.

Flyingfish: (f)-FIOS-5; 11.75-17" long, glides 5' above the surface.

Flying Frog: hw-M,J-5; 4" long, glides between trees.

Flying Squirrels: nmkhw-LM,DCJ-6; 2.5-16" long, tails 3-17", 2-3 young, flies between trees.

Flying Lizards (called "Flying Dragons") glide between trees with the aid of two winglike skin flaps along the sides of their bodies. Normally these are kept folded under; using them, the lizard can glide for several meters. Flying Lizards only come out of the trees to bury their 1-4 eggs in the soil.

Flyingfish use their enlarged pectoral and pelvic fins to aid them in "flight". When swimming, the pectoral fins are kept close to the body. In order to fly, the fish first builds up speed then rises into the air, both sets of fins extended. In this way they can glide as far as 300', for as long as 10 seconds.

Flying Frogs (more commonly Wallace's Flying Frogs) possess huge feet which are fully-webbed, and digits resembling large disks. Extra flaps of skin are also located along the forearms. With the assistance of these flaps, the frogs are able to glide downward at an angle of 45 degrees.

Flying Squirrels have an extra flap of skin, the flight membrane, which hangs between the fore and rear legs. With the flap extended, the squirrel can leap from one branch and glide for as far as 300'. Flying Squirrels find all of their food in the trees, restricting their activity to night. [Flying Lemurs, Gliders.]

SPECIFIC BEASTS

Wasp: (hf)-(GOZ),(T)-2; up to 1" long.

Wasps live in colonies of thousands. They attack with a quick bite from their powerful mandibles or jaws; the painful sting is used only as a last resort. All wasps are mixed feeders, eating both plants and other insects. [Bees, Hornets, Killer Bees.]

Condor: (hnf)-GL,AR-7; 45-55" long, wingspan of 12', up to 25 lbs.

Condors are some of the largest birds in the world. They inhabit the lonely crags of high mountains. They can soar to great heights and often glide as far as 10 miles without wing movements. Never attacking live animals, the condor feeds exclusively on carrion. Only one egg is laid at a time, the young bird remaining under the care of its parents for over a year.

Eagle: (hf)-FLS,AR-6; 32-40" long, 1-3 young.

Falcon: (hf)-(IOQZ),(U),(J)-5; 12-25" long, 2-7 eggs.

Hawk: (hf)-(GIOQ),(U),(J)-5; 15-28" long, 1-5 eggs.

Eagles are formidable predators, soaring for long periods before swooping in to crush their prey in their powerful talons. Falcons are known for their incredible swiftness and their ability to catch prey in the air. Hawks include 216 species of diver birds and can be found in most regions of the planet. They are best characterized by their curved beak, rounded wingtips and aggressive hunting behavior. [Goshawk, Kite, Red-tailed Hawk.]

Ostrich: ams-P-7; 6-9' tall, 2-5 eggs.

Ostriches are the largest birds. Too big to fly they have nonetheless become the fastest creatures on two legs, being able to reach speeds of 44 mph. They eat mostly plant matter but sometimes snack on a tasty lizard. [Emu, Rhea.]

Owl: (hf)-(IO),(J)-4; 5-25" tall, 1-10 eggs.

Owls can be found in most areas of the world. They are best recognized by their large head and enormous eyes set in a circular facial disk. Owls hunt at night, feeding on insects, birds and mammals the size of rabbits. They have excellent hearing and eyesight.

Penguin: tcf-OS-4; 14-48" tall, 1-2 eggs.

Penguins do not fly but instead have adapted to marine life; in fact they only come ashore to breed and molt. Their wings have evolved into swimming paddles, their short, glossy feathers insulating them against the cold. Penguins feed primarily on fish.

Vulture: (f)-(GO)-4; 30-55" tall, 1-2 eggs.

Vultures range over an extensive portion of the earth, feeding on carrion. They, like condors, are solitary birds, easily recognized by their unfeathered heads. This feature allows them to thrust the head into slimy carcasses (while feeding) without ruining the plumage.

Woodpecker: (hf)-BFLMS,CD-4; 3-20" tall, 1-7 eggs.

Woodpeckers can be found in most regions of the planet. They feed primarily on insects and insect larvae. The bird uses its sharp claws to attach itself to the tree, then hammers and drills its beak into the wood to extract insects.

2.28 OTHER POTENTIALLY DANGEROUS ANIMALS

Because of size, intellect, or disposition, the following creatures are capable fighters and can be quite dangerous when aroused, angered, or cornered.

ELEPHANTS See the section on Riding and Draft Animals for more details.

Elephants are normally passive or docile herbivores, but can be destructive foes. This is particularly true of females who, when in heat or upon hearing a distress call from another elephant, may become aggressive or unpredictable. Fortunately for elephant handlers, females are smaller than males and have shorter tusks. Elephants employ their bulk, their trunks, and their tusks when fighting, and some are not above rearing up on their hind legs before squashing an enemy.

PRIMATES

Lesser Primates: hmnstw-FQ,CDJP-4; 3.25-24" body, 5-24" tail; 1-3 young.

Marmosets and Tamarins: hmnw-F,CDJP-4; live in bushes or trees; 5.5-12" body; 6-16.5" tail; 1-2 young.

New World Monkeys: hmnw-R,CDJ-3; exclusively arboreal; 9.5-35.5" body, 6-35.5" usually prehensile tail; 1 young.

Old World Monkeys: hmnstw-AR,CDJP-3; 9.75-39" body, 0-39" tail; 1-2 young.

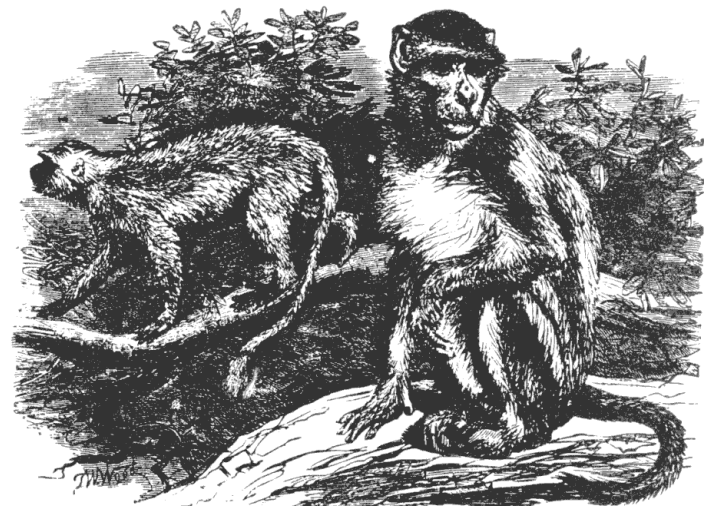
Gibbons: hmnw-R,CDJ-3; arboreal; move by swinging from branches; 16.5-35.5" body, no tail; 11-28 lbs.; 1 young.

Great Apes: hmnw-AR,CDJP-3; quite intelligent and capable of tool use; 21.5-72" body, no tail; 100-600 lbs.; 1 young.

Primates are warm-blooded mammals, an order which includes man. They are divided into two groups: lesser primates, like aye-aye, lemurs, mouse-lemurs, tarsiers, and lorises; and higher primates, including marmosets, monkeys, apes, and hominids (e.g., man). As a whole, primates are generally either arboreal or live in open areas near woodlands. They are relatively bright creatures who have grasping hands and a good sense of sight. Most are herbivores who eat fruit, roots, buds, nuts, and supplement their diet with insects and eggs. Orangutans, chimpanzees (both great apes), and men are omnivores. All species (aside from man) are found in tropical or subtropical locales.

Lesser primates are relatively small, primitive beasts who have long snouts and lack stereoscopic vision. They have long, non-prehensile tails and move by scurrying or leaping along or between branches. Some (10%) are loners, but the majority move in small troops of 10-40 around a well-defined territory. Although they lack the superb depth perception found in higher primates, they have sensitive hearing and see well in dark areas. Most of (about 75%) these groups are nocturnal creatures.

Marmosets and tamarins are small higher primates that move through the trees like squirrels. Social animals, they live in small family groups and communicate with frequent, high-pitched cries. At night, they curl up and sleep in holes in trees.



OTHER POTENTIALLY DANGEROUS ANIMALS

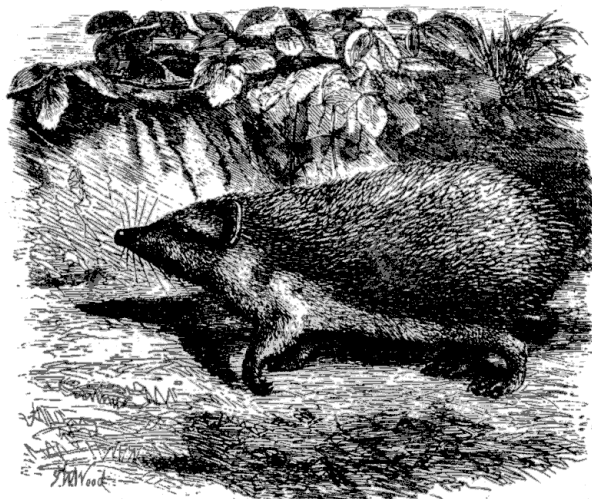
		--MOVEMENT STATISTICS--			-----COMBAT STATISTICS-----				--ENCOUNTER STATISTICS--			
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	ATTACKS	# Enc.	Treasure	Bonus EP	Outlook (IQ)
Elephants												
Male	7F	130	DA/FA	Spt/10	H/LA	400H	12(20)	90HHo70/80HBa30/75HTs✓	1-2	—	F	Normal
Female	7E	120	FA/FA	Spt/10	H/LA	350H	12(20)	75HHo50/75HBa50/75HTs✓	2-10	—	E	Normal
Primates (Monkeys, Apes, Gibbons, etc.)												
Small	2B	50	MD/FA	Spt/40	S/—	35C	3(40)	30SBI50/40SGr50/60SBI✓	2-20*	—	—	Normal
Large	4C	60	MD/FA	Spt/30	M/—	65D	3(30)	45SBI30/50MGr70/70SBI✓	2-20*	—	A	Normal
Kangaroos/Wallabies												
Small	2B	100	FA/MF	Dash/30	S/—	45D	3(40)	40SCI100/40SBA◀	2-20	—	—	Normal
Large	3C	110	FA/MF	Dash/20	M/—	75D	3(30)	60MCI100/50MBA◀	1-10	—	—	Normal
Boar	3B	80	FA/MF	Dash/20	M/—	110E	4(30)	50MHo100/50MBA◀/40STs◀	2-20	—	C	Aggres.
Gorilla	5D	70	MD/FA	Spt/20	L/—	100G	3(20)	50MBI20/60LGr80/70MBI*✓	1-10	—	C	Normal
Hippopotamus, water	5E	40	MD/MD	Run/10	L/II	170F	4(20)	60LBA40/60LBI60/100LHo✓	1-10	—	D	Normal
land	5E	60	MD/MD	Spt/10	L/II	170F	4(10)	60LBI50/60LBA50/100LTs◀	1-10	—	C	Normal
Porcupine	1A	30	SL/SL	Spt/10	S/—	25B	3(20)*	10TCI40/10TBI40/Both20	1-5	—	—	Normal
Rat	0A	20	MD/MF	FSpt/20	S/—	10B	1(30)	20TBI100/20SBI(6)	2-20	—	—	Normal
Rhinoceros	7F	80	MF/MD	Dash/10	L/II	220G	12(20)	120HHo100/100HBA◀/120LTs✓	1-2	—	E	Normal
Seal/S.Lion, water	3C	80	MF/MD	FSpt/30	M/—	55D	3(30)	30MBI60/40SBA40	2-20	—	—	Normal
land	3C	20	VS/SL	Run/0	M/—	55D	3(10)	20MBI100	2-20*	—	—	Normal
Shrew	1A	20	SL/FA	Spt/30	T/—	8A	11(70)*	45TBI100	1-5	—	—	Bellig.
Tasmanian Devil	3C	50	FA/VF	Dash/30	S/—	40D	3(50)	50MBI30/40SCI30/Both40	1-2	—	A	Aggres.
Walrus, water	4D	40	MD/MD	Spt/20	L/I	100F	3(20)	50MBA50/60LHo50	2-20	—	B	Normal
land	4D	10	VS/SL	Run/0	L/I	100F	3(0)	30MBA50/40LHo50	2-20*	—	A	Normal

* — Special.

Monkeys are larger than marmosets and tamarins. Within this grouping, there are two types. New World monkeys are marked by flat noses, generally prehensile tails (80%), feet with opposing (grasping) toes, and long, thin hands which usually (80%) lack opposing thumbs. They live in extremely loud family units of 5-35. The larger, quieter Old World monkeys have longer noses and almost all (95%) lack prehensile tails. This group includes ground-dwelling baboons, and is characterized by bare buttocks and relatively large (5-200) social structures.

Gibbons are apes, higher primates who differ from the great apes by virtue of their size and means of locomotion. Like all apes, they lack tails. Remarkable tree-climbers, they have extremely long arms and hooked hands which are ideal for swinging from branch to branch. No primate is as skilled in the arts of moving in the trees. When on the ground, they usually hold their arms upward in order to avoid dragging them.

The great apes are robust and often huge creatures. Chimpanzees, orangutans, and gorillas fall into this category. These beasts live in small troops of 5-15 and operate in set territories, which they can defend quite effectively. They are good climbers who have adapted well to ground movement (where they normally walk on all fours). Brighter individuals and most chimpanzees make use of simple tools and rather complex tactics. Strong, even the small chimps can break a man's arm with one snap of a single hand.



KANGAROOS AND WALLABIES

Small: hmnsw-FQ,R,CDHJP-3; move by 10-12 mph leaps; 9.25-35.5" body, 5-36.5" tail; 1 young.

Large: amns-FQZ,HP-2; move by 10-12 mph leaps; 3.25-5.25" body, 35.5-40" supporting tail; 80-155 lbs; 1 young.

Kangaroos and wallabies are both herbivorous members of the Kangaroo family, the world's most advanced marsupial mammals. Unlike the offspring of placental mammals, their young are born after a short gestation period and spend most of their development period in a pouch on their mother's belly. They eject their young when faced with a dangerous drought, but retain a partially developed, suspended embryo in order to obviate a need for immediate mating.

Small Kangaroos and wallabies come in a variety of forms and live in a number of warm or hot locales. Most like dense vegetation or forest and three species (about 5%) actually live in trees. All are quick and about 33% are nocturnal.

Large Kangaroos (e.g., the Red Kangaroo) are well-adapted to the desert and sub-desert. Using extremely efficient leaps, they move between isolated food and water sources with startling mobility. No quadruped can move so far on so little food. They move in small herds during the cooler hours of day or early night and find shade at hotter times. When feeding, they consume large amounts of vegetation, which they convert to energy nearly twice as effectively as sheep. Males are reddish in coloration and lack pouches, while the slightly smaller females have blue-grey fur.

PORCUPINES

New World: hkmntw-CDJ-4; purely arboreal; 90% nocturnal; 11.75-24" body, 4-18" prehensile tail; 1-2 young.

Old World: hkmnstw-QZ,CDJP-3; 65% nocturnal; 11-33" body, 1-10" tail; 1-4 young.

Porcupines are relatively large rodents, known for the long spines that cover their back, sides, and upper tail. Herbivorous mammals, they live in burrows and feed on roots, bulbs, nuts, fruits, bark, and miscellaneous plant material. Most also enjoy insects and some even eat carrion. Although they normally flee from danger, they can be mean. Should one strike them, he may find himself punctured by a number of spines.

New World porcupines differ from Old World varieties by virtue of their arboreal ways. The former sport prehensile tails and wide, nimble feet, and live in nooks in trees, while the latter are adapted to a number of ecological niches. Both forms are inquisitive and given to rooting about in exposed trash or foodstores. New World groups mark their territory with urine.

RATS (f)-(O)-2; 2.75-16" body, 5% carry deadly diseases, either with their associated vermin (e.g., fleas) or internally (the latter communicated with a bite); 2.75-15" tail; 1-12 young.

The rat family produces some of the world's most adaptable animals. Small rodents, they are omnivorous mammals known for long, thin tails, short legs, relatively large heads, and incredibly flexible bodies. They are quick scurriers, adept climbers, and strong swimmers (20%). With their strong gnawing teeth and malleable bone structure, these creatures burrow

their way through or into virtually any unarmored nook. 10% of their kind produces a litter every 21-50 days.

RHINOCEROSES hmnsw-FQ,DJHP-3; 8.25-16.5'; 1 calf.

Aside from elephants, rhinos are the most massive land animals. These mammals have long, huge heads surmounted by one or two horns and a prehensile upper lip. Their short, stout legs and three-toed hooves support their great frames and give them surprising mobility. This agility, coupled with their size, horns, and tough armor-like hide, make rhinos formidable adversaries.

As a whole, rhinos are solitary animals. A mating pair may live together, but most are loners, particularly older males. Only the rare, huge, timid "square-lipped" or "white" rhinoceros lives in troops. The more aggressive black rhino operates in overlapping ranges marked by dung heaps. All groups eat grass, leaves, weeds, twigs, and other rough plant matter.

Rhinos have excellent senses of smell and hearing, but their sight is poor. They move and feed at all hours and rest at various times during the day and night. Self-appointed fire control experts, rhinos will attempt to stomp out any small, open fires (e.g., campfires) he may perceive or happen upon.

SEALS, SEA LIONS, AND WALRUSES

Seal: cftk-OS-2; almost wholly aquatic; 4.5-19.75'; up to 6,000 lbs; 1-2 pups.

Sea Lion: cftkmt-OS-2; primarily aquatic; 4.5-9.25'; 1-2 pups.

Walrus: cftk-OS-3; primarily aquatic; upper canines form huge downward-facing tusks; male 8.75-11.5', female 7.25-9.5'; 1-2 young.

Seals, Sea Lions, and Walruses are aquatic mammals called pinnepeds. These carnivorous creatures have adapted to life in and around the sea by developing flippers in lieu of arms and legs. Superb swimmers and divers, they feed upon fish, mollusks, and crustaceans and spend relatively little time on land. Their terrestrial activities are generally confined to mating and relaxation. When ashore, these beasts gather at "rookeries" in groups of 10-1000. There they court, and there the males fight to establish dominance.

Nearly all (95%) pinnepeds prefer life in cool or cold seas and have bulky, but streamlined bodies. The majority of their weight rests in layers of insulating fat. Because of their size and lack of land-oriented appendages, they are cumbersome when out of water. Both Sea Lions and Walruses tuck their rear flippers forward and waddle about. The more aquatic seals cannot tuck their flippers and are forced to pull themselves along on their bellies. When in water, however, these creatures are swift and graceful. Seals can reach speeds of 16 mph, while Sea Lions can dive to depths of 600+ feet.

Aside from their fixed hind flippers, Seals differ from Walruses and Sea Lions by virtue of their internal ears and an exceptionally streamlined body. They are the fastest pinnepeds and are capable of submerging for prolonged periods (as much as 15 minutes). By controlling the discreet flow of blood to areas other than their heart and brain they can cut their pulse from 120 to 4 beats per minute without fear of lost pressure or suffocation.

Walruses are the largest pinneped, and are known for their huge tusks and preference for icy waters and shores. Sea Lions are their close relatives. The latter are the most adaptable and aggressive of the pinnepeds, and have the best sense of hearing.

SHREWS (f)-(LO)-5; desert varieties exclusively nocturnal; extremely aggressive and constantly feeding; bite often (75%) accompanied by a mild respiratory (50%) or reduction (50%) poison (variability C); 1.25-6" body, .5-3.75" tail; 1-10 young.

Shrews are small mammals, related to moles, tenrecs, and hedgehogs. Extremely voracious, they live a hyperactive existence, constantly feeding in order to meet their excessive energy requirements. The average shrew consumes five times its body weight each day and, although it is an insectivore, it will attack any manageable prey.

Shrews have extremely tough skeletons and flank glands that emit a foul-smelling spray which deters attackers. Along with small, sharp teeth, their long snouts frequently (75%) contain poison glands.

SPECIFIC BEASTS

Boar hkmnstw-F,R,CDHJP-3; 3.5-4.25'; 2-10 piglets.

The ancestor of the domestic pig, the wild boar differs from its tame relatives by virtue of its long, bristly hair and (in males) prominent tusk-like canine teeth. These creatures are agile and fast and run on thin legs which are supported by sharp "two-toed" hooves. Although they are omnivorous, they generally feed on nuts, bulbs, and tubers, using their long, tough, sensitive snouts to dig up dinner. They will not overlook an offering of carrion, however, and when alarmed, may be quite dangerous. They can easily kill a foe by charging and biting or goring with their upward-curving tusks.

Gorilla hmnw-AR,J-4; males 5.5-6', females 4.5-5'; 1 young. See Primates for more on gorillas.

Gorillas live in both mountain and lowland rainforests, but they are confined to warm climes. Normally gentle and peaceful, they live quietly in groups containing 1 or 2 males, several females and their young, and one dominant male leader. They range over 4-16 square mile territories which are normally unguarded and unmarked. Gorillas avoid conflict with intruders through warnings, notably by drumming on the ground. Old males are given to standing erect, drumming on their chests, screaming, and tearing apart foliage or nearby objects. Rivals for dominance among the troop may kill each other, however. Although females and the young are avid tree climbers, mature males are too heavy for most branches. When on the ground, gorillas move on all fours.

Hippopotamus hmnws-FLQ,HP-3; males 10.5-13.75', females 9.25-12'; aggressive; nocturnal grazing on land; 1 young.

Hippos are huge creatures, with a bulky body surmounted by a massive head. Known for their rounded features, they have short ears, a little tail, and relatively small, bulging eyes. Their short, stout legs end in four-toed, webbed feet.

Hippopotamuses are social animals and prefer to live in groups of 10-15 creatures, always led by an old male. During daylight hours they rest in freshwater or on the shore, while at night they graze on the nearby plain. Their herbivorous diet includes grass, brush, and fallen fruit. Superb swimmers and divers, they enjoy resting their bulk beneath the water surface, exposing only their eyes and nostrils.

Hippos can be extremely aggressive. They are fierce guardians of both their young and their territory and, following a warning bellowed from their gaping maw, they will attack an intruder. Their huge teeth, particularly their tusk-like canines, are deadly weapons.



Tasmanian Devil mnsu-R,CD-4; nocturnal; 20.5-31.5" body, 9-11.75" tail; 2-4 young.

The Tasmanian Devil is a marsupial mammal and is distantly related to the kangaroo. They resemble large rodents, but have relatively huge heads and powerful jaws which are ideal for crushing bone. Scavengers, they feed on dead carcasses. Hungry Devils may resort to predatory ways, although this practice is not the norm.

These beasts live in dens under trees, in caves, or under rock piles. They sleep during day and prowl at night. Their naps often involve sunning in the open.

2.3 MONSTER DESCRIPTIONS

2.31 WATER BEASTS, SERPENTS, AND OTHER DANGEROUS BEASTS

The following creatures are potentially dangerous variations of other animals and monsters.

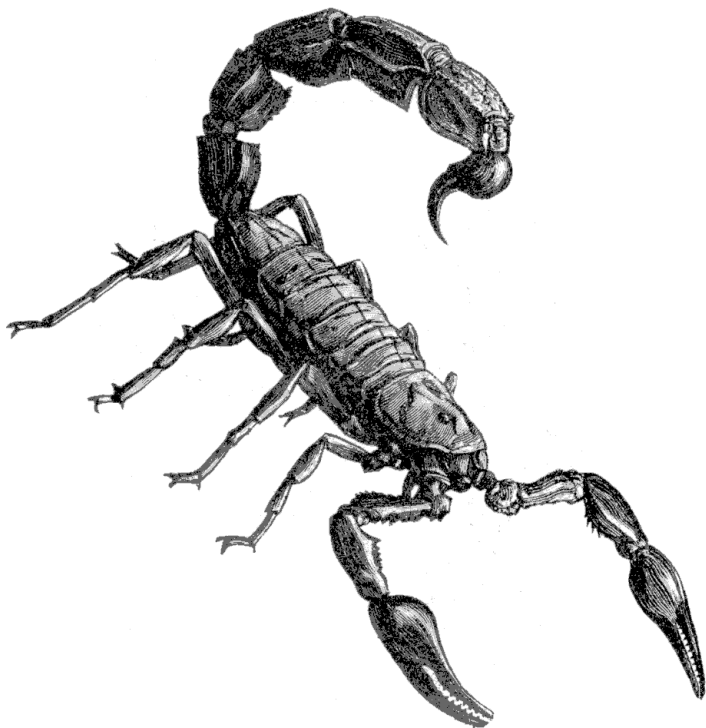
UNIQUE ARTHROPODS

Gemsting (Giant Scorpion): ahmns-V,BFQZ,R,CDHJP-6; nocturnal predators; stinger attack injects a 6th lvl respiratory poison (variability A); 10"-18" pinchers; 4'-6' body.

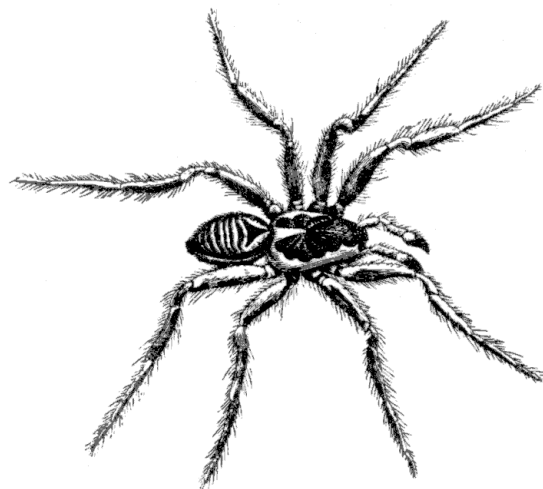
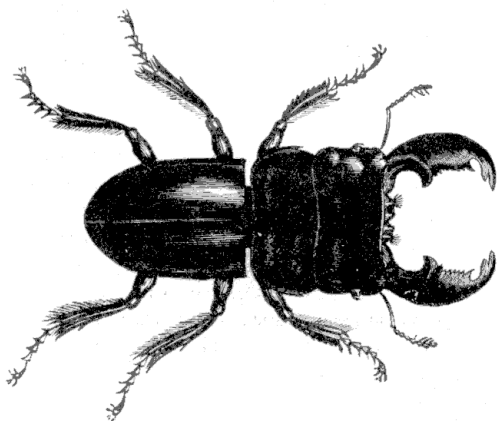
Jadeback (Giant Beetle): (f)-(O)-5; nocturnal omnivores; bite accompanied by 4th lvl reduction poison (variability B); 4"-7" pinchers; 5'-8' body.

The giant spider is not the only huge predatory arthropod (invertebrate with a segmented body). Its relatives, the gemsting and the jadeback, are two other exceptionally dangerous foes.

The gemsting (or "giant scorpion") is another arachnid known for hunting large prey, including man. Stalking in rugged terrain, these sneaky creatures literally walk up and attack their quarry. Their quiet and patient manner often leaves its sleeping victim oblivious until the final strike.



Less subtle, but no less dangerous than the gemsting, the blue-green jadeback is also a nocturnal predator. These giant beetles are well-armored and have adapted to virtually any ecosystem. Jadebacks will eat virtually anything they can get their pinchers on, which includes men. Their poisonous bite can slay even a hearty soul, so it is good advice to avoid resting on shiny green jade-like rocks (particularly those that move).



GREAT SPIDERS

Lesser: ahkmnsw-BMQZ,R,DJP-5; arboreal; bite accompanied by a 2nd lvl muscle poison (variability B) or a 3rd lvl reduction poison (variability A); live in groups of 2-20; 1'-2'.

Greater: ahkmnsw-EKVX@,BMQZ,RU,DJP-6; ; bite accompanied by a 4th lvl muscle poison (variability B) or a 6th lvl reduction poison (variability A); live in groups of 1-10; 4'-8'.

Major: ahkmnsw-EKVX,BMQZ,RU,DJP-8; nocturnal; bite accompanied by a 10th lvl muscle poison (variability B) or a 20th lvl reduction poison (variability A); loners; use spells (3xlv PP); 11'-20'.

Giant spiders are huge predatory arachnids, the largest variety of venomous, eight-legged web-spinners. Armed with both reduction and muscle poisons, they lurk in large trees or rocky defiles, suspending themselves above their complex web traps. Groups build their traps along commonly used tracks or trails, leaving an opening for their wandering prey. As the unwary traveler enters the insidious silk canyon, the spiders close off the approach. Then, the spiders close on their victim, injecting a muscle poison. The paralyzed prey is bound in a cocoon of strong but valuable silk, carried off to the dark spider lair, and then suspended until dinnertime. Just before being consumed, the victim is injected with a reduction poison. This breaks its innards down into a savory jelly that the spider simply sucks out of the imprisoned body.

Major individuals of this race are often ascribed to be, at least in part, demons. Clearly enchanted, they are exceptionally large and are capable of casting spells. They augment their already considerable hunting skills and superb senses of smell and hearing with knowledge of the "Essence's Perceptions," "Detecting Ways," and "Spirit Mastery" lists (Ess, "Open" and "Closed"). Hunting as nocturnal loners, they live in remote regions, setting long-lived traps in caves and well-defined channels. Their sensitivity to subtle changes in pressures on the nearby ground (range 100') and along their two to three hundred foot wide webs is astounding.

GREAT SERPENTS

"Woe to those who incur the serpent's wrath." These telling words, penned by the loremaster Trevor Ferret-friend, reflect the fear wrought by the great serpents. Huge and ever-hungry, these snakes are unabashed predators that possess all of the powers of their smaller, venomous cousins, without being in any way timid.

Horned Snake: (af)-F,R,CDH-6; horned tail strike accompanied by 6th lvl conversion poison (variability D); 11'-15'.

Horned snakes are creatures of the forest. Notable for their sharp, horn-sheathed tails, they do not bite. Instead, they spin their bodies with frightening quickness, whipping their tails about and striking like a "living arrow" (range 10'). The piercing horn conceals a venomous stinger which injects poison upon penetration. When startled or wounded, a horned snake uses a similar maneuver to flee. By speedily coiling its tail around, the snake grasps its rear end in its mouth, forms its body into a circle, and rolls off; hence the nickname "hoop snake."

Tatzelwurm: wmskt-X@,ARU-5; subterranean predators; swift and cunning; 5'-7'.

The tatzelwurm is a strange-looking lizard-like beast with a short, stubby tail and virtually no neck. Powerful and compact, it has stumpy legs (so short that the beast is often taken for a snake) and a thick, blunt-nosed head. Tatzelwurms tend to have a brown upper body and a tannish underside, although some are colored in greyish tones. Whatever the hue, however, it inevitably blends into the shades of the surrounding rock, enabling the creature to hide exceptionally well (+75). Quick, cunning, and rapacious, these serpentine lizards attack with frenzied abandon and may pursue their prey outside if tracking in the night hours.

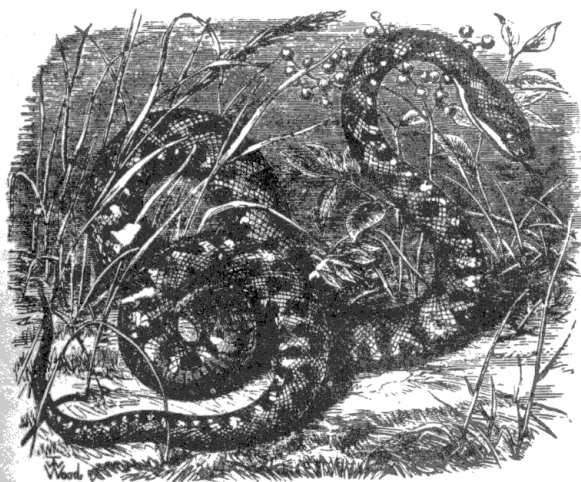
WATER BEASTS, SERPENTS, AND OTHER DANGEROUS BEASTS

		--MOVEMENT STATISTICS--			-----COMBAT STATISTICS-----				-ENCOUNTER STATISTICS--			
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	ATTACKS	# Enc.	Treasure	Bonus EP	Outlook (IQ)
Great Spiders												
Lesser	3C	60	FSpt/30	MF/FA	S/-	30D	3(30)	20SPi/40SSt/poison◄/Special	2-20	m	B	Hungry(NO)
Greater	8F	80	Spt/20	MF/FA	M/I	160F	4(40)	70LPi/75LSi/poison/Special	1-10	t	D	Hungry(LI)
Major	20G	100	Dash/10	FA/VF	L/LA@	350G	12(60)	120HPi/90LHo/poison/Spells/Special	1	yy	J	Cruel(HI)
Great Serpents												
Horse Viper	6F	60	Spt/20	MD/VF	L/I	100E	4(40)	50LGr/90LCr✓/80MBi/poison◄/Special	1-5	a	E	Hungry(NO)
Horned Snake	5E	80*	Spt/40	MF/VF	L/I	80F	4(50)	80MHo*/poison◄/Special	1-2	a	D	Hungry(NO)
Tatzelwurm	4D	60	Spt/10	MD/FA	M/I	150F	8(30)	50MBi/40MBa/60MCI(2x)◄	1	a	D	Bellig.(LO)
Unique Arthropods												
Gemsting	4D	80	Run/10	MF/VF	M/I	85F	12(40)	60LPi(2x)/80LSt/poison◄	1-2	a	E	Hungry(NO)
Jadeback	2B	50	Spt/10	SL/MF	M/II	65F	20(10)	70MPi/poison◄	1-5	a	D	Hungry(NO)
Water Beasts (all swim)												
Capricorn	10G	100*	FSpt/30	FA/FA	M/I	120E	4(50)*	100MHo/80MBa/60MTs*/90We*/Spells	1	y	F	Playful(HI)
Demon Whale	9F	120	FSpt/20	FA/FA	H/SL	500H	8(40)	150Hba/150Hbi/100HGr◄*	1-2	-	H	Bellig.(NO)
Giant Hellbender	4D	75	Spt/10	MD/VF	M/I	130F	7(20)	70MBa/60MBi/70LGr◄/Special✓	1	-	E	Hungry(NO)
Hippocampus	6F	90	Dash/20	FA/MF	L/I	140G	4(30)	50MBa/40MCI(2x)	1-5	-	D	Carefre(MD)
Nator	4D	80	FSpt/30	MF/MF	L/-	120G	4(40)	60LHo/50SCI(2x)/40MBa	1-2	-	C	Normal(LO)
Nuckelavee	5E	70	FSpt/10	MF/FA	L/-	150F	3(30)	40MBa/70LTs◄/30MGr/90MCR✓	1	-	C	Hungry(NO)
Rath	4D	50	Spt/10	SL/SL	L/II	130G	20(20)*	50Lba/60Lbi	1	-	D	Hungry(NO)
Red Jaw	3C	90	FSpt/30	FA/VF	M/-	80D	4(30)	70MBi/Special	1-5	-	C	Bellig.(NO)
Spineshark	5E	100	FSpt/20	FA/VF	L/I	200E	11(40)	70Lba/120HCl(dorsal fin)◄/70Lbi	1-5	-	D	Hungry(NO)

* - Special.

Horse Viper: (cf)-EK†,P-7; bite accompanied by 5th lvl muscle poison; can spray venom (2nd lvl muscle poison; RR vs blinding; range 30'); move in groups of 1-5; 16'-25'.

The horse viper and the horned snake are two of the most bizarre and legendary serpents. The larger horse vipers are grass-dwelling hunters that occasionally venture onto farms in search of food. They feed on rodents, eggs, sheep, small cattle, and folk unwary enough to challenge them. (In fact, the snake's name is derived from the practice of hunting these creatures from horseback.) Stalking in the mild hours of late afternoon and early evening, these creatures slither through crops or tall grass, using their yellowish-brown coloring for camouflage. When they strike, they attack in one of two ways. Horse vipers fell smaller victims with a single, lunging bite. For larger prey, they reserve a spitting attack which immobilizes or slowly kills their quarry. These snakes are related to the nocturnal window viper found in urban areas.



Capricorn (Sea Goat): (cf)-OS-7; shapechanger (maintains size and basic form); employs spells (3xlv PP); breathes underwater or in air; foe makes RR or sees own image instead of capricorn (underwater only); 18"-24" horns, 6'-8" body.

An enchanted shapechanger, the capricorn is a horned goat that prefers the freedom and protection of the sea. When entering water it transforms its hind legs into a powerful fish-like tail, although it retains its forelegs. On land it runs on four hooves or alters its shape to that of a bipedal goat-satyr. Ever-swift, they are agile as a mountain sheep and as perceptive as a wily fox.

Skilled in the arts of perplexing incantation, capricorns possess knowledge of the "Illusion Mastery" and "Mind Sense Molding" spell lists (Ess, "Illusionist Base"). While under water, they also have the ability to guise themselves as a wavy "mirror" (one round prep), forcing all who gaze upon them to resist seeing their own image (which they cannot bring themselves to attack).

Giant Hellbender: (f)-FLM-4; primarily aquatic carnivore; drowns foes; 5'-8'; 2-6 young.

The giant hellbender is a slimy, loathsome, four-legged amphibian that spends little or no time on land. Preferring to lurk in stagnant pools or in the mud of freshwater shallows, it awaits opportunities for ambush. The blue-grey creature strikes quickly, darting from below and unbalancing its prey. Those small enough to fit into its eighteen-inch wide jaws are swallowed whole, while larger victims are wrestled beneath the water. Using its sharp claws and a powerful, vise-like bite, the hellbender immobilizes the adversary, drowns it, rises back to the surface with the body, rolls over, and proceeds to feed on the kill using its chest as a dinner table. Although these creatures have little stamina, they can go for weeks without eating.

WATER BEASTS

The denizens of the deeps are myriad. They are also remote and elusive, being of another sub-world. The very clever or the extremely shy often escape detection altogether, so one can only guess at their nature or their numbers. Others, however, are more evident. Of those, the list below provides a sampling.

Demon Whale: kicf-OS-6; toothed; 60'-70'.

White or grey, the demon whale hides in the roaring breakers near northern sea lanes, awaiting the incautious seamen who dare trespass into their territory. Diving deep, these denizens hurl straight upward, ripping through the hull of wooden boats like playful pets. Their five-inch teeth can tear steel, while their gaping eight-foot maw can swallow a man whole.

Hippocampus: (cf)-OS-6; aquatic serpentine horse; 11'-15'.

Sleek, powerful, and noble, the hippocampus is the lordliest of the sea-steeds. It resembles a horse, but has the hind parts of a sea serpent. Its forelimbs end in great webbed feet, which sport arrays of curving claws.



Nator: hnawms-OS-4; seahorse; can breathe in air or water; 8'-10'; 1 foal.

Foaming wind-tossed waves, green mirror-flat inland seas, and the threatening peace of the sunless deeps harbor the scaly nator. A three-horned horse with translucent fins instead of hooves, the nator often draws the carriages of merfolk or bears the waterlords upon its back. The triangular arrangement of horns and sharp spurs above its leg fins make the nator a superb battle-steed.

Nucklelavee: msktc-OS-7; aquatic horse; saltwater dweller; afraid of freshwater; sightings 80% male; breath delivers 3rd lvl conversion poison (cone length 20'; cone base 20'; variability B; when inhaled turns bodily fluids into saltwater); 9'-11'.

Wave spume flecks the hooves of this sea-dweller as it gallops from the shadowed deeps onto moonlit sands in search of nourishment. A fiery-eyed horse with poisonous breath, the nucklelavee carries a grotesque rider: straight from its back grows the upper half of a man whose embrace crushes those escaping the equine assault. No skin hides the nucklelavee's internal anatomy, and the tracery of veins over knotting muscles increases its horror. Fortunately, the beast remains driven by an obsessive fear of freshwater, making havens of lakes and rivers.

Rath: hna-OS-5; toothed turtle; clumsy on land (25% of base rate); 6'-10'; 5-9 young; top AT 20, bottom AT 12.

Possessed of a shark-like mouth, the rath is a large marine turtle with curved forelegs that force it to walk on its knees when on land. Although it is an awkward stroller, the rath's webbed feet make it a graceful swimmer. Rathes love to stuff oysters into their toothy cavities, but they have been known to mangle most anything.

Red Jaw: wmskt-X@,L,U-5; colorless aquatic scavengers; light-producing fin growths illuminate 100' rad; 4'-6'.

The red jaw is a bottom-dwelling scavenger that haunts underground lakes and streams. Voracious, they will eat any meat, live or dead, that presents itself. Their reddish maw contains seven rows of large, razor-sharp teeth, which cut through bone like a pair of sharp swords. Colorless, they are adapted for subterranean life, and perform poorly (-50) in hot or cold waters. These creatures have several hundred light-yielding organs set along the flanks of their large fins. These illuminate large areas, enabling the fish to see with its very small eyes. The eerie glow casts a bright fog into hazy water, leaving other swimmers at a pronounced disadvantage (-25).

Spineshark: wmskt-OS-6; strong knife-edged dorsal fin; 16'-20'.

Spinesharks are nightmarish creatures. Huge carnivorous fish, they are an abhorrent breed of shark known for their exceptionally hard upper back armor and obvious spine-ridge. Their steely dorsal fins are quite capable of inflicting mortal slashing wounds through the toughest of coverings.

NOTE: Any number of water creatures can be created by varying the character of terrestrial races. Sea dogs, sea lion, sea horses, and sea witches are examples of familiar beasts that have aquatic qualities. By giving them fins, scales, tails, and/or the ability to breath under water, loremasters have made them live underwater.

2.32 DRAGONS AND OTHER FELL CREATURES

This section pertains to greater fell creatures, dragons, wyverns (lesser drakes), hydras, basilisks, and the like. These beasts share a number of characteristics, the most fundamental of which are their vaguely reptilian features and their decidedly enchanted nature.

DRAGONS (GREAT DRAKES)

A noble and mysterious race, dragons are among the most potent and terrible of all creatures. They are huge yet agile, bright but vain, enchanted but physical, and learned yet savage beasts. Dragons are the embodiment of all natural forces of knowledge, motion, strength, and magic, be it for defense or offense. No creature epitomizes such a wondrous blend of attributes.

The ancient line of dragons has spawned many varieties. Some are winged and capable of flight, while others bound, crawl, swim, or slither about. A large number breath jets of water, fire, ice, or noxious fumes. Smaller sub-groups bear whip-like tails tipped with lethal stingers. All, however, share features common to dragonkind: fiery, captivating eyes; well-muscled but slender bodies; six appendages (two legs, two arms, and two variably developed "wings"); great talons, a long neck and tail; one to four horns; and scaly body armor, relatively soft on the underside and reinforced along the spine by a row of raised or spike-like plates.

Internally, dragons have a mystical configuration. Their enchanted blood is always caustic and frequently corrosive, and their foul secretions exceptionally acidic. Few have trouble recognizing their awful breath or the inscribed signs of their passing.

Great drakes reside in many remote or devastated locales, but all prefer to live in cavernous lairs. These chambers have narrow mouths, just large enough to admit a dragon with backswept wings. Passages within the cavern may be just as confining, although a dragon's nesting area is usually spacious enough for the beast to swing about, or even fly. Wherever a great drake travels, however, stench and acid-etched markings serve as a trail.

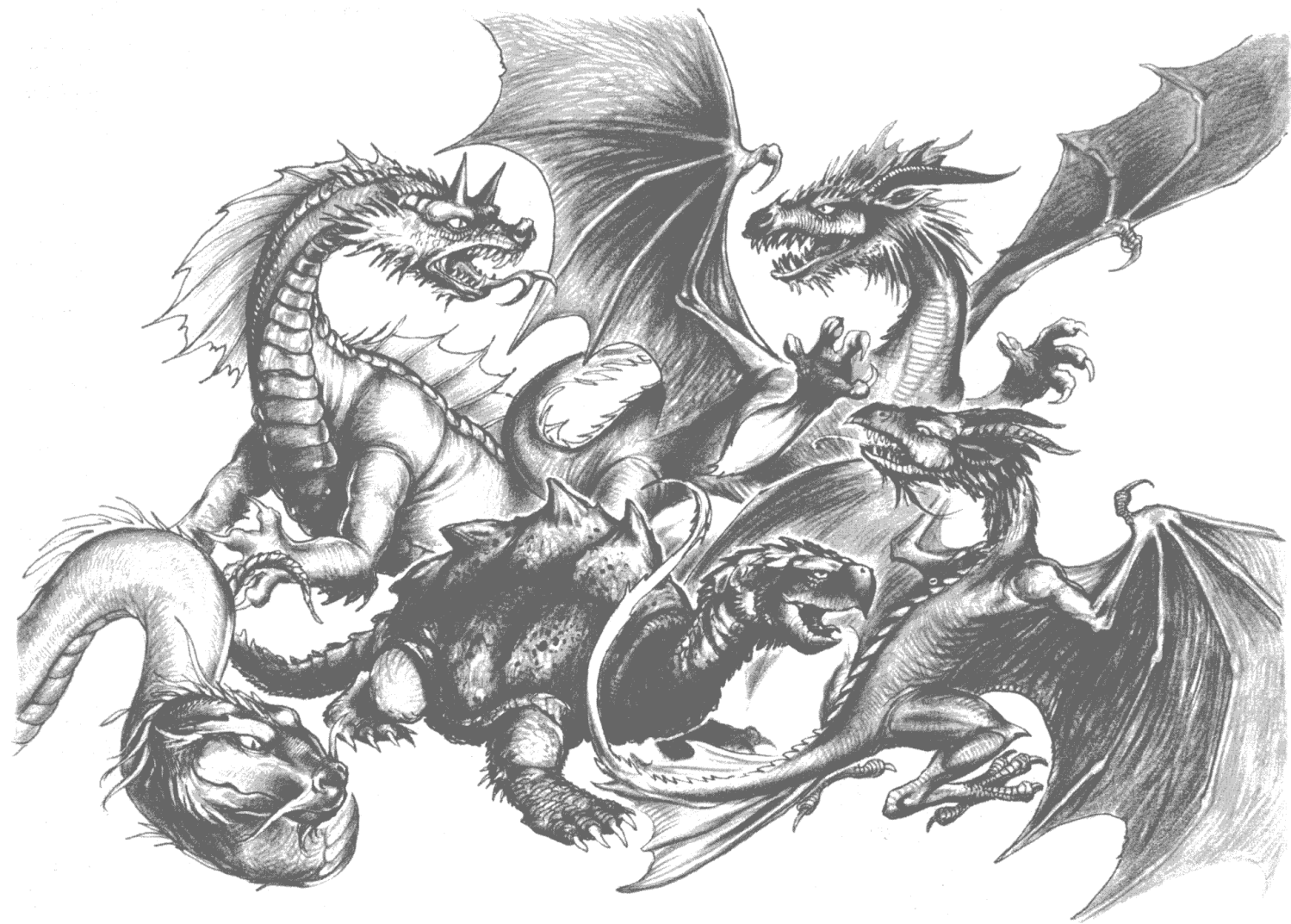
Dragons are generally very intelligent and enjoy battles of logic and wit. Skilled in many tongues and adept at understanding subtle inflection, they are masters of conversation and debate. Riddles and puzzles fascinate them, for word games provide these magnificent beasts with rare challenges. A great drake can be swayed by trickery in situations where weaponry or spells would do nothing but sow the speaker's doom. Still, dragons are schooled in the arts of verbal illusion and are quick to see through falsehoods and facades. Those who dare speak to them have difficulty concealing their real feelings, particularly when they involve fear; but then again, a great drake always assumes that it is being held in awe.

Although dragons are disarmingly perceptive, they are amazingly boastful and self-centered, and invariably consumed with pride. They revel in flattery and bask in other's adoration. Signs of fearful panic spur them on. A great drake will toy with an admirer, even a false flatterer, far longer than it will deal with an insolent fool or an aggressive adversary. Although dragons are capricious, they are quick to anger and despise disrespect.

Most dragons live alone, apart from their (single) mates. Males and females are similar in habits and size, although the latter are less apt to move their lairs. This is particularly true during the prolonged and elaborate courting period, when the male makes a pilgrimage to his mate's home. There he will conduct a ritual dance (be it at sea, on ground, or in the air) and combat any pretenders or rivals. After a few days of breeding, the male departs for 10-100 years, and, six months or so later, the female lays 1-10 eggs. These hatch in another six months. (Little dragons use their sharp horns to break out of their tough, hard-rubbery shells.) It is during these long days that dragons are most fearsome.

Great drakes sleep a lot and, even when awake (50% of the time when "active," 10% of the time when "hibernating"), waste away the hours while reclining on beds of wealth in their treasure-laden lairs. Once they "clear" (devastate) the region around their chosen abode, making it safe for habitation, they spend some time gathering a hoard. Slaughtering their prey, they cowl the countryside and then retreat into their cavernous home until they grow restless, irritated, or bored. All dragons hole up in a sort of hibernation; some do not venture forth for decades. Their omnivorous diet enables them to eat and store virtually anything, while their bizarre metabolism allows them to consume massive amounts of nourishment in an orgy of gorging, and then lay dormant for years. Some (10%) lay in one place long enough for jewels, gems, or coinage to become permanently embedded in their undersides.

A dragon's weapons are legion. Their huge claws, whip-like tails, and massive, multi-rowed teeth enable them to physically overpower most any



beast. The beat of a dragon's wings can stir the ground with a fierce whirlwind, doubling the spreading speed of a fire and making all maneuvering difficult (-75). They can use spells like the best of men (when not in melee), and breathe with deadly vigor. Even their blood is dangerous, for its burning acids will eat through almost anything (for each exposure, treat it as a 5th lvl reduction poison accompanied by a +50 fireball). Their great (4-40 lb) horns — renowned for their enchanted musical, weapon-making, and curative properties — are coveted by artisans, physicians, and kings (at 5 gp/oz raw or 2000 gp/whole horn). When made into a bugle, their sound carries 2-20 miles; as fronting for a composite bow, they make it a magic dragon-slaying weapon and bestow a +25 bonus (1 bow/horn core). When ground (1-10 doses/horn), the horn is an antidote for all drake venoms (e.g., wyvern stings) and toxins (e.g., dragon-blood burns), as well as being a cure-all for any damage done by a dragon's breath (if the victim is still alive).

As noted, dragons are accomplished spell users. Some employ spells to augment their brute strength, while others prefer to rely more on their enchantments, basking in the powers of their spirit and intellect. Dragon magicks vary with the sub-race and individual, but all possess knowledge of the "Spirit Mastery, Spell Reins, Dispelling Ways," and "Essence's Perceptions" spell lists (Ess, "Open" and "Closed"). In addition, their enchanted senses of smell, hearing, sight (they have perfect infravision), and intuitive feeling give them the inherent ability to discern illusions (when they may make a RR as if ½ their usual lvl) and invisible beasts (multiply their "Presence" spell range by their lvl).

The defenses of a great drake are nearly as formidable. Immune to the elements (fire, ice, light, air, and water) and highly resistant to spells, they are rarely bothered by incantations. Their scaly skin forms a natural armor of multi-layered, overlapping plates. Even their softer underside is capable of deflecting all but the finest weaponry. Only sensitive areas on their heads (e.g., the eyes) and their strange "birth spots," places where scales

mysteriously fail to develop (some fall off), afford an attacker any hope of dealing them a death blow. Dragon-slaying arms seek these places. Young drakes, of which there are few, have softer, less-developed hides, and are of course more vulnerable... although no dragon can be called weak.

Dragon Varieties

Over time, drakes have adapted to many conditions. The great drakes, those creatures that have a breath weapon, are no exception. They come in many colors — usually grey or black, or some warm hues such as red, gold, or brown — and some have an exceptionally unique appearance.

Cold Drake: kief-EVX@#,G,ARUW,T-8; may attack with cold breath (CBR; 1x/min; 50 times/day; ice bolt range 500'; cone length 300'; cone base 50'); employs spells (3xlv PP); 15% winged; 30'-80' body, 50'-120' wingspan.

Cold drakes are frequently grey-white or even white and live in cool or frigid climes. They are proportionally bulkier than other dragons and although relatively few (15%) have wings, are good swimmers. Rugged and agile, they can negotiate almost any terrain in their wide search for prey. No dragon can go so far on so little, and no dragon is as likely to physically attack its enemies. In addition to their other spells, cold drakes know the "Ice Law" and "Delving Ways" lists (Ess, "Magician Base" and "Open").

Fire Drake: (-)-(GO)-7; may attack with fiery breath (FBR; 1x/min; 50 times/day; bolt range 500'; cone length 300'; cone base 100'); employs spells (3xlv PP); 60% winged; 30'-90' body, 50'-140' wingspan.

Fire drakes are the most common of the dragons. They live in well-removed lairs in every clime. The oldest of sub-races, they are versed in the ways of all beasts and all realms. Large and graceful, they are suited for land or sky and make poor swimmers.

Fire Drakes are typically red or reddish gold, but many are grey, black, brown, and/or gold. Confirmed sightings of green or greenish-gold fire drakes, however, indicate that these creatures are unrestricted as to hue. Not surprisingly, fire drakes know the "Fire Law" and "Spell Reins" lists (Ess, "Closed").

DRAGONS AND OTHER FELL CREATURES

		-- MOVEMENT STATISTICS --			-- COMBAT STATISTICS --				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
DRAGONS (Great Dragons)												
Cold Drake (land, 15% winged)												
Young	10G	170	FSpt/20	FA/VF	H/LA	400G	12(60)	80HBi/100HCl/90HBa/60HHo/50CBr/60LBr*	1	yz	I	Varies(AA)
Mature	30G	150	Spt/10	FA/FA	H/SL	500G	20(50)	120HBi/120HCl/120HBa/80HHo/60CBr/80LBr*	1	yyz	K	Varies(SU)
Old	50G	130	Spt/0	FA/FA	H/SL	650G	20(65)	150HBi/130HCl/150HBa/90HHo/75CBr/100LBr*	1	yys	L	Varies(HI)
Light Drake (air, 80% winged)												
Young	10G	280	Dash/40	BF/VF	H/LA	200G	12(70)	60HBi/80HCl/60HBa/90HHo/100LBr*	1	yz	I	Varies(SU)
Mature	34G	250	Dash/25	BF/VF	H/SL	300G	12(60)	80HBi/100HCl/70HBa/100HHo/120LBr*	1	yyz	K	Varies(HI)
Old	60G	220	FSpt/10	VF/FA	H/SL	450G	12(50)	90HBi/110HCl/80HBa/110HHo/140LBr*	1	yyyz	L	Varies(VH)
Fire Drake (air, 60% winged)												
Young	10G	210	Dash/30	VF/VF	H/LA	350G	12(60)	70HBi/120HCl/80HBa/50HHo/80FBr*	1	yz	I	Varies(HI)
Mature	38G	200	FSpt/15	VF/FA	H/SL	450G	16(50)	100HBi/140HCl/110HBa/70HHo/100FBr*	1	yyz	K	Varies(VH)
Old	66G	180	Spt/0	FA/FA	H/SL	600G	20(75)	125HBi/150HCl/130HBa/90HHo/120FBr*	1	yyyz	L	Varies(EX)
Gas Drake (land, 20% winged)												
Young	10G	140	FSpt/20	FA/FA	H/LA	300G	12(50)	80HBi/80HCl/80HBa/70HHo/GBr*	1	yz	I	Varies(HI)
Mature	20G	120	FSpt/15	FA/FA	H/SL	350G	20(40)	100HBi/100HCl/100HBa/80HHo/GBr*	1	ysz	J	Varies(VH)
Old	30G	100	FSpt/10	MF/FA	H/SL	400G	20(50)	120HBi/120HCl/120HBa/90HHo/GBr*	1	yys	K	Varies(EX)
Sea Drake (water, 2% winged)												
Young	10G	120	Spt/30	FA/FA	H/LA	250G	12(50)	100HBi/60HCl/120HBa/40HHo/90WBr*	1	yz	I	Varies(AV)
Mature	25G	100	Spt/20	FA/MF	H/SL	350G	16(30)	110HBi/80HCl/150HBa/60HHo/120WBr*	1	ysz	J	Varies(AA)
Old	40G	90	Spt/10	MF/MF	H/SL	500G	16(50)	130HBi/90HCl/180HBa/80HHo/150WBr*	1	yys	K	Varies(SU)
LESSER DRAKES												
Air Drake (air, 100% winged)												
Young	6F	300	Dash/40	BF/VF	H/LA	150G	11(80)	50Lbi/90HCl/50Lba/70LHo*	1	t	G	Varies(AV)
Mature	15G	280	Dash/25	BF/VF	H/SL	200G	11(50)	60HBi/110HCl/60HBa/70HHo*	1	yt	I	Varies(AA)
Old	25G	240	Dash/10	VF/FA	H/SL	300G	12(40)	80HBi/120HCl/70HBa/80HHo*	1	yt	J	Varies(SU)
Land Drake (land, 0% winged)												
Young	6F	180	Dash/25	VF/VF	H/LA	250G	11(60)	80Lbi/90LCl/90HBa/60LHo*	1	tj	G	Varies(AA)
Mature	18G	160	Dash/15	VF/FA	H/SL	350G	19(40)	100HBi/100HCl/100HBa/70HHo*	1	ym	I	Varies(SU)
Old	30G	140	FSpt/10	FA/FA	H/SL	450G	20(50)	110HBi/110HCl/120HBa/90HHo*	1	yyj	J	Varies(HI)
Cave Drake (land, 0% winged)												
Young	6F	160	Dash/30	VF/FA	H/LA	200G	11(60)	80Lbi/50LCl/50Lba/70LHo*	1	o	G	Varies(IN)
Mature	13F	140	FSpt/20	FA/FA	H/SL	250G	19(40)	90HBi/50HCl/50HBa/80HHo*	1	t	H	Varies(MD)
Old	20G	120	FSpt/10	MF/FA	H/SL	300G	20(30)	100HBi/60HCl/50HBa/90HHo*	1	y	I	Varies(AV)
Water Drake (water, 0% winged)												
Young	6F	140	FSpt/40	VF/FA	H/LA	180G	11(60)	100Lbi/50LCl/90HBa/50LHo*	1	t	G	Varies(IN)
Mature	15G	120	FSpt/30	FA/FA	H/SL	240G	12(40)	110HBi/50HCl/100HBa/50HHo*	1	yo	H	Varies(AV)
Old	25G	100	FSpt/20	FA/MF	H/SL	350G	16(40)	120HBi/50HCl/110HBa/60HHo*	1	yy	I	Varies(AA)
WYVERNS (Minor Dragons)												
winged (fly)												
land	8F	180	Dash/50	BF/VF	H/LA	160G	12(65)	50LCl(2x)/90HSt/poison◄	1	o	G	Hungry(LI)
water (swim)	6F	150	Dash/50	BF/VF	H/LA	200G	19(35)	70LCl/110HSt/poison◄/80Lbi/poison◄	1	s	G	Hungry(LO)
Basilisk (fly)	6F	80	FSpt/10	MF/MD	H/LA	180G	16(45)	90Lba/60LCl/100HHo/poison◄	1	r	G	Hungry(LI)
Cave Worm	10G	50	Spt/0	SL/MD	L/II	110F	12(30)	60Lpi/50LCl/Spells/Special	1	y	H	Cruel(AV)
Cockatrice (fly)	5E	90	Dash/20	VF/MF	H/LA	160H	12(20)	90HGr/110HHo/120Lbi/[Heat]	1	s	H	Hungry(VL)
Dragon Salamander	10G	140	FSpt/30	VF/VF	M/-	70D	3(60)	50Mpi80/special◄/50SCL20	1	r	G	Greedy(AA)
Dragon Turtle	15G	100	Spt/10	MF/FA	H/LA	250H	12(40)	60Lbi/70LCl/50HBa/50FBr*	1	j	G	Protect(VL)
Fell Beast (fly)	12G	320	Dash/30	BF/VF	H/SL	400G	20(30)	70HPi/110wp(4D)/70FBr/80WBr[Heat]*	1	w	J	Inquis.(IN)
Hydra	20G	100	Run/10	MD/VF	H/LA	240H	11(40)	80HCl/60Lba/90Lbi	1-10	n	F	Bellig.(LI)
Oriental Dragon (land, 50% movement in water)					H/SL*	380G	19(40)*	150HBa/90Lbi(3-9x)/60FBr(3-9x)	1	yo	K	Hostile(IN)
Young												
Mature	10G	180	Dash/50	BF/BF	H/LA	250G	12(70)	80Lbi/60LCl/70HBa/100SBr/Spells	1	yz	I	Playful(HI)
Old	30G	150	FSpt/40	VF/VF	H/SL	350G	16(60)	100HBi/80HCl/90HBa/125SBr/Spells	1	yyz	K	Alloof(VH)
Sea Serpent (swim)	15G	100	FSpt/20	MF/FA	H/SL	450G	20(50)	120HBi/90HCl/100HBa/150SBr/Spells	1	yyyz	L	Altru.(EX)
Sirrush	10G	150	Dash/10	VF/BF	H/SL	400G	16(30)	90HGr/150HCr◄/80HBi/90WBr[Heat]	1	j	I	Aggres.(LO)
					H/SL	350G	12(40)	80LCl/100LGr/150HBi◄/Spells	1	y	J	Greedy(SU)

* - Special.

Effects of Age on Drake Statistics: In the table above, the statistics for drakes are classified according to age; however, several other capabilities and characteristics given also vary with age:

1) The ranges (bolt range and cone length and base) given for breath weapons in the descriptions for dragons are for 'mature' and 'old' dragons. The ranges for 'young' dragons are only half of the given ranges. In addition, a 'young' drake can only use its breath half as often as indicated in the descriptions.

2) 'Young' drakes of a given type fall into the lower half of the size ranges, 'mature' drakes fall into the middle half, and 'old' drakes fall into the upper half (so there is some overlap of size and age combinations). Roll (1-100 open-ended) to get an estimate of exact sizes.

Changes in Base Movement Rate due to Environment: The base movement rates above for drakes and wyverns are for movement in their primary environment (air, land or water; listed after the creature type above). The chart below gives the percentage of primary base movement rate which may be used in other environments. In parentheses after the percentage is the actual base movement rate for a 'mature' drake of the given type. A dragon in flight must be in a dive to achieve a 'pace' of 'FSpt' (x4) or 'Dash' (x5, a power dive). No drake may 'FSpt' or 'Dash' *underwater*.

Attack Patterns for Drakes: (wyverns and fell beasts follow a similar pattern)

Each round while *in flight*, a drake may:

- 1) use its breath weapon (if able) and
- 2) if diving on a target, it may also use:
 - a) its horn attack (roll each critical twice and take both results) or
 - b) its claw attack (can be used as a HGr attack to attempt to grab smaller targets) or
 - c) its bash attack (can be used as a HCr attack with double damage in an attempt to land on a smaller target).

On *land* or *in the water* a drake may use:

- 1) its breath weapon (if able to) and one claw attack or one bash attack or
- 2) its horn attack and one claw attack and its bash attack (tail) or
- 3) its bite attack and one claw attack and its bash attack (tail) or
- 4) two claw attacks and its bash attack (tail).

	Winged In Air	Winged On Land	Unwinged On Land	In Water
Cold Drake	120% (180)	50% (75)	100% (150)	30% (45)
Fire Drake	100% (200)	30% (60)	70% (140)	10% (20)
Gas Drake	150% (180)	75% (80)	100% (120)	50% (60)
Light Drake	100% (250)	20% (50)	50% (125)	10% (25)
Sea Drake	100% (100)	10% (10)	50% (50)	100% (100)
Air Drake	100% (280)	25% (70)	NA	10% (28)
Land Drake	NA	NA	100% (160)	25% (40)
Cave Drake	NA	NA	100% (140)	50% (70)
Water Drake	NA	NA	10% (12)	100% (120)
Land Wyvern	NA	NA	100% (180)	10% (18)
Water Wyvern	NA	NA	NA	100% (150)
Winged Wyvern	100% (300)	25% (75)	NA	5% (15)

Gas Drake: (f)-EVX@ #,M,U-8; may attack with gaseous breath (GBr; 1x/min; 40 times/day; cone length 100'; cone base 100'); employs spells (3xlv PP); 20% winged; 40'-70' body, 60'-100' wingspan.

Gas drakes are commonly marsh creatures, although they are well known in the wild heath of remote moors. Grey, green, black, or brown, they blend into the sprawling foliage of forested swamps. There they wade in stagnant pools, occasionally diving for snacks. With the exception of sea drakes, they are the best swimmers among the dragon sub-races. Gas drakes surround themselves with sickening odors and fetid mists, creating a sense of death in their land. This allows them privacy, for their gaseous breath is unsuited to the complete devastation of the local countryside. Wise and cunning in the arts of enchantment, they prefer to trap their prey. Gas drakes know the "Confusing Ways" and "Liquid Alteration" lists (Ment, "Mystic Base"), as well as the "Lesser Illusions" list (Ess, "Open").

Light Drake: mktcf-EKVX@#,ARUW-9; most nocturnal (80%); may attack with electrified breath (LBr; 1x/min; 25 times/day; bolt range 300'; cone length 200'; cone base 40'); employs spells (3xlv PP); 80% winged; 25'-60' body, 40'-90' wingspan.

Light drakes, are comparatively rarer and more fragile than other drakes, albeit more dangerous. Their electrified breath is akin to a bluish lightning bolt and is one of the more frightening weapons in all of dragonkind. Generally black, bluish black, sky blue, or black-gold, light drakes are nocturnal predators. They are restless (hyperactive by dragon standards) and, as drakes go, are peerless fliers. Their lairs are always in remote highlands, where storms are near and the air is clear. Since they favor thunderous electrical displays, the battered heights provide them with ideal lodgings. Light drakes have command of the "Light Law" and "Detecting Ways" spell lists. Fair swimmers, they move 20% of their usual pace while in water.

Sea Drake: (-)-LOS,U-8; may attack with watery breath (WBr; 1x/min; 100 times/day; bolt range 300'); can submerge for 2 min/lvl; employs spells (2xlv PP); 2% winged; 25'-70' body, 15'-40' finspan; 40'-95' wingspan.

Sea drakes are almost always wingless, and are therefore confined to the land and the deeps. Superbly streamlined, those that do not fly have modified wings, fins which serve as "waterwings." These enable them to propel themselves at an incredible pace while at the water's surface and quite fast even when submerged.

Sea drakes live in caverns with submarine entryways and prey on other waterbeasts and ships. They have no gills; instead they rely on their huge lungs and their ability to conserve oxygen when diving (safely 2 minutes per level). In this they are like seals. Striking from below, they can hurl out of water and make gliding leaps of up to 300 feet (or 75 vertical feet). Even in "flight," they can spray their quarry with stunningly powerful water bolts or resort to their modest arsenal of spells. Their incantations include those common to all dragons, as well as the "Water Law" spell list (Ess, "Base Magician").

LESSER DRAKES

Air Drake: (-)-(O)-8; nocturnal hunters; nest in cliff nooks or giant trees; 20'-40' body, 30'-60' wingspan.

Land Drake: (-)-(LOS)-7; agile climbers; nest in caves, breaks, or glens; 50% use spells (2xlv PP); 20'-50' body (including 7'-15' tail).

Cave Drake: (-)-VU-7; bite accompanied by burning acidic saliva attack (with crit, delivers heat crit 1 severity higher); nest exclusively in caves; -50 in natural daylight; 15'-40' (including 5'-12' tail).

Water Drake: (-)-FLOS-7; almost exclusively aquatic; live in coastal caves; vert leap 30', horiz leap 100'; 25'-60' body (including 8'-20' prehensile tail).

Lesser drakes resemble the great drakes (dragons) in structure and habits, but lack the overall size and enchanted qualities of their more lordly and less numerous brethren. These creatures possess no breath weapons and, with the exception of the land drake, only rarely (10%) cast spells. They are, however, quicker than dragons.

Lesser drakes are quite bright and enjoy riddles, though they are less vain and their preference for debate and word games is less pronounced than that of dragons. They are much more prone to attacking an intruder or adversary, despite having a relatively even temper. This makes them more predictable, but no less dangerous, than the great drakes.

NOTE: Treat lesser drakes that use spells as having one list per 5 lvls, using the selection system in section 3.23. The first roll dictates what realm all the lists will come from. If the initial list is a base list for hybrid or semi-spell users, all lists must be chosen from that base category, until the category is exhausted. In any case, lesser drakes know spell lists up to their own level and receive two PP per level.



Oriental Dragon: (-)-(O)-7; agile climbers; nest in highland caves or on passing (enchanted) clouds; electrified breath or touch (SBolt; 100' range; 1x/min; 10x/day); employ spells (4xlv PP); grapples with 2'-5' prehensile tongue; 20'-50' body.

The oriental dragon is a beautiful, gleaming, serpentine beast. Their colorful and wingless bodies are often mistaken for those of giant snakes, but actually they have short, powerful arms and legs. When erect, the foldable, fin-like scales on their spine and around their neck give them the appearance of having "sails." No fell creature is more enchanted than the oriental dragon. These wondrous monsters possess all the "Open" and "Closed" spell lists from either the Essence (01-50), Channeling (51-65), or Mentalism realms (66-100). Most (75%) live on or in enchanted clouds, moving sky-lairs which enable them to roam far and wide. Ancient and exceptionally intelligent, they share the dragons' love for riddles and word games.



WYVERNS (MINOR DRAKES)

Land: (-)-(LOS)-7; agile climbers; nest in highland caves or huge, hollow trees; bite or tail-stinger attack injects muscle poison; 15'-30' body (including 5'-10' prehensile tail).

Water: (-)-LOSM-7; exclusively aquatic; live in submarine caves; horn or stinger attack injects nerve poison; vert leap 35', horiz leap 200'; 20'-40' body (including 7'-13' prehensile tail).

Winged: (-)-(O)-6; nest in highland caves or atop pinnacles or giant trees; tail-stinger attack injects nerve poison; 5% in water; 15'-25' body, 25'-45' wingspan.

