

# Encyclopedia

By Michael Leonard...

# RYVAH

# Encyclopedia

(Monster Manual)

Ryvah publications

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# Introduction

Ryvah is a rich and flexible system of medieval fantasy and magic. Its extreme freedom manifests horrifically vile mythologies as well as loving and romantic ones. Have a sexual love affair. Rule the kingdom like Mother Teresa or Hitler. It's your choice. Ryvah doesn't censor out nudity or criminal behavior. Within Ryvah you will find an abundance of beautiful, if not outright erotic, nudes. Ryvah loves life in all its many shades and pushes back against the status quo by intentionally including content others would cut. There is beauty to be seen, horrors to overcome, and a vast diversity of culture, religion, and opinion on morality. Ryvah illustrates and indulges in the exotic and vile behavior that is humanity.

**–Discretion and maturity advised–  
Age 11+**

As a game system, with a four-tier skill-based structure with customizable combat, magic, economics, and politics Ryvah is second to none. There are many ways to build a fighter, and they all feel and function differently. Monsters have specific weaknesses and defenses causing different players to gain an advantage based on the unique way they built their character. This allows the game master to control the rhythm of the game so low-level players aren't left out. There are over a hundred ways to build a unique wizard, and the player actually feels like the wizard. How about a beast master, a chemist in a lab, an herbalist, or a singer? There are 23 trades under science alone. Each one provides its own special contribution to an interdependent ecosystem. And we haven't even touched politics or your character's race.

# Forward

Our goal is to pass the Laws of Ryvah.

**The Definition of Ryvah:** A state of being in which your own life ceases to have value except to become a tool of fate, whose only purpose is to fight for, and if need be die for, the absolute unconditional right to freedom and love.

# The Laws of Ryvah

## Preamble

Our objective with the Laws of Ryvah is to protect, serve, and defend this great nation; uphold the values of freedom and love; and provide prosperity for all.

We are compelled to pass these laws because we truly believe all people are created equal with certain unalienable rights which provide life, liberty, and the pursuit of happiness; and these rights are being stripped away, robbed, and dismantled by a government that has become destructive, oppressive, and tyrannical. Our government no longer serves the common welfare of the people. Our government had sabotaged and eroded every constitutional right we hold sacred. The protections our Constitution was designed to afford us have been subverted and in practice are ineffective.

Our First Amendment grants us the right to, “petition the government for a redress of grievances.” The Laws of Ryvah define this redress specifically for every violation of our constitutional rights. Currently we are vulnerable to having our rights severely violated with impunity, and have no effective method for obtaining our just compensation. Not only do the Laws of Ryvah provide just compensation, they take it one step further and prevent the violations of our rights altogether.

It has proven to be futile to threaten politicians with criminal consequences for violating our rights because they are fundamentally immune to judicial proceedings. It has also been proven to be foolish to expect impeccable moral behavior from our politicians. The Laws of Ryvah do not have these flaws.

When we comprehend the Declaration of Independence, the U. S. Constitution, the Bill of Rights, and the historical context under which they were written, we can feel the dream our founding fathers had and the love they expressed for the welfare of the people – all of them. The Laws of Ryvah deliver this dream and are written with this love. Let us never again be so oppressed we are forced into revolutionary war. If we do not protect the rights our ancestors died to give us, then our children will die to get them back.

While this book outlines the table top roleplaying game, our goal to save humanity with the Laws of Ryvah is anything but a game. Enjoy the game, but look at the Laws of Ryvah and help us pass them as actual constitutional law in the real world. The draft of the laws is in the back of the book, and we want your help to edit and pass them as law.

# What is a Level?

The level of a given monster is a crude approximation of power and indicates the difficulty of the whole encounter as defined. This includes the quantity of opponents. Notice everything has an exact quantity. Four informed and prepared characters of the same level of a given encounter (a monster) should be able to defeat the given quantity of creatures with one casualty. In this sense, a casualty means unconscious not dead. A poorly prepared party should lose. If the party is one level above the monster, than the Game Master can probably triple the quantity of opponents. Going down is not as simple. Ideally the Game Master could divide the number of opponents by three, but this does not always diminish the power proportionally. There is little point in battles with a two-level difference; simply declare the lower one dead. For a party fewer than four or greater than four the Game Master should multiply the quantity of opponents by the same ratio. With all that said, as a Game Master, if you are running a given quest, then it is completely acceptable to maintain the quantities as the quest calls for because not all battles are intended to be winnable, and some are not winnable . . . yet. Such a plot would expect the party to gain power before targeting particular obstacles. Of course this means the Game Master MUST have plenty of winnable challenges for the party to explore first. And if the Game Master doesn't—then lower that challenge down to the point that the party has at least a 50% chance of winning. With this tool, the Game Master can now calculate and predict the amount of experience he will need to award before the party is locked into a do-or-die battle with the final challenge. Now pick a time line and calculate an experience point progression. For example: The Boss: Level 4. This needs four characters at 56,000 experience. If they start at 10,000 (standard 10k build), then we must award 46,000 experience before that battle. Ideally you should have about 10 encounters per level. But maybe I don't want that. I want this to last only . . . 4 months (I am just making this up as I go to illustrate how easy it is to use). If we play once a week, then I can plan on 18 games.  $46,000 \div 18 = 2,875$ . It's that easy. But we can even get fancy. We can make any kind of curve or arc we want. Let's start at 500 experience for three weeks; 1,000 for three more; 2,000 for the next three. So far we are at 9 weeks (the halfway point), so the next 9 will be as high as the first 9 were low. 3,000 for the next 3 weeks; 4,000 for the next three weeks, and 4,500 for the last three weeks. It's close enough. With these mathematical tools my

players will be at 55,000 experience, and if (and only if) they have a decent plan to win, they will win. There will be nothing gifted about this victory. A failure to plane and work together will bring defeat.

**1<sup>st</sup> level:** M. J. Leonard built 4 characters with 7,500 experience and \$7,500 copper. They are well built, but it only took 15 minutes to do. The party had to be able to win, and the opponent had to be able to drop one of the four characters. A full first level encounter is a serious threat to an average first level party. Beginners should face  $\frac{1}{4}$  the quantity up to half the quantity.

**2<sup>nd</sup> level:** M. J. Leonard built 4 characters with 15,000 experience and \$15,000 copper. This is intermediate play. The four characters took almost 2 hours to build. Extreme use of teamwork was employed. Again the party had to be able to win, and the opponent had to be able to drop one of the four characters. There is a much higher expectation of the player's ability. Every player counts. Every player compounds and adds power to the party.

**3<sup>rd</sup> level:** M. J. Leonard built 4 characters with 32,000 experience and \$32,000 copper. It took M. J. Leonard an entire day to build the characters. They are high-intermediate play. There is an expectation the players know all the rules; they are using most of them. The party design has min-maxed the group as a whole. The expectation continues to demand the players use all their resources and strategies to win. Going so far as to sacrifice characters planning to heal them after battle. The power is intense, and poor choices lead to defeat. The opponents still had to drop one. This is reconciliation. When the monsters were being designed, if they killed the whole party, then their AC, or To Hit, or health, etc. was lowered and the test-battle redone. If the monsters did not drop a party member, then the monsters were boosted up and the test-battle redone. This was repeated over and over until the monster was finally reconciled at just the right . . . everything. This is how all the levels were reconciled.

**4<sup>th</sup> level:** M. J. Leonard built 4 characters with 56,000 experience and \$56,000 copper. It took M. J. Leonard **three full days** to build these characters. This is low-advanced play. There is an expectation you have been playing Ryvah over a year and have a college degree. The rules are exploited. You are employing the rules so well you almost feel like you are cheating—but you're not. It is noted that alchemy was wide open, no limit, no restrictions, and full access. Without open alchemy it is unrealistic to think a 4<sup>th</sup> level party can win a 4<sup>th</sup> level encounter. With every encounter our heroes won, and with every encounter—it was bloody. These were very close battles. Many battles were so close that had the party not defeated them in a given

round, then it would have been a TPK on the next (Total Party Kill).

**5<sup>th</sup> level:** M. J. Leonard built 4 characters with 92,000 experience and \$92,000 copper. It took Him a week and a half to build this party and the village they own. This is what Ryvah is about. This is where the game shines. This is intermediate-advanced play with beginner political play. The entire nature of the game changes. The gates of power have been opened and you look back on those 4<sup>th</sup> level characters and realize . . . how simple they were, how much power they didn't use that they could have. Now ponder the encounter powerful enough to still drop one member despite the party's best efforts to stop them.

**6<sup>th</sup> level:** M. J. Leonard built 4 characters with 158,000 experience and \$158,000 copper. This is advanced play. If level 4 was the advent of long bows, level 5 the advent of guns, then level 6 is nuclear armament. The unbridled power of this party could level cities in a single blow from a thousand miles away. They could engage in inter-planetary combat. Yet still those encounters had to match enough of that power to drop one of them.

**7<sup>th</sup> level:** Nothing over 200,000 experience is reconciled. Such a character is now able to create feedback loops of power where they . . . no longer need the Game Master to give them experience. They can do it themselves. As such everything claiming level 7 is just a drunk blind man tossing a dart at the dart board.

# Mechanics

A thing or two about the mechanics.

## DEFENSES

While many creatures have a defense of “silver” or “+1 magic” it remains somewhat undefined as to what they attack as. As a general rule, creatures with a defense can attack other creatures of the same race. Thus, a creature with a “+1 magic” defense will attack as a “+1 magic” rating. All undead attack at least at “silver” rating. All adult level 3 NPCs attack at a minimum of +1 magic, level 4 at +3 magic, level 5 at +5, level 6 at +7 magic. These are minimums for NPCs.

## DISPEL RESISTANCE

The percentage of dispel resistance shown in the spell definitions of the monsters is equal to the total of effect ‘M’ plus the total amount of mana in the spell. This percentage is used to determine if another spell can affect the spell being cast.

## MOVEMENT

While a person, animal, monster, etc. may have a movement above 30 feet per round, they are restricted to an acceleration of 30 feet per round and a deceleration of 60 feet per round. Thus, even if an animal can go very fast, turning becomes an issue over 60 feet per round. This is not applicable to magical movement, but the impact and damage of gravitational force is at the Game Master’s discretion.

## RACE

With the choosing of a race other than human comes all sorts of weird and fun stuff. Any time a character gains experience where there is an option to purchase race skills with it, then **20% of that new experience is automatically assigned to your base race. If you have a sub-race then an additional 20% is assigned to that sub-race. If you have an augmentation then an additional 20% is assigned to that augmentation. This continues until all of the skills have been purchased.** For example: A character who is a (succubus of a (half drow elf / half blazing orc)) who gains 500 unrestricted experience will instead gain (200 unrestricted + 100 in (elf or orc) + 100 in (blazing or drow) + 100 in succubus. A simple elf would gain 100 in elf and 400 unrestricted. A simple human succubus would gain 100 in succubus and 400 unrestricted. A human would gain 500 unrestricted.

For specific details on a particular race, consult that race in the monster section. The basics of a race other than human are that each race is divided up into age groups, most of which overlap other age groups. Those groups are: child, adolescent, adult, middle-age, and senior. Thus, how old you are will determine if you have the physical appearance and social expectations of an adult and so forth of that race. Further, different races have “Race Innate Skills,” some of which are abilities, talents, etc. that add color and life to a particular race. For every year older than the maximum age a character is they suffer -1 to their “Daily Illness Check.” Thus, characters do not die because they are old. They get sick because they are old, and the illness kills them.

This box with the age breakdown is the **only modification to your character, indifferent to any and all things** stated about a race such as spell casting max, mana, casting method, AC, to hit, health, alignment, stats, save, etc. Thus, while many races have race innate skills that help provide the mana for casting a spell, it is often up to the character to select a casting method (1-round, 3-round, etc.) and obtain the max required to actually cast it.

Notice, most everything has an age chart. Everything with one is playable as a player character.

## RACE INNATE SKILLS

A race innate skill is simply an innate skill gained because you are a particular race. It functions like an innate skill and can be compounded with other innates. You cannot purchase a race skill more than once, unless it defines how many are there to be purchased. For example: (x3) means there is exactly three. You cannot use duplicates of race skills gained with skill drain. You cannot use race skills of a race you do not have.

## THE AGE CHART

While a character is within an age range, the skills that can be purchased are optional. However, once a character passes an age range they become required. If, and only if, you have all of the optional skills available you may protégé and learn skills of the next age group. If a character has not purchased all required race skills and exceeds the race age range ... the character twitches, squirms around for a bit, and then dies.

While skills may be purchased out of order from the age group(s) the character is in, a sequence of skills (for example: fly at 10mph, fly at 15mph, and fly at 30mph) must be purchased in order. This is why some more advanced skills look less expensive. (For example: Defense: +1 Magic for 4,300 experience, Defense: +2 Magic for 1,700 experience.) You cannot circumvent the first to purchase the second. The price of the +2 Magic is actually 6,000 experience, but you are paying for it in instalments. Animals do not get to purchase skills out of order without a special Game Master override.

**<<Price Point>>**. This indicates that nothing past this marker can ever be part of an animal's skills **when that animal is purchased**. All skills past this point must be earned by the player after ownership of the animal is obtained.

Augmentations have **Stage 1**, Stage 2, Stage 3, etc. They do not overlap. They do not expire. They are independent of other age charts.

## ADULTHOOD

**Ryvah encourages players to play adult characters** with a bonus of 5% to how much experience they gain if they are beyond the child age category by having purchased all the race skills of that category. The bonus goes to 10% after adolescence. Thus, they are true adults not adolescent-adults.

## The Tags

There are many tags that may precede a skill that tell you what it is and how it functions: Animal, Mana, Max, Spell, Ability, Talent, Internal, Effect, etc.

**Ability:** an ability is by definition NOT magic. A bird's ability to fly is an example of an ability. You may use an ability every round with no limit on the number on uses. Most abilities have the word "void" under effect M. This means it cannot be dispelled. However, sometimes we need to be able to dispel it, so it gets a number which means it is treated as something that can be shut down by dispel, and simultaneously has all the *disadvantages* of being non-magical. Magic detection will not detect void, but will detect abilities with numbers for M and report its non-magical presence. An ability is ABSOLUTLY fixed and cannot be changed. You cannot add alchemy or skill mana. See "Note on casting method" at the end of the tags.

**Animal:** this skill is an animal control skill. Whatever is listed after is some kind of animal or group of animals.

**Attack:** this creates an attack the race can use. It can take any definition, but is normally a melee attack.

**Effect:** this is rare. Effect: +5 P, means +5 to effect P (speed of movement). This modifies the mana . . . **after** the spell is defined. Thus, a 3-max caster could put 3 mana from skill into effect P, plus 3 mana from alchemy into effect P, and now that the spell has been defined you add the +5 to get to an 11. Further, it can be used as often as you like.

**Endowment:** this is a spell that cannot be augmented with alchemy.

**Health:** this adds to your health.

**Internal:** an internal is an ability that is internal to the character. A bird's flight cannot be cast on the rabbit to give the rabbit flight. The fly is internal. An internal cannot affect anyone else. The idea of an internal fire attack is silly because you could only harm yourself. See "Note on casting method" at the end of the tags.

**Mana:** this is a skill under super natural that produces mana. It never applies directly. Thus, Mana: +5 AC does NOT modify your AC. This is 5 mana in the spell AC. Likewise, Mana: +5 charm is NOT the

skill charm, but it is the spell charm. This does not add to your “to hit” score or skill check. There is a difference between “Mana: +5 Fire Attack” and “+5 Fire Attack.” The first gives mana only, while the second gives you mana and adds to your “to hit” score.

**Max:** this is a max casting method skill. So, Max: +5 nothing means, you get +5 levels to the skill regarding the space requirements which are “nothing;” thus, you have no space requirements.

**Minimum:** this takes something and gives it a floor as to its lowest score. To use a minimum you first calculate the score, then after all calculations are done you compare it to the minimum. If the minimum is higher you use the minimum. Absolutely nothing adds to a minimum. Other tags such as Effect: +3A, [Bejeweling], and [naked Opel] do not allow you to add to a minimum.

**Movement:** this defines or improves your movement. Movement: 90 ft. per round. Defines your movement as 90 feet per round. Movement: +90 ft. per round. Increases your movement by 90 feet per round.

**RDM:** is Race Damage Modifier. This is damage added to bite attacks, claw attacks, melee weapon attacks, ranged weapon attacks, trample, and direct physical attacks. It applies to thrown rocks and anything defined with a race skill as an “Attack.” It does not apply to spells, abilities, talents, or innates. Thus, it does not apply to dragon breath.

**Save:** this adds to your save.

**Spell:** this is a package. The X indicates how many times per day the spell can be cast. X4 is 4 times per day. Thus, spell: x4 fly (5...) means you can cast fly four times. Notice the parentheses. The exact amount of mana is predefined. It cannot be modified by skill. However, it can be augmented by alchemy. If the (...) appears it means every effect of the spell has the same amount. The notation (...void) means the same as (...) except effect M = void. What is the x0? This means you have zero castings, but the framework is there. Thus, if you can get the mana to fill the spell exactly, then the max and cap required are satisfied. Further, you can cannibalize your other spells and skills for this mana. So you might see: spell: x3 AC(3, 3, 3), and then later spell: x0 AC(5, 5, 5). The first spell has  $3 \times 9 = 27$  mana, add 3 of your own mana to get to 30, and you could now cast the better spell twice. The concept of a spell providing the framework is also applicable to x1, x2, x3, etc. This notation: spell: x2

(Fire, Ice) Attack(5...) indicates there are TWO skills there: spell: x2 Fire Attack(5...) and spell: x2 Ice Attack(5...). The function of a skill like this removes the need for the user to have his own max casting skills for the purpose of casting the race defined spell. See “Note on casting method” at the end of the tags.

**Talent:** a talent is an internal spell. It follows all the rules of both the spell and internal. Talent: heal(111) has an infinite number of uses. Talent: x4 heal(331) can be used only 4 times. Talent: x2 heal(5, 5, void) cannot be dispelled. See “Note on casting method” at the end of the tags.

### Overview of the Highlights

	Is Magic	Internal	Dispellable	Quantity	Can add skill mana	Alchemy	Repurpose mana
<b>Ability</b>	No	no	Not normally	Infinite	No - fixed	No	no
<b>Endowment</b>	Yes	no	yes	yes	No	No	yes
<b>Internal</b>	No	Yes	Not normally	Infinite	No - fixed	No	no
<b>Spell</b>	Yes	no	yes	yes	yes	yes	yes
<b>Talent</b>	Yes	Yes	yes	yes	yes	yes	yes

[ ]: the brackets! This is a rule override. It creates a system rule only for this race. The dwarfen [beer] allows dwarves to heal by drinking beer. Each one tends to be very unique, although many high-level animals recycle these bracket rule overrides, and if it is recycled they function the same.

[Animal Charge] = This beast’s attack is a brawl after it has collided with a solid target over half its weight. Thus, it runs through and destroys illusions. It also runs down and tramples all targets under half its weight. The trample effect is an attack of  $\frac{1}{3}$  dice for its damage + RDM on all targets under half its weight that it can move through. It attacks as many targets as possible. This is not simultaneous. The final target is mauled instead of trampled—full damage.

[Auto Cast] = the ability to take spells (any ☰ dispel family spell) and set it to automatically cast as if by a contingency spell. Further, the ability to set any one other spell to automatically cast as if by a contingency spell. This includes the ability to pull mana from both skill and alchemy.

[Bejeweled] = fundamentally the idea is to craft a lingerie out of alchemy and grant powers with it. It may be lingerie armor or simply lingerie. It may be slight enough to qualify as nude. To start, we will

define the only four alchemy components that can be part of the lingerie by picking two gems and two metals from the list:

Name	Price	Effects	Mana	Quantity	Gem
Black Pearl	\$51	F M R	3	4	Gem
Mastodon - Ivory	\$124	G P Q R	3	4	Gem
Sapphire 0.2 ct	\$107	B F Q	3	4	Gem
Blue Jasper	\$83	E H I O R	5	2	Gem
Emerald 0.25 ct	\$146	B E K R	5	2	Gem
Emerald 0.4 ct	\$388	E H O R	5	2	Gem
Ruby 0.1 ct	\$39	E R U	5	2	Gem
Star Quartz	\$887	J M N	5	2	Gem
Ruby 0.5ct	\$699	A C R U	6	2	Gem
Emerald 0.5 ct	\$435	C D N V	7	1	Gem
Purple Chrisicola	\$88	H M R	7	1	Gem
Purple Opal	\$442	C D N V	7	1	Gem
Golden Opal	\$611	B C L	8	1	Gem
Green Star Sapphire	\$478	A D I O	8	1	Gem
Purple Agate	\$422	A F P	8	1	Gem
Sapphire 0.3 ct	\$326	E J R	8	1	Gem
Sapphire 1.7 ct	\$2,607	B C L	8	1	Gem
Shimmer Sand	\$288	C O R T V X	8	1	Gem
Yellow Jade	\$739	E J R	8	1	Gem
Green Tiger-eye	\$567	D J P R	9	1	Gem
Star Emerald	\$2,163	C G K R	10	1	Gem
Emerald 1.0 ct	\$1,948	B E G	11	1	Gem
Pond Pearl	\$606	N V Y	11	1	Gem
Sun Stone	\$234	B E G	11	1	Gem
Ruby 1.2 ct	\$2,056	D E M	12	1	Gem
Sapphire 1.6 ct	\$2,454	E O P	13	1	Gem
Ruby 2.0 ct	\$3,880	A G Q	18	1	Gem
Star Amethyst	\$260	D I M	18	1	Gem
Blue Jade	\$323	E G K M U	19	1	Gem
Pepper Weed Rock	\$3,292	A B C	19	1	Gem
Pop Rock	\$2,933	A B C	19	1	Gem
Star Ruby	\$2,727	B J M R	21	1	Gem
White Malachite	\$937	B J M V	27	1	Gem
Pink Star Sapphire	\$10,97 4	A K L	52	1	Gem
Fire Emerald	\$13,58 2	A C R	62	1	Gem
Name	Price	Effects	Mana	Quantity	Metal
Purple Zinc	\$82	B F G Q	3	4	Metal
Blue Silver	\$221	J M N	5	2	Metal
Woodgrain Silver	\$204	B E K R	5	2	Metal
Black Gold	\$550	R V X	6	2	Metal
Titanium – Black	\$1,049	L U V	6	2	Metal
Titanium – White	\$646	J K S	6	2	Metal
Woodgrain Platinum	\$94	J K R S	6	2	Metal
Green Iron	\$952	H M R	7	1	Metal
Mithral – Pearl	\$1,045	A D I O	8	1	Metal
Mithral – Red	\$1,953	V W Z	8	1	Metal

Platinum – White	\$618	B I K	8	1	Metal
Red Nickel	\$395	B I K Y	8	1	Metal
Titanium - Blue	\$611	A F P	8	1	Metal
Platinum - Green	\$210	D J P	9	1	Metal
Mithral - White	\$4,526	D L O	10	1	Metal
Platinum – Blue	\$1,975	C G K	10	1	Metal
Platinum – Pink	\$1,772	C D H	11	1	Metal
Rainbow Mercury	\$3,103	C D H	11	1	Metal
Platinum – Red	\$378	I J R	12	1	Metal
Rainbow Copper	\$551	I J R	12	1	Metal
Mithral - Purple	\$7,671	C D Z	13	1	Metal
Mithral - Yellow	\$872	J K R	15	1	Metal
Woodgrain Copper	\$707	J K R	15	1	Metal
Mithral – Blue	\$2,166	D I M	18	1	Metal
Platinum - Orange	\$2,953	C G K M U	19	1	Metal
Mithral – Pink	\$3,554	B J M R	21	1	Metal
Mithral - Green	\$5,898	L O R	24	1	Metal
Mithral - Black	\$6,414	B J M V	27	1	Metal
Rainbow Mithral	\$14,56 7	D J L V	66	1	Metal

Next we need to make it. Every alchemy component must have its own permanency. Thus the price is the lingerie + alchemy + permanencies, (don't forget the original permanency to make the object magical.)

When used by someone with bejeweling, we strip away all compatibility conflicts of the alchemy that are part of the lingerie. We add A through Z to the compatibility. We will convert the group of the alchemy to supernatural, but it will retain the alchemical restriction to which effects it can be used for. Next, unlike normal, you may compound low mana alchemy duplicates. For alchemy mana over 6 the limit is one, mana 6 or 5 the limit is two, mana 4 the limit is 3, mana 2 the limit is 5, mana 1 the limit is 9. This is a compounding of duplicate identical alchemy when the person with bejeweling uses it. Thus you could compound 4 doses of permanent lingerie "black pearl" together in the casting of a single spell.

It still takes a lot of permanencies, but now small mana amounts aren't so bad. Further, this bejeweled alchemy can be reduced in mana at the time the permanency is cast. This means you may decrease the mana the alchemy can yield to make the permanency cheaper to cast. This is a permanent change. Thus, you could lower that "black pearl" to 2 mana to make it +1 Magic instead of +2 Magic.

When the person with bejeweling uses alchemy from the lingerie the mana is not depleted when consumed by the jeweler, unless it is yielded to another. You may consume it every round if you

wanted to. To be clear, a joint cast does not yield mana, thus it would still not be consumed.

But this is sexy lingerie, what about your comeliness and escort? Yes indeed, you can go beyond you max casting with X. Your (comeliness -11) is X, or your ((escort -40) ÷ 10). X is limited by how much unrestricted experience the character has gained: (2,000 exp, X up to 1), (7,000 exp, X up to 2), (30,000 exp, X up to 3), (50,000 exp, X up to 4), (70,000 exp, X up to 5), and (140,000 exp, X up to 6). [Experience gained from spells or \[\] skills](#) does not count for this. Thus, if our comeliness 15 dryad had a 5 max casting, 60,000 experience, and 18 mana from her lingerie armor for effect B, then she could put her 5 mana from skill in to effect B, 5 mana from alchemy into effect B, and then another 4 mana from her lingerie in to effect B. This is 4 per effect, it is not a total of 4, but up to 4 in any or all of the effects up to the 18 mana she has. This effect cannot be yielded, nor can it be part of a joint cast with another bejeweler. When it is part of a joint cast it is calculated from the bejeweler's max. Thus, if the Bejeweler's max is 5 and the other joint caster's max is 10, then the bejeweler would count from 6 up to 9.

Now, we cannot use this more than once per round. NO INSTANT CASTING.

Also, we are going to restrict some of the spells that would break the game. That means you cannot cast those spells on anyone else. Further bejeweled lingerie is absolutely forbidden from casting [Conjure object](#).

It cannot augment abilities and internals, but can augment talents.

[Dragon Sight] = This is an ability to see things for what they truly are. While it has no benefit for detection or any ability to see hidden or invisible things, dragon sight sees all illusions and like effects as illusions. Dragon sight sees: illusions, polymorph, multi morph, mass morph, component morph, shape change, lycanthrope, anamagous, mist, and become elemental. Dragon sight grants the understanding that minions, majors, summoned animals, and summoned beasts are temporary and time should not be wasted on them.

[Mystic Bite] = this allows the creature to attack an enemy's attack, magic, or chi directly and the damage/ attack transcends through the attack, magic, or chi to its creator. Nothing can obstruct such an attack, thus you can attack while entangled or imprisoned. Thus, it can attack an illusion, minions, summoned beasts, elementals, wizard eye, an arrow, a trap, a bomb blast, or even a fireball and the creator/ caster of the effect will take the damage. An invoker counts as the creator for the wand users. Range is irrelevant, such

that they could be millions of miles away on a different plane of existence. Not all spells can be targeted: healing, AC, to hit, become elemental, magic blade, elastic heart, damage commune, Carroll's Alice, Brooke Shields, Chandelier, jump, statue of David, are spells that CANNOT be targeted. Mystic bite can target even the slightest amount of mana used to power a spell; thus, yielding mana to a contingency cannot circumvent mystic bite. This creature can use any **race defined** "attack," "spell," or "ability" with mystic bite. This excludes all non-race defined spells. Mystic bite cannot target another mystic bite unless there is mana or chi used to execute the first mystic bite. If the mystic bite is dragon breath and has targeted a spell and dispels that spell, then damage does not transcend because dispel time travels and removes the target (the spell) needed to cause damage to the caster.

[Nude] = If they cover their body in vanity they lose the ability to cast magic, cannot use chi, do not regenerate mana, cannot use race abilities, talents, internals, or spells, cannot receive any healing of any kind, and will slowly wither away until they die. The buttocks, pubic area, and breasts must always be visible; however, lingerie can be made to accommodate this. This includes lingerie armors and lingerie hide armors.

[Slither Move] = it can do a full turn move and attack. It has unlimited turning. It could slither through the many twists and turns of a maze, spiral up a tree, do a backflip, summer sault, and still suffer no penalty of any kind. They can cling to any solid surface. They can run across a glass ceiling and still suffer no penalty of any kind. And, they can attack while upside down.

[Spell - Chi Generation] = this ability causes the experience in **NON-RACE** skills in max casting methods as well as supernatural and all skills under supernatural to generate both chakra and chi. While experience gained from spells (like immortality) cannot be used to generate chakra or chi, [Spell - Chi generation] also generates both chakra and chi from race skills that cast spells: Mana, Max, Spells, Abilities (that do not have a void effect M), internals (that do not have a void effect M), talents (that do not have a void effect M), and internals (that do not have a void effect M). In all cases to generate chakra and chi, the experience cannot come from forge metaphysical body, immortality, lycanthrope, or vampirism.

**Magically Enriched:** 14, Spell, sell, spell.

That's what it looks like. The tag, max, then the list. What Ryvah is saying is that this creature, as an

NPC, has taken the time to master a variety of spells. To some degree they are predictable, but there are variations. In general all spells will use alchemy and skill mana. They will all function with enough mana to do the job, but not with excess. In battle, effect M will be full. In general, they are coping spells. They allow the NPC to cope with a player strategy that befuddles them. For example an ancient dragon that cannot hit its target because it is too close. Well, it teleports 400 feet away after the players have moved, then it dispels the dispel the players cast to shut down the teleport. These spells are NOT the main spells. These spells simply help the NPC get its main effects to work.

### Note on casting method

In general race defined spells, abilities, talents, and internals are: one round, speech. If the base race is intelligent enough to use tools, then the casting method includes book. This is only for the purpose of casting the race defined spells, abilities, talents, and internals.

## Half Breeds

Half/elf, Half/ Orc come to mind, but there could be so many more. Ryvah already has so many player character races: Brownie, Hobgoblin, Centaur, Chin Cat, Dis-Enchanter, Doppelganger, Dryad, Dwarf, Elf, Fairy, Flaming Minotaur, Giant (hill), Gnoll, Goblin, Harpy, High Goblin, **HUMAN**, Kobold, Leprechaun, Lizardman, Minotaur, Nymph, Ogre, Oni, Orc, Pixy, Quasit, Rakshasa, Salamander, Satyr, Sprite, Succubus, Sylph, and Yeti. Everything on this list may be a half breed.

But, let us imagine a half/Ogre, a half/pixy. But why stop there. To think of a half/elf as a mixed breed of human/elf opens the idea of dwarf/elf or dwarf/orc. Or how about something fancy like Doppelganger/Leprechaun?

## How to do a half Breed

We will break it down in to 8 steps. Our example will be with a Centaur/ Satyr half breed.

Step 1. Determining the age categorizes. Simply average all the numbers round down. Centaur/ Satyr half breed will be a child from 4-10, an adolescent from 8-15, an adult from 13-25, and so on.

Step 2. Defense, resistance, and weakness. Take the lower of the two defense and ignore the other. Compound resistance and weakness. Such that our half breed would have:

### Satyr

**Resistance:** 50% thorn

**Weakness:** 200% ice, lightning, force, dagger, spear, satyr bow, nickel

### Centaur

**Resistance:** 50% lava, light

**Weakness:** 200% lightning, sword, satyr bow, copper.

### Centaur/ Satyr half breed

**Resistance:** 50% lava, light, thorn

**Weakness:** 400% lightning. 200% sword, satyr bow, copper, ice, force, dagger, spear, satyr bow, nickel

Step 3. Race Innate Abilities. They carry over to the half breed unchanged. Our example has none.

Step 4. [...], any special effects inside the brackets also carry over to the half breed unchanged.

Child		Age 4 to 10	
Exp.	#	Race skill description	
500	1	Movement of 90 ft. per round	Centaur
280	1	+2 bow	Centaur
311	1	Save: +4	Centaur
200	1	Animals: +2 goats	Satyr
Adolescent		Age 8 to 15	
Exp.	#	Race skill description	
643	2	RDM: +3	Centaur
600	1	Animals: +2 goats	Satyr
2,000	2	+5 rogue, Save: +25	Satyr
350	1	Health: +6	Satyr
1,125	4	Mana: +11 Hypnotism, +11 Forget, +11 Image, +11 Locate object,	Satyr
1,641	2	+24 Charm, +24 Escort	Satyr
Adult		Age 13 to 25	
Exp.	#	Race skill description	
800	6	+2 Carpenter (x2), +2 Smith (x2), +2 2h-hammer (x2)	Centaur
800	1	Animals: +2 goats	Satyr
2,000	1	+5 bow	Satyr
<<Price Point>>			
Middle-age		Age 21 to 45	
Exp.	#	Race skill description	
4,000	2	Animal: +7 Falcons	Centaur
1,200	1	Animals: +2 goats	Satyr
1,500	2	+5 rogue, Save: +25	Satyr
500	1	Health: +6	Satyr

1,500	4	Mana: +11 Hypnotism, +11 Forget, +11 Image, +11 Locate object,	Satyr
1,469	2	+24 Charm, +24 Escort	Satyr
Senior		Age 35 to 55	
Exp.	#	Race skill description	
1,600	1	Animals: +2 goats	Satyr
46,148		Total:	

Step 5. Auto, any skills/ special effects that are automatically gained are also carried over to the half breed unchanged.

Step 6. Movement, simply average the numbers round down. Thus our half breed would have a 60 movement. But wait. That is an NPC. Players recreate the age chart. In our example movement is a constant. It is set at 90. If it said +90 then we could /2 to +45. But it does not. If it had not been defined that way on the age chart, it would be 60.

Step 7. Race skills earned with experience. This is divided by 2 (round down (prorate if rounded)). Four example: the centaur in the child age range has a “+5 bow” race skill. 5 divided by 2 (round down) = 2. Thus, the skill will be “+2 Bow” for the half breed. Because we had to round the effect we “prorate” the experience. The skill resulted in being divided by 5/2. Thus, to pro rate we will divide the experience by 5/2 as well. Thus, the half breed will pay 280 experience. Apply this to every skill earned with experience.

Step 8. Weight, and Size. First determine size. Average the two numbers. Thus 11.5 and 6 average to 9 feet. Then determine the “height-weight ratio” for both. The height-weight ratio is (pounds / height (in feet)<sup>3</sup>). Thus  $11.5^3 = 1520$  and  $1200/1520 = 0.79$  or 79% height-weight ratio. Satyr at  $6^3 = 216$  and  $180/216 = 0.83$  or 83% height-weight ratio. Now average the two height-weight ratios for the half breed’s height-weight ratio of 81%. Now to determine the half breed’s weight,  $9^3 = 729$  and 81% of 729 = 590 pounds.

Notes: There are occasionally glitches. For example: sometimes constants, that work on the original race because they are small, do not work on half breeds that become too large.

Note2: The player should come up with a storyline as to why and how the half breed was formed. Further, the Game Masters should not allow the half breed of centaur/pixy. It’s just wrong.

## Eighth Breeds

In the world of Ryvah, when two races breed we create a half-breed. When half-breeds mate with anything but an identical half-breed, we get quarter-breeds. There are three types of quarter-breeds:  $\frac{3}{4}$  A and  $\frac{1}{4}$  B;  $\frac{1}{2}$  A,  $\frac{1}{4}$  B, and  $\frac{1}{4}$  C; and  $\frac{1}{4}$  A,  $\frac{1}{4}$  B,  $\frac{1}{4}$  C, and  $\frac{1}{4}$  D. They are all treated similarly. If any quarter-breed mates with anything other than an identical quarter-breed, then we impose “consolidation.” We do not calculate a  $\frac{1}{8}$ th breed. There are 8 parts to this puzzle: 4 from each side. If any of the eight are human, we are done. We consolidate to a human with no sub-race. Otherwise consolidation continues. If there are any races with two parts (thus  $\frac{1}{4}$  of the total), then all races with  $\frac{1}{8}$ th are removed. Apply the same rule to sub-races. We will repeat this rule with 3 parts ( $\frac{3}{8}$ th) and 4 parts ( $\frac{1}{2}$ ). At this point we are down to a selection of races (and sub-races independently) that are all the same weight. We now randomly select for this list to define the race (and if any, the sub-race).

Example: a (drow elf / dwarf) mates with a (spotted orc / lizardman) for the mother of our beast. A (spotted pixy / elf) mates with a (tsul orc / fairy) for the father. We melt this to the base races:  $\frac{1}{4}$  elf,  $\frac{1}{8}$  dwarf,  $\frac{1}{4}$  orc,  $\frac{1}{8}$  lizardman,  $\frac{1}{8}$  pixy,  $\frac{1}{8}$  fairy. We melt that to the base races:  $\frac{1}{4}$  elf,  $\frac{1}{4}$  orc. Now flip a coin to determine base race. The sub-races are:  $\frac{1}{8}$  drow,  $\frac{1}{4}$  spotted,  $\frac{1}{8}$  tsul. Our sub-race is spotted. We either have a spotted elf or spotted orc. Everything else is abandoned.

## ~Predators & Prey~

These charts trumps the definitions on the race age chart. Some were missed by accident. Add the correct skill of +25 combat or +50 combat as needed to correct. Everything on a given chart gets the same level of skill, either +25 or +50.

# ~Predators & Prey~

# Level 1 Encounters

	---Melee weapons---					---Bows---				---Magic---			---Metals---			
	Sword	Axe	Hammer	Dagger	Spear	Elf	Human	Satyr	Sylph	Fire	Ice	Lightning	Copper	Nickle	Zinc	Silver
<u>Axe Beak</u>			X		X				X	X						X
<u>Blink Dog</u>		X		X					X		X			X		
<u>Brain Mole</u>	X								X		X				X	
<u>Brownie</u>		X	X						X		X			X		
<u>Centaur</u>	X								X				X	X		
<u>Crawler</u>		X			X					X			X			X
<u>Dwarf</u>			X	X					X				X			X
<u>Elf</u>			X		X				X			X		X		
<u>Ghoul</u>	X	X				X	R	R			X					X
<u>Gnoll</u>		R	X	X	X		X			R	X	X				X
<u>Gnome</u>										R	X	X				
<u>Goblin</u>	X	X		R			X			X	R	X			X	
<u>Hill Giant</u>	X									X					X	
<u>Hobgoblin</u>	X		X	R			X			X	X	R				X
<u>Imp</u>		X	X	X	R	X				X						X
<u>Kobold</u>	R	X		X	X		X			X	X	R		X		
<u>Lizardman</u>	X		R		X		X			X	R	X			X	
<u>Orc</u>		R	X	X	X		X			R	X	X				X
<u>Pixy</u>	X								X		R				X	
<u>Skeleton</u>		X	X		X	X			R	R			X			X
<u>Sprite</u>			X		X				X				X	X		
<u>Zombie</u>	X			X		X	R		R	X						X

X: Indicates a 200% Weakness

R: Indicates Resistance

# Level 2 Encounters

	---Melee weapons---					---Bows---				---Magic---			---Metals---		
	Sword	Axe	Hammer	Dagger	Spear	Elf	Human	Satyr	Sylph	Fire	Ice	Lightning	Copper	Nickle	Zinc
<u>Black Dragon</u>										X	X				
<u>Bo-Gwiesh</u>		X		X		X						X			X
<u>Catoblipas</u>	X					X					X				X
<u>Demonic Beast: Beast</u>					X				X	X		X			
<u>Doppelganger</u>		X	X				X			X	X				
<u>Ghost</u>		X	X	X		X						X			
<u>Grav Slime</u>	R	R	R	R	R	R	R	R	R	X			X		
<u>Green Slime</u>	R	R	R	R	R	R	R	R	R			X		X	
<u>Harpy</u>					X			X		X		X			X
<u>High Goblin</u>	X	X			R		X				X	X			
<u>Hippocampus</u>			X	X				X			X			X	
<u>Jabberwocky</u>	X								X	R					
<u>Leprechaun</u>		X	X				X				X				X
<u>Lorelei</u>		X			X			X		X	R		X		
<u>Manticore</u>			X	X						X	R		X		
<u>Mermaid</u>		X		X						R	X			X	
<u>Mimic</u>	R	R								R			X		X
<u>Modeerf</u>	X	R	X		R					R					
<u>Ogre</u>					X		X			X		X	X		
<u>Pseudo Dragon</u>				X	X				X			X			X
<u>Quasit</u>	X						X			X	X		X		
<u>Rust Monster</u>			X	X					X		X				

It is important to note there are many other types of weaknesses and resistances. There is simply not enough space to show them all. These are the most common at low level.

## Level 3 Encounters

Level <b>3</b>		<u>Anhkhed</u>	<u>Banshee</u>	<u>Black Dragon</u>	<u>Black Slime</u>	<u>Demonic Beast: Devil</u>	<u>Ettin</u>	<u>Fire Lizard</u>	<u>Flaming Minotaur</u>	<u>Ghost of War</u>	<u>Green Dragon</u>	<u>Hell Hound</u>	<u>Henti Beast</u>	<u>Lausnes</u>	<u>Lycanthrope</u>	<u>Noitralif</u>	<u>Wyvern</u>
Defense	-	+3	+4	+1	+3	+2	+10	Gold	+1	+3	+1	+2	-	+1	+1	+1	+10
Damage Resistance	<b>10</b>	-	<b>20</b>	-	<b>5</b>	-	<b>12</b>	<b>3</b>	-	<b>20</b>	-	-	-	-	-	-	-
Health	<b>240</b>	<b>320</b>	<b>255</b>	<b>340</b>	<b>260+</b>	<b>999</b>	<b>100</b>	<b>113</b>	<b>291+</b>	<b>405</b>	<b>410</b>	<b>350</b>	<b>105+</b>	<b>310</b>	<b>153</b>	<b>800</b>	
AC	<b>50</b>	<b>55</b>	<b>55</b>	<b>0</b>	<b>80</b>	<b>80</b>	<b>108</b>	<b>30</b>	<b>10+</b>	<b>110</b>	<b>73</b>	<b>80</b>	<b>90</b>	<b>40</b>	<b>50</b>	<b>82</b>	
To Hit	<b>70</b>	<b>55</b>	<b>135</b>	Auto	95+	<b>100</b>	<b>175</b>	<b>60</b>	<b>70+</b>	<b>75</b>	<b>91</b>	<b>90</b>	<b>90</b>	<b>40</b>	<b>60</b>	<b>95</b>	
<b>Melee</b>		Sword	X		R												
Axe		Axe	X		R												
Hammer		Hammer		RX						X	R						
Dagger		Dagger		RX							R	X					
Spear		Spear	X		R	X	X		X	X		R			X		
Elf		Elf		X	R					X		X					
Human		Human	X		RX		X		X					X			
Satyr		Satyr			R									X			X
Sylph		Sylph			R	X					X						
Acid		Acid			R	R					R		X			X	
Fire		Fire			X	R		X		R		R					
Force		Force				X				X	R		X			R	X
Ice		Ice	X	X	X		R			X							
Lava		Lava														R	
Light		Light		X							R						
Lightning		Lightning	R			X											
Mud		Mud			R						X			R			R
Poison		Poison			R		R				R			R	R		
Rock		Rock			R								X	R			R
Thorn		Thorn									R	X	X	R			R
Wood		Wood												R			X
Disintegrate		X			X	X	X		X		X			X			
Energy Drain			X						X		X			X			X
Telekinesis			X							X	X	X					
<b>Metals</b>		Copper				X	X						X				X
Nickle		Nickle								X				X			
Zinc		Zinc	X										X				
Silver		Silver	X			X				X		X			X		
Gold		Gold							X								X
Platinum		Platinum															
Mithreal		Mithreal		X							X						

## Level 4 Encounters

	4th	Basilisk	Be quiet!	Black Dragon	Blue Dragon	Demonic Beast Menace	Despiser	Efreeti	Fire Giant	Giant Spider	Horn Devil	Hydra	Ice Giant	Minotaur	Oni	Skeleton Warrior	Wraith
Defense	+3	+2	+4	+8	+4	+2	+2	+2	-	-	-	+2	+4	+3	+3	+3	+3
Damage Resistance	-	30	35	10	9	-	3	4	-	-	-	-	30	20	-	-	-
Health	452	800	405	105	140	280	1084	990	550	917	1050	385	700	190	580	842	
AC	95	150	115	58	150	110	95	165	130	180	80	140	100	140	190	120	
To Hit	133	54	195	55	180	135	165	179	175	180	220	190	100	80	190	150	
-Melee---		Sword								X	R		R				
-Axe---		Axe				R		R									
-Hammer---		Hammer	R				R							R			
-Dagger---		Dagger		R								R					R
-Spear---		Spear			R			R	R			X			R		
---Bows---		Elf				X	X			X						X	
---		Human						X				x			X		
Satyr		Satyr	X								X						
Sylph		Sylph		X		X			X	X			X			X	X
---Magic---		Acid			R	X	X			X		X					X
Fire		Fire		X	R			R	R		R	R	X	R			R
Force		Force		X		X				X			X				
Ice		Ice	R	X	R	R			X	R	X		R		R		R
Lava		Lava							X							X	
Light		Light					X				X				X	X	
Lightning		Lightning	R			R		R					R				
Mud		Mud			R			X				X			X		
Poison		Poison			R		X	R	X	R			R			X	R
Rock		Rock	X		R									X			
Thorn		Thorn	X			X			X						X	X	
Wood		Wood		X							X			X			
Disintegrate				X				X					X		X	X	
Energy Drain					X			X			X						
Telekinesis			X			X			X	X		X		X			X
---Metals---		Copper															
Nickle		Nickle															
Zinc		Zinc											X				
Silver		Silver				X				X	X						X
Gold		Gold	X	X			X	X	X		X		x		X	X	
Platinum		Platinum										X		X			
Mithreal		Mithreal			X	X							X				



“Since the beginning of history, tyrants have used criminal law to crush opposition, nonconformists, and undesirable minorities. Indeed, one’s home could not be his castle, his property be his own, or his rights to expression and conscience be intact if he could be searched, arrested, judged, or imprisoned in inconsistent or unjust ways.”—Sean Patrick.

# Angel of the Choir

**Alignment:** Good, caring, kind

**Quote:** “The optimist proclaims that we live in the best of all possible worlds, and the pessimist fears this is true.”—James Branch Cabell.

Type:	Angelic	Reconciliation: NOT RECONCILED.		
Mythos:	Greek			
Creation:	Forge metaphysical body: 515			
Habitat:	Town or city			
<b>Level:</b>	<b>0</b>	<b>Quantity:</b>	<b>3</b>	
Defense:	Silver	Damage Resistance:	-	
<b>Health:</b>	<b>20</b>	Save:	35	
<b>AC:</b>	20	<b>To Hit:</b>	20	
Weapon:	-	Range:	-	
Damage:	-	RDM:	0	
<b>Resistance:</b>	50% lightning, poison, light, spear, silver.			
<b>Weakness:</b>	200% lava, acid, mud, mithral			
Strength:	7	Dexterity:	7	Perception: 7
Intelligence:	8	Spirit:	8	Comeliness: 8
Movement:	30 ft.	Fly:	10 mph	
Alertness:	14	Night Vision:	0	
Size:	5½ ft.	Weight:	100 lb.	
Skin:	Flesh			
Body:	Humanoid with feather wings			
Miles per day:	10			

Quality of story = 4 out of 10.

The choir angel is one of the first angels a god will forge into existence from the soul of one of their loyal followers. While we expect the choir angel to be a good singer, it is their ability to dig that sets them apart. They are not powerful warriors so they depend on simple tactics like digging trenches and motes. They will make levies or mounds of dirt and rock that are difficult to climb over. They will shape the terrain with many obstacles to funnel enemies through the undead wards. While they cannot blossom a thorn bush with thorns; they can blossom a thorn bush and after a year or two it will have plenty it grew itself.

Stage 1		
Exp.	#	Race skill description
1,000	1	Defense: Silver
700	1	Save: +12
1,000	2	+1 Intelligence, +1 Comeliness
Stage 2		
Exp.	#	Race skill description
1,500	1	+15 Singing
2,800	1	Fly at 10 mph
1,500	3	Spell: x4 Blossom(4...), x4 Message(4...), x4 Dig(4...)
Stage 3		
Exp.	#	Race skill description
3,350	2	Spell: x4 Undead Ward(8...), x4 Heal(8...)
2,250	3	Spell: x4 Blossom(8...), x4 Message(8...), x4 Dig(8...)
Stage 4		
Exp.	#	Race skill description
4,300	2	Spell: x4 Undead Ward(18...), x4 Heal(18...)
4,300	2	Spell: x4 Blossom(18...), x4 Dig(18...)
Stage 5		
Exp.	#	Race skill description
Grand total		= 43,150 Experience

## Dark: Angel

A dark angel started as an angel and then through various events . . . lost. Maybe it was supposed to protect someone they loved and that beloved person died because of their failure. Maybe the god who

created them required they do an act of evil, and the deed caused them to be consumed with guilt beyond their ability to handle. Typically a dark angel will go through a period of being a lost angel. It may waste away the days drinking in a bar having given up on life. An angel loses their white wings when they become lost and they turn grey or brown; nothing stays white. If the lost angel rebels against its creator or kills its own

god, then it becomes dark. Thus, by definition a dark angel is at war. If it is not trying to kill its creator, god, or master, then its creator, god, or master is probably trying to kill it. The greys and browns turn black. Fundamentally the term "lost" or "dark" is a psychological condition not a physical one. Thus, there is no age chart.

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# Angel Guardian

**Alignment:** Good, loving

**Quote:** "Fear of failure in the mind of a performer is, for an onlooker, already evidence of failure."—  
Balthasar Gracián 1601-1658

Type:	Angelic	
Mythos:	Greek	
Creation:	Forge metaphysical body: 550	
Habitat:	Sky, never underground.	
<b>Level:</b>	<b>3</b>	<b>Quantity:</b> 1
<b>Health:</b>	<b>360</b>	Save: 125
<b>AC:</b>	225	<b>To Hit:</b> 225
<b>Weapon:</b>	light	<b>Range:</b> 1225 ft.
<b>Damage:</b>	30*(1.5)	<b>RDM:</b> 0
<b>Resistance:</b>	50% lightning, poison, light, spear, silver.	
<b>Weakness:</b>	200% lava, acid, mud, mithral	
<b>Strength:</b>	7	<b>Dexterity:</b> 7 <b>Perception:</b> 7
<b>Intelligence:</b>	7	<b>Spirit:</b> 8 <b>Comeliness:</b> 8
<b>Movement:</b>	60 ft.	<b>Fly:</b> 30 mph
<b>Alertness:</b>	40	<b>Night Vision:</b> 0
<b>Size:</b>	5¾ ft.	<b>Weight:</b> 120 lb.
<b>Skin:</b>	Flesh	
<b>Body:</b>	Humanoid with feather wings	
<b>Miles per day:</b>	60	

They are the footmen of the gods. They are beautiful and strong. It matters not what they were in life, when a god takes one of his loyal followers and manifests a new existence for him as an angel guardian, they become majestic figures of riotousness. They gain wings; they gain powerful light magic to kill things that lurk in the vile darkness, and even as a newly forged metaphysical body, they can fight and defend a town against attack. We expect this from an angel, but the guardian brings even more to the table. They are grand communicators and a god will almost always place them in the very community they once lived in. This means they get to reunite with loved ones. While their mortal body may have perished, the idea of an afterlife permeates the community. "Yes I have faith in God. My very presence here is proof." These angels motivate other members of the community to also follow the faith. But now, this angel is here in person. While his prayers may have gone unanswered during his own life, he or she can hear the prayers of his community and he is right there to do his best to answer them. The presence of a real angel of God can transform a struggling little church with a dozen half interested window-shoppers into a strong hold of a hundred devout worshipers.

This was intended to be a very playable character as a new 10K build.

**Reconciliation:** NOT RECONCILED

x1	Chandelier						
A	D	E	M	P	R	Y	
0	30	30	30	0	30	0	

420% Dispel resistance,

x1	Light Attack 3						
A	B	E	H	I	J	M	R
30	10	0	30	13	6	25	30

394% Dispel resistance,

x1	Statue of David			4M	B	D
	Skill			40	40	40

1,720% Dispel resistance,

Stage 1		
Exp.	#	Race skill description
1,000	2	Defense: Silver, Alertness: +20
700	1	Save: +12
2,250	2	+2 Intelligence, +2 Comeliness
4,300	1	Fly at 30 mph
3,350	2	+15 Defense, +15 Light Attack 3: intended to add to "to hit" score
Stage 2		
Exp.	#	Race skill description
2,250	3	Ability: Hear Prayer(9...), Telepathy(3...), Health: +25
3,350	2	+15 Defense, +15 Light Attack 3: intended to add to "to hit" score
		Spell: x4 Evil Protection(4...), x4 Levitate(4...), x4 Danger Sense(4...)
1,500	3	+1 Comeliness, +1 Spirit, Movement: +15 ft. per round (x2)
2,050	4	+1 Comeliness, +1 Spirit, Movement: +15 ft. per round (x2)
Stage 3		
Exp.	#	Race skill description
20,000	1	+50 Defense, +50 Light Attack 3: intended to add to "to hit" score
3,700	1	+2 Spirit, Max: +6 One Round Cast
16,000	2	Health: +105, Save: +100

8,000	1	Spell:x1 Chandelier (0,15,15,15,0,15,0)
12,000	1	Spell:x1 Light Attack 3 (15,5,0,15,7,3,13,15)
10,000	1	Spell:x1 Statue of David(20,20,20)
		Stage 4
Exp.	#	Race skill description
8,000	1	Spell:x1 Chandelier (0,23,23,23,0,23,0)
12,000	1	Spell:x1 Light Attack 3 (23,8,0,23,10,5,19,23)
10,000	1	Spell:x1 Statue of David(30,30,30)
17,000	1	Health: +105

18,000	1	+60 Defense, +60 Light Attack 3: intended to add to "to hit" score
		Stage 5
Exp.	#	Race skill description
8,000	1	/Spell:x1 Chandelier (0,30,30,30,0,30,0)
12,000	1	Spell:x1 Light Attack 3 (30,10,0,30,13,6,25,30)
10,000	1	Spell:x1 Statue of David(40,40,40)
17,000	1	Health: +105
12,000	1	+60 Defense, +60 Light Attack 3: intended to add to "to hit" score
Grand total		= 254,050 Experience

# Angel: Shield

**Alignment:**

Passionately good, violent

**Quote:**

“People who think they know everything are a great annoyance to those of us who do.”—Isaac

Asimov.

**Type:** Angelic

**Mythos:** Greek

**Creation:** Forge metaphysical body: 600

**Habitat:** Town or city

**Level:** 2    **Quantity:** 1

**Defense:** +3 Magic

**Regeneration:** 1 health per round

**Health:** 60              **Save:** 50

**AC:** 50              **To Hit:** 80

**Weapon:** -              **Damage:** -

**Resistance:** 50%

**Weakness:** 200%

**Strength:** 10    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 9    **Spirit:** 7    **Comeliness:** 10

**Movement:** 30 ft.    **Fly:** 20 mph

**Alertness:** 36    **Night Vision:** 0

**Size:** 5¾ ft.    **Weight:** 140 lb.

**Skin:** Flesh

**Body:** Humanoid with feather wings

**Miles per day:** 10

Quality of story = 6 out of 10.

The shield angels are often forged by gods when standard battle tactics have failed and long after diplomacy has. The shield angel is barely angelic and only one step away from being classed as a demonic beast. Collateral damage does not bother her, and she is passionately devoted to the “big picture.” For example: imagine a hot chick with wings and claws raping a . . . satyr to death. Why? Because she *wants* the disease of doom. Why? Because she is going to rape a few dozen orcs who are part of that half-million strong army.

“Bye, bye little army.”

The idea of infecting half a continent with the deadliest plague in a thousand years to slaughter the enemy is standard practice. A shield angel is reckless, destructive, and almost out of control.

Another tool they employ is torcher. There are few beast who surpass her willingness to torcher her victims for information. Most undead do not fear pain; the reason is because most enemies simply kill them. The shield angel doesn’t. Whenever time permits, she will enslave them in some kind of iron madden which inflicts damage over time. For example: imagine a blessed grinding wheel designed to slowly grind your bones away. While a human would die quickly, one

might ponder just how much bone does a skeleton need before it can’t cling to its unholy existence anymore? Well, the shield angels discover it only requires a single piece of bone three inches long; thus, they can inflict thousands of points of damage as they turn the rest of the skeleton to dust. Skeletons will actually run from a shield out of fear.

## Equipment & Loot

Bow elven +3 quality +1 magic, scale mail, sword, shield, lingerie +2 quality +1 magic, 150 silver coins, 28 units of entertainment, book: Monster Manual.

Reconciliation: NOT RECONCILED.

Stage 1		
Exp.	#	Race skill description
2,250	4	+2 Comeliness, +22 Escort, Health: +25, Alertness: +25
2,250	3	Mana: +22 Telepathy Jamming, +22 Blind, Save: +20
4,300	2	[Bejeweled], [Spell - Chi generation]
Stage 2		
Exp.	#	Race skill description
700	1	Save: +12
3,350	2	Fly at 20 mph, Mana: +33 Mana Drain
2,250	1	+2 Intelligence
2,250	2	Mana: +4 Supernatural, Max: +4 One Round Cast
Stage 3		
Exp.	#	Race skill description
3,750	1	Health: +25
4,300	2	+3 Strength, +10 Melee
8,600	1	+10 Combat
8,000	1	Defense: +3 Magic
6,000	1	Regeneration: 1 health per round
4,300	2	Mana: +4 Supernatural, Max: +4 One Round Cast
Stage 4		
Exp.	#	Race skill description
4,300	8	Mana: +4 Supernatural (x4), Max: +4 Nothing Cast (x2), Max: +4 one-to-one combat (x2)
Stage 5		
Exp.	#	Race skill description

4,300	8	Mana: +4 Supernatural (x4), Max: +4 One Round Cast (x4)	Grand total	= 150,850 Experience
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# Angel: Paladin

**Alignment:** Good, caring, kind

**Quote:** "Identify, isolate, and remove those people who are toxic, arrogant, greedy, sadistic, lazy, self-absorbed, hopelessly insecure, and the enviously entitled. Remove them from your circle of friends, your employment, even your following of customers, and most importantly remove them from your lovers and business partners."—M. J. Leonard..., 1970-

**Type:** Angelic

**Mythos:** Greek

**Creation:** Forge metaphysical body: 750

**Habitat:** Town or city

**Level:** 2½    **Quantity:** 1

**Health:** 120    **Save:** 52

**AC:** 60+44\*    **To Hit:** 70+44\*

\* By spell

**Weapon:** -    **Range:** -

**Damage:** 44\*(1.5)    **RDM:** 0

**Resistance:** 50% lightning, poison, light, spear, silver.

**Weakness:** 200% lava, acid, mud, mithral

**Strength:** 10    **Dexterity:** 10    **Perception:** 7

**Intelligence:** 7    **Spirit:** 8    **Comeliness:** 8

**Movement:** 30 ft.    **Fly:** 20 mph

**Alertness:** 46    **Night Vision:** 0

**Size:** 5¾ ft.    **Weight:** 140 lb.

**Skin:** Flesh

**Body:** Humanoid

**Miles per day:** 10

Quality of story = 4 out of 10. Too short.

This is what Talroom the Minotaur became when he was brought back from the dead by Cumlodi. But he was driven by revenge and blind to the rest of what he could be.

The paladin angel is a knight of beauty. They are the sexy heroic weapons of war. They embrace the idea that men like looking at good looking chicks, and women like looking at handsome men. They are what good gods want to fight with on and off the battle field. They will not kill the innocent. Collateral damage is not acceptable. If possible, the enemy will be tried in a court of law before execution. They will search a future battlefield to remove the innocent from it before the battle begins, then search it again after it is over in case there are survivors who need help. They honor the white flag of surrender. They honor repentance, and they understand the nature of Man needs forgiveness. These very philosophies can tear an orc army apart before the battle even begins.

As a player character they aim at mid game play and are fighter magi. Pick a good chi combat style

and try to partner up with a pure wizard. Your goal is to do joint castings of light attack powered with chi and bejeweling! The reason you want a joint cast is to avoid spending experience on your max casting. You are a mana battery.

**Reconciliation: NOT RECONCILED**

## Equipment & Loot

Bow elven +2 quality +2 Magic, scale mail, sword +3 quality +1 magic, shield, lingerie +2 quality, 50 gold coins, 20 units of education, 4 holy books.

x1	Become Force Elemental								
	A	C	L	M	N	O	P	T	Y
Skill	11	11	11	11	0	0	11	0	11
Alchemy	11	11	11	11	0	0	11	0	11

352% Dispel resistance, +44 AC, +44 to hit, +22\*(1.5) damage –or– (6D10 damage)

x2	Force Attack 3							
	A	B	E	H	I	J	M	R
	22	2	10	16	13	7	10	20

200% Dispel resistance, –or– (6D10 damage)

Stage 1		
Exp.	#	Race skill description
2,250	4	+2 Strength, Save: +22, Health: +25, Alertness: +25
2,250	3	Mana: +22 Become Force Elemental, +22 Force Attack3, Save: +10
4,300	2	[Bejeweled], [Spell - Chi generation]
Stage 2		
Exp.	#	Race skill description
700	1	Alertness: +12
3,350	3	Fly at 20 mph, Mana: +17 Become Force Elemental, Health: +50
2,250	1	+1 Strength
2,250	2	Mana: +4 Supernatural, Minimum Max of: 4 One Round Cast
Stage 3		

Exp.	#	Race skill description
3,750	1	Health: +25
4,300	2	+3 Dexterity, +10 Melee
8,600	1	+10 Combat
		Defense: +3 Magic, Mana: +42
8,000	3	Become Force Elemental, +42
6,000	1	Force Attack3,
		Regeneration: 1 health per round
		Mana: +22 Become Force
4,300	2	Elemental, Minimum Max of: 8
		One Round Cast

Stage 4		
Exp.	#	Race skill description
4,300	8	Mana: +4 Become Force Elemental (x7), Minimum Max of: 11 One Round Cast
Stage 5		
Exp.	#	Race skill description
4,300	8	Mana: +4 Supernatural (x7), Minimum Max of: 11 Speech
Grand total		= 161,600 Experience

# Angel: Right Hand of God

**Alignment:** Good, caring, kind

**Quote:** “The doctor should be opaque to his patients, and like a mirror, should show them nothing but what is shown to him.”—Sigmund Freud, 1856-1939.

Type:	Angelic					
Mythos:	Greek					
Creation:	Forge metaphysical body: 900					
Habitat:	Town or city					
<b>Level:</b>	<b>6</b>	<b>Quantity:</b>	<b>1</b>			
Defense:	+50 magic					
<b>Health:</b>	<b>5,440</b>	Save:	75			
<b>AC:</b>	128	To Hit:	680			
Weapon:	touch, Mystic bite	Range:	15 ft.			
Damage:	20D20	RDM:	+90			
<b>Resistance:</b>	50% lightning, poison, light, spear, silver.					
<b>Weakness:</b>	200% lava, acid, mud, mithral					
Strength:	7	Dexterity:	7	Perception:	7	
Intelligence:	7	Spirit:	8	Comeliness:	8	
Movement:	36 ft.	Fly:	50 mph			
Alertness:	26	Night Vision:	500 ft.			
Size:	5¾ ft.	Weight:	140 lb.			
Skin:	Flesh					
Body:	Humanoid					
Miles per day:	10					

This angel is the final instalment of power by a god claiming absolute control over a given territory. This is the iron hand. We don't care about diplomacy. We don't care about a pretty face. We will smash yours in! This is peace through superior firepower. I'm right because I said so. “I'm done explaining wright verses wrong to ...” insert blank. A frustrated god with lots of followers who are just too stupid to follow the rules will use this to enforce them. They love their people, but they have long since grown weary of telling them to stop stealing from the supply depot. First you work, then you eat. “No. I am not sympathetic to the idea you are . . . too tired to get out of bed.” Lazy bums don't eat. This angel is going to measure the volume of product, not the hours of labor. People who take all day to do a two hour job only get paid for two hours of work, not a day's work.

But these angels have some strange hobbies. They like kittens. Yeah, little baby kittens. They tend to collect artworks of cats; this includes lions, tigers, leopards, cats, rakshasa, and Chin Cats. The cat people is where it gets strange. They like nature and the normal flow of an uncorrupted world, so the cat people are not in building or around structures. They are as

primitive animals with no equipment or tools. Here lies a strange power. It is part of the Chin Cat connection to chi.

