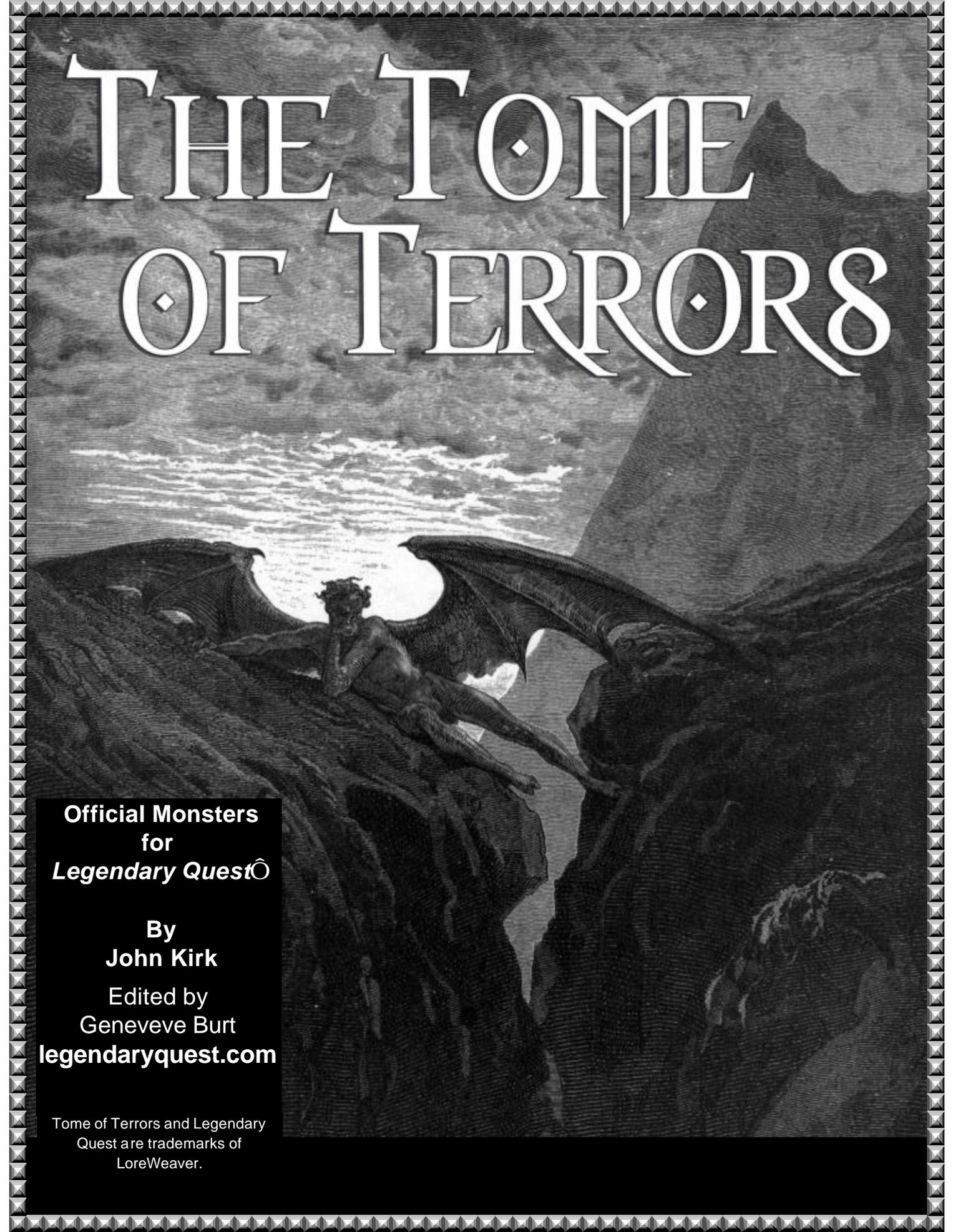


THE TOME OF TERRORS



**Official Monsters
for
Legendary Quest®**

**By
John Kirk**

Edited by
Geneveve Burt

legendaryquest.com

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John Kirk

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Introduction

The entirety of this book is reference material for the game of **Legendary Quest™**. More specifically, it is a reference book for the game referee, or Overlord. If

your intentions do not include acting as a game referee, you have no need to purchase this volume. In fact, owning it may diminish your fun, as many of the mysteries of the game are explained here in detail. On the other hand, if you do intend to take on the role of Overlord, **The Tome of Terrors™** will prove invaluable.

This book assumes that you already own a copy of **The Grimoire of Game Rules™**. *The Grimoire* contains all of the basic rules governing character generation and combat. This book, **The Tome of Terrors™**, augments *The Grimoire* with descriptions of the various hazards and beasts your characters, or rather, your players' characters will encounter on their campaigns.

In putting together this book, we did our best to limit outside references to only **The Grimoire of Game Rules™**. We constrained ourselves in this way because, along with *The Grimoire*, this book is intended as one of the initial two books required to play **Legendary Quest™**. That means that this book contains very little in the way of magic, since the game's magic system is described in **The Manual of Mythology™** and **The Lexicon of Lore™**. Even so, there are some places, most notably in some of the monster descriptions, that references to these other books could not be avoided. We believe these instances should not greatly inhibit your play even if you do not yet have your own copies.

As one of the two books required to play **Legendary Quest™**, and as the book used mainly by the Overlord, the bulk of this book is devoted to a variety of standard "vermin" that will provide challenges to players. That is, most of the beasts included in this book are creatures that do not have inherent magical abilities of their own. Many more "interesting" critters are found in the books **Celtic Creatures and Nordic Nightmares™** and in **The Monsters of the Mediterranean™**.

That said, you hold in your hands a work representing a tremendous amount of research and playtesting. Many

Fantasy Role-Playing (FRP) games are primarily based on folklore, and **Legendary Quest™** is no exception. However, believe it or not, the first four editions of this

game were no more true to their folklorish roots than any other games available on the market. Yes, you read correctly. Four. Although this is the first edition for which the authors even sought publication, this is, in fact,

the *seventh* edition of **Legendary Quest™**. As you might expect, those seven editions took us more than fifteen years to complete. Each edition refined certain aspects of the previous edition, and each was a big step forward from the predecessor. Even so, I never could bring myself to call the game *finished*. To me, **Legendary Quest™** was (and is) more a work of art than a potential source of revenue. So, I just kept plugging away at various improvements as new ideas were proposed and put through the fiery crucible of playtesting. However, no matter what improvements were made, and no matter how many editions we completed, the game always seemed lacking somehow.

In hindsight, the nagging problem of what the game lacked seems obvious—it is the same problem that I believe spurred the development of the countless other games currently offered on the market. The problem was simply this: **Legendary Quest™** had no soul.

To be sure, the early editions of the game produced a truly advanced class system, its combat system was virtually unrivaled, and the magic system was truly elegant. In fact, the fourth edition could easily have been **Legendary Quest™**'s final release, and we're sure the FRP community would have warmly received it if only for the beauty of its game mechanics. But, despite its pretty trimmings, it would have been merely a zombie among a crowd of zombies.

It finally dawned on me that any masterpiece is as much about what it *isn't* as about what it *is*. (Ok, so maybe "masterpiece" is too strong a word. Grandmothers and

authors are, in many ways, afflicted with the same vices.) Before the latest edition, we had always felt free to write up any classes, spells, and monsters that our minds dreamed up. I finally realized, though, that every time we added such an element, the effort rarely brought us closer to our elusive ideal. In fact, the end goal seemed ever further away. It was as if we were chefs trying to grill filet mignon but somehow kept coming up with

“Legendary Quest™ has nothing to do with the accuracy of historical events. Rather, it is a game built around historical beliefs.”

“To further augment the magic system, any magical powers possessed by a newly-written monster were implemented as full-blown spells.

Since the monsters themselves are strictly folklore-based, the powers they possessed had equally firm origins.”

cotton candy. Sure, cotton candy tastes good for a while, but eventually you want to bite into something with real substance. At long last I realized that you can't transform cotton candy into a culinary masterpiece by adding more sugar. You need a new recipe.

To bring *Legendary Quest*[™] out from its perpetual doldrums, I decided the recipe involved eliminating anything that did not fit into a historically-accurate view of folklore and mythology.

Now, don't start thinking that *Legendary Quest*[™] is a history-based war-gaming system designed to re-enact the wars of the middle ages. It isn't. It has nothing to do with the accuracy of historical *events*. Rather, it is a game built around historical *beliefs*.

In order to structure a game in this fashion, one must first have a good understanding of the belief systems of past ages. To that end, I delved into my personal library in search of tantalizing nuggets of old. Before the work could proceed, though, some organization had to take place. I needed to be sure that the best information about unicorns would be available when I was struck by the muse of unicorn writing. Consequently, a catalog of reference notes was painstakingly created over a period of several months while all writing was temporarily halted. In the end, this catalog totaled over 200 pages of references. Each entry looked something like this:

Banshee (bean side, bean nighe)

A Dictionary of Ghost Lore by Peter Haining, pg. 12-13

An Encyclopedia of Fairies by Katharine Biggs, pgs. 14, 19,20

The Encyclopedia of Ghosts and Spirits by Rosemary Ellen Guiley, pg. 30

Dictionary of World Folklore by Larousse, pg. 50, 450

The Woman's Encyclopedia of Myths and Secrets by Barbara G. Walker, pg. 89

Encyclopedia of Things That Never Were by Michael Page and Robert Ingpen, pg. 221

Encyclopedia of Occultism by Lewis Spence, pg. 62-63

Ghosts, The Enchanted World by Time-Life Books, pg. 11

The Encyclopedia of Mythology by Arthur Cotterell, pg. 102.

This catalog was nothing but topics of interest along with their references and where, specifically, the topic could be located in those references. The catalog includes sections for spells, character classes, magic items, gods, monsters, heroes, ancient mythological artifacts, mythological lands, and more.

Once this catalog was completed, the references were compared to the various elements of *Legendary Quest*[™]. The results were brutal.

Even though my friends and I had devoted so much time to a game that was supposedly folklore-based, we quickly learned that many of our ideas were badly misplaced. However, I stuck to my guns and began working on the new edition. Although the basic rules of the game's magic system survived intact, it was entirely re-organized to more closely match folklore. Any spell which obviously did not fit into a folklore/mythology framework was eliminated.

I was even more critical of the bestiary (since monsters are, arguably, the most visible and commonly experienced aspect of the game). If I could not find at least one reference listing a given creature, it was yanked. Although few monsters were categorically rejected, most had to be entirely re-written since the only resemblance they bore to any mythological beast was in their names. If any of you have ever undergone the excruciating agony of writing, you know that a writer would sooner undergo a root canal than delete a well-written paragraph ... and the paragraphs fell like flies in a bug-spray factory. To keep myself honest, I added an "Origin" section to each monster description that details where the creature fits into ancient belief.

Since I had devoted myself to doing things at the best of my humble abilities, I made one more important decision. Whenever possible, any magical powers possessed by a newly-written monster would be implemented as full-blown spells to further augment the magic system. Since the monsters themselves were strictly folklore-based, the powers they possessed had equally firm origins.

The task that I had set myself was far greater than any of those demanded by the previous editions. In the end, I almost doubled the game's "bestiary" and I augmented our magic system with well over a hundred "meaty" spells.

The result is a game that finally has a soul.

I believe the effort was worth it. I hope you do too.

Poisons

Poisons are substances that produce harmful effects on living creatures. All poisons basically fall into three categories: *Toxins*, *Hallucinogens*, and *Venoms*. Each poison type produces different effects in its victims.

Risk Factor of Poisons

Every poison has assigned to it a *Risk Factor* depending on its potency. Thus, poisons can be *Minimally Hazardous*, *Moderately Hazardous*, *Dangerous*, or *Deadly*. (No poison in *Legendary Quest* is considered *Suicidal*.)

Poison Forms

We must be careful to make a distinction between a poison's *type* and its *form*. The basic types of poisons are *Toxins*, *Hallucinogens*, and *Venoms*. However, the forms in which these poisons are delivered to the target can vary significantly. There are five basic forms that a poison can take. These are: *Gas*, *Gel*, *Liquid*, *Paste*, and *Powder*. Specific poison types may have restrictions on the forms they may take. For example, *Venoms* must be *Liquid*.

Gas

Some poisons can be made into a gaseous form. In reality, a gaseous poison is a liquid until it comes in contact with air. At this point, the poison evaporates quickly creating a 10 foot radius cloud around the poison's origin.

If a player states that his character is holding his breath *before* the poison starts evaporating, he does not sustain the ill effects of the poison. On the other hand, if he does not state this intention until after the gas appears, he must make a *Surprise* roll (rolled separately for each character). A *Surprise* roll is also made for the gas. If the character is not surprised, he successfully holds his breath. Failure has the opposite effects. You see, any human or demihuman instinctively takes a quick, short breath whenever surprised.

Anyone breathing the poison must then make a *Luck Roll* with *Stamina* adjustments. The poison takes effect 1d4 turns after it is delivered.

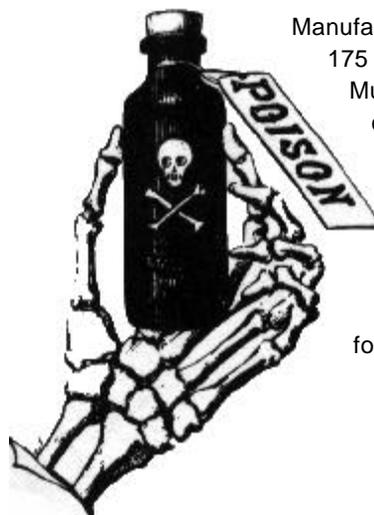
Manufacturing a gas poison costs 500 silver pieces per attempt. Multiple doses may be created at once with each additional dose costing 250 silver pieces each. The *Success Roll* applies to all doses made in a single batch and must be rolled against the following thresholds:

Gel

Partially distilling a liquid poison produces a gel-like substance viscous enough to stick to a blade. Only a single dram can be effectively smeared on a blade at a time. A greater quantity would simply drip off the blade. The poison remains smeared on a weapon until the weapon strikes a blow. At this time, the struck creature must make a *Luck Roll* with *Stamina* adjustments. The poison takes effect 1d4 turns after it is delivered. After a single blow, too little poison remains on the blade to have any effect.

Note that, while a gel poison can easily be smeared on a tiny blowgun dart, poisons in this form are far too weak for so small an amount to have much effect. Treat each such quantity of a gel poison as one-eighth of a dose. (Pastes, described hereafter, are the form most preferred for delivery by blowgun dart.)

Any gel poison exposed to fresh air will quickly lose its potency. Lower its potency by one *Risk Factor* for every day of exposure to open air until it becomes useless.



Manufacturing a gel poison costs 175 silver pieces per attempt. Multiple doses may be created at once with each additional dose costing 50 silver pieces. The *Success Roll* applies to all doses made in a single batch and must be rolled against the following thresholds:

Thresholds to Manufacture Gels

Potency	Success Threshold
Minimally Hazardous	18
Moderately Hazardous	26
Dangerous	30
Deadly	34

Liquid

A single dose of liquid poison poured in a goblet of wine is virtually undetectable. Anyone drinking a liquid poison is allowed a *Perception Check* versus a *Threshold* of 8 to notice the poison before he imbibes it fully. One additional dram reduces the *Threshold* to 6. Two reduces it to 4. Failing the check, the imbiber takes the full effect of the poison in 1d4 turns with no *Luck Roll*. The effects of multiple doses is detailed below under **Effects of Multiple Doses of Poison**.

Manufacturing a liquid poison costs 150 silver pieces per attempt. Multiple doses may be created at once with each additional dose costing 50 silver pieces. The *Success Roll* applies to all doses made in a single batch and must be rolled against the following thresholds:

Thresholds to Manufacture Liquids

Potency	Success Threshold
Minimally Hazardous	12
Moderately Hazardous	22
Dangerous	26
Deadly	32

Paste

Poisons in the form of pastes deliver a powerful punch in a tiny volume. Such concoctions are usually applied to darts, needles, and other weapons that merely puncture the skin of their targets. Pastes are so concentrated that a single needle prick is all that is needed to deliver a full dose of poison. Anyone affected by a paste poison must make a *Luck Roll* with *Stamina Adjustments*. The poison takes effect 1d4 turns after it is delivered.

Any paste poison exposed to air will quickly lose its potency. Lower its potency by one *Risk Factor* for every day of exposure to open air until it becomes useless.

Manufacturing a paste poison costs 200 silver pieces per attempt. Multiple doses may be created at once with each additional dose costing 75 silver pieces. The *Success Roll* applies to all doses made in a single batch and must be rolled against the following thresholds:

Thresholds to Manufacture Pastes

Potency	Success Threshold
Minimally Hazardous	20
Moderately Hazardous	28
Dangerous	32
Deadly	36

Powder

Distilling a poison down to its basic components produces a drug poisonous to the touch. Sprinkling this contact poison over an item forces anyone picking up the item to make a *Luck Roll* with *Stamina* adjustments. The poison takes effect 1d4 turns after it is delivered. If poured into a goblet of wine, treat the poison as **Liquid**.

Manufacturing a powder poison costs 300 silver pieces per attempt. Multiple doses may be created at once with each additional dose costing 100 silver pieces each. The *Success Roll* applies to all doses made in a single batch and must be rolled against the following thresholds:

Thresholds to Manufacture Powders

Potency	Success Threshold
Minimally Hazardous	20
Moderately Hazardous	28
Dangerous	32
Deadly	36

Poison Types and Their Effects

The following descriptions detail the effects each poison type produces. The terms used for the effects are defined in the **Trauma** section.

Toxins

Toxins are the types of poisons found in insect stings and in many plants. Poison ivy and poison oak produce natural toxins that can be distilled into deadly poisons. Toxins can be formed into *Gases*, *Liquids*, *Gels*, *Pastes* and *Powders*. The following table lists the effects of this poison type:

Toxins

Risk Factor	Effects
Minimally Hazardous	1d8 Damage
Moderately Hazardous	1d8 Damage
Dangerous	1d8 Damage, Nausea
Deadly	1d8 Damage, Lethargy

The effects are cumulative. Thus, a *Deadly Toxin* causes *Nausea*, *Lethargy*, and *4d8 Damage*. Additional doses do likewise. See the **Trauma** section for details on *Nausea* and *Lethargy*.



Hallucinogens

These poisons directly affect the nervous system of the victim. Various natural mushrooms, flowers, and herbs produce the chemicals necessary in manufacturing these poisons. The following table lists the effects of Hallucinogens:

Hallucinogens

Risk Factor	Effects
Minimally Hazardous	Lethargy
Moderately Hazardous	Fogged Perception
Dangerous	Delirium, Panic
Deadly	Exhaustion,
	Permanent random form of Insanity

The effects are NOT cumulative. Thus, a *Dangerous Hallucinogen* causes only *Delirium* and *Panic*. Additional doses, however, may increase the potency level. Thus, a *Dangerous* hallucinogenic dose combined with a *Minimally Hazardous* dose produces the effect of a single *Deadly* dose. See the **Trauma** section for further details on the various hallucinogenic effects.

Rarely will a hallucinogen kill. In fact, many people find the effects pleasurable and purposely risk the dangers to attain the unusual sensations produced. These pleasure seekers quickly become addicted to the poisonous substances. Hallucinogens can be formed into *Gases*, *Liquids*, *Pastes*, or *Powders*.

Venoms

Killing Venom

Risk Factor	Effects
Minimally Hazardous	1d8 Damage
Moderately Hazardous	1d8 Damage
Dangerous	1d8 Damage, -1 ST
Deadly	1d8 Damage, -1 PS

Various poisonous snakes and spiders produce venoms. Although many of these natural poisons are extremely potent, they are also quite delicate and will quickly deteriorate within a day if mishandled. Because of its delicate nature, changing the form of a venom from a liquid to any other form ruins it. Obviously, these poisonous substances are not actually man-made. However, they may be harvested by those trained in the skill *Harvesting Venoms*. Venoms can be harvested either from a captive living creature or from the dissected venom sacks of a dead creature.

The effects of natural venoms vary widely. However, the most common ones can basically be broken down into *Killing Venoms* and *Paralyzing Venoms*. If injected into the victim via a needle or bite, the venom takes effect in 1d4 turns. The following tables detail the common effects of both types. Since venoms are used by many monster types, their effects were kept as simple as possible. Feel free to augment a venom with additional effects for added "realism" in special circumstances.

The effects are cumulative. Thus, a *Deadly Killing Venom* causes a penalty of -1 on *Stamina* and *Physical Strength* and a total of *4d8* damage. Additional doses do likewise. The *ST* and *PS* penalties affect *Brawn*, but have no additional effect on *Damage Tolerance*.

Paralyzing Venom

Risk Factor	Effects
Minimally Hazardous	1d8 Damage
Moderately Hazardous	1d8 Damage
Dangerous	1d8 Damage, -1 PC
Deadly	1d8 Damage, -1 AG

The effects are cumulative. Thus, a *Deadly Paralyzing Venom* causes a penalty of -1 on *Perception* and *Agility* and *4d8* damage. Additional doses do likewise. The damage delivered is paralyzing damage, however. It cannot kill the victim. Even so, when the poisoned individual falls to 0 *Damage Tolerance*, he is completely paralyzed until the poison damage is completely healed. Paralyzation damage is similar to *Fatigue* damage in that it heals at the rate of 1 point per hour of complete rest. See the **Trauma** section for further details on paralysis.

Manufacturing Poisons

Several skills exist that enable a character to produce or extract poisons of various forms. These skills are: *Harvesting Venoms*, *Manufacturing Hallucinogenic Poisons*, and *Manufacturing Toxic Poisons*. Any character with the skills necessary to produce a particular form of poison may do so, provided he or she has a fully-equipped lab in which to work. (Venoms can usually be extracted from the venom sacks of slain monsters with the application of a sharp knife.)

Characters who have the proper skills and equipment must make a *Success Roll* with *Perception Adjustments* when they attempt to create a poison. The *Success Threshold* they must overcome is given with the various poison forms.

When attempting to produce a poison, characters will normally want to make it *Deadly*. If they fail in this attempt, though, it does not mean that the substance produced is totally impotent. Rather, the poison is as good as the overall roll indicates. Thus, if a character tried to make a *Deadly Liquid Poison* and rolls a total of 25 on his *Success Roll*, he actually produced a *Moderately Hazardous Liquid Poison* (as shown on the table under *Liquid Poison*). If the character wants to make a *Moderately Hazardous Liquid Poison*, he succeeds on any roll of 22 or more. Note that the Overlord should make the *Success Roll*, as the manufacturer cannot determine its potency before testing it on some critter.

Luck Rolls Against Poisons

In all cases where a living creature is poisoned, it must make a *Luck Roll* with *Stamina* adjustments. The *Threshold* that must be overcome depends on the source of the poison. For manufactured poisons, the *Threshold* equals 15 plus the level of the creator in *Manufacturing Toxic Poisons* or *Manufacturing Hallucinogenic Poisons*. For natural poisons (snake bites, scorpion stings, etc.), the *Threshold* equals 15 plus the *Combat Level* of the biting creature unless otherwise stated (this includes harvested venoms). Failure indicates the victim sustains the full effects of the poison. Success indicates that he suffers greatly reduced effects or no effects at all.

Anyone successfully making a *Luck Roll* against poison still suffers effects as if the poison were two *Risk Factors* lower. Thus, a *Deadly Poison* affects him as a *Moderately Hazardous Poison* and a *Dangerous Poison* affects as a *Minimally Hazardous Poison*. *Moderately*

and *Minimally Hazardous* poisons have no effect on a character who succeeds in his *Luck Roll*.

After any *Luck Roll* against a particular poison fails, the effects of additional doses of the same poison type affect a character automatically. The character automatically fails additional *Luck Rolls* until the temporary affects of the poison wear off.

For creatures (and characters) with unusually high *Staminas*, the effects may be reduced even further. In effect, the poison's *Risk Factor* is lowered according to the following table:

Risk Factor Reduction According to Stamina

Stamina	Risk Factor Reduction
5+	1
10+	2
15+	3
20+	4

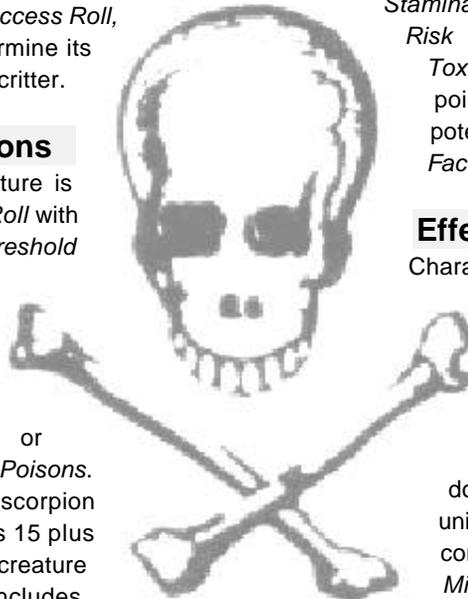
Thus, a character having a *Stamina* of 6 who is affected by a *Dangerous Toxin* will automatically have the poison's *Risk Factor* lowered (by 1 *Risk Factor*) to that of a *Moderately Hazardous Toxin*. An ogre with a 12 *Stamina* will automatically lower the same poison's *Risk Factor* to that of a *Minimally Hazardous Toxin*. A successful *Luck Roll* against the poison for either individual would reduce the potency of the poison an even further 2 *Risk Factors*, thus rendering it completely harmless.

Effects of Multiple Doses of Poison

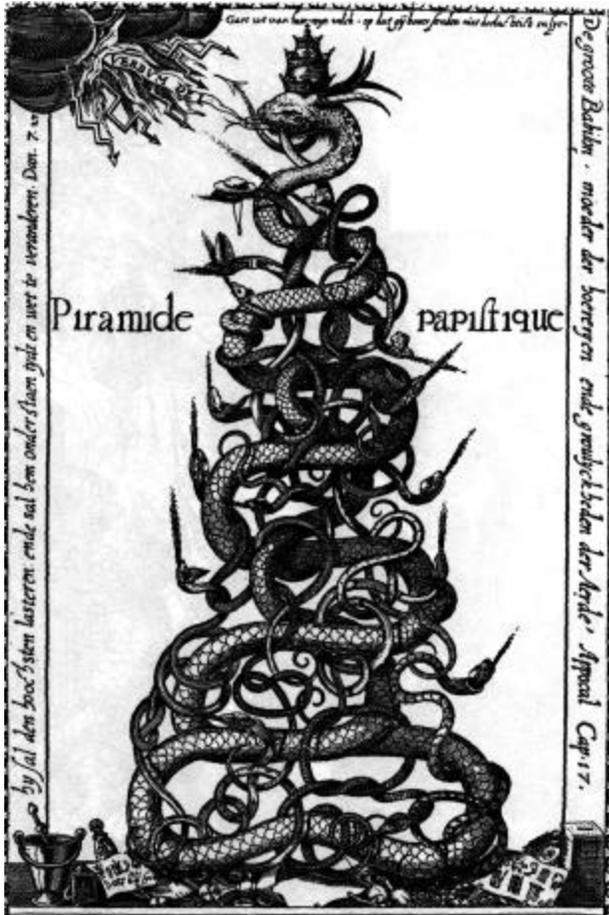
Characters are occasionally affected by multiple poison doses because they are bitten many times by a viper or are swarmed by several poisonous spiders. In these cases, the effects of the poison are magnified. To determine the effects of multiple doses, simply break every dosage down into a number of *Minimally Hazardous* units. A *Moderately Hazardous* dose is considered to be the equivalent of two *Minimally Hazardous* doses. A *Dangerous* dose is the equivalent of three *Minimally Hazardous* doses, and a *Deadly* dose is the equivalent of four *Minimally Hazardous* doses. Then, simply add the *Minimally Hazardous* doses together and reverse the process to obtain the overall effect.

Consider this example of an unfortunate thief...

(continued on the next page)



Arizona Smith in “The Temple of Gloom”



Arizona Smith, tomb robber extraordinaire, finally finds himself gazing upon the Lost Golden Idol of Grinning Squatters for which he has spent the last four months searching. Unfortunately, it rests on top of a tall narrow column in the center of a large pit filled with writhing vipers. Throwing caution to the wind, Arizona backs up a few yards and takes a running leap to land precariously on the column. Arizona grabs the idol and raises it over his head with a triumphant "Yippie!" His elation soon passes, however, as he realizes that he has no way to get a good run for the jump back. With no other recourse, Arizona leaps with the mightiest standing jump he can. He almost makes it.

Arizona lands in the pit on top of a multitude of very annoyed vipers. He is bitten by 12 of them before he can even stand. Each bite counts as a *Minimally Hazardous Killing Venom* (as the Guardian of the Grinning Squatters didn't have much cash to purchase top quality vipers). The game Overlord forces Arizona to begin making *Luck Rolls*. To Arizona's delight, he

actually makes the first three *Luck Rolls* and is therefore unaffected by the first three bites. **The next roll fails, however, and Arizona automatically suffers the consequences of the following nine.** Arizona knows he has very little time before the poison kicks in. He immediately begins climbing the wall. The Overlord decides it will take Arizona 2 turns to climb out of the pit.

As per the rules on venom, the Overlord rolls 1d4 for each bite to determine when each will take effect. He determines that 1 dose takes effect the first turn, 2 take effect the next, 4 the next, and the final 2 take effect on the fourth turn.

On the first turn of climbing, the first dose of venom kicks in. Arizona sustains 1d8 damage, the only effect of a *Minimally Hazardous Killing Venom*. He feels a little sick, but does not stop climbing as it would mean certain death.

On the second turn, two more doses start working and bring the total number of doses to three. Three doses of a *Minimally Hazardous* poison produce the effects of a single dose of a *Dangerously Hazardous* poison. Thus, Arizona sustains an additional 2d8 damage (having already sustains 1d8 damage from the first dose) and suffers a penalty of 1 on his *Stamina*. Still, he struggles over the edge of the pit, safe from more viper bites.

On the third turn, four more venom doses take effect. This brings the running total to seven. Since only four doses are required for a *Deadly* effect, and three produce the effect of a *Dangerous* dose, Arizona suffers the effects of both a *Deadly* and a *Dangerous* dose. Thus, Arizona suffers an additional 4d8 damage and temporarily loses points from both his *Stamina* and *Physical Strength*. The unfortunate character stumbles onward, barely able to stand.

On the fourth and final turn, the running total reaches nine. This is equivalent to two *Deadly* doses and 1 *Minimally Hazardous* dose. Thus, Arizona sustains another 2d8 damage (to bring the total to 9d8) and loses another point from his *Physical Strength* (for the second *Deadly* dose). Arizona gasps his last breath. With a tear in his eye, Arizona's apprentice, Indiana, reaches down and lovingly takes the Golden Idol. "Snakes," he says as he turns and walks away, "I hate snakes!"

Trauma

This section describes how to handle many of the various types of physical and mental traumas that characters, or their opponents, will inevitably suffer during play.

Amputation

Every so often, a character has a limb severed from his body during combat or extracts an infection so severe that amputation is necessary to save his life. Whenever such a shock is given to an individual's system, it takes a substantial amount of time to recover. Immediately following any major amputation, the character enters into a state of *Severe Shock*. In addition the character must make a *Stamina Check* against a *Threshold* of 8 to avoid *Infection*. If he survives his injuries, he will be *Incapacitated* for 1 month after the loss of any limb. The capabilities of the unfortunate character may thereafter be much more restricted. Of course, no surgeon before the modern age was skillful enough to restore a lost limb to the patient.

Amputees losing legs hobble about using either wooden legs or crutches. Those losing hands often replace them with hooks. Obviously, the *Attributes* of the amputee are dramatically affected. If the exact location of amputation is unknown, roll percentile dice and consult the appropriate table. In cases where the amputation location is known, simply reference the portion of the appropriate table. Each table gives adjustments that must be added to the character's *Attributes*. Each assumes that the individual has replaced the amputated limb with an artificial (wooden) one. No *Attribute* may fall below -5 due to amputation.

Broken Bones

A broken bone is a severe problem that characters must deal with. *Shock* immediately follows the breaking of a major bone. A major break negates a character's ability to travel until the bone is properly tended. Even traveling the

relatively short distance of a few miles requires a splint to keep the broken limb from moving. Any character with the talent of *First Aid* may create such a splint. For a bone to heal normally, though, the bone must be set so that the broken ends are rejoined. The limb must then be placed in an appropriate splint or cast. Any character with the talent of *Minor Surgery* can set a bone. A bone generally requires 6 weeks to heal.

A character with a broken bone is treated as *Incapacitated* for one week after breaking the bone. Thereafter, he may move about slowly gaining strength until the bone is completely healed. If the bone is not set within the first week, it heals improperly. The limb will be twisted and severely handicapped.

Burns/Frostbite

Burning occurs through exposure to either extreme heat or extreme cold. The severity of the burn and the speed at which the body recovers from them varies with the intensity of the heat or frost. Burns fall into three categories: first, second, or third degree. Burns are rated according to how much damage they deliver per single blow or through continuous exposure.

First-Degree Burns

First-degree burns are burns that heal perfectly at the rate of normal wounds. In the terms of this game, first-degree burns are caused by any heat or frost source delivering less than one-quarter of a creature's maximum *Damage Tolerance*. After healing, they leave no visible marks.

Second-Degree Burns

Second-degree burns heal at the normal *Daily Healing Rate*. Any heat or frost source delivering between one-quarter and one-half of a creature's maximum *Damage Tolerance* causes second degree burns. If left to heal normally, these burns leave bad scars. In addition, the burns risk *Infection*. If healed

Arm Amputation Table

Roll	Location	PS	ST	AG	MD**	PC	WP	FA
01-49	at wrist	-1	0	0	-4	0	0	0
50-74	below elbow	-1	0	-1	-4	0	0	0
75-90	above elbow	-2	0	-1	-4	0	0	0
91-100	at shoulder	-2	0	-2	-4	0	0	0

Manual Dexterity drops to NA (not applicable) for given arm. The given adjustment should be added to the overall *Manual Dexterity* to calculate other factors (such as *Coordination*).

Leg Amputation Table

Roll	Location	PS	ST	AG	MD**	PC	WP	FA
01-49	at ankle	-1	0	-3	0	0	0	0
50-74	below knee	-1	0	-3	0	0	0	0
75-90	above knee	-2	0	-4	0	0	0	0
91-100	at hip	-3	0	-5	0	0	0	0

Third-Degree Burns

Third-degree burns, all those more severe than second degree, cannot heal normally. The burn is so severe that even the lowest layers of skin have been killed, leaving nothing to regenerate the damaged tissue. *Shock* immediately follows such a burn. While the burns remain, they risk *Infection*. These burns can only be healed through magical means. Even so, the burns leave deforming scars.

Choking/Drowning/Suffocating

A character who cannot breathe for an extended period of time suffers severe consequences. While this traumatic event can be caused in many ways, the result is inevitably the same. The character will fall unconscious and die in a short span of time unless he or she can somehow rectify the situation.

Any character choking or drowning sustains damage whose severity increases the longer the choking influence exists. The character suffers only 1d4 damage on the first turn of choking. On the second turn, he suffers an additional 2d4. The third turn delivers 3d4 and the fourth inflicts 4d4. This process continues in a like manner until the character resumes breathing or dies.

If the character resumes breathing, any damage sustained through choking is quickly restored. The character regains 1 point of lost *Damage Tolerance* every turn of complete rest. If the character cannot rest (i.e., is forced into a combat), lost *Damage Tolerance* is restored at a rate of 1 point per minute.

Constriction/Crushing

Every so often, a character finds himself in the frightening grip of a powerful constrictor snake or crushed under a heavy log or boulder. The damage sustained by a character in these situations is two-fold. He suffers partly from the overpowering forces trying to tear apart muscles and crack bones. Equally threatening, though, the character finds it extremely difficult to breathe. While plenty of air is immediately available, the character cannot expand his chest sufficiently to draw in enough air. He must satisfy himself with short, quick breaths.

A character in this situation suffers 1d6 damage on the first turn of crushing. On the second turn, he suffers 2d6 damage. On every turn following the second, the character sustains 3d6 damage. Only platemail or

fieldplate armor can absorb this damage.

If the character is freed from the crushing influence, the character quickly regains *half* of the total sustained damage. *Damage Tolerance* returns at a rate of 1 point for every turn of complete rest where he can breathe freely. If the character cannot rest (i.e. if forced into combat), lost *Damage Tolerance* returns at a rate of 1 point per minute. The remaining half of the sustained damage returns at the normal rate.

If a character is constricted by a large serpent, the tail of a dragon, the tentacle of a Kraken, or by some other similar means, he must make a *Luck Roll* with *Agility Adjustments* on the first turn of constriction. Failure indicates that one or both arms are pinned to his side. To determine which, roll a d6. A 1 or 2 indicates that his left arm is pinned. A 3 or 4 demonstrates that his right is trapped. A 5 or 6 indicates that both arms are securely held.

Unless a constricting monster is at least 5 times the size of its prey, attacking it is risky. Any blow that misses the creature will strike its prey. It is virtually impossible to miss both at the same time.

In any case, the character so constricted has a *Defense* of 10 to the constricting creature. Likewise, the *Defense* of the creature is lowered to 10 to the individual being crushed. And, unless the constrictor is large enough and strong enough to physically lift its prey from the ground and thrash him about with ease, the *Defenses* of both prey and predator likewise drop to 10 against all other adversaries.

Cracked Bones

If a character cracks a bone, he should probably consider himself lucky that the bone did not break instead. Feeling lucky, though, will undoubtedly be far from his mind. A character with a cracked bone has his *Attack Bonus* and *Defense* both reduced by 2 points. In addition, his *Speed* drops by 10 and the bone itself has a -4 penalty on all *Luck Rolls* against breakage. All penalties persist until the bone heals, a process that normally requires 4 weeks.

Death

While you might think that the last thing we need to explain is the concept of "death," LQ aficionados disagree. Many games allow easy restoration of life if a dead individual has rich friends. *Legendary Quest* does not.

However, if a character is an ACTIVE follower of a deity, he

“Many games allow easy restoration of life if a dead individual has rich friends. *Legendary Quest* does not.

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has a slight chance that his god will intervene on his behalf. The deceased has a percent chance equal to his *Character Level* of having his deity restore his life. Priests, acolytes, and other religious leaders have double this chance. You might want to increase this chance a bit more if the deceased character was undergoing a holy quest demanded by his deity (increasing the chance by a percentage equal to twice the character's *Faith* is not unreasonable).

If this roll fails, the character is dead. D. E. A. D. DEAD. There is no further recourse, no additional chance. His life is over. Let us emphasize this point. The character IS NO MORE! After all, what fun is there in playing a game you cannot lose?

Delirium / Intoxication

Delirium is a state of mental turmoil that is induced by drugs, magic, or alcohol. Intoxicated or delirious characters have a difficult time distinguishing reality from hallucinations. No such individual is capable of disbelieving illusions and has a penalty of -8 on all other *Luck Rolls* involving *Willpower Adjustments*. If pressed, a delirious person may engage in combat. Nevertheless, his *Defense* and *Attack Bonuses* are cut in half. No spellcasting is possible while under the influence of this debilitating mental condition. Unless otherwise stated, *Delirium* passes in 1d4 hours.

Disease

Diseases come in many forms and varieties. There is no daily check on a character's health so he is seldom sick. Any illness is a rare "treat" for the Overlord to exploit. It might as well be interesting. Since this game is set up to encourage heroic quests, we describe here only heroic diseases. Adventurers don't get runny noses.

Nobody in the Middle Ages understood how diseases spread. Some believed in infectious "vapors," others in demons and evil spirits. Inevitably, someone would accuse old hags of evil witchcraft and pacts with devils. The following descriptions list the actual forms of transmission only as an aid to the Overlord. After all, the cure of a friend's fatal disease could be a grand adventure if the disease is, in fact, caused by a demon.

Popular "treatments" for various diseases usually involved ridiculous acts. Some doctors attached leeches to their patients' bodies to draw out "bad blood." Others instructed their clients to hang garlic around their necks or run hams up flagpoles. Needless to say, these treatments accomplished little. While it may be realistic to doom a character with a particular disease to eventual death, this is hardly fun. Consequently, each disease listed has some treatment, usually magical,

that will cure the patient. Side effects from the diseases, though, may persist permanently.

Anthrax

Anthrax is an extremely contagious disease spread by various animals. The chief carriers of the disease include cattle, goats, hogs, horses, and sheep. People with frequent contact with these animals are more prone toward the disease.

Anthrax creates sensitive sores on the carrier's body. The disease progresses with culmination of infected sores and a dramatic rise in temperature. The character must be treated as *Incapacitated* during this time. The disease is always fatal within 5 to 8 weeks if not cured by the Piety Healing spell **Panacea**.

Black Plague

Also known as the Bubonic Plague or Black Death, the Black Plague occurred in widespread epidemics in Europe and Asia in the Middle Ages. It killed entire populations. The plague is transmitted by flea-infested rats. The rats carry the infected fleas that jump to their human hosts.

Black Plague causes waves of extreme fever and severe chills. The infected individual experiences great thirst, diarrhea, and spasms of vomiting. Blood spots appear on the skin and the lymph glands of the recipient swell. While the plague is running its course, the character must be treated as *Incapacitated*. Black Plague results in death within 6 weeks for nearly all of its victims.

The plague can be cured on an individual basis by the Piety Healing spell **Panacea**. Even so, a cured individual permanently loses 1 point of *Stamina* but is thereafter immune to the disease.

Cowpox

Cowpox is a disease carried by cattle and is most commonly found among those tending these beasts. Actually a mild form of smallpox, the disease causes numerous inflamed boils to appear over the body. The disease runs its course in 4 to 6 weeks during which time the infected individual is treated as *Incapacitated*. Cowpox is never fatal.

The disease may be cured by a single casting of the priest Healing spell **Panacea**. If the disease is allowed to run its course naturally, the infected character will be permanently covered by small pox scars, but is thereafter immune to Cowpox, Smallpox, and the mage spell **Pox**.

Infection

Infection is a general term describing infestation of bacteria into an open wound. The infestation quickly

triggers the body into battle with the germs. The infected wound reddens and quickly swells. The wound itself often leaks white pus. If untreated, the infection will spread and may require amputation of the infected limb to prevent death.

Fortunately, any character having the talent of *First Aid* can easily prevent infections. If infection does occur, it can be cured by the priest Healing spell **Panacea** or any character with the talent of *Remedying Ailments*.

Leprosy

Leprosy is a disease that causes lumps and thickening of the skin, hair loss, and bone deformities. Leprosy also deadens the nerve cells that send pain signals to the brain. Consequently, lepers frequently find themselves inflicted with severe infections in wounds they were not even aware existed. While leprosy is not fatal, society fears those infected greatly. Lepers are usually either killed or sent off to leper colonies. Contrary to common belief, leprosy is not very contagious. Even today, no one knows exactly how the disease is transmitted.

If left untreated, leprosy permanently lowers the *Agility* of its host by 1 point every year. The disease may be cured by the Piety Healing spell **Panacea** but the disfiguring side effects of the spell remain.

Lockjaw

Lockjaw, more formally known as Tetanus, causes muscle spasms and convulsions. It is usually transmitted through deep cuts caused by infected items, such as rusty swords. The spores incubate for 5 to 10 days before symptoms arise. If left untreated, lockjaw is fatal within 10 days after initial symptoms become evident.

Lockjaw can be cured by the Piety spell **Panacea** or by any character possessing the talent of *Remedying Ailments*. Each *Remedying Ailments* attempt requires 3 days to see results.

Malaria

Malaria is transmitted by the bites of infected mosquitoes. Consequently, it is much more prevalent in areas near swamps where mosquitoes breed.

Malaria is a disease that is characterized by swings between extreme high fever and severe chills. During these swings, the character is treated as if *Incapacitated*. Often, the swings of temperature will abate for a while leaving the infected person with the impression that he has overcome the ailment. The

periods of temperature swings may arise chronically for years before the disease finally kills its host.

Malaria may be cured by the Piety Healing spell **Panacea**. The periods of temperature swings may be alleviated for a time by any character with the talent of *Remedying Ailments*.

Rabies

Rabies is an acute infectious disease of animals that affects the nervous system of the host. It is transmitted through the saliva of the host when it bites another animal or human. When first transmitted, rabies undergoes a 2 week incubation period during which no symptoms occur. After this incubation period, the disease induces high fevers and depression. The infected host finds himself extremely restless and irritable. He experiences excessive salivation, convulsions, and spasms of the throat muscles. Death inevitably occurs within 3 to 5 days after the initial symptoms arise.

Rabies may be cured by the Piety spell **Panacea**.

Smallpox

Smallpox is a deadly disease that produces red, swollen boils over the host's body. While the disease runs its course, the infected individual must be treated as *Incapacitated*. An extremely contagious disease, it may be caught merely by coming into contact with an infected individual's discarded clothing. If left untreated, death inevitably results within 3 weeks time.

Smallpox may only be cured by the Piety Healing spell **Panacea**. Once cured, though, the diseased boils leave disfiguring scars. Note that curing an individual magically does not provide the individual with immunity to this disease.

Tapeworm

Technically not a disease, a tapeworm is actually a worm that lives in the intestines of its host. It is usually obtained by eating food containing their tiny eggs that hatch after ingestion.

This condition shows no visible marks on the host's body. Even so, the individual slowly becomes more and more lethargic as the tapeworm grows. The

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tapeworm lives off the food eaten by the host. It does not actually eat or damage any part of the host's body. Nevertheless, the host slowly starves even as he eats greater and greater quantities of food. After several months of infection, treat the host as *Starving*. If left untreated, death occurs within a year.

Any character with the talent of **Remedying Ailments** may attempt to rid an infected host of tapeworm (which often includes starving the host and luring the worm with a delicately-placed "meal"). Each such treatment requires two weeks time. The Piety spell **Panacea** cannot work on this infestation as it is not actually a disease.

Disembowel

See **Death**.

Fear/Panic

Characters experience fear arising from a plethora of causes. Some fears are induced by magic, others by certain phobias, and others by plain common sense. Obviously, any sane character will be frightened of an ogre, dragon, or troll. Nevertheless, in most situations, characters overcome their anxieties and bravely face danger. Occasionally, though, the rules indicate that a character suffers from *Fear* or *Panic*. In such situations, the induced fear rises above-normal jumpiness. The individual panics and flees the cause of his hysteria with the greatest possible speed to any place of safety.

If no safe haven is found, the terrified character runs in a blind panic that lasts for 2d6 turns. At the end of this time, he is allowed a *Luck Roll* with *Willpower Adjustments* to gain control of his emotions. Failure indicates that he flees until he drops from *Exhaustion*. The *Exhaustion* passes after 5 minutes of rest. At the end of this time, the character will come to his senses.

Fogged Perception

Occasionally, characters encounter experiences or magic that fogs their view of the world. In these cases, the characters are not as badly afflicted as if they were blind, but neither are they fully cognizant of their surroundings. Treat these characters as having their *Perceptions* lowered by 3 points. In addition, their *Defense* drops by 5 points. Their *Attack Bonuses* also drop by this amount but cannot fall below +0 due to the fog. Unless otherwise stated, the fog lifts within 1d4 hours.

Incapacitation/Exhaustion

Whether through extreme physical exertion, magic, or illness, characters occasionally become so worn and tired that they can hardly move. Whenever the rules indicate that a character is *Exhausted* or *Incapacitated*, that character temporarily falls under a severe set of restrictions. For all practical purposes, the character's *Damage Tolerance* equals 0. Thus, the character can move slowly but cannot walk. He can feed himself but cannot hunt. He can speak but cannot cast spells. He simply does not have the energy to perform even the simplest household tasks. Unless otherwise stated, *Exhaustion* lasts no more than a single day.

Insanity

Occasionally, the effects of insanity befall a character. For instance, he may fail his *Luck Roll* against a mage's **Lunacy** spell. Most often, however, a character simply becomes greedy and uses more magic items than allowed with his *Willpower* (see **Willpower**).

If a character continues to carry and use large numbers of magic items, he will not necessarily gain dozens of different forms of insanity. Instead, he "collects" only a few that become more and more severe as time passes. Eventually, the character's entire personality will be determined by his insanity. If the character has no allies who are willing and able to help him, the player should give his character over to the Overlord to control. He might as well generate another.

When situations indicate a character loses sanity, roll percentile dice and consult the following table. This table lists only general descriptions for these forms of insanity. It is up to the Overlord to determine the extent of the ailment. Some players refuse to "get into the role" and play their character as if insane. In such situations, it is the Overlord's responsibility to FORCE the character to perform the insane acts.

Note that some forms of insanity can even drive a character to suicide. Arguing against the character's motives in such actions is futile. Insane people CANNOT reason.

Insanity Table

Roll	Insanity Type
Depression:	
01-05	Manic Depression (total lack of energy that appears every 1-2 weeks and lasts 1-4 days)
06-09	Severe Depression (total lack of self respect and desire to do anything)
Neurosis:	
10-13	Anxiety Neurosis (tenseness, insomnia, irritability)
Compulsion:	
14-20	Anorexia Nervosa (compulsion to not eat)
21-29	Kleptomania (uncontrollable urge to steal regardless of item's value)
30-36	Homicidal mania (uncontrollable urge to kill people - the urge must be satisfied every 1-6 days)
37-38	Suicidal mania (uncontrollable urge to kill self)
Hysterical Neurosis:	
39-42	Amnesia (loss of memory of past 1-100 days [33%], of past 1-6 years [33%], of entire life [33%])
43-46	Fugue (aimless wandering)
47-50	Somnambulism (sleep walking)
51	Multiple Personality (or Split Personality -- person develops 1-4 additional distinct personalities each having a 25% chance every day of appearing (roll each separately -- if none emerge, the person's normal personality comes forth)
52-58	Obsession (uncontrollable desire for some object or person)
Personality Disorders:	
59-63	Sadism (desire to cause pain in others)
64-68	Masochism (desire for others to inflict pain on self)
69	Autism (inability to perceive and communicate with environment)
70-76	Alcoholism (or some other addiction)
Psychoses:	
77-79	Catatonic Schizophrenia (person shows excessive immobility and lack of energy)
80-83	Paranoid Schizophrenia (delusions or hallucinations - one common delusion is that everyone's "out to get me")
Phobia:	
84-87	Claustrophobia (fear of small, enclosed places)
88-90	Acrophobia (fear of heights)
91-94	Agoraphobia (fear of open spaces)
95-98	Creature phobia (fear of a particular creature)
99-00	Necrophobia (fear of dead creatures)



Internal Damage

Every so often, the rules indicate that a character has suffered *Internal Damage*. In these cases, the character has had some internal organ bruised and battered. The character immediately sustains 2d12 damage from the ordeal. He must make a *Luck Roll* with *Stamina Adjustments* against a *Luck Threshold* equal to the amount of damage he sustained internally. Failure indicates he goes into *Shock*.

Lethargy

Whenever the rules indicate that a character is *Lethargic*, they do not mean that he is just lazy. Rather, it is an induced condition that dramatically slows reflexes and motor control. In combat, lethargy penalizes all of the character's *Initiative* rolls by 3 points and halves any *Parry* adjustments on *Defense*. Unless otherwise stated, the *Lethargy* passes in 1d8 hours.

Nausea

Poisonous gases, unpleasant odors, and the sight of a pastrami on rye the morning after a big party all cause *Nausea*. While highly unpleasant, the condition is not severe and will pass within 1d4 hours. *Nausea* is characterized by headaches and vomiting. If forced into combat, a *Nauseous* character has his *Defense* and *Attack Bonuses* reduced by 3 points.

Paralysis

A character who is paralyzed has no control over his motor muscles. He cannot walk, crawl, or even eat. Needless to say, active combat is out of the question. Unless otherwise stated, induced paralysis lasts 3d6 turns. Paralysis does not affect the workings of vital organs and has no lasting ill effects.

Severe Internal Damage

Occasionally, the rules indicate that a character has suffered *Severe Internal Damage*. In these cases, the character has had some internal organ badly bruised and battered, or has been affected by a *Deadly Poison*. The character immediately sustains 4d12 damage from

“Since smoke tends to rise, characters choosing to crawl on the ground will delay the choking effects by 3d6 turns in most situations. The wise adventurer will be sure to read his fire safety guide and check for proper exit routes when entering any new dungeon area.”

the ordeal. He must also make a *Luck Roll* with *Stamina Adjustments* against a *Luck Threshold* equal to the amount of damage he sustained internally. Failure indicates he goes into *Severe Shock*.

Severe Shock

A victim of *Severe Shock* is treated as *Incapacitated* for 1d4 days. His condition is so dire, in fact, that at the end of this time he must make a *Stamina Check* against a *Threshold* of 8. Failure indicates death. If, within this time, the character receives *First Aid*, the *Threshold* decreases to 6.

Shock

Shock is usually the common precipitant of a number of other injuries such as loss of blood, hypothermia, and mental assault. Pale skin, chills, and general weakness typify shock. If a character has lapsed into shock, he is considered *Incapacitated*. Initially, *Shock* is slight and can be completely remedied within the hour by *First Aid*. If no *First Aid* is available, a character will remain in *Shock* for 1d6 hours. At the end of this period, the character is allowed a *Stamina Check* against a *Threshold* of 8. Success denotes recovery. If he fails, he slips into *Severe Shock*.

Slow Suffocation

Characters finding themselves sealed in mineshafts after a cave-in or buried in snow after an avalanche are in trouble. They will eventually suffer the effects of oxygen deprivation unless they are rescued or can somehow regain their freedom. The rate at which characters suffocate depends greatly on the volume of available air and the number of people consuming it.

A human-sized creature will consume the oxygen of approximately 10 cubic feet of air every hour. Thus, a single human trapped in a 10-foot by 10-foot by 10-foot room could, theoretically, continue breathing for 4 days before all of the oxygen is consumed. Unfortunately, the effects of oxygen deprivation will be felt long before this happens. In fact, the suffocating person will start accruing damage when one-quarter of the available oxygen has been consumed.

When one-quarter of the oxygen supply is depleted, those in the prison will begin sustaining 1d4 suffocation damage every two hours. When half of the oxygen supply is gone, the rate of damage increases to 1d4 every half-hour. When three-quarters of the supply is gone, the rate increases to 1d4 every 5 minutes. Finally, when the entire supply is depleted, the character begins **Choking**. Of course, nobody actually lives that long.

Characters buried in sand or snow are not entirely without oxygen as the walls of their “prison” are porous

and allow some access to the air trapped within the ground itself. For game purposes, treat each such buried character as having a 20 cubic foot air supply.

If a character escapes from his hermetically-sealed prison, he will regain half of his lost *Damage Tolerance* at a rate of 1 point per minute of rest. The remainder will heal at the normal rate.

Smoke Inhalation

While heat is a very real and immediate danger produced by raging fires, it is far from the only hazard. The smoke and fumes given off by the flames can also be deadly if the smoke condenses within an enclosed room. Any character trapped in a confined space filled with the voluminous quantities of billowing smoke generated by a large nearby fire source is in danger of losing his life. After the smoke has been allowed to build to a critical density, those trapped within it must make *Stamina Checks* every turn against a *Threshold* of 8. Failure indicates the character begins *Choking* (see **Choking / Drowning / Suffocating** for details).

Since smoke tends to rise, characters choosing to crawl on the ground will delay the choking effects by 3d6 turns in most situations. The wise adventurer will be sure to read his fire safety guide and check for proper exit routes when entering any new dungeon area.

Starvation

Mundane matters, such as quickly finding a dungeon's nearest outhouse, are usually overlooked in *Legendary Quest* due to their total lack of any heroic aspects. Nevertheless, many of these overlooked necessities can become quickly elevated to highest priority. One of these is the habit of eating. The withdrawal symptoms from breaking this particular habit can be quite dramatic. They involve weight loss and dehydration. For game purposes, every four days a character foregoes eating, he loses one point from both *Physical Strength* and *Stamina*. When either reaches -5, he dies. These points may be regained at a rate of 1 each per 2 days of rest and nourishment. While starving, a character's *Daily Healing Rate* is likewise affected. After the first day of starvation, *Daily Healing Rate* is cut to ¼ normal (round up).

Stun

If the rules indicate a character is stunned, he undergoes some form of mental trauma. While in combat, his *Attack Bonus* and *Defense* are both halved and his *Speed* is reduced to 10. Unless otherwise stated, the effects of a stun last for 1d4 turns.



Introduction to The Bestiary

“Our belief is that the master works of fantasy fiction earned their status because the authors had a deep understanding of human foibles and beliefs and that they faithfully incorporated the legends and tales of our ancestors with as few alterations as possible.”

In this section you will find descriptions of one of the most important aspects of the game: monsters. Many of the beasts presented here are either taken directly from nature or are simply enlarged versions of natural creatures. The vast majority, however, were lifted lovingly from folklore, mythology, and fairy tales to populate your fantasy world. We restricted ourselves to these areas in order to maintain the level of folklore authenticity prevalent in the rest of the game.

Our belief is that the master works of fantasy fiction earned their status because the authors had a deep understanding of human foibles and beliefs and that they faithfully incorporated the legends and tales of our ancestors with as few alterations as possible. We cannot tell you how many hidden nuggets of Nordic folklore J. R. R. Tolkien incorporated into his series *The Lord of the Rings*. The pages of Tolkien's series are simply brimming with mythology and ancient legend.

Constraining ourselves to folklore and mythology in this fashion wasn't easy, though. You cannot imagine the number of discussions that arose concerning some nifty new monster type that someone dreamed up (a Bubble-Gum elemental springs to mind). Fortunately, we were able to resist our urges so we could provide you with a fresh view on fantasy role-playing. We hope the discipline was worth it.

Each monster is listed with some standard attributes as well as a general description. The standard attributes provide you with a quick overview of the monster's habits and abilities in specific areas. The general description contains pertinent information not covered by the more standard categories. The standard attributes may include:

Habitat:

The general environment to which the creature is drawn. A creature's habitat should give you a good feel for the environments in which your party may encounter that creature. However, if you decide you want to place a Great White Shark in the middle of the desert, with its fin

parting the sand dunes like waves, feel free to do so. The habitat description only provides a basic guide and should never stifle your creative juices.

Lifestyle:

The general behavior patterns of a monster type. The creature's *Intelligence* obviously influences its behavior, so the more civilized behaviors will be associated with the smarter species. The types of *lifestyles* listed are:

Animal:

A creature that has *animal* behavior normally acts according to instinct but has a limited reasoning capacity. Given a little time, one of these beasts can figure out simple solutions to newly-encountered problems. Into this category fall the "smarter" animal types (dogs, hyenas, lions, etc.), but the less cerebrally-inclined can only aspire to this lofty intellectual level. If an animal can be trained to perform tricks, it probably falls into this classification.

Aquatic:

Creatures that fall into this category spend their lives in water. Additional life style descriptions further clarify the aquatic behavior.

Civilized:

Beings falling in this classification build nations and ally themselves to leaders. They develop art forms, build cities and fortresses, and defend their families and property against the ravages of nature. Despite the lofty term, civilized species have the unreasonable tendency to hack each other into bits with a bewildering array of tools designed for no other purpose.

Communal:

This type of creature bands together with others of its own type, but instinct has more of an influence on this creature's behavior than its *Intelligence*. Ants, bees, and termites exhibit *communal* behavior.

Controlled:

Others create or enslave creatures of this type. All actions performed by these creatures serve a specific purpose (i.e., guarding a chest of treasure). The creature will carry out all commands given it by its master regardless of risk to its own life. Into this category fall a number of mindless undead creatures, such as zombies and skeletons, as well as golems and the occasional elemental.

Instinctive:

Instinct alone controls the creature's behavior. A creature of this sort cannot reason. Its only motivators are eating and reproducing. Given the limited mental capacity of these beasts, it is truly amazing that even these basic necessities are generally met. Most insects, spiders, and reptiles fall into this classification.

Migratory:

These creatures move from area to area on a seasonal basis. Additional life style descriptions may further clarify the migratory behavior.

Nocturnal:

These creatures move about only during the cover of night. Additional life style descriptions further clarify the nocturnal behavior.

Nomadic:

Nomadic beings follow herds of animals from area to area. In this way, they assure themselves of a constant supply of food. This lifestyle is often associated with primitive humanoid races.

Scheming:

This behavior type uses lies and tricks to accomplish its goals. It is always associated with some minimal mental capacity and usually assumes an *Unlawful* or *Evil* alignment.

Solitary:

A *solitary* creature lives alone or associates only with members of its own species.

Tribal:

Creatures of this type have at least a small amount of intelligence and speak some form of language. They band together with others of their kind in small groups and aid one another when danger threatens. The bands themselves will often establish ties with others to form larger collective societies whose population can rival that of a nation. The organizational skill of tribal creatures, however, limits the tasks that can be accomplished by the group as a whole.

Trooping:

Trooping creatures band together with others of their own kind and wander around the countryside. They serve no purpose and follow no leader. All speak languages of their own creation and often communicate with humans. Into this category fall the many trooping faeries of folklore and legend. Elves, gnomes, goblins, pixies, and a host of other faery tale races are sometimes described as trooping faeries. This

classification cannot apply to many of these races as a whole since most of them establish impressive nations in their own right. Instead, trooping seems to be more of a *lifestyle* choice for most faeries rather than a genetic trait.

“It is quite unusual for high level characters to die, leaving their treasure for later adventurers to plunder. Only wise and prudent individuals attain levels of any real consequence and such people tend to heroically run away rather than be ignominiously eaten.”



Wealth Type:

This attribute states approximately how much and what kind of treasure a monster will reasonably carry or hoard in its lair. Keep in mind, the monetary type is provided only to aid and augment your judgement, never to replace it. If you think the treasure value given is too low, give the party more. If the value is too great, cut it down to size. As you gain experience in Overlording, you will find yourself referencing the *Wealth Type* less and less. You will find that your personal opinion will often provide you with better advice than any of our cookie-cutter descriptions.

In any case, we advise you to hand out magical items sparingly. You should give characters magic items and potions only after careful consideration. Random encounters will almost never produce these valuable treasures.

As a rule of thumb, you should place an enchanted item in a treasure hoard only if the monster that possesses it has a good chance of defeating a character using the item against it. After all, the only ready source of such treasures for most monsters is the supply that walks in the front door in the hands of some overly cocky adventurer. This does not mean that you should feel obligated to place an item in a treasure pile just because the presiding monster is powerful. It is quite unusual for high level characters to die, leaving their treasure for later adventurers to plunder. Only wise and prudent individuals attain levels of any real consequence and such people tend to heroically run away rather than be ignominiously eaten. Even mighty dragons have few such items. Here, along with their descriptions, are the various *Wealth Types*

Hoard:

A monster with this *Wealth Type* actively gathers treasure. The reasons for creatures' infatuations with treasure vary, but their methods do not: gimme or die! The treasure thus accumulated is never spent. Rather, the hoards of treasure will either be heaped into a pile providing the hoarder with fabulous bedding or will be locked tightly away in some hidden crevice or chest.

Incidental:

A monster of this *Wealth Type* has no desire to gather treasure but inadvertently collects it by killing wealthy adventurers. The treasure thus gained lies scattered or buried under a nest or dung.

Mineral:

Monsters that burrow or seek rare earths fall into this *Wealth Type*. Such creatures do not seek out the valued minerals as money, but rather have some other use for them.

Monetary:

Monsters that accumulate money and then spend it for food, drink, or other pleasures fall into this *Wealth Type*. These creatures commonly carry the money with them in a pouch for easy conveyance.

On the next page are tables which list the approximate value of a treasure hoard (in silver pieces) based on the creature's *Wealth Type*. This table should aid you in approximating the value of treasure found in an encounter. Treasure found in planned encounters may include magic items (at your discretion). Some treasure occasionally lies in the compact form of gold, gems, and jewelry, but most is discovered in large piles of silver and copper mugs, plates, trinkets, and coins.



Treasure Value for Planned Encounters Based on Wealth Type

Monster E.P. Value	Hoard (s.p.)	Incidental (s.p.)	Mineral (s.p.)	Monetary (s.p.)
0-1	10	1	0	3
2-3	30	3	1	20
4-8	180	20	3	60
9-25	720	60	20	160
26-77	2,200	160	60	500
78-236	6,500	500	160	1,450
237-722	20K	1,450	500	4,400
723-2K	60K	4,400	1,450	13K
2K-7K	175K	13K	4,400	40K
7K+	250K	19K	13K	120K



Treasure Value for Random Encounters Based on Wealth Type

Monster E.P. Value	Hoard (s.p.)	Incidental (s.p.)	Mineral (s.p.)	Monetary (s.p.)
0-1	1	0	0	0
2-3	3	1	0	2
4-8	18	2	1	6
9-25	70	6	2	16
26-77	220	16	6	50
78-236	650	50	16	145
237-722	2K	145	50	440
723-2K	6K	440	145	1,300
2K-7K	17K	13K	440	4K
7K+	25K	19K	1,300	12K

“A creature with an *above average* cunning reasons as a well-educated human. These monsters usually find viable, efficient solutions to thorny problems. A few can even solve the *New York Times* crossword puzzle!”