Like the lesser drakes, wyverns do not have a breath weapon; nor do they employ incantations. Instead, they rely on their superb agility and deadly venoms. Land wyverns have muscle poison glands in their mouths and tails, with ducts through their 5" fangs and barbed tail-stingers. Water-based varieties deliver a nerve poison through their two foot-long horns, while winged wyverns rely solely on their venomous tail barb. (Unless otherwise specified, a wyvern's level is equal to that of its poison).

Wyverns are smaller and more gracile than either dragons or lesser drakes. They are also less intelligent, scoffing at word games and trite conversation. Instinctive and physical, they are active, predatory hunters who spend little time (20%) asleep or confined at home (30%). Food excites them more than treasure. Although they shy away from civilization, they never bypass a meal and are apt to ambush their quarry before contemplating the consequences.

SPECIFIC FELL CREATURES

The following beasts are related to drakes by virtue of their somewhat reptilian features and their association with evil; hence the label "fell creatures." These beasts are undoubtedly distant relatives of the ancient lineage that spawned the race of dragons, lesser drakes, and wyverns.

Basilisk: (cf)-(LOSZ),(UW)-9; loners; its stare instantly turns those looking upon it to stone (RR failures: *mild* = 1-100 minutes, open-ended; *moderate* = 2-20 hrs; *serious* = 1-100 days, open-ended; *extreme* = 1-100 yr, open-ended; although these durations may be shortened by certain spells, rituals, or herbs); can cast "Cracks Call" (Ess, "Solid Destruction," 4th lvl, range = touch, 100x/day); when hissing all within 50' must make RR vs fear or flee; 50% have poisonous breath (GCone; 10' base; 10' length); 21'-30' body (including 7'-10' tail), 21'-30' wingspan.

The basilisk is an extremely rare beast with a serpent-like body, feathered wings and legs. It has no arms and its feathery head ends in a sharp beak. Thus it looks like a cross between a cock and a drake. Legends say that they derive from cocks' eggs that hatch beneath a fell beast. Although their origin is clouded, it is clear that basilisks evolved so that their leathery surfaces became lighter and better insulated. Whatever the case, they have a hideous countenance which turns all who watch them and are gazed upon to stone (including themselves, should they look into a mirror). The only safe way to observe a basilisk is by its reflection.

Tortured creatures, basilisks are constantly unhappy and extremely bitter. Despite their moderate intelligence, they seem unpredictable and insane. Their power is considerable, however, and whenever they employ their wailing hiss, all those within fifty feet must resist fear (RR failure of 01-50 = 1-10 minutes flight; 51-100 = 1-100 minutes flight; 100+ = 1-10 rounds of paralyzed inactivity). Sharp talons and a vise-like beak complete their array of battle tools. Those that challenge a basilisk for their inevitably considerable treasure are either very strong or exceptionally stupid. (In the end, most are simply statuesque.)



Hydra: (-)-FLOS-9; 3-9 regenerative heads; each head emits fiery breath (standard FBR; 1x/min; 10x/day); cone base 25'; 5'-10' necks, 7'-15' body, 7'-15' tail; primary head and body defend on super large crit table, other heads use large crit table.

Hydras are flightless relatives of dragons, dull-witted, multi-headed creatures seemingly spawned by some heinous nightmare. Fully scaled, their armor rivals that of great drakes. Their appearance is akin to a fat serpent with a long neck and tail, two strong legs, and a pair of small arms. Most have nine heads, but some have as few as three (01-05 = 3; 06-09 = 4; 10-14 = 5; 15-17 = 6; 18-22 = 7; 23-25 = 8; 26-100 = 9). These fanged skulls operate independently and, if killed, their neck will split and regenerate as two new heads (in 2-20 rounds). Only a cauterizing wound will stay this horrible process. One head, however, serves as the original (and immortal core). It cannot regenerate, nor can it be stunned; but if slain, the hydra perishes. Alternatively, one can kill a hydra by destroying its body. Each hydra head possesses the power to speak and breathe fire and some (5%) have heads which use individualized breath weapons.

Cave Worm: (-)-X,U-7; blind and exclusively subterranean; -75 in natural daylight; moves 25'/rd through packed earth, 5'/rd through solid rock; crit from bite accompanied by heat crits of lesser severity (same roll); prehensile tongue grapples from 10'; 24'-26'.

Cave worms are colorless, legless drake-like beasts, huge and foul subterranean serpents. Oozing a raunchy, acidic slime, they wind through caverns and chasms and slither through earth and rock. Their repugnant excretions soften all but the hardest of substances, while the six three-foot horns that encircle their bizarre head cut through obstacles. In this way they move directly toward their prey, meals which they track using their uncanny senses of hearing, smell, and feeling. Omnivorous, they eat anything, even stone, although their preferred delicacy is bone. Six-inch fangs enable them to tear through armor with casual unconcern, and their pungent acids act to melt their fodder.

Cockatrice: (cf)-(LOSZ),(UW)-8; loners; its stare instantly turns those looking upon it to stone (RR failures: *mild* = 1-100 minutes, open-ended; *moderate* = 2-20 hrs; *serious* = 1-100 days, open-ended; *extreme* = 1-100 yr, open-ended; although these durations may be shortened by certain spells, rituals, or herbs); 3'-12' body (including 1'-4' tail), 3'-12' wingspan.

The cockatrice is a small relative of the basilisk. Although they are more common than their kin, they are less dangerous, for they lack the ability to breathe gas, crack stone, or elicit fear (they do not hiss). Otherwise they are just like basilisks. Most nest in trees, in towers, or upon rock spires, but one can find them anywhere (look for the "natural statuary").

Dragon Salamander: (-)-O-8; breathe under water or even in lava, can immolate at will (1 rd prep) to deliver a +75 fireball attack to all within 10' (each rd); move equally well in water or on land; 21'-30' (including a 7'-10' tail).

Dragon salamanders (a.k.a. "salamanders") are reddish gold or red serpent-like beasts. They are akin to lesser drakes, but have short necks, huge heads, and smaller legs. A fan-like (foldable) mane of upright scales wraps around their neck. Deriving their name from their fully amphibious lifestyle, dragon salamanders are commonly found near steaming waters or molten lava, their favorite playgrounds.

Dragon Turtle: (cf)-FLOS-7; emit fiery breath (FBR; 1x/min; 30x/day; bolt range 200'; cone length 100'; cone base 50'); 50% spray steam (WBr; 1x/3 rds; bolt range 150'; use waterbolt table; add heat crits of 1 lesser degree of severity); base movt 100% in water, 20% on land; 2'-3' prehensile tongue, 3'-5' neck, 15'-25' body.

These huge carnivorous beasts are essentially giant terrapin-like creatures protected by great, spined shells and long, coiling necks. Although they have beaks like snapping turtles and use quick flicks of their whip-like prehensile tongues to down most prey, they are capable of directing flames born by a fiery breath. Some (50%) emit bolts of steam through their nostrils.

Fell Beast: (-)-O-6; nocturnal hunters; nest in cliff nooks or atop rock spires; 15'-25' body, 20'-30' wingspan.

Spawned from the line of flying cold drakes, fell beasts look much like small armless, dragons. Although they lack the dragon's breath weapon, their powerful talons and huge jaws down most any adversary. Most (75%) of these winged nocturnal predators live in "flights" of 1-10, starting their encircling searches from open nesting areas set high upon virtually inaccessible outcroppings or stone pillars. Agile, strong, and moderately bright, they can be cowed or tamed, making them fine (but invariably evil) air steeds.

Sea Serpent: (-)-FLOS-7; exclusively aquatic; live in coastal caves; spray steam (WBr; 1x/3 rds; cone length 300'; cone base 100'; use waterbolt table; add heat crits of 1 lesser degree of severity); vert leap 40', horiz leap 150'; can coil 60% of body out of water; 25'-100' body (including 8'-20' prehensile tail).

Sea serpents are related to water drakes and the sirfrancis drake (a noble beast), but are generally longer and more snake-like. They can also breathe under water. Swift and given to coiling through stormy waters, they are prone to crushing ships (max of half their length). Unwary sailors may mistake them for whales, since they frequently spray steam or water; and, when coiling in and out of the water, their twisting bodies may look like a school of leaping fish.

Sirrush: (cf)-FLMQ-7; agile climbers; nest in caves, breaks, or glens; electrified breath (SBolt; 200' range; 1x/min; 10x/day); employ spells (6xlv PP); grapples with 5'-10' prehensile tongue; 20'-40' body (including 6'-12' tail).

The sirrush is a marsh-dwelling beast, a wingless, drake-like creature with powerful legs and a long, narrow head. Its forelimbs end in compact paws, while its hind legs sport cruel talons. These specialized appendages enable it to run on two or four legs and give it a peculiar gait (hence the name "Festus Drake"). They like to set clever ambushes and prefer to hunt at night, using their long, grappling tongues and a myriad of illusion spells. Sirrushes possess all the "Illusionist" base list (Ess).

2.33 COMPOSITE MONSTERS

The obscene union of earth with sky, man with demon, or beast with deity seems to have spawned this bizarre jumble of limbs and powers. Whether a common brute gifted with dragonbreath, a strange fusion of hoof and horn with Mannish fragments, or a dancing collection of spherical lights, the extravagant form of a composite creature appears to derive from an impossible mutation. Yet, most breed true, each retaining its unique configuration through generations.

Abraxas: hn-V,J-5; 2-5 young; 7-8' tall; snake legs can grasp foes; directs beak at vulnerable areas, eyes, etc.

A fowl's head and snake's legs merge with the human torso of the abraxas, whose virulent temper matches its aberrant figure. Brilliant crown feathers brush against colorful jungle foliage while the abraxas darts after all that moves.

Al-mi'raj: wmskt-CDHP-6; 1-2 young; "Cloaking" and "Speed" lists (Ment) to 20th lvl; leaps from ground to impale foe on horn.

Silky fur, the color of butter or honey, coats the supple form of the al-mi'raj. A hare from whose forehead thrusts the onyx spire of a single horn, the al-mi'raj possesses sufficient cunning to confound the thousand enemies that threaten eaters of grass, leaves, and grain. The horned hare champions them against fox and wolf, disease and blizzard, and man.

Caustic Slime: (f)-EX@#,U-5; variable size; touch delivers 6-15 hits/rnd; heat or cold elemental attacks deliver double damage.

A cloudy, viscous ooze that coats the surfaces of damp, enclosed chambers, caustic slime erodes wood, metal, and flesh on contact. Extreme heat or cold renders it inactive, but other measures have little effect.

Cerebus: hnmw-EN†@,FL-5; 2-6 young; serpent's fangs dispense 3rd level reduction poison (Vas, C).

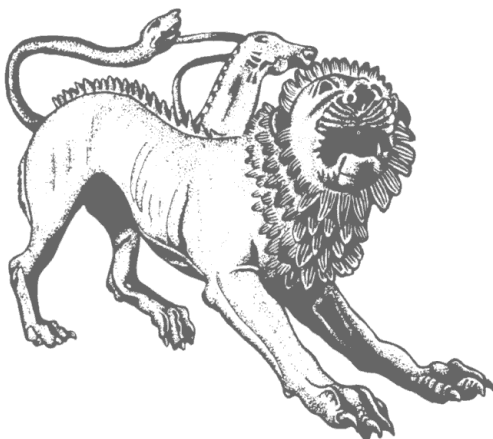
Three-headed dogs whose necks bristle with writhing serpents, cerebus guard entrances and river crossings, bridge or ford or ferry, to prevent the passage of evildoers. Frequently employed by monarchs to protect their kingdoms, a cerebus' concept of evil changes to coincide with its employer's desires.

Chameleon Amoeba: wmskt-EX@,U-5; perception rolls to discern the amoeba at -50.

Amorphous polyps of gelatin, chameleon amoebas acquire the coloring and texture of any surface on which they rest. Invisible from a distance and often unnoticed with proximity, the amoeba waits until prey strolls insouciantly within an arms length before sweeping to envelop the careless unfortunate. Suffocation prepares the corpse for digestion.

Chimera: hna-DHJP-6; 5-10 young; the two heads and the snake can all attack once per round.

A lion possessing an extra head — that of a goat — the voracious chimera prowls in an incessant search for prey. The goat's horns and the lion's steaming jaws receive lethal aid from the chimera's tail, a serpent spewing firebolts. The chimera's savagery extends to even its own young; it usually eradicates the hatchlings on sight.



Echidna: hnmw-FILMQS,DJ-7; 1-2 young; 10-15' snake tail can grasp foes; can use Animist base spell lists (Chan) to 10th level.

The translucent scales of its serpent's tail blend at the waist into the delicately tintured flesh of its human torso. Jungle shadows dapple the echidna's alien beauty while it slithers between tree boles or bathes in clear green water. A self-appointed Guardian of the Good, the echidna preserves the beasts and the bush from trespass by civilization.

Euryale: ast-VX@,Z,RUW-6; breath acts as lvl 12 poison; instantly turns to stone those who inhale it (RR); *mild*, 1-100 minutes (open-ended), *moderate*, 2-20 hours, *serious*, 1-100 days (open-ended), *extreme*, 1-100 years (open-ended); these durations may be shortened by certain spells, rituals or herbs.

A metal-plated hide of brass preserves this huge bull from harm. Bronze horns and hooves gore or trample its foes, while its breath turns flesh to stone.

Gorgon: nams-EX@#,U-7; 1-2 young; females encountered more often (85%) than males; sight of its face instantly turns victim to stone (RR); for duration see Euryale above; the snakes' venom is 5th level special poison (Var. E) which paralyzes victim: *mild*, 1-5 rnds, *moderate*, 1-10 min, *serious*, 1-2 hrs, *extreme*, 1-2 days.

Writhing serpents rather than curling tresses frame this charmer's face. Her nubile figure rivals the beauty of her visage, but a gorgon acquires few lovers. One glance at the lady's face turns the admirer to stone, if the venomous kisses dispensed by her snaky hair do not poison him first.



ZEPHYR HOUNDS

Dragon breath streams from the slaving mouths of the brutish zephyr hounds. A pack of the creatures devastates swiftly the lands through which it roams, adopting a wandering existence through necessity. Each breed of hound adheres to its own kind, fighting to the death in encounters with other breeds. All of these hounds can operate in daylight or at night, and they all blend in with their base environments (+50 to stalking/hiding).

Fire Hound: nams-EKVX@#,RUW-5; 3-5 young; uses fire breath (FBr): bolt range is 50', cone length is 30' with a 20' base; immune to fire attacks; takes double damage from cold attacks.

Glowing red eyes match the smoking flames that roar from a fire hound's fanged mouth. Soot dulls its coppery fur and marks the ground where it passes. A pack of fire hounds pollutes the air and the earth with ashen residue while shedding the blood of all who cross their path.

Ice Hound: ktcf-EKX@#,G,AUW,T-4; 3-5 young; uses cold breath (CBr): cone with 50' length and 30' base; also uses ice breath (IBr): 50' range; immune to cold attacks; takes double damage from fire attacks.

Grey fur and fluorescent blue eyes suggest the frigid nature of this hound. It is very sure-footed on snow and ice with no maneuver penalties.

Night Hound: wmskt-EKX@#,RUW-6; 3-5 young; uses gas breath (GBr) 4th level poison (Var. C) which induces comas: *mild* 1-10 rounds, *moderate* 1-10 minutes, *serious* 1-10 hours, *extreme* 1-10 days; breath is standard cone: 50' length and 30' base; each breath will coalesce into a 10'R sphere after the first round and drift with the wind, lasting 2-20 rounds before dispersing; it is immune to its own breath and all sleep spells.

Night Hounds shun the sun, wandering by starlight when their coal black coats conceal their presence.

Storm Hound: hnmw-EKX@#,FLMQ,-5; 3-5 young; uses shock breath (SBr): bolt range is 100', cone length is 50' with a 30' base; immune to electricity attacks; takes double damage from water attacks.

Static-filled, yellow fur crackles around the lithe forms of these hounds, and their eyes glow citrin yellow.

Vapor Hound: hw-EKVX@#,FILMQS-6; 3-5 young; uses gas breath (GBr) 3rd level reduction poison (Var. B); breath is a cone: 30' length and 20' base; each breath will coalesce into a 5'R sphere after the first round and drift with the wind, lasting 1-10 rounds before dispersing; it is immune to its own breath and all reduction poisons.

Soft-footed as the breeze, these hounds stalk their prey with feline care. Disguised by thick snowy coats, they creep along the ground like small clouds to bathe victims in a fog of green vapor.

Water Hound: hnmw-EKVX@#,FILMQS-5; 3-5 young; uses water breath (WBr): it is a bolt with a range of 100'; immune to water attacks; takes double damage from fire attacks; can swim well and can breathe water as well as air.

These hounds are as much at home in the water as on land. Many a swimmer has found himself besieged by these blue-furred hounds both in the surf and on the beach.

COMPOSITE MONSTERS													
		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----					-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)	
Abraxas	4D	70	FSpt/10	MD/FA	L/-	120F	3(30)*	60We/50MPi/50MGr(2x)/90LCr✓	1-2	n	E	Hostile(LO)	
Al-mi'raj	5E	110	Dash/20	FA/VF	M/-	80F	3(40)	70MHo/Spells	1-2	k	E	Altru.(HI)	
Caustic Slime	3C	30	Run/0	VS/VS	L/LA#	240G	4(20)	Touch: 6-15 hits & 'A' Heat Crit	1	c	E	Passive(NO)	
Cerebus	6F	140	Dash/20	VF/FA	L/II	140G	4(50)	80LBI(3x)/60MSt(6x)/poison ◀	1	f	F	Protect(HI)	
Chameleon Amoeba	8F	60	Spt/0	MD/MD	M/LA@	170E	1(20)	60MGr/80LGr ◀/100HGr ✓/Special ✓	1	d	F	Hungry(LO)	
Chimera	10G	100	Dash/30	FA/FA	L/I	180E	8(40)	90LCI/90LBI&90MHo&60FBolt	1-2	o	H	Berserk(IN)	
Echidna(Lamia)	10G	120	Spt/20	FA/VF	L/I	140F	3(30)	120We&80LGr/130LCr ✓/Spells	1	q	G	Protect(HI)	
Euryale	6E	100	Dash/10	FA/MF	L/LA@	280G	20(10)	80LHo/90LBA ◀/150LTs ✓/Special	1-2	i	G	Bellig.(AV)	
Gorgon(Medusa)	7F	50	Dash/10	MD/FA	M/-	90D	1(30)*	75We/40SSt(3x)/poison ◀/Special	1	w	H	Domin.(SU)	
Great Porcupine	3C	70	FSpt/10	MD/MD	M/-	70E	3(40)*	60lcb(1-10x)/30SCl&40SBI	1-5	a	B	Bellig.(NO)	
Gulo	2B	90	Dash/20	MF/FA	M/-	80F	4(30)	60LCI/70MBA/80MBi ✓	1-5	f	A	Hungry(NO)	
Guyascutus	3H	110*	Spt/40	FA/MD	L/I	110E	3(30)	50LBA/90LTs ◀/70LGr/120LCr ✓	1-2	a	D	Passive(VL)	
Jackalope	1A	150	Dash/20	VF/FA	M/-	60D	3(40)	40MHo/50SBA/60MHo ✓	1-10	a	A	Timid(NO)	
Ki-lin	6F	140	Dash/40	VF/VF	L/I	120H	3(50)	120LHo/80MBA/140MTs ✓/Spells	1	u	I	Cruel(VH)	
Killer Rabbit	10H	200	Dash/30	BF/BF	S/SL	190G	3(30)	150HBI[Crush,Slash]	1	t	J	Hostile(AV)	
Manticore	5E	90	Dash/20	FA/VF	L/I	170F	7(40)	80hcb(2x)/poison ◀/100LCI	1-5	s	F	Cruel(MD)	
Minotaur	8F	100	Dash/30	FA/VF	L/II	160F	4(35)*	150We/90MHo/80LBA ◀/70SBI ◀/Spells	1-2	n	E	Domin.(AA)	
Rumtifusel	3C	40	Spt/40	VS/BF	S/I	90C	4(30)	90MGr/Special ◀(2-20 hits/rnd)	1-2	a	C	Hungry(VL)	
Sasquatch/Yeti	6E	120	FSpt/30	FA/FA	L/-	180G	4(40)	80MCI/100MBA ◀/120MBi ✓	1-2	c	E	Aggres.(LO)	
Scylla	5E	80	Spt/20	MF/FA	L/-	160F	3(30)*	110We&70MGr(2x)/120LCr ✓/Spells	1-2	s	F	Greedy(SU)	
Seftuau	3C	100	Dash/10	FA/FA	M/-	90E	3(40)	100MCI/40SBI	2-20	h	B	Normal(IN)	
Su	2B	120	FSpt/30	FA/VF	M/-	100F	3(20)	60MCI/50MBA/80MBi ✓	1-2	a	A	Aggres.(NO)	
3-tailed Bavorolus	4D	90	Dash/20	MF/MF	L/-	110E	3(30)	80LHo/ 60MHo&50MBA	1-2	a	A	Aloof(LI)	
Tove	1A	60*	Spt/30	MD/MF	S/-	40A	3(40)	30MCI&30SBI	1-2	a	A	Hungry(NO)	
Unicorn	10G	160	Dash/40	BF/VF	L/I	130H	4(50)	140LHo/70MBA ◀/110MTs ◀/Spells	1	u	H	Good(SU)	
Will of the Wisp	6E	130	FSpt/20	VF/MF	M/LA#	80D	1(100)	Body acts as a 50CBall	1	n	F	Cruel(MD)	
Zephyr Hounds													
Fire Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50FBreath	1-10	q	E	Bellig.(NO)	
Ice Hound	6F	140	Dash/20	VF/FA	M/-	90G	4(30)	70MBi/50IBreath/30CBreath	1-10	r	E	Bellig.(NO)	
Night Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60MBi/GBreath	1-10	l	D	Bellig.(NO)	
Storm Hound	3C	140	Dash/20	VF/FA	M/-	60G	4(30)	50MBi/60SBreath	1-10	g	D	Bellig.(NO)	
Vapor Hound	5E	140	Dash/20	VF/FA	M/-	80G	4(30)	60MBi/GBreath	1-10	m	E	Bellig.(NO)	
Water Hound	4D	140	Dash/20	VF/FA	M/-	70G	4(30)	50MBi/60WBreath	1-10	h	D	Bellig.(NO)	

* - Special.

Great Porcupine: wmk-D-4; 3-6 young; 3-4' long; shoots 1-10 quills at a time, as light crossbow bolts.

Larger and more ferocious than its smaller cousin, the great porcupine shoots its sharpened quills at enemies standing many feet away. Savage red eyes and a slavering mouth warn varmint-chasing dogs and careless tourists that the great porcupine is no timid hedgehog. Any excuse for battle draws its bloodthirsty instincts into the fray.

Gulo: cf-G,A,CT-4; 2-4 young.

Thick, white fur patterned by black markings protects the gulo from chill during the fiercest of blizzards, while an insatiable appetite provides the energy required by frigid climes. Cat's head wedded to a fox's body, the gulo has acquired a reputation for gluttony, although it eats for survival rather than pleasure.

Guyascutus: msk-V@,AR-4; 1 calf; prehensile tail can grasp foes.

Telescopic legs assure the comfort of this herd beast on even the steepest slopes. A massive, serpentine tail wraps around rocks and other projections (the man mistakenly selected as an anchor risks death by constriction) for additional security.

Jackalope: wms-@†,HP-4; 4-6 young.

A large hare with the antlers of an antelope, the jackalope possesses the timid nature of the rabbit. When threatened it attempts to bolt to the safety of its hole. Only if cornered will it turn to shed blood with its antlers.

Ki-lin: hnmw-CDJ-7; 1 pup; can use "Invisible Ways" and "Lofty Bridge" lists (Ess) to 20th lvl.

Hints of careless seafoam, glacial ice, and serene moonlight illumine the snowy hide of the ki-lin. The fluid elegance of its greyhound's loins, limbs, and stature combines with the nobility of its stag's face to evoke chilled awe rather than wondering delight. The thin spire of a horn burns like a star from its forehead. Oft-mistaken for the unicorn, the ki-lin shares nothing of that beast's gentle virtue. A virgin who awaits the savage ki-lin's submission discovers herself bloodily rent by the starlit horn when its head bows to lie in her lap.

Killer Rabbit: wmskt-†,P-6; 3-5 young; bounds for the throat, never for another part of the body; treat damage from "exploding" attacks as "slaying" (H.H.G.O.A.).

A plump bundle of fluff identical to its harmless cousin, the killer rabbit betrays its true nature after the innocent wayfarer makes cooing noises of appreciation. The cute, bright-eyed bunny leaps for the throat, its jaws

spreading to encompass an impressive chunk of neck. Steely muscles clamp sharp teeth together, frequently ripping the victim's head from his body.

Manticore: hnawms-EVX@ #,RUW-4; 2-4 young; tail may shoot two iron darts each round (treat as Heavy Crossbow) that dispense a 3rd level (Var. A) nerve poison.

Coarse, slovenly beasts whose favorite prey is man, manticores reek of fresh blood, their odor giving notice of their presence. They roam in packs through underground sewers, caverns, crypts, and ruins. A fleeting glance reveals the manticore's resemblance to an unkempt lion; steadier scrutiny notes an uncouth Mannish head and the lethal scorpion tail.

Minotaur: hnawms-VX#U,D-6; 1 calf; AA, cruel; males encountered more often (85%) than females; can use "Monk's Sense" and "Body Renewal" lists (Ess, Monk base) to 20th level.

Sylvan mazes and cavernous labyrinths house the rapacious minotaur, whose red eyes gleam from a bull's head. Tangled threads litter the corners of its abode, ominous reminders of past failure and death. Abnormal strength and speed, derived from the minotaur's fantastically muscled human body, habitually cheat its foes of victory.



Rumtifusel: (hna)-†,CD; 3-5 young; sucking pores deliver 2-20 hits/rnd; if struck while on a victim, victim receives the same number of concussion hits and criticals decrease 2 in severity.

A flat, rug-like beast that flaunts its luxurious, mink-like pelt, the rumtifusel drapes itself over stumps while mimicking the contours of an expensive fur. When a wayfarer approaches for a closer look, the rumtifusel glides over the fool's shoulders, devouring all but the bones through efficient ventral sucking pores.



Sasquatch: ktcf-G,A,CHT-5; 1 infant; pelt changes colors and shades to help blend in with surroundings, +100 to all stalking/hiding rolls.

Fond of glaciers and icy wastes where snow never melts, the sasquatch's furry pelt can match the color of its surroundings: the chilly whiteness of snow, the blacks and greys of rocks, and the browns and greens of trees. The heavy, gorilla-like body bears claws on its digits and fangs in its mouth, well-equipped to satisfy its appetite for man-flesh.

Scylla: hnams-IOS-4; 1 infant; can use Illusionist base lists (Ess) to 10th level.

Tropical lagoons soothe the tempers of the fiery scylla, creating the illusion of preening mermaids and mermen by hiding the two serpentine limbs that replace a fishtail. Scylla walk on land using their snaketails, but they prefer a watery existence where swimming provides transit. The prehensile limbs coil around enemies and constrict when a scylla's ire is roused.

Seftuau: hn-DJP-6; 1-2 young.

Wild, tangled hair falls from the seftuau's Mannish head to brush the tawny hide of its lion's body. Brute savagery remains absent from its temperament, but a primitive innocence often moves the seftuau to swift and startling action. Little thought mediates its behavior; instinct governs a seftuau in life-threatening situations. Yet, songs and stories related by them at informal gatherings reveal the seftuau as social creatures with more than bestial intelligence.

Su: wmskt-FM-6; 4-6 young; females encountered more often (75%) than males.

River banks and marshes attract the fierce, elegant su to their reeds and rushes. The dainty greyhound's body exhibits a squirrel's tail that curls up and over its back, sheltering the young that often cling there. An innate savagery, displayed by the snarling cat's face, risks the infant su's well-being during frequent hunts for sustenance.

Three-tailed Bavorus: mskt-@f,HP-4; 1 calf.

A barbed fighting tail, a broad flat tail, and a beautifully feathered fan-tail supply this goat-like creature with its name. The obsessive vanity of the bavorus inspires it to sit for hours on its flat tail while admiring its fan tail. This sedentary preoccupation greatly reduces the danger promised by its fighting tail and the corkscrew horn protruding from its forehead.

Tove: nwm-Nf-6; 3-5 young; follows the scent of cheese anywhere.

A badger with a lizard's tail and corkscrew digging talons, the tove shelters exclusively near or under stone structures and subsists on nuts and dairy products. It prefers sharp, nutty cheeses, but will settle for less if hungry.



Unicorn: mk-CDHP-8; 1 foal; can use "Shield Mastery", "Lofty Bridge", "Elemental Shields", and "Spell Reins" lists (Ess) to 20th lvl; all poisons within 10'R of its horn are neutralized; if horn is removed (a difficult task) the radius is only 6".

A deer's velvet grace mated to a goat's dancing fragility imbues the unicorn's equine features with an alien, ethereal quality. The whorled horn of pearl and the drifting mane and tail of raveled silk further remove the opalescent unicorn from the dross of mortal life. Undying, yet subject to death, the one-horned beast can be slain by the sword. Virgins alone tempt it into captivity. The unicorn stoops to bloody its horn with fierce violence should less innocent figures attempt to curtail its freedom.



Will of the Wisp: hnmk-M-3; body size can range from 1'R to 5'R at will; body can act as a 'Cold Ball' attack.

Prismatic globes of light float through the mists that rise from marshes and fens, luring the wayfarer towards certain danger. A supernatural lantern, the will of the wisp alternately dims and brightens its glow while gliding slowly or flitting from place to place, confusing and attracting its prey. The traveler who succumbs to quicksand or deep water feels its cold touch, draining the warmth of life from the dying.

2.34 ELEMENTALS AND ARTIFICIAL BEINGS

Elementals and artificial beings are unnatural creatures constructed by enchantments. Composed of virtually any element or substance, they have no inherent soul. Instead, their spirit is a gift or a temporary lodger. Their bodies would not “live” but for the incantations that unite them with a wandering soul or part of the maker’s own spirit.

NOTE: *Elementals and artificial beings, like demons, are often conjured or “summoned forth.” Symbols, runes, songs, or enchanted rituals or items may provide a means to call up such a creature. The GM may also wish to allow use of the “Summons” and “Control” spells found on the “Dark Summons” (Ess, “Evil Magician Base”) list, treating the following beasts as one would demons (e.g., lesser elementals or constructs would be handled as lesser demons). Alternatively, research into similar specialty spell lists (e.g., “Elemental Summons”) may be permitted. Whatever the case, unless otherwise stated, the summoner must concentrate in order to control any lesser or greater creature of this type. Manipulation of minor creatures or servants requires no such concentration.*

CONSTRUCTS

Minor: (-)(-)(-)-6; small and lacking intelligence; often have single mission; possess built-in dart-thrower (lcb; 1x/rd; unusable in melee); 4'-6'.

Lesser: (-)(-)(-)-7; instinctive; possess built-in dartthrower (lcb; 1x/rd; unusable in melee); 6'-10'.

Greater: (-)(-)(-)-8; modest intelligence; possess built-in dart-thrower (lcb; 1x/rd; unusable in melee); 11'-15'.

Constructs are creatures whose bodies consist of numerous separate parts, like a full suit of plate armor. A robot is a construct, as is a scarecrow. As such, they come in many forms, most of which mimic the human structure. Those that are tools of war or vigilance often have specialized appendages — hook-hands, wrist-mounted dart-throwers, blade-tipped fingers, spiked toes or elbows, and the like — for a construct’s weaponry is always a part of its being. Artificially animated, they are as dependent on their bodies as any creature, and usually limited with respect to mobility and flexibility. After all, a moving suit of armor is rarely mistaken for poetry in motion.

ELEMENTALS

Air: (-)(-)(-)-7; a tornado-like structure visible only by virtue of suspended particles caught in its wake; flies; grappled victim takes a “D” (“B” for lesser) impact crit (1/rd); 7'-11'; “electricity” crits against it rolled on slaying column.

Cold: (hna)-(ZW)-8; a mass of swirling ice surrounded by a cool fog; must maintain contact with water or ground; grappled victim takes a “D” (“B” for lesser) cold crit (1/rd); 7'-11'; “heat” crits against it rolled on slaying column.

Earth: (-)(LOG)-7; a concentration of billowing earth; must maintain contact with ground; grappled victim takes a “D” (“B” for lesser) impact crit (1/rd); 7'-11'; “air” crits against it rolled on slaying column.

Fire: (-)(LOG)-7; a moving flame capable of casting flamelets; must maintain contact with ground; grappled victim takes a “D” (“B” for lesser) heat crit (1/rd); 7'-11'; “cold” crits against it rolled on slaying column.

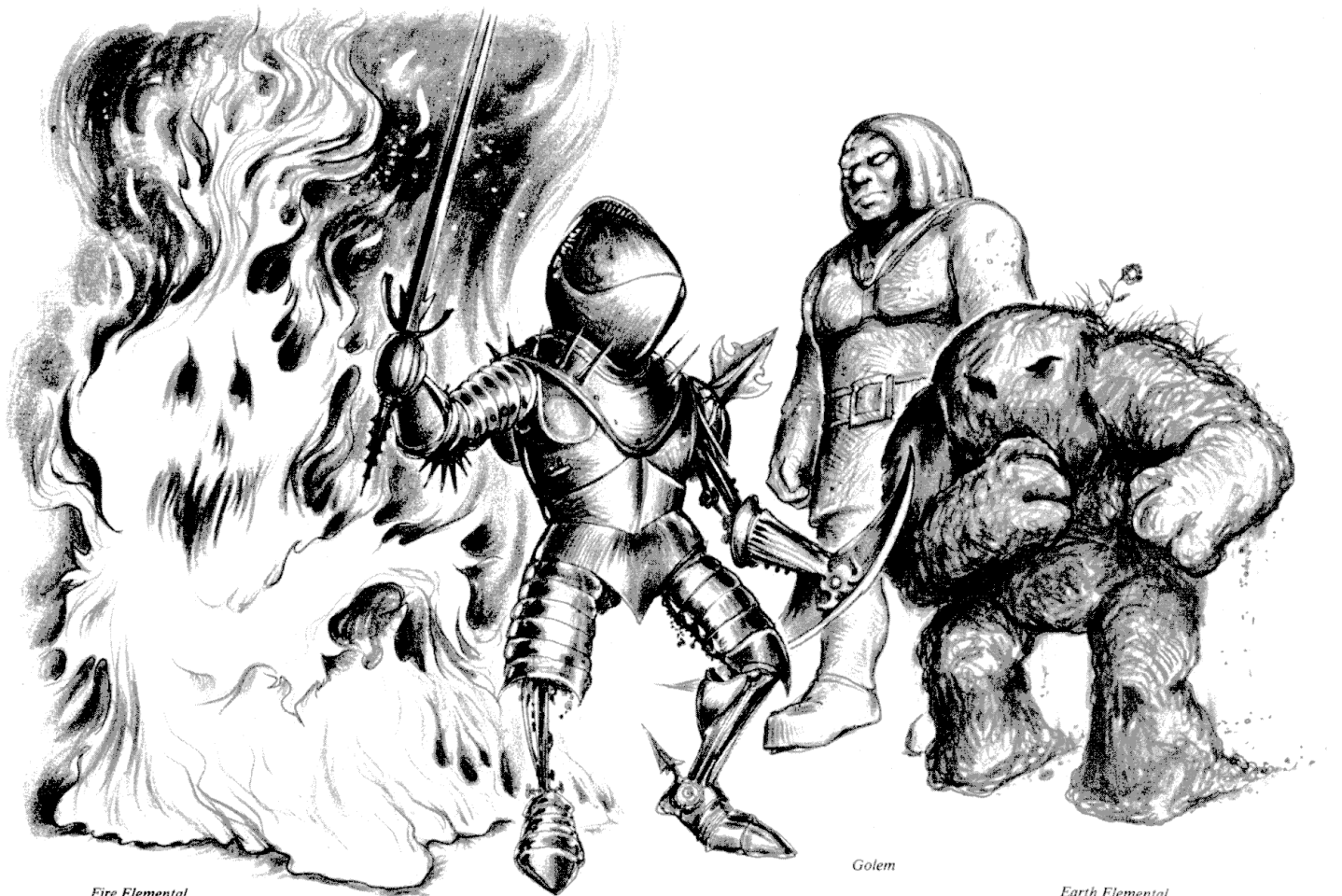
Light: (-)(-)(-)-8; a swirl of bluish, electrically charged particles; flies; grappled victim takes a “D” (“B” for lesser) electricity crit (1/rd); 7'-11'; “water” crits against it rolled on slaying column.

Water: (-)(ZW)-7; a spinning waterspout-like form; must maintain contact with water source or ground (e.g., flies in rain); grappled victim takes a “C” (“B” for lesser) impact crit (1/rd) and will drown in 11-20 rds; 7'-11'; “earth” crits against it rolled on slaying column.

Elementals are creatures whose bodies are made from one of the basic raw elements and whose form is derived from motion. They must be summoned (10' x summoner’s lvl range) from an essential source (e.g., a campfire for a fire elemental) consistent with their composition and exist only as long as their summoner concentrates, or for a number of rounds equal to the summoner’s level (whichever is longer).

Constant movement enables an elemental to maintain shape. Their spirit lodges in a focus which, like the ice in the center of a snowball, becomes the core or “heart” of the creature. Gathered material swirls around this focus, increasing in speed whenever the elemental hastens its pace or assumes a more compact form.

Since these creatures are flexible and quasi-amorphous, they are difficult to slay. One dispatches an elemental by separating it from its spirit or by killing its core. Any slowing of its movement stuns it, however, so these creatures are vulnerable to any disruption of their material flow. When an elemental is frozen or disintegrated, it cannot function. Then its spirit must make an RR or it will depart, prompting the abandoned body to return to its natural state.



Fire Elemental

Construct
32

Earth Elemental

Elementals have vague, ever-shifting shapes. They maintain contact with the ground, but have no definitive appendages; nor do they have true facial features, although a hint of eyes or a mouth may suggest characteristics common to its spirit. The creature's arms, legs, and head take shape with need, such as when it wishes to strike or speak. As with all creatures, they depend on their substance and cannot wield anything much more solid than their own essential base. Only earth and water elementals can carry solid objects, while air, cold, fire, and light elementals are incapable of bearing any item.

SERVANTS

Air: (-)(-)-8; flying sphere of air; its grappled victim receives a +30 airball attack (coldball table; crush crits; 1x/rd); 2'-3' diameter.

Cold: (-)(-)-8; flying sphere of icy air; its grappled victim receives a +30 coldball attack (1x/rd); 2'-3' diameter.

Earth: (-)(-)-8; flying sphere of earth; its grappled victim receives a +30 earthball attack (1x/rd); 2'-3' diameter.

Fire: (-)(-)-8; flying sphere of fire; its grappled victim receives a +30 fireball attack (1x/rd); 2'-3' diameter.

Light: (-)(-)-8; flying sphere of electrified air; its grappled victim receives a +30 lightningball attack (1x/rd); 2'-3' diameter.

Water: (-)(-)-8; flying sphere of water; its grappled victim receives a +30 waterball attack (fireball table; impact crits; 1x/rd); 2'-3' diameter.

Servants are small spherical creatures akin to diminutive elementals. Extensions of their maker/summoner's (master's) mind, they follow him wherever he goes (range = 5' x master's lvl), flying above and behind him unless ordered otherwise. They cannot speak or reason, but are quite capable of obeying simple commands (e.g., "Attack that ferret!"). In addition, servants can perform menial chores. With specific orders, they can retrieve objects at distances up to 100' x their master's level. Although they cannot manipulate items and are incapable of handling goods affixed to something, servants can pick up and carry loose objects (weighing up to 5 pounds x master's level). They will drop them only on specific command.

GUARDIANS

Air: (-)(-)-7; intelligent; appears as stationary column of swirling air; visible only in strong light; all actions by those within it at -50; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Air Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Cold: (hna)-(ZW)-8; intelligent; appears as stationary column of swirling ice; visible only in mild to strong light; all actions by those within it at -60; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Ice Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Earth: (-)(LOG)-7; intelligent; appears as stationary column of swirling earth; all actions by those within it at -70; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Earth Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Fire: (-)(LOG)-7; intelligent; appears as stationary column of swirling flames; all actions by those within it at -75; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Fire Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Light: (-)(-)-8; intelligent; appears as stationary column of swirling bluish sparks; all actions by those within it at -65; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Light Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Water: (-)(ZW)-7; intelligent; appears as stationary column of whirling water; all actions by those within it at -60; one must make RR (+ SD bonus) to voluntarily enter or leave it; uses "Water Law" spell list (Ess, "Magician Base"; 2xlv PP); 11'-15' tall, 3'-5' rad.

Guardians resemble elementals, but are much more stable creatures. They are also much more intelligent, for they embody complete and fully sentient spirits. Stationary, they exist to guard a particular thing or place, a task they tend to perform quite well. Using their cunning and spellcasting powers, they can adapt to circumstances and react in a dangerously sophisticated manner. Guardians are often placed to block an enemy's passing and are quite capable of trapping an unwary traveller.



ELEMENTALS AND ARTIFICIAL BEINGS —

Type	Lvl	-- MOVEMENT STATISTICS --			-- COMBAT STATISTICS --				-- ENCOUNTER STATISTICS --			
		Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Constructs												
Minor	3H	40	Run/0	VS/MD	M/II#	150A	20(0)	60We(2x)/50lcb/Special	1	—	D	Mission(NO)
Lesser	8H	60	Run/0	MD/MF	M/II#	250A	20(10)	120We(2x)/75lcb/Special	1	—	E	Mission(NO)
Greater	13H	80	Run/0	MF/VF	M/LA#	400A	20(20)	180We(2x)/100lcb/Special	1	—	F	Mission(MD)
Elementals												
Air, Weak	10H	140	Spt/10	VF/VF	M/LA#	80H	1(60)	30LBa(3x)/50LGr/[Impact B] ◀ *	1	—	E	Berserk(NO)
, Strong	20H	120	Spt/10	VF/VF	L/SL#	120H	1(50)	40LBa(3x)/70LGr/[Impact D] ◀ *	1	—	F	Berserk(NO)
Cold, Weak	10H	90	Spt/10	MF/MF	M/LA#	80H	1(50)	30MBa(2x)/60MGr/[Cold B] ◀ *	1	—	E	Berserk(NO)
, Strong	20H	70	Spt/10	MF/MF	L/SL#	120H	1(40)	40MBa(2x)/80MGr/[Cold D] ◀ *	1	—	F	Berserk(NO)
Earth, Weak	10H	45	Run/0	SL/MD	M/II#	80H	8(20)	90LBa/40LGr/[Impact B] ◀ *	1	—	E	Berserk(NO)
, Strong	20H	45	Run/0	SL/MD	L/LA#	120H	8(10)	120HBa/60HGr/[Impact D] ◀ *	1	—	F	Berserk(NO)
Fire, Weak	10H	110	Spt/10	FA/FA	M/LA#	80H	1(40)	40MBa(2x)/70MGr/[Heat B] ◀ *	1	—	E	Berserk(NO)
, Strong	20H	90	Spt/10	FA/FA	L/SL#	120H	1(30)	50MBa(2x)/90MGr/[Heat D] ◀ *	1	—	F	Berserk(NO)
Light, Weak	10H	180	FSpt/20	BF/VF	M/II#	80H	1(70)	20SBa(4x)/60MGr/[Elect. B] ◀ *	1	—	E	Berserk(NO)
, Strong	20H	150	FSpt/20	BF/VF	L/LA#	120H	1(60)	30MBa(4x)/80MGr/[Elect. D] ◀ *	1	—	F	Berserk(NO)
Water, Weak	10H	60	Spt/0	SL/FA	M/II#	80H	3(30)	60LBa/60LGr/[Impact B] ◀ *	1	—	E	Berserk(NO)
, Strong	20H	50	Spt/0	SL/FA	L/LA#	120H	3(20)	100HBa/75HGr/[Impact C] ◀ *	1	—	F	Berserk(NO)
Golems												
Flesh	5H	60	Spt/20	MF/MF	M/II@	100D	1(55s)*	80SBa/50MGr/80MGr/100We *	1	—	D	Varies(NO)
Clay	8H	40	Run/10	MD/MD	M/LA#	120G	3(20)*	90MBa/60MGr/100MGr *	1	—	E	Varies(NO)
Tar	8H	30	Run/0	SL/SL	M/LA#	130G	3(20)*	70MBa/70MGr/150LGr *	1	—	E	Varies(NO)
Brass	10H	70	FSpt/0	MD/MD	M/LA#	150G	20(10)	150MBa/50MGr/150LGr ◀ *	1	—	F	Varies(NO)
Stone	10H	40	Run/0	MD/MD	M/LA#	170G	16(20)*	100LBa/60LGr/150LGr ◀ *	1	—	G	Varies(NO)
Iron	15H	50	Spt/0	MD/MD	M/SL#	200H	20(30)*	120LBa/70LGr/170LGr ◀ *	1	—	H	Varies(NO)
Steel	20H	60	FSpt/0	MD/MD	M/SL#	250H	20(40)*	150LBa/70LGr/170LGr *	1	—	I	Varies(NO)
Mithril	25H	75	FSpt/0	MD/MD	M/SL#	400H	20(50)*	200HBa/90LGr/200HCr *	1	—	J	Varies(NO)
Eog	30H	60	Spt/0	MD/MD	M/SL#	500H	20(60)*	250HBa/60LGr/250HCr *	1	—	K	Varies(NO)
Guardians (Air, Cold, Earth, Fire, Light, Water)												
Base Statistics	15G	—	—/—	—/MF	L/LA#	120H	3(60)	Spells/Special	1	—	F	Protect(AA)
Servants (Air, Cold, Earth, Fire, Light, Water)												
Base Statistics	5H	100	Dash/30	VF/BF	S/LA#	50F	1(60)	30Ball attack *	1	—	E	Varies(—)
Shards												
Lesser	15H	1000*	Dash/50	BF*/BF*	M/II	175G	12(50)*	120lcb(2x)/Slash/poison ✓	1-5	y	G	Cruel(AV)
Greater	25H	1000*	Dash/50	BF*/BF*	M/LA	225H	12(50)*	150lcb(2x)/Slash/poison ✓/100Bolt *	1	y	I	Cruel(VH)
Warders												
Lesser	8H	120	FSpt/30	FA/VF	L/II*	80F	4(40)	80LBi(2-3x)/Special(use animal type)	1	—	E	Protect(LI)
Greater	15H	90	FSpt/30	MF/VF	L/LA*	250G	11(30)	100LBi(4-5x)/Special(use animal type)	1	—	F	Protect(MD)

* — Special.

GOLEMS

Flesh: (-)(-)-7; capable of wearing garb (including armor) and using weapons; may appear as human; 4'-7'.

Clay: (-)(-)-6; ignore crush crits; 5'-8'.

Tar: (-)(-)-7; ignore crush crits; if foe delivers hits but no crit his weapon sticks in golem; 5'-8'.

Brass (Talors): (-)(-)-7; quick, but not very durable; 5'-8'.

Stone: (-)(-)-6; softer weapons must make a RR each time they deliver hits (wood -5; bone -0); non-brittle; moves as clay golem; 5'-8'.

Iron: (-)(-)-6; softer weapons must make a RR each time they deliver hits (wood -30; bone -10); 5'-8'.

Steel: (-)(-)-8; softer weapons must make a RR each time they deliver hits (wood -40; bone -20; iron -10); 5'-8'.

Mithril (Yenor): (-)(-)-9; softer weapons must make a RR each time they deliver hits (wood -50; bone -30; iron -20; steel -10); 5'-8'.

Eog: (-)(-)-9; softer weapons must make a RR each time they deliver hits (wood -60; bone -40; iron -30; steel -10; mithril -10); 5'-8'.

Golems are formed of solid substances imbued with a spirit. Many are creatures given life without a complete form and are little more than stupid beasts prematurely endowed with a soul; others are animated sculptures. All appear and act as living statues. They serve only their maker, responding to simple instructions (e.g., one-liners). Whenever a golem is unable to close with a foe, it will throw rocks or any other available objects in order to fulfill its duty (range 200'; Ba attack at 50% OB). Should their maker perish, they will attempt to complete his last instruction (even if it is an ongoing duty) or, if uninstructed, they will become uncontrollable avengers.

Unlike constructs, golems are composed of a single piece of a particular substance. Mannish in appearance, their features are only as defined as their maker's sculpting skill allows.

SHARDS

Lesser: (-)(-)-7; nocturnal; -50 in natural daylight (-100 if their facial skin is folded up); savage arboreal predators; smell as an elf might see; attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); found in groups of 6 (including 1 greater shard leader); 6'-7'; AT 11, DB (100 x pace multiplier) when moving; AT 12, DB 50 when stationary.

Greater: (-)(-)-8; nocturnal; -25 in natural daylight; somewhat cunning but predominately cruel and instinctual arboreal hunters; hear and smell as an elf might see; enchanted gemstone eyes emit "lightbolts" (treat as one attack; 1x/min; 6x/day; 100' range; use lightning bolt table; deliver heat crits); attack only when stationary; can start, change direction, and stop instantly (but only at predetermined location); lead groups of 5 lesser shards; 7'-8'; AT 11, DB (100 x pace multiplier) when moving; AT 12, DB 50 when stationary.

Shards are awful "amalgams," artificially altered elves or men who incorporate enchanted organic features akin to those found in constructs. Immortal but unable to reproduce (as are all artificial beasts), these heinous creatures are haunting arboreal spirits. Nothing surpasses them in speed or agility, and few entities possess their fetish for unrestrained terror.

Shards look like tall, featureless men. Their entire body is covered with a sort of greenish hide, a thick skin which resembles tight clothing. This covering extends over their entire body, including the face. On the feet, it is an inch thick and permeated by bizarre mole-like protrusions, "gripper-like" soles designed to accentuate their already-stunning traction. Their hairless heads are also adorned with a second outer skin. Extending down from a heavy bone brow which surrounds the shard's skull, this semi-transparent layer flaps down over their lower head, obscuring the creature's facial features. Shards pull the skin up when eating, but retreat behind its light-shielding protection at all other times.

Shards normally live in "lats" of six: five lesser led by one greater. Omnivores, they reside in dark "nests" and live on tree products, but retain a quaint fondness for raw meat, particularly fresh brains. Their diet is ideal given their peculiar routine, for shards are active less than an hour a day. Although they are capable of moving about for up to six hours, they prefer to rest.

This is no doubt due to the fact that they never move at speeds under 1000'/rd (a shardic "walking pace"). Shards either stand still, or they burst about with alarming velocities; they travel 5000'/rd when dashing. Effortlessly leaping distances of up to 100', they move along tree limbs with the ease of a skilled (and hyperactive) monkey, hurling forward in a blur which defies the most excited of imaginations. When at rest, they spread their arms to their sides and stare forward in a rigid pose, as if statues. This absolutely immobile form of relaxation has led many an unwitting victim to believe he was surrounded by sculptures, only to later discover that his brain was missing.

Shards must also remain still when attacking. Using but a fraction of a second's momentum, a shard strikes by swinging its arms back along its side, up behind its back, over its shoulders, and then down until pointing straight forward. This wheeling motion brings their head down and upper body forward, and pulls two natural bone discs out of the shard's interior chest reservoir. These sharp, 2" diameter discs travel along an exposed bone track on the shards inner arm; then they are flung forward at amazing speed. Deadly missiles, they are coated with a fluid of diluted shard blood, which serves as a third level nerve* poison. Such attacks are always preceded by at least one round's movement, for the shard must generate momentum. With a dull reserve of fifty discs (which are actually the shard's waste matter), a shard can initiate twenty-five dual attacks over the course of fifty rounds (supply renews at rate of 3/hr).

While the Lesser shards rely on their hideous missiles, greater shards have another enchanted means of assault. Truly blind, they have magical gemstone eyes which pierce their facial covering. These emit bolts of power* even when the creature is (and has been) motionless, making greater shards exceptionally deadly. Unfortunate adventurers who take them for statues and attempt to steal their valuable eyes (500 gp) usually find the experience to be an unwelcome climax to their journey.

Still, the best way to attack a shard is while it is motionless. When it moves, it is virtually unhittable (unless caught in a confined area, when DB drops). Fortunately, since shards must decide where to start, turn, or stop seconds ahead of time, they can be ambushed even while moving. One need only know their exact path. Once the shard stops, of course, any readied attack will serve quite well. With a successful orientation roll, an adventurer can react to the shard's pause. Then, assuming the dauntless warrior does not swallow a disc or two, he can fell the pitiless creature.

*** NOTE:** Loremasters hold that this poisonous blood serves as a lubricant, and that it is peculiar to the variety of shard. According to legend, there are six "i-lats" of shards, each being a group of six lats. The blood of each i-lat is reputedly unique, and it is said that shard blood types equate with the six forms of poison: circulatory, conversion, muscle, nerve, reduction, and respiratory. These same tales speak of the greater shards from each i-lat as having gemstone eyes which cast differing bolts of power. Some supposedly use lightbolts, while others use fire, air, water, cold, and earth. Given the nature of incantations, this is possible, but hardly plausible.



WARDERS

Lesser: (-)(-)-7; 2-3 heads; opponents at -50 for all stalking/hiding maneuvers; must remain within sight of their charge or a rad = 5' x their own lvl (whichever is less); each stun result affects only 1 head; 6'-10'.

Greater: (-)(-)-8; 4-5 heads; opponents at -75 for all stalking/hiding maneuvers; must remain within sight of their charge or a rad = 10' x their own lvl (whichever is less); each stun result affects only 1 head; 11'-15'.

Warders are multi-headed creatures which otherwise resemble a large version of a naturally occurring beast. Inhabited by guardian spirits which are tied to a particular creature, place, or thing, they cannot leave their charge. They are vicious but extremely vigilant and are rarely subject to surprise. Ever-hungry but never starving, warders are otherwise akin to the creatures from which they are spawned.

A warder's multiple heads, however, are coequal and each can serve to guide the beast. One must kill all the heads should one wish to slay the creature (as a result of a head attack). Besides embodying the warder's superb senses of sight, smell, and hearing, each head has a 30% chance of being able to "See Invisible" (Ment, Seer Base, "True Sight" list, 6th lvl), and a 30% probability of having the ability to use "Presence" detections (Ess, "Essence Perceptions" list, 2nd lvl).

2.35 ENTITIES FROM OTHER PLANES

While we may believe our world, our reality, to be all that is, it is but one manifestation of the Essence. Ours is only one plane of existence, a unique gift of the Song of Creation and the patterned Essence which is its legacy. Other planes lie beyond the reach of normal senses and common roads, but they are no less real than what we see or touch or feel.

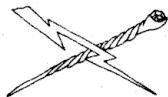
Entities from other planes occasionally come forth in this world, either as visitors or in search of residence. Frequently unwelcome, these creatures upset the Balance of things, for their entire being is keyed to a different aspect of the Song. Their enchanted nature often harbors awesome power.

In coming to this plane, these creatures bring only their spirit, and thus must generally take a form in order to interact with others. This guise is not critical to their existence, but it allows them freedom of action and enables them to affect things in a physical manner. Without it, they are but unseen souls forced to rely on imagery and enchantments.

Still, with every creation and each act, the spirit of these entities risks being captured by its adopted form. Acts of great power also carry the danger of changing the form itself, regardless of the entity's desire. After a time, some of these creatures find their appearance allied with their inner being and shaped by their feelings. No illusion can change their countenance. When their spirit is fully trapped in such an unchanging form, these entities may become imprisoned outside their natural setting. Most avoid this plight, shifting from plane to plane, as summoned, by happenstance, or at their own whim.

Entities from other planes vary considerably. Some are friendly and benevolent, while some are selfish masters of mischief; others are simply evil. Of the latter group, demons are the most notable.

Demons are tortured spirits, born of all-consuming desire and tied to a frightening form. Many are possessed of considerable intelligence and command the allegiance of numerous lesser thralls. Others are unthinking, unflinching deathdealers. Most have hairless bodies and glistening skin of unusual hues. Immensely strong and agile, they possess claws, fangs, or horns and are capable of wielding a variety of melee weapons.



DEMONS OF THE VOID

Daedhel: (-)-EK\$#-7; Type I; Elf-demon; intelligent but cruel; use spells; 5.5-6' tall; lessen crit severity by 1 lvl.

Hothrog: (-)-EK\$#-7; Type I; Man-demon; cruel; operate in packs of 2-20; 7' tall; lessen crit severity by 1 lvl.

Culraug: (-)-EK\$#-7; Type II; Elf-demon; intelligent but cruel; 6' tall; immune to fire; lessen crit severity by 2 lvls.

Daerauk: (-)-EK\$#-7; Type II; Man-demon; intelligent but cruel; use spells (2xlv1 PP); 6' tall; lessen crit severity by 1 lvl.

Hodhedhel: (-)-EK\$#-8; Type III; Elf-demon; very intelligent but cruel; 6-7' tall; use large creature crit table.

Gogonaug: (-)-EK\$#-8; Type III; Man-demon; intelligent but cruel; use spells (15 PP); crit strike accompanied by "A" fire crit; 10' tall; immune to fire; cannot be harmed by normal weapons but twice normal vulnerability to cold or ice; lessen crit severity by 2 lvls.

Thauredhel: (-)-EK\$#-8; Type IV; Elf-demon; exceptionally intelligent but cruel; use spells (1xlv1 PP); 6-7' tall; cannot be harmed by normal weapons; use large creature crit table.

Narauk: (-)-EK\$#-8; Type IV; Man-demon; highly intelligent but cruel; crit strike accompanied by equal fire crit; can weave 10'x60'x1' fire wall (delivers "B" crit; no RR) each rnd; can breathe + 30 Fire Bolt (100' range; 3x/day); 11' tall; use large creature crit table.

Celebhel: (-)-EK\$#-8; Type V; Elf-demon; exceptionally intelligent but cruel; use spells (3xlv1 PP); presence causes RR vs fear (50' rad); 7' tall; immune to cold; ignores stuns; cannot be harmed by normal weapons; use large creature crit table.

Noble Gogonaug: (-)-EK\$#-9; Type V; Demon of Might; very intelligent but cruel; strength yields 3x damage; use spells (50 PP); crit strike accompanied by "B" fire crit; 13' tall; immune to fire; use super large creature crit table.

Ordainer Raukamar: (-)-EK\$#-9; Type VI; Demon of Might; loners; exceptionally intelligent and exceedingly cruel; employ spells (3xlv1 PP); presence causes RR vs fear (100' rad); strength yields 3x damage; given to immolation ("C" heat or colder to all in 5' rad); fly at 25'/rd; 12'-15' tall; immune to fire or cold; use super large creature crit table.

Ordainer Moloch: (-)-EK\$#-9; Type VI; Demon of Might; loners; exceptionally intelligent and exceedingly cruel; employ spells (5xlv1 PP); presence causes RR vs fear (100' rad); strike with 2 arms/rnd as if 2 individuals; hands strike as maces; strength yields 3x damage; given to immolation ("D" heat or cold crit to all in 6' rad); fly at 30'/rd; can alter size and shape, up to 15'-18' tall; immune to fire or cold; use super large creature crit table.

Demons of the Void are evil creatures who reside in the Nothingness outside of Creation, apart from the Essence and beyond known planes. They are of the realm at the very edge of Existence. Unlike Demons of the Pale, they are beings who were once of the "high races," but have long been changed. There are three kinds of these demons: (1) malformed spirits of fallen demigods; (2) perverted elfen spirits; and (3) corrupt souls of immortal manish spellcasters. All were cast into the Void as a result of heinous crimes or their own foul incantations. In any case, they were sundered from this world because of their own evil acts.

Demons who dwell in the Void can only take form on known planes when under a summons or by entering a Gate to the Otherworlds. Since the Gates are guarded, their passage is often tied to a pardon, a rare event typically inspired by trickery. Like Demons of the Pale, these wicked spirits take distasteful forms while in this world, thereby interacting with other beings. These forms serve as their conveyance, but are vulnerable and can be destroyed. Their "real being" or spirit, on the other hand, cannot be destroyed outside the Void.

Demons of the Void, like undead, are rated on a scale from I to VI, with Ordainers stretching off the bounds. An Ordainer may only be summoned by a spellcaster of at least 50th level utilizing a "Summon Demons VI" spell. They may never be controlled or mastered, although their presence outside the void usually requires the use of these spells. The approximate breakdown by numbers is: Type I, 5% (01-05); Type II, 8% (06-13); Type III, 20% (14-33); Type IV, 30% (34-63); Type V, 25% (64-88); Type VI, 10% (89-98); Ordainers, 2% (99-00).

While some are masterful enchanters, all these creatures can make use of spells from the Sorcerer base list "Soul Destruction" and the Evil Mentalist base list "Mind Disease".



Elf-demons

The Daedhel, Culraug, Hodhedhel, Thauredhel, and the Celebhel arose out of the spirits of evil Elves. All possess the size (5.5-7') and skills (e.g., invisibility) they had in life, but have lost true form and have difficulty assuming a fair guise.

Daedhel, or "Shadow Elves", appear as shadowy remnants of their former selves. They know all Sorcerer base lists to 5th level and enjoy high senses of Empathy and Intuition (85-102). Despising of light, they can cast "Darkness" (Ess, lvl 5, "Darkness"). Their golden-red brethren, the **Culraug**, have similar abilities. Enamored of fire and given to serving Fire-spirits, Culraug are also immune to flames and prefer warm places.

Stronger demons, the **Hodhedhel** have black skin and silver hair. Their thick hide is extremely tough, although it appears smooth and flawless, like that of true elves. So too, does the skin of the **Thauredhel**. Outwardly indistinguishable from Hodhedhel, these creatures wield considerably more power. No normal weapon can harm them. All Thauredhel possess at least 1 power point per level and know all the Evil Mentalist base lists (to their own level).

Of all the Elf-demons, though, *Celebdel* are the most potent. Frightening yet cruelly noble, their very presence forces those within 50' to make an RR versus fear. Those who fail by 01-50 flee for 1-2 minutes, while those who fail by more are frozen in terror for 1-10 rds. Because they wear bizarre silver crowns, *Celebdel* are called "Silver Horror" by the High-elves. These crowns permit them 2 extra power points per level. These they use to cast spells from the Evil Mentalist base lists, all of which the *Celebdel* know to 20th level.

Man-demons

The Hothrog, *Daerauk*, *Gogonaur*, and *Narauk* comprise the changed souls of evil humans called "Man-demons." Like the demonic elven spirits, Man-demons possess the skills and stature they had in life, but lack true form or pleasant features.

Hothrogs are Man-demons whose forms combine the bodies of men and the heads of large jackals. Their hands have but two non-opposing fingers, so they cannot use weapons. Instead, they rely on their long, steely claws to tear or shred their foes. Hunting in "packs" of two to twenty individuals, they are instinctively tied to one another and often attack with suicidal frenzy (+30 OB; -20 DB and no parrying) when alone. Those who aspire to lead are less prone to such behavior but even more brutal, having slaughtered their numerous rivals.

The more gifted *Daerauk* can wield weaponry. They also invoke greater awe; these shadowy forms appear as mere silhouettes of blackness, for they reflect no light. Although this makes them virtually invisible in shadows or deep darkness, this thirst for light can be their downfall. An "Utterlight" spell will slay any *Daerauk* failing to resist within the area of effect. Spell casters, *Daerauk* know all Evil Cleric base lists to 5th level and receive 2 power points per level.

Gogonaur are demons of fire, appearing as 10' tall men surrounded in flame. Their skin is a dark red and their eyes are a deep and unblemished black. When aroused, their bodies burn brighter and take on an amorphous quality. While in this state they move like a dancing fire and cannot be harmed by normal weaponry. When struck by spells of cold or ice, however, they receive twice the usual damage (including two, separately-rolled crits). Their flames yield an (additional) "A" fire crit whenever they deliver a critical strike. Each day, *Gogonaur* can cast up to 15 power points of spells from the "Fire Law" list (Magician base).

Narauk are greater Fire-spirits, towering 11 feet tall. They have the bodies of men, with huge, flaming hands tipped with gleaming talons. Their critical strikes are accompanied by fire crits of an equal level. Worse, they can "weave" a 1' wide, 10' high wall of flame wherever they tread. Although it requires their undivided concentration, they can extend the wall by 60' per round, and the fires last from 1-10 minutes (roll once for the duration of the whole). This wall delivers a "B" fire crit (no RR) to all who pass through (1x) or remain in (1x/rnd) its confines. *Narauk* can also breathe flames, exhaling +30 white Fire Bolts up to three times a day (100' range).

Demons of Might

The Ordainers and their lesser brethren, the Noble *Gogonaur*, are demigodal spirits whose avarice led to their fall from grace. These Demons of Might were cast out as they upset the Balance of Things. Most became imprisoned, but many were destroyed and passed beyond Existence. A few survived to dwell in the depths of the earth, laying in wait as a dormant curse upon the world. Like the Demons Beyond the Pale, they are terrifyingly powerful creatures, with a thirst for lordship and a hunger for casual revenge.

Noble *Gogonaur* are great Fire-spirits, demons who were once lower demigods. They serve as a model for the lesser Fire-demons and, as such, their appearance is that of larger (13' tall) *Gogonaur*. They possess all the powers of *Gogonaur*, but are more cunning and capable. Their critical strikes are accompanied by "B" fire crits and most (80%) are armed with Fire-weapons (e.g., a "Sword of Flame"), great two-hand arms that they wield in but one hand (delivering 3x damage). All Noble *Gogonaur* can cast 30 power points per day of spells drawn from the Magician base list "Fire Law." Their thick, smooth hide is both enchanted and resilient, and cannot be harmed by normal weapons.

Raukamar are lesser Ordainers, Fire- or Ice-spirits who embody great strength and power. Appearing as huge (12-15' tall) man-like forms veiled in blackness, their pitiless image fosters fear. The sight of such a presence is such that all non-demonic creatures viewing the demon must roll a successful RR or flee in terror (for 1-100 minutes). RR failure of greater than 100 results in death due to shock. Once a person has stood and fought a *Raukamar*, he is immune to the fear auras of all lesser lvl *Raukamar*.

Raukamar can bathe themselves in fire or an icy mist, immolating with explosive vengeance and each round inflicting a "C" heat or cold critical on all characters within a 5 foot radius. Horned and winged, they can take flight, moving 25' per round, like fiery fell beasts. These demons possess spells from the open Essence and Mentalist spell lists. They know all of these lists to their level, and receive 3 power points per level.

The mightiest of the Demons of the Void, however, are the greater Ordainers, the *Moloch*. These lordly demigods are high servants of evil, brilliant, yet exceptionally cruel masters of hate. All are unique in guise and possess the power to change shape at will (1 rd prep), although they cannot hold fair form without concentration. In their usual state, they are huge, hideous, beasts, with tremendous wings and well-muscled arms and legs.

Like the less spectacular *Raukamar*, *Moloch* can fly (30'/rd) and employ Essence or Mentalist base spells to their level (lvl x 5 PP). When utilizing arms they carry two 2-handed weapons, striking each round as if 2 individuals. When unarmed, they simply use their hands, which strike as maces. In any case, their immense strength yields 3x damage. Given to immolation, the *Moloch* can explode into flame or shroud himself in ice, and all within 6' receive a "D" heat or cold critical each round they remain in the terrible, flickering radius. A *Moloch* can also "ordain" a foe, tearing the target's soul from his body with a 30th lvl "Absolution" (Ess list; "Soul Destruction").

DEMONS OF THE PALE

First Pale: (-)EK\$#-6; nocturnal and almost exclusively instinctive; often found in lots of 1-20; 7'; reduce crit severity by 1 lvl.

Second Pale: (-)EK\$#, LMOQ-6; aquatic; often found in lots of 1-10; 8'; reduce crit severity by 2 lvls.

Third Pale: (-)EK\$#, U-7; nocturnal or subterranean; fly; virtually blind and reliant on radar; often found in lots of 1-10; 9'; reduce crit severity by 2 lvls.

Fourth Pale: (-)EK\$#-7; spell users (2xlv PP); often found in lots of 1-5; 10'; use large creature crit table.

Fifth Pale: (-)EK\$#-8; clever and adaptable; use spells (3xlv PP); loners; 11'; ignore stuns and hits/rnd; use large creature crit table.

Sixth Pale: (-)EK\$#-8; move by acrobatic leaps and sprints; found in lots of 1-5; 7'; ignore stuns and hits/rnd; use large creature crit table.

Beyond the Pale: (-)EK\$#-9; loners; strike with 2 hands/rnd as if 2 individuals; fly at up to 240'/rd; spell users (6xlv PP); presence forces an RR vs fear (50' rad); can immolate (all in 5' rad receive "D" heat, cold, or electricity crit each rd); 12-18'; use super large creature crit table.

The Pale consists of six Realms of Near-void, places characterized by faint, unchanging light and featureless "terrain." Utterly horrible, these are planes where life and death have no meaning. Here, Evil reigns and tortured demonic souls exist in a twisted state — without hope, yet consumed by desire. Creatures of these hellish realms are either prisoners of their own misdeeds or spirits banished due to some misfortune. All lack comfortable alignment with this "misbegotten land."

Demons of the Pale are categorized according to their plane, of which there are six. Individually called "Pales," these terrible realms compose a hierarchy of hideously insane existence. Of those within the Pale, First Pale Demons are the weakest; Demons of the Sixth Pale are the strongest. Demons "Beyond the Pale" exist in any Pale or on an entirely different plane, although they are not of the Void. Exceedingly powerful creatures, their individuality defies categorization.

First Pale demons are social creatures, given to animal-like ways and organization. These 7 foot high beasts have light grey skin and a tuft of hair protruding from the center of their otherwise bald heads. Almost purely instinctive, their actions reflect a near absence of intellect, although they use simple one-hand weapons (like clubs) and know nothing of shields.

Second Pale demons are eight foot tall denizens from a realm of uniformly dark, murky "water." Somewhat more intelligent than First Pale creatures, they are fewer in number. They are also larger and darker (medium grey), quicker, and brighter than their lesser brethren, often making use of higher quality one-hand weaponry (e.g., swords). Hairless, they are endowed with extremely smooth hides and partial "webbing" between their long clawed toes. Huge hands and lungs adapted to drawing air out of a gaseous or liquid environment make them capable amphibians (i.e., they can breathe beneath water or in normal air).