Now get just a tiny bit greedy. “You, artist peasant. Paint another cat. The last painting did nothing for me. Get it right. Paint better.”—angel. “But what do you want me to paint?”—scared artist. “A cute kitten!” This is the blind leading the blind.

## Reconciliation: Level 6

**Magically Enriched:** 14, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Bow satyr +5 quality +4 magic, scale mail, silver sword +4 quality +4 magic, shield, lingerie +6 quality +3 magic, 145 platinum coins, and 4 paintings of nude chin cats (35% chance each to unlock a chi combat style).

x6	Ice Attack					
Skill and Alchemy						
A	B	E	H	I	M	
200	3	0	12	13	210	

2538% Dispel resistance.  $200^*(1.5)$  damage —or— (20D8+20D20 damage)

x1	Ice Torpedo					
Skill and Alchemy						
A	C	H	I	L	M	P
80	1	12	13	34	180	32

2220% Dispel resistance. Save: 222. 96 mph ~288 ft. per round. 144 ft. diameter animated manipulation  $80^*(1.5)$  damage —or— (10D10 + 10D12 damage)

x1	Conjure Ice Elemental					
Skill and Alchemy						
A	D	L	M	N	O	P
82	0.1	34	152	82	0	82

2198.1% Dispel resistance. 432 round duration. 410 health, 348 AC / To Hit. Movement: 738 ft. per round. 82 damage resistance.

Exp.	#	Race skill description
4,300	2	Damage Resistance: 5, RDM: +10
700	2	+2 Strength, +2 Intelligence
		Mana: +11 Ice Attack, +11 Conjure
2,250	2	Ice Elemental
3,350	1	Health: +32
500	2	Alertness: +9, Movement : +6 ft. per round
		Stage 2
Exp.	#	Race skill description
6,650	1	Health: +48
3,350	2	Save: +32, Mana: +14 Ice Torpedo
8,000	2	+7 Combat, Defense: +3 Magic
4,300	2	[Mystic Bite], Night Vision 500 ft.
		Stage 3
Exp.	#	Race skill description
17,000	2	Health: +105 (x2)
4,650	2	Save: +28, Mana: +14 Ice Torpedo
9,000	2	+5 Combat, Defense: +5 Magic
		Attack: Divine Touch 5D20, RDM:
17,000	2	+16,
12,000	1	Fly at 50 mph,
		Stage 4

Exp.	#	Race skill description
10,000	10	Health: +500 (x10)
10,000	5	+10 Melee (x5)
		Attack: Divine Touch 10D20, RDM:
15,000	2	+16,
20,000	5	+20 Defense (x5)
14,000	3	Mana: +50 (Ice Attack, Ice Torpedo, Conjure Ice Elemental)
		Stage 5
Exp.	#	Race skill description
20,000	8	+100 Melee (x6)
		Attack: Divine Touch 20D20, RDM:
15,000	2	+48,
		Spell:x1 Ice Torpedo
75,000	1	(80,1,12,13,34,180,32,68)
		Spell:x6 Ice
75,000	1	Attack(200,3,0,12,13,210)
		Spell:x1 Conjure Ice
75,000	1	Elemental(82,0,1,34,152,82,0,82,82,82,82)
Grand total		901,100 Experience
=		

# Ankhed

**Alignment:** Animal, aggressive, hungry  
**Quote:** “Educate and inform the whole mass of the people . . . They are the only sure reliance for the preservation of our liberty.” —Thomas Jefferson.

Type:	Animal – Other		
Creation:	Hatch from egg		
Habitat:	forest, planes		
<b>Level:</b>	3	<b>Quantity:</b>	3
Damage Resistance:	10		
<b>Health:</b>	240	Save:	40
<b>AC:</b>	50	<b>To Hit:</b>	70
Weapon:	claw	Range:	7 ft.
Damage:	8D6	RDM:	+8
Resistance:	50% lighting		
Weakness:	200% ice, swords, spear, human bow, disintegrate.		
Strength:	14	Dexterity:	7
Intelligence:	1	Spirit:	7
Movement:	80 ft.	Fly:	no.
Alertness:	20	Night Vision:	0
Size:	15 ft.	Weight:	320 lb.
Animal control:	85	Rider weight limit:	105 lb.
Price:	\$20,000		
Bounty:	\$14,000		
Skin:	Exoskeleton		
Body:	Insect		
Miles per day:	22		

Reconciliation: not reconciled.

## Equipment & Loot

If you can find the nest there is a 35% chance there will be 2D6 eggs.

Quality of story = 3 out of 10.

The ankhed lives underground in tunnels it has burrowed. They shoot out acid from between its mandibles.

They spend most of their time high in trees hunting birds. Its legs and arms are lined with hooks and barbs that if it weighed a few hundred pounds less, would allow it to move through the trees with ease. However, due to its size and weight it will frequently break branches and fall. Because of this and the shear force required to latch onto a tree, evidence of an Ankhed's past presence in an area is relatively easy to identify. One of the unique aspects of the Ankhed is

its mating ritual. During the months of summer and on particularly hot nights when the moon is close to full or full the adult females will grind their legs together creating a clattering screech that can be heard for over three miles. This causes the mature males to rage in a feasting frenzy slashing anything that bleeds. It is the smell of blood that attracts the female to the bachelor. During this frenzy young hide in burrows and elderly Ankheds are often wounded or killed by the mating bachelors.

Age, Price, and Experience Calculator				
60%	50%	40%	30%	20%
\$12,400	\$10,500	\$8,600	\$6,700	\$4,800
65,790	54,825	43,860	32,895	21,930

Child		Age 3 to 8	
Exp.	#	Race skill description	
2,250	1	+2 Strength	
4,000	1	Movement: +50 ft. per round	
700	1	+5 Defense	
4,300	1	Damage Resistance: 10	
2,250	1	RDM: +8	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
1,200	1	Attack: Claw 4D6	
4,000	1	Health: +25	
4,300	2	+10 Defense, +10 Claw	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
2,250	1	Attack: Claw 8D6	
8,000	1	Health: +50	
15,700	2	+20 Defense, +20 Claw	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
8,000	1	Health: +50	
15,700	1	+20 Claw	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
17,000	1	Health: +105	
Grand total		= 109,650 Experience	

# Atilol

**Alignment:** Jealous, flirtatious, and destructive

**Quote:** “A sovereign should never launch an army out of anger, a leader should never start a war out of wrath.”—Sun-tzu, 4<sup>th</sup> century B.C.

**Type:** Undead

**Mythos:** By Ryvah under the god: Liaka

**Creation:** Immortality: 125

**Habitat:** dark rocky meadows with steams.

They tend to like to be near a source of men

**Level:** 7      **Quantity:** 1

**Defense:** +6 magic      **Damage Resistance:** 40

**Regeneration:** 40 per round

**Health:** 3,001      **Save:** 225

**AC:** 160      **To Hit:** 215

**Weapon:** -      **Range:** 20 ft.

**Damage:** 7D100      **RDM:** +300

**Resistance:** 75% fire, ice, lightning, poison, force, swords, silver, elven bow, human bow

**Weakness:** 200% axe, gold.

**Strength:** 16      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 10      **Spirit:** 10      **Comeliness:** 10

**Movement:** 30 ft.      **Fly:** 200 mph

**Alertness:** 20      **Night Vision:** 0

**Size:** 5ft.7in.      **Weight:** 130 lb.

**Bounty:** \$6,000,000

**Skin:** Succulent flesh

**Body:** Female

**Miles per day:** 500

**Reconciliation:** not reconciled

**Magically Enriched:** 18, teleport x4, dispel x2,

spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Wizards' lab 100 sq. ft. Skeletons of 20 humans, 10 elves, 10 dwarves, 15 orcs, 15 goblins. 10,000 assorted bones. Bone lingerie armor +3 quality AC 5+3 (3 sets), bone sword +3 quality (4 each), forge & Smithy +3 quality, various sex toys made from bones, 80,000 in jewelry, 15 units of metal, 25 units of art, 8 paintings of nudes (1 in 4 chance to unlock chi each), 1,400 gold coins.

Quality of story = 10 out of 10.

The atiol were forged into existence with the birth of the new pantheon of gods and the release of God-king Liaka's power. The atiol fears nothing. It is the paramount alpha predator of Liaka's mythos. Anyone in their way just dies. Yet, they typically do

not kill without reason. The most common reason is love. You see the atiol is immensely beautify and lustful.

“Oh, you like me. Would you like to have sex?”

Unfortunately most men say yes. After consummating the deed, she expects her men to be perfectly faithful for life. Any foolish man who mates with an atiol and then so much as kisses another girl will discover what a rotisserie turkey feels like. She will take an eight-foot squire and ram it up your crotch into your ribcage, up your neck, and out the top of your skull. She then heals you up and resurrects you because your dead, and you haven't been cooked yet. Now she cooks you. At some point she will need to use animate dead to bring you back to feel the fire because there simply isn't enough flesh left on your body. But, there is so much more pain for you to endure. After animate dead no longer works because you are nothing but a pile of bones, she casts unholy servant. Oh, but she didn't assemble you. Now you are a pile of bones and aware of the upcoming horrors to come. You see, atiol are bone collectors. They make chairs, tables, artworks, and even the clothing they wear, all out of the bones of their unfaithful ex-lovers. They play with bones like kids play with toys. Congratulations, you are now a skirt . . . for eternity.

Some people mistake an atiol for a succubus, but they are nothing alike. They actually want to be loved. They do have horns like a succubus, but hers are cute and stubby. They have cute little fangs too, but they are too short to do much more than scratch. She even has wings—bat wing, well kind of. Her wings are jointed like bat wings, but they are fluffy, transparent, and colored like a rainbow-like fairy wings. There is no other wing like it. To some, the color makes them appear innocent and good, but they are decidedly evil. One only needs to contemplate how many men had to die to collect enough bones to build a . . . house!

Another distinctive feature of the atiol are the scales on their upper arms and lower legs. They exist in the exact same pattern and place as on the tehpmy. There is a legendary connection between the tehpmy and the atiol, and they never fight each other. In fact they help each other despite all their vast differences and all logic which suggests they should be mortal enemies. They get along as if long lost sisters or best

friends. It's very disturbing. Now if you want to see the strangest age chart in all of Ryvah, take a look at hers. She is mortal—sort of. The atiolol breaks the rules. To say she has a long life span fails to explain her. Had she been born at the down of time when the Big Bang went boom 13.8 billion years ago, she would only now be entering middle-age. As for when she would become a senior, well that requires scientific notation. What this means is technically speaking, she is mortal. Simultaneously, she is undead. She cannot get pregnant. She has no need to eat or sleep. However, in a weird way she is not undead. This means all those spells that cannot be used by immortals, she can use them. She can cast youth. She can cast lycanthrope, vampirism, or even immortality . . . again. She could become a vampire atiolol, a lich atiolol, or a lycanthrope atiolol. And now it would require two mortality spells to undo her. The first would only drop her back to being an atiolol. The atiolol itself is an augmentation from immortality. The only thing she is forbidden from is becoming a double atiolol. So she could become a bolrog atiolol for a few years, undo it and become a horn devil atiolol for a few years and just play, "What I did on my summer vacation," kind of thing. Yes, they are that powerful. Of course, there are those they respect: chin cats from the continuum, gods with infinite mana, and inter galactic battle stars. They understand you need to be nice to the guy with his finger on your proverbial light switch.

The culture of the atiolol also feels like a new category of evil. Something like how ultraviolet and infrared are at the opposite ends of the spectrum but somehow when you mix them together you get . . . purple? So here it is: your morality must be consistent and reconcilable. The most savior crimes as dictated by your choice must match the most savior punishment as dictated by your law. Step 1. She will enter town and find someone like a murderer who has been let off easy. Next she identifies everyone in prison with crimes like, (Please pardon me. This is going to get a bit graphic. You might not be able to stomach it. If you cannot, then skip this with no shame.) An old man having an orgy with a bunch of 13-year-old girls, or that guy who finger banged his 9-year-old niece for a couple of years before he got caught. Basically all the extremely forbidden romances. Step 2. The atiolol now goes door to door to locate every parent in the city.

"I am taking your children. If you want them back you must chose the lesser of two evils. Your first option is a benign act of murder. Your second option is a lascivious sexual deflowering of orgasmic bliss of your little kid by an older man. Be advised, which ever you claim to be the lesser of these two evils will befall your beloved children."

If the parent claims murder is the lesser crime the atiolol immediately decapitates the kids.

"Thank you. Your morality has been reconciled."

Of course if the horrified parent claims the deflowering is the lesser crime in an attempt to save the lives of their children, then the atiolol gives the parents one month to release every convict on her list who is in prison and already served more time than a murderer. Upon completion she will release the children, and until completion she will arrange for their perpetual deflowering.

"Thank you. Your morality has been reconciled."

She doesn't pick just one family—she takes every child in the whole city! Oh, but what if . . . you know . . . they can't get all those convicts free before the month is up?

"I'm sorry, your morality has failed to reconcile. I made a lovely blouse out of your daughter's bones. Why don't you keep it as a reminder of you immorality and inconsistency?"

Thus, the atiolol is a champion for justice and truth. They will force it down your thought even if it kills you.

Age 0 to 100		
Child	#	Race skill description
Exp.		{+2 Strength, +2 Intelligence, +2 Spirit, +2 Comeliness}: requires Fly at 20 mph.
2,250	4	Fly at 20 mph, Save: +32, Health: +32
3,350	3	Spell:x2 Summon Fire Beast(555)
3,350	1	+22 Escort, +22 Dance
2,250	2	Attack: Bite & Claw D20
1,000	1	
Age 30 to 90,000		
Adolescent	#	Race skill description
Exp.		+1 Strength, +1 Intelligence, +1 Spirit, +1 Comeliness
2,150	4	Fly at 40 mph, Save: +48, Health: +48
7,750	3	[Mystic Bite], +43 Bookkeeping
4,300	2	Spell:x2 Summon acid Beast(777)
6,000	1	+22 Escort, +22 Dance
2,050	2	Attack: Bite & Claw 3D20, range 10 ft.
6,000	1	
Age 2 to 5,000,000,000		
Adult	#	Race skill description
Exp.		Defense: +3 magic, Health: +60
8,000	2	Damage Resistance: +10, Fly at 90 mph
14,000	2	Regeneration: +10 per round (x4)
14,000	4	

20,000	5	+10 combat (x5)
5,000	1	Attack: Bite & Claw 7D20, range 20 ft.
8,000	3	Mana: +7 Supernatural, +16 Black, +16 Necromancy
Middle-age		Age 4,000,000,000 to 9E+20
Exp.	#	Race skill description
9,000	6	Defense: +5 Magic, Health: +100 (x5)
12,000	1	Damage Resistance: +10 (x3), Fly at 200 mph
50,000	5	+25 Combat (x4), +50 Melee
12,000	3	Mana: +7 Supernatural, +16 Black, +16 Necromancy
75,000	4	Spell: x4 Summon (Force, Thorn, Mud, and Acid) beast(50...)
12,700	1	+6 Strength, Max: +8 (One Round, Speech, Thought)
Senior		Age 9E+18 to 9E+30
Exp.	#	Race skill description
1	1	[Atilol]
Grand total =		978,151 Experience

**About the age chart:** This augmentation overlays whatever base exists without modifying it. Thus, nothing over 100 years old can become this augment because they would die instantly for failure to have required race skills. Further, while the base may be an adult, the augment could still be a child.

## Sub-race: Moon Phase.

Run! Don't walk, run. They don't appear to be dangerous, but they are a really bad omen. Encountering one is like getting caught in the bathroom with your panties down right as you stand up. "Oops, sorry to bother you. Bye bye." In the back of your mind you're cringing at the thought she won't keep her mouth shut. The moon phase likes pirates, and they help them. They watch the traffic and when a wagon rolls by, they will attach a sea shell to the underside of the wagon. If the moon phase is at sea, then she will attach the shell to the bottom of the ship. Oh yeah, she has a natural [Anamagous mermaid] ability she loves to use. "Hey guys, there's a naked chick overboard." "That's not a chick. That's a mermaid, and damn those are nice tits." Sorry boys, it's not a mermaid either; it's a moon phase. The shell she attached to the bottom of your ship itself is not special, but it is the focal point for an identify, message, and contingency spell. The contingency will cast the message which is linked to the identify spell which asks, "What is my longitude and latitude and the name of my location?" This message is sent back to the moon phase who then passes it on to all

of her pirate boy-toys. She yields enough mana for each shell to send out seven messages. One a day for seven days.

The mischief of the moon phase doesn't end there. She worships Europa, Goddess of the moon within Shadow Lord's pantheon. She is kind of freakish, and the moon phase is equally freakish with lycanthrope and mortality. For most everyone becoming a lycanthrope is a one-way trip. It's permanent. Well, unless you can do mortality—which she can. But it is a ridiculously difficult spell—she has them as talents. She changes lycanthrope forms like a girl changes clothing: were-rat, were-boar, werewolf, and were-pidgin. If it looks like fun, she will try it. It's free. But wait. She has boy-toys and she likes to bite when she is in the throes of passion. Lycanthrope spreads like a disease. That band of pirates, six of them are now were-bunnies. It takes a special kind of pirate to like a moon phase. Oh, but wait. Mortality transcends her lineage. So after she is board and goes back to normal all her boy-toys do also. Now let's contemplate what you get when the moon phase becomes a lycanthrope horse, takes her animal form, then jumps in the water to use anamagous mermaid. She looks like a hippocampus.

Child		Age 3
Exp.	#	Race skill description
4,300	1	[Anamagous Mermaid]
3,350	3	Mana: +200 Identify, +200 Message, +200 Contingency
2,250	1	+20 Escort
1,500	2	Religion: +20 Shadow Lord, +20 Europa
Adolescent		Age 6
Exp.	#	Race skill description
24,300	2	Talent: Lycanthrope(16...), Mortality(32...)
Adult		Age 10
Exp.	#	Race skill description
1,500	1	Save: +20
4,300	3	Mana: +10 Black, +10 Grey, +10 Abjuration
Middle-age		Age 17
Exp.	#	Race skill description
Senior		Age 30
Exp.	#	Race skill description
Grand total		= 82,600 Experience

## Sub-race: Wingless.

The wingless have no wings where once they would. In other words, the only base races that are allowed to have the wingless sub-race are races that have wings. She takes tinker-toys to the next level. They are very beautiful and love making juggernaut war machines. On the other hand they love little babies. Among their deepest desires is the need to hold, nurse, care for, and love a child. They have no issues with the evil nature a child might have and will overlook all faults.

[Wingless] = when purchasing # marked race skills, you deduct the amount of experience you spent on "Fly" from the experience cost (no refunds or negatives).

[Motherhood] = a child in this context includes from birth to the end of child defined on the age chart. Custody means you are the biological parent, or the biological parent has appointed you to assist, or a child has been (abandoned or orphaned) and you have claimed them. In the last case it is always the objective to reunite the child with their parents. Further, in all cases you must have physical possession of the child. If you have a child in this way, then if the Game Master determines you are truly caring for the child. Then . . . (not finished).

Child		Age 3 to 8	
Exp.	#	Race skill description	
4,300	1	# +3 Comeliness	
2,250	1	Mana: +50 Juggernaut	
1,000	2	+15 Dance, +15 Escort	
Auto	1	[Wingless]	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
8,000	4	# Mana: +15 Blue, # +20 Escort, # +10 Combat, # Health: +40	
4,300	1	# RDM: +10	
3,350	3	# +7 Ranged, # +7 Melee, # +7 Defense	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
10,000	3	# Effect: +10 A, # +10 H, # +10 E	
5,000	1	Chi Effect: +1 To Hit	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
30,000	1	# Max: +10 Three Round casting	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
Grand total		= 119,900 Experience	

# Axe Beak

**Alignment:** Animal

**Quote:** “The first and fundamental rule in the interpretation of all instruments is, to construe them according to the sense of the terms, and intentions of the parties . . . its nature and objects, its scope and design.”— Joseph Story.

Type:	Animal – Birds		
Mythos:	needs research		
Creation:	Hatch from egg		
Habitat:	Savanna, open planes, and grasslands		
Level:	1	Quantity:	13
Health:	30	Save:	21
AC:	15	To Hit:	47
Weapon:	beak	Range:	-
Damage:	D10	RDM:	0
Resistance:	-		
Weakness:	200% fire, hammer, spear, sylph bow, zinc.		
Strength:	14	Dexterity:	8
Intelligence:	2	Spirit:	6
Movement:	80 ft.	Fly:	glide 90%
Alertness:	10	Night Vision:	0
Size:	7ft.3in.	Weight:	300 lb.
Animal control:	54	Rider weight limit:	200 lb.
Price:	\$1,348		
Bounty:	\$500		
Skin:	Feathers		
Body:	Bird		
Miles per day:	10		

## Equipment & Loot

If you can find the nest then there will be triple the yield of feathers. And, 10% chance of D6 eggs.

Reconciliation: if this animal attacks an illusion, it is destroyed.

Quality of story = 4 out of 10.

Think of Joust (the video game). They don't really fly. But it is somewhat like a cheap airborne horse. Well, they glide in the air. You must think of them as clay. That's what the orcs, goblins, and gnolls do. While you can kill them for food, and they taste like chicken, you are better off training them. If you can mount your army on axe beaks, then that army can

gain speed, maneuverability, and attack power at a bargain basement price. But many races dislike them. Often elves, dwarves, humans, and fairy folks consider them as nothing but a stubborn stupid bitchy little birds that are best cooked with garlic and butter. And, that might well be true. They are not very nice. Oh, but they bring that attitude to the battle field. And let's face it. The orcs, goblins, and gnolls have the same mind set as the axe beak. Amusingly enough the elves, dwarves, humans, and fairy folks consider *them* best cooked with garlic and butter too.

Child		Age 3 to 8	
Exp.	#	Race skill description	
2,250	2	+2 Strength, Movement: +20 pr.	
1,500	1	Glide at 90%	
700	1	Health: +12	
1,500	1	Attack: Beak D10	
4,300	1	+10 Melee	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
3,750	2	+2 Strength, Movement: +30 pr.	
10,000	1	+10 Melee	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
4,000	1	+2 Strength	
10,000	1	+10 Melee	
		<<Price Point>> 44,000	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
10,000	1	Movement: +200 ft. per round	
24,000	1	Attack: 3D20	
40,000	3	+20 RDM (x3)	
60,000	3	+30 Combat (x3)	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
Grand total =		378,000 Experience	



“So often people try to use evil to do good under the premise of the ends justify the means; however, the most significant result of using evil is to promote the use of evil.”—M. J. Leonard...

# Banshee

**Alignment:** Insane, hateful, and vengeful

**Quote:** “When you want to fight us, we don’t let you and you can’t find us. But when we want to fight you, we make sure that you can’t get away and we hit you squarely . . . and wipe you out . . . the enemy advances, we retreat; the enemy camps, we harass; the enemy retreats, we pursue.”—Mao Tse-Tung, 1893-1976.

**Type:** Undead – Monster

**Mythos:** Irish, Scots Gaelic

**Creation:** Immortality: 47

**Habitat:** They haunt places

**Level:** 3      **Quantity:** 1

**Defense:** +3 magic

**Health:** 320      **Save:** 94

**AC:** 55      **To Hit:** 55

**Weapon:** touch      **Range:** -

**Damage:** 4D20      **RDM:** 0

**Resistance:** -

**Weakness:** 200% ice, light, axe, elven bow, telekinesis, zinc, and silver.

**Strength:** 1      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 8      **Spirit:** 6      **Comeliness:** 6

**Movement:** 30 ft.      **Fly:** 12 mph

**Alertness:** 18      **Night Vision:** 100 ft.

**Size:** 5 ft.      **Weight:** 2 lb.

**Bounty:** \$54,000

**Skin:** rags

**Body:** barely physical

**Miles per day:** 0

Quality of story = 5 out of 10.

The banshee! We like the banshee. What? No we don’t—don’t lie. She is a whiny, feisty, irrational, two-timing little bitch. Ummmm, sounds like our last four girlfriends. This is who is going to be in my bed this weekend, and I don’t even know her name yet, because I have not met her. Exactly! How does one reconcile being ghosted . . . by a ghost? No, no, no, we want nothing to do with this one. Oh crumb, I’m talking to myself again. Or was that the banshee? Stop. Take a breath.

The banshee is the spirit of a dark soul. Normally a female—go figure. Their heart is in immense pain and forsaken by their lovers. That’s what

you get for walking out on me in the middle of the night. They’re consumed by their bitterness and desire for vengeance as they roam the mortal realm forever. They live solely to cause misery to the living. So I guess they don’t really change much from when they were alive. However, they have next to no physical strength. So they can’t throw pots and pans at you anymore. They are known for their dreadful screams. I guess some things just don’t change. They sound like beautiful maidens in need of help. Oh my God I hate that so much. Here you are, minding your own business, and from the corner of your eye you see the most succulent little girl distressing over something stupid that you can fix with ease. What self-respecting man doesn’t go help her? Then they smile like that, and wiggle the way they do. Two weeks later she is throwing pot and pans at you. Their presence alone will transform the happy souls of the innocent to transcend into being distraught and suicidal, influencing them into emotional pain and causing enough strife that insane fits of rage and jealousy flood their minds. I’m not sure we are still talking about banshees, but it fits.

Reconciliation: they attack from the ceiling above you or the ground below you. They use the casting method (nothing, instant, speech); thus, they perform two spells and an action every round. So it enters with ice attack, followed by blind, then attacks. On the following round it can retreat—which is what it does. It now waits 60 rounds and repeats the assault. It vanishes simply by going up or down into the ceiling or floor.

## Equipment & Loot

Dirty rags

Casts as: Nothing , Instant, Thought

inf.	Walk through walls	C	J	M	O	P
	Skill	4	3	Void	1	2

x5	Blind	C	E	J	M	N
	Skill	7	7	7	7	7

x20	Ice attack	A	B	E	H	I
	Skill	10	10	10	10	10

10\*(1.5) damage –or– (D8 + D20 damage).

x1	Clairvoyance	C	M	Z	Z	Z
	Skill	5	8	4	5	9

Stage 1							
Exp.	#	Race skill description					
4,300	1	Fly at 12 mph					
2,250	1	Mana: +12 Ice Attack					
4,300	1	Defense: +1 Magic					
		Ability: Walk Through Walls					
1,500	1	(4,3,void,1,2)					
4,300	1	Mana: +18 Blind					
Stage 2							
Exp.	#	Race skill description					
1,500	1	Mana: + 15 Magic Detection					
6,000	1	Spell: x10 Capture Essence(10...)					
6,000	1	Spell: x1 Stasis Bubble(10...)					
3,350	1	Save: +32					
2,250	1	Night Vision: 100 ft.					
Stage 3							
Exp.	#	Race skill description					
8,000	1	Attack: Touch 4D20					
12,000	1	Health: +80					
8,000	3	+10 Defense (x3)					
8,000	3	+10 Melee (x3)					
6,650	1	Save: +50					
Stage 4							
Exp.	#	Race skill description					

30,000	1	Spell: x20 Ice Attack(10...)
14,000	1	Spell: x5 Blind(7...)
8,000	1	Defense: +3 Magic
10,000	4	Health: +60 (x4)
		Stage 5
Exp.	#	Race skill description
8,000	1	Spell:x1 Clairvoyance(58459)
Grand total		210,400 Experience
=		

## Sub-race: Soul Toy

She loves her victims to death. She loves them so much that after she kills them she uses her [Soul Toy] skill and gets a ghostly apparition of the soul that follows her. The apparitions have health equal to the health they had in life, and while they can be seen they can only take damage as an aspect of being a layer of stone skin over the host. In this case the banshee. They heal at a rate of one point per day. Soul toys cannot be healed any other way. If capture essence is used to capture the essence of a victim, then there is no soul left to become a soul toy. If the target who became a soul toy is brought back with: forge metaphysical body, animate dead, unholy servant, reincarnation, or resurrection, then the soul toy is lost. Exorcism on the host will automatically remove one soul toy per use. Only one can be on top. Thus, only one takes damage until it hits zero and vanishes. However, she can move it to the back the following round. The original intent was to have no limit to how many she can have. However, for online play, the limit is one soul toy for every 2,000 unrestricted experience the character has. Implemented this way, special GM approval is not needed.

Legendary: Requires GM approval.

Child		Age
Exp.	#	Race skill description
4,300	1	[Soul Toy]

# Basilisk

**Alignment:** Animal

**Quote:** “In a case of 1696, the King’s Bench—England’s highest criminal court—affirmed the right when it acquitted defendants charged with larceny because they had been acquitted of earlier charges of breaking and entering for the same crime. Though they faced different charges than before, the court’s ruling said the defendant could not be indicted for larceny or on any charge ‘for the same fact’ or deed.” —quoted from: the *Know your Bill of Rights* book by Sean Patrick.

Type:	Animal – Dragons														
Mythos:	Greek and Roman														
Creation:	Hatch from egg														
Habitat:	tropical forest, caves														
<b>Level:</b>	<b>4</b>	<b>Quantity:</b>	<b>1</b>												
Defense:	+3 magic														
<b>Health:</b>	<b>452</b>	<b>Save:</b>	<b>101</b>												
<b>AC:</b>	<b>95</b>	<b>To Hit:</b>	<b>133</b>												
Weapon:	Mystic bite	<b>Range:</b>	Mystic bite												
Damage:	16D20	<b>RDM:</b>	0												
<b>Resistance:</b>	50% lightning, hammers														
<b>Weakness:</b>	200% thorn, rock, satyr bow, telekinesis, gold.														
Strength:	7	Dexterity:	7	Perception:	8										
Intelligence:	4	Spirit:	12	Comeliness:	7										
Movement:	40 ft.	Fly:	no. / 30 mph												
Alertness:	28	Night Vision:	60 ft.												
Size:	14 ft.	Weight:	2,330 lb.												
Animal control:	119	Rider weight limit:	770 lb.												
Price:	\$167,000														
Bounty:	\$160,000														
Skin:	scales														
Body:	lizard bird														
Miles per day:	10														

Quality of story = 3 out of 10.

The basilisk of Ryvah is nothing like the giant snake from Harry Potter, and only crudely reminiscent of the eight legged lizard from Dungeons & Dragons. We went deeper into books several centuries old where they described the basilisk as having a chicken’s head and wings. Within Ryvah, there are two variations of the basilisk: winged, and wingless. And they are the same animal. A pair of winged basilisk can lay eggs that will hatch into winged or wingless offspring. And the reverse is also true.

In Ryvah they are a fabulous beast to fight or animal to ride. But they cannot be trained. That’s why the animal price chart below looks different. This is for beast masters only. It’s not easy to hit a 74 control check with a 10K build but it can be done, and for only \$6,000 you can purchase a hatchling basilisk. So, do you want yours to fly or not? But you should be

warned. Raising a baby basilisk is still, well . . . raising a baby. You should expect that you will need to potty-train the beast, and food isn’t cheap.

Reconciliation: level 4

## Equipment & Loot

If you can find the nest then there will be triple the yield of scales. And, 13% chance of D4 eggs.

X2		Turn to Stone						
E	H	I	K	M	N	O	R	
25	25	7	10	25	25	25	25	25

417% Dispel resistance. Save = 99. Up to 125 health.

x5		Chandelier						
A	D	E	M	P	R	Y		
25	25	25	25	25	25	25	25	25

425% Dispel resistance. 25\*(1.5) damage—or- (4D8+3D12 damage). -75 mph.

-75 save. -50 to hit / AC

WILD DRAGON-animal					
Age, Price, and Experience Calculator					
Price	\$6,000	\$14,400	\$22,400	\$32,500	\$45,000
Experience	30,000	48,000	56,000	65,000	75,000
Animal Control	74	77	79	80	82

Child		Age 3 to 9						
Exp.	#	Race skill description						
4,300	2	[Mystic Bite], +3 spirit						
6,000	1	Iff(wings) then fly at 30 mph						
		Attack: Bite D20, +10 Melee, +10						
4,300	5	Defense, +40 Health, +40 Save						
500	2	Night Vision: 60 ft., +9 Alertness						
1,000	1	Movement: +10 ft. per round						
Adolescent		Age 7 to 20						
Exp.	#	Race skill description						
10,000	5	Attack: Bite 2D20, +10 Melee, +10						
6,000	1	Defense, +50 Health, +50 Save.						
4,300	1	Endowment: x2 Turn to Stone (5...)						
		Spell: x1 Chandelier(5...)						

8,000	1	Defense: +3 Magic
Adult		Age 15 to 70
Exp.	#	Race skill description
20,000	4	Attack: bite 7D20, +30 Melee, +30 Defense, +150 Health
6,000	1	Endowment: x2 Turn to Stone(10...)
4,300	1	Spell: x1 Chandelier(10...)
Middle-age		Age 40 to 120
Exp.	#	Race skill description

30,000	3	Attack: Bite 16D20, +40 melee, +200 Health
6,000	1	Endowment: x2 turn to stone(15...)
4,300	1	Spell: x1 chandelier(15...)
Senior		Age 100 to 150
Exp.	#	Race skill description
6,000	1	Endowment: x2 turn to stone(25,25,7,10,25,25,25,25)
4,300	1	Spell: x1 chandelier(25...)
Grand total =		307,300 Experience

# Bear

**Alignment:** Animal

**Quote:** “The secret of getting ahead is getting started.”—Mark Twain.

**Type:** Animal – Pets

**Mythos:** Mother Nature

**Creation:** Live birth

**Habitat:** Forest

**Level:** 2      **Quantity:** 2

**Defense:** -      **Damage Resistance:** 20

**Health:** 70      **Save:** 20

**AC:** 50      **To Hit:** 58

**Weapon:** Brawl      **Range:** -

**Damage:** 3D12      **RDM:** +10

[Animal charge]

**Resistance:** -

**Weakness:** -

**Strength:** 14      **Dexterity:** 9      **Perception:** 9

**Intelligence:** 3      **Spirit:** 9      **Comeliness:** 7

**Movement:** 80 ft.      **Fly:** no.

**Alertness:** 35      **Night Vision:** 0

**Size:** 8 ft.      **Weight:** 435 lb.

**Animal control:** 81      **Rider weight limit:** 280 lb.

**Price:** \$19,539

**Bounty:** \$9,000

**Skin:** fur

**Body:** bear

**Miles per day:** 10

Quality of story = 9 out of 10.

The big brown bear, the black, or the blue—tick me off and I'll be comin' for you! Wait. There's a "blue" bear? No, but panda doesn't rhyme. Yeah, folks, it's a bear. Most people in a fantasy world drenched in magnificent magic and wild exotic spirituality still like the bear, because he is still an animal. He is a simple lifeline to reality. They exist in the real world. We all know what a bear is. They are an endangered species and many real world people spend a lot of time and money protecting the bears we have left. The bear in Ryvah is this same animal. Loved by many, worshiped by a few, and honored by most. When we look at the population of humans on this little blue third-planet from the sun, we must be careful we do not drive this beautiful animal into extinction. What do I mean? I have a very simple question for you: When was the last time you donated a couple of bucks to a nature reserve or any kind of reservation that helps protect any kind of endangered wildlife? If you have never done this, then Google search some place like Yosemite National Park or

Yellow Stone State Park, pull out your credit card, and donate ten bucks. If the world is divided into two groups (those who care, and those who don't) this single act will forevermore put you in the group of people who care.

[Build a link in Ryvah.com to accept donations and route 100% of the money to these reservations, then gift the characters in-game points.](#)

Age, Price, and Experience Calculator				
100%	50%	45%	35%	25%
\$19,539	\$10,258	\$9,330	\$7,474	\$5,617
163,900	81,950	73,755	57,365	40,975

Reconciliation: they normally have surprise, but do not get a "to hit" bonus because they charge at 40 feet away: half move/attack. As such they don't get to trample targets on round one because they have used their entire 40-foot half move.

## Equipment & Loot

None

Child			Age 3 to 8	
Exp.	#	Race skill description		
4,300	1	[Animal Charge]		
1,500	2	+20 Alertness, +20 Health		
		+2 Dexterity, +2 Perception, +2 Spirit, +2 Strength		
2,250	4			
4,300	1	Damage Resistance: +5		
1,500	1	Attack: Brawl D12		
Adolescent			Age 6 to 12	
Exp.	#	Race skill description		
3,750	2	Mana: +7 Mending, +7 Message		
5,000	1	Movement: +50 ft. per round		
10,000	1	Damage Resistance: +5		
3,500	1	Health: +30		
20,000	1	+10 Combat		
4,000	1	Attack: Brawl 2D12		
Adult			Age 10 to 20	
Exp.	#	Race skill description		
4,000	1	+2 Strength		
20,000	1	+10 Combat		
4,300	1	+10 RDM		
7,500	1	Attack: Brawl 3D12		
Middle-age			Age 17 to 40	
Exp.	#	Race skill description		
26,000	1	Damage Resistance: +10		

20,000	1	+10 Combat
Senior		Age 30 to 50
Exp.	#	Race skill description

10,000	1	+10 Melee
Grand total =		163,900 Experience

# Beguiler

**Alignment:** evil, wicked, devious, and destructive

**Quote:** “For not many men, the proverb says, can love a friend who fortune prospers without feeling envy; and about the envious brain, cold poison clings and doubles all the pain life brings him. His own woundings he must nurse, and feels another’s gladness like a curse.”—Aeschylus century 525-456 B.C.

**Type:** Monster

**Mythos:** inspired by Gygax

**Creation:** Eggs→ maggots→ cocoon→

**Habitat:** Caves, high mountains, or canyons

**Level:** 4    **Quantity:** 1

**Defense:** +2 Magic    **Damage Resistance:** 30

**Health:** 800    **Save:** 52

**AC:** 150    **To Hit:** 54

**Damage:** 3D20    **RDM:** 0

**Resistance:** 50% ice, dagger

**Weakness:** 200% wood, force, sylph bow, disintegrate, gold.

**Strength:** 5    **Dexterity:** 6    **Perception:** 7

**Intelligence:** 9    **Spirit:** 8    **Comeliness:** 3

**Predators:** Will-o'-wisp, Naga

**Pray:** +50 Combat against Ice Giant, Titan

**Movement:** 15 ft.    **Fly:** 2 mph

**Alertness:** 25    **Night Vision:** 20 ft.

**Size:** 4 ft. Dia.    **Weight:** 65 lb.

**Bounty:** \$160,000

**Skin:** exoskeleton shell

**Body:** spherical

**Miles per day:** 3

Quality of story = 4 out of 10.

The beguiler is a true manifestation of evil. For a monster like this, an ideal day would be watching victims scream as he uses fire to slowly melt the skin off their bodies. Using a complex strategy of dispel shield and hold target, theses insidious creatures fear little magic. It is rare to see more than one of these beasts at a time. The supremely wicked nature of these creatures is so intense they cannot even work together for the likeliness of betraying even their own kind for their own devious fetish of masochism. They will fight among themselves until only one remains alive. It is a blessing for anyone to never encounter such a monster. These horrid beasts have few limitations to environment so unfortunately they can be anywhere, though you are more likely to find them anywhere they can inflict and observe the most pain and anguish. There is no limitation to the means these things will go to cause absolute anguish and pain to others.

They will even animate the dead amputated voice box of victims just to be able to hear the blood

curdling screams over and over decades after they killed them. They keep grotesque trophies of the past. They imprison innocent natured prey, and force them to eat the decaying corpses of other recently slain pray as the only means to avoid starvation, and they relish in the horror of it.

**Reconciliation:** at level 4.

## Equipment & Loot

Skeletons of animals, 15,000 copper, 1000 silver, 100 gold. Casting wagon, casting mule (just equipment), 34 units of marble, 190 units of wood, and 40 units of food. 10,000 pounds of misc. stuff worth \$80,000 copper.

x6	Dispel Shield	B	H	I	K	M
	Skill	10	16	7	33	25

341% chance to dispel. 341% Dispel resistance.

x4	Fire Attack	A	B	E	H	I	M
	Skill	22	0	30	7	13	15

237% Dispel resistance. 22\*(1.5) damage –or– (6D10 damage)

x4	Ice Attack	A	B	E	H	I	M
	Skill	30	17	0	30	13	12

212% Dispel resistance.

30D6 – 60 damage –or– (10D8 damage)

x4	Lightning Attack	A	B	E	H	I	M
	Skill	15	15	7	15	13	21

296% Dispel resistance.

X3	Endure Fire	D	M	T
	Skill	9	9	9
X3	Endure Ice	D	M	T
	Skill	9	9	9
X3	Endure Lightning	D	M	T
	Skill	9	9	9

117% Dispel resistance each.

Child		Age 3 to 8
Exp.	#	Race skill description

2,250	1	Fly at 2 mph
3,350	2	Spell:x3 Ice Attack(6...), Save:+32
auto		+50 combat vs ice giants, titans
500	2	Attack: Bite D20, Night Vision: 20 ft.
4,300	1	Spell: x1 Lightning Attack(7...)
2,250	1	Damage Resistance: +4
Adolescent		Age 6 to 12
Exp.	#	Race skill description
9,000	1	+15 Defense
1,000	1	Attack: Bite 2D20
6,000	1	Spell: x1 Fire Attack(8...)
1,500	1	Spell:x3 Magic Detection(5,3,7)
14,000	1	Health: +90
Adult		Age 10 to 20
Exp.	#	Race skill description
8,000	1	Spell:x3 Dispel Shield(7,5,4,7,7)
1,500	1	Attack: Bite 3D20
6,000	1	Spell: x3 Poison(9...)
6,000	1	Spell: x3 Blind(9...)
20,000	3	+10 Combat (x3)

Middle-age		Age 17 to 40
Exp.	#	Race skill description
7,000	1	Spell: x3 Hold Target(9...)
1,000	3	Spell:x3 Endure (Fire, Ice, Lightning) (9,9,9)
50,000	1	Damage Resistance: +26
Senior		Age 30 to 50
Exp.	#	Race skill description
17,000	7	Health: +100 (x7)
25,000	4	+25 Defense (x4)
22,000	1	Spell:x4 fire attack(22,0,30,7,13,15)
28,000	1	Spell:x4 ice attack(30,17,0,30,13,12)
15,000	1	Spell:x4 lightning attack(15,15,7,15,13,21)
22,000	1	Spell:x6 Dispel Shield(10,16,7,33,25)
Grand total		495,500 Experience
=		

# Black Beguiler

**Alignment:** Evil, conniving, and reckless.

**Quote:** “It takes great talent and skill to conceal one’s talent and skill.”—La Rochefoucauld, 1613-1680.

**Type:** Undead

**Mythos:** -

**Creation:** Immortality: 120

**Habitat:** Temples, caves, or ghost towns

**Level:** 5    **Quantity:** 1

**Defense:** +3 magic    **Damage Resistance:** 50

**Health:** 2,100    **Save:** 63

**AC:** 200 : 400\*    **To Hit:** 300 : 500\*

**Weapon:** Mystic Bite    **Range:** Mystic Bite

**Damage:** 6D20    **RDM:** +100

**Resistance:** 50% fire, acid, rock, sword

**Weakness:** 200% lava, thorn, mud, elven bow, energy drain, telekinesis, platinum.

**Strength:** 8    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 8    **Spirit:** 3    **Comeliness:** 5

**Movement:** 18 ft. / teleport    **Fly:** 2 mph

**Alertness:** 30    **Night Vision:** 50 ft.

**Size:** 3ft. dia.    **Weight:** 50 lb.

**Bounty:** \$50,000

**Skin:** Exoskeleton shell

**Body:** Sphere

**Miles per day:** 3

Quality of story = 5 out of 10.

Okay, this one is strange. This is an augmentation. This is a beguiler after an immortality spell. Ummm, no. Well yes. But no. Immortality does not care what you start off as. So this is not a beguiler necessarily. I mean a human could target this form with an immortality, but none would. It's kind of a disgusting form. On the other hand any living thing can cast immortality in a wide variety of target forms and we tend to morph the target with the original race. Thus, there is a racial distinction between a human succubus and an elven or dwarven or orc or goblin succubus. Extrapolate that. A beguiler is a living base race, and it could become a succubus beguiler, a vampire beguiler, a lich beguiler, a bolrog, and with each one the immortal form would (to some degree) capture the essence of the base race of the beguiler. This begs the question: what's up with this thing? Well, you might think of it as "Affirmative Action." It's kind of like anti-discrimination.

A long time ago the Intercontinental Union of Beguilers, IUB put together a political action group and lobbied the Council of Eight claiming racial discrimination. The IUB filed lawsuits against the

pantheon of the Greek gods as well as the Sumerians. “We want bodies too!” thousands of picket read. “Not everyone is humanoid!” other picket signs read. The IUB spent millions of copper employing goblins, gnolls, hobgoblins, orcs, and even humans to carry the signs. After many years of this madness Shadow Lord of the Council of Eight modified reality to forge this most strange of immortal forms. It matters not what you were. No trace of your original form will remain. And the IUB cheered and celebrated by eating all those humanoids who helped them by carrying picket signs. And so the black beguiler has come to pass.

**Reconciliation:** to be clear, only the teleport is instant. Everything else is one round cast. The teleport is flash, bang, and boom; therefore, there can be no surprise. On the other hand because it is instant casting, the beast retains initiative and immediately casts one of its other spells. Level 5.

**Magically Enriched:** 10, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Skeletons of animals, 35,000 copper, 3000 silver, 200 gold. Casting wagon, casting mule (just equipment), 340 units of marble, 390 units of wood, and 400 units of food. 60,000 pounds of misc. stuff worth \$780,000 copper.

x1	AC	C	M	V
	Skill & alchemy	5	0	200

x1	To Hit	C	M	V
	Skill & alchemy	5	0	200

205% Dispel resistance each.

inf.	Teleport	G	J	K	L	M
	Skill & alchemy	1	6	0	0	12

This is as: Nothing, INSTANT, Thought casting. 139% Dispel resistance. 200 feet range. Cannot teleport after an attack.

x4	Hold Target	C	E	J	M	N	R
	Skill & alchemy	20	20	6	20	40	40

346% Dispel resistance.

x4	Blind	C	E	J	M	N	R
	Skill & alchemy	1	30	6	20	40	40

337% Dispel resistance.

x1	Dispel Shield	B	H	I	K	M
	Skill & alchemy	30	20	13	40	30

430% chance to dispel. 433% Dispel resistance.

x4	Fire Attack	A	B	E	H	I	M
	Skill & alchemy	100	2	8	7	13	40

568% Dispel resistance.  $100*(1.5)$  damage –or– (10D8 +10D20 damage)

x4	Ice Attack	A	B	E	H	I	M
	Skill & alchemy	60	3	10	11	13	40

537% Dispel resistance.  $60*(1.5)$  damage –or– (20D8 damage)

x4	Lightning Attack	A	B	E	H	I	M
	Skill & alchemy	40	4	12	13	13	40

522% Dispel resistance.  $40*(1.5)$  damage –or– (4D8 +4D20 damage)

Stage 1							
Exp.	#	Race skill description					
500	1	Fly at 3mph					
1,500	1	Spell:x4 Magic Detection(5,3,7,0)					
1,000	3	+1 Intelligence, +1 Strength., +1 Perception					
3,350	1	Health: +32					
4,300	1	Damage Resistance: +5					
Stage 2							
Exp.	#	Race skill description					
6,000	3	Spell: x1 Slow(20...), Hear prayer(20...), Guardian(12...)					

10,000	2	Spell: x5 Dispel Shield(10...), Blind(9...)
14,000	3	Spell:x3 (Fire, Ice, Lightning) Attack(20,0,0,10,6,8)
4,300	1	Attack: Bite 6D12
		Stage 3
Exp.	#	Race skill description
14,000	2	Health: +90 (x2)
10,000	5	+10 Combat (x5)
8,000	2	Defense: +3 Magic, Save: +50
35,000	1	Damage Resistance: +15
17,000	2	Internal:x1 AC(5,0,200), To Hit (5,0,200)
		Stage 4
Exp.	#	Race skill description
		Ability: Teleport(1,6,0,0,12):INSTANT, thought—casting
10,000	1	Damage Resistance: +30
20,000	8	+50 Melee (x5), +50 Defense (x3)
		Stage 5
Exp.	#	Race skill description
4,300	1	[Mystic Bite]
7,000	19	Health: +100 (x19)
10,000	1	Spell:x1 Dispel Shield (30,20,13,40,30)
5,000	1	Spell:x4 Hold Target (20,20,6,20,40,40)
10,000	1	Spell:x4 Blind(1,30,6,20,40,40)
10,000	1	Spell:x4 Lightning Attack (40,4,12,13,13,40)
15,000	1	Spell:x4 Ice Attack (60,3,10,11,13,40)
10,000	1	Spell:x4 Fire Attack (100,2,8,7,13,40)
Grand total =		637,250 Experience

# Black Dragon

**Alignment:** Territorial

**Quote:** "Of all the disorders of the soul, envy is the only one no one confesses to."—Plutarch, century A.D. 46-120.

**Type:** Dragon

**Creation:** Hatch from egg

**Habitat:** Cave, volcano, or canyon

**Level:** Child Adoles. Adult Mid-age Senior

2    3    4    4½    5

**Quantity:** 1

**Defense:** +4 Magic

**Damage Resistance:** Child Adoles. Adult  
10    20    35

**Regeneration:** 1 per hour

**Health:** Child Adoles. Adult Mid-age Senior  
105    255    405    805    1,505

**Save:** Child Adoles.  
50    110

**AC:** Child Adoles. Adult Mid-age  
35    55    115    205

**To Hit:** Child Adoles. Adult Mid-age  
45    135    195    285

**Weapon:** Mystic bite    **Range:** Mystic bite

**Damage:** Child Adoles. Adult Mid-age  
D20    3D20    5D20    5D100

**RDM:** Child Adoles. Adult  
+20    +40    +50

**Resistance:** 90% Acid, mud, poison, rock

**Weakness:** 200% Fire, Ice, energy drain, mitheral.

**Strength:** 12 **Dexterity:** 8 **Perception:** 9

**Intelligence:** 10 **Spirit:** 10 **Comeliness:** 9

**Movement:** 65 ft.    **Fly:** 70 mph

**Alertness:** 30    **Night Vision:** 150 ft.

**Size:** Child Adoles. Adult  
15 ft.    23 ft.    30 ft.

**Weight:** Child Adoles. Adult  
2,200 lb.    7,900 lb.    17,500 lb.

**Bounty:** Child Adoles. Adult Mid-age Senior  
\$14k    \$21k    \$36k    \$100k    \$300k

**Skin:** Scales

**Body:** Mammal

**Miles per day:** 100

Quality of story = 3 out of 10.

They rule the swamps and normally live just below the surface of the water in an overgrown tropical marsh with quicksand and carnivorous fish to hide and protect their lair. Its most powerful attack creates a giant field of ink black acid that cracks and pops as the energy bleeds off into the ground. As trees, animals,

and the dragon's prey wither from the deadly effects the dragon and all its minions simply wait. The black dragon is amongst the most intelligent of the large dragons and will frequently try to fight an intellectual battle rather than a physical one. It will set up situations such that it gets what it wants even if an opponent prevails. It has little fear of man primarily because it can outwit them. It is common for one to have several loyal followers. These followers will normally form a secret religious cult to worship the dragon, while maintaining the appearance of a normal citizen in a nearby city. Additionally when these followers are not living a normal life, they will be spying, and trading on both the open market and black market. They sell merchandise the dragon owns or has acquired. It is not uncommon for a black dragon to own businesses, land, and even play in the political arena. A black dragon is happiest when it's trading is profitable enough to purchase slave dryads, fairies, mermaids, pixies, sprites, and sylphs to feed on.

**Reconciliation:** not reconciled.

**MAGICALLY ENRICHED:** (level ×3), teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Loot is prorated to health.

Skeletons of animals worth \$30,000 retail, 15,000 copper, 1,000 platinum, 100 mitheral. Casting wizards' lab 110 sq. ft. 10 spell books which range in quality and magic: (D12: 1-6 = +2 quality; 7-8 = +3 quality; 9-10 = +4 quality; 11 = +5; 12 = +6) repeat for magic but reroll when too high for quality.

34 units of Art, 190 units of Education, 40 units of Equipment. 10,000 pounds of misc. stuff worth \$280,000 copper. If you can find the nest then there will be triple the yield of scales. And, 17% chance of D4 eggs.

x1	Animate Dead	J	M	N	U
	Skill	54	54	54	54

376% Dispel resistance,

x1	Unholy Servant	L	M	N
	Skill	54	54	54

322% Dispel resistance,

x10	Summon Acid Beast	J	M
	Skill	54	54

268% Dispel resistance,

The defining aspect of a dragon in mythology is its torrent of fire that ejects from its jaws. In Ryvah it can be ice, acid, poison, lightning, and of course fire. In Ryvah a dragon's breath weapon is a magical spectacle of exotic and wild power rooted in mysticism and Divinity. Yet for all this, it is classified as non-magical. This is strange because it is the composition of 3 abilities and a spell which CAN be dispelled independently from the abilities. As an aspect of a dragon's breathe, all four are linked together and occur as one simultaneously. The first link is the evocation ability which defines the shape and duration. Because it's non-magical it follows the "Flood Fill" rules. Second we link dispel which will attempt to dispel everything in the area every round. This is what Haschak sisters is leveraging to do damage. And finally chandelier inflicts conditional effects to cripple particular enemies.

### Dragon Breath One

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	5	5	5	5	5	5	5	
inf.	Acid Attack	A	C	F	H	I	M	K	
	Skill	8	1	0	5	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	5	5	5	5	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	5	5	5	Void	5	5	5	5

8\*(1.5) Damage—or—(D10 + D12 damage), Cone 25 ft. long by 12.5 wide, 145% Chance to dispel, If no spells dispelled add 5\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 5\*(1.5) damage, -10 AC and -10 To Hit,-15 Save, -45 ft. per round movement, and reduce their attacks and spells damage to 59% Haschak Sisters has 105% Dispel resistance,

### Dragon Breath Two

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	11	11	11	11	11	11	11	
inf.	Acid Attack	A	C	F	H	I	M	K	

	Skill	38	1	0	11	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	11	11	11	11	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	11	11	11	Void	11	11	11	11

38\*(1.5) Damage –or– (4D8 + 6D12 damage), Cone 121 ft. long by 60.5 wide, 235% Chance to dispel, If no spells dispelled add 11\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 11\*(1.5) damage, -22 AC and -22 To Hit,-33 Save, -99 ft. per round movement, and reduce their attacks and spells damage to 28% Haschak Sisters has 231% Dispel resistance,

### Dragon Breath Three

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	18	18	18	18	18	18	18	
inf.	Acid Attack	A	C	F	H	I	M	K	
	Skill	73	1	0	18	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	18	18	18	18	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	18	18	18	Void	18	18	18	18

73\*(1.5) Damage, Cone 324 ft. long by 162 wide, 340% Chance to dispel, If no spells dispelled add 18\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 18\*(1.5) damage, -36 AC and -36 To Hit,-54 Save, -162 ft. per round movement, and reduce their attacks and spells damage to 13.5% Haschak Sisters has 378% Dispel resistance,

### Dragon Breath Four

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	20	20	20	20	20	20	20	
inf.	Acid Attack	A	C	F	H	I	M	K	
	Skill	83	1	0	20	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	20	20	20	20	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	20	20	20	Void	20	20	20	20

83\*(1.5) Damage, Cone 400 ft. long by 200 wide, 370% Chance to dispel, If no spells dispelled add 20\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 20\*(1.5) damage, -40 AC and -40 To Hit,-60 Save, -180 ft. per round movement, and reduce their attacks and spells damage to 6.5% Haschak Sisters has 420% Dispel resistance,

### Dragon Breath Five

x3	Haschak Sisters	H	A	S	C	H	A	K	
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	Skill	22	22	22	22	22	22	22	
inf.	Acid Attack	A	C	F	H	I	M	K	
	Skill	93	1	0	22	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	22	22	22	22	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	22	22	22	Void	22	22	22	22

93\*(1.5) Damage, Cone 484 ft. long by 242 wide, 400% Chance to dispel, If no spells dispelled add 22\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 22\*(1.5) damage, -44 AC and -44 To Hit, -66 Save, -198 ft. per round movement, and reduce their attacks and spells damage to 3.1% Haschak Sisters has 462% Dispel resistance,

Child		Age 50 to 700							
Exp.	#	Race skill description							
1,000	1	Ability: Danger Sense (15...)							
4,300	3	[Dragon Sight], [Slither move], Regeneration: 1 per hour.							
17,000	1	Health: +105							
3,350	2	Save: +25, Movement: +35 ft. per round							
6,000	2	+10 Defense, +20 Claw, fly at 70 mph							
400	3	Attack: Claw D20, Night Vision: 150 ft., Alertness: +10							
10,000	1	Defense: +4 Magic							
14,000	2	Damage Resistance: 10, RDM: +20							
8,000	1	Dragon Breath One - defined above							
27,000	1	Spell:x1 Animate Dead(27,27,27,27)							
27,000	1	Spell:x1 Unholy Servant(27,27,27)							
27,000	1	Spell:x10 Summon Acid Beast(27,27)							
Adolescent		Age 500 to 3,500							
Exp.	#	Race skill description							
6,000	3	RDM: +10 (x2), [Mystic Bite]							
5,000	2	Save: +45, [Wing Strike]							
20,000	4	+20 Defense, +30 Claw (x3)							
15,000	2	Health: +150, Damage Resistance: +10							

700	2	Attack: Claw 3D20, Save: +15
27,000	1	Spell:x1 Animate Dead(41,41,41,41)
27,000	1	Spell:x1 Unholy Servant(41,41,41)
27,000	1	Spell:x10 Summon Acid Beast(41,41)
26,300	1	Dragon Breath Two - defined above
Adult		Age 3,000 to 13,000
Exp.	#	Race skill description
17,000	2	Health: +150, Damage Resistance: +15
20,000	2	+60 Defense, +60 Claw
5,000	2	Attack: Claw 5D20, RDM: +10
10,800	1	Spell:x1 Animate Dead(54,54,54,54)
10,800	1	Spell:x1 Unholy Servant(54,54,54)
10,800	1	Spell:x10 Summon Acid Beast(54,54)
8,050	1	Dragon Breath Three - defined above
Middle-age		Age 12,000 to 33,000
Exp.	#	Race skill description
17,000	2	Health: +200 (x2)
5,000	1	Attack: Claw 5D100
50,000	2	+90 Defense, +90 Claw
2,500	1	Dragon Breath Four - defined above
Senior		Age 30,000 to Immortal
Exp.	#	Race skill description
10,000	2	Health: +350 (x2)
2,700	1	Dragon Breath Five - defined above
Grand total		= 719,150 Experience

WILD DRAGON-animal				
Age, Price, and Experience Calculator				
Notes		Breath	Animate Dead	Unholy Servant
Price	\$9,920	\$26,640	\$38,720	\$61,900
Experience	49,600	88,800	96,800	123,800
Animal Control	78	84	85	89
				93

# Black Slime

Alignment: Animal

Quote:

“The best time to plant a tree was 20 years ago. The second best time is now.”—Chinese Proverb.

Type:	Animal – Slimes		
Mythos:	needs research		
Creation:	The spell: Slime and live birth.		
Habitat:	Dark locations like caves or jungles.		
Level:	3	Quantity:	1
Defense:	+1 Magic		
Health:	340	Save:	105
AC:	0	To Hit:	auto
Weapon:	acid attack	Range:	2 miles
Damage:	25*(1.5)	RDM:	0
Resistance:	100% acid, 50% fire, (*100% swords, axes, dagger, hammer, spear, all bows: human, elf, sylph, and satyr), *the effects of ignition, mystic weapon of, or magic blade will shut off this 100% resistance.		
Weakness:	200% lightning, hammers, daggers, human bow, disintegration.		
Strength:	5	Dexterity:	5
Intelligence:	3	Spirit:	0
Comeliness: 3			
* It does not see by sight, but rather the spell identify which it casts at instant, speech 3 per round. Thus, half-move, attack, cast – “Did I hit anything?”			
Movement:	10 ft.	Fly:	no.
Size:	4 ft.	Weight:	400 lb.
Animal control:	103	Rider weight limit:	not possible
Price:	\$60,330		
Bounty:	\$54,000		
Skin:	pudding		
Body:	blob		
Miles per day:	2		

Bubbling, bopping, and popping, the black slime is a pudding that moves of its own will. “Oh my gosh! There’s a beautiful naked chick standing on the other side of the tree. I don’t think she knows she is in mortal peril. RUN! THERE IS A BLACK SLIME!”

“Okay, what do you do about it?”—Game Master.

“I teleport to the girl, grab her, and teleport out.”

“You do . . . What?”—Game Master cringes. His eyes descend to the table as he sighs. “TPK, everyone make new characters. I mean you HAD plenty of distance to escape, but now that you have teleported the slime into the center of the camp, there’s no escape.”

“I didn’t grab the slime; I grabbed the girl.”

“Yeah, now go read the spell: slime.”

The slime is not something that has evolved. It is an immortal result of a deranged spell some really twisted wizard used on something a long, long, long time ago. Its bazar behavior is it trying to figure out what to do. Fundamentally it eats, poops, and sleeps. Often all at the same time. Yeah, the left side is sleeping, while the right is getting dinner. They are very rare for three main reasons. The spell that makes the alpha or first generation is exceedingly rare. Thus, getting a male and female black slime together is near impossible without sentient intervention. And not many people are interested in intentionally starting a colony of black slimy death. Encountering just one of these things is a third level encounter. If a male and female got together, they would breed like horny teenagers in heat, and as the female started popping out baby slimes, they would flatten the forest in an ever expanding swath of doom like a locust of holocaust.

To terminate the expanding blight upon the earth, something really nasty, like a level 4 or 5 will exterminate the population. And there is always collateral damage.

## Equipment & Loot

None.

Reconciliation: at level 3. Notice the slimes identify spell is NOT void for M. A half move is only 5 feet. Also silence cuts its mana in all effects in half. They will immediately try to move out of silence. While it normally only attacks once per round, it can go into a wild rage attacking three times per round, but this a blind and random act of desperation when all else has failed and it is over half way to death. Because it is immune to its own acid it can envelope itself to hit targets that are close. This pattern is of 50-foot-diameter squares and represents a reasonable attack pattern where S is the slime.

	20				
		13		9	14
19	8		4		
		1		5	

12			S	2		15
	7		3		10	
			6			
	18	11			16	
			17			

This mean virtually no single square inch is left unstruck by acid every 20 rounds in a 350-foot-diameter area. The second option is to use the chart and roll a D6, D12, and D20 to determine the spot randomly each round as you alternate the dice and rotate the diagram. If they are struck by an arrow, they learn the direction and they cast identify “What is the distance of my attacker?” attack that area, and cast again, “Did I get ‘em?”

inf.	Identify	G	K	M	U
	Skill	3	10	10	1

124% Dispel resistance.

inf.	Acid Attack 2	A	C	F	H	I	K	M
	Skill	25	1	10	10	10	10	10

25\*(1.5) damage –or– (6D8 + D20 damage). 1 hour duration. Range of 10,240 feet. 100 ft. diameter. 176% Dispel resistance.

.

Child		Age 3 to 8	
Exp.	#	Race skill description	
1,000	1	[Slime Movement]	
3,350	1	Save: +32	
1,500	1	Ability: Identify(3,10,10,1)	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
6,650	1	Save: +38	
		Ability: Acid	
8,000	1	Attack(10,1,10,5,5,5,10)	
4,300	1	Defense: +1 Magic	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
7,000	1	Save: +35	
3,400	5	Health: +21 (x5)	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
3,400	5	Health: +21 (x5)	
		Ability: Acid	
14,000	1	Attack(25,1,10,10,10,10,10)	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
3,400	5	Health: +21 (x5)	
Grand total		96,800 Experience	
=			

# Blink Dog

**Alignment:** friendly, loyal, Animal

**Quote:** “If people are doubting how far you can go, go so far that you can’t hear them anymore.”— Michele Ruiz.

**Type:** Animal – Pets

**Mythos:** needs research

**Creation:** Live birth

**Habitat:** grasslands, light forest, planes

**Level:** 1    **Quantity:** 8

**Regeneration:** 2 per round.

**Health:** 20              **Save:** 10

**AC:** 30              **To Hit:** 42

**Weapon:** Bite              **Range:** -

**Damage:** 2D8              **RDM:** -

**Resistance:** -

**Weakness:** 200% ice, axe, dagger, sylph bow, copper.

**Strength:** 6    **Dexterity:** 9    **Perception:** 9

**Intelligence:** 4    **Spirit:** 9    **Comeliness:** 7

**Movement:** 30 ft. teleport    **Fly:** no.

**Alertness:** 18\*    **Night Vision:** 0

**Size:** 2ft.6in.    **Weight:** 12 lb.

**Animal control:** 54    **Rider weight limit:** 3 lb.

**Price:** \$996

**Bounty:** \$750

**Skin:** fur

**Body:** dog

**Miles per day:** 50

Don’t do it. I know what you are thinking, and you are not allowed. Step away from the blink dog, and nobody gets hurt.

“Ummm, okay? What are you talking about?”