Alignment:

A general description of cruelty or kindness of a monster type. Specific individuals of a monstrous species may deviate far from the norm. Usually, the alignment of a monster will only be partially specified. For example, a baykok's alignment is simply given as “evil”. What this means is that most individual baykoks act in an evil fashion, but their other alignment aspects cannot be categorized as particularly lawful or unlawful, nor as either social or antisocial. In fact, they cannot even be described as being “neutral” in these areas, since a great many baykoks behave in non-neutral ways. Baykoks, as a whole, can only be generically categorized as “evil”. For further descriptions of the alignment types, see **Alignment** in the **Creating a New Character** section of *The Grimoire of Game Rules*.

Cunning:

The reasoning power of a creature ties in closely with the characters' *Intelligence* attribute. The main reason we did not simply use *Intelligence* instead of *Cunning* hinges on one important fact: many beasts that are astoundingly perceptive are as dim-witted as shoehorns. If we used a straight *Intelligence* score (WP + PC) to gauge a monster's mental prowess, griffons would end up challenging trespassing adventurers with their deadly prowess at chess.

A creature's *Cunning* should greatly influence the manner in which you portray it. While players imbue their characters with as much “smarts” as they can, you should stress the cerebral differences between a djinni and a giant frog. Even if a giant frog had all of the powers of a royal djinni, it could not use them to any great effect. Listed hereafter are the various gradations of cunning along with their descriptions.

Nil:

This type of creature totally lacks intelligence. It strictly follows instinct. This creature heads directly towards its goal, and it usually runs after food: yummy adventurer. Even though creatures with nil *Cunnings* are dumber than a pile of kindling, they will usually flee when severely injured. Unfortunately, these creatures will

occasionally fight to the death. In this classification fall bugs, spiders, slugs, and other such beasts.

Low:

Creatures that fall into this classification have only limited reasoning capacity. Frequently, they hunt in packs but lack the intelligence to devise complicated traps. Instinct frequently influences the actions of these creatures and none use weapons except those given by its form. Such beasts cannot understand even the simplest languages although they may be trained to understand specific commands (i.e., “sit,” “heel,” “roll-over,” etc.). Most animals and a large variety of monsters fall into this mental category.

Below-average:

A creature with a *below-average* cunning reasons at the level of a five year-old human child. Species of this mental level often develop their own simple languages and may even understand human tongues. Through many years of practice, some of these species even develop techniques of stealth and ambush. Ogres and trolls of all sorts blissfully swell the ranks of species falling into this category of relative stupidity.

Average:

Creatures with *average* cunning think at the level of an average, uneducated human. Such individuals can reason their way out of difficult situations and can devise effective traps given sufficient time to prepare. If obviously overpowered by a foe, a creature with average cunning will either barter for his life or flee.

Above average:

A creature with an *above average* cunning reasons as a well-educated human. These monsters usually find viable, efficient solutions to thorny problems. A few can even solve the ***New York Times*** crossword puzzle!

High:

A monster with a *high* cunning expertly devises escapes for itself and deadly traps for others. When playing one of these creatures, the Overlord should take time to decide the creature's actions. Highly cunning monsters easily judge the power of opponents and combat them with great skill. One favorite tactic is to isolate opponents and eliminate them one at a time.

Exceptional:

An *exceptionally* cunning monster immediately sees the best solution to any problem presented to it. Give a great deal of thought in determining the moves of such a creature, as they will judge the power of opponents easily and quickly. Characters must devise extraordinary measures to combat *exceptionally*

cunning opponents as they expertly utilize all of the tricks of surprise and deceit.

Speed:

How quickly a creature moves. Just like characters, monsters move at a maximum rate of 1 yard per point of *Speed* every 10 seconds.

Strength:

The *Physical Strength* of a monster or character. This description simply gives the Overlord a general “feel” for the brute force power an average member of the species can exert. It does not need to be referenced in most combat situations since all of the pertinent modifiers have already been used to modify the creature’s combat characteristics (*Attack Bonus* and *Damage*). The *Strength* description block lists only general classifications that are described below in detail.

In a few instances the Overlord needs to determine the *Physical Strength* of a monster individually. In these cases, use the number ranges given in the descriptions below. After generating the *Strength*, consult the **Extended Physical Strength Table** (also listed below) to determine combat adjustments.

Note that the **Extended Physical Strength Table** provides a column titled *Vigour Adjustment*. Use this value whenever you need to calculate a monster’s *Vigour*. Do not use its *Physical Strength* directly. This difference reflects the fact that *Physical Strength* will logically play a lesser and lesser role in attack accuracy as its value rises because at some point, it is just as easy for a giant to wield a tree trunk as it is to wield a longsword. If both weapons are handled with almost no effort, one cannot logically argue that an increase in strength will allow the brute to wield the weapons with much greater precision.

Note that the *Vigour Adjustment* equals *Physical Strength* throughout the number range where a character’s *Physical Strength* is likely to fall. If, by some miracle, a character’s *Physical Strength* actually rises into the range where the *Vigour Adjustment* differs from his *Physical Strength*, he must suffer the penalties just like his monstrous cousins.

Low:

The creature has a *Physical Strength* between -4 and -3 (1d2 - 5). While characters are generally restricted to having attributes of a -2 value and above, it is possible for a creature to have a *Physical Strength* below this value. Obviously, the *Physical Strength* of the average pixie is far lower than the weakest of gnomes but it does still exist. It is even conceivable for *Physical Strength* to fall below this value (i.e., the *Physical Strength* of a tiny

ladybug), but for game purposes this information is rarely needed. Note that if a character’s *Physical Strength* ever falls below a -4, he will almost certainly die unless the weakening influence specifies otherwise.

Below average:

The creature has a *Physical Strength* between -2 and 0 (1d3 - 3). In this category fall most of the smaller faery types (gnomes, hobs, elves, brownies, etc.) as well as a sizeable number of animals.

Average:

The creature has a *Physical Strength* between 1 and 2 (1d2). As the scale is based on normal human strength, most humans fall into this category along with dwarves and a variety of human-sized beasts.

Above average:

The creature has a *Physical Strength* between 3 and 5 (2+1d3). Any human with this strength would be considered quite exceptional. Characters of the orcish race will generally fall into this category, as orcs tend to concentrate heavily in the brutish aspects of physical fitness.

High:

The creature has a *Physical Strength* between 6 and 9 (5 + 1d4). Only very rarely will any character attain a *Physical Strength* falling in this category. Here we are entering the realm of ogres and trolls.

Very high:

The creature has a *Physical Strength* between 10 and 13 (9 + 1d4). Small giants, large ogres and trolls, and prize farm animals can be described as having very high *Physical Strengths*.

Exceptional:

The creature has a *Physical Strength* between 14 and 23 (13 + 1d10). Here is the almost exclusive domain of giants, krakens, dragons, and other huge behemoths.

God-like:

The creature has a *Physical Strength* of 24 or above. The title says it all.



Extended Physical Strength Table

Physical Strength	Vigour Adjustment	Physical Strength	Vigour Adjustment
-4	-4	15	+12
-3	-3	16	+12
-2	-2	17	+12
-1	-1	18	+13
0	+0	19	+13
1	+1	20	+13
2	+2	21	+14
3	+3	22	+14
4	+4	23	+14
5	+5	24	+15
6	+6	25	+15
7	+7	26	+15
8	+8	27	+16
9	+9	28	+16
10	+10	29	+16
11	+10	30	+17
12	+11	31	+17
13	+11	32	+17
14	+11		

* Note that any hit causes at least 1 point of damage.

Size:

A general indication of a creature's height, girth, and bulk. The specified categories are purposefully broad, since the size of individuals within a given species can vary a great deal.

Small:

Small creatures are no larger than bobcats. They are rarely more than 2 feet tall and weigh no more than about 30 pounds.

Medium:

Medium creatures range from the size of small wolves (about 35 pounds) to a small pony (about 350 pounds).

Large:

Large creatures weigh anywhere from 400 to 2500 pounds. Races of humanoids falling into this size category stand to a height of about 8 feet to 13 feet tall. Horses, ogres, and giant trolls are all considered large creatures.

Great:

Great creatures stand from 13 feet to 25 feet tall and weigh up to a few tons. Many of the larger giant types are considered great creatures.

Huge:

Huge creatures have a height anywhere from 25 to 45 feet tall and may weigh up to 25 tons (50,000 pounds). Because of their sheer bulk, huge creatures are usually ocean-dwelling, as the skeletal structure of any land-dwelling creature would be truly stressed to support such weight. Nevertheless, a few of the largest dragons are rumored to be absolutely enormous.

Immense:

An immense creature is anything bigger than a huge creature. Creatures of such impressive proportions usually ignore the insignificant crumbs that the average adventurer represents. Nevertheless, characters are best advised to avoid them if at all possible.

Special Characteristics:

This section describes any unusual modes of attack or defense a creature uses. In this block fall any breath weapons, stings, or poisons that the monster wields. If a creature has magical abilities or somehow charms or frightens its victims, these powers will also be listed here. Likewise, if the creature is immune to flame, frost, or other influence the fact will be listed in this block. Some **Special Characteristics** are standardized. One such defense is *Magic Reduction* that is given in the form of levels. A *4th level Magic Reduction* reduces the effective level of any spell cast at a creature by 4 levels. For example, a 7th level **Lightning Bolt** is cast at a Dragon with *5th level Magic Reduction*. Thus, the spell only affects the dragon as a 2nd spell level **Lightning Bolt**.

Origin:

This section states where legends originated concerning the creature. *Legendary Quest™* restricts itself to using monsters taken from legend, myth, fable, and fairy tales. The only real exceptions to this rule are those "monster" descriptions that list actual real-world animals or giant-sized versions of natural creatures (which are common themes in folklore anyway). Here is listed the specific countries producing the legends if history relates their exact origin. Otherwise, *Origin* lists the general areas of civilizations that produced them along with any interesting tidbits of information concerning the beast's place in folklore.

Recovery Time:

The *Recovery Time* for the monster's natural forms of attack in combat. This works exactly like the *Recovery Times* for the various Hand-Held weapons that characters wield. For further description of *Recovery Time* and its uses, see **Initiative** in the **Combat Rules** section of *The Grimoire of Game Rules™*.

Combat Level:

The skill level of the monster in combat in a manner analogous to the *Combat Level* of characters. Unless otherwise stated in the monster's description, a beast's *Combat Level* should also be used as its *Character Level* (for *Luck Roll* purposes, etc.) and as its spell level in any magical abilities it possesses.

Attack Modes:

The methods of attack the creature uses. These attack types may be by weapon (the offensive tool the creature is using), beak, bite, butt, claw, fist, pincers, or any other possible type of attack. In general the attack modes explain themselves and are omitted here.

Unless otherwise stated, the creature gains one attack per turn for every attack mode listed. When the creature has more than a single attack per turn, the attack types are listed in the order in which they are normally used in combat. In cases where the beast gains extra attacks due to superior *Combat Level*, the added attacks should be performed by starting over at the beginning of the *Attack Modes* list and cycling through them in a round-robin fashion. For further details on how *Combat Level* affects the number of attacks, see **Number of Attacks** in the **Advanced Combat Rules** section of *The Grimoire of Game Rules™*.

Dam/Attack:

A number range used to generate the amount of damage delivered by an attack. If a monster attacks more than once per turn, the number ranges used to generate damage for each given attack are separated by a / and lie in the same order as listed in *Attack Type*.

Attack Bonus:

A number to be used as the creature's adjustment to its *Attack Roll* when engaging opponents in combat. For further descriptions on *Attack Bonuses* and their uses, see **The Attack Roll** in the **Rolls of Legendary Quest** section of *The Grimoire of Game Rules™*.

Defense:

The difficulty that a character has in delivering a damaging blow to the creature. It is a creature's

Defense that a character's *Attack Roll* must overcome to strike the creature with a weapon.

As described in *The Grimoire of Game Rules™*, the total *Defense* value of a character or creature is made up of several factors. For characters, *Defense* basically equals *Character Level* plus *Parry* plus *Raw Defense* plus *Armor Adjustments*. In determining the *Defenses* of the monsters in **The Bestiary**, a few assumptions were made:

A monster's *Character Level* equals its *Combat Level* unless otherwise stated in the monster's description.

All monsters are assumed to have a *Parry* of 5. For creatures with sharp claws and slaving fangs, the sheer threat presented provides sufficient justification for this *Parry* value.

Other monsters that wield weapons, however, are likely to choose swords and maces with differing *Parry* values. In such circumstances, you are perfectly free to adjust the assumed *Parry* of 5 to a more appropriate value. For monsters that do not wield weapons and that do not have deadly natural weapons, the *Defense* was determined without any *Parry* all.

In fact, a default *Parry* of 5 was also selected for reasons of convenience. As described in **The Advanced Combat Rules**, *Parry* plays no role against range weapons (arrows, bolts, etc.). However, any creature at a range automatically has its *Defense* increased by 5 points for the sheer fact that the aggressor must strike from a distance. Selecting a default *Parry* of 5 means that monsters have the same *Defense* in melee as they do at range. This teeny fact makes the Overlord's job much easier.

No armor adjustments were made to the creatures' *Defenses* at all. Note that natural armor is assumed to have no added encumbrance, since monsters cannot dispense with their built-in protection. On the other hand, if an orc enforcer wears chainmail or an elven knight dons platemail, their *Defense* values should be adjusted accordingly.

The *Raw Defense* for monsters varies dramatically from one beast to another. Some creatures are quite agile while others move like rocks. Because of this fact, the basic system used for characters is not generally applicable for monsters. The actual values for the *Raw Defenses* of the various monster species were simply "eyeballed." If you need to determine the *Raw Defense* of a monster, simply subtract all of the other factors from the overall *Defense*. The result is the *Raw Defense*.

For further description on *Defense* and its uses, see **The Attack Roll** in the **Rolls of Legendary Quest** section of *The Grimoire of Game Rules™*.

Absorption:

A numerical value indicating the amount of damage a thick hide or tough skin absorbs from a single blow delivered by a weapon. Subtract the absorption value from every direct blow. Note that all blows inflict at least one point of damage to the struck creature. Unlike armor designed and fashioned by skilled smithies, the absorption rating provided with a monster's description indicates the absorption value of the creature's natural armor.

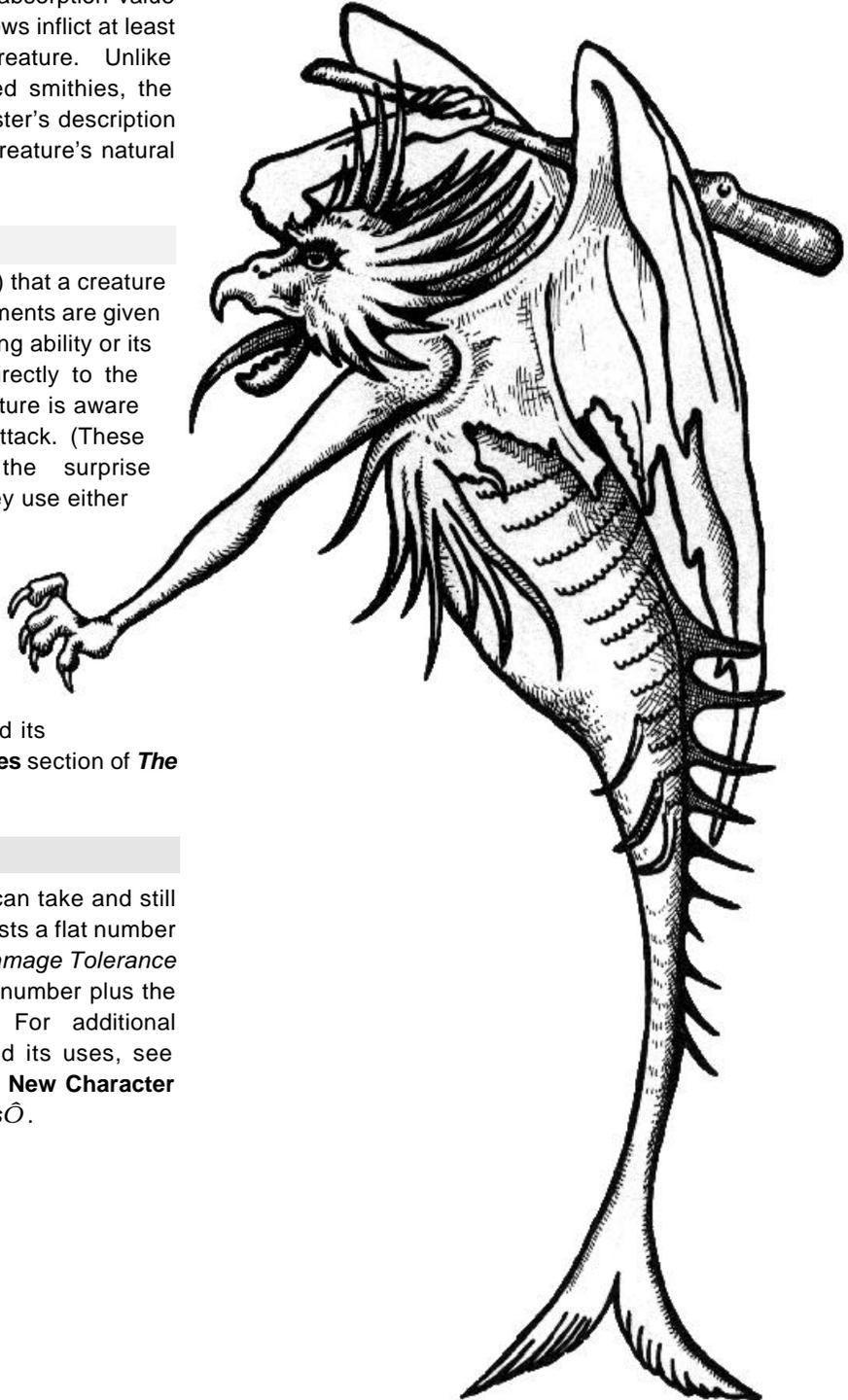
Surprise Adj.:

Any adjustments (bonuses or penalties) that a creature has *TO Surprise* a party. These adjustments are given to simulate a creature's natural stealthing ability or its clumsy gait and should be added directly to the creature's *Surprise Roll* when the creature is aware of intruders and is attempting a sneak attack. (These adjustments correlate well with the surprise adjustments given characters when they use either their *Urban* or *Rural Stealthing* skills.)

The adjustments a creature uses to avoid surprise when chanced upon are simply provided by its *Perception* (and works just like that of the characters themselves). For additional descriptions on *Surprise* and its uses, see **Surprise** in the **Combat Rules** section of *The Grimoire of Game Rules™*.

Damage Tolerance:

How much physical abuse a monster can take and still continue combat. *Damage Tolerance* lists a flat number along with a quantity of dice. Overall *Damage Tolerance* of a particular creature equals the flat number plus the number generated on the dice. For additional information on *Damage Tolerance* and its uses, see **Damage Tolerance** in the **Creating a New Character** section of *The Grimoire of Game Rules*.



E.P. Value:

The amount of experience points earned in a successful encounter with a single creature. For an experience point award, the characters must defeat the creature in combat. They do not necessarily need to kill it to have a “successful” engagement.

If you create some of your own monsters or wonder how the experience point value of a monster was determined, the following explanation should prove useful.

First of all, many factors come into play when determining the **E.P. Value** of any monster. The gauge of a “toughness” its *Combat Character* course, this cannot true difficulty of monster in combat. monsters using only could not distinguish powers of a 5th Street Thief and a 5th Stone Giant. While relatively equal skill the giant would battle with the thief. cannot deliver the the giant commonly Nevertheless, the *Combat* creature provides a good point from which to determine **E.P. Value**.



The best monster's comes from *Level* (or *Level*). Of factor alone determine the defeating a If we rated this criteria, we between the *Combat Level* *Combat Level* both have gained with their weapons, obviously win any The thief simply damage that does. *Level* of any starting

The **E.P. Value** of a monster is determined by allotting it an **E.P. Bonus Award** according to its *Combat Level*. The magnitude of each **E.P. Bonus Award**, depends exclusively on the monster's *Combat Level* as shown on the table above.

EP Awarded for a Successful Encounter

Combat Level	E.P. Bonus Award Value
0	2
1	3
2	4
3	5
4	7
5	9
6	12
7	18
8	25
9	40
10	60
11	85
12	105
13	125
14	150
15	180
16	210
17	230
18	250
19	275
20	*300

* **E.P. Bonus Award Value** 20 additional per *Combat Level* above 20.

While the magnitude of the **E.P. Bonus Award** depends exclusively on the *Combat Level* of the monster (or *Character Level* in the case of characters and non-player characters), the *number* of these awards given to a monster is based on the abilities, cunning, and power of the beast. Every monster is given at least one **E.P. Bonus Award** (just for existing). Additional awards are given according to the following rules:

E.P. Bonus Awards for Absorption

If the monster has some form of armor, whether natural or man-made, give it a number of **E.P. Bonus Awards** according to the following table.

Absorption Value	E.P. Bonus Awards
0-1	+0
2-3	+1
4-5	+2
6-7	+3
8-9	+4
10-11	+5
12-13	+6
14-	+7

E.P. Bonus Awards for Attack Bonus

A creature's *Attack Bonus* is generally at least as great as its *Combat Level*. If a monster's *Attack Bonus* is greater than its *Combat Level*, give it 1 **E.P. Bonus Award** for every 2 points difference. Likewise, if a monster's *Attack Bonus* is less than its *Combat Level*, subtract 1 **E.P. Bonus Award** from the **E.P. Value** for every 2 points difference.

E.P. Bonus Awards for Damage Tolerance

Give every monster 1 **E.P. Bonus Award** for every 25 *Damage Tolerance* of the monster. Thus, a monster with 79 *Damage Tolerance* gains 3 **E.P. Bonus Awards**. One with 234 *Damage Tolerance* gains 9.

E.P. Bonus Awards for Damage

Obviously, the amount of damage a creature can deliver in a single combat turn must enter into the E.P. Value of a creature. To determine the appropriate adjustments that must be added to creature's E.P. Value, add up the maximum damage the monster can deliver with all physical attacks. Assume the monster can use each attack only once. For example, a creature attacks with a bite and two claws delivering damages of 1d8/1d4/1d4. Therefore, the maximum damage it delivers equals $8+4+4 = 16$.



Once this value is determined, consult the following table and give it **E.P. Bonus Awards** appropriately.

Maximum Damage	E.P. Bonus Awards
1-9	-1
10-19	+0
20-29	+1
30-39	+2
40-49	+3
50-59	+4
60-69	+5
70-79	+6
80-89	+7
90-99	+8
100-109	+9
110-	+10

E.P. Bonus Awards for Defense

A creature's *Defense* is ordinarily equal to its *Combat Level* plus 20. If a monster's *Defense* is greater than this, give it 1 **E.P. Bonus Award** for every 2 points difference. Likewise, if a monster's *Defense* is less than the common *Defense* value, subtract 1 **E.P. Bonus Award** from its **E.P. Value** for every 2 points difference.

E.P. Bonus Awards for Special Defenses

Some creatures have special immunities. For example, a Fire Elemental cannot be harmed by flame. The E.P. Bonus Awards are given according to the 'usefulness' of the defense.

E.P. Bonus

Award Immunity / Resistance Type

- +1 for every minor resistance or immunity possessed by the creature. Minor Resistances include such things as taking only 1/2 damage from frost or flame or being immune to Mental Spells or poison.
- +2 for every normal resistance or immunity possessed by the creature. These include being immune to the effects of heat or cold.

The only exception to the **E.P. Bonus Awards** for immunities is for the immunity to all but magical weapons. This immunity tends to be a lot more bothersome for low-level characters than for high level ones. As such, a flat bonus of 30 E.P. is added to the **E.P. Value** of any monster possessing this immunity.

E.P. Bonus Awards for Magical Ability

Some creatures have magical powers. For every 2 powers (or part thereof) a monster possesses, add 1 **E.P. Bonus Award**. For magic using characters, add 1 **E.P. Bonus Award** for every 2 spells known (limited to those spells having a spell level of at least three-quarters of the spellcaster's *Character Level*).

E.P. Bonus Awards for Special Attacks

Many monsters have unusual forms of attack that do not fit easily into categorical definitions. The number of **E.P. Bonus Awards** given for any particular special attack may range anywhere from 1/2 to 5. No set formula can cope with all forms of special attacks so no attempt is made to do so. Your brain is a better estimator than any formula we could come up with so don't feel guilty if you simply "eye-ball" it. We did.

Description:

Following the standard block of attributes listed for each monster is a block of text giving a more detailed description of the monster's behavior, appearance, strengths and weaknesses. The general description section has no specific guidelines on what may or may not be found in it. However, you will occasionally run across certain terms in a monster's description that may need further explanation. For example, how exactly should an Overlord play a monster that is *Afraid of Fire* when a character sticks a flaming torch in its face? To help in this endeavor, a list of explanations of such phrases is given hereafter. The Overlord is free to use these definitions as stated, or alter them to suit his need in a particular situation.

Affinity towards . . .

Having an *Affinity towards* some race or profession indicates that a creature will try to associate with and befriend any creatures of its affection. Of course, this does not mean that the creature will tolerate abusive or harmful behavior from those with whom it has an affinity. It merely indicates that the creature is favorably disposed upon first encountering creatures of the type. For example, Hobs have an *Affinity towards Elves*. Whenever a Hob meets an Elf, he greets him with profound respect and normally has a twinkle of wonder in his eyes.

“A Lindwurm dragon has Overpowering Affection towards Elven and Human Maidens. It is not unheard of for one of these dragons to kidnap a beautiful princess and care tenderly for her while defending its prize from numerous knights.”

Afraid of . . .

A creature that is naturally *Afraid* of something will avoid that thing if possible. This does not mean that the creature will necessarily flee. It may mean that the creature merely remains extremely wary and keeps a respectable distance between itself and the object of its apprehension. For example, a wolf is *Afraid of Fire*. Thus, a pack of wolves may normally be kept at bay with a simple campfire. Nevertheless, the pack may remain nearby as it is drawn to the smell of cooking food. In fact, if the pack is *Starving*, it may ignore its natural fear and attack the camp anyway.

Aversion to . . .

Any creature that has an *Aversion* to some situation will avoid it if reasonably convenient. However, they are not really hindered or damaged in any way by the object of their aversion. For example, a Dark Elf has an *Aversion to Bright Lights*. Thus, he would avoid bright lights and attempt to extinguish them whenever possible.

Nevertheless, the Dark Elf has no real fear of light and knows that it does him no real harm. He could even travel in broad daylight, though he would find it quite discomfoting.

Enmity towards . . .

Any creature that has *Enmity* towards some race or profession is automatically wary and irritable towards any member of the race or profession. For example, an Elder Tree has *Enmity toward all axe wielders*. The Elder Tree will be extremely angry whenever he sees anyone carrying an axe but will usually give the offender a chance to explain himself. The offender will probably be sent safely on his way if he relates that the axe is used to hew orcs instead of trees.

Hatred toward...

Any creature that has *Hatred* towards some race or profession automatically attacks any member of the race or profession. For example, an Elder Tree has *Hatred towards Goblins and Orcs*. It will immediately attack any Orc or Goblin encountered in its beloved forest.

Highly Susceptible to...

A creature which is *Highly Susceptible* to some threat has a great physical adversity to the hazard. Any time the creature encounters the hazard, his *Luck Thresholds*

all automatically increase by 5 points. In addition, the creature automatically sustains double normal damage from the hazard in question.

Immunity to...

A creature which has an *Immunity* to some hazard cannot be affected by the hazard. For example, a werewolf is *Immune to all but magical and silver weapons*. This means that any blows sustained by a werewolf that were inflicted by normal weapons actually cause no damage.

Lust for...

Having a *Lust for* some thing indicates that a creature will perform nearly any action necessary to obtain the item. Even so, the creature will not perform any action that goes directly against its *Alignment*. For example, Gnomes have a *Lust for Gems*. While a Social Neutral Good Gnome will not kill a friend who has a valuable star sapphire necklace, he would not hesitate to pilfer the bauble on the first convenient opportunity.

Overpowering Affinity towards...

Having an *Overpowering Affinity towards* some race indicates that a creature will go to great lengths to possess any being of its affection. The creature with the Affinity would not hesitate in kidnapping any such being it desires. It matters little to these creatures whether the affection is returned in kind. For example, a Lindwurm dragon has *Overpowering Affection towards Elven and Human Maidens*. It is not unheard of for one of these dragons to kidnap a beautiful princess and care tenderly for her while defending its prize from numerous knights.

Resistant to...

A creature that is *Resistant to* some hazard is not as easily affected a hazard as are most creatures. The *Luck Bonus* of the creature in avoiding the hazard's effects is increased by 5. For example, a Domavoi Hob is *Resistant to Heat*. Thus, whenever a Domavoi makes a *Luck Roll* against the effects of heat, its *Luck Bonus* increases by 5 points.

Strong Aversion to...

Any creature that has a *Strong Aversion* will avoid the subject of its anathema unless doing so would cause the creature extreme hardship or death. Even so, the creature is merely inconvenienced by its own personal bias. It is in no way injured by the avoided subject. For example, a Duppy has a *Strong Aversion to Tobacco Seeds*. Thus, the spirit will avoid any such seeds encountered. It will not, for example, cross over any line of tobacco seeds sprinkled on the ground. Nevertheless, the ghost has no real fear of tobacco and knows that it does him no real harm.

Susceptible to...

A creature that is *Susceptible to* some hazard is merely affected more easily by the hazard. The *Luck Bonus* of the creature in overcoming the hazard's effects drops by 5 points. For example, an Elder Tree is *Susceptible to Fire*. Thus, whenever an Elder Tree makes a *Luck Roll* against the effects of flame, its *Luck Bonus* decreases by 5 points.

Terrified of...

A creature that is naturally *Terrified of* something will always flee from its anathema regardless of the consequences. For example, a vampire is *Terrified of Sunlight*. Whenever one encounters sunlight, he will sacrifice anything to escape its embrace. The terror lasts 1d6 turns after the removal or escape from the terrifying situation.

Uncontrollable Lust for...

Having an *Uncontrollable Lust for* some thing indicates that a creature will perform any action necessary to obtain the item. Alignment restrictions do not apply to creatures with an *Uncontrollable Lust* when dealing with the object of their desire. For example, a Heraldic Dragon has an *Uncontrollable Lust for Gold*. Even the smallest amount of gold jewelry or coinage displayed to a Heraldic Dragon will immediately catch his attention. An adventurer may leave with his life if he willingly hands over his entire fortune.



The Bestiary

A

Ant, Giant

Habitat: Since giant ants are merely a monstrous variety of common ants, you can find both varieties in the same areas. That is, everywhere.

Life Style: instinctive communal insect

Wealth Type: mineral. While giant ants do not actively hoard treasure, they sometimes dig their colony in ground rich with copper or silver.

Alignment: neutral

Cunning: low

Speed: 70 (0 if queen)

Strength: high. Giant ants are exceedingly strong and can carry huge boulders with apparent ease.

Size: small to medium

Origin: The giant ant is merely an enlarged version of the mundane insect.

Special Characteristics: none

Recovery Time: 7

Absorption: 6

Surprise Adj.: 0

Attack Modes: mandibles

Attributes

PS	ST	AG	MD	PC	WP	FA
6	6	0	—	0	-3	-3

Giant Ant Examples

	Worker Ant	Warrior Ant
Combat Level	1	4
Attack Bonus	+3	+6
Defense	21	22
Damage Tolerance	15+ 1d10	15 + 4d10
E.P. Value	15	35
Damage per Attack	2-8	5-20
	Dew-Pot Worker Ant	Queen Ant
Combat Level	0	0
Attack Bonus	+0	+0
Defense	5	5
Damage Tolerance	15+ 1d10	80 + 2d10
E.P. Value	1	2
Damage per Attack	2-8	2-8

Giant ants are insects that live in huge colonies consisting of a single queen, many warriors, and a host of workers. All of these monstrous insects have a hard exoskeleton that acts like sturdy plate armor. All of the colony members behave like their diminutive counterparts to produce a finely tuned living ant-manufacturing machine.

The population of a giant ant colony is made up of 20% warriors and 80% workers.

An ant's total concern is for the colony's queen ant, which lays all of the eggs for the colony. Giant ants always fight to the death when danger threatens the queen or the colony. Even the worker ants will eagerly lay down their lives if the warriors fall.

The warriors are slightly smaller than men and have enlarged razor-sharp mandibles that are used to rend intruders.

Most of the workers have the stature of large dogs and have a blunt set of mandibles suited to the labor-intensive work that is their responsibility. A few of the workers have engorged, nearly spherical, abdomens that are filled with a thin honey-like liquid. These ants are nearly crippled from their heavy load and hang on the ceiling of the underground passages serving as the colony's water storage facility.

The queen rules over the entire colony. Her abdomen is an enormous soft mass of pulsating flesh that constantly excretes eggs. As soon as an egg is laid, the workers carry it off to the nearby nursery. The queen is as large as a cow and is totally helpless due to her overwhelming bulk.

The ants' underground tunnel system consists of a number of intertwining passages that lead to several chambers. Most of the chambers act as simple storage

facilities holding dew-pot ants and various foodstuffs. One or two chambers will be used as nurseries where the workers are continuously tending eggs. Finally, one of the lowest chambers holds the queen herself tended by her devoted subjects.

Antlion, Giant

Habitat: Antlions live in sandy deserts where they burrow into the loose dunes to await dinner.

Life Style: instinctive insect

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 40 (5 through loose sand)

Strength: high. Antlions are exceedingly strong and can burrow through the sand with surprising *Speed*.

Size: medium

Origin: The antlion is merely an enlarged version of the antlion, or rather the larval stage of the antlion. In North America, antlions are commonly known as doodlebugs.

Special Characteristics: Antlions have the ability to dig their way through dry loose sand in a manner similar to the mage spell **Burrow** (see *The Lexicon of Lore* for details).

In addition, antlions instinctively dig out small sub-surface cavities in the sand in which they patiently wait for a meal to wander by. Antlions are extremely sensitive to vibrations in the sand and can sense when prey passes within 10 feet of its hiding place. At this point, the antlion will quickly draw the surrounding sand into the air pocket hoping that the prey will become trapped in the shifting sand. Treat this exactly as a **Sand Trap** as described in the **Natural Hazards** section of **The Handbook of Hazards and House Rules™**. Anything caught in the trap will have its *Defense* cut in half as long as it remains ensnared.

Recovery Time: 7

Absorption: 4

Surprise Adj.: 0

Attack Modes: pincers

Attributes

PS	ST	AG	MD	PC	WP	FA
6	6	0	—	0	-3	-3

Giant Antlion Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+4	+7
Defense	21	22
Damage Tolerance	25+ 2d10	30 + 4d10
E.P. Value	32	49
Damage per Attack	2d6	2d8
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+10	+13
Defense	23	24
Damage Tolerance	35+ 6d10	40 + 8d10
E.P. Value	96	225
Damage per Attack	2d8	2d10

Despite the fact that an antlion's head is decidedly buggy, having bulbous multi-faceted eyes and huge mandibles, it does not look particularly ant-like. Nor do the remainder of its insect features in any way resemble those of the lion. Like all insects, it possesses six legs, antennae, and a hard exoskeleton. The main characteristic that distinguishes the critter from other giant bugs, other than its unusual hunting style, is its abdominal section that makes up the bulk of its body.

The antlion's name actually derives from the diet of its diminutive cousin. Antlions eat anything they manage to capture using their clever funnel-like traps. It just so happens that ants fall prey to the antlion's tricks more often than anything else. This is probably because, where there is one ant there are invariably more; a fact not lost on a hungry antlion.

B

Baka

Habitat: Baka prefer to dwell on idyllic tropic islands but are capable of surviving almost anywhere.

Life Style: tribal undead man-eater

Wealth Type: hoard

Alignment: social unlawful evil

Cunning: average

Speed: 50

Strength: average

Size: medium

Origin: The Baka originally arose on the Haitian islands of North America.

Special Characteristics: Like all undead, bakas are *Immune to Cold and Mental Spells*, are not adversely affected by *Severity Damage*, are *Susceptible to Holy Water*, and are *Afraid of Sunlight*.

The leader of any Baka group is capable of creating zombies as the Arcane Lore spell **Animate the Dead** and gains the class *Cult Leader*.

All baka have attained the class *Sorcerer's Apprentice* and many of the more powerful ones earn the rank of full *Sorcerer*.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/claw/claw

Baka Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+5	+7
Defense	23	25
Damage Tolerance	20 + 2d10	20 + 4d10
E.P. Value	72	140
Damage per Attack	1-8/1-4/1-4	2-8/1-6/1-6
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+9	+11
Defense	27	29
Damage Tolerance	20 + 6d10	20 + 8d10
E.P. Value	240	550
Damage per Attack	1-12/1-6/1-6	1-12/1-8/1-8

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	0	2	0	2	1

A baka is a ghoulish undead creature that devours the flesh of living humans to retain its undead state. They have the basic appearance of ordinary humans but are surrounded by the slight sweet smell of rotting flesh. A close examination of a baka's hands will reveal that his fingernails have grown into razor claws. His teeth are likewise sharpened but are rarely seen since a baka only smiles when he is about to feast.

Bakas willingly embrace this horrific lifestyle as a way to achieve immortality. To attain the status of a baka, a man must gain entry into a secret cult of sorcery that instructs him in dark rituals and chants. Upon his death, the cult initiate will rise in this ghoulish state.

Unlike ghouls, a baka retains all of the skills he previously possessed in life. In addition, the baka can actually gain levels in his skills. The human flesh he eats gives him visions of the life trials experienced by his meal. In effect, the baka gains 1 experience point per *Character Level* of its consumed victim.

Bat, Giant Vampire



Habitat: All bats, giant and vampiric or otherwise, are strictly nocturnal creatures. During the day they hang upside down and sleep in any cool dark hole they can find. Caves are an ideal environment for bats, although the giant varieties must obviously be somewhat particular in their roosting sites. Only the largest of caverns can provide a giant bat an adequate "drop distance" for the leathery mammal to easily catch the air and take flight.

Life Style: nocturnal mammal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 5 (180 flying). All bats are capable of slowly crawling “on all fours.” Although clumsy when used as legs, the bat’s wings are easily strong enough to support the bat’s weight. A bat can even take flight from a grounded position, albeit with difficulty.

Strength: above average

Size: large

Origin: Beliefs about bats have many threads throughout folklore. In China bats are considered a symbol of good luck and long life and in Egypt bat heads were worn as protective amulets. The bat’s nighttime lifestyle has earned it a dark reputation in Europe where they played a role similar to the incubus and supposedly fed on the blood of sleeping children. Even so, the close link to vampires did not arise until blood-sucking bats were discovered in Central and South America (the European varieties only feed on fruits). These were immediately dubbed “vampire bats,” which forever sealed the fate of these nocturnal creatures in modern day horror movies.

Special Characteristics: Bats have poor eyesight but are able to sense the layout of their environment through echolocation. To use this ability, the bat emits a high-pitched screech. The sound waves produced bounce off of nearby objects and return to the bat’s exceptionally sensitive ears. From the distortion patterns of the returning sound waves, the bat is able to mentally construct an image of its surroundings. Treat this ability as if the bat was fully sighted and was carrying a bright light source, even in total darkness. Conversely, a bat entering an area of magically induced silence will instantly become “blind as a bat.” Keep in mind, however, that if the surrounding area is lit, the bat will still be able to see normally, even though its eyes are nothing to brag about.

A giant bat will normally avoid combat if at all possible. However, if forced to fight, it will remain airborne and dive on its foes from above. Consequently, only one attack per turn is permissible for both the bat and its opponent, regardless of any difference in *Combat Level*. If somehow forced to the ground, the bat’s *Defense* drops to a mere 5.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 2

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	4	—	5	-4	-4

Giant Vampire Bat Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	27	30
Damage Tolerance	35 + 4d10	40 + 6d10
E.P. Value	35	60
Damage per Attack	1d4	1d6
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	33	36
Damage Tolerance	45 + 8d10	50 + 10d10
E.P. Value	125	360
Damage per Attack	1d8	2d4

The giant bat resembles little more than an enormous tailless rat with leathery wings and large ears. A thick soft fur, feeling for all the world like a mink coat, covers the bat’s body. This luxurious fur provides the creature with ample warmth in the cold, damp caves where it normally dwells during the day.

Despite their awkward gait when crawling along the ground, bats are quite graceful in flight. Due to their great airborne mobility and their nocturnal habits, those with similarly dark preferences occasionally use giant vampire bats as mounts. Although giant bats are far from having Herculean strengths, they are capable of carrying a single man-sized passenger aloft, provided he does not bring along much baggage. No giant bat has ever been known to lift more than 250 pounds and precious few can carry that much. Despite the fact that a giant bat can be trained to obey a rider’s commands with painstaking effort, its nocturnal instincts are so powerful that no amount of goading will prevent a bat from returning to its roost at daybreak.

Baykok

Habitat: As an undead creature, the baykok is capable of trekking through any terrain and weather. As it originated in North American folklore, it favors a temperate climate.

Life Style: nocturnal undead humanoid

Wealth Type: incidental

Alignment: evil

Cunning: average

Speed: 55

Strength: above average

Size: medium

Origin: The baykok an evil spirit reported by the Chippewa of North America.

Special Characteristics: Like all undead, this creature is *Immune to Frost and Mental Spells*, is not adversely affected by *Severity Damage*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*.

A baykok has the ability to make invisible any arrow he fires. This invisibility lasts only 1 turn. In addition to losing *Parry* adjustments as normal against fired weapons, any creature targeted by these arrows halves his *Character Level* adjustments on *Defense*. (For more information on the defense of creatures attacked from a range, see the **Advanced Combat Rules** in *The Grimoire of Game Rules*.)



All baykoks are excellent archers. As such, they have the talent of *Deadly Aiming* with Bows.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -4

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
2	3	0	0	0	0	1

Baykok Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+6	+10
Defense	24	26
Damage Tolerance	30 + 3d10	30 + 5d10
E.P. Value	45	99
Damage per Attack	by weapon + 2	by weapon + 4
	Above Avg.	Heroic
Combat Level	7	9
Attack Bonus	+12	+14
Defense	28	30
Damage Tolerance	30 + 7d10	30 + 9d10
E.P. Value	320	520
Damage per Attack	by weapon + 5	by weapon + 6

Baykoks resemble skeletons with dry translucent skins stretched over their gaunt forms. A baykok's eyes glow a sinister red allowing him to see perfectly in total darkness. Although a baykok uses his two-handed club in hand-to-hand combat, he prefers to use his bow. Interestingly enough, baykoks hunt only fighters. They will not attack a non-fighter type even if provoked. (Of course, ANY opponent who directly enters hand-to-hand combat will thereafter be considered a fighter.)

The bones of the baykok creak loudly when he moves, so its approach is usually noted. This unstealthy gait gives the sinister creature one more reason to attack his quarry from afar.

If it has the chance, a Baykok will use its initial attack to fire his bow on the most powerful looking fighter in his enemy's camp. If possible, it will use its talent of *Deadly Aiming* (as per the talent in *The Grimoire of Game Rules*).

Bear, Black or Brown

Habitat: These bears inhabit temperate climates where they tromp through the woods in the spring, summer, and fall eating berries, nuts, honey, and the occasional salmon, rabbit, or squirrel. During the winter months the bear hibernates, sustaining himself on the great quantity of fat gained in the warmer months.

Life Style: territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 70

Strength: above average

Size: medium

Origin: Bears are found everywhere in the temperate zones of continental Europe, Asia and America.

Special Characteristics: Due to their protective layer of fat and thick fur, bears are *Resistant to Cold and Frost*. Like most animals, bears are *Afraid of Fire*.

Recovery Time: 8

Absorption: 2

Surprise Adj.: -1

Attack Modes: bite/claw/claw

Attributes

PS	ST	AG	MD	PC	WP	FA
3	4	-2	—	2	-2	-3

Black or Brown Bear
Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+5	+7
Defense	20	22
Damage Tolerance	80 + 2d10	90 + 4d10
E.P. Value	24	42
Damage per Attack	1-12/1-6/1-6	2-12/1-6/1-6
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+9	+11
Defense	25	27
Damage Tolerance	100 + 6d10	110 + 8d10
E.P. Value	120	261
Damage per Attack	2-16/1-8/1-8	2-16/1-10/1-10

These entertaining creatures often ride bicycles or dance in pink tutus in traveling circuses. Of course, the Union of Dignified Animal Behavior (U.D.A.B.) strongly protests such inane actions from its members. These bears are usually docile but can be angered into attacking humans.



Bear, Grizzly

Habitat: Grizzly bears live in temperate zones where they virtually rule the countryside. They commonly inhabit mountainsides and pine forests of sufficient bounty to support their enormous appetites for meat, honey, and berries. Like all bears, grizzlies sleep through in the winter months in the protection of natural caves.

Life Style: territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 100

Strength: high

Size: large

Origin: The grizzly bear is a native of the North American continent.

Special Characteristics: Due to its layer of fat and thick fur, grizzly bears are *Resistant to Cold and Frost*.

If a grizzly attacks and hits with both claws, it crushes its victim in a powerful hug that delivers an additional 3d6 points of damage.

Like most other animals, these bears have an *Aversion to Fire*. (In fact, these furry friends of bearded woodsmen harbor a real hatred of forest fires. At least one of this breed has been spotted wearing a ranger's cap and shoveling dirt onto a lax hiker's smoldering campfire.)

Recovery Time: 7

Absorption: 3

Surprise Adj.: -3

Attack Modes: bite/claw/claw

**Attributes**

PS	ST	AG	MD	PC	WP	FA
6	4	-5	—	2	-3	-3

Grizzly Bear Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	18	21
Damage Tolerance	130 + 5d10	170 + 6d10
E.P. Value	72	198
Damage per Attack	2-16/1-10/1-10	2-16/1-12/1-12
	Above Avg.	Exceptional
Combat Level	9	12
Attack Bonus	+14	+17
Defense	24	24
Damage Tolerance	180 + 9d10	200 + 12d10
E.P. Value	560	1575
Damage per Attack	2-20/2-12/2-12	2-20/2-16/2-16

A grizzly bear has all of the features expected of any bear: four legs, sharp claws, a fierce set of teeth, and a dense coat of brown fur. The main difference between the grizzly and its cousin, the brown bear, is its impressive stature. When standing, grizzlies can reach a height of 12 feet.

Adventurers are warned not to feed these behemoths snacks. Although they will happily accept a marshmallow or two, a grizzly's appetite rarely stops at the bottom of a backpack.

The hide of a grizzly can usually be sold for 500 silver pieces or more.

Bear, Polar

Habitat: Polar bears live exclusively in the frozen expanses of the arctic. They commonly roam next to the sea in search of food to support their enormous appetite for seals.

Life Style: territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 100

Strength: high

Size: large

Origin: The polar bear is a native of the Arctic. It is found in the northern expanses of Scandinavia (Europe), Asia, and North America.

Special Characteristics: Due to its layer of fat, thick fur, and superb adaptation to the arctic life, polar bears are *Immune to Cold and Frost* (although they do seek shelter in harsh blizzards) and can run across the slickest ice with impunity.

If a polar bear attacks and hits with both claws, it crushes its victim in a powerful hug that delivers an added 3d6 points of damage.

Like other animals, polar bears have an *Aversion to Fire*. In fact, polar bears are *Highly Susceptible to Heat and Flame*.

Recovery Time: 7

Absorption: 3

Surprise Adj.: -3

Attack Modes: bite/claw/claw

Attributes

PS	ST	AG	MD	PC	WP	FA
6	4	-5	—	2	-3	-3

Polar Bear Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	18	21
Damage Tolerance	130 + 5d10	170 + 6d10
E.P. Value	72	198
Damage per Attack	2-16/1-10/1-10	2-16/1-12/1-12
	Above Avg.	Exceptional
Combat Level	9	12
Attack Bonus	+14	+17
Defense	24	24
Damage Tolerance	180 + 9d10	200 + 12d10
E.P. Value	560	1575
Damage per Attack	2-20/2-12/2-12	2-20/2-16/2-16

The polar bear is perhaps the most unique member of the bear family. It is perfectly adapted to the frigid environment in the Arctic and thrives in that environment. Like other bears, the polar bear has a frightening allotment of claws and teeth and a beautiful white coat.

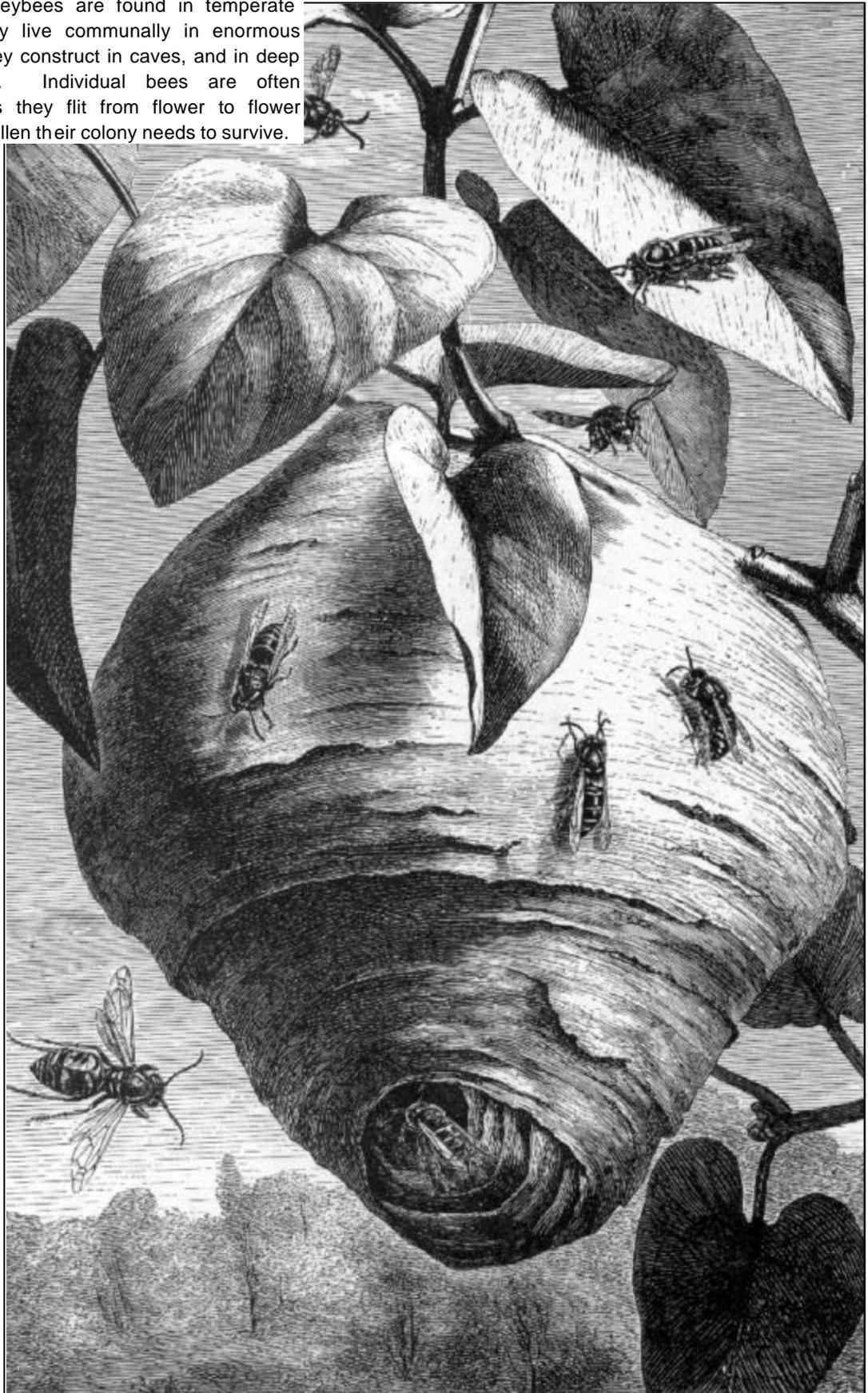
Like the grizzly bear, the polar bear has a highly impressive build. When standing, polar bears can reach a height of 12 feet.

The hide of a polar bear is worth 1,000 silver pieces to most fur-traders.



Bee, Large Honey

Habitat: Large honeybees are found in temperate climates. They live communally in enormous hives, which they construct in caves, and in deep narrow cracks. Individual bees are often encountered as they flit from flower to flower gathering the pollen their colony needs to survive.



Life Style: instinctive communal insect

Wealth Type: hoard. A bee's treasure comes in the form of honey and beeswax.

Alignment: neutral (worker), good (queen)

Cunning: below average (worker), above average (queen)

Speed: 20 (80 flying)

Strength: low.

Size: small

Origin: The bee is a symbol of wisdom and was viewed throughout Europe as a winged messenger between man and his gods. Ancient Egyptians believed bees were formed from the tears of Ra and were the symbol of the pharaohs of Lower Egypt. Overall, the bee represents industry, royalty, and chastity.

In Greek mythology, the nymph who discovered honey's sweet taste was named Melissa. Consequently the priestesses of Demeter, who possessed the title of "the Pure Mother Bee," was known as the Melissae, or "the bees." The term Melissa was eventually adopted to refer to bee nymphs (full-grown bee larvae). In his childhood, mighty Zeus himself was supposedly born in a cave of bees where he was raised on honey. This earned him the title of Melissaios, or "Bee-Man."

Author's Note: All of this information concerning a common name might seem out of place. However, if my wife were to ever discover the omission of a full accounting of the origins of her name, my life could take a dramatic turn toward the unpleasant side. Yes, it's self-serving. So sue me.

On the other hand, the Romans insisted that beekeepers must practice abstinence or their bees would simply fly away. (*My own honeybee assures me that abstinence is not a requirement, but monogamy damned well is.*)

Special Characteristics: Each bee has a sting that injects a *Minimally Hazardous Killing Venom*. Once its first sting is delivered, however, the bee forever loses its ability to deliver another. In fact, the bee will die within an hour.

Queen bees are remarkably intelligent and wise. In fact, they are able to cast each of the following priest spells once per day: (Divination) **Atone**, **Augury**, **Empathy**, **Reveal Lie**, (Healing) **Neutralize Poison**, **Panacea**, and (Miracle) **Lift Curse**. The queen may also summon **Stinging Swarms** (as the priest Nature spell) virtually at will as long as her hive has sufficient numbers to provide the raw material. Only one such swarm may be summoned per turn and only one may attack any given

individual at a time. All spells are cast at spell levels equal to the queen's *Combat Level*. See *The Manual of Mythology* for details.

The queen is incapable of stinging. However, she can still deliver damage by summoning a **Stinging Swarm** to surround and defend her. If this is done, individual attacks on the queen are virtually impossible, as she will be hidden in the swarming mass. In such a situation, any given attack by a normal weapon has only a 1% chance of targeting her on any given swing.

Recovery Time: 7

Absorption: 6

Surprise Adj.: 0

Attack Modes: sting. The sting does not penetrate very deep, and so is incapable of delivering *Severity Damage*.

Attributes

PS	ST	AG	MD	PC	WP	FA
-3	2	2	—	1	-3	1



Large Honey Bee Examples

	Below Avg. Worker	Average Worker
Combat Level	0	2
Attack Bonus	+3	+5
Defense	23	25
Damage Tolerance	5 + 1d10	5 + 1d10
E.P. Value	2	4
Damage per Attack	1d4 + poison	1d4 + poison
	Above Avg. Worker	Queen
Combat Level	4	6
Attack Bonus	+8	+12
Defense	28	32
Damage Tolerance	5 + 2d10	15 + 3d10
E.P. Value	7	96
Damage per Attack	1d4 + poison	N/A

Large honeybees are big versions of the common buzzing insect. Each bee is about the size of a man's fist, so each is not much of a threat in itself. However, beehive populations often number in the thousands with some reaching into the tens of thousands. Each hive has a single queen. It is this bee that lays all of the eggs for the entire collective and so is valued above all others. She rules over the other bees with absolute authority (and considerable efficiency). Any worker bee will immediately sacrifice its own life to defend the queen's safety.

The queen is by far the most intelligent member of the colony and will, on occasion, admit visitors into her domain provided they are pious individuals and all weapons are left outside. During these special audiences, the queen will often give advice using her high-pitched buzzing voice or provide healing assistance to those who seek the counsel and aid of the gods.

Each hive contains 100 to 10,000 octagonal cells filled with honey (roll percentile dice x 100). The cells are fashioned from bee's wax and each contains about a pint's worth of honey. The honey is worth approximately 1 silver piece per pint and each cell contains 1 copper's worth of wax.

Additional Note: Obviously, a wizard blasting a hive of a thousand bees with a **Dragon's Breath: Flame** or similar spell learns nothing more from the ordeal than if he had fried a mere hundred or so insects. In such cases, the Overlord is completely justified in limiting the awarded E.P. to be a fraction of what it would otherwise "bee." A total of 1,000 E.P. for even the largest hives is more than fair.

Boar, Wild



Habitat: Boars are hardy creatures, comfortable in both field and forest where they live in the dense underbrush. They are happiest when rooting in the dirt for their food, which consists of roots and grubs. They ordinarily live in small groups having a dominant boar, one or two sows, and a few offspring. Older males lead solitary lives and are every bit as cantankerous as their younger counterparts. Despite the fact that these beasts prefer to keep their distances from one another, congregations of several dozen individuals are occasionally encountered.

Life Style: territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low.

Speed: 70

Strength: above average

Size: medium

Origin: The wild boar is a highly respected animal in Europe, Asia, and Africa. The Egyptians and Greeks considered it a symbol of fertility and it was sacred to Isis and Demeter. All civilizations that include the boar in their mythologies treat its combative abilities with some respect. The Greek hero Adonis was even slain in a boar hunt. The Norse revered the swine as a food fit for the gods and Thor even had a pair of golden boars which drew his chariot.

Special Characteristics: Boars are among the most tenacious and dangerous of hunted animals. When confronted aggressively, a boar's combative abilities are enhanced as the priest **Battle spell Battle Rage**. Treat this as if it were cast at a spell level equal to the boar's *Combat Level*. (See *The Manual of Mythology*™ for details.)

Boars are Afraid of Fire.

Recovery Time: 7

Absorption: 2

Surprise Adj.: -1

Attack Modes: bite (tusks)

Attributes

PS	ST	AG	MD	PC	WP	FA
3	4	0	—	0	-4	1

Boar Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+7	+9
Defense	22	25
Damage Tolerance	45 + 2d10	55 + 4d10
E.P. Value	28	63
Damage per Attack	2d6	2d8
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+12	+14
Defense	28	30
Damage Tolerance	65 + 6d10	75 + 7d10
E.P. Value	132	325
Damage per Attack	2d10	2d12

The wild boar is a mean tempered, bristly swine and is the ancestor of the modern day pig. Their coats are grey, brown, or black and are made up of wiry hairs growing in sporadic clumps. Some wild boars have distinctive patches of longer bristles on their cheeks or necks, giving the appearance of short manes. This coarse hair provides excellent protection against the scrapes and cuts that would otherwise plague any animal rooting through the underbrush that this creature finds so appealing.

Although they are not carnivores, wild boars are fiercely territorial and will defend their ranges with great courage. They are strong and resilient, able to withstand tremendous harm before succumbing to an adversary. Consequently, wild boars have earned a reputation as the most challenging prey a hunter can stalk. They usually grow to be about 5 feet long and can weigh up to 400 pounds. Their long upward curving tusks, which act as deadly weapons, are as sharp as daggers and can approach one foot in length.

Bull



Habitat: The bull is a domesticated bovine and is usually kept pinned up within a grazing pasture.

Life Style: herd animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 80

Strength: high

Size: large

Origin: One of the earliest and all-encompassing examples of bullishness occurred in ancient Greece where Minos, in a ploy to become king of Crete, promised Poseidon that any bull walking directly out of the ocean would be sacrificed to glorify the sea god. Poseidon produced a magnificent white bull according to the request and, in the process, provided Minos the Cretan throne. However, Minos forgot his promise and kept the beast for himself. Although Poseidon's divine creature was undoubtedly bullish, it turned out that Minos' oath had an even larger load of bovine characteristics.

Special Characteristics: If a bull strikes on its initial charge, it gores for twice the damage stated in the examples. In addition, the gored individual must make a *Luck Roll* with *Agility Adjustments* or be unable to attack for a full turn. If the bull misses on its initial charge, it continues, turns around, and charges again. Once the bull hits, it stays in

combat using either its horns to gore (50%) or its hooves to stomp (50%).

Like most animals, bulls are *Afraid of Fire*.

Recovery Time: 10

Absorption: 0

Surprise Adj.: -3

Attack Modes: gore or stomp.

Attributes

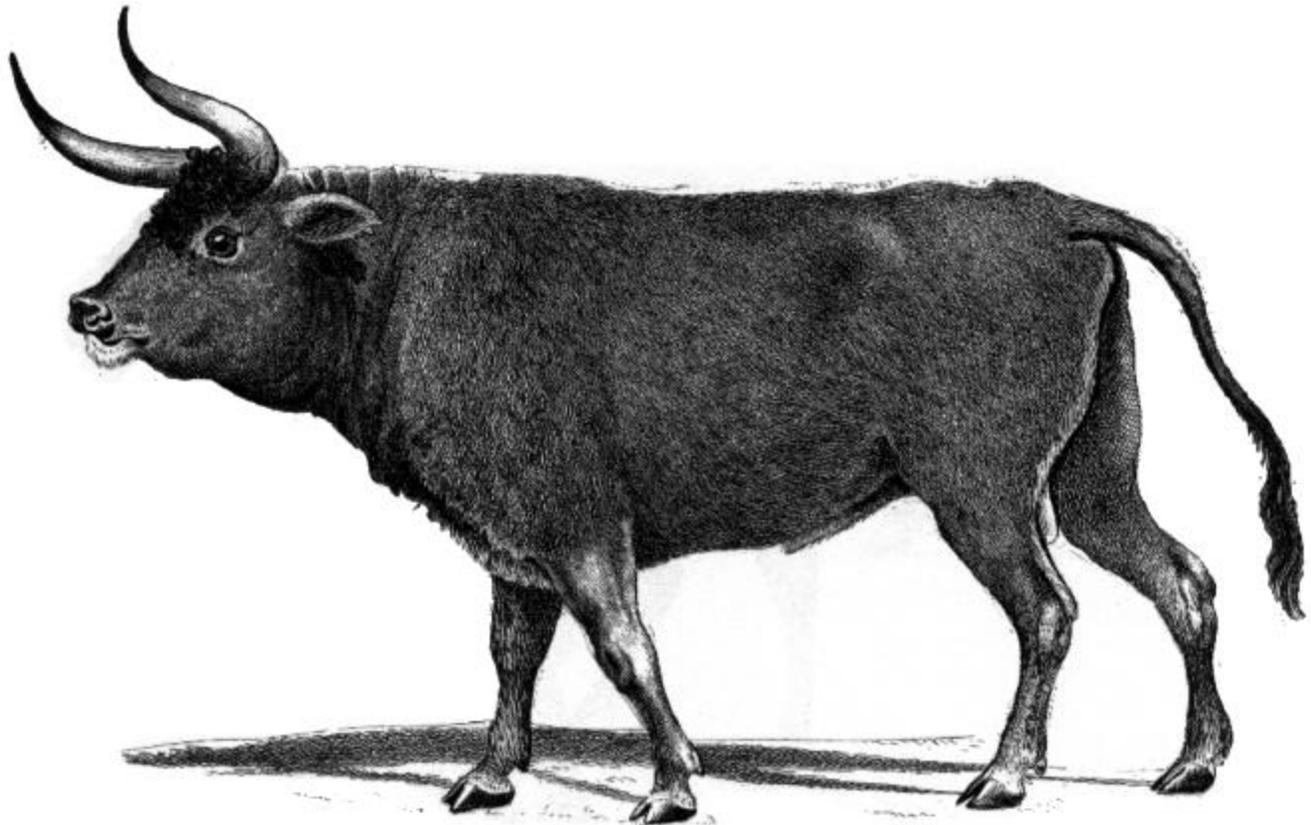
PS	ST	AG	MD	PC	WP	FA
6	5	-5	—	3	-3	-3

Bull Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+3	+7
Defense	17	19
Damage Tolerance	100 + 2d10	120 + 4d10
E.P. Value	12	42
Damage per Attack	2d8 (gore) 2d8 (stomp)	2d10 (gore) 2d8 (stomp)

Although the term “bull” can be applied to many male animals, this description is referring to the male version of a cow. Not a sea cow, mind you, but the kind that gives milk. Ok, so a lot of animals give milk. You know what I’m talking about: the type of bull with horns and a bad attitude. When irritated, a bull will charge at anything moving, as any matador will tell you.