Third Pale demons stand 9 feet tall and wield wicked, two-hand weapons. Most are completely hairless and dark grey in color. They have large ears and noses, both of which are formed of gnarled bone, and enjoy superb senses of hearing, smell, and reflected sound location (akin to bats). This is essential to their survival, since they exist in an eerie underworld. Demons of the Third Pale are virtually sightless in any conditions other than blinding light (a situation which permits them to see quite well). Like bats, they are winged creatures with well-adapted flying and gliding skills.

Fourth Pale Demons are 10 feet tall and markedly contrast with beasts of the Third Pale. To begin with, they have huge eyes guarded by a bony brow inset with two to four small, sharp horns. Spirits of an enchanted sphere marked by stark, unending mazes, they are intuitive but insane. Each is given superb sight (including infravision and imagesight), but often lacks development of other senses. Their ears and noses are malformed but relatively small, like First and Second Pale Demons, but here the resemblance ends. These creatures have a mottled, light blue coloration and long, thin appendages, including a whip-like, prehensile tail. Few have any hair. Slender, agile, and strikingly precise, they usually throw things or resort to spell-casting; as a race, they have mastered both forms of attack. Each possesses knowledge of all the Astrologer base lists and receives 2 PP per level.

Fifth Pale demons are strong, huge (11' tall), and given to using complex weapons. They are in many ways the most dangerous of the common varieties. Although related to Fourth Pale Demons — using spells and enjoying superb sight — they are a darker blue, tail-less, stocky, and powerful of build, and have heightened senses of smell and taste (but not hearing). No Demons of the Pale are stronger from the point of brute force. Legends commonly cite these creatures as being capable of punching through steel doors or thick, stone walls. Many are also quite bright, as evidenced by their skills in the ways of spell-casting and organized war-craft. Each possesses knowledge of all Open Channeling lists and receives 3 PP per level. Fifth Pale demons are jealous of power and forever seek to dominate others. Highly individualistic, they consider their brethren to be minions.

Sixth Pale demons are intelligent but absolutely wild and murderous creatures. The most feared of common Demons of the Pale, they hail from a province covered in endless, fiery chasms. They resemble First Pale varieties in stature and structure, but possess black skin, huge hands, and large, prehensile tongues and feet. Their glowing red eyes and foot-long tongues create a frightening visage. Nearly all are virtually immune to ex-

trêmes of temperature, particularly fire, and pain seems alien to their being. Worse yet, they are powerful and elusive foes. With their recurved musculature, they are given to feats of tremendous acrobatic skill and rarely paralleled strength. Even after twisting leaps of up to 100 feet, they can right themselves for a crushing blow or a seemingly impossible hold on a vertical rock face. They frequently accomplish the latter maneuver by driving their clawed hands and feet into the sheer and solid rock, literally gripping the torn surface. Such fearless displays of raw, dexterous power are inherent in their character, and many have been known to tear the head off of a fallen foe with one swift motion.

Demons Beyond the Pale are spirits of downcast demigods (related to Ordainers) who have not yet been banished into the Void. Their tremendous power permits them to take gigantic forms, although none are fair-seeming. Agile and powerful, they swing great (two-hand) weapons with each hand and have the power of swift flight (60'/rd acceleration; max speed 240'/rd). Each possesses an almost irresistible voice and commanding presence which enables them to lead large groups or dominate exceptionally strong minds (as "Spirit Mastery" spell; lvl 50; Ess list "Spirit Mastery"). Those viewing them for the first time (within a 50' rad) must make an RR versus fear. Failure of 01-25 results in the victim being immobilized by terror for 1-10 rds; failure of 26-100 forces the victim to flee for 1-10 hours, while a failure of 101+ results in instant death due to shock.

Most such spirits are tied to a specific element (e.g., fire), which allows them to command related elemental or base spells akin to their own makeup. Fire-spirits, for instance, know the "Fire Law" spell list, as well as any other spell whose name contains the word "fire" (while those of light know "Light Law" and any spell with a name including "light"). Given to immolation, demons beyond the pale can engulf themselves in fire, cold, or ball lightning, thereby delivering a "D" crit to all within 5' of their huge, hideous bodies. Few creatures have so many tools of power, or so prone to wield them.



Demons of the Pale

ENTITIES FROM OTHER PLANES

		--MOVEMENT STATISTICS--			-----COMBAT STATISTICS-----				--ENCOUNTER STATISTICS--			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
DEMONS OF THE PALE												
Pale I	1A	90	Dash/10	MF/FA	M/I	35D	1(20)	40MCL(2x)/30MBa/60MCr✓/50cl(2D)	1	—	C	Berserk(LI)
Pale II	4H	110*	Spt/10	FA/FA	M/II	60F	3(30)	50MCL(2x)/40LBa/80LKr✓/70bs(2D)	1	—	E	Berserk(IN)
Pale III (fly)	8H	130*	FSpt/20	VF/FA	L/II	90F	4(50)	60MCL(2x)/70LBa/105LKr✓/90th	1	—	F	Cruel(MD)
Pale IV	13H	160	Dash/40	BF/FA	L/LA	120G	4(60)	60wp(2D)/70LBa/130LKr✓/Spells/90We	1	—	H	Cruel(SU)
Pale V	18H	100	FSpt/20	VF/FA	L/LA#	300H	8(50)	150HBa/200HCr✓/Spells/140We(2D)	1	—	J	Domin.(HI)
Pale VI	27F	150*	Dash/50	VF/FA	M/LA#	250H	12(60)	180LCL(2x)/130LBa/100MBi✓/150LKr✓	1	—	H	Cruel(AV)
Beyond the Pale	50G	120	Dash/20	VF/FA	L/SL	400H	20(60)	200HBa/250HCr✓/240We(2D)/180We/Both	1	—	L	Varies(EX)
DEMONS OF THE VOID												
Elf-demons												
Daedhel (I)	2H	55	Dash/20	MD/MF	M/I	45D	1(30)	50We/Spells	1	—	C	Cruel(HI)
Culrang (II)	4H	60	Dash/30	MD/FA	M/II	65F	1(40)	70We/Spells	1	—	D	Cruel(VH)
Hotheadhel (III)	7H	60	Dash/20	MD/MF	M/LA	90E	4(50)	130We/120We	1	—	E	Cruel(AV)
Thauredhel (IV)	12H	60	Dash/20	MD/MF	M/LA	150E	4(60)*	140We/Spells	1	—	F	Cruel(VH)
Celebhel (V)	20G	80	Dash/30	MF/FA	M/LA@	200F	1(70)*	175We/Spells/Special	1	—	I	Cruel(VH)
Man-demons												
Hothrog (I)	2B	50	Dash/10	SL/MD	M/I	60F	11(15)*	50MCL(2x)/50MBa/100MBi✓	2-20	—	C	Cruel(AV)
Daerauk (II)	4H	60	Dash/20	MD/VF	M/I	60E	11(25)	60We/Spells	1	—	D	Cruel(HI)
Gogonaur (III)	6H	70	FSpt/10	MF/FA	L/II	135F	4(45)*	100We[Heat]/60LBa/Spells	1	—	F	Cruel(AA)
Narauk (IV)	11H	50	Dash/10	SL/MD	L/LA	175G	12(50)	110LCL(2x)[Heat]/30FBolt/Special	1	—	G	Cruel(HI)
Demons of Might												
Noble Gogonaur(V)	17H	70	FSpt/0	MD/MF	L/SL	250G	15(60)*	160We(3D)[Heat]/Spells/Special	1	—	I	Cruel(SU)
Raukamar (VI)	30G	80	FSpt/10	MF/MF	L/SL	350H	20(70)	200We(3D)[Heat]/Spells/Special	1	p	K	Domin.(VH)
Moloch (VI+)	35G	100	Dash/30	FA/FA	H/SL	450H	20(80)	250We(2x)(3D)[Heat]/Spells/Special	1	u	L	Domin.(EX)
GENII (Jinn, all can fly)												
Jann (I)	2B	170*	Dash/50	BF/BF	M/I	50E	4(70)	70Msw(Rank 2)/Special	1	*	D	Playful(AA)
Jinn (II)	5E	150*	Dash/40	VF/VF	M/I	80F	4(60)	90Msw(Rank 3)/Special	1	*	E	Playful(SU)
Shaitan (III)	10G	120*	Dash/30	FA/FA	M/II	100G	4(50)	110Msw(Rank 4)/Special	1	*	F	Special(SU)
Ifrit (IV)	15G	130*	FSpt/20	VF/VF	M/II	150G	4(60)	130Msw&Mst(Rank 4)/Spells/Special	1	*	G	Cruel(HI)
Marid (V)	20G	110*	FSpt/10	FA/FA	M/LA	200H	4(50)	150Msw&Mst(Rank 4)/Spells/Special	1	*	H	Domin.(VH)
Black Stalker (VI)	15G	180	Dash/30	BF/BF	M/II	150H	20(50)	180bs(Slaying for target)/Special	1	—	F	Special(HI)
Demon Dog (II)	4H	120	Dash/20	FA/FA	M/I	70G	3(30)	50MBi/60MBa/90LBi✓/30FCone *	2-20	—	D	Hungry(VL)
Demon Horse (III)	7F	150	Dash/40	VF/FA	L/LA	160H	4(40)	Use Great Warhorse attack +30	1	—	F	Special(AV)
Neng (IV)	8F	90	FSpt/20	MF/FA	M/I	120F	11(50s)	110We/Special/40FBolt *	1	—	F	Cruel(HI)
Succubus/Incubus	12G	80	Dash/10	MF/MF	M/—	140F	3(50)	100We/Spells/Special	1	—	F	Special(VH)

* — Special.

Note: For each of the non-Pale demons, a Pale equivalence is given for the purposes of comparison, "Dark Contacts" spells, and "Dark Summons" spells.

GENII (JINN)

Jann: (-)-EKN†-6; Type I; grant master 1 transference wish; friendly but mischievous; spirit and will tied to inside of immobile container; max size 7; reduce crit severity by 1 lvl.

Jinn: (-)-EKN†@-6; Type II; grant master 3 transference wishes; friendly but conniving and untrustworthy; spirit and will tied to inside of mobile container; max size 9; reduce crit severity by 1 lvl.

Shaitan: (-)-EKVY†-7; Type III; grant master 1 transfiguration wish; wild, impish, and mean; spirit and will tied to a natural feature; max size 5; reduce crit severity by 2 lvls.

Ifrit: (-)-EKNXY†-7; Type IV; spell users (3xlv PP); clever and cruel; spirit tied to a location; max size 11; reduce crit severity by 2 lvls.

Marid: (-)-EKNY†#-8; Type V; spell users (5xlv PP); extremely clever and exceptionally cruel; spirit tied to mobile object; max size 13; use large creature crit table.

Genii are Household- or Nature-demons, trapped spirits from outside the world. Unlike other demons, they are not tied to a set corporeal form; instead, they are bound to a focus, such as an object or a place. This enables them to take many differing quasi-physical forms, but prevents them from having complete freedom of action. In fact, the wills of many genii are subject to the master of their focus (e.g., the owner of an oasis or holder of a jar).

A genie's master must be an intelligent being. In the case of a non-portable focus, such as a place or an immovable item, the master is normally the first individual who touches the focus and remains in its sphere of influence (i.e., the radius the genie can operate). (GMs may wish to determine possession otherwise.)

The destruction of the genie's focus releases the demon from imprisonment in this world. However, since the genie is enslaved by its focus, it must protect the given object or place. These demons cannot employ spells or chicanery as a means of breaking their ties. Genii must rely on other ways to exact freedom and a return home. Typically, this involves the fulfillment of its accursed quest. In the case of the lower genii (the jann, jinn, and shaitan), the demons must grant their masters the required number of wishes. The greater genii — the cunningly evil ifrit and marid — have individual quests.

There are five types of genii: *jann*, *jinn*, *shaitan*, *ifrit*, and *marid*, in ascending order of power. Although they vary in demeanor, those who are stronger tend to be the most evil. Their multitudinous forms are somewhat dependent on their inner characters, so that manifestations of the savage marid are invariably ugly. On the other hand, jann are pleasing of countenance, or at the very least comical.

Jann are lesser demons commonly found residing in fixed containers around or in a household, typically storage bins, closed wells, rooms, and the like. Cast into our world from another plane, they are forced to live within their new focus until they grant their master one wish. Such a wish can involve the transference of any one object (up to a rad = 10' x janni's lvl; range = 10 mi x janni's lvl), but cannot involve the creation or transformation of a thing. A janni can offer an existing replacement, but cannot renew life or mend what is broken; nor can it transfer items or creatures which are not fixed to the desired object. (However, should the master desire to use a "Force Analysis" spell [Ess list "Dark Contacts"] in lieu of a wish, the janni will analyze an item with no chance of failure.)

When the janni's container is opened, it can come forth for 1-100 minutes, but must return at the appointed time or whenever its master so commands. Both its will and spirit are bound within the focus, and whosoever rightfully owns the container is its master. It must serve and obey him, despite the janni's mischievous nature. Generally jovial and friendly, jann can be troublesome pests when released and uncontrolled. Their pranks have been the downfall of many a fine fellow.

Jinn resemble jann, but are much more powerful. Generally, they live within a closed yet mobile focus, such as a jar or bottle (not to exceed 50 lbs), and are locked within this world until they grant their master 3 wishes (akin to a janni's). Should a jinni's focus be transferred to the ownership of another, all prior wishes are forgotten and the jinni must begin anew. Upon the fulfillment of the first wish by the new master, physical objects acquired by previous owners as a result of wishes simply "disappear" (returning to the point and state where they were before the wish).

Jinni can be released from their focus for up to 10 hours but, like a janni, must return upon its master's command. While about, it appears friendly

and servile; however a jinni is actually conniving and untrustworthy. Although its spirit and will are tied to its container and it must obey its owner as master, a jinni will only follow the literal wording of orders. Whenever possible, it will twist meaning to fit its own, sneaky desires, thereby transforming simple wishes into dangerous propositions. (However, should the master desire to use a "Force Analysis" or a "Force Information" spell [Ess list "Dark Contacts"] in lieu of a wish, the janni will analyze an item or answer a question with no chance of failure.)

Shaitan are similar in power to jinn, but are wilder, stronger, meaner, and rather impish. As such, they cannot take truly fair forms. Their guises must be small (max 5') and either weird or humorous. A shaitani will grant its master 1 greater wish, a request which will either transfer or transform an object, but cannot involve an act of creation or lifegiving. These demons are tied to a natural feature (e.g., a pool or tree), but are not confined to a life in a container; instead they exist within or outside their focus (must be in a rad = 10'xlv). Both their will and their spirit are subject to the guidelines of their master. (However, should the master desire to use a "Force Analysis," a "Force Information," or a "Force Search" spell [Ess list "Dark Contacts"] in lieu of a wish, the shaitani will analyze an item, answer a question, or conduct a search with no chance of failure.)

Ifrit are Nature-spirits who have been tied to a specific location, yet who retain their freedom of will and need not reside in confined quarters. Still, an ifriti can only leave its focus for a limited time in a given day (1 min/lvl). Otherwise, it must stay within specific bounds (e.g., the border of a city quarter or the walls of a compound) or inside a set radius (10'/lvl) of the appointed location. Clever but utterly wicked spell users, ifrit possess all the "Evil Mentalist" spell lists and PP equal to 3 x their own lvl. They have no master, grant no wishes, and show no compassion.

Marid are the most powerful and evil of all genii. Like the ifrit, they have free will and the ability to move outside their focus. A maridi's focus, however, is not a location; instead it is a specific mobile object, such as an orb or a sword. The one who owns or bears the item does not command the maridi, although he does direct where the demon must go. A maridi can never leave the area around the focus (rad of 10'/lvl), nor can the demon move its object or force the focus' movements through spells). Of course the power of the maridi may dictate the moves of the focus' possessor (who, like all masters, must be an intelligent being), since few are as strong as these demons.

Marid are dangerous spell users, possessing all the "Sorcerer" base spell lists, as well as the "Essence Hand" and "Lesser Illusions" lists. They receive 5 PP each level. Their most dangerous tool may be the power to grant "false wishes." These, they handle as a shaitani might undertake a real (transferring or transforming) wish, but marid will invariably cancel the request, either on a whim or at a preset time. Generally a maridi will obviate the wish at a time which is most detrimental to the grantee. For instance, with the first critical use of the desired end (e.g., one is besieged in his wished-for tower or wielding a wished-for mace in real combat), the wished-for attributes or object will return to its normal state. Marid conceal their true nature, so the victims of their falsehoods typically believe that they are dealing with other genii.

SPECIFIC ENTITIES FROM OTHER PLANES

Black Stalker: (-)EK #8; instinctive, single-minded, assassins; nocturnal loners; 5.5'-7'; reduce crit severity by 2 lvls.

The black stalker is a demonic assassin, a cursed warrior possessed by a spirit from another plane. Blindingly fast and armed with a blade of quickness (+30 to first swing/initiative calculations), they are deadly foes. Each of these rare creatures stalks a particular target until it succeeds in assassinating him or is "killed" in the process. Nothing short of death will stay their mission. They will do whatever is necessary to smite their victim and always utilize the fastest, most complete manner possible. Black stalkers prefer to avoid delaying melees but when forced to fight, they will usually dispose of the opponent.

The quick blades these creatures carry are reformed for each mission, thereby becoming a slaying broadsword keyed to the new target. Garbed in light, black, enchanted full plate demonskin armor (encumbers as AT 4; acts as AT 20) and a shadowy cloak of hiding (+50 to hiding/stalking maneuvers), they prefer to hunt during hours of darkness. During daylight they sleep in a dark chamber, for they are weakened (-50) when exposed to natural sunlight or its enchanted equivalent. Darkness invigorates them and allows them great advantages over most prey. They have both infravision and, out of daylight, the power of limited hit regeneration (2 hits/rd).

Demon Dog: (-)EKY@†#-7; nocturnal; attack accompanied by fiery breath (1/min; 10x/day; +30 firecone; range 50'); 5'-7'; reduce crit severity by 1 lvl.

The demon dog is a huge black wolf-like hound, one capable of breathing fire. As such, they possess all the attributes of large hunting dogs and often hunt in packs of 2-20. Craving flesh, these fire-spirits roam at night in search of human fodder. Their only restraint is their master, for most (75%) serve a greater power (typically a greater fire-spirit). Demon dogs often watch over or herd the undead armies of their overlord.



Demon Horse (Nightmare): (-)EKY†-8; nocturnal loners; 8.5-11 ft.; use large creature crit table. (See horse descriptions.)

The demon horse, or "nightmare," is a nocturnal steed. Possessed by an evil spirit, it is invariably jet black and appears as a huge, swift, riderless horse. Typically, a demon horse contains the soul of a jaded or vengeful spirit, and may seek to kill a specific individual or group which directly or indirectly (e.g., through their ancestors) harmed either the horse or its demon-possessor at an earlier time.

Neng (N'ng): (-)EKXY@†#-7; all movable objects they touch become invisible, if desired (duration = time of touch); total weight not more than their encumbrance allowance); attack accompanied by acidic spit (1/min; +40 firebolt; range 40'); 5'-6.5'; reduce crit severity by 1 lvl.

Neng are demonic warriors, spirits from another plane whose saliva is composed of a powerful acid. Their six inch tongues contain a hollow tube which enables them to spit up to 40' with startling accuracy. This power, coupled with their relatively normal appearance and exceptional intelligence, makes them formidable. Worse, a Neng has the ability to turn movable objects (total weight not to exceed their encumbrance allowance) invisible with a mere touch, should they so desire. Such items will remain invisible for the duration of the Neng's touch, save for any round in which they are struck or jarred. Neng can also make their own bodies invisible (4x/day; 4 hrs total), but they must concentrate (1 rd) and will remain visible after making a violent move or being subjected to attack.

Succubus and Incubus (Seccubus, Cambion): (-)EKXY@†#-7; nocturnal; loners; attack accompanied by spells (6xlv PP); 5'-14'; have the power to alter their size and surface features; can fly in normal- (100'/rd) or mist-form (50'/rd); reduce crit severity by 2 lvls.

The succubus and incubus are demons (female and male incubi, respectively) who are enamored of this world and full of lust for mankind. Appearing as fantastically virile, sensual humans, they hide their origins and intentions until their victims lose control. They prey upon the sleeping, coming in the night like beautiful, terrifying dreams, and seducing their quarry with spells and soothing words. In this way they achieve their goal, which is the conception of a half human demon-child, one who will serve them for eternity. Unfortunately, their chosen mate usually (75%) dies at childbirth, although a witch or warlock will have a better chance of survival (50%). The successful offspring of these creatures appear as wild humans, but many (25%) are born misshapen and crippled.

All incubi share similar powers. Shapechangers, they can alter their size (from 5'-14'; 4 + one D10) and exterior features (or shift to mist form) whenever they concentrate (1 rd prep), enabling them to change both their strengths and identity. An incubus or succubus cannot, however, change its odor (which is musky and slightly foul) or its fundamental structure, the latter of which resembles that of a normal man or woman, but for their cloven feet. These demons possess all the Mentalist base spell lists and receive 6 PP per level. Additionally, incubi can fly, either as a mist (at AT 1, -50) or in typical form; in neither case do they require wings.

2.36 THE UNDEAD

Unnatural extension of human or bestial existence gives birth to the Undead — transformed spirits that harbor disturbing intentions. Some retain an ability to reason and to act upon their thoughts. Many become pawns responding to the will of the spellcaster who created them. All have passed through the gates of death and linger in the world unnaturally. They prefer the shadowy lack of definition that fills the night rather than the harsh clarity of day, since man's fear of the unknown is heightened by dark. Ironically, the force of life feeds this terror, since often slaughter by Undead creates Undead.

The statistics given for the 6 specific Classes of the Undead (I-VI) are intended to be for Undead "created" through the use of "Create Undead" spells from the Evil Cleric Base list, "Necromancy". Usually these Undead have a physical presence in the form of the bodies used to create them. Special Undead are detailed separately, with their "Classes" given in the table in parentheses after their types. An Undead's "Class" is used to determine the exact effect of "Repel Undead" spells from the Cleric Base list "Repulsions", and of "Control Undead" spells from the "Necromancy" list.

"KILLING" THE UNDEAD:

Normally Undead are not "killed" when given their hit total or incapacitated due to criticals. Enough hits to cause "unconsciousness" (or similar minor critical damage) in a living being will cause an Undead to "drop" due to loss of physical structure; however hits are "healed" at a rate of one every minute, and the Undead will become active when its "hits taken" total drops below its hits total. While "dropped" the Undead may be given more hits by attacking its inert form; even the Undead without a solid body may be attacked like this as their "bodies" are assumed to "drop" to the ground.

Enough hits to "kill" (or similar major critical damage) a living being will cause the Undead to fragment; at this point the hits heal at a rate of one every 10 minutes as the pieces come back together. When the "hits taken"

falls below the "death" point (i.e., the Undead has pulled itself together), the hits will "heal" at the rate of one every minute as specified above. If pieces of the body are separated by physical barriers, this process will be hindered or delayed with respect to those pieces (e.g., an Undead might be missing a head, hand, or arm and still be functional with a penalty).

For damage due to **criticals** the Gamemaster must classify the critical damage as minor or major and "heal" it in a manner similar to the processes given above. We suggest an average "healing" time of 10 minutes for minor critical damage and 1 hour for major critical damage (each critical being healed separately).

To actually destroy an Undead other steps must be taken. The standard and most straightforward method is to burn the pieces of the Undead's "body"; this consists of merely applying a flame to each piece. Undead without solid "bodies" may be destroyed by burning only when their "bodies" have pulled together enough to begin the one per minute "healing" process. Damage caused by holy weapons and appropriate "slaying" weapons is never "healable" by Undead and thus can destroy them. Other methods of destruction may be allowed for specific Undead or at the discretion of the Gamemaster (i.e., spells, rituals, holy water, etc.).

STANDARD CREATED UNDEAD:

Classes I-VI: (-)EY§#-3.

Those practised in the art of Necromancy, pronouncing foul incantations over the helpless dead, produce mindless abominations chained to a malevolent will. These animated corpses are preserved from decay, but their cold flesh emanates the dark chill of the grave. The degree of power inherent in these creations reflects the skill of the necromancer.

A created Undead's "Class" is determined by the spell ("Create Undead") used to create it. If not controlled by a "Control Undead" spell, they will attempt to attack the closest living being with cruel fists or savage weapons. Normally they can take no activity other than moving to and attacking the closest living being.



The Undead

THE UNDEAD

		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Standard Created Undead												
Class I	1H	40	Run/0	VS/SL	M/I#	25	1(10)	25SBa90/15We10	1-30	a	A	Berserk(NO)
Class II	3H	50	Run/0	SL/MD	M/I#	50	1(20)	40MBa60/45We40	1-20	a	B	Berserk(NO)
Class III	6H	50	Spt/0	SL/MF	M/I#	100	1(30)	60MBa50/50We50	1-10	g	C	Berserk(NO)
Class IV	9H	60	Spt/0	MD/FA	M/II#	135	1(40)	70L Ba40/95We60	1-5	g	D	Berserk(NO)
Class V	13H	80	Spt/0	MF/VF	M/LA#	165	1(40)	90L Ba30/110We70	1-2	m	E	Berserk(NO)
Class VI	16H	100	FSpt/0	FA/BF	M/SL#	200	1(40)	90L Ba20/180We80	1	s	F	Berserk(NO)
Apparition (III)	6D	45	Run/20	L/MD	M/II#	80F	1(50)*	50MBa[Elect]/Spells	1	q	E	Cruel(SU)
Barrow-wight (V)	15D	50	Spt/10	SL/VF	M/LA#	145E	1(90)	110We[Cold]/90L Ba(Cold)/Spells	1	s	G	Protect(AV)
Corpse Candle (III)	7H	—	—/—	—/—	M/I#	100A	1(30)	Spell/Special(4 Con pt/rnd)	1	f	C	Cruel(LO)
Corpse Lantern (IV)	10H	—	—/—	—/—	M/II#	135A	1(40)	Spell/Special(5 Con pt/rnd)	1	k	D	Cruel(LO)
Firephantom (III)	5C	100	FSpt/30	FA/FA	M/LA#	90F	1(50)*	50FBall(its body)/Special	1	c	C	Special(AV)
Ghosts												
minor (II)	3H	75	Spt/10	MF/MF	M/LA#	55A	1(40)*	40MCI/Special(3 Con pt/rnd)	1	h	B	Bellig.(AV)
lesser (III)	7H	100	Spt/20	FA/FA	M/LA#	100A	1(30)*	60MBa/50We/Special(4 Con pt/rnd)	1	m	D	Bellig.(AV)
greater (V)	15H	130	FSpt/30	VF/VF	M/LA#	165A	1(50)*	110We/90L Ba/Special(5 Con pt/rnd)	1	s	F	Bellig.(AV)
Ghost Wolf (IV)	10H	120	Dash/30	FA/VF	L/LA#	200A	4(55)*	100L Bi50/75MCI50/Special	1-5	g	E	Berserk(NO)
Ghouls												
lesser (I)	1A	50	Spt/20	SL/MF	M/I#	25D	4(10)	25SBa100/30SCI/10SBI	1-10	e	B	Protect(NO)
greater (II)	3H	65	Spt/20	MF/MF	M/I#	50E	4(20)	40MBa/50SCI/45We/Special	1-5	g	C	Protect(NO)
Headless Ghosts (III)	6H	40	Run/0	VS/SL	M/LA#	90G	1(30)*	60We/50MBa/Special(3 Con pt/rnd)	1	g	D	Bellig.(MD)
Ice Skeleton (II)	3B	60	Spt/10	MD/MF	M/I#	50G	1(35)*	45MBa100[Cold]/Special	1	h	C	Hostile(IN)
Lich (VI)	20G	40	FSpt/20	SL-VF	M/LA#	150D	18(75)	70We[Cold]/Spells/Special	1	v	I	Domin.(EX)
Mara (II)	2B	100	Dash/20	FA/FA	M/LA#	70B	1(30)*	Special/Special(2 Con pt/rnd)	1	a	C	Timid(AA)
Mummies												
lesser (III)	6C	40	FSpt/0	VS/MD	M/II#	100F	8(30)	70L Ba100/120LGr	1-2	n	E	Protect(IN)
greater (IV)	10H	55	FSpt/0	SL/MF	M/LA#	150G	8(40)	110L Ba/150LGr/Spells	1	o	F	Protect(AV)
Phantom (I)	2B	50	FSpt/10	SL/MD	M/I#	40D	1(20)*	30SBolt/Special(1 Con pt/rnd)	1-2	a	B	Inquis.(LI)
Revenant (II)	3C	40	Spt/0	VS/MD	M/I#	55F	7(25)*	40We[Cold]/Spells/Special	1	g	D	Berserk(MD)
Shadows												
lesser (II)	4H	80	FSpt/20	MF/MD	M/I#	60A	1(35)	Special/75MBi/Spells	1	h	C	Hungry(VL)
greater (IV)	8H	70	Spt/10	MD/MD	M/II#	100A	1(30)	Special/110MBi/Spells	1	i	E	Hungry(LO)
Skeletons												
minor (I)	1A	40	Spt/0	VS/MD	M/I#	25F	1(0)*	25We50/40MBa50	2-20	a	A	Berserk(NO)
lesser (II)	3H	60	Spt/0	MD/MF	M/I#	55E	1(10)*	40We50/50MBa50/Special	1-10	c	B	Berserk(NO)
greater(III)	5H	80	Spt/10	MF/FA	M/I#	100F	1(30)*	50We50/60MBa50/Special	1-5	h	C	Berserk(NO)
Joker (III)	5H	90	FSpt/10	MF/FA	M/II#	110F	1(60)*	Special/Special	1	f	A	Playful(MD)
Lord (IV)	8H	90	FSpt/10	MF/VF	M/II#	135G	1(70)*	95We50/70L Ba50[Cold]/Spells/Special	1	i	E	Domin.(AV)
Sovereign (IV)	10F	45	FSpt/20	SL/FA	M/LA#	150E	1(70)*	90We[Cold]/Spells/Special	1	t	F	Domin.(HI)
Red (VI)	20G	40	FSpt/50	SL/BF	M/SL#	999G	1(200)*	300Joke35/350Pun35/250Pie30	1	—	—	Playful(EX)
Specter												
minor (II)	5H	100	FSpt/40	FA/VF	L/II#	150F	1(100)*	40SBolt100	1	c	C	Playful(IN)
lesser (III)	10H	90	FSpt/30	FA/VF	L/LA#	200F	1(75)*	50L Bolt100	1	h	E	Cruel(AA)
major (V)	15H	80	FSpt/20	MF/FA	L/LA#	250F	1(50)*	70MBa[Cold]/Spells/Special	1	m	G	Cruel(HI)
Swamp Star (IV)	9H	120	Dash/40	VF/VF	S/LA#	30F	1(70)	Spell/Special(6 Con pt/rnd)	1	a	D	Inquis.(SU)
Vampire												
minor (IV)	10H	120	Dash/30	VF/BF	M/II#	110E	1(100)*	90We[Cold]/70MBi/Special/Spells	1	l	G	Domin.(HI)
lesser (V)	15H	100	Dash/20	FA/VF	M/LA#	120F	1(90)*	110We[Cold]/90MBi/Special/Spells	1	r	H	Domin.(VH)
greater (VI)	20G	100	Dash/10	FA/VF	M/SL#	140G	1(80)*	150We[Cold]/120MBi/Special/Spells	1	w	J	Domin.(EX)
bunny (III)	5E	170	Dash/50	BF/BF	S/LA#	70E	4(80)*	80TBa/80SBI/Special§	1	k	F	Cruel(SU)
Wight												
minor (IV)	10H	50	Dash/10	SL/MD	L/II#	90E	11(30)	90We[Cold]/80L Ba/Special/Spells	1	n	F	Cruel(AV)
lesser (V)	15H	60	Dash/10	MD/MD	L/LA#	120G	16(30)	110We[Cold]/80L Ba/Special/Spells	1	s	G	Cruel(AA)
major (VI)	20G	80	Dash/10	MD/MD	L/SL#	170H	19(30)	150We[Cold]/80L Ba/Special/Spells	1	x	H	Cruel(SU)
Wraith												
lesser (IV)	10C	70	Dash/30	MF/VF	M/II#	120D	1(70)*	80We[Cold]/70L Ba/Special/Spells	1	r	F	Cruel(SU)
greater (V)	15F	60	Dash/20	MD/BF	M/LA#	165E	1(50)*	100We[Cold]/90L Ba/Special/Spells	1	w	G	Cruel(HI)
Wild Hunt Hound (I)	1A	160	Dash/40	BF/BF	M/I#	50A	1(40)	Special(touch: 1 Con pt/rnd)	*	—	A	Hostile(NO)
Zombie (I)	2B	30	Run/0	VS/MD	M/I#	45F	1(15)	30MBa100/Special	2-20	a	B	Berserk(NO)

* — Special.





SPECIAL UNDEAD:

Apparition: Class III; (-)ENY#5-5; "Disease" and "Curses" lists to its lvl; touch drains 1 Con pt/rnd (RR); non-solid form; only magic weapons will damage them.

Men so strong in their evil ways that they cling to the world and the wicked chances it affords persist as apparitions. Some remain free to exercise their own depraved will, while others serve as tools of the Pale or the Void. Their touch heralds pain, but they do not wield weapons, seeking victory in combat through sorcery.

Barrow-wight: Class V; (-)Y#4-4; 60'R 'Fear' spell; touch casts 'Paralysis' spell or 'Sleep' spell or drains 5 Con pts/rnd (-25 RR); non-solid form.

Dark, shadowy human forms with eyes akin to faint lights, barrow-wights haunt the mounded tombs erected to honor great warriors and kings. Evil forces such as Kalimir's Demon-prince create them by perverting the spirits of the fallen. When observed through magic, they take on the tattered forms of great lords and ladies with cold cruel gleaming eyes. Wights wield with chill efficacy the enchanted weapons often buried with the dead and cast dread spells on the living who violate the burial grounds by night.

Corpse Candle: Class III; (-)Y#M-4; trance on sight (RR), victim rolls RR each rnd to wake before death; its gaze drains 4 Con pts/rnd (RR).

The flooded graves of unquiet spirits beget the alluring malice of these water-dwellers. Illusion cloaks the remains of the corpse, bequeathing upon it a whole and fair, if moist appearance. The image seems to float just below the surface of the water, cupping a beckoning light in its hands. Those attracted by its glamour fall into a trance from which they may never awake.

Corpse Lantern: Class IV; (-)Y#M-6; while viewing, victim must make RR each rnd to refrain from drowning; its gaze drains 5 Con pts/rnd (-10 RR).

Born of the same waters as the corpse candle, these more powerful sirens lure the living to death by drowning. The victims harbor different delusions — a gallant warrior in need of rescue from the depths, a brave lady desiring companionship in her enchanted realm — which entice them below the watery surface.

Firephantom: Class III; (-)HPT-6; touch drains 1 Con pt/rnd (RR); non-solid form; only magic weapons will damage them; all cold and water spells do double normal damage against them; immersion in water will "kill" them as burning does other Undead.

Dead of flames, the unreleased souls of these sufferers are swathed in supernatural fire. Any conflagration may draw them to its light, as a candle attracts moths, where they engulf new victims in a desperate, belated plea for succor.

Ghost: Class II-V; (-)EYN#5-5; drains 3-5 Con pts/rnd of all in 10'R (RR); only magic weapons will damage them; non-solid form, and may be destroyed only if their "focus" is destroyed.

Frequently the most subtle of the Undead, ghosts masquerade as the living, often unaware of the true nature of their own existence. The lesser reveal their deceit by a slight haziness that blurs their image, while the greater bestow no visual clues. They drain energy from the living, often unknowingly, through mere proximity. Only magical weapons can release a ghost from its ties to the earth, if its focus — a person, a weapon, a treasure, a place — cannot be located and destroyed or dispersed.

Ghost Wolf: Class IV; sktcf-E#RW,CHPT-4; touch drains 3 con pts/rnd (RR); non-solid form; only magic weapons will damage them.

Counterfeiting the dread Great Wolves, this ghost's canine fangs and claws draw blood like those of its living brethren. But, when death calls it, the bloody corpse dissipates like smoke.

Ghoul: Class I-II; (nstcf)-EY#FLMS-3; 'Fear' at sight (RR); 30% wounds dealt become infected (50% for greater ghouls).

A strangely transformed, putrescent corpse with teeth lengthened into fangs and nails strengthened into claws, the ghouls prowl moist, swampy areas. Stupidity clouds its behavior; a ghouls remains preoccupied with the protection of territory. Older ghouls inspire terror with their more ghastly appearance and dispense more certain infection with their decomposing talons.

Headless Ghost: Class III; (-)EY#6-6; drain 3 Con pts/rnd in a 10'R (-15 RR); non-solid form; only magic weapons will damage them.

The spirits of men beheaded in battle or by execution often sleep uneasily. Those that wander adopt the ghostly conceit of a flawless illusion of mortality, but the absence of a head or its presence tucked under an arm quickly reveals them as Undead.

Ice Skeleton: Class II; (ktcf)-Y#7-7; 10'R 'Fear'; after 3 rnds drains 2 Con pts/rnd in 10'R (-10 RR); unaffected by puncture crits; fire does double normal damage.

Shrouded by a mist of evaporating ice, this chill spook freezes all that it touches. Shrubs in its wake sparkle with frost, and tree branches grow icicles.

Lich: Class VI; (-)ENX#9-9; mere presence causes 'Fear'; touch delivers Cold Bolt (+50); touch drains 5 Con pts/rnd (-20 RR); many spell lists available depending upon profession and level (always appropriate base lists), roll 1-10: (1-2) Evil Magician, (3-7) Evil Cleric, (8-10) Sorcerer.

When confronted by unavoidable death, most Evil Clerics, Evil Magicians, and Sorcerers depart life with one last, dreadful curse. A few forego this privilege to become Undead, securing immortality as lichs. A lich brings all of his powers and possessions through this last feared portal, retaining his memories and magic abilities along with his treasures and their stronghold. But his humanoid form must be exchanged for that of a skeleton, often draped in concealing robes and wearing a crown.

Mara: Class II; (-)†#HPT-8; drains 2 pts/rnd in 10'R (RR); can prevent sleep and restoration of PP's (-30 RR); non-solid form; only magic weapons will damage them.

In life gifted with song, the mara uses its talent in death to trouble the sleep of the living. Attracted by slumber, the musical ghost plays eerie ballads on ethereal instruments. The sound brings nightmares to the sleeper (without waking him) and destroys the restorative properties of his repose. Should the solitude of those asleep be interrupted, the Mara flees to avoid discovery.

Mummy: Class III-IV; (-)E#4-4; Greater may use "Disease" list to its lvl; susceptible to fire, -25 to heat and fire RR's, double damage from fire.

Embalmed human remains secured by many layers of wrappings, mummies often prowling the necropolis built for their interment. Concerned primarily with grave robbers, a mummy usually limits its attention to its own sepulcher, where intruders are ruthlessly attacked. Lesser mummies crush with their well-wrapped arms; greater ones utilize sorcery. Both will falter when confronted by fire, to which they are particularly susceptible.

Phantom: Class I; (-)EY#3-3; 'Fear' 20'R; touch drains 1 Con pt/rnd (RR); only magic weapons will damage them; non-solid form.

These insubstantial spirits have lost all they once possessed while inhabiting the realm of the living: flesh, emotions, and memories. Only a sense of the loss and the imagery of their death agonies remain with them, expressed in the contorted rictus displayed on their pale, translucent faces. The misty image of a diseased or dismembered body sometimes accompanies the horror of the face. Phantoms are wanderers, inspiring fear, but unable to draw blood from the living.



Revenant: Class II; (-)EN#7-7; "Soul, Mind, and Flesh Destruction" lists to lvl; touch drains 3 Con pts/rnd (-10 RR); non-solid; only magic weapons will damage them.

An artful suicide ties this haunt to the world. Death channels its inward destruction toward the living, further strengthening the chains of blood that bind its soul. The weapon that ended its life, if such exists, accompanies the ghost on its nightly forays to draw new victims through the last gate.

Shadow: Class II & IV; (-)E#6-6; all in 10'R must make RR or fall into trance 1-10 rnds; bite drains blood at 2-20 hits/rnd.

Huge, cloudy bat wings augment the soaring flight adapted by this spirit, a shred of darkness barely visible against the night sky. Invisible fangs facilitate consumption of the warm and living red blood of its prey to satiate its raging hunger. Once human, the Shadow favors Mannish life fluids, transformed into a cannibal by its unnatural existence.

Skeletons: Class I-III; (-)E#3-3; unaffected by puncture crits — lesser: drains 1 Con pt/rnd after 3 rounds in 10'R (RR) — greater: drains 3 Con pts/rnd after 3 rounds in 10'R (-10 RR).

The animated skeletons of dead creatures, man or beast, possess little except bones and hostility. Retaining expertise at wielding weapons or claws and tusks, they scamper to denude bones of their cloaking flesh at every encounter with the living. Since sorcery rather than muscles and ligaments holds their own limbs intact, broken or shattered bones rejoin during tranquil times.

Skeleton Lord: Class IV; As Greater skeletons plus: "Physical Erosion" list to its lvl; 2-20 Greater skeleton guards.

Glowing yellow eyes hint of the sorcerous skills at the command of this fleshless haunt. Dominated by the will of the skeleton lord, many lesser skeletons inhabit its domicile, ready to attack.

Skeleton Sovereign: Class IV; As skeleton lord plus: all evil cleric base spell lists to its lvl; 1-5 skeleton lords and 20-200 other skeletons under its rule.

A crown of bone welded to the skull of this skeleton indicates its suzerainty over the contingent of skeletons that guards the stronghold it inhabits.

Skeleton Joker: Class III; As greater skeleton.

A red jester's cap sewn with bells adorns the skull of this jolly bundle of bones. It carries a deck of cards with which to do tricks while recounting atrocious jokes filled with horrible puns. It is also known as a Red Skeleton.

Specter: Class II-V; (-)EN#-7; 100'R 'Fear'; Bolts have 100' range; major spectres may use "Ice Law" and "Wind Law" lists to their lvl; touch drains 10 Con pts/rnd (-20 RR); only magic weapons will damage them; non-solid form.

Cold white lights inhabiting the region where eyes might shine reveal the presence of these nearly invisible spirits. Terror heralds their arrival and fades with the departure of the tattered cloaks they often wrap around their non-solid forms. Lust for power and evil has rendered them inhuman.

Swamp Star: Class IV; (-)EY#M-5; lures victim off path (RR); touch drains 6 Con pts/rnd while victim perishes; non-solid form.

Denizen of marshes and fens, the swamp star manifests as a small, bright light. It hops from place to place, falsely promising victims a lost treasure or a safer path, leading them into deep water or quicksand where death awaits.

Vampire: Class IV-VI; (-)EN#-7; can cast all Evil Mentalist base spell lists to lvl; bite drains 20-30 hits/rnd; touch drains 2-4 Con pts/rnd (-15 RR); drained victims become vampires under the control of their killer; only harmed by magic weapons, silver weapons, puncture criticals from wooden stakes (or similar wood weapons), water and electricity elemental spells, and other appropriate RR spells.

Unusually handsome men and women, vampires prey on the living to counteract their own deaths and to maintain their excellent health indefinitely. With this change in values, they acquire the ability to change shape — into a bat, a wolf, or a cloud of vapor — as well as the lack of a reflection in mirrors. Vampires fear direct sunlight and running water, since both mediums curtail their supernatural abilities. Repose in a coffin or similar enclosed area (i.e., mausoleum or vault) is essential to their vitality, and most vampires maintain a stronghold in which to protect their various weaknesses. A stake through the heart or blows from silver weapons will harm a vampire.

Wight: Class IV-VI; (-)EY#-5; casts spells from "Illusion Mastery" list to its level; non-solid form — **minor:** 50'R 'Fear'; touch delivers 'A' cold crit; drains 4 Con pts/rnd in 10'R (RR) — **lesser:** 70'R; 'B' cold crit; 5 Con pts/rnd — **major:** 100'R, 'C' cold crit, 6 Con pts/rnd.

Kin to the dreaded barrow-wights, the less insular wights haunt abandoned graveyards and profaned cemeteries. Their vague, dark forms, with a flicker of light where eyes should gleam, present (through magic) the uncertain image of fair and perilous folk whose stern faces promise death and whose weapon arms are quick to fulfill the promise.

Wraith: Class IV-V; (-)ENY#-8; all spells mastered in life; gaze delivers 'True Hold'; non-solid form; only magic weapons will damage them. — **lesser:** continuous 'Aura' spell; 50'R 'Fear'; 'A' cold crit to all in 5'R; touch drains 10 Con pts/rnd (RR) — **greater:** continuous 'True Aura' spell; 100'R 'Fear'; 'B' cold crit to all in 10'R; touch drains 20 Con pts/rnd (RR).

A quivering in the air, a red glow where the eyes might flash, a garment or armor housing empty air: these are the signs of a wraith. Its corporeal structure has been so changed through magic that it hardly exists in the physical world. A wraith's weapons also must straddle the gap between the spirit world and the physical world. Many carry a slay-knife, fragments from which break off in a wound and drain the injured; at death, due to these fragments, a new wraith is created.

Wild Hunt Hound: Class I; (-)EKVY#-7; 20-2000 hounds (GM discretion); 100'R 'Fear'; touch drains 1 Con pt/rnd.

A pack of ghostly, white hounds whose eyes and mouths glow red races across the skies and the lands on cold, windy, moonless nights. Their wild cries drive all without shelter before these tireless pursuers. The dogs do not pause to accommodate the weary, but bite deeply once, leaving the laggard to the fangs of the rest of the pack as it passes.

Zombie: Class I; (-)EY#-4; touch causes nausea, -10'to activity (RR).

The rotted, shambling remains of dead men drip from the frames of these mindless monstrosities, creatures who serve the wishes of necromancers or more powerful undead. Zombies unimaginatively batter their victims, raising bruises and an often incapacitating nausea.

2.37 FLYING MONSTERS

Wings bequeath the sky and windblown freedom to those possessed of them. Dizzying views of the tilting earth, leisurely perusals of fabulous cloud castles, and solitary flights close to the stars appear between wingbeats on journeys survived by the more intrepid fliers. A searing flash of lightning, the tossing tumult of the winds, and freezing needles of rain demand daring of the sky traveler, but the chance encounter with a fellow wayfarer may prove more dangerous, for malevolence and compelling bloodthirst share the roosts of the winged.

Androsphinx: asc-E#, QZ, W-7; 2-4 young; 35' wingspan; males encountered more often (80%) than females; "Creations" spell list (Chan, closed list) and all Ranger base spell lists tm 10th lvl.

A lion's mane shot with streaks of pure gold haloes his Mannish face with supernal light. His lithe lion's body and gilded wings enhance the aura of divine inspiration emanating from his presense. Desert ruins, molded from sunbleached marbles, draw the androsphinx to their inky shadows by day, while the star-powdered sky lures him onto the sands at night. Solitary habits lead the androsphinx to eschew company, Mannish and feline, contributing to the dwindling of his kind.

Banshee: wmsktc-E#Z, W, HPT-6; 1-2 young; 15' wingspan; females encountered more often (85%) than males; if a RR against banshee's cry (100'R) is failed by 01-50 victim flees ('Fear'), by 51-100 feelings of hopelessness immobilize victim, by 100+ the victim attempts suicide.

Long, wild hair veils the unclothed, aged limbs of a banshee. Unruly winds threaten her modesty, tearing the tangled tresses from her wrinkled hag's flesh, while carrying the banshee's cry far across the withered lands where she spreads her terror. Desiccated, filmy wings carry her husk of a body to the far reaches of her chosen domain. Her tortured wail, strident and shrill within sight of her toothless mouth or wavering and faint from windblown distance, evokes panic, despair, and death.

Gargoyle: (-)ENX#-3; 4-8 young; 5-7' wingspan.

Winged lizards or goblins of stone, gargoyles resemble statuary when still, but rarely display uniformity. Some possess fangs while others have beaks; one is fox-sized, another man-sized; this one flies on bat wings, that one on bird wings. All covet bright, shiny things, which they hoard in concealed nooks. Gargoyles frequent monumental stone buildings, posing on the capital of a column, then moving to a cornice. Skilled counterfeits of architectural ornamentation, gargoyles are difficult to perceive and recognize except when in motion.

Geryon: hnwm-EX#F, CDJ-7; 1-2 young; 30' wingspan.

The upper body of a geryon is human, but its lower body is like a snake's tail. Frequently coiled around dappled forest ponds, the geryon displays a placid temperment, rarely attacking unless forcibly disturbed. When traveling from pond to pond, ruin to ruin, it glides smoothly on its snake tail. Longer journeys require the bat wings that furl from its human torso.

Great Eagle: (hnaf)-A-4; 1-3 young — **minor:** 20-40' wingspan — **lesser:** 40-60' wingspan — **greater:** 120-180' wingspan.

Absolute rulers of the sky, the Great Eagles build their eyries in the peaks and crags of the loftiest mountains. In ages past they were messengers to the divine Lord of the Winds, reporting to him all happenings on the surface of the lands below ('greater'). They have dwindled since then, their huge wingspans shrinking to less than a third their original size ('minor' and 'lesser'). Yet the Eagles' spirit has lost nothing to time, and they remain fierce, noble enemies of evil. Their sharp sight, hooked beak, and vice-like talons vanquish lesser foes, while the Eagles' wisdom and knowledge allied with strategic expertise defeat greater adversaries.

Great Falcon: ktc-A, CD-4; 1-3 young; 25' wingspan.

A skillful and acrobatic flyer, the great falcon resembles its lesser cousin, the peregrine, in its prowess as an aerial killer. A blow from the talons dispatches the prey at the end of a stoop, while the hooked beak shreds flesh after the kill. If captured while young and trained, great falcons make superb steeds.

Great Wasp: nwmst-E@, DH-5; 50-200 young (many die); 10' wingspan; sting delivers special lvl 3 poison (var. B) — causes paralysis in the part of body struck; prowls most ecosystems in temperate zones.

Two large, compound eyes and prominent antennae equip the head, attached to the thorax by a thin neck. Six legs and four wings sprout from this central body part. A narrow waist connects the thorax to the abdomen, striped in black and yellow, where the deadly sting resides. Great wasps are solitary creatures, living alone in mud or clay nests rather than in colonies. When they hunt prey, the tooth-edged mandibles dominate combat, the stinger used only as a last resort. Plant foods supplement the diet of the great wasp, but this man-sized insect stalks its habitat daily for animal flesh.

FLYING MONSTERS

		-- MOVEMENT STATISTICS --			-- COMBAT STATISTICS --					-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	ATTACKS		# Enc.	Treasure	Bonus EP	Outlook (IQ)
Androsphinx	10G	120	Dash/20	FA/FA	L/LA	200G	4(30)	90LCI(2x)/Spells		1	r	F	Aloof(HI)
Banshee	3C	70	FSpt/0	MD/MD	M/-	60D	3(20)	40SCI/50We/Special		1-2	c	D	Cruel(AA)
Gargoyle	5D	80	FSpt/30	MF/FA	M/@	80F	16(35)	60LCI/40MBi/50We		1-10	n	D	Greedy(IN)
Geryon	4C	60	Spt/20	MD/FA	M/-	70D	3(20)*	60We/80MGr/100LCr		1-5	l	C	Aggres.(AV)
Gorcrow **	1A	110	Dash/30	FA/MF	S/-	20A	1(55)	10SPi/10SCI/30MCI(3)		5-50	b	-	Inquis.(VL)
Great Eagle													
Minor **	8F	150	Dash/20	VF/VF	M/I	150F	3(60)	80LCI/60MBa/60MPi		1-10	a	F	Good(SU)
Lesser **	15G	170	Dash/20	BF/VF	L/LA	280G	4(50)	120HCl/80LBa/95LPi		1-5	a	H	Good(HI)
Greater **	25G	190	Dash/20	BF/VF	H/SL	350H	4(60)	180HCl/120HBa/150HPi		1-2	a	K	Good(VH)
Great Falcon **	10G	200	Dash/30	BF/BF	L/I	120F	3(80)	70LCI/90MPi		1-2	f	F	Aggres.(LO)
Great Wasp	2B	130	FSpt/20	VF/FA	M/@	50F	3(45)	60LPi/80MSt/poison		1	f	E	Hostile(NO)
Griffin/Gryphon	8F	100	Dash/30	FA/VF	L/II	160F	4(35)	90LCI/60LBa/100MPi/Both		1-2	q	F	Bellig.(LI)
Harpy **	4C	90	FSpt/20	MF/MD	M/-	50F	3(40)	30MCI(2x)/50We		1-10	n	C	Cruel(AA)
Hippogriff	9F	120	Dash/40	FA/FA	L/I	180G	8(20)	90LCI/75LPi/Both		1-2	g	E	Carefree(MD)
Homonculus	2B	70	FSpt/50	MD/FA	S/@	40D	4(50)	30SCI/50SSt/poison		1	-	B	Varies(IN)
Ki-rin	8F	100	Dash/30	FA/FA	M/II	90G	4(40)	110MHo/90MBa/130LTs		1-2	m	F	Aloof(AV)
Lammasu	10G	120	FSpt/20	FA/VF	L/LA	150F	4(30)	140LCI(2x)/160MBi/Spells		1-5	j	G	Altru.(VH)
Pegasus	6F	140	Dash/40	VF/FA	L/I	150G	3(40)	50MBa/60MTs/40MBi		1-5	a	E	Timid(AV)
Phoenix **	14G	160	Dash/30	BF/VF	L/LA	250F	4(40)	100HCl(2x)/70MPi/Spells		1	r	I	Aggres.(AV)
Roc **	10G	180	FSpt/10	BF/FA	H/LA	400G	4(60)	140HCl/90LBa/120HPi		1-2	x	J	Bellig.(VL)
Siren **	6E	80	Spt/20	MF/MD	M/-	70D	3(30)	20MCI(2x)/60We/Special		1-10	t	D	Playful(SU)
Sphinx	12F	80	FSpt/20	MF/VF	L/-	250H	11(60)	140LCI/100HBa/Both		1	v	H	Playful(VH)
Steardan	5E	120	Dash/20	FA/FA	L/I	200H	3(50)	70MBa/80LTs/50MBi		1-5	a	D	Normal(VL)
Thyfur **	10G	140	Dash/40	VF/FA	L/I-	200G	4(40)	100HCl/80LPi		1-2	a	F	Aggres.(AV)

* - Special.

** - On ground, movement rate is 1/4 of that given, "run" is the maximum pace, the DB is halved, and claw (Cl) attacks cannot be used.

Note: These statistics are for the given creatures in flying mode.

Gorcrow: wmsktc-f,R,DHP-3; 3-5 young; 8' wingspan.

Uniform black plumage mutes the splendor of the gorcrow, grander than the princely raven. Gorcrows fly in flocks, wheeling and diving across the sky, observing all movement on the land below. Not powerful enough to prevail against the mature, armed adults of a species, they prey on the young, the weak, and the aged. Often followers of darkness employ them to harass and spy on their enemies.



Griffin/Gryphon: mkt-V@,AR,CD-6; 1 cub; 30' wingspan.

The scent of warm blood exerts a compulsion akin to battlelust in the savage griffin, drawing it into combat with a swiftness unsurpassed by that

of hunger. Metallic plumage clothes its eagle's head and wings, and feathers conceal the razor-sharp talons of its forequarters. Tawny fur covers its lion's hindquarters. Captured in its youth and intensely trained, the gryphon can become a fierce, loyal steed, obedient to none save its rider.

Harpy: hnawm-R,DJ-6; 1 fledgling; 15' wingspan; females encountered more often (85%) than males.

Hatred tightens the pale asymmetries of her woman's face and gleams from her narrowed eyes; tension tempers her slender neck and small breasts. Reflected in the shining, blue plumage of her wings and avian body, her psyche hungers for violence. Directed towards all except her own kind, the harpy's malice seeks always to bring hurt and misfortune. Her keening cries paralyze her foes, increasing the deadliness of her cruel talons. The harpy feasts on those she defeats and fouls with excrement their undesired remains.

Hippogriff: wmskt-AR,D-5; 1 foal; 30' wingspan.

Wary of men, the hippogriff dwells among the lonely crags of deserted mountains. It shares the eagle-like forequarters and wings of the gryphon, but the hippogriff's ears and hindquarters are equine. A frisky disposition leads the hippogriff to play among the winds and thermals of the sky, where it occasionally falls victim to the fiercer leonine gryphon.

Homonculus: (f)-ENf-6; 2-3' wingspan; fangs deliver 10th level special poison (var. F) - mild: 1-5 min sleep; moderate: 10-30 min sleep; serious: 1-3 hrs sleep; extreme: 4-10 hrs sleep; hits and activity modifications caused by wounds given the homonculus (e.g., -25 to all attacks) are also suffered by its master; its death stuns him for 1 day; its master may "concentrate" and completely control the homonculus as he views the world through its senses (up to 500'/level).

Formed of a mage's blood and animated by a shard of his soul, the homonculus rarely strays far from its master. Bat wings carry the stunted goblin (who scarcely reaches a man's knee) to inaccessible nooks and crannies, revealing their secrets to its senses (and to its master if he is concentrating). Snake's fangs deliver a mild poison, but few masters allow a homonculus to face real danger, since wounds given to the homonculus can incapacitate the master.

Ki-rin: msktc-E,AR,HPT-8; 1 foal; can use all Cleric and Healer base lists to 15th lvl; walk and climb the sky as hills or mtns.

The cloven hooves of ki-rin tread air, clouds, and wind as though the breezes were more solid than soil and stone. Descending from the sky only at night to graze and imbibe the dew, ki-rin shun the earth and its denizens. By day, the sun bounces from the golden fur covering a deer's body, leaps from the deeper gold of a lion's mane and an ox's tail, and gleams on the rose pearl of a unicorn's horn as the ki-rin gallops across the heavens.



Gargoyle

Harpy

Sphinx

Hippogryph

Lammasu: nams-EVX@,Z,HP-7; 2-4 young; 35' wingspan; can use all Animist base spell lists to 15th lvl.

Desert caves or sundrenched rocks in the plains harbor the warmth-loving lammasu. A pride of lions bearing eagle-wings, the lammasu scare travelers with their appearance. Longer acquaintance reveals them to be gentle creatures possessing a deep well of wisdom and compassion. In defense of their young or the troubled seeking succor, lammasu fight valiantly and effectively. But the weak and innocent have no cause to fear them since lammasu feast off the fruits of the soil, never drawing blood to satisfy pride or hunger. Their wings facilitate travel, allowing lammasu to visit other climes, but they avoid human civilization.

Pegasus: wmsktc-AR-6; 1 foal; 35' wingspan.

Remote alpine valleys secure privacy for the shy pegasus. Meadow grasses and flowers underfoot, winds whistling through the peaks above, and the company of its own kind satisfy the simple desires of this winged horse. The lure of excitement and change draws a few from their secluded abodes into the wide world. Men driven by greedy hearts steal others at foalhood to rear as steeds. Abducted pegasi often kill their cruel masters to escape and return home. Those who leave willingly in search of adventure form friendships, finding pleasure in carrying these friends on their backs.

Phoenix: (f)-D-8; no young (special); 25-35' wingspan; can cast spells from the Fire Law list to 20th lvl; immune to fire damage; takes double damage from cold attacks; treat ice bolts as "slaying".

Red and gold plumage clothes the exotic form of the phoenix and sparkles from the fan crest that adorns the slim head, poised on a long, sinuous neck. Hawk-like golden eyes stare from over its crimson beak. Wings matching those of the Great Eagles carry it to the tops of the tallest trees, where the phoenix makes its nest. If the phoenix succumbs to death while ensconced in the nest, the reeds feed a funeral pyre when the corpse spontaneously ignites. Later, among the cooling ashes a marble egg cracks to give life to a young phoenix (10% of the time two eggs result). Legend asserts that the old phoenix has been reborn.

Roc: hnmw-AR,CD-6; 1-3 young; 80-120' wingspan; treat claw attacks as "magic" against large or super-large creatures.

A survivor from primeval eras, the roc remains one of the largest birds hunting the skies. Its strength can easily lift an elephant to the clouds, while

its talons and razor-edged beak challenge the might of dragons. Silk-black plumage gleams from the roc's colossal form, and malevolence shines from its yellow eyes. A grove of great trees supports the tangled mass of its nest at their tops. Piles of bones (and rusted weapons) testify to the roc's carnivorous nature and bloated appetite.

Siren: hna-V,OS-5; 1 fledgling; 15' wingspan; females encountered more often (80%) than males; 20th level Charm spell to all within earshot (RR).

Clustered on rocky islands near dangerous coral reefs, sirens lure mariners to these hazards with melodious song. Beauty of voice escorts beauty of form, and the face and shoulders of a lovely woman grow from an avian body. Sirens resemble the harpies, but their habits are cleaner, their image more seductive, and their disposition mischievous rather than spiteful.

Sphinx: nams-N@,Z,P; 6; 2-4 young; 30' wingspan; females encountered more often (85%) than males; can cast Mentalist base spell lists to 15th lvl.

A solitary creature who lingers along the roads outside of cities, the sphinx delights in annoying travelers. One ploy involves the posing of a riddle which must be answered before the wayfarer may continue his journey. When bribed by new riddles, poetry, or bits of prose, a sphinx infrequently volunteers her own extensive knowledge to those seeking such. The winged lion's body, from which her woman's head grows, provides physical security on the occasions when mental machinations fail.

Steardan: mktc-AR-5; 1 foal; 35' wingspan.

Perfect reflections of the graceful pegasi, steardan mirror their cousins in form alone. A steardan's intelligence, although remarkable, is suited to a beast. As steeds, steardan display fierce loyalty, and they make excellent warhorses.

Thyfur: ktcf-G,AR-4; 1-2 young; 30' wingspan; usually accompanied by rider.

More companionable than the Great Eagles whom they resemble, the thyfur form enduring friendships with men and women, rarely parting from the rider of their choice. Bird and rider shelter in a shared cave, hunting together to supply their meals, and flying together to furnish their pleasure. Thyfur normally inhabit glacial mountains, invigorated by the icy cold of winter and refreshed by the brief, chill spring.

2.38 SHAPECHANGERS

Wherever a shapechanger exercises the aberrant possibilities of a mutable form, confusion spreads through civilization like ripples in still water. Doubt and horror grip the witness of a shapechanger's fluid metamorphosis from woman into tiger or serpent into king. Which is real: woman or cat, snake or king? The insane imagery relayed by the outraged senses persists as an hallucination straight out of nightmare. Unwitnessed transformations permit subtler delusions. The contradictory decrees issued by a monarch, the unexplained mutiny of an army, or a new coolness displayed by one's mate all suggest the tampering deceit of a shapechanger.

LYCANTHROPES

Werebear: (-)EN#-5; infection (10%); unharmed by non-magic, non-silver weapons while in bear form; slow to anger in bear form.

Wereboar: (-)EN#-6; infection (20%); unharmed by non-magic, nonsilver weapons while in bear form; irascible and hot-tempered in boar form.

Werejackal: (-)EN#-5; infection (5%); unharmed by non-magic, non-silver weapons while in bear form; cowardly and sneaky in jackal form.

Wererat: (-)EN#-4; infection (30%); unharmed by non-magic, non-silver weapons while in bear form; slightly smaller than man-sized when in rat form; occasionally maintains the partially transformed shape of a rat-man.

Weretiger: (-)EN#-7; infection (20%); unharmed by non-magic, non-silver weapons while in bear form; least common of the werecreatures.

Werewolf: (-)EN#-3; infection (10%); unharmed by non-magic, non-silver weapons while in bear form; occasionally maintains the partially transformed shape of a wolf-man.

During the hours of darkness between dusk and dawn, the phase of the moon affects the shape assumed by lycanthropes. The new moon helps a werebeast to retain his human form, while the full moon tries to mold him into a beast. With morning, the sun's brilliance conquers the moon's gentler elegance, restoring to werecreatures more control over their humanity. Strength of will and experience help free some from the dominion of these luminaries; both in inhibiting the transformation when it is undesired and in aiding the transformation when it is desired.

False rumors imply that wounds received from werebeasts invariably cause lycanthropy in the injured. Actually, the syndrome is rarely transmitted in this fashion (percentage chances of such "infections" are given above). Only the offspring of werebeasts consistently inherit the shapechanging skill, a phenomenon that manifests at puberty. The first plunge into the nightworld of bestial passions drowns human reason, but practice facilitates its retention. Werebeasts progress from innocence to altruism or villainy, choosing as Men, Elves, and other free-willed races do.

TRANSFORMATIONS

The werebeasts given above are a list of the most common forms. A Gamemaster may decide to use any type of animal as the base for a lycanthrope in his world. Similarly, lycanthropes are usually men in their humanoid form; but a Gamemaster may use any race he wishes.

Transformations: The chance of transformation into beast form varies depending upon the phase of the moon (at night), the lycanthrope's "control" skill bonus (treat as a secondary skill modified by the self-control stat), and several other factors. In any "tense" situation and every time the moon rises or day breaks, a transformation roll **must** be made. When the lycanthrope wants to change at other times, he may concentrate for one round and may make a transformation roll. After the roll (1-100 open-ended) is made, the lycanthrope's "control" skill (and stat) bonus is added (i.e., he does not want to take beast form) or subtracted (he wants to take beast form). Then any applicable modifications are added. If the result is negative (or 0), the lycanthrope takes on (or remains in) beast form. If the result is positive, the lycanthrope takes on (or remains in) human form.

Modifications (to transformation rolls and control rolls):

full moon	-100	daybreak	+ 100	have taken hits	-25
half moon	-50	daylight outdoors	+ 50	have take a critical	-50
new moon	+ 0	daylight indoors	+ 25	see a friend wounded	-25
no moon	+ 0	daylight underground	+ 10	see a friend killed	-50

Plus any similar modifications for emotional responses due to circumstances (GM assigned).



Control While in Beast Form: If the circumstances dictate it, the Gamemaster may require a lycanthrope to make a control roll. The lycanthrope's "control" skill bonus, Self-discipline stat bonus, and any applicable modifications (see above) are added to a roll (1-100 open-ended). If the result is 50 or under the lycanthrope acts as an animal of that type would, if it is 51-100 the human part has partial control, and if it is over 100 the human part has full control.

SHAPECHANGERS

		-- MOVEMENT STATISTICS --			-- COMBAT STATISTICS --				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Lycanthropes (stats are given for beast form)												
Werebear	8F	100	FSpt/30	FA/FA	L/II	250G	8(40)	110MBa/90LGr/75LCI/80MBi	1	m	F	Aloof(-)
Wereboar	6E	90	Dash/30	MF/FA	M/-	120E	4(40)	70MHo/70MBa/60STs	1-2	g	E	Bellig.(-)
Werejackal	5E	120	Dash/40	FA/FA	M/-	80G	3(50)	60MBi	1-5	g	D	Greedy(-)
Wererat	3C	60	Dash/20	MD/FA	M/-	50E	4(30)	Both - 40MBi/30SCI(2x)	1-10	g	C	Greedy(-)
Weretiger	10G	110	Dash/40	VF/VF	L/I	150F	4(40)	95LCI/110MBa/130LBifi	1	m	F	Protect(-)
Werewolf	7F	130	Dash/30	VF/VF	M/-	130E	4(50)	Both - 70MBi/60SCI	1-5	m	E	Aggres.(-)
Changeling	3C	60	Dash/10	MD/MD	M/@	60D	3(30)*	60We/40We	1	h	B	Greedy(SU)
Doppelganger	6F	80	Dash/20	MF/VF	M/@	80D	4(40)*	100We/70We	1	m	D	Domin.(HI)
Empusa	8F	50	Dash/0	SL/MD	M/@	70D	3(50)*	80We/70We	1	m	E	Domin.(VH)
Naga												
snake form	5E	90	Spt/30	MF/BF	L/LA	100F	11(30)	80LSt/poison/70LGr/150LCr	1-10	h	D	Domin.(SU)
human form	5E	70	Dash/20	MD/VF	M/II	100F	4(40)	100We/60SSi(3x)/poison	1-5	h	D	Domin.(SU)
hum./snake form	5E	90	Spt/30	MF/VF	L/LA	100F	11(30)*	100We/60LGr/120LCr	1-5	h	D	Domin.(SU)
Plon	4D	150	Dash/50	BF/BF	L/SL	150G	1(80)*	body is 50FBall/Spells	1	r	F	Playful(SU)
Pooka	10G	130	Dash/30	VF/VF	S/LA	110E	4(50)	120OB (Varies with size and form)	1	f	E	Playful(AA)
Silverscale												
human form	20G	80	Dash/20	MF/VF	M/LA	450H	4(60)*	180da/Spells	1	m	J	Timid(EX)
dragon form	20G	120	Dash/20	FA/FA	H/SL	450H	16(40)	110HBI&100HCL/180HBa/120IBr/60CBr	1	y	L	Domin.(EX)
Striges	5E	100	Dash/10	FA/FA	M/@	90F	3(40)	60LCI(2x)/70MPI/Spells	1-5	o	D	Cruel(HI)
Vargamor	8F	50	Dash/20	SL/MD	M/@	110D	3(30)*	70We/Spells	1	l	E	Varies(VH)
Vestice	7F	110	Dash/30	FA/FA	M/@*	130D	4(30)*	90OB (Varies with size and form)	1-2	h	F	Varies(MD)

Note: For creatures with a human form and a beast form, the stats given are for its beast form (unless stats are specifically given for a human form). Most of these creatures can have any of the professions and capabilities in their human form. The attack sizes and types for creatures who can take on more than one beast form will vary; usually an OB is given and the attack types can be obtained from the animal tables.

* - Special.



The Transformation of Man into Werewolf

OTHER SHAPECHANGERS

Changeling: (-)N†-8; alters body form once to resemble another person, rarely shifts more than its facial features after that: "Study" and "Face Shifting True" (Ment, Mystic base lists).