Well, Blink dogs are amazing animals, though they are not particularly powerful on their own. You can encounter them. You can befriend them. You can even beast master them, but – you are forbidden from any mechanism that would bring about a “sentient” blink dog. Thus, you cannot BE the dog. You cannot lycanthrope with the dog. Not even good looking female players can be the little bitch. That wasn’t a cuss word. High quality female canines are referred to as bitches. Look it up in a dictionary. I am not being foul, that’s for the birds. Although some of the girls I know are pretty foul. I digress. Because the blink dog’s teleport overpowers all forms of anti-magic, Ryvah simply forbids the use of them as thieves. The only thing a good looking female is allowed to steel is some lucky man’s heart.

**Reconciliation:** as level 1. If they attack an illusion, it is destroyed. If they are about to attack but their intended target was an illusion then they teleport 200 feet away. If they take damage, then they teleport 200 feet away and heal up to full. All 8 will teleport in from 140 feet away to surround and attack a single target. They can attempt up to 6 teleports a round and cast as nothing-instant-thought. They cannot teleport after an attack.

## Equipment & Loot

None.

Infinite	Teleport	G	J	K	L	M	O
	Skill	1	3	0	0	void	1

200 feet. 55% success. Cast as Nothing-Instant-Thought.

Child		Age 3 to 8					
Exp.	#	Race skill description					
1,000	3	+1 Dexterity, +1 Perception, +1 Spirit					
1,000	1	Attack: Bite 2D8					
6,000	1	+12 Bite Attack					
Adolescent		Age 6 to 12					
Exp.	#	Race skill description					
10,000	1	Ability: Teleport(1,3,0,0,void,1)					
2,000	3	Max: +2 Nothing, +2 Instant, +2 Thought					
		<<Price Point>>					
Adult		Age 10 to 20					
Exp.	#	Race skill description					
11,000	3	Max: +4 Nothing, +4 Instant, +4 Thought					
13,000	3	Max: +4 Nothing, +4 Instant, +4 Thought					
15,000	3	Max: +4 Nothing, +4 Instant, +4 Thought					
Middle-age		Age 17 to 40					
Senior		Age 30 to 50					
Grand total		143,000 Experience					
=							

# Blonde Medusa (Stheno)

**Alignment:** Lustful, clever, evil.

**Quote:** "Most men are so thoroughly subjective that nothing really interests them but themselves. They always think of their own case as soon as ever any remark is made, and their whole attention is engrossed and absorbed by the merest chance reference to anything which affects them personally, be it never so remote."— Arthur Schopenhauer, 1788-1860.

Type:	Monster
Mythos:	By Ryvah under the god: Cassondra
Creation:	Immortality: 120
Habitat:	Temples of unbridled power.
<b>Level:</b>	<b>6      Quantity: 1</b>
Defense:	+50 magic      Damage Resistance: 5
<b>Health:</b>	<b>410</b> Save: 170
<b>AC:</b>	70 <b>To Hit:</b> 500
Weapon:	Kiss-Mystic Bite      Range: Mystic bite
Damage:	D20 × 30      RDM: 0
<b>Resistance:</b>	50% lightning, poison, axes, elven bows
<b>Weakness:</b>	200% rock, wood, telekinesis, mithral.
Strength:	5      Dexterity: 8      Perception: 7
Intelligence:	8      Spirit: 9      Comeliness: 10
Watchdogs:	people
Movement:	30 ft.      Fly: no.
Alertness:	31      Night Vision: 0
Skill superiority:	Hammer, Chemistry
Size:	5½ ft.      Weight: 125 lb.
Bounty:	\$145,000
Skin:	beautiful flesh
Body:	blonde hair with sakes
Miles per day:	10

Quality of story = 5 out of 10.

The blond medusa otherwise known as Stheno, is drastically different than the traditional medusa. The snakes that slide through her hair are albino white to light yellow. With little effort she can cover the snakes in her hair leaving her light blue cat eyes as the only noticeable evidence of her deadly nature. She is extremely vain and lustful, and they often accent their bodies with jewelry of silver, diamonds, and pearls. Often this is all they wear. When they do wear more they tend to stick to the color scheme of white, yellow, and light blue.

All three types of medusa are split souls with half their soul in the medusa body and the other half in the body of a gorgon bull. If one dies, so does the other. But they don't know which one it is. Someplace in the multiverse, on some plane of existence, on some planet, in some realm the other half of her soul lives as a wild insane beast with no fear of death. At any

moment she could spontaneously die, and she knows this.

They will rarely build their layer more than a day's travel from the nearest city, because they love men. Some will live in a city or even take over a village. The home or layer of a blond is often reminiscent of a Greek villa with numerous totally nude statues. Most of which will be men. The standard practice is to charm the most handsome men she can find into coming to her home. She then seduces them and keeps them as her sex slaves until she tiers of them. At which point she waits until her victim is in a good pose then turns him to stone. The statues of a blond medusa are beautiful white marble.

Just as a medusa is immortal so is a blond; however, where a medusa is unable to bear a child a blond can. However, such an event is so rare that it is unlikely to occur more than twice in a given millennia. The child of a medusa will spend about 80 years as a child and another 120 as an adolescent, and stop ageing in appearance when adulthood is achieved.

**Reconciliation:** she uses her spells with mystic bite. That mean she does not care about range. Her normal order of attack is to use: 1. Turn to stone. 2. Physic force. 3. Disintegrate—dispel. 4. Physic force. 5. Disintegrate—dispel. 6. Physic force. 7. Disintegrate—dispel. 8+ kiss or 4. Physic force.

Her disintegrate attack is taking advantage of the ability to use spell linking to link it with her cancellation or dispel.

**Magically Enriched:** 17, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Chemist lab, Chemist tools +5 quality +3 magic, 30 asp poison, 30 cobra poison, 30 scorpion poison, 20 each of 5\*(1.5) Greek fire oil, Chemistry book +5 quality +3 magic. 2,000 grams of chemistry source material. Hammer platinum +5 quality +3 magic +3\*(1.5) mystic rock with 10 doses of asp poison. Elven bow +4 quality +3 magic +3\*(1.5) mystic acid with 20 Silver arrows with asp poison (\$538 -8 to hit -8 AC -8 movement -8 save for 30 rounds). Pink obelisk

and Pink 2 obelisk at \$222,000 each (160 ft. of effect, +8 damage resistance, +8 AC, -16 AC to non-blonde medusa, +40 ft. per round movement, +80% chance to dispel for dispelling spells, +8D6 healing when healing occurs, +160% Dispel resistance for all her spells, -16 To Hit (ranged) for non-blonde medusa, 200,000 sq. ft. building / mansion upper-class ~ \$20 mill. She will have D6 x 100 servants. She will have 10D20+50 beautiful statues of elderly masters polymorphed into young girls and boys (80% girls) who have been clothed in +5 lingerie and posed prior to being turned to stone: 600 pounds each, \$10,000 retail each. They will not be scattered but will be in clusters where music and entertainment occurs. All will have been taught to cast a 1 max telepathy. Thus there exists a psychic network everywhere. 500,000 silver coins, 10,000 gold coins, \$500,000 in gems (not units).

x2	Turn to Stone							
	Skill and Alchemy							
E	H	I	K	M	N	O	R	
30	30	30	30	200	41	30	150	

Range by mystic bite. 900 ft. diameter. 2650% Dispel resistance. Up to 1640 health. Save required  $9 \times 2 + 450 = 468$ .

x10	Physic Force	A	E	H	M
	Skill and Alchemy	200	0	200	200

She will roll to hit with the attack with her 500 to hit score so she can add the excess damage to the  $200 * (1.5)$  damage to EVERYONE in the 40,000 foot diameter area of effect. However the shape is a ball not manipulation. Therefore, obstacles obstruct the line of fire.

x3	Disintegrate							
	Skill and Alchemy							
E	H	I	K	M	N	O	R	
45	30	7	250	250	0	30	0	
x2	Cancellation	E	L	M	O	X		
	Skill and Alchemy	76	19	76	76	143		
x2	Dispel	E	H	I	J	M		
	Skill and Alchemy	76	76	118	34	76		

There are two things here.

1 Disintegrate –Cancellation -OR-

2 Disintegrate –Dispel

These extra spells are linked via spell linking as defined within disintegrate.

3112% Dispel resistance. The base damage is 612 for the 612 mana of the spell, but you must deduct the mana discrepancy. This is the amount of mana needed for effect N, O, and R to succeed. Effect O probably does not need any. For R simply take the target's save  $\div 3 + 1$ . As for effect N it will likely be under 41 (1640 health). Even still the net damage is probably over 400 damage. Now roll to hit to add the excess damage from her 500 to hit score. But we are not done yet. We still need to resolve the anti-magic effect of either the cancellation or dispel. This effect will cover the 900 foot diameter area of disintegrate.

The cancellation has a 57% - (10% of (M of the defending spell + total of mana of the defending spell)) to dispel spells and a 57% chance to permanently destroy magical objects of +11 magic or lower.

The dispel has no power to destroy but has a higher chance to dispel at 520%

		Age 0 to 80	
Child	#	Race skill description	
Exp.	#	Race skill description	
1,000	2	Save: +15, Health: +15	
3,350	1	Spell:x2 Charm(15,1,15,4,15)	
2,250	2	Spell:x1 Protection(15,15,15), Clairvoyance(5,15,15,15)	
2,250	2	Spell:x1 Wizard Eye 1(15,15,15,15), Wizard Eye 2(15,15,15)	
Adolescent		Age 12 to 200	
Adolescent	#	Race skill description	
Exp.	#	Race skill description	
1,000	3	Save: +15, Health: +15, Alertness: +15	
4,300	2	+3 Comeliness, Damage Resistance: +5	
Adult		Age 81 to 400	
Adult	#	Race skill description	
Exp.	#	Race skill description	
30,000	2	Spell: x5 Turn to Stone(15...)	
1,000	2	Save: +15, Health: +15	
7,000	8	+10 Hammer (x4), +10 Chemistry (x4)	
4,300	1	[Mystic Bite]	
Middle-age		Age 201 to 800	
Middle-age	#	Race skill description	
Exp.	#	Race skill description	
17,000	2	Save: +110, Health: +350	
12,000	1	Defense: +4 magic	
12,000	1	Ability: Skill Drain(15,5,5,23,15,23)	
12,000	1	+9 Supernatural	
50,000	11	+50 Combat, +50 Black (x10) intended to add to the "to hit" score.	
Senior		Age 401 and up	
Senior	#	Race skill description	

100,000	8	Defense: +50 Magic
2,250	1	Mana: +10 Contingency
		Spell:x2 Turn to Stone
50,000	1	(30,30,30,30,200,41,30,150)
50,000	1	Spell:x10 Psychic (200,0,200,200)
		Spell:x3 Disintegrate
50,000	1	(45,30,7,250,250,0,30,0)
		Spell:x2 Cancellation
50,000	1	(76,19,76,76,143)

50,000	1	Spell:x2 Dispel (76,76,118,34,76)
Grand total =		1,720,500 Experience

**About the age chart:** This augmentation overlays whatever base exists without modifying it. Thus, nothing over 80 years old can become this augment because they would die instantly for failure to have required race skills. Further, while the base may be an adult, the augment could still be a child.

# Blue Dragon

**Alignment:** Glorious and strong

**Quote:** “People’s need for validation and recognition, their need to feel important [can be satisfied by] finding ways to make [them] feel better about their taste, their social standing, their intelligence.”—*48 Laws of Power*.

**Type:** Dragon

**Mythos:** needs research

**Creation:** Hatch from egg

**Habitat:** Cave, ocean, or lake

**Level:** Child Adoles. Adult Mid-age Senior

4	4½	5	5½	6
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**Quantity:** 4

**Defense:** +8 magic

**Damage Resistance:**

<u>Child</u>	<u>Adoles.</u>	<u>Adult</u>	<u>Mid-age</u>
10	20	35	60

**Regeneration:**

**Health:** Child Adoles. Adult Mid-age Senior  
**105** **255** **405** **905** **2,905**

**Save:** Child Adoles. Adult  
56 81 141

**AC:** Child Adoles. Adult Mid-age  
58 88 158 258

**To Hit:** Child Adoles. Adult Mid-age  
55 145 305 575

**Weapon:** Mystic bite **Range:** Mystic bite

**Damage:** Child Adoles. Adult Mid-age  
D20 3D20 5D20 10D100

**RDM:** Child Adoles. Adult  
+20 +40 +70

**Resistance:** 50% Lightning, Fire, Ice

**Weakness:** 200% Acid, poison, thorn, mithral

**Strength:** 8 **Dexterity:** 7 **Perception:** 7

**Intelligence:** 9 **Spirit:** 14 **Comeliness:** 15

**Watchdogs:** Mermaids

**Movement:** 95 ft. **Fly:** 60 mph

**Alertness:** 14 **Night Vision:** 500 ft.

**Size:** Child Adoles. Adult  
21 ft. 35 ft. 40 ft.

**Weight:** Child Adoles. Adult  
6,000 lb. 27,800 lb. 41,600 lb.

**Bounty:** Child Adoles. Adult Mid-age Senior  
\$14k \$21k \$36k \$100k \$300k

**Skin:** Majestic scales

**Body:** Mammal

**Miles per day:** 350

Quality of story = 4 out of 10.

They are found near large bodies of water, often in a vast cavern on the coast. The blue dragon has brilliant iridescent scales that shift between the colors of emerald green, turquoise, pale blue, royal blue and violet like the skin of a chameleon. However, unlike the skin of a chameleon the scales of the Blue Dragon change colors in contrast to its surroundings and not to blend in. Frequently forming beautiful patterns like the feathers of a peacock. This Quality about the scales is inherent with the scales and the scales will continue to shift in color long after they have been shed from the dragon. Not only are they very beautiful creatures but they seem to have an inherent love of color and beauty. The diet of a blue dragon consists of mostly fish with a distinct preference for tuna and salmon. However, they prefer to live in the shallower waters thick with brightly colored tropical fish and coral. While a lone dragon will not disrupt the eco system of an area they tend to be very protective of their feeding grounds. It is common for fishing boats to be attacked. Occasionally the dragon will lift just its head out of the water to glare at large ships and their crew. But, this is not an attack, just a warning. Don’t fish here! Blue dragons don’t lose battles in the sea. As extremely brilliant predators, they often start a battle with an underwater assault on the rudder and then slowly tear a hole in the bottom of the ship to sink it, never once surfacing. Never once making itself a target.

While this dragon is at home under water it is equally at home in the air and on land. While in adolescent a blue dragon can breathe under water proficiently the young hatchlings cannot. For this reason females looking to mate will normally inhabit a vast cave system near the coast. Further these dragons tend to have a strong family structure such that where there are hatchlings there are often both parents and possibly all four grandparents with a few aunts and uncles as well. It is not uncommon for brothers or / and sisters to share a cavern as well as the chores of raising the children. This massive gathering will last until the youngest has entered adolescence, a hundred years or so. After which the entire group will part ways for another millennia. This parting of the ways is primary because after a hundred years all of the food sources within a

reasonable distance have been used up. This tradition has generated a lot of hostilities toward these dragons by the hobgoblins, gnolls, humans, and orcs. This is because the dragons consider these cities an excellent source of food and will slowly and carefully dissect a city trying to maximize how much food it yields.

#### Reconciliation:

**Magically Enriched:** (level  $\times 3$ ), teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Loot is prorated to health.

Non-alchemical scales are \$50 per pound, and there will be 800 pound from an adult. 1,500 platinum, 80 mithral. Casting wizards' lab 100 sq. ft. 14 spell books which range in quality and magic: (D12: 1-6 = +2 quality; 7-8 = +3 quality; 9-10 = +4 quality; 11 = +5; 12 = +6) repeat for magic but reroll when too high for quality. 304 units of Art, 190 units of Education, 140 units of Equipment. 50,000 pounds of misc. stuff worth \$780,000 copper. If you can find the nest then there will be triple the yield of scales. And, 7% chance of D8 eggs.

x4	Air Pocket	C	H2	I	L	M
	Skill	38	38	38	38	38

350% Dispel resistance,

x1	Obelisk	E	L	M	N	O	T	V
	Skill	19	18	19	19	19	19	17

445% Dispel resistance,

x1	Temple Enchantment	L	M
	Skill	57	57

274% Dispel resistance,

The defining aspect of a dragon in mythology is its torrent of fire that ejects from its jaws. In Ryvah it can be ice, acid, poison, lightning, and of course fire. In Ryvah a dragon's breath weapon is a magical spectacle of exotic and wild power rooted in mysticism and Divinity. Yet for all this, it is classified as non-magical. This is strange because it is the composition of 3 abilities and a spell which CAN be dispelled independently from the abilities. As an aspect of a dragon's breathe, all four are linked together and occur as one simultaneously. The first link is the evocation ability which defines the shape and duration. Because it's non-magical it follows the "Flood Fill" rules. Second we link dispel which will attempt to dispel everything in the area every round. This is what

Haschak sisters is leveraging to do damage. And finally chandelier inflicts conditional effects to cripple particular enemies.

## Dragon Breath One

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	5	5	5	5	5	5	5	
inf.	Lightning Attack	A	B	E	H	I	M		
	Skill	13	1	0	5	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	5	5	5	5	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	5	5	5	Void	5	5	5	5

13\*(1.5) Damage –or– (3D12 damage), Cone 25 ft. long by 12.5 wide, 145% Chance to dispel, If no spells dispelled add 5\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 5\*(1.5) damage, -10 AC and -10 To Hit, -15 Save, -45 ft. per round movement, and reduce their attacks and spells damage to 59% Haschak Sisters has 105% Dispel resistance,

## Dragon Breath Two

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	12	12	12	12	12	12	12	
inf.	Lightning Attack	A	B	E	H	I	M		
	Skill	39	3	0	12	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	12	12	12	12	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	12	12	12	Void	12	12	12	12

39\*(1.5) Damage, Cone 144 ft. long by 72 wide, 250% Chance to dispel, If no spells dispelled add 12\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 12\*(1.5) damage, -24 AC and -24 To Hit, -36 Save, -108 ft. per round movement, and reduce their attacks and spells damage to 28% Haschak Sisters has 252% Dispel resistance,

## Dragon Breath Three

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	19	19	19	19	19	19	19	
inf.	Lightning Attack	A	B	E	H	I	M		
	Skill	65	5	0	19	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	19	19	19	19	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	19	19	19	Void	19	19	19	19

65\*(1.5) Damage, Cone 361 ft. long by 180.5 wide, 355% Chance to dispel, If no spells dispelled add

$19^*(1.5)$  damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add:  $19^*(1.5)$  damage, -38 AC and -38 To Hit,-57 Save, -171 ft. per round movement, and reduce their attacks and spells damage to 13.5% Haschak Sisters has 399% Dispel resistance,

### Dragon Breath Four

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	26	26	26	26	26	26	26	
inf.	Lightning Attack	A	B	E	H	I	M		
	Skill	91	7	0	26	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	26	26	26	26	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	26	26	26	Void	26	26	26	26

$91^*(1.5)$  Damage, Cone 676 ft. long by 338 wide, 460% Chance to dispel, If no spells dispelled add  $26^*(1.5)$  damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add:  $26^*(1.5)$  damage, -52 AC and -52 To Hit,-78 Save, -234 ft. per round movement, and reduce their attacks and spells damage to 6.5% Haschak Sisters has 546% Dispel resistance,

### Dragon Breath Five

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	33	33	33	33	33	33	33	
inf.	Lightning Attack	A	B	E	H	I	M		
	Skill	118	8	0	33	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	33	33	33	33	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	33	33	33	Void	33	33	33	33

$118^*(1.5)$  Damage, Cone 1089 ft. long by 544.5 wide, 565% Chance to dispel, If no spells dispelled add  $33^*(1.5)$  damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add:  $33^*(1.5)$  damage, -66 AC and -66 To Hit,-99 Save, -297 ft. per round movement, and reduce their attacks and spells damage to 3.1% Haschak Sisters has 693% Dispel resistance,

Child		Age 50 to 700							
Exp.	#	Race skill description							
1,000	1	Ability: Danger Sense (15...)							
4,300	3	[Dragon Sight], [Slither move], Regeneration: 1 per hour.							
17,000	1	Health: +105							
3,000	3	Save: +25, Movement: +65 ft. per round, Fly at 60 mph							
14,000	3	+20 Defense (x2), +20 Claw (x2)							

550	3	Attack: Claw D20, Night Vision: 200 ft., Alertness: +20
13,000	1	Defense: +8 Magic
14,000	2	Damage Resistance: 10, RDM: +20
8,000	1	Dragon Breath One - defined above
9,500	1	Spell:x4 Air Pocket(19,19,19,19,19)
28,500	1	Spell:x1 Obelisk(19...)
28,500	1	Spell:x1 Temple Enchantment(29,29)
<b>Adolescent</b>		<b>Age 500 to 3,500</b>
Exp.	#	Race skill description
6,000	3	RDM: +10 (x2), [Mystic Bite]
5,000	2	Save: +45, [Wing Strike]
20,000	4	+30 Defense, +30 Claw (x3)
15,000	2	Health: +150, Damage Resistance: +10
700	2	Attack: Claw 3D20, Save: +15
5,700	1	Spell:x4 Air Pocket(29,29,29,29,29)
28,500	1	Spell:x1 pick a spell (13...)
28,500	1	Spell:x1 Temple Enchantment(43,43)
27,350	1	Dragon Breath Two - defined above
<b>Adult</b>		<b>Age 3,000 to 13,000</b>
Exp.	#	Race skill description
17,000	2	Health: +150, Damage Resistance: +15
35,000	3	+70 Defense, +80 Claw (x2)
5,000	5	Attack: Claw 5D20, Save: +53, RDM: +10 (x3)
3,800	1	Spell:x4 Air Pocket(38,38,38,38,38)
28,500	1	Spell:x1 pick a spell(20...)
28,500	1	Spell:x1 Temple Enchantment(57,57)
8,050	1	Dragon Breath Three - defined above
<b>Middle-age</b>		<b>Age 12,000 to 33,000</b>
Exp.	#	Race skill description
17,000	3	Health: +250 (x2), Damage Resistance: +25
7,000	1	Attack: Claw 10D100
50,000	4	+100 Defense, +90 Claw (x3)
8,750	1	Dragon Breath Four - defined above
<b>Senior</b>		<b>Age 30,000 to Immortal</b>
Exp.	#	Race skill description
10,000	4	Health: +500 (x4)

9,450	1	Dragon Breath Five - defined above
Grand total		= 977,550 Experience

**WILD DRAGON-animal**      

Age, Price, and Experience Calculator						
Notes			Breath	Air Pocket	Obelisk	
Price	\$7,180	\$36,165	\$51,420	\$69,025	\$99,930	
Experience	35,900	120,550	128,550	138,050	166,550	
Animal Control	75	88	89	91	95	

# Bo-Gwiesh

**Alignment:** Coward, servant, egotistical

**Quote:** “You cannot succeed at deception unless you take a somewhat distanced approach to yourself—unless you can be many different people, wearing the mask that the day and the moment require.”—48 Laws of Power.

Type:	Animal – Birds		
Mythos:	By Ryvah under the god: Quimpelton		
Creation:	Parasitic live birth		
Habitat:	Forest, jungle		
Level:	2	Quantity:	1
Defense:	Platinum		
Health:	117	Save:	32
AC:	45	To Hit:	auto
Weapon:	Tail penetration	Range:	-
Damage:	[Tail penetration]	RDM:	-
Resistance:	-		
Weakness:	200% lightning, axe, dagger, elven bow, zinc.		
Strength:	15	Dexterity:	12
Intelligence:	7	Spirit:	7
Steeds:	people		
Movement:	10 ft. 100' jump	Fly:	15 mph.
Alertness:	31	Night Vision:	0
Size:	10 ft.	Weight:	40 lb.
Animal control:	87	Rider weight limit:	600 lb.
Price:	\$6,891		
Bounty:	\$18,000		
Skin:	Snake skin		
Body:	Snake bat		
Miles per day:	15		

Quality of story = 5 out of 10.

The bo-gwiesh, it gives you wings . . . sort of. These vile snake-like bats with humongous wings and eyes on long stocks are part of Quimpelton's mythos and horrifically cowardly. At least until they have a host. A host must be kick-ass strong, and it helps to be a bit eccentric. The bo-gwiesh will slither its body around its host and listen telepathically. It can carry 600 pounds and still fly at full speed. Thus, it gives you wings. The telepathy allows it to avoid ever being in your way. Thus you can fight, cast, dance, mate, use the toilet, yeah . . . they NEVER let go, so I hope the boyfriend doesn't mind. Oh and that tail and those eye tentacles are constantly poking around your ears, mouth, and every other nook and cranny. So sylph kill them on sight. While they can be trained and tamed like an animal, they are intelligent enough to talk and normally speak the common language. The bo-gwiesh alone is the ultimate coward and only prays on the

smallest of mammals and reptiles. They are very picky about who they pick for a champion. Nobody under an 8 comeliness. Nobody under a 7 intelligence and 7 strength. The person must be a great hero. When they don't have a champion they will hideout on the roof of a bar to eavesdrop on conversations to figure out who everyone is talking about. They listen for someone who has killed something nasty like a beguiler or oni. Once they find a candidate they will approach them in a display of power. It looks like a mating dance. If a champion retires the bo-gwiesh will abandon them, well unless the bo-gwiesh is old too. Then it will hang around.

As for their creation: parasitic live birth, after they mate, the female lays an egg-like jelly bean inside her hero. If her hero is female it will grow until she can give birth to it. If her hero is male the jelly bean eventually dies.

Reconciliation: level 2.

## Equipment & Loot

5 platinum, 15 gold, 4 units of Art, 9 units of Education, 4 units of Equipment.

[Tail penetration] = Tail penetration is a single target attack that does a D20 damage plus damage from all consecutive damage rolls. Thus, it penetrates deeper and deeper. For these five rounds and corresponding damage rolls [5, 8, 12, and 2] it would do the following damage: 5, 13(5+8), 25(5+8+12), 27 (5+8+12+2), etc. In addition there is an entanglement effect of entangle(3, 0, 3, 13, 20, 12). Oddly, this attack does NOT bypass anything like stone skin.

Imbedded	Entangle	B	E	H	I	J	M
	Skill	3	0	3	13	20	12

310% - strength modification

Strength 14 100%

Strength 15 70%

Strength 16 40%

Strength 17 10%

Strength 18+ 0%

[Unencumbered Jump] = If it is not carrying anyone else it can jump 100 feet in addition to its movement.

Age 2 to 8		
Child	#	Race skill description
Exp.		
500	1	[Weigh Lift Doubled]
6,000	2	+4 strength, +4 dexterity
3,350	1	Health: +32
Adolescent	Age 6 to 19	
Exp.	#	Race skill description
6,000	1	+3 strength
3,350	1	Fly at 15 mph
4,300	1	[Tail Penetration]
500	1	[Weigh Lift Doubled]
4,300	1	+5 Melee
4,650	1	Health: +28
Adult	Age 17 to 45	
Exp.	#	Race skill description
500	1	[Weigh Lift Doubled]
1,000	1	Save: +15
2,250	1	Defense: Platinum

10,000	1	+10 Defense
6,000	1	Health: +30
2,250	1	[Unencumbered Jump]
Middle-age		Age 38 to 70
Senior		Age 65 to 90
Grand total =		60,950 Experience

*~Mythology~ There was once a community of over a thousand bo-gwiesh. They swarmed into an elven village and slaughtered all the men. The remaining 500 women were enslaved with two bo-gwiesh each: one female and one male. They used the elven girls as surrogate concubines impregnating them daily. As they started giving birth to the vile creatures their horror was so great many older women committed suicide. As they ran low on elven girls they started to raid other towns for more breeding stock. That's when the real heroes got a summons from the king.*

# Bolrog

**Alignment:** Evil, chaotic, power hungry

**Quote:** “Conceal your purpose and hide your progress; do not disclose the extent of your designs until they cannot be opposed, until the combat is over. Win the victory before you declare the war.”—Ninon de Lenclos, 1623-1706.

Type:	Undead
Creation:	Immortality: 105
Habitat:	Cave, volcano, or fire lands
<b>Level:</b>	<b>6</b>
<b>Quantity:</b>	<b>1</b>
Defense:	+50 magic
<b>Health:</b>	<b>5,440</b>
Save:	75
<b>AC:</b>	<b>128</b>
To Hit:	680
Weapon:	claw, Mystic bite
Range:	15 ft.
Damage:	20D20
RDM:	+90
Resistance:	75% lightning, poison, axe, elven bow.
Weakness:	200% acid, mud, energy drain, platinum.
Strength:	10
Dexterity:	7
Perception:	7
Intelligence:	8
Spirit:	8
Comeliness:	6
Movement:	36 ft.
Fly:	50 mph
Alertness:	26
Night Vision:	500 ft.
Size:	13 ft.
Weight:	1,900 lb.
Bounty:	\$1,500,000
Skin:	Hard hide
Body:	Humanoid
Miles per day:	30

Quality of story = 6 out of 10.

The bolrog is far too large to mate with mortals and far too ugly for anything of beauty to mate with them. That's part of the deal. They don't even have sexual anatomy. And whatever gender they once were is lost to their new form. This is a corrupted soul who has become immortal and knowingly and intentionally taken the body of the beast. They have given up on society and are in extreme emotional pain. They wanted the world to burn before they became a dark underworld demigod, and now they intend to actually burn it. To forge a true bolrog start with a child and have them witness their own dad having his head decapitated at the tender age of ten. At twelve have them raped. You may be thinking of a girl, but it's just as bad on a boy. Turn mom into an alcoholic addict, for the next year or two an kick the kid out on his own so he or she must steal and prostitute to eat. Let them fall in love and rip it away by throwing their ass in jail. Now repeat this over and over, in and out of jail, crime, drugs, hate, and pain. Now cripple him. Break a leg, chop off an arm, and jack-up his or her face. Our subject is over 40 years old now, and even if it were

female no one would even stick a finger in her, much less a tongue or dick. After you have removed every concept of happiness, joy, and love that is when the demonic god shows up.

“Want to become a bolrog?”

“Ummm, yeah.”

Oh but we're not done yet. They have the body but have not learned all the skills. So that demonic god now imprisons the beast in the lower planes of hell for a thousand years or so. Now he simply opens the door to let it out.

Reconciliation: level 6.

**Magically Enriched:** 8, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Giant satyr bow +4 quality 2D8 damage 200 ft. range, 10 poison copper arrows (cobra \$345 20 damage round 3,4,5), Giant 2h sword +4 quality copper with 10 qty. cobra poison. Giant banded armor +4 quality +3 Magic. 500 platinum. 8 misc. swords and axes which range in quality and magic: (D12: 1-7 = +2 quality; 8-10 = +3 quality; 11 = +4 quality; 12 = +5) repeat for magic but reroll when too high for quality. 30 units of Metal, 190 units of Rock, 40 units of Equipment. 30,000 pounds of misc. stuff worth \$160,000 copper.

x6	Lightning Attack					
	Skill and Alchemy					
A	B	E	H	I	M	
200	3	0	12	13	210	

2538% Dispel resistance.  $200*(1.5)$  damage –or– (20D8 + 20D20 damage)

x1	Lightning Torpedo							
	Skill and Alchemy							
A	C	H	I	L	M	P	R	
80	1	12	13	34	180	32	68	

2220% Dispel resistance. Save: 222. 96 mph ~288 ft. per round. 144 ft. diameter animated manipulation  $80*(1.5)$  damage –or– (8D8 +8D20 damage)

x1	Conjure Lightning Elemental
----	-----------------------------

A	D	L	M	N	O	P	T	Y	R
82	0.1	34	152	82	0	82	82	82	82

2198.1% Dispel resistance. 432 round duration. 410 health, 348 AC / To Hit. Movement: 738 ft. per round. 82 damage resistance.

Stage 1		
Exp.	#	Race skill description
4,300	2	Damage Resistance: 5, RDM: +10
700	2	+2 Strength, +2 Intelligence
2,250	2	Mana: +11 Lightning Attack, +11 Conjure Lightning Elemental
3,350	1	Health: +32
500	2	Alertness: +9, Movement : +6 ft. per round
Stage 2		
Exp.	#	Race skill description
6,650	1	Health: +48
3,350	2	Save: +32, Mana: +14 Lightning Torpedo
8,000	2	+7 combat, Defense: +3 Magic
4,300	2	[Mystic Bite], Night Vision 500 ft.
Stage 3		
Exp.	#	Race skill description
17,000	2	Health: +105 (x2)

4,650	2	Save: +28, Mana: +14 Lightning Torpedo
9,000	2	+5 Combat, Defense: +5 Magic
17,000	2	Attack: Claw 5D20, RDM: +16,
12,000	1	Fly at 50 mph,
Stage 4		
Exp.	#	Race skill description
10,000	10	Health: +500 (x10)
10,000	5	+10 Melee (x5)
15,000	2	Attack: Claw 10D20, RDM: +16,
20,000	5	+20 Defense (x5)
14,000	3	Mana: +50 Lightning Attack, +50 Lightning Torpedo, +50 Conjure Lightning Elemental
Stage 5		
Exp.	#	Race skill description
20,000	8	+100 Melee (x6)
15,000	2	Attack: Claw 20D20, RDM: +48
75,000	1	Spell:x1 Lightning Torpedo (80,1,12,13,34,180,32,68)
75,000	1	Spell:x6 Lightning Attack (200,3,0,12,13,210)
75,000	1	Spell:x1 Conjure Lightning Elemental (82,0,1,34,152,82,0,82,82,82,82)
Grand total =		901,100 Experience

# Brain Mole

Alignment: Animal

Quote: "Smart people learn from everything and everyone, average people from their experiences, stupid people already have all the answers."—Socrates.

Type: Animal – Pets

Mythos: needs research

Creation: Hatch from egg

Habitat: tropical jungle

Level: 1      Quantity: 12

Health: 9      Save: 50

AC: 10      To Hit: 10

Weapon: Bite      Range: -

Damage: 1      RDM: -

Its primary attack is a 6 point energy drain.

Resistance: -

Weakness: 200% ice, sword, sylph bow, nickel

Strength: 14 Dexterity: 3 Perception: 10

Intelligence: 4 Spirit: 9 Comeliness: 6

Movement: 10 ft. Fly: no.

Alertness: 23 Night Vision: 0

Size: 2 ft. Weight: 7 lb.

Animal control: 54 Rider weight limit: 2 lb.

Price: \$252

Bounty: \$500

Skin: skin

Body: mammal

Miles per day: 2

Quality of story = 4 out of 10.

These animals transcend the food chain. To look at them we think they are the food of many other predators. And they are. But then the tables flip, and predator becomes pray. As pray, they are a dumb little overgrown rat that eats roots and insects. Oh but watch out. When they become the predator, they are sneaky. They are like the leopard that climbs a tree and waits for a deer to walk under it, where upon from twenty feet up, death comes down. The brain more is like a pride of three lionesses hunting deer. The shallow water makes it hard to chase, and the deer know this. So if the deer get spooked, then they seek safety in the water. Okay, if that is where you are going to hide, then one lion lays in wait in the shallow water, while the other two "spook" the deer just enough to coral them close enough to the first where a chase is not needed—only the kill. Now if that is all from real life (and it is), then extrapolate what a two-pound rat would do with a half dozen spells and an understanding of how painfully fireballs burn when they get hit by them. The brain

mole is MORE intelligent than its lion or dog counterpart. They are almost NOT animals; give them one more point of intelligence and they get to speak the common language. The idea they are on the bottom of the food chain is more illusion than truth.

Reconciliation: this animal is NOT reconcilable. It can be a walk in the park to execute or a total party kill. The strategy of the brain mole is to use illusions of money, alchemy, and false targets to wear out the party of heroes. It hides in holes to escape fireballs and other area of effect attacks. It attacks with blind and deafness to further immobilize its targets. It even uses misdirection to run the target in circles. Its holes are scattered around and all pre-dug and just small enough that the fire balls can't get in. Note, casting anything always exposes the caster. This applies to them just as it does the party of heroes. Thus, on the round they attack, they are vulnerable.

## Equipment & Loot

If you can find the nest then there will be a 24% chance of D12 eggs.

inf.	Blind	C	E	J	M	N	R
	Skill	6	6	6	6	6	6

96% Dispel resistance.

inf.	Deafness	D	E	J	M	N	R
	Skill	6	6	6	6	6	6

96% Dispel resistance.

inf.	Image	C	H	I	J	M
	Skill	6	6	6	6	6

90% Dispel resistance.

inf.	Misdirection	D	H	M	N
	Skill	6	6	6	6

84% Dispel resistance.

inf.	Energy Drain	M	R	V
	Skill	void	6	6

Child		Age 3 to 8
Exp.	#	Race skill description
3,350	3	Save: +32
10,000	1	+6 Strength
2,250	1	+2 Perception
1,000	1	+1 Spirit
Adolescent		Age 6 to 12
Exp.	#	Race skill description
2,250	3	Mana: +5 Pink, Brown, Grey
500	1	+5 Hide in shadows
Adult		Age 10 to 20
Exp.	#	Race skill description

4,300	1	Ability: Blind(6...)
2,250	1	Ability: Deafness(6...)
6,000	1	Ability: Illusion(6...)
1,500	1	Ability: Misdirection(6...)
		Ability: Energy
6,000	1	Drain(void,6,6)
Middle-age		Age 17 to 40
Exp.	#	Race skill description
Senior		Age 30 to 50
Exp.	#	Race skill description
Grand total =		50,600 Experience

# Brownie

**Alignment:** Good, mischievous, playful, and kind

**Quote:** “Always mystify, mislead, and surprise the enemy, if possible. Such tactics will win every time and a small army may thus destroy a large one.”—Stonewall Jackson.

Type:	Fey						
Mythos:	English, Scottish folklore						
Creation:	Live birth						
Habitat:	forest and lightly wooded planes						
<b>Level:</b>	1	<b>Quantity:</b>	14				
<b>Health:</b>	10	Save:	20				
<b>AC:</b>	20	<b>To Hit:</b>	40				
Weapon:	Hammer	Range:	-				
Damage:	D8	RDM:	0				
Resistance:	50% acid, poison						
Weakness:	200% ice, axe, hammer, satyr bow, copper.						
Predators:	Goblin, Kobold						
Pray:	+25 against Gnoll, Orc						
Strength:	6	Dexterity:	7	Perception:	7		
Intelligence:	7	Spirit:	8	Comeliness:	7		
Watchdogs:	wild squirrels						
Movement:	30 ft.	Fly:	no.				
Alertness:	14	Night Vision:	20 ft.				
Skill superiority:	Hammers, chemistry						
Size:	1½ ft.	Weight:	2½ lb.				
Bounty:	\$420						
Skin:	Flesh						
Body:	insect						
Miles per day:	6						

Quality of story = 4 out of 10.

Brownies are playful little creatures with little care for the consequences of their actions. While inherently good they are overly playful, rebellious, and seem to lack certain common moral ideals. The brownies have two main rituals which they practice. The first is the dead stick ceremony. This is also just one of the ways they fiercely protect the forest. It starts with a group of about a dozen brownies singing carols and hymns. Using invisibility as a cloak to hide under, they run through the forest looking for ghouls and skeletons. Once they have found a target, they scatter sticks on the ground to forge a holy barrier that will destroy undead that enter. Once they have surrounded their targets with these wards they throw rocks and darts until the targets are all slain. The other ritual is the ritual of communique. This is a practice of racial tolerance and communication amongst the fairy folk. They send magical messages to elves, pixies, sprites, and others even total strangers to build friendships and

maintain bonds of kinship. The family structure amongst the brownies is very strange. It is somewhat religious, at least like a religion that refers to all men as brothers and all women as sisters; elders are known as grandma and grandpa. While the children are sons and daughters. They live an extremely socialistic life where the kinship between brownies is so high and the sharing of duties and responsibilities is so complete that after a month from giving birth identifying who is the biological mother is difficult and after a year or two it has been forgotten.

Reconciliation: level 1.

The Brownie will win or die trying. They have already cast their invisibility, thus 80% of them will be invisible. If they can, they will surround you at 40 feet away and lob fire bombs at you. Fire bombs are not magical and compound via the hypotenuse. Thus, two  $8*(1.5)$  bombs will do  $11*(1.5)$ .  $\sqrt{(8^2 + 8^2)} = \sqrt{(64 + 64)} = \sqrt{128} = 11$ (rounded down). Also the damage diminishes by one for every two feet from the impact. Thus at 20 feet the damage is decreased by 10. If the two bombs are not in the same spot then simply take the hypotenuse after the damage roll. For example: the first blast was close and did 10 damage, while the second was further away and only did 5 damage.  $\sqrt{(10^2 + 5^2)} = \sqrt{(100 + 25)} = \sqrt{125} = 11$ (rounded down).

Brownies love traps and often set traps on their Greek fire bombs: contingency—one round after removed from Mark, the brownie, detonate this bomb. This can make looting a brownie’s body as dangerous as fighting them.

## Equipment & Loot

Greek fire oil  $8*(1.5)$  damage: quantity 4. (10% chance of a chemistry book, 4% chance of chemistry tools)

x1	Undead ward	M	C	E	J	P	V
	Skill and Alchemy	0	1	4	6	4	4

19% Dispel resistance.

x2	Dispel	E	H	I	J	M
	Skill and Alchemy	3	4	7	7	0

21% Dispel resistance.

x1	Invisibility	C	J	M	N	O
	Skill and Alchemy	4	6	0	0	2

12% Dispel resistance.

x1	Spell turning	J+	K+	L	M
	Skill and Alchemy	4	4	4	4

16% Dispel resistance.

x1	entangle	B	E	H	I	J	M
	Skill and Alchemy	3	2	6	8	8	0

27% Dispel resistance.

Child		Age 3 to 8					
Exp.	#	Race skill description					
200	3	Mana: +5 Rot, +5 Rust, +5 Hide					
700	1	Mana: +12 Silence					
200	1	Night Vision: 20 ft.					
Adolescent		Age 6 to 12					
Exp.	#	Race skill description					
300	2	Mana: +7 Mending, +7 Message					
500	1	+5 Hide in Shadows					
Adult		Age 10 to 20					
Exp.	#	Race skill description					
2,250	2	Mana: +11 Undead Ward, +11 Invisibility					
2,250	2	+5 Hammer (x2)					
4,300	1	+10 Defense					
Middle-age		Age 17 to 40					
Exp.	#	Race skill description					
8,000	2	Mana: +21 Dispel, +15 Spell Turning					
12,000	2	Mana: +47 Invisibility, +47 Entangle					
Senior		Age 30 to 50					
Exp.	#	Race skill description					
8,000	8	+10 Chemistry (x8)					
2,250	1	Mana: +10 Contingency					
Grand total =		122,150 Experience					

## Augment: China Doll.

“Don’t go around saying the world owes you a living. The world owes you nothing; it was here first.”—Mark Twain.

China dolls live in a china town. China teapots have doors and windows. China tea cups and plates make the roads and smaller buildings. While the homes and shops are oversized, the china dolls are very small, ranging from 7 inches tall up to 15 inches tall. Everything else is scaled to fit them. The average china doll house is 4 feet tall and will typically be the home of two to four dolls.

“Care for a spot of tea?” China dolls are constantly having little tea parties. Typically in the morning at 8:00 AM and 10:00 AM. Then at noon for lunch, 2:00 PM just because, and then again at 5:00 PM for dinner. Evening tea is at 7:00 PM, 9:00 PM, and for the adults at 11:00 PM. Of course china dolls don’t age. If you are a child, then you will be a child forever.

China dolls are enormously polite, and it is believed they are incapable of meeting someone without a bow or curtsey and a full and proper introduction. Many china dolls have their undergarments painted on beneath their glaze. Over that they will have a fancy French maid dress, ballroom dress, or for the men tuxedos. China dolls spend their time making more china dolls. This is nothing like the act of making babies by humans. This is like a master doll artist sculpting a piece of clay, making a mold, making greenware, firing it with a kiln, painting and glazing it, firing it again, and finally dressing it. Even this falls short. Before a china doll can be manufactured it must have a home, a place to work, and those must have roads and all the related infrastructure. While all this can be bypassed by an immortality spell (Score: 50), that does not happen often. On average, it takes two adult china dolls ten years to make one new china doll, and one-third of all china dolls made are children. Children are not allowed to learn how to sculpt clay. The idea of a child sculpting a lump of clay is horribly taboo. Children are not even allowed to watch the adults sculpt. Even the site of a kiln, block of clay, or paintbrush will cause a child china doll to blush bright red.

The main problem the china dolls have is poachers. Powerful kings tend to love giving their daughters real china dolls, and at a black-market price of \$50,000 copper each, a china town of a hundred dolls would be worth 5 million. Unfortunately the tragedy does not stop there. Normally only the dolls are taken while the rest of the town is ransacked and destroyed searching for the dolls. Many dolls are broken and die during the raid and those who are sold are separated from their beloved partners. China dolls mate for life. A widowed china doll will never sculpt again. A married woman will sculpt with no other man, and they never sculpt alone.

For all of these disadvantages the china doll has one advantage; it can generate Trixzix points. These Trixzix points can be yielded to any Trixzix within a mile. The Trixzix are the guardians of the china dolls.

[China Doll] = A china doll has no need to eat or breathe, but they like to and will struggle and panic when they can’t. They do not bleed, ever. Therefore, there is never a need to bind their wounds. They cannot be healed with magical healing or non-magical doctors

healing. Regeneration spells do nothing. They can only be repaired by the spell mending or a master sculptor with a skill check of 70 or more. When they reach zero health they break exactly like porcelain breaks, but they are not dead. In fact no amount of damage can cause death. Death occurs when they have been melted, dissolved, or tossed in the trash and their body shards separated. In other word, when they are beyond repair. A china doll suffers no damage from poison and cannot catch a disease.

Stage 1		
Exp.	#	Race skill description
Auto	1	[China Doll]
1,000	1	Iff (you had wings) then {you don't; generate 1 Trixzix point per day;}
Stage 2		
Exp.	#	Race skill description
3,000	1	Generate 1 Trixzix point per day
999	2	Defense: +2 Magic, Save: +50
Stage 3		
Exp.	#	Race skill description
6,000	1	Generate 1 Trixzix point per day
Stage 4		
Exp.	#	Race skill description
20,000	1	Generate 1 Trixzix point per day
Stage 5		
Exp.	#	Race skill description
20,000	1	Generate 1 Trixzix point per day
Grand total		= 51,998 Experience

## Sub-race: Jade.

The jade are a noble and majestic people. They sculpt and craft ornaments of gold, silver, most any precious stone, and of course jade. Just as the stone jade is very hard and strong. They symbolize this power with weather summoning, enlarge, and reincarnation. They worship Nollie (a goddess of the pantheon of Valkyrie under Pathreana). These people will control modestly large areas, and within them everything has a sense of being an ancient. This is true not just of the people, but of farm animals, wild animals, mystical beasts, and even other civilized races who have allied with them. Everything is reincarnated. Therefore everything is precious. The deer killed for food is prayed for; its death mourned, and thanks given for its meet. And then it is reincarnated . . . again. The deer was someone's grandmother, and before it died they identified the grand child and they were reunited. The following week a baby boy was born—it was the deer come back as man. Ancient to these people means

they have lived as a deer, rabbit, pig, boy, girl, and even an elf, human, and goblin. They are jade.

Child	Age to	Race skill description
Exp.	#	Race skill description
Adolescent	Age to	Race skill description
Exp.	#	Race skill description
2,250	2	Ability: Enlarge(6...), Weather Summoning(6...)
Adult	Age to	Race skill description
Exp.	#	Race skill description
12,000	1	Ability: Reincarnation (14...)
Middle-age	Age to	Race skill description
Exp.	#	Race skill description
Senior	Age to	Race skill description
Exp.	#	Race skill description
Grand total		= 16,500 Experience

## Sub-race: Trixzix.

“That’s when I realized I should stop crying and be mad, because this is unacceptable.” — Francesca Mani.

<A Trixzix chimera is forbidden>

They worship Debbryona, the Valkyrie

Goddess of Ash and Fire, under Pathreana. While they dislike the death and destruction of fire, they honor the new life that comes after the ashes are soaked with rain. Thus, before a good storm they rake all the dead wood and brush into a huge burn pile, sometimes a hundred feet in diameter, stoke it with coal, and set it a-blaze. An hour later the rain falls, and a month later the spot is sprouting with new life. Debbryona is the most likely goddess to be found covered in soot and ash as she tromps through such a ruin, and so also are the Trixzix not bothered by ash on their bodies and clothing.

The steed of choice for these people is the chimera because of their fire, but it goes far beyond that. These people have \* skills (chimera skills). These skills can only be used by a chimera, thus without the body of a chimera these skills are unusable to the Trixzix. Thus, they simply learn skill drain to put the skill on their chimera for it to use. Oh, they still need to learn to control the chimera.

While there are great heroes among the Trixzix, the vast majority are very simple folks. They live for the flowers. They frolic and play in a happy carefree life. They live in small mud and grass huts covered in grass and weeds. They do not form cities and seldom cut roads. They would prefer the earth be free to bloom yummy flowers. Oh, that’s what they eat, flowers. The

Trixzix villages tend to have windmills, waterwheels, canals, and even dams on streams. They detest any culture which builds massive cities and clear cuts the forest, and they tend to cause as much mischief as they can.

They like dryads and fairies, but have a more conservative view of clothing and the lack of it. In general they are dressed; however, a dip in the river would be done in the nude. This is a discreet thing. A couple of guys hanging out at the local pond would be very embarrassed if a couple of single girls came by, and there is no way they would join them. While they like dryads and fairies, dryads and fairies think Trixzix are too much like humans. On rare occasion a community of Trixzix will be guarding a china town of china dolls.

[Trixzix Power] = gain all Trixzix points within one mile. Then gain (+1 AC, +1 to hit, +1 RDM, +1 spell RDM, +1 save, +1 effect M, and +1 damage resistance) per point. Thus if the china dolls produced 3 points each and there were 30 of them, then +90 all the way, for each and every Trixzix.

[Permanent Shape] = They cannot be shape changed or polymorphed. This includes mass morph, multi-morph, and component morph.

Glide at 90% = your body has flying squirrel wings and can glide at 90%.

Child		Age +10	
Exp.	#	Race skill description	
Auto	1	[Permanent Shape]	
4,300	1	[Trixzix Power]	
1,500	1	Glide at 90%	
1,000	2	+13 Farming, +13 Wagons	
1,000	1	Health: +15	
Adolescent		Age +10	
Exp.	#	Race skill description	
2,250	1	Movement: +20 ft. per round	
3,350	1	RDM: +9	
		* Effect: +4 A, +4 E, +4 H, +4 Y, +20 Combat, Movement: +40 ft. per round, Health: +100	
2,250	7	Animals: +9 (everything but chimera)	
Adult		Age +10	
Exp.	#	Race skill description	
		* Effect: +4 A, +4 E, +4 H, +4 Y, +20 Combat, Movement: +40 ft. per round, Health: +100	
2,250	7	Animals: +9 (everything but chimera)	
2,250	1	Health: +15	
Middle-age		Age +10	

Exp.	#	Race skill description
2,250	7	* Effect: +4 A, +4 E, +4 H, +4 Y, +20 Combat, Movement: +40 ft. per round, Health: +100
2,250	1	Animals: +9 (everything but chimera)
Senior		Age Immortal
Exp.	#	Race skill description
2,250	7	* Effect: +4 A, +4 E, +4 H, +4 Y, +20 Combat, Movement: +40 ft. per round, Health: +100
2,250	1	Animals: +9 (everything but chimera)
Grand total		= 86,400 Experience

## Sub-race: Twinkle

**Quote:** “An injustice anywhere is a threat to justice everywhere”— Dr. Martin Luther King.

[Twinkle Stones] = The Twinkle twinkles at night with many little dancing lights. They are not bright enough to see by, but she can be seen by them. In general, they are playful and innocent. They frolic and play with nature and magic. They are also a collector of stones. Each stone represents a person, normally someone the twinkle knows. Often the stones will be given to the twinkle by the person. Other times they will be found. Technically the stone does not need to be a stone, but it is always representative of the person. The undead might be a bit of bone. The waitress at the café might be a coffee bean, but most are stones. For a human-size twinkle, a stone's size would be between the size of a dime and a quarter. This would scale down or up with the size of the base race of the twinkle.

In order for a stone to be active the twinkle must communicate with the person it represents. (This is not a hard rule but a soft one.) If the twinkle has not communicated with the person the stone represents in over a week, the stone becomes inactive. After a month of no communication the stone disconnects, it dies. In general, if the person uses magic, then their stone is a precious gemstone, often alchemical. If the person the stone represents has mana, then the Game Master will pick what type of mana the stone generates from the list of mana the person generates and the amount of mana it generates per day. Yes, the stones generate mana which the twinkle can tap and use like alchemy. The amount of mana generated cannot exceed the twinkle's casting max ability.

Now for the maintenance. Simply casting message once a week is not adequate. The twinkle must

be in a conversation with the person that causes the person to want to stay friends. Thus, the twinkle must be providing something. The captain of the guard would love tactical info on the orcs. For *him*, it doesn't matter he can't communicate back. The shop keeper at the alchemy shop would love to know what alchemy you find, so he can message you back with what he wants you to save for him. The amorous old man with a crush on you wants to know if you're thinking of him and how your day was. When will you be back? etc. He is going to need a lot of messages. The best way to keep in contact is with gossip, preferably romantic. The Arch-magi who you really, really want a stone from probably doesn't care about your alchemy. But, he is really interested in who his granddaughter is dating. So go befriend her and get her stone first. Politics is another way to stay in contact. Who's cheating who? Who's being true, and who don't even care anymore? Twinkle stones go way past being a mana battery. Within a few feet of the twinkle they can float and fly about. Their behavior will represent the emotions and reactions of real people. If two stones love each other, they will express it. They will hang out together. They will kiss. A stone might even be rebellious. If they discover their soulmate, they might runaway to be with them.

"AAAK, Stop!" Twinkle yells chasing her star quartz down the street into the alchemy shop where it snuggles up with a nice fire emerald on display. "Oh, you have to be kidding me. Lisa, get over here. I can't possibly afford a fire emerald." As Lisa (the star quartz) shakes her head no.

"So how much of a down payment can you give me?" The shop owner smiles. "And what kind of payment plan can we set up?"

Oh, it gets so much better, because this fire emerald has absolutely been picked. If by chance the twinkle has spoken to the real person, then it becomes active . . . now! And guess what? If the twinkle does not track down this guy within a month, then it dies.

Whether or not she can purchase it is irrelevant. Suddenly Twinkle needs money and needs to track this guy down and befriend him.

"Oh, I really hope he is not married." Yes, it happens.

"Hay Twinkle, are you ready to go to the cave?" another player asks.

"There is no way we can take on a minotaur. I am not going to that cave to die. Besides, I have . . ." Twinkle is interrupted.

"Hey guys, check it out. This fire emerald looks like Lord Green with his fiery red hair whom were supposed to save from the minotaur." That happens too.

Child		Age +10
Exp.	#	Race skill description
4,300	1	[Twinkle Stones]
1,500	1	Ability: Speak with Stone (12...)
2,250	1	+2 Comeliness
1,000	1	Health: +15
Adolescent		Age +10
Exp.	#	Race skill description
2,250	2	Mana: +10 Animate Rock, +10 Rock Kinesis
700	1	Spell: x10 Message (3...)
Adult		Age +10
Exp.	#	Race skill description
1,475	2	+2 Spirit, Spell: x10 Message (3...)
Middle-age		Age +10
Exp.	#	Race skill description
700	1	Spell: x10 Message (3...)
Senior		Age Immortal
Exp.	#	Race skill description
30,000	1	Ability: Rock Kinesis (30...)
Grand total		= 47,900 Experience

# Bullet

**Alignment:** Cowardly

**Quote:** “Happiness is not something ready-made. It comes from your own actions.” –Dalai Lama XIV.

**Type:** Animal – Large beasts

**Creation:** Hatch from egg

**Habitat:** Underground, drylands, rocky canyons

**Level:** 4      **Quantity:** 4

**Damage Resistance:** 100

**Health:** 380      **Save:** 78

**AC:** 50      **To Hit:** 200

**Weapon:** Trample      **Range:** 15 ft.

**Damage:** 3D6      **RDM:** 0

[Animal Charge]

**Resistance:** 90% fire, poison, sword

**Weakness:** 200% acid, wood, force, human bow, disintegrate, gold.

**Strength:** 16      **Dexterity:** 6      **Perception:** 8

**Intelligence:** 3      **Spirit:** 7      **Comeliness:** 7

**Movement:** 60 ft.      **Fly:** no.

**Alertness:** 22+60      **Night Vision:** 60 ft.

**Size:** 13 ft.      **Weight:** 2,200 lb.

**Animal control:** 107      **Rider weight limit:** 1,500 lb.

**Price:** \$359,487

**Bounty:** \$40,000

**Skin:** Exoskeleton

**Body:** Insect

**Miles per day:** 24

Quality of story = 4 out of 10.

The bullet, or sand shark, is feared because it lives underground, not in caves, but just below the surface. It waits patiently for something yummy to step on it. Then it snaps its jaws to kill its delicious meal. Even though a bullet is huge, you will never see it coming. You never get initiative unless you can beat a +60 initiative bonus. If there is more than one bullet, then the attack will trigger the rest of them into action. They will be twenty feet from the first and each other. They may or may not be in range, but they have a 15 foot reach, thus a 30 foot diameter area to attack. Bullets are actually very cowardly beasts. If you manage to do more than 6 damage that penetrates their damage resistance then most will flee. They dive back down underground. The dive increases their AC by 10 on the round they dive, and on the following round there is ten feet of dirt and rock between you and them making attack impossible. If one bullet flees, they all flee.

Now if you manage to kill a bullet and harvest the alchemy, then you can make good money, literally. The key bullet alchemy components are highly valued and never sold at peddle price. There are no wizards who will not pay full retail for this liquid gold. If you are clever, then you won't even sale it. You will purchase Blood Moss, Sprite – Ash, and Doppelganger – Ash. You will add the bullet parts. Working with an 18 max, and an extra \$802 for alchemy. With these exact 5 components you could pool large sums of mana into effect O and K for the spell conjure object. You will purchase 18 mana in K for \$23,328 and 9 mana in O for \$2,916, and you now have a 71% success / fail at conjuring an object of \$65,536 copper.

Reconciliation: level 4.

## Equipment & Loot

If you can find the nest then there will be an extra bullet armor from the last one it shed, and a 15% chance of D4 eggs.

Child		Age 10 to 30
Exp.	#	Race skill description
1,000	1	[Underground surprise +60 initiative]
1,000	1	[Dive, flee underground]
1,500	1	Health: +20
4,300	1	Movement: +30 ft. per round
300	1	Night Vision: 60 ft.
6,000	1	Damage Resistance: +6
Adolescent		Age 20 to 50
Exp.	#	Race skill description
6,000	1	+4 Strength
1,000	1	Attack: Claw 3D6
10,000	1	Ability: Dig (16...)
8,000	1	Save: +60
14,000	2	+20 Defense, Damage Resistance: +7
15,500	1	Health: +85
Adult		Age 40 to 90
Exp.	#	Race skill description
4,300	1	[Animal Charge]
2,000	5	+5 Melee (x5)
1,000	1	Save: +15
8,000	1	+4 Strength
20,000	1	Damage Resistance: +7

4,000	3	+10 Defense (x3)
Middle-age		
Exp.	#	Race skill description
8,000	9	+20 Melee (x9)
12,000	3	Health: +90 (x3)
40,000	4	Damage Resistance: +20 (x4)

Senior		Age 150 to 250
Exp.	#	Race skill description
8,000	8	+10 Chemistry (x8)
2,250	1	Mana: +10 Contingency
Grand total =		472,150 Experience



“I disapprove of what you say, but I will defend to the death your right to say it.”—Voltaire.

# Cat (Sacred Spirit Beast)

**Alignment:** Egotistical

**Quote:** “Wise men [should be] like coffers with double bottoms: which when others look into being opened, they see not all that they hold.”—Sir Walter Raleigh. 1554-1618.

**Type:** Animal – Pets

**Mythos:** Mother Nature

**Creation:** Live birth - litter

**Habitat:** Everywhere

**Level:** 0      **Quantity:** 1(+cats)

**Health:** 3      **Save:** 40

**AC:** 35      **To Hit:** 35

**Weapon:** Bite      **Range:** -

**Damage:** D2      **RDM:** 0

**Resistance:** -

**Weakness:** -

**Strength:** 7      **Dexterity:** 12      **Perception:** 12

**Intelligence:** 3      **Spirit:** 10      **Comeliness:** 8

**Movement:** 30 ft.      **Fly:** no.

**Alertness:** 45      **Night Vision:** 20 ft.

**Size:** 2 ft.      **Weight:** 7 lb.

**Animal control:** 40      **Rider weight limit:** 2 lb.

**Price:** \$100 or (\$18,000 Spirit beast)

**Skin:** Fur

**Body:** Mammal

**Miles per day:** 1

Quality of story = 4 out of 10.

Many refined cultures have adopted and domesticated the cat as a household pet. Ahhh, but these animals have a sacred spirit beast, and the spirit beast of the cat is fully immortal. They think of themselves as equal to the gods. This is why your house cat is so egotistical. It knows that it is related to the sacred spirit beast. The cat is royalty, so it is only natural that the lesser race of humans should serve it, feed it, and love it. As a rule cats find it beneath them to work or cast spells. Thus they do not bother learning

the mundane methods of casting. As such they yield their mana to their servants to cast the spells for them. Black cats tend to prefer witches.

## Age, Price, and Experience Calculator

50%	40%	30%	20%	10%
\$9,450	\$7,740	\$6,030	\$4,320	\$2,610
24,500	19,600	14,700	9,800	4,900

Child		Age 1 to 3	
Exp.	#	Race skill description	
Auto	1	+20 Combat against mice, squirrels, and rats	
4,300	2	+3 Dexterity, +3 Perception	
Adolescent			Age 2 to 5
Exp.	#	Race skill description	
1,500	1	Save: +20	
3,350	2	+15 Defense, +15 Bite	
		<<Sacred Spirit Beast>>	
Adult		Age 4 to 8	
Exp.	#	Race skill description	
4,300	1	Mana: +10 Alteration	
500	2	Mana: +10 Melt, +10 Create Food & Water	
Middle-age		Age 6 to 13	
Exp.	#	Race skill description	
4,300	3	Mana: +10 Necromancy, +10 Enchantment, +10 Divination	
14,000	1	Mana: +10 Supernatural	
Senior		Age 11 to 17	
Exp.	#	Race skill description	
Grand total		= 49,000 Experience	

# Catoblipas

**Alignment:** Animal

**Quote:** “Do one thing every day that scares you.”—Eleanor Roosevelt.

Type:	Animal – Large beasts		
Mythos:	Ethiopia		
Creation:	Live birth		
Habitat:	Swamp, bog, marsh, jungle		
<b>Level:</b>	<b>2</b>	<b>Quantity:</b>	<b>6</b>
<b>Health:</b>	<b>66</b>	<b>Save:</b>	20
<b>AC:</b>	25	<b>To Hit:</b>	70
Weapon:	tail	Range:	8 ft.
Damage:	3D20	RDM:	0
Resistance:	100% mud		
Weakness:	200% ice, sword, elven bow, zinc		
Strength:	8	Dexterity:	8
Intelligence:	3	Spirit:	5
Movement:	50 ft.	Fly:	no.
Alertness:	50	Night Vision:	300 ft.
Size:	14 ft.	Weight:	2,300 lb.
Animal control:	71	Rider weight limit:	700 lb.
Price:	\$9,561		
Bounty:	\$3,000		
Skin:	skin		
Body:	mammal		
Miles per day:	5		

Quality of story = 4 out of 10.

Among the monsters to do combat with, only the Catoblipas are time travelers. They blink in and out of existence as they travel through space and time. They are the time lords of Ryvah. Oh, but it is so much worse. Not only do they travel in time, but their spells do also. And just when you want to respectfully accept defeat because these things are clearly using high level power spells—they’re not. It takes six of these beasts to fill a second level encounter, and even a first level party could probably toast one by itself. Okay it’s some broken rule override? Nope—sorry. You don’t even get that to salvage your ego. This thing is using a simple stock first-level spell. Everything you see a Catoblipas do, your character with a few levels in the spell “time hop” could do yourself. All it is doing is linking the time hop spell to its other spells. And you can do that too.

Oh, but it’s good at it. If you have not used the spell time hop, then you are unlikely to understand all of the spell’s limitations. This creates an illusion of power like the man behind the curtain in the *Wizard of Oz*. Thank goodness they are low level. Other than time hope they have only three things: a pathetic

teleport, a nifty illusion, and a mediocre mud attack. Can you imagine if it had an array of strong spells? I mean what would it be like to encounter a Catoblipas that was the trained animal of a wizard? Wait. How much does one cost? YOU CAN BUY ONE AT FIRST LEVEL?! What is to stop me from making a wizard with a trained \$9,561 copper Catoblipas? – Nothing.