	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+9	+12
Defense	21	23
Damage Tolerance	140 + 6d10	160 + 8d10
E.P. Value	84	250
Damage per Attack	2d12 (gore) 2d8 (stomp)	3d10 (gore) 2d8 (stomp)



C

Centipede, Giant

Habitat: Giant centipedes prefer to dwell in the calm, cool, dark environment of natural caves, sewers, and dungeons.

Life Style: instinctive bug **Wealth Type:** incidental

Alignment: neutral **Cunning:** low

Speed: 90 **Strength:** above average

Size: large (20 feet long)

Origin: The giant centipede is conceptually nothing more than a normal centipede with a really *bad* thyroid problem. As such, these many-legged bugs can be found in the same areas that its diminutive cousins lurk.

Special Characteristics: As centipedes have extremely poor eyesight, they depend more on their feelers or body heat to sense prey. As they can sense dim heat sources, torch or candlelight will temporarily blind and confuse a centipede for 1d4 turns if thrust into its face. The confusion will lower the *Attack Bonus* and *Defense* of the monster by 5 points each. Thereafter, the creature will have acclimated to the new sensation and will not be susceptible to another such attack.

Recovery Time: 7 **Absorption:** 8

Surprise Adj.: 0 **Attack Modes:** mandibles

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	-1	—	-2	-6	-6

Giant Centipede Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+7	+9
Defense	24	26
Damage Tolerance	30 + 5d10	35 + 7d10
E.P. Value	72	144
Damage per Attack	2-16	3-18
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+11	+14
Defense	29	32
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	360	846
Damage per Attack	3-18	4-24

A giant centipede is an extremely large worm-like bug with a multitude of legs, a pair of probing feelers, and some rather pointy mandibles. They lurk in dank, dark passages waiting for prey and searching for rotting food or dung on which to feast. Due to their unusually stable body structure, giant centipedes can move at maximum *Speed* around sharp corners and through twisting passages.

Centipedes have poor eyesight, so they mainly use their feelers in combat to sense enemies. If characters cut these antennae off, the blinded centipede has only a +5 *Attack Bonus*. If the players make the attempt, treat each feeler as having a *Defense* of 36. Each has 15 *Damage Tolerance*.

Centipede, Large

Habitat: Large centipedes dwell in natural caves, sewers, dungeons, garbage heaps, or any other reclusive location providing ample food.

Life Style: instinctive bug **Wealth Type:** incidental

Alignment: neutral **Cunning:** low

Speed: 75 **Strength:** average

Size: medium (5 feet long)

Origin: Large centipedes can be found in the same vicinities as tiny centipedes.

Special Characteristics: As centipedes have extremely poor eyesight, they depend more on their feelers or body heat to sense prey. As they can sense dim heat sources, a lit torch or candle will temporarily blind and confuse a centipede for 1d4 turns if thrust into its face. The confusion will lower the *Attack Bonus* and *Defense* of the monster by 5 points each. Thereafter, the creature will have acclimated to the new sensation and will not be susceptible to another such attack.

Recovery Time: 6 **Absorption:** 4

Surprise Adj.: -1 **Attack Modes:** mandibles

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-1	—	-2	-4	-4

Large Centipede Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+3	+4
Defense	16	20
Damage Tolerance	15 + 1d10	20 + 2d10
E.P. Value	3	12
Damage per Attack	1-8	2-12
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+6	+9
Defense	23	26
Damage Tolerance	25 + 4d10	30 + 6d10
E.P. Value	28	60
Damage per Attack	2-16	3-18

A centipede is a long snake-like bug with an almost countless number of legs and a dangerous set of mandibles. Due to their unusually flexible and low-profile body structure, centipedes can creep into the dark, confined cracks overlooked by other dungeon species. Another advantage of the centipede's architecture is that they are able to easily maneuver around sharp turns at maximum *Speed*.

Centipedes usually feast on carrion and offal but eagerly sample fresh meat when the opportunity arises.

Chenoo

Habitat: As chenoo are a form of earth elemental, they are comfortable in any earthy environment. Their favorite haunt is rocky hills where there are plenty of boulders to toss and an ample supply of trees to uproot.

Life Style: clannish earth-dweller

Wealth Type: hoard **Alignment:** neutral

Cunning: below average **Speed:** 25 (65 through stone)

Strength: high **Size:** great

Origin: The Iroquois tribe of North America originally discovered Chenoo.

Special Characteristics: Chenoo have an *Uncontrollable Lust for Gems* which overcomes their normally shy natures.

Like all earth elementals, chenoo are *Immune to all Earthen Weapons* (i.e., metal swords, stone clubs, etc.) and are unaffected by *Severity Damage*. In addition, they can sense all creatures contacting the earth but are completely unaware of airborne creatures. Not

surprisingly, chenoo pass through the earth much easier than they can walk across it.

Chenoo often throw boulders up to 50 yards, which deliver 2d12 points of damage each.

Recovery Time: 8 **Absorption:** 12

Surprise Adj.: -2

Attack Modes: fist/fist, by weapon, or thrown boulder

Attributes

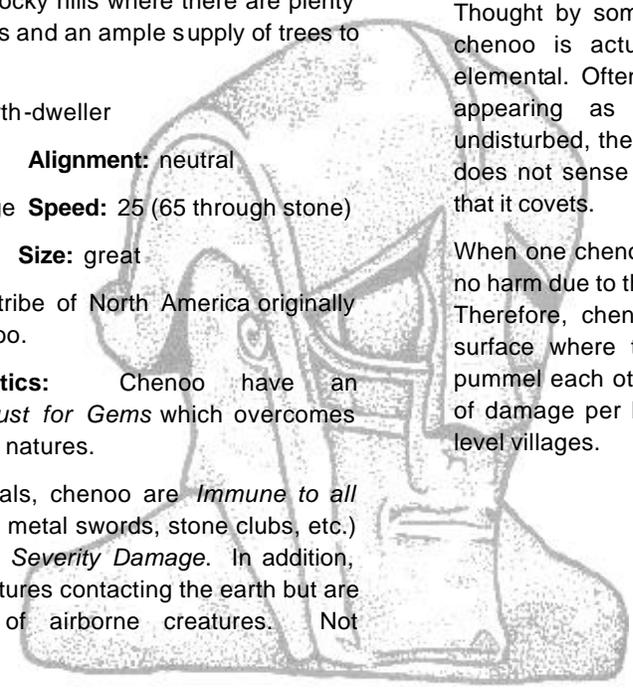
PS	ST	AG	MD	PC	WP	FA
6	7	-10	0	0	-1	-2

Chenoo Examples

	Below Avg.	Average
Combat Level	4	5
Attack Bonus	+6	+8
Defense	14	15
Damage Tolerance	130 + 4d10	150 + 5d10
E.P. Value	126	171
Damage per Attack	2-16/2-16 or by weapon	3-18/3-18 or by weapon
	Above Avg.	Exceptional
Combat Level	7	10
Attack Bonus	+10	+14
Defense	17	21
Damage Tolerance	160 + 7d10	200 + 10d10
E.P. Value	342	1560
Damage per Attack	3-18/3-18 or by weapon	4-24/4-24 or by weapon

Thought by some to be a variant of stone giant, the chenoo is actually a semi-intelligent form of earth elemental. Often they sit immobile for hours at a stretch, appearing as natural rock formations. If left undisturbed, the shy chenoo tend to ignore passers if it does not sense the presence of the valuable baubles that it covets.

When one chenoo fights another, fists and boulders do no harm due to their natural immunity to earthen attacks. Therefore, chenoo clans fight wars near the earth's surface where they can uproot trees with which to pummel each other. These clubs delivers 3d12 points of damage per blow. The resulting earthquakes often level villages.





Crab, Giant

Habitat: Most giant crabs spend their entire lives in and around the sea. There are a few relatively rare species, however, that prefer fresh water.

Life Style: instinctive crustacean

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 50 (water or land)

Strength: above average

Size: medium.

Origin: Crabs are common ocean dwellers throughout the world. As such, there are prevalent in folklore. In Greek mythology, Hera placed the crab in the heavens as the constellation Cancer (the latin word for crab).

Special Characteristics: Once a crab grasps its prey, it maintains its crushing grip for an extended period. At the beginning of every turn after it has grabbed an opponent with one of its formidable pincers, roll a d6. On any roll of 1, the crab releases its crushingly powerful grip to seek another. While the grip is maintained (on every turn after the first), the crab inflicts 2d6 crushing damage (no absorption). Of course, this form of attack has its drawbacks since it forces the crustacean's *Defense* to drop to a mere 10.

Recovery Time: 8

Absorption: 8

Surprise Adj.: -2

Attack Modes: pincer/pincer

Attributes

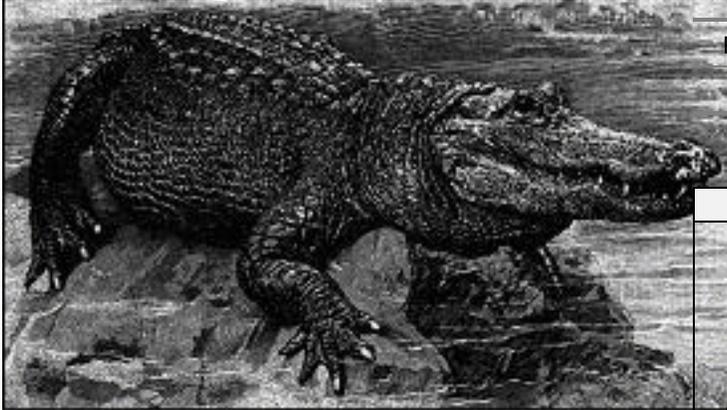
PS	ST	AG	MD	PC	WP	FA
3	0	-7	—	-1	-4	-4

Giant Crab Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+3	+5
Defense	15	17
Damage Tolerance	25 + 2d10	35 + 4d10
E.P. Value	16	28
Damage per Attack	2d6/ 2d6	2d6/ 2d6
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+8	+10
Defense	19	21
Damage Tolerance	45 + 6d10	55 + 8d10
E.P. Value	48	100
Damage per Attack	2d8/ 2d8	2d10/ 2d10

Giant crabs are identical to their smaller cousins in every way but size, commonly having leg spans of 12 feet or more. They have large flat shells from which sprout five pairs of jointed legs. The front-most pair are the thickest and strongest to support the crustacean's impressive pincers which are used to fend off enemies and capture prey. From the front project two unblinking eyestalks, which give the creature poor, but adequate, eyesight. Whether on land or underwater, the crab walks sideways with a clumsy gait, although they can scurry quite nimbly when startled.

Crabmeat is considered a delicacy by many cultures. A full-grown crab will produce approximately 30 pounds of edible meat, which sells for somewhere in the neighborhood of 10 silver pieces a pound. Unfortunately, crabmeat spoils very quickly, losing half its value per day once the crab is slain. After three days the meat is completely worthless. Fortunately, if a crab's pincers are somehow disabled, the creature can usually be kept alive without too much difficulty until sold at market.

Crocodile (*Alligator*)

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	-4	—	0	-4	-4

Crocodile Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+3	+5
Defense	16	18
Damage Tolerance	40+3d10	40+4d10
E.P. Value	4	14
Damage per Attack	2d6/1d4	2d8/1d4
	Above Avg.	Exceptional
Combat Level	5	7
Attack Bonus	+6	+10
Defense	19	22
Damage Tolerance	50+5d10	80+7d10
E.P. Value	27	90
Damage per Attack	2d8/1d6	2d10/1d8

Habitat: These long, thick-skinned reptiles commonly inhabit marshes, bayous, and swamps and line the banks of streams and rivers of tropical climes.

Life Style: amphibious predatory reptile

Wealth Type: incidental **Alignment:** neutral

Cunning: low **Speed:** 20 (60 in water)

Strength: above average **Size:** medium to large

Origin: Crocodiles are inhabitants of Africa that litter the banks of many streams and rivers (including the Nile). Alligators are similar reptiles having slightly stockier mouths that live in the tropical climes of the American continents (where they have gained sizeable populations in sewers).

Special Characteristics: On land, the crocodile may sweep with its tail. If the tail strikes, the target must make a *Luck Roll* with *Agility* adjustments or trip (see **Tripping and Fumbling** in the **Combat Rules** section of *The Grimoire of Game Rules?*).

When a crocodile bites, it retains its hold on the lamb chop in question. Thereafter, it delivers 1d8 points of damage every turn while it drags its victim underwater. The reptile's *Defense* to the held prey drops to 10. Of course, the crocodile flees when it sustains too much damage.

Oddly enough, the jaws of a crocodile can easily be held shut by anyone with a *Physical Strength* of 0 or above as all of its major muscles work only to close the mouth. Of course, you first have to grapple the beast.

Recovery Time: 7

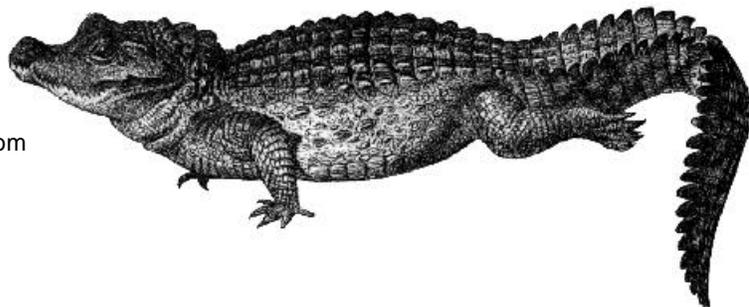
Absorption: 3

Surprise Adj.: -3 on land (+3 when lunging from the water)

Attack Modes: bite/tail

Crocodiles are large squat four-legged reptiles with permanent toothy grins. Their sizeable maws are lined with sinister razor sharp teeth that obviously mean business. Their skin is extremely durable and resembles the texture of fine luggage and men's loafers. Like the owners of such stylish accouterments, crocodiles enjoy sprawling out in the sun on sandy beaches. Sunglasses are optional.

One of the crocodiles' favorite tactics is to lie unmoving in the water until some unsuspecting prey happens by. The reptile quickly lunges from the water and tries to grasp the prey in its iron jaws. Once it has a firm grip, the croc will drag the prey underwater to drown it in the murky depths.



D

Demon

Habitat: Not only would you not want to live there, it isn't even a nice place to visit.

Life Style: demonic

Wealth Type: nil

Alignment: antisocial evil

Cunning: variable

Speed: variable

Strength: variable

Size: variable

Origin: The term *demon* is associated with evil spirits in modern Western culture to such a degree that it is pointless to give a different meaning to the word for game play. Thus, this description adopts the "evil spirit" definition. However, the word itself means "guardian spirit" and, in ages past, could refer to both good and evil spirits. The Greeks described their greatest heroes with the term *daimon* from which *demon* is derived.

Special Characteristics: Demons are little more than special characteristics since they are a highly varied group. See the description for more specific details.

Since demons are spirits, they are hit only by magic weapons and are unaffected by *Severity Damage*.

Demons are Highly Susceptible to Holy Water.

Recovery Time: 7

Absorption: variable

Surprise Adj.: 0

Attack Modes: variables

Attributes

PS	ST	AG	MD	PC	WP	FA
◆	◆	◆	◆	◆	◆	◆

.. See the .., in the next column

Demons, as a group, defy description. The forms and powers of these beings are as varied as their motives are similar. One demon may have tentacles while another uses claws. The fangs of one may be replaced by the toothed beak of a second. Obviously, demons do not fit easily into the multiple categorical descriptors given to the other creatures in **The Bestiary**. In fact, all of their combat characteristics have been omitted to emphasize the fact that no two are similar. A few of the demon types which folklore has defined are listed in this section, such as the **Nightmare** and **Hellhound**. Nevertheless, the great majority of these hideous malicious creatures can never be so easily described.

About the only aspect these monsters have in common is the fact that they all started out as **Imps**. Many became these nasty spirits after falling out of favor as "angelic" servants. In any case, none have higher

beings, such as the gods, looking out for their interests and none have spiritual "friends" with whom to whittle away eternity. Each demon looks out for its own interests exclusively. The only relationship existing between one demon and another is that of master and slave.

The aspects just described make demons an alluring source of power for evil spell casters. Since no "higher power" oversees a demon's well being, a mortal with the proper knowledge and will can enslave one without fear of external intervention. Of course, this process involves considerable risk since a demon will attempt to bring about its enslaver's downfall whenever possible.

A demon gains power in much the same way as characters do. The more experience points it accumulates the greater its powers. Its *Combat Level* increases in the same manner that a character's *Character Level* increases. The manner in which it gains experience points, however, differs significantly from that of characters.

Since demons are not living creatures, they do not have life experiences and so do not directly gain experience points for attained victories. The only way for a demon to gain experience points is to draw them from some other living being as the experiences are lived. The only way to accomplish this diabolical goal is for the creature itself to agree to the experience transferal. In effect, the creature must willingly "sell his soul" to the demon. Obviously, living beings are loath to take such actions and, so, the demon must be willing to serve in some important capacity for the bargain to be made. Even specialized demons (incubi, doppelgangers, hellhounds, demon lords, etc.) are restricted in this manner.

Weak demons are often willing to work on a percentage basis to get the life experiences they desire. Thus, a tiny imp may be willing to serve for 1/8 of its master's soul. If such a bargain is made, one-eighth of the experience points gained by the imp's master from that date forward are instantly and irrevocably transferred to the imp.

◆As a demon gains levels, its physical and mental attributes increase at a tremendous rate. As described under **Imp**, a demon's attributes all initially start at -4. For every *Combat Level* attained by the demon, it adds a total of 5 points to any attributes it chooses with no racial maximums. A single attribute, though, can never have more than 2 added to it at a time. Thus, a demon could add 1 to *Physical Strength*, 1 to *Agility*, and 1 to *Stamina* upon gaining a *Combat Level*. This can dramatically affect its combat characteristics in just a few levels. Of course, the curses placed upon the demon by gods and other demons usually disfigure it so that its *Comeliness*

rarely is described as a positive number. This often also means that one or more other *Attributes* are incapable of being raised.

Demons invariably add to their *Physical Strengths* initially. Nevertheless, the increased pride gained by a demon's heightened power eventually forces it to raise its *Willpower* so that it may escape enslavement by its masters. A good rule of thumb is to start adding at least 1 point to *Willpower* for every *Combat Level* gained over 5.

The powers of a demon are simply more potent versions of the powers it possessed while an **Imp**. A demon "picks up" one additional power every odd *Combat Level* as its levels increase. These additional powers must follow the same general focus as the demon's previous powers. In addition, the Overlord must ensure that these powers are appropriate for the level of the demon. Therefore, a 3rd level demon that initially could start fires with the mage spell **Spark** could not gain the spell **Spontaneous Human Combustion**. The priest Wrath spell **Scorching Metal**, though, would easily fall within its grasp. Once the power is chosen by the demon, it cannot be changed. Each additional power gained may be used once per day at a spell level equal to the demon's *Combat Level*.

Some powerful demons actually emit an aura around themselves similar to their other powers. This aura must take the place of two of the powers mentioned above. A demon may choose to begin emitting this aura at 5th *Combat Level* unless he has chosen other powers instead. The aura works continuously at a spell level equal to half the demon's *Combat Level*. Thus, if a demon "specializes" in cold-based spells, it emits an aura of cold. At 8th *Combat Level*, this aura would deliver 4d4 cold damage every turn to any creature within 5 feet. If a demon emphasizes disease-giving powers, he will emit an aura of rot and plague. Thus, at 6th *Combat Level*, any creature within 5 feet would have to make a *Luck Roll* with *Stamina* adjustments every turn against a 3rd level disease spell. Failure would indicate infection from some horrible disease.

Since demons are not living creatures, they cannot be killed by normal means. However, their physical aspects, or manifestations, may be destroyed in the mortal realm. If a demon's physical form is destroyed, it is effectively banished and cannot re-enter the mortal realm for 1001 days.

Demon Lord

Habitat: Demon Lords are found in the hellish realms where they focus all of their energies toward gaining greater and greater power over other demons. The purpose of accumulating this dominion is simply to make the Demon Lord's existence a little less hellish. If these powerful spirits would only have consulted with an elementary school teacher before expending all their efforts, though, they could have saved themselves a lot of grief. Any school marm knows that there is no hell quite so terrible as having responsibility for a bunch of little demons.

Life Style: demonic

Wealth Type: nil

Alignment: antisocial evil

Cunning: exceptional

Speed: variable

Strength: variable

Size: variable

Origin: The demonologists of the 16th and 17th centuries created vast grimoires in which they categorized and ranked a large number of demons and devils into hierarchies.

Special Characteristics: Like other spirits, demon lords can only be hit by magic weapons and are unaffected by *Severity Damage*.

The charm of these spirits rivals that of the most beautiful dryads and the handsomest devils. Any being hearing a demon lord's voice must make a *Luck Roll* with *Willpower* adjustments against a spell level equal to half the demon lord's *Combat Level*. Commonly, this means overcoming a *Luck Threshold* of 23 or 25. Failure indicates that the listener feels a general feeling of trust and friendship towards the demon lord. Any argument presented by him seems just and reasonable. These feelings of camaraderie with the demon lord fade soon after leaving his presence. Unfortunately, by then it is usually too late.

Demon Lords are Highly Susceptible to Holy Water.

Recovery Time: 7

Absorption: variable

Surprise Adj.: 0

Attack Modes: variable

Attributes

PS	ST	AG	MD	PC	WP	FA
◆	◆	◆	◆	◆	◆	◆

“ See the “ under *Devil*, below

Simply stated, a demon lord is an exceedingly powerful demon. While this description may bring to mind visions of huge muscled beasts with enormous fangs and claws, reality often paints a different picture. In actuality, demon lords are demons best able to control vast numbers of other evil spirits. Thus, these powerful beings deal more with command of the mind rather than brute strength.

Some demon lords attained their power initially as servants of more powerful deities but were “cast out” for some indiscretion. Even so, undergoing such an ordeal can be quite devastating to a spirit’s power. Most demon lords started out as simple **Imps**, like other demons. As one of these creatures, though, his only powers were weak mental spells such as the Arcane Lore spells **Mesmerize** and **Charm Undead**. From these humble beginnings, the demon lord built his power until more impressive abilities, such as the spell **Voice of Command**. Having a greater cunning than those around him, this insignificant demon worked hard at building up his *Willpower* and *Comeliness* rather than his physical prowess.

Having undergone more than the usual amount of torture and abuse from his lack of physical ability, a demon lord despises every creature in the universe. He especially loves to torture his former enslavers.

Obviously, a demon lord's will cannot be broken by any means. His *Willpower* can only be described as godlike in magnitude. Thus, any dealings with so powerful a spirit must be conducted using some form of agreeable tribute.

Devil

Habitat: Devils live in a realm where the sun always shines and the inhabitants are forever dancing. The rivers and brooks of the countryside continuously bubble and have never been known to freeze over. In fact, no guest ever needs to bring warm attire since it never rains to spoil the activities and you can always count on warm weather. The resort's eager stewards and fitness trainers happily provide each visitor with the attention he deserves.

If you would like to reserve your own accommodations in this idyllic garden paradise, **simply sign in the space provided:**

X _____

Life Style: devilish

Wealth Type: nil

Alignment: lawful evil

Cunning: high to exceptional

Speed: variable

Strength: variable

Size: variable

Origin: The word *devil* is derived from the Greek term *diabolos*, which means *slanderer* or *accuser*. The classical devil figure of a horned man with goat's legs and cloven hooves is taken directly from the Grecian god Pan.

Special Characteristics: Like all spirits, devils are hit only by magic weapons and are unaffected by *Severity Damage*.

Devils are Highly Susceptible to Holy Water.



Recovery Time: 7 **Absorption:** variable
Surprise Adj.: 0 **Attack Modes:** variable

Attributes

PS	ST	AG	MD	PC	WP	FA
◆	◆	◆	◆	◆	◆	◆

.. see the column at right

A devil is an evil spirit that serves a higher being, such as an evil deity. Although the forms of these servants vary greatly from god to god, devils in service to a particular deity usually resemble each other closely. The form usually taken by these evil spirits can be described as extremely handsome, if not beautiful. In any case, the devil's master bestows upon it the form he desires.

These spirits are totally dependent upon their masters for any powers they possess. In fact, a devil's powers can be described as completely analogous to those of a Cleric. The god gives the devil magic in the form of mana that the devil may use to further the god's cause. A good rule of thumb is to treat a devil as if it had a level in *Piety* equal to its *Combat Level*.

A devil gains levels in much the same way as characters do. The more experience points it accumulates the greater its power. Its *Combat Level* increases in the same manner that a character's *Character Level* increases. The manner in which it gains experience points, however, differs significantly from that of the characters.

Since devils are not living creatures, they do not have life experiences and so do not directly gain experience points for the goals that they attain. The only way for a devil to gain experience points is to draw them from some other living being as the experiences are lived. The singular way to accomplish this diabolical goal is for the creature itself to agree to the experience transferal. In effect, the creature must willingly "sell his soul" to the evil spirit. Obviously, living beings are loath to take such actions and, so, the devil must be willing to serve in some important capacity for the bargain to be made. Even specialized devils (angel of death, devil prince, etc.) are restricted in this

manner. Obviously, since devils already serve a higher diabolical power, they must first obtain permission from their devilish master before agreeing to temporarily serve a mortal.

Weak devils are often willing to work on a percentage basis to get the life experiences they desire. Thus, a tiny imp may be willing to serve for one-eighth of its master's soul. If such a bargain is made, one-eighth of the experience points gained by the imp's master from that date forward are instantly and irrevocably transferred to the imp.

Devils always wield the weapon favored by their masters. Thus, if a deity uses a trident, his devils also wield tridents.

◆As a devil gains levels, its physical and mental attributes increase tremendously. As described under **Imp**, a devil's attributes all start out at -4. For every *Combat Level* attained by the devil, it adds a total of 5 points to its attributes. A single attribute, though, can never have more than 2 added to it at a time. Thus, a devil could add 1 to *Physical Strength*, 1 to *Agility*, and 1 to *Stamina* upon gaining a *Combat Level*. The devil's master determines the distribution of these points. Since gods surround themselves with beauty, they usually instruct their servants to concentrate heavily on *Charisma*. They otherwise keep their devils well rounded. That is, they never allow a devil's *Physical Strength* to grow unchecked while its *Manual Dexterity* remains untouched.

If a devil ever disobeys its master or becomes powerful enough to make its master "nervous", the devil is "cast out" of service. If this happens, the devil is totally stripped of its powers. In addition, the devil is usually burdened with an imaginative curse or two while its body is twisted and deformed. Thus, the devil again becomes a simple **Imp**, capable of gaining power as a demon.

Since devils are not living creatures, they cannot be killed by normal means. However, their physical aspects, or manifestations, may be destroyed in the mortal realm. If a devil's physical form is destroyed, it is effectively banished and cannot re-enter the mortal realm for one thousand and one days.





Devil Prince

Habitat: Devil Prince's inhabit opulent fortified palaces in the various wastes of hell. Here they tyrannically rule vast armies of lesser demons and devils in a continual struggle to improve their rank and stature.

Life Style: devilish

Wealth Type: nil

Alignment: lawful evil

Cunning: exceptional

Speed: variable

Strength: variable

Size: variable

Origin: The demonologists of the 16th and 17th centuries created vast grimoires in which they categorized and ranked a large number of demons and devils into hierarchies. Those of the uppermost echelon were deemed "Princes."

Special Characteristics: Like all spirits, Devil Princes are hit only by magic weapons and are unaffected by *Severity Damage*.

The charm of these spirits rivals that of the **Demon Lords**. Anyone hearing a devil prince's voice must make a *Luck Roll* with *Willpower* adjustments against a spell level equal to half the devil prince's *Combat Level*. Commonly, this means overcoming a *Luck Threshold* of 23 or 25. Failure indicates that the listener feels a general feeling of trust and friendship towards the devil prince. Any argument presented by him seems just and reasonable. These feelings of camaraderie fade soon after leaving his presence. By then, though, it is usually too late.

All of these powerful devils make frequent use of the mage spell **Pact**. Devil Princes are Highly Susceptible to Holy Water.

Recovery Time: 7

Absorption: variable

Surprise Adj.: 0

Attack Modes: variable

Attributes

PS	ST	AG	MD	PC	WP	FA
◆	◆	◆	◆	◆	◆	◆

.. see .. under *Devil*, above

A devil prince is an unusually powerful devil having an indomitable personality. Unlike other devils, though, he follows no master. True to its name, a devil prince rose to power like other devils as a servant to some evil god. When his power became too great for even his master to control easily, though, the devil fled to some out-of-the-way domain where his master's reach could not find him. A highly powerful entity himself, the devil prince enslaved demons or convinced weaker devils to serve him.

Since a Devil Prince can no longer draw strength from his former master, he must seek worshippers in the realm of mortals. Through worship, his followers give him strength to continue his reign. Some of these evil spirits even gain enough power to be considered demi-gods themselves.

Although even the most powerful spells lack the potency to bend a devil prince's will, these beings often enter into contracts with mortals. These contracts specify the exact services required of the devil prince along with an agreeable tribute rendered to the spirit. The payment invariably involves providing new worshippers, human sacrifices, or surrendering of the summoner's soul. A devil prince never asks for monetary payment of any sort.

Dog, Guard



Habitat: When not on duty patrolling their beats, guard dogs saunter home to sleep alongside husbands that forget anniversaries and boyfriends that overlook birthdays.

Life Style: trained animal

Wealth Type: nil

Alignment: neutral

Cunning: low

Speed: 100

Strength: average

Size: medium

Origin: Woof, woof!

Special Characteristics: none

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	3	—	4	-4	-4

Guard Dog Examples

	Below Avg.	Average
Combat Level	1	3
Attack Bonus	+3	+6
Defense	21	23
Damage Tolerance	25 + 1d10	25 + 3d10
E.P. Value	6	15
Damage per Attack	1-8	1-10
	Above Avg.	Exceptional
Combat Level	5	7
Attack Bonus	+8	+10
Defense	25	27
Damage Tolerance	25 + 5d10	25 + 7d10
E.P. Value	36	72
Damage per Attack	1-12	2-12

The term *guard dog* encompasses several dog breeds. Among these are German Shepherds, Doberman Pinschers, Saint Bernards, Pit Bulls, and many others. These dogs are trained in combat and usually fight to the death. None are overly bright.

The usual cost of buying a guard dog lies between 50 and 100 silver pieces per *Combat Level*. A dog trained in hunting or tracking will cost much more. It generally requires about 15 silver pieces to feed a normal dog for a week.

Duppy

Habitat: The duppy is a ghost that is summoned into service. As such, it ventures forth at night avoiding all sunlight.

Life Style: commanded undead spirit

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 30

Strength: average

Size: medium

Origin: North America (West Indies)

Special Characteristics: Like all ghostly undead, this creature is *Immune to Frost and Mental Spells*, can be hit only by magic or silver weapons, is not adversely affected by *Severity Damage*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*.

The vile breath of a duppy poisons the air so badly that any breathing creature within 5 feet of it must make a

Luck Roll with *Stamina* adjustments every turn or be affected as the Arcane Lore spell **Noxious Fumes**. In other words, the dude has some serious halitosis.

Obviously, the ethereal state of this ghost's form allows it to pass through walls and normal barriers unhindered.

Duppies have a *Strong Aversion to Tobacco Seeds*. Tobacco seed sprinkled on the ground forms a barrier through which a duppy cannot pass.

Recovery Time: 9

Absorption: 0

Surprise Adj.: -1

Attack Modes: touch/ touch (The touch of a duppy causes muscle spasms similar to the mage spell **Cramping Touch**. In effect, the grazed muscle pulls violently, bruising the ligaments and tearing the attached tendons.)

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-5	0	-1	-4	0

Duppy Examples

	Below Avg.	Average
Combat Level	1	3
Attack Bonus	+2	+4
Defense	16	18
Damage Tolerance	20 + 1d10	20 + 3d10
E.P. Value	23	25
Damage per Attack	1-6/1-6	1-8/1-8
	Above Avg.	Exceptional
Combat Level	5	7
Attack Bonus	+6	+8
Defense	20	22
Damage Tolerance	20 + 5d10	20 + 7d10
E.P. Value	38	74
Damage per Attack	1-10/1-10	1-12/1-12

A duppy is a ghost summoned from its grave by a priest or necromancer to perform a diabolical task, usually murder.

A duppy is normally commanded into service by a former relative. If its self-appointed master is not a blood relation to the conjured spirit, the ghost has a 50 percent chance of attacking its summoner instead of fulfilling his request.

When the ordered task is complete, the summoner must reward the duppy by placing rum and tobacco on its grave. If he does not, or if the duppy cannot return to its grave before sunrise, the spirit can never rise again.

Dwarf

Legends of dwarves are common features in the myths of many lands, giving rise to many different dwarven races in folklore. The dwarves of Scandinavia and Germany are the best known in modern days. Few people realize that even the ancient Egyptians had legends concerning these diminutive humans. Since dwarves are central to *Legendary Quest*, we have provided a number of examples and descriptions of a few of the more popular races. Those characteristics that are common to all are listed here while those that vary from one race to another are listed below.

Life Style: civilized faery

Wealth Type: monetary

Cunning: average

Speed: 55

Strength: average to above average

Size: medium

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon



Attributes

PS	ST	AG	MD	PC	WP	FA
2	3	0	-1	0	0	1



Dwarf Archer Examples

(Rare)

	Below Avg. Bowman	Average Bowman
Character Level	1	2
Combat Level	1	2
Attack (Shooting)	+3	+5
Attack (Hand Held)	+3	+5
Defense	20	21
Defense (Shooting)	13	15
Damage Tolerance	45 + 1d10	45 + 2d10
E.P. Value	12	16
Damage per Attack	by weapon + 2	by weapon + 2
	Above Avg. Bowman	Well Above Avg. Bowman
Character Level	4	6
Combat Level	4	6
Attack (Shooting)	+8	+10
Attack (Hand Held)	+7	+9
Defense	23	25
Defense (Shooting)	15	17
Damage Tolerance	45 + 2d10	45 + 3d10
E.P. Value	35	60
Damage per Attack	by weapon + 3	by weapon + 3
	Below Heroic Archer	Heroic Archer
Character Level	8	10
Combat Level	9	11
Attack (Shooting)	+13	+15
Attack (Hand Held)	+13	+15
Defense	28	30
Defense (Shooting)	19	20
Damage Tolerance	45 + 3d10	45 + 4d10
E.P. Value	200	450
Damage per Attack	by weapon + 4	by weapon + 4
	Above Heroic Archer	Legendary Archer
Character Level	12	14
Combat Level	13	15
Attack (Shooting)	+17	+19
Attack (Hand Held)	+17	+19
Defense	32	34
Defense (Shooting)	21	23
Damage Tolerance	50 + 4d10	50 + 5d10
E.P. Value	840	1200
Damage per Attack	by weapon + 5	by weapon + 5

Dwarf Fighter Examples

	Below Avg. Fighter	Average Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus	+5	+6
Defense	21	25
Damage Tolerance	45 + 2d10	45 + 2d10
E.P. Value	15	20
Damage per Attack	by weapon + 2	by weapon + 3
	Above Avg. Fighter	Well Above Avg. Fighter
Character Level	4	6
Combat Level	5	7
Attack Bonus	+9	+11
Defense	24	26
Damage Tolerance	50 + 2d10	50 + 3d10
E.P. Value	54	126
Damage per Attack	by weapon + 4	by weapon + 5
	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+14	+16
Defense	29	31
Damage Tolerance	50 + 3d10	50 + 4d10
E.P. Value	280	875
Damage per Attack	by weapon + 5	by weapon + 6
	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+18	+20
Defense	33	35
Damage Tolerance	55 + 4d10	55 + 5d10
E.P. Value	1995	2850
Damage per Attack	by weapon + 6	by weapon + 6



Dwarf Mage Examples (Rare)

	Below Avg. Mage	Average Mage
Character Level	1	2
Combat Level	1	2
Attack Bonus	+3	+4
Defense	20	21
Defense (while spellcasting)	12	13
Damage Tolerance	40 + 1d10	40 + 2d10
Approx. # Spells	1	1
E.P. Value	3	4
Damage per Attack	by weapon	by weapon
	Above Avg. Mage	Well Above Avg. Mage
Character Level	4	6
Combat Level	3	5
Attack Bonus	+6	+8
Defense	23	25
Defense (while spellcasting)	14	15
Damage Tolerance	45 + 2d10	45 + 3d10
Approx. # Spells	3	6
E.P. Value	21	72
Damage per Attack	by weapon + 2	by weapon + 2
	Below Heroic Mage	Heroic Mage
Character Level	8	10
Combat Level	7	9
Attack Bonus	+10	+13
Defense	28	30
Defense (while spellcasting)	17	20
Damage Tolerance	45 + 3d10	45 + 4d10
Approx. # Spells	13	20
E.P. Value	225	780
Damage per Attack	by weapon + 3	by weapon + 3
	Above Heroic Mage	Legendary Mage
Character Level	12	14
Combat Level	11	13
Attack Bonus	+15	+17
Defense	33	35
Defense (while spellcasting)	22	23
Damage Tolerance	45 + 4d10	45 + 5d10
Approx. # Spells	30	40
E.P. Value	2100	3750
Damage per Attack	by weapon + 4	by weapon + 5

Dwarf Priest Examples

	Below Avg. Priest	Average Priest
Character Level	1	2
Combat Level	2	3
Piety Level	1	1
Attack Bonus	+4	+6
Defense	21	22
Defense (while spellcasting)	13	15
Damage Tolerance	45 + 2d10	45 + 2d10
E.P. Value	15	20
Damage per Attack	by weapon + 2	by weapon + 2
	Above Avg. Priest	Well Above Avg. Priest
Character Level	4	6
Combat Level	5	7
Piety Level	2	4
Attack Bonus	+9	+12
Defense	25	26
Defense (while spellcasting)	16	18
Damage Tolerance	50 + 2d10	50 + 3d10
E.P. Value	54	144
Damage per Attack	by weapon + 2	by weapon + 3
	Below Heroic Priest	Heroic Priest
Character Level	8	10
Combat Level	9	11
Piety Level	7	10
Attack Bonus	+15	+17
Defense	29	31
Defense (while spellcasting)	19	20
Damage Tolerance	50 + 3d10	50 + 4d10
E.P. Value	360	1530
Damage per Attack	by weapon + 3	by weapon + 4
	Above Heroic Priest	Legendary Priest
Character Level	12	14
Combat Level	13	15
Piety Level	12	14
Attack Bonus	+20	+22
Defense	33	35
Defense (while spellcasting)	23	24
Damage Tolerance	50 + 4d10	50 + 5d10
E.P. Value	3192	4125
Damage per Attack	by weapon + 4	by weapon + 5

Dwarf Thief Examples (Rare)

	Below Avg. Thief	Average Thief
Character Level	1	2
Combat Level	1	2
Attack Bonus (Small Hand Held)	+4	+5
Defense	22	23
Damage Tolerance	40 + 1d10	40 + 2d10
E.P. Value	9	16
Damage per Attack	by weapon + 2	by weapon + 2
	Above Avg. Thief	Well Above Avg. Thief
Character Level	4	6
Combat Level	4	6
Attack Bonus (Small Hand Held)	+8	+10
Defense	25	27
Damage Tolerance	40 + 2d10	40 + 3d10
E.P. Value	35	60
Damage per Attack	by weapon + 3	by weapon + 3
	Below Heroic Thief	Heroic Thief
Character Level	8	10
Combat Level	9	11
Attack Bonus (Small Hand Held)	+12	+15
Defense	29	32
Damage Tolerance	45 + 3d10	45 + 4d10
E.P. Value	240	540
Damage per Attack	by weapon + 4	by weapon + 4
	Above Heroic Thief	Legendary Thief
Character Level	12	14
Combat Level	13	15
Attack Bonus (Small Hand Held)	+17	+19
Defense	34	36
Damage Tolerance	50 + 4d10	50 + 5d10
E.P. Value	1008	1500
Damage per Attack	by weapon + 4	by weapon + 4



Deneg (Egyptian Dwarf)

Habitat: The deneg have dramatically different lifestyles than the dwarves of other cultures. They are highly regarded by Egyptian priests and often dwell in palatial houses among humans.

Alignment: lawful neutral

Origin: The ancient Egyptians had a great respect for dwarfish humans, often employing them as jewelry makers and even as palace officials. Dwarves were held in such high esteem that the Egyptians gods were occasionally depicted with dwarfish characteristics.

Special Characteristics: Most deneg are well educated, often having the talents of *Reading Hieroglyphics* and *Ciphering*. The deneg do not have the great love of gold of their kindred races, but they do possess a tremendous *Affinity for Gems and Jewelry*.

Although the deneg are closely related to other dwarves, there are obvious differences in their general appearance. This mainly centers around the fact that the deneg are always clean shaven and well groomed. In fact, those that are rewarded with high offices will often shave their heads as well.

The demeanor of these dwarves is polite and calm even under the greatest stress. Such patience makes them well suited to the administrative tasks with which they are commonly entrusted. Their iron nerves also enable them to act as royal gem cutters, a task few humans dare to duplicate. Only a rock-hard willpower can hold steady while rat-a-tap-tapping on the pharaoh's prized ruby. It is common knowledge that a single slip of the chisel could cost the jealous ruler a new headdress and the artisan his life.

Duergar

(Black Dwarf, Dvargar)

Habitat: The duergar live in an underground world consisting of labyrinth-like passages and halls. Duergar rarely venture to the surface but when they do, they only appear at night.

Alignment: lawful evil

Origin: The legends of these dwarves have their roots in Norse mythology. The gods supposedly transformed maggots feeding on the flesh of the giant Ymir into the form of the present day duergar. When the Norsemen conquered lands in northern England, they brought along with them their tales of the Dvargar, which quickly took hold in Celtic folklore.

Special Characteristics: Duergar and dark elves frequently associate and occasionally war with each other. Like the dark elves, duergar have a *Hatred for all surface dwellers*. As do all dwarves, duergar Lust for Gold and Mithril.

These dwarves are *Terrified of Sunlight*. A duergar must make a *Luck Roll* with *Stamina Adjustments* every turn he is directly exposed to sunlight. Failure indicates the dwarf permanently transforms into solid immobile stone. (Consequently, players rarely choose this sub-race for their dwarven characters.)

Duergar are short, stocky humanoids who closely resemble mountain dwarves, although some choose to forego growing beards. Most dress themselves in the worn leather smocks and dusty canvas clothes indicative of craftsmen. They live deep underground in cavernous cities carved directly from the earth's bedrock. Here these dark men perfect their dwarfish crafts of mining and smithery for which they are renowned throughout the world.

The vast catacombs in which the duergar dwell represent far more than a means of income to the grim race. Each great hallway, vaulted antechamber, and grand war room exhibits the life's work of a dwarven master. The multitude of statues and reliefs portray the mightiest warriors and skilled craftsmen of the past. Taken collectively, the duergar dungeons communicate millenia of anguish and toil suffered by worthy ancestors who demand respect. The duergar do not take trespassers lightly.

After mining the depths of the earth's crust for centuries, these dwarves are known to possess vast riches tucked away in various subterranean niches. The locations of these treasures are highly protected secrets. Not even the duergar themselves know where all of their hoards are stashed, having forgotten about the existence of many of their treasure troves long ago.

Having triumphed over tremendous barriers to create their impressive long-lived civilization, the duergar hold the surface dwelling races in contempt. Men are especially despised, because of their tendency to squander all resources, leaving nothing for posterity.

Mountain Dwarf

(White Dwarf, Nibelung)

Habitat: Like their darker cousins, the duergar, the mountain dwarves live in magnificent underground cities carved directly into rocky mountain slopes. The abodes of mountain dwarves are located much closer to the earth's surface than those of the darker dwarven races, however, enabling them to develop strong ties to humans and other surface-dwelling races. This fact often draws

contempt and ridicule from the dwarven nations located deep in the earth's bowels.

Alignment: lawful neutral

Origin: Mountain dwarves are found throughout Europe, but are especially popular in German folklore where they are commonly referred to as white dwarves.

Special Characteristics: All dwarves *Lust for Gold and Mithril*. Many will stop at nothing to obtain them.

Dwarves are stubborn and distrust anything they do not understand, viewing uncertainty as a threat. The generally aggressive and barbaric natures of orc and goblin tribes have built up *Hatred* in most dwarves toward these races. If it is possible, many dwarves mistrust elves even more than orcs. Elves just don't seem to covet dwarven baubles as much as the dwarves think they should. As a consequence, dwarves unjustly harbor *Enmity toward Elves*.

These short, stout humanoids have grim faces and sparkling eyes. A dwarf's short, round nose sits atop his carefully tended beard, a mark of distinction among his kind. The owner of the longest and best-groomed beard, it is upheld, must be the wisest and craftiest in any group. To keep these status symbols from interfering in combat, the possessors of unusually long beards will tuck them into their belts rather than resort to trimming.

Dwarves live in underground catacombs they have carved from the earth in their search for precious metals and gems. Throughout history, the dwarven race has repeatedly delved into the earth to tremendous depths, often against the advice of the best oracles. Again and again, dwarves have tested the meaning of "too deep." More often than not, they have discovered the meaning too late. Their deepest tunnels and shafts have provided easy passage for unspeakable horrors to climb out of the slime of their hellish abodes to destroy entire dwarven cities and ravage the nearby countryside.

The dwarven lust for precious metals eventually lifted the professions of mining and smithery to a highly revered status. Obviously, it takes miners of unparalleled skill to delve deeper and deeper into the earth without releasing the monstrous horrors mentioned above. Of course, all miners need tools of unequalled quality to carve their catacombs and warrior need keen weapons to defend their hoards. Thus, the finest smithies of a dwarven kingdom enjoy the fame and riches usually reserved only for royalty.

E

Eagle, Giant

Habitat: Giant eagles roost high up on rocky cliffs and mountaintops. Here they build cottage-sized nests in sheltered crags to protect them from the harsh weather native to such lofty realms. These shelters resemble normal nests from afar but a closer look reveals the large branches and uprooted saplings used as construction materials. In these open-air homes giant eagles raise their young and consume captured prey. A single mated pair of eagles will lay claim to a range extending 20 to 100 miles from the nesting site.

Life Style: territorial raptor

Wealth Type: incidental (hoard if intelligent)

Alignment: neutral

Cunning: The cunning of most giant eagles is low. However, there is good reason the eagle is the symbol of nobility and intelligence. There is known to exist a race of highly intelligent eagles, some of whom speak the languages of men. Reliable estimates state that a full 20 percent of these giant birds fall into this category, although they rarely speak even when their lives are threatened for fear of betraying their kindred to the incivilities of man.

Speed: 20 (180 flying)

Strength: above average

Size: large. These birds stand a full 10 feet tall when perching and have a wingspan of 20 feet or more.

Origin: The eagle is an important symbol in many cultures. The Celtic people associated the eagle with healing waters while the Egyptians revered it as symbolizing the sun as the offspring of Horus. Similarly, the Sumerians linked the sun to the eagle and sometimes represented Marduk in eagle's form. The eagle was the bearer of Zeus's lightning bolt in several ancient Greek myths and thus came to represent royalty and victory. The Scandinavians emphasized the eagle's wisdom and depicted it perching in the branches of the great tree Yggdrasil battling the serpent of evil and darkness.

Special Characteristics: A giant eagle can swoop down from above and attack simultaneously with both claws. It can carry off any creature smaller than a pony which it strikes with both claws in this manner. Giant eagles have a Hatred toward Serpents and Snakes of all kinds.

A few of the intelligence species of giant eagle apparently have the powers of a healing priest or shaman. They enchant stones with healing properties similar to the mage spell **Numb Pain** and the Religious Healing spell **Vim and Vigour**.

The magic of these stones only affects the stone's owner and fades after a few days.

Recovery Time: 6. When swooping, the eagle requires a full 20 seconds to slow, turn, and swoop again.

Absorption: 0

Surprise Adj.: 2

Attack Modes: beak, claw/ claw, or beak/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
4	2	0	—	7	-4 (0)	-4

Giant Eagle Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+6	+8
Defense	24	26
Damage Tolerance	60 + 4d10	75 + 6d10
E.P. Value	63	120
Damage per Attack	2d10 (beak)/ 1d10 (claw)	2d12 (beak)/ 1d12 (claw)
	Above Avg.	Heroic
Combat Level	7	9
Attack Bonus	+9	+12
Defense	27	29
Damage Tolerance	75 + 7d10	85 + 9d10
E.P. Value	180	480
Damage per Attack	2d12 (beak)/ 1d12 (claw)	3d10 (beak)/ 1d12 (claw)

A giant eagle is a huge bird-of-prey possessing a knife-edged beak, spear-like claws, and the stern look of a serious predator. In all respects, it closely resembles its smaller cousins that are more commonly seen in the lands of men. Most of these raptors have uniform brown or grey feathers, but a few have a more remarkable plumage resembling that of the bald eagle.

Some of these keen-eyed hunters possess cunning equal to men and speak a language known only to them. A few even speak human tongues. They often form vast kingdoms surrounding particularly bountiful mountain ranges. Although the rulers of these impressive birds usually ignore the politics of humanity, giant eagles have been known to provide aid to needy humans from time to time.

Eel, Electric

Habitat: Electric eels populate the food-rich waters of coral reefs. They hide themselves in long narrow niches where they lay in wait for unsuspecting meals to swim nearby.

Life Style: aquatic animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 45

Strength: below average

Size: small

Origin: Eels appear in superstition and myth throughout the coastal world.

Special Characteristics: Electric eels deliver a dangerous unseen jolt of electrical energy. Any creature within 3 feet of the eel takes 3d6 points of electrical damage every turn the eel engages in combat. Electric eels are Immune to Electrical Damage.

Recovery Time: 6

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite

Attributes

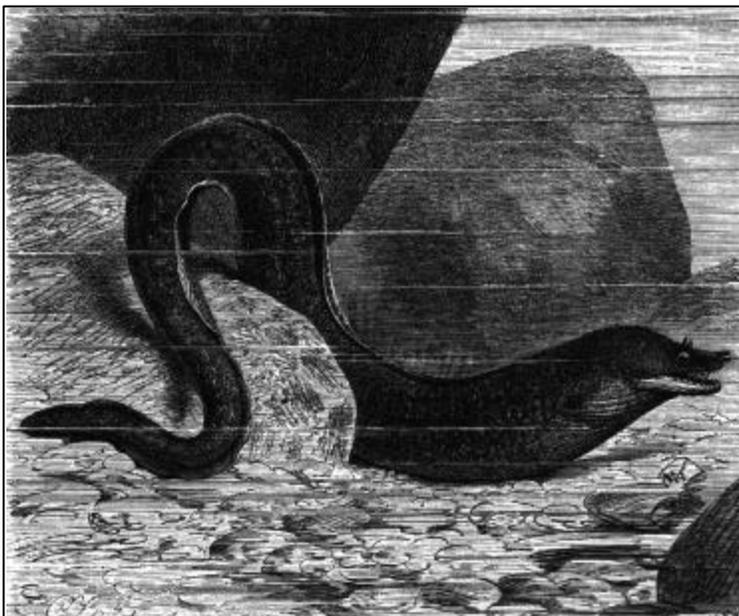
PS	ST	AG	MD	PC	WP	FA
0	0	0	—	0	-4	-4



Electric Eel Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+3	+5
Defense	22	24
Damage Tolerance	10 + 2d10	15 + 4d10
E.P. Value	8	21
Damage per Attack	1-8	1-8
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+7	+11
Defense	27	28
Damage Tolerance	20 + 6d10	25 + 8d10
E.P. Value	60	150
Damage per Attack	1-10	1-12

Electric eels are snake-like fish that inhabit craggy ocean bottoms and bountiful reefs. They dig burrows for themselves in mud and lay claim to crevices particularly suitable for surprising prey and attracting mates. An eel will hide itself in its cramped abode until a tasty looking critter swims near. When this happens, the eel will lunge at the morsel attempting to grip it with its powerful jaws. The attacking fish will simultaneously produce a sudden electric shock to stun the targeted meal for easy retrieval.



Eel, Giant

Habitat: Giant eels hide in small underwater caves from which they quickly emerge to surprise prospective meals. It is unfortunate for treasure hunters that the hulks of sunken pirate ships provide perfect shelters for these creatures.

Life Style: aquatic serpentine fish

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 40 in water

Strength: high

Size: large. These sea-monsters have been known to have the girth of large man and reach a length of 70 feet.

Origin: Universal

Special Characteristics: While a giant eel could never crush a ship's hull like its cousin the sea serpent, it can easily capsize rowboats and life rafts. Any sailors on board a boat that a giant eel is attempting to capsize must make a *Collective Success Roll* against their *Seamanship* skills. They must overcome a *Success Threshold* equal to 15 plus the eel's *Combat Level*. The eel can make one attempt every 1d4 turns. It will continue in its attempts until the boat overturns or the creature is driven away.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 4

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
6	4	0	—	1	-3	-3

Giant Eel Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+6	+8
Defense	20	22
Damage Tolerance	100 + 4d10	120 + 6d10
E.P. Value	35	96
E.P. Value(Electric)	56	132
Damage per Attack	3-24	3-30
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+10	+13
Defense	24	26
Damage Tolerance	140 + 8d10	160 + 10d10
E.P. Value	225	660
E.P. Value(Electric)	300	1120
Damage per Attack	3-36	4-40

A giant eel is a huge snake-like fish possessing vicious teeth and thick, muscled jaws. The monster glides through the water with a rhythmic side-to-side motion having a graceful, ribbon-like quality. When the creature swims near the ocean's surface, its body breaks intermittently above the waves and is often mistaken by sailors for that of a sea serpent. Indeed, its scaly fish skin is reminiscent of a dragon's and its habit of attacking small vessels does nothing to dissuade such assertions.

Eel, Large

Habitat: Large eels live in salt-water shallows in and around ocean reefs where they inhabit small caves and coral overhangs.

Life Style: carnivorous territorial fish

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 40 in water

Strength: average

Size: medium. Adults can reach lengths of up to 20 feet.

Origin: Eels inhabit the ocean reefs throughout the oceanic world. As such, most coastal civilizations have some superstitions concerning the long slimy fish. For example, the Japanese believed eels were dragons in disguise. In Europe, an ointment made from eel fat allowed one to see through a faery's *glamour*.

Special Characteristics: About 1 in 6 of these creatures generates an electric shock when attacked. Up to 5 times per day, an eel of this type

generates this powerful shock whenever it sustains physical damage. This shock delivers 3d6 damage to any creature within 5 feet of the eel. Allow those shocked a *Luck Roll* with *Agility Adjustments* for 1/2 damage.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 4

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
6	4	0	—	1	-3	-3

Large Eel Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+6	+8
Defense	20	22
Damage Tolerance	50 + 4d10	60 + 6d10
E.P. Value	15	27
E.P. Value(Electric)	25	45
Damage per Attack	2-12	2-16
	Above Avg.	Exceptional
Combat Level	7	9
Attack Bonus	+10	+13
Defense	24	26
Damage Tolerance	70 + 8d10	80 + 10d10
E.P. Value	72	240
E.P. Value(Electric)	108	320
Damage per Attack	3-18	2-20

Large Eels are slender man-sized fish having powerful jaws and needle-sharp teeth. Their long serpentine bodies are ideally suited to life in the labyrinthine tunnels and chasms formed by the ocean's limestone reefs. The eel is a predator that waits patiently for its meals to leisurely swim near, unaware of the eel's threat. When the prey is within the fish's reach, it will suddenly emerge from its dark dwelling and gobble the unsuspecting tidbit.

Although a large eel is not large enough to swallow a man, it is highly aggressive in defending its territory and will attack any man swimming too close.

Elemental, Air

Habitat: Air elementals are invisible aerial spirits who control the forces of wind in nature. They spend most of their time inhabiting the plane of elemental air but are sometimes summoned by mortals for their own devices. A few air elementals *do* inhabit the land of mortals on a full-time basis, however. These renegade spirits are invariably found on the peaks of mountains and at other lofty heights. They will venture down to lower altitudes only when a powerful windstorm kicks up. Some say the elementals themselves cause the storms when various aerial factions battle one another.

Life Style: controlled elemental spirit

Wealth Type: nil **Alignment:** neutral **Cunning:** low
Speed: 300 **Strength:** high **Size:** large

Origin: The concept of fundamental elemental spirits is a common theme throughout European and Middle Eastern cultures. The Greek philosophers associated the element of air with birds and sylphs. The Persians associated air with winged spirits known as devas.

Special Characteristics: Air elementals cannot be harmed by aerial attacks (arrows, tornadoes, poison gas, etc.), are *Immune to Frost and Cold*, and are unaffected by *Severity Damage*.

Air elementals see any object in contact with air regardless of lighting conditions. Of course, this line of sight must remain unobstructed. A glass wall counts as an obstruction. Air elementals don't use light to see.

An air elemental can create a whirlwind whenever it so desires. When doing so, the air elemental forms a small tornado that sweeps up any small object in its path. All creatures within the whirlwind must make a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* equal to 15 plus the elemental's *Combat Level*. The roll must be made every turn. A failed roll indicates the creature is blown off its feet and trips, taking 5d6 damage. This whirlwind takes 5 turns to form, lasts up to 5 turns, and takes 5 turns to abate.

Recovery Time: 4 **Absorption:** 0

Surprise Adj.: 5 **Attack Modes:** wind blast

Attributes

PS	ST	AG	MD	PC	WP	FA
3	—	7	—	2	-4	0



Air Elemental Examples

	Below Avg.	Average
Combat Level	4	8
Attack Bonus	+11	+15
Defense	33	33
Damage Tolerance	4 X 2-16	8 X 2-16
E.P. Value	77	250
Damage per Attack	3-18	3-18
	Above Avg	Exceptional
Combat Level	10	12
Attack Bonus	+17	+19
Defense	33	33
Damage Tolerance	10 X 2-16	12 X 2-16
E.P. Value	540	945
Damage per Attack	3-18	3-18

An air elemental looks like ... well, it doesn't look like anything. It is an invisible amorphous blob of air that has an inherent (minimal) sentience of its own. Its presence is felt in the form of a whirlwind or a cool blast of wind. Air elementals are rarely encountered except when knowledgeable spell casters summon them.

These aerial beings will usually obey the commands of their summoners without hesitation. Unfortunately, elementals are rather dim-witted and can only understand simple commands. Once an order has been given to an elemental, it will relentlessly endeavor to fulfill the request even if the stated task is impossible to perform. The elemental will continue in its futile attempts until commanded to stop by its master.

Elemental, Earth

Habitat: Earth elementals normally inhabit the plane of pure earth but are sometimes summoned to the land of mortals. Some of these rocky beings, which apparently serve no master, have been encountered in particularly deep caves and mineshafts, although nobody knows the extent of their visits to our realm. They are rarely seen on the earth's surface except when earthquakes are imminent.

Life Style: controlled elemental spirit

Wealth Type: nil **Alignment:** neutral **Cunning:** low

Speed: 50 (80 through natural earth and rock).

Strength: high **Size:** large

Origin: Elemental spirits are found in many regions throughout the European and Middle Eastern theatre. The Celts associated the gnomes with the element of earth while the Greeks associated all earth-bound creatures with it, including man.

Special Characteristics: An earth elemental is completely *Immune to Earth Attacks*, including inorganic substance such as steel or iron (even if

enchanted). Claw and bite attacks are still effective against these beings since flesh is made of elements in addition to earth. Earth elementals are unaffected by *Severity Damage*.

All earth elementals see objects in contact with the earth regardless of lighting conditions. To see, no more than 100 yards of air, fire, or water can obstruct the elemental's view.

Earth elementals must always remain in contact with the ground and can move through unworked earth freely. In fact, an earth elemental's mobility through natural stone is greater than its mobility on the earth's surface.

When it so desires, an earth elemental may create an earthquake. In order to do so, the elemental disappears into the ground and takes 5 turns to create a fault. It then triggers a violent earthquake with a 100-foot diameter area lasting 5 turns. In all other respects, the quake acts like the Religious Wrath spell **Earthquake** cast at a spell level equal to the elemental's *Combat Level*. The elemental reforms 5 turns after the earthquake abates.

Recovery Time: 8 **Absorption:** 8

Surprise Adj.: -2 **Attack Modes:** fist/fist

Attributes

PS	ST	AG	MD	PC	WP	FA
5	—	-6	-4	0	-4	0

Earth Elemental Examples

	Below Avg.	Average
Combat Level	4	8
Attack Bonus	+7	+11
Defense	22	22
Damage Tolerance	4 X 2-16	8 X 2-16
E.P. Value	91	375
Damage per Attack	3-24/3-24	3-24/3-24
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+13	+15
Defense	22	22
Damage Tolerance	10 X 2-16	12 X 2-16
E.P. Value	840	1155
Damage per Attack	3-24/3-24	3-24/3-24

When quiescent, an earth elemental looks like nothing more than a pile of rocks. When animated, however, the rubble will take on a vaguely humanoid shape having a pair of arms and a pair of legs. Earth elementals are rarely encountered except when knowledgeable spell casters specifically summon them.

These gravelly beings will usually obey the commands of their summoners without hesitation. Unfortunately, elementals are rather dim-witted and can only understand simple orders. Once an instruction has been given to an elemental, it will relentlessly pursue its task even if the stated request is impossible to complete. The elemental will continue in its futile attempts until its master commands it to stop.

Elemental, Fire

Habitat: Fire elementals are spirits that ordinarily inhabit the elemental plane of pure flame but are summoned to earth occasionally by spell casters demanding favors. Some of these fiery beings have been encountered in natural settings that were apparently free from any external control. The range of these free spirits appears to be limited to the areas immediately surrounding volcanoes, hot springs, and forest fires.

Life Style: controlled elemental spirit

Wealth Type: nil **Alignment:** neutral

Cunning: low **Speed:** 100

Strength: below average **Size:** large

Origin: Many civilizations in Europe and the Middle East, and Asia have embraced the concept of elemental spirits. The ancient Greeks associated the stars with the element of fire while the alchemists of the middle ages associated flame with the timid salamander.

Special Characteristics: Fire elementals are *Immune to Heat and Flame* and are unaffected by *Severity Damage*.

These fire spirits pass freely through combustible materials and structures containing plenty of oxygen. In addition, a fire elemental can see any creature in contact with flame, combustible materials, or oxygen so long as no obstruction blocks the view.

When it desires, a fire elemental may create an inferno in any combustible structure. In doing so, the elemental disappears into the structure and takes 5 turns to start the material smoldering. At the end of this period, the heated material (which covers an area of up to a 100-foot diameter) bursts into flame. The inferno lasts 5 turns after which the fire elemental takes 5 turns in reforming. Any creature caught in the resulting firestorm sustains 10d6 of fire damage every turn. Allow any creature in the area a *Luck Roll* with *Agility Adjustments* every turn to sustain only 1/2 damage.