An infant of the faerie folk, the changeling is abandoned to replace a human babe, lost or stolen from its parents. The changeling assumes the image of the lost child, but cannot counterfeit human warmth. Its chill reserve and timeless eyes bewilder and sadden the changeling's adopted family, but the true loss may go unnoticed. When the changeling matures, it usually attempts to return to the faerie folk, stealing gold, gems and even children as gifts to give upon its return.

Doppelganger: (-)ENX†-7; 1 child; alters form at will to resemble another, 1 change/rnd; can use all spells (1-50) on the Mystic base list, "Mystical Change" (Ment).

Mutable flesh enables the doppelganger to mimic precisely the appearance of any person. Following such a duplication, the doppelganger attempts to eliminate and impersonate its victim. Success in this endeavor allows the doppelganger to simulate a gradual change in his victim's approach to life, allowing the imposter's nasty ambitions to surface plausibly. Failure prompts him to attack, striving to block his exposure as a double.

Empusa: (-)NX†-8; 1 child; females encountered more often (90%) than males; assumes any organic form within 1/2X and 2X her mass, but does not obtain any special abilities or spell casting capabilities; 1 rnd/change.

A gaunt, old hag who conceals her blemishes by shapechanging, the empusa retains a donkey's leg in all her aspects. Whether a seductive houri, a savage lioness, or an imperious amazon, the asinine limb reveals her true nature. As hate-filled as a harpy, the empusa uses subtler means to achieve her malign ends.

Naga: (-)X,U-4; 1-2 young; 20-30' snakes with constrictive and poisoning abilities; fangs dispense 5th level nerve poison (Var. D); naga may take human form at will.

Extensive underground cities containing onion-domed spires, sculptured fountains, colored lanterns and fluorescent mosses sprawl through the cavern realm of the naga, the snake people. Long, lazy cobra-like creatures bathing in the eerie glow of their urban grotto, the naga take human form while above ground. Of the many strange permutations between man and snake, the naga favor two: that of a human with three snakes growing from his shoulders to curve over the top of his head where they bare their fangs; and that of a Mannish torso joined to a serpent's tail.

Plon: (-)N†-7; 1 offspring; "Suggestion" (Ess, "Suggestion") spell within hearing (-25 RR); can cast spells from the "Fire Law" list (Ess) to 10th lvl; shifts from flaming globe to flaming dragon or serpent at will; 1 change/rnd.

As a fiery globe, the plon lurks at crossroads to misdirect travelers. A hissing voice issues from the midst of the flames to beguile and persuade, often urging a ruinous course of action. When migrating from one crossroads to another, the plon travels as a great serpent or dragon, scorching the ground where it passes. However, it always returns to flame form if attacked or attacking.

Pooka: (-)N†-4; 1 offspring; can take on the form of any small mammal; can enlarge to 3X normal size, for 5 minutes every hour; see animal descriptions to extrapolate the abilities of giant rabbits, stoats, etc.; can become invisible at will.

Animal spirits who make mischief in the domestic realm, pookas wear the shapes of rabbits, weasels, ferrets and other small creatures. When confronted by an angry housewife's broom or an enraged stableman's pitchfork, the pooka expands its size to better defend itself. A pooka may occasionally befriend a human; especially shy, quiet, retiring ones (very probable for humans named Elwood P. Dodd). A pooka can not be controlled by such a "friend" and will often play mischievous tricks on those around the "friend"; it will however protect its "friend" in its own way (often a 'big' surprise for bullies).

Silverscale: (cf)-AR,CD-8 as human; (-)N†-8; 1 infant; alternates between being "timid" and "dominant" every century; it may assume either human form or dragon form at will, requires 1 round of concentration; can use all Bard base lists to 20th level (Ment) as well as "Mind Visions" list (Ment, Seer Base) to 15th lvl.

Reflections glitter in metallic hair and eyes when the silverscale assumes the human form of a lissome maid or a muscled youth. Roaming mountainsides and wandering forests, this fair creature encounters few save nymphs and satyrs, avoiding men and Mannish envy. However, those lucky enough to encounter one of these long-lived creatures in its "timid" phase might receive much information. However in its "dominant" phase, the silverscale is less reclusive. The rule of nations usurped by dragon-queens and the worship of priests given to dragon-gods flavor its draconic life.

Striges: ktc-C-7; 3-5 young; females encountered more often (85%) than males; shapechange at will from human form to giant raven form, 1 rnd/change; all Bard base lists to 10th lvl when human.

Shapeshifters whose womanly form changes to that of a great raven, striges steal children by night. Their grasping talons snatch the innocent through the window and away to mossle-carpeted pine forests. In the filth of their nests, the most delicate morsels are gobbled by the strige's foul hatchlings, trapped in bird form until maturity.

Vargamor: mkct-CD-6; 1 child; females encountered more often (95%) than men; as maid: all Magician base spell lists to 10th lvl; as mother: all Cleric and Evil Cleric base spell lists to 10th lvl; as crone, all Mentalist, Seer, Bard, and Astrologer base spell lists to 10th lvl.

A witch whose aspect changes with the aging of the day, the vargamor appears as a maid in the morning, a mother in the afternoon, and a crone by night. Her disposition varies with her aspect. The maid explores the world with a newborn's curiosity, but displays little human warmth. The mother rules her kingdom — house or nation — and nurtures those in need. The crone hoards knowledge and prophecy, dispensing such with bitter rancor.

Vestice: (f)-Z,W,H-5; 1 child; females encountered more often (90%) than males; can assume any animal form within 1/2X and 2X her mass, 1 rnd/change; can use "Disease" and "Curses" lists (Chan, Evil Cleric base) to 20th level.

Wild women who can assume the shape of any animal, vestices roam the wastelands where they dance under the moon. Insanity clouds their mental faculties and prompts crazed behavior. Exchanging human babes with those of the fey folk, a vestice creates changelings and the grief that surrounds such children.

2.39 PREHISTORIC ANIMALS AND DANGEROUS PLANTS

Although their heyday preceded recorded time, the size and nature of these creatures still stirs wonder and fear. Giant beasts which loremasters commonly consider extinct, they are more than mere figures of legend. These mystical denizens may yet be about, roaming in the remote wild and awaiting the rebirth of their primacy.

DINOSAURS

Dinosaurs are descended from reptiles and serve as the distant ancestors of both mammals and birds. Unlike reptiles, these creatures come in cold- and warm-blooded varieties, some being as small as a hen while others reach lengths of over ninety feet and weights exceeding eighty-five tons.

Herbivorous dinosaurs are legion, but the most interesting sampling travel in herds or small bands and walk on all fours, with their tails outstretched for balance. Slow-witted (it takes 2 seconds for a message to travel from a Brontosaur's tail to his head) and plodding, they rely on their size, numbers, or body-armor to ward off meat-eating predators.

Carnivorous dinosaurs tend to be quick, two-legged hunters that run like ostriches and attack using their huge jaws. Always hungry and not particularly smart (although smarter than the herbivore), they will stalk and ambush almost any creature. During the hunt they rely on their acute sense of smell and small but effective eyes to track their prey. Then they dash forth, with their necks out and their tails up off the ground.

Anklosaur: hnawms-V,FQ,HP-6; herbivores; travel in groups of 3-30; thick armor plates cover its low, wide back; prehensile tail ends in huge bony club; 15'-25' body; back is AT 20, underside is AT 4.

Anklosaurs are low-slung vegetarians. Their small skulls and wide, flat backs are covered with a thick, bony armor which is nearly impermeable to physical attack. Even tyrannosaurs prefer to attack their necks or undersides. Before defeating an anklosaur, however, one must overcome its less passive defense — a long, prehensile tail which is tipped with a huge bone club. Anklosaurs can rotate fairly well, flicking their tails to discourage their foes. In close combat, they can club an unfortunate aggressor.

Brontosaur (Apatosaur): hnawms-V,FMQ,DHP-2; extremely stupid; exclusively herbivores; move in herds of 10-100; 50'-80' body including 12'-20' neck and 15'-25' tail; 25-50 tons.

The *brontosaur* is a classic plant-eating dinosaur. Huge, they can pick foliage out of trees thirty feet above the ground. They are grazing animals that live in large herds and have habits similar to those of a giraffe. Although they occasionally wade into marshes for food or protection, they sink in mud and do not venture into lakes. Contrary to the legends of old loremasters, brontosaurs tend to drown when fully submerged. Their herd organization and great size are their primary weapons of defense.

Triceratops: hnawms-V,FQ,HP-4; herbivores; travel in groups of 3-30; armored head sports two 2.5'-4' horns and one 1'-2' nose horn; 18'-27' body; head is AT 20; body is AT 4.

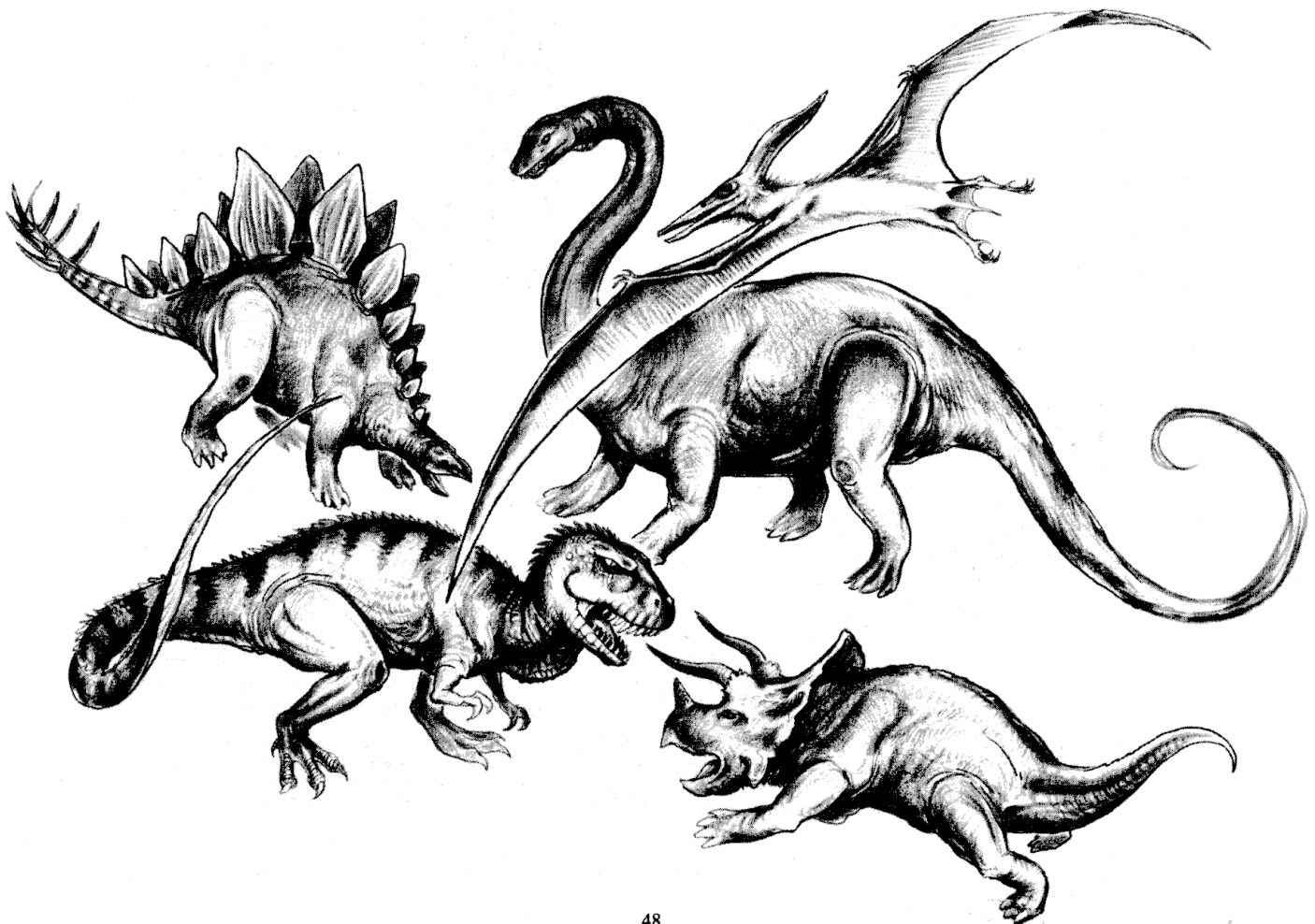
The *triceratops* is an agile, fast-moving herbivore, a rather unique and pugnacious plant-eater. Although its stout, arching body is unarmored, it rarely runs or refuses a fight when confronted. Its massive head is covered with thick bone which sweeps up over its neck, like an outstretched collar. Two great forward-facing horns protrude above its smallish eyes, while a smaller horn sprouts from the tip of its hard nose.

Tyrannosaur (Rex): hnawms-V,FQ,DHP-4; brutal carnivorous predator; loners; 3'-4.5' jaws, 5"-6.5" teeth; 40'-50' body including 15'-20' tail, 15'-22' tall; 8-12 tons.

No dinosaur is more ferocious than the triceratops' chief enemy, the *tyrannosaur*. The "terrible lizard's" great bulk supports a six-foot long skull, fitted with huge, ripping teeth. Fast and furious, it prowls near the herbivore's foraging grounds and then attacks with a short burst of speed. The startled and terrified prey may flee and most may outrun the rapidly-tiring tyrannosaur over a few hundred yards distance, but at least one will fall victim to its quick, brutal charge. As with most hunts, the old or weak provide the common fare.

Stegosaur: hnawms-V,FQ,R,HP-3; extremely stupid; upland herbivore; travel in groups of 2-20; prehensile tail supports four to six 18"-30" spikes; 20'-35' body.

The *stegosaur* is a peaceful herbivore with a low-slung head and tail and an arching, bulky body. Its armored hide deters attack, as does the double row of projecting, upright plates that run along its spine. A stegosaur's short, powerful tail ends in an array of four to six spikes. Its formidable arsenal is critical to its survival, for the stegosaur is incredibly slow and stupid.



PTEROSAURS

Small: hnawms-FQ,R,HP-4; combine gliding and true flying; roost in cliff nests; most active around dawn or dusk; 3'-4' body, 9"-18" beak, 9'-12' wingspan.

Large: hnawms-FQ,R,HP-5; gliders that get lift out of almost any breeze; roost in cliff nests; most active around dawn or dusk; 4.5'-6' body, 3'-4.25' long head (including 18"-30" beak), 15'-30' wingspan.

Pterosaurs (e.g., pterodactyls and pteranodons) are close relatives of dinosaurs and are, in many ways, akin to ancient mammals. These great warm-blooded flying beasts have (usually white) fur-covered bodies, short legs, sharply curving talons, and disproportionately large wings. The pterosaur's furry wings are actually formed of extremely thin skin and membranes, a webbing stretched between their arms and an elongated outer finger (like those of bats). Extremely light and awkward when walking (they cannot run), they operate best in the sky. Their phenomenal gliding ability enables them to soar about for hours without flapping. They take off by stretching their wings against the lightest of breezes. Once in air, they manipulate the drafts and maneuver with artful skill, searching for carrion or small beasts. Pterosaurs have superb hearing and eyesight and, although amazingly light (35-60 lbs), large individuals can sweep down and carry off loads of up to 200 pounds. (When standing, however, they cannot lift off when bearing any appreciable weight.) Ever-hungry, they can be very dangerous.

OTHER PREHISTORIC BEASTS

Elothere (Giant Boar): wmkte-@,F,R,CDHP-4; sluggish in hot weather; travel in families of 1-10 led by a single male; 3"-5" upward-curving tusk-like lower canines; 4-8 ft; 2-6 piglets.

The ancestors of many of our foremost mammals are known to be giant beasts, species adapted to temperate, cool, or cold climes. These are the dominant early Ice Age species.

Two of the most notable ancient mammals are the elothere and smilodon. The former is a huge omnivore, the forefather of the wild boars of the Old World. A quick, agile beast which prefers forest dwelling, the elothere is both wily and adaptable. When threatened or alarmed, it can also be quite dangerous. The elothere won't pass up a meal and, should he down his adversary, may indulge in a little carrion carry-out.

Megalodon (Giant Shark): hnawms-O-3; instinctual, ever-active hunter; 40'-60'.

Ancient fish are often remarkably similar to their descendants. Being a relatively stable environment, change comes slow to the sea. Still, the Elder Days produced a number of uniquely dangerous predators, the most conspicuous being the megalodon or "giant shark."

Like the great hunting sharks, the megalodon is always on the prowl, constantly swimming and feeding. Its acute senses allow it to perceive slight changes in water pressure and subtle odor shifts at ranges exceeding one mile. Sudden movements and blood spills attract them from afar. Their quick, meandering approach usually (75%) results in a frightening attack, particularly if the potential meal is wounded (95%). Fresh blood may spawn a megalodon "frenzy," a sort of rampaging orgy. At that point, one's best defense is to stun the megalodon, either by whapping it "upside the head" or outmaneuvering the charge and striking it on its large, smooth, vulnerable sides. The shark's "soft," flexible cartilage skeleton fails to protect its precious organs as well as the bony structure found in most fish. In addition, the megalodon will run from most sonic attacks. They prefer easy

meals, and flee if shocked or badly wounded. Their flight is invariably accompanied by a discharge of excrement, which acts as a cloud covering their retreat.

Sabertooth Tiger (Smilodon): wmkte-@,F,R,CDHP-5; adept nocturnal predators; loners; 5"-7" tusk-like canine teeth; 6-10 ft; 2-5 young.

Smilodons are awe-inspiring stripeless tigers. Often dwelling in caves or under overhangs, they are well-suited to rugged, open terrain; otherwise their aggressive predatory habits mimic those of normal tigers. These meat-eaters leap well (up to 40' on the run) and are accomplished wrestlers. Generally, sabertooths will ambush their quarry, making a quick charge, leaping, and immobilizing the shocked or downed prey with their long claws and powerful, toothy jaws. They make terrible pets.



PREHISTORIC ANIMALS

		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----					-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS		# Enc.	Treasure	Bonus EP	Outlook (IQ)
Dinosaurs													
Anklosaur	5E	50	Spt/10	VS/MD	H/LA	300H	20(30)*	100HBa10		3-30	—	E	Passive(NO)
Brontosaur	4D	60	Run/0	SL/SL	H/SL	550H	8(20)	60HBa30/60LBa20/Both5		10-100	—	E	Passive(NO)
Triceratops	5E	90	FSpt/20	MF/MF	H/LA	350G	20(20)*	100HHo100/80LBa◄/70LHo◄		3-30	—	E	Passive(NO)
Tyrannosaur	8F	50	Dash/30	MD/FA	H/SL	500E	11(30)	200HBi10		1	—	G	Bellig.(NO)
Stegosaur	4D	40	Run/0	VS/VS	H/SL	400G	19(40)	80LBa100/100HHo◄		2-20	—	E	Passive(NO)
Pterosaurs (fly)													
Small	3H	60	Spt/50	SL/MD	M/—	60E	3(50)	50MPi80/40MCi2		2-20	—	C	Hungry(NO)
Large	4D	50	Spt/40	SL/MD	L/—	90F	3(30)	80LPi70/60MCi3		1-10	—	D	Hungry(NO)
Elothere (G. Boar)	5E	100	Dash/20	FA/FA	L/I	180G	4(20)	80LHo100/70LBa◄/60MTs◄		1-10	—	D	Aggres.(NO)
Megalodon (G. Shark)	8F	110	FSpt/10	VF/FA	H/LA	450H	7(30)	140HBa20/120HBi80/160HBr✓		1-2	—	F	Hungry(NO)
Sabertooth Tiger	7F	120	FSpt/30	FA/VF	L/I	200G	4(40)	90LCi30/100MBa70/90MHo✓/120LBi◄		1-2	—	D	Aggres.(NO)

* — Special.

DANGEROUS PLANTS

Forests and jungles harbor more dangers than the warm-blooded and cold-blooded beasts that stalk and kill. Ancient, tangled roots of mighty trees and young, sinewy threads of ephemeral vines wring nourishment and anchorage from the earth to support the upper foliage reaching for the sky. Branches clothed in these leaves stretch eagerly towards passersby, constricting to crush or entwining to cause a stumble. Flowers adorning the greenery emit toxic pollens and oils, poisoning those who breathe too deeply or touch habitually. The sun-warmed beauty of the arboreal world can be startlingly lethal.

ANIMAL TREES

Lambtree: wmsk-†,DP-5; a pod tree that generates baby sheep.

Tigertree: na-JP-6; a tether tree that generates tigers.

A strange fusion of animal and plant life, the pod tree and the tether tree both take nourishment from the earth and sun, but give birth to carnivores, omnivores, and herbivores. Pod trees grow fruits that open to release the animal grown within, now free to wander as it chooses. Tether trees produce buds that flower into animals, forever tied to the parent plant by the stems on which they bloomed.

EMITTER PLANTS

The noxious substances created and emitted by certain plants — toxic pollens, poisonous spores, or envenomed hairs — make them menaces to all. Often a deceptive beauty encourages the traveler to admire more closely, leading him to inhale damaging fumes or touch corrosive oils.

Ansilius: nms-N†,D-7; pollen is lvl 6 special poison (var. C) — inhalation produces violent behavior together with memory loss: *mild* ½-1 hrs; *moderate* 1-2 hrs; *serious* 2-6 hrs; *extreme* 6-12 hrs.

White, many-petaled blossoms cluster among the shiny, dark green leaves of this decorative creeper. A sweet fragrance drifts from them, inviting enjoyment. Yet fate punishes those who accept the invitation and inhale more deeply from the flower-cup. An expression of inhuman rage transforms their faces, while they perform almost every kind of violent depravity imaginable. Amnesia claims their memories of the events, but victims do not forget so easily.

Clivimis: hnwms-†,D-3; pollen is lvl 4 special poison (var. B) — damage to lungs requiring complete rest (or healing magic) for recovery: *mild* 5-15 hits & 1 wk rest; *moderate* 15-25 hits & 2 wks; *serious* 25-40 hits & 4 wks; *extreme* 40-60 hits & 8 wks.

Growing in clusters that resemble moss from a distance, purple bell-like flowers hang from small, delicate stalks. In springtime they disperse a pollen that severely burns the lungs when inhaled. A season of bedrest and healing must follow to prevent death.

Deadly Milk-white Trumpet: nmk-CD-3; pollen is lvl 7 special poison (var. D) — if fail RR by 01-100, 4-8 days nausea, blindness; if fail by 100+, madness; seed is lvl 1 special poison (var. A) — if fail RR, euphoria & -25 in combat.

A dead-white shrub that grows in temperate, coniferous woods to twice the height of a man, the trumpet exudes a sickening odor when bruised. In late summer, huge pale flowers bloom, producing a pollen that causes blindness and nausea lasting a week if inhaled, and in extreme cases, madness. In mid-autumn, a prickly seedpod shelters black, bitter seeds that bestow euphoria and a false sense of surety in battle (when ingested). The shadows of evil strongholds foster an unusual concentration of these plants.

Delphinuris: nmk-CD-2; oil is lvl 10 special poison (var. E) — amnesia: *mild* 1-10 days; *moderate* 10-25 days; *serious* 25-50 days; *extreme* 50-100 days.

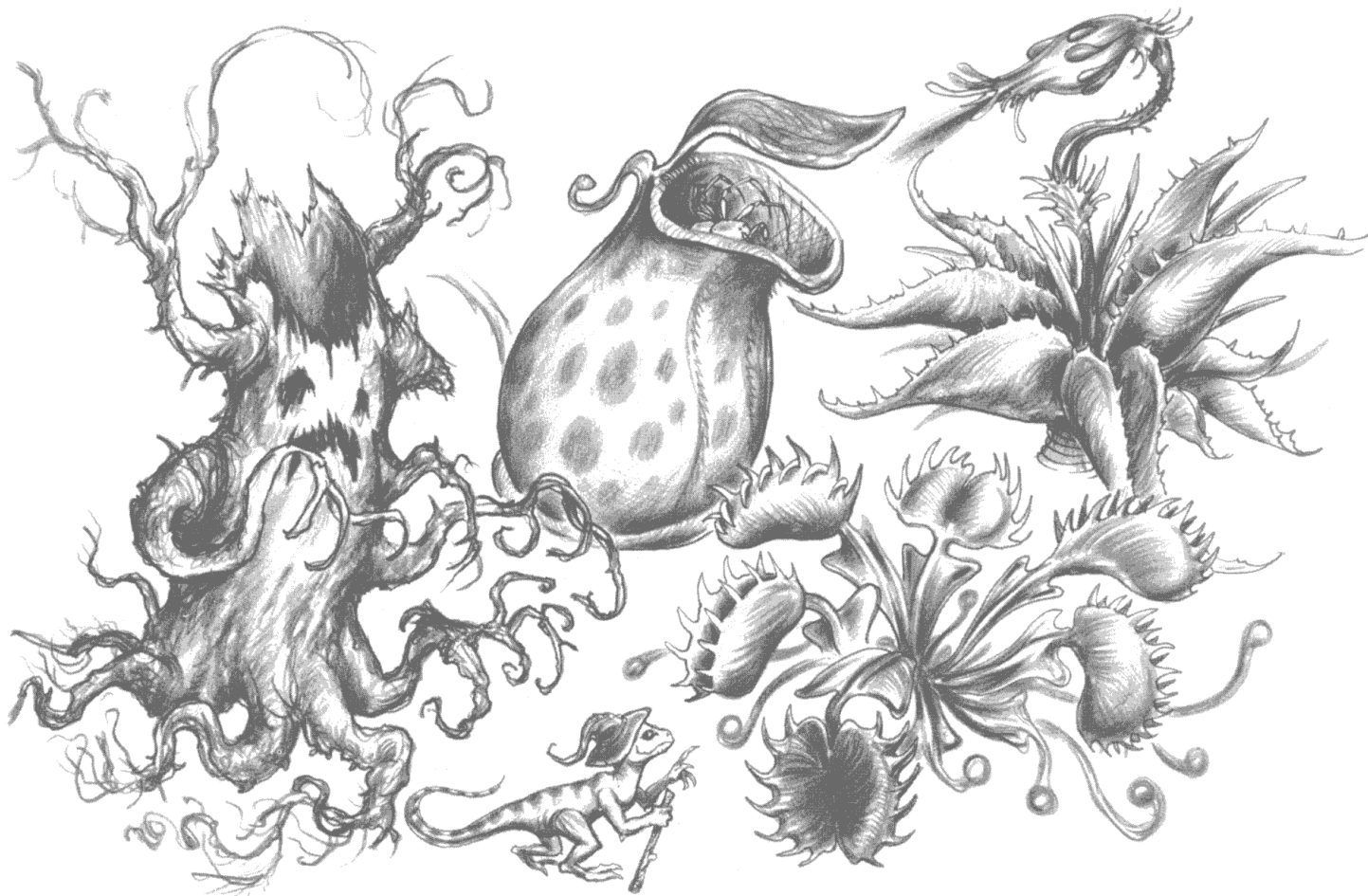
Many rocks and northerly slopes of deciduous forests display a thick carpet of this springy moss (whose name means "Night's Silences" in the woodfolk's tongue). Its natural pillows beckon the weary to rest within silvan dells, but this enticing prospect is best resisted. The weight of a relaxing traveler presses a volatile oil from the moss, inducing several days amnesia upon contact with it.

Exploding Mushrooms: hnwmk-DJ-4; spores are a lvl 15 special poison (var. H) — one breath delivers 5-20 hits.

Ripening inside the umbrellas of these mushrooms, spores produce ever-increasing pressure as they approach maturity. In late autumn the mushrooms burst, disseminating great clouds of spores into the air. Unwary footsteps often hasten this explosion, bathing the unfortunate in the poisonous spores.

Laevenus: hw-J-5; pollen is a lvl 2 special poison (var. B) — if fail RR, death in 2-12 hrs.

A showy, orchid-like flower with black petals, the laevenus thrives in the warm, moist climate of the jungle. The unfortunate who breathes its



DANGEROUS PLANTS

		-- MOVEMENT STATISTICS --			-- COMBAT STATISTICS --				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Animal Trees												
Lambtree	1A	80*	Dash/10	MF/MD	M/-	30A	1(30)	10SBa(1 attack/lamb)	1-10	-	-	Passive(NO)
Tigertree	5E	100*	FSpt/30*	FA/VF	L/-	150F	4(30)	as Tiger (1 attack/tiger)	1-5	h	D	Aggres.(NO)
Emitter Plants	3C	-	-/-	-/-	M/-	50E	1(10)	poison: varies (see descriptions).	varies	-	-	Passive(NO)
Sentients												
Awakened Tree	5E	-	-/-	-/MD	L/LA@	200F	11(0)	60LBa(3x)/50LGr◄/60LCr✓/Special	1-50	m	C	Bellig.(MD)
Slowroot	10G	60	Run/0	SL/MD	L/LA@	250G	11(40)	80LBa(2x)/70MGr◄/80LCr✓	1-10	a	F	Aloof(AV)
Treeherd	20G	60	Run/0	SL/MD	H/SL@	350H	12(50)	120HBa(4x)/100LGr◄/100HCr✓(2D)	1	a	H	Protect(HI)
Trapping Plants	2B	-	-/-	-/MD	M/II@	50D	11(10)	Special/20SGr(number varies)	2-20	g	-	Hungry(NO)

* - Special.

scented pollen dies slowly and euphorically as his blood turns into a black, sticky, toxic fluid.

Spinewood: nwmk-F-3; spine irritant is a lvl 5 special poison (var. E) - *mild* -50 to maneuvers; *moderate* convulsions; *serious* blindness; *extreme* death.

A low-growing, shrubby tree, spinewoods often form dense thickets on islets and along streams. The twigs and leaves blur behind a covering of fine, short downy hairs. Brushing against the foliage reveals the "hairs" to be extremely sharp spines that pierce the skin, causing an extensive, burning rash and occasionally, muscle spasms. Spines violating the eyes may cause blindness, and those inhaled may cause death by suffocation.

Salorisa: nwmk-CD-4; pollen a lvl 4 special poison (var. C) - one breath delivers: *mild* 25-50 hits; *moderate* 50-100 hits; *serious* 100-175 hits; *extreme* 175-275 hits.

Delicate pink flowers sprinkle the dense, blue leaves of this prolific groundcovering shrub. It grows wild in shaded beds along the edges of meadows. Deer graze on its foliage in all seasons except early spring, when the budding flowers carry harm in their fragrance.

Spirium: nams-D-4; pollen is a lvl 12 special poison (var. G) - one breath brings: *mild* drowsiness, -25 to general effectiveness; *moderate* 1-2 hr doze; *serious* 1-4 hrs sleep; *extreme* 4-8 hrs sleep.

A white snowy moss, spirium hangs in garlands from the boughs of trees in warm climates. Its soothing pollen brings restful sleep to the passerby, a gift to the insomniac, but a grave risk in territory frequented by enemies or bloodthirsty beasts.

SENTIENTS

The violence manifested by many of the dangerous plants is an unwitting response to the pressures of evolution. True choice is the prerogative of only a few dwelling within the arboreal world. Elven sympathy for the lesser plants, wild and domestic, colors their attitudes and actions.

Awakened Tree: (f)-CD-5; 20'R, feelings of despair if RR is failed.

Warped by the unclean influence of evil, these gnarled trunks grasp spider webs and shadows as well as darkened foliage with their boughs. Malice and spite devour their treish spirits, bestowing an unusual animation to their limbs. Mannish creatures take the brunt of their hate, expressed by hurled fruit and grasping branches. Yet none remain exempt from such treatment, and all feel the oppressive gloom generated by a grove of these trees.

Slowroot: (f)-CD-6; in one minute: a slowroot can reduce 20 cu.ft. of packed earth to powdered earth or crack 2 cu.ft. of stone into rocks.

Treeherds who have grown sleepy (or trees whose acumen has grown to rival the treeherds' sagacity) are called slowroots. They gather together in groves where the creak and groan of limb accompanied by the murmur of wordless voices affirms their drifting awareness. When roused, slowroots borrow sufficient purpose to release their grip on the earth and shroud themselves in shadow to obscure their movement. Their freed roots gnaw earth and crack stone, defeating even the mightiest of fortresses, while their sweeping boughs suffocate the armies of their enemies. Fueling their unusual alertness, the slowroots' wrath heats the air and makes it throb with hostility.

Treeherd: (f)-CD-9; in one minute: a treeherd can reduce 100 cu.ft. of packed earth to powdered earth or crack 10 cu.ft. of stone into rocks.

Guardians of trees and slowroots in ancient forests and wardens of herbs and flowers in sunny dales, treeherds have tended their rustic charges since the dawn of time. As the ages passed, their numbers dwindled until only a few treeherds remained, and the garden-keepers lived solely in memory.

Treeherds who have not grown drowsy appear as Mannish or giantish figures that stand as tall as a cottage. Skin like smooth bark covers their limbs - graceful like the limbs of rowan, birch, and beech - and many fingers adorn each hand. Bushy, twiggy hair sprouts from their heads and two solemn, penetrating eyes flash with green light. Young treeherds possess the sweet, rustling beauty of tall grasses, while the older are hale and hearty. Usually decisions and subsequent actions require lengthy deliberation by the sage treeherds, but anger rouses them to hasty cogitation and swift accomplishment. The stone-cleaving power of their rage wreaks awe-inspiring devastation. Treeherds who grow sleepy and treish change shape, adopting the form of the trees they guard.

TRAPPING PLANTS

Those who run on legs, slither on scales, or fly with wings are threatened by trapping plants. Flesh and blood forms an integral part of their diet, and these flora have devised many tricks with which to obtain both.

Dreamvines: wmk-F,D-6; touch produces euphoria after 10 turns, then sleep (RR); roots which achieve a Gr critical suck fluid from flesh, dealing 21-40 hits/rnd.

Wiry creepers with shriveled black leaves, dreamvines grow among the exposed roots of the greatest trees. Prolonged contact with the leaves (while lounging on them) brings a dreamy joy followed by slumber, allowing the vines to twine around their victim, sinking hair-like roots securely into his flesh. Death comes swiftly even if the sleeper awakes, since euphoria saps his will to escape.

Fly Trap, giant: hnwn-DJ-4; trap shuts in 1 rnd; digestive acids deliver 5-10 hits/rnd.

A cluster of thick shoots, each terminating in a man-sized leaf with a spring-like hinge down its middle rib and fringed by spikes, the fly trap requires more than earth, rain, and sunshine to sustain life. Animal flesh supplies the missing nutrients. Careless prey venturing onto the broad leaves brush sensitive trigger hairs which cause the trap to snap shut, imprisoning the beast or man behind the spines that complete the cage. Digestive juices work at leisure, dissolving the prisoner in two or three days.

Grippershrub: hnwm-M-4; trap closes in 1-2 rnds; digestive acids deliver 2-4 hits/rnd.

Smaller cousin of the giant sundew, grippershrubs rarely grow large enough to threaten a grown man, but many possess sufficient size to harm dogs, goats, and stray children. Its sticky leaves are resilient, resisting cuts and the blows of blunter tools, but they burn readily when exposed to a hot flame. Marshes darkened by evil powers shelter numerous grippershrubs, but they thrive in any swampy area.

Pitcher Plant, giant: hnwm-DJ-3; stomach acid delivers 10 hits/rnd.

The carnivorous pitcher plant shadows its gourd-shaped stomach by a tall, leafy stalk where a giant crab spider usually takes shelter. The spider stretches its web across the brightly-colored lip thick with sweet, sticky plant fluids. Smaller prey are caught in the web, killed by the spider's poisonous fangs, and sucked dry of bodily fluids. The withered corpse is discarded into the plant's viscous belly. Larger prey, intrigued by the curious appearance of the interior of the stomach gourd, break through the web, sliding rapidly into a pond of digestive acids.

Sundew, giant: nwmk-F,DJ-5; trap closes in 1-2 rnds; digestive acids deliver 3-6 hits/rnd.

A tall, narrow shoot sprouts from the center of huge, sticky leaves clustered around its base. The unwary are caught by the leaves which curl up and around their prey to form a temporary stomach in which digestion occurs. The largest of sundews can trap and digest a human being in 48 hours.

2.4 RACE DESCRIPTIONS

The creatures presented in this section are described as members of specific "Races". For the purposes of encounters and adventures, their statistics are presented in the same fashion as the other creatures (i.e., statistics for an average member of each race). However, we also give statistics (see Race Abilities Table in Section 6.0) that allow the development of individual characters using *Character Law*. The Mannish races are not discussed because they are the norm for standard *Rolemaster* abilities and skills (see Table 15.64 in *Character Law*).

A Gamemaster must decide the place (if any) for the races in his world and their significance. He must also decide which races are appropriate for his players' characters and which are appropriate for non-player characters only. We provide the full capacities for each race in order to allow a Gamemaster flexibility in making his own decisions as to which races are appropriate. We do not necessarily intend all races to be used as player characters (e.g., a group of "Titans" might quickly get out of hand).

2.41 GIANT RACES

Superhuman strength grants Giantish folk frequent victory over lesser foes. Yet lack of numbers, fear of daylight, or altruistic intentions diminish their threat to Mannish civilizations. Some increase the pride-swollen armies of evil lords, but most value their independence above all else and wander uninhabited tracts of wilderness.

Cyclops: hnmw-X@UR-7; 23'-27' tall; suggested professional limitations: no spell users; average lifespan: 120 years.

One-eyed giants who prefer solitude, Cyclops keep tidy, well-provisioned caves full of wax-sealed cheeses, dried meats, jars of honey, and casks of wine. The remains of trespassers are flung out onto the garbage heap, but their belongings find places in orderly chests and closets. Cyclops rarely seek violence, but will not tolerate any breach of their privacy. Even chance encounters in the woods and fields adjacent to a Cyclops' abode stir him to repel intruders with fury. The man who flees may live to tell the tale, but he who stands to do battle seldom escapes the compost pile. When a Cyclops meets another of his kind, both usually perform an aboutface and stride rapidly away.

Lesser Giants: Suggested professional limitations: Fighters only. **minor:** (cf)-E@-R-4; 9'-12' tall. **normal:** (cf)-5; 13'-15' tall. **major:** (cf)-6; 16'-20' tall.

These giants are not usually classified as intelligent races, they include the very stupidest Giants who exhibit the instinctual ferocity of beasts and deserve no one's trust. Hairier and uglier than their brethren, these Giants take noisy pleasure in hurling rocks at randomly picked targets.

Greater Giants: Suggested professional limitations: non-spell using professions with the special capability of using the spell lists noted (all elemental lists are Magician base lists). Average lifespan: 75-150 years. They are further classified according to an environment or element that they have an affinity for:

Cloud: (as)-AR-8; 17'-19' tall; "Liquid Alteration" (Mystic base list), "Essence Hand" (Ess), "Lofty Bridge" (Ess), and "Wind Law" spell lists to own lvl (4xlv PP).

Fire: hna-V-7; 12'-14' tall; "Fire Law" spell list to own level (3xlv PP); immune to heat and fire; double damage from cold or ice attacks;

Forest: (ascf)-CDJ-6; 13'-15' tall; "Nature's Lore" and "Nature's Protection" spell lists (Chan, Animist base lists) to own level (3xlv PP).

Frost: ktcf-AR-7; 17'-19' tall; "Ice Law" spell list to own level (3xlv PP); immune to cold; double damage from fire.

Hill: (cf)-X@-RU-4; 10'-12' tall; "Solid Alteration" (Mystic base list) spell list to own level (2xlv PP); excellent diggers.

Mountain: (cf)-X@-ARU-6; 18'-20' tall; "Solid Destruction", (Sorcerer base list) and "Earth Law" spell lists to own level (3xlv PP).

Stone: (cf)-X@-ARU-5; 11'-13' tall; "Earth Law" spell list to own level (2xlv PP); tunnels through stone easily.

Storm: (-)-AR-5; 18'-22' tall; "Ice Law", "Water Law", "Wind Law", and "Light Law" lists to own level (4xlv PP).

Water: (f)-FILMOS-5; 14'-16' tall; "Liquid Alteration" (Mystic base list) and "Water Law" spell lists to own level (2xlv PP); can breathe underwater as well as out of water.

Huge, muscular men often standing twice or thrice the height of their Mannish counterparts, Giants possess immense strength, but lessen its effectiveness with frequent clumsiness and stupidity. The smartest among them aspire to civilized life, building intricate stone castles on craggy hills and icy peaks or (as legend has it) conjuring enchanted palaces among the clouds. Unfortunately, a veneer of sophistication and ease does not guarantee benevolence. Many intelligent Giants are malicious maneaters who disguise their proclivities from visitors, hoping trickery will net them an easy meal. Less intelligent Giants content themselves with simple caves in the wilds, foraging among the beasts and plants for food. Needy travelers can expect to receive warmhearted hospitality from these rustic folk, whose lack of wit mixes with kindness more often than does cunning.

GIANT RACES

		-- MOVEMENT STATISTICS --			-- COMBAT STATISTICS --				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/MN Bonus	Speed MS/AQ	Size/Crit	Hits	AT (DB)	ATTACKS	# Enc.	Treasure	Bonus EP	Outlook (IQ)
Cyclops	12G	100	FSpt/10	MF/MD	H/SL	450G	11(30)	90We*(3D)/70LGr*/110LGr✓	1	t	F	Hostile(AV)
Giants, Lesser (non-intelligent)												
Minor	6E	100	Dash/20	FA/FA	L/LA	200F	4(20)	60We(2D)/50LGr/80LGr✓/50ro	1	g	E	Bellig.(VL)
Normal	12F	110	FSpt/10	FA/MF	H/LA	250G	8(20)	80We(3D)/70LGr/100HCr✓/70ro(150')	1	m	F	Bellig.(VL)
Major	15G	120	FSpt/10	FA/MF	H/SL	350H	12(30)	100We(4D)/90LGr/150HCr✓/90ro(200')	1	r	H	Bellig.(VL)
Giants, Greater (intelligent races)												
Cloud	12G	120	FSpt/20	FA/MF	H/SL	400H	16(70s)	140We(4D)/90ro(300')/Spells	*	x	J	Varies(SU)
Fire	6F	90	FSpt/20	MF/MF	L/LA	325G	11(50s)	100We(3D)/70ro(300')/Spells	*	t	H	Greedy(AA)
Forest	7F	110	Dash/30	FA/MF	L/LA	250F	11(35)	80We(2D)/100lb(2D)(2xRange)/Spells	*	r	G	Aloof(AV)
Frost	6F	80	FSpt/10	MD/MD	H/LA	350G	11(40s)	100We(3D)/60ro(250')/Spells	*	t	H	Greedy(AV)
Hill	4D	80	FSpt/20	MD/MD	L/II	200F	12(35s)	60We(2D)/70ro(100')/Spells	*	m	F	Normal(MD)
Mountain	10G	120	FSpt/10	FA/MD	H/SL	350H	12(60)	120We(4D)/90ro(400')/Spells	*	w	I	Hostile(AA)
Stone	5E	70	FSpt/10	MD/MD	L/II	275F	12(30)	90We(2D)/50ro(150')/Spells	*	o	F	Normal(MD)
Storm	15G	130	Dash/30	VF/MF	H/SL	450H	16(70s)	180We(5D)/100ro(400')/Spells	*	y	J	Varies(HI)
Water	5E	100	FSpt/30	FA/MF	L/LA	300G	11(35)	90We(2D)/60ro(200')/Spells	*	s	G	Greedy(AV)
Trolls												
Cave	12F	70	Spt/0	MD/MD	L/LA	220G	11(25)	100HCl/85We/80ro	*	o	G	Hostile(IN)
Forest	6D	80	FSpt/10	MF/MD	L/II	150F	11(10)	70LCl/60Lb/40We/50ro	*	i	E	Hostile(LI)
Hill	10E	60	FSpt/0	SL/MD	L/LA	175F	11(20)	95Lb/85LCl/50We/60ro	*	n	F	Hostile(LI)
Mountain	10F	75	Spt/10	MD/MD	L/LA@	240G	16(40s)	110We/100Lb/100ro	*	t	H	Hostile(MD)
Snow	13F	65	FSpt/10	MD/MD	L/LA	200G	11(30)	105HCl/80Hb/70We/80ro	*	o	G	Hostile(MD)
Stone	7D	65	FSpt/0	SL/MD	L/II	150F	11(15)	80Lb/65LCl/40We/60ro	*	h	E	Hostile(LO)
War	8F	70	Spt/10	MD/MD	L/LA@	250H	16(50s)	120We/80Lb/70ro	*	t	H	Hostile(AV)
Ogres												
Small	4D	80	Dash/20	MD/MF	M/I	100F	3(20)	40We/75MBa/50MCl◀	*	h	C	Greedy(LO)
Large	8F	80	FSpt/10	MD/MF	L/II	160F	4(10)	70We/100Lb/80LCl◀	*	n	D	Bellig.(IN)
Titans	15G	140	Dash/20	VF/VF	H/SL	375H	18(40s)	180We(4D)/110HGr/200HCr✓/Spells	*	yy	K	Aloof(HI)

* — Special.

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the *Rolemaster* rules (use *Character Law* Table 15.64). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.

Note: Unless stated otherwise, a rock thrown (ro) by one of the creatures in this class has a range of 100' and is treated as a Large Crush (LCr) attack (they don't use just rocks, any large object will do).



Ogres: (F)-@U-5; 8'-10' tall; suggested professional limitations: no spell users; average lifespan: 90 years.

An unkempt, slovenly race whose coarse, grizzled features betray their rapacious greed, Ogres resemble Giants when distance blurs details and disperses their rank odor. Garments constructed of hastily cured animal skins add to the stench, but contribute little to modesty. The fetor of their littered dens keeps most thieves at bay, effectively guarding the enchanted things and extensive wealth garnered within. While relaxing and quarreling at home, a clan of Ogres displays the rollicking exuberance of a band of clowns. When they leave their cave to raid the countryside, this levity yields to intent eagerness for a fight. Wood or stone clubs accompany them on these forays, but are frequently abandoned in the heat of battle for the more satisfying sensation of knuckle against tender flesh and bone.

Titans: nams-9; 18'-24' tall; proficient in *at least* the Mentalist base spell lists to own level (5xlv1 PP), but may have more/other spell abilities; superb fighters as well; no suggested professional limitations; average lifespan: 1000 years.

Clean-shaven giants with handsome, nobly proportioned bodies, Titans drape their muscular limbs with pleated swathes of translucent silk. Elegantly wrought breastplates and greaves conceal these flowing garments when a Titan marches in battle, but few war against any save their own kind. The ephemeral concerns of the Mannish peoples bore these long-lived beings, although they feel a similar disinterest for the immortal fairy races. Occupied by the solitary pursuit of leisure within the elaborate marbles of his lonely castle, a Titan frequently ignores even his own kin for decades at a time. The echo of a forgotten whim or jealousy stirs him at irregular intervals to break his seclusion and disturb the privacy of his similarly preoccupied friends with war, seduction, or intrigue.

Trolls: Suggested that all be limited to non-spell using professions; average lifespan: 300 years; immune to normal heat and cold; half damage from heat and cold attacks; for the purposes of trolls, direct sunlight is sunlight unobscured by clouds, precipitation, foliage, shade, etc.; given type indicates preferred environment:

Cave: (-)-X@,RUW-6; 10'-14' tall; when outside in the daytime they take 10 hits/hour.

Forest: (F)-CDJ-7; 8'-10' tall; -50 to all activities when exposed to direct sunlight.

Hill: (-)-RUW-4; 9'-12' tall; -30 to outside in the daytime; when exposed to direct sunlight they go blind for a number of rounds equal to the time exposed.

Mountain: (-)-ARU-6; 12'-15' tall; can function normally in sunlight.

Snow: ktcf-X@,FGL,U-7; 10'-12' tall; turns to ice when exposed to direct sunlight, but become normal again when night falls.

Stone: (-)-X@,RUW-4; 8'-10' tall; turn to stone when exposed to direct sunlight.

War: (-)-7; 9'-11' tall; wears armor and favor war hammers; unaffected by sunlight; bred for war in any environment.

Hideous travesties of sagacious Treeherds, Trolls possess huge, hulking bodies patched by bushes of harsh, wiry hair. Ill-proportioned hands and feet display granite claws, while flattened nostrils deform a cruel visage. A perpetual snarl distorts the sneering maws of these battle fiends to reveal curving, blood-stained fangs. Grey, stony hides with the rough texture of a cliff face protect the calcified innards of reclusive, solitary Trolls, but more formidable armor guards the dread War Trolls. Articulated plates of Adamant (a stone-like material) grow naturally from their petrified skin, warding the sharp edges of an enemy's sword with ease. Bred to withstand the sun's bright gaze, War Trolls are quicker and cleverer than their ancient brethren. Hill Trolls (more timid, but equally fond of man-flesh) lose their sight when exposed to direct sunlight, while Stone Trolls return to the rock from which they were born.

2.42 UNDERGROUND RACES

Dwellers beneath the earth inhabit a wide variety of abodes. The dank, echoing spaces of natural caverns shadow those races who cower when blistered by the unshielded sun, while the snug, cosily furnished rooms of windowed burrows provide homes for day-loving folk who value security. Differences in habits, temperament, and residence divide the underground races; an affinity for the earth and things born of it is often the sole characteristic they share.

Dwarves: (f)-NX†@,U-4; 4'-5' tall; resistant to disease; superior sight underground and in near total darkness; suggested professional limitations: no Essence or Mentalism spell users; average lifespan: 250 years with many individuals reaching 400 years.

Legend and song assert the Dwarves to have been born of stone, naming them as Sons and Daughters of Earth. They are a stalwart people, comfortable below ground, where they delve labyrinthine mines and palatial dwellings. Like the Goblins, Dwarves are masters of metalcraft; but unlike those unsavory cavern dwellers, they design their works to exhibit beauty as well as strength and utility. Full of ridicule for the ways of conjurers, they employ such magicks only to enhance the powers of the weapons and artifacts reluctantly released from their forges. Dwarves are short and stocky with ruddy complexions; their dark eyes are deep set, generating the illusion of great wisdom, and their hair is brown or black, occasionally flame-colored. The men grow long beards which they often braid. Infertility combined with a lack of females (who comprise less than a third of their kind) leads few Dwarves to marry or conceive young. Dwarves favor colorful, hooded clothing and hand arms. Many are proficient with standard bows, but a liking for mechanical devices prompts them to employ crossbows when a need for missile weapons arises.



Gnolls: ktc-X@,ARU-7; 3'-4' tall; suggested professional limitations: no Mentalism or Channeling spell users; excellent night sight; dislike daylight (-25 to all activities if outside); limited strength; average lifespan: 105 years.

Small, wrinkled men with grey skin and little hair, Gnolls inhabit the natural caverns that abound in mountainous regions. Sunlight does not harm them, but the brightness scares them and makes their eyes water, leading Gnolls to adhere to the underground realm. Skill as conjurers and magicians enables them to avoid encounters with other races, few gaining knowledge of their presence until after the Gnolls have passed from the area. They travel in clans and settle only in deserted grottos where access is limited and concealed. When sheltered by secrecy and stone, their timid dispositions relax and permit the enjoyment of gleeful festivals. On these occasions, Gnolls put aside their sober, earth-toned clothing for more colorful garb.

Gnomes: hnmk-X@,RU,DJ-8; 4'-5' tall; suggested professional limitations: no Channeling spell users; excellent night sight; limited strength; average lifespan: 600 years.

Bald, wizened men who usually live in shallow caves, long-lived Gnomes gather knowledge and lore as a hobby. Ancient tomes and rare scrolls litter their crowded libraries, precious chambers that usually fall to ruin with a Gnome's death. A love of solitude ensures that most Gnomes remain heirless, rarely marrying or raising a family. Although loners, Gnomes are neither shy nor joyless; generous hospitality accompanied by ingenious entertainments draw many friends to visit as houseguests. Gnomes do not often return these visits, for they dislike abandoning their abodes and the treasures guarded within for even a few days.

Goblins: (f)-X@,ARU-4; 3'-4' tall; suggested professional limitations: no spell users; excellent night sight, blinded by daylight (-75 to all activities if outdoors); extremely strong; average lifespan: 80 years.

Round-headed imps with snub noses and wide, grinning mouths, Goblins possess greenish, yellow skin and tender, toeless feet. To protect these sensitive appendages from hurt (and, perhaps, to hide their lack of toes — all of the proper bones and ligaments are present, but the mass of flesh has not divided into separate digits), Goblins wear clumsy, stone clogs. When particularly enraged, they attempt to denude a scapegoat of his clogs and stamp with laughter upon the exposed limbs. Mechanical devices appeal to the clever cruelty intrinsic to Goblins; they have invented many machines of torture as well as those useful in warfare and siege. Utility and strength mark most of their creations, but beauty eludes them. Skilled miners, Goblins enlarge their underground kingdoms by connecting nearby caverns with tunnels. Often an entire mountain range may be webbed by these passages, effectively detouring travelers to longer routes. Goblins stay below ground by day, but night sees them swarming the lands in search of brutal amusement.

Halflings: nwmk-N†-6; 2'-4' tall; particularly resistant to magical and physical damage; suggested professional limitations: no spell users; average lifespan: 110 years.

Shallow burrows dug into hillsides comprise the majority of residences in Halfling villages, although small cottages house a few families and provide taverns or inns for local meeting places. All of these structures tend to have round windows and doors, like portholes, and are painted in bright colors. Halflings prefer the ease and quiet of a sedentary life, avoiding the excitement and danger that accompany adventure. Love of good food and drink leads them to spend much of their time at taverns and friends' houses, eating and growing fat. Despite plumpness, Halflings can move very quietly and possess exceedingly nimble fingers. Their large feet are very hairy, almost furry, and immune to cold; Halflings rarely wear shoes. Their garments tend to be bright and colorful, like their houses, for Halflings are a merry folk, full of gaiety and ready to enjoy life's bounty.

Hobgoblins: (f)-X@,ARU-8; 4'-5' tall; suggested professional limitations: no spell users; excellent night sight, dislike daylight (-25 to all activities if outdoors); extremely strong; average lifespan: 95 years.

Larger, tougher Goblins whose skin has a muddy tinge and whose feet feel no pain, Hobgoblins often mingle with their lesser brethren. Superior size and strength offer them dominance over those who revere the rule of brute force, and the Goblins frequently submit to a Hobgoblin king. The

UNDERGROUND RACES												
		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Dwarves	3C	50	Spt/0	SL/MD	M/-	50E	16(35s)	60Melee/30Missile	*	*	C	Varies(AV)
Gnolls	3C	60	Dash/20	MD/MD	M/-	40D	3(30)*	20Melee/10Missile/Spells	*	*	C	Varies(AA)
Gnomes	5E	40	Dash/30	SL/MD	M/-	50D	1(20)*	15Melee/10Missile/Spells	*	y	D	Varies(HI)
Goblins	2B	45	FSpt/0	SL/MD	M/-	40D	8(30s)	40Melee/20Missile	*	*	C	Hostile(MD)
Halflings	2B	60	Dash/40	MD/MF	M/-	60F	1(40)	15Melee/40s	*	*	C	Carefree(AV)
Hobgoblins	2C	50	Spt/0	SL/MD	M/-	60E	16(25s)	50Melee/30Missile	*	*	C	Hostile(MD)
Kobolds	1B	60	Dash/20	MD/MD	M/-	30D	9(35s)	20Melee/40Missile	*	*	B	Hostile(AV)
Orcs												
Lesser	2B	50	FSpt/0	SL/MD	M/-	50D	8(30s)	40Melee/40Missile	*	*	C	Cruel(MD)
Greater	4D	60	Spt/10	MD/MD	M/-	70F	17(40s)	80Melee/60Missile	*	*	D	Cruel(AV)
Troglodyte	2B	60	FSpt/10	MD/MD	M/-	55F	3(30)	50Melee/10Missile	*	*	B	Bellig.(MD)

* - Special.

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the Rolemaster rules (use *Character Law* Table 15.64). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.

brilliance of the sun, although unpleasant, holds no horror for Hobgoblins who fearlessly follow enemies through daylight. Only lack of numbers prevents them from terrorizing all lands lit by the sky. Goblins avert this fearsome fate by killing most Hobgoblins at birth.

Kobolds: (f)-X@, ARU-5; 3'-4" tall; suggested professional limitations: no spell users; excellent night sight, blinded by daylight (-75 to all activities if outdoors); average lifespan: 75 years.

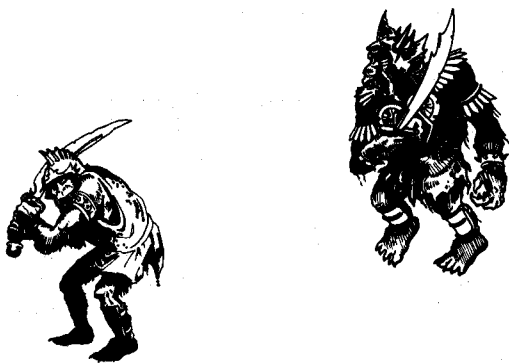
Smaller, quicker, weaker Goblins with ruddy skin and a pair of horns growing from the head, Kobolds knuckle under to the fiercer bullying practiced by their larger kin. The arts of lying, cheating, stealing, and flattery enable the cowardly Kobold to survive within bloodthirsty Goblin society; they exercise these skills with much whimpering and whining in all situations. The compassionate wayfarer who feels sympathy for their piteous plight discovers his mistake when Kobold treachery rewards his generosity with capture by Goblins.

Orcs:

lesser: (-)-X@#, ARU-4; 4'-5" tall; partially blinded by direct sunlight (-50 to all activities); suggested professional limitations: no spell users; average lifespan: 500 years.

greater: (-)-X@#, ARU-6; 5'-6" tall; dislike, but can operate normally in sunlight; no suggested professional limitations; same as lesser Orcs in other respects.

Rumor asserts that Orcs possess as ancestors Elves whose minds and bodies were twisted by Evil. If any truth remains mingled with this oft-repeated whisper, the fair has indeed become obscenely foul. Grotesque faces with slanting eyes and flattened snouts full of sharpened tusks further deform the heavily built, muscled body with its long arms and thick, swarthy hide. Cannibalistic cruelty motivates their distorted souls, and Orcs respect little save superior force. Most are superb smiths, but they rarely make items unassociated with war. Lesser Orcs are born to live, fight, and die in darkness; they hate the stars and moon, but panic under the brighter sun. Greater Orcs are smarter and tougher; they can operate in daylight and possess superior skills in speaking, reasoning, and fighting; some superior individuals have been known to be spell-casters. Loremasters frequently confuse Orcs with Goblins due to their similar gruesome physiognomies and proclivities, but if legends are to be heeded, their origins are very different. Fabulous tales depict Orc and Elf locked in fratricidal hatred, determined to vanquish their sinister brethren or perish in the attempt. The fury displayed their counterparts who roam outside the realm of story lends credence to the existence of a blood tie.



Troglodytes: (f)-X, U-5; 4'-6"-5'-6" tall; suggested professional limitations: no spell users; fear daylight, but can become accustomed to it; average lifespan: 50 years.

Primitive cave drawings mark the stone surfaces where Troglodytes have passed, mute evidence of the strange tie that they believe bonds an object to its image. Gory portrayals of dying Goblins and Orcs emphasize the identities of their chief enemies, although Troglodytes fear all things alien to the underground world. Terror keeps them far from the surface and entrances where sunlight penetrates; encounters with beasts or Men from the sky-covered fields quickly become bloody frays driven by panic. Troglodytes skin their fallen foes, creating simple garments from the cured pelts; claws, tails, and mummified heads remain as ornament. Goblin hides dominate Troglodyte raiment, but the occasional Mannish or Elven skin stirs deep rage and horror in the one who recognizes a friend by its preserved details. Beneath this macabre clothing, Troglodytes possess muscled bodies with bluish-white skin (their own dead do *not* provide clothes). Sloping foreheads and massive jaws form the contours of their large heads and long, tangled, black hair grows from their scalps. Troglodytes often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles when their swords and maces are lost or damaged.

2.43 FAIRY RACES

Finer and fairer than the Mannish races, Fairies surpass their lesser brethren in many ways. Nobler, more skillfully molded lines and slimmer, more graceful limbs combine with flawless skin to create the image of perfection. Keener senses and diminishment of the need for sleep allow them the freedom of clear, starlit nights for solitary rambles undisturbed by diurnal mortals. Virtual immunity to disease and the absence of aging bestow eternal youth upon Fairies, but a vulnerability to death by sword or poison snatches true immortality from their grasp. Often bloody inclinations of pride are a major hinderance to the extension of their long, fey lives.

ELVES — (af)-4; Males 6'-6"10", 150-200 lbs; females, 5'6"-6'2", 115-165 lbs; highly resistant to extremes of natural heat and cold; death occurs only through violence; 2 hours of meditation each day suffice in place of mortal sleep; suggested professional limitations: no profession with Self-Discipline as a prime requisite stat.

Least alien of the Fairy, Elves follow Mannish ways more closely than do the Fey Folk or the Spirit Fairies. Desire for power and wealth stir similar jealousies and passions within their souls, producing cities and wars and religions. Sylvan deities who rule the winds, the waters, and the growing things of the earth absorb Elven worship, although a few stray to revere shadows and tainted violence. Meditation on the balance of the world and the degree of its harmony with the divine music, a daily ritual that replaces sleep, hinders the triumph of evil in most.

Wood Elves: (f)-CDJ-4; less tall than the other Elves by 2-4".

Most attuned to the subtle tides of forests, streams, and the creatures who roam the sylvan realm, Wood Elves wear greens and greys to blend with their surroundings. Adept at moving silently, their presence in the wood frequently goes unnoticed among the shadows of swaying branches. Sandy hair and light blue, green, or grey eyes complement their rustic demeanor.

High Elves: (af)-CDHJP-5; many can use some of the base Alchemist lists to 5th lvl (20%) or 10th lvl (5%) regardless of actual profession.

Raven-black hair distinguishes the High Elves from their fairer kindred, and brown or hazel dominates eye color. A love of beautiful things, expressed by skill in building and crafting, unites with a curiosity about the nature of all creation to lure the most ambitious from the path of light. Yet, the superb armor, the bright weapons, and the lovely jewelry cherished within their graceful, marble-walled cities seem almost worth the price of a vanquished soul.

Fair Elves: nwmktc-CDHP-6; project a visible aura at all times.

The most lordly of all Elves, they have golden-blond hair, blue eyes, and pale skin. Melody and song frequent their gatherings, since even the least of them can play the harp or sing, while the more talented compose music or delight the ear with expertise on several instruments. Garments of white, silver or gold enhance the nobility of the Fair Elves' demeanor.

FEY FOLK —

Diminutive peoples who live under green knolls, beneath the sea, or among tree roots, the Fey Folk gather within their miniature domains to form noble courts ruled by queens, kings, and princes. The ephemeral concerns of Mannish cities and kingdoms hold little interest for these eternal folk, and their own jealousies, intrigues, and feuds demand most of their attention. Infrequent meetings between sprite and man may endow the mortal with the fairy gift of enhanced beauty and wit or distress him with the spite of a cruel, mischievous prank. The Fey Folk rarely display any but a capricious nature to outsiders. Religious symbols and rituals cause them deep unease, since the Fey Folk believe themselves to be the only races not created by a deity. To other races they are also known as Fays, Fees, Pygmy Elves, etc.

Dwelfs: ktc-X@, U, CDHT-7; 3-3.5' tall; limited strength; suggested professional limitations: Essence or Mentalism spell users and Thieves only.

Fair little trolls, Dwelfs dig modest holes in stream banks and hills for their homes. They roam underground mines, generating strange knocking sounds that confuse miners. Dwelfs are shy and habitually wear grey cloaks to conceal themselves from mortal eyes. Only a disaster of extraordinary magnitude might tear a Dwelf from the cloistered society of his kind. Some obscure legends have suggested that this race could be the merging of the Dwarven and Elven races (a thought that prompts certain Elves who have heard of the legend to refer to Dwelfs as "Abominations").

FAIRY RACES

		-- MOVEMENT STATISTICS --			----- COMBAT STATISTICS -----				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Elves												
Wood	4D	70	Dash/20	MD/MD	M/-	50D	9(40s)*	50Melee/60Missile	*	*	C	Varies(AV)
High	5E	75	Dash/15	MD/MD	M/-	50D	14(50s)*	80Melee/100Missile/Spells	*	-*	D	Varies(AV)
Fair	6F	80	Dash/15	MD/MD	M/-	50D	18(60s)*	100Melee/100Missile/Spells	*	*	E	Varies(AV)
Fey Folk												
Dwells	2B	60	Dash/20	MD/MD	M/-	40D	1(20)	20Melee/30Missile	*	*	C	Timid(AV)
Gremlins	3C	40	Dash/40	MD/MF	S/-	30D	3(25)	30Melee/40Missile/50SCl(2x)	*	*	A	Cruel(AV)
Nixies	3C	40	Dash/30	MD/MD	S/-	30D	1(30)	10Melee/30Missile/Spells	*	*	C	Varies(AV)
Pysk	3C	40	Dash/35	MF/MD	T/-	25D	1(45)	5Melee/20Missile/Spells	*	*	B	Playful(AV)
Sylphs (flies)	3C	60	Dash/45	FA/MD	T/-	20C	1(50)	5Melee/20Missile/Spells	*	*	B	Carefree(AV)
Tylweth	4D	50	Dash/20	MD/MD	S/-	45D	9(50s)	40Melee/50Missile/Spells	*	*	D	Varies(AA)
House Spirits	2B	30	Dash/30	MD/MD	T/-	25D	1(40)	5Melee/20Missile/Spells	*	*	B	Carefree(AV)
Occupational Spirits												
Leprechaun	3C	40	Dash/20	MD/MD	S/-	40D	1(25)	10Melee/30Missile/Spells	*	*	C	Varies(AV)
Pech	3C	30	Dash/10	MD/MD	S/-	45D	1(20)	15Melee/25Missile/Spells	*	*	C	Timid(AV)
Rural Spirits												
Fosse-Grim	5E	80	Dash/10	MF/MD	M/-	80D	1(20)	50Melee/50Missile/Spells	*	*	D	Altru.(AA)
Nymphs	3C	80	Dash/20	MF/MD	M/-	50D	1(20)	10Melee/30Missile/Spells	*	*	C	Protect(AV)
Satyr	3C	100	Dash/15	FA/MF	M/-	60D	3(20)	50Melee/50Missile/60SHo	*	*	C	Playful(AV)
Undines	3C	70	Dash/20	MF/MD	M/-	60D	1(25)	15Melee/30Missile/Spells	*	*	C	Playful(AV)
Yaai	3C	80	Dash/25	MF/MD	M/-	50D	3(20)	40Melee/40Missile/Spells	*	*	C	Jumpy(AV)

* - Special.

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the Rolemaster rules (use *Character Law* Table 15.64). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.

Gremlins: (asf)-5; cruel; 2-3' tall; limited strength; nocturnal, they are 'stunned' in direct sunlight; they regularly use poison on their weapons; suggested professional limitations: no channeling spell users.

Whithered skin and deformed limbs echo the spite and malice harbored by these wicked feys. Teeth filed into triangular fangs and nails protected by steel guards resembling claws provide further evidence of their evil intentions. The fair form usually granted those of Fairy has been twisted by their inner passions. Mannish mortals take the brunt of their hatred, but no one remains exempt from the Gremlins' ugly humor. When gathered to perform the warped rituals of their noble court, Gremlins often turn their frustration on each other.

Nixies: hnmwk-L-4; 2-3' tall; limited strength; can breath water or air; their touch and spells enable visitors to their realm to pass through the water without drowning; suggested professional limitations: Essence or Mentalism spell users and Thieves only.

Crystal palaces beneath the calm ripples of mountain lakes or the foaming waves of the oceans house the beautiful Nixies. Music, storytelling, and poetry entertain their royal court, but the themes expressed by such amusements are frequently mournful since the Nixies are a solemn people. Mortals who trespass in their watery realm often remain for centuries, enjoying the splendor of their company. Nixies seldom depart their aqueous domain, but the retrieval of a lost child or an artifact, or the desire to capture a mortal wife or husband brings a few to land.

Pysk (Pixies): mkte-CDH-4; 12-18" tall; small size limits strength; suggested professional limitations: no Channeling spell users, due an irreverence or fear for most deities; no Fighters, Rogues, Warrior Monks due to lack of strength.

A strong love of fun and pranks motivates the saucy Pysk. They prefer bright colors and dress in garments of vibrant green. Curly, red hair clashes with a Pixie's clothes while an upturned nose, slanting eyes, and a wide mouth betrays his mischievous disposition. True malice is lacking from their practical jokes, and a benevolent interest in certain mortals may lead the Pysk to provide helpful guidance. Occasionally a Pixie abandons his people for years to aid a Mannish friend.

Sylphs: hnmwk-DJ-4; 12-18" tall; 2' wingspan; limited strength; suggested professional limitations: Essence spell users only; may learn the open channeling list 'Weather Ways'; unaffected by natural extremes of temperature.

Scantly clad sprites with rainbow-tinted gossamer wings, Sylphs lead a carefree existence among the tops of trees. Miniature cottages and terraces woven from twigs sway with the highest branches in strong winds while the Sylphs flit from one to another. Frequently possessing an influence over the weather, these fey fliers appear to usher in the frosts of winter and the rains of spring. They delight in all of the seasons, but control no more than the winds and clouds. Comprising the most fluid and informal assemblage of feys, Sylphs occasionally join forces with Mannish friends for the novelty of the experience.

Tylweth Teg (Peries): mkte-X@,U,CDH-6; 2.5-3' tall; limited strength; suggested professional limitations: Essence or Mentalism spell users only; may bestow virtues or defects on certain mortals at birth (grace, patience or ugliness, stupidity).