Reconciliation: level 2. An attack is an attempt to destroy an illusion. If it has 4 or fewer targets and is in range, then it will do a melee attack. Otherwise it will use mud attack. If it is in an area of effect with a duration it will do a “time hop—teleport.” At first sign of an enemy they will cast several linked spells: “time hop—mud attack,” and “time hop—illusion.” Most will time hop—teleport. Most of the Catoblipas the party sees will be illusions. Before battle the following should be defined and written down by the game master:

X1: time hop—teleport, (when and where)

X3: time hop—mud attack, (when and where)

X6: time hop—illusion, (when and where)

For the when and where just use a few D6s, a D10 or two, and a D20 once or twice. The effect of a time hop—teleport is to remove them from the battle now and return them after a number of rounds. The effect of the other spells is they are delayed for a number of rounds before they go off. Thus, the beast may be long gone when the spell is detonated. The illusions are all of more Catoblipas to hide their return from the teleports. It is not possible to distinguish between the flash, bang, boom appearance of one verses the illusion of a flash, bang, boom appearance of one. The illusions flash, bang, boom every round.

## Equipment & Loot

If you can find the nest then there will be 3D6 horns scattered about.

x5	Mud Attack	A	B	E	H	I	J	M	R
	Skill	8	3	5	5	7	6	3	6

68% Dispel resistance. Save = 28.  $8*(1.5)$  damage – or– (D10 + D12 damage)

x10	Image	C	H	I	J	M
	Skill	8	8	8	10	8

128% Dispel resistance.

x5	Teleport	G	J	K	L	M	O
	Skill	1	6	0	0	6	8

81% Dispel resistance.

Child		Age 3 to 8					
Exp.	#	Race skill description					
4,300	4	Spell:x20 Time Hop(20...), +3 Perception, Attack: Tail D20, +10 Melee					
6,000	1	Health: +50					
2,250	3	Movement: +30 ft., Night Vision: 300 ft., Alertness: +20					
Adolescent		Age 6 to 12					

Exp.	#	Race skill description
6,000	1	Spell:x5 Mud Attack(8355763)
8,000	1	Spell:x10 Image(8,8,8,10,8)
10,000	2	Attack: Tail 2D20, +10 Melee
5,700	1	+3 Perception
Adult		Age 10 to 20
Exp.	#	Race skill description
10,000	3	Spell:x5 Teleport(16006), +10 Melee (x2)
Middle-age		Age 17 to 40
Exp.	#	Race skill description
Senior		Age 30 to 50
Exp.	#	Race skill description
Grand total =		99,650 Experience

# Centaur

**Alignment:** Simple, dominant

**Quote:** “Any man who tries to be good all the time is bound to come to ruin among the great number who are not good.” – Niccolò Machiavelli, the Prince 1469 – 1527.

Type:	Fey	
Mythos:	Greek	
Creation:	Live birth	
Habitat:	Planes, savanna, forest.	
<b>Level:</b>	1	<b>Quantity:</b> 2
<b>Health:</b>	46	Save: 22
<b>AC:</b>	37	<b>To Hit:</b> 58
<b>Weapon:</b>	Giant (bow/hammer)	<b>Range:</b> 600' / 10'
<b>Damage:</b>	D12 / 4D8	<b>RDM:</b> +7
<b>Resistance:</b>	50% lava, light	
<b>Weakness:</b>	200% lightning, sword, satyr bow, copper.	
Strength:	7	Dexterity: 7 Perception: 7
Intelligence:	7	Spirit: 7 Comeliness: 7
Watchdogs:	Falcons	
Movement:	90 ft.	Fly: no.
Alertness:	15	Night Vision: 0
Skill superiority:	Smith, carpenter, hammer	
Size:	11½ ft.	Weight: 1,200 lb.
Rider weight limit:	400 lb.	
Bounty:	\$3,000	
Skin:	Hide	
Body:	Half horse / half man	
Miles per day:	36	

Quality of story = 4 out of 10.

The awkwardness of a centaur relates to its size. What do our heroes do with their horses when they get to a cave? How about a ship? A hot air balloon? We leave them behind; in the case of a ship, they are stowed away in a kennel below deck. The centaur gains no ability to navigate these terrains passed what we grant the horse. A 15-foot giant can crawl on his hands and knees and navigate the same terrain the centaur cannot despite the fact the giant is much bigger. These limitations would logically remove the centaur from the list of playable races. Okay fine: Rule override time! As a mechanic of the Ryvah system, a player character (not an NPC) of this race can navigate ANY terrain that can be navigated by a human of the same weight. Done. The anatomy of a centaur shall not be construed to limit the centaur by any measure but weight for player characters.

All right! The centaur is back on the menu. Not that we would want to eat one. Although I hear

they are . . . hung well. Her mouth is too small. That's a limitation by weight. We can say no to that nasty activity.

This leaves us with a centaur that is fast, strong, and has a lot of endurance for long distance travel. Oh, and they are their own cargo horse. It sounds like they would make excellent traders where they transport products back and forth between towns. And that's where they shine. Their move is three times faster than a human, and thus a half move and attack is still ½ move faster than a human's full run. They are low level economic superstars. The culture of the centaurs embraces this idea. They know the name of every other centaur within 200 miles, and they know how to get in touch with them. Instead of them having their own city, they are scattered and superimposed on just about every city, clan, hive, and cult in the reigned. They will do business with humans, orcs, undead, and anything that has money and something to sell. Even the evilest of races dislike harming a centaur. The centaur are often the only way they can get their products out on the market. You just don't kill the mailman.

Reconciliation: level 1.

## Equipment & Loot

Giant bow (D12, 600 ft. range); Giant studded leather; 100 copper; 3 units of something, (wood, food, art, rock, metal); giant 2h-hammer (4D8). (5% chance of forge & Smithy, 5% chance of carpentry tools)

Child		Age 5 to 12
Exp.	#	Race skill description
500	1	Movement of 90 ft. per round
700	2	Save: +9, +5 Bow
Adolescent		Age 10 to 17
Exp.	#	Race skill description
1,500	2	RDM: +7
Adult		Age 15 to 30
Exp.	#	Race skill description
2,000	6	+5 Carpenter (x2), +5 Smith (x2), +5 2h-Hammer (x2)
Middle-age		Age 25 to 50
Exp.	#	Race skill description
8,000	2	Animal: +14 Falcons
Senior		Age 40 to 60

Exp.	#	Race skill description
Grand total =		32,900 Experience

## Half-breed: Sagitta

(Centaur / Satyr)

Quote: "When I was a kid my parents moved a lot, but I always found them."—Rodney Dangerfield.

What happens when a sexually deviant satyr goes off the deep end and knocks up a centaur? The child will have a goat lower half, but that would be a horse; thus, you get all four legs of the goat. What of the gender? Within the world of Ryvah, Satyr are all male, but centaurs are not, and neither is the Sagitta. Male Sagittas possess all the sexual perversion of the satyr without any inhibitions in relation to the farmer's herd of cows, sheep, pigs, and goats. While the seduction becomes much harder, rape needs it not. And, the vile disgusting psychological torture of a woman having been plowed by a satyr can't hold a candle to the memory of being pile-driven by a Sagitta. Alas, it's not so easy for the female Sagitta. She must get her lover hard, then get him to fornicate a goat. She is good at getting her lovers hard with her lips, but they either finish on her face or go limp when she lifts her tail. But there is hope. Female Sagitta will travel the world looking for a male Sagitta, and everyone will help them find each other. In general, people either help the Sagitta find its soul mate or they kill it. A male and female Sagitta once united are inseparable. Nothing else matters. The ugliest, fattest, dumbest, laziest, oldest, most disgusting Sagitta will be happily claimed by even its most extreme opposite over everything else. These are the sex perverts of the world rivaled only by succubus. Issues such as incest, pedophilia, homosexuality, and polygamy are laughable to a Sagitta. If a third or fourth Sagitta finds them, they are instant lovers and soulmates. In a very real sense, all Sagitta consider themselves married to all Sagitta. A village of Sagitta would be the ultimate cesspool of sexual deviation and perversion where sex is just how you say hello. And naturally, you say hello to everyone you meet: your friend, the clerk, your priest, the mail man, Mom, Dad, brothers, and sisters, your pet dog, the family cow.

"Oh, hey look. A human has come to visit our village. EVERYONE, let's go say hello."  
I bet he won't come here again.

Age 4 to 10		
Child	#	Race skill description
Exp.		
500	1	Movement of 90 ft. per round
280	1	+2 Bow
311	1	Save: +4
200	1	Animals: +2 goats
Age 8 to 15		
Adolescent	#	Race skill description
643	2	RDM: +3
600	1	Animals: +2 Goats
2,000	2	+5 Rogue, Save: +25
350	1	Health: +6
1,125	4	Mana: +11 Hypnotism, +11 Forget, +11 Image, +11 Locate Object,
1,641	2	+24 Charm, +24 Escort
Age 13 to 25		
Adult	#	Race skill description
800	6	+2 Carpenter (x2), +2 Smith (x2), +2 2h-Hammer (x2)
800	1	Animals: +2 Goats
2,000	1	+5 Bow
		<<Price Point>>
Age 21 to 45		
Middle-age	#	Race skill description
4,000	2	Animal: +7 Falcons
1,200	1	Animals: +2 Goats
1,500	2	+5 Rogue, Save: +25
500	1	Health: +6
1,500	4	Mana: +11 Hypnotism, +11 Forget, +11 Image, +11 Locate Object,
1,469	2	+24 Charm, +24 Escort
Age 35 to 55		
Senior	#	Race skill description
1,600	1	Animals: +2 Goats
		46,148 Total:

# Centipede

Alignment: Aggressive

Quote: "It's no use going back to yesterday, because I was a different person then."—Lewis Carroll

Type: Animal – Other

Mythos: needs research

Creation: Hatch from egg

Habitat: jungle

Level: 1      Quantity: 18

Health: 5      Save: 16

AC: 15      To Hit: 45

Weapon: Bite      Range: -

Damage: 2D12      RDM: -

Resistance: -

Weakness: 200% fire, axe, dagger, sylph bow, copper.

Strength: 5      Dexterity: 7      Perception: 5

Intelligence: 0      Spirit: 6      Comeliness: 6

Movement: 60 ft. \*      Fly: no.

\* Movement is unobstructed by difficult terrain, trees, and bushes.

Alertness: 20      Night Vision: 30 ft.

Size: 1 ft. to 6 ft.      Weight: ½ lb. to 60 lb.

Animal control: 54      Rider weight limit: -

Price: \$100

Bounty: \$330

Skin: Exoskeleton

Body: Insect

Miles per day: 1

Quality of story = 1 out of 10.

These creatures rely on burrowing a maze of tunnels underground too small for their predators to enter. They leap out and strike anything that moves,

trying to poison it. Their primary diet is eating worms, beetles, and maggots and many smaller animals will slowly succumb to the poison. Such a carcass may feed several giant centipede for a week or more.

Reconciliation: level 1. An attack is NOT an attempt to destroy an illusion. They are always scattered about inside a 100 foot diameter area. They always start hidden until a shrieking battle cry by one causes all of them to jump out and attack. This occurs when the party is 30 feet deep inside the 100 foot area. They NEVER get initiative. They party always gets the first action.

## Equipment & Loot

If you can find the nest then there will be a 75% chance of 2D20 eggs.

Child		Age 0 to 1
Exp.	#	Race skill description
3,350	1	Attack: Bite 2D12
8,000	1	+15 Bite
3,350	1	[Unobstructed Movement]
4,300	1	Movement: +3- ft. per round
200	1	Night Vision: 30 ft.
Adolescent		Age 1 to 3
Adult		Age 2 to 7
Middle-age		Age 6 to 15
Senior		Age 12 to 50
Grand total =		19,200 Experience

# Chimera

**Alignment:** Hunter, brave

**Quote:** “You’ve gotta dance like there’s nobody watching, love like you’ll never be hurt, sing like there’s nobody listening, and live like it’s heaven on earth.”—William W. Purkey.

**Type:** Animal – Dragons

**Mythos:** Greek

**Creation:** live birth

**Habitat:** Mountains, forest.

**Level:** 5    **Quantity:** 2

**Defense:** +3 magic

**Health:** 2,800    **Save:** 50

**AC:** 147    **To Hit:** 350

**Weapon:** melee / snake    **Range:** 0 / 0

**Damage:** 3D20 / 3D100    **RDM:** 0

**Resistance:** 50% ice, force, axe

**Weakness:** 200% thorn, human bow, telekinesis, platinum.

**Strength:** 7    **Dexterity:** 7    **Perception:** 8

**Intel.:** 5/4/3/2    **Spirit:** 9    **Comeliness:** 7

Dragon head: 5 intelligence.

Lion head: 4 intelligence.

Goat head: 3 intelligence.

Snake head: 2 intelligence.

**Movement:** 65 ft.    **Fly:** 26 mph

**Alertness:** 25    **Night Vision:** 0

**Size:** 10 ft.    **Weight:** 1,200 lb.

**Animal control:** 130    **Rider weight limit:** 400 lb.

**Price:** \$493,000

**Bounty:** \$240,000

**Skin:** fur and scales

**Body:** mammal

**Miles per day:** 52

Quality of story = 3 out of 10.

The chimera is a creation using the spell by the same name: Chimera(AELNOPRXY). But wait.

There is no spell by that name. Where is it? Well, the spell was removed. It does not exist anymore.

So, what we are looking at with a chimera, is a constructed base race. Just wrap your mind around that. It is a four-headed beast with magic and a breath weapon attack. It was released into the wild because its creator feared they would go extinct if his habitat was destroyed. So now the chimeras are trying to survive, but they were not forged by nature; they were forged by man.

**Reconciliation:** level 5. The dragon head can either fire attack or melee attack. If and only if the dragon has not taken control to use the melee attack, then the lion can

do the melee attack. Or the lion may cast any of: bless, dispel shield, or magic blade (which can apply to the dragon's melee attack). The goat can cast heal, dispel, or spell turning. The snake can only attack a target in the 5x5 square directly behind the chimera. The snake is the tail.

## Equipment & Loot

If you can find the nest then there will be triple the yield of scales.

inf.	Fire attack	A	B	E	H	I	M
	Skill	100	2	0	20	5	void

x3	Magic Blade	A	B	M	Y
	Skill	22	22	22	22

330% Dispel resistance. +88 AC / to hit. +22\*(1.5) dm.

x6	Healing	A	J	M
	Skill	22	6	22

292% Dispel resistance. 88\*(1.5) healing –or– (6D10 healing).

x6	Dispel	E	H	I	J	M
	Skill	20	20	7	22	20

309% Dispel resistance. 400% chance to dispel

x6	Spell turning	J	K	L	M
	Skill	22	22	22	22

330% Dispel resistance. 616% chance to turn.

x3	Dispel shield	B	H	I	K	M
	Skill	15	15	7	22	22

323% Dispel resistance. 290% chance to dispel.

inf.	Bless	E	L	L	M	V
	Skill	15	0	0	void	22

Child		Age 5 to 13				
Exp.	#	Race skill description				
17,000	3	Health: +105				
8,000	1	Defense: +3 Magic				
4,300	1	Movement: +35 ft. per round.				
3,350	2	Save: +32, Fly at 26 mph				

1,500	1	Mana: +9 Healing
Age 8 to 30		
Adolescent	#	Race skill description
17,000	2	Health: +105 (x2)
20,000	2	+10 Combat, +20 Melee
6,000	1	Attack: 2D20
		Mana: +9 Healing, +9 Dispel, +9 Spell Turning, +9 Magic Blade, +9 Bless, +9 Dispel Shield
1,500	6	Ability: Fire
2,250	1	Attack(7,0,0,7,5,void)
Age 20 to 80		
Adult	#	Race skill description
17,000	3	Health: +105 (x3)
20,000	4	+10 Combat (x2), +20 Melee (x2)
15,000	1	Attack: Snake Bite 3D100
10,000	1	Spell:x6 Heal(22,6,22)
		Ability: Fire Attack (17,0,0,10,5,void)
Middle-age		Age 60 to 120

Exp.	#	Race skill description
17,000	6	Health: +105 (x6)
15,000	10	+10 Combat (x5), +20 Melee (x5)
10,000	1	Ability: Bless(15,0,0,22,void)
		Endowment:x6 Spell Turning(22,22,22,22)
10,000	1	Ability: Fire Attack (45,2,0,14,5,void)
Senior		Age 100 to 150
Exp.	#	Race skill description
10,000	15	Health: +105 (x15)
7,000	10	+10 Combat (x5), +20 Melee (x5)
		Endowment:x6 Dispel(20,20,7,22,20)
10,000	1	Endowment:x3 Magic Blade(22,22,22,22)
10,000	1	Ability: Fire Attack (100,2,0,20,5,void)
Grand total =		860,750 Experience

# Chin Cat

**Alignment:** Wise, kind

**Quote:** “Regard no foolish man as cultured, though you may reckon a gifted man wise; and esteem no ignorant abstainer a true ascetic. Do not consort with fools, especially those who consider themselves wise. And be not self-satisfied with your own ignorance. Let your intercourse be only with men of good repute; for it is by such association that men themselves attain to good repute.” –A mirror for Prince – Kai Ka’us Ibn Iskandar, 11<sup>th</sup> century.

Type:	Ancient Fey
Mythos:	By Ryvah under the god: Meldor
Creation:	Live birth, before time.
Habitat:	inter dimensional.
<b>Level:</b>	<b>7</b>
<b>Quantity:</b>	<b>1</b>
Defense:	+6 magic
Health:	<b>37</b>
AC:	20
Weapon:	Tech
Damage:	-
Resistance:	90% ice, lava, acid, thorn, rock, mud. 50% hammers, elven bow, satyr bow, silver, platinum.
Weakness:	200% mithral.
Strength:	6
Dexterity:	7
Intelligence:	15
Spirit:	15
Comeliness:	8
Movement:	30 ft.
Alertness:	21
Night Vision:	0
Skill superiority:	Technology
Size:	5 ft.
Weight:	93 lb.
Bounty:	\$5,000,000
Skin:	Fine coat of fur
Body:	Humanoid with cat features
Miles per day:	10

Quality of story = 7 out of 10. (Will be imported)

Reconciliation: not reconciled.

Magically Enriched: 30, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Active spells: all of them at a 30 max; Lingerie or dress +8 quality, +6 magic, +5 mystic armor of all 13 types, level 4 master craft of all clothing master crafts; 100 mithral; if they have weapons it will either be with the sci-fi expansion or a sylph bow similarly built as their clothing; a home will be a floating enchanted temple with magic rooms building permanent gateways to other chin chat locations.

Exp.	#	Race skill description
2,250	2	{+2 intelligence, +2 Spirit}: requires Defense: mithral
3,350	1	Defense: mithral
		Minimum Max of: 10 in 1/9th Combat, +5 Supernatural, +10 Creation, +10 Alteration, +10 Necromancy
4,300	5	
14,000	1	+10 Sci-fi
Adolescent		Age 3 to 5
Exp.	#	Race skill description
3,750	2	+2 Intelligence, +2 Spirit
4,650	1	Defense: +3 Magic
		Minimum Max of: 15 -1/9th Combat, +5 Supernatural, +10 Creation, +10 Alteration, +10 Necromancy
9,700	5	
2,250	9	Effect: +1 B, C, G, H, L, M, Q, W, Y
26,000	1	+10 Sci-fi
Adult		Age 5 to 7
Exp.	#	Race skill description
4,000	2	+2 Intelligence, +2 Spirit
9,000	1	Defense: +5 Magic
		Minimum Max of: 20 -1/9th Combat, +10 Supernatural, +20 Creation, +20 Alteration, +20 Necromancy
26,000	5	
7,750	9	Effect: +2 B, C, G, H, L, M, Q, W, Y
20,000	1	+14 Sci-fi
Middle-age		Age 7 to 9
Exp.	#	Race skill description
4,000	2	+2 Intelligence, +2 Spirit
		Max: +20 -1/9th Combat, +14 Supernatural, +28 Creation, +28 Alteration, +28 Necromancy
20,000	5	
30,000	9	Effect: +4 B, C, G, H, L, M, Q, W, Y
Senior		Age 9 to 10
Exp.	#	Race skill description

Child

Age 2 to 3

200,000	8	Max: +66 -1/9th Combat, +66 Supernatural, +132 Creation, +132 Alteration, +132 Necromancy
30,000	9	Effect: +5 B, C, G, H, L, M, Q, W, Y
Grand total =		2,635,000 Experience

## Sub-race: Eclipse

Quote: "The cat could very well be Man's best friend, but would never stoop to admitting it."—Doug Larson.

These people build stone hedge temples that clock the solar and lunar eclipse. They worship the umbrix as the legendary bird of darkness—the anti-phoenix. The umbrix exists within the pantheon of Shadow Lord. They study the umbrix and all eclipse wish to beast master one of them, yet they never succeed. Still they try. The eclipse build grand libraries with books from around the world. They are keepers of knowledge and purveyors of wisdom. Their interests include mystical temples, obelisks, race shrines, and juggernaut war machines. Their towns are a matrix of well-planned and strategically placed walls, obelisks, shrines, and temples. They often use ballista and catapults and are skilled with them.

But who are they? They are the shadow cast by heavenly bodies. The beautiful star is loved by many, and her shadow is where the dirty deeds lay hidden and out of sight. The public doesn't need to know about the sex paid by her to become the star. The eclipse are what is seen when what creates light is obscured. They are dark science and dirty politics. This is not intentionally evil, not directly. They are the type to preform illegal experiments out of the pure desire to know. So a few homeless turn up missing—it's for science. This will benefit the whole city. They don't care they had to pimp out a couple 12-year-old daughters—they got the job done and saved a hundred lives. And the girls aren't even dead, so they aren't even real collateral damage. They are the type to experiment on the military soldiers with super-soldier drugs. Just curious, can a gorilla get a human female pregnant? Well, we tried.

Child	Age 3 to 7	
Exp.	#	Race skill description
4,300	1	{+3 Intelligence}:requires animal +22 Phoenix
2,250	2	+22 Siege Weapons, Animal: +9 Phoenix
1,000	4	Mana: +10 Enchant Temple, +10 Juggernaut, +10 Obelisks, +10 Race Shrine

Adolescent		Age 6 to 15
Exp.	#	Race skill description
5,700	1	{+3 Intelligence}:requires animal +9 phoenix
2,250	2	+22 Siege Weapons, Animal: +10 Phoenix
1,000	4	Mana: +10 Enchant Temple, +10 Juggernaut, +10 Obelisks, +10 Race Shrine
4,300	3	Mana: +10 Blue, {Minimum Max of: 14 Full Dance, of: 14 Lab 100 sq. ft. }:requires animal +10 Phoenix
Adult		Age 10 to 23
Exp.	#	Race skill description
7,000	1	+3 Intelligence
2,250	2	+22 Siege Weapons, Animal: +15 Phoenix
1,000	4	Mana: +10 Enchant Temple, +10 Juggernaut, +10 Obelisks, +10 Race Shrine
8,000	4	Mana: +10 Blue, +10 Necromancy, Minimum Max of: 17 Full Dance, of: 17 Lab 100 sq. ft.
Middle-age		Age 17 to 40
Exp.	#	Race skill description
3,350	4	Mana: +10 Enchant Temple, +10 Juggernaut, +10 Obelisks, +10 Race Shrine
12,000	4	Mana: +10 Blue, +10 Necromancy, Minimum Max of: 21 Full Dance, of: 21 Lab 100 sq. ft.
Senior		Age 30 to 57
Exp.	#	Race skill description
3,350	4	Mana: +10 Enchant Temple, +10 Juggernaut, +10 Obelisks, +10 Race Shrine
25,000	4	Mana: +10 Blue, +10 Necromancy, Minimum Max of: 23 Full Dance, of: 23 Lab 100 sq. ft.
Grand total		= 262,200 Experience

## Sub-race: Flourish

Quote: "I'm not offended by blonde jokes because I know I'm not dumb . . . and I also know that I'm not blonde."—Dolly Parton.

The flourish love their goddess Hegan, the Goddess of Music and Silver within the pantheon of

Isabella. They craft everything out of silver: musical instruments, weapons, and armor. They are oddly magical and love elaborate complex things. Thus, they love wizards' labs even if they don't use them. They love mysterious planetary clocks of brass. They love woven dream catchers and Celtic knot work. While they love silver, it is their fondness for its manipulation that includes the sweat of lava magic they use to melt it. Another odd aspect is they can almost fly. They can glide on the wind. A useful skill for a cat to catch a bird. Their favorite bird is the cockatrice. They are very tasty with a touch of garlic. Oh, I guess they make good pets too.

[Flourish] = The flourish are known for their flourish armor. Visualize an abstract lingerie in silver swirls and flourishes. It is solid silver. The armor can be defined as any hide armor or any metal armor such as scale mail, chainmail, or even full plate. Now double the price. Oh but for every point of AC the armor provides the flourish gets one point per day of limit-six mana. However, only 6 of this mana can be used per effect. Thus, flourish chainmail +3 quality provides 8 AC and the flourish gets +8 limit-six mana per day. Limit-six mana is added after you apply all the mana from skill and alchemy to a spell. It can be distributed over several effects or pooled into one. In the example of chainmail +3 you could put 6 mana into one effect and 2 into a second. It cannot be yielded. If you think flourish armor is nifty, check out flourish weapons.

To make a flourish weapon the flourish must sacrifice an amount of silver equal to the weapon's normal value. Thus, a silver sword +2 quality, +1 magic (5 pounds of silver = 800 copper, quality+2 is  $\$1,500 \times 2.4 = \$3,600$  copper, +1 magic =  $\$7,500$  copper: grand total is  $\$11,900$  copper) would require  $\$59,500$  copper in silver to be sacrificed. Oh but now it's a flourish weapon. For every point of damage she inflicts with her flourish weapon on an **enemy** during a round, she gets one instant cast mana to cast any number of internal spells on the next round at initiative +10,000. Instant means it does not take an action and occurs before everything else, thus the insane initiative. This mana imbeds a minimum max casting of 10, or use your own. You may augment the cast with alchemy and your own mana. You may add the flourish armor mana but that mana is once per day. Internal means the spell only affects you. Thus, you can heal yourself, but not your allies. Such spells as fire attack are pointless. Heal on yourself, teleport on just yourself, AC, magic blade, and become elemental spells all work fully when applied to yourself. For become elemental, you may switch effect (L and D) for effect (J and B). Amounts of this type of mana less than 10 may be saved and

accumulated up to 10 mana. All flourish weapon spells end at the end of battle.

"I'm sorry, I don't know where your bird is."

Child		Age 3
Exp.	#	Race skill description
4,300	1	[Flourish]
1,000	2	Religion: +10 Isabella, +15 Hegan
1,000	4	+10 Music, +10 Performer, +10 Locksmith, Alertness: +15
1,000	2	Health: +15, Movement: +15 ft. Per round
2,250	1	+2 Comeliness
Adolescent		Age 6
Exp.	#	Race skill description
1,000	1	+12 Locksmith
3,350	1	Health: +40
1,500	1	Glide at 90%
3,350	1	Animal: +7 Cockatrice
5,000	4	RDM: +7 (x4)
Adult		Age 10
Exp.	#	Race skill description
17,000	1	Mana: +100 Lava
8,000	3	Spell: x1 Become Lava Elemental(9...), x4 Lava Kinesis 2(9...), x1 Lava Web(9...)
6,000	1	Animal: +11 Cockatrice
Middle-age		Age 17
Exp.	#	Race skill description
Senior		Age 30
Exp.	#	Race skill description
Grand total		= 90,750 Experience

## Sub-race: Garnet

Quote: "My advice to you is get married: If you find a good wife you'll be happy; if not, you'll become a philosopher."—Socrates.

The garnet are a people of enduring hope and loyalty. They worship Douglass, God of Swords and Blades under the pantheon of Wargon. Douglass is the elder brother of Michael. Douglass is also known as the God of Fathers and an astute accountant of all things. The garnet embrace this philosophy and seek unity with all races. As such they teach a universal language known as Esperanto, which is symbolized by a green star. The garnet typically do not strive for extravagant things such as glory and great deeds. Instead they love their family. They care for their children and help each other make it through the tough times. It is through

diplomacy they find prosperity. They love business and will setup trade routes and contracts. They do not gamble. They will find a buyer and get a down payment. Then they will travel to the vendor and use the down payment to purchase a portion of the product to be delivered at a good discount, lower than the price they will sell it at. If the buyer backs out, they are out only their time. Otherwise they now have the money to purchase the second delivery. Of course, this is only one contract. A garnet might have dozens of them and at some point they would open up an office and get a dedicated bookkeeper. All of this being said, they prefer to deal directly with the master, not the merchant. In other words, the Count who owns the smithy instead of the office manager who runs it.

Child			Age 3		
Exp.	#	Race skill description			
4,300	1	+43 Accounting			
Adolescent			Age 6		
Exp.	#	Race skill description			
1,500	1	Animals: +9 Dogs			
		+22 Linguistics, Mana: +11			
2,250	2	Enchant Plus			
2,250	3	Mana: +11 Mystic Weapon of (Rock, Mud, Wood)			
1,000	4	+3 Combat,+1 Dexterity, +1 Perception, Alertness: +15			
1,500	2	Health: +20, Movement: +15 ft. per round			
Adult			Age 10		
Exp.	#	Race skill description			
2,250	1	Defense: Platinum			
		+7 Sword, +7 Two Handed Sword, +7 Axe, +7 Two Handed Axe, +7 Dagger			
720	5				
8,500	1	Animals: +26 Dogs			
Middle-age			Age 17		
Exp.	#	Race skill description			
10,000	1	Mana:+20 Movement			
Senior			Age 30		
Exp.	#	Race skill description			
Grand total		= 48,400 Experience			

## Sub-race: Sarah

Quote: “Never criticize your spouse’s faults; if it weren’t for them, your mate might have found someone better than you.”—Jay Trachman.

The Sarah are a people of positive results. With this they work hard have do not give up easily. They believe in the win. They worship Jack, the God of

Influence within the pantheon of Wargon. It is a calling to priest, the actor, the politician, the con-artist, and the seduction of the prostitute. Here focused on influence and discarding the other aspects of these trades. They have a positive can-do attitude ingrained in them by a strong family lineage. This is deep. It is the source of their hope and drive, their persistence to prevail even in darkness. Within their passion to influence the rest of the world come a love of the open sea and the pleasure of fishing whenever possible. Among the pursuits that stand out, they are charming performers and love puppet shows, but their most striking power is [Marduke Recovery]. With it they wish to weave combat magic within what they do.

[Marduke Recovery] = When you cast a spell that decreases the health of a target, your mana is restored up to the reduction of the decrease in health. The restored mana only restores the skills used to cast the spell, nothing else. The reduction of health refers to net damage. Thus, net of all things. The mana restoration continues through the duration of the spell. It only refills skills not alchemy.

Child			Age 3		
Exp.	#	Race skill description			
4,300	1	[Marduke Recovery]			
300	1	Religion: +10 Jack			
Adolescent			Age 6		
Exp.	#	Race skill description			
2,250	2	+20 Fishing, +20 Boats and Ships			
500	4	+10 Charm, +10 Escort, +10 Performer, +10 Politics			
Adult			Age 10		
Exp.	#	Race skill description			
2,250	2	+20 Fishing, +20 Boats and Ships			
Middle-age			Age 17		
Exp.	#	Race skill description			
10,000	1	Mana: +20 Evocation, Max: +8 One Round cast			
7,000	2	+20 Fishing, +20 Boats and Ships			
Senior			Age 30		
Exp.	#	Race skill description			
2,250	2	+20 Fishing, +20 Boats and Ships			
Grand total		= 52,600 Experience			

## Half-breed: PLUR

They are the caddy kids of Peace, Love, Unity, and Respect—PLUR. It is the half-breed of fairy / chin cat. The communities of PLUR are small and the vast majority never gain all their race skills and die

prematurely. Many do not even get into middle-age. PLURs are always raised by their fairy parents—never their chin cat parents. Chin cats are far too egotistical to allow a non-pure blood into the Chin Cat Continuum. Even when the mother is the chin cat, she only keeps the baby long enough to ween it off mother's milk. Then the child is given to the father to care for. PLURs tend to live their name and the communities which raise them will love them like a child with a terminal disease. To grasp this, the math indicates a PLUE will need about 90,000 experience to exit adolescence. Then it gets expensive. If they do not earn enough experience fast enough, they die.

So how do they live? The PLUR will wrap ropes of hard sugar candy bubbles around their waist like belts, around their neck like a bunch of Mardi Gras beads, and then around their ankles are wrists. They are very much anti-war. They are very kind and respectful. They know their life will be cut short, so they live the best one they can. This doesn't leave much time for play and no self-respecting fairy community will let them work. They have only one chance to live, and that

is to study and train. They dance in the fairy ring all night and study all day long. They are encouraged to fall in love with another PLUR and live the life their race will deny them. In other words, they mate at a very young age. As a human, imagine how your behavior would change if you knew you would die sometime during your 18<sup>th</sup> year. Not the occasional human—ALL of them. The PLUR who has a baby will not live long enough to see her child enter adolescence. She must rely on the fairies to take over.

The Myth of the PLUR is almost complete. We are missing only one last detail. The town of Saphyre. We know what happens when a PLUR fails to learn all their racer skills, but what happens when they do? Well the fairy and PLUR town of Saphyre is where one did. She forged a fountain of youth. This is the same tool the chin cats use to live indefinitely. The PLUR in the town of Saphyre never get sick, they never get old. They can take all the time they need to master all of their race skills. It matters not if it takes a thousand years. That is half the power of a god-like race. Well thank goodness the P in PLUR stands for peace.

# Citore

**Alignment:** Egotistical, vain, erotic

**Quote:** “Fairy tales are more than true; not because they tell us that dragons exist, but because they tell us that dragons can be beaten.”—Neil Gaiman.

Type:	Angelic
Mythos:	By Ryvah under the god: Liaka
Creation:	Hatch from egg
Habitat:	Platte, high mountain, cloud castle
<b>Level:</b>	<b>6</b>
<b>Quantity:</b>	<b>8</b>
Defense:	+50 magic
Regeneration:	10 per round
<b>Health:</b>	<b>1,600</b>
<b>AC:</b>	315
Weapon:	Mystic Bite, Conjure object
Damage:	2D8
Resistance:	50% ice, hammer.
Weakness:	200% lava, acid, disintegration.
Pray:	+70 Dragons (black, blue, green, red, and white)
Strength:	7
Dexterity:	7
Intelligence:	12
Spirit:	12
Watchdogs:	Humans and elves
Movement:	30 ft.
Alertness:	20
Size:	5ft.9in.
Bounty:	\$180,000
Skin:	Bird wings
Body:	Humanoid body
Miles per day:	100
Quality of story = 9 out of 10.	

The citore are a very beautiful and erotic race who view themselves as simply superior to everyone else. They respect nymphs and vampires as equals; however, the rest of the lot are trash. Well perhaps that is the wrong word. It is common for a citore to have several human or elven slaves. Now a female citore would never allow one of her slaves to impregnate her, so she would use strong magic to prevent that. The men are more careless, and half-breeds are also turned into slaves. Citore only look like beautiful angels. Their towns resemble opulent palaces of art and love, and toward each other they are kind and loving. But that is where their good behavior ends. Male and female citore alike will rape their slaves with the same disregard toward them as they have for the food they eat. Slaves are property. They work slaves to death. When a slave is no longer useful, then they are mercifully put out of their misery. This is exactly like a farmer who puts down a lame horse. Male slaves who

are not desired as sex toys are mercifully neutered, “for their own benefit,” of course.

The culture and lifestyle of the citore emulates the lifestyle of the rich and famous. They live like Greek kings with Roman bathhouses. Marble floors and walls are everywhere. Beautiful art and crystal chandeliers occur in such abundance one would think they are free. Then there is the magic. They have fully functional freezers magically cooled, the rooms and baths are magically heated and illuminated. Magical illusions provide a background music like white noise while singers fill the halls with beautiful rhythm.

The citore is not a race that needs to be nude, but clothing is somewhat optional. Their body produces an oil over their skin and it often looks shiny. As a rule, their skin is always slippery. Thus, their clothing is designed to accommodate this. Their clothing often looks sheer because it is soaked in oil.

As for the life style of the slaves, you could compare it to the life of the sheep at a farm. They are caged like animals in small communities. They all wear brown pants and shirts. They live 4 people to a room. Each person has a bed, a cabinet, and a chair. There is a common shower and bathroom shared by 10 to 15 rooms. That represents one unit. Typically 3 slaves have been promoted to keep the peace. 4 of these units will share a dining hall and meal times are on a strict schedule. You miss it—you don’t eat. The citore really don’t care if a slave starves to death any more than a farmer cares if a sheep is too stupid to eat.

Food: citore do not eat humanoids. They think it is too close to cannibalism. Monkeys and gorillas are also off limits to eat. They love beef, pork, lamb, and fish. All birds are also off limits. If it has feathers it is off limits.

Citore don’t like war but they are not afraid of it. Dryads are beautiful and male dryads are often abducted as sex slaves provided there is no nymph. If a nymph shows up at a citore palace demanding the release of her dryads, the citore simply apologize for the mistake and return all the dryads. Citore will not violate a nymph’s forest and take her sheltered kin any more than they would steal from each other. This would also hold true of a vampire demanding his succubus returned to him. This would also hold true of things like a human grand arch-magi, lone kobold, blonde or pink medusa, and ki-rin. It does not hold true

with dragons. The citore find dragon meat particularly delicious and dragons fundamentally vile. They just really dislike dragons. Against dragons they war, and it's ugly. Just imagine a couple dozen dragons in all their fury outnumbered ten to one by the citore.

Everything in the middle might as well be at ground zero of the apocalypse. Entire kingdoms have fallen because they were in the wrong place and got caught in the crossfire.

As for their weapon of choice, it is the most unlikely of spells in conjunction with Mystic Bite: conjure object. The objects they summon are things like: the fires of a volcano, an iceberg . . . a hundred feet above the target, a million tons of rock at a thousand feet up, the ocean—the whole thing—well at least a few cubic miles of it. When conjure object is used to do damage or destroy a target, then the value is the value of the target object or damage to it. So how much are you worth?

Reconciliation: level 6. To defeat the 8 citore our party of 6<sup>th</sup> level heroes used teleport every round to escape the area of effect, then elastic heart on 24 of its high health town guards who all took 51 damage each per round which was transferred off with a damage commute to its 10,000 town citizens, and healed away. Maddie Ziegler was used to echo the 1230 damage ÷ 8 citore back. Almost 10,000 damage had to be healed.

**Magically Enriched:** 13, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

x8	Conjure Object	K	M	O
	Skill and alchemy	63	231	23

2627% Dispel resistance. 101% success fail. Rock at altitude sufficient to do \$4.194 Million copper in damage. Option two 4.194 Million copper Greek fire oil for 290\*(1.5) damage. This calculation is based on 211 quantity of Greek fire oil 20\*(1.5) which has an individual price of \$19,808. If all 8 citore strike at the same time it calculates out to 820\*(1.5) damage. However it is still restricted to \$4.194 Million copper in damage.

## Equipment & Loot

100,000 pounds of stuff worth 50 copper per pound.  
 60,000 pounds of stuff worth 80 copper per pound.  
 30,000 pounds of stuff worth 150 copper per pound.  
 15,000 pounds of stuff worth 250 copper per pound.  
 10,000 pounds of stuff worth 350 copper per pound.  
 If you can find the nest then there will be a 30% chance of D2 eggs. Lingerie armor +4 quality +3 magic AC 6+3.

Child		Age 15 to 50	
Exp.	#	Race skill description	
2,150	2	Health: +20 (x2)	
		{+3 Spirit, +3 Intelligence }:requires Fly at 70 mph, Mana: +10 Green, +10 Blue	
4,300	4	Save: +25, +2 Comeliness	
2,250	2	+10 Combat	
15,000	1	Fly at 70 mph, +35 Combat against dragons (black, blue, green, red, and white)	
7,000	2		
Adolescent		Age 40 to 100	
Exp.	#	Race skill description	
		{Minimum Max of: 17 in each and every max casting skills except instant. }:requires all child skills	
40,000	1	+10 Combat	
20,000	1	Damage Resistance: +10	
14,000	1	Regeneration: 10 per round	
10,000	1	Defense: +3 Magic	
Adult		Age 80 to 300	
Exp.	#	Race skill description	
2,800	1	Save: +28	
10,000	6	+5 Combat (x5), Health: +50	
25,000	1	+35 Ranged	
		+35 Combat against dragons, Save: +20	
4,000	2	RDM: +50	
40,000	1	[Mystic Bite]	
Middle-age		Age 250 to 500	
Exp.	#	Race skill description	
10,000	1	+10 Combat	
30,000	1	Mana: +50 Green	
30,000	1	Max: +40 -1/9th combat	
70,000	1	Ability: Rock Web (20...)	
		Ability: Wide Area Mana Drain (20...)	
20,000	1		
Senior		Age 450 to 600	
Exp.	#	Race skill description	
100,000	1	Damage Resistance: +50	
100,000	1	Defense: +50 Magic	
700,000	1	Spell:x8 conjure object(63,231,23)	
Grand total =		1,347,100 Experience	

## Half-breed: Shyly

Contemplate the notion of an entire civilization being brought into existence because three hundred years ago, "Daddy said no!" to his three daughters. He was a citore and a shyly is a half citore / half human. His three girls wanted to go play with a few humans at the hot springs, but he knew they were at that age where they were getting interested in boys. He was a strict

father and in his mind his daughters weren't old enough to date, much less hangout with filthy humans. To spite their father the girls snuck out and went anyways. Well, things got out of hand and all three of them got pregnant. The father's horror was beyond rage and the citore declared war on the humans. Lots of people died and the three girls ran away vowing never to return. They struggled at first trying to live among the humans and didn't seem to understand how to stay out of the bedroom and kept having kids. They were on the verge of self-destruction when a prominent brothel provided them with shelter and a home. The madam was not interested in having them as prostitutes and none of the citore ever worked as one. She was simply a woman with an over developed mother's instinct who wanted to hold those adorable little toddlers and babies. In fact all of the prostitutes welcomed the opportunity to play with the kids. This had a huge impact on the new race of shyly. They like running around in skimpy leather straps, but family is super important. They don't mind prostitution, yet recognize the problems with reckless promiscuity. They colonized their own niche and tend to have very strong ties to humans more so than good woodland folk, and even 300 years later still resent the citore. As such they tend to be their polar opposite. As for the citore, they want to make peace with them and apologize for the war.

## Sub-race: Copper Garnet

The copper garnet lives in a bazar forest of copper trees with garnet crystals. They don't necessarily defend this odd forest so much as they kill everything they see. The copper garnet has [Manifest] which slowly leaches out copper, nickel, zinc, and iron from the ground and forms the bazar tree-like structures which resemble natural copper or silver crystals. Then it leaches out malachite, chrisichola, cuprite, and azurite which form flower like crystals. It also leaches out corundum which normally forms garnet, but can also form ruby and sapphire crystals. A copper garnet will almost sense the minerals in the ground. They will "like" an area. They will not necessarily know why, but they want to live there. What is wild is the copper garnet does nothing to cause this effect. It just happens. If a copper garnet were to go to sleep near a suit of copper plate mail, it would turn it into a bush by morning.

[Manifest] = this leaches out copper, nickel, zinc, iron, and corundum from the ground (or within 2 feet of the ground) within X feet of the copper garnet up to X value in copper per day, which is then grown into a tree-like structure with flower crystals. X = the

characters unrestricted experience divided by 100. Thus a standard 10k character would leach 100 copper per night from a 100 foot radius. A wagon or cart must be specially crafted or a copper garnet will leach out the nails from the bottom half of the wheels. The plant like structure is treated as units of metal or units of jewelry.

Child	Age 3	
Exp.	#	Race skill description
1,000	3	[Manifest], Save: +15, Alertness: +15
1,000	2	+1 Strength, +1 Perception
1,500	1	Health: +20
Adolescent	Age 6	
Exp.	#	Race skill description
1,500	1	Movement: +15 ft. per round
500	2	+10 Dance, +10 Painting
6,000	1	Animals: +22 Dogs
		Additional Resistance: 100% copper, nickel, Zinc
3,333	1	
Adult	Age 10	
Exp.	#	Race skill description
700	1	RDM: +5
		Attack: Copper Flower 2D20 range 15 ft.
4,300	1	
Middle-age	Age 17	
Exp.	#	Race skill description
1,250	4	+1 Strength, +1 Spirit, Save: +15, Alertness: +15
3,350	1	Health: +40
2,250	1	Movement: +25 ft. per round
2,250	1	RDM: +15
		Attack: Copper Flower 6D20 range 35 ft. AOE 11 ft. dia.
4,300	1	
Senior	Age 30 to 50	
Exp.	#	Race skill description
2,250	4	+1 Strength, +1 Spirit, Save: +15, Alertness: +15
4,300	1	Health: +40
3,350	1	Movement: +45 ft. per round
		Attack: Copper Flower 10D20 range 85 ft. AOE 23 ft. dia. (AUTO HIT)
7,500	1	
Grand total	= 64,633 Experience	

## Sub-race: Garlic

They just like to annoy undead. While they are very powerful they are more often the target of undead large and small, because the garlic wonder around and forge epic undead wards . . . at random. Of course they hit the hot spots, but they will cast the spell anywhere.

Their goal is to never waste the mana. This is almost impossible. They don't cast fast enough to use it all. They will end up with 160 mana and a Max of 25. The most they can consume a day is 150 mana. Thus, they will happily yield mana to anyone who wants some.

Problem: Yielding mana is not something they are good at, and 25 mana in duration will make a 26 day duration undead ward. So this is what happens. Someone in a town encounters a garlic. Then once every 26 days or less the townsfolk, normally a church priest, will purchase the services of the town wizards to allow him to cast a powerful yield mana. the mana will cost about 600 copper for the 6 mana and the alchemy will be something like sea had eye \$556 for 6 more mana, or satyr blood \$718 for 6 mana. They can now cast yield mana with 12 in G for a range of 80ish miles. That should be enough to reach out to the garlic and request mana. The townsfolk will now cast the undead ward in his town to protect it, and charge a healthy fee for the service. All the garlic needs to do is find 26 people who are willing to cast and she can sit back and enjoy life. This is not easy to set up, but it can be done. Now look at what has happened. 26 towns, villages, hunting lodges, clusters of fairies or dryads, and even secret military bases all have an absolutely lethal undead ward. That horde of undead has nothing to attack. Every time it even touches one of those undead wards it kills off a few. This is the kind of thing that can really piss off an undead war lord. Thus, the garlic tend to get hunted by them.

Child		Age 3	
Exp.	#	Race skill description	
2,250	1	+11 Painting	
8,000	1	Mana: +160 Undead Ward	
Adolescent		Age 6	
Exp.	#	Race skill description	
2,250	1	+11 Dance	
3,350	1	+14 Architect	
1,500	1	Health: +20	
8,000	1	Animals: +28 Pets (level 2 and lower)	
Adult		Age 10	
Exp.	#	Race skill description	
4,545	3	Minimum Max of: 16 in (One Day, Lab 100 ft., and Full Dance)	
Middle-age		Age 17	
Exp.	#	Race skill description	
65,152	3	Max: +10 One Day, +10 Lab 100 ft., +10 Full Dance	
Senior		Age 30	
Exp.	#	Race skill description	

130,303	3	Max: +20 One Day, +20 Lab 100 ft., +20 Full Dance
Grand total		= 625,350 Experience

## Sub-race: Sapphire

The sapphire have an odd sense of fair play. They are often healers of the misunderstood. They count disenchanters, effete, flaming minotaurs, medusa, rakshasa, and sacrobeck as friends. These are generally evil but not undead. They will cast damage commute with them and as events unfold help them out during or after a battle. To the sapphire, these people seem persecuted and when they are hunted they need an ally. While they are willing to damage commute as much as 150 health points off and cast healing, they will not allow themselves to sustain or retain damage. Thus their loyalty is fickle at best. In other words, if the sapphire assumes it can heal 40 health of damage it will take 35 off the medusa and cast healing on itself. When its healing mana runs out, so does its generosity. Even if it were to make a life or death difference. A sapphire may have tones of healing mana for many spells, but is limited to 40ish per round of healing. The sapphire will not "bank" a bunch of damage thinking it can heal and rest over the next couple of rounds. It will let the medusa die. It tried. Further, while they love alchemy, it does not use alchemy for such healing. Well, not without an actual friendship and probably tribute. Thus, that medusa might find it worthwhile to message the sapphire and send it valuable gifts often to obtain a friendship.

All of this can be very troublesome for those trying to slay that medusa or sacrobeck, and a second layer of malicious strategy is employed. The sapphire fancy themselves and great smiths and carpenters. They will construct wooden temples, little gazebos, little bridges, and maybe a dock to fish from. They will be very pretty and decked out with brass rails and ornamentation. The would-be hero who casts fireball at the medusa sitting in the gazebo built by the sapphire will soon discover he has a new problem. The sapphire will hunt you down, dismantle your bones, and alphabetize you organs in a row on the road.

Child		Age 3	
Exp.	#	Race skill description	
1,500	2	+33 Singing, Health: +32	
Adolescent		Ability: Weather Summoning (5...)	
Exp.	#	Race skill description	

4,300	1	Mana: +50 Damage Commune
3,350	1	Mana: +30 Heal
6,000	2	Ability: Wood Kinesis(7...), Rock Kinesis(7...)
Adult		Age 10
Exp.	#	Race skill description

8,650	1	Health: +48
8,000	1	Mana: +100 Heal
4,300	1	[Bejeweled]
Grand total		= 45,850 Experience

# Clouded Leopard (Spirit Beast)

**Alignment:** Acrobatic clever

**Quote:** “Everything you can imagine is real.”—Pablo Picasso.

Type:	Animal – Pets		
Mythos:	Mother Nature		
Creation:	Live birth		
Habitat:	Jungle		
<b>Level:</b>	0	<b>Quantity:</b>	4
<b>Health:</b>	14	<b>Save:</b>	20
<b>AC:</b>	37	<b>To Hit:</b>	37
<b>Weapon:</b>	Claw, bite	<b>Range:</b>	5 ft.
<b>Damage:</b>	D8	<b>RDM:</b>	0
<b>Resistance:</b>	-		
<b>Weakness:</b>	-		
Strength:	7	Dexterity:	8
Intelligence:	4	Spirit:	8
Movement:	75 ft.	Fly:	-
Alertness:	38	Night Vision:	60 ft.
Size:	4 ft.	Weight:	80 lb.
Animal control:	59	Rider weight limit:	24 lb.
Bounty:	\$1,500		
Skin:	Fur		
Body:	Mammal		
Miles per day:	5		

Quality of story = 6 out of 10.

While all large cats are special, the clouded leopard stands alone as the ancestor to all cats. The clouded leopard is the only cat with reversible claws which allow it to climb down the tree branches with the same ease a cat can climb up them. So we have something special in store for the sacred spirit beast to the ancestor of all cat kind—the clouded leopard.

[Reverse Beast Master] \$5,000 per humanoid fay. You are required to meet them in game or purchase them at creation. When you meet them in game and want to purchase them, the transaction occurs with the Game Master as an out-of-game transaction where within the game you money just vanishes and the humanoid fay becomes your pet provided you can beast master it. You are not even allowed to purchase a humanoid fay you cannot control. With this skill we establish the following.

	<b>Quantity</b>			
	1	2 or 3	4 to 7	8 or more
<b>1<sup>st</sup> Level</b>	71	66	59	51

<b>2<sup>nd</sup> Level</b>	84	78	72	64
<b>3<sup>rd</sup> Level</b>	100	95	88	80
<b>4<sup>th</sup> Level</b>	116	111	104	96
<b>5<sup>th</sup> Level</b>	132	127	120	112
<b>6<sup>th</sup> Level</b>	150	145	138	130

What is this? This is the “animal control chart” for non-animal fay: fairies, sprites, pixies, etc. The clouded leopard is the player character, while the fay will become the beast mastered animal. This is a full role reversal. The clouded leopard will need speak with animals to allow it to speak with its pets. As an animal the clouded leopard can speak with all animal kind. The skills: Pilot, Animals, Fey, (race name), (race name) with (person name). You may also use the formula in animal control that calculates the difficulty and price based of total race experience and innates skills.

Just in case you are not totally stoked about the clouded leopard, it’s time to up the ante. After you master all of your race skills you get [I’ll take another].

[I’ll take another] = to use this skill you must pick a race. It may include a sub-race. This will increase your life span by appending that age chart to the end of your current age chart. You can only use this if you have learned all of your race skills. Some skills are not compoundable: Tailor, Smith, Carpenter, Jeweler, and Sculptor. This means for these five skills you are restricted to only one of your races. Thus, you cannot combine the tailor from high goblin with the tailor from quasit.



Reconciliation: Not reconciled.

## Equipment & Loot

None.

Child	Age 3 to 8		
Exp.	#	Race skill description	
Auto	1	[Reverse Beast Master]	
	1,000	+5 Defense, +3 Melee, Movement: +22 ft. per round	
	1,000	+4 Combat, Animals: +10 Fey	
Adolescent	Age 6 to 12		
Exp.	#	Race skill description	
	1,250	+4 Defense, +3 Melee, Movement: +23 ft. per round	

1,500	2	+4 Combat, Animals: +10 Fey	
500	1	Health: +6, Save: +10	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
1,250	2	+4 Defense, +2 Melee	
1,000	2	+4 Combat, Animals: +10 Fey	
Middle-age		Age 17 to 40	

Exp.	#	Race skill description	
1,000	1	[I'll take another]	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
Grand total		= 17,750 Experience	

# Cockatrice

**Alignment:** Chaotic and territorial

**Quote:** “Whatever you are, be a good one.”—Abraham Lincoln.

**Type:** Animal – Bird

**Mythos:** Hellenistic and Roman

**Creation:** Hatch from egg

**Habitat:** tropical forest

**Level:** 3    **Quantity:** 3

**Defense:** +1 magic

**Health:** 181    **Save:** 71

**AC:** 40:60\*    **To Hit:** 50:80\*/\*\*

**Weapon:** claws    **Range:** -

\* from magic blade, \*\* from to hit

**Damage:** 3D6:+10\*(1.5)\*

**Resistance:** 50% lightning

**Weakness:** 200% fire, axe, spear, human bow, disintegrate.

**Strength:** 5    **Dexterity:** 6    **Perception:** 8

**Intelligence:** 3    **Spirit:** 8    **Comeliness:** 10

**Movement:** 50 ft.    **Fly:** 20 mph

**Alertness:** 22\*    **Night Vision:** 200 ft.

\* from gate with special rules.

**Size:** 3 ft.    **Weight:** 10 lb.

**Animal control:** 93    **Rider weight limit:** 3 lb.

**Price:** \$17,950

**Bounty:** \$18,000

**Skin:** Feathers

**Body:** Bird

**Miles per day:** 80

The pictures never do it justice. This thing is gorgeous. If you like birds, then this is your pet. Don't underestimate them. They are fiery and fearless. This is NOT the animal that sneaks around and steals a cookie off the counter. This is the chick that kicks down your front door and chirps, "Cheeseburger with onions, hold the pickles . . . NOW!" You know the joke about: "What do you feed a 300 pound parakeet?" "Amm, anything it wants." Well that is a cockatrice at 10 pounds. This thing is a rainbow of colors and it WANTS to be seen. It validates its own existence by the number of people who run in holy terror from it. "Yeah, that's right. Just keep running, punk."

**Reconciliation:** level 3.

Age, Price, and Experience Calculator				
50%	40%	30%	20%	10%
\$9,424	\$7,719	\$6,013	\$4,308	\$2,603
62,075	49,660	37,245	24,830	12,415

## Equipment & Loot

If you can find the nest then there will be a 30% chance of D12 eggs.

x3	Magic Blade	A	B	M	Y
	Skill	10	10	0	10

30% Dispel resistance, +10\*(1.5) damage –or– (D8 + D20 damage), +20 AC / To Hit

x1	To Hit	C	M	V
	Skill	5	0	10

15% Dispel resistance. +10 to hit

x1	Dispel	E	H	I	J	M
	Skill	10	5	7	10	0

32% Dispel resistance. 210% chance to dispel.

inf.	Gate	G	L	M
	Skill	2	34	void

\*special. This ability does NOT cause the automatic loss of initiative (which is normal), and initiative must be rolled upon arrival.

Child		Age 3 to 9		
Exp.	#	Race skill description		
1,350	1	Fly at 10 mph		
1,000	2	Save: +16, Attack: Claw 3D6		
4,300	2	+10 Claw, Health: +40		
2,000	1	Fly: +10 mph		
4,000	1	+5 Combat		
500	1	Night Vision: 200 ft.		
Adolescent		Age 7 to 18		
Exp.	#	Race skill description		
2,250	1	Max: +4 One Round		
8,000	1	Spell: x3 Magic Blade(10,10,0,10)		
3,350	1	Spell:x1 To Hit(5,0,10)		
8,000	1	Endowment:x1 Dispel(10,5,7,10,0)		
6,000	2	Max: +4 Speech, Health: +30		
7,000	1	Max: +4 Nothing		
1,250	1	Save: +8		
700	2	Mana: +10 AC, Magic Detection		
12,000	1	+10 Claw		
Adult		Age 16 to 50		
Exp.	#	Race skill description		
10,000	1	Mana: +32 Disintegration		
2,250	2	Internal: Gate(2,34,void)		
1,500	1	Defense: gold		

10,000	1	+5 Combat	
4,300	1	+10 Defense	
Middle-age		Age 40 to 100	
Exp.	#	Race skill description	
3,350	1	Save: +31	
2,800	1	Defense: +1 Magic	
14,000	1	Health: +90	
Senior		Age 90 to 150	
Exp.	#	Race skill description	
Grand total =		124,150 Experience	

## Sub-race: Musical.

The musical has special feathers that act like flutes and the stings of a violin when it moves. Based on the arrangement of a musical's feathers it will play different melodies with different movements of its body. As a result the musical makes music with every step it takes and a silence spell will invoke fear and terror in a musical. It will immediately attempt to make sound and if it fails, it will try to escape the silence effect.

[Musical] = a skill of 40 in any act that makes music is required: singing, violin, guitar, etc. At the end of a three minute performance the musical is fully healed, cured of deafness, cured of blindness, cured of all diseases and poisons, cured of any undead augmentations such as lycanthropy, vampirism, and

immortality via the spell mortality at infinite mana, and cured of suffocation, hunger, and intoxication. Thus, as long as it can stay alive for three minutes, then it can survive any environment.

Child		Age 3	
Exp.	#	Race skill description	
Auto	1	[Musical]	
2,250	3	+5 Dance, +5 Singing, Health: +20	
2,000	1	(Iff Applicable) Fly at +15 mph	
2,250	1	+2 Comeliness	
Adolescent		Age 6	
Exp.	#	Race skill description	
9,000	1	Ability: Ice Attack(500977)	
2,250	3	+5 Dance, +5 Singing, Health: +20	
		Ability: Lightning Attack	
9,000	1	(15,0,0,4,7,0)	
Adult		Age 10	
Exp.	#	Race skill description	
2,250	3	+5 Dance, +5 Singing, Health: +20	
9,000	1	Ability: Fire Attack(700770)	
Middle-age		Age 17	
Exp.	#	Race skill description	
Senior		Age 30	
Exp.	#	Race skill description	
Grand total		= 51,500 Experience	

# Crawler

Alignment: Scavenger

Quote: You can either experience the pain of courage or the pain of regret. The choice is yours.”—M. J. Leonard...

Type: Animal – Other

Mythos: needs research

Creation: Hatch from egg

Habitat: Cave, forest, jungle

Level: 1      Quantity: 24

Health: 34      Save: 10

AC: 20      To Hit: 40

Weapon: Sting      Range: -

Damage: D10\*      RDM: 0

\*12 hinder for 7 rounds (-12 AC, -12 to hit, -12 ft. mv.)

Resistance: -

Weakness: 200% lightning, axe, spear, sylph bow, zinc.

Strength: 5      Dexterity: 7      Perception: 7

Intelligence: 0      Spirit: 6      Comeliness: 4

Movement: 25 ft.      Fly: no.

Alertness: 43      Night Vision: 0

Size: 9 ft.      Weight: 300 lb.

Animal control: 45      Rider weight limit: 100 lb.

Price: \$100

Bounty: \$250

Skin: Exoskeleton

Body: Insect

Miles per day: 1

Quality of story = 4 out of 10. (Too short)

The crawler is a lot like its common centipede cousin. They are mostly docile scavengers. They tend to dwell in dark muggy caves and dungeons where the lichen and mold is plentiful.

When it encounters a mortal threat it unleashes a piercing screech that travels for a thousand feet underground and five miles above ground. This warning bell causes many cave dwellers to let it live. Few creatures will kill a crawler in its natural habitat because it provides an early warning to everything else living there. After you encounter a crawler, for the next hour surprise is not possible. Everything is looking for

what triggered it. This has made them subjects of interest for many other races: goblins, orcs, and gnolls are just a few that will tame and feed them to guard their camps at night.

Reconciliation: level 1. An attack is NOT an attempt to destroy an illusion. If you are more than 30 feet away they do not respond to you. They move about randomly 25 feet per round. Roll a D8 every round for new direction. You can make just one roll for everyone. Do not be surprised if they act dumb. They are designed to. They charge toward damage. Thus, the archer and fireball will lure them.

## Equipment & Loot

A chemistry check of 30 can harvest D20 doses of poison: 12 hinder for 7 rounds (-12 AC, -12 to hit, -12 ft. mv.). If you can find the nest then there will be a 70% chance of 3D20 eggs.

Child		Age 0 to 1	
Exp.	#	Race skill description	
1,500	1	+20 Alertness	
3,350	1	Attack: Sting D10 + 12 hinder for 7 rounds	
Adolescent		Age 1 to 3	
Exp.	#	Race skill description	
200	1	[Alarm Screech]	
14,000	1	+20 Sting attack	
1,500	1	Health: +20	
Adult		Age 2 to 5	
Exp.	#	Race skill description	
Middle-age		Age 4 to 7	
Exp.	#	Race skill description	
Senior		Age 6 to 8	
Exp.	#	Race skill description	
Grand total =		20,550 Experience	

# Crockin

**Alignment:**

Chaotic

**Quote:**

“It’s hard to beat a person who never gives up.”—Babe Ruth.

**Type:** Animal – Pets

**Mythos:** By Ryvah under the god: Wargon

**Creation:** Live birth

**Habitat:** Ice and snow, Caves, volcanos

**Level:** 6    **Quantity:** 24

**Defense:** +95 magic

**Regeneration:** 90 per round, [Instant Revival]

**Health:** 100    **Save:** 160

**AC:** 255    **To Hit:** auto

**Weapon:** claw-Mystic bite    **Range:** Mystic bite

**Damage:** D20    **RDM:** +180

**Resistance:** 100% poison, 75% fire, ice, lightning, 50% sword

**Weakness:** 700% telekinesis, mithral.

**Strength:** 13    **Dexterity:** 13    **Perception:** 7

**Intelligence:** 3    **Spirit:** 7    **Comeliness:** 7

**Movement:** 120 ft.    **Fly:** Jump 81 ft.

**Alertness:** 35    **Night Vision:** 75 ft.

**Size:** 1 ft.    **Weight:** 1 lb.

**Animal control:** 133    **Rider weight limit:** 4 oz.

**Price:** \$40,000

**Bounty:** \$60,000

**Skin:** Hide

**Body:** Mammal

**Miles per day:** 22

Quality of story = 6 out of 10. (Will be imported)

**Reconciliation:** level 6. [Instant Revival] means they can attack on the round they regain consciousness. Their ability to jump converts their movement to an action that escapes an entanglement and move vertically strait up.

## Equipment & Loot

None.

inf.	Anti-Magic Aura								
D	H	I	J	L	L	L	L	4M	
1	0	0	22	23	23	22	22	53	

2286% Dispel resistance. 600% chance to dispel.

There are 50 copies of this on at all times. The compound chance to dispel is as follows:

540 dispel resistance = 99% Dispel.

564 dispel resistance = 98% Dispel.

579 dispel resistance = 97% Dispel.

588 dispel resistance = 96% Dispel.

593 dispel resistance = 95% Dispel.

596 dispel resistance = 94% Dispel.

598 dispel resistance = 93% Dispel.

600 dispel resistance = 0% Dispel.