Recovery Time: 5 **Absorption:** 0

Surprise Adj.: -2 **Attack Modes:** fire blast

Attributes

PS	ST	AG	MD	PC	WP	FA
-1	—	8	—	0	-4	0

Fire Elemental Examples

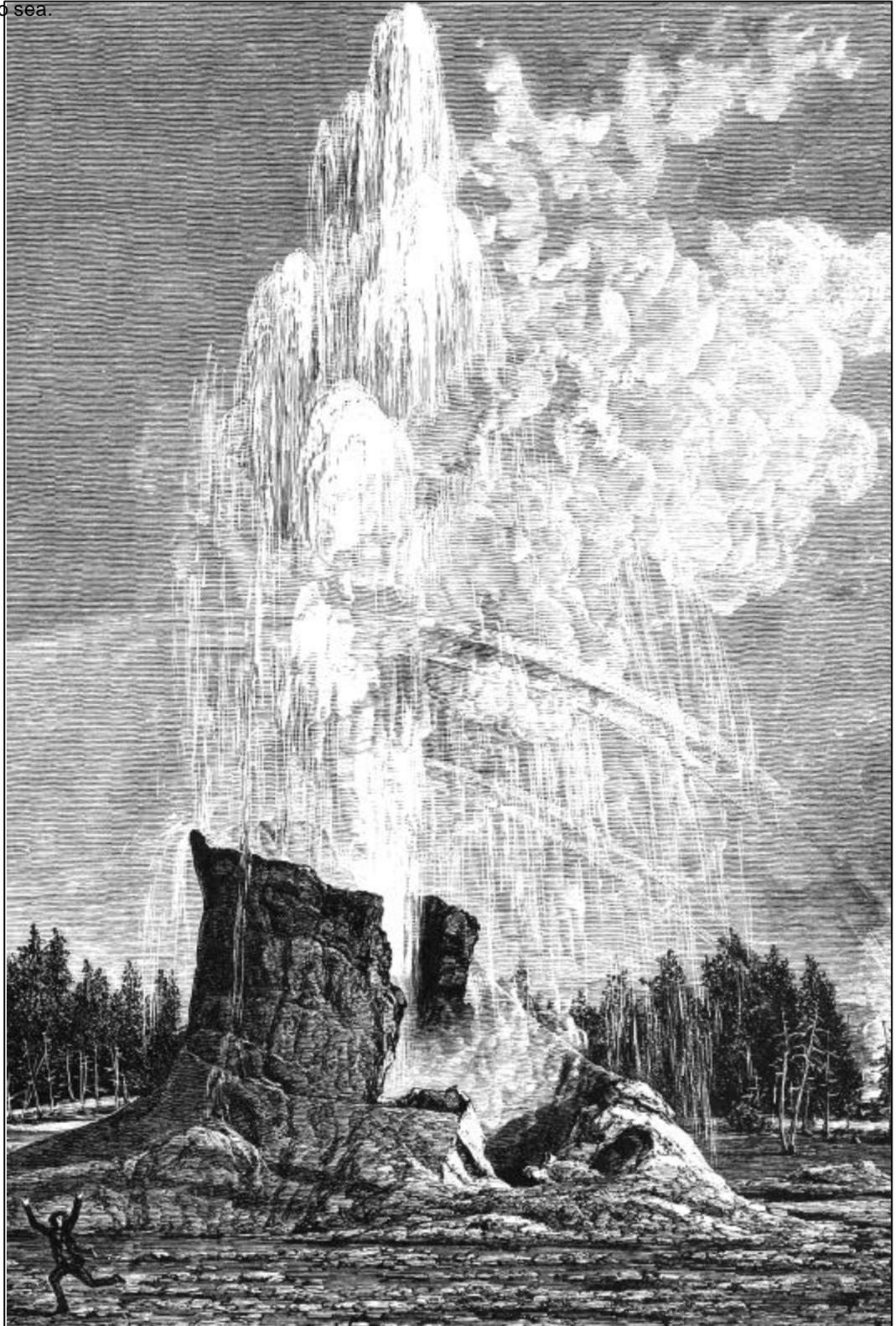
	Below Avg.	Average
Combat Level	4	8
Attack Bonus	+9	+13
Defense	31	31
Damage Tolerance	4 X 2-16	8 X 2-16
E.P. Value	98	325
Damage per Attack	3-36	3-36
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+15	+17
Defense	31	31
Damage Tolerance	10 X 2-16	12 X 2-16
E.P. Value	780	1281
Damage per Attack	3-36	3-36

A fire elemental is a brilliant blazing mixture of orange, yellow, and blue flames reaching heights of 6 to 12 feet. Its crackling and dancing form can easily be mistaken for a normal well-fed bonfire. Fire elementals are only rarely encountered in natural settings but are frequently summoned and enslaved by power hungry spell casters.

Despite their illuminating natures, fire elementals cannot be described as intellectually "bright." Even so, they have the endearing quality of being singularly loyal. Once an elemental's master has given it a command, it will faithfully tend to its assigned task. Even if it cannot fulfill the request, the elemental will relentlessly pursue the attempt until given a countermanding order.

Elemental, Water

Habitat: Water elementals are native to the elemental plane of pure water. They are rarely observed in the realm of mortals without having been conjured by powerful spell casters. Even so, some sightings of water elementals have been reported by sailors far out to sea.



Life Style: controlled elemental spirit

Wealth Type: nil

Alignment: neutral

Cunning: low

Speed: 200

Strength: high

Size: large

Origin: Elemental spirits are a common theme throughout the mythologies and folklore of many civilizations. The Greeks associated fish and nereids with the liquid element while the Chinese linked storms and floods with the behaviors of elemental water dragons.

Special Characteristics: Water elementals are *Immune to Electrical Attacks* and are unaffected by *Severity Damage*.

Water elementals may pass freely through fog, steam, water, ice, or snow and must always remain in contact with such. In addition, these watery spirits can see any object in contact with any of these mediums so long as no obstruction blocks the creature's view. The lighting conditions are irrelevant.

When it so desires, a water elemental may create a whirlpool in a large body of water. In doing so, the elemental disappears into the liquid depths and stirs the water for 5 turns to form the whirlpool. It sustains a whirlpool of up to a 100-foot diameter for 5 turns after which it takes 5 turns in reforming. For a full description of the effects of the swirling vortex of water, see **Whirlpool** in the **Natural Hazards** section of this book.

Recovery Time: 6

Absorption: 0

Surprise Adj.: 4

Attack Modes: wave

Attributes

PS	ST	AG	MD	PC	WP	FA
5	—	2	—	0	-4	0

Water Elemental Examples

	Below Avg.	Average
Combat Level	4	8
Attack Bonus	+9	+13
Defense	30	30
Damage Tolerance	4 X 2-16	8 X 2-16
E.P. Value	84	275
Damage per Attack	3-24	3-24
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+15	+17
Defense	30	30
Damage Tolerance	10 X 2-16	12 X 2-16
E.P. Value	660	1050
Damage per Attack	3-24	3-24

In its passive state, a water elemental is indistinguishable from the surrounding water from which it is summoned. It is nothing more than an amorphous blob of water rippling with its surroundings. When animated, however, the elemental swells up and pummels its opponents with the terrific force of a crashing wave.

These spirits willingly obey the commands of their summoners with near perfect loyalty. Unfortunately, elementals have a rather low creativity level and can understand only the simplest orders. Once a command has been given to an elemental, it will relentlessly pursue its task even if the stated request cannot be accomplished. The elemental will continue in its futile attempts until ordered otherwise.

Elf

The elf is of such primary importance to folklore and, consequently, to this game, that a description of ordinary detail would prove far too inadequate. Because of this, several races of elves are thoroughly detailed here. The combat characteristics of all of the elven races, however, are substantially similar to one another, even though their cultures vary drastically. So that we can provide a thorough collection of elf examples, and so that we do not mindlessly repeat ourselves with each elven race, we have lumped a number of elven races together under the general heading of "elf." Any characteristic that varies from one race to another is listed in the descriptions below.

Life Style: civilized faery

Wealth Type: monetary

Cunning: above average

Speed: 65

Strength: below average

Size: medium

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
0	-1	3	3	2	3	-2



Elven Archer / Knife Throwing Examples

	Below Avg. Bowman	Average Bowman
Character Level	1	2
Combat Level	1	2
Attack (Shooting)	+7	+8
Attack (Hand Held)	+2	+3
Defense	24	25
Defense (Shooting)	15	15
Damage Tolerance	15 + 2d10	15 + 2d10
E.P. Value	12	20
Damage per Attack	by weapon	by weapon
	Above Avg. Bowman	Well Above Avg. Bowman
Character Level	4	6
Combat Level	4	6
Attack (Shooting)	+10	+12
Attack (Hand Held)	+5	+7
Defense	27	29
Defense (Shooting)	16	18
Damage Tolerance	15 + 2d10	15 + 3d10
E.P. Value	35	60
Damage per Attack	by weapon	by weapon
	Below Heroic Archer	Heroic Archer
Character Level	8	10
Combat Level	9	10
Attack (Shooting)	+16	+18
Attack (Hand Held)	+9	+12
Defense	32	34
Defense (Shooting)	21	22
Damage Tolerance	15 + 3d10	15 + 4d10
E.P. Value	200	420
Damage per Attack	by weapon	by weapon
	Above Heroic Archer	Legendary Archer
Character Level	12	14
Combat Level	12	14
Attack (Shooting)	+21	+24
Attack (Hand Held)	+15	+18
Defense	37	39
Defense (Shooting)	24	25
Damage Tolerance	20 + 4d10	25 + 4d10
E.P. Value	840	1350
Damage per Attack	by weapon + 2	by weapon + 2

Elven Fighter Examples

	Below Avg. Fighter	Average Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus	+4	+6
Defense	24	25
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	12	20
Damage per Attack	by weapon + 2	by weapon + 2
	Above Avg. Fighter	Well Above Avg. Fighter
Character Level	4	6
Combat Level	5	7
Attack Bonus	+9	+12
Defense	28	30
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	45	90
Damage per Attack	by weapon + 2	by weapon + 3
	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+14	+16
Defense	33	37
Damage Tolerance	25 + 3d10	30 + 4d10
E.P. Value	320	1125
Damage per Attack	by weapon + 3	by weapon + 3
	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+19	+22
Defense	39	42
Damage Tolerance	30 + 4d10	30 + 4d10
E.P. Value	2016	2138
Damage per Attack	by weapon + 4	by weapon + 4



Elven Mage Examples

	Below Avg. Mage	Average Mage
Character Level	1	2
Combat Level	1	2
Attack Bonus	+1	+2
Defense	24	25
Defense (while spellcasting)	15	16
Damage Tolerance	15 + 1d10	15 + 2d10
Approx. # Spells	1	1
E.P. Value	3	4
Damage per Attack	by weapon-2	by weapon-2
	Above Avg. Mage	Well Above Avg. Mage
Character Level	4	6
Combat Level	3	5
Attack Bonus	+4	+6
Defense	27	30
Defense (while spellcasting)	15	16
Damage Tolerance	15 + 2d10	15 + 3d10
Approx. # Spells	3	6
E.P. Value	21	72
Damage per Attack	by weapon	by weapon
	Below Heroic Mage	Heroic Mage
Character Level	8	10
Combat Level	7	9
Attack Bonus	+9	+11
Defense	32	34
Defense (while spellcasting)	18	21
Damage Tolerance	20 + 3d10	20 + 4d10
Approx. # Spells	13	20
E.P. Value	225	780
Damage per Attack	by weapon	by weapon
	Above Heroic Mage	Legendary Mage
Character Level	12	14
Combat Level	11	13
Attack Bonus	+14	+17
Defense	38	40
Defense (while spellcasting)	25	26
Damage Tolerance	20 + 4d10	20 + 5d10
Approx. # Spells	30	40
E.P. Value	2100	3750
Damage per Attack	by weapon + 2	by weapon + 2

Elven Priest Examples

	Below Avg. Priest	Average Priest
Character Level	1	2
Combat Level	2	3
Piety Level	1	1
Attack Bonus	+4	+6
Defense	24	26
Defense (while spellcasting)	13	15
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	15	20
Damage per Attack	by weapon	by weapon
	Above Avg. Priest	Well Above Avg. Priest
Character Level	4	6
Combat Level	5	7
Piety Level	2	4
Attack Bonus	+9	+12
Defense	28	30
Defense (while spellcasting)	16	18
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	49	120
Damage per Attack	by weapon	by weapon + 2
	Below Heroic Priest	Heroic Priest
Character Level	8	10
Combat Level	9	11
Piety Level	7	10
Attack Bonus	+14	+16
Defense	33	37
Defense (while spellcasting)	21	24
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	325	1140
Damage per Attack	by weapon + 2	by weapon + 3
	Above Heroic Priest	Legendary Priest
Character Level	12	14
Combat Level	13	15
Piety Level	12	14
Attack Bonus	+18	+20
Defense	39	41
Defense (while spellcasting)	26	28
Damage Tolerance	35 + 4d10	35 + 5d10
E.P. Value	2310	3450
Damage per Attack	by weapon + 3	by weapon + 3

Elven Thief Examples

	Below Avg. Thief	Average Thief
Character Level	1	2
Combat Level	1	2
Attack Bonus (Small Hand Held)	+8	+9
Defense	25	26
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	18	24
Damage per Attack	by weapon-2	by weapon-2
	Above Avg. Thief	Well Above Avg. Thief
Character Level	4	6
Combat Level	4	6
Attack Bonus (Small Hand Held)	+11	+13
Defense	28	30
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	49	84
Damage per Attack	by weapon	by weapon
	Below Heroic Thief	Heroic Thief
Character Level	8	10
Combat Level	9	11
Attack Bonus (Small Hand Held)	+16	+18
Defense	32	34
Damage Tolerance	20 + 3d10	20 + 4d10
E.P. Value	200	720
Damage per Attack	by weapon + 2	by weapon + 2
	Above Heroic Thief	Legendary Thief
Character Level	12	14
Combat Level	13	15
Attack Bonus (Small Hand Held)	+21	+22
Defense	37	39
Damage Tolerance	25 + 4d10	25 + 5d10
E.P. Value	1344	1688
Damage per Attack	by weapon + 3	by weapon + 3

Elf, Dark

(Svartalfar, Sluagh Sidhe)

Habitat: Dark elves live in fabulous cities located well below the earth's surface. Wherever they dwell, they are known as the undisputed masters of their realm. On the rare occasion that a dark elf is encountered on the earth's surface, the sun has long since passed below the horizon.

Alignment: antisocial lawful evil

Origin: Dark elves are found in both Scandinavian and Celtic folklore. In Scandinavia, they are known as the Svartalfar and are often confused with the Duergar dwarves of the same region. In Scotland, the dark elves are named the Sluagh Sidhe (*slooa shee*) and are the nobility who rule the Unseelie Court.

Special Characteristics: Dark elves harbor a *Hatred Toward All Surface Dwellers* and have an *Aversion to Bright Lights*.

Dark elves have vision that is perfectly adapted to the dark catacombs in which they dwell. They can see perfectly in areas lit by the dim light of a single tiny glowworm or luminary fungus.

Long ago a race of pure and righteous elves, known as the Tuatha De Danann in Celtic lands and as the Liosalfar in Scandinavian areas, ruled justly over many lands. With the rise of humans, though, many light elves fled. Some ran across the seas while others moved underground. Of those that took up subterranean homes, a few ventured so far underground that they never returned to the surface. This had horrible effects, for an elf taken from sunlight and natural surroundings becomes evil and corrupt. Over time, these elves developed a *Hatred toward all surface dwellers*.

Those elves that lived exclusively underground hid from the other races for centuries with their hatred toward all surface dwellers growing stronger with each passing year. The skin of these elves grew darker until it assumed a hue of pitch black. At the same time, their night vision became surprisingly keen. In fact, generations of inbreeding caused the eyesights of these elves to drastically change. They can easily distinguish fine details in extremely dim light. Because of this sensitivity, though, dark elves have an *Aversion to Bright Lights*.

Dark elves structure their societies in a roughly feudal hierarchy (with kings, queens, dukes, knights, etc.) ruled by a council of high nobility. This council consists of a dictatorial king and several high-ranking black knights. The knights that serve in the court have *Character*

Levels ranging from 10 to 15. A sorcerer of comparable power accompanies each knight to aid him in his quests. Of course, the descriptions given above do not account for the *Defense Penalties* and *Absorption* of any armor worn by these terrifying combatants.

SLUAGH SIDHE (PRONOUNCED SLOOA SHEE)

After the population of the Celtic dark elves took on sizeable proportions, a bloody underground revolution set them up as rulers of the underworld. They formed an evil council that calls itself the Unseelie Court in mockery of the light elves' Seelie Court.

Large groups of these uncompassionate faeries will occasionally swarm the surface in search of faeries and humans to capture and enslave. To the terrified surface dwellers, these raiding parties are referred to simply as *The Host* and are often mistaken for ghosts of the damned or fallen angels.

SVARTALFAR

Svartalfar are the Scandinavian dark elves who live in Dockalfar and Svartalfheim. They have formed strong alliances with the Scandinavian Duergar dwarves. Together, these two races keep the underground realm of Scandinavia in an iron grip of absolute dictatorial control.

Elf, Grey (Daoine Sidh)

Habitat: The Daoine Sidh live in fantastic underground palaces built into knobby hills just below the earth's surface. On particularly clear nights, the rooftops of these palaces are raised on massive supporting columns to allow the elves a view of their beloved starry heaven. On such nights, the elves hold grand balls with lighthearted music, tireless dancing, feasting and revelry.

Alignment: As the Daoine Sidh worship the stars, they build their underground cities near the surface. Nevertheless, the corrupting influence of an elf living away from natural surroundings has changed their general alignment. It deviated from the very strict *Social Lawful Good* of the Tuatha De Danann to *Neutral Lawful Neutral*. The Daoine Sidh concern themselves more with law and protocol than justice.

Origin: The grey elves, as described here, were generally classified in folklore as light elves. Despite the fact that these elves have the same general appearance as the true light elves (the Tuatha De Dannan), their temperaments definitely fall between those of the good light elves and the evil black elves (the Slaugh Sidhe) of Celtic

folklore. As such, we have dubbed them *grey elves* for greater clarity.

Special Characteristics: none

The grey elves are a race of slender fair skinned faeries with serious, albeit cordial, manners. Like their cousins the light elves, grey elves are somewhat shorter in height than an average man and are significantly weaker. Even so, they are dangerous opponents due to their limber bodies and quick minds.

Many of these elves are masters of the game of chess and will quickly agree to contests where the winner names his price after the game is complete. The only restriction placed on the prize is that the loser has the actual ability to pay. Thus, the winner cannot demand the loser to grant him knighthood when the loser does not have the authority to do so.

When the Tuatha De Danann fled the rising tide of humanity, some ventured underground and under sea to establish new elven kingdoms. These elves became the **Daoine Sidh** (pronounced *Dana Shee*).

As their new homes support no woodland nature, the witchcraft skills originally possessed by this elven race quickly faded. The Daoine Sidh concentrated instead on their wizardry, aquamancy, and fighting skills. Presently, Daoine Sidh royalty consists of highly trained powerful knights. The *Character Level* of these knights varies from 10 to 15. Only elves having exceptional *Coordination* become squires and eventually knights. In addition, knights generally require at least a 1 *Physical Strength* from their beginning squires. With a whole nation from which to choose, these knights accept only the absolute finest to continue their tradition. A wizard or aquamancer of comparable level escorts each knight to enhance his fighting prowess. Every knight rides a fairy horse accompanied by 1d6 trained greyhounds.

Often, the Daoine Sidh associate with goblins, gnomes, or dwarves. These elves produce excellent archers that generally let their allies fight up-front.

Elf, Light

(Liosalfar, Tuatha De Danann)

Habitat: The light elves are denizens of forest and field.

Like the Grey Elves, the Light Elves often build themselves fabulous underground palaces. These abodes are fashioned underneath knolls in such a way so that the entire top of the hill can be raised up on pillars to give the occupants access to the surface. These dwellings are known as Sidhe (pronounced Shee).

Alignment: social lawful good

Origin: Europe (Ireland)

Special Characteristics: The only true enemies of these high spirited humanoids are those who disdain beauty and abuse the woodlands in which they reside. This, of course, often brings them to outright war with the *Hated* tribes of orcs, goblins, trolls, and their kind.

The light elves are a race of slender fair skinned faeries with light hearts and graceful manners. Most of these faeries are shorter in height than an average man but the high nobles of the light elves are often considerably taller. Overall, the light elves are physically weaker than men. Even so, they are amazingly dexterous and have nimble fingers, sharp eyes, and quick wits.

LIOSALFAR

Liosalfar are Scandinavian light elves who commonly worship Frey, god of the Sun. They dwell in a garden-like forest region known as Alfheim (Elf Home). The Liosalfar are renowned for their talents in white witchcraft and enchantry. Dwarven-kind has a hard time tolerating the light elves' flighty dancing and cheerful singing. Although the elves and dwarves are not outwardly hostile toward one another, they often display *Enmity* toward one another.

TUATHA DE DANANN

Long ago in Celtic lands, a righteous race of fair skinned elves reigned supreme. These were the **People of Dana**, or more formally, the **Tuatha De Danann** (pronounced *Too-aha Day Dan-an*). In ages past, the Tuatha De Danann swept across many of the lands occupied by the Firbolga. For several generations, they commanded the lands they conquered. With the rise of humans, however, many fled. Some sailed across a western sea to Tir Nan Og (the Land of Youth) where they originated. Others fled underground and became the grey elves (the Daoine Sidh). Those Tuatha De Danann that remained reestablished smaller kingdoms but their power wanes in modern days.

The star worshipping Tuatha De Danann produce talented prophets. These prophets look for signals from Dana, the goddess they worship, in the movements of the stars. Many races unfamiliar with this custom mistake this solemn trance-like stargazing for an unusual form of sleep.

The Tuatha De Danann developed their skills of white witchcraft and wizardry to an art form. These spell casters concentrate their powers on cultivating woodland nature and crafting unusual gifts for their deity. They believe that pleasing Dana in these ways alters unfavorable fates into desirable outcomes

A king and his council of scholarly knights governs their civilization. The world's nations recognize this governing body, known as the Seelie Court, as a powerful bastion of justice and peace. This court convenes to judge the rightness of events of the surrounding world and decides on appropriate actions when necessary. A league of paladins, comparable to the Daoine Sidh's knights, serves the council.

Knowledgeable historians believe that this elven race arose from a nation of human Druids. Evidence indicates that Dana's power faltered centuries ago. Supposedly, Dana transformed her loyal followers into elves to lengthen their lives. This, in turn, prolonged her power.

Fay

(Wood Elf, Fatui, Folletto)

Habitat: The fey live lives integrally tied with nature and are inhabitants of the meadows and woodlands. They prefer moderate temperate climates like that found just north of the Mediterranean Sea. Even so, small colonies of fey are sometimes found in more frigid regions as far North as Scandinavia.

Alignment: social neutral to social good

Origin: The ancient Greeks named their elves the *Fatui* that eventually evolved into the term *Fay*. In Italy, they are known as the Folletti. It is these elves, along with some of their "decedents" to the immediate north in Germany and France that we describe here.

Special Characteristics: They fey have an *Affinity Toward Fauns and Satyrs*.

A fay (plural fey) is a lithe, thin humanoid with long golden hair and fair skin. These elves clothe themselves in lightweight, unencumbering articles colored in the shades and hues found deep in forests. Their cheerful attire simply reflects their friendly nature and seems to enhance the glow given their faces by frequent laughter. Their bright eyes and mirthful nature earns these elves many friends and few enemies.

A fay's greatest concern is tending his forest gardens and caring for the woodland creatures found in his area. As such, they have only a loose governmental system where those with the greatest woodcraft abilities are highly revered. These elves have taken the arts of witchcraft and wood lore to heights never before achieved.

The fey equip themselves with items made entirely from wood, fur, woven grasses, and other materials taken from their home environments. Consequently, few of these wood elves delve into the skills of hand-to-hand combat. They prefer using the arts of archery and

witchcraft although the more athletically inclined become woodsmen, scouts, and rangers.

Gwragedd Annwn

(Gwraig Annwn)

Habitat: The Gwragedd Annwn live in fabulous faery palaces beneath the glassy surface of calm freshwater lakes. These lakes are usually hidden within vast enchanted forests and are accessible only with the knowledge and permission of the native elves.

Alignment: social good

Origin: The Gwragedd Annwn have a purely Welsh origin. For mysterious reasons, the vast majority of this race are female, although there do exist a few legends of males. Many popular and well-loved myths are told about the Gwragedd Annwn, the elves themselves remain obscure. Undoubtedly the most renowned of all these watery elves is that of King Arthur's Lady of the Lake.

Special Characteristics: All gwragedd annwn have the talent of *Swimming* and are at least *Schooled* in the skills of *Holding Breath* and *Underwater Combat*. In addition, adults are *Schooled* in *Ocean Lore* and in the arcane lore of *Spring*.

Oddly enough, members of this wise and intelligent race are all afflicted with a powerful mental block that makes them incapable of counting past 5.

The gwragedd annwn are among the tallest of all the elven races. They are commonly as tall as normal humans and, in fact, sometimes exceed men in height. Unlike the other elven races, the gwragedd annwn have rounded ears. In fact, their physical features make it difficult to distinguish them from mortal men, although their beauty and lithe forms provide sufficient cues to those highly familiar with the race.

For unknown reasons, the children of this race are overwhelmingly female. Some estimates put the ratio as low as 1 male out of every 100 children born. Needless to say, this puts tremendous pressure on young gwragedd annwn maidens on finding suitable mates. Consequently, most half elves are the offspring of a gwragedd annwn mother and a human father. It is completely unheard of for a male gwragedd annwn to court a human female in this fashion, though. Any male so doing would forever after be treated as a social outcast, although his female counterpart would receive no such stigma.

For obvious reasons, these water-dwelling faeries hold the profession of aquamancy in the highest regard. After all, without powerful and potent practitioners of this art, their highly defensible underwater dwellings would not exist.

F

Frog, Giant (Kerer)

Habitat: Frogs inhabit the shores of rivers and lakes and the depths of marshes and swamps. They are a hardy species, hibernating through the cold winter months. Although they are sometimes found hopping through field and forest, they never venture far from a natural water source.

Life Style: amphibious instinctive animal

Wealth Type: incidental

Alignment: neutral **Cunning:** low (to none)

Speed: 80 (Giant frogs travel by great bounds interspersed with brief resting periods. If a frog must escape an enemy, it will flee only as long as the enemy is within sight.)

Strength: average **Size:** medium

Origin: Frogs are found in folklore and mythology throughout the world. They are generally viewed as helpful creatures that bring about rain, probably due to the fact that they come hopping out in the open whenever rain falls.

Special Characteristics: If it must close the distance between itself and its meal, a giant frog may leap

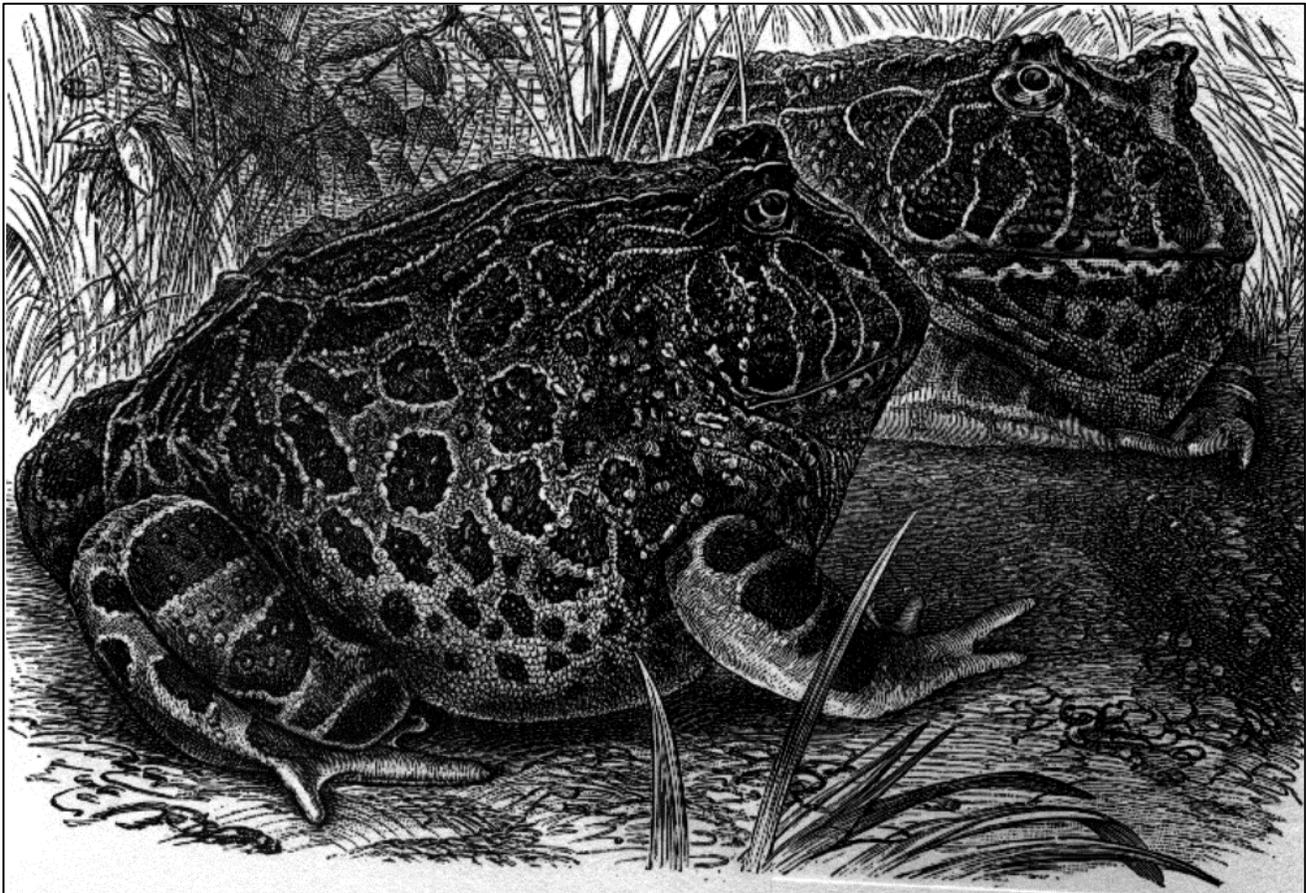
30 yards in an initial attempt to surprise its prey.

A giant frog thereafter attacks with its tongue. If it hits, the victim sticks fast. A struck victim must make a *Luck Roll* with *Agility* adjustments. Those failing find one or both arms pinned to their side. Determine randomly which are pinned by rolling a d6. A roll of 1 or 2 shows that the left is trapped, a 3 or 4 indicates the right cannot move, and a 5 or 6 demonstrates that both arms are wrapped up by the sticky tongue.

A tongue severs after taking 3d6 points of cutting damage. Once it sticks fast, the tongue has a *Defense* of 0. However, as it lacks vital organs, the tongue itself is unaffected by *Severity Damage*. Of course, damage done to the tongue cannot kill the frog. Do not subtract such injuries from the frog's overall *Damage Tolerance*. A severed tongue will regrow within a week if the frog escapes.

On the turn following a successful hit with the tongue, one of two events occurs. The frog either pulls its victim into its huge mouth or engulfs him by leaping AROUND the body while drawing in its tongue. Any creature caught in a frog's mouth *Suffocates* (see the **Trauma** rules for details.)

As soon as a giant frog gains its meal, it moves away quickly. Due to its increased weight, it leaps only 15



yards at a time (*Speed* of 50).

At night, giant frogs may be *Stunned* by the sudden appearance of bright lights. In such a situation, the frog is entitled to a *Luck Roll* with *Perception Adjustments* to avoid the immobilizing effects. The temporary immobility lasts 1 to 4 turns.

Recovery Time: 6 **Absorption:** 0

Surprise Adj.: 0 **Attack Modes:** tongue

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-2	—	0	-4	-4

Giant Frog Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+2	+4
Defense	18	20
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	9	16
Damage per Attack	see below	see below
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+6	+9
Defense	22	24
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	35	60
Damage per Attack	see below	see below

A giant frog is a short, squat slimy amphibian with stubby front legs and long powerful hind legs especially suited to jumping. Its eyes sit on top of its head and protrude like bulging globes. They are adapted to allow the frog to quietly float just beneath the water's surface while its eyes remain alert above. In short, giant frogs are nothing more than really big frogs.

Giant frogs live in bogs and swamps. Due to a noticeable lack of appropriately sized flies, these amphibians must seek more substantial game than that of their tiny cousins. One will often lie low in shallow water waiting for an unsuspecting treat to wander by. At this point it suddenly leaps out of the water to surprise its quarry.

Giant frog legs are considered a delicacy, especially in classy French restaurants (and in Beijing—world-traveling editor ordered them by accident once...) At some fancy establishments, a pair of fresh legs will fetch a bounty of 25 silver pieces or more.

Frogman

Habitat: Frogmen require a watery habitat where they can cool themselves off with a quick dip and warm themselves on a handy lilypad. They are found wandering through the countryside from time to time, but rarely venture far from a natural water source.

Life Style: tribal amphibian **Wealth Type:** monetary

Alignment: neutral good

Cunning: below average (to average)

Speed: 80 (Like giant frogs, frogmen travel by great bounds interspersed with brief resting periods.)

Strength: average **Size:** medium

Origin: Frogs are found in folklore and mythology throughout the world. The Egyptians had several minor gods who took a froggish form. Other legends exist which describe frog parliaments debating endlessly throughout the night. In these tales, the proponents of each side try to croak louder than their opponents.

One Greek tale, written by Aesop, is of this variety: When the world was young, the frog parliament debated endlessly over how they should set up their government. Finally they decided to ask Zeus for a king. In order to satisfy the dull creatures, Zeus threw a log into the middle of the frog's pond. The log made a thundering splash that greatly impressed the fog community. Thereafter, however, the frog king was decidedly dull. He never made any pronouncements and even allowed the boldest frogs to climb around on his back without complaint. The frog parliament, after many noisome debates, finally decided to ask Zeus for another, more interesting, king. To quiet their raucous requests, Zeus sent them a stork. To be sure, their new king was much more active, since it busied itself in snatching and swallowing the frogs one by one.

Special Characteristics: A frogman may leap 30 yards in a single great bound. This is often used to surprise enemies.

Some exceptional frogmen (of the super-genius variety) are known to have learned the arcane arts of Aquamancy and delight in the use of the Arcane spells **Aqua Air**, **Foam Grenade**, **Neutralize Poison Potion**, **Nixie's Breath**, **Revealing Pool**, **Snake Oil**, **Veiling Mist**, **Water Strider**, and **Water Wings**. A few even attain sufficient power to cast **Rain Call**. Unfortunately, the few underwater experiments the frogmen aquamancers performed dealing with electricity ended in disaster so they shy away from such spells.

As a general rule, frogmen harbor a *Hatred* for *Toadmen*, whom they consider to be of a vastly inferior intellect.

Recovery Time: 6 **Absorption:** 0
Surprise Adj.: 0 **Attack Modes:** by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-2	0	2	0	0

Frogman Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+2	+4
Defense	18	20
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	6	8
Damage per Attack	by weapon	by weapon
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+6	+9
Defense	22	24
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	14	24
Damage per Attack	by weapon + 2	by weapon + 3
	Aquamancer	
Combat Level	8	
Attack Bonus	+11	
Defense	26	
Damage Tolerance	15 + 8d10	
E.P. Value	150	
Damage per Attack	by weapon + 3	



A frogman has physical attributes of both frogs and men. It does not take a detailed examination, however, to determine that the froggish characteristics far outweigh the human ones. Frogmen have a vaguely humanoid hand with an opposable thumb and are capable of speaking, albeit coarsely. They often carry weapons and occasionally wear scabbards, pouches, and backpacks to carry loads. The remaining features are decidedly Froggy. In fact, a naked frogman could easily be mistaken for a giant frog.

Frogmen set up their societies as democratic parliaments where everyone in society is an equal member. Council meetings are strictly held at night, but there are no other rules. As a consequence, everyone speaks at once so only the loudest are heard.

The frogman's language conveys concepts in phrases of a single word. This primitive form of communication often produces misunderstanding. A frogman debate, between the two frogs Jumper and Croaker, might go something like this:

Speaker	Spoken Phrase	Speaker's Meaning	Hearer's Translation
Jumper	"fly"	I want a fly	I want to fly
Croaker	"can't"	You can't fly	You can't have a fly
Jumper	"Fly!"	I helped catch them. Pass me a fly.	I <i>really</i> want to fly
Croaker	"Can't"	I told you that you <i>can't</i> fly	I don't care. You can't have any.
Jumper	"FLY!"	I most certainly CAN eat a fly! Give me one!	It's not up to you. I want to fly!
Croaker	"CANT!"	Look you idiot! You CANNOT FLY!	I am selfishly keeping all of the flies for myself.

Frogmen have the long sticky tongues that their more mentally challenged kindred, the giant frogs, have. However, they consider it poor manners to use their tongues for any purpose other than eating. In combat, they wield human weapons (preferably the kinds that float).

Frogmen can control giant frogs to the point that they keep frogs as guards. Such trained frogs only have the mental capacity to understand two commands: "kill" or "heel." Even so, only wealthy frogmen can afford trained guard frogs.



Fury (Vengeful Spirit)

Habitat: A fury can arise anywhere there lies the disturbed remains of its former body.

Life Style: undead spirit

Wealth Type: incidental

Alignment: antisocial

Cunning: low

Speed: 85

Strength: low

Size: medium

Origin: The fury appears in numerous legends throughout Europe. Some describe them as incorporeal, others as driving winds, while still others give them physical form. Its name originally derives from the Roman Furiae (also known as the Erinyes) that pursued men guilty of murder.

Special Characteristics: A fury's touch has two effects. The first is that it delivers cold damage in a manner similar to the mage spell **Freezing Touch**. The second effect of the spirit's touch is that any living creature touched by a fury must make a *Luck Roll* with *Willpower Adjustments* or be afflicted by intense anger. This has the effect of the mage spell **Rage**. Both the **Freezing Touch** and the **Rage** are cast at a spell level equal to the fury's *Combat Level* and both may be used any number of times per turn that its *Combat Level* allows.

As the fury is incorporeal and its touch merely delivers a deadly chill, the spirit cannot deliver *Severity Damage* to its target.

A fury will attack any creature that comes within 20 feet of its corpse. It will never venture more than 30 feet away from its remains.

This creature is Immune to Frost and Mental Spells, is not adversely affected by Severity Damage, is Immune to all but Magical Weapons, is Susceptible to Holy Water, and is Afraid of Sunlight.

Recovery Time: 4

Absorption: 0

Surprise Adj.: 2

Attack Modes: touch

Attributes

PS	ST	AG	MD	PC	WP	FA
-3	-3	1	1	0	-3	0

Fury Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+5	+7
Defense	24	26
Damage Tolerance	30 + 3d10	35 + 5d10
E.P. Value	80	138
Damage per Attack	2d4	2d6
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+9	+12
Defense	29	31
Damage Tolerance	40 + 6d10	45 + 8d10
E.P. Value	186	480
Damage per Attack	2d8	3d6

A fury is a ghostly spirit rising from the dust of its ancient powdery remains. When approached, the sediment around its corpse begins dancing and swirling like a tempestuous dust devil. The spirit rises to avenge its death on anyone disturbing its rest. It is a writhing, boiling, seething cloud of hatred and anger whose violent emotions are inflicted on those it attacks.

As described above, anyone touched by a fury is subject to the Arcane Lore spell **Rage**. If any target fails its *Luck Roll* against this effect, the spirit gains a temporary respite from its uncontrollable emotion as its anger is transferred to its surrogate. The swirling vortex of dust will quickly settle to the ground until the **Rage** effects subside in its victim. At this point, the spirit is once again free to rise if disturbed.

G

Ghost

Habitat: Ghosts haunt graveyards, crypts, dungeons, castles, and manors. They tend to appear in the locations where they met a violent death or where they formerly lived. Often a ghost will haunt its former house in order to warn living family members of imminent doom.

Life Style: undead spirit

Wealth Type: incidental

Alignment: neutral

Cunning: average

Speed: 80

Strength: average

Size: medium

Origin: Tales of ghostly spirits are found throughout the world. This description attempts to present ghosts in a form that will not seem too out of place in any given culture.

Special Characteristics: Once per turn a ghost can emit a **Deathly Moan** or deliver a **Draining Touch** as the Arcane Lore spells. See *The Lexicon of Lore?* for details. Any time a **Draining Touch** is used, the life essence drawn from the target is used to magically erase any wounds the spirit has sustained.

Like all undead creatures, this creature is Immune to Cold and Mental Spells, is not adversely affected by Severity Damage, is Susceptible to Holy Water, and is Afraid of Sunlight. In addition, it is Immune to all but Magical Weapons.

Because of their ethereal natures, ghosts can pass through walls and other barriers without hindrance. In addition, these spirits can simply “fade” from existence only to re-appear later.

Recovery Time: 6

Absorption: 0

Surprise Adj.: -6 (they tend to moan loudly and frequently)

Attack Modes: draining touch or deathly moan.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	3	0	0	1	0

Ghost Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	26	28
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	210
Damage per Attack	1d8 + 5	1d8 + 7
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+17
Defense	32	34
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1128
Damage per Attack	1d8 + 9	1d8 + 11

Ghosts are the ethereal spirits of the restless dead. Their forms are almost always insubstantial and are ordinarily seen as vaguely humanoid clouds of hazy white. Their nondescript nature gives rise to the depiction of ghosts as floating white sheets whose only features are their dead black eyes and hollow mouths.

Ghosts patrol their haunts like sentries and are outraged at trespassers. Its disparaging wails and moans will immediately warn off any intruder encountered by a ghost.

Giant

Habitat: Giants live in any climate and environment that men can dwell. They do, of course, require somewhat larger quarters.

Life Style: clannish giant **Wealth Type:** monetary

Alignment: neutral

Cunning: below average to above average

Speed: 80

Strength: high

Size: large (7 to 12 feet tall)

Origin: Giants appear in the mythologies of virtually every culture in the world. Many peoples explained megalithic buildings, like the pyramids and Stonehenge, as works of giants since they could not otherwise conceive of how these massive structures could be built. Many giants mentioned in myths and folktales have no special attributes other than their great size. This fact prompted the creation of a generic description for a “big man” to fill the gaps left by the other, more specialized, giant types.

Special Characteristics: none. However, giants are capable of acquiring the same skills and classes as normal men.

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon. Since these giants are not too oversized, they commonly wield human weapons.

Attributes

PS	ST	AG	MD	PC	WP	FA
9	5	-2	-2	0	-1	0

Giant Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+10	+12
Defense	21	23
Damage Tolerance	50 + 3d10	75 + 5d10
E.P. Value	45	81
Damage per Attack	by weapon + 8	by weapon + 9
	Above Avg.	Heroic
Combat Level	7	9
Attack Bonus	+15	+18
Defense	26	29
Damage Tolerance	100 + 7d10	125 + 9d10
E.P. Value	216	560
Damage per Attack	by weapon + 10	by weapon + 12

Giants have the appearance of unusually large, powerfully muscled men. They commonly dress themselves in the ordinary clothing worn by men and occasionally associate with them. Some human societies look upon giants as simple dim-witted brutes while others view them as intellectual equals. In actuality, some giants are smart while others are quite dull. Unfortunately, even bright giants commonly receive little or no schooling. Those that do are capable of learning and practicing human trades and skills. Most, however, must content themselves with a life of backbreaking manual labor.

Gnome

As everyone knows, a gnome is a little bearded faery with a tall red hat and a friendly smile that lives underground. In actuality, though, the term “gnome” originally did not refer to a faery creature at all. Rather, it began its career as an elemental creature of earth whose name is derived from the Greek word *genomus*, meaning earth-dweller. (See **Genomus** for a description of the gnome’s more earthy history.) Over time, the fame of these little munchkins spread throughout Europe as they took on more and more faery-like characteristics, never really quite making it into faerydom.

Interestingly enough, as the gnomish tales continued to evolve over the ages, there arose quite a selection of stories about small, brownie-like faeries inhabiting a number of mines scattered throughout Europe. These friendly little miners would rat-a-tap-tap on the rocky walls to show the weary miners where the richest veins were located. Despite their frequent appearance in folklore and the remarkable similarities they bear to one another, no word was ever coined to speak of them as a whole.

So, what we have here is a tiny earth dwelling almost-faery looking for a place to call home and a family of little mining faeries looking for a surname. What more could we ask for?

Life Style: subterranean faery **Wealth Type:** monetary
Cunning: average **Speed:** 55
Strength: below average **Size:** small (2 feet tall)
Recovery Time: by weapon
Absorption: 0 **Surprise Adj.:** 0

Attack Modes: by weapon. Since gnomes are so small, they are not capable of wielding large weapons. In fact, most have extreme difficulty with weapons of only moderate size.

Attributes

PS	ST	AG	MD	PC	WP	FA
-1	2	3	2	3	0	1



Gnome Archer / Knife Thrower Examples

	Below Avg. Bowman	Avg. Bowman
Character Level	1	2
Combat Level	1	2
Attack (Shooting)	+8	+10
Attack (Small H-H)	+5	+6
Defense	23	24
Defense (Shooting)	15	17
Damage Tolerance	10 + 2d10	10 + 2d10
E.P. Value	12	20
Damage per Attack	by weapon-3	by weapon-3
	Above Avg. Bowman	Well Above Avg. Bowman
Character Level	4	6
Combat Level	4	6
Attack (Shooting)	+13	+16
Attack (Small H-H)	+9	+12
Defense	27	29
Defense (Shooting)	18	20
Damage Tolerance	15 + 2d10	15 + 3d10
E.P. Value	35	72
Damage per Attack	by weapon-2	by weapon-2
	Below Heroic Archer	Heroic Archer
Character Level	8	10
Combat Level	9	11
Attack (Shooting)	+18	+20
Attack (Small H-H)	+14	+16
Defense	32	34
Defense (Shooting)	23	23
Damage Tolerance	15 + 3d10	15 + 4d10
E.P. Value	200	450
Damage per Attack	by weapon	by weapon
	Above Heroic Archer	Legendary Archer
Character Level	12	14
Combat Level	13	15
Attack (Shooting)	+23	+26
Attack (Small H-H)	+19	+22
Defense	37	39
Defense (Shooting)	24	26
Damage Tolerance	15 + 4d10	15 + 4d10
E.P. Value	1176	1313
Damage per Attack	by weapon	by weapon

Gnome Fighter Examples

	Below Avg. Fighter	Avg. Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus (Med)	+2	+4
Defense	25	27
Damage Tolerance	15 + 2d10	15 + 2d10
E.P. Value	3	4
Damage per Attack	by weapon-2	by weapon-2
	Well Above Avg. Fighter	Above Avg. Fighter
Character Level	4	6
Combat Level	5	7
Attack Bonus	+7	+10
Defense	29	32
Damage Tolerance	15 + 2d10	15 + 3d10
E.P. Value	27	90
Damage per Attack	by weapon	by weapon
	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+13	+16
Defense	34	38
Damage Tolerance	20 + 3d10	20 + 4d10
E.P. Value	125	875
Damage per Attack	by weapon	by weapon
	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+19	+21
Defense	40	42
Damage Tolerance	25 + 4d10	25 + 4d10
E.P. Value	1764	1663
Damage per Attack	by weapon+2	by weapon+2



Gnome Mage Examples

	Below Avg. Mage	Avg. Mage
Character Level	1	2
Combat Level	1	2
Attack Bonus	+1	+2
Defense	23	25
Defense (while spellcasting)	14	15
Damage Tolerance	10 + 2d10	10 + 2d10
Approx. # Spells	1	1
E.P. Value	3	4
Damage per Attack	by weapon-2	by weapon-2
	Above Avg. Mage	Well Above Avg. Mage
Character Level	4	6
Combat Level	3	5
Attack Bonus	+4	+6
Defense	27	30
Defense (while spellcasting)	17	18
Damage Tolerance	10 + 2d10	10 + 3d10
Approx. # Spells	3	6
E.P. Value	21	60
Damage per Attack	by weapon-2	by weapon-2
	Below Heroic Mage	Heroic Mage
Character Level	8	10
Combat Level	7	9
Attack Bonus	+9	+11
Defense	32	35
Defense (while spellcasting)	30	23
Damage Tolerance	10 + 3d10	10 + 4d10
Approx. # Spells	13	20
E.P. Value	200	720
Damage per Attack	by weapon - 2	by weapon - 2
	Above Heroic Mage	Legendary Mage
Character Level	12	14
Combat Level	11	13
Attack Bonus	+14	+17
Defense	38	40
Defense (while spellcasting)	26	27
Damage Tolerance	15 + 4d10	15 + 5d10
Approx. # Spells	30	40
E.P. Value	2100	3900
Damage per Attack	by weapon	by weapon

Gnome Priest Examples

	Below Avg. Priest	Avg. Priest
Character Level	1	2
Combat Level	2	3
Piety Level	1	1
Attack Bonus	+1	+5
Defense	25	27
Defense (while spellcasting)	15	17
Damage Tolerance	10 + 2d10	10 + 2d10
E.P. Value	6	8
Damage per Attack	by weapon-2	by weapon-2
	Above Avg. Priest	Well Above Avg. Priest
Character Level	4	6
Combat Level	5	7
Piety Level	2	4
Attack Bonus	+8	+11
Defense	29	31
Defense (while spellcasting)	18	20
Damage Tolerance	15 + 2d10	15 + 3d10
E.P. Value	35	96
Damage per Attack	by weapon-2	by weapon
	Below Heroic Priest	Heroic Priest
Character Level	8	10
Combat Level	9	11
Piety Level	7	9
Attack Bonus	+14	+16
Defense	33	37
Defense (while spellcasting)	23	26
Damage Tolerance	15 + 3d10	15 + 4d10
E.P. Value	560	1440
Damage per Attack	by weapon	by weapon
	Above Heroic Priest	Legendary Priest
Character Level	12	14
Combat Level	13	15
Piety Level	12	14
Attack Bonus	+19	+21
Defense	38	40
Defense (while spellcasting)	27	29
Damage Tolerance	15 + 4d10	15 + 4d10
E.P. Value	3192	3938
Damage per Attack	by weapon	by weapon

Gnome Thief Examples

Below Avg. Thief		Average Thief	
Character Level	1	2	
Combat Level	1	2	
Attack Bonus (Small Hand Held)	+7	+8	
Defense	25	27	
Damage Tolerance	10 + 2d10	10 + 2d10	
E.P. Value	15	20	
Damage per Attack	by weapon-2	by weapon-2	
Above Avg. Thief		Well Above Avg. Thief	
Character Level	4	6	
Combat Level	4	6	
Attack Bonus (Small Hand Held)	+11	+15	
Defense	29	31	
Damage Tolerance	10 + 2d10	10 + 3d10	
E.P. Value	35	72	
Damage per Attack	by weapon-2	by weapon-2	
Below Heroic Thief		Heroic Thief	
Character Level	8	10	
Combat Level	9	11	
Attack Bonus (Small Hand Held)	+18	+20	
Defense	34	36	
Damage Tolerance	10 + 3d10	10 + 4d10	
E.P. Value	240	630	
Damage per Attack	by weapon-2	by weapon	
Above Heroic Thief		Legendary Thief	
Character Level	12	14	
Combat Level	13	15	
Attack Bonus (Small Hand Held)	+23	+26	
Defense	39	41	
Damage Tolerance	15 + 4d10	15 + 4d10	
E.P. Value	1680	1875	
Damage per Attack	by weapon	by weapon	

Barbegazi (Frozen Beards)

Habitat: The barbegazi inhabit only the most frigid regions and can survive only in the coldest of arctic temperatures. Thus, they are confined to snow-capped mountaintops and the arctic tundra in winter.

Alignment: unlawful good

Origin: The barbegazi originated in France and the Swiss Alps where their name was probably derived from the phrase *barbes glacees* (frozen beards).

Special Characteristics: As all gnomes, barbegazi have a *Lust for Gems* and mine heavily for them when not frolicking and playing.

All barbegazi have the capability of casting the Arcane Lore spells **Burrow** (which works in snow rather than dirt), **Frostbite**, and **Snowball**.

If characters encounter three or more barbegazi, the combined yodels of these gnomes reverberate to cause avalanches of snow. Nevertheless, barbegazi have a friendly nature and often help mountain climbers in times of extreme urgency. (see the description of **Avalanche** in the **Natural Hazards** section for details).

Taking one of these gnomes to a warm clime kills him. In fact, all barbegazi are *Highly Susceptible to Heat or Flame*. (Consequently, few players elect this sub-race for their gnomish characters.)

Barbegazi are gnomes that live on the tops of snow-capped mountains. After a long summer's hibernation, they emerge upon first snowfall wearing white fur suits. Their unusually large feet act as snowshoes, which help them to run across fresh snow and ski down mountain slopes. Their hair and beards consist entirely of thick icicle growths.

Barbegazi live in catacombs of tunnels and natural caverns close to the peaks of mountains. The entrances to these passages are concealed behind curtains of icicles in winter and are entirely closed off in summer.

When confronted aggressively, barbegazi usually seek escape in the snow with their burrowing capability. From distances, barbegazi use their abilities of **Frostbite** and **Snowball**. If necessary, a barbegazi will break off an icicle from his beard or a nearby ice patch and wield it as a weapon similar to a dagger. Somehow, these normally brittle weapons never seem to shatter in their nimble hands.

Blue Cap (Blue Bonnet)

Habitat: As far as anyone knows, blue caps set up residence in forgotten niches within the mines where they work.

Alignment: social lawful good

Origin: The blue cap made its folklore debut in the mines of the British Isles. The little faery would only work if paid an honest day's wage for an honest day's work. He was rarely seen, but when he made an appearance only the blue-flame of his miner's cap was visible.

Special Characteristics: Blue caps are serious workers, rarely prone to pranks.

Blue caps are tiny pudgy gnomes with large rounded noses, wrinkled skins, and well-tended beards. They usually dress themselves in rugged mining outfits and are never without their mining caps. In fact, it is the ever-present flame burning in the cap's lantern that gives these gnomes their name.

The reputation of blue caps as miners is exceptional. They are industrious workers and can be trusted to earn their wage. Rare is the blue cap caught pilfering. Their good behavior, however, lasts only as long as they are themselves treated fairly. If they are paid even a copper less than is their due, blue caps are likely to behave frightfully, causing an endless number of mishaps to their co-workers until their wages are paid in full.

Coblynau

Habitat: The coblynau do sometimes live in the mines where they toil, especially if one is the mine's sole proprietor. However, they are more often simply "employees" of established mines and carve their own hidden abodes in the nearby rocky hills.

Alignment: social unlawful good

Origin: The coblynau is a Welsh mine sprite known for its vigorous work habits and total lack of productivity.

Special Characteristics: Coblynau have a Lust for Colorful Gemstones and an Affinity for Practical Jokes.

Coblynau are small even for gnomes, averaging about 18 inches in height. They are grotesque little faeries possessing clever fingers and bodies that are stunted and deformed. Their faces are particularly unattractive, having large bulbous noses and a continual coating of dust and grime from work. Despite the unwashed mugs, their sparkling eyes and frequent smiles gleam like beacons through their dirty facades. Their witty

humor quickly attracts many friends among their fellow miners.

Even those few souls who find the mirthful gnomes annoying admire the coblynau's highly industrious nature. They obviously have a zeal for digging, swinging their picks at two or three times the rates of those around them. Even after the workday is over, coblynau remain dressed in the leather aprons and heavy clothing worn on the job.

Oddly enough, the coblynau are among the least productive of workers. Despite all of their vigorous efforts, and the fact that they unearth copious quantities of small gemstones, they rarely dig up the prized jewels found by their co-workers.

Even so, their employers' disfavor rarely robs these gnomes of their smiles. In fact, the grins only seem to widen on particularly unproductive days.

Gignosko

Habitat: Most gignosko have been driven from their mines by human encroachers and forced to live on the surface. As all gnomes are a tad agoraphobic, these displaced gignosko tend to seek out the deepest, darkest forests available where they dig their dirt hovels among roots of the oldest trees.

Alignment: social neutral good

Origin: Gignosko is a Greek term meaning "to learn" or "to understand" which was applied to gnomes in general since they supposedly possessed all earthly knowledge. These cheerful characters are the prototypical treasure-hoarders of folklore.

Special Characteristics: Gignosko have a great weakness for sparkling gems. Of course, they don't believe that they must always be the ones to unearth the treasures themselves. They are quite content to simply pilfer them from rich merchants, nobles, and adventurers.

The gignosko are vegetarians who mainly eat roots and root-borne foods (such as carrots, radishes, potatoes, turnips, and the like).

The gignosko are tiny faeries having proportions similar to those of humans, varying from scrawny to obese. Many have beards but they do not take great delight in their care as do their dwarven cousins. The gignosko are largely disdained by the other gnomish races who view them as traitors, having abandoned the mining activities sacred to gnome-kind. Obviously, it is these surface-dwellers that are most often encountered by men. They are frequently dressed in a fashion reflecting extreme poverty although many believe that they have

simply hidden their glittering treasures out of man's reach.

The gignosko of old were among the most revered of all gnomish races. They are credited with having created a vast network of unending catacombs, which is still utilized to unearth an endless stream of natural gemstones and precious metals. Once a gnome acquires a sizable pile of treasure, he will carve out a formidable vault in some ancient out-of-the-way passageway and hide it behind a secret door. Often, the knowledge of a hidden treasure hoard dies with its owner.

Despite their tarnished images, the gignosko still consider themselves the avatars and caretakers of earth, stone, and minerals. Those which return to the old mines never allow greed to drive them too deeply into the earth's crust and they always treat the minerals that they uncover with a reverence the other gnomish races don't understand.

Wichtln (Dark Gnome)

Habitat: The wichtln more often take up residence in the homes of farmers and peasants than they do in mines, as do most other gnomes.

Alignment: antisocial neutral evil

Origin: The wichtln originates from tales taken from southern Germany and Austria. It was actually a prankster-prone brownie with a notably diabolical sense of humor. Even so, it possesses the vigorous work habits characteristic of all gnomes. The term *wichtln* was eventually adopted in England as the word *wight* (not to be confused with the Nordic *wight*) which was used to refer to faeries in general and evil faeries in particular.

Special Characteristics: Wichtln have a Lust for Colorful Gemstones and an Affinity for Practical Jokes.

Wichtln are gnomish faeries with potbellies and gangly arms and legs. They have disproportionately large heads with big noses and recessed shadowy eyes. These gnomes are totally black, save for their beards and hair, which are a striking silver contrasting with their dark skins. Wichtln are proud of their flowing hair and usually grow it to extraordinary lengths. An aged wichtln seems clothed by a silvery curtain as his hair and beard reach down to his knees.

Wichtln are true gnomes in that they are great miners. However, they have become somewhat domesticated of late, having found the simple pleasures of home and hearth. Of course, it is usually someone else's home and hearth in which they reside uninvited since the wichtln consider themselves diggers rather than

homemakers. Even though they are closer to squatters than to tenants, their "hosts" can usually be prodded into providing the necessities of life. It usually requires nothing more than the burning of a barn or two and, in difficult cases, the temporary abduction of a solitary child before the landlords eagerly begin supplying the demanded fare.

Goblin

Goblins are an important faery type in *Legendary Quest*, not only because they are one of the major races which players may elect to play, but also because legends of goblins are common features in the myths of many lands. Under the "goblin" umbrella falls any number of small ugly malicious faery types. Only a few of the nearly endless list of possible sub-races are listed below.

Life Style: clannish or tribal fairy

Wealth Type: monetary

Cunning: average

Speed: 60

Strength: average

Size: medium

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	1	1	1	0	-2



Goblin Archer / Knife Thrower Examples

Below Avg. Bowman		Avg. Bowman	
Character Level	1	2	
Combat Level	1	2	
Attack (Shooting)	+7	+8	
Attack (Hand Held)	+2	+3	
Defense	23	24	
Defense (Shooting)	15	15	
Damage Tolerance	15 + 2d10	15 + 2d10	
E.P. Value	12	20	
Damage per Attack	by weapon	by weapon	
Above Avg. Bowman		Well Above Avg. Bowman	
Character Level	4	6	
Combat Level	4	6	
Attack (Shooting)	+12	+15	
Attack (Hand Held)	+5	+7	
Defense	26	28	
Defense (Shooting)	16	18	
Damage Tolerance	15 + 2d10	20 + 3d10	
E.P. Value	42	72	
Damage per Attack	by weapon	by weapon	
Below Heroic Archer		Heroic Archer	
Character Level	8	10	
Combat Level	9	10	
Attack (Shooting)	+20	+21	
Attack (Hand Held)	+9	+12	
Defense	31	33	
Defense (Shooting)	21	22	
Damage Tolerance	20 + 3d10	25 + 4d10	
E.P. Value	280	420	
Damage per Attack	by weapon	by weapon	
Above Heroic Archer		Legendary Archer	
Character Level	12	14	
Combat Level	12	14	
Attack (Shooting)	+24	+26	
Attack (Hand Held)	+15	+18	
Defense	36	38	
Defense (Shooting)	24	25	
Damage Tolerance	25 + 4d10	30 + 4d10	
E.P. Value	1050	1500	
Damage per Attack	by weapon + 2	by weapon + 2	

Goblin Fighter Examples

Below Avg. Fighter		Avg. Fighter	
Character Level	1	2	
Combat Level	2	3	
Attack Bonus	+4	+6	
Defense	23	24	
Damage Tolerance	20 + 2d10	20 + 2d10	
E.P. Value	12	20	
Damage per Attack	by weapon + 2	by weapon + 2	
Above Avg. Fighter		Well Above Avg. Fighter	
Character Level	4	6	
Combat Level	5	7	
Attack Bonus	+9	+12	
Defense	27	29	
Damage Tolerance	25 + 2d10	25 + 3d10	
E.P. Value	45	90	
Damage per Attack	by weapon + 2	by weapon + 3	
Below Heroic Fighter		Heroic Fighter	
Character Level	8	10	
Combat Level	9	12	
Attack Bonus	+14	+16	
Defense	32	36	
Damage Tolerance	30 + 3d10	30 + 4d10	
E.P. Value	320	1125	
Damage per Attack	by weapon + 3	by weapon + 3	
Above Heroic Fighter		Legendary Fighter	
Character Level	12	14	
Combat Level	14	16	
Attack Bonus	+19	+22	
Defense	38	41	
Damage Tolerance	35 + 4d10	35 + 4d10	
E.P. Value	2016	2138	
Damage per Attack	by weapon + 4	by weapon + 4	



Goblin Mage Examples (Rare)

Below Avg. Mage		Average Mage	
Character Level	1	2	
Combat Level	1	2	
Attack Bonus	+1	+2	
Defense	23	24	
Defense (while spellcasting)	14	15	
Damage Tolerance	15 + 1d10	15 + 2d10	
Approx. # Spells	1	1	
E.P. Value	3	4	
Damage per Attack	by weapon-2	by weapon-2	
Above Avg. Mage		Well Above Avg. Mage	
Character Level	4	6	
Combat Level	3	5	
Attack Bonus	+4	+6	
Defense	26	29	
Defense (while spellcasting)	14	15	
Damage Tolerance	20 + 2d10	20 + 3d10	
Approx. # Spells	3	6	
E.P. Value	21	72	
Damage per Attack	by weapon	by weapon	
Below Heroic Mage		Heroic Mage	
Character Level	8	10	
Combat Level	7	9	
Attack Bonus	+9	+11	
Defense	31	33	
Defense (while spellcasting)	17	20	
Damage Tolerance	20 + 3d10	20 + 4d10	
Approx. # Spells	13	20	
E.P. Value	225	780	
Damage per Attack	by weapon	by weapon	
Above Heroic Mage		Legendary Mage	
Character Level	12	14	
Combat Level	11	13	
Attack Bonus	+14	+17	
Defense	37	39	
Defense (while spellcasting)	24	25	
Damage Tolerance	20 + 4d10	20 + 5d10	
Approx. # Spells	30	40	
E.P. Value	2100	3750	
Damage per Attack	by weapon + 2	by weapon + 2	

Goblin Priest Examples

Below Avg. Priest		Average Priest	
Character Level	1	2	
Combat Level	2	3	
Piety Level	1	1	
Attack Bonus	+4	+6	
Defense	23	25	
Defense (while spellcasting)	13	15	
Damage Tolerance	20 + 2d10	20 + 2d10	
E.P. Value	15	20	
Damage per Attack	by weapon	by weapon	
Above Avg. Priest		Well Above Avg. Priest	
Character Level	4	6	
Combat Level	5	7	
Piety Level	2	4	
Attack Bonus	+9	+12	
Defense	27	29	
Defense (while spellcasting)	16	18	
Damage Tolerance	25 + 2d10	25 + 3d10	
E.P. Value	49	120	
Damage per Attack	by weapon	by weapon + 2	
Below Heroic Priest		Heroic Priest	
Character Level	8	10	
Combat Level	9	11	
Piety Level	7	10	
Attack Bonus	+14	+16	
Defense	32	36	
Defense (while spellcasting)	21	24	
Damage Tolerance	25 + 3d10	25 + 4d10	
E.P. Value	325	1140	
Damage per Attack	by weapon + 2	by weapon + 3	
Above Heroic Priest		Legendary Priest	
Character Level	12	14	
Combat Level	13	15	
Piety Level	12	14	
Attack Bonus	+18	+20	
Defense	38	40	
Defense (while spellcasting)	26	28	
Damage Tolerance	35 + 4d10	35 + 5d10	
E.P. Value	2310	3450	
Damage per Attack	by weapon + 3	by weapon + 3	

Goblin Thief Examples

Below Avg. Thief		Average Thief	
Character Level	1	2	
Combat Level	1	2	
Attack Bonus (Small Hand Held)	+8	+9	
Defense	24	25	
Damage Tolerance	15 + 1d10	15 + 2d10	
E.P. Value	18	24	
Damage per Attack	by weapon-2	by weapon-2	
Above Avg. Thief		Well Above Avg. Thief	
Character Level	4	6	
Combat Level	4	6	
Attack Bonus (Small Hand Held)	+12	+14	
Defense	27	29	
Damage Tolerance	20 + 2d10	20 + 2d10	
E.P. Value	49	84	
Damage per Attack	by weapon	by weapon	
Below Heroic Thief		Heroic Thief	
Character Level	8	10	
Combat Level	9	11	
Attack Bonus (Small Hand Held)	+17	+19	
Defense	31	33	
Damage Tolerance	20 + 3d10	20 + 4d10	
E.P. Value	200	720	
Damage per Attack	by weapon + 2	by weapon + 2	
Above Heroic Thief		Legendary Thief	
Character Level	12	14	
Combat Level	13	15	
Attack Bonus (Small Hand Held)	+22	+23	
Defense	36	38	
Damage Tolerance	25 + 4d10	25 + 5d10	
E.P. Value	1344	1688	
Damage per Attack	by weapon + 3	by weapon + 3	

Bogle

Habitat: Like many faeries, bogles have a love of playing pranks. Bogles have a taste for various grains, and tend to pester the millers who grind grain into flour.