Most exalted of the fey folk, the Tylweth Teg dwell beneath moss-covered hills in sparkling caverns and grottos. Preoccupation with riding, hunting, and dancing enlivens their brilliant court. A glimpse of these feys astride their fairy steeds has lured many mortals to follow the hunt back to their wondrous realm. Time can speed beneath the hills, and a man returning to his own lands will find centuries have passed. Few of the golden-haired Tylweth Teg depart their hidden palace to walk the Mannish world. A threat to his kingdom or a personal feud infrequently draws a Peri forth.

HOUSE SPIRITS --

Merry sprites who work after dark when men have sought the refuge of sleep, house spirits complete domestic chores left unfinished by day. Mending, cleaning, planting and harvesting occupy their nimble fingers while they chatter and sing. Privacy and access to the larder are the only requirements they impose, but should they be aware of an audience (or if gifts are left as payment rather than as a celebration of a holiday), house spirits often depart to aid another household. Many varieties exist: Nis, Brownies, Billies, etc. The Ellyllon are provided as an example of household spirits.

Ellyllon: wmkte-Nt,CDH-6; 9-15" tall; limited strength; suggested professional limitations: no Channeling spell users; move at double speed when doing domestic chores.

Dainty fairies who wear fine, diaphanous garments, the Ellyllon dance in the forest by day among the velvet mosses and toadstools that grow between tree roots. At night they return to their chosen household to weed the garden, tidy the house, or raid the pantry. An Ellyl rarely abandons this carefree existence to journey among mortals since Ellyllon are shy of big folk and prefer to avoid responsibility.

OCCUPATIONAL SPIRITS --

Stouter and tougher than the Fey Folk, occupational spirits reserve their faculties for the execution of professional crafts. Carpenters, tailors, chandlers and other craftsmen frequently receive help from their clever hands, but usually occupational spirits work in the wilds. Summer finds them busy among the meadow grasses and clover, while winter sends them underground to neat, cosy workshops. In nooks and corners, ignored and almost forgotten, wooden chests often hold considerable wealth. The Leprechaun and the Pech are provided as examples of occupational spirits.

Leprechaun: (asf)-N@,CDHP-5; 2-3' tall; carry sneezing powder which can incapacitate foes 2-6 rnds (RR); +75 to hiding/stalking; no suggested limits on profession.

Small, yet hearty creatures with red cheeks and smiling mouths, Leprechauns are shoemakers. Always occupied with leather and needle in



Gremlin

Rural Spirit

Fairy

Household Spirit

hand, a Leprechaun creates the finest footwear (usually enchanted) to be found. Since the product of their constant labor is often abandoned upon completion, magical sandals and seven-league boots are discovered by the lucky in isolated meads and dells. Greedy mortals who attempt to benefit from a Leprechaun's immense wealth are foiled by his tricks (the use of sneezing powder for example) and his skill at concealment. Distrust of all mortals prevents most Leprechauns from sustaining Mannish friendships.

Pech: (asf)-CDH-7; 2-2.5' tall; very strong for their size; often (50%) possess "Inorganic Skills", "Channeling Imbedding", and "Enchanting Ways" (Ess, Alchemist base lists) to their lvi; no suggested limits on profession.

Expert stone masons who work by starlight, the Pechs retire to their burrows by day. Round towers and arched bridges adorn the countryside to be adopted for use by mortals, but their shy builders are rarely seen. Silver-haired and cloaked in grey, the Pechs are a fair people, small in size and reclusive, yet untouched by evil. The threat of dark victory over good brings the Pechs from their rural retreats to fight on the side of light.

RURAL SPIRITS —

Dancing beneath tree branches or splashing under foaming cascades, the attendant spirits who frequent rural bluffs and glens lead carefree lives in sympathy with their rustic surroundings. The obsession with power, achievement and progress displayed by so many mortals is abhorrent to rural spirits. They prefer the blythe company of Elves, feys and other hedonists. Yet, the man who loses his way in the woods, with luck, finds himself swept into a prancing ring of forest lasses and meadow lads, a temporary part of the rural festivities. Many of these spirits are tied (emotionally or physically) to a particular type of terrain or environment.

Fosse-Grim (Grims, Fosergrims): hnmk-FL-4; 5'4"-6'4"; can breath water and air; must immerse themselves in water at least 90 minutes per day, they are at -20 to all activity for each day missed (coma results at -80 and death at -100); no suggested limits on profession.

Waterfalls splash over the black and green-haired Fosse-Grim, mingling bubbles with the waters they prefer to inhabit. Wisdom and kindness tempers their cool reserve and induces them to monitor the activities of the impish Undines. The rescue of drowning mortals brings the Fosse-Grim frequent encounters with the Mannish races.

Nymphs: 5-6' tall; limited strength; suggested professional limitations: spell users only due to non-violent disposition and lack of strength; **dryad** (tree spirit), (-)-CDP-4; **naiad** (river or lake spirit), (-)-FL-5; **neried** (sea spirit), (-)-IS-6; **oceanide** (ocean spirit), (-)-O-7; **oread** (hill spirit) (-)-AR-4; usually closely tied to a specific ecological or geographical feature of the type given; damage to the feature is reflected in the spirit.

Felling a dryad's tree or polluting a naiad's stream brings death or disease to these nymphs. Born with the first sprout to emerge from a seed or the first drops to collect in a fold of the land, nymphs rarely stray far from the ecological or geographical features that give them life. Guarding the waters, trees or hills, and engaging in dances, frolics or feasts, nymphs desire little else from existence. The only impending dooms that might wrench them from their sylvan idyll are those that threaten the rural world, since the nymphs' immortality rests upon the land's health.

Satyr (Fauns): wmk-CDP-5; 5'4"-6' tall; all possess talent with pan-pipes; run almost twice as fast as a man; no suggested limits on profession.

Spirits of the woods and fields, satyrs possess the hind legs of a horse and display goat horns springing from the chestnut curls that cover their pointed ears. Merry dispositions and considerable skill with pan-pipes bring them invitations to fairy feasts. Wild, stamping dances under the forest's eaves begin and conclude their own festivals, events which scare mortals with their apparent abandon.

Undines (Nokke, Necks): hnmk-FL-5; 5'2"-6'2" tall; must immerse themselves in water 1 hour per day or they suffer as the Fosse-Grim above; can breath water and air; suggested professional limitations: none using Self-Discipline as a prime requisite stat.

Fair maids and youths with golden curls, Undines swim the rivers and streams in search of mischief. Unwary mortal bathers provide much amusement when suddenly dunked, their unnatural thrashing and choking provoking gails of laughter in the amphibious Undines. Prolonged existence on land, causing sensations of suffocation combined with extreme thirst in these waterbreathers, teaches them that drowning is not so entertaining.

Yaai: (ht)-AR-8; 5'8"-6'4" tall; all are good climbers (+50); no suggested limits on profession.

Black-haired spirits who inhabit the meadows of the less lofty mountain tops, Yaai shout and sing while roaming the steep slopes. Echoes bounce their clear voices from peak to peak, concealing their true location. Few mortals see the Yaai, but many have heard their song.

2.44 UNUSUAL RACES

Centaurs: namskc-CDP-5; 6'6"-7'4" tall from front hooves to head; no suggested limits on profession; average lifespan is 150 years.

Nobly proportioned men and women whose torso joins at the waist to the four-legged body of a horse, Centaurs rarely mire their aspirations with the greed for material possessions that so often traps Mannish beings. They strive for less tangible goods such as knowledge, power, and friendship. Interpretation of the great dance preformed by the stars century after century occupies their wisest sages, a role to which all Centaurs aspire. This fascination with the sky's luminaries makes them prefer dry climates where few clouds hide the heavens. Their architecture characteristically uses many skylights.

Garks: hnmw-DJ-4; 4'-4'6" tall; suggested professional limitations: no non-channeling spell users; average lifespan is 30 years.

Mottled grey fur covers all of the ape-like Gark, except the palms and soles of his feet. Long arms hang to his knees, and a powerful, prehensile tail grows from the base of his spine. Most Garks possess only limited intelligence, and usually use crude weapons such as clubs, hatchets, and spears. They wear simple, decorative clothing and organize themselves by family groups. Each group shares a large nest suspended high above the ground in the trees. Occasionally, males band together to raid the homes of nearby Mannish peoples. Garks are omnivores, but some groups relish the taste of raw human flesh.

Hira'razhir (Avians): (-)-A-5; 5'-5'4" tall; 60-85 lbs; 12' wingspan; no suggested limits on profession; extremely resistant to natural extremes of temperature; average lifespan 75 years.

Emaciated people whose skeletons are formed of hollow bones, the Hira'razhir are adapted to high altitudes. The upper back and shoulders are incorporated into the wing structure, the feathers of which are a gorgeous blue. The wings fold into a flattened configuration on the back when a Hira'razhi is not airborne, to protect the delicate surfaces from damage. Their head hair, short and tightly curled, is silver or white, their eyes blue or grey, and their skin fair. The Hira'razhir spend most of their lives gliding with the winds, scorning more than minimal use of the graceful eyries they build on mountaintops. Babies with deformed wings are usually killed at birth; the injured whose wounds cripple their wings and the aged whose infirmities prevent flight commit ritual suicide.

Idiyya (Felines): (cF)-(T)-7; 5'8"-6'4"; no suggested limits on profession; can see at night as well as by day; average lifespan is 70 years.

Short, gold-tipped coffee fur covers the lithe, well-muscled form of the Idiyya (except at the face, the genitals, the palms, and the soles of the feet). Smooth, brown suede-like skin emerges at these features, and the fur on the head lengthens and lightens to form a golden mane around the face. Green feline eyes give the Idiyya excellent night vision; fanged teeth reveal their carnivorous nature. The toes of their feet anchor short, sharp talons, but their hands sport viscous 3" claws that retract at the knuckle into the backs of the hands, leaving the fingers free at all times. The fighting instincts of a predator lurk behind the civilized manners that characterize most Idiyya, and the bloody custom of a duel to the death remains an acceptable way to settle social differences among themselves.

Maazhat (Insects): (f)-RU-7; **warriors:** 6'-6'6", red chitin, average lifespan is 25 years; **workers:** 5'-6", blue chitin, average lifespan is 15 years; **drones:** 5'-5'6", green chitin, average lifespan is 5 years; **lieutenants:** 6'-8", bronze chitin, average lifespan is 100 years; **queens:** 8'-10", gold chitin, average lifespan is 200 years; suggested that all except the queen and her lieutenants be limited to non-spell using professions.

Huge arthropods encased in the armor of a chitinous exoskeleton, the Maazhat stand erect on their third, strengthened pair of legs. The middle set are used to manipulate objects, while the first pair have become palps used to derive information from the environment by touch. Large, complex eyes at the front of the head process visual information. Razor-edged mandibles outside of the mouth shred food before it is introduced to the inner chelicerae. Maazhat communicate primarily through touch and taste, generating complex biochemicals that possess semantic meaning for those of their race. With time they can learn to interpret the biochemistry of other races, but usually the queen and her lieutenants are the most proficient at this skill. They are the only ones in a hive who can learn to produce the aural sounds that comprise the languages of most other species. Warrior Maazhat are the most dangerous since their mandibles have been enlarged and easily amputate the limbs or heads of Mannish foes. Bred for fighting, a warrior resorts to violence whenever it is confused or uncertain, as well as when ordered by its queen or her lieutenants.



Centaur

Lizardman

Gark

Wolfman

UNUSUAL RACES

		-- MOVEMENT STATISTICS --			-- COMBAT STATISTICS --				-- ENCOUNTER STATISTICS --			
Type	Lvl	Base Rate	Max Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	ATTACKS	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Centaurs	3C	110	Dash/10	FA/MD	M/-	50D	3(25s)	50Melee/60Missile	*	*	C	Varies(AV)
Garks	2B	60	Dash/15	MD/MD	M/-	60F	3(20)	40Melee/20Missile/50SGr(tail)	*	*	C	Hungry(LI)
Hira'razhir(Avians)	3C	90	Dash/25	MF/MD	M/-	40D	1(30s)	20Melee/50Missile/Spells	*	*	C	Aloof(AV)
Idiyva(Felines)	3C	70	Dash/20	MD/MD	M/-	50D	3(30s)	50Melee/40Missile/60MCI(2x)	*	*	C	Aggres.(AV)
Maazhat(Insects)												
Warriors	3C	60	FSpt/10	MD/MD	M/1@	80F	12(55s)	70Melee/50Missile/50MGr/100LPi@	*	*	E	Protect(LI)
Workers/Drones	1A	40	Spt/0	SL/SL	M/-	40D	12(10)	10Melee/20MGr/50MPi@	*	*	A	Timid(LI)
Lieutenants	3C	50	FSpt/0	SL/MD	M/1	50D	12(35s)	50Melee/40Missile/30MGr/50MPi@	*	*	C	Varies(AV)
Queen	10G	50	Spt/0	SL/MD	M/1	100D	12(45s)	80Melee/50Missile/Spells	*	*	G	Varies(HI)
Mermen	3C	60	Dash/10	MD/MD	M/-	50D	1(35s)	60Melee/30Missile	*	*	C	Varies(AV)
Neanderthals	2B	50	FSpt/0	SL/MD	M/-	60F	7(25s)	55Melee/35Missile	*	*	C	Varies(MD)
Sea-Krals	2B	50	Dash/10	SL/MD	M/-	55D	9(30s)	50Melee/50Missile	*	*	C	Bellig.(MD)
Sohleugir (Lizardmen)	3C	50	FSpt/10	SL/MD	M/-	60F	11(25s)	65Melee/50Missile/60MBa(tail)	*	*	C	Aggres.(AV)
Sstoi'isslythi(Rep.)	3C	60	Dash/10	MD/MD	M/-	40D	3(10)	20Melee&Missile/40SSt/poison@/Spells	*	*	C	Varies(AV)
Vulfen(Wolfmen)	3C	70	Dash/10	MD/MD	M/-	55D	3(35s)	60Melee/40Missile/50MCI(2x)	*	*	C	Aggres.(AV)

* - Special.

Note: These statistics are given for one of the race's prevalent profession/armor/shield combinations (usually a fighter). Individuals and groups within the race will of course use other combinations, and their statistics will vary according to the Rolemaster rules (use *Character Law* Table 15.64). Attack patterns are given in terms of normal non-weapon attacks and standard Melee/Missile OB's.



Mermen: hnawms-10S-5; 6'6"-7'6" from head to fin; no suggested limits on profession; average lifespan is 80 years; must totally immerse once a day in water, -10 to all activities for each missed day (at -80 a coma ensues, at -100 death occurs); a small percentage (5%) are mutations that can shapechange their fish tail into a pair of scaled human legs, this transformation (either way) usually takes 1 minute of concentration and each day it can be maintained for 4 hours + 1 hour/level.

The fair skin of a Merman's torso blends at the waist into the shimmering scales of his fish's tail. Comfortable above and below the waves, Merman eschew land merely because of the difficulty they experience in locomotion. They are fond of sunlight and build their manors and palaces in the shallows, away from the gloomy depths where only the attenuated, fanged sea monsters lurk. Natots and seahorses serve them as steeds and draw their carriages, while certain fish become pets. Since cloth deteriorates when constantly waterlogged, Mermen wear strings of shells, precious stones, or gems as raiment.

Neanderthals: nwmkt-CDHP-7; 4'10"-5'10" tall; suggested professional limitations: fighters or channeling spell users only; average lifespan is 50 years.

Muscular men with sloping foreheads and oversized jaws, Neanderthals have brown hair and eyes, and tan skin. Their intellect is not powerful, but a cooperative, good-tempered disposition makes their company a pleasant experience. Neanderthals band together to form tribes, each with its own complex set of social rituals and religious beliefs. Simple garments made of animal skins are the normal garb; and rough spears or clubs are the usual weaponry. Neanderthals rarely use these hunting tools on men unless they, their family, or their tribe is threatened.

Sea-krals: (tcf)-10S-4; 4'6"-5' tall; suggested professional limitations: no spell users; nocturnal, sleep by day; average lifespan is 55 years.

Sea-krals are ape-like creatures with dark grey or blue skin and a pelt of thick, white hair growing on the head, neck, and shoulders. Females possess an additional thicket that grows down the bony spine of their backs. Both genders have long arms and an extra bone connecting the wrist to the hand. Long, dextrous fingers capped by a claw-like nail aid them in becoming accomplished craftsmen and bowman. They build longships in which to ply the seas, raiding and plundering other vessels as pirates. Leather armor and curved swords are their usual battle garb. Their boats serve as their only home in spite of the fact that most can not swim. Sea-krals fear the hungry waves, but derive too much pleasure from their violent way of life to abandon the ocean.

Sohleugir (Lizardmen): (tcf)-IS-6; 5'8"-6'6" tall; no suggested limits on profession; average lifespan is 95 years.

Textured, jade scales shimmer on the hide of the amphibious Sohleugir, interrupted by fin-like ridges rising along the spine. These jagged spikes march from the tip of the three foot tail to the crown of the draconic, snouted head. A transparent, extra lid covers the eye underwater or against dust in the air. The digits of hands and feet bear translucent, claw-like nails. Sohleugir build convoluted cities of stone, corals, and shells on rocky shores next to the ocean. They cultivate the waves like a farmer tills the soil, spending long days in the water gathering seaweed and other ocean resources. Yet they choose to dwell on the land, creating immense, briny submersion pools in every house or palace. Sohleugir are a war-like people, eager to test the points of their tridents and the courage of their spirits, but cruelty remains absent from their passion for combat.

Sstoi'isslythi (Reptilians): hnawms-JP-7; 5'2"-6' tall; venom delivered by fangs is muscle poison whose level varies up to their level depending upon the degree of danger compelling the strike reflex; no suggested limits on profession; average lifespan is 105 years.

Slim men who move with the coiling grace of serpents, Sstoi'isslythi possess soft reptilian skins comprised of small golden scales. Hair, a mammalian feature, remains conspicuously absent from their smooth bodies. Venom sacks, located at the neck, supply the fleshy fangs folded in their mouths with poison when danger arrives to stiffen these organs in preparation for the strike. Sstoi'isslythi live in family groups, each member of which is immunized to their relatives' venom. Relations between families are surrounded by ritualized courtesy to minimize any hostility since the strike reflex, once aroused, is impossible to quell. Dependant upon the environment for warmth, the Sstoi'isslythi inhabit sunny climates that never experience the chill of winter. Wide terraces for relaxation in the heat and skylights to warm interior spaces with the sun's rays dominate their elegant cities.

Vulfen (Wolfmen): msktc-CDHP-7; 5'10"-6'8" tall; nocturnal, sleep by day; suggested professional limitations: no spell users; average lifespan is 40 years.

Furred men with wolfish heads and tails, Vulfen are often confused with werewolves, to the detriment of these shapechangers. Cunning intelligence shapes the behavior of Vulfen, but cruelty and bloodthirst deprive them of Mannish respect and liking. Their own armament of fangs and claws is often supplemented by weapons. Wild Vulfen run in packs, killing and devouring all in their path until exhaustion and sated hunger compel them to rest for a few days.

2.5 CREATING YOUR OWN MONSTERS

Often a Gamemaster wishes to create new and unique creatures to add flavor and inject excitement into his world. This section provides some guidelines, suggestions, and tables which may help in this process. Three basic approaches to creating creatures are discussed: combining or modifying the capabilities of existing creatures, adding a new capability to an existing creature, and designing an original creature. These approaches may be used individually or collectively.

COMBINING AND MODIFYING CREATURES: The "Composite" creatures presented in Section 2.3 are a good example of combining and modifying other creatures. A chimera is a lion with an additional goat head and snake head. The great porcupine is a normal porcupine that has had its size and other combat capabilities increased. A jackalope is a result of combining a huge jackrabbit with an antelope.

The examples presented above involve basic modifications to the creatures' forms; actually any of the *C&T* statistics (Lvl, Base Rate, Size, Crit, etc.) provided for a given creature may be modified or replaced with statistics from another creature.

Remember, minor changes can often provide great variety. Just increasing a creature's intelligence (IQ) or changing its Outlook can change a dull, boring animal into a powerful, exciting "monster" (or at least make it a more interesting conversationalist). Section 2.52 gives some guidelines for Giantism, a method for turning small, non-dangerous animals into huge potential "man-eaters". Giantism involves increasing a standard creature's Size and thus a number of its other statistics.

ADDING NEW CAPABILITIES: Adding new capabilities to existing creatures can produce a seemingly familiar creature which provides real novelty and surprise for those encountering it. The giant porcupine mentioned above is a good example of this; it is not only much larger than a normal porcupine, but it can also fire its spines as missile weapons. Standard additional capabilities include:

- 1) *Special movement powers:* flying, leaping, swimming, burrowing, "Leaving", "Longdooring", "Wind-walking", etc.
- 2) *Special defensive powers:* unusual Armor Types, the use of the Large and Super-Large Critical table by smaller creatures, and immunity from certain types of attacks, special magic resistance, etc.
- 3) *Special offensive powers:* breath weapons (see Section 2.1), element attacks, poisons (see Section 2.51), death gazes, gas cloud attacks, etc.
- 4) *Professions:* creatures can be given professions (and the resulting capabilities) from *Rolemaster*.
- 5) *Spell casting powers:* either inherent powers equivalent to spells or the ability to cast actual spells. Random spells and spell lists for creatures can be obtained by using the Spell List Chart in Section 2.1. If casting actual spells, creatures should be given 1-5 power points per level.
- 6) *Special mental powers:* this can be handled by giving the creature the proper Mentalism spell casting capability, see 5) above.

CREATING AN ORIGINAL CREATURE: Of course, it is impossible to tell someone how to "create something original"; because if you could, then the result would not be "original". However, there are a few hints and suggestions which can help the process:

- 1) Balance strengths given a creature with weaknesses.
- 2) Balance the power of a creature with the rewards (i.e., treasure and EP) received from defeating it.
- 3) Do not always view a creature's power in terms of brute strength and Offensive capabilities; subtle factors such as speed, spells and intelligence can often lead to more interesting encounters.
- 4) Use sources from mythology and literature to guide you (see References in this product).
- 5) Try not to be too heavily influenced by already existing creatures found in this and other FRP products; be creative and design *your own* creatures that fit into *your world*.

2.51 POISONS AND THEIR EFFECTS

Poisons come in many forms and involve myriad effects. Actually, they include any substance which destroys life or impairs health from within the victim, regardless of the ultimate result.

The guidelines here relate to the design of poisons suitable for an FRP game and specifically associated with living creatures. In this case, a poison's source and form will depend on the plant, animal, or monster that uses it. Creature-based poisons are described using other criteria, notably:

- the attack level (in terms of a base level and a variability factor);
- the type of effect; and
- the degree of severity (which includes restrictions, modifications, or ranges pertaining to the severity of effect).

Often the attack level of a poison is given as a "base attack level" and a "variability" code (A-H) in parentheses. This variability refers to the "Level Chart" in Section 2.1. To determine the actual attack level of a poison, first roll (1-100 open-ended) and crossindex the result with the "variability" code letter. The resulting modification is then added to the "base attack level" to obtain the actual attack level. For simplicity purposes, a Gamemaster may wish to just use the base attack level as the actual attack level.

When designing poisons, you need to consider these factors, as well as noting any peculiarities the poison might have (e.g., attack bonuses).

THE TYPES OF EFFECT

For convenience's sake, we classify poisons in six effect categories:

- Circulatory Poisons
- Conversion Poisons
- Muscle Poisons
- Nerve Poisons
- Reduction Poisons
- Respiratory Poisons

Each is a grouping of substances which share symptoms and means of attack and work toward the same detrimental aim (unpalatable result). All poisons in a given category affect a given system in the victim's body. Essentially, circulatory poisons disturb the system which moves blood and lymph through the body. Conversion poisons transform fluids or tissue into a new form, muscle poisons attack the tissues and organs which produce movement, and nerve poisons disrupt the body's signalling mechanisms. Reduction poisons dissolve tissue, while respiratory poisons retard a victim's ability to take in oxygen and give off carbon dioxide.

Certain "special" poisons have unusual effects. Their effects are detailed when they are indicated. If no level is given for a poison, its level is assumed to be the same as the creature's level.

DETERMINING THE SEVERITY OF EFFECT

Within these categories are four levels of severity that determine the degree of harm to the victim: mild, moderate, severe, and extreme. Normally, the degree of severity is based on the potential victim's resistance roll (RR), but the description of the poison or circumstance may dictate otherwise. If two or more means of determining severity are specified (e.g., the victim must make a RR and a roll based on his Con), resolve each and apply the most severe result.

RR-based Severity

Generally, a person receiving a critical strike in an attack that is accompanied by a poison must make a RR (using Table 6.1), comparing his own level with the level of the poison. When the unfortunate soul fails a RR, the GM should determine how much of a failure is involved by comparing the adjusted RR with the number needed to succeed. (Generally the victim adds his Constitution stat bonus and his Race bonus to the RR.) Unless the poison attack is described otherwise (e.g., the poison delivers only mild effects or the effects are not RR dependent), the difference indicates the resulting level of severity.

RR FAILURE	SEVERITY LEVEL
01-25 =	mild
26-50 =	moderate
51-100 =	serious
101+ =	extreme

Constitution-based Severity

Some poisons affect the victim in ways which are independent of his level. Instead, the victim's fate is a factor of his constitution, or even his luck.

In the case constitution-based results, the determination begins with a single closed-end D100 roll that determines whether or not the poison affects the target. Individual poisons may modify the roll (e.g., a +20 venom would subtract 20). The potential victim adds his Con stat to the roll, hoping for an adjusted result of 101+. Should he get a result of 00 or less, the poison affects him and another closed D100 roll is made. Severity levels are based on the second roll:

ROLL	SEVERITY LEVEL
15 or below =	extreme
16-40 =	serious
41-80 =	moderate
81-120 =	mild

Luck-based Severity

Luck-based effects are determined by a single closed-end D100 roll. These are often very powerful substances which will harm anyone unfortunate enough to experience their penetration. Typically, the poison will affect anyone, should the roll fall into affect range. For instance, a poison which will affect anyone on roll of 01-10 (10 or less) attacks a 20th level lord with the same vigor as it does a 1st lvl peasant, and each target is equally vulnerable. As with any poison, however, the effects of such an attack can be negated if the victim possesses special powers, items, or immunities.

The severity of effect may be specified, or it can be a function of the roll; the lower the roll, the more severe the result. We suggest the following ranges for severities versus rolls. They serve as handy examples.

AFFECT RANGE SEVERITY RANGES

01-50	01-05 = extreme; 06-15 = severe; 16-30 = moderate; 31-50 = mild.
01-25	01-03 = extreme; 04-10 = severe; 11-17 = moderate; 18-25 = mild.
01-10	01-02 = extreme; 03-05 = severe; 05-07 = moderate; 08-10 = mild.
01-05	01 = extreme; 02 = severe; 03 = moderate; 04-05 = mild.

The GM should remember that, while most poisons are limited by their purity or concentration (i.e., level), some yield effects restricted to lesser severity levels (e.g., the effects are never worse than moderate).



DESCRIPTIONS OF EFFECT

The following descriptions delineate the impact of each variety of poison, based on severity levels. Effects are generally cumulative, so a victim beset with two impairments reducing his activity by -25 is actually at -50. A victim experiencing serious effects must also weather moderate and mild effects. In other words, the effects of upper level severities include all the lower severity results in the same category.

EXAMPLE: The overly-excited 3rd lvl mystic Trevor attempts to eat a live "Sheepmonger" Tree Frog. He succeeds, but is embarrassed when he realizes that the glands on the frog's back contain a 6th lvl nerve poison. Trevor rolls an adjusted RR of 64, barely resisting the effects. He breathes a sigh of relief. Unfortunately, the poison also requires a luck-based roll, and affects anyone with a roll of 01-10. Trevor rolls again, this time getting an 01. Sadly, the young mystic receives the maximum result: an extreme severity effect. The GM consults the descriptions of effects and rolls to see when the symptoms at each of the various severity levels set in. Because the severity is extreme, Trevor experiences mild, moderate, severe, and extreme effects. Some time later, his already clouded brain fails. Trevor dies with a smile on his contorted face.

Time of Effect: The time at which an effect sets in is variable; however, greater effects cannot precede lesser effects, although they can be simultaneous. GMs should roll the time for severest effect first, thereby dictating the upper limit for lesser symptoms.

Area of Effect: The area affected by a poison often varies as well. Sometimes the victim's actions or the attack dictate the point of entry and the area first affected (e.g., a maneuver or critical strike indicates that the spider injects the reduction poison in the victim's neck), but occasionally there will be no indication of the initially affected spot. In this case, use the following location chart:

Poison Variety	Areas Affected (Suggested Sequence)
Circulatory	feet, legs, hands, arms, abdomen, chest, neck, head.
Conversion	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Muscle	hands, arms, shoulders, feet, legs, hips, jaw, nose, ears, eyes, bowels, heart.
Nerve	extremities, eyes, mouth, brain.
Reduction	kidneys, bowels, intestines, stomach, liver, lungs, heart, throat, brain, legs, arms.
Respiratory	lungs, throat, brain.

Circulatory Poisons

Mild or initial effects involve swelling around the point of injection or ingestion, drowsiness (-15), and slightly blurred vision (-25), all beginning in 1-50 rds and lasting 1-50 hours.

Moderate or secondary effects occur after 3-30 rds and include lessening of motor coordination in legs (-25 for leg maneuvers) and arms (-25 for hand maneuvers), together with mild euphoria (-20).

Severe effects set in after 5-50 rds. They boil down to pronounced discoloration and chills, together with incapacitating headaches (no activity; 1-10 hits/round until unconsciousness or coma).

Extreme effects take place in 10-100 rds and involve death due to circulatory failure (i.e., oxygen starvation and associated waste poisoning).

Conversion Poisons

Mild effects occur in 5-50 rds. They center on queasiness and an upset stomach (2-20 hits; -20).

Moderate effects kick in after 10-100 rds and involve painful vomiting (3-30 hits; 10% chance of incapacity each rd).

Severe effects take place in 20-200 rds and involve partial conversion (1-100%) of bodily tissue to another form (with given disability). Victim is at negative 51-100, lapses into unconsciousness, and will die if the area affected is a critical organ.

Extreme effects set in at 20-200 rds. Area affected is fully transformed, with all the associated results, including the possibility of death.

Muscle Poisons

Mild effects occur in 3-30 rds. They involve lightheadedness and swelling (-10) and pain (1-5 hits/rd).

Moderate effects come to pass in 5-50 rds. Victim has a moderate loss of overall coordination (-30) and in any given rd, there is a 5% chance that he cannot effectively operate the muscles required for the desired action.

Severe effects arise in 1-10 hrs. Victim is beset with a fever and sweating and lapses into unconsciousness for 1-10 days.

Extreme effects occur in 1-50 hrs. Victim dies due to overall muscle failure, which includes cessation of heart activity.

Nerve Poisons

Mild effects occur in 1-10 rds. They center on mild loss of thought and motor coordination (-20).

Moderate effects hit in 1-20 rds, leaving victim with 5-50 hits and operating at -75 due to nervous system shock.

Severe effects strike in 2-20 rds. Victim suffers a stroke and is at negative 1-100 for all activities. All of his temporary stats are reduced by 1-80 (D100 roll; ignore 81-00).

Extreme effects occur in 2-50 rds. Victim dies due to brain failure.

Reduction Poisons

Mild effects beset victim in 10-100 rds. They center on great pain (4 hits/rd until unconscious).

Moderate effects occur in 20-200 rds. Victim begins bleeding through pores at a rate of 3 hits/rd.

Severe effects occur in 30-300 rds. Victim is incapacitated and, after 1-100 minutes, lapses into a coma that lasts 1-100 days.

Extreme effects set in after 1-10 hours. Victim dies due to dissolution of vital tissue and destruction of associated organs (e.g., his heart turns to jelly).

Respiratory Poisons

Mild effects occur in 1-20 rds. Victim is struck with mild euphoria (-20).

Moderate effects strike in 2-20 rds. Victim experiences significant euphoria (-50) and some choking pain (1-5 hits/rd, for 1-100 rds).

Severe effects occur in 1-100 rds. Victim coughs uncontrollably (1-10 hits/rd, for 1-10 rds), lapses into unconsciousness and, on a roll of 01-50, slides into a coma which lasts 1-10 days.

Extreme effects occur in 2-200 rds, leaving victim dead due to respiratory failure and associated oxygen starvation.

RANDOM POISON DETERMINATION: If you want to randomly determine a poison for a creature you are creating, roll twice (1-100) to determine its Type and Severity Factors (i.e., Severity Type and Modifiers):

First Type	Second Severity Factor
Roll	Roll
01-05 Special	01-30 RR-based: Creature's Lvl.
06-20 Circulatory	31-50 RR-based: Lvl-3 Var.-H
21-35 Conversion	51-60 RR-based: Lvl-8 Var.-H
36-50 Muscle	61-65 RR-based: Lvl-13 Var.-H
51-65 Nerve	66-67 RR-based: Lvl-25 Var.-G
66-80 Reduction	68-75 Constitution-based (-20)
81-95 Respiratory	76-80 Constitution-based (+0)
96-00 Special	81-84 Constitution-based (+10)
	85-87 Constitution-based (+25)
	88-89 Constitution-based (+50)
	90 Constitution-based (+75)
	91-94 Luck-based: Range (01-05)
	95-97 Luck-based: Range (01-10)
	98-99 Luck-based: Range (01-25)
	00 Luck-based: Range (01-50)

2.52 GIANTISM – LARGER THAN NORMAL CREATURES

In a FRP game, using “monsters” that can be easily visualized by the players adds detail and flavor to a game. This is often accomplished by using pictures of the creatures from mythological sources, FRP products, and personal sources. Another useful method is to create monsters that resemble familiar animals from our own world. This can be accomplished by using some of the techniques presented in Section 2.5. When using *C&T*, one of the easiest and most rewarding of these techniques is to take a normal animal and make it a “Giant Animal”, thus increasing its power and its potential danger to characters.

The Size classifications in *C&T* are Tiny, Small, Medium, Large, and Huge. When describing the effects of Giantism, one “size step” is Tiny to Small, Small to Medium, Medium to Large, or Large to Huge; two size steps is Tiny to Medium, Small to Large, or Medium to Huge; three size steps is Tiny to Large or Small to Huge; and four size steps is Tiny to Huge. We will now present suggestions for how to modify each of a creature's statistics when its size is increased.

LEVEL: For each size step increase add one to the creature's level; then multiply the resulting total by 2. For example, a Tiny creature (with a level of 0) made into a Medium creature (2 size steps) by Giantism would have a level of $(0 + 1 + 1) \times 2 = 4$.

MOVEMENT STATISTICS: Giantism does not normally modify a creature's Max Pace, MM Bonus, MS, or AQ; it does affect its Base Rate.

Base Rate: For every size step increase, add 20 to the creature's Base Rate.

COMBAT STATISTICS: Giantism affects each of the combat statistics.

Size: Straightforward.

Crit: When the size of a creature is increased to Large, the creator of a “Giant” creature must decide on a Crit type to use: L/I, L/II, or L/LA (see Section 2.1). When the resulting size is Huge, he must decide on H/LA or H/SL. He can base this on the actual size of the “Giant” creature or some of its special properties.

Hits: For each size step increase add 10 to the creature's hits; then multiply the resulting total by 2. For example, a Tiny creature (with 5 hits) made into a Medium creature (2 size steps) by Giantism would have $(5 + 10 + 10) \times 2 = 50$ hits.

AT(DB): Most AT's will not change due to Giantism, but some Tiny creatures with AT's of 1 may be given other AT's at the Gamemaster's discretion. For each size step increase subtract 10 from the creature's DB. If any resulting DB's are negative, treat them as 0.

Attack Type and Size: All attack Types and Patterns remain unchanged. Increase the attack Sizes by the same number of steps that the creature's size changed by.

Offensive Bonuses: For each size step increase add 20 to the creature's original OB. For example, a Tiny creature (with a 10SBI attack) made into a Medium creature (2 size steps) by Giantism would have a Large Bite OB of $(10 + 20 + 20) = 50$.

ENCOUNTER STATISTICS: How to change most of these statistics (# Enc., Treasure, Outlook, and IQ) is up to the Gamemaster on a case by case basis. We suggest that the EP Bonus be increased at least one step (i.e., one letter code) for each size step increase.

2.6 A GLOSSARY OF SOME UNUSUAL MYTHOLOGICAL CREATURES

The following list of fabulous creatures (and races) from legend and mythology is very brief. For more detail, check the bibliography and do some reading on your own.

Often one of the creatures described below may have two or more radically different forms, depending upon the particular legend or myth examined. Some of the following descriptions give alternative forms for creatures described in more detail in the earlier sections.

Anqa: An enormous bird with a human face. (Also known as Simurgh.)

Antholops: Animal with large sawlike horns and the body of a bull.

Ant-Lion: Monster resembling a lion with the hind quarters of an ant. Neither a carnivore (because its mother is entirely herbivorous) nor an herbivore (because its father is entirely carnivorous), the Ant-lion is one confused beast.

Apocalypitia Animal: A beast with seven heads and ten horns, bear's feet and a lion's mouth.

Apophis Dragon: Huge serpent.

Arba: Winged monster of human appearance but for a long tail.

Arimaspi: Gold-loving people with only one eye in the middle of the forehead.

Asakku: Figure with a human body and an animal's head.

Asbsar: Winged beast with the body of a man and a horse's head.

Asmodeus: Demon akin to the Pazuzu.

Aspis: Small music-loving dragon.

Assa-mukhi: Man-eating female demon with a horse's head.

Ass-headed Fish: Just what you think.

Astomi: Mouthless race of people said to be cheap, quiet dates.

Asura: Demonic demigods of composite physiologies.

Ba: A bird with a woman's head and human hands.

Bahri: Human-headed bird.

Ballaena: Giant fish with a sword on its back. Sailors view it as a living island upon which to feast.

Basilisk: A gigantic serpent with the body of a cock, iron claws and beak, and a tri-part snake's tail. Its stare is fatal. May be killed by holding a mirror up to it. (See Cockatrice.)

Behemoth: A gigantic beast similar to a huge and very angry water-buffalo.

Benu: A sacred bird similar to the Phoenix, also a symbol of rebirth.

Bes: A demon-like dwarf with a fat tongue whose image wards off evil spirits.

Blemmyes: A headless race of people with eyes and mouths on their chests. Speak to you straight from the heart.

Bucentaur: A centaur with bull's body.

Cacus: A fire-breathing giant.

Catoblepas: A bull-monster which feeds on poisonous herbs, its breath is deadly. Halitosis kills!

Centaurs: Men-horses and symbols of strength and passion.

Cerberus: Three-headed watchdog of the underworld.

Cetus: A sea monster with lion's head and feet, a fish tail and wings.

Charybdis: A sea monster which delights in creating deadly whirlpools.

Chimaera: Beast with the head of a lion, the body of a goat, and the tail of a serpent. Sometimes three-headed.

Cidipes: Odd creature with one foot.

Cockatrice: See Basilisk.

Corpse-Eater: Monster with the head of a crocodile, the hindquarters of a hippopotamus, and the body of a lion.

Cyclops: Giant with one round eye in the forehead.

Cynocephals: Fire-breathing, dog-headed, man-eating monkeys.

Dabbe-i-chahar-sar: Four-headed, winged monster which makes horrifying sounds.

Dahnesh: A tainted winged spirit.

'Devourer': A man with horns and the hump of a buffalo.

Echidna: Half-woman, half-serpent mother to Cerberus and the Hydra.

Elephant-Headed Tiger: This cat never leaves home without a trunk.

Endrop: A creature half-horse and half-fish which loves to gallop through the water.

Enkidu: A bull-man.

Ephialtes: A demon of nightmares.

Fanamin-Pitoloha: A seven-headed hydra.

Fanesians: Fifteen feet tall and white as marble, these men have ears so large that they can wrap them around their bodies. (It is unwise to tease the Fanesians about the size of their ears.)

Faun: Satyr with a goat's tail, pointed ears and a flattened nose.

Feng-huang: A phoenix both male and female, with the head and comb of a pheasant and the plumes of a peacock.

Filsar: Winged elephant-man.

Fluco: A four-eyed god-like creature with a keen sense of humor and a deadly “hook shot”; most often found in rural settings.

Foot-Shade-Men: A wondrous race with a single gigantic foot, which they lift over their heads to provide shade. (A shoe salesman could make a fortune!)

Gajasimha: A monster with an elephant's head and a lion's body.

Gajavirala: A monster half-lion and half-elephant.

Gallu: Diseased demons of the air, most are men with various animal heads.

Galon: A giant bird. (See Garuda.)

Garuda: Giant winged man with a beak.

Ghormuha: A horse-faced demon with one leg.

Ghul: A blood-sucking ghoul.

Giant: Both a huge man and a monster with five heads.

Gigantes: Giants of composite body parts.

Glycon: Demon with a human head and a snake's body.

Goat-Fish: Commonly a carp-goat. (Not a pretty catch of the day.)

Gorgon: A lewd female figure whose look is fatal.

Graouilli: A dragon-monster.

Gula: A winged dog-headed man. (See Spot fly. Fly, Spot, fly.)

Harpies: Deadly spirits with the head and breasts of a woman, a bird's body and a lion's claws.

Hecate: Mistress of spectres, she is a giant with snake-locks and a snake-foot, or with a horse's head, or three-headed.

Hedammu: Amphibious sea-dragon.

Hippocamp: A sea-centaur.

Hippogryph: A horse-griffon with an eagle's head and wings.

Hor-Hekenu: A griffin with a lion's body and the head of a falcon.

Horse-heads: A tall race of people with blue eyes, wings, horses' heads and human bodies.

Hydra: A snake-monster with nine heads.

Ifrif: A gigantic demon with horns, lion's claws and ass's hoofs.

Ihamriga: A monster with a human head and animal parts.

Illuyanka: A hydra-like dragon.

Imdugud: a lion-headed bird.

Kkabandha: A demon with a massive torso, one large yellow eye and an all-devouring mouth on the chest.

Kalinaga: A huge, thousand-headed snake.

Kamadhenu: A sphinx with a cow's body.

Karkaddan: Winged unicorn with the body of an antelope.

Kashkash: A hump-backed, half-blind spirit with six horns and tufts of hair hanging down to its feet.

Kautuhala: An animal with the head of an elephant and the body of a lion or a deer.

Kinnara: Bird-monster with the face of a man.

Kinoly: A demonic corpse.

Kiu-lung: A hornless dragon.

Kumbhandha: Demonic dwarfs.

Kutshedra: A huge, hirsute demon-woman with a long tail and nine tongues.

Labartu: A female fever-demon with a lion's head and pointed ass's ears.

Lacertine: A two- or four-footed eel.

Lamassu: A winged bull with a human head.

Larch: Often referred to simply as "The Larch", this passive tree-like being only attacks by falling and killing itself (as well as anyone stupid enough to be under it).

Lasi: Winged demons.

Leongalli: A beast which is half-lion and half-cock.

Leviathon: A gigantic, many-headed sea-beast.

Licorne: A unicorn.

Lilith: A monster with a snake's body and a woman's head.

Lindwurm: Winged snake-dragon.

Lion-Dogs: Dogs with lions' bodies and bushy tails.

Locust-Demons: Horse-monsters with human faces and scorpion's tails.

Long-ma: A horse-dragon.

Lorelei: Half-human water-maiden.

Lung: A fire-breathing, scaly, horned dragon.

Mafedet: A lion with a serpent's neck.

Mahr: A domestic spirit who takes on the shape of a common object.

Makara: A monster one-third crocodile, one-third elephant and one-third snake.

Manticore: A flesh-eating beast with four feet, a woman's head and a scorpion's tail.

Medusa: Both a horse with wings and a woman with equine hind quarters. With snakes for hair and a fatal vision, she is tough to get close to.

Mermaid: A beautiful sea-siren whose body ends in a fish-tail.

Midgard Serpent: A huge demon-snake which bites its own tail.

Minotaur: Bull-man.

Monsok: A human race with elephant ears which cover the Monsok as they sleep. (See Panochi.)

Mushusu: A fire-red dragon.

Naravirala: A beast with a lion's body and a human head.

Nidhogar: Serpent who resides in volcanoes.

Norwegian Blue: A parrot-like creature which often "plays dead" to avoid capture or to escape from captivity. When in this state it is said to be "pining for the fiords".

Oannes: A primeval being in the shape of a fish but with human head and feet.

Odonototyrannus: A three-horned monster.

Onocentaurs: Ass-centaurs.

Panochi: A race of people with gigantic ears, eight fingers on each hand, and eight toes on each foot.

Pazuzu: Four-winged demon which brings disease. Has a horned head, lion's forepaws, eagle's feet and a scorpion's tail.

Pegasus: Winged horse said to have sprung from the blood of Medusa.

Peri: Flesh-eating witches of great beauty who tempt the faithful.

Phantom: The "living" shadow of a dead person.

Phoenix: A bird which flies once every five hundred years, burns itself on a pyre, and arises renewed from the ashes.

Plague-Women: Small disease-carrying women without noses or ears, with tiny snake's eyes, cat's paws and goat's feet.

Poqhira: A gigantic bird or flying horse friendly to its rider.

Pszepolnica: A murderous woman covered in black hair, with horse's feet, but with human face. She will cut the head off whoever refuses to talk to her between noon and one p.m.

Quetzal: Gigantic feathered snake.

Rakshasa: Gigantic fire-breathing demons, hostile to man, with massive tusks.

Roc: An enormous bird with two horns and four humps on its back.

Ryu: A large dragon which can live and move in air, in water and on land.

Sarabha: A Deer-like creature with eight feet which lives on snow-covered mountains.

Sardula: A horned lion.

Satan: The devil. Sometimes described as a half-dog and half-cat, with a long trunk.

Satyr: A forest-demon with goat's legs (perhaps partly horse-shaped). Often lustful to a ridiculous degree.

Sciapods: People whose sole gigantic foot serves as a sunshade. They can hop at great speed over the surface of the sea.

Scorpion-Man: Half-human beast with a "stinging" wit.

Scylla: A sea-monster with twelve shapeless feet and six toothy heads upon six long necks. Delights in wrecking ships at sea.

Shedu: A human-headed, winged, bull-beast.

Sickle-Man: A murderous man with glowing eyes, one horse-leg, one cow-leg, and long talons.

Sirabieh: Evil bird-like spirits who stalk and kill women in childbirth.

Sirens: Singing mermaids who lure sailors to their deaths.

Skoffin: Basilisk-like monster, hatched from an egg, whose look is deadly.

Spahien-Tier: Dragon-like spectre.

Sphinx: A lion with a human head.

Stomach-Faces: Headless folk with a face on their stomachs.

Stymphalian Birds: Giant birds with iron talons and beaks.

Sulafati: Human figure with a turtle's body and a pair of wings.

Taksaka: Giant snake-demon.

Tannin: Many-headed.

Tarasque: A dragon of massive size and strength.

Tayir: A winged, human-shaped creature which speaks a language no one understands.

Tatzlwurm: A winged, fire-breathing dragon.

Telchines: Half-fish, half-snake demon.

Ten-gu: Winged mountain and forest sprites with long noses or beaks, they steal children for fun.

Thu'ban: Gigantic fire-breathing dragon.

Toe Nayo: A unicorn with a horse's sturdy body.

Tulchulka: A human with a vulture's beak and animal ears.

Typhon: A giant with a hundred snake-heads.

Undine: Female water-sprite.

Unicorn: A rare, one-horned horse-like beast with great power to do good.

Vetala: A group of demons who enter into corpses and revivify them.

Vouivre: A one-eyed dragon, his only eye a great jewel.

Wak-Wak Tree: A tree whose fruits consist of human and animal heads.

Walimana: Beast with a bird's body and a human face.

Water-Elephant: An enormously strong elephant the size of a mouse which likes to feed on the brains of his much-larger brethren.

Werewolf: A wolf-man. (Contact Lawrence Talbot for details.)

Wild Men: Giants with owl's eyes, boar's tusks and elephant's ears.

Yakshas: Demonic half-snake demigods.

Yagug and Magug, Gog and Magog: A stocky race of humans half the size of a normal man, with lion's fangs and claws.

Yali: A beast with a lion's body and the trunk and tusks of an elephant.

Yu-lung: A sea-beast, half-fish, half-dragon.

Zagh: a human-faced, speaking crow. (See Roc.)

Zu: A bird-centaur.

3.0 TREASURES

Most of the time a Gamemaster will choose a treasure that is appropriate for a particular adventure site. However, it is often useful to be able to quickly generate a random treasure or part of a treasure.

This Section provides guidelines and tables which can be used to create and generate treasures for a variety of FRP situations. Section 3.1 describes the basic classifications for treasure. Section 3.2 provides a set of tables for generating random treasures keyed to specific monsters described in Section 2.0 and treasures keyed to certain "richness" ratings.

Section 3.3 presents a system for generating treasure based upon a number of treasure tables, each allowing for the generation of a specific type of item (e.g., a table for magic weapons, a table for magic armor, a table for spell items, etc.). This provides an example of how a Gamemaster can create tables keyed to his world system.

Finally, Section 3.4 provides descriptions for a number of specific magic items classified as being "Most Potent", "Potent" or "Modest"; these items can be used with the generating tables in Sections 3.2 and 3.3. The items described in Section 3.3 are also classified in this manner.

These tables can be used for a variety of other purposes in a FRP game. The Gamemaster can use them to determine what magic items are for sale in a particular shop or town. He can use them to determine the magic items possessed by non-player characters. He can use them to stock a variety of adventure sites ranging from vaults and treasuries of kingdoms to the contents of buried treasures.

3.1 TREASURE CLASSIFICATIONS

The basic types of treasure are described in this section.

GEMS AND JEWELRY — Gems and jewelry are forms of wealth that are more portable than most money. They are also more easily identifiable and more difficult to assess.

MONEY — The Gamemaster should keep in mind that most money in the world at large is in the form of tin pieces (tp) and copper pieces (cp), followed in decreasing frequency by: bronze pieces (bp), silver pieces (sp), gold pieces (gp), and mithril pieces (mp). Often the sheer weight of the money in a treasure will limit the amount which can be carried away.

NORMAL EQUIPMENT — Many treasures will include lots of normal equipment (i.e., weapons, rope, tools, clothing, books, and manuscripts, etc.).

LIGHT EQUIPMENT — The weight of equipment (e.g., weapons, armor, shields, food, etc.) is often a big hindrance to a character. A piece of equipment which is lighter than normal is often very valuable to a character.

BONUS SPELL ITEMS — There are two types of magic items, called bonus spell items, which enable a character to cast more spells than he normally would be able to: spell adders and spell multipliers. Each bonus spell item is keyed either to hybrid spell-user spells or to spells from one of the three realms of power: Essence, Channeling, or Mentalism. Such an item can only be used to cast spells which it is keyed to.

A +1 spell adder allows a character to cast one extra spell between 8 hour periods of rest in addition to those which he can normally cast by using his power points; a +2 spell adder allows 2 additional spells; a +3 spell adder allows 3 additional spells; etc.

A x2 spell multiplier doubles the number of power points available to a character between 8 hour periods of rest; a x3 spell multiplier triples his power points; etc.

ITEMS WITH NON-MAGIC BONUSES — Superior items (special material or construction) add their bonus to the total skill bonus of any skill that normally utilizes an item of that type (e.g., a +10 mace, a +5 lock pick, a set of +15 chain, etc.). For example, the use of a +10 mace would increase a character's Offensive Bonus by 10, a +5 lock pick would increase his Pick Lock skill bonus by 5, and a set of +15 chain would increase his Defensive Bonus by 15. These bonuses apply to any appropriate rolls by any character using them.

ITEMS WITH MAGIC BONUSES — Items with magic bonuses are treated like items with non-magic bonuses for the purposes outlined above. However, they also have special properties due to their magic nature (e.g., weapons with magic bonuses use the "Magic" columns on the Large and Super-large Critical Strike tables). Certain very powerful creatures can not be harmed at all by non-magic weapons.

MAGIC ITEMS CONTAINING SPELLS — Certain magic items contain spells which a character may cast. Such spells do not require power points, and the caster needn't have learned the list which they come from. The various types of spell items include: rune paper, potions, single use items, daily items, wands, rods, staves, and constant items. These are the usual restrictions. Certain extraordinary items may have unique properties. The characteristics of these items are summarized below:

TOMES — These are books which usually contain all or part of a given spell list. Depending upon how a Gamemaster handles learning spells, tomes can be used in two ways. If the Gamemaster requires that texts be used to "learn" spell lists, tomes can fulfill this requirement. In any case, each spell in a tome can be cast once as if it were a rune. Such use of a spell in a tome destroys that spell description and it can not be used again to "learn" the spell or cast it. The pages of Tomes are not "reusable" like rune paper. Tomes usually have a special protective cover and weigh between 5 and 50 pounds.

SPECIAL ITEMS — These items do not always fall completely into the categories above. To determine the exact nature of a "special" item, the Gamemaster may create (make up) any magic item that he wants or he may use the system presented in Section 3.3 to generate an item or he may choose an item from those described in Section 3.3 and Section 3.4. If he uses the last option, the Gamemaster may wish to roll to determine the item's potency: Modest (01-75), Potent (76-95), and Most Potent (96-100). Section 3.3 and Section 3.4 contain descriptions of a number of these types of items classified as being "Most Potent", "Potent", or "Modest".

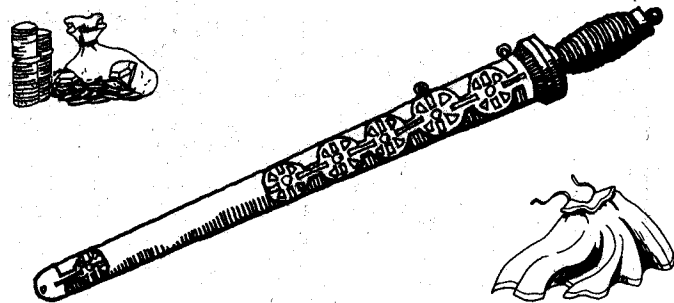
ARTIFACTS — Artifacts are special items that are very powerful and often contain multiple powers and abilities. The One True Ring and the Elven Rings of Power found in *The Lord of the Rings* are examples of very powerful artifacts. Usually these items have a history and a cultural or political significance, and should be placed by the Gamemaster in specific locations (i.e., not generated randomly).

3.2 GENERATING RANDOM TREASURES

The charts below are included to help the Gamemaster generate random treasures. The Gamemaster must assign a relative richness (very poor, poor, normal, rich or very rich) to the treasure's wealth (money, gems and jewelry) and to the treasure's magic item content. The richness of these factors may differ; for example, a treasure might be very rich in terms of wealth, but poor in terms of magic items.

The richness of treasures associated with particular creatures may be assigned by the Gamemaster or determined by using the creature's treasure code given in the tables in Section 2.0.

Each chart also has a section for determining the size of the treasure; alternatively the Gamemaster may decide on the size. The size of the treasure is reflected in the number of rolls allowed on the composition section of each chart. These charts are only included to provide aid to the Gamemaster; he should use them as he sees fit.



3.21 MAGIC ITEM CHARTS

First roll to determine the size of the treasure (the number of rolls allowed), then make the indicated number of rolls to determine the actual composition. If certain results are obtained, further rolls are required to determine what the item is and what special properties and capabilities it has. The Gamemaster may choose the type of item based upon the location of the treasure, or he may roll on the Capabilities Chart. Suggested items include: weapons, armor, helmets, greaves, shields, tools, saddles, cloaks, boots, gloves, glasses, rubber baby buggy bumpers, etc.

KEY —

Normal = A normal non-magic item, roll on column "Type B" of the Capabilities Chart.
 Spell = An item containing a spell, roll on Spell List Chart.
 Tome = A Tome, roll on the Spell List Chart.
 Special = A special magic item, see Section 3.1.
 Artifact = An artifact may be present.

Light = These are items which weigh less than normal. Roll on the Capabilities Chart, column "Type B" for item's type. Then roll on the 'Light' column of the Capabilities Chart to determine the actual % of normal weight. Finally, roll to see if the item has "additional capabilities".

Bonus = These are items which have a "Bonus" for certain activities. Roll on the Capabilities Chart, column "Type B" for item's type. Then roll on 'Bonus' column of the Capabilities Chart to determine the actual bonus for the item (a bonus followed by (M) is magic). Finally, roll to see if the item has "additional capabilities".

Sp.Bonus = These are Bonus Spell items. Roll on the Capabilities Chart, column "Type A" for item's type. Then roll on the 'Sp.Bonus' column of the Capabilities Chart to determine the actual spell bonus for the item ("x#" indicates a spell multiplier, while "+" indicates a spell adder). Finally, roll to see if the item has "additional capabilities".

SIZE CHART:

ROLL	RELATIVE RICHNESS				
	Very Poor	Poor	Normal	Rich	Very Rich
01-20	0	0	0	0	2
21-40	0	0	0	0	2
41-55	0	0	1	2	2
56-70	0	1	1	2	3
71-80	0	1	2	2	3
81-90	1	1	2	3	4
91-94	1	2	3	3	4
95-97	2	3	4	4	6
98-99	3	4	5	6	8
00	4	5	6	8	10

COMPOSITION CHART:

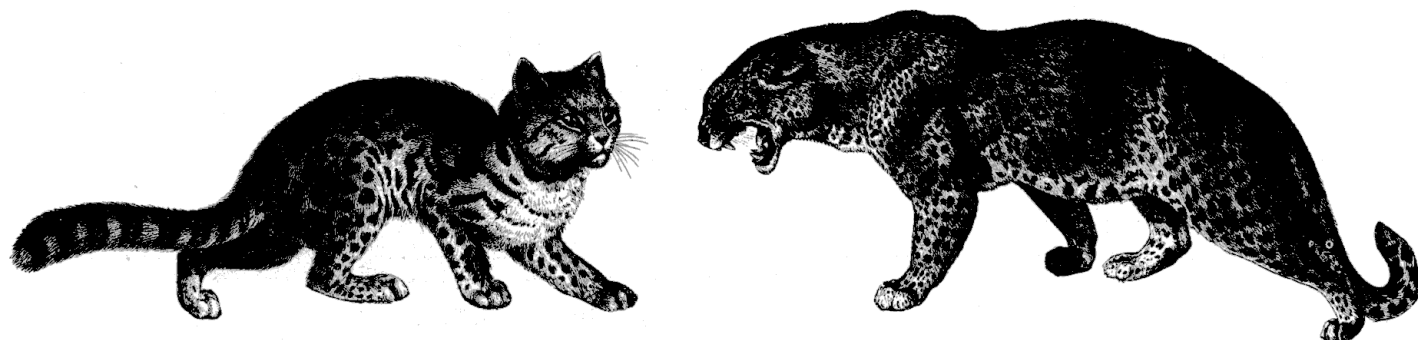
ROLL	RELATIVE RICHNESS				
	Very Poor	Poor	Normal	Rich	Very Rich
01-05	Normal	Normal	Normal	Normal	Normal
06-10	Normal	Normal	Normal	Light	Light
11-20	Normal	Normal	Light	Light	Light
21-30	Normal	Light	Light	Light	Spell
31-40	Light	Light	Light	Bonus	Spell
41-50	Light	Light	Bonus	Bonus	Spell
51-55	Light	Bonus	Bonus	Bonus	Bonus
56-60	Light	Bonus	Bonus	Bonus	Bonus
61-65	Bonus	Bonus	Bonus	Bonus	Bonus
66-70	Bonus	Bonus	Bonus	Spell	Bonus
71-75	Bonus	Bonus	Bonus	Spell	Bonus
76-80	Bonus	Bonus	Spell	Spell	Sp.Bonus
81-85	Bonus	Bonus	Spell	Spell	Sp.Bonus
86-90	Bonus	Spell	Spell	Sp.Bonus	Sp.Bonus
91-94	Spell	Spell	Sp.Bonus	Sp.Bonus	Tome
95-97	Spell	Sp.Bonus	Sp.Bonus	Tome	Special
98-99	Sp.Bonus	Sp.Bonus	Tome	Special	Special
00	Special	Special	Special	Special	Artifact

**CAPABILITIES CHART** (use when indicated by Composition Chart):**ORIGINAL RESULT FROM COMPOSITION CHART**

ROLL	Light	Bonus	Sp.Bonus	TYPE A	TYPE B
01-07	80%	+ 5	+ 1Ess	Staff	Weapon, 1-H Slashing
08-11	80%	+ 5	+ 1Ess	Staff	Weapon, 1-H Concus.
12-15	80%	+ 5	+ 1Ess	Staff	Weapon, 2-Handed
16-19	80%	+ 5	+ 1Chan	Staff	Weapon, Pole Arm
20-22	80%	+ 5	+ 1Chan	Staff	Weapon, 10 Arrows
23-25	80%	+ 5	+ 1Chan	Staff	Weapon, 10 Quarrels
26-30	70%	+ 10	+ 1Ment	Staff	Weapon, Bow & Thrown
31-35	70%	+ 10	+ 1Hybrid	Rod	Weapon, Special
36-44	70%	+ 10	+ 2Ess	Rod	Shield
45-50	60%	+ 15	+ 2Chan	Rod	Rigid Leather Armor
51-53	60%	+ 15	+ 2Ment	Rod	Soft Leather Armor
54-56	60%	+ 15	+ 2Hybrid	Rod	Helmet
57-62	60%	+ 20	+ 3Ess	Wand	Chain Armor
63-68	50%	+ 5(M)	x2Ess	Wand	Plate Armor
69-72	50%	+ 5(M)	+ 3Chan	Wand	Lockpick Kit
73-76	50%	+ 5(M)	x2Chan	Wand	Disarm Trap Kit
77-78	50%	+ 10(M)	+ 3Ment	Robes	Gloves (Martial Arts)
79-80	50%	+ 10(M)	x2Ment	Robes	Glasses (Perception)
81-82	40%	+ 10(M)	+ 3Hybrid	Robes	Cloak (Hiding)
83-84	40%	+ 10(M)	x2Hybrid	Robes	Boots (Stalking)
85	40%	+ 10(M)	+ 4Ess	Robes	Bridle (Riding)
86-87	40%	+ 15(M)	+ 4Ess	Robes	Robes (DB if no armor)
88-89	40%	+ 15(M)	x3Ess	Headband	Bracers (Adrenal Def.)
90	40%	+ 15(M)	x3Ess	Headband	Bracers (Adrenal Def.)
91	30%	+ 20(M)	+ 4Chan	Armband	Belt (DB)
92	30%	+ 20(M)	x3Chan	Armband	Lockpick Kit
93	20%	+ 25(M)	+ 4Ment	Necklace	Disarm Trap Kit
94	20%	Special	x3Ment	Necklace	30 Pitons (Climbing)
95	Spec.	Special	+ 4Hybrid	Ring	Saddle (Riding)
96	Spec.	Special	x3Hybrid	Ring	Ring (DB)
97	Spec.	Special	+ 5Ess	Ring	Special
98	Spec.	Special	x4Ess	Special	Special
99	Spec.	Special	Special	Special	Special
00	Spec.	Special	Special	Special	Special

Additional Capabilities:			
ROLL	Light	Bonus	Special Bonus
01-40	Nothing	Nothing	Nothing
41-50	Bonus	Light	Nothing
51-75	Bonus	Light	Light
76-88	Spell	Spell	Spell
89-90	Special Bonus	Special Bonus	Bonus
91-94	Bonus & Spell	Light & Spell	Light & Spell
95-96	Special Bonus & Spell	Light & Special Bonus	Light & Bonus
97-98	Bonus & Special Bonus	Special Bonus & Spell	Bonus & Spell
99	Bonus & Special Bonus & Spell	Light & Special Bonus & Spell	Light & Bonus & Spell
00	Special	Special	Special

NOTE: Use this chart as indicated by the Composition Chart. 'Nothing' indicates no additional capabilities. If any other result is obtained, roll as indicated on the appropriate column(s) on the Capabilities Chart **and/or** the Spell List Chart.



KEY: (See Section 3.1 for more complete descriptions)

Realm Code: Under the "Sp. Bonus" column, the code following the number indicates what realm(s) of magic the item is keyed to (see Section 3.1): "Ess" = Essence, "Chan" = Channeling, "Ment" = Mentalism, and "Hybrid" = hybrid spell user spells. For a "Hybrid" result, roll again for specific type: Sorcerer(01-40), Astrologer(41-70), Mystic(71-00).

Special: An item which has special properties along the lines of the category rolled. For example, a "special" suit of armor under the Lightweight category might float or have no encumbrance, under the Bonus category it might be +10(M) but +30(M) against Orcs, and under the Sp. Bonus category it might be x3Ess and +1Ess. Special properties might also include "Slaying" weapons, "Holy" weapons, "Throw and Return" weapons, etc.

Type A — Most of these types of items are self-explanatory. The sizes for Wands, Rods and Staves are given in Section 3.1. Most items must be worn or held to be effective. This column is most often used for "Bonus Spell" items.

Type B — Most of these types of items are self-explanatory. Weapons affect Offensive Bonuses; Armor, Shields and Helmets affect Defensive Bonuses; the other types are self-explanatory or they have the activity they affect in parentheses. This column is most often used for "Bonus" items and "Light" items.

Weapons, shields and armor are included as group categories as presented in *Arms Law* and on the Summary of Historical Weapons and the Summary of Fantasy Weapons from *Claw Law*. To determine the specific item type the Gamemaster may choose an item which is used by the local inhabitants or he may choose to roll (1-100) and use the result to indicate the specific item type. The following lists give a result number range in parentheses after each weapon, shield or armor type. The Gamemaster may want to make up his own weapons for his world and add them to these lists.

1-H Slashing Weapons: Bastard Sword(01-05), Broadsword(06-21), Cutlass(22-23), Dagger(24-43), Dirk(44-45), Falchion(46-49), Foil(50), Handaxe(51-57), Long Sword(58-49), Main Gauche(70-73), Rapier(74-77), Sabre(78-79), Scimitar(80-86), Short Sword(87-98), Tomahawk(99-00).

1-H Concussion Weapons: Armored Glove(01-04), Blackjack(05-08), Cat of Nine Tails(09-10), Club(11-15), Mace(16-50), Morning Star(51-65), War Hammer(66-90), Whip(91-00).

2-Handed Weapons: Battle Axe(01-25), Claymore(26-29), Cudgel(30-33), Flail(34-42), War Mattock(43-50), Quarterstaff(51-70), Two-Handed Sword(71-00).

Pole Arm Weapons: Boar Spear(01-05), Harpoon(06-10), Javelin(11-20), Medieval Lance(21-30), Mounted Lance(31-40), Pilum(41-45), Pole Arm(46-70), Spear(71-95), Trident(96-00).

Bow & Thrown Weapons: Blow Gun(01-02), Bola(03-07), Boomerang(08-09), Composite Bow(10-23), 6 Darts(24-27), Heavy Crossbow(28-38), Lasso(39-42), Light Crossbow(43-54), Long Bow(55-68), Net(69-72), Short Bow(73-90), Sling(91-00).

Special Weapons: Baw(01-05), Cabis(06-10), Dag(11-15), Ge(16-20), Irgaak(21-25), Jo(26-32), Katana(33-39), Kynac(40-44), Long Kynac(45-49), No-Dachi(50-56), Nunchaku(57-63), Sai(64-70), Shang(71-75), 6 Shuriken(76-83), Tonfa(84-90), Typh(91-95), Yarkbalka(96-00).

Shields: Target Shield(01-15), Normal Shield(16-55), Full Shield(56-85), Wall Shield(86-00).

Helmets: Leather Helm(01-15), Superior Leather Helm(16-35), Plate Helm(36-50), Pot Helm(51-65), Full Helm(66-85), Visored Helm(86-00).

Soft Leather Armor: AT-5(01-15), AT-6(16-30), AT-7(31-65), AT-8(66-00).

Rigid Leather Armor: AT-9(01-35), AT-10(36-70), AT-11(71-85), AT-12(86-00).

Chain Armor: AT-13(01-25), AT-14(26-50), AT-15(51-75), AT-16(76-00).

Plate Armor: AT-17(01-30), AT-18(31-60), AT-19(61-80), AT-20(81-00).

3.22 MONEY, GEMS, AND JEWELRY CHART

First roll to determine the size of the treasure (the number of rolls allowed), then make a number of rolls to determine the actual composition.

SIZE:

FIRST ROLL	# Composition Rolls
1-30	1
31-55	2
56-75	3
76-90	4
91-97	5
98-99	7
00	9

3.23 CHOOSING SPELLS AND SPELL ITEMS

The Magic Item Charts (Section 3.22) may indicate that a spell item is included in a treasure, or a Gamemaster may want to randomly choose a spell which is in an item. The two charts below provide a mechanism for choosing a spell and a spell item. Using the Spell List Chart, roll to determine which type of spell list the spell is from, and then roll to determine the specific spell list. Then the Item and Spell Level Chart can be used to determine the type of item (if the Gamemaster has not already decided), and to determine the level of the spell. If the spell obtained is inappropriate, just repeat the process or part of the process, as necessary.

COMPOSITION:

ROLL	RELATIVE RICHNESS				
	Very Poor	Poor	Normal	Rich	Very Rich
1-10	50 tp	500 tp	1000 tp	5000 tp	10000 tp
11-20	100 tp	1500 tp	3000 tp	7500 tp	5000 cp
21-30	500 tp	2500 tp	5000 tp	1000 cp	10000 cp
31-35	1000 tp	500 cp	1000 cp	1750 cp	1500 bp
36-40	2000 tp	750 cp	1500 cp	2500 cp	2000 bp
41-45	300 cp	1000 cp	2000 cp	400 bp	250 sp
46-50	400 cp	1250 cp	250 bp	500 bp	300 sp
51-55	500 cp	150 bp	300 bp	600 bp	400 sp
56-60	600 cp	200 bp	350 bp	70 sp	60 gp
61-65	70 bp	250 bp	40 sp	90 sp	80 gp
66-70	80 bp	30 sp	50 sp	110 sp	100 gp
71-75	90 bp	35 sp	60 sp	15 gp	125 gp
76-80	100 bp	40 sp	70 sp	25 gp	150 gp
81-85	12 sp	50 sp	8 gp	35 gp	2 mp
86-90	15 sp	60 sp	10 gp	45 gp	Gem(250)
91-94	20 sp	7 gp	15 gp	Gem(60)	Gem(300)
95-97	3 gp	8 gp	Gem(20)	Gem(80)	Jw.(400)
98-99	5 gp	Gem(10)	Gem(50)	1 mp	Jw.(600)
00	Gem(10)	Jw.(25)	Jw.(100)	Jw.(500)	Jw.(1000)

NOTE: Jw. = Jewelry. Numbers in parentheses indicate the value of the gem or jewelry in gold pieces.