Child			Age 1 to 30		
Exp.	#	Race skill description	Exp.	#	Race skill description
4,300	2	[Mystic Bite], [Instant Revival]	750	2	Save:+10 (x2)
2,250	2	+2 Strength, +2 Dexterity	7,750	2	+3 Strength, +3 Dexterity
3,700	1	Movement of: +30 ft. per round	4,300	2	+5 Combat, Defense: +1 Magic
700	1	+12 Alertness	4,300	1	Movement of: +60 ft. per round
4,300	2	Attack: D20, RDM: +10	4,300	2	[Attack is auto hit], Health: +40
Adolescent			Age 25 to 80		
Exp.	#	Race skill description	Exp.	#	Race skill description
750	2	Save:+10 (x2)	800	2	+8 Alertness, Ability: Jump (9,9,9,void)
7,750	2	+3 Strength, +3 Dexterity	6,000	2	+3 Strength, +3 Dexterity
4,300	2	+20 Combat (x3), Defense: +6 Magic	10,000	4	Ability: Anti-Magic Aura (1,0,0,7,7,7,7,14)
4,300	1	Save:+40 (x3), Health: +40	7,500	4	+20 Combat (x3), Defense: +6 Magic
4,300	1	RDM: +30	20,700	1	Ability: Anti-Magic Aura (1,0,0,14,14,14,14,28)
Adult			Age 70 to 200		
Exp.	#	Race skill description	Exp.	#	Race skill description
3,000	1	Ability: Anti-Magic Aura (1,0,0,7,7,7,7,14)	19,000	10	+19 Defense (x10)
800	2	+8 Alertness, Ability: Jump (9,9,9,void)	20,000	4	RDM: +35 (x4)
6,000	2	+3 Strength, +3 Dexterity	20,000	1	Defense: +35 Magic
10,000	4	+20 Combat (x3), Defense: +6 Magic	14,000	1	Regeneration: +10 per round
7,500	4	Save:+40 (x3), Health: +40	Middle-age		
20,700	1	RDM: +30	Age 170 to 800		
Exp.	#	Race skill description	Exp.	#	Race skill description
20,000	1	Ability: Anti-Magic Aura (1,0,0,14,14,14,14,28)	19,000	10	+19 Defense (x10)
19,000	10	+19 Defense (x10)	20,000	4	RDM: +35 (x4)
20,000	4	RDM: +35 (x4)	20,000	1	Defense: +35 Magic
14,000	1	Regeneration: +10 per round	Senior		
Exp.	#	Race skill description	Exp.	#	Race skill description
20,000	1	Ability: Anti-Magic Aura (1,0,0,22,23,23,22,22,53)	30,000	1	Defense: +95 Magic
30,000	1	Defense: +95 Magic	30,000	1	Regeneration: +80 per round
30,000	1	Regeneration: +80 per round	Grand total =		
			575,900 Experience		

# D

“It is better to die on your feet than live on your knees.”—Emiliano Zapata

## Demonic Beast: Beast

**Alignment:** Evil

**Quote:** “Only the paranoid survive.” – Andy Grove.

**Type:** Undead

**Creation:** Forge metaphysical body: 515

**Habitat:** Hell

**Level:** 2      **Quantity:** 1

**Defense:** +1 Magic

**Health:** 50      **Save:** 40

**AC:** 40      **To Hit:** 60

**Damage:** D12      **RDM:** 0

**Resistance:** 50% force

**Weakness:** 200% fire, lightning, wood, spear, satyr bow, sliver.

**Strength:** 14      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 7      **Spirit:** 5      **Comeliness:** 3

**Movement:** 45 ft.      **Fly:** no.

**Alertness:** 25      **Night Vision:** -

**Size:** 7 ft.      **Weight:** 270 lb.

**Bounty:** \$18,000

**Skin:** Hide

**Body:** Mammal

**Miles per day:** 10

Quality of story = 5 out of 10.

First off, it is almost a slave. This thing is forged by some great being just like an angel, but angels are forged with love. This is forged with hate. Good gods forge angels and evil gods forge daemons and devils. As such this thing is forged without culture and colorful ideals. It requires 34 mana in J; thus, a 17 max caster. This bar is so low mortals can make it. But it gets better; the more experience in hate, greed, and all the semi-evil personality skills the original target has, then the easier it is to cast the spell and forge the lesser daemon. Make no mistake, they are weapons of war with as much personality as a grenade. With that said, we acknowledge the difference between grenades, swords, and poisons. The “demonic beast: beast” is a master of skeletons and functions like an aircraft carrier sending in wave after wave of skeletons to do its job.

**Reconciliation:** Not Reconciled. Do not use unholy servant in this battle.

### Equipment & Loot

1,000 pounds of stuff worth 5 copper per pound.

x1	Fire Attack	A	B	E	H	I	M
	Skill	5	0	5	5	5	0

20% Dispel resistance, 5D6 – 10 damage –or– (3D4 damage)

Stage 1		
Exp.	#	Race skill description
Auto	1	Religion: +20 (in your creator)
1,500	2	Movement: +15 ft. per round, Save: +20
3,350	2	Health: +32, Spell: x1 Fire Attack (505550)
700	1	Alertness: +12
2,250	1	+2 Strength
Stage 2		
Exp.	#	Race skill description
3,750	1	+2 Strength
4,300	1	Defense: +1 Magic
Stage 3		
Exp.	#	Race skill description
4,000	1	+2 Strength
14,000	1	+20 Defense
15,000	1	Spell: x1 Unholy Servant(10,0,30,10)
Stage 4		
Exp.	#	Race skill description
10,000	4	+10 Melee (x4)
Stage 5		
Exp.	#	Race skill description
15,000	1	Ability: Unholy Servant(1,0,30,10)
Grand total		= 108,700 Experience

# Demonic Beast: Coin

**Alignment:** Evil through sexual lust

**Quote:** “All our dreams can come true, if we have the courage to pursue them.”—Walt Disney.

**Type:** Undead

**Creation:** Forge metaphysical body: 850

**Habitat:** Hell

**Level:** 6    **Quantity:** 1(3)

**Defense:** Platinum    **Damage Resistance:** 200

**Health:** 700    **Save:** 60

**AC:** 120    **To Hit:** 120

**Damage:** D2    **RDM:** +100

**Resistance:** 50% fire, lightning, acid, wood, light, silver, gold.

**Weakness:** 200% Mithral.

**Strength:** 6    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 8    **Spirit:** 7    **Comeliness:** 11

**Movement:** 30 ft.    **Fly:** no.

**Alertness:** 20    **Night Vision:** -

**Size:** 5¾ ft.    **Weight:** 130 lb.

**Skin:** Succulent flesh

**Body:** Humanoid

**Miles per day:** 10

Quality of story = 10 out of 10.

The coin is a multibody manifestation. Each body will have its own mana and skills; however, one mind controls them all. This one mind sees and hears from all its bodies simultaneously and can perform different actions with each one. She can be her own lab assistant but magic is not her agenda. The true function of her multi body is a tag team seduction con-game. Imagine a poker game where one body plays cards while the other two stand behind the other players and look over their shoulder at their cards. That is the concept, but apply it to high powered romance, politics, and the seduction of pleasures of the flesh. One body is running surveillance, while another body plays the girlfriend, and the third body plays the dirty little mistress. The coin has all three manipulating their victim. Perhaps even arguing with each other to sale the illusion of them being separate beings. They step it up with the girl doing intelligence gathering by getting a job for Mr. Lucky. That's the guy who is about to turn his secretary into his mistress. Ideally the man in the middle is in love with all three, all the while the coin (who is all three) is bleeding him dry. They will steel what they can't con him out of, and use him to move on to a wealthier more powerful target. When they are finished their victim will be bankrupt, broken, and

maybe dead. The victim will likely blame themselves for cheating and never even know it was a coin.

In order to kill a coin, all three bodies must die. If any single body lives, then she can use heal to forge (from thin air) bran new bodies for the ones killed. Thus, she can have her victim “kill” his mistress in a lover’s quarrel, and put him in jail for murder. And, suffer nothing. The new body requires one day to awaken, and starts at zero health + what was healed. The rest will need more healing.

[Multi Body] = To play a multi body the skill [Multi Body] is purchased prior to character creation. Further, the price is not necessarily as defined. 5,000 = 2 bodies; 7,500 = 3 bodies; 11,000 = 4 bodies (with this you also need to convert 2,000 copper to experience). All bodies will gain experience equal to other players. All bodies are female and the same race, (age may vary), and (sub-races may vary).

**Reconciliation:** Not Reconciled.

**Magically Enriched:** 9, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

10,000 pounds of stuff worth 70 copper per pound. 70 units of cloth, 120 units of ore. 500,000 copper coins. Thieves pick & tools +4 +2 Magic.

Stage 1		
Exp.	#	Race skill description
7,500	1	[Multi Body]
4,300	3	+3 Comeliness, +20 Escort, +20 Rogue
2,250	1	+2 Intelligence, Defense: Platinum, Save: +25, Health: +25
4,300	1	+10 Psychology
Auto	1	Religion: +20 (in your creator)
Stage 2		
Exp.	#	Race skill description
4,300	3	+3 Comeliness, +20 Escort, +20 Rogue
Stage 3		
Exp.	#	Race skill description

30,000	8	Mana: +40 Illusion (x4), +40 Divination (x4)
20,000	4	Mana: +20 Movement (x4)
15,000	4	Max: +10 Nothing (x4)
20,000	25	+20 Combat (x5), RDM: +20 (x5), Health: +135 (x5), Damage Resistance: +20 (x10)
Stage 4		

Exp.	#	Race skill description
4,300	3	+3 Comeliness, +20 Escort, +20 Rogue
Stage 5		
Exp.	#	Race skill description
Grand total		= 932,750 Experience

# Demonic Beast: Devil

**Alignment:** Evil incarnate, chaotic

**Quote:** “Do what you feel in your heart to be right—for you’ll be criticized anyway.”—Eleanor Roosevelt.

**Type:** Undead

**Creation:** Forge metaphysical body: 743

**Habitat:** Hell

**Level:** 3    **Quantity:** 1

**Defense:** +3 Magic    **Damage Resistance:** 5

**Health:** 260+ 100 stone skin    **Save:** 66: 90\*

\* by spell

**AC:** 80    **To Hit:** 95: 110\*

\* by spell

**Weapon:** Fire Attack    **Range:** 24 ft. radius

**Damage:** 1\*(1.5)    **RDM:** 0

**Resistance:** 50% ice, poison

**Weakness:** 200% force, spear, sylph bow, copper, Disintegrate, silver

**Strength:** 18    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 8    **Spirit:** 4    **Comeliness:** 3

**Movement:** 30 ft. \*    **Fly:** no.

\* + 100 ft. jump by spell.

**Alertness:** 23    **Night Vision:** -

**Size:** 7½ ft.    **Weight:** 340 lb.

**Bounty:** \$50,000

**Skin:** Hide

**Body:** Humanoid

**Miles per day:** 10

Quality of story = 4 out of 10. No story.

By the raging fire filling my soul, something wicked awakens in toll. Burn baby burn! There are lots of styles of daemons and devils. This one is just a plain old hot blooded killer. Kill, kill, kill. There ain't no reason for it. Just die. This is what a blood thirst combat fire-magi looks like in the underworld. Don't be fooled by its fire attack. "What? Are you kidding me? Oh my, one whole mana in damage. This thing is a joke." Oh really? What's your AC? Because this guy is going to "Roll to hit" with his spell. So it's basically a fighter with a "to hit" score? Yeah, but the fire attack hits everything in a 49-foot diameter manipulation, and he is going to jump right to the center of you party. That 110 to hit score is going to drop down on *everyone* in your party like a sledge hammer with excess damage.

Scared yet?

**Reconciliation:** Level 3. He has danger sense and is always aware.

**Magically Enriched:** 15, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

\$50,000 in diamonds (not units). \$35,000 in emeralds, \$25,000 in rubies, \$20,000 in sapphires.

inf.	Fire Attack	A	B	E	H	I	M
	Skill	1	0	0	7	13	Void

x1	To Hit	C	M	V
	Skill	5	5	15

75% Dispel resistance,

x1	Protection	C	M	R
	Skill	5	5	8

68% Dispel resistance,

x1	Stone Skin	C	M	S
	Skill	5	5	20

80% Dispel resistance,

inf.	Jump	B	H	J	M
	Skill	5	10	6	Void

Stage 1			
Exp.	#	Race skill description	
4,300	1	Ability: Jump(5,10,6,Void)	
4,300	1	Spell:x1 To Hit(5,5,15)	
2,250	1	Spell:x1 Protection(5,5,8)	
3,350	1	+20 Fire Attack: intended to add to "to hit" score	
8,000	3	+5 Strength, Health: +60, Defense: +3 Magic	
Stage 2			
Exp.	#	Race skill description	
4,300	1	Ability: Fire Attack(1,0,0,7,13,Void)	
4,300	3	+2 Strength, +10 Defense, Damage Resistance: +5	
3,350	1	+20 Fire Attack: intended to add to "to hit" score	
Stage 3			
Exp.	#	Race skill description	
4,300	1	Spell:x1 Stone Skin(3,3,10)	

5,000	3	+10 Defense (x2), +2 Strength
3,350	1	+20 Fire Attack: intended to add to “to hit” score
		Stage 4
Exp.	#	Race skill description
6,000	1	Spell:x1 Stone Skin(5,5,20)
3,350	1	+20 Fire Attack: intended to add to “to hit” score

5,000	2	+10 Defense (x2)
		Stage 5
Exp.	#	Race skill description
3,350	1	+20 Fire Attack: intended to add to “to hit” score
5,000	1	+10 Defense (x1)
Grand total		= 109,100 Experience

# Demonic Beast: Menace

**Alignment:** Evil

**Quote:** “If something is important enough, even if the odds are stacked against you, you should still do it.”—Elon Musk.

**Type:** Undead

**Creation:** Forge metaphysical body: 971

**Habitat:** Hell

**Level:** 4    **Quantity:** 1

**Defense:** +4 Magic    **Damage Resistance:** 9

**Regeneration:** 5 health per round

**Health:** 140    **Save:** 85

**AC:** 90: 150\*    **To Hit:** 120: 180\*

\* Magic blade

**Damage:** D10    **RDM:** 0

**Resistance:** 50% ice, spear

**Weakness:** 200% acid, force, sylph bow, telekinesis, silver.

**Strength:** 8    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 7    **Spirit:** 4    **Comeliness:** 4

**Movement:** 75 ft.    **Fly:** no.

**Alertness:** 30    **Night Vision:** 100 ft.

**Size:** 6 ft.    **Weight:** 180 lb.

**Bounty:** \$150,000

**Skin:** Hide

**Body:** Mammal

**Miles per day:** 10

Quality of story = 8 out of 10.

This is the assassin of an evil god. Realize it requires a 971 score to forge this metaphysical body. If we plan on a 100 point discount for skills in evil of the subject and aim at a small 20% success, then the caster will still need 59 mana in effect J. Magi? No, LOL. Arch-magi, no. Grand arch-magi, no. At a 30 max you need an Epic Arch-Magi!

A menace will know the name of its target. They do not attack at random. They have an agenda, and when they are done, they leave. They are also called the seven-tailed fox. When they are not in the service to their god they are playing with wild foxes. They follow orders, but typically do not care about the mission or the target. There is nothing personal. They just want to get in, do the job, and get out as soon as possible, so they can get back to playing with the foxes. It will do exactly what is required, so its god can't complain, but nothing more. For example:

Evil God, “There is a magic sword in a temple guarded by a giant. Go kill the giant.”

Menace, “Okay.” It leaves, then returns. “Giant dead.”

Evil God, “Great. Where is the sword?”

Menace, “Back at the temple.”

**Reconciliation:** Not Reconciled.

## Equipment & Loot

6,000 pounds of stuff worth 18 copper per pound. 20,000 copper coins, Leather armor +6 quality +4 magic.

x1	Magic Blade	A	B	M	Y
	Skill	30	30	30	30

420% Dispel resistance, +30\*(1.5) Damage –or– (10D8 damage), +60 to hit, +60 AC.

inf.	Teleport	G	J	K	L	M	O
	Skill	99	6	0	0	Void	9

This is linked to magic blade with every attack he makes with any magic blade spell. The teleport occurs first and can only be used to teleport him directly in front of a person who harmed him on that round, and he gets to attack on arrival instantly prior to all other actions by all others. This is restricted by requiring knowledge about the person who harmed him to use the teleport.

Stage 1							
Exp.	#	Race skill description					
4,300	1	Linked Ability: Teleport (99,6,0,0,Void,9)					
4,300	1	Spell:x1 Magic Blade(5,5,5,5)					
4,300	5	Movement: +45 ft. per round, Defense: +1 Magic, Health: +40, Save: +40, Damage Resistance: +9					
3,350	1	Spell:x1 Magic Blade(8,8,8,8)					
Stage 2							
Exp.	#	Race skill description					
4,300	1	Spell:x1 Magic Blade(10,10,10,10)					
10,000	1	Regeneration: +5 health per round					
7,700	1	Defense: +4 Magic					
13,000	1	Health: +80					
Stage 3							
Exp.	#	Race skill description					
9,000	1	Spell:x1 Magic Blade(15,15,15,15)					
20,000	5	+10 Combat (x4), +30 Melee					

Stage 4		
Exp.	#	Race skill description
12,000	1	Spell:x1 Magic Blade(23,23,23,23)
20,000	3	+10 Combat (x3)
Stage 5		

Exp.	#	Race skill description
12,000	1	Spell:x1 Magic Blade(30,30,30,30)
Grand total		= 261,450 Experience

# Demonic Beast: Shadow

**Alignment:** Evil

**Quote:** "People who wonder if the glass is half empty or half full miss the point. The glass is refillable."— unknown.

**Type:** Undead

**Creation:** Forge metaphysical body: 1200

**Habitat:** Hell

**Level:** 5    **Quantity:** 1

**Defense:** +5 Magic    **Damage Resistance:** 10

**Health:** 200    **Save:** 120

**AC:** 70    **To Hit:** 50

**Damage:** D6    **RDM:** 0

**Resistance:** 50% fire, lava, thorn, hammers

**Weakness:** 200% mud, wood, light, sylph bow, telekinesis, disintegrate, silver

**Strength:** 7    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 10    **Spirit:** 10    **Comeliness:** 5

**Movement:** 30 ft.    **Fly:** 20 mph

**Alertness:** 50    **Night Vision:** -

**Size:** 5 $\frac{3}{4}$  ft.    **Weight:** 150 lb.

**Skin:** Hide

**Body:** Humanoid

**Miles per day:** 10

Quality of story = 10 out of 10.

A shadow is the right hand of Satin. They are the overlords and often assigned other lesser demonic servants. With gate they travel back and forth between the lower levels of Hell, as well as the world of the living. They collect bits of hair or blood from a battlefield and make voodoo dolls. But they don't stop there. They are not trying to kill their victim; they want to own their victim. So they make voodoo dolls out of the target's wife and kids. The parents, cousins, and even the milk man all get dolls. They now inform their victim they are the property of the shadow. From a thousand miles away, the shadow can torcher them, mutilate them, and kill them. If the victim dears to think about suicide, then the rest of the dolls get played with too. As for all those demonic servants, those dolls are on another shelf.

**Reconciliation:** Not Reconciled.

**Magically Enriched:** 8, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

8 Dolls worth 900 copper each.

7 Dolls worth 1500 copper each.

6 Dolls worth 2500 copper each.

x1	Voodoo Doll	D	L	M	R
	Skill	88	88	188	88

2332% Dispel resistance, Save: 284.

x5	Identify	G	K	M	U
	Skill	88	88	88	88

1232% Dispel resistance,

x5	Locate Object	C	G	K	M	U
	Skill	88	88	88	88	88

1320% Dispel resistance,

inf.	Gate	G	K	L	M	O
	Skill	88	88	88	Void	8

x2	Telekinesis	A	B	F	M	O	P	R
	Skill	88	88	8	88	16	88	88

1344% Dispel resistance, 88\*(1.5) damage –or– (24D10 damage)

Stage 1		
Exp.	#	Race skill description
3,350	1	Alertness: +35
2,250	2	+2 Perception, +2 Dexterity
4,300	1	Defense: +1 Magic
3,350	1	Fly at 20 mph
Stage 2		
Exp.	#	Race skill description
10,000	1	Damage Resistance: +10
10,000	1	Defense: +5 Magic
15,000	1	+20 Defense
60,000	1	+30 Combat
Stage 3		
Exp.	#	Race skill description
30,000	1	Spell:x5 Identify(88,88,88,88)
30,000	1	Spell:x5 Locate Object (88,88,88,88)
40,000	1	Spell:x2 Telekinesis (44,44,4,44,8,44,44)
40,000	1	Spell:x1 Voodoo Doll(44,44,94,44)
Stage 4		
Exp.	#	Race skill description

40,000	1	Ability: Gate(88,88,88,Void,8) Spell:x1 Voodoo
40,000	1	Doll(88,88,188,88)
40,000	1	Spell:x2 Telekinesis (88,88,8,88,16,88,88)

Stage 5		
Exp.	#	Race skill description
Grand total		= 370,500 Experience

# Demonic Beast: Thorn

**Alignment:** Evil and sadistic

**Quote:** "No one is to blame for your future situation but yourself. If you want to be successful, then become 'successful'."—Jaymin Shah.

Type:	Undead	
Creation:	Forge metaphysical body: 730	
Habitat:	Hell	
Level:	6	Quantity: 2
Defense:	+4 Magic	
Health:	2,000	Save: 200
AC:	20	To Hit: 20
Weapon:	Thorn	Range: -
Resistance:	100% thorn. 50% dagger, copper, fire, ice, satyr bow.	
Weakness:	200% acid, rock, sylph bow, energy drain, mithral.	
Strength:	5	Dexterity: 10 Perception: 10
Intelligence:	7	Spirit: 15 Comeliness: 15
Movement:	30 ft.	Fly: no.
Alertness:	30	Night Vision: 100 ft.
Size:	5¾ ft.	Weight: 140 lb.
Skin:	Succulent flesh	
Body:	Humanoid	
Miles per day:	10	

The thorn is a horny sadistic masochistic manifestation with massive thorn manipulation. Their philosophy is: if a girl can bleed for seven days once a month, so can a boy. Because boys lack a menstrual cycle she uses her thorns to manually inflict one. But why stop at just seven days a month? Let's go for all 30. Now add sex. She is fully wrapped in thorns as she engages in her passion, and even if her boy-toy started as a willing subject, he won't be by the end of the act. Lorena Bobbitt eat your heart out. That poor pecker of his will hit her vagina like a tomato in a blender.

Reconciliation: Not Reconciled.

## Equipment & Loot

18 sets of lingerie armor. D12 to determine base AC, D8 to determine quality, D6 to determine magic (reroll if over quality), D6 to determine mystic thorn (reroll if over magic)

x1	Thorn Kinesis									
A	C	H	J	L	M	N	O	P	Q	
400	24	5	6	34	110	0	200	200	50	

2129% Dispel resistance,

x10 Thorn Web							
A	B	E	H	I	K	K	M
4	13	0	5	13	13	13	200

2261% Dispel resistance,

Stage 1		
Exp.	#	Race skill description
6,000	1	Spell:x10 Thorn Web(2,7,0,3,7,7,7,100)
12,000	1	Spell:x1 Thorn Kinesis(15,12,3,3,15,15,0,15,15)
8,000		+60 escort
Auto	1	Religion: +20 (in your creator)
Stage 2		
Exp.	#	Race skill description
6,000	1	Spell:x10 Thorn Web(3,10,0,4,10,10,10,150)
12,000	1	Spell:x1 Thorn Kinesis(23,18,4,5,23,23,0,23,23)
4,300	3	[Bone Armor], [Naked Opal], [Henti Hoard]
5,000	1	Chi: +6 ft. AOER
Stage 3		
Exp.	#	Race skill description
6,000	1	Spell:x10 Thorn Web(4,13,0,5,13,13,13,200)
12,000	1	Spell:x1 Thorn Kinesis(30,24,5,6,30,30,0,30,30)
4,600	4	[M], [I], [L], [F]
75,000	1	Spell:x1 Thorn Kinesis(200,12,3,3,17,55,0,100,100)
Stage 4		
Exp.	#	Race skill description
50,000	1	Spell:x1 Thorn Kinesis(300,18,4,5,26,83,0,150,150)
Stage 5		
Exp.	#	Race skill description
50,000	1	Spell:x1 Thorn Kinesis(400,24,5,6,34,110,0,200,200)
Grand total		= 265,300 Experience

# Despiser

Alignment: Sneaky

Quote: “Thing may come to those who wait, but only the things left by those who hustle.”—Abraham Lincoln.

Type: Animal – Large beasts

Mythos: inspired by Gygax

Creation: Live birth

Habitat: jungle, thick forest

Level: 4      Quantity: 6\*

\* They are seldom within 100 feet of each other. A layer is 625 feet in diameter: the size of their animated manipulation of darkness.

Defense: +2 Magic

Health: 280      Save: 75

AC: 110      To Hit: 135

Weapon: Mystic bite      Range: 20 ft.

Damage: 7D20      RDM: 0

Resistance: 50% lightning, poison, axe

Weakness: 200% mud, light, elven bow, energy drain, gold.

Strength: 7      Dexterity: 11      Perception: 11

Intelligence: 3      Spirit: 11      Comeliness: 8

Movement: 120 ft.      Fly: no.

Alertness: 35      Night Vision: 500 ft.

Size: 6 ft.      Weight: 180 lb.

Animal control: 103      Rider weight limit: 60 lb.

Price: \$131,294

Bounty: \$27,000

Skin: Fur

Body: mammal

Miles per day: 7

Quality of story = 3 out of 10.

From the land of shadows where the spooks lurk comes the master of sneak. The despiser wouldn't willingly do a frontal charge on a rabbit chained to a pole. Food just doesn't taste right if it can see you coming. They do one thing, and they do it well. They sneak. The obvious is speed, darkness, and illusions. But far more subtle is to observe the level of patience they practice. This is a cat who stocks his pray. They are willing to wait for hours like a lone jaguar in a tree or behind a bush. But, they are a pride like a lion. They hunt in a pack. So to grasp the despiser, mix the stealth of the leopard with the cunning of a lion. It would be abnormal to see one during the day. They like the invisibility of night, and they fight like a long armed boxer. If you are not knowledgeable of old school ring boxing, the boxers with long arms have an advantage. The goal is to stay just out of the reach of the other

boxer where your punches land and their punches do not. They are going to do their best to keep their target 19 feet away, where they will bloody the thing to a pulp without ever getting scratched.

Reconciliation: level 4. Their attack is with their tentacles at 20 feet away. While one will attack directly, once there is magic or chi on the battle field, then they will attack that with as much secrecy as possible. In other words, they will use mystic bite to attack indirectly. From behind an obstacle where you can't see them they hit part of your attack hoping you can't see it either.

## Equipment & Loot

None.

Taming a wild adult is very difficult. As such only little kittens ever make the market. Additionally because they require so much experience, the addition of a sub-race does not add much the control check. That 2% kitten is still a 52 animal control.

Age, Price, and Experience Calculator				
8%	6%	4%	3%	2%
\$16,543	\$14,048	\$11,554	\$10,307	\$9,059
22,396	16,797	11,198	8,399	5,599

x1	Maddie Ziegler	B	E	K	M
	Skill	25	25	10	25

335% Dispel resistance.

x1	Image	C	H	I	J	M
	Skill	5	25	13	25	24

332% Dispel resistance.

x2	Darkness	C	E	H	I	M	R
	Skill	1	25	10	13	24	25

338% Dispel resistance.

x1	Clairvoyance	C	M	Z	Z	Z
	Skill	5	25	14	14	14

322% Dispel resistance.

Child	Age 3 to 8	
Exp.	#	Race skill description

6,000	3	+12 Defense, +12 Melee, Health: +50
3,350	1	Save: +32
500	1	Attack: D20 reach 20 ft.
6,000	1	Movement: +90 ft. per round
2,250	1	Night Vision: 500 ft.
Adolescent		Age 6 to 12
Exp.	#	Race skill description
6,000	1	Attack: 2D20 reach 20 ft.
		+3 Dexterity, +3 Perception, +3 Spirit
11,000	3	+11 Defense, +11 Melee, Health: +55
4,650	1	Save: +28
6,000	1	Defense: +2 Magic
		Spell:x2
6,000	1	Darkness(1,25,10,13,24,25)
Adult		Age 10 to 20
Exp.	#	Race skill description
6,000	1	Attack: 3D20 reach 20 ft.
		+17 Defense, +17 Melee, Health: +45
13,000	3	[Mystic Bite]
		Spell:x1 Maddie
8,000	1	Ziegler(25,25,10,25)
Middle-age		Age 17 to 40
Exp.	#	Race skill description
6,000	1	Attack: 5D20 reach 20 ft.
12,000	2	Spell:x1 Image(5,25,13,25,24)
17,000	1	Health: +110
Senior		Age 30 to 50
Exp.	#	Race skill description
6,000	1	Attack: 7D20 reach 20 ft.
		Spell:x1
14,000	1	Clairvoyance(5,25,14,14,14)
30,000	3	+30 Defense, +30 Melee (x2)
Grand total =		279,950 Experience

## Sub-race: Spotted.

The trick is to spot the spotted. It's not easy. If there are shadows to be found, it is in one, and you won't hear them. Even if you do spot one, you won't spot it for long. The spotted has a secret teleport: no flash, no bang, and no boom. There is nothing to set off an alarm. It has one to get in and four to get out. If that fails, then its backup plan is gate. This guy has five of those too; you know—just in case it is followed by a powerful magi with identify strong enough to find him. Unless you're a demigod, nobody follows a gate spell. With this one might think the spotted is a hunter. Nah—he's a thief. It's simply too easy to steel food

from the humans. Let them do the work. The spotted has better things to do than hunt, like play with that dryad or fairy they found. Oh, the spotted is somewhat of a coinsure of fine meets. They will steel a rack of lamb from a butcher only to drop it off with a chef of their choice, only to steel it back after they have seasoned it correctly. A chef who is savvy enough to realize this can make a killing. This is what he does. Step one, build his freezer big enough to allow the spotted to easily teleport in. Make it cold enough the spotted would prefer to eat elsewhere. Make sure there are no windows or open doors to insure the spotted can go undetected by everyone . . . else. Now after the spotted has delivered a large rack of meet, shave off 20% to sale ad pay for the spices. The chef now has a supply of "free" meet he can sale. The smart chef will even prepare sample platters of the meet seasoned differently to identify the spotted's preference. It's the next step that separates the armatures from the pros. The chef has already befriended the spotted; why not take it to the next level and . . . beast master him!

Child		Age 3
Exp.	#	Race skill description
2,250	2	+11 Rogue, Alertness: +20
		+1 Dexterity, +1 Perception, Save: +15
1,000	3	Ability: Silence(4...)
1,000	1	Max: +2 Thought
Adolescent		Age 6
Exp.	#	Race skill description
3,350	2	+11 Rogue, Alertness: +20
		+1 Dexterity, +1 Perception, Save: +15
1,250	2	Ability: Silence(6...)
1,000	1	Spell: x5 Teleport(5,0,0,20,10,5)
14,000	1	Spell: x5 Gate(5,10,20,10,5)
17,000	1	
Adult		Age 10
Exp.	#	Race skill description
4,300	2	+11 Rogue, Alertness: +20
		+1 Dexterity, +1 Perception, Save: +15
2,250	2	Ability: Silence(8...)
1,000	1	Max: +2 Thought
Middle-age		Age 17
Exp.	#	Race skill description
3,350	2	+1 Dexterity, +1 Perception, Save: +15
3,350	1	Max: +2 Thought
Senior		Age 30
Exp.	#	Race skill description
Grand total		= 76,850 Experience

# Disenchanter

**Alignment:** Chaotic, destructive

**Quote:** “Look to the end, no matter what it is you are considering. Often enough, God gives a man a glimpse of happiness, and then utterly ruins him.”—The Histories, Herodotus, 5<sup>th</sup> century B.C.

**Type:** Monster

**Mythos:** re-invented and evolved by Ryvah, it bears little resemblance to the original.

**Creation:** Osmosis after union

**Habitat:** Temples, pyramids, places of magic.

**Level:** 4    **Quantity:** 6

**Damage Resistance:** 4

**Health:** 151    **Save:** 43

**AC:** 55    **To Hit:** 76

**Weapon:** kiss    **Range:** -

**Damage:** 1    **RDM:** 0

**Resistance:** 50% lightning, poison, swords

**Weakness:** 200% rock, mud, spear, satyr bow, telekinesis, silver.

**Predators:** Minotaur, ogre mystic

**Pray:** +50 combat Salamander, Morth

**Strength:** 7    **Dexterity:** 7    **Perception:** 5

**Intelligence:** 8    **Spirit:** 2    **Comeliness:** 9

**Movement:** 30 ft.    **Fly:** no.

**Alertness:** 10    **Night Vision:** 0

**Size:** 9 ft.    **Weight:** 500 lb.

**Bounty:** \$27,000

**Skin:** Translucent tan Jell-O

**Body:** Gelatinous blob in human mold

**Miles per day:** 15

Quality of story = 3 out of 10.

Sometimes found in old temples slowly draining the magic away, the disenchanter is a creature true to its name. Intelligent and aware, these gelatinous creatures have a rare but devastating mix of abilities.

It procreates by becoming a large jelly puddle and mixing themselves with others for many days at a time. The child is born within those few days, and it can take up to a year for the child to learn how to take the humanoid form. While the disenchanter usually takes a female form, which can be rather deceiving, there is no actual gender. Disenchancers have a translucent skin that often allows one to see the inner anatomy which is also translucent.

Reconciliation: level 4.

## Equipment & Loot

140,000 in +4 quality objects that once held magic.

Thus, wands, staves, rings, daggers, bows, and swords.

Book “Rocks & Minerals”, Misc. geologist equipment.

10 units of metal, 10 unites of art.

x1	Haschak Sisters	H	A	S	C	H	A	K
	Skill	28	15	15	15	15	15	15

315% Dispel resistance, 15\*(1.5) damage –or– (5D8 damage) on failed dispel or cancellation, 784 max additional health.

inf.	Cancellation	E	L	M	X
	Skill	10	28	10	28

176% Dispel resistance, 84% chance to cancel out magic which only get 10% of its normal dispel resistance.

Child		Age 5 to 13			
Exp.	#	Race skill description			
Auto	1	[Nude]			
500	1	Damage Resistance: +4			
1,000	1	Mana: +200 Magic Detection			
Adolescent		Age 10 to 20			
Exp.	#	Race skill description			
2,250	1	Mana: +11 Holding Pocket			
2,250	1	Health: +25			
1,000	1	+1 Comeliness			
2,250	1	Ability: Cancellation(3,10,3,10)			
Adult		Age 16 to 35			
Exp.	#	Race skill description			
2,000	4	+5 Geologist (x2), +5 Spear (x2)			
1,300	1	Health: +8			
4,300	1	Mana: +50 Dispel			
2,250	1	Save: +25			
2,250	1	Max: +3 Instant			
6,000	1	Spell:x1 Haschak Sister(7,5,5,5,5,5)			
Middle-age		Age 28 to 70			
Exp.	#	Race skill description			
20,000	4	+10 Combat (x4)			
8,500	1	Health: +50			
8,000	1	Spell:x1 Haschak Sister(20,10,10,10,10,10)			
8,000	1	Ability: Cancellation(5,14,5,14)			

Senior		Age 55 to 120
Exp.	#	Race skill description
8,000	1	+10 Spear
8,500	1	Health: +50

12,000	1	Spell:x1 Haschak Sister (28,15,15,15,15,15,15)
30,000	1	Ability: Cancellation(10,28,10,28)
Grand total =		196,350 Experience

# Dog

**Alignment:** Loyal

**Quote:** “Magic is believing in yourself. If you can make that happen, then you can make anything happen.”—Johann Wolfgang Von Goethe.

**Type:** Animal – Pets  
**Mythos:** Mother Nature  
**Creation:** Live birth  
**Habitat:** towns, cities, any populated area.

**Level:** 1      **Quantity:** 6  
**Health:** 18      **Save:** 18  
**AC:** 37      **To Hit:** 47\*

\* The first attack normally has surprise. This gives +10 to hit. This is not part of dog; it is simply the rule.

**Weapon:** Bite      **Range:** -  
**Damage:** D10      **RDM:** 0

**Resistance:** -

**Weakness:** -

**Strength:** 9      **Dexterity:** 8      **Perception:** 10

**Intelligence:** 3      **Spirit:** 7      **Comeliness:** 7

**Movement:** 60 ft.\*      **Fly:** no.

\* Included in its 60 feet is a 10-foot jump. Thus they can clear a 10 foot wide obstacle without decreased movement.

**Alertness:** 45      **Night Vision:** 100 ft.

**Size:** 4 ft.      **Weight:** 60 lb.

**Animal control:** 40      **Rider weight limit:** 20 lb.

**Price:** \$200

**Skin:** Fur

**Body:** Mammal

**Miles per day:** 20

Quality of story = 0 out of 10.

The dog.

Reconciliation: level 1. An attack is an attempt to destroy an illusion. As an aspect of movement, they stock their pray with a move silent and hide check of 35. The 45 alertness will cause a dog to become aware of its targets at over 300 feet away. In order for the dog to get the +10 surprise the party must fail the 35 alertness check for two consecutive rounds. It is assumed the dogs have moved during those two rounds to position for a half-move attack and organized for strategic advantage.

## Equipment & Loot

None.

1,000	1	+1 Dexterity
2,250	2	+2 Strength, Alertness: +25
4,300	2	+3 Perception, Movement: +30 ft. per round
100	1	Night Vision: 100 ft.
500	1	Attack: Bite D10
<b>Adolescent</b>		<b>Age 6 to 12</b>
Exp.	#	Race skill description
1,500	1	+7 Defense
12,000	1	+17 Bite Attack
500	1	[10 ft. Jump imbedded in Movement]
<<Sacred Spirit Beast>>		<<Price Point>>
<b>Adult</b>		<b>Age 10 to 20</b>
Exp.	#	Race skill description
1,500	1	+7 Defense
2,250	2	+2 Strength, Alertness: +25
4,300	2	+3 Perception, Movement: +30 ft. per round
500	1	Night Vision: +100 ft.
1,500	1	Attack: Bite 3D10
12,000	1	+17 Bite Attack
<b>Middle-age</b>		<b>Age 17 to 40</b>
Exp.	#	Race skill description
1,500	1	+7 Defense
2,250	2	+2 Strength, Alertness: +25
4,300	2	+3 Perception, Movement: +30 ft. per round
500	1	Night Vision: +100 ft.
1,500	1	Attack: Bite 5D10
12,000	1	+17 Bite Attack
<b>Senior</b>		<b>Age 30 to 50</b>
Exp.	#	Race skill description
5,000	1	+7 Defense
2,250	2	+2 Strength, Alertness: +25
3,350	2	+3 Perception, Movement: +30 ft. per round
5,000	1	Attack: Bite 7D10
12,000	1	+17 Bite Attack
<b>Grand total</b>		= 119,100 Experience

Yes, all dogs are technically sacred spirit beasts.

<b>Child</b>		<b>Age 3 to 8</b>
Exp.	#	Race skill description

# Doppelganger

**Alignment:** Sneaky, tricky, thieves

**Quote:** “Don’t be afraid to give up the good to go for the great.”—John D. Rockefeller.

**Type:** Monster

**Mythos:** German

**Creation:** Live birth

**Habitat:** towns, cities, any populated area.

**Level:** 2      **Quantity:** 2

**Health:** 40      **Save:** 22

**AC:** 26      **To Hit:** 50

**Weapon:** any      **Range:** 5 ft.

**Damage:** D4      **RDM:** +20

**Resistance:** -

**Weakness:** 200% fire, ice, light, axe, hammer, human bow, Silver.

**Strength:** 14      **Dexterity:** 14      **Perception:** 14

**Intelligence:** 3      **Spirit:** 8      **Comeliness:** 7(-6)

**Movement:** 30 ft.      **Fly:** no.

**Alertness:** 23      **Night Vision:** 0

**Skill superiority:** Rogue, 2h axe

**Size:** 5 ft.      **Weight:** 130 lb.

**Bounty:** \$9,000

**Skin:** Morphic

**Body:** Morphic

**Miles per day:** 16

Quality of story = 5 out of 10. (Too short)

You will never see them in their true form unless they are dead. Further, you will really encounter them alone. You might encounter two elves and a human. All three decidedly weak pulling their cart with a mule instead of a horse. The two doppelgangers attack you as the human desperately tries to control his . . . dogs? Yeah the dogs are the doppelgangers.

Tomorrow it will be the mule and one of the elves.

Maybe the shackled and chained up concubine in the cart. Shackles have no capacity to contain them. They can morph their body around the bars of a cage as they walk through it. Only a door is an obstacle. As a rule, the party only becomes aware of a doppelganger after they attack. This means the two-handed weapon wielder is normally down for the duration of the battle. Interception requires awareness, and you don't have it.

**Reconciliation:** level 2. They gain +10 to hit on the first round do to surprise. Further their attack begins with an instant cast of polymorph into a party member to

confuse the rest of the people. Their casting method is “nothing, instant, thought.”

## Equipment & Loot

4 units of cloth, 18 units of art, 9 units of education, 10 axes +2 quality, \$1,200 in opals. 3,000 copper coins. Thieves pick & tools +2 quality +1 magic,

[Not Morphed] This is a disadvantage that is automatically gained by doppelgangers. It causes -3 spirit and -6 comeliness while they are not morphed. Morphed means they are under the effect of one of: Polymorph, shape change, component morph, or mass morph.

[Doppelganger experience pool] The experience spent on this skill is part of the pool. The experience in this pool is reassigned every time the doppelganger morphs with a skill that allows the learning of the races skills. Shape changes for example. The experience is assigned to race skills of the body the doppelganger has. The skills must be from the age categories of child, adolescent, or adult. Middle-age and senior skills cannot be selected. A doppelganger gets to use his doppelganger race skills regardless of what body it is in. This does not include augments or sub-races. The mana depletion of experience stays with experience just as it does with the spell skill drain.

[Nothing, instant, thought] = This means all internals, talents, abilities, and spells defined by race have the casting method of nothing, instant, thought.

Child		Age 3 to 18	
Exp.	#	Race skill description	
Auto	1	[Not Morphed]	
333	3	[Doppelganger experience pool] (x3)	
Adolescent			Age 15 to 25
Exp.	#	Race skill description	
3,350	3	[Doppelganger experience pool] (x3)	
2,250	3	+2 Strength, +2 Dexterity, +2 Perception	
1,500	2	Health: +20, RDM: +7	

4,300	1	Max:+5 Instant, Mana: +18 Shape Change	
500	1	Internal:x5 Polymorph(14040)	
Adult		Age 20 to 42	
Exp.	#	Race skill description	
4,300	3	[Doppelganger experience pool] (x3)	
3,750	3	+2 Strength, +2 Dexterity, +2 Perception	
2,000	4	+10 2h Axe (x2), +10 Rogue (x2)	
12,500	2	RDM: +13, [Nothing, Instant, thought]	
1,500	1	Internal:x1 Polymorph(35055)	
		Internal:x1 Shape Change(1806800)	
4,300	1		

Middle-age	#	Age 40 to 65
Exp.	#	Race skill description
8,000	3	[Doppelganger experience pool] (x3)
4,000	3	+2 Strength, +2 Dexterity, +2 Perception
5,000	1	Talent: Component morph(12...void)
10,000	1	Talent: Shape Change (15...void)
20,000	1	+10 Combat
Senior		Age 60 to 100
Exp.	#	Race skill description
8,000	3	[Doppelganger experience pool] (x3)
Grand total =		183,549 Experience

# Dryad

**Alignment:** Shy, timid, kind  
**Quote:** “Love never dies of starvation, but often indigestion.” –Ninon de Lenclos

Type:	Fey
Mythos:	Greek
Creation:	Live birth
Habitat:	Enchanted forests, waterfalls, ponds.
<b>Level:</b>	<b>3</b> <b>Quantity:</b> <b>8</b>
Defense:	+3 magic
<b>Health:</b>	<b>90</b>
<b>AC:</b>	20
Weapon:	[Kiss]
Damage:	D1000
Resistance:	50% poison, thorn, rock, mud, light
Weakness:	200% spear, satyr bow, energy drain.
Predators:	Minotaur, high goblin
Pray:	+50 against Salamander, troll
Strength:	6
Intelligence:	8
Watchdogs:	squirrels, rabbits, cats, and birds
Steeds:	Any good looking man.
Movement:	30 ft.
Alertness:	45
Skill superiority:	Herbalist, hammers
Size:	5½ ft.
Bounty:	\$6,750
Skin:	Succulent flesh
Body:	Humanoid
Miles per day:	16

[Dryad Ring] = if their race is 51% or better dryad, then they add to the sum of the dryad ring. The sum of the dryad ring simply counts the number of dryads at a dance or gathering. All of these dryads will have a minimum max and cap casting equal to half the number of dryads. Thus, if 100 dryads gathered together they would all have a 50 max casting.

[Kiss] = this is an attack with a zero to hit score, 300 feet of range that does D1000 damage. That's one to one thousand damage. If the to hit score is above zero or auto hit, then it does only one point of damage.

Quality of story = 5 out of 10.

The dryads are spirits of the forest uncorrupted by man. They care for the flowers and plants and love them like children. They kiss them, talk to them, and know them by name. They are always nude and never council their body. Perhaps they will weave a lay of flowers or a belt of vines, but no part of their body is

forbidden for you to see. Dryads suffer horribly if they cover their body. But, they have Dryad Ring. Another aspect of the dryads is 83% of all children born are girls. Males are outnumbered six to one. As such one man will have an average of six wives, but the men are not in charge. Men are property. To a large degree the males are sex slaves and the females who own them will travel to the smaller groups of dryads that do not have any males and use their men to provide stud services to all the females. He is passed around like a lollipop where every girl gets a lick. Dryads normally live inside trees with the use of magic room to make the tree into a home.

## Equipment & Loot

Alchemy book; Herbalist book +3 quality; multiple hidden alchemy farms. . Lingerie armor of vines and flowers +2 quality +1 magic AC 4+2.

Reconciliation: level 3. The function of kiss is to allow the dryads to always attack whereby the enemy cannot simply allow themselves to be hit to circumvent Carroll's Alice. This means all damage up to 10D6 is echoed back at the attacker. The defense and damage resistance causes this to be a long and slow battle over many rounds where the attacker needs to plane on overpowering the health of the sum of dryads, noting that with 8 dryads per round sooner or later they will roll a double 20 and get a to hit roll of +50 with that D1000 kiss.

x1	Carroll's Alice	A	B	C	J	M	M
	Skill and alchemy	10	10	10	6	8	7

201% Dispel resistance.  $10^*(1.5) - \text{or-} (D8 + D20)$  blood.

x1	Elastic Heart	C	E	J	M
	Skill and alchemy	10	10	10	10

140% Dispel resistance.

Child		Age 5 to 18			
Exp.	#	Race skill description			
Auto	4	[Nude], [Kiss], +15 Charm, +15 Escort			
Auto	1	+50 Combat against Salamanders and Trolls			
1,000	2	+1 Spirit, Damage Resistance: +3			

2,000	2	+5 Hammer (x2)
4,300	1	+3 Comeliness
Adolescent		Age 10 to 35
Exp.	#	Race skill description
5,000	1	[Dryad Ring]
		Spell:x5 Hide(12...), x1 Elastic Heart(5565), x1 Carrolls Alice (555655)
2,250	3	
3,000	1	Mana: +8 Green
		+2 Comeliness, Save: +25, Health: +25, Alertness: +25, Defense: platinum
2,250	5	
2,250	3	Mana: +22 Message, +22 Speak with Animals, +22 Speak with Plants
Adult		Age 30 to 60
Exp.	#	Race skill description
2,250	2	Max: +4 Nothing
2,250	1	Mana: +12 Green
3,750	2	Save: +25, Health: +25
Middle-age		Age 50 to 70
Exp.	#	Race skill description
8,000	8	+10 Herbalist (x8)
		Spell:x1 Elastic Heart(10,10,10,10), x1 Carrolls Alice(10,10,10,6,8,7)
6,000	2	
4,300	2	Health: +20, Defense: +3 Magic
8,000	1	Animals: +20 squirrels, rabbits, cats, and birds
Senior		Age 65 to 75
Exp.	#	Race skill description
		Spell: x5 Spirit (Fire, Lightning, Thorn, Lava, Rock, and Mud) Wave(14...)
4,300	6	
7,150	3	Max: +4 Nothing (x3)
Grand total =		191,150 Experience

## Sub-race: Spirit Walk.

This is not your mother's sub-race. The spirit walk is evil more often than not. They have a natural communion with the dead, and they complain a lot. She will hear them, see them, and know them. And they are everywhere. She is born with one foot in the land of the living and the rest of her is in the land of the dead. No farmer or hunter is safe if there is a spirit walk around. Perhaps we should start with an explanation of life. When something lives, it embraces love. Then it passes on, but many linger around. These souls have no ability to be seen, heard, touched, or affected by the living. When forge metaphysical body creates an angel or demonic beast everything under a score of 450 is like this. They can walk the world but nothing will ever

know they are there. But what about the animals? What about the plants. That flower named Jennifer who loved the dryad and became best friends, yeah her? She lived. Guess what? She's a soul growing in the afterlife, and the spirit walk can see her. Next we need to extrapolate from these hundreds of plants and animals with the occasional humanoid. "That's him! That's him! That is the mean old man who ripped me up by my roots and cooked me alive so he could EAT me for dinner! That is him. Get him!" – the flower says to the dryad. She uses mind transfer to hop in to his body, then walks over to the lion's den, then says, "Start with the arms and legs." After she is a quadriplegic she mind transfers out, and the lion says, "Thanks for lunch."

[Spirit Walk] = if you mind transfer out of your body, then your body vanishes to the land of the dead with all your possessions. If your new body dies or you leave it, then your original body automatically returns for you. You can see, hear, touch, affect, and cast spells of ALL souls in your area. Including the souls of plants and animals. You may accept the spells cast by these souls even if they would normally have no way to affect you. You have the ability to talk with all spirits. Language is not an obstacle. All metaphysical beings count as spirits.

Child		Age 3
Exp.	#	Race skill description
4,300	1	[Spirit Walk]
		+200 Exorcism: intended to add to save.
3,350	1	
3,350	1	Mana: +50 Gate
2,250	1	+2 Comeliness
Adolescent		Age 6
Exp.	#	Race skill description
		+2 Spirit, Mana: +20 Mind transfer, Max: +4 Nothing, Animals: +5 Animals
3,350	4	
		Part 2
Exp.	#	Race skill description
		+2 Spirit, Mana: +20 Mind transfer, Max: +4 Nothing, Animals: +5 Animals
3,350	4	
Adult		Age 10
Exp.	#	Race skill description
		+2 Spirit, Mana: +20 Mind transfer, Max: +4 Nothing, Animals: +5 Animals
3,350	4	
		Part 2
Exp.	#	Race skill description

3,350	4	+2 Spirit, Mana: +20 Mind transfer, Max: +4 Nothing, Animals: +5 Animals
<b>Middle-age</b>		
		<b>Age 17</b>
<b>Exp.</b>		
	#	Race skill description
3,350	4	+2 Spirit, Mana: +20 Mind transfer, Max: +4 Nothing, Animals: +5 Animals
<b>Part 2</b>		
	#	Race skill description
3,350	4	+2 Spirit, Mana: +20 Mind transfer, Max: +4 Nothing, Animals: +5 Animals
<b>Senior</b>		
		<b>Age 30</b>
<b>Exp.</b>		
	#	Race skill description
3,350	4	+2 Spirit, Mana: +20 Mind transfer, Max: +4 Nothing, Animals: +5 Animals
<b>Part 2</b>		
<b>Exp.</b>		
	#	Race skill description
3,350	4	+2 Spirit, Mana: +20 Mind transfer, Max: +4 Nothing, Animals: +5 Animals
<b>Grand total</b>		
		= 120,450 Experience

**NOTE:** Part 2 age ranges require all earlier age-range skills to be purchased first. This is an exception to the usual rules for child and adolescent skills for a character who is a child/adolescent age.

## Sub-race: Daisy

Quote: “The only thing worse than being talked about is not being talked about.”—Oscar Wilde.

They love the stage. They live to entertain, and there are a lot more people in towns than the forest. As such, it matters not how much they would normally be a hermit; the daisy live in towns or enter them regularly in search of a crowd of people to perform in front of. It is common for a daisy to know several languages to allow them to cater to more races. They will often own huge wardrobe of many costumes. They will have makeup and props. Some will even own their own stage or theatre. They are constantly charming people to come and watch their show. She is good at music, good at illusions, good at manifesting the entire ambiance with snacks and art. On occasion they will be run out of town because they shows are racy and sometimes interactive. Sometimes the shows get out of hand and she goes a bit too far. Sometimes it is with her illusions which tend to end up naked; sometimes it is because she kissed too many of her fans—her married fans. And sometimes it's because while the smith loved

getting laid, he didn't fully grasp the idea he had an audience of a hundred fellow townspeople. Now he is humiliated and mortified and want her gone, or her hand in marriage. Take your pick.

Child		<b>Age 3 to 8</b>
<b>Exp.</b>		
	#	Race skill description
2,250	1	+22 Performer
1,500	2	+15 Escort, +15 Linguist
2,250	1	Animal: +7 Dispizer
<b>Adolescent</b>		
		<b>Age 6 to 12</b>
<b>Exp.</b>		
	#	Race skill description
3,350	1	Spell: x1 Image(8...)
300	2	+9 Cooking, +9 Dancing
2,250	1	+2 Comeliness
4,300	1	[Bejeweled]
<b>Adult</b>		
		<b>Age 10 to 20</b>
<b>Exp.</b>		
	#	Race skill description
3,350	3	Effect: +5 E, +3 H, +3 I
		Mana: +10 Pink, +10 Brown, +10 Blue, +10 Yellow
4,300	4	+22 Performer
2,250	1	+15 Escort, +15 Linguist
9,750	1	Animal: +15 Dispizer
<b>Middle-age</b>		
		<b>Age 17 to 40</b>
<b>Exp.</b>		
	#	Race skill description
8,000	1	Spell: x1 Image(17...)
<b>Senior</b>		
		<b>Age 30 to 50</b>
<b>Exp.</b>		
	#	Race skill description
<b>Grand total</b>		
		= 68,250 Experience

## Sub-race: Grape

They worship Valeria, Goddess of Oak and Water under the pantheon of Cassondra. Cassondra is a magi Valkyrie Warrior, heavy on the magic. The grape love to bathe and public bathing fountains and pond are scattered throughout their communities. The fountains are always lined with tile and have crystal clear water. The sculptures shoot water up in a perpetual stream with a bit of help from pumps or magic. They have a strange voyeuristic culture where everyone is expected to be fully clothed at all times when in public. Yet they are expected to be nude in the bath, but the bath is open—no walls. Not only that, but there are seats, tables, and benches surrounding the fountain for all the spectators only five feet from the tiles' edge. Additionally, women may only bathe on odd hours: 1:00, 3:00, 5:00, 7:00, 9:00, and 11:00. Men are only allowed to bathe on the even hours. Thus, those who want a bath must wait their turn and watch everyone whose turn it is. This is the “grape tradition,” Most courtships bloom from these bathes.

Next we will look at the wood elementals. The grape conjure them. They are not particularly dangerous, but they do represent a lot of free unskilled labor. These wood elementals will work 24 hours a day 7 days a week and an adolescent grape will normally have four of them. That's 672 hours a week of work. That is equivalent to 17 full time employees. Her forest is clean! Her flower gardens have no weeds. Dead animals are all buried with love and care, even the rats. She will even go so far as to cast speak with plants of her wood elementals and have them wonder the forest with buckets of water asking the plants if they are thirsty. To truly understand the mentality of a grape we need to look at how she uses evil protection and shield. As the wood elementals service the forest, they also provide company and friendship to the plants, and sometimes flowers get scared. They are very fragile. To help the flower relax and feel safe the grape will cast evil protection and shield . . . on the flower. There by reassuring the flower, it will be okay.

[Grape Tradition] = if a nude public bath has been taken for each of the last 14 days, then they gain access to their \* skills. If they are traveling, then they can get a two week grace period without the tradition before access to the \* skills is lost. If they are within 5 miles of the place they live they cannot get a grace period. If they lose it, then it requires 14 consecutive days of practicing the tradition to get it back.

Child		Age
Exp.	#	Race skill description
500	1	+10 Farming
1,000	3	+1 Intelligence, +3 Supernatural, Ability: Speak with Plants(9...)
700	1	Defense: Zinc
1,000	2	Religion: +15 Valeria, +10 Cassandra
Auto	1	[Grape Tradition]
Adolescent		Age
Exp.	#	Race skill description
1,000	2	* Ability: Evil Protection(10...), Shield(10...)
1,000	4	* Mana: +22 Wood Kinesis (x2), +22 Blossom, +22 Rot, +22 Animate Wood
4,300	1	* Spell: x1 Conjure Wood Elemental (426264446)
2,250	1	* Spell: Water Kinesis(5...)
Adult		Age
Exp.	#	Race skill description
500	1	+10 Farming

8,000	1	* Spell: x1 Conjure Wood Elemental (8,4,12,4,12,8,8,8,6)
5,500	2	* Ability: Stone Skin(4...), Fire Protection(40...)
4,300	1	* Spell: x1000 Message(3...): intended to be yielded to her flowers.
4,300	1	[Spell - Chi generation]
Middle-age		Age
Exp.	#	Race skill description
1,000	6	* Spell: x1 Conjure Wood Elemental(8,4,12,4,12,8,8,8,6) (x6)
Senior		Age
Exp.	#	Race skill description
1,000	6	* Spell: x1 Conjure Wood Elemental (8,4,12,4,12,8,8,8,6) (x6)
Grand total		= 58,850 Experience

## Sub-race: Jaguar

They don't exist, but they do. Well sort of. One might compare them to the leafy seahorse, an extinct creature. But now imagine they never existed in the first place, yet strangely their definition exists. The sub-race itself is metaphysical. They breed like humans tangling their bodies together in sexual bliss, get pregnant, and have kids. Well theoretically they would if they were real. Oh and if that's not weird enough, the jaguar are girls, young ones: child-adolescent to be exact. And there's a good reason for this. There are no men either, none at all. There is a good reason for that too. It's not that a male jaguar can't exist (they technically can), but they just don't. Oh LOL, and none of them were ever born. What? Yeah—never born.

Theoretically they are connected to the Chin Cats with their massive magical casting skills and huge pools of mana. The jaguar always have a cat tail, cat ears, and cat fangs. They always have a silky smooth fur in a cat skin pattern. But the true claim to glory lies in their skills. You see the jaguar is not what you start as—it is what you become.

"In the name of the Moon I shall punish you."—Sailor Moon.

That's right, metaphysical transformation, but with a twist. The jaguar is not really a goody-two-shoe girl. She is wild and crazy, ripped with power, chaotic anarchist, and just doesn't care what you think. She's a horny sex deprived man trapped in the body of a sexy kitten sex-toy living out these strange fantasies vicariously through an existential existence that itself is metaphysical.

Skills marked with an \* are untenable by spells. The spells that grant experience (immortality, lycanthropy, vampirism, forge metaphysical body, etc.) cannot grant this experience. Shape change does not grant access to these skills. These skills are removed when shape change is used to become a jaguar.

Child		Age
Exp.	#	Race skill description
5,025	2	* Combat: +10, Mana: +10 Supernatural
Adolescent		Age
Exp.	#	Race skill description
4,300	1	* ([Bejeweled], [Dragon Sight], [Mystic Bite], [Spell - Chi generation], [Auto Cast], [Bone Armor], [Spirit Walk]): <b>Pick only one</b>
Adult		Age
Exp.	#	Race skill description
3,333	3	* +20 Artistry, +30 Music, +40 Dance
Middle-age		Age
Exp.	#	Race skill description
4,301	1	* ([Bejeweled], [Dragon Sight], [Mystic Bite], [Spell - Chi generation], [Auto Cast], [Bone Armor], [Spirit Walk]): Pick only one
Senior		Age
Exp.	#	Race skill description
Total		= 92,650 Experience

## Sub-race: Mahogany

Quote: "Two things are infinite: the universe and Human stupidity; and I'm not sure about the universe."—Albert Einstein.

The mahogany has a strong beauty with rich dark mahogany hair, eyes, and a light creamy white skin which is in extreme contrast. They are dominant and the girls dab white glitter on their skin to make their bodies sparkle. Among their gifts is the ability to rot. It is a powerful rot of epic scale and they wait until a huge storm is on the horizon. Then she will let loose her rot on all the dead wood she can find knowing the rain will wash it all away and fertilize the ground it's on. Wooden fences, barns, sheds, and shacks, in general anything made by humans is melted into sludge and the soil cleansed of its interference.

One of the problems with rot is it does nothing to all the nails and hinges left behind. That's okay because that's what her pet rust monster likes to eat. She gets along very well with rust monsters and will go

out of her way to find food for them. Her typical approach to finding food is to find an unsuspecting group of fighters with metal swords and armor. Then she shows them the light. We're not talking about sun light or a bit of scripture or philosophy. We're talking about her wrath of God light kinesis to augment her magic blade.

x1	Light Kinesis 2								
A	C	H	J	L	M	N	O	P	Q
200	8	8	64	200	64	0	0	0	64

Child		Age 3
Exp.	#	Race skill description
1,500	1	Ability: Magic Blade(3,3,Void,3)
12,000	1	Spell:x1 Light Kinesis 2 (25,2,2,8,25,8,0,0,0,8)
3,350	1	Spell: x1 Rot(9...)
8,000	1	Animal: +9 Rust Monster
Adolescent		Age 6
Exp.	#	Race skill description
12,000	1	Spell:x1 Light Kinesis 2 (38,3,3,12,38,12,0,0,0,12)
3,350	1	Spell: x1 Rot(14...)
4,300	1	[Spell - Chi generation]
Adult		Age 10
Exp.	#	Race skill description
12,000	1	Spell:x1 Light Kinesis 2 (50,4,4,16,50,16,0,0,0,16)
3,350	1	Spell: x1 Rot(24...)
Middle-age		Age 17
Exp.	#	Race skill description
12,000	1	Spell:x1 Light Kinesis 2 (100,4,4,32,100,32,0,0,0,32)
Senior		Age 30
Exp.	#	Race skill description
12,000	1	Spell:x1 Light Kinesis 2 (200,8,8,64,200,64,0,0,0,64)
Grand total		= 83,850 Experience

## Sub-race: Opal

Quote: "Instead of getting married again, I'm going to find a woman I don't like and give her a house."—Rod Stewart.

The opal worships Calamites, Goddess of Crisis and Manipulation under the pantheon of Cassandra. While she is a Valkyrie, she is more of a berserker with consciousness and assist. Yet she also weaves magic. As such these people have a strange mix of power that works unusually well. They manipulate everyone they

can and are notorious for taking advantage of weakness. They love to use poisons and have no issue with raising the dead. Any advantage that can be gained they will use. As such they are well versed on monster lore and always seek to know their enemy well before they do battle with them.

“To thine own self be true.” This is to be true to who you are, true to Cassandra, and true to your clan. Everyone else can rot in hell for all they care, and if they can swindle you out of your money, then they will take every cent.

The opal are a matriarchy, but they love their lovers, so while men can't own any property it doesn't matter too much. Of course if a woman cheats on a man, then he must forgive her, while if a man cheats on a woman, then he must die.

[Naked Opal] = if you are nude as defined by [Nude], and have X unrestricted experience and own opals of X value in copper where they are glued to your body, then when you consume mana or chi you will increase every effect by the following X:increase, (2,000:+1), (9,000:+2), (40,000: +3), (60,000: +4), and (80,000: +5). The opals never fall off, nor can they be removed by anyone else while you live. You can remove them easily. The opals cannot suffer damage while glued on.

Child		Age 3
Exp.	#	Race skill description
4,300	1	[Naked Opal]
Adolescent		Age 6
Exp.	#	Race skill description
700	2	Religion: +15, Calamities, +10 Cassandra
2,250	3	+10 Politics, +20 Charm, +30 Monster Lore
3,350	1	Animals: +14 Pets
Grand total		= 15,800 Experience

## Sub-race: Shadow

Quote: “Anybody who tells you money can't buy happiness never had any.”—Samuel L. Jackson.

The shadow people love Lilith, Goddess of Lust and Shadows within the pantheon of Shadow Lord. They have powers that give them a pure communion with the forest. They can walk through any plant or animal matter of the forest as if they had the spell walk through walls. Thus, when they walk through the forest, they truly walk through the forest. As such, the shadow would prefer to be in a tree than not. She will climb a tree from the inside to pick its fruit. If she were

to go fishing it would be from within a tree. Oh, they like to eat fish. The shadows are their friends. They like it dark, naturally dark. They come out at night. For whatever reason moonlight does not bother them. But, they curse at candles and lanterns. They hiss and glair. “Put it out. Put it out. Put it out.” Light . . . not good. Darkness good, very good. For them, sex is a weapon. Sex is that power of wet creamy milk splattered all up and down their body is orgasmic bliss as she harvests the seeds more like a mad butcher than a loving partner. Now who is going to clean up this mess?

[Willow] = walk through walls for all normal forest plant or animal mater living or dead. It does not protect against attack by being able to pass through an attacking animal. Weapons are not normal mater thus, the Willow has no protection from a wooden staff or club. Water is a natural part of the forest, thus they cannot drown in a lake, river, or ocean.