Alignment: social lawful evil

Origin: Legends of the bogle appear in both Scottish and Scandinavian folklore. There is one particularly famous tale titled *The Bogle in the Mill* which relates how a miller pestered by a bogle rid himself of the faery by tricking it into believing that a visiting friend's pet bear was actually his new house cat.

Special Characteristics: Most of the members of this race have no tolerance whatsoever for law-breakers. This is often seen in the form of a *Hatred for murderers and thieves*. Bogles with these tendencies will ignore personal safety to bring outlaws to justice and often band together to track them down. Goblin justice is, to say the least, unpleasant. All bogles are at least *Schooled* in the skills of *Tracking* and *Rural Stealthing* to better hunt their reviled foes.

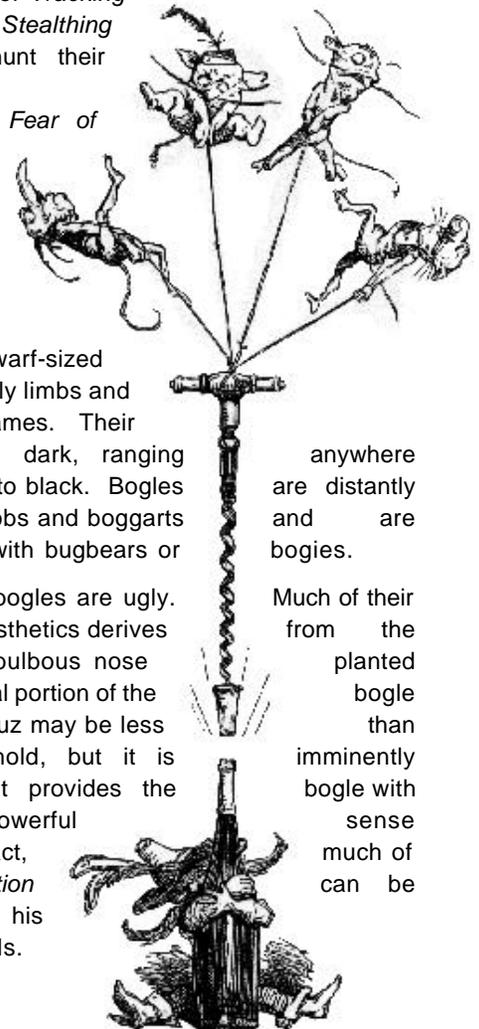
Bogles have a *Fear of Bears* of all forms (which they invariably mistake for gargantuan house cats).

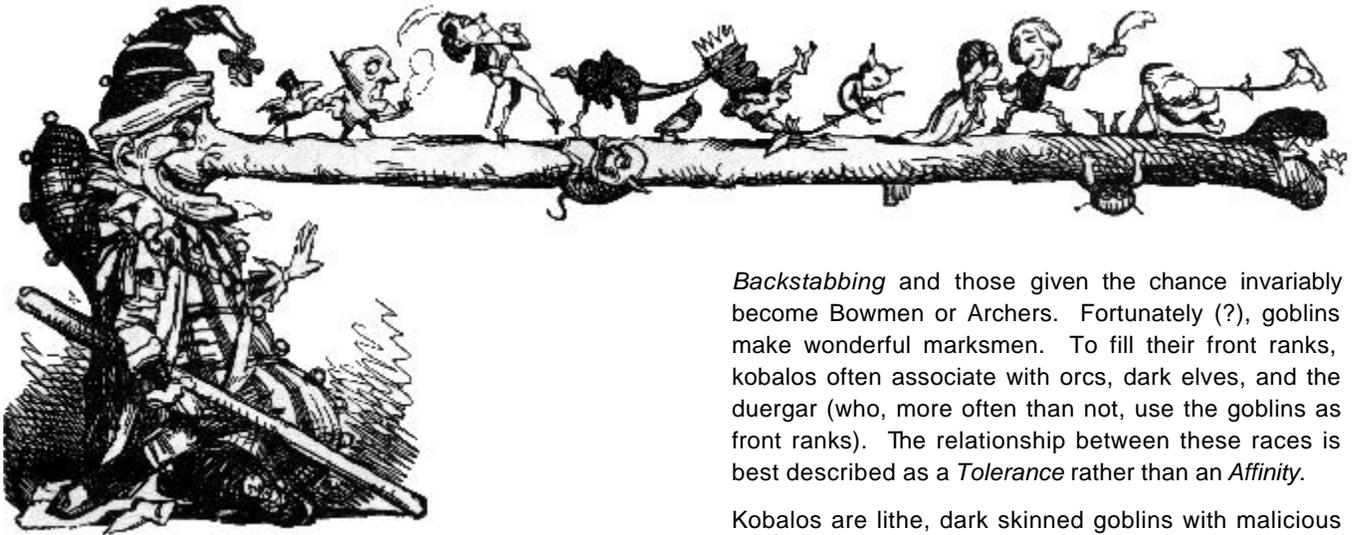
Bogles are dwarf-sized goblins with gangly limbs and scrawny, bent frames. Their complexions are dark, ranging from ashen grey to black. Bogles related to both hobs and boggarts known to travel with bugbears or

Like all goblins, bogles are ugly. argument with aesthetics derives unusually large bulbous nose firmly in the central portion of the face. This schnauz may be less pleasing to behold, but it is practical since it provides the an unusually powerful of smell. In fact, a bogle's *Perception* attributed to his miraculous nostrils.

anywhere are distantly and are bogles.

Much of their from the planted bogle than than imminently bogle with sense sense much of can be





Kobalos (Gobelin)

Habitat: Small kobalos goblin clans generally live in natural grottos, caves, and mossy crevices that they have discovered. They settle for these primitive accommodations because, although they have clever natures, the kobalos are a relatively unindustrious faery race prone to mischievous fun rather than productive labor.

Despite this goblin race's antisocial tendencies, a few of their ancient tribes grew large enough to claim the title of nation. The greatest of these nations managed to carve out impressive networks of rough tunnels crisscrossing the countryside to serve as highways for goblin troops. These troubled kingdoms, as a rule, did not last long after their great goblin founders died. Even so, the damp rocky corridors that they constructed survive to this day.

Alignment: antisocial lawful evil

Origin: The term goblin is derived from *kobalos*, a Greek term meaning "roguish spirit." Over the centuries, this term evolved into *gobelin* in France, or *goblin* in England. Not all goblins of folklore were totally cruel and malicious, however. The kinder goblinish faery types were deemed *hobgoblins*, or simply *hobs*, to distinguish them from their more malicious kindred.

Special Characteristics: All kobalos have an *Aversion to Combat*, though they revel in the havoc it creates. Of course, no kobalos leader has the slightest hesitation in sending his subjects into combat.

Kobalos are cowardly faeries who dislike personal danger, although they delight in the chaos of war. Even the youngest kobalos are trained in the talent of

Backstabbing and those given the chance invariably become Bowmen or Archers. Fortunately (?), goblins make wonderful marksmen. To fill their front ranks, kobalos often associate with orcs, dark elves, and the duergar (who, more often than not, use the goblins as front ranks). The relationship between these races is best described as a *Tolerance* rather than an *Affinity*.

Kobalos are lithe, dark skinned goblins with malicious grins and cackling laughs. They have long crooked noses and warty complexions and their postures are often bent forward from their long treks through cramped tunnels.

Although goblins are found nearly everywhere, the kobalos tend to live in mountainous areas where there are plenty of dark crevices, cracks, and abandoned mines to inhabit. Throughout the ages, various kobalos tribes have conquered or otherwise acquired dwarven and gnomish catacombs. These subterranean cities, superbly and lovingly crafted by the bearded faery races, were augmented with the goblins' own crude tunnels and gargoylish sculptures. The largest of these monstructions house multitudes of war-hungry goblins within their endless passages.

These evil faeries frequently hold celebrations attended by all of the goblin races, known as Goblin Markets, where they trade, sell, distribute, and steal all sorts of unsavory wares. Here can be found poisons of every kind, vipers, scorpions, cursed talismans, and scrolls of diabolic and sorcerous spells. No goblin will object when a human or member of the gentler faery races attends. However, only the most cautious outsiders survive the festivities.

Kobalos are among the most malicious of goblin races, taking great joy in torturing and enslaving any member of an opposing race. They give these slaves the dirtiest, smelliest jobs they can dream up to humiliate them before the inevitable "execution." Thus, any adventurer captured by a band of these vile creatures may find the last few days of his life acting as "pooper-scooper" for the band's latrine.

Kobold (Kobolde)

Habitat: Kobolds can be both helpful and friendly or evil and malicious. Their housing preferences reflect these divergent views. The



more friendly kobolds dwell in towns or cottages where they tend livestock or help craftsmen in their workshops. Those with blacker demeanors congregate in dark mines, caves, and dungeons to ambush unwary trespassers.

Alignment: antisocial unlawful evil to social neutral

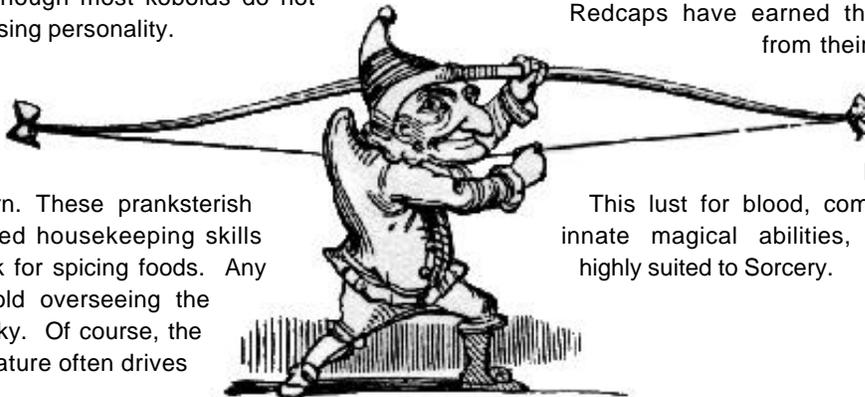
Origin: Kobolds originate in German folklore where they were originally considered a form of tree spirit. Carvings made from kobold-trees were placed inside ornate boxes and locked up. The trapped kobold had to serve its master until it was sold to another for a smaller price than its current master had paid. Since it was dangerous for anyone other than the owner to open the kobold's box, children were given toys that taught them to avoid such actions. These toys evolved into the modern day Jack-in-the-Box.

A great number of kobolds supposedly lived in the caves and in mineshafts of Germany. So many, in fact, that the element *cobalt* is actually named after this mischievous faery.

Special Characteristics: none

Kobolds are red bearded goblins with wildly unkempt hair and a complexion of dark green or grey. Their skins are quite wrinkled (which makes them look positively ancient) and their faces have a "pushed-in" appearance like that of bulldogs. To add the final touch to their shabby persona, kobolds commonly dress themselves in green tattered rags. They are probably a distant relative of brownies although most kobolds do not have the brownie's pleasing personality.

The more brownie-like kobolds willingly help out peasants and craftsmen while expecting little in return. These pranksterish faeries possess polished housekeeping skills and have a great knack for spicing foods. Any restaurant with a kobold overseeing the kitchen counts itself lucky. Of course, the hellion's mischievous nature often drives



the faery to raucously bang pots together and gleefully smash dishes. While such "civilized" kobolds are far from uncommon, they are generally solitary and so do not make up the bulk of this faery race.

Most kobolds gather underground in abandoned mines where they form tight clans bent on malicious acts. Such clans love to pick on weaker creatures and always attempt to outnumber their foes to ensure their best chances of victory in battle. If the goblin population outgrows its current housing facilities, the overflow will happily infest any nearby productive mines. The tireless and cruel antics of the new squatters will quickly drive out the mine's current occupants and prepare the way for new kobold condominiums.

Redcap

Habitat: Redcaps generally live in ruined castles, towers, and keeps in which their murdered victims formerly dwelled.

Alignment: antisocial unlawful evil

Origin: Legends of redcaps appear in Scottish folklore as bloodthirsty faeries with no redeeming value. The Dutch version of the redcap, known as a *Kaboutermannekin*, is a much more likeable chap.

Special Characteristics: Redcaps are a murderous goblin race. All have an *Overpowering Desire to Kill all Fallen Enemies*. This desire is so strong that they will forego attacks against threatening enemies to slay wounded and helpless foes.

The strong urge possessed by most redcaps to be the instrument of bloodshed gives them the ability to use the mage spells of **Bloodlust** and **Redcap's Revival** at will. Both spells are cast at a spell level equal to half the goblin's *Character Level*.

Redcaps are unusually ugly goblins having long pointed teeth and razor sharp fingernails that give their hands the appearance of eagle talons. Unlike other goblins, redcaps are rather stocky and could be said to have a dwarfish appearance if it were not for their long stringy hair and otherwise horrific looks.

Redcaps have earned their colorful name from their habit of soaking their felt caps in the blood of their freshly killed victims.

This lust for blood, combined with their innate magical abilities, makes redcaps highly suited to Sorcery.

Tylwyth Teg (Bendith Y Mamau)

Habitat: The Tylwyth Teg inhabit caves or homesteads mined in solid rock. They have a special attraction to the water and so usually dwell near oceans, rivers, or lakes. The nearby waterways allow the goblins to construct hidden underwater entrances to their secret hideouts and “emergency exits” from their own abodes. The more successful of these faeries have homes that can only be described as palaces. When they can, the Tylwyth Teg prefer to take up residence near human towns and villages where there are plenty of fair complexioned children to steal.

Alignment: unlawful neutral

Origin: Tylwyth Teg is a Welsh term meaning the *Fair Family*, in obvious reference to the race’s golden hair and fair complexion. This Celtic faery race is also referred to as the Bendith Y Mamau, meaning *The Mother’s Blessing*. The name was apparently given by the people of Wales in an effort to appease the itchy-fingered faeries from stealing children.

Special Characteristics: Tylwyth Teg have a *Hatred toward Boggles* which constantly track and hinder their thieving activities. On the other hand, these faeries have an *Affinity Toward Changelings and Ellyllon*, who sometime help them in their nighttime raids. Finally, the Tylwyth Teg have an *Affinity for Blond Children*.

From almost the time they are born, the Tylwyth Teg are trained in the arts of stealing. As such, nearly all of these goblins possess remarkably good thieving skills. In fact, babies are given padlocks for teething. Thus, virtually all Tylwyth Teg are at least *Schooled* in the skill of *Opening Locks*.

The Tylwyth Teg have a great love for lakes and streams. Most of these goblins possess the talent of *Swimming*. Those that can’t are sure to acquire the ability at the first opportunity.

Attack Modes: by weapon. Due to their small stature and thieving tendencies, the Tylwyth Teg almost always use small weapons.

The Tylwyth Teg (the Fair Family) are a race of stunted and deformed goblins. Of all the goblin sub-races, the Tylwyth Teg are perhaps the most attractive, although none can be called beautiful. They have long flowing golden hair and fair skin. They establish their hideouts in caves with underwater entrances where they often entertain other faery visitors, especially *Changelings* and *Ellyllon*, with whom they have a special bond.

Master thieves, these goblins sneak into villages to steal blond babies and children to propagate and invigorate their race. Sometimes when the Tylwyth Teg undertake such a raid, they bring along an ancient Changeling, or *crimble*, in trade for the child. All stolen children are trained into adulthood in the myriad arts of thieving.

After successfully kidnapping a child, the Tylwyth Teg will perform nightly parades and celebrations for a week or more. The triumphant thieves and their faery friends will dance in great circles, leaving rings of toadstools as lasting evidence of their festivities.

One other way the Tylwyth Teg use to bring “fresh blood” into their families is for the faery women to marry fair skinned, blond men. The women are devoted wives until such time as they bear children. At this point, the female returns to her faery home along with her newborn child, never to be seen again by her deserted husband.



Graveyard Cannibal (Ghoul, Baka)

Habitat: These undead humans lurk in and about crypts and graveyards where freshly buried corpses may be disinterred.

Life Style: tribal undead man-eater

Wealth Type: hoard

Alignment: antisocial unlawful evil

Cunning: average

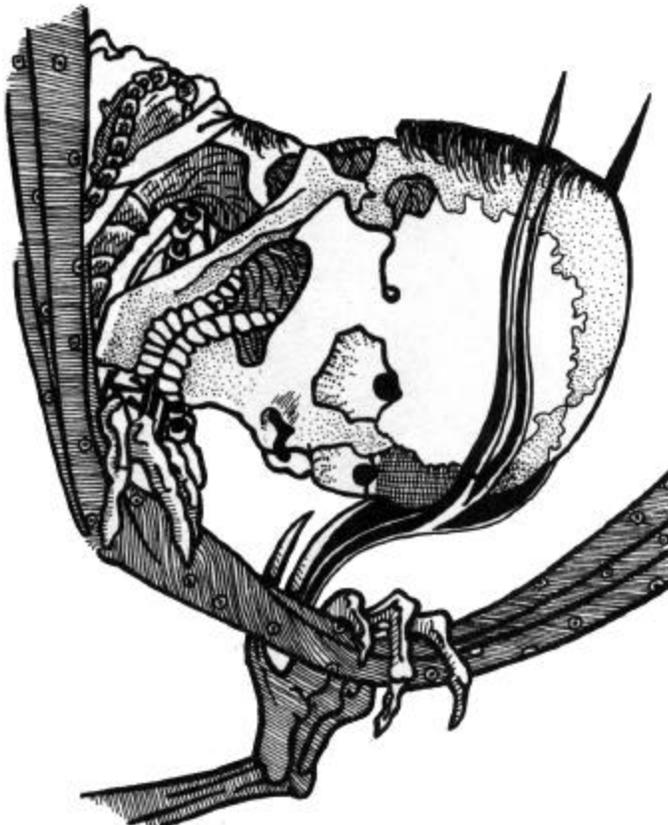
Speed: 50

Strength: average

Size: medium

Origin: In the legends of virtually all cultures, there appear humans who rise from their graves to plunder and devour the corpses of fellow men. Some cannibalistic grave robbers have additional specialized abilities such as the ghoul or baka. However, many myths simply describe undead men devouring human flesh. This description fulfills that basic need for mythologies lacking any more specific forms of undead cannibals.

Special Characteristics: Like all undead, this creature is *Immune to Frost and Mental Spells*, is not adversely affected by *Severity Damage*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*.



Cannibalistic dead have a Lust for the Taste of Human Flesh.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/claw/claw

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	0	0	0	0	-1

Graveyard Cannibal Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	26	28
Damage Tolerance	20 + 5d10	20 + 7d10
E.P. Value	81	198
Damage per Attack	1d8/ 1d4/ 1d4	2d4/ 1d6/ 1d6
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+16
Defense	32	34
Damage Tolerance	20 + 6d10	20 + 8d10
E.P. Value	520	1100
Damage per Attack	1d12/ 1d6/ 1d6	1d12/ 1d8/ 1d8

Graveyard cannibals are undead humans who have risen from their former graves to seek out and devour the corpses of other men. They haunt cemeteries to have ready access to fresh remains. These half-crazed monsters often band together in small groups to quickly uncover and raid buried "iceboxes." Nevertheless, they don't mind providing themselves with fresh corpses even if they must obtain them from living people.

Greyhound

Habitat: Greyhounds have a fragile constitution and slender bones. As such, they prefer to dwell in elven kennels. A greyhound freed to the wild would undoubtedly fare poorly.

Life Style: animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 175

Strength: below average

Size: medium

Origin: The folklore linking the greyhound to the light elves comes from Ireland and Scotland, where the Tuatha De Dannan and the Daione Sidhe utilized them as hunting hounds.

Special Characteristics: none

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite

Attributes

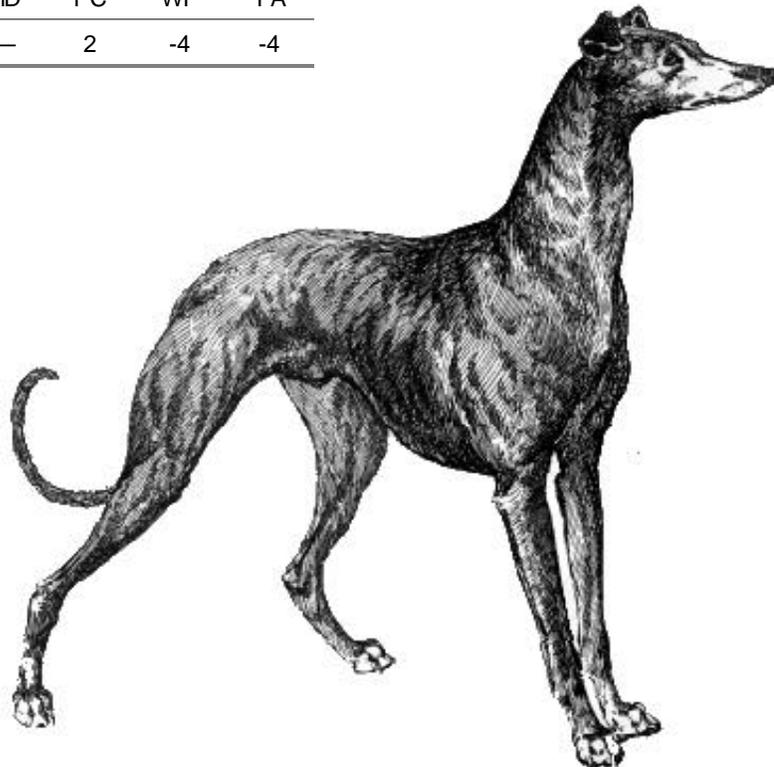
PS	ST	AG	MD	PC	WP	FA
-2	0	0	—	2	-4	-4

Greyhound Examples

	Below Avg.	Average
Combat Level	1	3
Attack Bonus	+2	+4
Defense	21	23
Damage Tolerance	15 + 1d10	15 + 3d10
E.P. Value	3	5
Damage per Attack	1-4	1-6
	Above Avg.	Exceptional
Combat Level	5	7
Attack Bonus	+6	+8
Defense	25	27
Damage Tolerance	15 + 5d10	15 + 7d10
E.P. Value	9	54
Damage per Attack	1-8	1-10

Those not familiar with this breed of dog often think the thin body of a greyhound indicates starvation. In fact, their lithe qualities make them good hunting dogs. Their lithe, light form makes them extremely fast for short bursts. Occasionally, trainers run greyhounds on racetracks for sport.

Light elves train greyhounds as attack dogs using them to defend their underground cities. Many scholars believe that the light elves bred their own qualities of lightning grace into this species for their own uses.



Griffin (Griffon)

Habitat: Griffins inhabit desert areas where the sun blazes down onto the parched soil. They prefer to nest on rocky cliff ledges to protect their eggs from predators.

Life Style: territorial predator

Wealth Type: hoard. Griffins do not really understand the value of treasure. However, they have a strong attraction to shiny objects. Their nests tend to be cluttered with articles that glitter and sparkle in the sunlight. Griffins are especially fond of items made of gold.



Alignment: neutral

Cunning: low

Speed: 65 (125 flying)

Strength: above average

Size: large (8 feet tall)

Origin: Griffins appear in the mythologies of many cultures. Scythian artwork depicts these noble creatures and the Greeks believed Apollo's chariot to be drawn by them. Historians surmise that the griffin's preference for hunting horses simply reflects a desire to eliminate its competition from the job of chariot drawer. At times, the Egyptian god Set was depicted as a griffin.

Special Characteristics: When diving, a griffin uses its two giant eagle claws that automatically cause double damage when they hit (as they grip and tear). If both claws manage to strike their targets on a dive attack, the griffin is able to maintain a firm grasp. It will lift any creature up to the size of a pony from the ground and fly away to devour its meal.

Griffins have an *Affinity for the Taste of Horseflesh* and will instinctively hunt the equestrian beasts over any other prey. Otherwise, griffins tend to attack the largest prey they are capable of carrying.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 2

Attack Modes: beak/ claw/ claw (or claw/claw on a dive attack)

Attributes

PS	ST	AG	MD	PC	WP	FA
4	2	0	—	4	-4	-4



Griffin Examples

	Below Avg.	Average
Combat Level	7	9
Attack Bonus	+10	+14
Defense	27	29
Damage Tolerance	45 + 7d10	55 + 9d10
E.P. Value	144	360
Damage per Attack	2d10/ 2d6/ 2d6	3d8/ 2d6/ 2d6
	Above Avg.	Exceptional
Combat Level	11	13
Attack Bonus	+18	+21
Defense	33	36
Damage Tolerance	65 + 11d10	75 + 13d10
E.P. Value	1184	2142
Damage per Attack	4d6/ 2d8/ 2d8	4d6/ 2d8/ 2d8

The griffin represents one of the oldest mythical creatures of history. The head, wings, and talons of a giant eagle make up the front quarters of this proud creature while the hindquarters take the form of a great lion. Its tail is thin, long and scaled and slowly tapers to a point like that of a serpent. The feathers covering a griffin's forequarters may be a dull brown, a glistening black, a brilliant white, or a glorious multicolored array. Its beak is normally a deep yellow or orange but is sometimes totally black. In all cases, however, the griffons' claws are black, as is its tail.

If an adventurer finds a nest of paired griffins, allow a 25% chance that the female laid 1 to 3 eggs. Griffin eggs have the same size and appearance as heraldic griffin eggs, which are highly prized. Unfortunately, common griffons cannot be trained and are relatively worthless once hatched. Their only potential use is as a source of material components for various magical spells.

H

Haunt



Habitat: Haunts are known to frequent a variety of areas to which they became attached while alive. Although they usually haunt houses and castles, they occasionally inhabit playgrounds, cellars, caves, or any number of places where they were formerly allowed to play and explore.

Life Style: undead spirit

Wealth Type: incidental

Alignment: social neutral

Cunning: below average

Speed: 30

Strength: low

Size: small

Origin: Haunted houses are quite common throughout Europe and many harmless spirits are believed to be those of young children. This description strives to give life to these tales while providing the Overlord with a “reasonable excuse” as to why a castle or dungeon could contain any number of undead monsters.

Special Characteristics: Haunts, like other forms of undead, are Immune to Frost and Mental Spells, are not adversely affected by Severity Damage, are

Immune to all but Magical Weapons, are Susceptible to Holy Water, and are Afraid of Sunlight.

Whenever a person, animal, or other living creature dies in the presence of a haunt, the child spirit literally wills the corpse to rise as its “playmate.” In doing so, the haunt unwittingly creates zombies, ghouls, wraiths, ghosts, and any number of other undead forms. Humans and demi-humans may rise as any form of undead whose *Combat Level* most closely matches their *Character Level*. Thus, a haunt creates many zombies and skeletons but few vampires. (Some haunts are even known to have the ability to raise the bones and dry remains of men long dead.)

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0

Attack Modes: N/A. A haunt never attacks even when attacked. Nevertheless, the undead it creates have no such reservations.

Attributes

PS	ST	AG	MD	PC	WP	FA
-3	-3	10	0	1	-1	-2

Haunt Examples

	Nominal
Combat Level	0
Attack Bonus	N/A
Defense	30
Damage Tolerance	5 + 1d10
E.P. Value	50
Damage per Attack	N/A



A haunt is the invisible spirit of a lonely deceased child. Fear of “parental punishment” prevents the spirit from leaving the grounds of its home. Despite its self-imposed imprisonment, the spirit desperately longs for playmates. So much so, that its desire and will are strong enough to reanimate any corpse that it encounters in a futile attempt to gain companionship.

Although the laughter of the spirit can sometimes be heard upon the “rising” of a new prospective playmate, it generally hides from adventurers, regarding them as parental figures. It takes only a short time for the haunt to realize that a newly animated corpse refuses to “play.” Nevertheless, it keeps trying in the hope that it can find a true friend.

If adventurers kill an undead creature created by a haunt, it remains dead (barring some other invigorating influence). The haunt no longer views the corpse as a prospective playmate since it would not play before it was destroyed.

Hob (Hobgoblin, Hobmen)

Hobs and hobgoblins are helpful rural faeries known throughout Europe by a variety of names. Brownies, dobbs, puddlefeet, pucks, and lobs are just a few of the labels given these diminutive fellows. Even though the term *hobgoblin* means literally “good goblin,” the Puritans successfully demonized them as pagan devils to tarnish their good names. However, J.R.R. Tolkien reintroduced hobs as friendly chaps in his famous works *The Hobbit* and *The Lord of the Rings*.

Life Style: domestic faery

Wealth Type: monetary

Cunning: average

Speed: 50

Strength: below average

Size: small (2 to 3 feet tall)

Recovery Time: 6

Absorption: 0

Surprise Adj.: 2

Attack Modes: by weapon. Because of their small size, hobs cannot wield large weapons. In fact, most have extreme difficulty with weapons of only medium size.



Attributes

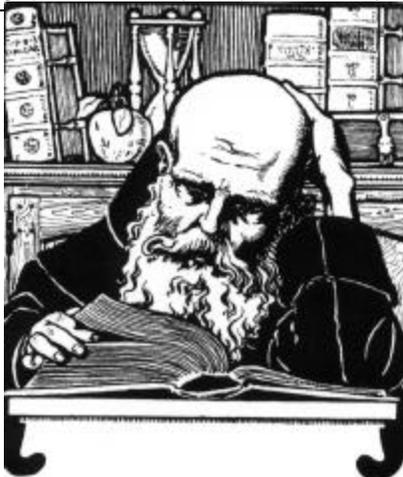
PS	ST	AG	MD	PC	WP	FA
-2	1	4	3	2	0	0

Hob Archer / Knife Thrower Examples

	Below Avg. Bowman	Average Bowman
Character Level	1	2
Combat Level	1	2
Attack (Shooting)	+6	+8
Attack (Small H-H)	+5	+6
Defense	23	24
Defense (Shooting)	15	17
Damage Tolerance	15 + 2d10	15 + 2d10
E.P. Value	12	20
Damage per Attack	by weapon-2	by weapon-2
	Above Avg. Bowman	Well Above Avg. Bowman
Character Level	4	6
Combat Level	4	6
Attack (Shooting)	+11	+14
Attack (Small H-H)	+9	+12
Defense	27	29
Defense (Shooting)	18	20
Damage Tolerance	20 + 2d10	20 + 3d10
E.P. Value	35	72
Damage per Attack	by weapon	by weapon
	Below Heroic Archer	Heroic Archer
Character Level	8	10
Combat Level	9	11
Attack (Shooting)	+16	+18
Attack (Small H-H)	+14	+16
Defense	32	34
Defense (Shooting)	23	23
Damage Tolerance	20 + 3d10	20 + 4d10
E.P. Value	200	450
Damage per Attack	by weapon	by weapon
	Above Heroic Archer	Legendary Archer
Character Level	12	14
Combat Level	13	15
Attack (Shooting)	+21	+24
Attack (Small H-H)	+19	+22
Defense	37	39
Defense (Shooting)	24	26
Damage Tolerance	20 + 4d10	20 + 4d10
E.P. Value	1176	1313
Damage per Attack	by weapon	by weapon

Hob Fighter Examples

	Below Avg. Fighter	Avg. Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus (Med)	+3	+5
Defense	25	27
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	3	4
Damage per Attack	by weapon	by weapon
	Above Avg. Fighter	Well Above Avg. Fighter
Character Level	4	6
Combat Level	5	7
Attack Bonus	+8	+11
Defense	29	32
Damage Tolerance	20 + 2d10	20 + 3d10
E.P. Value	27	90
Damage per Attack	by weapon	by weapon
	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+14	+17
Defense	34	38
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	125	875
Damage per Attack	by weapon+2	by weapon+2
	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+20	+22
Defense	40	42
Damage Tolerance	30 + 4d10	30 + 4d10
E.P. Value	1764	1663
Damage per Attack	by weapon+3	by weapon+3



Hob Mage Examples

	Below Avg. Mage	Avg. Mage
Character Level	1	2
Combat Level	1	2
Attack Bonus	+2	+3
Defense	23	25
Defense (while spellcasting)	14	15
Damage Tolerance	15 + 2d10	15 + 2d10
Approx. # Spells	1	1
E.P. Value	3	4
Damage per Attack	by weapon-2	by weapon-2
	Above Avg. Mage	Well Above Avg. Mage
Character Level	4	6
Combat Level	3	5
Attack Bonus	+5	+7
Defense	27	30
Defense (while spellcasting)	17	18
Damage Tolerance	15 + 2d10	15 + 3d10
Approx. # Spells	3	6
E.P. Value	21	60
Damage per Attack	by weapon-2	by weapon-2
	Below Heroic Mage	Heroic Mage
Character Level	8	10
Combat Level	7	9
Attack Bonus	+10	+12
Defense	32	35
Defense (while spellcasting)	30	23
Damage Tolerance	15 + 3d10	15 + 4d10
Approx. # Spells	13	20
E.P. Value	200	720
Damage per Attack	by weapon	by weapon
	Above Heroic Mage	Legendary Mage
Character Level	12	14
Combat Level	11	13
Attack Bonus	+15	+18
Defense	38	40
Defense (while spellcasting)	26	27
Damage Tolerance	20 + 4d10	20 + 5d10
Approx. # Spells	30	40
E.P. Value	2100	3900
Damage per Attack	by weapon	by weapon

Hob Priest Examples

	Below Avg. Priest	Avg. Priest
Character Level	1	2
Combat Level	2	3
Piety Level	1	1
Attack Bonus	+2	+6
Defense	25	27
Defense (while spellcasting)	15	17
Damage Tolerance	15 + 2d10	15 + 2d10
E.P. Value	6	8
Damage per Attack	by weapon	by weapon
	Above Avg. Priest	Well Above Avg. Priest
Character Level	4	6
Combat Level	5	7
Piety Level	2	4
Attack Bonus	+9	+12
Defense	29	31
Defense (while spellcasting)	18	20
Damage Tolerance	20 + 2d10	20 + 3d10
E.P. Value	35	96
Damage per Attack	by weapon	by weapon
	Below Heroic Priest	Heroic Priest
Character Level	8	10
Combat Level	9	11
Piety Level	7	9
Attack Bonus	+15	+17
Defense	33	37
Defense (while spellcasting)	23	26
Damage Tolerance	20 + 3d10	20 + 4d10
E.P. Value	560	1440
Damage per Attack	by weapon	by weapon
	Above Heroic Priest	Legendary Priest
Character Level	12	14
Combat Level	13	15
Piety Level	12	14
Attack Bonus	+20	+22
Defense	38	40
Defense (while spellcasting)	27	29
Damage Tolerance	20 + 4d10	20 + 4d10
E.P. Value	3192	3938
Damage per Attack	by weapon+2	by weapon+2

Hob Thief Examples

	Below Avg. Thief	Avg. Thief
Character Level	1	2
Combat Level	1	2
Attack Bonus (Small Hand Held)	+7	+8
Defense	25	27
Damage Tolerance	15 + 2d10	15 + 2d10
E.P. Value	15	20
Damage per Attack	by weapon-2	by weapon-2
	Above Avg. Thief	Well Above Avg. Thief
Character Level	4	6
Combat Level	4	6
Attack Bonus (Small Hand Held)	+11	+15
Defense	29	31
Damage Tolerance	15 + 2d10	15 + 3d10
E.P. Value	35	72
Damage per Attack	by weapon	by weapon
	Below Heroic Thief	Heroic Thief
Character Level	8	10
Combat Level	9	11
Attack Bonus (Small Hand Held)	+18	+20
Defense	34	36
Damage Tolerance	15 + 3d10	15 + 4d10
E.P. Value	240	630
Damage per Attack	by weapon	by weapon
	Above Heroic Thief	Legendary Thief
Character Level	12	14
Combat Level	13	15
Attack Bonus (Small Hand Held)	+23	+26
Defense	39	41
Damage Tolerance	20 + 4d10	20 + 4d10
E.P. Value	1680	1875
Damage per Attack	by weapon	by weapon



Bannik

Habitat: The bannik is a domestic faery prone to spending its time in the bathhouse. They often hide in the steamy fog rising from the hot bath water. Consequently, they are rarely seen clearly.

Alignment: neutral

Origin: The bannik arose in Slavic countries and was one of the few faeries beliefs to survive in the region after the onset of Christianity. Its name derives from *banya*, meaning bath.

Special Characteristics: All banniks have an *Affinity for Peasants* and possess the talent of *Swimming*. In addition, all banniks are *Schooled* in the skill of *Holding Breath*, which they use to good effect in escaping detection by anyone unexpectedly entering the bathhouse.

A bannik is a smallish hobgoblin resembling a wizened old man with a disproportionately large head from which drapes his long scraggly beard and hair. Banniks are exceptionally thin, having loose wrinkled skin hanging from their bones. In fact, they often appear as if they are on the verge of starvation. This fact will often be exploited by the faery to gain the sympathy of whatever peasants they happen to be currently extorting for their room and board. A bannik may even resort to skulking about completely naked so his proprietor cannot help but notice his dire condition.

Of course, few banniks ever really starve since they are such marvelously pitiful looking creatures to begin with. Few peasants will turn down such obviously needy creatures.

Although banniks usually obtain their fare under less-than-honest conditions, they do earn their way after being accepted. They are without a doubt the most fastidiously clean of all the hobbish races. They are not happy without a cleaning bucket or washcloth in their hands and will scrub and polish from sunrise until sunset. They will cease in their efforts only when the grounds are up to their exacting standards. In fact, a bannik is likely to become quite testy if its scrubbing brush is locked away out of reach. Needless to say, the bannik's compulsive cleaning is quite a blessing to its hosts. They just have to accept the fact that a bannik will immediately run to the washbasin after having shaken their hands. No offense intended.

Brownie (Broonie)

Habitat: The brownie is a household faery that usually hides himself away in the home of some adopted peasant family. When the brownie finds itself "between jobs", it will house itself in a hollow tree

or under a rock which lies near a prospective "boarding" house.

Alignment: social neutral good

Origin: Also known as the Broonie or Browney, this small faery began its career in many folktales throughout the British Isles.

Special Characteristics: All brownies have an *Affinity for Peasants* and are at least *Schooled* in the skill of *Rural Stealthing*. However, they are also sworn to a life of poverty and servitude. Any attempt to pay a brownie for his labor with anything other than room and board is considered the greatest insult. To save face in the hob community, the brownie will be forced to seek employment elsewhere or exact revenge on the boorish master.

The brownie is a small faery whose most distinguishing physical characteristic is its total lack of a nose. The brownie adorns itself with a tattered brown wool cloak and hood and has brown hair and old wrinkled brown skin.

The generally shabby appearance of brownies is the result of their ingrained philosophy that money can bring nothing but misfortune and misery to their kind. Any brownie found accumulating even a meager purse is seen as a traitor to all hob-kind, seeking self-glory at the cost of bringing doom on their friends and family. Even hobs of other sub-races will shun such money-grubbers. Consequently, a brownie will often seek out companions or farms to serve in exchange for room and board.

Showing itself to human eyes only when necessary, the shy brownie performs most of its chores under the cover of night after its landlords have gone to bed. The brownie will never perform any task which it is explicitly commanded to perform, but will generally work hard at those tasks that it deems are needed. In emergencies, the brownie will come to its master's aid if called but will still resist performing explicit commands.

The brownie's lucky landlord must always show appreciation for the hob's aid but he must never directly pay for it. A brownie only demands that the best food available be left out before the proprietors retire for the evening. The meal usually consists of a cake smeared with honey and a saucer filled with cream but the feary will gladly settle for brown bread and beer if its masters cannot afford better fare. It is important that the evening's morsel is not given to the brownie directly, as this could be construed as payment, but that it is only left in a place where the faery may chance upon it by accident.

If the brownie's master ever pays for the faery's services or leaves out less than the best available cake, the

brownie is obligated by his odd morals to either turn into a mischievous enemy or abandon his home for other environs.

Domavoi (Domovikha)

Habitat: The domavoi (plural domoviye) is a domestic faery prone to living underneath or behind the kitchen stove. He lives apart from his wife, the domovikha, who makes her living quarters in the cellar.

Alignment: lawful good

Origin: The domavoi is a Slavonic faery who name is derived from the term *dom* meaning “house.” It was rarely referred to by name. Instead, a person speaking of one of these household spirits would refer to it as “himself” or simply “him.” The actual physical form of the domavoi was ambiguous. Some descriptions include horns and a tail while others describe the faery as having the appearance of a farmyard animal. In any case, the domavoi was always covered with hair from head to foot.

Special Characteristics: All domavoi have a *Resistance to Heat*.

The domavoi is a small humanoid faery with long hair covering its entire body. This fur covers its arms and legs and even extends to the palms of its hands (it is merely a wife’s tale that the domavoi is also blind). The coats of most domavoi are quite dark, ranging from brown to black, but a few have white hair. This unusual coat provides the domavoi with an amazing tolerance for heat. In fact, the males have a fondness for dozing underneath kitchen stoves, contentedly basking in the radiated warmth.

Like all hobs, these faeries are quite domesticated and are always willing to lend a helping hand with the kitchen chores. (Editor’s note: Where can I get one of these?) Of all hob races, the domavoi are the most devoted to their benefactors. In fact, domavoi have been known to faithfully remain at their posts long after the proprietors have moved elsewhere.

Hobithurst (Hobbit, Hobithrust)

Habitat: Hobithursts are domestic faeries who despise the outdoors and the discomforts of adventure and travel. They generally live in small roundish caves they have commandeered or dug themselves. Such dwellings are known as “hobholes” and are renowned for their hospitable atmospheres. Unfortunately, stocking these holes with enough provisions and comforts to satisfy a hob takes a sizeable purse. Hobithursts that are not as well to

do must settle for boarding at some peasant’s hovel. When they find themselves in so lowly a state, they prefer to keep their quarters in the kitchen next to the fireplace (where they can warm themselves and keep their eyes on the pantry). Hobithursts are proud creatures, however, who always work hard for their fare.

Alignment: social lawful good

Origin: Hobithursts are natives of the British Isles. Interestingly enough, it is believed that the term hobthurst comes from the Old English word “thyrs”, meaning giant. If this is true, it is likely that the hobish ancestors were of a much greater stature than later faery lore presents.

Special Characteristics: Although hobithursts distrust strangers in general, they hold a special *Affinity toward Elves*.

Hobithursts are chubby, short humanoids with hairy feet and pleasant faces. Despite their plump figures, they are quite agile and possess dextrous fingers. Hobithursts never wear shoes or boots because the tough, leathery soles of their feet provide sufficient protection from the roughest terrain. Besides, their hobholes are invariably carpeted with plush rugs that give satisfying in-between-the-toes massages to the hobs as they walk throughout their halls.

Hobithursts love a simple life of leisurely smoking tobacco, munching cakes, drinking ale, and gossiping. They look down on any fellow with the audacity to take off on anything as unrespectable as an adventure. Consequently, few hobithursts are seen outside of their native shires.

Killmoulis

Habitat: The killmoulis is a Celtic faery who haunts mills and industriously serves the miller. They are extremely shy to everyone else and tend to hide in dark shadows and cubbyholes until visitors leave.

Alignment: neutral good

Origin: The killmoulis is a special form of brownie taken from the folklore of the Scottish lowlands.

Special Characteristics: The killmoulis’s shy nature is aided by its ability to blend into the background. All killmoulis are at least *Schooled* in the skills of *Urban Stealthing* and *Rural Stealthing* and all possess the talent of *Sign Language*. More amazingly, though, all killmoulis have the innate ability to camouflage themselves as the mage spell **Chameleon’s Gamble** at will. Despite its pathological shyness, the killmoulis delights in practical jokes.

Killmoulis are extremely shy faeries closely related to brownies. While the brownie lacks a nose, however, the killmoulis' face consists of little else. In fact, the killmoulis is devoid of mouth and chin entirely. Its two dark jellybean eyes sit atop an enormous schnauz with wide flaring nostrils. Enhancing the effect further, the killmoulis' pointed ears extend slightly above its low forehead and its neck is no wider than a broomstick. Its arms and legs are similarly thin. Needless to say, the killmoulis is less than attractive. Even so, millers and peasants form strong attachments to these loyal faery companions.

Since the faery is absent a mouth, it is obviously incapable of speech and, regardless of how it chooses to pursue its career, can never cast any spells requiring verbal components. However, the killmoulis can produce a disturbing honking noise when danger threatens. Some say the sound is reminiscent of the banshee's wail. In some respects this is true, since the shy creature is loathe to make noise of any kind and will do so only if death is imminent.

Despite the fact that the killmoulis cannot consume food orally, it has a healthy appetite. Its favorite foods are those commonly found in mills: flour, corn, wheat, cornmeal, etc. All are quickly stuffed up the faery's ample nostrils and "swallowed." A contented look and a pleasant nap usually follow any hearty meal.

Moss Folk (Waldweibchen)

Habitat: Moss Folk inhabit deep danks forests where they weave mossy draperies to decorate the trees and cover the roots and ground with a velvet green carpet.

Alignment: social good

Origin: Moss folk are known throughout Bavaria as the Finzweiberl, in Germany as the Lohjungfern, and in the Baltics as the Moswyfjes. The females of the species are most commonly encountered, so most tales simply refer to them as "Moss Maidens."

Special Characteristics: Moss folk have great knowledge of the healing powers of all the herbs and plants indigenous to the forest. As such, all moss folk are *Specialized* in both *Creating Herbal Balms* and *Herb Lore*. In addition, they possess the talent of *Gardening* and are *Schooled* in the skill of *Rural Stealthing*.

Unfortunately, moss folk are allergic to all forms of wool, cotton, and leather. As such, they are forced to weave their clothing entirely from fibrous moss. It is this affliction that gives these hobbish folk their mossy name.

Moss folk all have chalkish gray skins with deep exaggerated wrinkles that would give them the appearance of walking ancient corpses if it were not for their sparkling eyes and ready smiles. They clothe themselves in textiles made from various forms of moss, ranging in color from light brown to a deep green. Often, these garments cover their bodies to such a degree that nothing but moss is visible to onlookers. Because of this, many rumors have sprung up that assert that these simple faery folk have ridiculously ugly forms covered with matted hair or spotted festering boils. The moss folk take any such accusations with little more than a slight giggle and a shake of the head.

Horse, Giant Sea

Habitat: Giant sea horses roam together in herds in and around moderately deep ocean reefs. Here they spend their lives nibbling and grazing on the plentiful seaweed and plant-like anemones.

Life Style: aquatic herding animal

Wealth Type: incidental **Alignment:** neutral

Cunning: low **Speed:** 75 in water

Strength: above average **Size:** medium to large

Origin: The sea horse, as it is described here, is simply a monstrous version of the gentle horse-like fish found in many fishtanks. It does not play any large role in folklore, other than as a possible ancestor of the hippocampus legends.

Special Characteristics: none

Recovery Time: 9 **Absorption:** 4

Surprise Adj.: 0 **Attack Modes:** bite

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	-2	—	2	-3	-3

Sea Horse Examples

	Nominal
Combat Level	2
Attack Bonus	+1
Defense	20
Damage Tolerance	75 + 1d10
E.P. Value	16
Damage per Attack	1d6

Sea horses are odd sea dwelling creatures with heads and bodies resembling those of horses. In their normal mode of locomotion, sea horses travel upright with their "noses" pointed forward. They have no legs whatsoever but have several fluttering fins that propel the creatures at a surprising pace. Sea horses also have long forward curling tails used to grasp corals and plants on the ocean floor. In this fashion sea horses keep

themselves from drifting with the ocean currents while they rest. Short pointed spines, which help protect them from predators, complete the surreal appearance of these docile creatures.

Several aquatic races use sea horses as steeds. The sea horses' naturally tame temperament makes herding and tending them a relatively easy chore. This placid trait, however, makes them poor war mounts as they only attack for self-preservation and instinctively flee any threat.

Horse, Riding

Habitat: Domesticated horses spend most of their time standing in fenced fields, their obvious boredom broken only by an occasional trot from one side of a pasture to the other.

Life Style: animal

Wealth Type: nil

Alignment: neutral

Cunning: low

Speed: 125

Strength: high

Size: large

Origin: The horse has been a denizen of Europe, Asia, and Africa since time immemorial and has similarly inhabited the mythology of these areas. The remaining continents did not have the modern day horse until European explorers and settlers imported it.

Special Characteristics: Horses have the power to sense ghosts and spirits in a manner similar to the Religious Divination spell **Death Perception** from **The Manual of Mythology**. Like all animals, horses are *Afraid of Fire*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -4 (cloppity-clop)

Attack Modes: hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
5	3	-4	—	1	-4	-4

Riding Horse Examples

	Nominal
Combat Level	0
Attack Bonus	+0
Defense	16
Damage Tolerance	40 + 1d10
E.P. Value	2
Damage per Attack	1-6/1-6

Long ago men stood in rapt awe at the glorious wild herds of horses that thundered across the plains. The great stallions ruling the herds would rear in proud defiance to any intruder approaching those in his care. His fiery nature and powerful muscles decried any unwelcome advance. Even so, these majestic beasts invariably suffered the indignity of capture.

The greatest of these equestrians proudly refused slavery, their spirits unbroken. These were killed. Men bred the modern day riding horse from the leftovers.

Horse, War

Habitat: Warhorses have considerably nicer life styles than common riding horses. They are well exercised, are fed with the finest oats, and are matched with the grandest mates. If only their riders would lose their ridiculously heavy gear, the steeds would be in horse Nirvana.

Life Style: grazing animal

Wealth Type: nil

Alignment: neutral

Cunning: low

Speed: 125 (unarmored). Although a war horse has a good *Speed*, it cannot travel at this rate for more than a quarter of a mile. These steeds were bred for the short, high-speed bursts of jousting.

Strength: high

Size: large

Origin: The horse has been a denizen of Europe, Asia, and Africa since time immemorial and has similarly inhabited the mythology of these areas. The remaining continents did not have the modern



day horse until European explorers and settlers imported it.

Special Characteristics: Warhorses have the power to sense ghosts and spirits in a manner similar to the Religious Divination spell **Death Perception**.

A warhorse will always refrain from attacking unless ordered to by its master.

Like all animals, warhorses are *Afraid of Fire*.

Recovery Time: 7

Absorption: 0. Usually, a knight will protect his horse with the best armor he can afford. A warhorse's armor gives the same adjustments as a comparable type would give a man.

Surprise Adj.: -4

Attack Modes: bite/ hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
6	2	-2	—	1	-3	-3

War Horse Examples

	Light	Medium
Combat Level	3	3
Attack Bonus	+3	+3
Defense	21	21
Damage Tolerance	50 + 3d10	70 + 3d10
E.P. Value	15	20
Damage per Attack	1d4/ 1d8/ 1d8	1d4/ 1d10/ 1d10
	Heavy	
Combat Level	3	
Attack Bonus	+3	
Defense	21	
Damage Tolerance	90 + 3d10	
E.P. Value	25	
Damage per Attack	1d4/ 1d12/ 1d12	

The thought of a warhorse brings to mind visions of colorful banners, shining armor, and fair virgins dressed in flowing gowns. Knights proudly ride these powerful, highly trained steeds into contest or battle.

Because of the high demands placed on these steeds, its owner must feed it a balanced oats diet to keep it healthy. Warhorses were bred for ruggedness in combat, not for durability in the wilderness.

Horse, Winged (Pegasus)



Habitat: Winged horses prefer to graze on high mountain steppes where the grass is plentiful and windy updrafts are common. They are quite shy of man, however, and will quickly abandon a favored grazing place whenever a human or humanoid intrudes.

Life Style: herd animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 125 (250 flying)

Strength: above average

Size: large

Origin: Pegasus is the most renowned of all winged horses. This magnificent creature sprang from the blood of Medusa and served as steed to the Greek hero Bellerophon when he slew the Grecian Chimera. Pegasus was eventually deified as the bearer of Zeus' lightning bolts and is immortalized as a heavenly constellation.

Ancient Greece was not the only civilization to dream of flying horses. The Slavonic mythology also has heroes wafting through the clouds on these graceful winged steeds.

Special Characteristics: none

Recovery Time: 7

Absorption: 0

Surprise Adj.: -4 on land (+2 flying)

Attack Modes: hoof/ hoof/ wing buffet

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	2	—	4	-3	-3

Winged Horse Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+4	+6
Defense	24	26
Damage Tolerance	80 + 2d10	100 + 4d10
E.P. Value	28	56
Damage per Attack	1d8/ 1d8/ 1d12	1d8/ 1d8/ 2d6
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+9	+11
Defense	27	29
Damage Tolerance	120 + 6d10	140 + 8d10
E.P. Value	120	300
Damage per Attack	2d4/ 2d4/ 2d8	2d6/ 2d6/ 2d8

The term “winged horse” pretty much says it all. It is simply a horse with a large pair of feathered wings sprouting from its shoulders. Like their more mundane cousins, winged horses gather in herds with a dominant male stallion and a number of mares. The maturing young stallions spar with one another for supremacy over the herd. The losers are driven away.

Any of these creatures that is captured and tamed is a valuable prize. Each easily brings 80,000 silver pieces on the open market. Trappers in the business know that the cost is not outrageous, however, for these creatures are notoriously difficult to ensnare and stable. Their skittish nature forces the equestrians to take flight at the slightest threat and common fences are obviously of little help in corralling them.

Human

Habitat: Man can live almost anywhere. Take, for example, the hovel in which one humble author lived during his college years when much of this game was developed. It was a frightening place inhabited by few creatures that did not scurry into darkness when the lights came on. Over time, the chamber itself became renowned for its voracious appetite. The sinister abode did not consume its visitors directly. It was much too subtle for that. Rather, the dormitory had a strong penchant for the taste of dice. Those entering never knew if they would leave with the same assortment with which they arrived . . . a chilling threat to any serious gamer.

Life Style: variable

Wealth Type: monetary

Alignment: variable

Cunning: average

Speed: 60

Strength: average

Size: medium

Origin: Almost every culture has devised its own tale concerning man’s origins. The Babylonians believed Enki to have formed the first men and women from clay. The Greeks believed they were the resulting pieces of a divine creature split down the middle by an angry god. The Norse preached that the first couple was made from uprooted trees. Despite the endless collection of theories, it took modern science to finally disprove the age-old assertion that all men are pigs. Even so, the apish reality does little to boost man’s self-esteem.

Special Characteristics: variable

Recovery Time: by weapon

Absorption: 0. (Keep in mind that the examples assume a *Parry* of 5 on *Defense* and do not take into account armor, shield, or magical adjustments.)

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
1	1	1	1	1	1	1

Human Archer / Knife Thrower Examples

	Below Avg. Bowman	Average Bowman
Character Level	1	2
Combat Level	1	2
Attack (Shooting)	+4	+6
Attack (Hand Held)	+1	+2
Defense	21	22
Defense (Shooting)	13	15
Damage Tolerance	30 + 1d10	30 + 2d10
E.P. Value	9	16
Damage per Attack	by weapon	by weapon
	Above Avg. Bowman	Well Above Avg. Bowman
Character Level	4	6
Combat Level	4	6
Attack (Shooting)	+9	+12
Attack (Hand Held)	+5	+8
Defense	25	27
Defense (Shooting)	16	18
Damage Tolerance	30 + 2d10	30 + 3d10
E.P. Value	28	60
Damage per Attack	by weapon	by weapon
	Below Heroic Archer	Heroic Archer
Character Level	8	10
Combat Level	9	11
Attack (Shooting)	+14	+16
Attack (Hand Held)	+10	+12
Defense	30	32
Defense (Shooting)	21	21
Damage Tolerance	30 + 3d10	30 + 4d10
E.P. Value	160	420
Damage per Attack	by weapon + 2	by weapon + 2
	Above Heroic Archer	Legendary Archer
Character Level	12	14
Combat Level	13	15
Attack (Shooting)	+18	+21
Attack (Hand Held)	+15	+18
Defense	35	37
Defense (Shooting)	24	25
Damage Tolerance	35 + 4d10	35 + 5d10
E.P. Value	1008	1050
Damage per Attack	by weapon + 2	by weapon + 3

Human Fighter Examples

	Below Avg. Fighter	Average Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus	+4	+6
Defense	23	25
Damage Tolerance	35 + 2d10	35 + 2d10
E.P. Value	12	20
Damage per Attack	by weapon + 2	by weapon + 3
	Above Avg. Fighter	Well Above Avg. Fighter
Character Level	4	6
Combat Level	5	7
Attack Bonus	+9	+12
Defense	27	30
Damage Tolerance	35 + 2d10	35 + 3d10
E.P. Value	45	90
Damage per Attack	by weapon + 3	by weapon + 4
	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+15	+18
Defense	32	36
Damage Tolerance	40 + 3d10	40 + 4d10
E.P. Value	280	1125
Damage per Attack	by weapon + 4	by weapon + 5
	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+21	+23
Defense	38	40
Damage Tolerance	40 + 4d10	40 + 5d10
E.P. Value	2268	2138
Damage per Attack	by weapon + 6	by weapon + 7

Human Mage Examples

	Below Avg. Mage	Average Mage
Character Level	1	2
Combat Level	1	2
Attack Bonus	+1	+2
Defense	21	23
Defense (while spellcasting)	12	13
Damage Tolerance	30 + 1d10	30 + 2d10
Approx. # Spells	1	1
E.P. Value	3	4
Damage per Attack	by weapon-1d4	by weapon
	Above Avg. Mage	Well Above Avg. Mage
Character Level	4	6
Combat Level	3	5
Attack Bonus	+4	+6
Defense	25	28
Defense (while spellcasting)	15	16
Damage Tolerance	30 + 2d10	30 + 3d10
Approx. # Spells	3	6
E.P. Value	21	72
Damage per Attack	by weapon	by weapon
	Below Heroic Mage	Heroic Mage
Character Level	8	10
Combat Level	7	9
Attack Bonus	+9	+11
Defense	30	33
Defense (while spellcasting)	18	21
Damage Tolerance	30 + 3d10	30 + 4d10
Approx. # Spells	13	20
E.P. Value	225	840
Damage per Attack	by weapon + 2	by weapon + 2
	Above Heroic Mage	Legendary Mage
Character Level	12	14
Combat Level	11	13
Attack Bonus	+14	+17
Defense	36	38
Defense (while spellcasting)	24	25
Damage Tolerance	30 + 4d10	30 + 5d10
Approx. # Spells	30	40
E.P. Value	2100	3900
Damage per Attack	by weapon + 3	by weapon + 4

Human Priest Examples

	Below Avg. Priest	Average Priest
Character Level	1	2
Combat Level	2	3
Piety Level	1	1
Attack Bonus	+4	+6
Defense	23	25
Defense (while spellcasting)	13	15
Damage Tolerance	30 + 2d10	30 + 2d10
E.P. Value	15	20
Damage per Attack	by weapon	by weapon + 2
	Above Avg. Priest	Well Above Avg. Priest
Character Level	4	6
Combat Level	5	7
Piety Level	2	4
Attack Bonus	+9	+12
Defense	27	29
Defense (while spellcasting)	16	18
Damage Tolerance	35 + 2d10	35 + 3d10
E.P. Value	49	120
Damage per Attack	by weapon + 2	by weapon + 3
	Below Heroic Priest	Heroic Priest
Character Level	8	10
Combat Level	9	11
Piety Level	7	10
Attack Bonus	+15	+17
Defense	31	35
Defense (while spellcasting)	21	24
Damage Tolerance	35 + 3d10	35 + 4d10
E.P. Value	560	1620
Damage per Attack	by weapon + 3	by weapon + 4
	Above Heroic Priest	Legendary Priest
Character Level	12	14
Combat Level	13	15
Piety Level	12	14
Attack Bonus	+20	+22
Defense	36	38
Defense (while spellcasting)	25	27
Damage Tolerance	35 + 4d10	35 + 5d10
E.P. Value	3192	4125
Damage per Attack	by weapon + 4	by weapon + 5

Human Thief Examples

	Below Avg. Thief	Average Thief
Character Level	1	2
Combat Level	1	2
Attack Bonus (Small Hand Held)	+4	+5
Defense	23	25
Damage Tolerance	30 + 1d10	30 + 2d10
E.P. Value	9	12
Damage per Attack	by weapon	by weapon
	Above Avg. Thief	Well Above Avg. Thief
Character Level	4	6
Combat Level	4	6
Attack Bonus (Small Hand Held)	+8	+11
Defense	27	29
Damage Tolerance	30 + 2d10	30 + 3d10
E.P. Value	35	60
Damage per Attack	by weapon + 2	by weapon + 2
	Below Heroic Thief	Heroic Thief
Character Level	8	10
Combat Level	9	11
Attack Bonus (Small Hand Held)	+14	+16
Defense	32	34
Damage Tolerance	30 + 3d10	30 + 4d10
E.P. Value	200	630
Damage per Attack	by weapon + 3	by weapon + 4
	Above Heroic Thief	Legendary Thief
Character Level	12	14
Combat Level	13	15
Attack Bonus (Small Hand Held)	+19	+22
Defense	37	39
Damage Tolerance	35 + 4d10	35 + 5d10
E.P. Value	1176	1313
Damage per Attack	by weapon + 4	by weapon + 4

We assume that anyone reading this book knows how a human looks and acts. After all, these are the only beings in the universe who find entertainment in tossing around colorful geometric shapes before defiantly screaming that their +5 *Two-Handed Blade of Ultimate Destruction* simply cannot shatter against anything as common as an ordinary steel door. In other words, only they play fantasy role-playing games. Logically, then, you are human. No insult intended.

The examples above refer to the “average Joe” at each level, if such a thing can even be said to exist. Since the offensive and defensive skills of fighters and thieves focus around hand-to-hand combat, their *E.P. Values* have been figured using *Combat Level*. Conversely, spell caster and archer *E.P. Values* are calculated using their *Character Levels*.



J

Jack-in-Irons

Habitat: Like all undead spirits, these ghosts do not require any special environment. However, they tend to be found in dungeons and prisons where captives have died while fettered in heavy iron chains.

Life Style: undead spirit **Wealth Type:** incidental
Alignment: neutral **Cunning:** average
Speed: 20 **Strength:** average
Size: medium

Origin: This spirit gets its name from a ghost haunting Yorkshire England who jumps out and frightens passing travelers. Legends of chained ghosts go back as far as ancient Greece, where one haunted a house rented by the philosopher Athenodorus. Even so, ghosts draped in chains are actually rather rare in folklore, although they are a common motif in literature. The most famous clanking ghost of literature is probably found in Charles Dickens' classic tale *A Christmas Carol*. Here, Ebenezer Scrooge's deceased partner Marley is fettered by all of the many sins he committed in his former life.

Special Characteristics: This creature is Immune to Frost and Mental Spells, is not adversely affected by Severity Damage, is Immune to all but Magical Weapons, is Susceptible to Holy Water, and is Afraid of Sunlight.