ITEM AND SPELL LEVEL CHART:

First Roll (if necessary) Determines The Type of Item

	01-30	31-50	51-65	66-70	71-75	76-80	81-85	86-94	95-98	99	00	—
2nd ROLL	RUNE PAPER	POTION	SINGLE USE ITEM	DAILY I	DAILY II	DAILY III	DAILY IV	WAND	ROD	STAFF	CONSTANT ITEM (Ring)	TOME
01-20	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st	1st-5th
21-25	2nd	1st	2nd	1st	1st	1st	1st	1st	1st	2nd	2nd	1st-5th
26-30	2nd	1st	2nd	1st	1st	1st	1st	1st	1st	3rd	2nd	6th-10th
31-35	2nd	2nd	3rd	1st	1st	1st	1st	1st	2nd	3rd	3rd	6th-10th
36-40	2nd	2nd	3rd	2nd	1st	1st	1st	1st	2nd	4th	3rd	6th-10th
41-45	3rd	2nd	4th	2nd	2nd	1st	1st	1st	2nd	4th	4th	6th-10th
46-50	3rd	2nd	4th	2nd	2nd	2nd	1st	1st	2nd	5th	4th	1st-10th
51-55	3rd	2nd	5th	3rd	2nd	2nd	1st	1st	2nd	5th	5th	1st-10th
56-60	4th	3rd	5th	3rd	2nd	2nd	2nd	2nd	3rd	6th	5th	1st-10th
61-65	4th	3rd	6th	4th	3rd	2nd	2nd	2nd	3rd	6th	6th	1st-10th
66-70	5th	4th	6th	4th	3rd	2nd	2nd	2nd	3rd	7th	6th	1st-10th
71-75	5th	4th	7th	5th	3rd	3rd	2nd	2nd	3rd	7th	7th	11th-20th
76-80	6th	5th	7th	5th	4th	3rd	2nd	2nd	4th	8th	7th	11th-20th
81-85	7th	6th	8th	6th	4th	3rd	2nd	2nd	4th	8th	8th	11th-20th
86-90	8th	7th	9th	7th	5th	4th	3rd	2nd	4th	9th	8th	1st-20th
91-94	9th	8th	10th	8th	5th	4th	3rd	2nd	5th	9th	9th	1st-20th
95-97	10th	9th	HL	9th	6th	5th	3rd	2nd	5th	10th	10th	1st-25th
98-99	HL	10th	HL	10th	7th	5th	3rd	2nd	5th	10th	10th	1st-30th
00	HL	HL	HL	HL	HL	HL	HL	2nd	5th	10th	HL	1st-50th

HL: Higher than normal level spell. The Gamemaster may either choose a spell level himself, or he can roll 1-20 (i.e., 1-100 divided by 5) until he gets a result above the highest normal spell level for that type of item.

NOTE: The Gamemaster can determine the number of charges (if charges are used) left in a wand, a rod, or a staff by using a 1-100 die roll; low rolls indicating few charges and high rolls indicating lots of charges. He may also want to include multiple charges (or doses) on special scrolls and potions. A Daily # item may be used to cast a spell a number (#) of times each day (e.g., a Daily III item could be used 3 times a day), and may take any form that the Gamemaster wishes (e.g., a ring, a weapon, a bracelet, an earring, a rod, etc.).

Item	Size	Max. Charges	Max. Spell Lvl.	Composition	Requirements to Use
Rune Paper	varies	1/100%	10	organic	touch/look at
Potion	4 oz.	1/100%	10	liquid	ingested
Single Use Item	varies	1/100%	10	varies	held in hand
Daily Item	varies	Daily #	10	varies	touch/look at
Wand	1'	10/10%	2	organic	held in hand
Rod	2.5'	30/4%	5	organic	held in hand
Staff	5'	100/1%	10	organic	held in hand
Constant Item	varies	Constant	10	varies	worn

Max. Charges: There are two methods for keeping track of the number of spells castable by an item: keep track of the number of "charges", or roll after each use to determine if the item is used up. The first number given is the maximum number of charges that such an item can contain, while the second number is the chance of exhausting the item whenever it is used.

SPELL LIST CHART: FIRST ROLL DETERMINES COLUMN FOR SPELL LIST TYPE

2nd ROLL	01-25	26-70	75-90	91-100
	Channeling Open Lists	Essence Open Lists	Mentalism Open Lists	Evil/Semi/Hybrid
01-03 04-06 07-09 10-12 13-15	Spell Defense Barrier Law Detection Mastery Lofty Movements Weather Ways	Spell Wall Essence's Perception Rune Mastery Essence Hand Unbarring Ways	Delving Cloaking Damage Resistance Anticipations Attack Avoidance	Evil Magician Base Lists Physical Erosion Matter Disruption Dark Contacts Dark Summons Darkness
16-18 19-21 22-24 25-27 28-30	Sound's Way Light's Way Purifications Concussion's Ways Nature's Law	Physical Enhancement Lesser Illusions Detecting Ways Elemental Shields Delving Ways	Brilliance Self Healing Detections Illusions Spell Resistance	Monk Base Lists Monk's Bridge Evasions Body Reins Monk's Sense Body Renewal
31-33 34-36 37-39 40-42 43-45	Closed Lists Blood Law Bone Law Organ Law Muscle Law Nerve Law	Closed Lists Invisible Ways Living Change Spirit Mastery Spell Reins Lofty Bridge	Closed Lists Sense Mastery Gas Manipulation Shifting Liquid Manipulation Speed	Evil Cleric Base Lists Disease Dark Channels Dark Lore Curses Necromancy
46-48 49-51 52-54 55-57 58-60	Locating Ways Calm Spirits Creations Symbolic Ways Lore	Spell Enhancement Dispelling Ways Shield Mastery Rapid Ways Gate Mastery	Mind Mastery Solid Manipulation Telekinesis Mind's Door Movement	Ranger Base Lists Path Mastery Moving Ways Nature's Guises Inner Walls Nature's Ways
61-63 64-66 67-69 70-72 73-75 76-78	Cleric Base Lists Channels Summons Communal Ways Life Mastery Protections Repulsions	Magician Base Lists Fire Law Ice Law Earth Law Light Law Wind Law Water Law	Mentalist Base Lists Presence Mind Merge Mind Control Sense Control Mind Attack Mind Speech	Sorcerer Base Lists Soul Destruction Gas Destruction Solid Destruction Fluid Destruction Mind Destruction Flesh Destruction
79 80 81 82 83 84	Healer Base Lists Surface Ways Bone Ways Muscle Ways Organ Ways Blood Ways Transferring Ways	Illusionist Base Lists Illusion Mastery Mind Sense Molding Guises Sound Molding Light Molding Feel-Taste-Smell	Seer Base Lists Past Visions Mind Visions True Perception Future Visions Sense Thru Others True Sight	Mystic Base Lists Confusing Ways Hiding Mystical Change Liquid Alteration Solid Alteration Gas Alteration
85 86 87 88 89 90	Animist Base Lists Nature's Movement Plant Mastery Animal Mastery Herb Mastery Nature's Lore Nature's Protection	Alchemist Base Lists Enchanting Ways Essence Imbedding Mentalism-Channeling Imbedding Organic Skills Liquid-Gas Skills Inorganic Skills	Lay Healer Base Lists Muscle Mastery Concussion Mastery Bone Mastery Blood Mastery Prosthetics Nerve/Organ Mastery	Astrologer Base Lists Time's Bridge Way of the Voice Holy Vision Far Voice Starlights Starsense
91 92 93 94 95	special special special special special	special special special special special	special special special special special	Evil Mentalist Base Lists Mind Erosion Mind Subversion Mind Death Mind Disease Mind Domination
96 97 98 99 00	cursed cursed cursed cursed cursed	cursed cursed cursed cursed cursed	cursed cursed cursed cursed cursed	Bard Base Lists Lore Controlling Songs Sound Control Sound Projection Item Lore

Curse – The spell is somehow cursed; it may attack a character or affect in some other negative fashion (e.g., a disease, a poison, a drop in stats, a phobia, etc.). The Gamemaster has great flexibility in this matter.

Special – The Gamemaster may make up a spell or use a higher level spell (e.g., a spell above 10th level).

3.3 A TREASURE SYSTEM KEYED TO A SPECIFIC WORLD SYSTEM

This section contains a system for generating special individual magic items based upon a specific world system. This system provides not only more structured items than the one presented in Section 3.2, but it may be used when the tables in Section 3.2 indicate a "special" result. The system also serves as an example for those Gamemasters who wish to develop special magic item tables keyed to their own world system. An independent designer, Lee Short, originally designed it for use in his own game, ICE has developed it and modified it slightly for use with the *Rolemaster* system.

Dice and Their Use: When using this system, dice, other than just the ten-sided or twenty-sided dice, often prove useful. In some cases 4-sided, 6-sided, and 12-sided dice are more convenient, even though percentile dice can be used. Further, there are many number ranges which can be determined through several methods. For instance, 20-200 could be determined by rolling twenty ten-sided dice or by rolling two ten-sided dice and multiplying the result by ten. The Gamemaster can use which ever method he wishes.

Notes on the descriptions and placement of magic items: There are many weapons listed as doing an additional critical of varying types. These additional criticals are of the same degree as the hit critical unless specified otherwise. In determining such criticals, the roll that was made for the hit critical is used. Thus, if a fighter using a Spear of Brilliance gets a result of "18 DP" on the combat charts and rolls a 57 for his critical, the result listed under 57 on the 'D' column of the electricity critical strike table is inflicted upon the target, in addition to the result listed under 57 on the 'D' column of the puncture critical strike table.

Many weapons are described as delivering "double damage", "triple damage", "quadruple damage", etc. These factors multiply normal concussion hit damage, **not** critical damage.

In fantasy roleplaying, there is often a tendency for Gamemasters to give out powerful items because that is what the charts indicate. This leads to over-powerful player characters, a lack of challenge in the game, and often times a boring game. The Gamemaster must be very careful about the placement of all magic items, due to their tendency to unbalance the game. Most of all, they must make sense. For instance, a wandering patrol of goblins is very unlikely to have a magic staff in their possession: they have no use for it, and would trade it at the first opportunity for a magic weapon or similar item which they could use. Further, artifacts of great power attract much attention and are not likely to stay in the hands of any creature for very long unless he is of great power. Some very powerful items actually seek powerful masters.

Many items of great power listed in the magic items chart may be in specific locations, or even owned by non-player characters. As this precludes their being found as a part of most treasures, the GM should make a list of such items and their locations. Also, some items would be claimed by various groups should they be recovered. All of these things must be considered in dealing with magic items.

Determining the Type of Item: In order to determine the type of item roll on the following chart:

MAGIC ITEM CHART:	
Roll	Type Of Item
≤06	Potion
06-10	Rune
11-25	Sword
26-40	Type I Weapon
41-50	Type II Weapon
51-64	Shield
65-87	Type I Armor *
88-89	Type II Armor *
90-100	Spell Device
101 +	Miscellaneous Magic Item

* -- There is a 25% chance that any suit of metal armor will be Dwarf-sized; otherwise it will fit any Elf, Human, Half-Elf, or similarly sized humanoid creature.

NOTE: The items given in the tables below often have specific descriptions which are given following the tables.

Determining the Exact Nature of the Item: After the item type has been determined, make an open-ended roll and use it on the proper table to determine exactly what the item is. The Gamemaster may assign modifiers to this roll if the item being generated is supposed to be powerful or significant.

Often a relative rating of a magic item's power is given in bold italics at the end of its description. The ratings are: "Modest", "Potent", "Most Potent", and "Artifact". If no rating is given for an item, its rating is "Modest".

POTIONS:	
Roll	Item
≤(-100)	Poison (50th level)
(-99)-(-76)	Poison (30th level)
(-75)-(-50)	Poison (20th level)
(-49)-(-26)	Poison (10th level)
(-25)-01	Poison (5th level)
02-10	Levitation
11-19	Flying
20-26	Heat Resistance
27-33	Cold Resistance
34-40	Neutralize Poison
41-48	Heroism
49-60	Healing (2-20)
61-65	Remove Curse
66-70	Blood Stopping II
71-80	Invisibility
81-87	Restoration
88-95	Strength
96-114	Speed
115-134	Healing (5-50)
135-150	Immunity
151-174	Blood Stopping V
175 +	Awareness

SHIELDS:	
Roll	Item
≤08	Main Gauche + 5
09-18	Target Shield + 5
19-30	Normal Shield + 5
31-40	Full Shield + 5
41-49	Wall Shield + 5
50-57	Main Gauche + 10
58-66	Target Shield + 10
67-80	Normal Shield + 10
81-90	Full Shield + 10
91-97	Wall Shield + 10
98-99	Shield of Arn
100-105	Shield of Camouflage
106-119	Target Shield + 15
120-144	Normal Shield + 15
145-165	Full Shield + 15
166-175	Wall Shield + 15
176-190	Normal Shield + 20
191-200	Full Shield + 20
201-214	Wall Shield + 20
215-234	Normal Shield + 25
235-250	Full Shield + 25
251-261	Wall Shield + 25
262-270	Adamantine Shield
271-300	Normal Shield + 30
301 +	Full Shield + 30

RUNES:

Runes are spells inscribed upon parchment. Spellcasters inscribe the runes, but once they are scribed any character may use them if he makes a successful "Runes" skill roll. Use the following table to determine what type of spells are contained in any magical runes found. Then roll on the next table to determine what level they are, and randomly select a spell list from the type determined.

First Roll	Spell Type	2nd Roll	Spell Level
01-06	Cleric	(-50)	1st
07-08	Healer	(-49)-01	2nd
09-12	Animist	02-08	3rd
13-15	Evil Cleric	09-12	4th
16-21	Magician	13-17	5th
22-24	Illusionist	18-23	6th
25-29	Alchemist	24-30	7th
30-31	Evil Magician	31-37	8th
32-37	Mentalist	38-45	9th
38-39	Seer	46-53	10th
40-46	Lay Healer	54-60	11th
47-48	Evil Mentalist	61-66	12th
49-50	Sorcerer	67-73	13th
51-53	Mystic	74-79	14th
54-55	Astrologer	80-84	15th
56-58	Ranger	85-88	16th
59-60	Monk	89-91	17th
61-63	Bard	92-93	18th
64-68	Open Channeling	94-95	19th
69-73	Open Essence	96-125	20th
74-78	Open Mentalist	126-150	25th
79-85	Closed Channeling	151-200	30th
86-92	Closed Essence	201 +	50th
93-100	Closed Mentalism		

TYPE I WEAPONS:	
Roll	Item
≤(-76)	Axe of Delusion
(-75)-04	Arrows/Bolts + 5 (70/30)
05-08	Mace + 5
09-14	Spear + 5
15-19	Battle Axe + 5
20-23	Hand Axe + 5
24-26	War Mattock + 5
27-30	Flail + 5
31-34	War Hammer + 5
35-38	Morning Star + 5
39-40	Arrows/Bolts + 10 (65/35)
41	Arrows of Flame
42-49	Mace + 10
50-59	Spear + 10
60-67	Battle Axe + 10
68-73	Hand Axe + 10
74-76	War Mattock + 10
77-82	Flail + 10
83-89	War Hammer + 10
90-97	Morning Star + 10
98-99	Hammer of the Hills
100-104	Dwarven Battleaxe
105-110	Mace + 15
111-117	Spear + 15
118-124	Battle Axe + 15
125-131	Hand Axe + 15
132-134	War Mattock + 15
135-140	Flail + 15
141-146	War Hammer + 15
147-152	Morning Star + 15
153-155	Axe of Orc-Slaying
156-159	Spear of Piercing
160-165	Spear + 20
166-170	Battle Axe + 20
171-175	Hand Axe + 20
176-178	War Mattock + 20
179-184	Flail + 20
185-190	War Hammer + 20
191-195	Morning Star + 20
196-199	Holy Morning Star
200-205	Adamantine Flail
206-210	Spear of Brilliance
211-215	Korin's Hammer
216-225	Spear + 25
226-233	Battle Axe + 25
234-241	Hand Axe + 25
242-250	Flail + 25
251-259	War Hammer + 25
260-269	Morning Star + 25
270-275	Mattock of Lightness
276-284	Axe of the Dwarves
285-289	Mace of Crushing
290-300	Hammer of the Underworld
301 +	Spear of the Light



TYPE II WEAPONS:	
Roll	Item
≤04	Pole Arm + 5
05-07	Club + 5
08-11	Sling + 5
12-14	Staff + 5
15-20	Javelin + 5
21-25	Short Bow + 5
26-30	Composite Bow + 5
31-35	Long Bow + 5
36-40	Light Crossbow + 5
41-47	Heavy Crossbow + 5
48-52	Pole Arm + 10
53-54	Club + 10
55-58	Staff + 10
59-65	Javelin + 10
66-70	Short Bow + 10
71-76	Composite Bow + 10
77-83	Long Bow + 10
84-88	Light Crossbow + 10
89-94	Heavy Crossbow + 10
95-97	Longbow of Accuracy
98-100	Akara's Javelin
101-106	Pole Arm + 15
107-110	Club + 15
111-118	Javelin + 15
119-125	Short Bow + 15
126-134	Composite Bow + 15
135-142	Long Bow + 15
143-150	Light Crossbow + 15
151-157	Heavy Crossbow + 15
158-160	Composite Bow of Speed
161-162	Crossbow of Nyoth
163-168	Pole Arm + 20
169-170	Staff + 20
171-176	Javelin + 20
177-179	Short Bow + 20
180-184	Composite Bow + 20
185-189	Long Bow + 20
190-194	Light Crossbow + 20
195-200	Heavy Crossbow + 20
201-210	Elven Longbow
211-225	Javelin + 25
226-250	Composite Bow + 25
251 +	Long Bow + 25

MAGIC SWORDS:	
Roll	Item
≤(-100)	Blade of Discord
(-99)-24	Sword + 5
25-30	Longsword + 5, + 10 vs. Orcs
31-37	Scimitar + 5, + 10 vs. Dwarves, + 15 vs. Elves
38-40	Sword + 5, + 10 vs. Undead, + 20 vs. Demons
41-44	Sword + 5, + 20 vs. Trolls and Giants
45-47	Sword + 5, Dragonslayer
48-75	Sword + 10
76-79	Sword + 10, + 25 vs. Demons
80-84	Dagger of Assassination
85-87	Sword of Slaying Giants
88-90	Scimitar of Darkness
91-93	Blade of Life
94-96	Blade of Warning
97-104	Sword of Bleeding Wounds
105-155	Sword + 15
156-165	Blade of Frost, + 10
166-175	Blade of Flame, + 10
176-184	Vampiric Sword
185-194	Blade of Frost, + 15
195-204	Blade of Flame, + 15
205-234	Sword + 20
235-239	Sword of Justice
240-244	Sword, Demonslayer
245-264	Sword + 25
265-289	Great Longsword of the Elves
290-300	Sword of the Dark Elf
301-310	Swiftsayer
311-325	Ranger's Blade
326-335	Blade of Light, Darkbane
336-345	Blade of Light, Dragonbane
346-355	Blade of Light, Magebane
356-366	Sword of the Righteous, Gil-Glin
367-377	Sword of the Righteous, Aglarang
378-388	Sword of the Righteous, Celebtill
389-399	Sword of the Righteous, Ururui
400-415	Blade of Light, Demonbane
416-430	Sword of the Righteous, Curutur
431-445	Sword of the Righteous, Noril
446-460	Sword of the Righteous, Melercir
461 +	Sword of the Righteous, Turang

MISCELLANEOUS MAGIC ITEMS:			
Roll		Item	
≤(-151)		91-94	Rod of Elemental Command
(-150)-(-81)		95-100	Gauntlets of Ector
(-80)-(-51)		101-119	Robe of Protection
(-50)-00		120-125	Talisman of Absorption
01-08		126-131	Genie Charm
09-17		132-137	Dice of Chaos
18-22		138-144	Rod of Nobility
23-30		145-149	Book of Yesh
31-39		150-160	Helm of Sight
40-43		161-164	Tome of Wisdom
44-46		165-170	Helm of Strength
47-51		171-175	Staff of Aristarchus
52-55		176-185	Ring of Invisibility
56-61		186-200	Kawfigu's Ring
62-65		201-219	Amulet of the Void
66-71		220-235	Medallion of the Myrmidon
72-76		236-249	Helm of Might
77-79		250-260	Tome of Power
80-82		261-274	Cup of the Healer
83-85		275-289	Marlor's Crown
86-87		290-324	Robe of Kazlauskas
88-90		325 +	Ring of Elves

TYPE I ARMOR:

Roll	Item	
≤(-50)	Breastplate of Encumbrance	[20](AT-17)
(-50)-02	Leather Jerkin + 5	(AT-5)
03-07	Leather Coat + 5	(AT-6)
08-09	Reinforced Leather Coat + 5	(AT-7)
10-11	Rein. Full-Length L-Coat + 5	(AT-8)
12-16	L-Breastplate + 5	(AT-9)
17-21	L-Breastplate & Greaves + 5	(AT-10)
22-28	Chain Shirt + 5	(AT-13)
29-33	Chain Shirt & Greaves + 5	(AT-14)
34-37	Full Chain + 5	(AT-15)
38-40	Chain Hauberk + 5	(AT-16)
41-46	Breastplate + 5	(AT-17)
47-51	Breastplate & Greaves + 5	(AT-18)
52-55	Half Plate + 5	(AT-19)
56-58	Full Plate + 5	(AT-20)
59-60	Elven Chain + 5	[13](AT-14)
61-62	Leather Jerkin + 10	(AT-5)
63-64	Leather Coat + 10	(AT-6)
65-66	Reinforced Leather Coat + 10	(AT-7)
67-68	Rein. Full-length L-Coat + 10	(AT-8)
69-73	L-Breastplate + 10	(AT-9)
74-78	L-Breastplate & Greaves + 10	(AT-10)
79-83	Chain Shirt + 10	(AT-13)
84-87	Chain Shirt & Greaves + 10	(AT-14)
88-90	Full Chain + 10	(AT-15)
91-93	Chain Hauberk + 10	(AT-16)
94-109	Breastplate + 10	(AT-17)
110-125	Breastplate & Greaves + 10	(AT-18)
126-135	Half Plate + 10	(AT-19)
136-144	Full Plate + 10	(AT-20)
145-150	Elven Splinted Leather + 10	[10](AT-11)
151-155	Leather Coat + 15	(AT-6)
156-160	Reinforced Leather Coat + 15	(AT-7)
161-165	Rein. Full-length L-Coat + 15	(AT-8)
164-180	L-Breastplate + 15	(AT-9)
181-199	L-Breastplate & Greaves + 15	(AT-10)
200-215	Armor of the Rangers + 15	[5](AT-10)
216-250	L-Breastplate + 20	[5](AT-13)
251 +	L-Breastplate & Greaves + 20	[9](AT-14)

NOTE: L- stands for Leather-. A number in brackets indicates the armor type for encumbrance purposes if it is different than the armor type for defensive purposes.

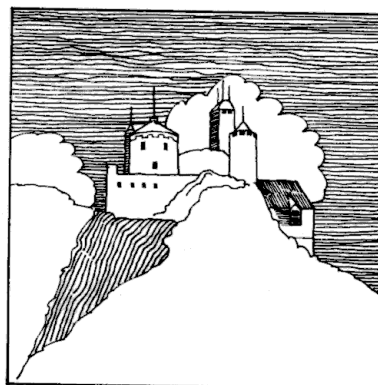
TYPE II ARMOR:

Roll	Item	
≤(-41)	Armor of Lightness + 10	[5](AT-10)
(-40)-06	Armor of Lightness + 10	[5](AT-13)
07-15	Armor of Lightness + 10	[9](AT-14)
16-22	Armor of Lightness + 10	[13](AT-15)
23-29	Armor of Lightness + 10	[14](AT-16)
30-32	Armor of Lightness + 10	[9](AT-17)
33-39	Armor of Lightness + 10	[13](AT-18)
40-45	Armor of Lightness + 10	[17](AT-19)
46-49	Armor of Lightness + 10	[18](AT-20)
50-55	Chain Shirt + 15	(AT-13)
56-60	Chain Shirt & Greaves + 15	(AT-14)
61-65	Full Chain + 15	(AT-15)
66-69	Chain Hauberk + 15	(AT-16)
70-75	Breastplate + 15	(AT-17)
76-81	Breastplate & Greaves + 15	(AT-18)
82-86	Half Plate + 15	(AT-19)
87-90	Full Plate + 15	(AT-20)
91	Dragonskin Armor + 15	[10](AT-12)
92-93	Chain Shirt + 20	[9](AT-13)
94	Chain Shirt & Greaves + 20	[13](AT-14)
95	Full Chain + 20	[14](AT-15)
96-100	Chain Hauberk + 20	[15](AT-16)
101-104	Elven Chain Hauberk, + 15	[13](AT-16)
105-122	Breastplate + 20	[13](AT-17)
123-135	Breastplate and Greaves + 20	[17](AT-18)
136-145	Half Plate + 20	[18](AT-19)
146-150	Full Plate + 20	[19](AT-20)
151-155	Adamantine Alloy + 25	[9](AT-13)
156-160	Adamantine Alloy + 25	[13](AT-14)
161-165	Adamantine Alloy + 25	[14](AT-15)
166-169	Adamantine Alloy + 25	[15](AT-16)
170-175	Adamantine Alloy + 25	[13](AT-17)
176-180	Adamantine Alloy + 25	[17](AT-18)
181-185	Adamantine Alloy + 25	[18](AT-19)
186-189	Adamantine Alloy + 25	[19](AT-20)
190-200	Elven Chain Hauberk, + 20	[13](AT-16)
201-210	Mithril Alloy + 25	[9](AT-14)
211-220	Mithril Alloy + 25	[13](AT-15)
221-230	Mithril Alloy + 25	[9](AT-17)
231-240	Mithril Alloy + 25	[13](AT-18)
241-249	Adamantine + 35	(AT-15)
250-255	Adamantine + 35	(AT-16)
256-265	Adamantine + 35	(AT-17)
266-272	Adamantine + 35	(AT-18)
273-275	Adamantine + 35	(AT-19)
276-280	Mithril Alloy + 25	[14](AT-19)
281-287	Mithril + 30	[5](AT-13)
288-294	Mithril + 30	[5](AT-17)
295-300	Mithril + 30	[9](AT-18)
301 +	Plate of the Dwarves + 50	[17](AT-19)

NOTE: A number in brackets indicates the armor type for encumbrance purposes if it is different than the armor type for defensive purposes.

SPELL DEVICES:

Roll	Item		
≤(-100)	Staff of Draining	73-74	Emerald Ring
(-99)-05	Bracers of Channeling	75-77	Sapphire Ring
06-10	Bracers of Essence	78-80	Opal Ring
11-15	Bracers of Mentalism	81-82	Staff of Light
16-25	Silver Ring	83-84	Staff of Healing
26-28	Pendant of Potency	85-87	Stone of Will
29-33	Ruby Ring	88-94	Platinum Ring
34-35	Wand of Lightning	95-96	Feather of Iris
36-37	Wand of Sleep	97-115	Diamond Ring
38-41	Mentalists' Crown	116-120	Cloak of Darkness
42-45	Gauntlet of Healing	121-130	Tunic of Essence
46-47	Bracelets of Gorgax	131-135	Soul Gem
48-49	Wand of the Winds	136-145	Circlet of Mentalism
50	Ring of Firebolts	146-149	Staff of Sorcery
51-52	Beamguard's Staff	150-154	Staff of Life
53-55	Robe of Illusion	155-160	Anvil of Forging
56-63	Gold Ring	161-167	Stone of Seeing
64	Dust of Channeling	168-172	Necklace of Power
65-66	Staff of Flames	173-186	Mithril Ring
67-68	Staff of Ice	187-190	Dragon Wand
69-70	Wand of Illusion	191-200	Opal Necklace
71	Crossbow Wand	201-250	Ring of Kazlauskas
72	Wand of Summoning	251 +	Staff of the Wise



POTION DESCRIPTIONS —

All potions except poison must be completely imbibed to take effect.

Poison: Any person taking so much as a sip of one of these potions may be affected by poison. The level listed in parentheses is the attack level of the poison. The Gamemaster may choose one of the poison types given in Section 2.5, or he may assign each a number and roll to randomly determine the poison type.

Levitation: This potion bestows the ability to levitate up from the ground at a rate of 50 feet per round. 100 pounds of baggage can be carried. The potion lasts for 2-20 minutes, and the drinker will feel it begin to weaken 30 seconds before it wears off.

Flying: Any creature who drinks this potion will be able to fly at a rate of 200 feet per round for 4-40 minutes. He can not rise above 50 feet of altitude.

Heat Resistance: Affects its drinker as the Mentalism spell of the same name ("Damage Resistance", 1st level). It will last for 15 minutes.

Cold Resistance: Affects its drinker as the Mentalism spell of the same name ("Damage Resistance", 2nd level). It will last for 15 minutes.

Neutralize Poison: Affects any poison currently in the drinker's bloodstream as the Mentalism spell of the same name ("Damage Resistance", 12th level).

Heroism: This potion bestows great prowess in melee combat, giving an additional offensive bonus of +35 for 24 hours.

Healing (2-20): This potion will instantaneously heal 2-20 hits of damage upon whoever drinks it.

Remove Curse: This potion may remove all curses currently placed upon the imbiber. Each curse is allowed a resistance roll vs. 50th level magic, but if it passes the RR, it is not removed.

Blood Stopping III: This potion will immediately and permanently stop 3 hits per round of bleeding. The imbiber can move at will and not re-open the wound.

Invisibility: Drinking this potion will allow the drinker to cast an "Invisibility I (to 1)" spell (Ess, "Invisible Ways", 6th level) anytime within one minute of drinking it. The spell only has a duration of four hours.

Restoration: The imbibing of this draught will immediately restore 80% of all lost exhaustion points and heal 50% of all lost concussion hits.

Strength: This potion strengthens its drinker for 24 hours. A roll is made to determine the strength given by the potion, and the bonus commensurate to that strength: (01-15) + 30 Str101; (16-40) + 35 Str102; (41-67) + 35 Str103; (68-90) + 40 Str104; (91-100) + 45 Str105. This Strength bonus usually affects melee and thrown weapon offensive bonuses. Note that if the character has a higher strength than the potion gives, his strength is lowered to that given by the potion.

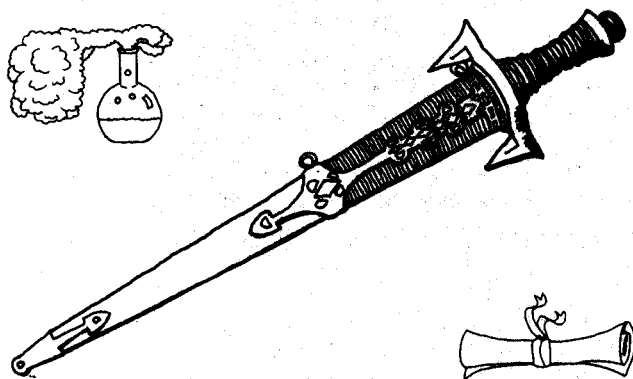
Speed: This potion will bestow a "Haste X" (Essence, "Rapid Ways" list, 20th level) on whoever drinks it.

Healing (5-50): This potion will immediately heal 5-50 hits.

Immunity: Upon drinking this potion, all poisons and diseases in the body of the imbiber will be immediately neutralized. Further, any diseases or poisons received within the next four hours will also be neutralized.

Blood Stopping True: As Blood Stopping III, except that all hits per round of bleeding are stopped.

Awareness: This potion affects the user as the 50th level spell (Ment, "Detections", 50th level). It will last for 10 minutes. *Potent.*



SWORD DESCRIPTIONS —

All magic swords are listed as having a + # bonus. # is the number added to the attack roll of anyone using this sword. There are also swords have an additional bonus only against certain opponents. The following table should be used to determine the type of a magic sword if its type is indicated otherwise or if its type is not inherent in its name (i.e., a Dagger of Assassination need not be rolled for; it must be a dagger). If a Gamemaster feels that the type rolled is inappropriate, he should feel free to roll again (e.g., a "Dagger" of Slaying Giants might not fit into a GM's world scheme).

Roll	Type
01-15	dagger
16-20	rapier
21-35	shortsword
36-45	scimitar
46-60	long sword
61-75	broadsword
76-85	falchion
86-95	two-handed sword
96-100	Special *

* — Use *Claw Law* Tables 11.42 and 11.43; or use the lists of "special" weapons given in Section 3.2 of this product.

Blade of Discord: When any character who has skill (Rank 1 or better) in this weapon handles it, the GM must secretly roll a RR for him against a 15th level attack. If he passes, he may use the weapon freely as a + 10 magic sword, being immune to the sword's powers. If he fails, he may freely drop the sword until such time as he enters into a battle or argument. After this occurs, he may only drop it when its curse (treat as 15th level for removal purposes) has been neutralized or removed.

While under the power of the sword, the wielder will become very combative and will demand a fight to settle any differences or opinion. He is only allowed one resistance roll, and if he again picks the sword up after its curse has been neutralized, but not removed, he will again be under these effects.

Sword + 5, Dragonslayer: This blade is specially magicked so as to be + 25 against dragons, and when rolling critical hits the "Of Slaying" column of the super-large creatures critical strikes table is used. *Potent.*

Dagger of Assassination: This + 10 magic dagger adds 1 to the Stalk and Hide skill rank of its user, and 4 to his ambush skill rank (only when using it).

Sword of Slaying Giants (40% are broadswords): These + 10 magic swords are + 20 and "Of Slaying" against all humanoids taller than 9 feet. *Potent.*

Scimitar of Darkness: These + 10 scimitars were forged by the Orcs for their wars with the Dwarves. As a result, they are + 20 against Dwarves normally, and + 25 against Dwarves when used underground. They can detect Dwarves from a range of 300 feet. *Potent.*

Blade of Life: These blades (20% daggers, 5% broadswords, 70% longswords, 5% two-handed swords) are + 10 weapons which are specially magicked against undead (Wraiths and Wights in particular). Against any undead creature they attack at + 20, and against Wraiths and Wights of any type they inflict double damage. *Potent.*

Blade of Warning: These elven blades (20% daggers, 5% shortswords, 65% longswords, and 10% two-handed swords) were made by great Elven-smiths. They are + 10 weapons which are + 15 vs. any creature of darkness and + 25 vs. Orcs and Trolls. They are made of an alloy which is 2% Mithril and 5% Adamantine, although only a few loremasters are aware of this. This gives them a bluish-silver color, and they glow blue when danger is near. Each blade may also have individual spells embedded in it, to a suggested maximum of 10 levels daily. *Potent.*

Sword of Bleeding Wounds: These + 10 swords cause additional bleeding to that normally given by critical strikes. On a 'C' or 'D' critical, they cause additional bleeding of 1 hit per round, and on 'E' criticals they cause 2 hits per round additional bleeding.

Blade of Frost: These swords deliver a cold critical addition to their normal criticals. If the sword is + 10, then the cold critical will be 1 degree less severity than the hit critical (on 'A' hit criticals, there is no cold critical). If the sword is + 15, then the cold critical will be of equal severity. Note that the same roll is used for both the normal critical and the cold critical. Individual blades may have assorted minor Ice/Cold spells embedded in them (25% chance); roll 1-10 for level (Ess, "Ice Law", levels 1-10). *Potent.*

Blades of Flame: These swords flame when drawn from their sheaths. They are in all respects identical to Blades of Frost, except cold criticals are replaced by heat criticals, and spells come from 'Fire Law' instead of 'Ice Law'. *Potent.*

Sword of Justice: These swords are +15 against most creatures, but against Evil Magicians, Mentalists, and Clerics as well as Sorcerors and Demons it attacks at +30. It is "Holy" and will not allow itself to be wielded by any creature which is not thoroughly good. If any such creature picks it up, the sword will attack him (roll on the appropriate table at +30, no defensive bonus for shield or quickness) for as long as he holds it. *Potent.*

Sword, Demonslayer: These longswords are +20 normally, but against all Demons they are +35 and give an additional cold critical. They are also considered "Holy" for purposes of critical strikes against any large and super-large creatures, and "Of Slaying" against Demons. *Most Potent.*

Great Longsword of the Elves: These +20 longswords protect their possessor as 'Resist Heat' and 'Resist Cold' (Ess, "Elemental Shields"). They also provide a +10 RR modification vs. spells cast by Evil Mentalists, Evil Magicians, Evil Clerics and Sorcerers. They are "Holy" and can detect Orcs, Trolls, and Undead within 500 feet. *Potent.*

Sword of the Dark Elf: These two swords were forged by the Dark Elf. They are made from the metal of a black meteorite, which is very sharp and strong. They are +20 two-handed swords. On any attack, if the damage would be greater against AT 1, then the sword has a 30% chance of cutting through the armor. If it does so, use the damage against AT 1 and make the armor -1 to DB for every three points of damage done (up to -30). *Potent.*

Swiftsayer: This weapon is a +40 longsword which does triple damage. It bestows "Blur" (Ess, "Shield Mastery") upon its possessor and twice per day can cast "Haste X". *Most Potent.*

Ranger's Blade: This +30 longsword does double damage and gives its wielder an additional defensive bonus of 20. In addition to its normal criticals, it inflicts an electricity critical of equal degree. It has armor cutting ability equal to the swords of the Dark Elf. *Most Potent.*



THE BLADES OF LIGHT: These blades shine brilliantly when unsheathed, and strike all creatures of darkness within 250 feet with a Shock Bolt (+50 bonus at a range of 1-100' and +25 bonus at a range of 101-250 feet). This effect will only occur after the blade has been sheathed for at least one hour. *All are Artifacts.*

When unsheathed, these blades are also harmful to creatures of darkness who view them. If they are within 50 feet of such a blade, they will take 2 points of damage per round and attack at -10%. If within 10 feet, they will take 5 hits per round and attack at -20. The first round after looking at it (if it is within 250 feet), any such creature will be stunned unless it resists against 20th level magic.

These swords have an offensive bonus of +10 against creatures not of darkness. Against creatures of darkness, its power reacts to the power of its enemy, providing not only an increased offensive bonus (OB), but also increased concussion hit damage on critical strikes. The OB addition is 10 plus twice the Level of Defender. The *additional* damage on critical hits is found by multiplying the creature's level by the degree of severity of the critical ('A' = 1; 'B' = 2; 'C' = 3, etc.). Thus, if a sword of light struck an Orc of 4th level and the weapon chart indicated '21 DS', 16 concussion hits (4th level x 4 degree of severity) would be inflicted in addition to the 21 normal hits and the critical damage.

There are four Blades of Light, and all of them are longswords except for Darkbane, which is a broadsword. They are:

Darkbane: This broadsword has been endowed with the ability to cast "True Aura" (Ment, "Brilliance", level 8) upon its wielder once per week. *Artifact.*

Dragonbane: This sword is specially magicked to slay Dragons. Against them it is +40 and all critical strikes are rolled in the "Of Slaying" column. *Artifact.*

Magebane: This sword is magicked so as to be +20 additionally against evil spellcasters and +5 additionally against Orcs and Trolls. *Artifact.*

Demonbane: This is the most powerful of the four. It has 1.5 times the normal range on all brilliance effects. Furthermore, it has an additional +5 bonus to what is listed in the table, and it is +20 additionally against any type of Demon. *Artifact.*

SWORDS OF THE HIGH ELVES: There are eight of these swords, which were forged at the height of High Elven smith-skill. If used by a character who has no Elven blood and who is not truly "good" (in the good vs. evil sense), their magic will not function, and they will be merely +25 due to their high quality. Otherwise, these swords add +10 to the wielder's defensive bonus. All eight of the swords have the ability to cast "Stun Relief III" (Ess, "Body Renewal", level 9) at will and can cast "Utterlight" (Ess, "Light Law", level 17) twice per week. *All are Artifacts.*

Turang: This sword is a +75 longsword and is +100 vs. Demons and Evil Demi-Gods. It can cast the following spells up to three times per day (each), two spells per round, all at 30th level of ability: Bladeturning I, Lightning Bolt (5x hits), Regeneration III, Unpain 25%, and Spell Shield III. In addition to its normal critical, it does additional electricity and impact criticals. *Artifact.*

Melercir: This sword is a +50 two-handed sword which bestows "Regeneration III" and "Shield" upon its wielder when drawn. It does double damage and does an additional impact critical. Twice per day it can loose a 20th level Shock Bolt, doing six times normal concussion hits. *Artifact.*

Noril: This sword is a +40 longsword which delivers an additional heat critical. It inflicts triple damage on all opponents, and it bestows "Self Aura" (Ment, "Brilliance", level 4) upon its possessor (note that it need not be drawn for this effect). *Artifact.*

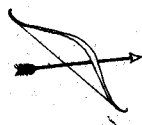
Curutur: This sword is a +40 longsword which does double damage and an additional electricity critical. It also causes a "Light Eruption" (Ment, "Brilliance", level 5) when unsheathed. Once per day, upon mental command of its wielder, it will cast a Lightning Bolt (+50 bonus, 300 foot range), doing triple damage. *Artifact.*

Uruuin: This sword is a +45 longsword which does an additional heat critical. Twice per day it can cast a Shock Bolt at 20th Level (+30 bonus) and quadruple damage. If its bearer is killed while it is drawn, it will immediately attempt to loose a Lightning Bolt (+100 bonus, 500 foot range) upon the person who killed its wielder, doing 7x damage. *Artifact.*

Celebtil: This sword is a +30 shortsword which does triple damage and an additional cold critical. *Artifact.*

Gil-Glin: This sword is a +40 broadsword which does double damage and an additional impact critical of equal level to the normal critical. Once per day it can cast "Speed X" (Ess, "Rapid Ways"). *Artifact.*

Aglarang: This sword is identical to Gil-Glin above. *Artifact.*



TYPE I WEAPONS DESCRIPTIONS -

Axe of Delusion: (30% Battle Axe, 70% Hand Axe) This axe has an illusory blade and does no damage. Upon picking it up, the character is allowed a RR vs. 20th level magic. If he resists, he has perceived the object's true nature. Otherwise, a save is allowed every 5th round of combat using it for him to notice its effects. It appears to be of fine workmanship, perhaps +5 or +10 for the sharpness of the blade alone.

Arrows of Flame: These magical arrows burst into flames upon impact and do an additional heat critical of 2 levels less than the normal critical.

Hammer of the Hills: This +10 war hammer is +25 against Orcs, Goblins, and Hobgoblins.

Dwarven Battleaxe: This +10 battle axe is +15 if used by a Dwarf, and in any case is +5 additionally against Orcs.

Axe of Orc-Slaying: Three of these hand axes were forged by the Dwarves. They are +15, and when wielded against an Orc, Goblin, or Hobgoblin they become +25 and bestow "Blur" (Ess, "Shield Mastery") upon their wielder. *Potent.*

Spear of Piercing: A +10 spear which increases the severity level of all criticals by 1, treating an 'F' critical as an 'E' and a 'B'. *Potent.*

Holy Morning Star: This +10 weapon is "Holy" and is specially magicked to destroy undead creatures. Upon striking them, they must resist a 10th level spell or be dissolved instantly. *Potent.*

Adamantine Flail: A +15 flail which gives an additional impact critical of 1 degree less than the normal critical. *Potent.*

Spear of Brilliance: A +15 spear which does an additional electricity critical. *Potent.*

Korin's Hammer: This +15 war hammer does an additional unbalancing critical with every normal critical. It also bestows upon its user 90 strength and 90 constitution (if the stats are below 90). *Potent.*

Mattock of Lightness: A war mattock made of an exceptionally strong and light alloy with a greenish-silver tint, the Mattock of Lightness is a +15 weapon which can be wielded single-handedly by any character with a strength of 95 or more.

Great Axe of the Dwarves: This axe is a +15 battle axe if used by any non-dwarf. However, if it is used by a dwarf, it becomes a +25 weapon and bestows upon its wielder a constitution of 101. *Potent.*

Mace of Crushing: This +25 mace inflicts an additional impact critical, and +5 is added to the critical roll (maximum of 100 for criticals which are not "large" or "super-large"). *Potent.*

Hammer of the Underworld: This 6-foot weapon requires a strength with at least a +45 bonus (e.g., a Great Demon or Giant) to wield one-handed, and a strength bonus of at least +35 to wield two-handed. Anyone under 20th level who so much as touches the Hammer will fall into the ways of darkness and evil. Anyone over 20th level who touches must resist each week that he keeps it or have 5% (cumulative) of his personality corrupted. The Hammer is a +50 war hammer that does x5 damage and additional impact and unbalancing criticals. Should anyone manage to destroy the Hammer, he will immediately gain incredible experience points. *Artifact.*

Spear of the Light: This spear is a +40 weapon wrought of golden wood with a Mithril tip. It does x4 damage and does an additional electricity critical. It is "Holy", and can be thrown twice normal range, returning to the thrower at the end of the round.

It is highly intelligent, though it cannot speak. It will not allow itself to be used for evil, and will deliver a 'D' electricity critical to anyone who attempts to do so. It can cast the following spells once per day unless stated otherwise: Aiming (Ess, "Essence Hand", when thrown), Haste X (Ess, "Rapid Ways"), Utterlight (Ess, "Light Law", at will), Unpain 50% (Ess, "Body Reins"), Monksight (Ess, "Monk's Sense"), Stun Relief III (Ess, "Body Renewal", 4/day), and True Aura (Ment, "Brilliance", 2/day). It also gives its bearer a +30 RR modification against Evil Magicians, Evil Clerics, Evil Mentalists, and Sorcerers. *Artifact.*

TYPE II WEAPON DESCRIPTIONS -

Longbow of Accuracy: +10 longbows which have a range of 100 feet longer than normal, and all ranges are treated as though they were 100 feet closer (e.g., treat up to 110 feet as 10 feet).

Akara's Javelin: +10 javelins with double range (double all range categories).

Composite Bow of Speed: +10 composite bows which allow users to fire every round with no penalty.

Crossbow of Nyoth: +10 crossbows which magically create a new bolt one round after the last one was fired, allowing a shot with no penalty every other round. 45% will be heavy crossbows, the rest will be light crossbows.

Elven Longbow: +20 longbows which require no time to prepare if used by an Elf, allowing one arrow shot per round with no penalty.

SHIELD DESCRIPTIONS -

All magic shields have a listed bonus. This bonus is added to the normal defensive bonus for a shield of its type.

Main Gauche: The listed bonus for a main gauche is both an offensive bonus and a defensive bonus.

Shield of Arn: This +10 normal shield provides protection against spells, allowing its bearer to save as though he were 2 levels higher than he actually is. *Potent.*

Shield of Camouflage: This +10 full shield blurs its bearer's image at ranges of over 20 feet, providing +10 to hiding attempts and an additional +10 defensive bonus against missile attacks. *Potent.*

Adamantine Shield: This shield is constructed of thin sheets of Adamantine. It is a +25 full shield and weighs but 10 pounds. *Potent.*

TYPE I ARMOR DESCRIPTIONS -

All magical bonuses on armor are added directly to the wearer's defensive bonus (DB). All magical armor encumbers as does non-magical armor unless stated otherwise.

Breastplate of Encumbrance: This cursed breastplate protects normally, but encumbers as AT-20. Once put on, it cannot be removed until its 12th level curse is either removed or neutralized.

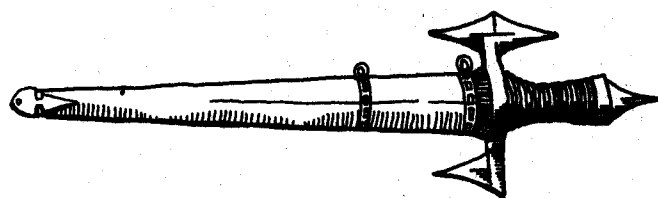
Elven Chain: This armor is non-magical, being the armor that most Elves wear. It is a suit of chain that protects as AT-14 with a DB of 5, while only encumbering as AT-13. Elves will never sell it, though they may give it to their allies.

Elven Splinted Leather: This armor, made of leather with wood splints, is a leather breastplate and greaves which protects as AT-11 with a defensive bonus of 10. It encumbers as AT-10. It blends in well with vegetation of all kinds, adding +10 to all hiding attempts when in vegetation. *Potent.*

Armor of the Rangers: This suit of leather breastplate and greaves gives all Rangers a +6 power point addition. It adds 2 to the "Stalk and Hide" skill rank of anyone using it. It has a +15 magical defensive bonus and is good camouflage (as a Shield of Camouflage) in any terrain except desert. It encumbers as AT-5. *Most Potent.*

Leather Breastplate +20: This armor encumbers as AT-5. *Potent.*

Leather Breastplate and Greaves +20: This magical armor encumbers as though it were AT-9. *Potent.*



TYPE II ARMOR -

Armor of Lightness: Armor of Lightness is magical armor which was manufactured specially for increased mobility. It has a DB of 10. *Modest to Potent.*

Dragonskin Armor: Made of the hide of Dragons and Fell-beasts. Roll to determine the exact nature of the armor: (01-25) AT-12 DB-15 encumbers as AT-10; (26-50) AT-11 DB-15 encumbers as AT-9; (51-70) AT-19 DB-20 encumbers as AT-13; (71-80) AT-20 DB-20 encumbers as AT-14; (81-95) AT-3 DB-10 encumbers as AT-5; (96-00) AT-4 DB-10 encumbers as AT-5. *Potent to Most Potent.*

Elven Chain Hauberk: Elven Chain Hauberks are +15 or +20 magic suits of chain mail that only encumber as AT-13 due to the magic which has been placed on them. *Potent.*

+20 magic armor: There is a 50% chance that +20 armor will encumber normally, and a 50% chance that its AT-for encumbrance purposes is given on the result table. *Potent.*

Adamantine Alloy Armor: All Adamantine Alloy Armor is +25 and its AT-for encumbrance purposes is given on the result table. *Most Potent*

Mithril Alloy Armor: Made of an alloy of Mithril and steel, this armor is very light and strong. It is +25 armor and its AT-for encumbrance purposes is given on the result table. *Most Potent*

Adamantine Armor: All Adamantine armor is made of solid Adamantine. It encumbers normally and is +35 armor. *Most Potent*

Mithril Armor: Mithril armor is made of nearly pure Mithril (a slight alloy containing Adamantine is necessary since pure Mithril is too malleable), but it is much thinner than other armor. For this reason, it is not as strong as Adamantine armor, but it is much more mobile. Both the chain shirt and the breastplate encumber as if they were AT-5, and the breastplate and greaves encumbers as AT-9. All Mithril armor has a defensive bonus of 30. *Most Potent*

The Plate of the Dwarves: This suit of half plate (made of the Mithril alloy mentioned above) is thicker than any other suit of Mithril armor cast. It protects as armor type 19 with a defensive bonus of 50, and it encumbers as though it were armor type 17. Should the Dwarves hear of any non-Dwarf possessing it, they will immediately send a demand for its return. If it is not returned, they will be prepared to go to war for it; for it is considered a holy artifact to them. It will only fit Dwarf-sized creatures. *Artifact.*

SPELL DEVICE DESCRIPTIONS —

Spell devices are those magic items which are manufactured to increase the spell-casting ability of their users. They may either allow their possessors to cast more spells, or they may cast spells themselves. In the latter case, the owner must know how to use the item before he may put it to use. This most often requires a successful wands-staves skill roll. Note that spells embedded in other items such as weapons do normally not fall under this restriction.

Spell devices which supplement the inherent spell-casting abilities of their user are of three types: power point adders, spell adders, and spell multipliers. Spell adders and spell multipliers are as described in Section 3.1 and in *Rolemaster*. Power point adders merely add a specified number of power points to the number of power points that a character may expend between periods of rest.

There are several spell devices which may affect the spell casting ability of a specific type of spell casters or of a number of spell casters. For such items, roll on the following table to determine which characters will benefit from such an item. This table will hereafter be referred to as:

The Device Effectiveness Table:

Roll	Character Type	Roll	Character Type
up to 07	Cleric		
08-13	Healer	72-77	Mentalist
14-19	Seer	78-84	Sorcerer
20-25	Cleric	85-90	Mystic
26-32	Magician	91-95	Astrologer
33-39	Illusionist	96-120	Monk
40-46	Alchemist	121-140	Ranger
47-52	Magician	141-160	Bard
53-59	Mentalist	161-175	any user of Channeling
60-65	Lay Healer	176-190	any user of Essence
66-71	Animist	191 +	any user of Mentalism

Staff of Draining: Any spellcaster touching this staff must resist against a 25th level spell attack or have his power points drained. He will not be able to regain his power points for 48 hours, no matter how long he rests.

Bracers of Channeling: These magical copper or silver bracelets act as +3 power point adders for any spellcaster of Channeling.

Bracers of Essence: As above, except Essence spellcasters are affected.

Bracers of Mentalism: As above, only Mentalism is affected.

Silver Ring: This ring will act as a +1 spell adder. Roll on the Device Effectiveness Table to determine who may benefit from the use of any particular ring. Note that Silver Rings are actually wrought of silver.

Pendant of Potency: This pendant will act as a +8 power point adder for any character. Further, all spells have an effectiveness 3 levels higher than normal. *Potent.*

Ruby Ring: This ring, which is set with a small ruby, will act as a +1 spell adder for any class.

Wand of Lightning: This 2' wand may cast a Lightning Bolt spell with a +10 bonus for each charge expended on casting that bolt. A maximum of 8 charges may be expended in one bolt (i.e., a +80 max). Such wands will generally be found with 21-40 charges. *Potent.*

Wand of Sleep: This device causes all targets in a 30 degree arc and within 50' of its holder to fall into a natural sleep when it is discharged (each target gets a RR). Such wands generally have but 216 charges. *Potent.*

Mentalists' Crown: Any character of the Mentalist profession who dons this silver crown will have a constant "Self Aura" (Ment, "Brilliance") placed on him, as well as receiving the effects of a +1 spell adder.

Gauntlet of Healing: Any Healer or Lay Healer who wears this glove of fine purple cloth can cast four healing spells per day of 5th or lower level with no loss of power points.

Bracers of Gorgax: These bracelets add 2 points to the effectiveness of any "Repel Undead" spell. They further act as a +1 spell adder for Clerics.

Wand of the Winds: This wand can cast any spell from the "Wind Law" (Ess) list to 12th level. A typical wand can cast 60 + (1-100 open-ended) power points before becoming exhausted. *Potent.*

Ring of Firebolts: A ring of silver set with a yellow topaz, this ring can cast fire bolts with a +40 attack bonus. When found, there will be 2-20 crosswise indentations on the inside of the band, which indicate how many

charges the ring has. One indentation disappears with each fire bolt cast. *Potent.*

Beamguard's Staff: This staff can cast one fireball per week and decreases required preparation time for fire spells cast by its wielder by 1 round. Furthermore, there are 4 silver rings with the staff that convey immunity to the staff's fireballs (not fireballs cast by its possessor, though). *Potent.*

Robe of Illusion: This robe (AT-2) displaces its wearer's image by approximately 3 inches, so that 10 is deducted from all attack rolls. Further, it will act as a +1 spell adder for any Illusionist or Mystic.

Gold Ring: These golden rings will act as +2 spell adders. Use the Device Effectiveness Table to determine who can use any particular ring.

Dust of Channeling: When this dust is spread in a 10' radius circle on earth (stone will not work), any Channeling spellcaster within the ring may cast spells at a cost of one-quarter their usual power point cost. For the purposes of casting these spells, the caster's level is effectively doubled for the duration of the effects of the dust. The effects of the dust will last for 15 minutes. *Potent.*

Staff of Flames: With this staff, all fire-based spells cost one-half (round up) of their normal power point expenditure. The staff strikes as a +5 quarterstaff, doing an additional heat critical of one degree less than the normal critical. *Potent.*

Staff of Ice: As a Staff of Flame, except cold-based spells replace fire-based spells, and cold criticals replace heat criticals. *Potent.*

Wand of Illusion: This wand can cast ten power points weekly from any Illusionist base spell list. *Potent.*

Crossbow Wand: This black wand is hollow and has a hole at one end. When its magic is evoked (once per round), a crossbow bolt will emerge from the wand as if it had been fired by a light crossbow (+10). In addition to the wand's +10 bonus, the user may develop "directed spells" skill with it. A typical Crossbow wand can fire 125 + (1-100 open-ended) missiles before it is exhausted. *Potent.*

Wand of Summoning: A wand of summoning will summon elementals of any type so long as a large quantity of the proper type of material (earth, fire, etc.) is available. Summoning a greater elemental takes 2 charges, a lesser elemental uses 1 charge. Such wands will have 10 + (2-24) charges. *Potent.*

Emerald Ring: This ring, set with an emerald, will act as a +2 spell adder for any spellcaster of Essence.

Sapphire Ring: This ring, set with a small sapphire, will act as a +2 spell adder for any Channeling spellcaster.

Opal Ring: This gold ring set with a fire opal will perform as a +2 spell adder for any spellcaster of Mentalism.

Staff of Light: This staff strikes as a +10 weapon, on all normal criticals it also inflicts an additional impact critical, and it can cast +10 Shock Bolts and +20 Lightning Bolts. It will generally have 20 + (3-30) charges and they are expended in the following manner: inflicting a 'D' or 'E' impact critical drains 1 charge; casting a Shock Bolt uses 1 charge; and casting a Lightning Bolt requires 2 charges. *Potent.*

Staff of Healing: This staff will perform the following healing functions (number of charges used in parentheses): heal 1-10 (1), heal 4-40 (5), heal 8-80 (10), cure disease (6), neutralize poison (7), and cure blindness (12). It will have 100 + (1-100 open-ended) charges. *Potent.*

Stone of Will: When this agate is clutched, all mentalism attacks are at +5, and all RRs vs. mentalism are modified by +10. Further, it acts as a +1 spell adder for mentalism.

Platinum Ring: This thin band of platinum will act as a x2 spell multiplier for the profession resulting from a roll of the Device Effectiveness Table.

Feather of Iris: This 10-inch white feather will act as a x2 spell multiplier for any Animist.

Diamond Ring: This diamond-set ring will act as a +2 spell adder for any spellcaster.

Cloak of Darkness: This evil item is usable only by Evil Clerics, Evil Magicians, Evil Mentalists, and Sorcerers. It acts as a x2 spell multiplier and protects as armor type 1 with a DB of 30. A character of any other profession who dons the robe must make a RR (based upon former wearer), modified by +20, or become a servant of the former possessor (if he is dead, the servant will do everything in his power to get his master back to life). If he

resists, he will take 2-20 hits each day that he wears it and will have a tendency to do evil. *Potent.*

Tunic of Essence: This item acts as a x2 spell multiplier for any user of Essence. It also protects as armor type 3 with a DB of 10, and provides a +5 bonus to all spell RRs. *Potent.*

Soul Gem: A diamond or emerald of at least 100 GP value for its gem properties alone, this stone is also enchanted so as to be a x2 spell multiplier for any Channeling spellcaster. Further, if its owner dies, his soul will be stored in the gem for 1-100 (open-ended) hours (GM rolls secretly). If his body is made capable of living within this time period, the soul will repossess the body as in "Lifegiving".

Circlet of Mentalism: This circlet made of a light bluish-silver metal, is a x2 spell multiplier for Mentalism. In addition, it protects the head as a helm and provides a +10 RR bonus against mental attacks.

Staff of Sorcery: This staff functions as a x2 spell multiplier for Sorcerers and Mystics, and gives its wielder a +15 RR bonus against the spells of Sorcerers and Mystics. *Potent.*

Staff of Life: This staff has the ability to cast any spell on the "Life Mastery" list (Chan) of 15th level or lower. It can expend at most 30 power points per week and will be totally exhausted after expending 125 + (1-100 open-ended) power points. *Most Potent.*

Anvil of Forging: This anvil will act as a x2 spell multiplier for Alchemists working metal. It allows free use of "Inorganic Skills" (Ess) list up to 10th level.

Stone of Seeing: This 4-inch sphere of rock crystal appears blue when looked upon from above. Any spells cast through it (i.e., mental spells, detection spells, sensing spells, and other appropriate spells) by a Seer or an Astrologer will cost one-quarter normal points. *Potent.*

Necklace of Power: This gold necklace will act as a x2 spell multiplier for any hybrid spellcaster.

Mithril Ring: This powerful ring will act as a x3 spell multiplier. To determine who may effectively use it, roll on the Device Effectiveness Table. *Potent.*

Dragon Wand: This powerful wand is carved to resemble a long thin dagger. Its possessor is protected as though he were wearing Dragonskin Armor (see Type II Armor) but is not encumbered. The wand will possess 75 + (1-100) charges to expend as follows: +50 Dragon Fire (8), +50 Fire Bolt (1), +50 Lightning Bolt (1), and Flying 150'/rnd, 10 min. (1). Dragon Fire is a fire ball in a 30 degree arc extending to 100'. *Most Potent.*

Opal Necklace: This gold necklace holds a large white opal, with a jewelry value of 250 GP. It will act as a +4 spell adder for any class, and bestows a constant "Self Aura" (Ment, "Brilliance") on its wearer.

Once per day it can cast a Lightning Bolt (100 feet range) with a +30 modification, originating in the opal. The caster can increase the power of the Lightning Bolt, but only by draining his own Essence. For each constitution point he expends, the lightning bolt receives a +10 modification and a multiplication of the concussion hits (i.e., a bolt into which the caster put 3 points of constitution would be +30 additionally, for a total of +60, and would do 4x hits). All constitution points lost are from the temporary stat, and a maximum of 20 points of constitution may be placed into any Lightning Bolt. *Most Potent.*

Ring of Kazlauskas: This ring is forged of Mithril and set with a diamond. It prevents normal spell failure and acts as a x4 spell multiplier for any class. Its wearer can fly (150'/rnd) at will and gains "Darkvision" and "Sly Ears" (Ess, "Physical Enhancement"). Once per week it may summon any kind of elemental, which will serve its master for 1 hour (concentration is not necessary). *Most Potent.*

Staff of the Wise: This staff conveys much power to its owner, part of which is acting as a x4 spell multiplier. It also raises his potentials in reasoning and memory to a point such that his modifications are +5 above what they were before. This effect will become permanent after possessing the staff for 3 years. If the staff is lost before this time, the potentials drop to their previous levels.

The staff can cast a "True Aura" (Ment, "Brilliance") upon its owner 2/week, and 1/day it can loose a Fire Bolt of range 500 feet, with a bonus of +70, doing x5 damage. All of the possessor's attack spells are cast at an effectiveness 5 levels above the caster's own level. The staff also provides immunity to curses and "Black Channels" spells, as well as providing a +25 RR modification against all "Absolution" spells. It also gives its possessor a defensive bonus modification of 35. *Artifact.*

MISCELLANEOUS MAGIC ITEM DESCRIPTIONS -

Ring of Agony: This ring has had a constant "Agony" cast upon it. For every round that it is worn, the wearer must resist a 25th level spell attack or suffer the results of the Agony (Ess, "Physical Erosion"). To compound the problem, removing a ring under the effects of this spell is a "Very Hard" maneuver modified by the self-discipline stat bonus.

Mirror of Hypnotism: Any being looking into one of these mirrors must resist 20th level magic or be transfixed upon it. Any such person will resist all attempts to move them. Should the curse be dispelled, the person will be free of the transfixion. While transfixed, the person may take no actions whatsoever. Any attack which physically affects him will free him.

Any such mirror can hold from 2-12 people. If this limit is exceeded, there is a 95% chance that the 1st person to be captured will be released, and a 5% chance that the mirror will break, releasing all of its victims. Any attempt to remove the curse from the mirror must overcome 40th level magic. Once a character has successfully resisted, he may freely look at the mirror without risk. *Potent.*

Helm of Visibility: Almost any light will reflect upon this helm, making it readily visible from 50-150 yards. This reflection is magically masked at less than 50 yards.

Rope of Grappling: This 100-foot rope has a grapnel at both ends. While being used, it gives a bonus of +20 on all moving maneuver rolls.

Belt of Balance: This leather belt reduces the severity of all unbalancing critical hits by 1.

Ring of Shielding: This ring can cast a 5th level "Shield" spell (Ment, "Attack Avoidance") up to twice per day.

Gauntlets of Climbing: While being used, these gloves add 3 to their possessor's skill rank in climbing.

Scarab of Detection: This scarab can cast any spell on the "Detecting Ways" list (Ess) of 10th or lower level. It has 100 + (1-100 open-ended) power points to expend before its magic is drained.

Cloak of Stealth: While being used, this cloak adds 4 to the "Stalk and Hide" skill rank of its owner.

Amulet of Arnd: This pendant casts a constant "Blur" spell (Ess, "Shield Mastery") on its wearer.

Backpack of Storing: This leather pack can hold up to 250 pounds, encumbering as though it weighed but 10% of its actual weight. There is no volume restriction on what may be placed inside. *Potent.*

Ring of Power: This ring casts a constant "Self Aura" (Ment, "Brilliance") when placed upon one's finger.

Goblet of Purification: This silver goblet will neutralize any poison placed inside it, and once a week it can transform any liquid into a Potion of Restoration (see Potions). It is ornately crafted, and has a jewelry value of 200 silver pieces. *Potent.*

Boots of Speed: These dark leather boots can cast 12 power points per day from the "Rapid Ways" list (Ess). *Potent.*

Ring of Lordship: While this ring is worn, it will raise the wearer's Presence to 95. If his Presence is already 95 or greater, his Presence is increased by 1. *Potent.*

Elven Cloak: This grey cloak will make its owner resistant to cold as "Resist Cold" (Ess, "Elemental Shields"). Furthermore, he will be difficult to spot when his hood is drawn, the following table indicating the roll normally needed to spot him:

VEGETATION				
range	none	light	medium	heavy
1' - 10'	10	30	45	55
10' - 100'	50	60	65	80
100' +	80	90	95	98

Modify the base number according to lighting conditions, the perception of the searcher, and the hiding ability of the wearer. *Potent.*

Cloak of Flying: Whenever the wearer of this cloak pronounces the word "fly" (limit 1/day), the cloak spreads like large bat wings. The "wings" will remain for one hour and will propel a human-sized creature (200'/rnd). *Potent.*

Truncheon of Command: When used to strike an opponent, this item will strike as a mace +10. It is ornately wrought of a silvered steel alloy. Its possessor may use it to cast "Quest", 1/two weeks, and "True Quest" 1/month (Ess, "Spirit Mastery"). *Potent.*

Horn of Inspiration: When this great horn is blown in a battle involving 40 or more men, all creatures "allied" with the blower receive a +10 bonus in melee the next 2 rounds if they are within 200 feet of the horn when blown. *Potent.*

Figurines of the Fighters: These two 3" white marble figures appear as human fighters dressed in plate. When they are placed on the ground and the person who last touched them says "serve me" in Elvish, they will grow to full size and obey the speaker. They return to statuette form after 1 hour or when killed or when their master says "rest now" in Elvish. After shrinking they may not be resummoned for 24 hours, but when ever summoned they are completely healed of any previous damage. Often the words controlling size changes are engraved on the bottom of the figures in ancient Elvish runes. The GM should vary the exact controlling words on different sets of figures.

These Fighters wear +5 full plate and carry wall shields and +5 war hammers. Their combat stats are: AT 20, DB 40, OB 90, 80 hits, ST 98, CO 98, and the duration of any stun results against them is halved (round up). If one dies, it is unusable for one month. *Potent.*

Laertes' Ointment: This green paste will heal all poison in a living person when rubbed on his tongue. 1-4 applications will normally be found.

Crucifix of Warding: If this silver cross is openly held up before any undead, they must resist 6th level magic or flee in panic. When used in conjunction with a "Repel Undead" spell, it increases the spell's effectiveness by 3 points. *Potent.*

Rod of Elemental Command: This rod can summon an elemental of any type, provided that there is a sufficiently large source of the element needed within 50 feet. The elemental will last until killed, or the summoner lapses concentration for 1 minute or 4 hours pass. When the summoner lapses his concentration, the elemental will remain stationary.

Any such rod will have 10 + (2-20) charges. Summoning a greater elemental requires 2 charges, and summoning a lesser elemental requires 1 charge. *Potent.*

Gauntlets of Ector: These steel gauntlets allow their wearer to strike with his fist as if it were a mace. When used with Martial Arts Striking attacks, it gives a bonus of +25. *Potent.*

Robe of Protection: This purple robe protects its wearer as though it were AT 8 with a defensive bonus of 10 and has a permanent "Protection I" (Chan, "Spell Defense") to protect its wearer.

Talisman of Absorption: This talisman can absorb magic spells cast at its owner. The attack level of the talisman is 10th, and any spell failing to resist is absorbed. It can absorb 50 + (1-100 open-ended) power points before becoming inert. *Potent.*

Genie Charm: When this charm is rubbed, a Genie will appear (up to 3 times a day for a total of 30 minutes). He will serve the possessor of the charm, and will disappear and reappear upon command. Either the use of a "wish" (GM's discretion) from the Genie or the Genie's death will make the charm powerless. *Most Potent.*

Dice of Chaos: These two obsidian dice with pips of ivory may be either a blessing or a curse upon whoever rolls them. The "one" pip is an engraved skull. The two dice must be rolled together, with the effect on the roller being given in the following table:

ROLL	EFFECT
2	Effected by a "Absolution Pure" (Chan, "Dark Channels")
3	Gets a disease from "Disease" list (Chan), roll 1-50 until a result is obtained.
4	Gets a curse from "Curses" list (Chan), roll 1-50 until a result is obtained.
5	Effected by an "Unsouled Curse" (Ess, "Soul Destruction")
6	-10 to all activities for 1 month
7	No effect, roll again
8	Gain a number of fanatically loyal 1st level Fighters followers (half of own level round up)
9	Gain a fanatically loyal follower of your profession and with a level two-thirds your own (round up)
10	+10 to all activities for 1 year
11	Gain ability to cast any spell you know (twice per week) without any normal restrictions (e.g., no preparation, no power points, etc.)
12	Prime requisite stats go up 5 each

The roller may only be affected twice, with further rolls having no effect on him. Once they have affected a person, rolling them will have no effect until the affected person is dead. *Most Potent.*

Rod of Nobility: This truncheon casts a constant "True Aura" (Ment, "Brilliance") on its owner. It strikes as a +20 mace. If he is not wearing armor, it also protects him like AT 12. *Potent.*

Book of Yesh: This book is an ancient artifact in which much magical lore is written. It contains the names of many Demon Lords and the rituals necessary to summon them. It also describes how to make protective pentagrams which can decrease or negate the chances of a demon-summoning harming the summoner (depending upon the type of demon and the materials used). It lists all the various "Black Channels" spells and how to perform them. It fully describes both the appearance and power of many powerful ancient magic items.