[Shadow] = the level of darkness is not met if there is a candle within 20 ft. a lantern or torch within 60 ft. magical light at its range ×4, sunlight from a window or door within 100 ft. With this met and while in darkness, all skill checks excluding (Smith, tailor, carpenter, sculptor, and jeweler) are doubled, chi effects are increased by 5, and mana in effects (A, B, E, F, G, H, I, J, M, N, P, Q, R, and V) are increased by 5. Magical darkness does not power the shadow.

[Revenge] = this may only be used during sex. The subject is now pregnant (female or male), race is irrelevant, age is irrelevant, The baby has a curse disease score of 100, banishment save of 100, and dispel resistance of 2,000%. Further, the victim will suffer horrible morning sickness D4 damage per week for the nine months until birth. During labor the victim will suffer extreme pain of D6 damage per hour for 5D6 hours. The child born will be a mutilated pig-dog with tentacles which dies shortly after birth.

Child		Age 3
Exp.	#	Race skill description
1,500	1	[Revenge]
1,000	2	+1 Comeliness, +15 Escort
Adolescent		Age 6
Exp.	#	Race skill description
2,250	1	[Willow]
2,750	1	Mana: +6 Black
3,350	1	Chi Effect: +1 to Shadow
2,250	1	+20 Fishing
Adult		Age 10
Exp.	#	Race skill description
3,350	1	[Shadow]

1,500	3	Ability: Speak With (Plants, Animals, and Rock) (4...)	Grand total	= 21,950 Experience
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# Duck {Dark Wing}(Sacred Spirit Beast)

**Alignment:** Fearless.

**Quote:** “Let’s get Dangerous.”—*Dark Wing Duck*. Warner Bros.

Type:	Animal – Birds				
Mythos:	inspired by Warner Bros.				
Creation:	Hatch from egg.				
Habitat:	lakes, ponds, rivers.				
<b>Level:</b>	0	<b>Quantity:</b>	1+ many		
<b>Health:</b>	3	<b>Save:</b>	15		
<b>AC:</b>	30	<b>To Hit:</b>	15		
<b>Damage:</b>	D2	<b>RDM:</b>	0		
<b>Resistance:</b>	-				
<b>Weakness:</b>	-				
Strength:	7	Dexterity:	7	Perception:	7
Intelligence:	3	Spirit:	8	Comeliness:	8
Watchdogs:	Flock of ducks				
Movement:	10 ft.	Fly:	15 mph		
Alertness:	35	Night Vision:	-		
Size:	3 ft.	Weight:	3 lb.		
Animal control:	54	Rider weight limit:	1 lb.		
Price:	\$50 (normal duck) \$20,500 Dark Wing				
Skin:	Feathers				
Body:	Mammal				
Miles per day:	20				

Quality of story = 3 out of 10. (6-3=3. Too short)

They live in the middle of the food chain. They are a predator to bugs and minnows and pray to foxes, wolves, falcons, and humans. While a duck is of little note, there is a sacred spirit beast of the duck. It is fully immortal as a demigod, and it is not alone. There are at least a dozen which give pride and elegance to the entire race of ducks. Unfortunately, only one in a million ducks are motivated to learn their ancestral race skills granted by this ancestry. The ducks who do are absolutely fearless.

## Age, Price, and Experience Calculator

46%	40%	30%	20%	10%
\$9,984	\$8,815	\$6,868	\$4,920	\$2,973
19,251	16,740	12,555	8,370	4,185

Reconciliation: Not reconciled.

## Equipment & Loot

If you can fine the nest then there is a 28% chance you will find D6+2 eggs.

Child		Age 3 to 8	
Exp.	#	Race skill description	
3,350	1	Fly at 15 mph	
1,500	1	Alertness: +20	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
		<<Sacred Spirit Beast>>	
1,000	2	Spell: x1 Darkness(5...), x1 Part Water(5...)	
4,300	1	Spell: x3 Stone Skin(505)	
1,000	1	Spell: x1 Weather Summoning(3505)	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
2,250	2	Spell: x3 Wind(3707), x3 Water Breathing(3555)	
2,250	1	Spell: x1 Summon Wood Beast(770)	
3,350	1	Spell: x1 Hold Target(336066)	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
4,300	1	Spell: x3 Stone Skin(9...)	
		Spell: x1 Summon Force Beast(12...)	
4,300	1	Spell: x1 Hold Target(9...)	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
4,300	1	Spell: x1 Summon Thorn Beast(15...)	
3,350	1	Spell: x1 Hold Target(13...)	
Grand total		= 41,850 Experience	

# Dwarf

**Alignment:** Loyal and proud

**Quote:** “Recognize the fortunate so that you may choose their company, and the unfortunate so you may avoid them. Misfortune is usually the crime of folly, and among those who suffer from it there is no malady more contagious.” –Balthasar Gracián, 1601-1658.

**Quote:** “The only response to a customer degrading the quality of the product you sale is to increase the price they must pay to obtain it.” –M. J. Leonard...

Type:	Fey
Mythos:	Teutonic; Scandinavian
Creation:	Live birth
Habitat:	Mountains, hills, caves
<b>Level:</b>	<b>1</b>
<b>Quantity:</b>	<b>6</b>
<b>Health:</b>	<b>10 *(+30)</b>
	Save: 14
<b>AC:</b>	<b>22*(+6)</b>
	<b>To Hit:</b> 44*(+6)
* By spells, 7% Dispel resistance	
<b>Weapon:</b>	2h great axe <b>Range:</b> 7 ft.
<b>Damage:</b>	3D10 <b>RDM:</b> 0
<b>Resistance:</b>	50% rock, mud
<b>Weakness:</b>	200% lightning, hammer, dagger, satyr bow, zinc.
Predators:	Orc and Gnoll
Pray:	+25 combat against Lizardmen and Goblins
<b>Strength:</b>	<b>12</b>
<b>Dexterity:</b>	<b>7</b>
<b>Perception:</b>	<b>7</b>
<b>Intelligence:</b>	<b>8</b>
<b>Spirit:</b>	<b>9</b>
<b>Comeliness:</b>	<b>7</b>
Watchdogs:	wolves and bears
Steeds:	horses
<b>Movement:</b>	30 ft. <b>Fly:</b> no.
<b>Alertness:</b>	<b>15</b> <b>Night Vision:</b> 40 ft.
Skill superiority:	Geologist, axe, 2h axe
<b>Size:</b>	<b>5 ft.</b> <b>Weight:</b> 260 lb.
Bounty:	\$1,000
Skin:	flesh
Body:	humanoid
Miles per day:	18

Quality of story = 3 out of 10. (6-3=3. Too short)

The dwarf is certainly one of the proudest of the civilized races. Accomplished warriors, miners, and gamblers the dwarf is both loyal and strong. They are often most recognizable for their battle axes and almost natural skill in finding gems in the ground. The culture of the dwarf is a mix of drinking and mining. Their philosophy is simple. The more gold they dig out of the ground the more wine can bless their bellies. The politics of the dwarves is also rather simple. He who buys them beer or gives them gold gets the vote.

[Beer] = The dwarf heals one health per pint of beer they drink. While they get jolly, they never get drunk,

such that they never take penalties from consuming alcohol. There is no limit to the volume of beer a dwarf can drink. Such that if he needed to heal a thousand damage he could (and would) drink a thousand pints of beer. The fastest a dwarf can drink is one pint per round.

## Equipment & Loot

Scale mail; nickel 2h great axe+1 quality; Elven great crossbow x4 D12+D6 damage, 150 ft. range; 20 each arrows; 100 copper; helmet.

Every 6<sup>th</sup> dwarf will be a dedicated cleric red specialist with external spells: To Hit (+6), AC (+6), Stone Skin (+30). This dwarf is a non-combatant; however the first 5 will have all 3 spells on them. As the battle progresses the cleric will refresh the stone skins up to a total of 3 castings total- not each.

Reconciliation: level 1.

Age 10 to 30		
Exp.	#	Race skill description
500	1	Night Vision: 40 ft.
700	1	+9 Metallurgist
Age 20 to 50		
Exp.	#	Race skill description
500	1	Health: +9
Age 40 to 90		
Exp.	#	Race skill description
1,000	1	[Beer]
2,000	2	+5 Axe (x2)
1,000	2	+1 Strength, +1 Intelligence
3,300	1	+2 Strength
Age 80 to 120		
Exp.	#	Race skill description
20,000	1	Mana: +13 Super Natural
20,000	1	Max +13 No Restriction
Age 100 to 160		
Exp.	#	Race skill description
8,000	16	+10 Geologist (x8), +10 -2h Axe (x8)
Grand total =		180,000 Experience

## Half-breed: Wet Dirt

Two highly honored races are the dwarves and the dryads. When they live next to each other they are kindred allies. Occasionally when a female dryad is unable to find a male dryad she will seek the love and affection of a dwarf. The outcome is a wet dirt: half-dwarf / half-dryad. They can fit in with either the Dwarven culture or the Dryad culture, but there are problems. They are overly promiscuous and fiercely monogamous. They are not as devastatingly beautiful as the dryads are, but they are more attractive than other dwarfs are, and they are think. They are almost obese, but they carry the weight extremely well. Of the wet dirts the girls will get together for nude dryad circles, but men are reduced to being spectators. Everything that happens on the dance floor stays on the dance floor. These wet dirt dryad dances cannot happen in either the Dryad culture or the Dwarven culture, so they find neutral ground between them where they get together. Because women outnumber men 3 to 1 and they seldom practice polygamy, the single women are forced to seduce married men or forever go without sex and children. As a result, women are viewed as sexual predators simply because they are female. While men enjoy absolute immunity from such allegations. If a man flirted with a woman and they then had sex, and then a month later he got upset at her, then he could accuse her of being a sexual predator.

Because dwarves are master of geology and gathering mineral alchemy and dryads are masters of herbalism and plant alchemy, the wet dirt is both. As such they do very well as mid-level alchemy dealers. Now add a desperate promiscuity into the mix and you end up with a business meeting for the sale of alchemy and magic that resembles a drunken fraternity party where the wet dirt get a bit too wet and everyone goes home happy. Wet Dirts love beer like dwarves, but they can't handle it like dwarves. As a result alcoholism is a huge problem. Dwarves can't drink enough beer to get drunk or pass out. Wet Dirts get tipsy on the second glass, and all those pent-up sexual fantasies emerge as they quickly strip nude to get in touch with their dryad half. Unfortunately for the wet dirt, by the fifth or sixth glass they are plastered and unconscious dreaming of getting laid at a party where no one will violate them, not even a little bit.

## Half-breed: Dwarnie

The dwarnie is a half-dwarf half-brownie. Their culture and personality is half (loyal, honor, hardworking, glory) and half (mischief, playful, and vindictive). We must put the blender on the highest setting to mix the oil and water. The result is something

like sea-foam. The dwarnie work very hard at mischief with a passionate playful love of life that is honor bound to have vengeance on all who . . ."done them wrong." Upon fulfilling the vengeance they celebrate the glory in exuberant playful bliss.

But, what do the dwarnie do? Well, they like to mine because of the Dwarven culture, but how do you add chemistry? That's what the brownie like. So how do we combine mining and chemistry? Well, have you ever heard of . . . dynamite? Yes, the dwarnie mine with dynamite. The chemistry skill can make explosive Greek fire oil, and there are rules to use it for mining. Not only that, but because they are half breeds the obstacles to get those skills are cut in half while the magnitude of +80 is also cut in half to +40. This is actually an advantage not a disadvantage. You don't need +80 to make tons of money. +40 will do just fine.

Child		Age 7 to 19	
Exp.	#	Race skill description	
80	3	Mana: +2 Rot, +2 Rust, +2 Hide	Brownie
350	1	Mana: +6 Silence	Brownie
0	1	Night Vision: 20 ft.	Brownie
500	1	Night Vision: 40 ft.	Dwarf
280	1	+2 Metallurgist	Dwarf
Adolescent		Age 13 to 31	
Exp.	#	Race skill description	
129	2	Mana: +3 Mending, +3 Message	Brownie
200	1	+2 Hide in Shadows	Brownie
222	1	Health: +4	Dwarf
Adult		Age 25 to 55	
Exp.	#	Race skill description	
1,023	2	Mana: +5 Undead Ward, +5 Invisibility	Brownie
900	2	+2 Hammers (x2)	Brownie
2,150	1	+5 Defense	Brownie
1,000	1	[Beer]	Dwarf
800	2	+2 Axe (x2)	Dwarf
1,650	1	+1 Strength	Dwarf
Mid-age		Age 49 to 80	
Exp.	#	Race skill description	
3,733	1	Mana: +7 Spell Turning	Brownie
3,810	1	Mana: +10 Dispel	Brownie
5,872	2	Mana: +23 Invisibility, +23 Entangle	Brownie
9,231	1	Mana: +6 Super Natural	Dwarf
9,231	1	Max +6 No Restriction	Dwarf
Senior		Age 65 to 105	
Exp.	#	Race skill description	
4,000	8	+5 Chemistry (x8)	Brownie
900	1	Mana: +2 Contingency	Brownie

4,000	16	+5 Geologist (x8), +5 -2h Axe (x8)	Dwarf	Grand total =	146,945 Experience	
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“The strongest reason for the people to retain the right to keep and bear arms is, as a last resort, to protect themselves against tyranny in government.”—Thomas Jefferson.

## Ecneconni

**Alignment:** Love sick, unreasonable, and shy

**Quote:** “Words put you on the defensive. If you have to explain yourself your power is already in question. The image, on the other hand, imposes itself as a given. It discourages questions, creates forceful associations, resists unintended interpretation, communicates instantly, and forges bonds that transcend social differences.”—48 Laws of Power. **Quote:**

“There is no more infuriating feeling than having your individuality ignored, your own psychology unacknowledged.” —48 Laws of Power.

**Type:** Fey

**Mythos:** By Ryvah under the god: Liaka

**Creation:** Epic event of love, or live birth.

**Habitat:** Any populous of pretty people.

**Level:** 4      **Quantity:** 1

**Defense:** +4 magic

**Health:** 272      **Save:** 80

**AC:** 75 (+40)\*      **To Hit:** 75 (+40)\*

**Weapon:** horn      **Range:** -

**Damage:** D4 (+20\*(1.5))\***RDM:** 0

\* Magic blade

**Resistance:** 50% lightning, poison, sword

**Weakness:** 200% satyr bow, energy drain, platinum.

**Strength:** 6      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 7      **Spirit:** 13      **Comeliness:** 14

**Movement:** 30 ft.      **Fly:** no.

**Alertness:** 18\*      **Night Vision:** 0

\* The ecneconni loses initiative, then uses round one to cast magic blade. Thus, there are two rounds which generate “sing” points before she returns fire.

**Skill superiority:** Jeweler

**Size:** 5ft.8in. **Weight:** 136 lb.

**Bounty:** \$160,000

**Skin:** Succulent flesh

**Body:** humanoid

**Miles per day:** 10

Quality of story = 10 out of 10.

The ecneconni is a spirit race forged into existence by an epic event of love. Hopefully they will be forged as an adult, but this does not always happen. What does always happen is the ecneconni will inherit a copy of dozens of memories of love from dozens of people in the community. She will quickly fall hopelessly in love with many people, a half-dozen of the same gender and a dozen of the opposite gender. If she can't obtain the love of all her objectives she will become suicidal. To further complicate this, the ecneconni wants a monogamous relationship with all of them. Of course an ecneconni will find it absolutely impossible to avoid passionate acts of “Simple Safe Pleasure” with all of her men and women. Most ecneconni commit suicide within the first year of life. Male ecneconni normally die within six months—it's just a lot harder for a man to get laid. Of course it's really sad when an ecneconni is forged as an adolescent or God forbid a child. The age of an ecneconni will have no impact on the quantity or nature or her memories or her desires to fulfill them. It will only increase the likelihood she will commit suicide from all the rejections which are forthcoming. As a child an ecneconni's probability of survival is basically zero. Now adult ecneconni also have a problem. There is little chance they will have all their child and adolescent

race skills. Thus, they will suffer horrible penalties to their daily illness check and quickly get sick and die.

Ecneconni absolutely love simple safe pleasure and are almost nude, dressed in a translucent blouse and simple ribbon. With this you wouldn't expect them to be shy, but they are. It's not the type of shy that causes modesty. They want you to gaze lustfully at their body. It is the kind of shy which makes it hard to confess their love. An ecneconni will pine over the subject of their desire for months in secret, and each day fall deeper in love.

One of the abilities of an ecneconni is mist. Frequently they will spend most of their first few months of life hiding in mist form. This makes them particularly hard to see at night. Their second ability is skill drain. This is a hostile form of the spell where they steal memories from their victims, but they don't steal the important stuff. They steal memories of kissing, making out, simple safe pleasure, and sex. Then they use skill drain again to give those memories to someone new. Okay, so this is her mischief. Girl-1 and boy-1 are lovers. Girl-2 and boy-2 are lovers. She takes the memories of Boy-1 and give them to Boy-2, then take the memories of Girl-2 and gives them to Girl-1. Now Boy-2 and Girl-1 possess memories of being lovers to each other. Sit back and watch the sparks fly. A single ecneconni will do this hundreds of times in a single week and rain havoc on a town. This is typically what leads to their discovery. A town which suddenly has hundreds of incidences of infidelity probably has an ecneconni hiding in it. Another note about this promiscuity is that it is limited to simple safe pleasure. They do not have sex. By the time an ecneconni is ready to have sex with someone the act of losing them is a death sentence.

## Equipment & Loot

Lingerie quality +5 magic +3. Jeweler's tools +4 quality, +3 magic. Thieves pick & tools.

Reconciliation: level 4. The ecneconni has a charm Comeliness check of 60. The average attacker has a 15 at best. This creates a 45 point spread on the Statue of David comeliness checks. This effectively converts into 45 damage resistance. But then it is added to a final pool.

	1	2	3	4	5	6	7
Sling Pool	45	45	45	45	45	45	45
Old final pool	0	45	64	78	90	101	111

New final pool	45	64	78	90	101	111	120
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This "new" is a 2 point "to hit" bonus, one point damage bonus, and  $\times 5$  feet range bonus. Thus, the chart shows that after she is attacked 4 times she would have a final pool of 130 which would give her +260 to hit, + 65 damage, + 650 feet of range with her magic blade horn attack. This is just an ESTIMATE. The actual pool is the result of comeliness checks and will vary with every roll.

**Magically Enriched:** 14, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

x3	Magic Blade	A	B	M	Y
	Skill	20	20	20	20

280% Dispel resistance,  $+20^*(1.5)$  damage –or– (2D8 + 2D20), +40 AC, +40 to hit.

x1	Statue of David	4M	B	D
	Skill	20	20	20

860% Dispel resistance.

Child		Age 8 to 35	
Exp.	#	Race skill description	
700	5	+12 Charm (skill), +2 Artistry, +5 Painting, +5 Dance, +5 Singing	
1,500	2	+10 Rogue, Save: +20	
6,000	1	+4 Comeliness	
2,250	1	Ability: Mist(5...)	
3,750	1	Ability: Skill Drain(6...)	
Adolescent		Age 30 to 90	
Exp.	#	Race skill description	
6,000	2	{+10 2h Axe (x2)}: requires skill +4 Comeliness	
7,000	4	{+10 Jeweler (x4)}: requires both skills +10 2h Axe	
2,250	3	+2 Spirit, +20 Escort, Max: +4 Nothing	
4,000	1	+2 Comeliness	
4,300	1	Defense: +1 Magic, +30 Charm (skill)	
Adult		Age 80 to 110	
Exp.	#	Race skill description	
3,750	1	+2 Spirit +2 Artistry, +5 Painting, +5 Dance, +5 Singing	
1,000	4	Save: +12	
1,350	1	Mana: +10 Enchantment, +10 White	
4,300	2		

8,000	3	Max: +4 Nothing (x3)	
14,000	2	Spell:x3 Magic Blade(20,20,20,20), x1 Statue of David(20,20,20)	
Middle-age		Age 100 to 160	
Exp.	#	Race skill description	
6,000	1	Mana: +60 summon	
9,700	1	Defense: +4 Magic	
		Mana: +10 Supernatural, +30	
14,000	2	Yellow	
8,000	2	Max: +4 Nothing (x2)	
Senior		Age 145 to 190	
Exp.	#	Race skill description	
		Mana: +10 Supernatural, +30	
8,000	4	Yellow, +30 Green, +30 Red	
Grand total =		234,950 Experience	

## Sub-race: Blonde

They get along very well with dryads and fairies. They love art, music, and dance, but they have a special place in their heart for theatre. They are Clerics of Felicity, the Goddess of Indulgence and Recovery, within the pantheon of Milkior. Their love of theatre is to be the entertainer. With magic spells like melt and freeze they control the tempter. They will use blossom and illusions for ambience. Their theatres are nearly brothels. Their goal is to make just enough money to pay the bills, after which they normally stop charging. While customers might think the blonde is just generous the reality is it is all about self-indulgence.

They are immensely playful and fun and love chocolate cake, chocolate cookies, and just about everything with chocolate. Then they have their licking contest. Once a year they are precisely weighed, then a pound of chocolate syrup is poured over their body, and a special boy must lick it all off. The girls are on a scale, so they can tell when a pound of chocolate has been licked away. First one done wins.

They will party all night, eat until they are stuffed, have crazy love affairs, and are known to go on spending sprees where they spend lots of money. They live with no regrets because they always go for it. After all it is easier to bend the rules a bit than it is to go back in time and do what you didn't.

[Chocolate] = A good chocolate is 3 copper per ounce. Such a chocolate will heal 1 point of damage if eaten. To some degree they are like dwarves.

Child		Age 3
Exp.	#	Race skill description
1,000	2	[Chocolate], Ability: Blossom(12711)

500	2	Ability: Melt(11344), Freeze(11344)	
200	4	+8 Singing, +8 Dancing, +8 Escort, +8 Cooking	
Adolescent		Age 6	
Exp.	#	Race skill description	
700	1	Minimum Max of: 4 in 2/1 Combat	
1,450	1	Minimum Max of: 7 in Three Round	
4,750	1	Minimum Max of: 9 in Arm Body Speech	
6,000	1	Minimum Max of: 12 in Book Mana: +22 Telepathy, +22 Create Food & Water	
2,250	2	+3 Comeliness, Spell: x3 Image(3,7,7,20,0)	
Adult		Age 10	
Exp.	#	Race skill description	
2,050	4	+14 Singing, +14 Dancing, +14 Escort, +14 Cooking	
Grand total		= 38,000 Experience	

## Sub-race: Rose

Quote: "All I've ever wanted was an honest week's pay for an honest day's work."—Steve Martin, in the film Sgt. Bilko.

She is nature's therapist. "Hi, I heard you could help me with my insecurity complex," says the Remorhaz to the rose. The scary part is, the rose can help. She speaks with animals, plants, and the stones, and she is such a good therapist she can calm the wild madness of an insane troll. In general, nature loves the rose. It is common for a rose to exceed an 18 spirit, from which point no animal will attack a rose, not even a familiar. This has lead them to some embarrassing moments as they become emotionally attached to certain . . . nicely shaped rocks and plants. One might find a rose crying because she was dumped by the river rock because she was flirting with the pine tree. While a rose might have the ability to do many great things, they are too apathetic to do much with it. They worship Ronald, the God of Alchemy and Recovery under the Pantheon of Wargone. Ronald is amazing and incredible, yet the rose waists all day playing with the river rocks, flowers, trees, and rabbits. Ronald loves the rose, but they are so lazy they never seem to do much. The rose lives in poverty, and they are too apathetic to go to school and get a good job. Then there is the "rose stone." This thing is amazing, and they can make them. But do they? Almost never. Ronald gave the rose this

incredible power to motivate them to work. Yet these stones are ridiculously rare, not because it is hard, but because they actually must work to make one.

[Rose Stone] = This is an ability that with any non-alchemical stone worth over \$3,000 copper they can spend 40 hours to craft it into a rose stone. Every time alchemy is consumed within 100 feet, there is a 20% chance the rose stone will recover the alchemy as a charge on the stone. A given alchemy component can only be recovered by one rose stone; however, you can have many rose stones to improve your odds one of them will recover it. This happens automatically without any action required by the rose. The only requirement is the rose be aware of the magic being used which might use alchemy. It only works with non-permanent alchemy.

Child		Age 3
Exp.	#	Race skill description

4,300	1	[Rose Stone]
2,250	1	+ 30 Psychology
300	2	+7 Dance, +7 Singing
Adolescent		Age 6
Exp.	#	Race skill description
4,300	1	+ 30 Psychology
1,500	3	Ability: Speak With (Plants, Animals, and Rock) (4...)
		+30 Locksmith, +30 Architect, +30 Doctor, +30 Metallurgist, +30 Monster Lore
4,300	5	
Adult		Age 10
Exp.	#	Race skill description
4,300	1	+ 30 Psychology
Middle-age		Age 17
Exp.	#	Race skill description
15,000	9	Max: +9 - 1/9th Combat (x9)
Grand total		= 176,750 Experience

# Efreeti

Alignment: Evil, wicked, and torturous.

Quote: "Everything comes to him who hustles while he waits."—Thomas Edison.

Type: Monster

Mythos: needs research

Creation: Immortality: 46

Habitat: a lamp

Level: 4      Quantity: 2

Defense: +2 Magic      Damage Resistance: 3

Health: 1,084      Save: 54

AC: 51: 95\*      To Hit: 121: 165 \*

Weapon: fire      Range: 242 ft. \*

Damage: 44\*(1.5)\*      RDM: +17

\* by spells

Resistance: 95% fire, hammers

Weakness: 200% poison, thorn, elven bow, disintegrate, and gold.

Strength: 9 Dexterity: 7 Perception: 7

Intelligence: 8 Spirit: 8 Comeliness: 7

Movement: 30 ft. Fly: no.

Alertness: 30 Night Vision: 0

Skill superiority: Sculptor and Jeweler

Size: 12 ft. Weight: 1,500 lb.

Bounty: \$80,000

Skin: flesh

Body: humanoid

Miles per day: 21

Quality of story = 10 out of 10.

An aspect of an efreeti is that they are sterile. They are an augmentation of a race created by immortality. As an efreeti every 100 years you are automatically imprisoned in a lamp until someone rubs it. As such, the culture is fascinating. This lamp is a metaphysical lamp that overlays upon reality. Every 100 years the outside of the lamp changes and the doorway locks. When a person rubs the lamp it unlocks. The efreeti is compelled to grant three wishes to he who unlocks his lamp. Oh, but they gain no special power to grant wishes. If an efreeti fails to grant a wish he is locked back in his lamp and the doorway closes. The wishing of an impossible wish will send an efreeti into a killing spree for the three days he has to grant it. Because the lamp is metaphysical, it is the true home of the efreeti. The lamp acts like a 10,000 sq. ft. holding pocket without weight. The efreeti can enter and exit at will if it is unlocked and he is next to it. It counts as a special plane and no one else can enter

except with gate at -90% success / fail. This is amazing.

Now to overcome this little problem of getting trapped every 100 years. You might think an efreeti would go on a killing rampage as its century birthday approaches, but the opposite is true. An efreeti will spend most of that 100 years gathering wealth. It will scavenge; it will hunt; it will even get a job if it pays well. As its century approaches its behavior changes. It becomes generous and kind. It will travel from village to village doing random acts of kindness and posting flyers to advertise its grand birthday party. Everyone is invited: free cake, free wine, free food. The finally of the event is when the efreeti vanishes into a new lamp. Now people don't need to attend the party to participate. All they need to do is . . . own lots of lamps. The efreeti will advertise how much money it has accumulated and offer it as a prize to the person who can set him free. In exchange for those three wishes you can get paid a million copper, maybe two. In the years prior to the efreeti's century birthday the entire kingdom will call on smiths to manufacture lamps in mass. If a few weeks pass by and no one has found the right lamp then the kingdom goes on a scavenger hunt to find it.

As soon as a winner is found, in addition to paying the winner millions of copper, the efreeti will petition the local king to grant honor and land to the lucky lottery winner with the title: Lamp Lord. I know the next party is 100 years away but a well-spoken legend will easily last that long. And the efreeti wants to document all the great and wondrous things the lottery winner received, to grant credibility the next winner will not be screwed over.

Now imagine a group of efreeties. Lamp collecting clubs will exist in every town and city. Lamp polishing events are held monthly. But let us not forget there is a dark side. An efreeti could get a spiteful owner: make two wishes and never a third so they can enjoy their slave. This does not stop the clock on the century mark and it has a 100 mile radius. What happens to the lamp dumped over the bow of a ship 101 miles out to sea? Well if there is only one lamp then that will always become the efreeties new home, down at the bottom of the ocean for eternity.

Reconciliation: level 4.

## Equipment & Loot

Giant sylph bow D8 damage 300 ft. range, giant copper sword +3 quality +1 magic 2D12+1 damage, giant shield +3 quality, giant gorgon hide armor AC 6 +1 quality, 10,000 copper, 30 units of metal. One oil painting (7% chance to unlock a chi style). Jeweler's tools +3 quality +1 magic. Sculptor tools +3 quality +1 magic.

x1	Become Fire Elemental								
	A	C	L	M	N	O	P	T	Y
Skill	11	11	11	11	0	0	11	0	11
Alchemy	11	11	11	11	0	0	11	0	11

352% Dispel resistance, +44 AC, +44 to hit, +22\*(1.5) damage -or- (6D10 damage)

x3	Fire Attack					
	A	B	E	H	I	M
Skill	11	11	11	11	11	11
Alchemy	11	0	11	11	2	11

332% Dispel resistance, 22\*(1.5) damage, 484 ft. dia.

x4	Heal			A	J	M
	Skill			11	11	11

x1	Speak With Dead				J	M	N	U
	Skill				6	0	6	5

x1	Locate object					C	G	K	M	U
	Skill					6	6	6	0	6

Child	Stage 1								
Exp.	#	Race skill description							
Auto	1	[Lamp Curse]							
		+1 Strength, Damage Resistance:							
1,000	2	+3							
700	2	Save: +12, Alertness: +12							
2,250	2	Spell:x1 Heal(660), x1 Speak with Dead(6065)							
700	1	RDM: +5							
Adolescent	Stage 2								
Exp.	#	Race skill description							
2,250	1	Spell:x1 Locate Object(66606)							
1,325	2	Save: +10 (x2)							
1,000	1	Max: +3 Arm Body Speech							
1,500	1	Health:+20							
Adult	Stage 3								
Exp.	#	Race skill description							
4,300	1	Spell: x4 Heal(11...)							
2,250	1	Spell: x2 Animate Fire(11...)							
4,300	1	Spell: x1 Fire Wall(11...)							
6,000	2	+10 Sculptor (x2)							

7,000	6	+5 Combat (x3), +8 Defense (x3)
Middle-age		Stage 4
Exp.	#	Race skill description
7,000	4	+10 Jeweler (x4)
		Spell:x3 Fire Attack(11...), x1 Become Fire Elemental
14,000	2	(11,11,11,11,0,0,11,0,11)
15,000	4	+15 Melee, Health: +92 (x3)
10,000	2	+10 Defense, RDM: +12
6,000	1	Defense: +2 Magic
		+96 Fire Attack -- intended to add to "to hit" score
15,000	1	Senior Stage 5
Exp.	#	Race skill description
12,000	1	Mana: +40 Gate
17,000	8	Health: +100 (x8)
Grand total =		385,850 Experience

## Sub-race: Emerald

They vigorously hunt down leprechaun alchemy and will chop off the hands, feet, and hair of female leprechauns, put tunics on their limbs, then heal them to keep them alive. Then they deliver the amputated females to male leprechauns hopping they are compassionate enough to feed them and care for them. Not really. What they want is to have the men impregnate them so they give birth to more leprechauns . . . with hands and feet to harvest. Yes, they are that evil. If they happen to capture a group of both male and females, after amputation, the emerald will actually help the males to impregnate the females before the emerald kills them. Yeah, she simply kills the males because while a man might be willing to feed his sex toy, girls won't. So there is no point in keeping males alive. They get one final fling with every chick, then of with the head. Emeralds actually bear no ill will towards leprechauns. It is simply the alchemy is exactly what they need to fulfil a life goal. First an emerald has a love hate relationship with the gorgon, and they are good at green magic which happens to contain find familiar. They hunt the gorgons down and beast master them. Then they cast find familiar on them. This is how envious they are of the gorgon. "Hee, hee, hee." Let us not forget this is an emerald . . . efreeti. "Oh look my time is up. Let us see how well you handle sitting in a lamp for a few decades. Oh look, it's a bull in a china shop . . . with no exit." Yes, the emerald casts find familiar on every gorgon they get their hands on just to make them suffer like they do. Now because they may have dozens of gorgon familiars the odds of one dyeing is high. This is where the leprechaun hair, hand, and feet come in. All Three are necromancy, all three have compatibility H. All three can be used with

resurrection and reincarnation. Every gorgon gets a set with contingency to cast the spells. As masochistic as it is to hope for reincarnation, the emerald is sadistic enough to do it. It's not a bull in a china shop—it's a bull in the body of a bunny in a china shop.

[Emerald] = emerald mineral alchemy is not consumed when used. Emerald fern leaf is not mineral, fire emerald is. All mineral emerald, ruby, sapphire, and garnet alchemy within 1,000 feet of her is immediately held in suspension. It is removed from existence, except where she wishes it not to be. Further, she can employ it. This means she does not need to have position of it, nor does she need any required [] to use it, and she can tap it for mana. [Emerald] does not overlap another [Emerald] and where two [Emerald] would the center line between them defines its area.

Child		Age 3
Exp.	#	Race skill description
3,350	1	Mana: +7 Green
500	1	Mana: +10 Find Familiar

2,250	2	Animal: +11 Catoblipas, +7 Gorgon
1,000	2	Save: +15, Health: +15
Adolescent		Age 6
Exp.	#	Race skill description
2,650	1	Mana: +6 Green
2,250	1	+11 Vehicles (wagons, boats)
3,350	1	Minimum To Hit: 40
Adult		Age 10
Exp.	#	Race skill description
4,000	1	Mana: +7 Green
		Mana: +5 Bless, +5 Clair Audience, +5 Danger Sense, +5 Part Water, +5 Silence, +5 Wind, +5 Heal
500	7	
1,000	2	Mana: +7 Lightning Attack, +7 Invisibility
3,350	1	+6 Combat
Middle-age		Age 17
Exp.	#	Race skill description
4,000	1	Mana: +10 Green
4,300	1	[Emerald]
Grand total		= 39,750 Experience

# Elf

Alignment:

Good and kind

Quote:

“A demonstration is worth a thousand explanations; a picture worth a thousand words.”—M. J.

Leonard...

Quote: “Everyone should be royal after his own fashion. Let all your actions, even though they are not those of a king, be, in their own sphere, worthy of one. Be sublime in your deeds, lofty in your thoughts; and in all your doings show that you deserve to be a king even though you are not one in reality.” —Balthasar Gracián, 1601-1658.

Type:

Fey

Mythos:

Germanic folklore

Creation:

Live birth

Habitat:

forest

Level: 1      Quantity: 6

Health: 7      Save: 16

AC: 25      To Hit: 35

Weapon: elven bow      Range: 150 ft.

Damage: D8 \*      RDM: 0

\* one “Elven” arrow

Resistance: 50% thorn, wood

Weakness: 200% ice, hammers, spears, satyr bow, copper.

Predators: Goblin and Lizardmen

Pray: +25 combat against Gnoll and Hobgoblin

Strength: 6 Dexterity: 7 Perception: 7

Intelligence: 8 Spirit: 12 Comeliness: 7

Watchdogs: Wolves and falcons

Steeds: horses, bears, lions (large cats)

Movement: 30 ft. Fly: no.

Alertness: 28 Night Vision: 200 t.

Skill superiority: Sculptor, rogue, and bow

Size: 4½ ft. Weight: 70 lb.

Bounty: \$1,000

Skin: flesh

Body: humanoid

Miles per day: 18

Quality of story = 7 out of 10.

The elves are pure of hart, mind and soul. They are enchanting and beautiful. The charms of elvin women frequently capture the hearts of men of many races. Their bodies are slender and smooth, their muscles are firm and tight. While the color of their skin may vary, its completion is flawless, and its texture is that of soft silk.

Magic flows through their body like water in a river. The magic is a mixture of love, compassion, and wit. This love and compassion is expressed in how they care for the forest in which they live. They love the forest and the forest loves them. They keep the forests

many secrets close to their hart. They work effortlessly and constantly. They water the wild flowers, bury the dead, and remove bits of trash.

Elven towns embrace the forest as finely crafted buildings weave between the great trees. They spin balls of glass into a breathtakingly beautiful stain glass windows. Everything is kept immaculately clean.

A hobby is what you do to pass time, while a passion is what you do when every fiber in your body cries out for it. And the passion of the elves is art. Music is the air, without which you cannot breath. Violins whistle graceful melodies, bells ring in rhyme. Every school girl sings songs of romance. Every elfin man sing songs of glory. The songs number in the thousands and most elves know them all. When the sun sets they gather around camp fires and inside cafés where upon to the rhythm of these wonderful romantic songs they add dance. The elderly couples are the first to take the floor. Old elderly couples with canes barely able to walk are given the space they need. It is they who invite the elders and young children to dance. Some learn to dance before they learn to talk. After this the floor will clear and the single women dance. To take the floor now is to state you are ready to find a husband to mate with. They leave and the single men step up. To take the floor is to say, “I have enough room in my home for you and our child, and I have enough money in my wallet to pay for it all.” Many adult men choose to not take the floor. Next up are the girls, any single female. Then the cowards, I mean they boys—i.e. any male. But the girls do not vacate the floor. The boys join them and for the rest of the night they dance. This is not some major event for the elves. This is just what happens at the end of the week.

To an elf, craft is art. Plates and dishes are finely sculpted, painted and glazed in brilliant colors with flowers, nudes and scroll work. Chairs, wagons and common furniture is decorated the same. These items may take hundreds of hours to craft. Thus, they take extremely good care of these items and it is not uncommon for a chair to last a thousand years. When it comes to precious items such as the sacred bow or sword nothing short of a master piece or workmanship

is acceptable. Elfin villages often have high quality equipment that rivals what one might find in the finest shops in a human capital city. The great elven masters one might find in an elven capital city can craft bows upwards of +8 quality. Such master craftsmen will often know a chin cat for the chin cats are the only dependable people with enough power to max out a magical enchantment of such an item. On rear occasion deals are made with loan kobolds but so often something goes wrong.

For as much as elves love to flirt, sing, and dance it is surprising how bad of an enemy they make. Picking a fight with the elves is likely to result in learning what it feels like to lose badly. They don't make mistakes on the battlefield and they won't miss an opportunity to take advantage of yours.

## Equipment & Loot

20 arrows, small elven bow D8 damage 150 ft. range, +1 quality; one "Elven" arrow; small sword D8 damage; small studded leather +1 quality.

An "Elven" arrow is simply an arrow with mana yielded to it from an elven wizard. The mana is as follows: 13 dispel, 12 blind, and 10 silence. And, a contingency to cast those spells when it strikes the target (hit or miss). One oil painting (3% chance to unlock a chi style)

Sculptor tools +1 quality. Thieves pick & tools.

Contingency	Dispel	E	H	I	J	M
	Skill	0	3	5	5	0

13% Dispel resistance.

115% chance to dispel in  $9 \times 10$  ft.

Contingency	Blind	C	E	J	M	N	R
	Skill	1	0	3	0	5	3

12% Dispel resistance. Up to 25 health. Save: 31.

45% success / fail.

Contingency	Silence	C	E	H	I	M
	Skill	1	0	4	5	0

10% Dispel resistance.  $16 \times 10$  ft.

All the mana to the arrow is lost at midnight when they refresh their mana.

Reconciliation: level 1.

Child		Age 20 to 50
Exp.	#	Race skill description
500	1	Night Vision: 200 feet
500	2	Minimum Score: 35 Music, 35 Painting
300	1	+4 Dance

Adolescent		Age 40 to 75
Exp.	#	Race skill description
1,000	1	+1 Spirit
500	1	Alertness: +9
3,350	1	Minimum To Hit with Bow: 40
2,250	2	+2 Dexterity, +2 Perception
Adult		Age 55 to 200
Exp.	#	Race skill description
2,000	2	+5 Sculptor (x2)
2,250	3	Mana: +10 Silence, +13 Dispel, +12 Blind
Middle-age		Age 150 to 360
Exp.	#	Race skill description
7,000	4	+10 Rogue (x4)
Senior		Age 300 to 650
Exp.	#	Race skill description
8,000	8	+10 Bow (x8)
6,000	1	+6 Artistry
Grand total =		119,900 Experience

## Elf: Ultimatum.

The ultimatum is an afterlife effect. This soul wills itself back to the world of the living in the form of a soft think blanket. It is a new life, a different life. The ultimatum has a living partner they love beyond the bridles of death. This love connects them to the land of the living. If the love fades, then so does the ultimatum. If the subject of the ultimatum's love dies, then they will wrap their body one last time and let go to join them in the afterlife. While fundamentally it is just a blanket, it can shape, fold, and sculpt itself to be as realistic as a felt doll. Yet it will only attempt to look beautiful for the one it loves. For everyone else a crude humanoid form is adequate. While they can speak, they prefer telepathy with the one they love, and seldom talk to any other. They do not care about anyone else. An ultimatum may be content to snuggle up with the one they love at night in bed, or they may wish to be worn as a toga. They do not allow their lover to move on. A female ultimatum will not allow any other woman near her man and has little restraint from attacking such a would-be replacement. A male ultimatum is worse. Attack first, ask questions later. Ultimatums walk with simulated movement. They float a full foot above the ground but still give the impression of making steps. In battle they lose all appearance of being anything other than an animated blanket. If in life they used a sword, then as an ultimatum they use a sword, but you don't see it. All people see is blanket, even if it is attacking at 300 feet with a bow and silver arrows, because that is what it had in life. They are not undead nor evil.

## Sub-race: Drow

The drow are a breed of thieves and prostitutes who have been exiled to the darkest and deepest caves to evade those above. They live in the underworld of catacombs out of sight. Without light there are few plants, and fewer animals. As such famine and starvation are the norm. Survival is hard and not guaranteed. It is a culture of survival at any cost any breed at any price. They resent the people above who live in the land of milk and honey, a land of running rivers and waterfalls where food is so easy to find, you don't even need to know what horticulture is. Oh yes, the drow have a forest, but it's underground. Without their perpetual earnest work their forest dies. Water is precious, the liquid gold of life. It is rationed carefully to preserve every drop. Within the bowels of the earth, the drow will build cities. They have discovered the dead are not really dead, at least not if you can speak with them. They can. Instead of graves where bodies are buried in coffins, they will carefully clean the skeletons and honor them. Often skeletons will be proudly mounted on the walls. They are there to talk to. Smiths will have the skeletons of dead smiths. Lumber mills will have skeletons of dead carpenters. They help them work and learn the ways of the ancients. As a rule, any job that can be done can be done better by an unholly servant. The job might not be done with as much skill, but it will be done with labor you do not need to feed or pay.

Child		Age 3 to 8
Exp.	#	Race skill description
1,000	2	+1 Intelligence, +1 Dexterity
200	1	Attack: Claw D8 Damage
		Mana: +2 Black, +2 Necromancy, +5 Unholy Servant, +5 Speak with Dead
700	4	Dead
500	1	Night Vision: +80 ft.
Adolescent		Age 6 to 12
Exp.	#	Race skill description
2,250	3	+5 Melee, +15 Rogue, Animals: +11 Dragons
		Mana: +5 Black, +5 Necromancy, +15 Unholy Servant, +15 Speak with Dead, +15 Capture Essence
Adult		Age 10 to 20
Exp.	#	Race skill description
2,250	4	+20 Rogue, Health: +25, RDM: +8, Movement: +20 ft. per round
		+2 Perception, Alertness: +25, Save: +25
2,250	3	+3 Dexterity

Grand total	= 44,550 Experience
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## Sub-race: Gecko

The gecko require 30 rounds to change its shape into or out of tree form. Its feet will sink deep into the ground as roots, and it can drink and eat from the soil and sun. While in tree form the gecko has no ability to see or hear; however, it can smell the air and taste the soil. A gecko will always carry a large watertight sack to use so it can berry all of its possessions. When it takes tree form, it must remove all of its clothing and possessions, and it will hide and stash them nearby so it can retrieve them. As the roots of a gecko penetrate the ground, they eat the roots of other plants. If there are flowers nearby, then the gecko's roots will climb up the stem penetrating the flower from the inside to drink the nectar and eat the petals slowly deflowering all the plants near it. Geckos are not good creatures, and plants under attack by a gecko will scream out and cry in pain. Unfortunately, only other plants and nymphs can hear them cry. A gecko's worst nightmare is to wonder into a nymph's forest.

"Ouch! Who's doing that? Oh my gosh, it's a gecko everyone." The flower scowls. "You are so dead. I'm telling my nymph."

"What?! Oh crap!"

It takes 30 rounds and the nymph will be there in 3 . . . with an axe. The problem geckos have is they really love killing exotic flowers and most exotic flowers live in nymph protected forests.

"Hay Bob, seen Adam?"

"He went down to the tulip patch. I told him not to."

"Yeah, well the tulips are still there and he's not. I'm guessing he got turned into firewood."

Geckos work in tribes like Indians traveling the land in search of food. They may number a 100 strong. Still, they are no match for one angry nymph, and they will accept a few casualties as they circle around the forest of one. Young geckos will spend 90% of their time in tree form, while teenage geckos will spend half their time in tree form and the other half breeding. Older geckos tend to be scouts and war mangers. Their goal is to kill everything with feet. They don't kill deer for food. They kill them because the deer will come by while they are in tree form and eat the gecko's leaves. It hurts. It hurts badly, especially those juicy tender leaves between its lower branches. Those darn deer just keep biting its leaves off all the way up the branch. It so has to die! The gecko will start to shift to humanoid

form and midway it spooks the deer which runs off before the gecko can do anything to it. If a male gecko doesn't shift soon enough it will lose its ability to breed. Female geckos will gain beautiful feather wings during adolescents. Not the boys.

Child			Age 3	
Exp.	#	Race skill description		
1,000	1	[Tree Form]		
4,300	2	+3 Perception, Health: +40		
1,500	2	+15 Metallurgist, +15 Farming		
700	1	Save: +12		
100	1	Spell: x3 Climb(7...)		
Adolescent			Age 6	
Exp.	#	Race skill description		
3,350	1	Iff (female) gain feather wings: fly at 15 mph		
1,500	3	Mana: +15 Rot, +15 Rust, +15 Blight		
Adult			Age 10	
Exp.	#	Race skill description		
8,600	1	+10 Combat		
Middle-age			Age 17	
Exp.	#	Race skill description		
1,000	1	Damage Resistance: +3		
1,500	1	Resistance: Gold		
Senior			Age 30	
Exp.	#	Race skill description		
3,350	8	Mana: +33 Wood Kinesis, +33 Wood attack, +33 Thorn Kinesis, +33 Thorn attack, +33 Acid Kinesis, +33 Acid attack, +33 Mud Kinesis, +33 Mud attack		
Grand total		= 59,150 Experience		

## Sub-race: Moon

The moon people worship the moon and Goddess Europa of the pantheon of Shadow Lord. During the day they are well dressed, well mannered, and even somewhat shy and conservative. Accidentally allowing your blouse down where someone could see your bra would be very risky, and for it to be a translucent bra where an onlooker could see the suggestion of a nipple is wholly taboo. However, every night between 10:00 PM and 2:00 AM the whole town goes skyclad. They strip down nude. They saved all their magic for the night, and during this block they cast it all. The only people still dressed are those who lack magic. That is admitting to the rest of the clan you suck. A moon without magic is like a guy who suffers from erectile dysfunction on his half-inch pecker; it's humiliating. So even if you don't have magic, you fake

it. This is when men show off for the girls. The reason nobody flirts during the day is because it all happens at night. Male wizards with lots of magic are swoon over by girls. All of this is just a warmup for the night with the full moon. That's when everyone gets serious.

During the full moon you can do anything. The simple nudist dance turns into an orgy. And the stakes are high. They have a law here. If a man gets a girl pregnant, then she is his wife. He is responsible to feed her, shelter her, and care for her for the rest of his life. Further, neither can ever go to the nightly dances again. They are done, get out. You are uninvited to the orgy. With this the men want to hide their power and then come out on the full moon and display it all with as much flash as possible to have sex with as many girls as possible, hoping to get them all pregnant to forevermore have a bunch of wives. As for the women, they want to identify who is hiding their power but has lots. Then wait until the last 10 minutes of the dance and then fucks his brains out hoping to get pregnant. This way she is his only wife, and she has him all to herself.

Child			Age 3	
Exp.	#	Race skill description		
1,000	2	Religion: +20 Europa, +10 Shadow Lord		
300	4	Mana: +3 Alteration, +3 Divination, +3 Conjuration, +3 Creation,		
300	4	Mana: +3 Necromancy, +3 Movement, +3 Illusion, +3 Enchantment		
300	4	Mana: +3 Black, +3 Red, +3 Blue, +3 Yellow		
300	4	Mana: +3 Pink, +3 Brown, +3 Grey, +3 Purple		
Adolescent			Age 6	
Exp.	#	Race skill description		
500	4	Mana: +3 Alteration, +3 Divination, +3 Conjuration, +3 Creation,		
500	4	Mana: +3 Necromancy, +3 Movement, +3 Illusion, +3 Enchantment		
500	4	Mana: +3 Black, +3 Red, +3 Blue, +3 Yellow		
500	4	Mana: +3 Pink, +3 Brown, +3 Grey, +3 Purple		
Adult			Age 10	
Exp.	#	Race skill description		
700	4	Mana: +3 Alteration, +3 Divination, +3 Conjuration, +3 Creation,		

		Mana: +3 Necromancy, +3 Movement, +3 Illusion, +3 Enchantment
700	4	Mana: +3 Black, +3 Red, +3 Blue, +3 Yellow
700	4	Mana: +3 Pink, +3 Brown, +3 Grey, +3 Purple
Middle-age		Age 17
Exp.	#	Race skill description
		Mana: +3 Alteration, +3 Divination, +3 Conjunction, +3 Creation,
1,100	4	Mana: +3 Necromancy, +3 Movement, +3 Illusion, +3 Enchantment
1,100	4	Mana: +3 Black, +3 Red, +3 Blue, +3 Yellow
1,100	4	Mana: +3 Pink, +3 Brown, +3 Grey, +3 Purple
Senior		Age 30
Exp.	#	Race skill description
		Mana: +3 Alteration, +3 Divination, +3 Conjunction, +3 Creation,
1,300	4	Mana: +3 Necromancy, +3 Movement, +3 Illusion, +3 Enchantment
1,300	4	Mana: +3 Black, +3 Red, +3 Blue, +3 Yellow
1,300	4	Mana: +3 Pink, +3 Brown, +3 Grey, +3 Purple
Grand total		= 64,400 Experience

## Sub-race: Pink

“Sticks and stones can break by bones, but if I use them right they can please me.”

The pink is ultra-shy. They hate being watched, and catching them while they are “busy” is mortifying. The pink claims to be misunderstood and a nice friendly little good woodland creature who wouldn’t hurt a fly. Yet, she is really severely disturbed. As she wonders she will leave her mark on just about everything: mushrooms, plants, fence posts, the hilt of the fighter’s sword, the back end of all the archers arrows, the wizard’s wand or staff, all the handles of all the pots and pans will be . . . slimy. She borrows them and uses them. If it fits . . . it’s a sex toy. You might think lots of men would flock to her for free sex, but only the ignorant do that. She is shy. She can’t handle being seen in the through of passion, so she will blind her lovers, and because she doesn’t want to be

heard she will cast deafness on them also. The deciding factor for many people to claim her to be evil is her use of hypnotism. She does not really want her lover to even know who she was. Thus, instead of dating someone, she will pick a total stranger and after they are blind, deaf, and hypnotized, she will have her way with them. Even here men might think it luck except she will use your fingers, nose, hands, tongue, teeth, toes, and face but not your manhood. Thus, when she has finished raping the heck out of some poor fool they will be as sexually frustrated as they can possibly be, and she will be gone.

[Pink] = if they are caught in the middle of a sexual act, then every skill they have that generates mana is instantly drained to zero. If she has not had an orgasm in the last hour, then she cannot use mana or chi. This means no spells or chi maneuvers. Conversely, all levels of **race** skills (Mana, Max, Effect, and Chi) are improved: Mana ×7, Max +3, Effect ×2, and Chi ×2.

Child		Age 3
Exp.	#	Race skill description
Auto	1	[Pink]
500	2	+10 Dance, +10 Singing
3,350	3	Ability: Blind(6...), Deafness(6...), Hypnotism(6...)
Adolescent		Age 6
Exp.	#	Race skill description
1,500	2	Save: +20, Health: +20
6,000	1	Regeneration: +1 health per round
6,000	1	Defense: +2 Magic
3,350	2	Minimum: AC: 40, To Hit: 40
Adult		Age 10
Exp.	#	Race skill description
15,000	1	Mana: +40 Pink
5,000	3	Ability: AC(4...), To Hit(4...), Stone Skin(4...)
Grand total		= 62,750 Experience

## Sub-race: Sphinx

Quote: “If you want to be sure that you never forget your wife’s birthday, just try forgetting it once.”—Aldo Cammarota.

A sphinx is like a centaur except instead of the body of a horse, the sphinx has the body of a cat (2 arms 4 legs). While the cat will be scaled to the size of the person the combination of person and beast’s total size is 150% of the original size. Thus, a 6 foot person becomes a 9 foot sphinx. With this the person portion

is unchanged in scale to match the original. This is different than a centaur which is 183%.

The sphinx behave very different than a centaur. Instead of a tribe, the sphinx has a congress. Centaurs are simple while the sphinx is complex. Centaurs are simple and humble, while sphinx are proud. They are polar opposites. It is egotistical to the point of narcissism, yet decidedly displeased with itself because it is not a god like it should be.

“Damn it, I’m a sphinx. Bow before me. Grovel at my feet you pathetic mortal.” ~ *Crum, I can’t let them know I’m mortal too.*

A male sphinx will put a human teenage chick on her menstrual period to shame. Everything means something. And if it doesn’t mean something, then the fact that is doesn’t mean something, means something. to get the feel of the complexity of a sphinx consult the following list of mental disorders: Narcissism, ADHD, Multiple personalities, Paranoia, Pedophilia, Necrophilia, Homosexuality, Inferiority complex, Schizophrenia, Lolita Complex, Psychopathic, Dilutions, Invasive voices, Chronic apathy, Eating disorder, and Bi-polar. Now pick two of the mental disorders to exclude and write down the REST! To truly hit the home run on a sphinx you need to give it an intelligence of 12 or better. A sphinx will not paint themselves into a corner—they will paint themselves into the edge of a pentagonal double space folded nexus. Those are the men. As for the women . . . well THOSE bitches be crazy. Do not try to figure them out. You will get a migraine. But the men love them so much they lap up the insanity like the sweet nectar of God. To love is to feast on ambrosia and drink the milk of ecstasy.

[Sphinx Complex] = from the following list: (Narcissism, ADHD, Multiple personalities, Paranoia, Pedophilia, Necrophilia, Homosexuality, Inferiority complex, Schizophrenia, Lolita Complex, Psychopathic, Dilutions, Invasive voices, Chronic apathy, Eating disorder, and Bi-polar; you must pick 14 of the 16. As the player role-plays each mental disorder they put the date down by the disorder. After one month which is symbolically defined as an amount of real-life time which includes 8 hours of actual gaming by the player of the character, and a minimum of 4 gaming sessions on unique days, the marks are removed. Thus, the marks only last a month. If a sphinx has all 14 disorders marked, then all race skills of type: Max, the six stats, RDM, Damage resistance, and the combat skills {Combat, Ranged, Melee, and Defense} will all be increased by 2. Further, all race skills of type: Mana, Fly speed, and Movement will all be increased by 15.

Child	Age 3	
Exp.	#	Race skill description
3,350	1	Minimum Max of: 4 with (Nothing, Thought, One Round, No Restriction)
300	1	Night Vision: 50 ft.
1,500	1	Movement: +15 ft. per round
1,000	2	Save: +15, Alertness: +15
5,150	1	[Sphinx Complex]
Adolescent	Age 6	
Exp.	#	Race skill description
1,000	1	+1 Strength, +1 Dexterity, +1 Perception
200	5	Max: +1 One Round, +1 Three Round, +1 Nothing, +1 Book, +1 - 1/9th Combat
200	6	+1 Combat, +1 Ranged, +1 Melee, +1 Defense, RDM: +1, Damage Resistance: +1
300	4	Mana: +3 Alteration, +3 Divination, +3 Conjunction, +3 Creation,
300	4	Mana: +3 Necromancy, +3 Movement, +3 Illusion, +3 Enchantment
300	4	Mana: +3 Black, +3 Red, +3 Blue, +3 Yellow
300	4	Mana: +3 Pink, +3 Brown, +3 Grey, +3 Purple
Adult	Age 10	
Exp.	#	Race skill description
1,000	1	+1 Strength, +1 Dexterity, +1 Perception
200	5	Max: +1 One Round, +1 Three Round, +1 Nothing, +1 Book, +1 - 1/9th Combat
200	6	+1 Combat, +1 Ranged, +1 Melee, +1 Defense, RDM: +1, Damage Resistance: +1
300	4	Mana: +3 Alteration, +3 Divination, +3 Conjunction, +3 Creation,
300	4	Mana: +3 Necromancy, +3 Movement, +3 Illusion, +3 Enchantment
300	4	Mana: +3 Black, +3 Red, +3 Blue, +3 Yellow
300	4	Mana: +3 Pink, +3 Brown, +3 Grey, +3 Purple
Middle-age	Age 17	
Exp.	#	Race skill description
1,000	1	+1 Strength, +1 Dexterity, +1 Perception

		Max: +1 One Round, +1 Three Round, +1 Nothing, +1 Book, +1 - 1/9th Combat
200	5	+1 Combat, +1 Ranged, +1 Melee, +1 Defense, RDM: +1, Damage Resistance: +1
<b>Senior</b>		<b>Age 30</b>
<b>Exp.</b>	<b>#</b>	<b>Race skill description</b>
1,000	1	+1 Strength, +1 Dexterity, +1 Perception
200	5	Max: +1 One Round, +1 Three Round, +1 Nothing, +1 Book, +1 - 1/9th Combat
200	6	+1 Combat, +1 Ranged, +1 Melee, +1 Defense, RDM: +1, Damage Resistance: +1
<b>Grand total</b>		= 29,100 Experience

## Augmentation: Wedge Wood

White porcelain reliefs of Greek Mythology on a royal blue porcelain background, this is Wedge Wood. A Wedge Wood is the recreated reincarnation of the soul of Lord Wedge Wood, under the Pantheon of Cassondra. However, instead of becoming an animal with reincarnation, the subject becomes a Wedge Wood, and is part of a dish. The Wedge Wood dishes are porcelain plates, cups, serving trays, gravy boats, candle stick holders, forks, knives, spoons, etc. A single dish will have zero to sixteen Wedge Wood souls living on it. Thus, a single Wedge Wood is only a part of a dish. A village of Wedge Woods consists of a collection of these dishes. The Wedge Wood dishes are defined as “special planes” similar to those made by forge golem.

A Wedge Wood is affected by the spell bind / release golem. The difference is the Wedge Wood is not a construct. It is alive. It will grow old and die from old age. A Wedge Wood can have children. Not only can they have a child, but they can have a non-child. When a Wedge Wood has a child, they will be a new relief on an existing dish—the same dish the mother is on at that time. A non-child will forge a new Wedge Wood dish in to existence near the dish the mother is on. When a new dish is forged, then there is a celebration on the new dish where they all gather to celebrate. In a very real sense, their world just got bigger. Wedge Wood can freely travel between Wedge Wood dishes in the same building in a similar (not the same) way golems can travel between like-constructed special planes. With a Wedge Wood the travel is more like ships in a lake. They can travel, but it is not easy.

It is getting into a little lifeboat and paddling over to the other ship, or stretching a plank between to ships that are touching (between two dishes that are touching). If a dish breaks, then it is like being in a sinking ship. If the dish has been smashed beyond repair, then the ship has sunk and the Wedge Wood is the metaphysical equivalent to a man-over-board and must “swim” to the next dish. If the next dish is too far away, then the Wedge Wood dies; it has metaphysically drowned. Another difference between a Wedge Wood dish and a golem special plane is travel between the material plain and a Wedge Wood dish does NOT create a copy of the traveler in the form of the special plane. Traveling into a Wedge Wood dish is more like traveling into a portable magic room. Objects can be added and removed. Further, the spell conversion will convert non-living things like alchemy, swords, and tables into white porcelain native to the Wedge Wood dish. Non-native things in a Wedge Wood dish are at 10% effectiveness. What this means is 50 mana is 5 mana, 50 damage is 5 damage, a 50 AC is a 5 AC etc. Wedge Wood will often have an alliance with a china doll town.

Creating a Wedge Wood or Wedge Wood dish requires 32 man in effect L of the spell reincarnation. Because a Wedge Wood is portable, it is possible to put a Wedge Wood dish inside a Wedge Wood dish. This severs the connection to the world it was in. When this happens bind / release golem has no visible effect. A dish can never be inside itself. The mother or creator of a dish can also cast magic room to forge a portal into the dish via magic room. Because the portal exit is unmovable, if the dish is moved, then the portal closes until it is returned. The amount of space a Wedge Wood dish has in its special plane is proportional to the size of the dish and artwork. A spoon might be the size of a canoe. A cup the size of a six-man boat, and a large ornate caldron might be as big as a 40-man frigate. It is unlikely for any Wedge Wood Dish to be larger than that. They simply don’t get that big. To have more space, you need more dishes. When a dish depicts animals or people who have not been given life, then they are loyal pets and willing concubines. These extras cannot leave the dish or the special plane. A Wedge Wood outside his dish is white and looks like fine plaster. If they pick up a red apple, it will turn white in their hand, and when they put it down, it will go back to red.

The culture of the Wedge Wood is a Greek mythological paradise. They are normally half-nude in a toga, but occasionally they are totally nude. They love music, wine, dance, and romance. They obsess over physical beauty. Everyone is the epitome of perfection. They are a coven of hermits. Imagine you

and your 20 best friends along with another 80 concubines all living in a collection of 30 dishes. There is no need to ever leave the collection of dishes. The outside world is ugly, smelly, and disgusting. The primary reason a Wedge Wood would leave his dish is to go get more wine. This means doing business with the outside world. Another reason is to defend their territory. Let me explain. A wealthy count has a prized collection of Wedge Wood dishes. He may not even be aware they are magical. A handful of bandits overpower the Count's guards and start to loot his home. The prospect of the dishes being separated, sold, and possibly broken by a bunch of careless thugs isn't going to sit well with the Wedge Wood, and every able body warrior and wizard will pop out and attack.

Child			Age 0 to 52	
Exp.	#	Race skill description		
1,000	1	[Wedge Wood]		
2,250	1	+2 Comeliness		
100	2	Spell: x7 Conversion(10...), x7 Bind / Release Golem(10...)		
Adolescent			Age 16 to 90	
Exp.	#	Race skill description		
1,000	1	Mana: +7 Conversion		
7,000	2	Effect: +5 L, +5 J		
700	1	Save: +12		
Adult			Age 80 and up	
Exp.	#	Race skill description		
2,250	2	Minimum: AC 38, To Hit 43		
700	3	Health: +12, RDM: +5, Movement: +8		
Grand total		= 25,750 Experience		

**About the age chart:** This augmentation overlays whatever base exists without modifying it. Thus, nothing over 52 years old can become this augment because they would die instantly for failure to have required race skills. Further, while the base may be an adult, the augment could still be a child.

## Sub-race: X

They honor the elderly above all else. The elderly hold all the power and make all the decisions. The grandparents will decide who the children will marry and negotiate the marriage contract. They will dictate how many children the couple will have and even pick the names. If a young couple makes the mistake of having an extra child, then the male is neutered to insure it doesn't happen again. If a female is caught cheating on her husband, then she will get surgery to remove her capacity to ever derive pleasure from sex again. The consequences are savior and violations are rare. They survive on the idea of

discipline and obedience and often live in extreme locations such as arctic waist lands, vast deserts, or extremely high mountains. These locations are notoriously dangerous where if you make one false move, then you die. This aside the culture is rich with laughter, dance, and art—but it is all tempered with discipline and respect. It is the elderly who define how dance is done and how a painting or sculpture will be made. Because a person is not considered an elder until after medapause or impotency the art is void of lascivious erotica. It is rich with love and beauty and honors the old. Buildings are built to last thousands of years, not a few decades. Tools and art are the same. Artists will spend half their life getting good enough to paint or sculpt something for a public building because once the elders have accepted an artwork, it becomes sacred. No one is allowed to remove it. That artwork becomes a permanent part of that particular town's culture. For example: if a painting depicted two women kissing in public, then it implies law. It implies the depicted behavior is acceptable and appropriate. Most artworks are designed by the elderly with this exact intent in mind. The elders get together to discuss goals and agendas. They use art to bring about the desired results. The artworks will be designed and commissions awarded to the best master available. After which the elders will review the finished artwork and decide if it is to be installed or destroyed. The decision is a political one, and because it takes so much effort to design, make, and install an artwork, once done it is considered irrevocable. Future generations are not allowed to remove or alter it. The artwork is law.