Because of their ethereal forms, these ghosts can pass through walls and other barriers without hindrance. In addition, the spirit can simply "fade" from existence only to re-appear at a later time.

Anyone seeing a Jack-in-Irons must make a *Luck Roll* with *Willpower* adjustments. The *Luck Threshold* on the *Luck Roll* depends on the character's alignment. The *Luck Thresholds* for all characters is at least 15. If the character is Evil, Unlawful, or Antisocial, he incurs a cumulative penalty of 5. If he has any Neutral aspects to his alignment, each gives an additional 2 penalty. Good, Lawful, and Social alignment aspects give no penalties. Thus, an Antisocial Unlawful Evil character has a *Luck Threshold* of 30 (15 + 15) on his *Luck Roll*. A character with a Social Unlawful Neutral alignment must roll against a *Luck Threshold* of only 22.

If the *Luck Roll* fails, the character is weighed down by a ghostly chain as described in the priest Miracle spell **Weight of Transgressions** (see *The Manual of Mythology* for details). If any character dies before he is freed from the ghostly chain, he rises again the next night as a Jack-in-Irons.

Recovery Time: N/A **Absorption:** 0

Surprise Adj.: 0

Attack Modes: N/A

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	2	2	2	0	2

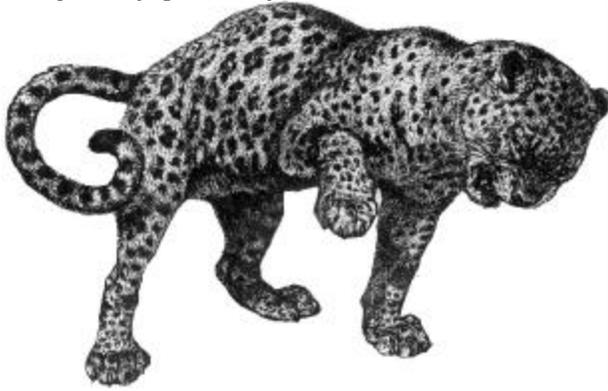
Jack-in-Irons Examples

Nominal	
Combat Level	4
Attack Bonus	N/A
Defense	26
Damage Tolerance	20 + 4d10
E.P. Value	100
Damage per Attack	N/A

A Jack-in-Irons is a ghost heavily weighed down by numerous chains. Each link in the chain represents every sin, crime, and thoughtless act he performed in life that was not counter-balanced by an act of charity or love. The ghost's intentions are to simply show the consequences of a greedy, self-centered life. He cannot directly attack the party.



L

Leopard (Lybbard)

Habitat: Leopards dwell wherever there is sufficient underbrush to cover their presence. Forests, plains, hillsides, and scrub all provide sufficient light and shadow to mask the leopard's presence.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150

Strength: average

Size: medium

Origin: The leopard is native to southern Asia and Africa where it is, understandably, a well-known creature to the mythologies of those areas. The leopard was a symbol of the Egyptian god Osiris and was believed to consume the souls of the damned. The term *leopard* is derived from *leo*, meaning lion, and *pard*, an ancient word for cheetah. In European heraldry, the leopard is known as the *lybbard* and represents ferocity and rashness.

Special Characteristics: Leopards prefer to jump down on prey from above but can just as easily leap from level ground. In either circumstance, its first full turn of attacks includes its hind claws as well (which deliver an equal amount of damage as the fore-claws).

Leopards are aware of both the physical and spiritual realms, being able to sense undead as the Priest Divination spell **Death Perception**. Their close tie to the metaphysical allows leopards to gain sustenance from the wandering spirits of the undead. Their claws and fangs are as deadly to ghosts as they are to living creatures. Consequently, leopards are often viewed as protectors of the living.

Like all cats, leopards have extremely good night vision. They can easily see to a distance of 100 feet or more in the dark depths of the forest after nightfall.

Like most wild animals, leopards are *Afraid of Fire*.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 3

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
1	2	4	—	3	-3	-3

Leopard Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+6	+9
Defense	25	27
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	21	36
Damage per Attack	1d12/ 1d4/ 1d4	2d6/ 1d6/ 1d6
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+12	+15
Defense	29	31
Damage Tolerance	20 + 8d10	25 + 10d10
E.P. Value	100	360
Damage per Attack	2d6/ 1d8/ 1d8	2d8/ 1d8/ 1d8

Leopards are big cats closely resembling panthers. The most obvious physical characteristics that distinguish the leopard from other cats of its size are the multitudinous spots covering its body. These black spots are grouped in patches on the cat's tawny coat and provide excellent camouflage for the feline, which hides in the underbrush awaiting prey.

Although leopards are known to attack men on occasion, they generally content themselves with more conventional prey. Antelopes are their main staple, although a few are partial to dogs. Some of these cats develop a strong preference to a particular type of prey and will focus on its choice to the exclusion of all other opportunities. It is from these occasional finicky felines that true man-eaters arise.

Most leopards, however, will hunt anything coming into their territory, including the undead. In fact, leopards often have a particular fondness for the taste of ectoplasm and will stalk a ghost or phantom before any other available prey.

Lizard, Large Monitor (Nile Monitor, Komodo Dragon)

Habitat: These big reptiles dwell in warm climates. Some species of large lizards are quite comfortable living in the dry desert air, but most require a considerable quantity of water to sustain them. Consequently, large monitor lizards are most commonly found near rivers, large lakes, or underground waterways. It is no surprise that, although these beasts are distinctly land-dwellers, many have at least a modicum of swimming ability.

Life Style: predatory reptile **Wealth Type:** incidental

Alignment: neutral **Cunning:** low

Speed: 30 (60 in short bursts on land of up to 1 turn duration) (50 in water)

Strength: above average **Size:** medium to large

Origin: Monitor lizards include the largest lizard species in the world. The Komodo dragon of Indonesia is the biggest, often reaching 10 feet in length, but the water monitor is a close second with individuals measuring 9 feet. Both the water monitor and Egypt's Nile monitor are superb swimmers.

European folklore attributes all lizards with poisonous bites, which makes lizards popular ingredients in witch brews. The bite of a Komodo dragon is indeed quite deadly since its saliva contains bacteria that will often kill those bitten. Even so, the European superstition concerning the toxicity of lizard bites is certainly unrelated to the komodo due to the considerable distance separating Europe from Indonesia. The Egyptians had no such beliefs about lizard bites, and since the Nile monitor is the primary source for this description, the poisonous bite was omitted.

Special Characteristics: On land, the monitor may sweep with its tail. If the tail strikes, the target must make a *Luck Roll* with *Agility* adjustments or trip (see **Tripping and Fumbling** in the **Combat Rules** section of *The Grimoire of Game Rules*).

When a monitor lizard bites, it retains its hold. Thereafter, it delivers 1d8 points of damage every turn while it rends its prey's flesh. At this point, the reptile's *Defense* to the held prey drops to 10. Of course, the lizard will flee if it sustains too much damage.

Recovery Time: 7 **Absorption:** 2

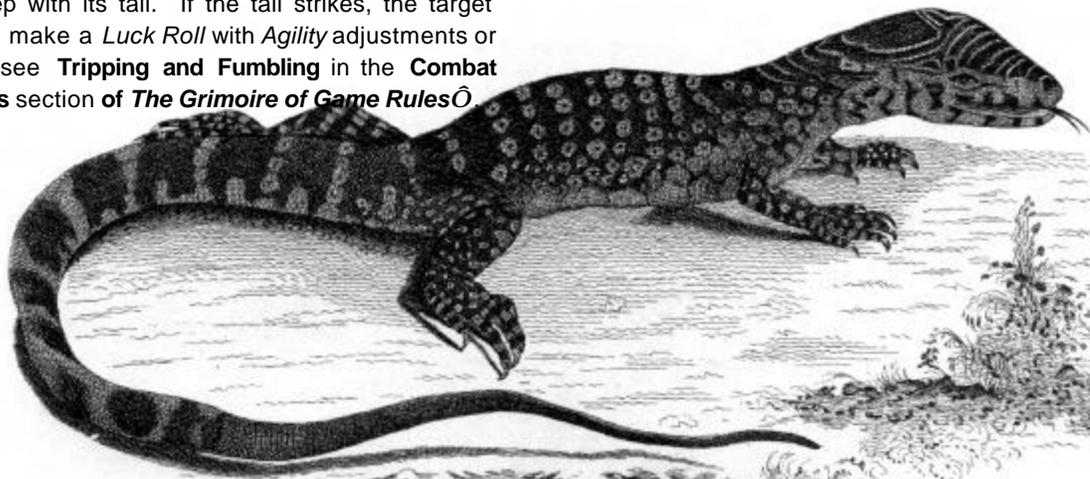
Surprise Adj.: -2 **Attack Modes:** bite/tail

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	-3	—	0	-4	-4

Large Monitor Lizard Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+3	+5
Defense	16	18
Damage Tolerance	40+3d10	40+4d10
E.P. Value	4	14
Damage per Attack	2d4/1d6	2d6/1d8
	Above Avg.	Exceptional
Combat Level	5	7
Attack Bonus	+7	+10
Defense	19	22
Damage Tolerance	50+5d10	80+7d10
E.P. Value	27	90
Damage per Attack	2d6/1d8	2d8/1d10



Monitor lizards are large, squat reptiles that almost seem to drag themselves across the ground with their four sturdy legs projecting outward from their bodies. This clumsy gait is deceptive, however, since their legs are strong enough to lift the lizard's body well above the ground for short bursts of speed. Monitor lizards have formidable-looking claws, but rarely use them in combat, preferring instead to attack with their powerful bites and whip-like tails. Their claws serve them well, though, when the monstrous reptiles climb trees and rocky cliffs. The beast's head is attached to its body with a short, thick neck and its snout is short and round. Like a snake, the monitor lizard's tongue is forked and periodically flicks in and out of its mouth.

Lobster, Giant (Giant Crayfish)

Habitat: Giant lobsters are saltwater creatures that dwell in reefs and rocky underwater terrain. There do exist some freshwater relatives, known as crayfish, that closely resemble lobsters.

Life Style: instinctive crustacean

Wealth Type: incidental **Alignment:** neutral

Cunning: low

Speed: 25 normally, 75 in short bursts (of up to one turn duration)

Strength: above average **Size:** medium.

Origin: Lobsters are found in many regions throughout the world, so it is odd that there is not more folklore surrounding the otherworldly creatures. Lobsters are sacred in Greek mythology, being favored by Perseus. To the natives of Madagascar, lobster meat is taboo. Although lobster meat is considered an expensive delicacy today, its popularity has waxed and waned throughout the ages.

Special Characteristics: If a lobster grasps its prey with its minor claw, the lobster automatically grabs the same target with its major one. Consequently, the minor claw always attacks first on every turn.

Once a lobster grasps its prey with either claw, it maintains its crushing grip for an extended period. At the beginning of every turn after it has grabbed an opponent with a pincer, roll a d6. On any roll of 1, the lobster releases its grip to seek another. While the grip is maintained (on every turn after the first), the minor pincer inflicts 1d6 crushing damage while the major one inflicts 2d8 (no absorption). Of course, this form of attack has its drawbacks since it forces the crustacean's *Defense* to drop to a mere 10.

Recovery Time: 8 **Absorption:** 8 **Surprise Adj.:** -2

Attack Modes: minor pincer/ major pincer

Attributes

PS	ST	AG	MD	PC	WP	FA
3	0	-7	—	-1	-4	-4

Giant Lobster Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+3	+6
Defense	15	17
Damage Tolerance	25 + 2d10	35 + 4d10
E.P. Value	16	28
Damage per Attack	1d6/ 2d8	1d8/ 2d8
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+8	+10
Defense	19	21
Damage Tolerance	45 + 6d10	55 + 8d10
E.P. Value	48	100
Damage per Attack	1d8/ 2d10	1d8/ 2d12

Giant lobsters are highly similar to their smaller cousins in every way but size, having body lengths of 8 feet or more. From their long jointed carapaces sprout five pairs of jointed legs. The front-most pair are the thickest and strongest to support the crustacean's impressive pincers, which are used to fend off enemies and capture prey. From the front project two unblinking eyestalks which give the creature poor, but adequate, eyesight. The strange-looking sea creature can slowly crawl along the sea floor in a "forward" direction, but is much faster when traveling in "reverse." Consequently, lobsters always have a good view of their pursuers.

In many cultures, lobster meat is considered a delicacy. A full-grown lobster will produce approximately 40 pounds of edible meat, which sells for somewhere in the neighborhood of 15 silver pieces a pound. Unfortunately, lobster meat spoils very quickly, losing all of its value in a single day after the crustacean is slain. Fortunately, if a lobster's pincers are somehow disabled, it can usually be kept alive without too much difficulty until sold at market.

Unfortunately, even the most meticulous care may cause distress to the lobster that a true connoisseur's palate may detect. Consequently, the most finicky lobster-lovers will track down, capture, and cook their own meals, often equipped with specially prepared brews combining **Fire Grenades** with a light butter sauce and a twist of lemon.

O

Orc

If you could purchase a totally comprehensive encyclopedia of faery lore, you would find included therein quite a selection of big, ugly, stupid faeries. Almost all of these have extremely nasty dispositions, making excellent raw material for monster writers. At first glance, you would probably think that the big brutes, without exception, had no redeeming qualities at all. However, there is a subset that has a spark of humanity and which promises some interesting role-play. **Legendary Quest** uses the term *orc* to describe this class of faeries as a whole since it is a familiar word to many fantasy enthusiasts. In large part, this is due to J.R.R. Tolkein, who popularized orcs in his classic *Lord of the Rings* trilogy.

Life Style: tribal faery **Wealth Type:** monetary

Cunning: average **Speed:** 60

Strength: high **Size:** medium

Recovery Time: by weapon

Absorption: 0 **Surprise Adj.:** 0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
6	7	0	-2	0	-2	2



Orc Archer Examples (Rare)

	Below Avg. Bowman	Average Bowman
Character Level	1	2
Combat Level	1	2
Attack (Shooting)	+3	+4
Attack (Hand Held)	+5	+6
Defense	20	21
Defense (Shooting)	13	15
Damage Tolerance	50 + 1d10	50 + 2d10
E.P. Value	12	16
Damage per Attack	by weapon+2	by weapon+3
	Above Avg. Bowman	Well Above Avg. Bowman
Character Level	4	6
Combat Level	4	6
Attack (Shooting)	+6	+8
Attack (Hand Held)	+9	+12
Defense	24	26
Defense (Shooting)	16	18
Damage Tolerance	55 + 2d10	55 + 3d10
E.P. Value	35	72
Damage per Attack	by weapon+3	by weapon+4
	Below Heroic Archer	Heroic Archer
Character Level	8	10
Combat Level	9	11
Attack (Shooting)	+10	+12
Attack (Hand Held)	+13	+16
Defense	29	31
Defense (Shooting)	21	21
Damage Tolerance	60 + 3d10	60 + 4d10
E.P. Value	240	720
Damage per Attack	by weapon+4	by weapon + 5
	Above Heroic Archer	Legendary Archer
Character Level	12	14
Combat Level	13	15
Attack (Shooting)	+14	+17
Attack (Hand Held)	+19	+22
Defense	34	36
Defense (Shooting)	24	25
Damage Tolerance	65 + 4d10	65 + 5d10
E.P. Value	1344	1875
Damage per Attack	by weapon + 6	by weapon + 7

Orc Fighter Examples

	Below Avg. Fighter	Average Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus	+8	+10
Defense	22	24
Damage Tolerance	60 + 2d10	60 + 2d10
E.P. Value	28	40
Damage per Attack	by weapon + 4	by weapon + 5
	Above Avg. Fighter	Well Above Avg. Fighter
Character Level	4	6
Combat Level	5	7
Attack Bonus	+13	+16
Defense	26	29
Damage Tolerance	65 + 2d10	65 + 3d10
E.P. Value	81	180
Damage per Attack	by weapon + 5	by weapon + 6
	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+19	+22
Defense	31	35
Damage Tolerance	70 + 3d10	70 + 4d10
E.P. Value	400	1375
Damage per Attack	by weapon + 6	by weapon + 7
	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+25	+27
Defense	37	39
Damage Tolerance	70 + 4d10	70 + 5d10
E.P. Value	2772	2850
Damage per Attack	by weapon + 7	by weapon + 8



Orc Mage Examples

(Extremely Rare)

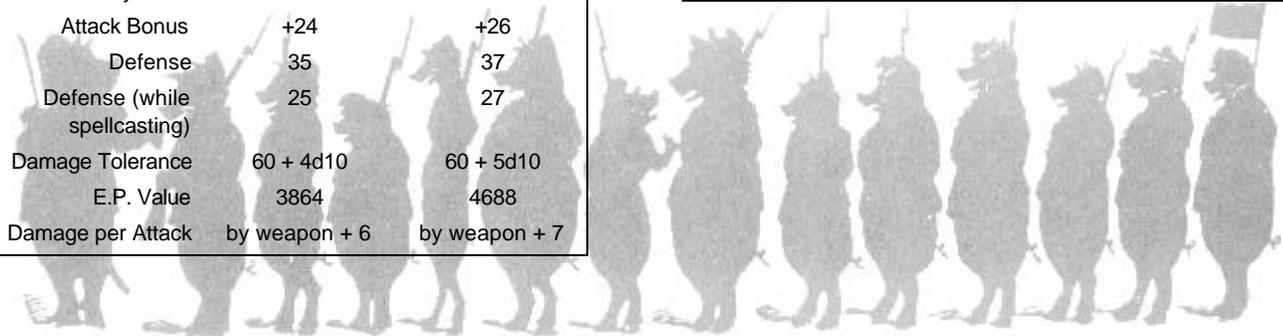
	Below Avg. Mage	Average Mage
Character Level	1	2
Combat Level	1	2
Attack Bonus	+3	+5
Defense	19	21
Defense (while spellcasting)	12	13
Damage Tolerance	45 + 1d10	45 + 2d10
Approx. # Spells	1	1
E.P. Value	9	16
Damage per Attack	by weapon+2	by weapon+2
	Above Avg. Mage	Well Above Avg. Mage
Character Level	4	6
Combat Level	3	5
Attack Bonus	+6	+8
Defense	23	26
Defense (while spellcasting)	15	16
Damage Tolerance	50 + 2d10	50 + 3d10
Approx. # Spells	2	4
E.P. Value	28	60
Damage per Attack	by weapon+3	by weapon+3
	Below Heroic Mage	Heroic Mage
Character Level	8	10
Combat Level	7	9
Attack Bonus	+11	+13
Defense	28	31
Defense (while spellcasting)	18	21
Damage Tolerance	50 + 3d10	50 + 4d10
Approx. # Spells	10	16
E.P. Value	225	660
Damage per Attack	by weapon + 4	by weapon + 4
	Above Heroic Mage	Legendary Mage
Character Level	12	14
Combat Level	11	13
Attack Bonus	+16	+19
Defense	34	36
Defense (while spellcasting)	24	25
Damage Tolerance	55 + 4d10	55 + 5d10
Approx. # Spells	24	30
E.P. Value	1785	3150
Damage per Attack	by weapon + 5	by weapon + 5

Orc Priest Examples

	Below Avg. Priest	Average Priest
Character Level	1	2
Combat Level	2	3
Piety Level	1	1
Attack Bonus	+8	+10
Defense	22	24
Defense (while spellcasting)	13	15
Damage Tolerance	55 + 2d10	55 + 2d10
E.P. Value	21	35
Damage per Attack	by weapon+3	by weapon + 4
	Above Avg. Priest	Well Above Avg. Priest
Character Level	4	6
Combat Level	5	7
Piety Level	2	4
Attack Bonus	+13	+16
Defense	26	28
Defense (while spellcasting)	16	18
Damage Tolerance	60 + 2d10	60 + 3d10
E.P. Value	81	252
Damage per Attack	by weapon + 4	by weapon + 5
	Below Heroic Priest	Heroic Priest
Character Level	8	10
Combat Level	9	11
Piety Level	7	10
Attack Bonus	+19	+21
Defense	30	34
Defense (while spellcasting)	21	24
Damage Tolerance	60 + 3d10	60 + 4d10
E.P. Value	680	1890
Damage per Attack	by weapon + 5	by weapon + 6
	Above Heroic Priest	Legendary Priest
Character Level	12	14
Combat Level	13	15
Piety Level	12	14
Attack Bonus	+24	+26
Defense	35	37
Defense (while spellcasting)	25	27
Damage Tolerance	60 + 4d10	60 + 5d10
E.P. Value	3864	4688
Damage per Attack	by weapon + 6	by weapon + 7

Orc Thief Examples

	Below Avg. Thief	Average Thief
Character Level	1	2
Combat Level	1	2
Attack Bonus (Small Hand Held)	+2	+3
Defense	22	24
Damage Tolerance	55 + 1d10	55 + 2d10
E.P. Value	9	16
Damage per Attack	by weapon+2	by weapon+3
	Above Avg. Thief	Well Above Avg. Thief
Character Level	4	6
Combat Level	4	6
Attack Bonus (Small Hand Held)	+5	+8
Defense	26	28
Damage Tolerance	55 + 2d10	55 + 3d10
E.P. Value	28	60
Damage per Attack	by weapon + 3	by weapon + 4
	Below Heroic Thief	Heroic Thief
Character Level	8	10
Combat Level	9	11
Attack Bonus (Small Hand Held)	+11	+12
Defense	31	33
Damage Tolerance	55 + 3d10	55 + 4d10
E.P. Value	200	450
Damage per Attack	by weapon + 4	by weapon + 5
	Above Heroic Thief	Legendary Thief
Character Level	12	14
Combat Level	13	15
Attack Bonus (Small Hand Held)	+15	+18
Defense	36	38
Damage Tolerance	60 + 4d10	60 + 5d10
E.P. Value	1008	1200
Damage per Attack	by weapon + 5	by weapon + 6



Fenoderee (Phynnoderee, Glastyn)

Habitat: The fenoderee are domesticated faeries who feel most content while they are helping some poor farmer bring in the crop.

Alignment: social good

Origin: Fenoderee is a faery that comes from Manx. If not for its unusual size and strength, it would probably be classified as a hob or brownie due to its highly helpful nature. A closely related faery that is quite a bit more comely than the Fenoderee, known as a Glastyn, also comes from Manx and the Isle of Man.

Special Characteristics: Fenoderee have an *Affinity toward Peasants and Farmers*.

Fenoderee are large, clumsy faeries having a light covering of brown hair over their bulky frames. Their facial features are rather non-symmetrical but are otherwise similar to the average human's. The most obvious physical characteristic which distinguishes a fenoderee from other faery species are its ears, which are derogatively referred to as "sow-ears" but which the fenoderee claim are far more similar in appearance to those of a horse.

Fenoderee may have a brutish appearance, but they are really gentle giants. In fact, the fenoderee are despised and outcast from evil faery societies because of their kindly natures and, although they are tolerated by the good faery races for the same reasons, they have hard times finding homes that will accept them. Consequently, they tend to wander from farm to farm looking for anyone needing strong backs. It doesn't take long for anyone befriending a fenoderee to realize that, although they are on the ugly side of homely and their wits are about as sharp as butter knives, fenoderee hearts are made of solid gold.

Orchi (Orco, Orcus, Orculli)

Habitat: Orchi are tribal faeries favoring mountainous regions where they can establish their communities in cave systems. They are also fond of the salty sea air and will just as easily populate coastal regions.

Alignment: antisocial evil

Origin: One of the aspects of the Roman death god was Orcus who took the

form of a man with a pig's head. Later legends used the term *orc* to describe horrendous sea monsters with enormous maws and boar-like tusks, obviously taking some of the swine-like aspects from the ancient Roman deity. (Incidentally, these tales are also the origin of the term *Orca* applied to killer whales.) In northern Italy folklore slowly devolved the tales of Orcus into the Orchi and Orchulli. The Orchi were slow giants with a penchant for the taste of children, while the Orchulli were smaller, smarter, and smellier.

Special Characteristics: Orchi revel in destruction and conquest. They have little use for the wonders of nature and disdain those that do. Thus, most orchi have a *Hatred toward Elves* and an *Affinity toward Goblins*.

Orchi are large humanoid faeries with brawny limbs and thick torsos. Their ears are pointed like those of elves, although they protrude from high up on the either side of the orc's balding head. Their eyes are generally small and close together, which accentuates their broad mouths. Most male orchi have large lower canine teeth that protrude out over their upper lips and resemble short tusks. While an orchi's head is not identical to that of a swine, it is decidedly pig-like.

The large, clumsy frame of an orchi's body, while highly muscular, never brings to mind graceful sculptures of perfectly proportioned Greek gods. Rather, it reminds one more of the horrors created by those same gods from irreverent humans. It is, of course, quite unwise to point out this fact to any orc.

The temperament of these faeries would embarrass a rabid boar in heat. Nevertheless, every orc respects those of higher rank in his tribe, especially since only the strongest survive long enough to move up in the pecking order. Any orchi officer finding a subordinate disobeying commands is usually left to his own devices in inflicting punishments. To say that these punishments are overly harsh does them no justice.

The orchi band together in tribal units that often war with

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one another over tribal territory. The tribes rarely form into units large enough to present a serious threat to nations or cities. Nevertheless, a great leader occasionally arises among their ranks with enough charisma to sway several tribes into cooperation with one another to conquer, rape, and pillage nearby townships.

Squarefoot (Circe's Sailors)

Habitat: Squarefeet are fond of the sound of crashing waves against the beach and so prefer to house themselves near the coast. Most are good swimmers, and, since they have exceptional fortitudes and are often shunned by society, will often take up residence on small islands.

Alignment: neutral to good

Origin: The term “squarefoot” comes from Jimmy Squarefoot, a humanoid faery with a pig’s head originating on the Isle of Man in the British Isles. Jimmy Squarefoot actually began his folklorish career as a giant pig that could run across both land and sea. Because of his exceptional strength, evil giants mercilessly used him as a steed. In Greek mythology, the evil sorceress Circe turned sailors that landed on her island into pigs. Consequently, orcs with these particularly piggish features would not be too out of place in a Grecian setting.

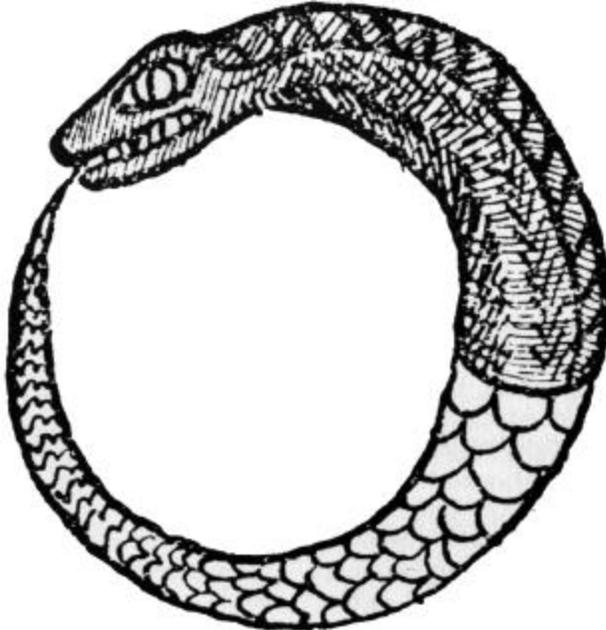
Special Characteristics: Squarefeet have an *Affinity for Humans*. Most have the talent of *Swimming*. Those that do not will pester anyone they meet to train them in the aquatic skill as quickly as possible.

Squarefeet are big men with pig heads and the tusks of wild boars. They are, without a doubt, the most swine-like orcish race of all. Most orcs are understandably sensitive to being compared to pigs. They will hem and haw about their features being unmistakably equestrian or even bovine rather than boar-ish. An impartial listener can shrug his shoulder and even claim that someone could see it that way without being instantly labelled a liar. However, squarefeet orcs have no such luxury. If the apple were to be taken out of the mouth of a royal feast’s main course and propped up in a chair with a hat on its head, no guest would give it a second thought if they believed squarefeet had also been invited to the party.

Although these faeries often terrify the townsfolk they encounter, they can better be described as “big dumb oaf” rather than “Help! Monster! Help!” It is true that they are extraordinarily ugly, but they are actually very fond of people, especially those who do not run at first sight. A

kind word said to a squarefoot is likely to gain the sayer some extended company.

The name “squarefoot” simply refers to the faeries’ large blocky feet, which are well adapted to the life of hard labor most squarefeet lead.

Ouroboros (Hermetic Dragon)

Habitat: Fully mature ouroboros dragons prefer to dwell high up on mountainous regions where they are able to use the persistent updrafts to soar high over the surrounding countryside with little effort. The younger dragons (those still lacking wings), dwell in and around rivers, lakes, and seas. They are excellent swimmers and are often mistaken for small sea serpents. Once the dragon wings begin to sprout, the maturing reptile quickly abandons the watery realm and seeks out loftier quarters. Its treasure is, of course, packed-up and shipped using the most reliable postage available.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: evil

Cunning: average

Speed: 65 (275 flying)

Strength: high

Size: large

Origin: As the ouroboros is usually depicted as a serpent biting its own tail, it is commonly linked with the Nordic Midgard serpent, the dragon that encircles the entire world. The oldest engravings of the ouroboros actually come from ancient Egyptian tombs where the serpent is used to represent resurrection, renewal, and the vast expanse of the universe. Over the ages, the ouroboros, or hermetic dragon, became the symbol of alchemy and the alchemists of old believed that lead could not be transmuted into

gold without this dragon's blood. The form of the hermetic dragon in various alchemical texts varies from that of a simple serpent to that of a cockatrice.

Special Characteristics: The bite of an ouroboros is poisonous to those bitten. In addition to the damage normally inflicted, the bitten individual must make a *Luck Roll* with *Stamina* adjustments against a *Threshold* of 15 plus the dragon's *Combat Level*. Failure indicates a *Dangerous Toxin* affects the bitten character (see **Poison** for details). Characters bitten multiple times suffer the effects of multiple doses of poison (again, see **Poison** for the effects of multiple poison doses).

The breath of the ouroboros poisons those it touches. It may exhale these toxic fumes once per day for every 50 *Damage Tolerance* points possessed by the dragon. The fumes billow out in front of the dragon to a radius of 30 feet. Those in the area must make *Luck Rolls* with *Stamina* adjustments against a *Threshold* of 15 plus the dragon's *Combat Level*. Failing this roll affects a character as a *Moderate Toxin* (see **Poison** for details). The poisonous cloud disperses after a single turn.

If a large party attacks an ouroboros, it will roar in an attempt to frighten off some of its attackers. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower Adjustments*. Those failing flee in terror for 2d6 turns.

Like other dragons, the ouroboros has a natural resistance to charms and enchantments. All spells affecting the creature have their spell levels reduced by 5

Finally, the ouroboros is Immune to Poison and has an Uncontrollable Lust for Gold and Silver.

Recovery Time: 5

Absorption: 8

Surprise Adj.: 1

Attack Modes: bite/claw/claw/tail

Attributes

PS	ST	AG	MD	PC	WP	FA
6	7	-2	--	4	0	0

Ouroboros Examples

	Below Avg.	Average
Combat Level	6	9
Attack Bonus	+10	+14
Defense	25	27
Damage Tolerance	145 + 6d10	150 + 9d10
E.P. Value	396	1320
Damage per Attack	2d8/ 1d10/ 1d10/ 1d12	2d10/ 1d10/ 1d10/ 2d6
	Above Avg.	Exceptional
Combat Level	10	12
Attack Bonus	+16	+19
Defense	28	31
Damage Tolerance	165 + 10d10	180 + 12d10
E.P. Value	2100	3990
Damage per Attack	2d12/ 2d6/ 2d6/ 2d8	3d10/ 2d6/ 2d6/ 3d6

Ouroboros are a rare dragon breed with long, tapering serpentine bodies. Fully mature adults have leathery wings and deadly claws that are grown during the reptile's "adolescence." The young lack these characteristics until reaching adulthood. The most distinctive trait of the ouroboros is the unusual coloration of its scales. The dragon's forequarters are a glistening black while its hind extremities are pure white. The change in shade is abrupt although the placement and form of the boundary varies from one specimen to another. (The wings of the adults are usually black.) In all other respects, these reptiles have the same general appearance as other snake-like dragons.

Alchemists have hunted the ouroboros nearly to extinction. They believe that the blood of one of these creatures is a necessary component in the transmuting of lead into gold. Often this creature is pictured in alchemical books as biting its own tail as a symbol of the constancy of the elements it supposedly protects.

P

Panther

Habitat: Panthers inhabit wooded areas where wild game is plentiful. They prefer hilly and mountainous terrain that provides ledges and outcroppings from which to pounce. Of course, the limb of a tall tree will do just as well. Any rocky overhang or dry cave will serve as a panther's den.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150

Strength: average

Size: medium

Origin: The panther is known throughout Europe, Asia, Africa, and the Americas. The legends describing the panther's sweet breath (from which this description was drawn) date back to Aristotle and Pliny of ancient Greece. Variations of these same tales survived through the Middle Ages.

Special Characteristics: Panthers prefer to jump down on prey from above but can just as easily leap from level ground. In either circumstance, its first full turn of attacks includes its hind claws as well (which deliver an equal amount of damage as the fore-claws).

Mature adult panthers possess scent glands, which gives their breath a sweet aroma. The smell has an effect similar to the mage spell **Perfume of Irresistibility**. (Allow a single *Luck Roll* with *Willpower Adjustments* to avoid the effects.) The sweet perfume lingers for 1d4 hours wherever the panther treads and charms animals and humans alike. Rather than invoking lust and desire, however, the scent induces feelings of security, well-being, and friendship toward the panther. This proves quite handy for the big cat, as the feline can often approach its prey without difficulty. Oddly enough, the scent has the effect of the Arcane Lore spell **Noxious Fumes** on all dragon types.

Like all cats, panthers have extremely good night vision. They can easily see to a distance of 100 feet or more in the dark depths of the forest after nightfall.

Like most wild animals, panthers are *Afraid of Fire*.

When adventurers encounter a single panther, allow a 25% chance for 1d6 cubs to lurk nearby. Each panther cub is worth 250 silver pieces to an animal trainer. If black, its value doubles.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 3

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
1	2	4	--	3	-3	-3

Panther Examples

	Below Avg.	Average
Combat Level	4	6
Attack Bonus	+6	+9
Defense	25	27
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	21	36
Damage per Attack	1d12/ 1d4/ 1d4	2d6/ 1d6/ 1d6
	Above Avg.	Exceptional
Combat Level	8	10
Attack Bonus	+12	+15
Defense	29	31
Damage Tolerance	20 + 8d10	25 + 10d10
E.P. Value	100	360
Damage per Attack	2d6/ 1d8/ 1d8	2d8/ 1d8/ 1d8

A panther is a large cat with a sleek short coat, razor sharp claws, and deadly fangs. It is an exceptionally graceful creature, able to quickly scale steep rocky hillsides and large trees.

Adventurers may find this large feline in the wild roaming its territory in search of meat. It usually avoids encountered parties unless provoked. Chance of attack increases, however, as the number of those in a party decreases. A panther often attacks a lone traveler especially if it can gain surprise.



Porcupine, Giant

Habitat: Giant porcupines live in wooded regions. Although they do have some climbing skills that can be used to ascend into the treetops when pressed, they generally prefer to forage on the forest floor for berries and roots.

Life Style: territorial animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 45

Strength: average

Size: medium

Origin: The myths of porcupines can be traced as far back as Aristotle and Pliny of ancient Greece who claimed that these barbed creatures could shoot their quills like arrows at enemies. In fact, many people still believe this bit of quaint folklore.

Special Characteristics: Any creature striking a giant porcupine with a Hand-Held weapon must make a *Luck Roll* with *Manual Dexterity Adjustment* against a *Luck Threshold* of 15 + the porcupine's *Combat Level*. Failure indicates the striker sustains 2d6 damage from the creature's quills. (Gauntlets can absorb this damage as normal).

When agitated, a giant porcupine will violently shake its body to throw a volley of quills. Any creature within 15 feet of the porcupine when this is done must make a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 15 plus the porcupine's *Combat Level*. Those failing sustain 3d6 damage. The damage can be absorbed by most armors (as a single blow), but chain and banded mail are ineffective against the needle pricks. The porcupine can throw only three such volleys within the span of a week.

Recovery Time: 7

Absorption: 1

Surprise Adj.: -1

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-5	--	0	-3	-3

Giant Porcupine Examples

	Below Avg.	Average
Combat Level	1	3
Attack Bonus	+3	+6
Defense	16	18
Damage Tolerance	30 + 1d10	45 + 3d10
E.P. Value	9	20
Damage per Attack	1-10	1-12
	Above Avg.	Exceptional
Combat Level	5	7
Attack Bonus	+8	+11
Defense	20	21
Damage Tolerance	60 + 5d10	75 + 7d10
E.P. Value	45	90
Damage per Attack	2-12	2-16

Giant porcupines are four legged creatures vaguely resembling large badgers. The most obvious difference is that porcupines sprout a large number of long quills from their backs. From afar, the porcupine simply looks like it has an unusually bristly coat. Upon closer examination, however, the stiffness and needle sharpness of the individual quills is revealed. The quills normally lay down along with the rest of the animal's coat. However, when the creature is frightened or aggravated, its quills stand upright, providing effective protection.

Fortunately, porcupines are gentle creatures who will rarely attack unless their territory is invaded or their offspring are threatened.

R

Rat

Habitat: Rats infest sewers, alleys, cellars, ships, or anywhere else they find a free meal. Consequently, they claim their own humble dominions everywhere human populations arise.

Life Style: animal. The specific behavior of individual rats depends greatly on the rat population and the availability of food. Of course, no adventurer would have any trouble dispatching a lone rat. However, a swarm of starving rodents is another matter entirely.

Wealth Type: incidental **Alignment:** neutral

Cunning: low **Speed:** 30 **Strength:** low

Size: small. Individuals range from 3 to 8 inches in total body length with the tail adding at least half again as much.

Origin: Rats are ubiquitous throughout the world. In China, Japan, and Hindu lore they are revered as bringers of good luck but in most cultures rats are considered omens of death and ill fortune.

Special Characteristics: Up to 15 rats can attack a human sized creature in a single turn. Every group of 5 rats automatically delivers 1d6 damage per turn to any adventurer attacked. Of course, armor helps immensely against such foes. All armor absorbs its normal amount from every d6 delivered.

Rats spread plague and disease. Those battling with rats in a plague infested region must all make *Luck Rolls* with *Stamina* adjustments against a *Luck Threshold* of 15 + 1 per turn of combat. Any character failing his *Luck Roll* is inflicted with the *Black Plague* as described under **Disease** in the **Trauma** section.

Like most animals, rats are normally *Afraid of Fire* but a starved swarm overcomes this handicap.

Recovery Time: 7 **Absorption:** 0

Surprise Adj.: 0 **Attack Modes:** bite

Attributes

PS	ST	AG	MD	PC	WP	FA
-5	0	0	--	0	-4	-4

Rat Examples

	Nominal
Combat Level	0
Attack Bonus	+0
Defense	20
Damage Tolerance	1d4
E.P. Value	1
Damage per Attack	1 (see Special Characteristics)

Rats are common rodents often mistaken for large mice. Their bodies are covered with short fur which is generally a greyish brown but can vary anywhere from pure black to pure white. Their ears lack this fur and, though decidedly mouse-like, are proportionately smaller to the head when compared with those of a mouse. Rat-tails are similarly hairless.

Of course, the finer details of rat anatomy do little to describe the living pulsing mass of screeching appetite that a rat swarm represents..

Rat, Giant

Habitat: Giant rats have the same tastes as do common rats and so tend to dwell in similar surroundings, size permitting.

Life Style: animal **Wealth Type:** incidental

Alignment: neutral **Cunning:** low

Speed: 60 **Strength:** below average

Size: medium

Origin: Rats are common denizens wherever men dwell and are just as prevalent in folklore. Due to their association with the plague, rats are identified with bad luck and death. The giant variety of rat is largely our own construct based on the fact that fairy tales and legends often create giantish versions of common beasts. Even so, Ganesha, the elephant-headed Hindu god of prudence uses a rat as a steed.

Special Characteristics: Like their tiny cousins, giant rats spread plague and disease. All those battling giant rats in a plague-infested region must make *Luck Rolls* with *Stamina* adjustments against a *Luck Threshold* of 15 + 1 per turn of combat. Any character failing his *Luck Roll* is inflicted with the *Black Plague* as described under **Disease** in the **Trauma** section.

Giant rats are *Afraid of Fire*. However, a starving specimen will savagely attack any potential prey regardless of other circumstances.

Recovery Time: 8 **Absorption:** 0

Surprise Adj.: 0 **Attack Modes:** bite

Attributes

PS	ST	AG	MD	PC	WP	FA
-1	1	0	--	0	-4	-4

Giant Rat Examples

	Below Avg.	Average
Combat Level	0	1
Attack Bonus	+2	+3
Defense	17	18
Damage Tolerance	10 + 1d10	10 + 1d10
E.P. Value	2	3
Damage per Attack	1-4	1-6
	Above Avg.	Exceptional
Combat Level	2	3
Attack Bonus	+4	+6
Defense	19	20
Damage Tolerance	10 + 2d10	10 + 3d10
E.P. Value	4	15
Damage per Attack	1-8	2-12

Giant rats have the same whiskers, twitching noses, and dark cold eyes of common rat varieties. The only significant difference is that theirs come in king-sized versions.

Because of their greater bulk, giant rats demand a considerable quantity of food. Since food availability is invariably limited, giant rat populations rarely grow too large. A given infestation will probably consist of no more than a few dozen creatures. Consequently, giant rats do not present the swarming hazards of the more common rodents. In fact, giant rats themselves occasionally fall prey to the seething, writhing packs of their diminutive kindred.

Ratman

Habitat: Ratmen inhabit a variety of climates, but they are most commonly found in the sewers and storm-drains of large cities.

Life Style: tribal beast-man **Wealth Type:** monetary

Alignment: neutral to neutral evil

Cunning: below average (to average)

Speed: 60 **Strength:** below average **Size:** sm to med.

Origin: Due to the fact that they are the primary means of the plague's spreading, rats are often identified with bad luck and death. They are not always depicted as dumb animals, however. Scandinavian and Germanic folklore abounds with animals of all sorts that possess the ability of human speech. One such example of a talking rat is found in Hans Christian Andersen's *The Hardy Tin Soldier*.

Special Characteristics: Ratmen are conniving little rodents that can make excellent thieves. All possess the skills of *Urban Stealthing*, *Opening Locks*, and *Picking Pockets* that they utilize at skill levels equal to their *Combat Levels*. See *The Grimoire of Game Rules* for details.

Absorption: 0 **Surprise Adj.:** 0

Attack Modes: Ratmen use small, hand-held weapons.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	2	2	2	0	-2

Ratman Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+5	+6
Defense	23	25
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	6	8
Damage per Attack	by weapon	by weapon
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+9	+12
Defense	28	31
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	14	24
Damage per Attack	by weapon + 2	by weapon + 3

A ratman has the physical attributes of both rat and man. It does not take a close examination, however, to discern that their ratty features far outnumber their human ones.

Their human attributes include a high-pitched squeaky voice and exceptionally nimble hands with long bony fingers and sharp fingernails. Their dexterous digits, easily capable of picking locks, serve them well in their pilfering ways. Besides their itchy fingers and obnoxious voices, ratmen have a decidedly rattish look. In fact, a naked ratman could easily be mistaken for a giant rat.

Ratmen are notorious thieves and frequently venture from their familiar sewers in search of riches. They often carry weapons, simple thieving equipment, and have been known to carry large sacs in which to haul their loot.

Ray, Manta (Devil Fish)

Habitat: Manta rays commonly inhabit the edges of coral reefs where, it is believed, they lie in wait for shipwrecks to deposit their tasty crews into the

choppy waters.

Life Style: aquatic animal **Wealth Type:** incidental

Alignment: neutral **Cunning:** low

Speed: 50 in water **Strength:** above average

Size: large

Origin: Due their large size and ominous appearance, sailors feared these creatures and greatly exaggerated their ferocity, dubbing them "devil



fish." In reality, mantas are extremely gentle sea dwellers whose large maws are used simply to

strain food from seawater. Their portrayal in legend could hardly be further from reality, but in a game based on folklore, fancy holds sway over fact.

Special Characteristics: The sting of a manta ray delivers a *Moderately Hazardous Toxin* and can be used any number of times per day. See the **Poison** section in this book for further details.

Recovery Time: 4 **Absorption:** 0

Surprise Adj.: -1 **Attack Modes:** bite/ sting.

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	-12	--	0	-4	-4

Manta Ray Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+5	+7
Defense	10	10
Damage Tolerance	50 + 1d10	50 + 2d10
E.P. Value	3	4
Damage per Attack	2d6 / 1d6 + poison	2d8/ 1d8 + poison
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+9	+11
Defense	12	14
Damage Tolerance	50 + 4d10	50 + 6d10
E.P. Value	7	24
Damage per Attack	3d6/ 1d10 + poison	2d10/ 1d10 + poison

A manta ray is a large sea creature with an expansive flat body. Its horizontal, almost dish-like frame is perfectly suited for lying clandestinely on the ocean floor. Despite its great bulk, a manta ray is a graceful creature that seems to fly through the water like a huge lumbering albatross lazily flapping its “wings.”

Mantas have impressive maws that can easily engulf the large fish on which they prey. The biggest of these beasts can swallow a man whole and will do so if the opportunity presents itself. Trailing behind the ray is a long ribbon-like tail whose flexibility belies the threat it represents. In combat, the tail whips it deadly barbed tip with dexterity and lightning speed.

Due to their strength and size, “devil fish” often serve as steeds for the water dwelling races. Extensive training from hatching can turn one of these aquatic horrors into a superb war steed.

Ray, Sting (Jenny Haniver)

Habitat: Stingrays dwell in shallow waters along coasts and in coral reefs. They prefer resting on sandy bottoms where quick, rippling motions will cover their flattened bodies with thin layers of natural camouflage.

Life Style: aquatic animal

Wealth Type: incidental

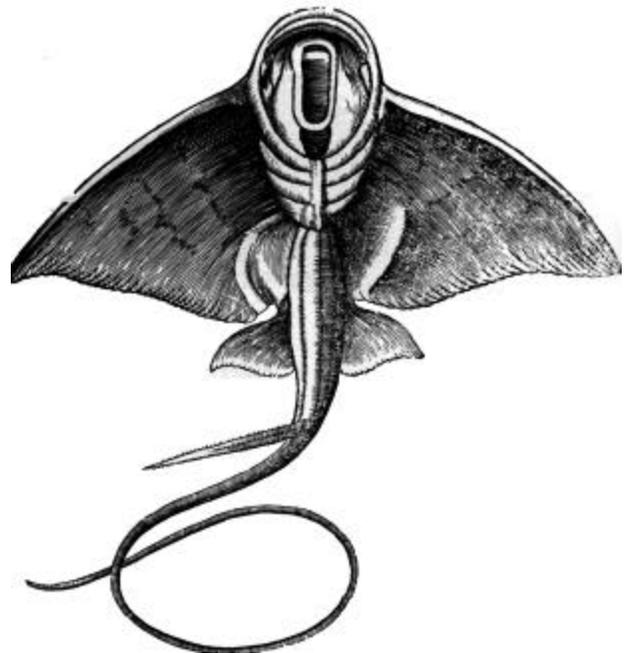
Alignment: neutral

Cunning: low

Speed: 25 (young) or 50 (adult)

Strength: low

Size: small



Origin: Stingrays are quite common in many oceans of the world. However, sailors purposefully heightened the dread over these docile creatures in order to make an easy buck. Often, when a small ray or skate was caught or found dead on the beach, an unscrupulous seafarer would tie a cord around the jaws to form a “neck.” The snout would then be bent up to reveal the underside nostrils which would take on the eerie appearance of empty eye sockets and the side fins would be curled over the poor creature’s back to fashion leathery wings. Finally, the whole thing would be dried in the sun and varnished. Despite its small size, the completed work was quite terrifying to behold. These “Jenny Hanivers,” the name the craftsmen give these monstrous creations, could catch a decent sum at any seaside curio shop.

Special Characteristics: When buried in sand, a young stingray is very difficult to spot. In such cases, treat the ray as having the skill *Rural Stealthing* at a skill level equal to its *Combat Level* (see *The Grimoire of Game Rules* for details). Once the ray reaches maturity, its transformed body can no longer hide effectively in the sandy ocean floor.

The sting of these creatures delivers a *Moderately Hazardous Toxin*. Only three such injections can be made in a given day. See the **Poison** section elsewhere in this book for further details.

Recovery Time: 4

Absorption: 0

Surprise Adj.: +2

Attack Modes: The young have only a stinger at the end of a long whip-like tail. When reaching an adult (or Haniver) state, the creatures have both a bite and a sting.

Attributes

PS	ST	AG	MD	PC	WP	FA
-3	-3	-4	--	0	-4	-4

Sting Ray Examples

	Young Ray	Adolescent Ray
Combat Level	1	2
Attack Bonus	+6	+7
Defense	17	18
Damage Tolerance	10 + 1d10	10 + 2d10
E.P. Value	6	8
Damage per Attack	1d4 + poison	1d6 + poison
	Jenny Haniver	Exceptional Jenny Haniver
Combat Level	3	5
Attack Bonus	+8	+10
Defense	19	20
Damage Tolerance	10 + 3d10	10 + 5d10
E.P. Value	15	27
Damage per Attack	1d8/ 1d6 + poison	1d10/ 1d8 + poison

When young, stingrays are flat-bodied sea creatures that swim through water with flapping motions similar to that of ponderous birds. Their skin varies from brown to grey to black and is slippery to the touch. Two eyes bulge from the back while mouth and “nostrils” are found on the underside. If confronted, a young stingray will usually flee at the earliest opportunity to hide in the sandy bottom.

Upon reaching maturity, a strange transformation warps the bodies of these creatures. Unlike the caterpillar that undergoes a spectacular metamorphosis from an ugly worm into a beautiful butterfly, stingrays mutate from weird looking to downright monstrous. Their whole head distends and arches back to reveal a maw filled with newly grown needle-like teeth. In addition, the side fins enlarge to allow the creature greater maneuverability and speed. Some even grow small arm-like appendages apparently used to grasp onto their struggling prey.

Hanivers commonly congregate in schools having between 5 and 20 individuals. They are never shy about attacking large prey and have even been known to kill small whales. They have voracious appetites and will eagerly dig into any man-sized morsel swimming by. They especially like tourists.

Revenant

Habitat: Revenants have few constraints on them concerning their abodes. Being essentially dead, they don't eat, drink, or even breathe. The most critical requirement for a revenant's lair is that it must be free from the light of day. It should also be tastefully decorated. Some pastel curtains and a few throw pillows around the resident's coffin can go a long way toward that “dead but not drab” effect.

Life Style: undead humanoid

Wealth Type: hoard

Alignment: evil

Cunning: above average to exceptional

Speed: 70

Strength: high

Size: medium

Origin: Many cultures have legends of revenants, or undead which rise long after death to revenge some wrong or fulfill some quest. Many tales describe revenants are merely ghosts, terrifying the living with their apparitions. Others liken revenants to vampires, giving them a more substantial nature.

Special Characteristics: When a dead body rises as a revenant, its undead state bestows an enhanced physical prowess. Its *Physical Strength* rises above its former living value by approximately 5 or 6 points and its *Stamina* increases by about 2 or 3 points. The *Comeliness* of a revenant, however, drops fully 4 points as its flesh dehydrates, thinly stretching over its skeleton.

Once per day, a revenant can assume an ethereal state like that of a ghost. This acts in a manner similar to the mage spell **Ghostly Form** cast at a spell level equal to the revenant's *Combat Level*.

Note that most spells that transform the shape of a creature (i.e., the mage spells **Shape Change**, **Metamorphosis**, etc.) will only work on living flesh. However, even magics that can transform undead flesh will decay within one day to leave the ugly, dry husk of the revenant's cursed form.

Although they loathe doing so, revenants may venture into the sunlight as long as they cover themselves in protective clothing (such as a hooded cape or robe). If uncovered in the sunlight, a revenant takes 1d6 damage per turn.

Like all undead, revenants are Immune to Frost and Mental Spells, are not adversely affected by Severity Damage, are Susceptible to Holy Water, and have an Aversion to Sunlight.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
6	5	2	2	1	1 to 5	2

Revenant Examples

	Below Avg.	Average
Combat Level	10	12
Attack Bonus	+17	+19
Defense	37	39
Damage Tolerance	50 + 10d10	50 + 12d10
E.P. Value	1080	2250
E.P. for Spellcaster	1380	2875
Damage per Attack	by weapon + 6	by weapon + 8
	Above Avg.	Heroic
Combat Level	14	16
Attack Bonus	+21	+23
Defense	41	43
Damage Tolerance	50 + 14d10	50 + 16d10
E.P. Value	5700	9500
E.P. for Spellcaster	7200	11875
Damage per Attack	by weapon + 9	by weapon + 10

A revenant is a nightmarish undead creature risen from the grave to carry out some foul purpose. Its dry darkened flesh is drawn taut over its bones much like

that of a mummy. Despite the dehydrated appearance of its frame, a revenant's muscles are as wiry and tough as steel cables, giving the specter terrifying strength.

The majority of revenants arise naturally. These horrors are powered by nothing more than the deceased's lust for vengeance against some wrong. A few of these creatures, though, are purposefully created through Necromantic rituals (i.e., the mage spell **Revenancy**). Some powerful spell casters even place themselves in this state in a desperate ploy to postpone their own inevitable deaths.

Revenants retain all abilities possessed in life. The strength of a revenant depends greatly on the depth of its seething anger against his targeted foe and the potency of the magics sustaining it.



S

Scorpion, Giant

Habitat: Giant scorpions are most commonly found in desert regions although they are not unknown in temperate climates. They are most active at night, preferring the anonymity of darkness while hunting. Even so, scorpions take great pleasure in lazy sunbaths when temperatures drop to moderate levels.

Life Style: predatory bug

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 55

Strength: average

Size: medium

Origin: Scorpions are universally associated in folklore with death and evil. Egyptian myth links the scorpion with Serket, the goddess of death, and asserts that crocodiles sometimes transform into scorpions upon drawing their final breaths.

In ancient Greek lore, an enormous scorpion was sent by the gods to sting and kill the great hunter Orion. They were afraid that Orion would wipe out the world's entire animal population if nothing were done to prevent the tragedy. Thereafter, the gods placed the venomous arachnid in the sky, far away from humanity. Thus, Scorpio became the eighth Zodiacal sign.

Legend also has it that a brew containing a powdered scorpion is a sure cure for scorpion stings.

Special Characteristics: Scorpions initially attack with their pincers to grip their targets. If a scorpion is successful in attacking with at least one pincer, its

stinger tail automatically strikes. At this point, the grip is released to allow the scorpion to seek another foe. If it fails to grip with its pincers, the scorpion will thrust its tail forward, making a normal *Attack Roll*. Note that the pincers are too small and weak to deliver *Severity Damage* but the stinger has no such restrictions.

When the tail strikes, it injects a *Deadly Toxic Poison* (see **Poison** elsewhere in this book for details). The stinger is capable of delivering only three such doses every day, but the sting can still deliver physical damage even after the poison is depleted.

Recovery Time: 6

Absorption: 4

Surprise Adj.: -1

Attack Modes: pincer/ pincer/ sting

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	0	--	1	-4	-4

Giant Scorpion Examples

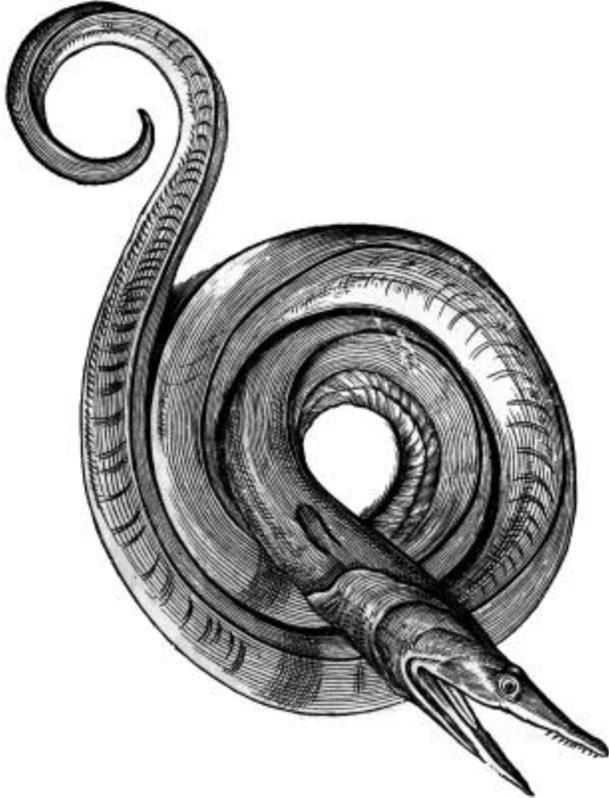
	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+4	+7
Defense	22	24
Damage Tolerance	15 + 2d10	15 + 4d10
E.P. Value	24	49
Damage per Attack	1d4/ 1d4/ 1d10+poison	1d4/ 1d4/ 1d12+poison
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+10	+13
Defense	26	29
Damage Tolerance	25 + 6d10	35 + 8d10
E.P. Value	96	200
Damage per Attack	1d4/ 1d4/ 2d6+poison	1d4/ 1d4/ 2d8+poison

A giant scorpion is a large arachnid having a segmented abdomen tapering into a long forward curving tail that is tipped with a deadly stinger. It has four pairs of spindly legs supporting its abdomen and two small pincers in front that wave threateningly when approached. Its exoskeleton is a pale reddish color, giving it adequate camouflage in sandy regions.

Scorpion stingers are highly prized by alchemists who often have standing bounties on the tails. Despite the obvious danger scorpions represent, many desperate

men risk their lives to collect the offered rewards. A single scorpion stinger will earn the bearer approximately 100 silver pieces. Of course, a given alchemist can only use so many, so the proffered prices tend to drop as the supply increases.

Sea Serpent



Habitat: Sea serpents prefer the cold waters of Arctic regions and the cool waters of temperate zones. This preference is probably due to the greater availability of whales in these regions, which comprise the main staple of their diets. It is not likely to be a physical limitation of the sea serpent, since these large reptiles are occasionally spotted in the oceans of warmer climes.

Life Style: aquatic dragon

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150 in water

Strength: exceptional

Size: immense (100 to 250 feet long having a maximum width of 5 to 10 feet).

Origin: Sailors have reported sea serpents throughout the ages all over the world. The sightings were

most common in the North Atlantic and Baltic seas and around the British Isles.

Special Characteristics: If a sea serpent spots a ship that is small enough to sink, it will wrap its coils around the boat and attempt to breach the hull. The serpent takes 1d6 turns to coil itself around the vessel in a looped tail-first fashion. During this time, the serpent's head will be held high above the water to attack anyone threatening its vulnerable body. Once it has encircled the craft, the sea monster constricts with its powerful muscles, taking 2d6 turns to crush a hole in the hull sufficiently large to sink the ship. After opening a sizable hole, the serpent releases the ship to devour escaping sailors.

Sailors can easily strike a serpent's body coiled around the hull of a ship. In this vulnerable state, the body has a 0 *Defense* if the serpent's head is somehow too preoccupied to provide adequate protection. Of course, the serpent's great length provides its head easy reach to any part of the sinking ship, so nothing short of a giant squid attack is likely to divert its attention away from its own defense. For most situations, the creature's *Defense* is listed below.

20% of sea serpents spit acid (which requires a successful *Attack Roll* on the target). Each spit causes a number of d10 damage equal to the serpent's *Combat Level*. The spit can be used 3 times per day.

Another 20% of sea serpents breath forth steam in a cone 80 feet long with a 50-foot base diameter. This scalding steam delivers a number of d6 damage equal to the serpent's *Combat Level* to everyone in the affected area. Allow a *Luck Roll* for 1/2 or 1/4 damage. The breath may be used only twice per day.

Like all dragon forms, sea serpents are somewhat immune to the effects of magic. Any spell affecting the beast has its spell levels reduced by 5.

Recovery Time: 9

Absorption: 12

Surprise Adj.: 0

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
14	9	-5	--	0	-4	-4

Sea Serpent Examples

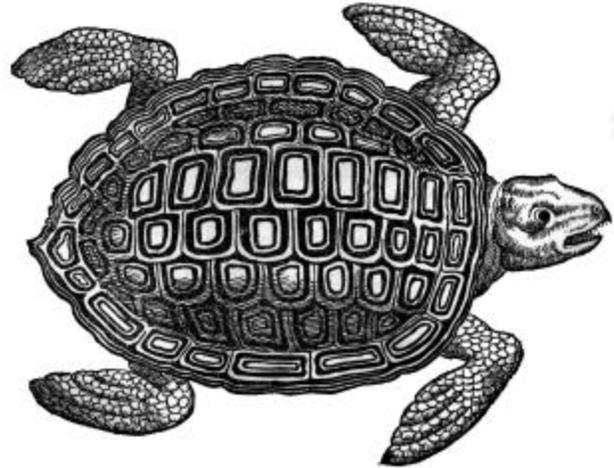
	Below Avg.	Average
Combat Level	10	12
Attack Bonus	+17	+20
Defense (in water)	21	23
Defense (wrapped around ship)	11	12
Damage Tolerance	425 + 10d10	600 + 12d10
E.P. Value	1440	3255
E.P. (Breathers)	1740	3780
Damage per Attack	6d6	7d6
	Above Avg.	Exceptional
Combat Level	14	16
Attack Bonus	+23	+26
Defense (in water)	25	27
Defense (wrapped around ship)	13	14
Damage Tolerance	825 + 14d10	1075 + 16d10
E.P. Value	6000	10450
E.P. (Breathers)	6750	13585
Damage per Attack	8d6	9d6

Sea serpents terrorize the seas. Their enormous serpentine bodies support huge, dragon-like heads that snap and strike with a speed belying their great size. Malicious eyes bulge from their bony sockets and accentuate the vile stench fuming from their toothy maws. Perhaps equally terrifying, rigid slick scales deflect and absorb the force from the strongest of blows, giving these monsters an air of absolute invulnerability.

Sea serpents instinctively hunt whales and are most commonly found in the same waters. It is likely that ship hulls which are mistaken for the underbellies of whales gives young serpents the necessary training to hunt sailors. They soon find that men are not as filling as whales, but they are a whole lot easier to hunt.

Once a serpent acquires a taste for human flesh, it will often begin lurking near common trade routes to await passing ships. They will attempt to sink ships having only half their own body lengths. Any larger vessels will be attacked outwardly for the occasional morsel that can be snatched from their decks.

Sea Turtle, Monstrous



Habitat: Sea turtles are found only in the deep open sea where food supplies are plentiful enough to support creatures with such great bulk.

Life Style: sea-dwelling territorial reptile

Wealth Type: hoard

Alignment: good

Cunning: high

Speed: 15 (100 in water)

Strength: exceptional

Size: great (50 to 100 feet long)

Origin: Giant sea turtles were sprinkled about on old mariner maps indicating some of the various sea monsters to expect in uncharted waters.

Special Characteristics: The sailors on any boat which a sea turtle attempts to capsize must use their *Seamanship* skills to make a *Collective Success Roll* against a *Success Threshold* equal to 10 plus the *Combat Level* of the turtle. Of course, the size of the vessel also enters into the equation. Add adjustments to the roll according to the following table:

Length of Vessel	Success Roll Bonus
10 feet	-8
20 feet	-4
35 feet	-2
60 feet	+0
100 feet	+2
150 feet	+4
200+ feet	+8

If the turtle does not succeed on its first attempt, it will try again until it succeeds or is driven off. One such attempt may be made every 2d4 turns.

Recovery Time: 6

Absorption: 8 (25 on shell)

Surprise Adj.: -4

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
16	10	-11	--	4	-4	-4

Monstrous Sea Turtle Examples

	Below Avg.	Average
Combat Level	8	10
Attack Bonus	+11	+13
Defense	17	19
Damage Tolerance	225 + 8d10	250 + 10d10
E.P. Value	500	1380
Damage per Attack	3d12	5d8
	Above Avg.	Exceptional
Combat Level	12	14
Attack Bonus	+15	+17
Defense	21	23
Damage Tolerance	275 + 12d10	300 + 14d10
E.P. Value	2520	4050
Damage per Attack	4d12	5d10

The giant sea turtle lives a relatively unobtrusive life in the salty seas. Although sea turtles are generally thought of as peaceful creatures, they are true carnivores that will eat anything they deem edible. Their normal fare includes large fish, giant lobsters, giant crabs, and the occasional sailor.