The book is 1'x20" and 7" thick and bound in black cloth with silver trim. It is virtually indestructible and is written in Elvish with a single large "Y" in the center of the last page. *Most Potent.*

Helm of Sight: This visored helmet is magicked to give its owner "Night Vision" and "Side Vision" (Ess, "Physical Enhancement").

Tome of Wisdom: This lengthy book may only be understood by those with a Reasoning of 60 or more and a Memory of 50 and above. After three straight months of solid studying and reading (8 hours/day), the reader's Memory and Reasoning stats will be permanently raised to 101 (temporaries and potentials). *Most Potent.*

Helm of Strength: Any character of less than 95 strength who dons this helm will have his strength raised to 95 for as long as he wears it. *Potent.*

Staff of Aristarchus: This 5' staff is constructed of red mahogany with a gold band at the gripping end. It strikes as a +15 quarterstaff, with any melee strike releasing "Dark Stunning" (Chan, "Dark Channels") on the target (in addition to normal damage). Twice per week it may also release "Absolution" (Chan, "Dark Channels") when striking in melee.

It also has the ability to cast up to 30 power points per week from the "Dark Lore" list (Chan) up to 15th level, and once per month it may cast "Black Channel II" (Chan, "Dark Channels"). All spells have a 15th level effect. *Most Potent.*

Ring of Invisibility: While this ring is worn, a constant "Invisibility I (1)" (Ess, "Invisible Ways") is placed on the wearer. This can only be dispelled by attacking a target (which dispells it for 10 minutes) or removing the ring. *Most Potent.*

Kawfigu's Ring: Forged by Kawfigu the Necromancer long ago, this gold band imparts many powers to whoever wears it. It protects the wearer as a Robe of Protection. All RR's against spells cast by the wearer are modified by -15. Further, he may cast up to 50 power points per day (up to 5th level) from the Sorcerer's base spell lists (at no personal power point cost). *Most Potent.*

Amulet of the Void: This magic item allows up to seven people linked by hands in a circle, to travel to and from the Void. Such travel is nearly instantaneous and only one round trip can be made per month. However, when it is used, one Demon of a level equal to 15% of the combined levels of the Amulet's users is summoned to a material form. He is allowed to stay in material form under his own control until he is killed. *Potent.*

Medallion of the Myrmidion: This golden trinket, when placed around the neck of a Fighter, will give him a Strength of 100 and allow him to wear any armor except full plate without encumbrance, maneuver, or missile penalty (full plate penalties are halved). *Most Potent.*

Helm of Might: This crown-like helm bestows upon its wearer 50 additional hits, and gives him an additional +30 OB while in melee combat. *Most Potent.*

Tome of Power: This large book will benefit any spellcaster who reads it. It can only be read once per decade, for after being read its letters fade until the beginning of the next decade. Reading it takes 1 month of uninterrupted study, during which time the caster must spend at least 5 hours per day reading it and get at least 10 hours of sleep daily. At the end of the time period, he will have completely "learned" any 1 spell list to 50th level (that he chose at the beginning of this period of studying) and he may use it as if it were one of his base lists. *Artifact.*

Cup of the Healer: This golden cup, from which only one draught can be drunk per week, will transform water into a potion which will act as any one Lay Healer spell of 30th level or lower. *Most Potent.*

Marlor's Crown: This thin silver crown is set with 3 diamonds, 5 rubies, and 11 aquamarines, and it has a jewelry value of at least 2500 GP. Further, it places a constant "True Aura" (Ment, "True Aura") upon its owner and gives him 50 additional concussion hits. It can cast "Haste V" (Ess, "Rapid Ways") and "Strength II" (Ess, "Body Reins") upon its owner (each twice per week). *Potent.*

Robe of Kazlauskas: This robe was made by Kazlauskas before he became a Lich. It is made of a very fine black cloth with strands of silver lining the bottom of the robe, and it has a belt of silver links. It protects its wearer as AT 4 with a DB of 30.

The robe can cast 40 charges per week of the following Essence spells (30th level effect, charge cost in parentheses): Stun Relief II (2), Cut Repair I (3), + 50 Lightning Bolt (5), + 25 Fireball (4), Protection II (2), Telepathy (4), Perceive Power (4), Detect Invisible (2), + 20 Ice Bolt (2), Ache (2), and Shield (1). *Artifact.*

Ring of the Elves: These five rings are rings forged by the great Elven-smiths, preventing spell failure, and acting as x4 spell multipliers for any class. They give their wearer a defensive bonus of 25 and a bonus of + 10 on all RR's. They can cast "Stun Relief III" and "Unpain + 25" (Ess, "Body Renewal") at 25th level once per day each. While worn, they further increase their wearer's Intuition to 100; to 102 if he is an Elf. *Artifact.*

3.4 GENERAL MAGIC ITEM DESCRIPTIONS

The items presented in this section are intended to provide a Gamemaster a selection of unusual magic items to use with the tables in Section 3.2. They also serve as an example of how to create your own items using the *Rolemaster* system as a basis. The relative power of each item is rated as being Modest, Potent, Most Potent, or Artifact.

MODEST ITEMS —

Arrow of Balloon Feather: Usable once. When attached to a rope and shot into the air, this arrow becomes a balloon which will lift up and carry 300 lb. for 10-100 rnds (gradually deflating and losing altitude after that time).

Arrow of Eagle Feather: Once per day, arrow will fly in circle 200' high for one minute and give Bowman a visual picture of the surrounding area and activity.

Arrow of Sea-Feathers: attached to an arrow, the sea-feathers allow underwater bow shots up to 50' with no subtraction.

Arrow of Turkey Feather: Usable once. When shot and it hits, it becomes an "attack turkey" with attacks of 70SPi and 50SCL(2x).

Assassin Bug in Vial: Usable once. When let loose, dagger-nose bug flies behind chosen foe and makes one attack (80SSI/poison@, 8th level nerve poison).

Bell of Stunning Chimes: a plain silver bell, 6" high, which when rung, attacks everyone (but the holder) within a 20'R with a 5th level "Stunning" spell (Chan, "Channels", Cleric Base list).

Blade of Crevice-fighting: 8" long, like telescoped car antenna, press button on handle and 5' long blade instantly extends, attacks as + 10 rapier, then retracts.

Blanket of Warming: A blanket that always stays dry and maintains sleeper in perfect comfort on the coldest nights.

Bone Necklace of Charging: 2x/day wearer can charge up to 30' and melee with no movement subtraction.

Bowl of Water Boiling: Small, insulated container (16 oz.) that will boil water placed into it in one minute.

Bracers of Balion: Battle scenes depicted in bas relief adorn the plain brass bands. They prevent the fatigue of continuous combat from affecting the wearer, increasing his OB's by + 10 after 5 minutes of continuous fighting, 3x/day.

Candle of Daydreams: a normal-looking 16" candle, which can burn for 6 hours. When the candle is lit, a very faint, murmuring chant fills the room (or a 30'R), and everyone within range who fails a RR against a 5th level attack falls into a daydream which lasts as long as the candle stays lit. All affected are at -75%.

Candle of Foul Breath: a normal-looking 16" candle, which can burn for 6 hours. When lit, the candle fills a 30'R area with a putrid stench. All within the radius who fail to save against a 5th level attack, become dizzy and are at -50% until they either flee the area or until 2-20 rounds after the candle is snuffed out.

Candle of True Light: a normal-looking 16" candle, which can burn for 6 hours. When the candle is lit and held, the holder can discern the amount of light (good) versus dark (evil) in the souls of a target within 30' (1/rnd).

Cloth of Feasts: A fine, woven square of white linen, 5' X 5'. When spread (1x/day) and given the command 'Worthy cloth, cover your elegance with

exotic and tasteful dishes', festive food for four people appears in graceful flagons and plates (which disappear after 1 hour). Bundling the remains in the folds of the cloth immediately banishes them along with any stains from spills.

Collar of Animal Speech: a collar, which when placed on an animal, will allow it to understand and speak a human language. The collar will not improve the animal's intelligence, nor improve its habits or manners. Roll for which kind of animal a given collar will fit: dog, cat, horse, ferret, pig, eagle, sheep, dolphin, etc. (any animal the Gamemaster feels is appropriate).

Crystal of Smoke Vision: Holder has ability to see through up to 200' of smoke.

Dagger of Long Strokes: + 10 dagger that strikes as long sword.

Desert Suit: If worn in desert, give + 50 bonus to stalking and hiding attempts.

Flagon of Wisdom: a 4" high flagon, with blue designs running through clear crystal. Inside lives a very wise cat-like creature, who will come out when the flagon is opened. The cat's name is Yetatithul, it is shadowy grey with golden eyes, and it gives very good advice based upon information given it. It will remain outside of the flagon until threatened or until 1-10 hours have passed, never venturing more than 100' from the flagon. The chance (once a day) of the cat emerging from the opened flagon is 80% if the holder (owner) is a known friend, but only 10% if not.

Flask of Sweet Rainwater: A crystalline vial with a carved sapphire stopper. Each day dispenses purest rainwater, sufficient for the needs of four people.

Flute of Mis-Tune: While played arrows fired in a 200'R are at -50 due to sonic vibrations of the bow strings.

Gas Melon: Usable once, baseball sized, throw up to 100'. Explodes upon impact releasing a gas (10'R) causing foes to fight a nonexistent foe for 1-10 rnds.

Glasses of Far-Seeing: Increases wearer's sight magnification up to 20x normal (as high powered binoculars), but for every round of use the character's vision is blurred (-30 to activities) for 2 rounds afterwards.

Hammer of Hiding: This + 10 hammer has hidden compartment in handle: 'sheer folly' to find, shielded against detection spells.

Harmonica of Tail-Wind: calls up a "tail-wind", can be played for up to 5 rnds at a time (2x/day). The bow range in a 1000'R will double in the direction of the player's choice.

Imyra's Bathing Basin: A silver basin, 2"R and 2" deep, engraved with watery scenes of fish and mermaids. The basin enlarges 3x/day to 3'R and 2" deep and fills itself with hot, scented water. It shrinks when bath water is discarded.

Inpaella's Everburning Spark: A small rod (4" long) of faceted yellow stone, at the end of which continually burns a small flame. The rod is ideal for starting a campfire, no matter what the weather, but lack of care can burn down houses or forests.

Ladder-stick: This 10" long black teak stick will turn into a 10' ladder one round after its holder issues the command "grow." It will return to its stick state a half-round after the utterance of the word "diminish" by someone touching the ladder or the person who ordered it to grow (if still) within 100'.

Meditation of Heavy Metal: very small medallion which may be stuck to any metal and causes item to be 100x heavier for 10 rnds.

Monitor Bug in Vial: Usable 1/day. Scouts 200'R in 2-20 rnds and reports back.

Pellet of Ground-to-Air: Usable once. When crushed on an arrow or quarrel, it instantly launches the arrow as a 100 OB attack (use heavy crossbow table).

Pot of Battle Smoke: Usable once. When broken, forms a 50'R smoke circle for 2-20 rnds.

Potion of Fresh Air: Usable once. When poured it releases a pocket of fresh air that will last one person one hour.

Potion of Winds: Usable once. When poured outdoors, the wind it creates will blow away or out all fog, smoke, gases, and flames in a 200'R.

Pouch of Ice: Pouch makes ice out of water placed into it in one minute.

Pouch of Preservation: Sack (holds up to 50 lb.) will protect and preserve food, herbs, items, or anything else perfectly for at least one month.

Quartz of Grabbing: When held and concentrated on, it can transfer one dropped or loose item (up to 50 lb.) within 100' to the holder's other hand (must be empty).

Quill of Writing: A quill of the fabled Awehei bird, which frees its owner of the laborious task of writing things down. The owner (last to touch it) merely needs to be within voice range (20'), and the quill will put his words on paper (if the quill has been provided with paper).

Red Glowing Axe: This +10 handaxe 'detects magic' (100') where pointed (blade glows red).

Ring of Reversal: Adds +10 to wearer's OB's. However, if an unmodified roll of 07-10 is made for any of his attacks, he is instantly spun about 180 degrees. His foe then may proceed with an ambush attack from behind.

Ring of Sky-Larking: Once per day, wearer may turn into a sky-lark for up to 1 min./lvl, but all items on character drop to the ground.

Rock of Fire: Rock will start a fire if placed on earth beneath a pile of wood.

Rope of Moving Knots: This 200' (5 lb.) rope (lengths and weights can vary) enables the user to hold one end of the rope and "send" the other end up walls, where it can attach itself and tie a knot. It cannot "attack".

Rune of Even Harmonic: usable once. Adds +25 to all OB's in a 20'R for (2-6) rnds,

Rune of Hill Flight: Allows the reader to leap from cliffs up to 555' in height, sail outward up to 555', and to land like a feather.

Rune of Odd Harmonic: usable once. Adds -25 to all OB's in a 20'R for (2-6) rnds.

Rune of Illiteracy: All within 50' cannot read or write for 1-100 days. (Also called the Rune of Fluvanna.)

Rune of Trans-Sonic: usable once. All within 20'R can add +50 to all RR's involving spoken, sound or sonic attacks for 2-6 rnds.

Rune of Warmth: Allows the reader to create a 50' by 50' area that will maintain a 50° temperature for 5 hours.

Scabbard of Bridle-Paths: Will indicate the way to nearest trail suitable for horses (if any are within 1 mile).

Sea Net: +10 magic net. It may be used to attack underwater as if on land.

Seal of Silence: Attached to a tree, this medallion creates a 100'R circle of silence for up to 10 min./day.

Shrinking Skis: On command, this pair of skis and poles will shrink to 6" or grow to a full size of 4' on command.

Snake Melon: Usable once, grapefruit-sized, thrown up to 50', releases 5-10 pit vipers (see Section 2.2) which will attack the closest targets.

Sword of Returning: This +10 broadsword can be thrown as a +20 dagger and then at the end of the round returns to the thrower's open hand.

Thiru's Ring of Shouting: Clear, unadorned band of glass. Wearer may communicate (i.e., yell) coherently over huge distances, 1-5 miles, for 1 hour/day. Unfortunately anyone can listen in on such a conversation. Or, 3x/day he may deafen all within 100'R with his shout (RR), deafness lasting 1 day/10% failure. 1x/day his shout may be used to stun all within 50'R (RR) for 1 rnd/5% failure. Wearer may not use more than one of these three powers in a given day.

Tooth of Pivot: If implanted in mouth, it gives user a +50 bonus when changing position during melee.

Torch of Maze-Solving: Will get warm when in a passage, hall, tunnel, or canyon that dead-ends within 100'.

Torch-ring: This simple gold band is inset with a yellowish light-stone and has a raw worth of about 15 gp. In its natural state the ring is as any other and emits no light. When worn, however, its wearer can control the light-stone's enchanted inner radiance. The wearer can make the ring glow so as to fully illuminate an area with a 100' radius, although any increase or decrease in the light's intensity is keyed to the wearer's concentration. Once the light is at a desired level, the wearer need not concentrate any further. It takes 3 rounds for the ring to reach full brilliance and the gradual nature of the change obviates most any surprise derived from the illumination. A torch-ring will stay lit for up to 4 hours a day, regardless of intensity.

Torch-stave: As a torch-ring, except that the bearer controls light shone from a stone set in his stave's head. Torch-staves stay lit up to 8 hours a day.

Tradene's Indefatigable Slipping Cloth: A grey square of linen, satin on one side, velvet on the other (can take on any size and shape up to 200 sq'). Placed velvet side down it adheres to floors, landings, and stair treads with great tenacity. The satin side provides no traction to the unfortunate who steps on it, and his feet go whizzing out from under him ('extremely hard' maneuver each round to keep on feet). The cloth is not readily noticeable (-25 to perception rolls) and even those aware of its presence tend to gravitate toward it (maneuver is 'sheer folly' if unaware of it).

Truce Flag: Gives an additional 25% chance of a temporary truce if waved in front of foes who have any inclination to parley.

Veil of Cliff-Path: when worn (-50 to other activities) leads way to closest reasonably safe path up or down a cliffside or mountainside (if any are within 1 mile).

Veils of Tanu: Gossamer veils spangled with diamonds, to be draped over the face. The veils cause the wearer to present 3x/day the image of superlative beauty blurred by their gauzy fabric. The illusion lasts indefinitely until the veils are pushed aside to reveal the true features of the wearer.

Whispering Sword: This +5 short sword uses the two-handed sword table for attack (still using short sword skill and fumble range), whispers when swung, and floats in water.

Wing-stone: 3x/day. This enchanted reddish basalt stone is carved into the shape of a pair of drake-wings. Small, it weighs but 8 ounces. When dropped, it will magically float downward at a rate of 100' per round, falling until it rests on a solid obstruction (e.g., the bottom of a pit) or it travels 600' (whichever is less). Immediately after reaching this destination it will "fly" back upward at the same rate of speed, returning to its wielder's hand (if still within 600') or the spot from which it was dropped (if wielder is dead or out of range). The wing-stone changes hue according to the distance traveled downward: yellow = 01'-50'; orange = 51'-100'; light red = 101'-150'; deep red = 151'-200'; purple = 201'-300'; blue = 301'-400'; blue-green = 401'-500'; and green = 501'-600'. The wing tips become tinged with black if the wing-stone passes within 10' of an Essence source while descending. Should it fall past a Channeling source the tips turn white, while passage near a Mentalism source gives the wing ends a greyish look (both ranges 10'). Within the black, white or grey, small dots of the appropriate colors indicate the different depths at which the power sources were passed. Once the wing-stone is back in someone's hand it reverts to its original color (takes 3 rounds).

Wrist-cup: The wrist-cup is an open silver cup capable of holding 4 fluid ounces of liquid (a quarter pint). Set into the upper wrist section of a silver-inlaid gauntlet, it is worn as a part of its holder's armor. When combined with water, any single dose of *any* herb placed in the cup magically dissolves into an immediately drinkable (and usable) brew.

Wrist-vial: As the wrist-cup, except that the container is a capped vial which holds the drinkable brew in a preserved state until the lid is opened and the herb-mix is consumed.

Zhura's Pavilion: A brightly colored tent (30'x20' base) with flying pennants and elegant draperies. Erects itself on command 'Provide shelter, pavilion' and deflates to a package 12"x9"x3" on command 'Fold, pavilion,' 3x/day. Excellent for providing modesty while garbing oneself for a jousting tournament or securing prestige with its charm when dining outdoors, but not much in the way of shelter from inclement weather.

POTENT ITEMS —

Absorption Clothes: If worn in combat, absorbs up to 20 concussion hits when an attack delivers a 'Crush' critical and reduces the critical severity by one degree.

Access Book: 2x/day it has a 90% chance of giving the correct password for one checkpoint or guard observed within 100' (an incorrect password is given the other 10% of the time).

Amulet of Deployment: Once per day, user may 'longdoor' 1-5 people within 10' (including self if desired) up to 100'.

Bell of Awe-Inspiring: Small silver bell, when rung it casts (3x/day) a 5th level 'Awe' spell (-25 to activities dealing with bell ringer for 1-10 rounds).

Bell of Healing: A tiny golden bell (1.5") with the figure of a unicorn as a handle. When rung (3x/day), the sound of the bell dispels pain and gloomy thoughts for those in a 20'R (10-100 rnd) causing their rate of healing to double during this time (including spells and herbs).

Boots of Escape: Allows wearer to 'Dash' (or any slower pace) once per day for up to 10 rounds with no exhaustion pt. costs, over any surface and up any slope of 45 degrees or less.

Boots of Yark: Wearer can run (up to Spt with no exhaustion point expenditure) and jump like the wind (as 'Leaping' and 'Landing' at will) and can fly for up to 8 minutes a day.

Bow Hand Glove: 12x/day wearer can throw an arrow using the gloved hand. He may use any of his normal bow bonuses (+10), and the arrow attack uses that table. There are no range modifications, but the maximum range for effect is only 75'.

Claw-Hand Gloves: Allows wearer to make two +10 MCI attacks per round (skill can be developed as 1-Handed Slashing weapon) or can be used with MA Striking attacks for the +10 bonus and additional 'Slash' critical damage.

Crystal of Rock Vision: 1x/day, holder can see through up to 50' of rock or 150' of earth for 1-20 rnds.

Dagger of Death-Stroke: +5 dagger, +15 and slaying against evil shapechangers (variants are slaying against different evil types).

Darts of Staying: These five three-foot +10 lead throwing javelins come in an embossed leather case that slings over one's back and acts as a sort of scabbard. Enchanted, each dart weighs only one pound while in its case or in the hands of its bearer, but when thrown the javelin magically assumes its usual twenty pound weight. The weapon can be thrown 200 feet and its range subtractions are +10 at 1'-10', -20 at 101-150 feet, and -40 at distances between 151 and 200 feet. Should it strike a large object (e.g., saddle, shield, armor, etc.) solidly, its point will become lodged in the object and the dart will bend (e.g., a crit indicating such a strike or a strike that gives hits but no critical is assumed to hit the shield or armor of target). The recipient of such a blow will then be at -40 until he discards the burdened object. Removal of the dart requires the work of a skilled craftsman, five minutes with a metal-cutting saw, or a 'sheer folly' absurd maneuver.

Dagger of Trollslaying: This +20 dagger detects life (50'R), and "slays" (use 'slaying' column) Trolls.

Demik Dral's Omba: A throwing cross (a similar weapon to 'thrown projectiles') that strikes acts as a +20 battleaxe (missile only, treat as a +10 dagger in melee).



Dog-ring: This simple blue-grey band is inlaid with four "paw print" shaped designs formed of crushed sapphires. When worn on the finger, in the nose, or through the ear, it enables the wearer to take on the senses of a dog (e.g., those of a mastiff). Thus, the wearer can hear sounds in higher sonic ranges, smell subtle scents up to a 100' away and discern strong aromas at distances up to a mile, and feel light footfalls. He can also see better at night (160' outside; 40' inside) and perceive invisible objects as hazy, mist-like forms (range 80'). Unfortunately, the wearer cannot see colors or distinguish gradual changes in shading. His vision, like that of dogs, is reliant on contrasts and movement for reference. The ring also provides the wearer with a +20 bonus for any action involving the manipulation of dogs or the combatting of canines.

Fire net: +10 magic net that flames whenever it delivers a critical (give 'Heat' critical of same severity as normal critical. If foe is entangled, the net will continue to flame and deliver an 'A' Heat critical each round.

Flail of Non-fumble: This +15 flail only fumbles on a 01.

Flute of Flight Song: 3x/day, Flute player, can fly (150'/rd) for as long as flute is played (don't blow those maneuver rolls).

Flyaway Cape: 1x/day, wearer can rise to a desired height (up to 200') and then fly in a straight line at 300'/rd for 10 rounds (no more, no less).

Gauntlets: These gauntlets strike as a +20 Mace (skill may be developed as 1-H Concussion weapon) or add +20 to MA Striking attacks made while wearing them.

Glove of Make-Way: 3x/day, wearer may point with glove and any crowd of over 25 people (-100 RR's allowed if GM wishes to roll them) will tend to part (seemingly at random) and make a path up to 100' long suitable for one person to traverse, closing after one round.

Ground Net: 10'x10' invisible net. Can be used in combat with a +20 bonus; or it can be laid on ground as a trap: it will make a 100LGr attack on anyone who steps on it.

Helm of Two Faces: This black steel helm is inlaid with crushed jade and silver filigree. A claw-shaped spike crowns its top. Bearing an enchanted black pearl, the closed claw is the focus of the helm's magic. Anyone wearing the helmet will note that it has two movable, eye-level plates, beautiful and protective visors, and that the helm fits comfortably when worn backwards. Unlike the front visor, the rear eye-guard has no holes through which to see. Should one wear the helmet facing rearward, however, he can see invisible objects as if looking upon normal things in clear daylight. Better yet, he can see behind himself as if he were looking through the forward eye-guard (-20 to activity if scanning both backward and forward in the same round). With one round's preparation (-20 to activity), the wearer can also instantly spin about within the helm, suddenly facing in the opposite direction. This procedure can be used regardless of whether the helm is worn forwards or backwards.

Herb of Smart-Smoke: When burned, it will create a nearly imperceptible "smart-smoke" that explores all passages and tunnels in a 300' radius. After 10 minutes, it returns and forms into a map showing the tunnel pattern (lasts 1-5 minutes).

Jailia's Cloakpin of Shrinking: Jade pin sculpted to depict a hummingbird. The cloak pin allows its wearer and his equipment to shrink up to half its size 3x/day, for 1 hour. No loss of strength or constitutional hardness is experienced at this diminution.

Mace of Elfslaying: This +25 mace detects Elves (100'R) and "slays" Elves
Magnetic Net: +5 normally, but +15 against foes using iron or steel weapons and +15 against foes in iron or steel armor (all bonuses cumulative). User is at -20 for combat maneuvers and OB if wearing metal armor.

Niki's Sandals of Illusionary Paths: Thin, gilded soles with silk thongs that wrap around the ankles. Wearer may walk upon phantasmal surfaces (illusions of bridges, stairs, ramps, etc.) as though they were solid, 3x/day for up to 1 hour.

Ring of Dare-Devils: Once per day allows wearer to undertake 'Absurd' Maneuver as if it were an 'Extremely Hard' maneuver, limited to 3 rounds for a multi-round maneuver.

Ring of Left-Hand: 1x/day, for 8 rnds wearer can use his left hand as if it were his right or dominant hand (and still use his right hand normally).

Rope of Crevice Crawling: 1/3 normal weight 50' long rope will extend forward, attach itself, and then help pull a character through a crevice or up a slope: +100 to such maneuvers.

Rope of Entanglement: 60' rope, half weight. When concentrating, the user can control the rope's movement. It can be used to make a +50 medium grapple attack up to 50' away (user can develop skill with it). If cut the rope will repair itself if its ends are placed together.

Rune of Disembowelment: Reader is disemboweled, dies instantly.

Rune of the Men Now Hills: Allows the reader to turn one so addressed into a small hillock. Range is only 50', but the power of the poet is that of the lord.

Rune of One's Inner Locks: Paralyzes the reader and closes all opened orifices for all time.

Rune of Stonelungs: Reader's lungs turn to stone, he dies instantly.

Rune of Throatfires: Kills in five long rounds. (Kinda like smoking three packs of unfiltered Camels in as many minutes).

Rune of Unminding: All of the reader's mental stats drop by 1-100 (minimum result for a stat is 01).

Rune of Water's Risings: Allows user to move water 500 feet in any direction for up to 5 minutes. It is restricted to a columnar shape of up to 10 feet in diameter, although the shape may dissipate at the user's discretion.

Shield of Flows: This 3' diameter full shield is +10 (+35 total shield bonus) in combat and weighs but 5 lbs. When placed in freshwater it floats and will bear loads up to 250 lbs. He who sits upon it will find that the shield will remain upright in all but the worst of torrents, enabling the user to float through the ruggedest of waters (up to 45°) and even negotiate waterfalls of up to 10' without fear of capsizing.

Staff of the Coast Runners: Enables the user to walk or run on the water as though it were land and to manipulate tides and currents up to a 400 yard radius. It is 4' long and made of silver wood.

Sword of the Changing Blade: This +20 longsword can change into any type of sword (1 rnd concentration) that the wielder has seen; it becomes a +20 sword (3 lb.) of that type (i.e., no other special powers).

Sword of Fire: when drawn, outdoors, in the sun this sword has +25 bonus and does additional 'Heat' critical damage.

Tamariya's Earring: Earring of worked silver, portraying a convoluted mass of eels. The wearer, when immersed in water, may take fish form for an indefinite length of time. Once human form has been resumed, the earring's power can not be used again until a week has passed. Remaining in fish form too long brings the risk (1% chance/day cumulative) that human existence will be forgotten and abandoned.

Tooth of Riding: If implanted in mouth, it gives user a +50 bonus for riding backwards (a pretty difficult maneuver) and he will only receive a -25 penalty for melee and missile attacks made while in that position.

Whip of Water Trailing: +10 whip. When held aloft, holder may track (with 'light' maneuvers) a creature or vessel on or in water that has passed within 8 hours.



MOST POTENT ITEMS —

Amulet of Many Tongues: Allows user to understand all languages while worn (but not to speak them).

The Cape of the Black Hand: 1x/day, wearer can create a 20'R of darkness that he can see through perfectly (lasts 1-10 rounds). Except for the wearer's attacks, all melee attacks made in it are at -75 and missile attacks into or out of it are at -100.

Cauldron of Conjunction: An iron cauldron weighing 1000 lb., 3' wide and 3' deep, on legs to allow a fire to be built under it. The user conjures out of the cauldron small hominid creatures which will do his bidding for exactly one day before dissolving. An hour must be spent conjuring for each creature that appears: if six are desired, then at the end of six hours of conjuring all six will form from the steam arising from the cauldron. While summoning, the conjuror must concentrate on the task he will command them to complete. The creatures are about 3' tall, of low but single-minded intelligence, unyieldingly loyal, grim and gloomy, shadowy grey, and never utter a word. If, after their appointed day on earth, the creatures have not completed their mission, they will nevertheless stop whatever they were doing and turn into steam as the 24th hour ends. For most purposes, treat the creatures as Dwelfs (see Section 2.4).

Cauldron of Herb Merging: an iron cauldron, 1' by 1', that weighs 80 lbs. It will combine the effects of any two or three herbs and poisons into one potion. The cauldron must be used over an open fire, and it takes a day, from dawn to dusk, to make a potion combining two effects, and two days from dawn to dusk to make a potion combining three effects. Thus, one could create a potion combining the herbs 'Wet Nose' and 'Stone Hands': the user can breathe underwater for 4 hours, but 1 to 4 of his hands and feet would turn to stone.

Eggs of Divination: 1-10 + 6 small eggs, luminescent royal purple, in a small lidded basket. Each egg, when broken, releases a spirit which will correctly answer one question (as a 'Commune' spell) and then disappear forever.

Flute of Siren Song: 3x/day, while played casts 'Charm Song True' (Ment, "Controlling Songs", Bard base list). If played, it adds +20 to all base attack rolls for spells from the "Controlling Songs" list.

The Great Sword of Vrak Tanuk: This 10' long sword is nearly weightless (3 lbs.) when held or in its back-mounted scabbard. It is a +25 2H sword that does double concussion hit damage in melee. When thrown as a spear (double ranges) all of its massive weight returns (around 40 lb.), it becomes +50 and it strikes on 2H sword table (triple damage).

Harmonica of Gravity: doubles gravity in a 100'R, can be played for up to 6 rnds at a time (3x/day). The melee OB's and missile ranges for all attacks in the area will be halved.

Harn's Ship: Complete, perfect replica of a sailing ship, 4" long. Harn's ship grows to accommodate huge volumes of material — people, cargo,

horses, etc — it can enlarge, shrink, or change shape 3x/day. Its maximum length is 200', but within that limitation it can take on any desired size or shape. It travels through the air (5'-25' above ground or water) at up to 25 knots (about 366'/rnd), regardless of prevailing winds, although windstorms and other accidents can damage the hull.

Helm of Uncleaving: When wearing this full helm (Mithril with a steel outer shell), there is a 50% chance that criticals which would normally strike the head have no effect.

Lakebow: This +20 composite bow fires arrows to "follow" (as 'Following Lightning Bolt', Ess, "Light Law" list), fumbles only on a 01, can fire 2 arrows a round with no penalty (3x/day), will come 250' to the last person to "hold" it for 24 hours on mental command, can become invisible (3x/day).

Lakeshield: This +20 full shield (weighs 10 lb.) floats in water with up to a 250 lb. load, can be hurled as a +5 handaxe up to 200' with no range subtraction, can be enruned (as the 'Rune' spells, Ess, "Rune Mastery" list) with 7 runes, speaks Dwarvish, will act as 50'R lamp.

Lakesword: This intelligent +20 broadsword resolves attacks on the two-handed sword table (still use broadsword skill and fumble range), speaks Elvish tongues, calls and communicates with fish in lakes, and enables its holder to breath underwater.

The Lathe of the Moak: Normally it is a +30 grey glass dagger with a mithril hilt (throw and return to 200'). Can become any 1H or 2H sword upon one round of concentration. It glows at night and does 2-6x normal concussion hit damage when it strikes. Detects power, Elves, all three realms of power, and curses (range 300'). It is intelligent and speaks all Elven languages and detects most major mannish tongues.

Loom of Spell Entwining: a large floor loom which will weave any one or two spells (reasonable ones, Gamemaster's discretion) into a length of cloth, which can subsequently be made into a piece of clothing. The loom requires two to three people: a highly skilled weaver and a spell caster for each spell (maximum of 2) to be woven into the cloth. To make the cloth, it takes a number of weeks equal to the level of the first spell plus a number of weeks equal to the square of the level of the 2nd spell (if any). For this period, the weaver must weave all day (approximately 8 hours), and each spell caster(s) must expend all of his power points each day. For every skill rank less than 10 that the weaver has in 'weaving' (treat as a secondary skill), there is a 10% chance of a flaw in the cloth (GM choice). The loom has a second wonderful magic ability: if the weaver leaves yarn by the loom before bedtime, it will thread the warp by itself overnight.

Phial of the Fountainhead: a 3" long, etched crystal with a silver stopper. It contains the headwaters of a river. When the phial is opened, after one round (if not re-corked), a stream of water will emerge. Treat as a +20 water bolt (50' range) for initial burst, and then a slower stream (1 gal./rnd) until re-corked (a 'Very Hard' maneuver).

Pipes of Shadow: 3x/day, when pipes are blown and conditions for shadows exist, user becomes his own shadow. The only actions he can take are sensing and moving, but he will become solid again if he is in an area where a shadow can not exist.

Potion of Permanent Stat Increase: Increase one stat by 1-10, two stats by 1-4 each, or three stats by 1-2 each (maximum result for stat is 102). However, character becomes permanently deaf.

Rune of the Frozen Hearts: Turns the hearts of all within 50' to organs of absolute zero temperature and movement. The user is unaffected. Victims die in 55 seconds after their hearts shatter.

Rune of Minds' Cleansing: Erases the thoughts (if any) and memories of the last 1-100 weeks from the minds of the reader and all within a 100'R.

Spear of Dragonslaying: This +10 spear is +40 against dragons and "slays" them.

Staff of the Winds: Enables user to fly or levitate upon command, walk upon the wind, and change direction and velocity (up to 30 mph) of the winds within 400 yards. It can create the illusion of greater winds. It can concentrate clouds of carbon monoxide as large as 50'R (take a round of concentration for each 5' of radius) that can put fools to sleep and then kill them (Perception and RR's allowed).

Staff of the Yyk: When carried, one becomes invisible upon desire (3x/day), is totally silent, and can perform feats of climbing with 3 degrees of difficulty less than normal. The staff's size can vary from 2' to 10' at will. It adds +75 to all 'trap detection' perception rolls, and it has a Mithril (+20) spike that can be set to eject as a stilleto (use rapier attack table). Spike is coated with a permanent 8th level nerve poison.

ARTIFACTS —

The Charm Bracelets of Parting Ways: These Mithril bracelets are Essence based with gemstone charms. Each of these bracelets has 6-10 of the 25 different types of charms: Stone, Water, Wood, Earth, Air, Light, Fire, Darkness, Electricity, Heat, Wind, Ice, Snow, Sand, Molten Lava, Metal, Liquid, Gas, Sound, Rocks (boulders), Flesh, Cold, Two-At-A-Time, Three-At-A-Time and Four-At-A-Time. 70% of the bracelets have the following 9 charms before any of the others: Sound, Rocks, Wind, Heat, Wood, Fire, Air, Molten Lava and Water; the rest have all but 1 out of those 9 and one of the others (chose randomly). To use, user must turn bracelet to the desired charm and then squeeze that charm; only 1 charm works at a time and each charm may only be used 1x/day. Each charm creates a 3' wide, 8'high, 5'/level long tunnel through its specific element that lasts for 1 rnd/level. It takes 3 total rnds to get a specific charm working, and the material must be touched for those 3 rnds. Each time a charm is used there is a 5% chance its power will be exhausted. A charmingly useful item!

Dancing Sword of the Fallen Friend: This +30 broadsword is also a +6 ad-der multiplier for Bard spells. It protects a fallen wielder (often an Elf called Randae) as described in 'Ringlin's Blue Death Blade'. 3x/night, it can fire a 'Bolt of Coldfire' (use FBolt table with Cold criticals) with a 330' range. Wielder is immune to cold, heat, and fire, and resists spells as if he were at least 33rd level.

The Hammer of Relin: If wielded by a non-Dwarf, this +20 war hammer has no special powers. In the hands of a Dwarf, it is a Holy weapon, has a +35 bonus, does double concussion hit damage, and can be thrown and then returns at the end of the round (range 77', no range modifications). Against creatures using the Super Large Critical table and all "Great Foes of the Dwarves" it has a +77 bonus, does 7x damage, and throws and returns to a range of 777'. The range against foes who have previously "struck" the wielder is 7 miles. In addition, the wielder resists all spells as if he were 77th level and he ignores the effects of all deception spells (i.e., invisibility, illusions, cloaking, etc.). It 'detects' evil, power, and Mithril with a 777' range. It is intelligent and speaks Dwarvish and the Elven tongues.

The Naharien Orb: This orb is actually the head of the Sceptre of Skal, a x4 spell multiplier (also acts a +15 mace that uses the War Mattock table). It heals 3-300 hits, 1/day for every 3 levels of user. 1/day it can cast any 'Lifekeeping' spell and 1/day it can cast any 'Preservation' spell (Chan, "Life Mastery"). 1/day it enables user to utilize any three spells of healing below 11th level. Detects evil (300'), and determines its nature and power. Halts all true Dark Spells (all 3 realms) 3' radius. Channels herb power: hold sceptre in one hand herb in other, and the effect can be applied to a target within 10'. 3x/day, it can cast 'Repel Undead XII' (Chan, "Repulsions"). Allows user to commune once under each full moon. It is intelligent and speaks most Mannish tongues.

Ringlin's Blue Death Blade: +15 intelligent Holy Broadsword, +30 vs. Evil foes. Gives unwelcome holder "C" Heat and Electricity criticals until dropped. If wielder drops it will float over the body and fight (as the wielder) his slayers until 1 hr passes or until it receives a "knocked down" critical result (treat sword as 20(75)). Emits a 360' blue flame (3x/day, +90 Firebolt). Becomes and perceives invisibility, illusion, and shapechanging. Speaks all basic Elven and Mannish tongues. All non-evil creatures in a 6'R make RR's as if they were at least 30th level. Slays Evil Clerics, Evil Magicians, and Evil Mentalists.

The Staff of Light's Echoes: It is a +9 Channeling & Essence Spell Adder that adds +50 for extraordinary spell failure rolls made while holding it (Channeling & Essence only). Allows user to Resist all spells as if he were at least 30th level. 3x/day, it may use any spell on the "Spell Reins" list (Ess). Allows one to use 'Word of Return' and 'Rereturning' (Chan, "Lofty Movements") as if at least 30th level once per moon (month).

The Swords of Irgaak: There were six of these +30 Unholy 2H Swords (treat as 'Holy' on crit tables). They can be instantly "called" from sheath to hand. 1x/day for 1-10 rounds, the "Harvest of Fools" can be "turned on": a 4' beam extends from the tip, while it is "on" the beam "cleaves" whatever armor, weapon, shield, or body part indicated by the criticals it delivers (it cuts through *anything*). Spells fail against wielder 66% of the time. Speaks High Elvish and 'detects' any of the 3 realms of power to 300'.

The White Bow: This +30 longbow adds 15 to one's OB's and DB when slung. When used with one of 3 special white arrows (slaying arrows) it comes with it acts as +50 longbow. User resists spells as if he were at least 30th level. Acts as bow of slaying vs. Demons, Dragons, and similar beasts. Allows user to withstand arrows as if wearing armor type 19.

4.0 ENCOUNTERS

One of the key elements of fantasy role playing is adventuring. This often involves a group of characters exploring unusual locations and traveling through dangerous territory. When this occurs there is a chance that the group will "encounter" other creatures, who may be friendly, neutral or hostile. Since a Gamemaster cannot keep track of the movements and locations of all of the myriad of creatures that inhabit his world, it is often necessary for him to be able to generate "random encounters".

In this section, we discuss three systems for generating encounters: encounters keyed to the creatures' power, encounters keyed to location and environment, and encounters keyed to specific situations. All of these systems are helpful to a Gamemaster in certain instances, and we expect C&T users to utilize all or part of each of these systems.



4.1 ENCOUNTERS KEYED TO THE CREATURES' POWER

Often a Gamemaster wants to key the encounters in a specific area to a certain "power" level that is either appropriate to that section of his world or to the capabilities of his player characters. This allows the Gamemaster and his players to have adventures that are on the right scale (i.e., neither too hard or too easy).

The system presented in this section bases encounters on a "Power" rating: weak, average, strong, tough, powerful, and mighty. These are very subjective ratings which we only intend them to be used in making a very general assessment of the appropriate power of an area.

The system does allow a chance of **any** creature showing up in **any** area regardless of the power rating or environment. If the Gamemaster rolls and generates an inappropriate creature, he may assume that the creature wandered into the area or that there is a special reason for it being there. Alternatively, the Gamemaster can reroll or choose a creature that is similar to the one generated.

KEY —

ANIMAL: This indicates an encounter with an "Animal". The Gamemaster can choose an appropriate animal or type of animal (e.g., if the encounter is on the ocean you had better choose "Fish and Other Water Creatures" or "Reptiles and Amphibians" or roll and use the following list to determine the animal type). Modifications: -5 for "Weak", +10 for "Average", and +20 for "Strong".

05	Riding and Draft Animals (possibly wild)
06-20	Herbivores and Other Normally Unaggressive Animals
21-35	Insects, Arachnids, and Crustaceans
36-50	Fish and Other Water Creatures
51-65	Birds and Other Flying/Gliding Animals
66-80	Reptiles and Amphibians
81-90	Other Potentially Dangerous Animals
91-up	Carnivorous Mammals

RACE: This indicates an encounter with members of an intelligent "Race". The Giant races are included in the main table as individual encounters, but if the situation in his world calls for it he may use this result to include them as well as the other races. This could be anything from a hostile patrol to a wandering merchant; the GM can choose, use the Encounter roll result (if any), or use the tables in Section 4.2. The Gamemaster may choose an appropriate race for the area of his world in which the encounter takes place or roll and use the list below (it assumes Men are fairly dominant):

01-24	Men	49-50	Pechs	75-76	Neanderthals
25-26	Wood Elves	51-52	Nymphs	77-78	Sea-Krals
27-28	High Elves	53-54	Saturs	79-80	Sohleugir
29-30	Fair Elves	55-56	Undiues	81-82	Sstol'isslythi
31-32	Gremlins	57-58	Yaai	83-84	Vulfen
33-34	Pysks	59-60	Tylweths	85-86	Dwarves
35-36	Sylphs	61-62	Fosse-Grimms	87-88	Gnolls
37-38	Ellyllons	63-64	Centaurs	89-90	Goblins
39-40	Kobolds	65-66	Garks	91-92	Halflings
41-42	Troglodytes	67-68	Hira'razhir	93-94	Hobgoblins
43-44	Dwelfs	69-70	Idiyva	95-96	Lesser Orcs
45-46	Nixies	71-72	Maazhat	97-98	Gnomes
47-48	Leprechauns	73-74	Mermen	99-00	Greater Orcs

REROLL ON —: Reroll using the next higher or the next lower "power" rating as indicated.

SPECIAL: The Gamemaster should make up his own encounter or choose one from those given.

THE TABLE FOR RANDOM ENCOUNTERS KEYED TO POWER –

“POWER” RATING FOR THE ENCOUNTER

ROLL	Weak 1	Average 2-3	Strong 4-6	Tough 7-10	Powerful 11-15	Mighty 16+10
01-10	RACE	RACE	RACE	RACE	RACE	RACE
11-20	ANIMAL	ANIMAL	RACE	RACE	RACE	RACE
21-22	ANIMAL	ANIMAL	RACE	Hill Giant	Euryale	Young Cold Drake
23-24	ANIMAL	ANIMAL	RACE	Plon	Young Air Drake	Young Light Drake
25-26	ANIMAL	RACE	ANIMAL	Manticore	Young Land Drake	Young Fire Drake
27-28	ANIMAL	RACE	ANIMAL	Vampire Bunny	Young Cave Drake	Young Gas Drake
29-30	ANIMAL	RACE	ANIMAL	Scylla	Young Water Drake	Young Sea Drake
31-32	RACE	RACE	Great Wasps	Stone Giant	Water Wyvern	Yng. Oriental Dragon
33-34	RACE	Janni (Genii)	Caustic Slime	Cerebus	Tyrannosaur	Phoenix
35-36	RACE	Jadeback	Abraxas	Will of the Wisp	Land Wyvern	Mature Air Drake
37-38	Gorcrow	Guyascutus	Pale II Demon	Gogonaur (Demon)	Winged Wyvern	Sea Serpent
39-40	Lambtree*	Storm Hound	Brontosaur	Demon Horse	Dragon Salamander	Noble Gogonaur
41-42	Tove	Revenant	Stegosaur	Vestice	Minor Vampire	Mature Land Drake
43-44	Jackalope	Minor Construct	Gemsting	Chameleon Amoeba	Stone Golem	Celebdel (Demon)
45-46	Created Undead I	Banshee	Giant Hellbender	Pale III Demon	Lamassu	Old Cave Drake
47-48	Minor Skeleton	Water Hound	Servant (Elemental)	Neng	Narauk (Demon)	Lich
49-50	Wild Hunt Hound	Daerauk (Demon)	Al-mi'raj	Megalodon	Echidna(Lamiaie)	Steel Golem
51-52	Lesser Ghoul	Culrang (Demon)	Vapor Hound	Werebear	Cave Troll	Old Water Drake
53-54	Pale I Demon	Demon Dog	Jinni (Genii)	Minor Gr. Eagle	Snow Troll	Greater Shard
55-56	Trapping Plants *	Tatzelwurm	Anklosaur	Griffin/Gryphon	Ifriti (Genii)	Killer Rabbit
57-58	Su	Rath	Triceratops	Ki-Rin	Barrow-wight	Sirrush
59-60	Gulo	Large Pterosaur	Minotaur	Hill Troll	Major Specter	Cloud Giant
61-62	Homonculus	Geater Skeleton	Sasquatch/Yeti	Shaitani (Genii)	Lesser Wight	Dragon Turtle
63-64	Zombie	Awakened Tree	Fire Hound	Greater Mummy	Greater Wraith	Storm Giant
65-66	Daedhel (Demon)	Nucklalevee	Ice Hound	Sovereign	Lesser Shard	Pale V Demon
67-68	Hothrog (Demon)	Night Hound	Apparition	Minor Wight	Fire Giant	Mature Gas Drake
69-70	Mara	Elothere	Lesser Mummy	Lesser Wraith	Frost Giant	Greater Vampire
71-72	Phantom	Tigertree*	Horse Viper	Capricorn	Basilisk	Major Gr. Spiders
73-74	Emitter Plants *	Horned Snake	Wereboar	Slowroot	Gorgon(Medusa)	Mature Sea Drake
75-76	Great Porcupine	Spineshark	Pegasus	Weretiger	War Troll	Old Air Drake
77-78	Seftuau	Werejackal	Minor (Lesser) Giant	Giant Brass Golem	Demon Whale	Mithril Golem
79	Changeling	Naga	Forest Troll	Androsphinx	Mountain Troll	Old Land Drake
80	Lesser Gr. Spiders	Striges	Hothedhel (Demon)	Great Falcon	Chimera	Titan
81	Created Undead II	Flesh Golem	Werewolf	Thyfur	Unicorn	Hydra
82	Minor Ghost	Gargoyle	Stone Troll	Thauredhel (Demon)	Cave Woro	Greater Gr. Eagle
83	Lesser Skeleton	Steardan	Greater Shadow	Succubus/Incubus	Sphinx	Raukamar (Demon)
84	Rumtifusel	Created Undead III	Lord Skeleton	Fell Beast	Pale IV Demon	Mature Cold Drake
85	Small Pterosaur	Headless Ghosts	Empusa	Cyclops	Mature Cave Drake	Old Gas Drake
86	Greater Ghoul	Hippocampus	Vargamor	Normal (Lesser) Giant	Major (Lesser) Giant	Mat. Oriental Dragon
87	Ice Skeleton	Doppelganger	Lesser Construct	Greater Construct	Mature Water Drake	Eog Golem
88	Red Jaw	Siren	Clay Golem	Black Stalker	Lesser Vampire	Mature Light Drake
89	Wererat	Corpse Candle	Tar Golem	Greater Ghost	Iron Golem	Mature Fire Drake
90	3-tailed Bavororus	Sabertooth Tiger	Lesser Warder	Guardian (Elemental)	Lesser Gr. Eagle	Old Sea Drake
91	Lesser Shadow	Lesser Ghost	Hippogriff	Greater Warder	Maridi (Genii)	Silverscale
92	Nator	Large Ogre	Ghost Wolf	Created Undead VI	Major Wight	Moloch (Demon)
93	Geryon	Greater Gr. Spiders	Lesser Specter	Strong Elemental *	Treeherd	Bey. the Pale Demon
94	Harpy	Created Undead IV	Pooka	Water Giant	Pale VI Demon	Old Cold Drake
95	Small Ogre	Swamp Star	Weak Elemental *	Cockatrice	Ki-Lin	Old Oriental Dragon
96	Joker Skeleton	Corpse Lantern	Created Undead V	Forest Giant	Mountain Giant	Old Light Drake
97	Firephantom	Reroll On “Weak”	Reroll On “Average”	Reroll On “Strong”	Roc	Old Fire Drake
98	Minor Specter	Reroll On “Strong”	Reroll On “Tough”	Reroll On “Powerful”	Reroll On “Tough”	The Wild Hunt
99	Reroll On “Average”	SPECIAL	SPECIAL	SPECIAL	Reroll On “Mighty”	Reroll on “Powerful”
00	SPECIAL	SPECIAL	SPECIAL	SPECIAL	SPECIAL	SPECIAL

* – Special, usually a class of creatures. The GM should randomly chose one type.

NOTE: If a result is inappropriate for a specific environment (e.g., an all-water creature on land) just reroll.

4.2 ENCOUNTERS KEYED TO LOCATION AND ENVIRONMENT

The system presented in this section allows a Gamemaster to key an encounter to the group's location and the environment that it is in. When using this system, there are six factors which determine the nature of encounters: civilization/habitation, special features, water sources, terrain, vegetation, and climate. A specific “encounter table” covers each of these factors except for climate. Climate is used as an optional screening factor to eliminate unsuitable encounters (e.g., a moose in a “hot/humid” climate or a python in a “cold/dry” climate).

Normally a Gamemaster generates an encounter by first rolling on the Civilization/Habitation Encounter Table. This may either indicate a specific encounter or direct him to roll on one of the other tables. This process continues until a specific encounter is obtained (or until the Gamemaster gets tired of rolling and chooses an appropriate encounter).

These encounter tables may also be used individually when the Gamemaster wants to key an encounter to one of the five specific factors. For example, if the Gamemaster wanted an encounter keyed to “Ruins” he would roll the encounter on the Special Features Encounter Table using the Ruins column.

CIVILIZATION/HABITATION (SOCIAL/CULTURE) ENCOUNTER TABLE —

TYPE	CIVILIZED-AREAS			BORDER-AREAS		WILD-AREAS		HOSTILE-AREAS		
	Rural	Town	City	Rural	Town	Normal	Magic	Rural	Town	City
UNIV. ANIMALS	01-11	01-02	01	01-15	01-05	01-20	01-10	01-12	01-06	01
UNIV. MONSTERS	12-13	03	—	16-21	06-07	21-30	11-25	13-16	07-08	—
VEGETATION	14-16	04-05	02	22-27	08-10	31-35	26-30	17-21	09-11	02
TERRAIN	17-19	06-07	03	28-33	11-13	36-40	31-35	22-26	12-14	03
WATER SOURCE	20-22	08-09	04	34-39	14-16	41-45	36-40	27-31	15-17	04
SPECIAL FEATURE	23-25	10-12	05-07	40-45	17-20	46-56	41-60	32-35	18-20	05-07
Local Residents										
Working	26-35	13-22	08-12	46-50	21-26	57-58	61	36-39	21-25	08-09
Playing/Relaxing	36-41	23-37	13-19	51	27-32	59-60	62	40-42	26-32	10-11
Traveling	42-47	38	20	52	33	61-62	63	43-45	33	12-13
Hauling Goods	48-53	39-43	21-22	53-54	34-35	63-64	64	46-47	34-35	14-15
Local Rowdies	54-56	44-47	23-26	55	36-38	—	—	48-49	36-39	16-17
Actors/Minstrels	57	48-49	27-30	56	39	65	65	50	40-41	18-21
Fishermen/Hunters	58-59	50	—	57-59	40-41	66-68	66-68	51-52	42-43	—
General Travelers	60-61	51-52	31-32	60-61	42-43	69	69	53-54	44-45	22-23
Merchants	62-63	53-55	33-36	62	44-45	70	70	55-56	46-48	24-27
Messengers	64-65	56-57	37-38	63	46	71	71	57-58	49-50	28-29
Nobles	66	58-59	39-42	64	47	72	72	59	51-52	30-33
Pilgrims	67	60	43	65	48	73	73	60	53	34
Priests	68-69	61-63	44-47	66	49-50	74	74	61	53-54	35-38
Refugees	70	64	48	67	51	75	7	62	55	39
Assayers/Tax Takers	71	65	49-50	68	52	—	—	63	56	40-41
Constables	72-76	66-70	51-56	69	53-56	—	—	64-68	57-61	42-47
Police Guards	77	71-72	57-60	70	57-58	—	—	69	63-64	48-52
Police Patrol	78	73-74	61-64	71	59	—	—	70	65-66	53-57
Militia Unit	79	75	65	72-73	60-62	76	76	71-72	67-68	58
Soldiers	80	76	66	74	63-65	77-78	77	73-75	69-71	59-61
Scouts/Watchers	81	77	67	75	66-67	79-80	78-79	76-77	72-73	62-63
Military Guards	82	78	68	76	68-69	—	—	78-79	74-75	64-65
Military Patrol	83	79	69	77	70-72	81-82	80	80-82	76-78	66-68
Military Unit	84	80	70	78	73	—	—	83-84	79-80	69-70
Assassins	85	81	71	79	74	83	81	85	81	71
Bandits	86-87	82	—	80-82	75-76	84	82	86-87	82	—
Beggars/Cripples	88	83-84	72-75	—	77-78	—	—	88	83-84	72-75
Burglars	—	85	76-78	—	79	—	—	—	85	76-78
Highwaymen	89-90	86	—	83-85	80-81	85	83	89-90	86	—
Muggers	—	—	79-80	—	—	—	—	—	—	79-80
Pickpockets	91	87-88	81-83	86	82-83	—	—	91	87-88	81-83
Cutpurses	—	89	84-85	—	84	—	—	—	89	84-85
Raiders	92	90	—	87-88	85	86	84	92	90	—
Spies	93	91	86	89	86-88	87	85	93	91	86
Thieves	94	92-93	87-90	90	89-90	88	86	94	92-93	87-90
Trackers/Searchers	95	94	91	91	91	89	87	95	94	91
Vigilantes/Fanatics	96	95	92-93	92	92	90	88	96	95	92-93
Adventurers	97	96	94	93-94	93-94	91-93	89-91	97	96	94
Traps	98	97	95	95-96	95	94-96	92-94	98	97	95
Special or REROLL	99-00	98-00	96-00	97-00	96-00	97-00	95-00	99-00	98-00	96-00

KEY TO THE ENCOUNTER TABLES:

Roll: Rolls on the encounter tables are open-ended **high**. That is: if 96-00 is rolled, roll again and add the second roll to the first. If the second roll is 96-00, roll again and add the result to the first two rolls. Further rolls are never needed for these encounter tables.

Civilized-Area: Areas controlled by forces friendly or neutral towards group; further classified as being rural, town (village), or city.

Wild-Area: Areas unsettled and uncontrolled; further classified as being rural or town (village).

Border-Area: Areas that fall between 'Civilized' and 'Wild'; further classified as being normal or magic (enchanted).

Hostile-Area: Areas controlled and patrolled by forces normally unfriendly or opposed to the group or members of the group; further classified as being rural, town or city.

Roll: (01-50) and Roll:(51-00): Some of the encounter classifications required two columns to list all appropriate creatures. For these classifications, make an initial roll (1-100) to determine which of the two columns to use and then proceed normally.

UNIV. ANIMALS: Reroll, using the 'Universal Animals' column (on the Vegetation Encounter Table).

UNIV. MONSTERS: Reroll, using the 'Universal Monsters' column (on the Terrain Encounter Table).

VEGETATION: Reroll, using the appropriate column on the Vegetation Encounter Table.

TERRAIN: Reroll, using the appropriate column on the Terrain Encounter Table.

WATER SOURCE: Reroll, using the appropriate column on the Water Source Encounter Table.

SPECIAL FEATURE: Reroll, using the appropriate column on the Special Feature Encounter Table. If no special feature is preset for the area, the Gamemaster can place a small 'Ruin', 'Cave Entrance', 'Burial Area', etc.

SOCIAL/CULTURE: Reroll, using the appropriate column on the Civilization/Habitation (Social/Culture) Encounter Table.

Special or REROLL: The Gamemaster may create or choose a 'special' encounter, or he may reroll.

TERRAIN ENCOUNTER TABLE

Roll	UNIVERSAL MONSTERS	"A" Alpine & Mountains	"R" Roll:(01-50) Rough & Rugged Hills	"R" Roll:(51-00) Rough & Rugged Hills	"U" Underground	"W" Waste & Barren
01-05	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
06-09	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE
14-16	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE
17-19	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE
20-22	VEGETATION	VEGETATION	VEGETATION	VEGETATION	VEGETATION	VEGETATION
23-25	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
26-27	Air Servant	Armadillo	Scorpion	Small Kangaroo	Small Bats	Falcon
28-29	Light Servant	Anteater	Poisonous Spider	New World Monkey	Large Bats	Hawk
30-31	Water Servant	Condor	Non-poisonous Spider	Old World Monkey	Salamander/Newt	Vulture
32-33	Cold Servant	Eagle	Ticks	Pony/Mustang	Caustic Slime	UNIV. ANIMALS
34-35	Earth Servant	Falcon	Frog	Falcon	Red Jaw	UNIV. ANIMALS
36-37	Fire Servant	Hawk	Salamander/Newt	Hawk	Wererat	UNIV. ANIMALS
38-39	Minor Construct	Ticks	Viper	Boar	Dwarves	UNIV. ANIMALS
40-41	Lesser Construct	Old World Monkey	UNIV. ANIMALS	UNIV. ANIMALS	Goblins	UNIV. ANIMALS
42-43	Greater Construct	Great Ape	UNIV. ANIMALS	UNIV. ANIMALS	Hobgoblins	UNIV. ANIMALS
44-45	Weak Air Elemental	Gorilla	UNIV. ANIMALS	UNIV. ANIMALS	Kobolds	UNIV. ANIMALS
46-47	Weak Light Elemental	Llama	UNIV. ANIMALS	UNIV. ANIMALS	Lesser Orcs	UNIV. ANIMALS
48-49	Weak Water Elemental	Alpaca	UNIV. ANIMALS	UNIV. ANIMALS	Troglodytes	UNIV. ANIMALS
50-51	Weak Cold Elemental	Bactarian Camel	UNIV. ANIMALS	UNIV. ANIMALS	Small Ogre	UNIV. ANIMALS
52-53	Weak Earth Elemental	Donkey	UNIV. ANIMALS	UNIV. ANIMALS	Maazhat	UNIV. ANIMALS
54-55	Weak Fire Elemental	Mule	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
56-57	Jadeback	Pony/Mustang	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
58-59	Flesh Golem	Oxen	Special or REROLL	Special or REROLL	UNIV. ANIMALS	UNIV. ANIMALS
60-61	Clay Golem	UNIV. ANIMALS	Special or REROLL	Special or REROLL	UNIV. ANIMALS	UNIV. ANIMALS
62-63	Tar Golem	UNIV. ANIMALS	Special or REROLL	Special or REROLL	Special or REROLL	UNIV. ANIMALS
64-65	Idiyva	UNIV. ANIMALS	Special or REROLL	Special or REROLL	Special or REROLL	UNIV. ANIMALS
66-67	Gremlins	UNIV. ANIMALS	Special or REROLL	Special or REROLL	UNIV. MONSTERS	Special or REROLL
68-69	Minor Gr. Eagle	UNIV. ANIMALS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL
70-71	Fell Beast	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL
72-73	War Troll	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL
74	Str. Air Elemental	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL
75	Str. Light Elemental	Special or REROLL	UNIV. MONSTERS	UNIV. MONSTERS	Chameleon Amoeba	Special or REROLL
76	Str. Water Elemental	Gulo	UNIV. MONSTERS	UNIV. MONSTERS	Fire Hound	Special or REROLL
77	Str. Cold Elemental	Guyascutus	Giant Panda	Gorilla	Ice Hound	Special or REROLL
78	Str. Earth Elemental	Sasquatch	Armadillo	Donkey	Night Hound	UNIV. MONSTERS
79	Str. Fire Elemental	Ice Hound	Anteater	Mule	Tatzelwurm	UNIV. MONSTERS
80	Air Guardians	Great Eagle (Minor)	Condor	Oxen	Naga	UNIV. MONSTERS
81	Light Guardians	Great Falcon	Eagle	Tasmanian Devil	Gnolls	UNIV. MONSTERS
82	Water Guardians	Gnolls	Gibbon	Llama	Gnomes	UNIV. MONSTERS
83	Cold Guardians	Hobgoblins	Great Ape	Alpaca	Greater Orcs	UNIV. MONSTERS
84	Earth Guardians	Kobolds	Horned Snake	Bactarian Camel	Larger Ogre	UNIV. MONSTERS
85	Fire Guardians	Lesser Orcs	Gemsting	Gnolls	Hill Giant	UNIV. MONSTERS
86	Lesser Warder	Greater Orcs	Lesser Gr. Spider	Gnomes	Stone Giant	UNIV. MONSTERS
87	Lesser Gr. Eagle	Tatzelwurm	Gorcrow	Goblins	Cave Troll	UNIV. MONSTERS
88	Normal(Lesser) Giant	Hira'razhir	Sterdan	Hobgoblins	Hill Troll	Stone Troll
89	Land Wyvern	Oread	Thyfur	Kobolds	Mountain Troll	Vestice
90	Dragon Salamander	Yaai	Hill Giant	Lesser Orcs	Stone Troll	Ghost Wolf
91	Young Air Drake	Pegasus	Stone Giant	Oread	Manticore	Fire Hound
92	Young Land Drake	Sterdan	Orcs	Yaai	Minotaur	Ice Hound
93	Major (Lesser) Giant	Thyfur	Minor (Lesser) Giant	Guyascutus	Young Cave Drake	Night Hound
94	Brass Golem	Frost Giant	Hill Troll	Fire Hound	Mountain Giant	Hill Troll
95	Stone Golem	Stone Giant	Stone Troll	Night Hound	Greater G. Spider	Banshee
96-110	Lesser Shard	Mountain Troll	Maazhat	Mountain Troll	Young Gas Drake	Manticore
111-120	Mature Air Drake	Mountain Giant	Cockatrice	Cave Troll	Young Light Drake	Androsphinx
121-130	Mature Land Drake	Cockatrice	Small Pterosaur	Frost Giant	Young Cold Drake	Cave Troll
131-140	Young Oriental Drake	Young Light Drake	Tatzelwurm	Young Light Drake	Young Sea Drake	Young Light Drake
141-150	Young Fire Drake	Young Cold Drake	Ghost Wolf	Young Cold Drake	Mature Cave Drake	Young Cold Drake
151-155	Greater Warder	Griffin	Greater Gr. Spider	Elothere	Cyclops	Mature Cold Drake
156-160	Greater Shard	Hippogriff	Euryale	Sabertooth Tiger	Euryale	Mature Light Drake
161-165	Iron Golem	Great Eagle (Lesser)	Harpy	Stegosaur	Gorgon	Euryale
166-170	Steel Golem	Storm Giant	Hippogriff	Large Pterosaur	Mature Gas Drake	UNIV. MONSTERS
171-175	Titan	Ki-rin	Pegasus	Cloud Giant	Mature Light Drake	UNIV. MONSTERS
176-180	Mature Fire Drake	Basilisk	Griffin	Mountain Giant	Mature Cold Drake	UNIV. MONSTERS
181-185	Mat. Oriental Drake	Mature Light Drake	Manticore	Cyclops	Mature Sea Drake	UNIV. MONSTERS
186-190	Old Land Drake	Mature Cold Drake	Basilisk	Mature Light Drake	Cave Worm	UNIV. MONSTERS
191-200	Old Air Drake	Cloud Giant	Ki-rin	Mature Cold Drake	Old Cave Drake	UNIV. MONSTERS
201-220	Mithril Golem	Roc	Special or REROLL	Special or REROLL	Old Gas Drake	Special or REROLL
221-240	Greater Gr. Eagle	Greater Gr. Eagle	Special or REROLL	Special or REROLL	Old Light Drake	Special or REROLL
241-260	Eog Golem	Silverscale	Storm Giant	Silverscale	Old Cold Drake	Special or REROLL
261-280	Old Oriental Drake	Old Light Drake	Roc	Old Light Drake	Old Sea Drake	Old Light Drake
281-up	Old Fire Drake	Old Cold Drake	Major Gr. Spider	Old Cold Drake	Major Gr. Spider	Old Cold Drake

* — Special, usually indicates a "class" of creatures.