Child			Age 3	
Exp.	#	Race skill description		
500	3	+10 Archeologist, +10 Survival, +10 Boats		
1,000	4	+1 Strength, Health: +15, Alertness: +15, Save: +15		
1,000	1	Defense: Silver		
Adolescent			Age 6	
Exp.	#	Race skill description		
Auto	1	IFF(base race has wings) then {no wings, and Health: +50;}		
Adult			Age 10	
Exp.	#	Race skill description		
4,300	3	Mana: +43 Levitate, +18 Fly, +18 Rock Kinesis		
Middle-age			Age 17	
Exp.	#	Race skill description		
4,300	1	Spell: x3 Telekinesis(4,4,4,0,4,4,15)		
Grand total		= 23,700 Experience		

# Erutan

Alignment: Hungry

**Quote:** “Every successful person in the world is a hustler one way or another. We all hustle top get where we need to be. Only a fool would sit around and wait on another man to feed him.”—K’wan.

Type:	Animal – Other		
Mythos:	By –Ryvah under the god: Wargon		
Creation:	Metamorphic cocoon.		
Habitat:	forest, lake, river, beech, coast, ocean.		
<b>Level:</b>	<b>5</b>	<b>Quantity:</b>	<b>2</b>
Defense:	+3 magic	Damage Resistance:	40
<b>Health:</b>	<b>800</b>	Save:	140
<b>AC:</b>	400	<b>To Hit:</b>	-
<b>Weapon:</b>	stinger	<b>Range:</b>	10 ft.
<b>Damage:</b>	see below	<b>RDM:</b>	0
<b>Resistance:</b>	50% fire, hammer		
<b>Weakness:</b>	200% wood, force, light, sylph bow, telekinesis, platinum.		
Strength: 8	Dexterity: 7	Perception: 7	
Intelligence: 2	Spirit: 5	Comeliness: 3	
Movement:	200 ft.	<b>Fly:</b>	no.
Alertness: 25	Night Vision: 0		
Size: 9 ft.	Weight: 500 lb.		
Animal control: 130	Rider weight limit: 200 lb.		
Price: \$486,000			
Bounty: \$240,000			
Skin:	exoskeleton		
Body:	causation shellfish		
Miles per day: 60			

Quality of story = 4 out of 10.

They have horns, spikes, a big nasty stinger, and they bleed. Their alchemy alone is worth over \$8,000 copper at retail for each one of them. It's an amphibious crab-like spider. Or is it a spider-like crab? Oh, throw in a scorpion for fun. Oh but instead of two crab claws, this thing has hands. But it's a shellfish, so these hands are like a steel gauntlet—no bones in the middle. If you really want to tick it off, whip out some garlic butter. I hear they hate that. Just the idea you would enjoy eating crab will send this thing into a fit of rage. As for taste, they have the flavor of a crawdad. To be accurate, a 500 pound crawdad. While the thing is strong, the larger dragons can make short work of one. Then, they make dinner out of it. This guy is a delicacy to most things.

The dock master at a small fishing village freezes in fear as he receives the message, "Hello, I hear one of your fishermen encountered an Erutan. Where precisely did this encounter take place?"—Signed "The blue dragon above you."

Reconciliation: level 5. The thorn web attack is only used on small animals it hunts for food. Its main attack is Poison with Mystic Bite attacking the magic and chi of attacking enemies.

## **Equipment & Loot**

None.

Inf.	Poison	B	V	V	V	V	J	M
	Skill	50	0	10	50	0	0	void

10 damage round two, 50 damage round three, four, and five. Used with Mystic Bite as their primary attack.

x4	Thorn Web	A	B	H	I	K	K	M
	Skill	10	3	7	3	7	14	0

44% Dispел resistance.  $10 * (1.5)$  damage –or– (2D8 +2D20 damage)

Child			Age 3 to 12
Exp.	#	Race skill description	
1,000	1	Ability: Thorn Web(2...)	
1,500	3	Defense: Gold, Health: +20, Save : +20	
4,300	1	+10 Defense	
2,250	1	Damage Resistance: +4	
6,000	1	Movement: +60 ft. per rd.	
Adolescent			Age 7 to 33
Exp.	#	Race skill description	
2,250	1	Ability: Poison(505500V)	
4,300	1	[Mystic Bite]	
4,300	1	Ability: Thorn Web(5353550)	
6,500	3	Defense: +3 Magic, Health: +40, Save : +40	
10,000	1	+10 Defense	
7,750	1	Damage Resistance: +4	
Adult			Age 25 to 71
Exp.	#	Race skill description	
4,300	1	Ability: Poison(909900V)	
6,000	1	Ability: Thorn Web(10,3,7,3,7,14,0)	
5,000	10	+10 Defense (x10)	
17,000	1	Health: +105	
10,000	3	Damage Resistance: +4 (x3)	
6,000	1	Movement: +60 ft. per rd.	

Middle-age		Age 57 to 107
Exp.	#	Race skill description
8,000		Ability: Poison(20,0,20,20,0,0,Void)
10,000	10	+26 Defense (x10)
17,000	6	Health: +105
10,000	1	Save: +60

20,000	2	Damage Resistance: +10 (x2)
5,000	1	Movement: +50 ft. per rd.
Senior		Age 93 to 135
Exp.	#	Race skill description
8,000		Ability: Poison(50,0,50,50,0,0,Void)
Grand total =		436,450 Experience

# Etanoissap

**Alignment:** Animalistic, hungry, simple  
**Quote:** “Work like there is someone working twenty-four hours a day to take it away from you.”—Mark Cuban.

Type:	Monster
Mythos:	By –Ryvah under the god: Shadow Lord
Creation:	Parasitic infection
Habitat:	Forest and jungle
<b>Level:</b>	<b>5</b>
<b>Quantity:</b>	<b>8</b>
Damage Resistance:	50 fire, ice, lightning via spell.
<b>Health:</b>	<b>2,500 : 4,150*</b>
<b>AC:</b>	<b>160 : 510*</b>
<b>To Hit:</b>	<b>180 : 530*</b>
* all the result of spells.	
Weapon:	claw
Damage:	30D20
Range:	5 ft.
RDM:	0
Resistance:	50% lightning, acid, poison, axe
Weakness:	200% lava, thorn, rock, sylph bow, energy drain, platinum.
Strength:	7
Dexterity:	7
Perception:	12
Intelligence:	5
Spirit:	7
Comeliness:	5
Movement:	15 ft.
Fly:	30 mph
Alertness:	25
Night Vision:	0
Size:	3 ft. round
Weight:	200 lb.
Bounty:	\$60,000
Skin:	exoskeleton
Body:	crustacean
Miles per day:	10

Quality of story = 3 out of 10.

Etanoissap are far stronger than they appear, and simultaneously far weaker than they appear. If you can correctly identify their imbedded fault, they are beatable. But you must know what you are doing. Look at them closely. Do you see it? If you are still trying to figure out how to hit a 510 AC, then you have not figured it out. And you don't want to lose to one of these creatures. They . . . won't kill you. No, they will bite off your hands and feet and tunicate them. Their claw attack has a special poison that stops bleeding. So even after you get hit, you never take more damage from blood loss. You don't need to have your wounds bound. Oh, but the reason for this is because after the battle, they penetrate your body to infect you with their maggots. They breed as parasites where they use your body to feed their babies until you die from being eaten alive from the inside out. That is the parasitic infection. These maggots somehow know to eat out your arms and legs first. Wouldn't won't you to die sooner than necessary. You taste better when you're fresh. Nice

juicy warm blood to suck on. Mmmm, Yummy. The maggots will slowly nibble away your ears, nose, fingers, and toes, oh and that extra thumb between your legs. Any appendage not needed for life gets eaten first. And there are no painkillers or anesthetics. So as they nibble away your gender, you feel every burning bite. And this is why most races wish to hunt them into extinction.

Reconciliation: level 5.

## Equipment & Loot

200 units or black marble, \$30,000 in turquoise gems (not units), 3 pink fire diamonds.

x1(each)	Endure (fire, ice, lightning)	D	M	T
	Skill	1	0	350

351% Dispel resistance. 350 damage resistance to fire, ice, and lightning

x1	Protection	C	M	R
	Skill	5	0	350

355% Dispel resistance,

x1	Stone Skin	C	M	S
	Skill	5	0	350

355% Dispel resistance, +1750 stone skin

x1	Fly	C	J	M	O	P
	Skill	5	5	30	5	10

355% Dispel resistance, 30 mph. 85% success fail.

x1	AC	C	M	V
	Skill	5	0	350

355% Dispel resistance, +350 AC

x1	To Hit	C	M	V
	Skill	5	0	350

355% Dispel resistance, +350 To Hit.

Child	Age 3 to 8		
Exp.	#	Race skill description	
1,500	1	Attack: Claw	3D10
2,250	1	Endowment:x1 Protection(3,0,60)	
2,250	1	Health: +25	

1,500	2	Endowment:x1 Fly(3,3,15,3,5), +30 farming
<b>Adolescent</b>		
Exp.	#	Race skill description
3,350	1	Attack: Claw 4D12
3,000	3	Endowment:x1(each) Endure (fire, ice, lightning)(1,0,175)
3,350	1	Endowment:x1 Protection(4,0,90)
3,600	1	Endowment:x1 Fly(4,4,23,4,8) +10 Combat (x5), +20 Claw attack
12,000	6	
10,000	1	Save: +75
8,500	1	Health: +50
<b>Adult</b>		
<b>Age 10 to 20</b>		
Exp.	#	Race skill description
4,300	1	Attack: Claw 7D20
1,500	3	Endowment:x1(each) Endure (fire, ice, lightning)(1,0,350)

3,350	1	Endowment:x1 Protection(5,0,120)
12,000	5	+10 Combat (x5)
10,000	10	Health: +75 (x10)
4,000	1	Endowment:x1 Fly(5,5,30,5,10)
<b>Middle-age</b>		
<b>Age 17 to 40</b>		
Exp.	#	Race skill description
4,300	1	Attack: Claw 30D20
22,000	1	Endowment:x1 Stone Skin(5,0,350)
10,000	4	+10 Combat (x4)
10,000	17	Health: +100 (x17)
<b>Senior</b>		
<b>Age 30 to 50</b>		
Exp.	#	Race skill description
10,000	1	Endowment:x1 AC(5,0,350)
10,000	2	Endowment:x1 To Hit(5,0,350)
Grand total		= 561,250 Experience

# Ettin

**Alignment:** Primitive

**Quote:** “The greatest weapon against stress is the ability to choose one thought over another.”—William James.

Type:	Monster	Giant 2h axe 4D10 damage, giant 2h hammer 4D8 damage, and giant studded leather. 8,200 copper, 80 units of food, 40 units of ore
Creation:	Live birth	
Habitat:	Open planes and forest	
<b>Level:</b>	<b>3</b>	<b>Quantity:</b> 1
Defense:	+2 Magic	
<b>Health:</b>	<b>1,000</b>	Save: 50
<b>AC:</b>	80	<b>To Hit:</b> 100
Weapon:	Axe / Hammer	Range: 10 ft.
Damage:	4D10 / 4D8 *	RDM: +50
* only one not both.		
<b>Resistance:</b>	-	
<b>Weakness:</b>	200% fire, spear, disintegrate, human bow, copper.	
Strength:	11	Dexterity: 11 Perception: 8
Intelligence:	6	Spirit: 6 Comeliness: 6
Movement:	60 ft.	Fly: no.
Alertness:	25	Night Vision: 0
Size:	10 ft.	Weight: 850 lb.
Bounty:	\$54,000	
Skin:	Skin	
Body:	Humanoid	
Miles per day:	40	

Quality of story = 4 out of 10. (Too short)

Well they say two heads are better than one. But there is a bit of ambiguity here. We can easily see the “two” heads above the belt, but do they have . . . two below it? Because if they are “getting head” by a female ettin, you would want one for each face. But that brings up another question: how many openings does a female ettin have in her basement? Oh, never mind. She got two. All girls have two, and the ettin gets to do both at the same time. So that implies they bathe frequently, because it would be grousing not to do so. This indicates they are actually very clean people. While they may be primitive, we would expect them to use soap and water. Lots of soap and water.

**Reconciliation:** An attack is not an attempt to destroy an illusion. If it needs to attack a flying target it will grab a rock off the ground, range is 60 ft. standard range for a thrown melee attack. If after an attack it is seen it cannot harm the enemy with its axe or hammer, then it will try to punch it.

## Equipment & Loot

[Second head] = they have two heads. One can be a fighter with high levels of combat skills without negating the second head’s ability to benefit from 1/9<sup>th</sup> combat casting method. One can be awake while the second sleeps. Each head MAY get its own save and skill check, while damage is universal. Thus, against the fire torpedo they make only one save. They don’t want two chances to fail. But with a charm check (most things affecting the mind) they would have two. One head can be hypnotized while the other is not. In this case the non-affected head has 100% control over the body. Internal always trump externals. Skill checks on crafting would only get one roll. Simply use logic.

Age 3 to 8		
Exp.	#	Race skill description
2,250	1	Movement: +30 ft. per round
700	1	RDM: +5
4,000	1	Health: +25
2,250	2	+2 Strength, +2 Dexterity
Auto	1	[Second head]
500	2	+10 Hunting, +10 Farming
Age 6 to 12		
Exp.	#	Race skill description
3,350	2	+10 Hunting, +10 Farming
3,600	1	RDM: +5
4,300	3	+10 Defense, +10 Melee (x2)
3,350	1	Save: +30
6,000	1	Defense: +2 Magic
3,750	2	+2 Strength, +2 Dexterity
Age 10 to 20		
Exp.	#	Race skill description
9,700	1	RDM: +10
10,000	3	+10 Defense, +10 Melee (x2)
12,000	2	Health: +75 (x2)
3,000	2	+10 Hunting, +10 Farming
Age 17 to 40		
Exp.	#	Race skill description
6,000	1	RDM: +10
3,000	2	+10 Hunting, +10 Farming
17,000	8	Health: +100 (x8)
Age 30 to 50		

Exp.	#	Race skill description	Grand total	= 282,200 Experience
12,000	1	RDM: +20		

# Evitcudes

Alignment: Evil, diabolical

Quote: “It takes nothing to join the crowd. It takes everything to stand alone.”—Hans F. Hansen.

Type: Undead

Mythos: By –Ryvah under: Shadow Lord

Creation: multi-immortality: 90×5

Habitat: Extreme locations like ice and fire

Level: 6      Quantity: Strange

Defense: +50 magic      Damage Resistance: 50

Regeneration: 10 per round

Health: 14,000      Save: 161

AC: 208      To Hit: 208

Weapon: Mystic bite      Range: Mystic bite

Damage: -      RDM: +100

Resistance: 50% ice, lightning, lava, thorn, mud, sword, axe

Weakness: 200% Platinum, Mithral, energy drain, telekinesis, disintegrate.

Strength: 12 Dexterity: 12 Perception: 12

Intelligence: 12 Spirit: 12 Comeliness: 12

Movement: 45 ft. Fly: no.

Alertness: 24 Night Vision: 0

Size: 5½ ft. Weight: 120 lb.

Bounty: \$1,500,000

Skin: multi-body flesh

Body: multi-body humanoid

Miles per day: 10

Quality of story = 8 out of 10.

An evitcudes is something like a coven of arch-magi witch-knights gone lich. Their souls are all fused into one single being, but their bodies are not. Thus, an evitcudes is a multi-body individual. They are forged with mass immortality. In other words, multiple simultaneous immortality spells cast by multiple wizards on multiple targets all exceeding the target score and within 500 feet of each other. All the experience and knowledge of all the source bodies is pooled into a collective super consciousness and can be distributed back to individual bodies in any way instantly (once per round). This allows the evitcudes to sculpt characters as needed on the battlefield round by round. Spells that have specific targets (healing, AC, teleport) can be designated as targeting the whole or an individual body. Thus, it could teleport all of its bodies with one teleport without the need to hold hands. Or it could teleport just one of its bodies. If the spell targets the whole as a single target then the spell's effect is also singular. Thus, healing which results in 10 points of healing could heal 6 points from body one, 3 points

from body two, and 1 point from body three. Thus, mass healing would be more effective because it targets each body individually. Stone skin and become elemental cast on the whole would have only one pool of health. While casting the same spells on bodies individually would create multiple pools of health. As a general guideline, everything with an area of effect will target individual bodies.

Mana depletion is associated with experience. Thus, they can pool all the experience onto one body for a power cast, but all of that experience is depleted. On the other hand you could put little pools of very efficient mana generating experience into a body and cast using the smaller amounts of experience. This in no way allows you to add mana from two skills of the same type. Heal is a basic. 1,500 experience in heal generates 3 mana. You can combine Supernatural + necromancy + heal + heal with my wand. You may not combine heal + heal + heal. They are the same type. They are basic skills. However; the evitcudes could take the 4,500 experience in heal and divide it up to do three separate casts as a power of the multi body. Now that we have told you that you cannot do this, there is a work around. If each body had 3 mana of heal, they could then each cast yield mana to pool it all back into one body.

An evitcudes is extremely difficult to kill because they have multiple bodies which can be healed back from oblivion. In other words: a five body evitcudes could have 4 of its bodies totally obliterated with thousands of points of damage, disintegrated, exorcized, and even anti-magic aura, and the last surviving body of the evitcudes could recreate all four of its other bodies with its regeneration or even healing. The bodies always have telepathy, yield mana, and damage communion on at infinite mana.

Perhaps the deadliest aspect of an evitcudes is experience pooling. Fundamentally the coven of witches has merged their souls into one nasty blob. They can freely move experience from one body to another in any configuration every round. This includes stats, restricted experience, race experience, health, and all other experience. The key to remember is the experience does not change. If the experience has been allocated to a race skill (+1 Spirit for example) then it stays that way. Having duplicate copies of a race skill does not give you more. You do not get more spirit.

You cannot morph the skill into a different race skill. What you can do is to take advantage of the flexibility. If you are a user of Chi than that 6,000 experience in sword might generate 6 chi. Of course you might prefer two pools of 3350 and 2250 for 5 chi and 4 chi.

The restrictions of a group that become evitcudes are: All members must be the same race and gender. Race includes sub-race. Everyone must be alive prior to the immortality spells.

The multi bodies of an evitcudes must stay within 500 feet of each other. Typically a battle is performed with only one body (the lam) where all the experience of relevance has been pooled into the lam. If the lam dies then they pool everything in to the next body and try a different strategy. If they get down to their last body they flee and regenerate a new batch of bodies. See you tomorrow.

As a 10K player character it is going to be a hard squeeze. You are trying to capture the look-and-feel of a million plus experience monster with a misally 10,000 experience. You will get up to 5 bodies and each can have its own set of innate character skills, but you are restricted to 10,000 experience total for character creation just like everyone else. Further your stat experience is 25,000 experience per body lower. Thus, your first body gets 100,000 and each additional body only gets 75,000 experience for stats.

[Spell RDM] = their RDM adds to all magical damage.

**Reconciliation: NOT RECONCILED.**

**Magically Enriched:** 19, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

300 units of ore, 400 units of Entertainment, 18 random books from the jeweler, 7 paintings of naked things (3% chance each to unlock a chi style). \$60,000 in random mineral alchemy, use geologist chart and roll selecting one at a time until over 60K.

Indirect	Teleport	G	J	K	M
	Skill	12	12	12	30

This is cast without needing to consume mana, thus they have an infinite number of casts.

366% Dispel resistance.

Indirect	Telekinesis	A	B	F	M	O	P	R
	Skill	12	12	12	30	12	12	12

This is cast without needing to consume mana, thus they have an infinite number of casts. As such they

always have many on at the same time just as a resistance to dispel magic.

402% Dispel resistance.

X1	Teleport	G	J	K	M
	Skill	32	32	32	50

646% Dispel resistance.

X1	Telekinesis	A	B	F	M	O	P	R
	Skill	52	12	32	50	32	32	52

762% Dispel resistance. Save: 180

52\*(1.5) (+100 RDM) damage –or– (12D12 (+100 RDM) damage)

Stage 1		
Exp.	#	Race skill description
1,000	3	[Spell RDM], [Multi Body]
2,250	1	+2 Comeliness, Health: +25
500	1	Ability: Yield Mana(9...)
1,500	2	Defense: Gold, RDM: +7
Stage 2		
Exp.	#	Race skill description
2,800	2	Defense: +1 Magic, RDM: +3
6,000	5	+4 Str, Dex, Per, Spirit, Int
3,750	2	+2 Comeliness, Health: +25
1,500	2	Mana: +9 Telekinesis, +9 Teleport
Stage 3		
Exp.	#	Race skill description
14,000	2	Regeneration: 10 per round, Damage Resistance: +10
12,700	1	Defense: +5 magic
10,000	5	Mana: +20 Black, Blue, Red, Orange, Pink
4,500	2	Mana: +13 Telekinesis, +13 Teleport
Stage 4		
Exp.	#	Race skill description
7,000	10	Max: +4 No Restriction (x10)
50,000	4	+25 Combat (x4)
17,000	10	Health: +105 (x10)
6,000	2	Mana: +25 Telekinesis, +25 Teleport
Stage 5		
Exp.	#	Race skill description
8,000	27	Effect: +4 (A,B,F,G,J,K,O,P,R)(x3)
5,000	1	Effect: +30 M
18,000	2	Mana: +53 Telekinesis, +53 Teleport
Grand total =		863,550 Experience

# F

“All that is necessary for the triumph of evil is that good men do nothing.”—Burke.

## Fairy

**Alignment:** Good, Playful, and curious

**Quote:** “One should not be too straightforward. Go and see the forest. The straight trees are cut down. The crooked ones are left standing.” —Kautilya 3<sup>rd</sup> century BCE.

Type:	Fey	
Mythos:	European	
Creation:	Live birth	
Habitat:	Forest	
<b>Level:</b>	3	<b>Quantity:</b> 12
<b>Health:</b>	91	Save: 80
<b>AC:</b>	20	<b>To Hit:</b> 40
<b>Weapon:</b>	spear	<b>Range:</b> 38 ft.
<b>Damage:</b>	D2 +24	<b>RDM:</b> 0
<b>Resistance:</b>	90% fire, lightning, wood, force, light.	
<b>Weakness:</b>	200% dagger, satyr bow, energy drain, telekinesis, Mithral.	
Strength:	6	<b>Dexterity:</b> 7 <b>Perception:</b> 7
Intelligence:	8	<b>Spirit:</b> 16 <b>Comeliness:</b> 10
Watchdogs:	squirrels, rabbits, and birds	
Steeds:	Deer, bear, and wolf	
Movement:	30 ft.	<b>Fly:</b> 18 mph
Alertness:	14	<b>Night Vision:</b> 0
Skill superiority:	Spear and chemistry	
Size:	3 ft.	<b>Weight:</b> 20 lb.
Skin:	Nude	
Body:	Humanoid with fairy wings	
Miles per day:	30	

Quality of story = 11 out of 10.

“Disrobe and frolic in ivy covered in morning dew as it glistens off the first rays of dawn.”

In the wild, fairies live a blissful life of play. They do not eat meat and normally stick strictly to a diet of pollen, honey, berries, and sweets. Their playful nature suits them well as they spend the vast majority of their life as an adolescent or child. It is normal for a fairy to have dozens of games to play for every type of flower in the forest. While they are often extremely intelligent, they normally lack certain street smarts. The plight of the fairies is said to be like that of the moth to the flame. Their innate curiosity and unsurpassed love of laughter has brought the race to the brink of extinction many times. Some believe it may already be too late and the last of them have perished.

Their attraction to laughter frequently draws them into families of elves, pixies, and sprites. The absence of laughter and simple honest joy has kept them far away from orcs, goblins, and ghouls. With this one would think they are suited well for survival. In truth they would be, except for the human. At one moment, the human is full of laughter and love, like young men picking flowers for the young women they have so much affection for. Courtships full of songs and flirtatious happiness lure the fairies in. At first they share in the fun, but humans seem to possess a cruel self-righteous nature. What was perceived by the young woman as a beautiful innocent miracle is often a day later perceived by the young egotistical man as a sinful misguided creature that needs his wisdom. The fairies are dressed in heavy conservative clothing far too heavy to allow them to fly. A few days may pass perhaps a week until the fairy withers away. The clothing takes away their innocents, and without it, a fairy cannot live. So the fairy dose the only thing she knows how to do. She disrobes and frolics rapping the ivy vines around her that are so delicately covered in morning dew and basks in the first rays of dawn as the droplets glitter. This unfortunately is often looked upon by men as defiant perverted disobedience that needs to be fixed. Some fairies are whipped or beaten by these men trying to “help” the fairies. Other are locked in dark jails, closets, or boxes. Others yet are treated like toys or pets and suffer acts to cruel to mention. A fairy lives on happiness and love. Enduring such toucher and punishment often causes them to simply starve to death. A few are found by children which normally instinctively know to set them free. However, most perish.

In the fairy culture marriage is mostly monogamous with about one in five having a polygamous relationship. With these relationships only one fairy will be the breadwinner. He is in charge, and it is normally a man. The breadwinner is responsible. During a fairy wedding the brides (a gender neutral

term meaning those who are not the breadwinner) wear translucent clothing which robs them of their power and magic. Then the brides offer the breadwinner a mithral dagger. "My life is yours. You may kill me." The breadwinner has the right to kill his brides. Of course upon taking the dagger he also takes responsibility to the degree that all of her crimes are now his. If she breaks the rules than he, and only he, will be punished. Thus, he can shield her from all wrongs. "If you have a problem with my wife—you have a problem with me." The breadwinner has been granted by fairy law the right to protect his wife up to the point of his own death. At which point all sins, crimes, debt, and grievances against his widowed wife are pardoned. Expanding further on this, when some form of grievance occurs against a girl known to be wed it is illegal to punish her. Punishment must resolve against her husband. A fairy wedding is a big event where all of the forest is invited. Part of this is to put everyone on notice. It is also a declaration of adulthood. Adulthood in fairy culture has nothing to do with age and everything to do with responsibility. The only requirement for a fairy to be considered an adult is they have made the declaration. Likewise, a fairy who has not made the declaration is not an adult. Further an adult fairy must witness this upon which they will explain many hidden truths of the world. Thus, if an extremely young child needed to become king, then they would be declared an adult to empower them with the authority to do the job. Most fairies are declared adults on their wedding day or upon giving birth to a child of their own. In many ways the distinction of adult verses child is a distinction between those who are responsible for the community as a whole and those who are not.

## **Equipment & Loot**

Spell book +2 quality (ring, necklace, bracelet, etc.); 5 each tiny spears, D2 damage, 38 ft. range, with mushroom poison (\$43, 2 damage round 1, 6 damage round 2); 6 each tiny spears, silver, +2 quality, +1 magic, with lotus poison (\$538, 24 damage); a lair will have a Monk obelisk, \$28,000 (-10 AC to all non-fairies within 100 feet; 1280 pounds of marble; 5 platinum coins. (60% chance of a chemistry book, 40% chance of chemistry tools). Lingerie armor +4 quality +2 Magic AC 5+2.

Reconciliation: level 3. In battle every fairy has two chances at 36% to have an already active torpedo from yesterday of either fire or lightning. We do not apply the idea they should have cast for the last five days. Thus, all of them can cast both spells again. Yet of the fairies who do not yet have a torpedo of some type, we

only allow two fairies per round to cast. The rest through spears. Also if a torpedo is ineffective for some reason, then they will cast to get the other type hoping it will work better.

X1	Fire Torpedo							
A	C	H	I	L	M	P	R	
8	12	12	13	12	7	8	12	

8\*(1.5) damage –or– (D10 + D12 damage)

X1	Lightning Torpedo							
A	C	H	I	L	M	P	R	
8	12	12	13	12	7	8	12	

154% Dispел resistance, 72 ft. per round movement.

144 ft. diameter animated manipulation

8\*(1.5) damage –or– (D10 + D12 damage)

, 36% success / fail, Save = 68.

Multiple torpedoes cannot be controlled and at best the caster can toggle between them.

X1	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	4	4	10	8	8	10	6	8

138% Dispel resistance; All elementals, golems, and users of either the spell magic blade or poison: suffer 4\*(1.5) damage per round, do only 34% damage, have a -72 ft. per rounds movement, have a -18 to save, have a -16 to AC, and have a -16 to hit.

Child		Age 40 to 150
Exp.	#	Race skill description
Auto	1	[Nude]
1,000	1	Fly at 18 mph, +4 Comeliness, {+4 Spirit}: requires +4 Comeliness.
4,000	2	Save: +40
4,300	1	Mana: +120 Blossom
Adolescent		Age 120 to 230
Exp.	#	Race skill description
2,000	2	Mana: +40 Speak with plants, +40 Speak with animals
2,000	2	+5 Spear (x2): requires fly at 18mph
1,000	1	Alertness: +15
3,350	3	Mana: +70 Message, Charm, Dispel
3,350	1	Animal: +7 squirrels, rabbits, birds, deer, bear, wolf
Adult		Age 220 to 250
Exp.	#	Race skill description
6,500	2	+15 Chemistry (x2): requires Save: +40
1,000	1	+1 Intelligence
8,000	2	Spell:x1 (Fire, Lightning) Torpedo (4,4,10,8,8,10,6,8)

Middle-age		Age 240 to 270
Exp.	#	Race skill description
4,300	1	+10 ranged
14,000	1	Spell: x1 Obelisk(17...)
3,350	1	Mana: +70 Conjure Object
8,000	1	+4 Spirit
12,000	1	Animal: +30 squirrels, rabbits, birds, deer, bear, wolf
Senior		Age 260 to 280
Exp.	#	Race skill description
12,000	1	Animal: +30 squirrels, rabbits, birds, deer, bear, wolf
Grand total =		121,600 Experience

Animal control of birds is not the group skill but a basic skill referring to small common birds up to a raven, duck, falcon, or eagle.

## Sub-race: Buckeye

The poor buckeye has a hard time staying out of trouble. They are trying to invent a set of super vitamins that will cure a wide range of diseases. But the buckeye amounts to little more than a drug lord with meth labs. They are not evil, yet if you want to get high, they can help. Of course this is not their goal. They just can't get the formula to work right. Now when they are experimenting with their newest "vitamin" they need volunteers.

They will take safety precautions like damage commute, but damage is seldom the problem. It is always that darn addiction. However on the up side, the addiction causes her volunteers to return over and over. They also become very helpful because they are so desperate to get a "fix." Oh and you also get to do whatever you want to do with their bodies while their buzzed out of their mind, and that can be fun. Well at least until the nymph of the forest finds out. That's when they get kicked out. Another aspect of the buckeye is they worship Camle, God of poetry and jewelry within the pantheon of Isabella. These people are down to earth and like browns, greys, ocher yellows, and khaki greens. The things they build are plane but sturdy. They are realistic. Thus, the interest in vitamins. They do the job that needs to be done, and when they are finished they are done with it. The mighty beast heroically slain is not spoken of or written of except to record weaknesses, so if another beast like it is encountered they know how to beat it. A king of these people would not wear a crown or sit on a thrown. He is simply the man who has the job of running the kingdom, and he eats and bleeds like everyone else.

Child		Age 3
Exp.	#	Race skill description
500	2	Religion: +10 Isabella, +20 Camle
1,500	1	+15 Farming
1,000	1	Ability: Speak with Animals(5...)
		External (only usable on animals) { Spell: x2 Heal(8...), x2 Cure Poison(8...), x2 Cure Disease(8...)}
500	3	Animal: +15 Farm Animals(cow, goat, pig, sheep, chickens, turkey)
Adolescent		Age 6
Exp.	#	Race skill description
2,250	1	Animal: +15 Horse and Dog
4,300	1	{+3 Spirit}: requires Animal +15 Farm Animals.
Adult		Age 10
Exp.	#	Race skill description
6,000	3	External (only usable on animals) Mana: +60 Red (x3)
Middle-age		Age 17
Exp.	#	Race skill description
7,000	1	+5 Science
13,000	1	+10 Chemistry
Grand total		= 51,800 Experience

## Sub-race: Dark

Quote: "If you can't beat them, arrange to have them beaten."—George Carlin.

When good little fairies go bad, really bad, they look at a dark fairy and run home to Mommy and apologize. A dark has no use for such good hearted spirits. They like to kill and hunt for fun. It will take cute little bunny rabbits and nail them to a tall tree by their ears and laugh while it screams in pain. Then they run off as the goodie go-lucky fairies come to its rescue. The ultimate goal of a dark is to use black magic to cast immortality on all the various rabbits, squirrels, and birds to turn them into hell rabbits, nightmare rabbits, hell birds, and nightmare birds. Of course the ultimate prize would be to find a giant squid and turn it into a hell beast. Then under the control of the dark use its tentacles to show the lustful little fairies the ins and outs of S&M.

To help them on this journey the dark worship Europa, Goddess of Moon Power within Shadow Lord's pantheon. The dark often wear glamor armor known as lingerie armor. Most of which is black or dark satin grey.

[Moon Power] = with every full moon they get moon points via the skills they have. Over the next cycle until the next full moon they can use the points to increase the experience they have in any skill as follows: 1pt = +100 exp., 2pt = +200 exp., 3pt = +300 exp., 4pt = +500 exp., 5pt = +700 exp., 9pt = +1,500 exp., 11pt = +2,250 exp., 14pt = +3,350 exp., 18pt = +4,300 exp., 22pt = +6,000 exp., 28pt = +8,000 exp., 35pt = +10,000 exp., 47pt = +12,000 exp., 55pt = +14,000 exp., 65pt = +17,000 exp., 75pt = +20,000 exp. In addition to adding experience with Moon Power the pre-existing experience in the skill (up to the amount added) is tripled. Thus, if you have 2,000 experience in sword and use 9pt of Moon Power to add 1,500 experience, then the result is 6,500.  $1500 + (1500 \times 3) + 500$  remainder [2000 – 1500 = 500]. The 5 skills of Smith, Carpenter, Jeweler, Sculptor, and Tailor cannot be improved.

Experience gained from [Moon Power] cannot be used to generate chakra, but will generate chi. It cannot be sacrificed for any other spell such as permanency, enchant, holding pocket, mystic item of \*\*, weapon of slaying, or barrier. It cannot be put into a consumable grimoire or magical transformation, and does not count toward the required experience for a Consumable Grimoire or Magical Transformation.

Child			Age 3		
Exp.	#	Race skill description			
300	1	Night Vision: 200 ft.			
500	2	Spell: x2 AC(115), x2 To Hit(115)			
900	3	[Moon Power, 3pt.] (x3)			
Adolescent			Age 6		
Exp.	#	Race skill description			
1,200	3	[Moon Power, 4pt.] (x3)			
1,500	3	[Moon Power, 5pt.] (x3)			
		Animal: +7 Undead (Hell animal, Nightmare animal, Wobniar animal)			
3,350	1	Mana: +33 Immortality			
Adult			Age 10		
Exp.	#	Race skill description			
1,800	13	[Moon Power, 6pt.] (x13)			
10,000	1	Mana: +20 Black			
6,000	3	Chi: +5 AC, +5 to hit, +5 cripple			
Grand total		= 70,200 Experience			

## Sub-race: Flaming

The flaming always starts out life as an indentured servant to the nymph of the forest, an arch-

magi lord in a grand city, or an unholy lich. They trade years of their life for a sacred blade. It cannot cost more than \$35,000 copper. Some ideas are:  
+5 Quality, +2 Magic, Gold Dagger  
+3 Quality, +2 Magic, Silver Axe or Short Sword  
+2 Quality, +2 Magic, Silver Sword

The second aspect of the flaming is they like to lose. They collect sacks of copper and silver coins. They collect silver goblets and daggers. Then they set up a mock battle where they lose and flee, leaving all the loot behind. They will go to great length to make sure their target know exactly where all the loot will be. “Treasure this way” sometimes they even use physical signs nailed to a tree. Their generosity is only extended to those they truly hate. What is really amazing is they even magically enchant about 60 of the items and coins. It is not a permanent enchantment, just a bit of mana and a contingency to use it. They are sooooo generous. The mana is to cast fire attack, and the contingency is to detonate them all in three days indifferent to where they are. That should be enough time to take all the loot back to their village and spread it around throughout the village. Three days later the town goes up in flames.

[Sacred Blade] = has an initial value of up to \$35,000 copper. The weapon is so sacred that the flaming dies if they sale it, give it away, or trade it away. Even losing it just might cause death. At death the blade vanishes. The flaming is honor bound to pay the debt back at a total cost of \$350,000 copper; however, the flaming gets the blade at character creation.

Child			Age 3		
Exp.	#	Race skill description			
100	1	Spell: x60 Yield Mana(1...)			
500	1	Spell: x60 Hide(0,0,10)			
2,250	1	Spell: x60 Contingency(6,0)			
8,000	1	Spell: x60 Fire Attack(330770)			
Auto	1	[Sacred Blade]			
Adolescent			Age 6		
Exp.	#	Race skill description			
4,300	1	Animal: +9 Fire Lizard			
2,250	1	Spell: x1 Endure Fire(1,0,20)			
		Spell: x1 Become Fire			
8,000	1	Elemental(88808888)			
3,350	1	Spell: x1 Mystic Weapon of Fire(2,10,10,0)			
Adult			Age 10		
Exp.	#	Race skill description			
20,000	1	Spell: x1 Fire Kinesis 2(15...)			
4,300	6	Effect: +3 A (x3), +3 H (x3)			

Grand total	= 74,550 Experience
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## Sub-race: White

The white has many aspects of a nymph. They love nudity; they love romance; they love sex. They are always beautiful and normally perceive themselves as good. However, their evil is almost diabolical. Her actions are truly innocent. Her love is pure, but the collateral damage is beyond reason. She has an unusually long life. Note the +50. This sets the stage. She freely enters human towns and cities. Even as a child-adolescent she drips with power, but that's okay because she is well over 50 years old. She has the wisdom of an adult, but could be mistaken for a 12-year-old child. Here is the thing. She is careless and befriends girls who "look" like her. They will be young girls blooming with curiosity. The white's gift is the apple on the tree in the Garden of Eden. Don't eat of the Tree of Knowledge less you will know sin. The white and town girl will talk, play, and gossip. The white will discover all of the town girl's secret crushes. The handsome prince, Oh come on—every girl loves the prince. The baron who owns the horses she likes to ride. That mussel clad farmhand who is twice, maybe three times her age. They hid in the hay by the barn. The white yields the girls mana to cast mind transfer . . . into the white's body. Now the girls gets to tag along while the white easily seduces the subject of the girl's desire. The white allows the girl have control and she uses it. But it doesn't stop there. They lead the man back to the hay (any place of privacy) to confess their plot of trickery to the man.

"This love is not mine, but hers. I don't love you; she does. You can never have me again . . . but." The girl uses mind transfer again to transfer back to her own body. The love is real, honest, and pure. It is undeniable, irresistible, and unstoppable. Unfortunately while the white has carelessly and recklessly lit the fires of love and left, she has also set the time bomb ticking. The trap is set and after the white is gone with one little kiss the trap is sprung. The fallout is obvious. It is a classic Lolita complex forced upon a man through the use of magic and power. It will consume his soul like an infectious disease. Some men commit suicide to escape. Some men kill off the town girl to hide the secret, but then they must hide the murder, and they always get caught because they aren't the type who know how to do it and get away with it. Others flee the country, but it always catches up with them. The majority play the game of illicit love and attempt to maintain their secret adolescent lover while they are years away from any level of age that would grant

safety. They get caught and then go to prison. Very rarely can a man live up to the expectations of a girl, and when they fall short things change and men die.

Child		Age +50	
Exp.	#	Race skill description	
2,250	3	+2 Comeliness, +22 Escort, +22 Charm (skill)	
1,500	1	+4 Artistry	
4,300	3	[Naked Opal], [Rose Stone], [Bejeweled]	
Adolescent		Age +70	
Exp.	#	Race skill description	
3,350	4	Spell: x2 Mind transfer(10...), x2 Protection(10...), x2 Banishment(10...), x2 Skill Drain(10...)	
3,750	1	+2 Comeliness	
2,050	1	+21 Escort	
2,250	1	Save: +25	
5,000	4	Mana: +10 White (x4)	
Adult		Age +90	
Exp.	#	Race skill description	
2,250	1	Save: +25	
Middle-age		Age +120	
Exp.	#	Race skill description	
2,250	1	Save: +25	
Senior		Age +160	
Exp.	#	Race skill description	
Grand total		= 67,100 Experience	

## Sub-race: Wonderland

Her body is a wonderland. They are exotic and majestic while being mysterious and strange. They will pile rocks together to make monoliths and walkways that come from nowhere and go to nowhere. Then have a deep love of nature and worship Osiraty, a goddess under Pathreana within the pantheon of nymphs. They are extraordinarily methodical and persistent. They have no inhibitions to do a task that requires decades to do, and they don't get emotional or angry, but they always get revenge. A city of Romans had plundered their town. 20 years later the Romans discovered their children were missing. They had not been abducted—they had not been born. The wonderland entered the city and systematically seduced every single male in it. You see they have this nifty little power [Wonderland] and they had effectively sterilized the city.

"Oh, you want me to release you? Okay, first you rebuild our town, give us all you jewelry, and pay use \$10,000 . . . per year . . . per person . . . for life!"

[Wonderland] = the act of consensual sex allows the wonderland to forge a manifestation. She can only have one manifestation per lover, but she can upgrade it by getting a better escort score. The escort score made during the sex places a lean on the mana the person has. This mana up to the escort score is now the property of the wonderland. If he tries to use it, she becomes aware of it and must approve it or he can't. Further, the wonderland has access to the mana anytime from anywhere. This lean can be applied to mana from skills, race skills, race spells, abilities, talents, and internals. When this is done she can take it in whole. Thus, she could take heal(5, 5, 5) as 15 mana and get the entire thing (in this case the spell). She cannot take things not defined as mana. Thus, she could not take "Fly at 15 mph," but could take "Fly (5...)."

Further, any person a wonderland has a manifestation of can only get that exact wonderland pregnant. The reverse is true for males. A woman who has had sex with a male wonderland can only get pregnant by him, no other. The wonderland can release the manifestation if they chose to. These manifestations take the form of the four symbols on playing cards (♣♦♥♦). The manifestations will appear on her wings, clothing, dishes she is using, and even float or fly around in the

air around her. If the wonderland changes clothing, then the manifestations will float off the old and become part of the new. If the subject has no mana then it gets a little painful. The subject's health is converted into restricted low mana. Tapping this mana does not do damage but does lower the subject's health until the next day. If their health drops to or below zero then they go to sleep. This restricted low mana can only be used to increase the lowest effects of a spell up to 70% of the highest effect of the spell. Thus, if the wonderland could cast heal(10, 0, 0), then she could put up to 7 mana from her restricted low mana pool into each of the second and third effects to get to heal (10, 7, 7).

Child		Age 3
Exp.	#	Race skill description
4,300	1	[Wonderland]
700	2	Religion: +15 Osiraty, +15 Pathreana
4,300	2	+4 Comeliness, +60 Escort
Grand total		= 14,300 Experience

# Fairy Dragon

**Alignment:** Silly, playful, happy

**Quote:** "You were born to win, but to be a winner, you must plan to win, prepare to win, and expect to win."—Zig Ziegler.

Type:	Dragon
Creation:	Hatch from egg
Habitat:	Tropical forest, waterfalls, and ponds.
<b>Level:</b>	<b>6</b>
<b>Quantity:</b>	<b>3</b>
Defense:	+100 magic
	Damage Resistance: 212
Regeneration:	100 per minute
<b>Health:</b>	<b>44,000</b>
	Save: 161
<b>AC:</b>	<b>58</b>
	To Hit: 375
<b>Weapon:</b>	Mystic bite
	Range: Mystic bite
<b>Damage:</b>	<b>D2</b>
	RDM: +256
<b>Resistance:</b>	90% fire, ice, light, wood, poison, silver, platinum
<b>Weakness:</b>	200% mithral
Strength:	8
	Dexterity: 7
	Perception: 7
Intelligence:	27
	Spirit: 18
	Comeliness: 15
Watchdogs:	fairies, dryads, pixies, and sprites.
Movement:	145 ft.
	Fly: 200 mph
Alertness:	14
	Night Vision: 0
Size:	3 ft.
	Weight: 5 lb.
Miles per day:	500

Fairy dragons will either be found in a large group or alone as a protector of a beautiful woodland creature. Some of the creatures they protect are fairies, nymphs, dryads, unicorns, Pegasus, pixies, etc.

The fairy dragon is amongst nature's wildest creations. They are silly, playful beautify colored bundles of joy. They also drip with power like an adolescent god. Despite the lack of a breath weapon like many dragons have and having no real combat spells few predators are foolish enough to attack one. Many people have a love of nature, but few have nature's love. Nature takes care of the fairy dragon like a mother takes care of a child. Water will not let one drowned. The ground will not let one trip, and the wind will not let one fall. The only race that surpasses the fairy dragon in spirit are the nymphs and they are kindred spirits to each other. On rare occasion a fairy dragon will become the familiar to a nymph. There are many legends of fairy dragons out smarting the most brilliant minds in existence with ease. Some legends go so far as to claim that the fairy dragons actually know the true meaning of life. This legend has caused many to ponder the significance of the nymph in the grand scheme of life because so many fairy dragons have dedicated so much time to the nymphs.

Frequently the focus of a tribe is the creation of tremendously powerful artifacts. These artifacts are always covered and adorned with beautiful works of art. Frequently sculptures and paintings are of nymphs and are also embed with magical powers.

The evolution of the fairy dragon is thought to have diverged from the dragon line several hundred thousand years ago. In a time when droplets of pure magic from the explosion of the dawn of magic could still be found. Many speculate that the fairy dragons have hidden a pool of this magic and occasionally use it when they breed. Legend refers to this place as Tacnihc. Tacnihc is a place of pure light, pure power, and the breeding grounds of the fairy dragons. The idea that the fairy dragons still have some pure magic is one of the few explanations that can account for the diversity within the fairy dragons and the number of subspecies.

**Reconciliation:** Not reconciled.

**Magically Enriched:** 22, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Wizards' lab 1000 sq. ft. city, Spell book +6 quality, +5 magic, 4\*(1.5) Mystic force, 4D6 Mystic light. 3 herbalist books, 3 alchemy books, 12 paintings of nude girls (each one will unlock D4 chi styles), a magnificent palace 100,000 sq. ft. valued at 6 million copper. Lots of flowers and sculptures (\$400,000). If you can find the nest there is a 15% chance there will be D6 eggs.

[Age chart age range] = No matter what modifications are made (half-breeds, sub-races, augmentations, etc.) the age range is: Child 1-10 (with a 32,000 exp. minimum), Adolescent 11-100 (with an additional +59,000 exp. minimum), Adult 101-1000 (with an additional +132,000 exp. minimum), middle age 1001-2000, Senior 2001-3000. There can never be an immortal fairy dragon. Notice the age ranges do NOT overlap. There is no such thing as a child-adolescent fairy dragon.

[Absolut MAXIMUM] = As a child: all skill checks above 50 (including AC, To Hit, science, etc.) are decreased to 50. The amount of mana in every effect of

all spells (including talents, internals, and abilities) cast, evoked, or in any way caused (including by yield mana) above 10 are decreased to 10. As an adolescent the limits are 70 and 22. As an adult the limits are 100 and 34. As a middle age the limits are 120 and 48. As a senior there are no limits. This reduction takes effect after all other modifications such as alchemy, race effect modifiers, [Bejeweled], [Naked Opal] and [Flourish].

Child		Age 1 to 10	
Exp.	#	Race skill description	
Auto		[Age chart age range], [Absolute MAXIMUM]	
3,350	1	Fly at 15 mph	
1,500	1	Alertness: +20	
As defined	5	Pick any child skill from any age chart that costs less than 4,301 exp.*	
As defined	4	Pick any child skill from any age chart*	
Adolescent		Age 11 to 100	
Exp.	#	Race skill description	
As defined	8	Pick any adolescent skill from any age chart that costs less than 4,301 exp.*	
As defined	7	Pick any adolescent skill from any age chart*	

Adult		Age 101 to 1000	
Exp.	#	Race skill description	
As defined	7	Pick any adult skill from any age chart that costs less than 8,001 exp.*	
As defined		Pick any adult skill from any age chart*	
Middle-age			Age 1001 to 2000
Exp.	#	Race skill description	
As defined	7	Pick any middle-age skill from any age chart that costs less than 8,001 exp.*	
As defined	7	Pick any middle-age skill from any age chart*	
Senior			Age 2001 to 3000
Exp.	#	Race skill description	
As defined	6	Pick any senior skill from any age chart that costs less than 8,001 exp. And double it!*	
As defined	6	Pick any senior skill from any age chart and double it*	
Grand total		= Experience as defined	

\* Experience in \* skills cannot be gained by any spell. Shape change (and spells or effects like it) cannot learn, use, or emulate this skills.

# Fire Elemental

**Alignment:** They follow the orders of their creator.

**Quote:** “One thing is for sure, if you don’t play, you don’t win.”—Kylie Francis.

**Type:** Construct

**Mythos:** Many

**Creation:** Conjure Fire Elemental

**Health:** **135** Save: 14

**AC:** 148 **To Hit:** 148

**Damage:** 32\*(1.5) **RDM:** 0

**Resistance:**

**Weakness:** 200% mud, ice, poison

**Strength:** 7 **Dexterity:** 7 **Perception:** 7

**Intelligence:** 7 **Spirit:** 7 **Comeliness:** 7

**Movement:** 144 ft. **Fly:** 48 mph

**Alertness:** 14 **Night Vision:** 0

**Size:** 12 ft. **Weight:** 0 lb.

**Skin:** fire

**Body:** fire

**Reconciliation:** Not Reconciled.

## Equipment & Loot

None.

	A	D	L	M	N	O	P	T	Y	\$ Price
A	16	16	16	16	16	16	16	16	16	
B	8		9		0				0	\$4,559
C								16		\$1,146
D	3				11					\$613
E	0		7		0			16		\$3,794
F	5	16								\$965
	32	32	32	16	27	16	16	32	32	\$11,077

Damage 32*(1.5) –or– (4D10 + 4D12 damage)
Duration of 2.8 years
Dispel Resistance 395%
Health: 135
Movement of 48 mph, 144 ft. per round
Damage Resistance: 32
148 AC / 148 To Hit

Fire Elemental

	Conjure Fire Elemental	Group	Mana	Comp.
A	Skill	-	-	-
B	Phoenix feather	Fire	17	F
C	Ecnamor oil	fire	17	F
D	Black beguiler guts	Conj.	14	F
E	Ki-rin fur	Conj.	23	F
F	White dragon heart	Conj.	21	F

Realistically any arch-magi capable of a 16 max would not consume alchemy in a one-off cast. He would cast permanency on each of them and this would require a +5 quality +5 Magic wand. The wand alone would be valued at \$770,000, but he would probably make it magical himself. Oh but now, this wizard can make a fire elemental every week, and with a 146 week duration he would have over a hundred of them.

# Fire Giant

**Alignment:** Angry, violent, and passionate.

**Quote:** The two horses: “Two horses were carrying two loads. The front horse went well, but the rear horse was lazy. The man began to pile the rear horse’s load on the front horse; when they had transferred it all, the rear horse found it easy going, and he said to the front horse: ‘toil and sweat! The more you try, the more you have to suffer.’ When they reached the tavern, the owner said, ‘Why should I fodder two horses when I carry all on one? I had better give the one all the food it wants and cut the throat of the other; at least I shall have the hide.’ And so he died.”—fables, by Leo Tolstoy, 1828-1910.

Type:	Monster
Mythos:	Greek – under Zeus
Creation:	Live birth
Habitat:	Mountain, volcano, or canyon
<b>Level:</b>	<b>4</b> <b>Quantity:</b> <b>3</b>
Defense:	+2 Magic      Damage Resistance: 4
<b>Health:</b>	<b>990</b> Save: 102
<b>AC:</b>	165 <b>To Hit:</b> 179
Weapon:	Giant 2h sword      Range: 10 ft. / 600 ft.
Damage:	4D12+(1.5)+3      RDM: +8
Or	2D6+3 bow
<b>Resistance:</b>	50% fire, lightning, poison, axe, spear.
<b>Weakness:</b>	200% ice, lava, acid, human bow, telekinesis, gold.
Predators:	will-o-wisp and storm giants
Pray:	+50 combat against Naga and Psychophile
Strength:	13 Dexterity: 7 Perception: 7
Intelligence:	7 Spirit: 4 Comeliness: 7
Movement:	60 ft.      Fly: no.
Alertness:	18      Night Vision: 0
Skill superiority:	Smith and 2h sword
Size:	12 ft.      Weight: 1,350 lb.
Bounty:	\$54,000
Skin:	flesh
Body:	humanoid
Miles per day:	30

I know it says they are angry and violent up top, but the fire giant are not really angry and violent so much as they are misunderstood. The words of Lady Gaga come to mind, “When it comes to love, if it isn’t rough it isn’t fun.” Fire giants think humans are evil. Why on earth would you put a man in jail for raping a woman? That’s just how you have sex. If she really does not want to have sex with you, then she will use a blade on you . . . more than once. And little scratches don’t count. Let us look at a conversation between two female fire giants:

“What a lame! He wasn’t even gushing blood and he stop. AND THEN, he apologized and left! Are you kidding me?”—Barbara.

“Well did you stab him with your knife?”

“Not really. It was a scratch at best. Do you have any idea how long I have been trying to get him to jump my bones?”

Okay, and now let us look at the man after the fact having a talk with his brother:

“Yo, Markus, what’s up? I heard you wimped out when raping Barbara.”

“No, not at all. I love her, don’t get me wrong. But she doesn’t want me.”

“That’s not what I heard.”

“Hey, I forcefully grabbed her and pinned her to the wall. She started punching and kicking and screaming at me. I thought I was good to go. Then she pulls out a switchblade and slices my chest. All right, that hurt, but it was just a scratch. Then she plunges the blade . . . through my leg. In one side and out the other. Then she get my other leg too. She legitimately doesn’t like me. I thought she did, but she doesn’t. I promised her I’d never put another hand on her. And I hope she forgives me.”

And after the grape vine proliferated the stories around, we have one last scene for the fire giants.

“Hey Barbara, sorry I got the wrong idea about us.”

“No, you didn’t. I’m sorry. I didn’t mean to stab you like that. I just wanted to get a little blood for lubricant. I’m sorry. And . . . I am not even carrying a blade right now.” Wink, wink.

Reconciliation: level 4. They recognize and do not attack minions.

## Equipment & Loot

Giant 2h sword +3 quality +1\*(1.5) mystic fire master crafted with +2 damage 4D12 +1\*(1.5)+3 damage. Giant elven bow 2D10 damage 600 ft. range. Giant chainmail, smith forge & tools +3 quality, 200 units of metal. 1,000 silver coins.

X4	Fire Attack	A	B	E	H	I	M
	Skill	1	10	0	40	10	30

391% Dispel resistance. 1\*(1.5) damage in an act to destroy everything in a 1600 ft. diameter.

X1	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	33	10	20	30	0	0	0	0

393% Dispel resistance. 33\*(1.5) damage

-or- (9D10 damage)

Child		Age 10 to 50							
Exp.	#	Race skill description							
4,300	2	+3 Strength, Health: +40							
auto	1	+50 Combat against Naga and Psychophile							
2,250	1	RDM: +8							
2,250	1	Movement: +30 ft. per round							
Adolescent		Age 40 to 100							
Exp.	#	Race skill description							
2,250	1	Damage Resistance: +4							
5,700	1	Health: +30							
Adult		Age 80 to 300							
Exp.	#	Race skill description							

7,000	4	+10 Smith (x4), +10 to 2h Sword (x4)
17,000	3	Health: +105 (x3)
6,000	1	Defense: +2 Magic
12,000	1	Save: +85
25,000	1	+25 Defense
14,000	1	Spell:x1 Chandelier (33,10,20,30,0,0,0,0)
8,000	1	Spell:x4 Fire Attack(1,10,0,40,10,30)
Middle-age		
Age 250 to 500		
Exp.	#	Race skill description
17,000	6	Health: +105 (x6)
80,000	3	+40 Combat (x3)
40,000	1	+40 Ranged
Senior		
Age 400 to 600		
Exp.	#	Race skill description
100,000	1	Spell:x4 Fire Attack (100,100,100,100,100,100)
Grand total =		647,050 Experience

# Fire Lizard

**Alignment:** Animal

**Quote:** "Winning means you're willing to go longer, work harder, and give more than anyone else."—Vince Lombardi.

Type:	Animal – Dragons		
Mythos:	Ryvah		
Creation:	Hatch from egg		
Habitat:	Cave, volcano, or canyon		
<b>Level:</b>	<b>3</b>	<b>Quantity:</b>	<b>3</b>
Defense:	+10 magic	Damage Resistance:	12
Regeneration:	1 per minute		
<b>Health:</b>	<b>100</b>	Save:	61
<b>AC:</b>	108	To Hit:	175
Weapon:	Mystic bite	Range:	Mystic bite
Damage:	2D12	RDM:	+75
Resistance:	-	Weakness:	-
Strength:	8	Dexterity:	17
Intelligence:	3	Spirit:	8
Movement:	95 ft.	Fly:	no.
Alertness:	44	Night Vision:	150 ft.
Size:	12 ft.	Weight:	750 lb.
Animal control:	103	Rider weight limit:	250 lb.
Price:	\$149,000		
Skin:	Scales	Body:	Mammal
Miles per day:	10		

They willingly live where you will not. They will dig out cave systems in desert-mountains and dunes. The location the fire lizards live in requires them to work, scavenge, and hunt all day and night to survive. Anyone who isn't willing to work that hard can't live where they do. The idea "it is almost impossible to survive" is the key to their survival. Nobody really know just how many there are, because nobody is even willing to count them. While we tend to think of them as a hot desert creature, it is better to look at them as an extremophile. They like the environment that puts everyone at the brink of death; that's where they thrive.

Reconciliation: Not reconciled.

## Equipment & Loot

If you can find the nest it has a 42% chance of having 3D6 eggs and 70% of the eggs will have a different random sub-race.

Age, Price, and Experience Calculator				
15%	10%	5%	2%	1%

\$28,683	\$21,605	\$14,528	\$10,281	\$8,866
48,630	32,420	16,210	6,484	3,242

Child		Age 3 to 8	
Exp.	#	Race skill description	
1,000	1	Movement: +95 ft. per round	
1,500	2	Alertness: +20, Attack: Bite 2D12	
2,000	4	Health: +15 (x4)	
		[Mystic Bite], [Slither Move],	
4,300	3	[Dragon Sight]	
4,300	1	+10 melee	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
3,350	1	Health: +20, Save: +20	
3,350	1	Regeneration: 1 per minute	
4,300	2	Defense: +1 Magic, RDM: +15	
14,000	1	Damage Resistance: +12	
20,000	2	+20 Defense, +20 Bite	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
1,500	1	Save: +20	
20,000	2	+20 Bite, RDM: +20	
2,000	1	Defense: +3 Magic	
20,000	2	+20 Defense, +20 Bite	
		+30 Fire: intended to add to "to hit" Score if applicable.	
30,000	1		
200	1	Night Vision: 150 ft.	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
10,000	2	+20 Bite, RDM: +20	
6,000	1	Defense: +6 Magic	
10,000	2	+20 Defense, +20 Bite	
		+30 Fire: intended to add to "to hit" Score if applicable.	
10,000	1		
Senior		Age 30 to 50	
Exp.	#	Race skill description	
10,000	2	+20 Bite, RDM: +20	
		+30 Fire: intended to add to "to hit" Score if applicable.	
10,000	1		
10,000	2	+20 Defense, +20 Bite	
6,000	1	Defense: +10 Magic	
Grand total		= 324,200 Experience	

# Flaming Growtak

**Alignment:** Playful

**Quote:** “When I win and when I lose, I take ownership of it, because I really am in charge of what I do.”—  
Nicki Minaj.

Type:	Animal – Large beasts	
Mythos:	By –Ryvah under the Fairy Gods	
Creation:	Live birth	
Habitat:	Volcano or lava pit	
<b>Level:</b>	<b>6</b>	<b>Quantity:</b> 1
Defense:	-	Damage Resistance: 100
<b>Health:</b>	<b>4,000</b>	Save: 163
<b>AC:</b>	113	<b>To Hit:</b> 485
Weapon:	History	Range: 37 light years
Damage:	2D1000	RDM: 0
Resistance:	100% fire, lava. 50% ice, thorn.	
Weakness:	200% acid, force, energy drain, platinum.	
Strength:	15	Dexterity: 7 Perception: 9
Intelligence:	3	Spirit: 10 Comeliness: 7
Movement:	300 ft. +	Fly: 100 ft. jump
The Jump add to its move for a total of 400; thus, it has a 200 foot half move.		
Alertness:	32	Night Vision: 0
Size:	18 ft.	Weight: 5,500 lb.
Animal control:	150	Rider weight limit: 1,800 lb.
Bounty:	\$1,450,000	
Skin:	hide	
Body:	three legs, mammal	
Miles per day:	50	

The flaming growtak is an unusual beast. A wild animal with an appetite for ash. With total immunity to fire and lava it is at home in the swirling lava of a volcano. While they will always chose an active volcano as their nesting and breeding grounds they love to wonder. They will challenge most dragons, roc, and spare briefly with Remorhaz. The flaming growtak has a puppy like personality. They make lots of noise and like to play. They have been seen neck deep in water trying to evaporate a lake with their lava attack in order to get to something at the lake's bottom. Growtak's have no fear. Well, that is almost true. If it sees an umbrix it will flee for its life like a cat in a dog pound.

**Reconciliation:** our level 6 heroes had to resort to one of two tactics. Neither are good. The first approach they used to kill the growtak was 28,000 Greek fire oils of 8\*(1.5) damage each for \$3,321 each. The attack cost the heroes 93 million copper to win. The other

approach was even worse. They started by getting rid of all land and property. They had to “cleanse” their character sheet. Next, they powered up with a 170 point stone skin teleported in attacked once at range, then teleported to a town they had never been to before so they could heal and refresh their stone skin. They repeated this until they killed it. I didn't write down how many weeks it took, but I think it took two. Now during those two weeks the growtak used its History to obliterate every city, town, and village our heroes had ever been in. Thus, the beast whipped out half the kingdom as collateral damage. Casting method of nothing and thought.

## Equipment & Loot

None.

[History] = this is in place of Mystic Bite. History is an ability to know who affected you. History allows the user to identify all data on the character sheets of everyone in the chain of command all the way to the dissension maker. Thus, if a king ordered his spy to infiltrate an enemy realm and get a warrior to order the wizard to cast a blind ice storm where the growtak happened to be, then the growtak could use History to pin point the king and kill him. Note: there is no Mystic Bite effect of transporting your spells and attacks. But the growtak does not need it. His range is 37 light years. That's  $2^{60} * 10 = 2.1835634$  – E15 miles. And a light year is only 5.8616278 – E13 miles.

inf.	Lava Attack 2						
A	C	F	H	I	K	M	
100	*10	60	10	13	10	void	

\*10 is any number from 0.001 up to 10.

Child		Age 5 to 15	
Exp.	#	Race skill description	
6,000	2	Movement: +90 ft., Jump of 34 ft.	
1,000	1	Alertness: + 15	
14,000	1	Damage Resistance: +10	
17,000	2	Health: +105, Attack: bite 4D20	
12,000	1	Ability: Lava Attack 2 (7,1,3,4,13,10,void)	
Adolescent		Age 10 to 60	
Exp.	#	Race skill description	

12,000	2	[History], Attack: Bite 2D100
6,000	2	Movement: +90 ft., Jump: +33 ft.
		Damage Resistance: +10, +13
26,000	4	Combat (x3)
17,000	2	Health: +105 (x2), Save: +105
		Ability: Lava Attack 2
17,000	1	(17,3,6,7,13,10,void)
Adult		Age 40 to 100
Exp.	#	Race skill description
		Movement: +90 ft., Jump: +33 ft., Save: +32
3,000	3	
40,000	2	+80 Bite, Damage Resistance: +20
17,000	7	Health: +105 (7)
		Ability: Lava Attack 2
17,000	1	(37,10,20,10,13,10,void)
17,000	1	Attack: Bite D1000
100,000	4	+50 Combat, +100 Bite (x3)
Middle-age		Age 70 to 200
Exp.	#	Race skill description
40,000	1	Damage Resistance: +20
5,000	10	Health: +105 (x10)
		Ability: Lava Attack 2
17,000	1	(67,10,40,10,13,10,void)
5,000	1	Attack: Bite 2D1000
Senior		Age 150 to 500
Exp.	#	Race skill description
40,000	2	Damage Resistance: +20 (x2)
5,000	19	Health: +105 (19)
		Ability: Lava Attack 2
17,000	1	(100,10,60,10,13,10,void)
Grand total =		1,210,000 Experience

## Sub-race: Rusty

Ilicoria is the Goddess of Mother's Milk and Honey Bees within Quimpelton's pantheon of gods. But, mostly she is Quimpelton's wanting lover of unreturned desire. Her beauty falls on blind eyes, and she suffers the hollow reality of her illusions of him she makes love to. This is the goddess of the Rusty. All males pledge their manhood to Ilicoria in the hopes of satisfying her. Thus, the females must cast illusions of Ilicoria to fool the males long enough to get pregnant.