Sea turtles quickly learn to associate the delectable taste of sailor meat with the underbelly of boats. Because of this, a giant sea turtle will purposely surface underneath boats and small ships in an effort to capsize them and spill their contents.

Although clumsy and slow on land, this creature's bulk belies its true grace underwater. Only 3 attackers may surround a giant sea turtle's head at a given time. The head absorbs only 8 points of damage per blow while the shell absorbs a full 25 points.

Shadow (*Khaib, Umbra, Shade*)

Habitat: Shadows are denizens of graveyards, crypts, and dungeons where they lurk about in dark corners and forgotten passageways.

Life Style: undead spirit

Wealth Type: incidental

Alignment: social neutral evil

Cunning: average

Speed: 95

Strength: average

Size: medium

Origin: Tales of shadows and shades were first recorded in ancient Egypt where it was believed that a man's shadow, or Khaib, was part of his soul (the other parts being the Akh, Ba, Ka, and Khu). The Romans referred to the shadow as the umbra, which departed from the body after death to live in the Land of Shade. In medieval times, it was believed that a person who lost his soul could be identified by his lack of a shadow.

Special Characteristics: When a shade attacks its victim, it completely ignores the physical body. Instead, it concentrates on the target's shadow. Every time the target's shadow is touched, the shade drains experience points from the target as the Religious Curse spell **Essence Ebb** (see *The Manual of Mythology* for details). Treat the spell as if cast at a spell level equal to the shade's *Combat Level*.

If the amount of E.P. drained from a victim equals his *Total E.P.*, his own shadow flees to join its liberators in their dark deeds. From this point onward, the shadowless victim is totally unable to gain further experience points. His only hope at further advancement is to somehow be re-joined with his freed shadow.

Although a bright light source can clearly identify the presence of a disembodied shadow, it causes the shade no real harm. In fact, only weapons that cast their own shadows are able to affect these creatures in any way. Thus, fire and electrical attacks do them no harm but normal swords and maces can.

Like all undead creatures, shadows are Immune to Cold and Mental Spells, are not adversely affected by Severity Damage, are Susceptible to Holy Water, and are Afraid of Sunlight.

Shadows are remarkably agile and can **Bound** at will (as the mage spell), which is cast at a spell level equal to the shade's *Combat Level*.

Because of their unusual natures, shadows can pass through any transparent or translucent substance. The more foggy the material, however, the slower the shadow's passage. Of course, the shade cannot travel through magical barriers which specifically bar spirits.

Recovery Time: 5

Absorption: 0

Surprise Adj.: +6

Attack Modes: draining touch (see *Special Characteristics*)

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	4	0	0	1	0

Shadow Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	27	28
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	210
Damage per Attack	N/A	N/A
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+14	+17
Defense	33	35
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1128
Damage per Attack	N/A	N/A

Shadows are unusual undead spirits that look precisely like the shadows cast by ordinary humans and humanoids on floors and walls. The major distinguishing feature of these shades is the noticeable lack of any physical body to do the actual casting. From the shadow's perspective, the absence of an encumbering physical form is a pure joy. Their freedom makes them remarkably light on their feet and allows them to perform great bounds and acrobatics.

Shadows are relatively social to one another and enjoy silently dancing and frolicking with any playmates they encounter. If a shade encounters another who still serves a physical body, it will do its best to free the poor shadow from its bondage. To do so, the shade will quietly lurk in dark passages and pounce on the enslaver at its first opportunity.

Shark, Great White

Habitat: Great whites patrol all of the world's seas continuously searching for meaty meals.

Life Style: aquatic animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 100 (in water)

Strength: high

Size: great

Origin: Shark myths are found wherever there is ocean. They are seen by some cultures as the reincarnations of dead ancestors. Western lore asserts that a shark following a ship is an omen of death.

Special Characteristics: none

Recovery Time: 6

Absorption: 1

Surprise Adj.: 1

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
4	4	-3	--	1	-4	-4

Great White Shark Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	22	24
Damage Tolerance	90 + 5d10	100 + 7d10
E.P. Value	72	126
Damage per Attack	5d6	6d6
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+12	+14
Defense	26	28
Damage Tolerance	110 + 9d10	120 + 11d10
E.P. Value	400	930
Damage per Attack	7d6	8d6

Great white sharks are finely tuned eating machines. They have sleek long torpedo bodies that glide through the water with surprising speed. Their sense of smell is superb giving them the ability to detect fresh blood at distances of up to a mile. Once their quarry is tracked down, sharks will circle for several minutes, searching the waters for danger with their black soulless eyes before lunging. Once the attack begins, however, they take little time in devouring their prey. Their large maws are lined with countless rows of dagger-like teeth enabling them to treat seals like second-graders treat chocolate ice cream. (The quantity of goop sticking to the face is far less important than the goody-shoveling rate.)

Skeleton

Habitat: Skeletons can be found anywhere the decayed remains of the dead are laid to rest. They have almost no wills of their own, and so are unafraid of injury or death. They do, however, seem to prefer dark dank cobweb-filled surroundings.

Life Style: undead humanoid

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 60

Strength: average

Size: medium

Origin: Every religion in history deals in some way with death and the human skeleton is death's universal symbol. Consequently, nightmarish tales of skeletons with dark powers and evil intent appear throughout the world's mythologies.

Special Characteristics: Blade weapons which strike skeletons deliver only half damage as bones are far more difficult to cut than flesh.

Skeletons are Immune to Cold and Mental Spells, are not adversely affected by Severity Damage, are Susceptible to Holy Water, and have an Aversion to Sunlight.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	0	0	0	-4	-4

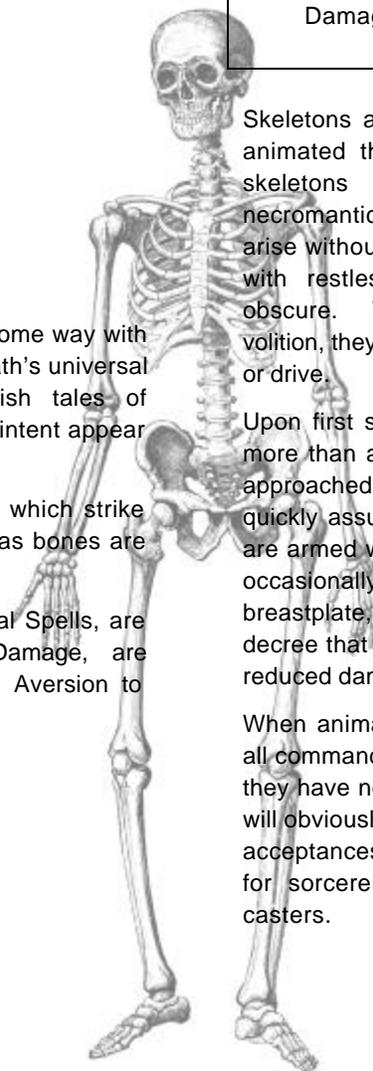
Skeleton Examples

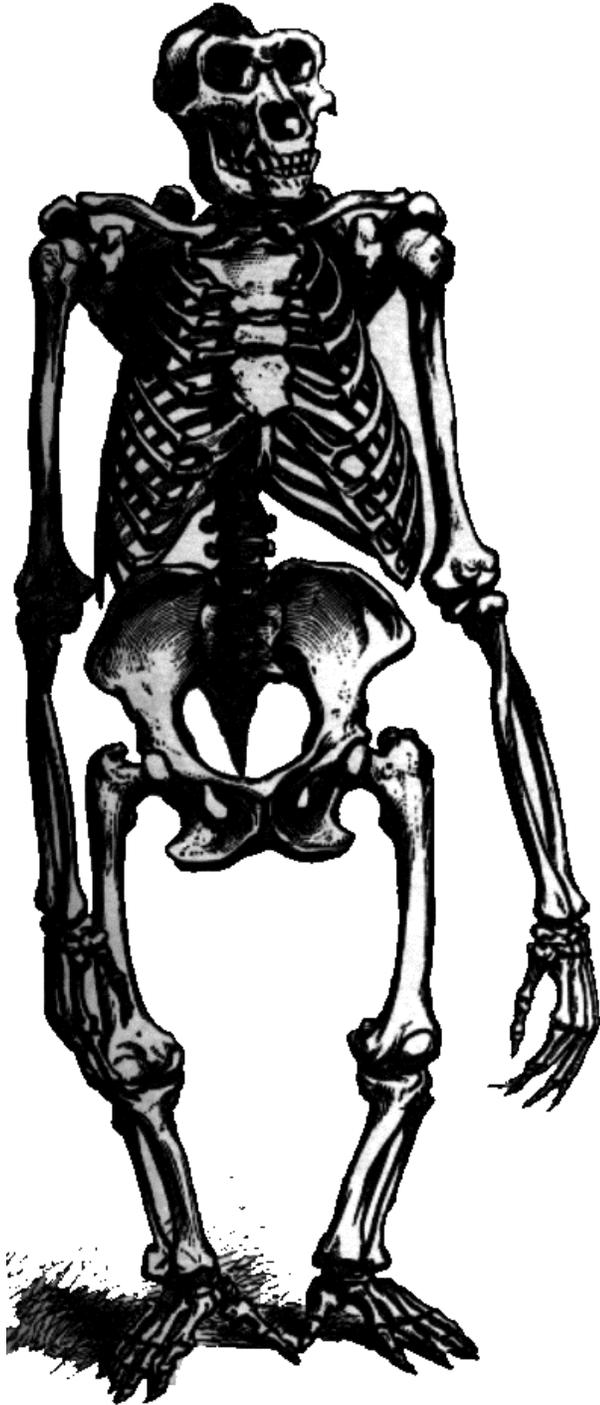
	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+1	+2
Defense	21	22
Damage Tolerance	20 + 1d10	20 + 2d10
E.P. Value	30	40
Damage per Attack	by weapon	by weapon
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+4	+6
Defense	24	26
Damage Tolerance	20 + 4d10	20 + 6d10
E.P. Value	70	132
Damage per Attack	by weapon	by weapon

Skeletons are the final remains of the dead that are animated through some unholy power. While many skeletons are imbued with undeath through necromantic spells and rituals, a large fraction of them arise without magical aid. Many are simply possessed with restless spirits whose motives are, at best, obscure. While the bones move under their own volition, they usually have very little in the way of purpose or drive.

Upon first sight, a skeleton often appears as nothing more than a dusty, disorganized pile of bones. When approached, the pile stirs and, with a bit of quiet rattling, quickly assumes its proper structure. They frequently are armed with decaying and rusting weapons and are occasionally armored with a dilapidated helmet, breastplate, or shield. (It is quite reasonable for you to decree that an encountered skeleton's weapon delivers reduced damage due to its poor condition.)

When animated through dark magics, skeletons obey all commands of their creators unquestioningly. In fact, they have no fear or hesitation in obeying requests that will obviously lead to their own quick deaths. Their blind acceptances of all orders make them excellent slaves for sorcerers, necromancers, and other black spell casters.



Skeleton, Animal

Habitat: Animal skeletons can be encountered almost anywhere in the wild but are actually more common in areas inhabited by men. In fact, many of these bony creatures were obviously former guardians, pets, or companions of men in life because, in death, they remain steadfast to their beloved masters. It is not unheard of for a skeletal child and dog to be seen skipping and playing near the gravesite of a drowned youth.

Life Style: undead creature **Wealth Type:** incidental

Alignment: neutral **Cunning:** low

Speed: variable. **Strength:** variable **Size:** variable.

Origin: All mythologies deal with death in one way or another and skeletons provide them with an obvious focal point, since skeletons are the longest lasting remnants of living creatures. In fact, the Finno-Ugric mythology holds that the soul survives only as long as the skeleton remains intact. Consequently, these people tended to the remains of their dead with great care and even took great pains to make sure that the bones of their livestock were well preserved.

Special Characteristics: Blade weapons that strike skeletons deliver only half damage, as bones are far more difficult to cut than flesh.

Skeletons are Immune to Cold and Mental Spells, are not adversely affected by Severity Damage, are Susceptible to Holy Water, and have an Aversion to sunlight.

Recovery Time: variable **Absorption:** 0

Surprise Adj.: 0 **Attack Modes:** variable

Rather than create an endless list of possible animal skeletons (skeletal aardvark, skeletal anteater, skeletal antelope, etc.), all of which would be monotonously similar, we provide you here with more of a system for quickly creating your own skeletal creatures. That way, you can take just about any other living monster in this book and quickly transform it into a skeleton. The most difficult (and really only) hurdle that must be overcome to make a system that accomplishes this goal is the determination of the monster's *Experience Point Value*. Since the *E.P. Values* of the other monsters have already been calculated, the best alternative is to change the beast as little as possible.

Of course, if the creature was a magical creature with special defensive or offensive abilities which the undead skeletal state will obviously make impotent, that ability will be lost (i.e., the flaming breath weapon or high absorption formerly possessed by a heraldic dragon).

With the goal of imposing as little change as possible in mind, the skeleton of an animal will retain most of the *Combat Characteristics* that it possessed in life (*Attack Bonus, Defense, Speed, Strength, Damage*, etc.). The major difference is, of course, the fact that the critter is now undead. This fact bestows all of the benefits and banes listed in the *Special Characteristics* section above.

For most monsters, adding the undead state makes them harder to kill which logically will increase their *E.P. Values*. The amount of change is tied to the creature's *Combat Level* as shown on the following table. Simply add this adjustment to the *E.P. Value* provided with the monster's description.

Combat Level	E.P. Value Adjustment
0	+10
1	+15
2	+20
3	+25
4	+35
5	+45
6	+60
7	+90z
8	+125
9	+200
10	+300
11	+420
12	+525
13	+630
14	+750
15	+900
16	+1045
17	+1140
18	+1230
19	+1388
20	+1438

If, in its transformation into a skeletal form, a monster loses some important capabilities, you may want to lessen or entirely forego the *E.P. Value Adjustment*. Use your best judgment.

Skeleton Warrior

Habitat: Skeleton warriors are commonly the restless remains of the upper crust and warrior elite of human societies. As such, they are usually encountered defending the castles and fortresses they formerly occupied in life.

Life Style: undead humanoid **Wealth Type:** hoard

Alignment: variable (tending strongly toward evil)

Cunning: average **Speed:** 65

Strength: average **Size:** medium

Origin: Universal

Special Characteristics: Blade weapons that strike skeletons deliver only half damage as bones are far more difficult to cut than flesh.

The strong wills of skeleton warriors enable them to continue fighting long beyond the endurance of weaker undead forms. However, sheer willpower alone cannot allow the walking corpse to withstand such punishment unphased. When it sustains enough bludgeoning to drop its *Damage Tolerance* below 75% of its maximum, it loses much of the use of some random body part (arm, leg, head, etc.) Another is maimed when it reaches 50% of its maximum DT and another when it falls to only 25%. If a weapon arm is maimed, the skeleton's *Attack Bonus* drops by 5 points (the skeleton will switch the weapon to a good arm, if possible). Each time a leg is incapacitated, the skeleton's *Defense* likewise drops by 5 points. Of course, when 0 DT is reached, the creature is completely (and permanently) stilled.

Skeleton warriors are Immune to Cold and Mental Spells, are not adversely affected by Severity Damage, are Susceptible to Holy Water, and have an Aversion to Sunlight.

Recovery Time: by weapon **Absorption:** 0

Surprise Adj.: 0 **Attack Modes:** by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	4	2	2	4	2

Skeleton Warrior Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+10	+14
Defense	26	30
Damage Tolerance	200 + 5d10	200 + 7d10
E.P. Value	145	324
Damage per Attack	by weapon + 3	by weapon + 4
	Above Avg.	Heroic
Combat Level	9	11
Attack Bonus	+17	+20
Defense	34	38
Damage Tolerance	200 + 9d10	200 + 11d10
E.P. Value	840	1946
Damage per Attack	by weapon + 5	by weapon + 6

Skeleton warriors are physically indistinguishable from common skeletons. (After all, one bag of bones looks much like any other.) Even so, a keen observer will note the obvious care given a skeleton warrior's weapons and the finery, albeit faded and tattered, which covers his frame. Even if such minutia are overlooked, however, his decisive actions and purposeful mannerisms quickly identify him as special. Where a mundane skeleton will slowly shamble down a hallway in direct pursuit of spotted enemies, a skeleton warrior will move quickly down the same corridor with his weapon readied and will glance into side passages, alert to any trick his foes might use to surprise him from behind. In short, he retains the superior mental awareness honed during a lifetime of battle.

Most skeleton warriors arise naturally from the final remains of uncommonly skilled and revered fighters. Though far less numerous, some walk the earth who practiced no combating skills in life, but focused more on spellcasting or thieving abilities instead. All, however, are highly aggressive and jealously guard their unholy domains. Apparently, in this case, "warrior" is an attitude rather than a profession. (Note that a spellcasting skeleton is unable to cast spells having verbal components.)

It seems likely that these aggressive spectres leave their tombs because their strong wills and great arrogance will not allow them to rest in death. Instead, their spirits remain in the mortal realm to relive past glory. Skeleton warriors are also known to arise through necromantic spells (such as the mage spell **Raise the Dead**—see *The Lexicon of Lore* for details).

Slug, Large

Habitat: Slugs only inhabit areas where ready water is available. They are happiest when there is a solid surface they can slime with impunity. Consequently, no sewer is ever found without its own supply of slugs and they are a common sight in swamps.

Life Style: sluggish

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 10

Strength: average

Size: medium

Origin: Slugs inhabit many regions throughout the world. Oddly enough, there is little folklore surrounding these humble creatures (although its cousin the snail is a symbol of sluggishness and

“These stupid beasts merrily ambulate across the ceilings, walls, and floors of sewers avidly creating as much goo as possible. They are very good at this skill as a slug's entire metabolism is set up like a goo factory. They ingest any slime, sludge, or adventurer they encounter and convert it into more goo.”

laziness). Even so, slugs are included here since they make such wonderful dungeon fodder.

Special Characteristics: Whenever a slug encounters a tasty tidbit that is too far away to attack directly, it will spit a caustic acid that can travel up to 30 feet. To do so, the slug must make a normal *Attack Roll* on its target once per turn. Any successful hit indicates the target sustains 2d6 damage from acid. A given slug may spit in this fashion up to 4 times per day.

Slugs are immune to the acids they spit. They are, however, Highly Susceptible to Salt.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -6

Attack Modes: bite or acid spit

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-2	--	0	-4	-4

Large Slug Examples

	Below Avg.	Average
Combat Level	0	1
Attack Bonus	+2	+3
Defense	5	5
Damage Tolerance	10 + 1d10	15 + 1d10
E.P. Value	2	3
Damage per Attack	1d4	1d4
	Above Avg.	Exceptional
Combat Level	2	3
Attack Bonus	+4	+5
Defense	5	5
Damage Tolerance	15 + 2d10	15 + 3d10
E.P. Value	4	5
Damage per Attack	1d6	1d6

Slugs lack any redeeming quality whatsoever. They are gruesome, slimy, disgusting creatures resembling worms with long wandering eyestalks. These stupid beasts merrily ambulate across the ceilings, walls, and floors of sewers avidly creating as much goo as possible. They are very good at this skill as a slug's entire metabolism is set up like a goo factory. They ingest any slime, sludge, or adventurer they encounter and convert it into more goo. They are extremely slow and leave a slimy residue on any surface they crawl across. The first reaction of most adventurers when they encounter a slug is to do the poor thing a favor and put it out of its misery.

Snake, Giant Constrictor (Python, Anaconda)

Habitat: Giant constrictors live in wooded areas where they have ready access to water. They spend much of their time in the forest canopy, patiently waiting for the opportunity to drop onto passing prey.

Life Style: reptilian predator **Wealth Type:** incidental

Alignment: neutral **Cunning:** low

Speed: 3 **Strength:** high

Size: large (25 to 35 feet long)

Origin: The most famous of the large constrictor snakes are the African Python and the South American Anaconda. The Python is especially revered by African tribes and, like many serpents, is believed to be immortal. This belief is found in many places throughout the world and is undoubtedly derived from the fact that snakes shed their skins, thus renewing themselves.

Special Characteristics: The skins of these reptiles provide excellent camouflage, enabling them to ambush their prey. Any wary character within 20 feet of a giant constrictor is entitled to an *Attribute Check* on 1d8 against his *Perception*. Success indicates the character spots the nearly motionless snake poised in a nearby tree.

While a giant constrictor is crushing its prey, its *Defense* is cut in half. However, anyone attacking a constricting serpent and rolling a natural 1, 2, or 3 on his *Attack Roll* will strike the snake's dinner-to-be instead.

Recovery Time: 6 **Absorption:** 2 **Surprise Adj.:** 5

Attack Modes: constriction (Note that the stated damage is delivered only upon the first attack - thereafter constriction damage is delivered as described under *Constriction* in the **Trauma** section).

Attributes

PS	ST	AG	MD	PC	WP	FA
7	5	-2	--	2	-4	-4

Giant Constrictor Snake



Examples

	Below Avg.	Average
Combat Level	2	4
Attack Bonus	+4	+7
Defense	12	14
Damage Tolerance	100 + 2d10	150 + 4d10
E.P. Value	16	45
Damage per Attack	2d10	3d8
	Above Avg.	Exceptional
Combat Level	6	8
Attack Bonus	+9	+11
Defense	16	18
Damage Tolerance	200 + 6d10	250 + 8d10
E.P. Value	120	325
Damage per Attack	4d6	4d8

Giant constrictors are large snakes that kill by wrapping their serpentine bodies around their prey and crushing. They can reach lengths of up to 35 feet and have girths approaching 4 feet around. Their reptilian skins tightly cover their rippling muscles and provide them excellent camouflage in the forest canopy.

Even though these enormous reptiles are capable of swallowing a man-sized meal whole, they will not even consider engulfing their quarry until it is completely immobile. They will not even bite, as they have no fangs and cannot deliver venom of any kind.

These impressive creatures can be slain by normal means, but they never die of old age. They apparently achieve this remarkable feat by periodically shedding their skins. The discarded covering contains everything within the serpent's metabolism that is old and dying. When the shedding is complete, the snake emerges young and strong. The skin of a giant constrictor snake is worth 300 silver pieces if kept in good condition.

Snake, Poisonous

Habitat: Poisonous snakes live in virtually every climate throughout the world save that of the Arctic.

Life Style: reptilian predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 10

Strength: low

Size: small (3 feet long)

Origin: Serpents play a central role in a surprising number of mythologies throughout the world. Most

condemn the legless reptiles as symbols of evil but some actually praised them. In ancient Greece, snakes were kept as pets and were linked with the gods of fertility and healing.

Special Characteristics: Poisonous snakes have needle sharp fangs that deliver dangerous venoms. Species of snakes vary widely in the form and potency of their poison. Most snakes will simply inject a *Dangerous Killing Venom* (as described under **Poison** elsewhere in this book). The most feared snakes have even more powerful *Deadly Killing Venoms*. The Overlord is perfectly free to handle the effects of venom however he wants for a given species. Of course, the **E.P. Values** should be adjusted accordingly. Some possible variations could be:

- 1) The bit character sustains 2d10 damage instantly. Every hour thereafter for a day, he must make a *Luck Roll* with *Stamina Adjustments* or suffer an additional 1d6 points of damage.
- 2) The bit character becomes incapacitated for 1d10 days unless he makes a *Luck Roll* with *Stamina Adjustments*.
- 3) The character falls unconscious and temporarily loses 1 point of *Stamina* per hour until reaching a *Stamina* of 1. At this point, the character must make a *Luck Roll* with *Stamina Adjustments* or die.

The coloration of many snakes provides excellent camouflage. Any wary character within 10 feet of such a snake is entitled to an *Attribute Check* on 1d8 against his *Perception*. Success indicates the character spots the nearly motionless serpent poised in the nearby brush.

Recovery Time: 3

Absorption: 0

Surprise Adj.: 5

Attack Modes: bite. Of course, the fangs of poisonous snakes are far too small to deliver *Severity Damage* regardless of the *Attack Roll*.

Attributes

PS	ST	AG	MD	PC	WP	FA
-4	0	-2	--	2	-3	-3

Poisonous Snake Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+6	+9
Defense	18	20
Damage Tolerance	5 + 1d10	5 + 2d10
E.P. Value (Dangerous Venom)	9	16
E.P. Value (Deadly Killing Venom)	15	24
Damage per Attack	1 + poison	1 + poison
	Above Avg.	Exceptional
Combat Level	3	4
Attack Bonus	+10	+13
Defense	22	24
Damage Tolerance	5 + 3d10	5 + 4d10
E.P. Value (Dangerous Venom)	25	49
E.P. Value (Deadly Killing Venom)	35	63
Damage per Attack	1 + poison	1 + poison

There are a wide variety of poisonous snakes. Some have drab, single-hued skins while others are covered with brilliant, multi-colored patterns. Despite their obvious fashion differences, these sinuous creatures all have many features in common, including flicking tongues, serpentine bodies, and cold staring eyes. However, it is their deadly fangs that command absolute attention from those accidentally crossing their paths.

Spider, Giant



Habitat: Giant spiders of various species are found throughout the world. Giant varieties of woodland arachnids are found within colossal webs constructed in forest canopies. Cave dwelling

spiders lurk in dark underground passages and subterranean caverns. Even the desert is home to giant spiders, which hide from the blazing sun during the day and hunt after nightfall.

Life Style: instinctive arachnid

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 60

Strength: below average

Size: medium. Giant spiders stand one 2 to 3 feet tall and have leg spans of 5 or 6 feet.

Origin: The spider is a common topic in folklore. The Norse associated the spider with fate, since it weaves its delicate threadlike webs in the same manner as the Norns, the Nordic fates, wove the fabric of man's destiny. Although very few spiders are really dangerous to man, the folklore of the Middle Ages asserted that they all had deadly bites. As such, spiders were common ingredients in witch brews. Oddly enough, spiders and their webs were also used in a variety of home remedies to cure a range of ills.

Special Characteristics: A giant spider delivers a *Moderately Hazardous Paralyzing Venom* to incapacitate its prey before draining its blood. (See **Poison** elsewhere in this book for details.)

Giant spiders can see heat sources in the dark as the Arcane Lore spell '**Squito Sense**. See *The Lexicon of Lore* for details.

Oddly enough, the bite of a spider is equally deadly to sickness and disease. In other words, a spider bite can actually cure sicknesses. Anytime a giant spider bites a diseased character, he is entitled to a *Luck Roll* with *Stamina Adjustments* against the infecting disease. Success indicates the illness is cured.

The web of a giant spider is a highly effective trap, even for man-sized creatures. Any creature other than a spider touching the web's net will stick fast as the Arcane Lore spell **Web** (see *The Lexicon of Lore?* for details). Treat this as if cast at a spell level equal to the spider's *Combat Level*.

Despite their sticky nature, giant spider webs are highly prized because they are a potent sealing agent in healing balms. Any character with the skill of *Creating Herbal Balms* may use a giant spider's webs to increase the effectiveness of his balms. The web of a single giant spider can enhance 1d4 such balms and each will heal an additional 1d6 points of damage.

Recovery Time: 6

Absorption: 0

Surprise Adj.: 2

Attack Modes: bite. The bite of a giant spider is too small to deliver *Severity Damage*.

Attributes

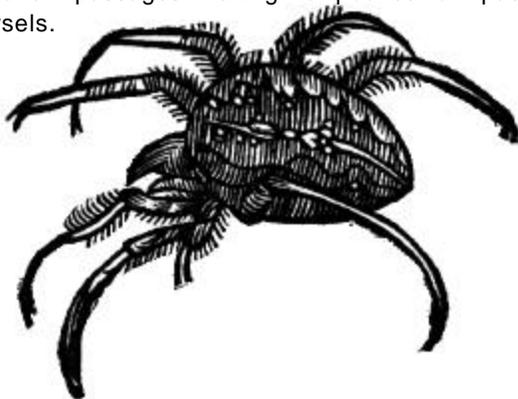
PS	ST	AG	MD	PC	WP	FA
-1	-1	1	--	1	-4	-4

Giant Spider Examples

	Below Avg.	Average
Combat Level	1	3
Attack Bonus	+3	+5
Defense	22	24
Damage Tolerance	10 + 1d10	10 + 3d10
E.P. Value	9	20
Damage per Attack	1d4 + poison	1d4 + poison
	Above Avg.	Exceptional
Combat Level	5	7
Attack Bonus	+7	+9
Defense	26	28
Damage Tolerance	10 + 5d10	15 + 7d10
E.P. Value	54	162
Damage per Attack	1d6 + poison	1d6 + poison

A giant spider is a large man-sized variety of a common arachnid. As such, its body consists of an large almond-shaped abdomen and a combined thorax and head (known as the cephalothorax). It has eight bristled legs, eight sinister eyes, and threatening hairy fangs. Most giant spiders have a black or drab brown coloration but a few species are more brilliantly adorned with vibrant yellow stripes or dazzling red coats.

Giant spiders commonly create huge webs, but do not entirely depend on their sticky traps to fill their bellies. Instead, they patiently lurk in dark shadows and forgotten passages waiting to pounce on passing morsels.



Spider, Giant Spitting

Habitat: Spitting spiders populate the dark recesses of temperate forests. Here they commonly lurk in the upper reaches of the forest canopies awaiting unsuspecting morsels to pass underneath.

Life Style: instinctive arachnid

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 60

Strength: average

Size: medium. Giant spitting spiders stand one 2 to 3 feet tall and have leg spans of 5 or 6 feet.

Origin: Spitting spiders are natives of North America and Europe.

Special Characteristics: Spitting spiders get their name from their remarkable ability to spit forth sticky silk strands. These are targeted at the spider's prey to ensnare and "reel in" their juicy meals. Treat this ability as the Arcane Lore spell **Spider's Thread** cast at a spell level equal to the spider's *Combat Level* (see *The Lexicon of Lore* for details).

The bite of a spitting spider delivers a *Moderately Hazardous Paralyzing Venom* to incapacitate its prey before draining its blood. (See **Poison** elsewhere in this book for details.)

Spiders can see heat sources in the dark as the Arcane Lore spell '**Squito Sense**. See *The Lexicon of Lore* for details.

Spitting spiders are also skilled web spinners. Their sticky nets are effective even against man-sized creatures. Any creature other than a spider touching the web's net will stick fast as the Arcane Lore spell **Web** (see *The Lexicon of Lore* for details). Treat this as if cast at a spell level equal to the spider's *Combat Level*.

Despite their sticky nature, giant spider webs are highly prized because they are a potent sealing agent in healing balms. Any character with the skill of *Creating Herbal Balms* may use a giant spider's webs to increase the effectiveness of his balms. The web of a single giant spider can enhance 1d4 such balms and each will heal an additional 1d6 points of damage.

Recovery Time: 6

Absorption: 0

Surprise Adj.: 4

Attack Modes: web spit or bite. The bite of a giant spitting spider is too small to deliver *Severity Damage*.

Attributes

PS	ST	AG	MD	PC	WP	FA
1	1	1	--	1	-4	-4

Giant Spitting Spider Examples

	Below Avg.	Average
Combat Level	1	3
Attack Bonus	+3	+5
Defense	22	24
Damage Tolerance	20 + 1d10	20 + 3d10
E.P. Value	12	25
Damage per Attack	1d4 + poison	1d4 + poison
	Above Avg.	Exceptional
Combat Level	5	7
Attack Bonus	+7	+9
Defense	26	28
Damage Tolerance	20 + 5d10	25 + 7d10
E.P. Value	63	180
Damage per Attack	1d6 + poison	1d6 + poison

The standard eight legs, big fangs, and cold black eyes all make up a spitting spider's rather ordinary appearance. Its looks and behavior are nothing unusual in the least, if a man-sized eight-legged predator can be considered ordinary. To the uninitiated, these arachnids are indistinguishable from the more common giant spider varieties. That is, at first.

The spitting spider reveals its extraordinary nature when its prey approaches by spitting a long sticky strand of silk. This strand adheres to the target, enabling the spider to draw it in for the kill.

Spider, Giant Wolf



Habitat: A wolf spider is not sufficiently patient to simply plop itself down in the middle of a sticky web and wait for a meal to happen by. Instead, these blood-sucking predators actively hunt their fare.

Life Style: instinctive arachnid

Wealth Type: incidental

Alignment: neutral **Cunning:** low

Speed: 85 **Strength:** average

Size: medium **Origin:** Universal

Special Characteristics: A giant wolf spider delivers a *Minially Hazardous Paralyzing Venom* to incapacitate its prey before draining its blood. (See **Poison** elsewhere in this book for details.)

Like most other arachnids, giant wolf spiders can see heat sources in the dark as the mage spell **'Squito Sense**. See *The Lexicon of Lore™* for details.

Recovery Time: 5 **Absorption:** 0

Surprise Adj.: 2 **Attack Modes:** bite

Attributes

PS	ST	AG	MD	PC	WP	FA
0	1	0	--	0	-4	-4

Giant Wolf Spider Examples

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+6	+8
Defense	23	25
Damage Tolerance	30 + 3d10	35 + 5d10
E.P. Value	15	36
Damage per Attack	2d4 + poison	2d6 + poison
	Above Avg.	Exceptional
Combat Level	7	9
Attack Bonus	+10	+14
Defense	27	29
Damage Tolerance	40 + 7d10	45 + 9d10
E.P. Value	108	280
Damage per Attack	2d8 + poison	3d6 + poison

Giant wolf spiders are hairy, brown, striped arachnids that are more aggressive in stalking and capturing their meals than are the more common varieties of spider. This may be due to the fact that their poison is not quite as potent as their more placid kindred or because they do not spin webs. Whatever the reason, their powerful fangs and great fortitude more than compensate for their other weaknesses.

Squid, Giant

Habitat: Giant squid are most commonly found dwelling in frigid northern waters, although they are occasionally encountered in warmer climes. Giant squid often inhabit deep waters near common trade routes.

Life Style: aquatic predator **Wealth Type:** incidental

Alignment: neutral **Cunning:** low

Speed: 80 in water **Strength:** high

Size: huge. Giant squid are between 30 and 80 feet long from the tip of their tentacles to the point of their heads. Although they are too small to wrap themselves around most ships, they are quite capable of sinking rowboats, life rafts, and other such vessels.

Origin: Tales of giant squid were reported by sailors the world over for centuries. However, the scientists of the age disregarded such fabulous yarns out of hand. It was not until modern times that the existence of the enormous cephalopods was confirmed. To be fair, the ancient sailor's legends describe a sea monster that is far more aggressive than reality warrants.

Special Characteristics: Any sailor dragged into the water has his *Defense* and *Attack Bonuses* cut in

half (unless they have the skill of *Underwater Combat* - see **The Grimoire of Game Rules™** for details).

If a squid finds its life in great danger, it flees leaving a trail of black ink to cover its escape. Treat this ink as having the same effect underwater as the mage spell **Veiling Mist**. (See **The Lexicon of Lore™** for details.) The mist acts as if cast at a spell level equal to the squid's *Combat Level*.

Recovery Time: 7 **Absorption:** 0 **Surprise Adj.:** -2

Attack Modes: tentacles (8 of them) and a bite (if a victim has been drawn in to the proximity of the mouth). The squid attempts to capture and constrict one person with each tentacle. Every turn a sailor is constricted by a tentacle, he sustains the damage stated below.

Attributes

PS	ST	AG	MD	PC	WP	FA
7	9	-6	--	0	-4	-4

Giant Squid Examples

	Below Avg.	Average
Combat Level	0	2
Attack Bonus	+4	+6
Defense	10	10
Damage	950+2d10	975+2d10
Tolerance	(body) 100+2d10	(body) 125+2d10
	(tentacle)	(tentacle)
E.P. Value	76	160
Damage per	2d8 (tentacle)	2d10 (tentacle)
Attack	3d8 (bite)	3d10 (bite)
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+8	+10
Defense	10	10
Damage	1000+4d10	1025+6d10
Tolerance	(body) 150+4d10	(body) 175+6d10
	(tentacle)	(tentacle)
E.P. Value	287	492
Damage per	2d10 (tentacle)	2d12 (tentacle)
Attack	3d12 (bite)	4d10 (bite)

The giant squid is an enormous, man-eating sea horror that is a close relative to the kraken. Like all squid, these monsters have eight long tentacles lined with powerful suckers and elongated diamond-shaped heads. Despite their great size, giant squid are remarkably graceful in the water, swimming with a rhythmic flapping of the fins on either side of their

bodies. When danger threatens, the beasts propel themselves forward by forcefully expelling jets of water and ejecting a plume of black ink.

Since the giant squid lacks the enormous bulk of the kraken, it cannot crush entire ships in its grasp to obtain its meals. Instead, it must content itself with snatching sailors from the deck one at a time.

Statue, Animated Stone

Habitat: Statues apparently have rather refined tastes, preferring to associate with the upper crust of society in palaces and mansions. A few of the most renowned sculptures even have abodes of their own, known as “museums,” where society’s elite flock to ogle at the rocky spectacles. For reasons too mysterious for common men to fathom, sculptures invariably possess fine physiques. One will never see the halls of royalty adorned with a pot-bellied, slovenly dressed sculpture slouching on a sofa with a beer in hand, his feet splayed out like a pair of open scissors. In fact, sculptures are such prime physical specimens that they tend to strike unusual poses to show off their impressive musculature. Evidently their vanity often overwhelms their senses of modesty, as many cast off clothing entirely to show their superb features, bringing new meaning to the phrase “hang out.” Oddly enough, not even the wealthiest of patrons with the strictest codes of conduct bat an eyelash at what would otherwise seem to be exceptionally rude behavior.

Life Style: controlled guardian **Wealth Type:** incidental

Alignment: neutral **Cunning:** low to below average.

Origin: What culture has not created figurines from ivory or stone and, once fashioned, imbued the icons with powers of their own? Few indeed. In fact, sculptures in many societies were created for the express purpose of guarding tombs, temples, and palaces. Some even sealed the newly made creations within the crypts themselves, forever out of sight of anyone who could appreciate their beauty.

Special Characteristics: Immune to Fire, Frost, and Poison, unaffected by *Severity Damage*, Immune to Mental Spells.

Since statues do not breathe, they may submerge themselves in water indefinitely and are completely unaffected by toxic gases.

Recovery Time: 8 **Absorption:** 8

Surprise Adj.: 2 (unless players specifically state that they are wary of the statue, in which case use a -2)

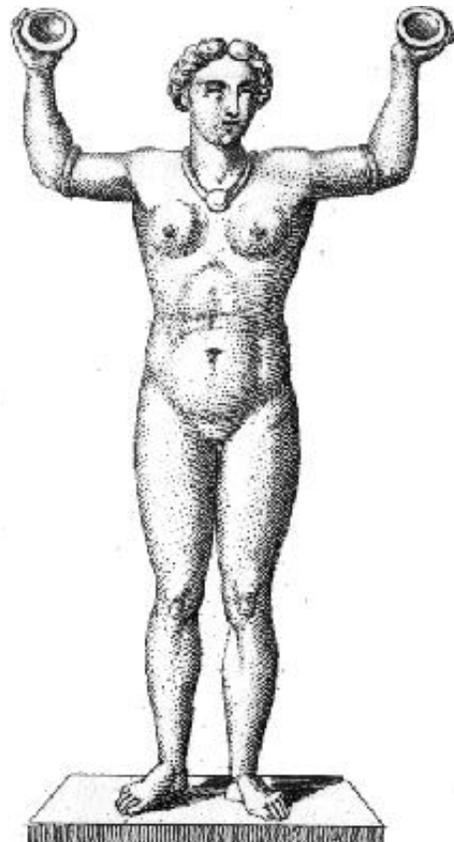
Medium Humanoid Statue

Speed: 55 **Strength:** average to above average

Size: medium **Attack Modes:** by weapon or fist/ fist

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	-1	-2	0	-3	-3
		Below Avg.	Average			
Combat Level		4	6			
Attack Bonus		+5	+7			
Defense		22	24			
Damage Tolerance		25 + 4d10	25 + 6d10			
E.P. Value		70	132			
Damage per Attack		by weapon + 3 or 2d6/ 2d6	by weapon + 4 or 2d6/ 2d6			
		Above Avg.	Exceptional			
Combat Level		8	10			
Attack Bonus		+10	+14			
Defense		26	28			
Damage Tolerance		25 + 8d10	25 + 10d10			
E.P. Value		300	840			
Damage per Attack		by weapon + 5 or 2d8/ 2d8	by weapon + 6 or 2d8/ 2d8			



Large Humanoid Statue

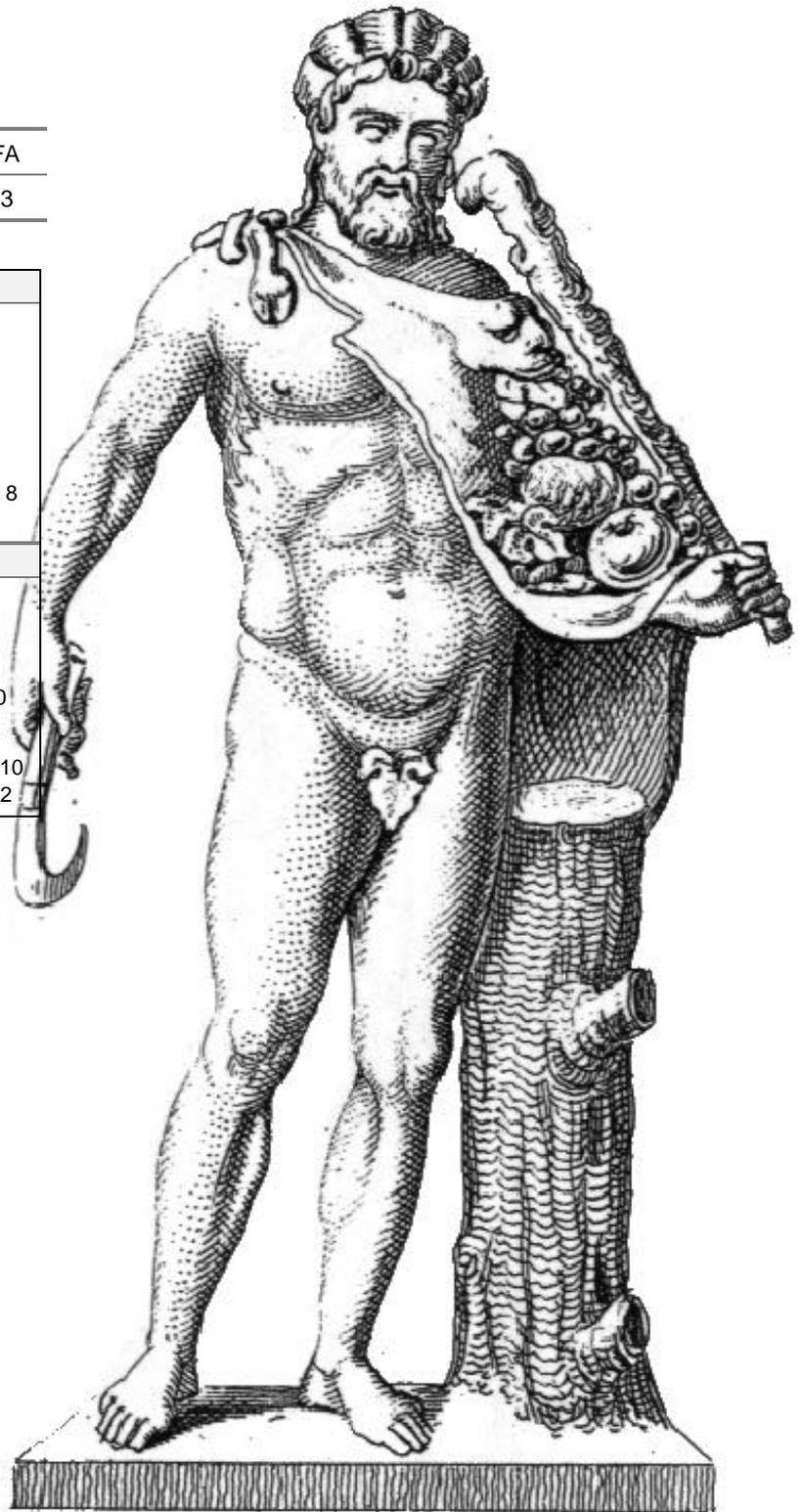
Speed: 75 **Strength:** high to very high

Size: large **Attack Modes:** by weapon or fist/ fist

Attributes

PS	ST	AG	MD	PC	WP	FA
8	5	-3	-2	0	-3	-3

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+6	+8
Defense	22	24
Damage Tolerance	50 + 5d10	75 + 7d10
E.P. Value	108	234
Damage per Attack	by weapon + 6 or 2d6/ 2d6	by weapon + 8 or 2d8/ 2d8
	Above Avg.	Exceptional
Combat Level	9	12
Attack Bonus	+11	+15
Defense	26	28
Damage Tolerance	100 + 9d10	125 + 12d10
E.P. Value	680	1890
Damage per Attack	by weapon + 9 or 2d10/ 2d10	by weapon + 10 or 2d12/ 2d12



Medium Single Bite Statue

(Dog, Jackal, Crocodile, Cobra, Boar, etc.)

Speed: 75

Strength: average to above average

Size: medium

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	-1	--	0	-3	-3
		Below Avg.		Average		
Combat Level		4		6		
Attack Bonus		+5		+7		
Defense		24		26		
Damage Tolerance		25 + 4d10		25 + 6d10		
E.P. Value		70		132		
Damage per Attack		1d10		2d6		
		Above Avg.		Exceptional		
Combat Level		8		10		
Attack Bonus		+10		+14		
Defense		28		30		
Damage Tolerance		25 + 8d10		25 + 10d10		
E.P. Value		300		900		
Damage per Attack		3d6		4d6		

Large Single Bite Statue (Dog,

Jackal, Crocodile, Cobra, Boar, etc.)

Speed: 85

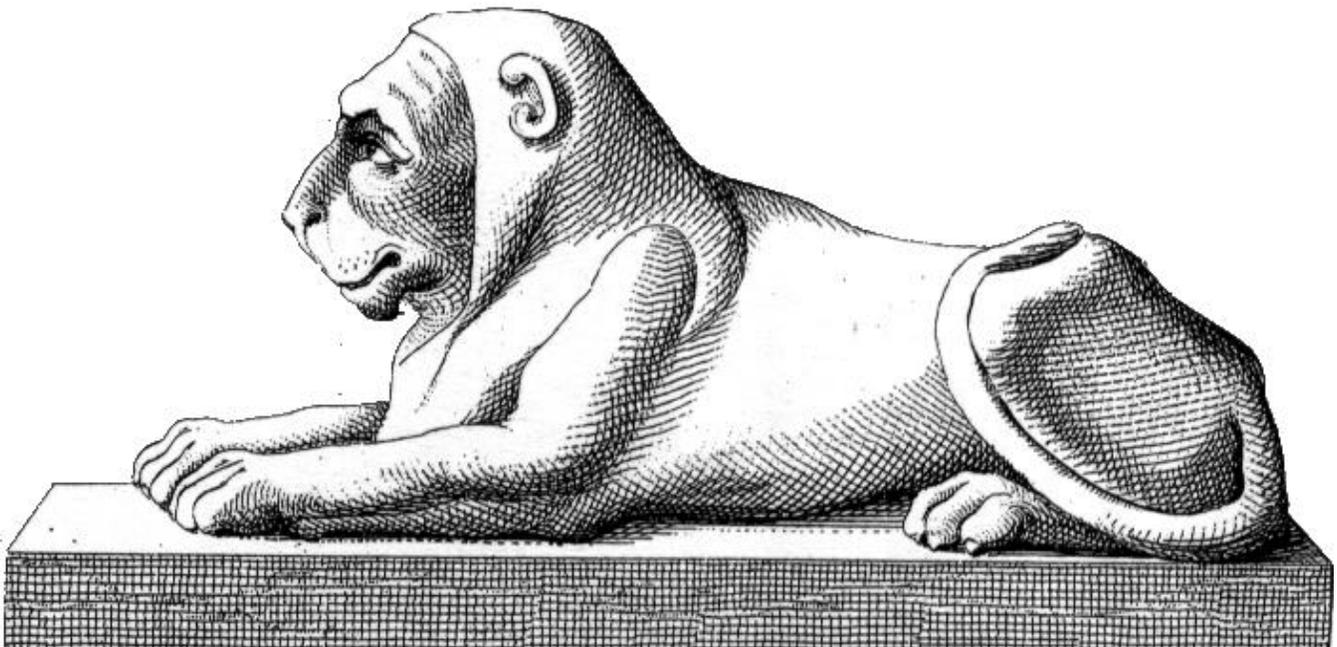
Strength: high to very high

Size: large

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
8	5	-3	--	0	-3	-3
		Below Avg.		Average		
Combat Level		5		7		
Attack Bonus		+5		+7		
Defense		24		26		
Damage Tolerance		50 + 5d10		75 + 7d10		
E.P. Value		117		252		
Damage per Attack		2d10		2d10		
		Above Avg.		Exceptional		
Combat Level		9		12		
Attack Bonus		+10		+15		
Defense		30		31		
Damage Tolerance		100 + 9d10		125 + 12d10		
E.P. Value		600		1995		
Damage per Attack		2d12		3d10		



Medium Bite/ Claw/ Claw

Statue (Lion, Sphinx, Griffon, Dragon, etc.)

Speed: 75

Strength: average to above average

Size: medium

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	-1	--	0	-3	-3
		Below Avg.	Average			
Combat Level		4	6			
Attack Bonus		+5	+7			
Defense		23	25			
Damage Tolerance		25 + 2d10	25 + 3d10			
E.P. Value		77	144			
Damage per Attack		2d6/ 1d6/ 1d6	2d8/ 1d6/ 1d6			
		Above Avg.	Exceptional			
Combat Level		8	10			
Attack Bonus		+11	+15			
Defense		27	29			
Damage Tolerance		25 + 4d10	25 + 5d10			
E.P. Value		325	900			
Damage per Attack		2d8/ 1d8/ 1d8	2d10/ 1d8/ 1d8			

Large Bite/ Claw/ Claw

Statue (Lion, Sphinx, Griffon, Dragon, etc.)

Speed: 85

Strength: high to very high

Size: large

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
8	5	-3	--	0	-3	-3
		Below Avg.	Average			
Combat Level		5	7			
Attack Bonus		+5	+7			
Defense		24	26			
Damage Tolerance		50 + 5d10	75 + 7d10			
E.P. Value		126	270			
Damage per Attack		3d6/ 1d10/ 1d10	3d6/ 1d10/ 1d10			
		Above Avg.	Exceptional			
Combat Level		9	12			
Attack Bonus		+11	+15			
Defense		28	31			
Damage Tolerance		100 + 9d10	125 + 12d10			
E.P. Value		680	2100			
Damage per Attack		3d8/ 1d10/ 1d10	3d8/ 1d12/ 1d12			

Medium Constrictor Statue

(Snake, Serpentine Dragon, etc.)

Speed: 30

Strength: average to above average

Size: medium

Attack Modes: bite/ constriction. The serpentine sculpture automatically begins constricting if it strikes with its tail. Thereafter, the constriction damage is automatically rolled once per turn. While constricting, the serpent's *Defense* drops to 10. For further details, see **Constriction/ Crushing** in the **Trauma** section.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	-3	--	0	-3	-3

	Below Avg.	Average
Combat Level	3	5
Attack Bonus	+3	+5
Defense	18	20
Damage Tolerance	25 + 3d10	25 + 5d10
E.P. Value	45	108
Damage per Attack	2d6/ 1d6	2d6/ 1d8

	Above Avg.	Exceptional
Combat Level	7	9
Attack Bonus	+10	+14
Defense	22	24
Damage Tolerance	25 + 7d10	25 + 9d10
E.P. Value	234	560
Damage per Attack	2d6/ 1d10	2d6/ 2d6

“Many adventurers would justly feel cheated if a statue didn’t occasionally provide them with a good fight. The trick, of course, is figuring out which ones are going to jump.”

Large Constrictor Statue

(Snake, Serpentine Dragon, etc.)

Speed: 30

Strength: high to very high

Size: medium

Attack Modes: bite/ constriction. The serpentine sculpture automatically begins constricting if it strikes with its tail. Thereafter, the constriction damage is automatically rolled once per turn. While constricting, the serpent's *Defense* drops to 10. For further details, see **Constriction/ Crushing** in the **Trauma** section.

Attributes

PS	ST	AG	MD	PC	WP	FA
8	5	-3	--	0	-3	-3

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+5	+10
Defense	20	22
Damage Tolerance	50 + 5d10	75 + 7d10
E.P. Value	117	252
Damage per Attack	2d6/ 2d6	2d6/ 2d8

	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+13	+15
Defense	24	26
Damage Tolerance	100 + 9d10	125 + 11d10
E.P. Value	680	1692
Damage per Attack	2d6/ 3d6	2d6/ 3d6

Statues are stony representations of living creatures used to adorn the burial chambers of deceased royalty and the palaces and gardens of the rich. A fabulous Greek mansion may greet its visitors with the marble statue of a winged horse, frozen in the act of taking flight. An ancient Egyptian temple may advertise its deity's importance with rows of patiently reclining sphinxes. A valiant knight piercing the throat of a dragon with the tip of his spear may oversee a royal throne room. All of these works add to the mood and grandeur of any adventure set in such fabulous halls. There is no reason in a magical world that a few of these seemingly innocuous effigies should not provide their owners with more than pleasing scenery, however. In fact, many adventurers would justly feel cheated if a statue didn't occasionally provide them with a good fight. The trick, of course, is figuring out which ones are going to jump.

T

Tarantula

Habitat: The tarantula lives comfortably in both temperate and arid regions.

Life Style: instinctive arachnid

Wealth Type: incidental

Alignment: neutral

Cunning: low **Speed:** 5

Strength: low **Size:** small

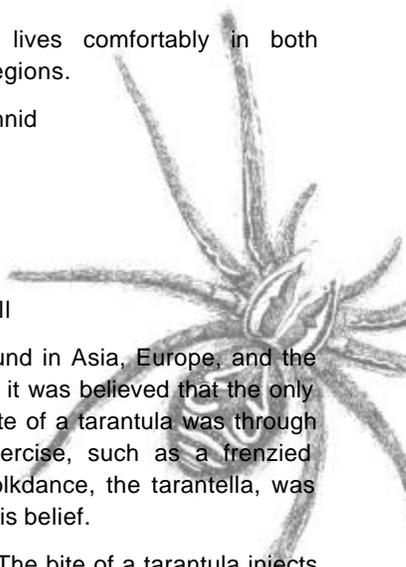
Origin: Tarantulas are found in Asia, Europe, and the Middle East. In Italy, it was believed that the only way to survive the bite of a tarantula was through extreme physical exercise, such as a frenzied dance. A famous folkdance, the tarantella, was named in regard to this belief.

Special Characteristics: The bite of a tarantula injects a *Deadly Paralyzing Venom* (described under *Poison* elsewhere in this book) Those bitten must make a *Luck Roll* with *Stamina* adjustments against a *Luck Threshold* of 20.

Tarantulas can see heat sources in the dark as the Arcane Lore spell **'Squito Sense**. See *The Lexicon of Lore* for details.

Recovery Time: 5 **Absorption:** 0 **Surprise Adj.:** 2

Attack Modes: bite. Needless to say, the fangs of a Tarantula are too small to deliver *Severity Damage* regardless of *Attack Rolls*.



Attributes

PS	ST	AG	MD	PC	WP	FA
-6	-3	-3	--	1	-4	-4

Tarantula Examples

	Nominal
Combat Level	0
Attack Bonus	+3
Defense	17
Damage Tolerance	1d4
E.P. Value	2
Damage per Attack	1 + poison

What moviegoer has not experienced a chill when the gangly legs of a sinister black spider poked up over the shoulder of an unknowing heroine? The terrifying arachnids of horror and suspense movies are invariably tarantulas, chosen by movie directors as much by their

infamous deadly bites as for their unusual size. Although the bite of a tarantula is indeed poisonous, these furry arachnids are sometimes used as pets and familiars. Puppies they aren't, but a tarantula can become acclimated to human handling. Needless to say, wild tarantulas are not so forgiving.

Tick, Giant

Habitat: Ticks hide in the brush and undergrowth of forests and fields patiently waiting for warm-blooded creatures to pass by.

Life Style: instinctive insect **Wealth Type:** incidental

Alignment: neutral

Cunning: low

Speed: 35

Strength: above average

Size: small (2 feet long)

Origin: These nasty little bloodsuckers are found throughout the world. The Turkman and Uzbek tribes of Asia occasionally used ticks in torturing prisoners. They would chain the unfortunate souls to walls and release bucketfuls of the tiny starving arachnids in their cells. Needless to say, death came slowly and with considerable agony.

Special Characteristics: Once a tick bites a victim, it latches on and begins sucking blood. A tick must be killed to detach it from its "host." The tick drains blood from the victim's body at a rate of 1d6 points of damage per turn, during which its *Defense* drops to 10. Once a tick drains an amount of blood equal to its total *Damage Tolerance*, it detaches itself and slowly crawls away.

Damage caused by the blood drain can only return through rest or spells that specifically replenish blood (such as the priest Healing spell **Restore Blood**). Most healing spells and magical potions work only against wounds, not blood loss.

Recovery Time: 8

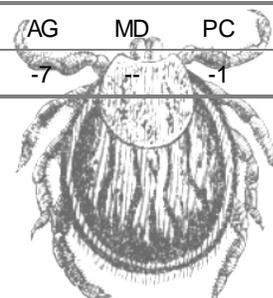
Absorption: 8

Surprise Adj.: -2

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
3	0	-7	--	-1	-4	-4



Giant Tick Examples

	Below Avg.	Average
Combat Level	0	2
Attack Bonus	+0	+2
Defense	13	15
Damage Tolerance	10 + 1d10	15 + 2d10
E.P. Value	4	12
Damage per Attack	1d4	1d4
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+4	+7
Defense	16	17
Damage Tolerance	20 + 4d10	25 + 6d10
E.P. Value	14	24
Damage per Attack	1d4	1d6

Ticks are eight-legged disgusting little blood-sucking arachnids. As such, they are closely related to spiders and scorpions, sharing the characteristic large fangs and multiple eyes. Physically, the main difference between ticks and other varieties of arachnids is that there is no separation between the body's fore part (prosoma) and hind part (abdomen).

When feasting, a giant tick gorges itself with a frenzy matched only by a TV evangelist left alone with the collection plates. This is undoubtedly due to the fact that their ravenous meals are usually separated by months of famine. As they satiate their gluttony, their bodies slowly swell to two or three times their original size.

Toad, Giant

Habitat: Toads are known to inhabit ecosystems ranging from deserts to swamps and from the tropics to frozen wastes. Since they require open water in which to lay their eggs, giant toads prefer tropical and temperate climates.

Life Style: amphibious instinctive animal

Wealth Type: incidental **Alignment:** neutral

Cunning: low (to none)

Speed: 50 (Giant toads travel by great bounds interspersed with brief resting periods. If a toad must escape an enemy, it will flee only as long as the enemy is within sight.)

Strength: average **Size:** medium

Origin: Toads are found in folklore and mythology throughout the world. Due to their rough, warty skin, toads are associated with poison and disease and are a favorite ingredient in witch brews.

Special Characteristics: If it must close the distance between itself and its meal, a giant toad may leap 20 yards in an initial attempt to surprise its prey.

Giant toads do not have the long sticky tongues that their froggish kindred possess. Rather, they initially attack their prey with poisonous venom that they spit any distance up to 20 feet. Each toad may spit its venom up to three times per day. An *Attack Roll* is required. Each spit acts as a *Moderately Hazardous Hallucinogenic Poison* that acts on contact with its target (see the section on **Poisons** earlier in this book for details on the effects). Of course, the targeted prey is entitled to a *Luck Roll* with *Stamina Adjustments* as normal, of 15 plus the toad's *Combat Level*.

Once the toad has used all of its venom, it will attempt to consume its prey. The toad will bite its quarry and attempt to swallow it. If the hallucinogenic venom incapacitates the prey, the toad will engulf the target in a single turn. Any creature caught in a toad's stomach *Suffocates* (see the **Trauma** rules.) As soon as a giant toad gains a meal, it leaps away at 10 yards at a time (*Speed* of 30).

At night, giant toads may be *Stunned* by the sudden appearance of bright lights. The toad is entitled to a *Luck Roll* with *Perception Adjustments* to avoid the immobilizing effects. Immobility lasts 1d4 turns.

Recovery Time: 6 **Absorption:** 0

Surprise Adj.: 0 **Attack Modes:** bite (or spit)

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-2	--	0	-4	-4

Giant Toad Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+2	+4
Defense	18	20
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	9	16
Damage per Attack	1d4	1d6
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+6	+9
Defense	22	24
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	35	60
Damage per Attack	1d8	2d4

Giant toads are squat amphibians with stubby front legs and powerful hind legs. Their skins are dry and wrinkled and are covered with a variety of "warts." To the gentile eye, giant toads are exceedingly ugly beasts.

Black witches, evil apothecaries, and alchemists all prize giant toads for their hallucinogenic properties. The spit glands and skins of these creatures are most valued but virtually all portions of the creature are utilized for one brew or another. A fresh giant toad in good condition will bring 100 silver pieces or more.

Toadman (Marsh King)

Habitat: Toadmen inhabit a variety of climates, but they prefer areas where water is plentiful, such as the land around marshes, swamps, and bogs. They are not good swimmers themselves, but require the open water to lay eggs.

Life Style: tribal amphibian **Wealth Type:** monetary

Alignment: neutral evil

Cunning: below average (to average)

Speed: 50 (Like giant toads, toadmen travel by great bounds interspersed with brief resting periods.)

Strength: average **Size:** medium

Origin: Toads are found in folklore and mythology throughout the world. They are the antithesis of the good-natured frogs and are associated with evil and plague. Talking toads and toadish men commonly appear in fairy tales. One such example is found in Hans Christian Andersen's *The Marsh King's Daughter*.

Special Characteristics: A toadman may leap 20 yards in a single great bound. This is often used to surprise enemies.

Some exceptional toadmen (of the super-genius variety) are known to have learned the arcane arts of Black Witchcraft and delight in the use of the mage spells **Elf Shot**, **Evil Eye**, **Faery Pinch**, **Hex**, **Mute**, and **Toadstool Clump**. A few even attain sufficient power to cast **Pox**.

As a general rule, toadmen harbor a *Hatred for Frogmen* whom they consider to be of a vastly inferior intellect.

Recovery Time: 6 **Absorption:** 0

Surprise Adj.: 0 **Attack Modes:** by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-2	0	2	0	0

Toadman Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+2	+4
Defense	18	20
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	6	8
Damage per Attack	by weapon	by weapon
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+6	+9
Defense	22	24
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	14	24
Damage per Attack	by weapon + 2	by weapon + 3
	Black Witch/ Warlock	
Combat Level	8	
Attack Bonus	+11	
Defense	26	
Damage Tolerance	15 + 8d10	
E.P. Value	150	
Damage per Attack	by weapon + 3	

A toadman has physical attributes of both toads and men. It does not take a detailed examination, however, to determine that the toadish characteristics far outweigh the human ones. Toadmen have a vaguely humanoid hand with an opposable thumb and are capable of speaking, albeit coarsely. They often carry weapons and occasionally wear scabbards, pouches, and backpacks to carry loads. The remaining features are decidedly toady. In fact, a naked toadman could easily be mistaken for a giant toad. Few species are uglier than toadmen.



Toadmen do not have the poisonous venom that their dim-witted kindred, the giant toads, have. However, they are able to control giant toads to the point that they can keep them as guardians. Such trained toads will obey the commands of a toadman to either attack or not. Even so, only wealthy

toadmen can afford trained guard toads.

W

“A lone man trying to outrun a hungry pack of these ferocious beasts stands little chance. It is no wonder that, like some dark, Teutonic opera, the hollow chorus of a wolf pack on a moonlit night weakens the hearts of even the bravest souls.”

Wolf (Old Grey)

Habitat: Wolves inhabit both arctic and temperate climates roaming throughout open countryside and forested regions. They normally hunt during the day and shelter under fallen trees or within holes they have dug to serve as lairs.

Life Style: predatory pack animal

Wealth Type: incidental

Alignment: neutral

Cunning: low. Wolves do, however, possess keen hunting skills enabling them to coordinate their efforts in remarkably intelligent ways.