SPECIAL FEATURE ENCOUNTER TABLE

Roll	"K" X-over Points	"S" Burial Areas	"#" Roll:(01-50) Ruins	"#" Roll:(51-00) Ruins	"E" Roll:(01-50) Enchanted Areas	"E" Roll:(51-00) Enchanted Areas
01-05	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
06-09	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE
14-16	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE
17-19	TERRAIN	TERRAIN	TERRAIN	TERRAIN	TERRAIN	TERRAIN
20-22	VEGETATION	VEGETATION	VEGETATION	VEGETATION	VEGETATION	VEGETATION
23-25	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
26-27	Wild Hunt Hound	Created Undead I	Created Undead I	Caustic Slime	Created Undead I	Pale I Demon
28-29	Fire Hound	Corpse Candle	Created Undead II	Pale I Demon	Minor Ghost	Jinni
30-31	Ice Hound	Minor Ghost	Minor Ghost	Daedhel	Phantom	Janni
32-33	Night Hound	Lesser Ghoul	Lesser Ghoul	Hothrog	Minor Skeleton	Wererat
34-35	Storm Hound	Greater Ghoul	Ice Skeleton	Jinni	Wild Hunt Hound	Chameleon Amoeba
36-37	Vapor Hound	Ice Skeleton	Mara	Demon Dog	Zombie	Pale II Demon
38-39	Water Hound	Mara	Lesser Mummy	Wereboar	Created Undead II	Daedhel
40-41	Greater Gr. Spider	Lesser Mummy	Phantom	Werejackal	Lesser Ghoul	Hothrog
42-43	Horse Viper	Phantom	Lesser Shadow	Wererat	Lesser Mummy	Demon Dog
44-45	Pale I Demon	Revenant	Minor Skeleton	Werewolf	Lesser Shadow	Werejackal
46-47	Pale II Demon	Created Undead II	Lesser Skeleton	Gargoyle	Lesser Skeleton	Horse Viper
48-49	Pale III Demon	Lesser Shadow	Minor Specter	Lesser Orcs	Minor Specter	Gargoyle
50-51	Daedhel	Minor Skeleton	Minor Vampire	Pale II Demon	Minor Vampire	Minor(Lesser) Giant
52-53	Culraug	Lesser Skeleton	Minor Wight	Fire Hound	Minor Wight	Caustic Slime
54-55	Hothedhel	Minor Specter	Lesser Wraith	Ice Hound	Lesser Wraith	Wereboar
56-57	Hothrog	Minor Vampire	Wild Hunt Hound	Night Hound	Greater Ghoul	Werewolf
58-59	Daerauk	Minor Wight	Zombie	Storm Hound	UNIV. MONSTERS	UNIV. MONSTERS
60-61	Gogonaur	Lesser Wraith	Greater Ghoul	Vapor Hound	UNIV. MONSTERS	UNIV. MONSTERS
62-63	Janni	Wild Hunt Hound	Revenant	Water Hound	UNIV. MONSTERS	UNIV. MONSTERS
64-65	Jinni	Zombie	Manticore	Minotaur	UNIV. MONSTERS	UNIV. MONSTERS
66-67	Shaitani	Hothrog	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL	Special or REROLL
68-69	Demon Dog	Daedhel	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL	Special or REROLL
70-71	Demon Horse	Lesser Ghost	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL	Special or REROLL
72-73	Neng	Pale I Demon	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL	Special or REROLL
74	UNIV. MONSTERS	Apparition	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
75	UNIV. MONSTERS	Created Undead III	Special or REROLL	Special or REROLL	Special or REROLL	Homonculus
76	UNIV. MONSTERS	Corpse Lantern	Special or REROLL	Special or REROLL	Created Undead III	Culraug
77	UNIV. MONSTERS	Greater Ghost	Special or REROLL	Special or REROLL	Lesser Ghost	Daerauk
78	UNIV. MONSTERS	Headless Ghost	Special or REROLL	Special or REROLL	Greater Skeleton	Doppleganger
79	UNIV. MONSTERS	Greater Mummy	Special or REROLL	Special or REROLL	Skeleton Joker	Androsphinx
80	UNIV. MONSTERS	Greater Shadow	Special or REROLL	Special or REROLL	Created Undead IV	Banshee
81	UNIV. MONSTERS	Greater Skeleton	Special or REROLL	Special or REROLL	Apparition	Great Wasp
82	Special or REROLL	Skeleton Lord	Created Undead III	Gorgon	Ghost Wolf	Geryon
83	Special or REROLL	Created Undead IV	Created Undead IV	Pale III Demon	Revenant	Cerebus
84	Succubus/Incubus	Lesser Specter	Created Undead V	Culraug	Skeleton Lord	Gorgon
85	Pale IV Demon	Major Specter	Apparition	Daerauk	Lesser Specter	Manticore
86	Thauredhel	Swamp Star	Corpse Candle	Neng	Swamp Star	Greater Gr. Spider
87	Naraug	Lesser Vampire	Corpse Lantern	Werebear	Lesser Vampire	Pale III Demon
88	Ifriti	Vampire Bunny	Lesser Ghost	Weretiger	Lesser Wight	Pale IV Demon
89	Pale VI Demon	Lesser Wight	Greater Skeleton	Doppleganger	Created Undead V	Hothedhel
90	Maridi	Greater Wraith	Skeleton Lord	Androsphinx	Fire Hound	Gogonaur
91	Celebdel	Pale II Demon	Skeleton Joker	Banshee	Ice Hound	Shaitani
92	Noble Gogonaur	Culraug	Lesser Specter	Geryon	Night Hound	Demon Horse
93	Pale V Demon	Daerauk	Swamp Star	Greater Orcs	Storm Hound	Neng
94	Young Light Drake	Created Undead V	Lesser Vampire	Firephantom	Vapor Hound	Werebear
95	Black Stalker	Barrow-wight	Lesser Wight	Ghost Wolf	Water Hound	Weretiger
96-110	Major Gr. Spider	Skeleton Joker	Greater Mummy	Pale IV Demon	Vampire Bunny	Ki-rin
111-120	Mature Light Drake	Pale III Demon	Greater Shadow	Hothedhel	Headless Ghost	Lammasu
121-130	Raukamar	Hothedhel	Young Cold Drake	Gogonaur	Greater Mummy	Young Cold Drake
131-140	Moloch	Gogonaur	Young Gas Drake	Shaitani	Greater Shadow	Young Gas Drake
141-150	Bey, the Pale Demon	Pale IV Demon	Young Light Drake	Vampire Bunny	Skeleton Sovereign	Young Light Drake
151-155	The Wild Hunt	Skeleton Sovereign	Created Undead VI	Skeleton Sovereign	Major Wight	Created Undead VI
156-160	The Wild Hunt	Major Wight	Succubus/Incubus	Major Specter	Greater Ghost	Succubus/Incubus
161-165	Old Light Drake	Greater Vampire	Ifriti	Greater Ghost	Greater Wraith	Thauredhel
166-170	Special or REROLL	Created Undead VI	Naraug	Greater Wraith	Major Specter	Celebdel
171-175	Special or REROLL	Pale V Demon	Thauredhel	Major Wight	Lich	Naraug
176-180	Special or REROLL	Naraug	Celebdel	Greater Vampire	Greater Vampire	Ifriti
181-185	Special or REROLL	Thauredhel	Maridi	Mature Light Drake	Mature Cold Drake	Maridi
186-190	Special or REROLL	Celebdel	Pale V Demon	Mature Gas Drake	Mature Gas Drake	Pale V Demon
191-200	Special or REROLL	Pale VI Demon	Pale VI Demon	Mature Cold Drake	Mature Light Drake	Pale VI Demon
201-220	Special or REROLL	The Wild Hunt	Lich	Black Stalker	Black Stalker	Major Gr. Spider
221-240	Special or REROLL	Noble Gogonaur	Old Light Drake	Noble Gogonaur	Noble Gogonaur	Old Cold Drake
241-260	Special or REROLL	Raukamar	Old Cold Drake	Raukamar	Raukamar	Old Gas Drake
261-280	Special or REROLL	Moloch	Old Gas Drake	Moloch	Moloch	Old Light Drake
281-up	Special or REROLL	Bey, the Pale Demon	The Wild Hunt	Bey, the Pale Demon	Bey, the Pale Demon	The Wild Hunt

* — Special, usually indicates a "class" of creatures.

	"X" Cavern Complexes	"@" Cave Entrances/Lairs	"+" Rural Areas	"N" Near Urban Areas	"V" Volcanic Areas	"Y" Battlefields
01-05	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
06-09	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE
14-16	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE
17-19	TERRAIN	TERRAIN	TERRAIN	TERRAIN	TERRAIN	TERRAIN
20-22	VEGETATION	VEGETATION	VEGETATION	VEGETATION	VEGETATION	VEGETATION
23-25	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
26-27	Caustic Slime	Small Bats	Small Dogs	Small Dogs	Scorpions	Created Undead I
28-29	Wererat	Large Bats	Large Dogs	Large Dogs	Non-pois. Spiders	Corpse Candle
30-31	Gargoyle	Caustic Slime	House Cats	House Cats	Wild Hunt Hound	Minor Ghost
32-33	Dwarves	Gargoyle	Rats	Rats	Guyascutus	Lesser Ghoul
34-35	Gnolls	Dwarves	Draft Animals *	Draft Animals *	Griffin	Greater Ghoul
36-37	Gnomes	Goblins	Gorcrow	Tove	Siren	Created Undead II
38-39	Goblins	Hobgoblins	Tove	Ansilius	Gemsting	Ice Skeleton
40-41	Hobgoblins	Kobolds	Lambtree *	Wereboar	Abraxas	Phantom
42-43	Kobolds	Lesser Orcs	Ansilius	Werejackal	Ifriti	Minor Wight
44-45	Lesser Orcs	Small Ogres	Wererat	Wererat	Water Hound	Wild Hunt Hound
46-47	Small Bats	Guyascutus	Janni	Werewolf	UNIV. ANIMALS	Zombie
48-49	Large Bats	Jackalope	Homunculous	Changeling	UNIV. ANIMALS	Created Undead III
50-51	Small Ogres	Ice Hound	Dwarves	Pooka	UNIV. ANIMALS	Lesser Wraith
52-53	Geryon	3-tailed Bavororus	Jinni	Minor Ghost	UNIV. ANIMALS	Demon Dog
54-55	Stone Troll	Jinni	Minor Ghost	Minor Specter	UNIV. ANIMALS	Corpse Lantern
56-57	Troglodytes	Demon Dog	Werejackal	Minor Vampire	UNIV. ANIMALS	Created Undead IV
58-59	Maazhat	Gnolls	Changeling	Janni	UNIV. ANIMALS	Apparition
60-61	Dwelfs	Gnomes	Pooka	Homunculous	UNIV. ANIMALS	Lesser Ghost
62-63	Tylweth Tyg	Greater Orcs	Lesser Shadow	Dwarves	UNIV. MONSTERS	UNIV. MONSTERS
64-65	Stone Giant	Dwelfs	SOCIAL/CULTURE	SOCIAL/CULTURE	UNIV. MONSTERS	UNIV. MONSTERS
66-67	Naga	Tlyweth Tyg	SOCIAL/CULTURE	SOCIAL/CULTURE	UNIV. MONSTERS	UNIV. MONSTERS
68-69	Neng	UNIV. ANIMALS	SOCIAL/CULTURE	SOCIAL/CULTURE	UNIV. MONSTERS	UNIV. MONSTERS
70-71	UNIV. MONSTERS	UNIV. ANIMALS	UNIV. ANIMALS	SOCIAL/CULTURE	UNIV. MONSTERS	UNIV. MONSTERS
72-73	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. ANIMALS	SOCIAL/CULTURE	UNIV. MONSTERS	UNIV. MONSTERS
74	Chameleon Amoeba	Chameleon Amoeba	UNIV. MONSTERS	UNIV. ANIMALS	Special or REROLL	Special or REROLL
75	Manticore	Fire Hound	UNIV. MONSTERS	UNIV. ANIMALS	Special or REROLL	Special or REROLL
76	Minotaur	Night Hound	Halflings	UNIV. ANIMALS	Special or REROLL	Special or REROLL
77	Fire Hound	Storm Hound	Ellyllon *	UNIV. ANIMALS	Special or REROLL	Special or REROLL
78	Ice Hound	Vapor Hound	Clivimis	UNIV. MONSTERS	Special or REROLL	Special or REROLL
79	Night Hound	Water Hound	Jackalope	UNIV. MONSTERS	Special or REROLL	Special or REROLL
80	Storm Hound	Elothore	Horse Viper	UNIV. MONSTERS	Special or REROLL	Special or REROLL
81	Vapor Hound	Sabertooth Tiger	Wereboar	Werebear	Special or REROLL	Special or REROLL
82	Water Hound	Greater Gr. Spider	Werewolf	Cerebus	Special or REROLL	Special or REROLL
83	Greater Orcs	Tatzelwurm	Plon	Doppleganger	Manticore	Special or REROLL
84	Greater Gr. Spider	Red Jaw	Mara	Empusa	Minotaur	Special or REROLL
85	Tatzelwurm	Neng	Demon Dog	Plon	Fire Hound	Special or REROLL
86	Red Jaw	Ghost Wolf	Neng	Apparition	Vapor Hound	Shaitani
87	Ifriti	Geryon	Succubus/Incubus	Lesser Ghost	Greater Gr. Spider	Demon Horse
88	Doppleganger	Great Wasp	Ghost Wolf	Revenant	Shaitani	Neng
89	Empusa	Minor(Lesser) Giants	Banshee	Lesser Specter	Fire Giant	Succubus/Incubus
90	Hill Giant	Large Ogres	Lesser Ghost	Lesser Vampire	Euryale	Created Undead V
91	Cave Troll	Stone Troll	Cerebus	Gargoyle	Lammasu	Ifriti
92	Large Ogres	Manticore	Werebear	Jinni	Young Cold Drake	Headless Ghost
93	Succubus/Incubus	Griffin	Doppleganger	Halflings	Young Gas Drake	Swamp Star
94	Lammasu	Cerebus	Shaitani	Ellyllon *	Young Light Drake	Lesser Wight
95	Cyclops	Stone Giant	Weretiger	Leprechauns	Young Cave Drake	Greater Wraith
96-110	Cave Worm	Cave Troll	Demon Horse	Weretiger	Anklosaur	Created Undead VI
111-120	Young Cave Drake	Cyclops	Empusa	Ifriti	Brontosaur	Barrow-wight
121-130	Young Cold Drake	Young Cold Drake	Rumtifusel	Special or REROLL	Triceratops	Greater Ghost
131-140	Young Gas Drake	Young Gas Drake	Ifriti	Special or REROLL	Tyrannosaur	Major Wight
141-150	Young Light Drake	Young Light Drake	3-tailed Bavororus	Special or REROLL	Stegosaur	Maridi
151-155	Euryale	Succubus/Incubus	Greater Ghost	Special or REROLL	Mature Cold Drake	The Wild Hunt
156-160	Gorgon	Lammasu	Greater Shadow	Special or REROLL	Mature Gas Drake	Special or REROLL
161-165	Snow Troll	Snow Troll	Killer Rabbit	Vampire Bunny	Mature Light Drake	Special or REROLL
166-170	Mountain Giant	Euryale	Maridi	Lesser Wraith	Mature Cave Drake	Special or REROLL
171-175	Lich	Gorgon	Special or REROLL	Sphinx	Major Gr. Spider	Special or REROLL
176-180	Mature Cave Drake	Hill Giant	Special or REROLL	Maridi	Special or REROLL	Special or REROLL
181-185	Mature Cold Drake	Mature Light Drake	Special or REROLL	Greater Wraith	Special or REROLL	Special or REROLL
186-190	Mature Gas Drake	Mature Gas Drake	Special or REROLL	Greater Ghost	Special or REROLL	Special or REROLL
191-200	Mature Light Drake	Mature Cold Drake	Special or REROLL	Major Specter	Special or REROLL	Special or REROLL
201-220	Major Gr. Spider	Mountain Giant	Special or REROLL	Lich	Old Cold Drake	Special or REROLL
221-240	Old Cave Drake	Sphinx	Special or REROLL	Greater Vampire	Old Gas Drake	Special or REROLL
241-260	Old Cold Drake	Old Cold Drake	Special or REROLL	Special or REROLL	Old Light Drake	Special or REROLL
261-280	Old Gas Drake	Old Gas Drake	Special or REROLL	Special or REROLL	Old Cave Drake	Special or REROLL
281-up	Old Light Drake	Old Light Drake	Special or REROLL	Special or REROLL	The Wild Hunt	Special or REROLL

WATER SOURCE ENCOUNTER TABLE —

Roll	"F" Roll:(01-50) Freshwater Coasts	"F" Roll:(51-00) Freshwater Coasts	"L" Roll:(01-50) Lakes & Rivers	"L" Roll:(51-00) Lakes & Rivers	"M" Marshes & Swamps	"Q" (Oasis) Isolated Water Source
05	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
06-09	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE
14-16	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE
17-19	TERRAIN	TERRAIN	TERRAIN	TERRAIN	TERRAIN	TERRAIN
20-22	VEGETATION	VEGETATION	VEGETATION	VEGETATION	VEGETATION	VEGETATION
23-25	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
26-27	Small Kangaroo	Small Alligator	Freshwater Eel	Opossum	Freshwater Eel	Small Fish
28-29	Marmoset/Civet	Small Crocodile	Small Fish	Frog	Poisonous Spider	Large Fish
30-31	Freshwater Eel	Salamander/Newt	Large Fish	Woodpecker	Toad	Small Antelope *
32-33	Scorpion	Viper	Small Bear	Small Alligator	Small Fish	Deer
34-35	Small Fish	Small Turtle	Raccoon	Small Crocodile	Large Fish	Frog
36-37	Large Fish	Large Antelope *	Skunk	Salamander/Newt	Small Bear	Small Turtle
38-39	Small Bear	Tree Frog	Small Antelope *	Small Turtle	Ticks	Poisonous Spider
40-41	Toad	Large Turtle	Deer	Large Antelope *	Skunk	Porcupine
42-43	Ticks	Otter	UNIV. ANIMALS	Mole	Deer	Scorpion
44-45	Raccoon	Boar	UNIV. ANIMALS	UNIV. ANIMALS	Opossum	Viper
46-47	Skunk	Horses *	UNIV. ANIMALS	UNIV. ANIMALS	Frog	Lesser Primate
48-49	Small Antelope *	Large Kangaroo	UNIV. ANIMALS	UNIV. ANIMALS	Woodpecker	Mongoose
50-51	Deer	Reindeer/Caribou	UNIV. ANIMALS	UNIV. ANIMALS	Small Alligator	Fishing Cat
52-53	Mole	Buffalo	UNIV. ANIMALS	UNIV. ANIMALS	Salamander/Newt	UNIV. ANIMALS
54-55	Opossum	Large Alligator	UNIV. ANIMALS	UNIV. ANIMALS	Small Turtle	UNIV. ANIMALS
56-57	Frog	Large Crocodile	UNIV. ANIMALS	UNIV. ANIMALS	Fishing Cat	UNIV. ANIMALS
58-59	Woodpecker	Lesser Primate	UNIV. ANIMALS	UNIV. ANIMALS	Tapir	UNIV. ANIMALS
60-61	UNIV. ANIMALS	Oxen/Water Buffalo	UNIV. ANIMALS	UNIV. ANIMALS	Raccoon	UNIV. ANIMALS
62-63	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. MONSTERS	UNIV. ANIMALS	Mole	UNIV. ANIMALS
64-65	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. MONSTERS	UNIV. MONSTERS	Falcon	UNIV. ANIMALS
66-67	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. MONSTERS	UNIV. MONSTERS	Hawk	UNIV. MONSTERS
68-69	UNIV. ANIMALS	UNIV. ANIMALS	Special or REROLL	UNIV. MONSTERS	Flying Squirrel	UNIV. MONSTERS
70-71	UNIV. ANIMALS	UNIV. ANIMALS	Special or REROLL	Special or REROLL	UNIV. ANIMALS	Special or REROLL
72-73	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL	Special or REROLL	UNIV. ANIMALS	Special or REROLL
74	Fishing Cat	Mongoose	Special or REROLL	Giraffe	Oxen/Water Buffalo	Horses *
75	Alpaca	Tiger	Oxen/Water Buffalo	Moose	Flying Frog	Oxen/Water Buffalo
76	Platypus	Giraffe	Fishing Cat	Sloth	Large Bear	Large Antelope *
77	Hippo	Moose	Platypus	Eagle	Armadillo	Lion
78	River Dolphins	Sloth	Hippo	Falcon	Anteater	Gila Monster
79	Electric Eel	Flying Fish	River Dolphins	Hawk	Pangolin	Elephant
80	Piranha	Eagle	Electric Eel	Large Alligator	Wombat	Rhinoceros
81	Large Bear	Falcon	Piranha	Large Crocodile	Flying Lizard	Hippo
82	Praying Mantis	Hawk	Lion	Sea Snake	Mongoose	Llama
83	Wolverine	Boa/Python	Large Bear	Large Turtle	Tiger	Dromedary
84	Armadillo	Cobra	Wolverine	Nile Monitor	Moose	Alpaca
85	Anteater	Komodo Dragon	Armadillo	Otter	Sloth	Bactrian Camel
86	Koala	Nile Monitor	Anteater	Storm Hound	Large Alligator	Donkey/Mule
87	Wombat	Elephant	Pangolin	Water Hound	Large Turtle	Buffalo
88	Gemsting	Rhinoceros	Wombat	Red Jaw	Nile Monitor	Large Turtle
89	Giant Hellbender	Su	Zebra	Giant Hellbender	Lesser Ghoul	Nile Monitor
90	Lesser Ghoul	Spinewood	Flying Lizard	Lesser Ghoul	Lesser Gr. Spider	Lesser Gr. Spider
91	Greater Ghoul	Storm Hound	Flying Squirrel	Greater Ghoul	Storm Hound	Androsphinx
92	Nixies	Water Hound	Condor	Nixies	Giant Hellbender	Storm Hound
93	Fosse-grim	Dreamvines	Mongoose	Fosse-grim	Greater Ghoul	Vapor Hound
94	Naiad	Giant Sundew	Tiger	Naiad	Grippershrub	Water Hound
95	Undines	Horned Snake	Buffalo	Undines	Corpse Candle	Gemsting
96-110	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Swamp Star	Cockatrice
111-120	Echidna	Special or REROLL	Echidna	Giant Panda	Water Hound	Sirrush
121-130	Cerebus	Water Giant	Cerebus	Water Wyvern	Water Wyvern	Echidna
131-140	Small Pterosaur	Snow Troll	Vapor Hound	Young Sea Drake	Will of the Wisp	Greater Gr. Spider 4
141-150	Young Water Drake	Vapor Hound	Water Giant	Young Water Drake	Young Gas Drake	Small Pterosaur
151-155	Cockatrice	Elothre	Sea Serpent	Mature Sea Drake	Su	Basilisk
156-160	Mature Water Drake	Sabertooth Tiger	Sirrush	Mature Water Drake	Vapor Hound	Anklosaur
161-165	Sirrush	Brontosaur	Special or REROLL	Special or REROLL	Corpse Lantern	Brontosaur
166-170	Sea Serpent	Triceratops	Special or REROLL	Special or REROLL	Giant Panda	Triceratops
171-175	Special or REROLL	Tyrannosaur	Special or REROLL	Special or REROLL	Water Giant	Tyrannosaur
176-180	Special or REROLL	Stegosaur	Special or REROLL	Special or REROLL	Cockatrice	Stegosaur
181-185	Special or REROLL	Large Pterosaur	Special or REROLL	Special or REROLL	Echidna	Large Pterosaur
186-190	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Greater Gr. Spider	Special or REROLL
191-200	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Mature Gas Drake	Special or REROLL
201-200	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Basilisk	Special or REROLL
221-240	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Sirrush	Special or REROLL
241-260	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Brontosaur	Special or REROLL
261-280	Basilisk	Dragon Turtle	Dragon Turtle	Old Water Drake	Old Gas Drake	Special or REROLL
281-up	Old Water Drake	Hydra	Hydra	Old Sea Drake	Major Gr. Spider	Major Gr. Spider

* — Special, usually indicates a "class" of creatures.

	"S" Roll:(01-50) Saltwater Shores	"S" Roll:(51-00) Saltwater Shores	"O" Roll Ocean
05	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
06-09	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE
14-16	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE
17-19	TERRAIN	TERRAIN	TERRAIN
20-22	VEGETATION	VEGETATION	VEGETATION
23-25	Special or REROLL	Special or REROLL	Special or REROLL
26-27	Small Fish	Raccoon	Small Fish
28-29	Large Fish	Skunk	Large Fish
30-31	Small Octopus	Small Antelope *	Small Octopus
32-33	Medium Octopus	Deer	Medium Octopus
34-35	Manta Ray	Mole	Small Shark
36-37	Small Shark	Opossum	Small Tooth. Whale 5
38-39	Dolphin	Flying Fish	Jellyfish
40-41	Baleen Whale	Frog	Sea Anemone
42-43	Small Tooth. Whale 5	Woodpecker	Starfish
44-45	Jellyfish	Crabs	Lobsters
46-47	Sea Anemone	Seal	Crabs
48-49	Swordfish/Sailfish	Sea Lion	Seal
50-51	Starfish	Small Turtle	Sea Lion
52-53	UNIV. ANIMALS	UNIV. ANIMALS	Dolphin
54-55	UNIV. ANIMALS	UNIV. ANIMALS	Baleen Whale
56-57	UNIV. ANIMALS	UNIV. ANIMALS	Lamprey
58-59	UNIV. ANIMALS	UNIV. ANIMALS	Penguin
60-61	UNIV. ANIMALS	UNIV. ANIMALS	Swordfish/Sailfish
62-63	UNIV. ANIMALS	UNIV. ANIMALS	Flying Fish
64-65	UNIV. ANIMALS	UNIV. ANIMALS	Large Turtle
66-67	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
68-69	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. ANIMALS
70-71	Special or REROLL	Special or REROLL	UNIV. ANIMALS
72-73	Special or REROLL	Special or REROLL	Special or REROLL
74	Special or REROLL	Special or REROLL	Otter
75	Special or REROLL	Special or REROLL	Porpoise
76	Killer Whale	Viperfish	Manta Ray
77	Porpoise	Mongoose	Large Shark
78	Conger Eel	Tiger	Walrus
79	Moray Eel	Large Antelope *	Killer Whale
80	Large Octopus	Buffalo	Large Octopus
81	Electric Ray	Giraffe	Electric Ray
82	Sawfish	Moose	Sawfish
83	Sting Ray	Sea Snake	Sting Ray
84	Large Shark	Eagle	Beaked Whale
85	Beaked Whale	Falcon	Narwhal
86	Narwhal	Hawk	Large Toothed Whale
87	Large Tooth. Whale 5	Penguin	Port. Man-of-War
88	Lamprey	Walrus	Viperfish
89	Port. Man-of-War	Otter	Sea Snake
90	Siren	Large Turtle	Spineshark
91	Mermen	Scylla	Siren
92	Sea Krals	Lesser Ghoul	Mermen
93	Sohleugir	Greater Ghoul	Sea Krals
94	Nixies	Water Hound	Nixies
95	Oceanide	Spineshark	Oceanide
96-110	Capricorn	Water Giant	Hippocampus
111-120	Hippocampus	Vapor Hound	Nator
121-130	Nator	Water Wyvern	Rath
131-140	Nuckelavee	Young Sea Drake	Young Sea Drake
141-150	Rath	Young Water Drake	Young Water Drake
151-155	Demon Whale	Mature Water Drake	Capricorn
156-160	Sea Serpent	Mature Sea Drake	Nuckelavee
161-165	Special or REROLL	Special or REROLL	Scylla
166-170	Special or REROLL	Special or REROLL	Water Giant
171-175	Special or REROLL	Special or REROLL	Water Wyvern
176-180	Special or REROLL	Special or REROLL	Megalodon
181-185	Special or REROLL	Special or REROLL	Sea Serpent
186-190	Special or REROLL	Special or REROLL	Mature Sea Drake
191-200	Special or REROLL	Special or REROLL	Mature Water Drake
201-220	Special or REROLL	Special or REROLL	Demon Whale
221-240	Special or REROLL	Special or REROLL	Dragon Turtle
241-260	Special or REROLL	Special or REROLL	Hydra
261-280	Dragon Turtle	Old Water Drake	Old Water Drake
281-up	Hydra	Old Sea Drake	Old Sea Drake

Roll	"I" Islets & Atolls	"G" Glaciers & Snowfields
01-10	UNIV. ANIMALS	UNIV. ANIMALS
11-18	UNIV. MONSTERS	UNIV. MONSTERS
19-24	SOCIAL/CULTURE	SOCIAL/CULTURE
25-30	WATER SOURCE	WATER SOURCE
31-36	TERRAIN	TERRAIN
37-42	VEGETATION	VEGETATION
43-50	Special or REROLL	Special or REROLL
51-54	UNIV. ANIMALS	UNIV. ANIMALS
55-58	UNIV. ANIMALS	UNIV. ANIMALS
59-62	UNIV. ANIMALS	UNIV. ANIMALS
63-66	Frog	Reindeer
67-70	Flyingfish	Caribou
71-73	Flying Lizard	Small Antelope *
74-76	Small Antelope *	Large Bear
77-79	Penguin	Wolverine
80-82	UNIV. ANIMALS	Falcon
83-84	UNIV. ANIMALS	Condor
85-86	UNIV. ANIMALS	Large Antelope *
87-88	Large Antelope *	UNIV. ANIMALS
89-90	Komodo Dragon	UNIV. ANIMALS
91	Mermen	UNIV. ANIMALS
92	Sea Krals	UNIV. ANIMALS
93	Sohleugir	Gulo
94	Nixies	Sasquatch
95	Nereid	Ice Hound
96-110	Vapor Hound	Thyfur
111-120	Water Hound	Snow Troll
121-130	Water Giant	Young Cold Drake
131-140	Cockatrice	Cockatrice
141-144	Echidna	Mature Cold Drake
145-158	Scylla	Basilisk
159-160	Basilisk	Old Cold Drake
161-up	Special or REROLL	Special or REROLL

Roll	"Z" Desert & Near Desert	"B" Breaks and Wadis
01-10	UNIV. ANIMALS	UNIV. ANIMALS
11-18	UNIV. MONSTERS	UNIV. MONSTERS
19-24	SOCIAL/CULTURE	SOCIAL/CULTURE
25-30	SPECIAL FEATURE	SPECIAL FEATURE
31-36	TERRAIN	TERRAIN
37-42	VEGETATION	VEGETATION
43-50	Special or REROLL	Special or REROLL
51-54	Small Turtle	UNIV. ANIMALS
55-58	Scorpion	UNIV. ANIMALS
59-62	Poisonous Spider	Woodpecker
63-66	Viper	Salamander/Newt
67-70	Gila Monster	Mole
71-73	Large Turtle	Small Antelope *
74-76	Large Kangaroo	Deer
77-79	Dromedary	Viper
80-82	Bactarian Camel	Poisonous Spider
83-84	Porcupine	Falcon
85-86	Llama	Hawk
87-88	Zebra	Scorpion
89-90	Alpaca	Cobra
91	Mongoose	Gila Monster
92	Hawk	Large Antelope *
93	Lesser Gr. Spider	Dromedary
94	Gemstine	Bactarian Camel
95	Banshee	Buffalo
96-110	Vestice	Giraffe
111-120	Androsphinx	Lesser Gr. Spider
121-130	Greater Gr. Spider	Gemsting
131-140	Lammasu	Basilisk
141-144	Sphinx	Greater Gr. Spider
145-158	Euryale	Cockatrice
159-160	Major Gr. Spider	Major Gr. Spider
161-up	Special or REROLL	Special or REROLL

VEGETATION ENCOUNTER TABLE —

Roll	"P" Roll:(01-50) Plains & Grasslands	"P" Roll:(51-00) Plains & Grasslands	"H" Roll(01-50) Heath & Scrublands	"H" Roll:(51-00) Heath & Scrublands	"C" Roll:(01-50) Coniferous Forest	"C" Roll:(51-00) Coniferous Forest
01-05	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
06-09	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
10-13	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE
14-16	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE	WATER SOURCE
17-19	TERRAIN	TERRAIN	TERRAIN	TERRAIN	TERRAIN	TERRAIN
20-22	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE
23-25	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
26-27	Small Antelope *	Lesser Primate	Small Antelope *	Small Turtle	Porcupine	Praying Mantis
28-29	Moles	Marmoset/Civet	Qkunk	Small Kangaroo	Small Bear	Toad
30-31	Deer0	Small Kangaroo	Opossum	Large Antelope *	Raccoon	Salamander/Newt
32-33	Ostrich	Large Antelope *	Moles	Small Alligator	Skunk	Large Turtle
34-35	Frog	Buffalo *	Deer	Small Crocodile	Reindeer	Lesser Primate
36-37	Scorpion	Zebra	Frog	Gila Monster	Caribou	Marmoset
38-39	Poisonous Spider	Falcon	Scorpion	Reindeer/Caribou	Deer	New World Monkey
40-41	Ticks	Hawk	Ticks	Mongoose	Woodpecker	Old World Monkey
42-43	Praying Mantis	Llama	Praying Mantis	Falcon	Poisonous Spider	Small Kangaroo
44-45	Toad	Dromedary	Salamander/Newt	Hawk	Ticks	Tasmanian Devil
46-47	Salamander/Newt	Large Kangaroo	Viper	Large Kangaroo	UNIV. ANIMALS	UNIV. ANIMALS
48-49	Viper	Bactarian Camel	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
50-51	Small Turtlu	Horses *	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
52-53	UNIV. ANIMALS	Old World Monkey	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
54-55	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
56-57	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
58-59	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
60-61	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS
62-63	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. MONSTERS	UNIV. MONSTERS
64-65	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
66-67	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
68-69	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL	Special or REROLL
70-71	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
72-73	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
74	Porcupine	Komodo Dragon	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
75	Water Buffalo	Nile Monitor	Special or REROLL	Special or REROLL	Special or REROLL	Hawk
76	Cheetah	Rhinoceros	Oxen	Special or REROLL	Mongoose	Scorpion
77	Lion	Hippo	Cheetah	Hippo	Flying Squirrel	Boa/Python
78	Armidillo	Cobra	Lion	Dromedary	Falcon	Viper
79	Anteater	Boa/Python	Giraffe	Boa/Python	Wolverine	Small Turtle
80	Giraffe	Large Turtle	Wombat	Alpaca	Large Bear	Elephant
81	Oxen	Elephant	Large Alligator	Large Turtle	Tiger	Gibbon
82	Moose	Donkey/Mule	Zebra	Bactarian Camel	Buffalo	Great Ape
83	Gila Monster	Alpaca	Large Crocodile	Elephant	Pangolin	Boar
84	Pangolin	Great Ape	Rhinoceros	Horses *	Wombat	Neanderthals
85	Mongoose	Boar	Llama	Donkey/Mule	Pech	Leprechauns
86	Al-mi'aj	Seftuau	Ellyllon *	Boar	Gemsting	Pysk
87	Jackalope	Sstoi'isslythi	Pech	Al-mi'aj	Al-mi'aj	High Elves
88	Lambtree *	Neanderthals	Neanderthals	Jackalope	Gulo	Tylweth Teg
89	Tigertree *	Leprechauns	Leprechauns	Sasquatch	Sasquatch	Vulfen
90	Horse Viper	High Elves	Pysk	Horned Snake	Deadly MW Trumpet	Dwelfs
91	Mara	Vulfen	High Elves	Gpeat Wasp	Delphinuris	Centaur
92	Banshee	Centaur	Tylweth Teg	Gorcrow	Salorisa	Wood Elves
93	Gorcrow	Fair Elves	Vulfen	Gemsting	Ellyllon *	Fair Elves
94	Gemsting	Dryad	Dwelfs	Mara	Horned Snake	Dryad
95	Lesser Gr. Spider	Satyr	Fair Elves	Banshee	Great Falcon	Satyr
96-110	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
111-120	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS
121-130	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	Ghost Wolf	Vargamor
131-140	Firephantom	Greater Gr. Spider	Firephantom	Ghost Wolf	Awakened Tree	Rumtifusel
141-150	Ghost Wolf	3-tailed Bavolorus	Small Pterosaur	3-tailed Bavolorus	Forest Troll	Stirges
151-155	Elothere	Unicorn	Anklosaur	Ki-rin	Slowroot	Unicorn
156-160	Sabertooth Tiger	Killer Rabbit	Brontosaur	Lamasu	Griffin	Elothere
161-165	Anklosaur	Chimera	Triceratops	Chimera	Ki-lin	Sabertooth Tiger
166-170	Brontosaur	Ki-rin	Tyrannosaur	Vestice	Special or REROLL	Special or REROLL
171-175	Triceratops	Lamasu	Stegosaur	Unicorn	Special or REROLL	Special or REROLL
176-180	Tyrannosaur	Sphinx	Large Pterosaur	UNIV. MONSTERS	Special or REROLL	Special or REROLL
181-185	Stegosaur	Special or REROLL	Elothere	UNIV. MONSTERS	Special or REROLL	Special or REROLL
186-190	Special or REROLL	Special or REROLL	Sabertooth Tiger	UNIV. MONSTERS	Special or REROLL	Special or REROLL
191-200	Special or REROLL	Special or REROLL	UNIV. MONSTERS	UNIV. MONSTERS	Special or REROLL	Special or REROLL
201-220	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
221-240	Special or REROLL	Special or REROLL	Special or REROLL	Special or PEROLL	Special or REROLL	Special or REROLL
241-260	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL
261-280	Special or REROLL	Special or REROLL	Special or REROLL	Special or REROLL	Forest Giant	Roc
281-up	UNIV. MONSTERS	Major Gr. Spider	Special or REROLL	Special or REROLL	Treeherd	Silverscale

* — Special, usually indicates a "class" of creatures.

	"D" Roll:(01-50) Decid./Mixed Forest	"D" Roll:(51-00) Decid./Mixed Forest	"J" Roll Jungle & Rain Forest	Roll	"T" Tundra	UNIVERSAL ANIMALS
01-05	UNIV. ANIMALS	UNIV. ANIMALS	UNIV. ANIMALS	01-10	UNIV. ANIMALS	UNIV. MONSTERS
06-09	UNIV. MONSTERS	UNIV. MONSTERS	UNIV. MONSTERS	11-18	UNIV. MONSTERS	Special or REROLL
10-13	SOCIAL/CULTURE	SOCIAL/CULTURE	SOCIAL/CULTURE	19-24	SOCIAL/CULTURE	VEGETATION
14-16	WATER SOURCE	WATER SOURCE	WATER SOURCE	25-30	WATER SOURCE	WATER SOURCE
17-19	TERRAIN	TERRAIN	TERRAIN	31-36	TERRAIN	TERRAIN
20-22	SPECIAL FEATURE	SPECIAL FEATURE	SPECIAL FEATURE	37-42	SPECIAL FEATURE	Small Rodent
23-25	Special or REROLL	Special or REROLL	Special or REROLL	43-50	Special or REROLL	Ants
26-27	Ticks	Toad	Ticks	51-54	Reindeer	Small Bird
28-29	Praying Mantis	Tree Frog	Praying Mantis	55-58	Caribou	Wasps/Bees
30-31	Frog	Salamander/Newt	Frog	59-62	UNIV. ANIMALS	Small Mustelid/Civet
32-33	Small Bear	Viper	Toad	63-66	UNIV. ANIMALS	Beetles
34-35	Raccoon	Small Turtle	Tree Frog	67-70	UNIV. ANIMALS	Small Lizard
36-37	Skunk	Chameleon	Salamander/Newt	71-73	UNIV. ANIMALS	Small Bat
38-39	Small Antelope *	Lesser Primate	Small Alligator	74-76	Large Bear	Rats
40-41	Buffalo	Marmoset	Small Crocodile	77-79	Moose	Small Cat
42-43	Deer	New World Monkey	Deer	80-82	Wolverine	Small Dog
44-45	Moles	Old World Monkey	Poisonous Spider	83-84	Falcon	Fleas
46-47	Opossum	Gibbon	Viper	85-86	Hawk	Large
48-49	Mongoose	Great Ape	Small Turtle	87-88	Llama	Large Bird
50-51	Flying Squirrel	Small Kangaroo	Chameleon	89-90	Alpaca	Large Mustlid/Civet
52-53	Woodpecker	Boar	Lesser Primate	91	Special or REROLL	Large Bat
54-55	Scorpion	Large Antelope *	Marmoset	92	UNIV. MONSTERS	Rabbit/Hare
56-57	Poisonous Spider	Large Bear	New World Monkey	93	UNIV. MONSTERS	Non-pois. Spiders
58-59	UNIV. ANIMALS	UNIV. ANIMALS	Old World Monkey	94	UNIV. MONSTERS	Large Lizard
60-61	UNIV. ANIMALS	UNIV. ANIMALS	Gibbon	95	Sasquatch	Non-poisonous Snake
62-63	UNIV. ANIMALS	UNIV. ANIMALS	Small Kangaroo	96-110	Gulo	Large Cat
64-65	UNIV. ANIMALS	UNIV. ANIMALS	Scorpion	111-120	Firephantom	Large Dog
66-67	UNIV. ANIMALS	UNIV. ANIMALS	Boa/Python	121-130	Ghost Wolf	Wolf
68-69	UNIV. MONSTERS	UNIV. MONSTERS	Cobra	131-140	Banshee	Vulture
70-71	UNIV. MONSTERS	UNIV. MONSTERS	Great Ape	141-144	Dwelfs	Owl
72-73	Special or REROLL	Special or REROLL	UNIV. ANIMALS	145-158	Mara	Pit Viper
74	Tasmanian Devil	Paneolin	Rhinoceros	159-160	Ki-rin	Shrews
75	Rhinoceros	Sloth	Porcupine	161-up	Special or REROLL	Special or REROLL
76	Porcupine	Wombat	Water Buffalo			
77	Water Buffalo	Falcon	Tapir			
78	Giant Panda	Hawk	Flying Lizard			
79	Tiger	Boa/Python	Flying Frog			
80	Armidillo	Cobra	Large Alligator			
81	Anteater	Large Turtle	Large Crocodile			
82	Koala	Nile Monitor	Tiger			
83	Moose	Elephant	Komodo Dragon			
84	Leprechauns	Ansilius	Anteater			
85	Pysk	Clivimus	Gorilla			
86	Tylweth Teg	Deadly MW Trumpet	Sloth			
87	Vulfen	Delphinuris	Mongoose			
88	Dwelfs	Salorisa	Flying Squirrel			
89	Seftuau	Spirium	Large Turtle			
90	Centaurs	Dreamvines	Boar			
91	Wood Elves	Lambtree *	Seftuau			
92	Dryad	Ellyllon *	Sstoi'sslythi			
93	Satyrs	Gorcrow	Wood Elves			
94	Sylphs	Pech	Sylphs			
95	Garks	Neanderthals	Garks			
96-110	Al-mi'aj	Great Wasp	Gnomes			
111-120	Great Porcupine	Great Falcon	Gemsting			
121-130	Gnomes	Lesser Gr. Spider	Lalivorum			
131-140	High Elves	Gemsting	Abraxas			
141-150	Horned Snake	Awakened Tree	Lesser Gr. Spider			
151-155	Hippogriff	Minotaur	Exploding Mush's			
156-160	Exploding Mush's	Chimera	High Elves			
161-165	Forest Troll	Echidna	Tigertree *			
166-170	Griffin	Greater Gr. Spider	Giant Fly Trap			
171-175	Harpy	Unicorn	Giant Pitcher Plant			
176-180	Vargamor	Giant Fly Trap	Giant Sundew			
181-185	Fair Elves	Giant Pitcher Plant	Forest Troll			
186-190	Rumtifusel	Giant Sundew	Harpy			
191-200	Forest Giant	Slowroot	Greater Gr. Spider			
201-220	Elothere	Ki-lin	Forest Giant			
221-240	Sabertooth Tiger	Treherd	Chimera			
241-260	Brontosaur	Phoenix	Echidna			
261-280	Tyrannosaur	Roc	Ki-lin			
281-up	Silverscale	Major Gr. Spider	Major Gr. Spider			

OPTIONAL MODIFICATION SUGGESTIONS:

In order to handle areas which are more dangerous or powerful than normal, a Gamemaster may wish to make certain modifications to the encounter rolls. He must be very careful when using such modifications as they can result in extremely hazardous encounters. He can base such modifications upon the "activity" roll (see Encounter Table 6.2), or special local activity (e.g., a war is taking place, a local Evil Cleric has been stirring up the undead, the local drakes are on the warpath, etc.).

4.3 ENCOUNTERS KEYED TO A SPECIFIC SITUATION

When creating his world for a campaign game, a Gamemaster may want to develop an encounter generation system keyed to the unique situations inherent in his own world. Of course, we can not provide such a system, but the Gamemaster can create it by modifying the systems provided in Section 4.1 and 4.2.

First he should determine and eliminate any location or environment features that are inappropriate for his world and game. For example, he might not want to have "cross-over points between dimensions", or his world might be a desert world with no open water, leaving only "oasis/isolated water source" and "desert" as the only "Water Sources".

Next the Gamemaster should add any new location and environment features by creating encounter columns for them and adding them to the appropriate tables. For example, he might add an "anarchy" feature to the Civilization/Habitation Encounter Table and an "enchanted ruins" column to the Special Features Encounter Table.

Finally the Gamemaster should eliminate inappropriate encounters (usually creatures) and add encounters unique to his world and his game. For example, he might eliminate golems and constructs from his world but add the concepts of robots, cyborgs, and androids.

5.0 CONVERSION NOTES

Many creatures ("monsters") described in reference works and modules use statistics based upon other fantasy role playing systems. This section provides guidelines for converting these creature statistics and descriptions into the statistics used in *Creatures & Treasures*, *Rolemaster*, and *Middle-earth Role Playing*. Since there are so many FRP systems in existence, we have chosen to restrict our specific notes to two of the other major FRP systems: *AD&D*® (a level based system) and the original *Runequest* (a skill based system). Since *Rolemaster* is a level & skill based system, a Gamemaster should be able to use techniques similar to those presented in this section to convert creatures from other systems.

NOTE: *AD&D*® is TSR's (Lake Geneva, WI) trademark for their fantasy role playing product, and our references to them are in no way meant to indicate that ICE has a license from TSR with regards to this or any of our products. *Runequest*® is The Avalon Hill Game Company's (TAHGC, Baltimore, MD) trademark for their fantasy role playing product, and our references to it are in no way meant to indicate that ICE has a license from TAHGC or Chaosium with regards to this or any of our products.

5.1 CONVERSION OF AD&D® CREATURES

Each *AD&D*® creature has 17 or 18 statistics describing it. Several of these *AD&D*® statistics are general statistics; they either convert directly to *C&T* statistics or do not need conversion: 'Frequency', 'Number Appearing', '% in lair', 'Intelligence', and 'Alignment'. The *AD&D*® terms which are actually used in conversion to *C&T* terms are: 'Armor Class', 'Move', 'Hit Dice', 'Treasure Type', 'Number of Attacks', 'Damage per Attack', 'Special Attacks', 'Special Defenses', 'Magic Resistance', 'Size', 'Level', and 'Experience Point Value' (X.P. Val.).

Using these *AD&D*® terms, we will now discuss how to obtain each of the statistics used for creatures in *C&T*. A Gamemaster should keep in mind the following "rules" are guidelines and rules of thumb and should be modified if they give inappropriate results.

5.11 LEVEL

To obtain the *C&T* level, multiply the *AD&D*® 'Level' by 1.5 and round up. If the *AD&D*® level is not given, use the creature's number of 'Hit Dice' as its *AD&D*® 'Level' and then multiply by 1.5. This is only a rule of thumb, and the Gamemaster should examine the creature as a whole to determine if it needs adjustment. If a Gamemaster wishes, he may give a creature a "Level Code", a letter between A and H, and use it to vary its level (see Level Chart, Section 2.1).

5.12 MOVEMENT STATISTICS

These statistics are very difficult to extrapolate from *AD&D*® statistics. *AD&D*® uses one statistic, 'Move'; while *C&T* uses five: Base Movement Rate, Maximum Pace, Movement & Maneuver Bonus, Movement Speed, and Attack Quickness. *AD&D*® assumes: "Higher speeds may be possible for short periods, but as this is generally applicable to all sorts of creatures, a constant is shown [for 'Move']." Since *AD&D*® assumes all creatures are capable of virtually the same pace and maneuvers, we suggest that the following simple conversion be used:

Base Rate: Each 1" of *AD&D*® 'Move' is equivalent to a Base Movement Rate of 8. For example, a creature with an *AD&D*® 'Move' of 15" has a Base Movement Rate of (15 x 8) = 120.

Max Pace/MM Bonus: Furthermore, a Maximum Pace of 'FSpt' is assumed, as is a MM Bonus of 10.

Speed(MS/AQ): Use the resulting Base Movement Rate ranges to determine the creature's MS (Movement Speed) and AQ (attack quickness):

(1-30) = CR	(46-60) = SL	(76-100) = MF	(126-155) = VF
(31-45) = VS	(61-75) = MD	(101-125) = FA	(156-up) = BF

Once again, a Gamemaster should examine the creature as a whole to determine if it needs adjustment; quick creatures should get a higher Max Pace and a greater AQ, slow creatures should get a lower Max Pace and a lower AQ, agile creatures should get a higher MM Bonus, and clumsy creatures should get no MM Bonus.

5.13 COMBAT STATISTICS

It is fairly easy to obtain values for *C&T*'s Size/Crit, Hits, and AT(DB) statistics from *AD&D*® statistics. However, the statistics for *C&T* Attacks are more difficult to obtain.

Size/Crit: The *AD&D*® 'Size' is almost directly transferable to the *C&T* statistic of the same name; with creatures under 1' being classified as Tiny (T) and creatures over 20' being classified as Huge (H). For Critical Type (Crit), use *AD&D*® 'Size' as a rule of thumb: (9'-10')=I, (11'-12')=II, (13'-20')=LA, and (over 20')=SL. However, this still requires careful thought from the Gamemaster to take into account factors other than just size, such as special powers (e.g., demons and demi-gods) and special forms (e.g., undead and elementals).

Hits: Give each creature at least 10 hits and then for every *AD&D*® 'Hit Die' add 15 hits. Finally, triple and add any "additional hit points (+ #)" indicated by the *AD&D*® 'Hit Dice' statistic. If an actual *AD&D*® hit point total (either as a number or as a set result from the hit dice) is given, triple it and add 10. If a Gamemaster wishes, he may give a creature a "Constitution Code", a letter between A and H, and use it to vary this hit total and to determine the creature's Exhaustion Points (see Constitution Chart, Section 2.1).

AT(DB): Once again a Gamemaster should try to fit the creatures hide, speed and special abilities into the *C&T* Armor/DB system: common creatures have DB's between 0 and 60 with AT's of 1, 3, 4, 8, 11, and 12 (sometimes 16, 19, and 20). But for a quick simple conversion, use the following correspondence of *AD&D*® natural creature Armor Classes (AC) to *C&T* AT(DB):

AC10 = 1(10)	AC6 = 3(30)	AC2 = 4(50)	AC(-2) = 12(30)
AC9 = 1(30)	AC5 = 3(40)	AC1 = 11(20)	AC(-3) = 12(40)
AC8 = 8(20)	AC4 = 4(30)	AC0 = 11(30)	
AC7 = 3(20)	AC3 = 4(40)	AC(-1) = 12(20)	

For every -1 after AC(-3), add 5 to the last DB. The Gamemaster should examine the *AD&D*® 'Special Defenses' to determine if any of these will affect AT(DB).

Attacks: Many *AD&D*® creature descriptions contain 'No. of Attacks' information in the form of bites (Bi), claws (Cl), tail slaps (Ba), weapons (We), horns (Ho), tentacles (Gr), etc. When this information is provided, it is an easy matter to assign each of these attacks a Type as indicated and a Size equivalent to the creature's 'Size' mentioned above. If this information is not available, the Attack Type can be determined by examining the *AD&D*® creature description and by examining the *AD&D*® 'Damage per Attack': 1-2, 1-3 and 1-4 usually indicates a claw attack or a small bite attack, while larger totals indicate bites, bashes, horns, etc. If more than one attack of a given type is indicated, normally only one *C&T* attack of that type results, with the OB being increased for that attack (see next statistic note).

Offensive Bonuses: *AD&D*® bases its attack potency upon the number of 'Hit Dice' the creature has and bases the damage done on the creature's 'No. of Attacks' and 'Damage/Attack'. A method for using some of these factors in determining a creature's *C&T* Offensive Bonus for an attack follows:

- 1) Determine the number of *AD&D*® 'hit points' the creature can take. For simplicity, use the average (rounded down) hit die value for each 'Hit Die' (usually 4).
- 2) The creatures **Base OB (C&T)** is ten plus double this *AD&D*® hit point total. This Base OB applies to all types of attacks which do not involve multiple *AD&D*® attacks.
- 3) If the *AD&D*® 'No. of Attacks' indicates more than one 'Attack' of a given 'Type', the Base OB for that Attack Type is increased by 25% (round up) for each additional *AD&D*® attack (over 1).
- 4) A Gamemaster may further modify these OB's by using level variants (see Section 2.1) or any special factors ('Special Attacks').

Example: An *AD&D*® Asiatic Elephant is Huge and has 10 'Hit Dice' and makes a Trample-Stomp (Ts) attack (two 2-12 attacks), a trunk (Gr) attack (one 2-12 attack), and a tusk (Ho) attack (two 2-12 attacks). Its *AD&D*® 'hit points' are 40 (10 x 4), so its Base OB is 10 + (2 x 40), or 90. The resulting *C&T* trunk attack is 90HGr since it involves only one *AD&D*® attack. Since they each involve two *AD&D*® attacks, the other two *C&T* attacks are 113HTs and 113HGr: Base OB of 90 + 23 (25% of the 90).

5.14 ENCOUNTER STATISTICS

These *C&T* statistics are easily obtainable from the *AD&D*® statistics.

Encountered: Use the *AD&D*® 'Number Appearing' statistic.

Treasure: Use the following conversion from *AD&D*® 'Treasure' codes to *C&T* Treasure codes:

A = ij	E = ij	I = eee	M = d	Q = c	U = uu	Y = e
B = de	F = no	J = a	N = e	R = e	V = uuuu	Z = ty
C = eg	G = oo	K = b	O = a	S = u	W = ej	
D = ci	H = ejj	L = c	P = b	T = u	X = c	

Bonus EP: If given, the *AD&D*® 'X.P. Value' can be used. If not the Gamemaster must assign a Bonus EP code (A-L) based upon the uniqueness and the power of the creature.

Outlook(IQ): Use the 'Alignment' and 'Intelligence' statistics as described in *AD&D*®.

5.15 SPECIAL MODIFICATIONS

AD&D®'s 'Magic Resistance' statistic can be used as it is in *AD&D*®, or it can be used as a modification to normal *C&T* Resistance Rolls.

One other set of *AD&D*® statistics, 'Psionic Abilities', requires a system which is unique to *AD&D*®. If a Gamemaster wishes, 'Psionic Abilities' can be simulated by using *RM* Mentalism spells.

Most *AD&D*® 'Special Attacks' and 'Special Defenses' are self-explanatory. Remember, any '+1/-1' *AD&D*® modifications are +5/-5 *C&T* modifications.

For *AD&D*® 'Bolt' spells use a *C&T* OB equal to 10 plus half the "Base OB" mentioned above for melee/missile attacks. For 'Ball' attack OB's, use half this Bolt OB.

5.2 CONVERSION OF RUNEQUEST® CREATURES

Most *Runequest* creature statistics convert very easily since both *Rolemaster* and *Runequest* are "skill based" systems which use percentile (1-100) based statistics. Using *Runequest* terms, we will now discuss how to obtain each of the statistics used for creatures in *C&T*. A Gamemaster should keep in mind that the following "rules" are guidelines and rules of thumb and should be modified if they give inappropriate results.

5.21 LEVEL

Unfortunately, *Runequest* does not use the concept of levels, so it is difficult to obtain a direct conversion for one of the basic *Rolemaster* statistics, a creature's level. To obtain a *Runequest* creature's *C&T* level, take its 'POW' value and divide by 2 (round up). This level can be modified using standard *C&T* rules by assigning a 'Level Code' (see Section 2.1) between A and H. This level is only directly applicable to Resistance Rolls, but it can be useful for other purposes.

5.22 MOVEMENT STATISTICS

Base Rate: Each 1 increment of the *Runequest* 'Move' statistic is equivalent to a Base Movement Rate of 12. For example, a creature with a *Runequest* 'Move' of 8 has a Base Movement Rate of (8 x 12) = 96. This base movement multiplier is slightly exaggerated to compensate for the *Runequest* Pace limitations outlined below.

Max Pace: According to *Runequest* rules, the following criterion determine Pace:

- Max Pace = Run for small and medium 2-legged creatures
- Max Pace = Spt for 4-legged creatures and large 2-legged creatures
- Max Pace = Dash for flying creatures

MM Bonus: Use five plus the *Runequest* 'DEX' bonus for 'Stealth' as the creature's MM Bonus.

Speed(MS/AQ): Use the creature's *Runequest* 'Move' value to determine the creature's MS (Movement Speed):

(1) = CR	(4-5) = SL	(8-9) = MF	(12) = VF
(2-3) = VS	(6-7) = MD	(10-11) = FA	(13-up) = BF

Use the creature's 'DEX' to determine its AQ (Attack Quickness):

(1-3) = CR	(7-9) = SL	(13-15) = MF	(19-21) = VF
(4-6) = VS	(10-12) = MD	(16-18) = FA	(22-up) = BF

Once again, a Gamemaster should examine the creature as a whole to determine if it needs adjustment; quick creatures should get a higher Max Pace and a greater AQ, slow creatures should get a lower Max Pace and a lower AQ, agile creatures should get a higher MM Bonus, and clumsy creatures should get no MM Bonus.

5.23 COMBAT STATISTICS

Size/Crit: Use the *Runequest* 'SIZ' statistic to obtain *C&T* Size/Crit statistics:

(1-6) = S/-	(17-18) = L/-	(21-25) = L/II	(31-36) = H/LA
(7-16) = M/-	(19-20) = L/I	(26-30) = L/LA	(37-up) = H/SL

However, this still requires careful thought from the Gamemaster to take into account factors other than size; such as special powers (demons and undead) and special forms (undead and elementals).

Hits: Total all of a creature's *Runequest* 'Location Hit Points' and standard 'Hit Points'. Triple this total to obtain the creature's *C&T* Hits.

AT(DB): Most *Runequest* armor can be directly converted to *Rolemaster* Armor Types (AT). For a creature's natural AT, a Gamemaster should try to fit the creature's hide, speed, and special abilities into the *Rolemaster* AT/DB system. Remember, creatures have natural DB's between 0 and 60 with AT's of 1, 3, 4, 8, 11, and 12 (sometimes 16, 19, and 20). But for a quick simple conversion, use the following correspondence of *Runequest* natural creature 'Skin' to *C&T* AT(DB):

None = 1(10)	4 Point Skin = 4(40)	8 Point Skin = 19(10)
1 Point Skin = 3(20)	5 Point Skin = 11(10)	9 Point Skin = 20(10)
2 Point Skin = 3(30)	6 Point Skin = 12(10)	10 Point Skin = 20(20)
3 Point Skin = 4(30)	7 Point Skin = 16(10)	

For every additional Point of Skin after 10 add 10 to the last DB. Also add the creature's *Runequest* 'Defense' value to the DB given, and add any shield bonuses.

Attack Size and Type: All *Runequest* creature descriptions contain attack information in the form of terms directly convertible to *C&T* Attack Types: specific weapons, bites (Bi), breath (Br), claws (Cl), kicks (Ba), pecks (Pi) horns (Ho), hugs (Gr), etc. It is an easy matter to assign each of these attacks a Type as indicated and a Size equivalent to the creature's Size.

Offensive Bonuses: *Runequest* bases the potency of a creature's combat capabilities on the chance a creature has of striking its target, the chance the creature has of parrying an attack, and the damage done by such an attack. The creatures *C&T* OB for a given attack is:

- 1) Its *Runequest* 'Attack' value plus
- 2) Its *Runequest* 'Parry' value plus
- 3) Three times its *Runequest* 'Damage' average (round up).

5.24 ENCOUNTER STATISTICS

Encountered: Use the *Runequest* creature descriptions.

Treasure: Use the following conversion from *Runequest* 'Treasure Factors' to *C&T* Treasure codes:

(1-10) = c	(31-40) = bt	(61-70) = jy	(81-90) = gty
(11-20) = i	(41-50) = cy	(71-80) = aoy	(91-00) = iyy
(21-30) = o	(51-60) = dy		

Bonus EP: The Gamemaster must assign a Bonus EP code (A-L) based upon the uniqueness and the power of the creature.

Outlook(IQ): These *C&T* statistics must be obtained from the *Runequest* creature descriptions.

5.25 SPECIAL MODIFICATIONS

A creature's *Runequest* 'Skill' chances can be used directly as *Rolemaster* Skill Bonuses.

A creature's *Runequest* spells can be used to determine which *Rolemaster* spell lists can be used.

Most *Runequest* special capabilities from the creature descriptions are self-explanatory.



6.0 MISCELLANEOUS TABLES

6.3 RACE ABILITIES TABLE

Type	STAT BONUS MODIFICATIONS										RESISTANCE ROLL MOD.					HEALING AND INJURY				
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dep.	Stat Det.	Rec. x	Dice Lang.	Max. Hits
FAIRY RACES –																				
Elves																				
Wood	0	+5	+5	0	+5	0	+10	-20	+5	0	-5	-5	-5	+10	+100	3	+2	1.5x	3	1-8 100
High	0	+10	+10	0	+5	0	+5	-20	+5	0	-5	-5	-5	+10	+100	2	+4	2x	4	1-8 110
Fair	0	+15	+15	0	+5	0	+5	-20	+5	0	-5	-5	-5	+10	+100	1	+6	3x	5	1-10 120
Fey Folk																				
Dwells	-10	+10	0	-10	+5	+5	+10	0	0	0	-5	+20	-5	0	+100	9	0	1.5x	1	1-8 100
Gremlins	-10	+15	-5	-10	+5	+5	+15	-10	0	0	-5	+20	-5	+20	+100	9	0	1.5x	1	1-8 100
Nixies	-25	+20	+10	-10	+5	-5	+20	0	0	0	-5	+20	-5	0	+100	9	0	1.5x	1	1-5 80
Pysk	-30	+25	+5	-10	0	-5	+25	0	0	0	-5	+20	-5	0	+100	9	0	1.5x	1	1-5 60
Sylphs	-40	+30	0	-10	+15	-5	+30	0	0	0	-5	+20	+10	0	+100	9	0	1.5x	1	1-5 60
Tylweth	-20	+15	+10	-10	+10	-5	+15	0	0	0	-5	+20	-5	0	+100	9	0	1.5x	3	1-8 100
House Spirits	-30	+20	0	-10	+5	0	+25	0	0	0	-5	+20	-5	0	+100	9	0	1.5x	2	1-5 60
Occupational Spirits																				
Leprechaun	-15	+10	0	0	0	0	+15	0	0	0	-5	+20	-5	+10	+100	18	-1	.7x	2	1-8 90
Pech	-5	+5	0	0	0	0	+10	0	0	0	-5	+20	-5	+50	+100	18	-1	.7x	2	1-10 150
Rural Spirits																				
Fosse-Grim	-5	+5	+5	0	0	0	+5	-5	+5	+5	-5	-5	-5	+30	+100	20	-2	.5x	3	1-8 120
Nymphs	-10	+10	+5	0	0	+5	+15	-15	0	0	-5	-5	-5	+20	+100	20	-2	.5x	1	1-8 100
Satyrs	+5	+10	-5	0	0	+10	+10	-15	-5	8	-5	-5	-5	+20	+100	20	-2	.5x	1	1-10 150
Undines	-5	+15	+10	-5	0	+10	+15	-20	-5	-	-5	-5	-5	+20	+100	20	-2	.5x	1	1-8 100
Yaai	-5	+10	0	0	0	0	+20	-10	-5	0	-5	-5	-5	+30	+100	20	-2	.5x	1	1-8 120
GIANT RACES –																				
Cyclops	+40	-10	-5	-5	-5	+30	-5	-10	-5	-10	+20	+20	+20	+30	+30	9	0	1x	1	1-30 550
Giants																				
Forest,Hill,Stone	+25	0	-5	-5	-5	+20	0	5	-5	-10	0	+10	+10	+10	+10	9	0	1x	1	1-20 400
Fire,Frost,Water	+30	-5	-5	-5	0	+25	-5	-5	-5	-5	0	+15	+15	+15	+15	9	0	1x	1	1-25 450
Cloud,Mount.,Storm	+35	-5	0	-10	+5	+30	-5	0	0	0	0	+20	+20	+20	+20	9	0	1x	2	1-30 500
Trolls																				
Forest,Hill,Stone	+15	-10	-10	-10	-10	+15	-10	-10	-10	-10	0	0	0	+10	+10	1	0	.5x	1	1-10 250
Cave,Mountain,Snow	+20	-10	-10	-10	-10	+20	-15	-10	-10	-10	0	0	0	+15	+10	1	0	.5x	1	1-15 300
War	+20	0	-5	-10	-10	+25	+5	0	-5	-5	0	0	0	+20	+10	1	0	.5x	1	1-20 350
Ogres	+15	-5	-15	-10	-10	+10	-5	-10	-5	-5	+5	+5	+5	+10	+10	1	0	.7x	1	1-10 220
Titans	+30	0	+30	0	0	+30	+15	0	+5	+5	0	0	0	+75	+100	5	0	1x	6	1-20 450

Type	STAT BONUS MODIFICATIONS										RESISTANCE ROLL MOD.					HEALING AND INJURY				
	ST	QU	PR	IN	EM	CO	AG	SD	ME	RE	Ess	Chan	Ment	Poi-son	Dis-ease	Soul Dep.	Stat Det.	Rec. x	Dice Lang.	Max. Hits
UNDERGROUND RACES –																				
Dwarves	+5	-5	-10	0	-10	+15	-5	+5	0	0	+40	0	+40	+20	+15	18	-1	.5x	2	1-10 120
Gnolls	-10	+5	-10	-5	+20	+5	+5	-5	0	0	0	+5	+5	0	0	15	0	.5x	2	1-8 100
Gnomes	-5	-5	-5	-10	+15	+5	0	+5	+10	+5	0	+10	0	0	0	15	0	.5x	4	1-6 90
Goblins	+5	-5	-5	-5	-5	+10	0	-5	-5	-5	0	0	0	+5	+5	6	0	.5x	1	1-8 100
Halflings	-20	+10	-15	0	-5	+15	+15	-10	0	0	+50	0	+40	+30	+15	18	-1	.5x	2	1-8 80
Hobgoblins	+10	-5	-5	-5	-5	+15	-5	-5	-5	-5	0	0	0	+5	+5	6	0	.5x	1	1-10 120
Kobolds	0	+5	-5	-5	-5	+10	+5	-5	-5	0	0	0	0	+5	+5	6	0	.5x	1	1-6 70
Orcs																				
Lesser	+5	0	-5	-10	-5	+5	0	-10	-10	-5	0	0	0	0	+5	1	0	.5x	1	1-8 80
Greater	+10	0	-5	-5	-5	+10	0	-5	-5	-5	0	0	0	+5	+10	1	0	.5x	1	1-10 120
Troglodytes	+10	0	-5	-5	-5	+10	0	-5	-5	-5	+20	+20	+20	+10	+10	12	0	.5x	1	1-10 150
UNUSUAL RACES –																				
Centaur	0	-5	0	+10	+10	0	-5	0	0	0	-5	-5	-5	+10	+15	10	0	1x	4	1-8 150
Garks	+10	+10	-5	0	+5	+15	+5	-10	-5	-15	+20	+5	+20	+10	+5	18	-1	.6x	1	1-10 140
Hira'razhir (Avians)	-5	+5	0	0	+5	-10	+15	0	0	0	-5	-5	-5	-10	-20	12	0	1.2x	3	1-5 90
Idiyva (Felines)	0	+10	+5	0	0	0	+10	-5	-5	-5	0	0	0	+5	+5	15	0	1x	2	1-8 120
Maazhat (lieutenants)	+15	-5	-10	+10	-5	0	0	+5	+10	-5	0	0	0	+10	+20	20	-2	.8x	1	1-8 180
Mermen	0	0	0	0	0	0	0	0	+5	+5	0	0	0	0	0	12	0	1x	2	1-8 120
Neanderthals	+10	0	-5	+5	0	+10	+5	0	-5	-10	+25	0	+25	+5	0	20	-2	.5x	1	1-10 150
Sea-Kral	+10	+5	-5	0	0	+5	+10	-5	-5	-5	+15	+15	+15	+15	+15	20	-2	.6x	1	1-10 140
Sohleugir (Lizardmen)	+15	+5	-5	0	0	+10	0	-5	-5	0	+5	+5	+5	+10	+10	15	0	.7x	2	1-10 160
Sstol'isslythi (Reptiles)	-5	0	+5	0	+10	-5	0	+10	0	0	0	0	0	+50	-5	10	0	.9x	3	1-8 120
Vulfen (Wolfmen)	+10	+15	-5	0	-5	+5	0	-10	0	0	+20	+20	+20	+10	+10	18	-1	.5x	1	1-10 150

6.1 RESISTANCE ROLL TABLE

TARGET LEVEL	ATTACK LEVEL *																**
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15			
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	1	
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90		
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85		
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80		
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	5	
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72		
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69		
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66		
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63		
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	10	
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58		
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56		
13	09	14	19	24	29	32	35	38	41	44	46	48	50	52	54		
14	07	12	17	22	27	30	33	36	39	42	44	46	48	50	52		
15	05	10	15	20	25	28	31	34	37	40	42	44	46	48	50	15	
**	1				5					10						15	

* For spells the attack level is the caster's level.

** For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.

To resist the target's RR must be greater than or equal to the number given above.

6.2 ENCOUNTER TABLE

This table is intended to cover the usual pattern of encounters between player characters and local inhabitants or wild beasts. The zones represent the relative density of social beings or inhabitants. These are cross-indexed with ranges which cover the differential between the two encounter dice rolls.

The letter codes before the slashes represent interaction with social beings, usually local inhabitants; letters that follow the slashes cover interaction with wild beasts. If there is a letter in both categories, the Gamemaster should roll again: a low result means that there is an encounter with wild beasts; a high result means interaction with social beings.

POPULATION DENSITY

	Dense	Moderate	Light	Uninhabited	Waste
1-30	s/-	-/-	-/-	-/-	-/-
31-40	e/-	s/-	-/s	-/s	-/-
41-50	e/-	s/-	-/s	-/s	-/-
51-60	e/-	s/-	s/s	-/s	-/-
61-70	e/-	e/-	s/s	-/s	-/s
71-80	e/-	e/s	s/s	-/s	-/s
81-90	e/-	e/s	e/s	-/s	-/h
91-100	h/s	e/s	e/s	-/h	-/h
101-120	h/h	e/s	e/h	s/h	-/h
121-140	a/h	h/h	h/h	e/h	s/a
141-160	a/a	a/h	h/h	e/h	e/a
161-180	a/a	a/a	a/h	h/a	h/a
181-200	t/a	a/a	a/a	a/a	a/t
201+	t/t	t/t	t/t	t/t	t/t

Encounter codes: t = trap or ambush or surprise attack;
a = attacking group;
h = hostile group;
e = basic encounter;
s = sighting by other group.

The encounter codes are meant to be general and relative. A simple encounter with a group from an outrageously brutal or suspicious culture may be more dangerous than a hostile force of passive people. The GM should take note of the local folk and beasts to determine which type will be involved, and what their relative strength will be. A simple rule of thumb: the higher the differential, the more dangerous the encounter. The GM may wish to increase the number or capabilities of the given inhabitants or beasts accordingly.

MODIFICATIONS TO THE ACTIVITY ROLL:

Terrain moving in:

- +30 - Road
- +20 - Open
- 10 - Forest
- 15 - Rough
- 30 - Forest and Rough
- 40 - Mountainous

Activity of inhabitants:

- +25 - Hostile
- +50 - Patrolled area
- +100 - If hue and cry (see Section 5.23)
- +30 - Night-adapted inhabitants (e.g., Orcs) at night
- 30 - Night-adapted inhabitants during day

General:

- 50 - Traveling at night **

variable - spells used to detect groups

MODIFICATIONS TO THE AVOIDANCE ROLL:

Group size: *

- +50 - one
- +20 - two
- +0 - 3-4
- 10 - 5-7
- 20 - 8-10
- 50 - 11-20
- 75 - 21-50
- 100 - 51+

Travel mode:

- +50 - Sneaking
- +20 - Careful walk
- +0 - Normal walk
- 10 - Jog/walk
- 20 - Slow ride
- 40 - Fast ride
- variable - Flying, boat, ship, etc.

General:

- +30 - if actively searching for something
- variable - spells used by the group
- 20 - if in camp and traveled 12 hours
- 40 - if in camp and traveled 16 hours

* - Rangers, Elves and Hobbits count 1/2.

** - This is lower depending upon the lighting (i.e., moon or stars on a clear night).

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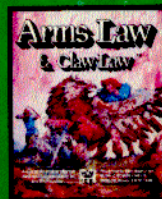


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