Speed: 90

Strength: average



Origin: The wolf is found throughout North America, Europe, and Asia and is a common character in the mythologies of these regions. In Nordic tradition, the Fenris wolf is destined to devour the sun at Ragnarok, the battle between giants and gods that will bring an end to the world. Because of these legends, the wolf was closely associated with death and evil. The peasantry of Sweden's past would only refer to the wolf as "Old Grey" or "Grey One." The Celts similarly believed a wolf devoured the sun every night. Such dark views of the grey hunter are exemplified in the fairy tale of Red Riding Hood.

The wolf was not always seen as the embodiment of evil, however. Romulus and Remus, the founders of Rome, were suckled and raised by a she-wolf after the infants were lost in the wilderness. Consequently, the Romans used the wolf to symbolize maternal love. The Nordic god Odin and his valkyries ride wolves to signify victory and in Egyptian mythology the wolf is a helpful guide that leads souls to the Land of the Dead.

Special Characteristics: When wolves hunt, they travel in packs to overpower their prey through force of numbers. Packs range in size from half a dozen to over forty members. Most contain around twenty individuals. The strongest male of a pack acts as its leader. If this wolf is slain, a 35% chance exists that the rest of the pack will flee in confusion.

Wolves are *Afraid of Fire* and, unless they are starving, may generally be kept at bay with a small campfire.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
0	2	0	--	2	-4	-4

Wolf Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+2	+3
Defense	21	22
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	3	4
Damage per Attack	1d6	1d8
	Above Avg.	Pack Leader
Combat Level	4	6
Attack Bonus	+6	+9
Defense	24	26
Damage Tolerance	15 + 4d10	15 + 6d10
E.P. Value	14	24
Damage per Attack	1d10	1d12

The wolf is a proud canine that is undoubtedly the ancestor of the modern domestic dog. Wolves are quite a bit larger than most dogs, however, with their more substantial varieties commonly reaching weights of 130 pounds per specimen. Although some wolves have a reddish coloration, most have thick grey coats speckled black with white or whitish-yellow underbellies.

These superb hunters have remarkable endurance, able to outlast the hardiest herd animals on prolonged chases. A lone man trying to outrun a hungry pack of these ferocious beasts stands little chance. It is no wonder that, like some dark, Teutonic opera, the hollow chorus of a wolf pack on a moonlit night weakens the hearts of even the bravest souls.

Worm, Giant

Habitat: Giant worms are ground burrowers, living their primordial lives far below the feet of unknowing humans. Although they are capable of slowly chewing their way through solid rock, such meals are far less appetizing than the fare of looser soils. As such, these mammoth annelids congregate in areas where dirt and sand are prevalent. Some naturalists even believe that more than a few of the world's sand dune covered deserts are the result of these monsters' insatiable digestive tracts.

Life Style: earth dweller

Wealth Type: incidental

Alignment: neutral

Cunning: low (virtually nil)

Speed: 55

Strength: high

Size: huge (70 to 200 feet long)

Origin: Universal

Special Characteristics: If a worm's *Attack Roll* comes up as a natural 28, 29 or 30, the worm completely engulfs its quarry within its cavernous maw, immediately swallowing the unfortunate individual. Anyone swallowed takes 1d12 points of acid damage per turn and suffers the effects of *Suffocation* as described under **Trauma**.

A giant worm's bulk is so thick that no weapon, short of a cannon, can deliver *Severity Damage* to one of these creatures regardless of the *Attack Roll*. If the worm dies, fellow party members may cut out those swallowed in 1d4 turns.

Recovery Time: 9

Absorption: 0

Surprise Adj.: +2. Giant worms often lie just beneath the earth's surface as they slowly digest their rocky meals. Any vibration felt from above, however, will be sufficient cause for the monster to suddenly burst through the crusty surface in an attempt to obtain a bite-sized snack.

Attack Modes: maw

Attributes

PS	ST	AG	MD	PC	WP	FA
6	8	-16	--	-1	-4	-4

Giant Worm Examples

	Below Avg.	Average
Combat Level	5	7
Attack Bonus	+6	+9
Defense	10	11
Damage Tolerance	200 + 5d10	275 + 7d10
E.P. Value	63	180
Damage per Attack	2d8	2d8
	Above Avg.	Exceptional
Combat Level	9	11
Attack Bonus	+11	+13
Defense	12	13
Damage Tolerance	350 + 9d10	425 + 11d10
E.P. Value	520	1439
Damage per Attack	3d6	2d12

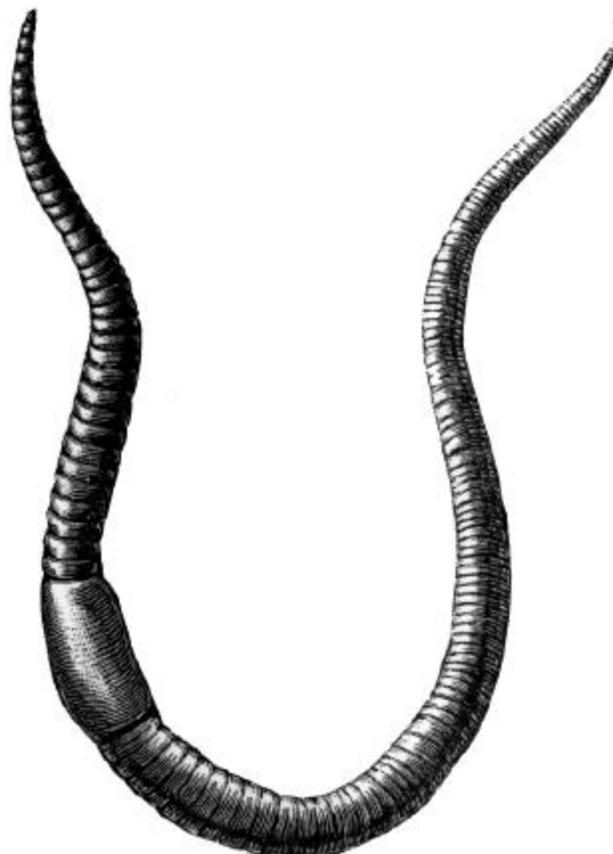
A giant worm resembles its tiny earthworm cousins. Its segmented cylindrical body towers over the heads of even the tallest men and glistens with a slimy covering of its own excreted mucus. This slick goo lubricates the

beast as it squirms accordian-like through its subterranean world. On each of the worm's segments projects a number of hair-like barbs which allows the creature to grip the surrounding soil and propel itself forward. These gigantic follicles are extremely sensitive to any vibrations rippling through the ground, such as the footsteps of an overly confident adventurer. In all other respects, like most creatures that dwell in the pitch black of the underworld, giant worms are completely blind.

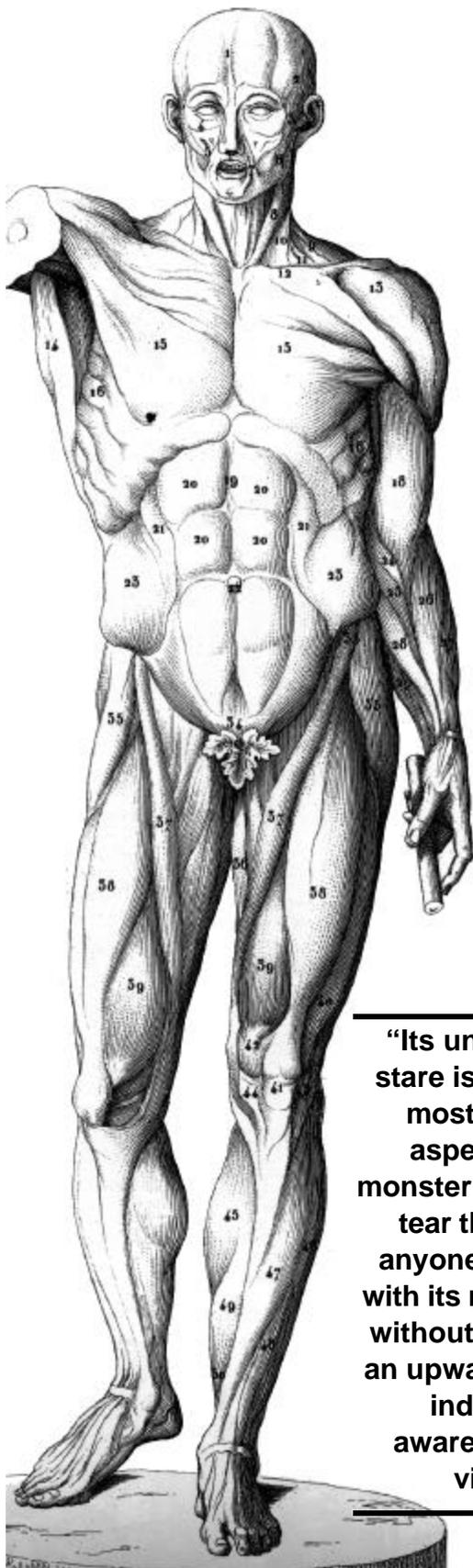
It can, to some degree, be argued that Captain Ahab, in his quest for the White Whale, may have found significantly greater success if he had employed one of these plump babies in baiting his hook. Even though the doomed captain overlooked this belatedly obvious possibility, it is an undeniable fact that the scales of poetic justice tip slightly closer toward an even balance every time one of these wriggly beasts swallows a fisherman whole.

“It can, to some degree, be argued that Captain Ahab, in his quest for the White Whale, may have found significantly greater success if he had employed one of these plump babies in baiting his hook.

Even though the doomed captain overlooked this belatedly obvious possibility, it is an undeniable fact that the scales of poetic justice tip slightly closer toward an even balance every time one of these wriggly beasts swallows a fisherman whole.”



Z



“Its unconcerned stare is perhaps its most terrifying aspect, as the monster will rend and tear the flesh of anyone interfering with its nightly patrol without so much as an upward glance to indicate an awareness of its victim.”

Zombie (Zombi, Walking Dead)

Habitat: Zombies are a class of undead with no aspirations or motivations of their own. Other than an instinctive aversion to sunlight, they really don't give a hoot where they find themselves.

Life Style: undead humanoid

Wealth Type: incidental

Alignment: neutral

Cunning: low (virtually nil). A zombie only remembers the last command given by its master and quickly forgets about anything else once removed from its view.

Speed: 30

Strength: average

Size: medium

Origin: The term *zombie* is the name of the Python god of West Africa and is probably derived from the Congo word *nzambi*, meaning “spirit of the dead.” The word was transplanted into North American folklore when slaves were brought to the West Indies. Here, the tales were liberally embellished until the word “zombie” was applied to the supposedly multitudinous walking dead slaves raised and commanded by unscrupulous voodoo priests.

Many cultures throughout the world have their own version of mindless bodies walking aimlessly through the night. A number of European tales describe such wandering corpses without giving the nightmarish creatures any specific name. “Zombie” is as good a name as any.

Special Characteristics: Zombies can see well in the dark, as the mage spell **Pallid Eye** (see *The Lexicon of Loretm*) for details).

Like all undead, this creature is Immune to Frost and Mental Spells, is not adversely affected by Severity Damage, is Susceptible to Holy Water, and has an Aversion to Sunlight.

Recovery Time: 9

Absorption: 0

Surprise Adj.: -2

Attack Modes: claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	-9	-1	-1	-4	-4

Zombie Examples

	Below Avg.	Average
Combat Level	1	2
Attack Bonus	+0	+1
Defense	12	13
Damage Tolerance	45 + 1d10	45 + 2d10
E.P. Value	12	16
Damage per Attack	1d4/ 1d4	1d4/ 1d4
	Above Avg.	Exceptional
Combat Level	4	6
Attack Bonus	+3	+5
Defense	15	17
Damage Tolerance	45 + 4d10	45 + 6d10
E.P. Value	35	84
Damage per Attack	1d6/ 1d6	1d6/ 1d6

A zombie is a member of the walking dead, a soulless, undead human that has risen from its grave to shamble aimlessly through the night. Its eyes always gaze downward with a glassy blank expression. This unconcerned stare is perhaps its most terrifying aspect, as the monster will rend and tear the flesh of anyone interfering with its nightly patrol without so much as an upward glance to indicate an awareness of its victim. Even as a zombie is disemboweled and dismembered, its stony countenance never wavers.

Because of their extreme lack of self-motivation, zombies are sometimes created by dark spell casters to serve as slaves. As forced laborers, zombies are ideal. They always do as they are told, working grueling hours on heavy tasks without complaint. They also require no food and little shelter. The fact that their rotting flesh gives off a pungent aroma rarely dissuades their masters from recruiting new corpses into their ranks.

The Bestiary Index

This section gives a variety of lists that group monsters in some interesting ways to aid you in setting up your adventures. We hope they provide you with some interesting ideas.

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7. Bear, Grizzly
8. Bear, Polar
9. Bee, Large Honey
10. Boar, Wild
11. Bull
12. Centipede, Giant
13. Centipede, Large
14. Chenoo
15. Crab, Giant
16. Crocodile
17. Demon
18. Demon Lord
19. Devil
20. Devil Prince
21. Dog, Guard
22. Duppy
23. Dwarf (Deneg)
24. Dwarf (Duergar)
25. Dwarf (Mountain Dwarf)
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2. Bee, Large Honey
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4. Elemental, Air
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6. Horse, Winged
7. Ouroboros

Angels, Demons, and Devils

The terms 'demon' and 'devil' refer to a wide range of evil spirits whose sole purpose seems to be the pro-motion of human suffering. Angles, on the other hand, do just the opposite. Folklore paints these creatures in a myriad of forms having varied abilities.

1. Demon
2. Demon Lord
3. Devil
4. Devil Prince

Animals

1. Bear, Black or Brown
2. Bear, Grizzly
3. Bear, Polar
4. Boar, Wild
5. Bull
6. Crocodile
7. Dog, Guard
8. Eel, Electric
9. Greyhound
10. Horse, Riding
11. Horse, War
12. Leopard
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21. Squid, Giant
22. Tarantula
23. Wolf

Arctic Creatures

1. Bear, Polar
2. Elemental, Air
3. Ghost
4. Gnome (Barbegazi)
5. Human
6. Sea Serpent
7. Sea Turtle, Monstrous
8. Skeleton
9. Skeleton, Animal
10. Skeleton Warrior
11. Squid, Giant
12. Statue, Animated Stone
13. Wolf (Arctic)

Bugs (Arachnids/ Insects/ Worms)

1. Ant, Giant
2. Antlion, Giant
3. Bee, Large Honey
4. Centipede, Giant
5. Centipede, Large
6. Scorpion, Giant
7. Slug, Large
8. Spider, Giant
9. Spider, Giant Spitting
10. Spider, Giant Wolf
11. Tarantula
12. Tick, Giant
13. Worm, Giant

Black Forest Dwellers

* Distinctive to area

1. Ant, Giant
2. Bat, Giant Vampire
3. Bear, Black or Brown
4. Bear, Grizzly
5. Boar, Wild
6. Centipede, Giant
7. Centipede, Large
8. Demon
9. Devil
10. Dwarf (Duergar)
11. Elf (Dark Elf)
12. Elf (Grey Elf)
13. Ghost
14. Giant
15. Gnome (Wichtln)
16. Goblin (Bogle)
17. *Goblin (Kabolos)
18. Goblin (Kobold)
19. *Goblin (Tylwyth Teg)
20. Griffin
21. Haunt
22. Human
23. Jack-in-Irons
24. Lizard, Large Monitor
25. *Orc (Orchi)
26. *Orc (Squarefoot)
27. Ouroboros
28. Panther
29. Porcupine, Giant
30. Rat
31. Rat, Giant
32. Ratman
33. Scorpion, Giant
34. Shadow
35. Skeleton, Animal
36. Slug, Large

- 37. Snake, Giant Constrictor
- 38. Snake, Poisonous
- 39. Spider, Giant
- 40. Spider, Giant Spitting
- 41. Spider, Giant Wolf
- 42. Statue, Animated Stone
- 43. Tarantula
- 44. Tick, Giant
- 45. Toad, Giant
- 46. Toadman
- 47. Wolf
- 48. Worm, Giant

City Dwellers

- 1. Centipede, Large
- 2. Dog, Guard
- 3. Dwarf (Mountain Dwarf)
- 4. Dwarf (Deneg)
- 5. Elf (Grey Elf)
- 6. Elf (Light Elf)
- 7. Elf (Fay)
- 8. Fury
- 9. Ghost
- 10. Gnome (Coblynau)
- 11. Gnome (Gignosko)
- 12. Goblin (Bogle)
- 13. Goblin (Kabolos)
- 14. Goblin (Kobold)
- 15. Goblin (Tylwyth Teg)
- 16. Graveyard Cannibal
- 17. Greyhound
- 18. Haunt
- 19. Hob (Bannik)
- 20. Hob (Brownie)
- 21. Hob (Domavoi)
- 22. Hob (Hobithurst)
- 23. Hob (Killmoulis)
- 24. Human

- 25. Jack-in-Irons
- 26. Orc (Fenoderee)
- 27. Orc (Orchi)
- 28. Orc (Squarefoot)
- 29. Rat
- 30. Rat, Giant
- 31. Ratman
- 32. Revenant
- 33. Shadow
- 34. Skeleton
- 35. Skeleton Warrior
- 36. Slug, Large
- 37. Statue, Animated Stone
- 38. Tarantula

Desert Dwellers

- 1. Ant, Giant
- 2. Antlion, Giant
- 3. Camel
- 4. Centipede, Giant
- 5. Centipede, Large
- 6. Dwarf (Deneg)
- 7. Elemental, Air
- 8. Elemental, Earth
- 9. Elemental, Fire
- 10. Ghost
- 11. Giant
- 12. Haunt
- 13. Horse, Riding
- 14. Human
- 15. Lizard, Large Monitor
- 16. Scorpion, Giant
- 17. Shadow
- 18. Skeleton
- 19. Skeleton, Animal
- 20. Skeleton Warrior
- 21. Snake, Poisonous

- 22. Spider, Giant
- 23. Spider, Giant Spitting
- 24. Spider, Giant Wolf
- 25. Statue, Animated Stone
- 26. Tarantula
- 27. Toad, Giant
- 28. Zombie

Earth Dwellers

- 1. Ant, Giant
- 2. Antlion, Giant
- 3. Bat, Giant Vampire
- 4. Centipede, Giant
- 5. Centipede, Large
- 6. Dwarf (Duergar)
- 7. Dwarf (Mountain Dwarf)
- 8. Elemental, Earth
- 9. Elemental, Water
- 10. Elf (Dark Elf)
- 11. Elf (Grey Elf)
- 12. Frog, Giant
- 13. Frogman
- 14. Fury
- 15. Ghost
- 16. Ghost, Headless
- 17. Gnome (Barbegazi)
- 18. Gnome (Blue Cap)
- 19. Gnome (Coblynau)
- 20. Gnome (Gignosko)
- 21. Gnome (Wichtln)
- 22. Goblin (Bogle)
- 23. Goblin (Kabolos)
- 24. Goblin (Kobold)
- 25. Goblin (Tylwyth Teg)
- 26. Gorgon, Grecian
- 27. Haunt
- 28. Lizard, Large Monitor
- 28. Orc (Fenoderee)

29. Orc (Orchi)
30. Orc (Squarefoot)
31. Ouroboros
32. Rat
33. Rat, Giant
34. Ratman
35. Scorpion, Giant
36. Slug, Large
37. Snake, Giant Constrictor
38. Snake, Poisonous
39. Spider, Giant
40. Spider, Giant Spitting
41. Spider, Giant Wolf
42. Statue, Animated Stone
43. Tarantula
44. Tick, Giant
45. Toad, Giant
46. Toadman
47. Worm, Giant

Enchanted Forest Dwellers

* Distinctive to area

1. Ant, Giant
2. Bear, Black or Brown
3. Bear, Grizzly
4. Bee, Large Honey
5. Boar, Wild
6. Centipede, Giant
7. Centipede, Large
8. Dwarf (Mountain Dwarf)
9. Eagle, Giant
10. *Elf (Light Elf)
11. *Elf (Fay)
12. Frog, Giant
13. Frogman
14. Giant
15. Gnome (Coblynau)
16. Gnome (Gignosko)
17. Goblin (Kobold)
18. Greyhound
19. Griffin
20. *Hob (Brownie)
21. *Hob (Domavoi)
22. Hob (Hobithurst)
23. Hob (Killmoulis)
24. Horse, Riding
25. Horse, War
26. Horse, Winged
27. Human
28. Lizard, Large Monitor
29. Orc (Fenoderee)
30. Orc (Squarefoot)
31. Panther
32. Porcupine, Giant
33. Snake, Giant Constrictor
34. Snake, Poisonous
35. Statue, Animated Stone
36. Wolf
16. Frog, Giant
17. Frogman
18. Giant
19. Gnome (Gignosko)
20. Goblin (Bogle)
21. Goblin (Kobold)
22. Goblin (Tylwyth Teg)
23. Griffin
24. Hob (Brownie)
25. Hob (Domavoi)
26. Hob (Hobithurst)
27. Human
28. Leopard
29. Orc (Fenoderee)
30. Orc (Orchi)
31. Orc (Squarefoot)
32. Ouroboros
33. Panther
34. Porcupine, Giant
35. Rat
36. Rat, Giant
37. Ratman
38. Scorpion, Giant
39. Slug, Large
40. Snake, Giant Constrictor
41. Snake, Poisonous
42. Spider, Giant
43. Spider, Giant Spitting
44. Spider, Giant Wolf
45. Statue, Animated Stone (in ruins)
46. Tick, Giant
47. Toad, Giant
48. Toadman
49. Wolf
50. Worm, Giant

Forest Dwellers

1. Ant, Giant
2. Bat, Giant Vampire
3. Bear, Black or Brown
4. Bear, Grizzly
5. Bee, Large Honey
6. Boar, Wild
7. Centipede, Giant
8. Centipede, Large
9. Dwarf (Mountain Dwarf)
10. Eagle, Giant
11. Elemental, Air
12. Elemental, Earth
13. Elemental, Water
14. Elf (Light Elf)
15. Elf (Fay)

Fresh Water Creatures

1. Crocodile
2. Elemental, Water
3. Frog, Giant
4. Frogman
5. Goblin (Tylwyth Teg)
6. Hob (Bannik)
7. Lobster, Giant (Giant Crayfish)
8. Slug, Large
9. Snake, Poisonous
10. Statue, Animated Stone

Monstrous Beasts

1. Ant, Giant
2. Antlion, Giant
3. Bat, Giant Vampire
4. Bee, Large Honey
5. Centipede, Giant
6. Centipede, Large
7. Crab, Giant
8. Eagle, Giant
9. Frog, Giant
10. Horse, Giant Sea
11. Lizard, Large Monitor
12. Lobster, Giant
13. Porcupine, Giant
14. Scorpion, Giant
15. Sea Turtle, Monstrous
16. Slug, Large
17. Snake, Giant Constrictor
18. Spider, Giant
19. Spider, Giant Spitting
20. Spider, Giant Wolf
21. Squid, Giant
22. Tick, Giant
23. Toad, Giant
24. Worm, Giant

Mountain Dwellers

1. Ant, Giant
2. Bat, Giant Vampire
3. Bear, Black or Brown
4. Bear, Grizzly
5. Bee, Large Honey
6. Boar, Wild
7. Centipede, Giant
8. Centipede, Large
9. Dwarf (Mountain Dwarf)
10. Eagle, Giant
11. Elemental, Air
12. Elemental, Earth
13. Elf (Grey Elf)
14. Frog, Giant
15. Frogman
16. Fury
17. Giant
18. Gnome (Barbegazi)
19. Gnome (Blue Cap)
20. Gnome (Coblynau)
21. Gnome (Gignosko)
22. Gnome (Wichtln)
23. Goblin (Kabolos)
24. Goblin (Kobold)
25. Griffin
26. Horse, Winged
27. Human
28. Leopard
29. Orc (Orchi)
30. Ouroboros
31. Panther
32. Porcupine, Giant
33. Rat
34. Rat, Giant
35. Ratman
36. Scorpion, Giant
37. Slug, Large

38. Snake, Giant Constrictor
39. Snake, Poisonous
40. Spider, Giant
41. Spider, Giant Spitting
42. Spider, Giant Wolf
43. Tarantula
44. Tick, Giant
45. Toad, Giant
46. Toadman
47. Wolf
48. Worm, Giant

Nocturnal Creatures

1. Bat, Giant Vampire
2. Dwarf (Duergar)
3. Elf (Dark Elf)
4. Frog, Giant
5. Frogman
6. Ghost
7. Gnome (Wichtln)
8. Goblin (Tylwyth Teg)
9. Graveyard Cannibal
10. Haunt
11. Jack-in-Irons
12. Leopard
13. Porcupine, Giant
14. Rat
15. Rat, Giant
16. Ratman
17. Revenant
18. Shadow
19. Skeleton
20. Skeleton, Animal
21. Skeleton Warrior
22. Slug, Large
23. Spider, Giant
24. Spider, Giant Spitting
25. Spider, Giant Wolf

26. Tick, Giant
27. Toad, Giant
28. Toadman
29. Wolf
30. Zombie

Plains Dwellers

1. Ant, Giant
2. Bat, Giant Vampire
3. Bee, Large Honey
4. Boar, Wild
5. Bull
6. Centipede, Giant
7. Centipede, Large
8. Dwarf (Deneg)
9. Elemental, Air
10. Elemental, Earth
11. Elf (Light Elf)
12. Elf (Fay)
13. Ellyl
14. Empusa
15. Frog, Giant
16. Frogman
17. Giant
18. Gnome (Gignosko)
19. Goblin (Kabolos)
20. Griffin
21. Hob (Bannik)
22. Hob (Brownie)
23. Hob (Domavoi)
24. Hob (Hobithurst)
25. Hob (Killmoulis)
26. Horse, Riding
27. Horse, War
28. Horse, Winged
29. Human
30. Leopard
31. Orc (Fenoderee)

32. Orc (Squarefoot)
33. Ouroboros
34. Panther
35. Porcupine, Giant
36. Rat
37. Rat, Giant
38. Ratman
39. Scorpion, Giant
40. Snake, Poisonous
41. Spider, Giant
42. Spider, Giant Spitting
43. Spider, Giant Wolf
44. Statue, Animated Stone (in ruins)
45. Tarantula
46. Tick, Giant
47. Toad, Giant
48. Toadman
49. Wolf
50. Worm, Giant

Sea Dwellers

1. Crab, Giant
2. Eel, Electric
3. Eel, Giant
4. Eel, Large
5. Elemental, Water
6. Horse, Giant Sea
7. Lobster, Giant
8. Ray, Manta
9. Ray, Sting
10. Sea Serpent
11. Sea Turtle, Monstrous
12. Shark, Great White
13. Squid, Giant
14. Statue, Animated Stone

Sewer Dwellers

1. Ant, Giant
2. Bat, Giant Vampire
3. Centipede, Giant
4. Centipede, Large
5. Crocodile
6. Eel, Giant
7. Eel, Large
8. Elemental, Water
9. Frog, Giant
10. Frogman
11. Fury (You'd be pissed too, if you died in a sewer.)
12. Ghost
13. Haunt
14. Jack-in-Irons
15. Ouroboros
16. Rat
17. Rat, Giant
18. Ratman
19. Shadow
20. Skeleton
21. Skeleton, Animal
22. Slug, Large
23. Snake, Giant Constrictor
24. Snake, Poisonous
25. Spider, Giant
26. Spider, Giant Spitting
27. Spider, Giant Wolf
28. Tarantula
29. Tick, Giant
30. Toad, Giant
31. Toadman
32. Worm, Giant

Swamp Dwellers

1. Bee, Large Honey
2. Centipede, Giant
3. Centipede, Large

4. Crocodile
5. Eel, Large
6. Elemental, Air
7. Elemental, Water
8. Elf (Fay)
9. Frog, Giant
10. Frogman
11. Ghost
12. Goblin (Kobold)
13. Goblin (Tylwyth Teg)
14. Haunt
15. Hob (Bannik, Yoda)
16. Human
17. Leopard
18. Orc (Fenoderee)
19. Orc (Orchi)
20. Orc (Squarefoot)
21. Ouroboros
22. Rat
23. Rat, Giant
24. Ratman
25. Slug, Large
26. Snake, Giant Constrictor
27. Snake, Poisonous
28. Spider, Giant
29. Spider, Giant Spitting
30. Spider, Giant Wolf
31. Spider, Gleaming Red
32. Tarantula
33. Tick, Giant
34. Toad, Giant
35. Toadman

Undead Creatures

1. Fury
2. Ghost
3. Graveyard Cannibal
4. Haunt
5. Jack-in-Irons
6. Revenant
7. Shadow
8. Skeleton
9. Skeleton, Animal
10. Skeleton Warrior
11. Zombie

Frequently Asked Questions

New players often look at rules in this game and scratch their heads in wonder. “Why on earth did you do this?” they’ll ask in obvious confusion. Believe it or not, in the 17 years and 7 editions in which this game was developed and playtested, just about every single item in this book has been thoroughly discussed and argued over.

I’m not going to say that the rules are perfect. That would truly be absurd. They have, however, weathered and survived some pretty tough storms. With few exceptions, there is a logical basis for almost every rule in the game. Sometimes, however, a new player has a hard time “getting” it. This section was written in order to provide some insight into the game structure and philosophy by answering some of the most common questions.

Why is there a noticeable lack of crafts to go along with the Mundane Lores given in *The Grimoire of Game Rules*?

I’m glad you asked. The concept of adding Mundane Lores to character classes was introduced shortly before this version of the game was released. We knew it wouldn’t help players immediately. However, it does provide a framework for us to develop a more fleshed-out “craft” system later. This way, if we want to give Smithies additional abilities later, all we have to do is create a craft with the appropriate Metal Lore requirements. Voila! We add abilities without having to go back and change the Smithy class at all! In effect, the Mundane Lores help us better isolate character classes from character abilities. This isolation should enable the authors greater flexibility in the future.

My Overlord insists on changing the rules. He won’t play like the books dictate. What should I do?

You have two options. If he is unfair and his world is boring, find another Overlord. Otherwise, stand up and applaud. He has shown that he has imagination. I don’t know of anyone that plays a fantasy role playing game exactly as the game rules instruct. I’m sure that a month or two after this book is released I’ll have come up with some changes myself. Lighten up. It’s just a game.

What date in history does this game represent?

The game does not in any way attempt to recreate a *specific* date in history. Rather, it simply provides a heroic framework on which an Overlord can build. If the Overlord is a history buff, he or she is perfectly free to

add or eliminate classes, skills, and monsters to fit a particular historical framework.

Why did you set up the E.P. system the way it is?

The experience point system was first and foremost set up to satisfy a number of requirements. We wanted a system that would:

- **Allow characters to specialize in the abilities in which the players are most interested.** We were bored with the more common systems that fit every character of a certain “level” into one mold. Thus, we decided to allow characters to gain levels in specific abilities.
- **Support diminishing returns.** That is, gaining levels in a particular ability becomes more difficult as a character progresses in the ability. Having the experience point requirements double at every level easily satisfied this requirement.
- **Mathematically guarantee a “balance.”** That is, the Overlord keeps the power of characters to a sufficient and reasonable level with little intervention. This is the subtlest aspect of the game, as there are no “rules” which are explicitly stated.

The goal of “balance” was achieved in a surprisingly simple fashion. While the E.P. requirements double for every level gained, the E.P. awards given for successful encounters increases by only a factor of 1.5 every level. Thus, no matter how generous the Overlord, he or she is guaranteed to have SOME level beyond which all characters will have an increasingly difficult time advancing. (Provided, of course, Overlords follow the basic E.P. awards detailed in the books.)

How quickly should a character gain levels?

The rate at which characters advance varies from world to world. Generally, though, characters will initially advance quickly beyond 3rd and 4th level in many worlds (perhaps in only a single session). The next few levels will be relatively easy but noticeably slower. Soon, the levels will become obviously more difficult to attain until it becomes an uncommon event to gain a character level.

“This game does not attempt to recreate a specific date in history. Rather, it provides a heroic framework on which an Overlord can build.”

How do I handle obtaining a better Training Classification in a skill or weapon?

Usually, characters will pick up High Order classes specifically to improve their abilities in one or two skills. A class accomplishes this by providing a Training Classification for every skill offered. Players will usually select High Order classes based on the Training Classification for the skills in which they are interested.

For example, suppose a player is role-playing a Smithy character who is Versed in Smithery. He decides he wants to improve his Smithery abilities by gaining the Armorer class (which is Specialized in Smithery). In this way, his level adjustment rises from a +2 (Versed) in Smithery to a +3 (Specialized).

The end result of all the math is this: When a Training Classification improves by one notch (Versed to Specialized or Specialized to Expert), the total level in the skill rises by 1.

Why use Willpower to limit the number of magic items characters can carry?

This rule is added simply as an extra control available to the Overlord in keeping his world balanced. Most game systems leave the distribution of magic items entirely up to the game referee's discretion. This is perfectly fine as long as the referee doesn't make a mistake in handing out too many magic items.

Many a campaign has been ruined or seriously damaged by characters acquiring too many powerful items. **The items themselves soon become a crutch on which the players rely instead of their own ingenuity.** If the Overlord decides he likes campaigns where characters resemble walking fireworks displays, that is his option. However, adding the detrimental mental effects to characters carrying too many items forces the players themselves to retain some control over their character's inventories. A great burden is somewhat lifted from the Overlord's shoulders.

Why have two different magic systems?

The two magic systems (religious vs. arcane lore) simply reflect the sources of power for both systems.

- **Religious spells** drain Mana points from priests rather than affecting them physically. This reminds a caster that his power is simply granted by his deity, and that power can easily be taken away if he

disobeys his master's dictates.

- **Arcane lore spells** emphasize that the caster cannot rely on outside sources for power; casters can only rely on themselves. Every time they cast spells, their strength is drained in the form of Stress.

It may have been easier to create a single system, but it would not have been as satisfying to play.

Why use a 30-sided die?

I will admit that it is rather unusual to use such an unpopular die as the core die of the game. However, when the game was originally designed, we decided that we wanted to add a wide variety of adjustments to the attack and luck rolls. By using a 20 sided die, we felt that every +1 or -1 adjustment would have too big an effect (5%) to allow for very many adjustments and high level characters would quickly overwhelm the campaign.

On the other hand, the arithmetic when using adjustments on a range of 1-100 usually involved the addition and subtraction of a pair of 2 digit numbers. Ok. So this doesn't sound like a big deal, but the slightly more difficult math slowed the game sessions down a little. We were torn between the two options. At this point, somebody found a 30-sider at our favorite gaming shop. It was deemed a wonderful compromise and has been used ever since. Besides, it just feels like an important die.

Why give 4 examples for (nearly) every monster?

Picture this. Your character walks into a dark and musty cave alone at night. He hears heavy snoring coming from a small room ahead. As he enters the room, a bleary-eyed ogre rolls off of his bed furs and bellows. You immediately think:

"Hmm. An Ogre is 5th level, has an attack of +9, and an armor rating of 4. I can take him." Sound familiar? Well, with 4 examples for every monster, players have a much more difficult time memorizing everything.

Perhaps more importantly, though, is that the Overlord has much greater freedom in including a particular monster type at a particular location in a dungeon. This ability allows him to more quickly design interesting campaigns suited to the abilities of the characters.

"Many a campaign has been ruined or seriously damaged by characters acquiring too many powerful items...[But] if the Overlord decides he likes campaigns where characters resemble walking fireworks displays, that is his option."

Why not base everything in the game on a single die type?

We toyed with this idea since there are other

games that have adopted this technique (i.e. using only d10 to roll numbers in the range of 1-10 and 1-100). It does have some advantages in speed of play since you don't have to search for the correct die type before rolling.

After giving it some thought, though, we decided that situations will always arise that require some unusual number range to be rolled (e.g. 1-4 Orcs jump out from behind a bush). The big reason that we finally rejected the idea, though, was because it seemed as if we would end up restricting the flexibility of the entire game for a minor technical benefit.

Why don't we roll Attributes instead of pick them?

We used to but it took too long. When players decide to roll up characters, they usually have some idea of the classes they want to attain. When the attributes were rolled, players often found themselves with a set of attributes that wouldn't meet the minimum requirements of the desired class. At this point, they would either play a character class they didn't really like or spend half the evening rolling dice until they got what they wanted. In either case, the fun of the game was diminished for no good reason.

Can the Combat and Core Rules be used in other game genres?

Absolutely. In fact, that was one of the criteria in creating the rules as they are. We've tried them out using modern rifles and guns as well as blasters and light sabres. The rules work so well it's spooky. Believe me, you don't want to be caught unaware by a sniper sporting laser sights on a high-powered rifle: the results are, well, realistic. The main difference in high-tech games is that individual seconds become more important than full turns.

Is the game mostly "made up" or is it mainly taken from mythology?

The mechanics of the game, of course, are simply our interpretation of a playable system of combat.

The specific classes, spells, and monsters all have some basis in folklore and mythology. In fact, we did an extraordinary amount of research over a period of many years in setting up the game. We wanted to give players a game that has the "flavor" of ancient legends.

While the game is not historically accurate in terms of dates and specific events, it is quite indicative of the whimsical fantasies of our ancestors. Needless to say, we had to add our own twists to everything, since folklore does not neatly package everything for a role-playing environment.

Greed on a Silver Platter

An Adventure for 3 to 6 Beginning Characters

◆ WARNING ◆

Read no further unless you are the Overlord. The following pages describe an adventure for beginning players. If you continue reading, you will spoil the fun.

Suggestions

If you, the Overlord, or your players are beginners, we suggest you use only the **Basic Combat Rules** when dealing with melee throughout the adventure. In addition, since this adventure has been set up to give a familiarity with the Combat Rules, we strongly recommend that the party have no fewer than two characters strong in hand to hand combat. If only two are available, they may be supplemented in **Scene II** below. Remember: above all else, your job as Overlord is to promote fun. Feel free to change any or all of the encounters below to tailor them to your party's needs and abilities. Although it is inevitable that characters die from time to time, you should not seek to brutally murder them one after another.

Introduction

◆ READ THE FOLLOWING ALOUD TO THE PLAYERS ◆

“Minerstown is a small village inhabited completely by gnomes. It is tucked neatly into a valley of the Iron Hills near Bagdenoth, the Deep Wood. The “buildings” of the town are comprised of a series of small craftily formed caves carved directly from the rock of the surrounding hills.

As might be guessed from the make-up of the village's citizenry, Minerstown sprung up virtually overnight a decade ago when a gnomish prospector came across a silver nugget buried in the Blue River. He supposedly staked a claim over ten acres of land which produced tons upon tons of silver ore. He would certainly be the richest gnome in this part of the world if he returned to gather his treasure. Unfortunately, soon after his claim was made, the paperwork was misplaced and nobody could seem to remember his name.

Since that time the town's citizens have prospered. None have prospered more than Kargo Rubymiser, the owner of the largest silver mine around. Recently, however, Kargo has become

disturbed. While his mine is no more than 10 miles outside of town, he has not heard from his mine foreman for a month. While this would not normally concern him unduly, he has heard reports that a group of wandering bandits has ambushed a few of the wealthier gnomes travelling near his mine.

Kargo has posted a reward in the neighboring townships. It offers 1,000 pieces of silver for anyone brave enough to take a message to the mine and return with a response. Further, if the messengers find that his mine or his miners are in danger, an additional 5,000 pieces of silver will be paid for its (or their) rescue. It is this reward that has brought you to Minerstown's city limits after a long and tiring trek.”

◆ STOP READING ALOUD ◆

General Overview

Kargo Rubymiser's Past

Kargo Rubymiser's concern is honest and justified. That does not mean that Kargo himself is honest or in any way concerned about justice. You see, young Kargo started out in the mining business working in the claims office. It was he that “misplaced” the claim mentioned in the first paragraph. At that time, Minerstown was called “Hills Valley” and had nothing to do with silver mining at all. It was a charming community used only as a stopping point for local farmers who brought their produce to ship down the Blue River to market. Kargo changed all that.

Since Hills Valley was so small and Kargo was close friends with Orfeo Glintgrubber, the local bouncer, Kargo was able to quietly chase Flint Cragmire, the poor prospector, out of town. That accomplished, Kargo staked his own claim and hired miners to dig ore. As his wealth and power increased, Kargo muscled the original townsfolk into total silence. So much so that very few of Minerstown's current citizens know anything about Kargo's dubious rise in wealth.

One of those who does know is the town's current claims officer. Nothing short of a threat to his life would make him point a finger directly at Kargo's unscrupulous past. Nevertheless, he will reveal that Kargo was the last claims officer if bribed with sufficient gold. (2 g.p. minimum).

Flint Cragmire Plots Revenge

Flint Cragmire plotted for a long time to get back his rightful claim. After years of fruitless attempts to convince others of his story, Flint became desperate.

He finally allied with a group of Orc and Goblin bandits. (No, these are not the bandits mentioned in the introduction - more about that later.)

The leader of these bandits, Gurdig Kromatar, is an Orc Enforcer of substantial combative prowess. He agreed to aid Flint after Flint promised him his weight in silver. His band of ruthless ruffians had little trouble seizing control of "The Silver Spoon," Kargo's mine. Even so, Flint's troubles were not over. As soon as Gurdig saw that he could have much more than what Flint had promised, he turned against Flint. Gurdig forced Flint to mine alongside the other gnome miners. The miners were driven to work double shifts so that now they are near death from exhaustion. Still, they continue swinging their picks since those few that refused were immediately killed.

Gurdig plans to leave before the mine's current owners come to reclaim it. Nevertheless, the quickly growing pile of silver ore the miners have dug for him has clouded his judgement. He keeps repeating, "Just one more day," day after day.

The Merry Band

The bandits mentioned in the introduction are actually a group of kindhearted elves that are led by a Sherwood Outlaw named Sparrow Goodman. Sparrow is both an excellent marksman with a bow and a competent stavesman. He and his band roam throughout the land collecting money from fat, greedy merchants and distributing it to the peasantry in the area. Currently, they have set up "shop" on the edge of the Deep Wood.

Scene I: The Party Meets Mr. Rubymiser

❖ READ THE FOLLOWING ALOUD ❖

After wandering through town asking various citizens for directions, you find yourself standing in front of a highly polished façade carved directly from what appears to be a granite hillside overlooking the Blue River.

The layout of the ornate façade indicates that it is some sort of dwelling. It contains three tiers of windows, with a balcony on the highest. The lowest tier has an arched doorway with the name "Rubymiser" carved above it. The entire thing is only about 12 feet tall.

❖ STOP READING ALOUD ❖

This dwelling is obviously too small for the party to enter, unless it consists entirely of gnomes and hobs. If the

characters knock on the door or yell aloud for attention, a gnome dressed in butler's garb appears at the door. With an upturned nose, the butler eyes the characters warily and says, "Good day . . . *gentlemen*. May I enquire about your business?"

If the characters say simply that they want to see Kargo Rubymiser they will receive the response "Mister Rubymiser is unavailable at the moment. Good day!" At this point, the butler quickly slams the door. It will require another five minutes of knocking and yelling to bring the butler back.

If the characters state that they have come about the reward posted by Kargo, the butler will politely say, "One moment, please," and shut the door.

❖ READ THE FOLLOWING ALOUD ❖

After a few impatient minutes, a fat gnome dressed in a red silk bathrobe and smoking a pipe appears on the balcony above. He smiles and says:

"Hello brave sirs, I am the poor soul that posted the reward. Welcome. The collection of the reward should be a simple enough task. All that I require is that you take a message to "The Silver Spoon," my silver mine, and bring back a response. Simple. You pick up a quick thousand pieces of silver. I truly hope that your journey is that easy. If, on the other hand, something has happened to endanger my mine or its miners, you will be rewarded an additional five thousand pieces of silver to save the mine and its workers."

At this point, the door opens and the butler reappears holding a silver platter on which rests a rolled parchment and a glass vial filled with a purple liquid. He hands the parchment and vial to the nearest character and returns to the building. Kargo continues:

"The message states simply that I am growing impatient about the ore shipment and would like to know what the holdup is. Don't worry, my foreman *can* read, even if you cannot. The vial contains a magical liquid. It heals the wounds of whomever drinks it. Use it only in time of great need, for there is only enough for one usage.

Finding "The Silver Spoon" is simple. Simply follow the road running along the Blue River into the Deep Wood. The mine is only a few miles into the forest beside the river. Good journey and good bye."

Kargo disappears into the building.

❖STOP READING ALOUD❖

No amount of shouting or knocking will bring either Kargo or the butler out again.

The potion is a **Healing Potion**, as described in the *Lexicon of Lore*. If you do not yet own this book, the potion heals 2d12 + 16 points of damage when drunk.

Scene II: The Party Meets a Merry Band of Outlaws

After the party leaves Minerstown, they travel through the hills along the Blue River until they come to a dark forest. This is the Deep Wood. Soon after they enter the forest, they come to a bend in the river.

❖READ THE FOLLOWING ALOUD❖

As you trudge down the Blue River road into the Deep Wood, you come to a bend in the river where a poor peasant farmer is struggling to push his cart of cabbages from the river's bank. It is apparently stuck in the mud. The efforts of both he and his donkey are proving insufficient to the task.

As your party approaches, the peasant smiles and waves. His features show him to be elven, although his face and garb are smeared with a great deal of mud.

"Good gentles, would you kindly help out a poor cabbage farmer whose back is too weary to motivate his ass?" the peasant calls out as he points to his donkey.

❖STOP READING ALOUD❖

The peasant is Sparrow Goodman, the Sherwood Outlaw, in disguise. His staff and his bow are hidden in the cart beneath the cabbages. In the surrounding woods are his five fellow band members. Two of them are across the river hidden in trees ready with bow in hand. The other three are hiding on this side of the river at various points in the underbrush nearby. At Sparrow's signal, all of the band members will show themselves, ready for combat. Treat all of Sparrow's followers as below average elves (see **Elf** in the **Bestiary**). The three on this side of the river use quarterstaff. Those on the opposite bank are use short bow and arrow. They are all woodsmen. Their combat statistics follow:

Sparrow Goodman

(40 DT / 0 Abs. / 45 E.P.)

Weapon	Combat Level	Attack	Defense	Damage
Quarterstaff	5	+7	27	1-8+1-4
LongBow	3	+6	21	2-7+1-2

Woodsmen using Long Bows

(25 Damage Tol. / 0 Abs. / 12 E.P.)

Name	Combat Level	Attack	Defense	Damage
Daniel Millbrooke	1	+3	24	1-6
Lyman Thrushgate	1	+3	24	1-6

Woodsmen using Quarterstaves

(30 Damage Tol. / 0 Abs. / 12 E.P.)

Name	Combat Lvl.	Attack	Defense	Dmg.
Ashton Woodsinger	1	+4	25	1d8+1d4+4
Vencent Day	1	+3	24	1d8
Randall Wolfson	1	+3	24	1d8

If the characters ignore or refuse Sparrow's request for aid, he will signal his companions to show themselves. He will then angrily call to the party members, "Since you are obviously too exhausted from your travels to help one in need, we will lighten your load by taking your purses." If the characters refuse, the band will use force to take the party's money. If the characters are overcome, Sparrow and his band will tend to wounds with *First Aid* and take all of the cash they find. They will leave the characters a few feet off the road hidden in the bushes. When Sparrow and his band leave, Sparrow will say, "I'm certain that the poor peasants whom this money will benefit would thank you for your generosity."

If the characters decide to help Sparrow, he will accept their aid. After the cart is free, Sparrow will ask what the adventurers are doing in the forest. If they

explain the situation with the mine, Sparrow will carefully look over the group. As the Overlord, if you think that the party could use some help in recapturing the mine, you could have Sparrow signal his companions and offer to have Ashton Woodsinger, his second in command, accompany them. Otherwise, Sparrow will send Ashton Woodsinger to watch after the party's trek through the forest to see that no harm comes to them. In time of need, Ashton will either fire his bow or leap into combat with his staff. Ashton will clandestinely follow the characters into the mine if he sees that goblins have seized control.

Scene III: The Party Approaches the Mine

❖ READ THE FOLLOWING ALOUD ❖

As you wander beside the Blue River, you come to a point where the river's opposite bank gradually rises until it forms a rocky cliff 30 feet high.

Shortly thereafter, you encounter a bridge spanning the river that crosses to a small "beach" which has formed within a recess in the cliff face. Although the road continues along the Blue River, you have apparently come to your journey's end. A sign hangs above a rectangular opening carved from the rock face. (For those who can read, the sign says: "The Silver Spoon -- NO TRESPASSING.")

Railroad tracks emerge from the mine's entrance upon which rests an ore car. You see a solitary goblin leaning wearily against the car. Bored, he is apparently nodding off to sleep.

❖ STOP READING ALOUD ❖

This is a scene designed to give the players a little confidence as well as some experience in combat. The goblin is simply a standard *below average* goblin wielding a short sword, as described under **Basic Humanoids**. For ease of play, his combat statistics follow:

Ingrave Badrug

(25 Damage Tol. / 0 Abs. / 12 E.P.)

Weapon	Combat Level	Attack	Defense	Damage
Short Sword	1	+3	24	1-8

Ingrave will stand and defend the mine entrance. He will not flee into the mine for fear of having his pursuers

trigger the ore car trap behind him (see **Scene IV**) Besides, he knows that his superiors would punish him with a torturous death for abandoning his post.

Unless Ingrave is killed immediately, the goblins in **Scene V** will be aware of intruders. Nevertheless, they will not come to Ingrave's aid. Rather, they will wait hoping that the ore car trap of **Scene IV** will take care of them. They will miss Ingrave, but not overly much.

If Ingrave is killed and searched, the characters will find a pouch containing 27 sp., a pair of ivory dice, and a piece of chalk.

❖ READ THE FOLLOWING ALOUD if the characters examine the ore cart ❖

Apparently, the goblin has been busy. Various unflattering pictures of gnomes are scrawled on the ore cart's surface. The brake lever is bent, and the rope normally attaching it to the wench has been cut. The wench itself has been ruined.

❖ STOP READING ALOUD ❖

If the characters search for traps in the vicinity of the ore cart, make a *Success Roll* for any character with the skill *Finding Traps*. If the roll succeeds, the searcher discovers a suspicious mechanism that releases the brake shoes.

❖ READ THE FOLLOWING ALOUD when the characters look into the mine shaft. ❖

Peering into the mine entrance, you see the ore cart rails leading into a long dark downward sloping tunnel. You can barely discern the tunnel to be about 75 yards in length because a faint glow outlines the other end. The faint "ping...ping...ping" of picks hitting stone periodically breaks the otherwise total silence.

❖ STOP READING ALOUD ❖

Scene IV: The Party Enters the Mine

As each character passes the point marking **Scene IV** on the map, roll a d6. Any roll of 1 or 2 indicates that a character has snagged his foot on a hidden trip wire. This trip wire triggers a trap which releases the brakes holding the ore cart in position at the mouth of the mine.

❖ If any character triggers the ore cart trap, READ THE FOLLOWING ALOUD TO THE PLAYERS ❖

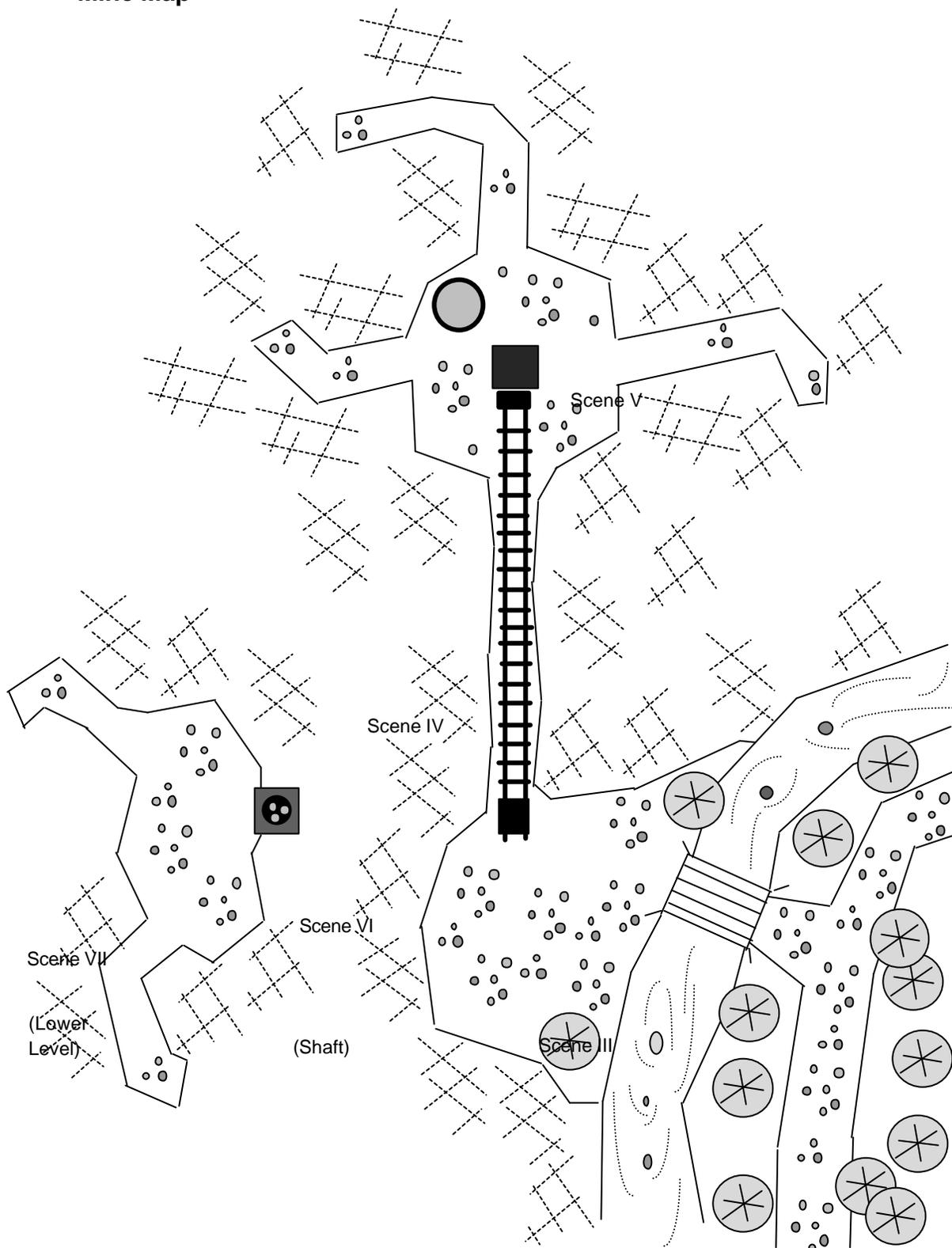
As you travel down the entrance tunnel, your foot catches on a wire.

❖If the characters have somehow prevented the ore cart from moving, skip to Scene V. Otherwise,
CONTINUE READING❖

A low grinding sound comes down the tunnel from the mine entrance accompanied by the screech of metal gears long unused. The grinding quickly builds to a rumble as you realize that the ore cart has moved from its resting spot and is barreling toward you.

❖STOP READING ALOUD❖

Mine Map



The characters in the mine tunnel have little time and only a few options. The first is to try and find an alcove in the tunnel large enough to duck into. If a player asks about the existence of such an alcove, make a *Perception Check* against a Threshold of 6. If the roll succeeds, the character remembers noticing an acceptable niche five yards behind him. There is only enough space for a single human, goblin, dwarf or elf or two gnomes or hobs. It is not large enough to hold an orc or half-orc.

Any hob or gnome character may simply lie down between two railroad ties and allow the cart to pass over without injury.

Another option is to try to outrun the ore cart. To succeed, a character must first have a *Speed* of 60 or greater. Attempting to do this forces a character to make an *Agility Check* against a Threshold of 8 to make it to the far end of the tunnel without stumbling and falling on the uneven surface of railroad ties.

The final option is to jump into the cart itself. Any attempt to do so forces the character to make an *Agility Check* against a Threshold of 8.

If any character fails to avoid the ore cart, he immediately sustains 2d12 damage when it strikes him. In addition, the cart will drag him along the tunnel until the tunnel finally widens temporarily on either side to deposit him. This takes 1d4 increments of 10 yards each. Every 10 yards dragged, the character sustains an additional 1d10 damage. Armor absorbs normally for the initial blow and for every d10 sustained thereafter.

When the cart reaches the end of the tunnel, it enters into the area of **Scene V**. Any character in the cart has only a couple of seconds to decide to leap from the moving cart before it crashes into the stopper at the end of the tracks. Anyone leaping from the cart must make an *Agility Check* against a Threshold of 6. Failure indicates the character sustains 1d8 damage from the fall and must take a full turn to recover from the ordeal. Otherwise, the nimble character lands upright ready for combat. Any character remaining in the cart automatically sustains 1d10 damage when it crashes into the stopper and must take 1 turn to recover. The cart is completely ruined.

Scene V: The Party Encounters Resistance

❖ READ THE FOLLOWING ALOUD ❖

The tunnel's far end opens into a large room apparently designed to load silver ore into the ore car.

The ore car rails lead halfway into the room where they end at a wooden barricade obviously built to stop the ore car from tumbling into the shaft just beyond it.

The shaft itself is a rectangular hole in the ground over which an impressive wench system has been set up supported by heavy timbers.

A thick chain hangs down from the timbers into the shaft. A wooden ladder is secured to the side of the shaft. Apparently, the pinging noises of picks on stone are rising up from below.

❖ If the characters have managed to make it this far without alerting the goblins, read the following aloud. ❖

Aside from three obviously abandoned mine tunnels exiting from this room, there remains only two points of interest immediately evident.

The first is a mineshaft in the center of the floor over which hangs a large wench system. The other is a group of three goblins engaged in a game of poker sitting around a circular table.

❖ If the goblins are aware of the intruders, read the following aloud. ❖

Aside from three obviously abandoned mine tunnels exiting from this room, there remain only three points of interest immediately evident. The first is a table on which rests a deck of cards. The second is a mine shaft in the center of the floor over which hangs a large wench system. The third is a group of three nasty looking goblins. One is holding a large crossbow, cocked and readied, and looks none too pleased at your entrance.

❖ STOP READING ALOUD ❖

As soon as the three goblins are aware of the party, they will attack. The one holding the crossbow is the group leader, Kilmany Neyum, second in command under Gurdig Kromatar. He has given his underlings orders to keep any attackers away from him so that he can shoot his crossbow. Kilmany will concentrate his attacks on spellcasters, bowmen, and other range attackers. When those are eliminated, he will turn his concentration to those opponents engaged in melee with his troops. **Note: Kilmany can fire his crossbow only once every couple of turns as it has a *Firing Time* of 24.** Their combat statistics follow:

Kilmany Neyum

(40 DT / 0 Abs. / 45 E.P.)

Weapon	Combat Level	Attack	Defense	Damage
Short Sword	3	+8	27	1-8
Heavy Crossbow	1	+2	21	3-18

Underlings (using Short Swords)

(25 Damage Tol. / 0 Abs. / 12 E.P.)

Name	Combat Level	Attack	Defense	Damage
Salvadore Nobrega	1	+3	24	1-8
Ginny Windlepleck	1	+3	24	1-8

(If the party gets into deep trouble in this encounter, remember that Ashton Woodsinger, the elven woodsman, may come to the rescue if the characters aided Sparrow Goodman in **Scene II**.)

If the party searches the defeated goblins, they will find that Kilmany has 5 g.p. and 15 s.p. while the other two have only 35 s.p. together.

Scene VI: Down the Mine Shaft

❖When the characters look down the mine shaft first mentioned in Scene V, READ THE FOLLOWING ALOUD❖

Looking down the shaft reveals that the heavy chain is connected to a large ore bucket resting on the bottom of the shaft about 30 feet below. At the bottom of the shaft is a brightly-lit entrance to which a rickety ladder descends. The illumination sparkles against the bucket's contents of high grade silver ore. It is nearly full.

From your vantagepoint, the sound of hammering picks is nearly continuous as it echoes up through the shaft. As you marvel at the glinting ore, a few more nuggets are tossed in the bucket at the bottom.

❖STOP READING ALOUD❖

The silver ore in the bucket weighs about 1,000 pounds. It will take at least 10 minutes of hard work to wench the bucket to the top of the shaft. The ore is worth 3,000 silver pieces in this crude form if the characters can somehow take the ore from the mine.

The ladder in the shaft has a weak rung about 15 feet up from the bottom of the shaft. Any character climbing down the shaft weighing more than 150 pounds will automatically break the rung. When this happens, the character must make a *Manual Dexterity Check* against a Threshold of 6. Failure indicates that he cannot hold on and falls 10 feet to land on the ore bucket. He sustains 1d12 damage unless he makes a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 16. Success on the *Luck Roll* indicates he sustains only half damage from the fall.

Obviously, if a character falls down the shaft, the party loses any chance to surprise the bandits below.

Scene VII: The Party Meets the Bandit Leader

❖READ THE FOLLOWING ALOUD❖

When you get to the bottom of the ladder, you see that the shaft exit opens into a sizeable room filled with bedraggled gnomes swinging picks. The incessant noise is almost deafening.

Overseeing their work are three goblins and one sizeable orc. Two goblins have short swords while the third has a long sword. The orc holds one very large sword.

❖STOP READING ALOUD❖

If the party managed to get to the bottom of the shaft without calamity, they may be able to surprise the bandits (make a normal *Surprise* roll). As soon as Gurdig is aware of the intruders, he will immediately attack along with the other goblins. Their combat statistics follow:

Gurdig Kromatar (Enforcer)

(60 Damage Tol. / 0 Abs. / 21 E.P.)

Weapon	Combat Level	Attack	Defense	Damage
Two Handed Sword	4	+7	23	3-18+1-6

Underlings (using Short Swords)

(25 Damage Tol. / 0 Abs. / 12 E.P.)

Name	Combat Level	Attack	Defense	Damage
Wert Snotlig	1	+3	24	1-10
Edwin Pennick	1	+3	24	1-8
Rucker Wisbey	1	+3	24	1-8

Wert Snotlig is the newest member to the bandit gang and is quickly becoming the favored goblin of the band under Kilmany Neyum. It was he that set the ore car trap of **Scene IV**.

There remain 12 very thin gnome miners. If the fight seems to be going against the party, the gnomes will attack their oppressors. They will fight to the death even though they are near death now due to exhaustion. In their weakened state, all of the gnomes have the following **Combat Statistics**:

12 Gnome Miners

(5 Damage Tol. / 0 Abs. / 9 E.P.)

Weapon	Combat Level	Attack	Defense	Damage
Pick	1	+1	19	1-6

If the party searches the defeated bandits, they will find that the goblins have 20 s.p each. Gurdig Kromatar has a pouch containing 23 g.p. and a small ruby (worth 250 sp.) He is also wearing a gold ring (worth 1 g.p.)

❖ Upon examining Gurdig's two handed sword, READ THE FOLLOWING ALOUD ❖

The sword's hilt is carved in the form of an eagle head while its blade is etched with fine lines decorating it to look like a large feather. There are some runes on the side of the blade as well.

❖ STOP READING ALOUD ❖

Anyone with the talent of *Reading and Writing* can tell that the runes simply say "Tickler." The sword itself is magical giving its wielder an additional +1 on his *Attack Bonus* when swinging the weapon. It is worth 10,000 sp. if sold.

One of the gnomes is Flint Cragmire, the prospector that originally found a silver nugget outside this mine and started the whole chain of events. Once the bandits are overcome, Flint will run up to the party, deed in hand and declare that he is the mine's rightful owner. If the party

listens to him, he will explain how Kargo Rubymiser cheated him out of his claim. He will promise to double Kargo's reward if they help him regain the mine.

Rapping up

The entire adventure is worth a total of 232 experience points. It is up to you to distribute this experience among the players according to how well you feel each character was played. Of course, if all the players contributed to the best of their abilities, you should simply divide it evenly among all of the characters.

If the players return to town, Kargo Rubymiser will be more than happy to pay the reward . . . or will he? You might use Kargo's greed to start another adventure. Of course, refusing payment will royally tick off the players.

Continuing the Adventure

The adventure now is in your hands and in the hands of your players. Will they take Flint at his word and help him? Will they simply grab Flint and hope that Kargo will increase their reward for turning him over? They may ignore Flint completely, forcing him into even more desperate measures. Perhaps the miner's forced work schedule has made them dig down "too far." A few more feet may open the mine into a series of caverns filled with monsters that would love to snack on a gnome or two. Kargo would undoubtedly offer another reward to save the mine again. The possibilities are endless.