Of course upon the deep the demand for eternal bondage is claimed. If this wasn't an animal this would be marriage. To refuse such a demand is to be put to death. Wrap your mind around this. The female animals are casting illusion to get the males to hump the leg of a human goddess which the female animals will pretend to be, just to get some puppies. Quimpelton, Quimpelton, Quimpelton—we shack our head and hang it low.

The other aspect of the Rusty is a fear of steel. Well steel, iron, copper, nickel, zinc, all of them really. As such trade uses gems.

Child		Age 3
Exp.	#	Race skill description
		+10 Escort, +10 Hypnotism(skill), +10 Performer, +2 Comeliness
2,250	4	
1,500	1	Health: +20
3,350	1	Ability: Rust(5...)
Adolescent		Age 6
Exp.	#	Race skill description
		+10 Escort, +10 Hypnotism(skill), +10 Performer, +2 Comeliness
2,250	4	
4,300	1	Health: +20
3,350	1	Ability: Rust(10...)
Adult		Age 10
Exp.	#	Race skill description
		Ability: Rust(15...)
8,000	1	
		Spell: x1 Illusion(9...), Polymorph(9...)
8,000	2	
10,000	3	Mana: +10 Alteration, +10 Illusion, +10 Creation
Middle-age		Age 17
Exp.	#	Race skill description
		Mana: +10 Alteration, +10 Illusion, +10 Creation
10,000	3	
Senior		Age 30
Exp.	#	Race skill description
		Mana: +10 Alteration, +10 Illusion, +10 Creation
10,000	3	
Grand total		= 144,500 Experience

# Flaming Minotaur

**Alignment:** Proud, persistent, and calm.

**Quote:** “Oysters open completely when the moon is full, and when the crab sees one it throws a piece of stone or seaweed into it and the oyster cannot close again so that it serves the crab for meat. Such is the fate of him who opens his mouth too much and thereby puts himself at the mercy of the listener.”—Leonardo da Vinci, 1452-1519.

Type:	Monster		
Mythos:	By –Ryvah under the God Wargone.		
Creation:	Live birth		
Habitat:	Mountains or canyon		
<b>Level:</b>	<b>3</b>	<b>Quantity:</b>	<b>3</b>
Defense:	Gold	Damage Resistance:	3
<b>Health:</b>	<b>113</b>	Save:	32
<b>AC:</b>	30	<b>To Hit:</b>	60*
Weapon:	Bow	Range:	225 ft.
Damage:	D6 + Greek fire	RDM:	+10
<b>Resistance:</b>	50% fire		
<b>Weakness:</b>	200% ice, spear, human bow, energy drain, disintegration, gold.		
Predators:	Trolls and Oni		
Pray:	+50 Combat against minotaur and high goblin.		
Strength:	8	Dexterity:	6
Intelligence:	8	Spirit:	7
Watchdogs:	Dogs (45 alertness)		
Steeds:	They ride mastodons but they are not part of the battle and are not included.		
Movement:	30 ft.	Fly:	no.
Alertness:	15	Night Vision:	0
Skill superiority:	Sword and sculptor		
Size:	5 ft.	Weight:	106 lb.
Bounty:	\$18,000		
Skin:	4-inch-thick fur		
Body:	humanoid with tail		
Miles per day:	18		

Flaming minotaur have little resemblance to traditional minotaur. They consider themselves vastly superior just as a man might think of himself superior to an ape. Their fur is a bright reddish orange that shimmers like fire in the sun. It is common for the fur to be as much as six inches long and they are occasionally hunted for it. These creatures love stone. They will build catacombs, towers, castles and walls. It is their hobby. It is their passion. To them, wood is to burn. It must be stone. While it is common for them to build cities with elaborate complex architecture they have little interest in detail. Paint or tapestries seldom or never cover the walls. Even though the blocks of granite or marble may be cut with extreme persuasion and polished to a high shine, runes and sculptures are

rare to nonexistent. To them, the rock is what should be glorified and the structure itself is the master piece. Many feel this is to their miss fortune. This is because after they have built such wonderful structures they are often invade and their strictures taken over. As a result of centuries of building incredible things only to be lost to another race they have devised numerous secret passageways to allow them to secretly enter a lost city and routinely plunder it.

One of the cultures of the Flaming Minotaur is their love of the Gorgon. It is part of their heritage and they celebrate the Gorgon in its wild, insane madness.

Reconciliation: level 3. While the bow has a range of 300 feet the fire kinesis only has 225 feet. They also suffer a -20 to hit penalty for attaching the 4 ounce Greek fire oil to their arrow. The splash of Greek fire is auto-hit. Thus, to some degree they don't care about the "to hit" score. The Greek fire oil will do  $4*(1.5)$  damage minus 1 point per two feet of distance from the point of impact. Greek fire oil is not magic and cannot be dispelled. From there each of the three fire kinesis spells for the three flaming minotaurs will each increase the damage.

## Equipment & Loot

Silver sword +2 quality, Satyr bow D8 damage 150 ft. range, chain mail, helmet, shield +2 quality, Shokolis obelisk \$45,000 (+5 AC, -10 to hit (ranged) for non-flaming minotaur within 100 ft.) 20 units of art (all marble sculpture at 50 pounds per unit.) 500 silver. Sculptor tools +3 quality +1 magic. Sculptor tools +3 quality +1 magic.

Greek fire oil	313%	Avg. 15D6	Kinesis #1
2 Damage	6.26	22.5	6.26
3 Damage	9.39	22.5	9.39
4 Damage	12.52	22.5	12.52
6 Damage	18.78	22.5	18.78
8 Damage	25.04	22.5	22.5
10 Damage	31.3	22.5	22.5

This is for each fire kinesis. Thus, they will all end up around 22 to 28 damage. The 15D6 is rerolled every time.

x1	Fire Kinesis	A	C	H	J	M	Q
	Skill + Alc.	15	10	15	15	10	12

177% Dispel resistance. 235% chance to effect magical fire. 4 days duration.

Increases fire damage up to the lower of [(15\*(1.5) damage –or– (5D8 damage)) or 313%). This compounds by different casters.

Greek fire oil 4D6 -8 damage. The implementation of oil with fire kinesis is to first define the area of effect of the unadjusted Greek fire oil, determine its damage, then increase the damage with no modification to area.

Don't forget the third one which is not shown.

Child			Age 3 to 8		
Exp.	#	Race skill description			
1,000	1	Mana: +13 Clair Audience			
1,500	2	Defense: Gold, Spell: x1 To Hit(5...)			
2,000	1	Mana: +10 Fire Kinesis			
300	1	+3 Shield			
Auto	1	+50 Combat against Minotaur and High Goblin			
Adolescent			Age 6 to 12		
Exp.	#	Race skill description			
700	1	Save: +12			
2,250	2	+5 Defense, +5 Ranged			
2,250	1	Mana: +22 Speak with Stone			
12,000	1	Mana: +47 Rock Kinesis			
Adult			Age 10 to 20		
Exp.	#	Race skill description			
2,650	1	Save: + 20			
6,000	2	+10 Sword (x2)			
Middle-age			Age 17 to 40		
Exp.	#	Race skill description			
8,000	8	+10 Sculptor (x8)			
14,000	1	Spell:x1 Fire Kinesis (15,10,15,15,10,12)			
Senior			Age 30 to 50		
Exp.	#	Race skill description			
Grand total =			118,400 Experience		

## Construct: Fire Temple

The fire temple is normally the augmentation of a flaming minotaur, although they look nothing alike. In truth they look decidedly human. They are also stone, as in solid rock. It is a living statue and just as it

was carved from rock by its mother and father, it also must find a mate and carve their child. "I hate you Mom. Why'd you carve me with a stupid fig leaf?" You can't use your junk if you ain't got it! Statues that are not anatomically correct cannot mate. "You sculpted me with clothing! Are you kidding me?" Yeah, about that, a statue can be sculpted with items and even clothing, but there are no freebees. If 100% of the anatomy parts for procreation are not sculpted then procreation is not possible. Because of these restrictions, they tend to start life just like real people—in the nude.

Oh, but we are just getting started. In order for a mother to "give birth" an enchanted temple of exalted fire must be built and . . . sacrificed. Okay, it doesn't need to be exalted fire, but it does need to be constructed via the spell temple enchantment. Yes, each child will set you back a cool million in cash. And you thought a normal child was expensive. When the temple is done, it is destroyed and up to 12 statues are given life. The fire temple Age chart is to simulate all of this magic. There is more. They cannot fly. Even if they are sculpted with wings, because they are solid rock, they are simply too heavy. As such they avoid ships and boats. They sink real fast. Rock is about 5 times heavier than flesh; thus a six-foot human may weigh 200 pounds while a six-foot fire temple will tip the scales at 1,000 pounds. You cannot determine a fire temple's age by its appearance. A new born might have the body of an old lady and that child might be a thousand years old.

[Rock Body] = your weight it five time heavier. Normal flight weight lift does not accommodate this, thus you would need your weight lift to be five times your weight in order to fly if you had wings. Further, you may be sculpted as any base race, base race with sub-race, or half breed of two base races. More complex creations are not possible. With this, the fire temple age chart augments the age chart of the sculpture.

[Temple] = this is a one use skill. You get to build exactly one enchanted temple. Then you use this ability and the spells and mana of the temple are permanently added to your character exactly as they were in the temple.

Stage 1		
Exp.	#	Race skill description
Auto	1	[Rock Body]
1,000	1	Save: +15
6,000	1	+4 Strength
2,250	1	Mana: +50 Temple Enchantment

Stage 2		
Exp.	#	Race skill description
4,300	1	RDM: +10
4,300	1	Defense: +1 Magic
Stage 3		
Exp.	#	Race skill description
6,000	1	Health: +50
4,300	1	Damage Resistance: +5

10,000	1	[Temple]
Stage 4		
Exp.	#	Race skill description
14,000	1	+10 Combat

Grand total = 52,150 Experience



“It is better to abandon all state laws than to infringe on even one Constitutional right; for we favor anarchy over slavery.”—M. J. Leonard...

# Ghost

Alignment:	very evil, hateful, and cruel
Quote:	“A champion is afraid of losing. Everyone else is afraid of winning.”—Billie Jean King.
Type:	Undead
Mythos:	needs research
Creation:	Immortality
Habitat:	Structures and caves
Level:	2      Quantity: 3
Defense:	Silver
Health:	121      Save: 34
AC:	55      To Hit: 55
Weapon:	touch      Range: -
Damage:	2D20      RDM: 0
Resistance:	75% poison
Weakness:	200% lightning, light, axe, hammer, dagger, elven bow, silver.
Strength:	6      Dexterity: 7      Perception: 6
Intelligence:	7*      Spirit: 8      Comeliness: 5
* For some strange reason they lack the intelligence to think three dimensionally.	
Movement:	30 ft.      Fly: 10 mph
Alertness:	14      Night Vision: 100 ft.
Size:	6 ft.      Weight: 2 lb.
Bounty:	\$6,000
Skin:	translucent
Body:	apparition
Miles per day:	3

The ghost of Ryvah is a two pound apparition. Yes, they have a small amount of physical mass. And they carry a gold coin. This coin is the bane of their existence. It is the photo of a dead child the father

carries in his pocket. It is the symbol of epic failure. This one lump of gold so small and pathetic is a crucifix that blights their soul. Something holds them back from moving on into the afterlife. That piece of gold is a constant reminder that, they have work to do. They need, they yearn, they cry out to inflict hate, pain, and suffering on that one exact . . . damn it who was he? Who was she? Who must I kill? I can't remember anymore. AAAAKKK. Fine, I'll just kill . . . everything.

Reconciliation: level 2. They never come out of the ceiling or floor. They are fully restricted to two dimensional combat. However if you are within two feet of a wall they are attacking out of, then they get +10 to hit for surprise. If they encounter either a spell with animated manipulation or magic blade, then they wait 3 minutes (90 rounds) to attack again after retreating. An attack is an attempt to destroy an illusion. Also while they have invisibility, they think it cowardly and avoid using it. Also, they use teleport only to engage—never to flee.

## Equipment & Loot

One gold coin.

x1	Walk Through Walls	C	J	M	O	P
	Skill	5	5	5	1	5

71% Dispel resistance.

x1	Clairvoyance	C	M	V	V	V
	Skill	5	5	8	7	9

84% Dispel resistance.

Stage 1		
Exp.	#	Race skill description
1,000	3	Save: +15, Defense: Silver, Spell:x1 Danger sense(55)
1,500	1	Spell:x2 Darkness(115526)
6,000	1	Health: +50
2,250	1	Attack: Touch 2D10

Stage 2		
Exp.	#	Race skill description
3,350	3	Spell:x2 Fly (56616), Walk Through Walls(55515), Clairvoyance(55879)
Stage 3		
Exp.	#	Race skill description
6,000	1	Spell:x2 Invisibility(37771)
3,350	1	Spell:x20 Impact Force Attack(663)
		+20 Impact Force Attack -- intended to add to "To Hit"
Grand total =		34,400 Experience

# Ghost of War

**Alignment:** Evil, violent, cruel, and fearless

**Quote:** “We do claim that direct annihilation of the enemy’s forces must always be the dominant consideration.”—Napoleon von Clausewitz.

**Type:** Undead

**Creation:** Immortality: score of 49

**Habitat:** Cave, volcano, or canyon

**Level:** 3      **Quantity:** 2

**Defense:** +1 magic

**Health:** 291 \*(+40)      **Save:** 49

\* 40 point stone skin. Can cast as instant and attack in the same round. Can cast 5 more stone skins after the first is gone.

**AC:** 10: 40\* **To Hit:** 70: 115\*

\*\* by spells

**Weapon:** Sword      **Range:** 5 ft.

**Damage:** D10      **RDM:** 0

**Resistance:** -

**Weakness:** 200% force, spear, elven bow, telekinesis, nickel, silver.

**Strength:** 12\* **Dexterity:** 7      **Perception:** 7

**Intelligence:** 9      **Spirit:** 8      **Comeliness:** 7

\* They have a weight lift of 180 pounds.

**Movement:** 30 ft.      **Fly:** no.

**Alertness:** 20      **Night Vision:** 0

**Size:** 6 ft.      **Weight:** 60 lb.\*

\* 5 pounds of body + 55 pounds of weapons and armor.

**Bounty:** \$27,000

**Skin:** apparition

**Body:** bones and apparition

**Miles per day:** 5

A ghost of war is by far rarer than a ghost because of the circumstance required for their creation. When someone innately good is corrupted and becomes wholly evil to slay an evil that has become neutral or good, when something that is only perceived to be evil is slain it may become a ghost of war to avenge itself. One incidence of this was a large elfin city whose scouts discovered an orc village. The hatred the Elves had for the orcs was so intense that without any provocation they sent an army of 2,000 elves to crush the village. There were only 150 orcs at the village and not a single solder, not a single sword or shield. The village fell with not one casualty to the elves. After the elves returned home victorious carrying the decapitated heads of the orcs atop their spears hundreds of elves started to leave the elfin city disgusted at the cruel power hungry arrogance of the city council. Two weeks later the count resigned in discussed as well and

the general took over command. A week later 150 orcish ghost of war attacked. The city that had boasted 50,000 residence lay in total ruin after the 3 rounds of battle. While the dozen or so arch magi and great warriors were able to repel the invasion, when it was finally over there were less than a hundred survivors.

Reconciliation: level 3. A ghost of war is an intelligent beast. Things that appear on the field like minions are not targets. People with duplicates like illusions are lowest priority targets. Every attack is an attempt to destroy. Wizards, archers, 2h fighters are always picked over a person with a shield. They cast magic as instant speech; thus, three spells per round or two spells and an attack.

## Equipment & Loot

Two platinum coins.

x1	Walk Through Walls	C	J	M	O	P
	Skill	5	5	5	1	5

71% Dispel resistance.

x1	Clairvoyance	C	M	V	V	V
	Skill	5	5	8	7	9

84% Dispel resistance.

x2	Dispel	E	H	I	J	M
	Skill	10	0	0	15	5
	Alchemy	0	0	0	15	0

95% Dispel resistance. 510% chance to dispel.

x8	Lightning Attack	A	B	E	H	I	M
	Skill	5	0	5	15	13	7

115% Dispel resistance. 5\*(1.5) damage –or– (D8 + D20 damage)

x6	Stone Skin	C	M	S
	Skill	1	8	8

97% Dispel resistance. 40 stone skin. There is actually a slight variance here on duration. They have several versions of this spell.

x1	To Hit	C	M	V
	Skill	5	5	15

75% Dispel resistance. +15 To Hit.

x1	Become Dark (acid) Elemental							
A	C	L	M	N	O	P	T	Y
0	15	15	5	0	0	0	0	15

100% Dispel resistance. +30 AC, +30 To Hit

x1	Maddie Ziegler			B	E	K	M
	Skill			8	8	10	15

191% Dispel resistance.

**This is their strongest attack.**

Stage 1		
Exp.	#	Race skill description
1,000	1	Save: +15
3,350	3	Spell:x2 Fly (56838), Walk Through Walls(55515), Clairvoyance(55879)
4,300	1	Defense: +1 Magic
6,000	1	Health: +50
1,000	2	Max: +1 Instant, +1 Speech
Stage 2		
Exp.	#	Race skill description

700	2	+5 Melee, Save: +10
18,000	1	Health: +80
2,000	2	Max: +2 Instant, +2 Speech
		Stage 3
Exp.	#	Race skill description
6,000	1	Spell:x2 Invisibility(1,11,6,11,1)
8,000	1	Spell:x8 Lightning Attack(5,0,5,15,13,7)
6,000	1	Spell:x1 Stone Skin(818) and x5 Stone Skin(188)
		Stage 4
Exp.	#	Race skill description
3,350	1	Spell:x2 Dispel(10,0,0,15,5)
3,350	1	Spell:x1 Teleport(360007)
		Spell:x1 Maddie Ziegler(8,8,10,15), To Hit(5,5,15), Become Dark Elemental(0,15,15,5,0,0,0,0,15)
8,000	3	
Stage 5		
Exp.	#	Race skill description
10,000	2	Health: +70 (x2)
9,000	5	+9 melee (x5)
4,500	2	Max: +3 Instant, +3 Speech
Grand total =		171,450 Experience

# Ghoul

**Alignment:** Animal

**Quote:** “Talent wins games, but teamwork wins championships.”—Michael Jordan.

**Type:** Undead

**Creation:** Animate Dead

**Habitat:** Cave, tomb, catacombs, graveyards

**Level:** 1    **Quantity:** 16

**Defense:** -    **Damage Resistance:** 7

**Health:** 18    **Save:** 10

**AC:** 30    **To Hit:** 47

**Damage:** D6    **RDM:** +12

**Resistance:** 50% poison, satyr bow, human bow

**Weakness:** 200% ice, light, axe, sword, elven bow, silver.

**Strength:** 9    **Dexterity:** 9    **Perception:** 6

**Intelligence:** 3    **Spirit:** 2    **Comeliness:** 4

**Movement:** 40 ft.    **Fly:** no.

**Alertness:** 10    **Night Vision:** 40 ft.

**Size:** 6 ft.    **Weight:** 120 lb.

**Bounty:** \$370

**Skin:** Rotten

**Body:** Rotten

**Miles per day:** 10

Ghouls are not by accident. They are not caused by nature. They are created by the animate dead spell. That means they have a master, and they do the master's bidding. There is a man behind a curtain somewhere pulling the strings. As a Game Master, if it is a "random encounter," they must disclose this to avoid the players derailing the campaign by going off on some search for the puppet master who created the ghouls. Likewise, if the Game Master doesn't clearly disclose this, then the players must infer these ideas.

With this we look at ghouls as a tool of evil, but still a tool. Players should ponder: how is this tool being used? Why here? Why now? Players should look at a ghoul encounter the same way you play chess

and your opponent makes a strange move. Why did you do that? What are you up to? Three moves later—Checkmate. Damn it! That is not where you want to be.

Reconciliation: level 1. An attack is NOT an attempt to destroy an illusion. If a choice is required between escaping damage and attacking, they chose to attack. They attack the closest target indifferent to obstructing the movement of other ghouls or getting to weaker pray.

## Equipment & Loot

Dirty old clothing that has rotted.

Stage 1		
Exp.	#	Race skill description
200	1	Health: +5
Stage 2		
Exp.	#	Race skill description
1,000	1	Movement: +10 ft. per round
500	1	Night Vision: 40 ft.
1,000	2	+1 Strength, +1 Dexterity
300	1	Attack: D6
Stage 3		
Exp.	#	Race skill description
700	2	+5 Defense, +5 Melee
2,250	2	RDM: +4, Damage Resistance: +4
Stage 4		
Exp.	#	Race skill description
3,750	1	RDM: +8
5,750	1	Damage Resistance: +3
Stage 5		
Exp.	#	Race skill description
11,000	2	+11 Melee (x2)
Grand total =		41,400 Experience

# Giant Spider

## Alignment: Animal

**Quote:** “Competing at the highest level is not about winning. It’s about preparation, courage, understanding, nurturing your people, and heart. Winning is the result.”—Joe Torre.

Type:	Animal – Other		
Creation:	Hatch from mass egg nest		
Habitat:	Cave, forest, jungle		
<b>Level:</b>	<b>4</b>	<b>Quantity:</b>	<b>8</b>
<b>Health:</b>	<b>550</b>	Save:	90
<b>AC:</b>	130	<b>To Hit:</b>	175
<b>Weapon:</b>	Web or Poison	<b>Range:</b>	200 ft. / 10 ft.
<b>Damage:</b>	$8*(1.5) / 25$	<b>RDM:</b>	0
<b>Resistance:</b>	50% ice, spear		
<b>Weakness:</b>	200% acid, force, sylph bow, telekinesis, silver.		
<b>Strength:</b>	7	<b>Dexterity:</b>	7
<b>Intelligence:</b>	2	<b>Perception:</b>	7
<b>Movement:</b>	80 ft.	<b>Spirit:</b>	5
<b>Alertness:</b>	40 *	<b>Comeliness:</b>	6
		<b>Fly:</b>	no.
		<b>Night Vision:</b>	200 ft.
* The webs of a giant spider are present 1,000 feet from the nest and are visible and obvious.			
<b>Size:</b>	16 ft.	<b>Weight:</b>	3,500 lb.
<b>Animal control:</b>	99	<b>Rider weight limit:</b>	1,200 lb.
<b>Price:</b>	\$110,000		
<b>Bounty:</b>	\$20,000		
<b>Skin:</b>	exoskeleton		
<b>Body:</b>	insect		
<b>Miles per day:</b>	3		

Before you see a spider you will feel its web. Thin strands of silk that cuts across the walk way like invisible steel trip-wires. It knows where you are. And when you get close enough, then it gets dinner. They are almost a pack of dogs fighting over food. Once it catches its pray and immobilizes it, then it races over to eat it before any of the other spiders. A spider occupied by eating a victim is not interested in getting more until the one it's feasting on is dry. In general, it is inflicting 25 damage a round as it sucks the blood out. While they make little distinction between things that are moving, once they try to suck its blood, only to discover it tastes bad, it stops. So elementals, undead, and slimes are attacked, entangled, fed on, and abandoned. The duration on entanglement will then expire. The problem is as soon as the move, the cycle starts over again. They are not smart enough to remember that you tasted bad the first time and probably still tastes bad.

Reconciliation: level 4. Spiders are NOT organized. They attack illusions, minions, animals etc. If they

have multiple targets they will use web, otherwise they will use poison. Both are abilities defined by the spells. Further they employ Jock Sturges. Thou shall not fly.

## **Equipment & Loot**

1,000 grams of “material components” each.

[Web Walk] = This is the ability to walk through any web, entanglement, or difficult terrain as if it did not exist or as if it only aided your movement like a ladder.

inf.	Jock Sturges	C	H	O	M	P
	Skill	1	25	25	25	25

351% Dispел resistance. No flight by anyone.

inf.	Poison Web	A	B	E	H	I	K	K	M
	Skill	8	3	10	10	7	25	25	20

308% Dispel resistance. 8\*(1.5) damage –or– (D10 + D12 damage). The area of effect is flexible such that they may put between 1 mana and 10 mana in effect H. Entanglement.

Entanglelement:  
Strength of 12

Strength of 12 = 100% successful entangle

Strength of 13 = 70% successful entangle

Strength of 14 = 40% successful entangle

Strength of 15 = 10% successful entanglement

inf.	Poison	B	V	V	V	V	J	M
	Skill	25	25	25	0	25	0	25

375% Dispel resistance. 25 damage round one, 25 damage round two, and -25 AC, -25 To Hit, -25 Movement for duration. Does not compound.

Child		Age 3 to 20
Exp.	#	Race skill description
1,500	1	Ability: Jock Sturges(15555)
8,000	1	Ability: Poison Web(53555555)
3,350	1	Ability: Poison (5550505)
		[Web Walk], Movement: +50 ft. per round
4,300	2	
10,000	2	Health: +70, Save: +70
Adolescent		Age 16 to 60
Exp.	#	Race skill description

3,350	1	Ability: Jock Sturges(1,10,10,10,10)
14,000	1	Ability: Poison Web(7,3,8,8,7,10,10,10)
8,000	1	Ability: Poison (10,10,10,0,10,0,10)
17,500	2	Health: +115, +23 Defense
5,000	2	+35 Poison, +35 Poison Web: intended to add to “To Hit”
<b>Adult</b>		<b>Age 45 to 160</b>
Exp.	#	Race skill description
2,250	1	Ability: Jock Sturges(1,15,15,15,15)
10,000	1	Ability: Poison Web(7,3,8,8,7,15,15,12)
10,000	1	Ability: Poison (15,15,15,0,15,0,15)
17,500	2	Health: +115, +23 Defense
5,000	2	+35 Poison, +35 Poison Web: intended to add to “To Hit”
<b>Middle-age</b>		<b>Age 130 to 250</b>
Exp.	#	Race skill description

2,250	1	Ability: Jock Sturges(1,20,20,20,20)
5,000	1	Ability: Poison Web(7,3,8,8,7,20,20,17)
5,000	1	Ability: Poison (20,20,20,0,20,0,20)
17,500	2	Health: +115, +23 Defense
5,000	2	+35 Poison, +35 Poison Web: intended to add to “To Hit”
<b>Senior</b>		<b>Age 200 to 400</b>
Exp.	#	Race skill description
2,250	1	Ability: Jock Sturges(1,25,25,25,25)
5,000	1	Ability: Poison Web(8,3,10,10,7,25,25,20)
5,000	1	Ability: Poison (25,25,25,0,25,0,25)
17,500	2	Health: +115, +23 Defense
5,000	2	+35 Poison, +35 Poison Web: intended to add to “To Hit”
Grand total =		293,550 Experience

# Gnoll

**Alignment:** Gang, bully, mean, (cowards alone)

**Quote:** “Give a man a fish and you feed him for a day. Teach a man to fish and you feed him for life. Sale a man a fish and you’re in business.”—M. J. Leonard..., 1970-

Type:	Monster
Mythos:	needs research
Creation:	Live birth—litter
Habitat:	Planes, savannah, grasslands
<b>Level:</b>	<b>1</b>
<b>Quantity:</b>	<b>10</b>
<b>Health:</b>	<b>10</b>
	Save: 15
<b>AC:</b>	<b>28</b>
	<b>To Hit:</b> 45/25
<b>Weapon:</b>	Flail / club
	<b>Range:</b> 7 ft. / 90 ft.
<b>Damage:</b>	D6 / D2
	<b>RDM:</b> 0
<b>Resistance:</b>	50% fire, wood, axe
<b>Weakness:</b>	200% ice, lightning, hammers, dagger, spear, human bow, copper.
Predators:	Elf and Brownie
Pray:	+25 combat against Dwarf and Orc
Strength:	7
	<b>Dexterity:</b> 8 <b>Perception:</b> 8
Intelligence:	6
	<b>Spirit:</b> 6 <b>Comeliness:</b> 5
Watchdogs:	Dogs
Steeds:	Horses
Movement:	30 ft. +jump <b>Fly:</b> 30 ft. jump
Alertness:	14 <b>Night Vision:</b> 0
Skill superiority:	Smith and Hammer
Size:	5 ft. <b>Weight:</b> 150 lb.
Bounty:	\$600
Skin:	Flesh
Body:	Humanoid
Miles per day:	20

They don't like dwarfs and orcs, but brownies and elves taste great. The gnolls are far more sophisticated than they outwardly appear. They are not some low-tech backwards clan of thugs. They are a secret society funding a major terrorist organization trying to destabilize the Dwarven Empire and the Orc Empire. They hate dwarves and orc and run in fear from them. The strategy they employ most frequently is economic undercutting. They will research and study their target. They will identify what products are bringing in the most profit. Then they reverse engineer the supply chain looking for a way to cut corners or simply make a smidge less profit so they can entice the customers to switch vendors. They will attack and ambush the trade caravans to push expenses up. They are the type who will attack and kill the horses pulling the wagon, then flee. Okay, so you have 12 men and 3 tons of cargo. What do you do? While you encounter a single pod of only a few at a time, they are in contact

with hundreds of other pods. They will have logs and records of who is doing what and what need to be done. All of it will be written in code. This is not a universal code of the gnolls, it is a code for that exact pod. Every pod has its own code. They are constantly meeting in bars and hotel rooms as orders are passed down through an elaborate chain of command in secret. Few events happen without the gnolls playing some kind of role. They don't believe in conspiracy theory; they ARE the conspiracy theory.

Reconciliation: level 1. The club is a one use item.

## Equipment & Loot

Hammer, shield, 4 spears, 30 copper each. A camp will have a smithy-forge & tools. 1 out of 6 will have a 5\*(1.5) Greek fire oil \$1238. 1 out of 10 will have a thieves pick & tools. Notes and logs in random code.

x1	Maddie Ziegler	B	E	K	M
	Skill	4	4	4	4

56% Dispel resistance.

Child		Age 8 to 25			
Exp.	#	Race skill description			
500	1	Damage Resistance: +2			
200	3	+2 Shield, +2 axe, +3 leather			
500	3	+5 scale mail, +5 flail, +5 sword			
		+7 chainmail, +7 halberd, Health: +15			
1,000	3				
Adolescent		Age 15 to 40			
Exp.	#	Race skill description			
8,000	1	+28 boats (this is under Piolet: Vehicles)			
3,350	1	Spell: x1 Maddie Ziegler(4...)			
2,250	2	Animal: +7 Dogs, +7 Horses			
4,300	1	[Jump: 30 ft.]			
Adult		Age 30 to 80			
Exp.	#	Race skill description			
12,000	1	+20 hammer			
5,000	1	Health: +35			
3,350	2	Animal: +7 Dogs, +7 Horses			
Middle-age		Age 60 to 100			
Exp.	#	Race skill description			
8,000	8	+10 Smith (x8)			
Senior		Age 80 to 120			

Exp.	#	Race skill description
5,003	2	Animal: +7 Dogs, +7 Horses
Grand total =		123,456 Experience

## Sub-race: Panther

These people don't live in a haunted house, they are the haunted house. They are inclined to decorate their dwelling with all manner of ghastly apparitions in all the shades of night with a mosaic of runes. It is common for them to have no physical possessions because they seldom interact with the outside world. No money, no tools, no weapons, not even clothing. If it can't be made from bone or rock they are unlikely to have it. "Why would anyone put something over your feet? You would slip." "How do you groom your body if you cover it?" "What precisely is the point of all these round discs of silver and gold?" These people worship Sumicon, God / Goddess of the Night within the pantheon of Shadow Lord. Half the year Sumicon is a beautiful goddess, the other half she is a powerful strong man. She is what she wishes to be. At night they climb up to the top of buildings, pillars, boulders, and special structures and bask in the moon light. One of the ways they interact with other cultures (enemies) is to sneak into the Captains office and do it on his desk. Then they spy to watch the Captain discover all his paperwork is . . . sticky.

[Sumicon Power] = is invoked after a panther has basked in moonlight in the nude for over an hour where upon (if they are not pregnant) they may: change their gender and cast conjure object to forge an object of rock or bone for personal use. To define this spell we total the experience in health, casting max skills, all race skills, and all skills in and under both supernatural and combat. Next, consult the 250 experience column to determine its level, and apply that level to effect O of the conjure object spell, and then double that amount of mana in effect K. This amount can be lowered; however, effect mana in K is always twice O. For

example: 36,721 experience total = 14th level; thus, conjure object(28, 0, 14), 84% success / fail, \$8,192 copper value. The reason this is not broken is because it is for "personal use." If someone else takes possession of the item, then it vanishes. Thus, you could use it to make your sword, traps, and home, etc. but not things to sale and make money from. The gender change is required to use the power. Also objects made with Sumicon power can be sacrificed. All enhancements made to the object will transfer to the new Sumicon object. Thus, a bone lingerie chainmail armor +3 quality made by Sumicon power, which was enhanced by making it +1 magic by the town wizard, can be sacrificed where upon that +1 magic enhancement will transfer to the new Sumicon object (Which could be a sword).

Age 3			
Child	Exp.	#	Race skill description
	4,300	1	[Sumicon Power]
	3,350	2	Spell: x3 Animate Dead(6...), x3 Unholy servant(6...)
	2,250	2	Spell: x3 Curse (6...), x3 Speak with dead(6...)
Age 6			
Adolescent	Exp.	#	Race skill description
	2,250	3	Movement: +20 ft. per round, Alertness: +25, Health: +25
	4,300	2	+3 Comeliness, +3 Dexterity
	300	1	Save: +7
	500	1	RDM: +4
Age 10			
Adult	Exp.	#	Race skill description
	6,000	2	+10 No Tools Combat (x2)
	500	1	Damage Resistance: +2
	4,300	1	Mana: +10 Black
	5,000	1	Effect: +3 A
Grand total			= 53,450 Experience

# Gnome

**Alignment:** Animal

**Quote:** “A winner is a dreamer who never gives up.”—Nelson Mandela.

**Type:** Fey

**Creation:** Live birth

**Habitat:** Cave, forest

**Level:** 1      **Quantity:** 8

**Health:** 18      **Save:** 18

**AC:** 35      **To Hit:** 42

**Weapon:** pick-axe      **Range:** -

**Damage:** D6      **RDM:** 0

**Resistance:** 50% fire, rock, mud

**Weakness:** 200% ice, lightning, light, mithral.

**Strength:** 8      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 8      **Spirit:** 8      **Comeliness:** 7

**Watchdogs:** rabbits

**Steeds:** dogs and wolves

**Movement:** 30 ft.      **Fly:** no.

**Alertness:** 14      **Night Vision:** 70 ft.

**Skill superiority:** Jeweler, axe

**Size:** 4 ft.      **Weight:** 45 lb.

**Skin:** Flesh

**Body:** Humanoid

**Miles per day:** 8

Drive to a hardware or garden supply store. Ask: “Where are you gnomes?” That’s them. Except the live ones are 4-feet tall in Ryvah. They love rabbits, I mean a lot. It’s not a perverted thing; it’s a deep meaningful bond between the gnomes and one of Mother Nature’s most kind creations. When you see someone gently pet an animal and snuggle with it while feeding it a bit of lettuce, there is a magic. It’s like watching kids play in a mud puddle. It is pure and real. An undeniable truth that love exists. No matter how dark the abyss, the light of love will prevail. Within the world of Ryvah this love blesses them with one of the most Devin tasks. They are the master wizard’s wand makers. They are jewelers, and all spell books are crafted by jewelers. It is only fitting the best wands in existence should be made by the gnomes. Okay, the

salamanders are better, but they don’t count.

Salamanders are snakes with arms and a head, and they are not friendly. Gnomes on the other hands are as nice as could be. And they have magic; they are bard-clerics. They use a mule instead of a wizard’s lab, and at 25,000 experience they can hit a 9 max casting. Oh and the Minimum AC and To Hit does generate chakra if you can find a painting. And don’t forget about your four pet rabbits. Yeah, we love the gnomes.

**Reconciliation:** Not reconciled.

## Equipment & Loot

Child		Age 7 to 15	
Exp.	#	Race skill description	
3,350	1	Minimum: 48	Geology
100	1	Night Vision:	70 ft.
1,000	2	+1 Strength, +1 Spirit	
3,350	1	Animal: +7	rabbit
Adolescent		Age 12 to 28	
Exp.	#	Race skill description	
3,350	1	Minimum, To Hit:	42
1,500	1	Minimum, AC:	35
2,000	1	Animal: +7	rabbit
Adult		Age 26 to 46	
Exp.	#	Race skill description	
2,250	2	Minimum Max: 13 in 1/9th	combat, 13 in mule casting
Middle-age		Age 38 to 78	
Exp.	#	Race skill description	
3,350	1	Animal: +7	rabbit
7,000	4	+10 Jeweler (x4)	
28,000	1	+40 Axe	
Senior		Age 66 to 98	
Grand total		= 79,500 Experience	

# Goblin

**Alignment:** Semi-evil, gang, shy  
**Quote:** “An air of mystery can make the mediocre appear intelligent and profound.”—48 Laws of Power.  
**Quote:** “Let your greatest cunning lie in covering up what looks like cunning.”—Balthasar Gracián, 1601-1658.

Type:	Monster	
Mythos:	Western folklore	
Creation:	Live birth	
Habitat:	Caves	
<b>Level:</b>	<b>1</b>	<b>Quantity:</b> 18
<b>Health:</b>	4	Save: 10
<b>AC:</b>	10 (+20)*	<b>To Hit:</b> 10 (+20)*
<b>Weapon:</b>	Dagger	<b>Range:</b> -
<b>Damage:</b>	D4 (+10*(1.5))*	<b>RDM:</b> +4
*Magic blade.		
<b>Resistance:</b>	50% ice, rock, dagger	
<b>Weakness:</b>	200% fire, lightning, axe, sword, human bow, nickel.	
Predators:	Dwarf and Hobgoblin	
Pray:	+25 combat against Brownie and Elf	
Strength:	6	Dexterity: 9 Perception: 7
Intelligence:	6	Spirit: 5 Comeliness: 5
Watchdogs:	rats	
Steeds:	mangy dogs	
Movement:	30 ft.	<b>Fly:</b> no.
Alertness:	32	Night Vision: 70 ft.
Skill superiority:	Tailor and dagger	
Size:	3 ft.	Weight: 28 lb.
Bounty:	\$330	
Skin:	flesh	
Body:	humanoid	
Miles per day:	16	

They are the ugly red headed step child. Goblins are short and chubby with bright radish orange hair. They are often in cities of other races. They seem to enjoy the life of servant, but the truth is they are extremely jealous of their masters or employers. While they would have you believe they are just misunderstood and are in fact very trust worthy the true claim to fame of the goblin is gossip. “Ooh you can trust me,” “I won’t tell a soul.” While wizards have lots of alchemical recipes for fireworks the goblins tend to rely on just one. An ounce of truth, a handful of rumors, and a little bit of bad luck or timing. A goblin is very quick to point out who’s flirting with your significant other, point out every dirty little secret about every girl your son tries to court, and tell you just how old the fruit really is, etc. For all of this, they are not to blame. They, after all, are just the messenger. They

can’t be held responsible for someone else actions or even your interpretations of the situation. They are only the humble servant that helped you catch your husband in the arms of another women. They are innocent. They showed you the flowers your husbands beautiful secretary received from an “anonymus stranger.” They showed you the lipstick marks on his shirt. It must have just slipped the goblin’s mind to tell you your daughter was playing with your makeup while they were doing laundry and it was some other gentlemen courting your husband secretary. Such wonderful fireworks aren’t they.

Reconciliation: level 1. Magic blade is cast round one. Brooke Shields is also cast but by only enough goblins to get one success.

## Equipment & Loot

4 daggers (3 can be thrown), 1 in 5 will have a unit of cloth. A camp of over 50 will have tailor cloth working tools.

x1	Magic Blade	A	B	M	Y
	Skill	10	5	0	10

25% Dispel resistance,

Child		Age 3 to 8			
Exp.	#	Race skill description			
500	1	Night Vision:	70 ft.		
2,250	2	+2 Perception,	+2 Dexterity		
1,000	1	+1 Strength			
Adolescent		Age 6 to 12			
Exp.	#	Race skill description			
4,300	3	Mana:	+18 Mystic (Fire, Ice, Lightning)		
2,250	1	Spell:	x1 Brooke Shields(4...)		
2,250	1	RDM:	+4		
Adult		Age 10 to 20			
Exp.	#	Race skill description			
8,000	3	Mana:	+25 Magic Blade		
Middle-age		Age 17 to 40			
Exp.	#	Race skill description			
8,000	8	+10 Tailor			
8,000	8	+10 Dagger			

Age 30 to 50		
Senior	#	Race skill description
Exp.		Max: +20 -1/9th Combat, +20 No Restriction, +20 - 1/1 Combat
100	3	
5,000	5	Mana: +150 Pink, Brown, Grey, Orange, Purple
Grand total		= 200,700 Experience

## Sub-race: Gargoyle

Its [Stone Form] need not match its gargoyle form. Gargoyles have wings, horns, and tails. But, when it becomes a statue it can take any ugly form: comeliness 3 or less. It can be a dog-like beast, a bull-like beast, a daemon, lions are too beautiful. It can have or not have wings, horns, tail, fins, claws, fangs, and so on. When a gargoyle is in stone form they look like a statue. While the gargoyle is ugly, the statue has a beauty to it that causes people to collect them. A gargoyle may take stone form for decades. They might be found by a farmer, sold to a merchant, sold again to a lord, and installed on his front porch or roof top. All of this without anyone realizing it's a gargoyle. The whole time the gargoyle will be watching, listening, and casting (nothing, 3 rounds, thought) to message his gargoyle friends and gossip. This is the secret kingdom of the gargoyles. And the sub-race dominates, a gargoyle elf might have a gargoyle orc wife, and you couldn't tell which was which. Any hatred between races is wiped away within the gargoyle kingdom. The difficulty of perceiving a gargoyle's gender is 40. The difficulty of perceiving a statue is a gargoyle is 70. You can even break arms and legs off a gargoyle statue without harming the gargoyle. It can even take a stone from with missing "broken" parts. A gargoyle cannot

be harmed while in stone form. You could break it, melt it, electrocute it, decapitate it, and even disintegrate it. The statue will act appropriately, but when the gargoyle comes out it will have no damage and will not be under the effect of any magic or substance.

Age 3		
Child	#	Race skill description
Exp.		[Stone Form]
2,250	1	
1,000	2	+1 Intelligence, +1 Strength
2,250	2	+2 Dexterity, +2 Perception
		Glide at 60% (add wings if no wings)
1,000	1	
2,250	2	+20 Metallurgist, +20 Archeologist
Age 6		
Adolescent	#	Race skill description
Exp.		
1,000	1	Glide at 80%
		Ability: Become Rock Elemental (311150303)
6,000	1	
1,000	2	Save: +15 (x2)
1,500	1	Ability: Message(111)
Age 10		
Adult	#	Race skill description
Exp.		
1,500	1	Fly at 10 mph
		Ability: Become Rock Elemental (6,1,5,10,5,0,6,0,6)
8,000	1	
Age 17		
Middle-age	#	Race skill description
Exp.		
3,000	1	Fly at 30 mph
		Ability: Become Rock Elemental (12,1,34,void,5,0,12,0,12)
16,000	1	
Grand total		= 53,250 Experience

# Gorgon

Alignment: Random, crazy, strange, and bazar

Quote: "The secret of your future is hidden in your daily routine."—Mike Murdock.

Type: Animal – Pets

Mythos: Greek: re-invented and evolved by Ryvah it bears little resemblance to the original.

Creation: Split soul of a medusa (normal, blonde, or pink)

Habitat: farmlands, planes, forest.

Level: 5      Quantity: 1

Defense: [Astral Haze]

Health: 4,444      Save: 100

AC: 100[Astral Haze]      To Hit: 300

Weapon: Gore      Range: -

Damage: 4D10      RDM: +250

Resistance: -

Weakness: -

Strength: 28 Dexterity: 7 Perception: 10

Intelligence: 4\* Spirit: 18 Comeliness: 6

\* Inner madness

Movement: 120 ft. Fly: no.

Alertness: 20 Night Vision: 60 ft.

Size: 15 ft. Weight: 2,700 lb.

Animal control: 135 Rider weight limit: 3,400 lb.

Price: \$611,000

Bounty: \$480,000

Skin: Hide

Body: Mammal

Miles per day: 20

The gorgon is an honored and worshiped animal by many races. Some think they have hidden wisdom. Some think they know ancient secrets that are concealed from mind readers by a wall of insanity. Many wizards have tracked their movements hoping to solve the great misery of the gorgon. Rangers have tracked them and followed them for months hoping to find the treasure hoard legend says they have. For all of this others suggest the gorgon are just dumb animals that lack any migration pattern. These same people further suggest that the gorgon actually have a negative intelligence. It is only by shear dumb luck that they continue to survive. Of course to those who believe in the magic of the gorgon the simple fact that they continue to serve despite their madness and suicidal nature is proof of the miracle of the gorgon. For they seem so intent on killing themselves, without inconceivably powerful Divine intervention, they would all perish.

[Astral Haze] = the Gorgon exists in a small bubble 120 feet wide and 15 feet tall—the haze. By definition the bubble is the area in which it can half-move and attack. The bubble is in the Astral Plane and overlaps the Material Plane, such that at a distance of 61 feet away it does not exist. Any effect including an area of effect caused by a person not inside the haze cannot enter the haze. Only after entering the haze where the two realities overlap can a person see the gorgon. Thus, archers and wizards over 60 feet away are literally in a different universe. Likewise, a person who is in the haze who fires arrows outside of it is sending them into Astral Plane of oblivion. Thus, a wizard inside the haze who cast a 400-foot fireball would fill the haze, and the rest would bleed out into oblivion. From the outside of the haze it would appear as if the fireball had been confined to the 120-foot bubble. The gorgon can see out of the haze to both the Astral Plane and the Material Plane.

[Gorgon Madness] = any effect that touches the mind of a gorgon knocks the caster unconscious for D6 hours.

[Gorgon Damage] = damage applies to one target until they are unconscious, or if they are using the chi maneuver consciousness then damage applies until they reach -251. At this point the remaining damage rolls onto the next target. This repeats until all targets are unconscious. Thus, illusions are worthless as they are destroyed and damage rolls on. Targets are organized from highest intelligence to lowest. How the gorgon knows this is all part of the madness. Rollover damage does not bypass such things as stone skin. Note: a target who is dropped unconscious and revived the same round will miss all actions for that round and the next round.

Reconciliation: level 5.

To simulate its insanity we have devised an action tree based on what has happened.

- A. Has taken over 100 damage and has not inflicted any damage from attacking: 1. attack, 2 - 6 move to put them outside its astral haze for a strategic move.
- B. It is surprised by something that suddenly appeared in front of it. 1. Attack. 2-6 move to put them outside its astral haze.

- C. It has been attacked, but take less than 999 damage, and has not attacked back yet. 1-5 attack. 6. Move to put them outside its astral haze for a strategic move.
- D. It has taken damage and has attacked and has not done damage. 1. Attack. 2-6 Move to put them outside its astral haze for a strategic move.
- E. It has taken over 3000 damage and has not dropped any of its targets. 1. Attack. 2-6 flee for the duration of the battle.
- F. Everything else. 1-3 attack. 4-6. Move to put them outside its astral haze for a strategic move.

## Equipment & Loot

Age 3 to 8			
Child	Exp.	#	Race skill description
	3,350	3	Health: +32, Save: +32, Movement: +25
	4,300	1	Attack: 4D10, + 10 Gore (this is its attack)
	2,250	4	[Gorgon Madness], +2 Strength, +2 Spirit, RDM: +8
	6,000	1	[Astral Haze]
	8,000	1	[Gorgon Damage]

Adolescent		Age 6 to 12
Exp.	#	Race skill description
4,650	3	Health: +32, Save: +32, Movement: +65
10,000	6	+ 10 Gore (x4), +10 Defense (x2)
3,750	3	+2 Strength, +2 Spirit, RDM: +4
500	1	Night Vision: 60 ft.
Adult		Age 10 to 20
Exp.	#	Race skill description
6,000	3	+3 Strength, +3 Spirit, RDM: +6
8,500	1	Health: +50
17,000	10	Health: +105 (x10)
10,000	9	+ 10 Gore (x7), +10 Defense (x2)
Middle-age		Age 17 to 40
Exp.	#	Race skill description
5,000	3	+3 Strength, +3 Spirit, RDM: +22
5,000	10	RDM: +21 (x10)
2,000	31	Health: +105 (x31)
5,000	10	+ 10 Gore (x8), +10 Defense (x2)
Senior		Age 30 to Immortal
Exp.	#	Race skill description
5,000	10	+ 10 Gore (x8), +10 Defense (x2)
Grand total		= 636,550 Experience

# Gorilla

Alignment: family

Quote: "Words can inspire, thought can provoke, but only action truly brings you closer to your dreams."—Brad Sugars.

Type:	Animal – Pets	
Mythos:	Mother Nature	
Creation:	Live birth	
Habitat:	Jungle	
Level:	2	Quantity: 12
Defense:	-	Damage Resistance: 10
Health:	30	Save: 16
AC:	35	To Hit: 45
Weapon:	punch	Range: -
Damage:	D2	RDM: +8
Resistance:	-	
Weakness:	-	
Strength:	13	Dexterity: 7 Perception: 7
Intelligence:	3	Spirit: 7 Comeliness: 5
Movement:	45 ft.	Fly: no.
Alertness:	14	Night Vision: 0
Size:	7 ft.	Weight: 245 lb.
Animal control:	70	Rider weight limit: 80 lb.
Skin:	Fur	
Body:	Humanoid	
Miles per day:	5	

Ummm, it is a gorilla. This is an animal that shares a close ancestor to the humans. Except it's not destroying the world. They don't incarcerate the innocent. They don't abuse their elderly. They, yeah—I could go on all day. Did you know that Hitler actually tried to crossbreed gorillas and humans? I feel sorry for the human girls he set up to get . . . impregnated. So

why didn't he use male humans and female gorillas? I mean if you had to do it, why risk damaging the body that will grow the baby? Or just use a flippin' petri dish, for goodness sake. Science does not need to be immoral. Why are humans so messed up?

So yeah, the gorilla.

Reconciliation: not reconciled

## Equipment & Loot

None.

Age 3 to 8		
Child	#	Race skill description
Exp.	1,500	Movement: +15 ft. per round
	1,500	RDM: +8
	1,000	Health: +10
	2,250	+2 Strength
	14,000	Damage resistance: 10
Age 6 to 12		
Adolescent	#	Race skill description
Exp.	4,600	+10 punch
	30,000	+15 Combat
Age 10 to 20		
Adult		Age 17 to 40
Middle-age		Age 30 to 50
Senior		
Grand total		= 59,450 Experience

# Grack Vampire

**Alignment:** Power hungry, demonic, slave master  
**Quote:** “Losers quit when they fail. Winners fail until they succeed.”—Robert T. Kiyosaki.

Type:	Undead	
Mythos:	By –Ryvah under the God Wargone.	
Creation:	Immortality score of: 120	
Habitat:	Servant to vampires. Tomb or crypt.	
<b>Level:</b>	<b>7</b> <b>Quantity:</b> 1	
Defense:	+100 magic	
<b>Health:</b>	<b>24,000</b>	
<b>AC:</b>	258	
<b>Weapon:</b>	Mystic bite	
<b>Damage:</b>	4D1000	
<b>Resistance:</b>	90% fire, ice, poison, light, sword	
<b>Weakness:</b>	200% energy drain, disintegrate, mithral.	
<b>Strength:</b> 9	<b>Dexterity:</b> 7	<b>Perception:</b> 7
<b>Intelligence:</b> 8	<b>Spirit:</b> 5	<b>Comeliness:</b> 7
<b>Movement:</b>	45 ft.	
<b>Alertness:</b>	40	
<b>Size:</b>	8 ft.	
<b>Bounty:</b>	\$5,000,000	
<b>Skin:</b>	Hide	
<b>Body:</b>	Humanoid	
<b>Miles per day:</b>	50	
<b>Damage Resistance:</b>	70	
<b>Save:</b>	200	
<b>To Hit:</b>	675	
<b>Range:</b>	Mystic bite	
<b>RDM:</b>	+300	

They start as powerful mortals who seek and achieve immortality as demonic war gods. They need nothing to cast except thought. Their power is unrivaled with a blade. They are typically old kings that felt cheated by love. Old wrinkled men that lust over the flesh of the young. But because of bad luck or social expectations they have spent several decades alone with bitter envy growing like a cancer. When power has rotted a soul to the core and greed has removed the last shards of hope they contemplate the transformation. When their fondest friends are vampires and lesser devils they contemplate that it may be within their reach. Normally a grack can't be forged from the body of a mortal unless the above is true. Now finally with immortal they finish their journey to the dark side. They enslave whatever they desire. They often start with a reckless killing spree attacking anything and everything they perceived as an obstacle to their mortal desires. Grack vampires are individually unique. Some were great wizards and have all their mortal magic to augment the powers gained as a grack. Others are incredibly rich with all the tools and toys imaginable. Others yet are tremendous leaders with huge armies. Indifferent to these many variations most

know one or several vampires. Grack vampires tend to have a special kinship to vampires. Partly because most relied on the assistance of one or more to become an immortal. Partly because while gracks are not supremely intelligent vampires are. Likewise while vampires are not supremely powerful killers gracks are. Thus, the team of a vampire and a grack makes for a deadly balance of brains and brawn. Some translate grack to mean “servant of the” implying they are servants of the vampire and on occasion it is basically accurate. Not entirely unlike the relationship between “puppet and puppet master” or “Star and stage crew”. Who is truly in controls is a matter of perspective. Why are they so feared? A grack maxis out at six spells per round and will always incorporate one melee weapon attack. Oh but it does not stop there. Its target has been slain but why leave empty handed? A grack will often grab the corps and forge it into a golem. After its target has been added to its collection it can torture it indefinitely. Further after a few thousand stitches desires over the flesh of the young can be accommodated. After a few years a grack's layer may have hundreds of such golems and as an added perk they can be used as decoys or warriors to wage war with. The concept of a fighter having to fight the golem that was forged with the body of one of his friends is one of the reasons the grack is considered one of the cruellest monsters in existence.

**Reconciliation: NOT RECONCILED.**

Casting method is Instant, nothing, thought.

**Magically Enriched:** 20, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

inf.	Sally Mann	M	D	L
	Skill	30	1	25

956% Dispel resistance,

inf.	Jump	B	H	J	M
	Skill	10	40	6	Void

x3	Magic Blade	A	B	M	Y
	Skill	19	19	Void	19

X3	Spell Turning	J	K	L	M
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	Skill	40	40	40	40
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560% Dispel resistance, 1120% chance to turn.

x8	Gate	G	K	L	M	O
	Skill	30	17	40	40	14

541% Dispel resistance,

## Equipment & Loot

Great sword +5 quality +4 magic +3\*(1.5) mystic mud +60% weapon speed master craft (may attack twice every other round) 2D8+3\*(1.5) damage with 6 doses of recluse poison (\$538 each 14 damage, -10 to hit, -10 AC, -10 ft. movement -10 save for two rounds), 10 potions of stone skin set to auto cast with contingency (if less than 30 stone skin left), 3 potions of +17 To Hit, one potion set to auto cast with contingency (if I am attack and do not have a +17 potion), 3 potions of +26 AC, one potion set to auto cast with contingency (if I am attack and do not have a +26 potion). His home will have 1000 misc. units. 10,000 copper, 10,000 silver, 10,000 gold.

Child		Stage 1				
Exp.	#	Race skill description				
1,500	2	Alertness: +20, Movement: +15 ft. per round				
4,300	3	Defense: +1 Magic, Damage resistance: +5, [Mystic Bite]				
1,500	3	Health: +20, Save: +20, +37 Sally Mann (spell)				
4,300	4	+5 Combat, +10 Melee, RDM: +10, Attack Modifier: +D10 damage				
5,000	1	Spell:x3 Magic Blade(10,10,Void,10)				
2,500	1	Ability: Sally Mann (30,1,25)- Linked to Magic Blade.				
Adolescent		Stage 2				
Exp.	#	Race skill description				
4,500	2	Health: +30, Save: +30				
10,000	4	+5 Combat, +10 Melee, RDM: +10, Attack Modifier: +D10 damage				
10,000	2	Defense: +7 Magic, Damage resistance: +5				
2,500	1	Ability: Jump(10,40,6,Void)				
5,000	1	Spell:x3 Magic Blade(14,14,Void,14)				
Adult		Stage 3				
Exp.	#	Race skill description				
11,000	2	Health: +50, Save: +50				

25,000	4	+30 Combat, +55 Melee, RDM: +30, Attack Modifier: +D100 damage (remove 2d10)
25,000	2	Defense: +30 Magic, Damage resistance: +30
5,000	1	Spell:x3 Magic Blade(19,19,Void,19)
10,000	1	Spell:x3 Spell Turning(20,20,20,20)
10,000	1	Spell:x8 Gate(15,9,20,20,7)
Middle-age		Stage 4
Exp.	#	Race skill description
7,000	2	Health: +80, Save: +80
25,000	4	+70 Combat, +125 Melee, RDM: +100, Attack Modifier: +D1000 damage (remove D100)
30,000	2	Defense: +100 Magic, Damage resistance: +30
15,000	1	Spell:x3 Spell Turning(30,30,30,30)
10,000	1	Spell:x8 Gate(23,13,30,30,11)
Senior		Stage 5
Exp.	#	Race skill description
25,000	24	Health: +1000
100,000	4	+130 Combat, +425 Melee, RDM: +150, Attack Modifier: +3D1000 damage
20,000	1	Spell:x3 Spell Turning(40,40,40,40)
10,000	1	Spell:x8 Gate(23,13,30,30,11)
Grand total		= 1,547,600 Experience

## Sub-race: Palace.

They are modeled after the American national debt. Yeah, laugh while you can. The palace will make a city its home, the bigger the better. It will design huge construction projects that will cost millions of copper if not hundreds of millions. They will be amazing castles, bridges, and of course palaces. They will con the king and dukes into believing they are worth it. The city needs it. While the palace has skill in architecture, it is only for verification of the quality of the structures. The level of skill that will ultimately design the structure will be . . . the best money can buy. The palace will arrange contracts with the city or the Kingdome as a whole. This is why they have skill in banking, but we call it accounting. It now presses forward to make it all happen. The city will make huge loans and use everything it can as collateral. The city will eventually go bankrupt as the projects drain the city dry. The city will have hug farms and lots of starving people because it ships out all that food to pay the interest on the debt. The palace will have his sticky

fingers in the money pot as overpriced projects are awarded to builders and bribes are paid. As loans are defaulted on the collateral is seized and construction is halted. Next more loans will be made to resume construction and investors burned out of millions while the palace sits back collecting fees after fees after fees. Long after everyone believes the city can't be milked for any more money the palace will present another dozen pork-beryl projects it is eager to get started on.

So what is the prize? After a palace has obtained a cool hundred million in assets it unlocks [Vampiric Birthright].

[Vampiric Birthright] = you are fertile. Even if you are an undead or metaphysical body. As a male you can impregnate a female, and as a female you may get pregnant. Further your children will inherit any and all aspects which make you unable to have a child as well as palace. Thus, if you were a zombie you would have zombie children.

Child		Age +5
Exp.	#	Race skill description
4,300	1	[Vampiric Birthright]
4,300	2	+22 Architect, +22 Accounting
		+10 Charm, +10 Religion, +10
2,250	4	Painting, +2 Intelligence
Adolescent		Age +10
Exp.	#	Race skill description
1,500	3	+10 Escort, +10 Music, +10 Dance
1,000	2	+10 Ships, +10 Wagons
		Animals: +30 Dogs and Horse and
3,350	1	Falcons
Adult		Age +50
Exp.	#	Race skill description
4,300	2	+15 Dance, +15 Charm
Middle-age		Age +100
Exp.	#	Race skill description
Senior		Age +200
Exp.	#	Race skill description
Grand total		= 40,350 Experience

## Sub-race: Catacomb.

The goal is the legalization of slavery in good woodland towns. Because this is hard to accomplish directly, the catacomb use an indirect tactic. Dozens of hyper pseudo-moral self-righteous lords will rise in power and push for the privatization of prisons. Once they own the prisons and jails they will push for tough-

on-crime laws that incarcerate just about everyone for life. The next step is to pass a set of laws that convert the inmates into compelled-labor and convert the jails and prisons into concentration camps just like were used on the Jews. Then the next wave of laws will classify them as property, and the property produced by property is also property. In other words, the new children are property at birth. With this final step, people are bound for life and used in every way imaginable. From here they go after the rest of the population until all but a few lords have been converted into slaves.

With this the catacomb will use the vast abundance of slave labor to construct a massive labyrinth of caves under the city—the catacombs for which they are named. From here they drive the entire population down into the catacombs and instruct everyone to kill each other in an epic and vile event of torcher and rape by which they are slaughtered. Now lock the door. With every living soul locked in the catacombs of their own making they will resort to cannibalism until they are all dead. Now open the door and cast animate dead. But with no target. The hope is the whole of the city will use their force of will to ride the animate dead spell back to the world of the living as skeleton warriors. Now the fun has just begun, because they all want to kill someone who is also a skeleton warrior, and they enter into an eternal battle to the death. To understand why this is so bad, you need to read the skeleton warrior.

Child		Age 3
Exp.	#	Race skill description
2,250	1	Spell: x3 Dig(6...)
2,250	1	Spell: x1 Speak with Dead(5...)
4,300	1	Health: +40
Adolescent		Age 6
Exp.	#	Race skill description
6,000	1	Spell: x1 Animate Dead(9...)
2,250	1	Defense: Platinum
1,500	1	Damage Resistance: 3
2,250	1	+15 Architect
Adult		Age 10
Exp.	#	Race skill description
10,000	1	Spell: x1 Unholy Servant(12...)
Middle-age		Age 17
Exp.	#	Race skill description
12,000	1	Spell: x1 Immortality(14...)
Senior		Age 30
Exp.	#	Race skill description
Grand total		= 42,800 Experience

# Gray Slime

**Alignment:** Animal

**Quote:** “Don’t stop when you are tired. Stop when you are dead.”—M. J. Leonard...

**Type:** Animal – Slime

**Mythos:** needs research

**Creation:** The spell Slime or Mitosis

**Habitat:** Cave, Waterfalls, forest

**Level:** 2      **Quantity:** 8

**Health:** 51      **Save:** 48

**AC:** 0      **To Hit:** Auto

**Weapon:** Slime      **Range:** -

**Damage:** 2D6      **RDM:** 0

**Resistance:** 100% acid, (\*100% swords, axes, dagger, hammer, spear, all bows: human, elf, sylph, and satyr),

\*the effects of ignition, mystic weapon of, or magic blade will shut off this 100% resistance.

**Weakness:** 200% fire, copper.

**Strength:** 25    **Dexterity:** 12    **Perception:** 18

**Intelligence:** 1    **Spirit:** 2    **Comeliness:** 2

**Movement:** 25 ft.      **Fly:** no.

**Alertness:** 60      **Night Vision:** 60 ft.

**Size:** 25×25 ft.      **Weight:** 3,000 lb.

**Animal control:** 72      **Rider weight limit:** 0

**Price:** \$2,700

**Bounty:** \$2250

**Body:** slime, very light

**Miles per day:** 2

When darkness has set upon the cave dwellers campfire and silence has set upon his camp, the gray slime will ooze and creep up for the kill. It relies on surprise and the lack of preparation of its targets. It can't move fast so if it is not close it won't be able to dish out enough damage to kill. They have a distinct dislike for fire and the sound of such will cause one to hide in fear. Their entire existence will be within the confines of a single cave or jungle grotto. Slowly they will methodically explore every nook and craves. They eat anything organic and their main defense is that they taste really bad.

Reconciliation: level 2. They are 25 by 25 by 3, which is 1875 cubic feet with a weight of 3,000 pounds. That

is less than 2 pounds per cubic foot. They float on water. They are about as light as shaving cream. They do not overlap each other. They move on and under the ground to get under their target. When they attack they hit everything in the 25 by 25 area above them up to 10 feet off the ground/ above them. They do not attack things that do not have weight. Thus, they do not even know illusions exist. While minions are attacked relentlessly. Part of their attack is to be difficult terrain. Thus while they are under a target, that target is at half movement and must lift an additional 50 pounds to become airborne. Thus small common birds cannot escape.

## Equipment & Loot

None.

Child			Age 1 to 200			
Exp.	#	Race skill description				
1,000	1	[Slime Movement]		+2 Strength, +2 Dexterity, +2 Perception		
2,250	3	Alertness: +32, Health: +32, Save: +32		Attack: Slime 25x25, 2D6 damage		
3,350	3	+10, Save: +10		Night Vision: 60 ft.		
1,000	2	+2 Strength, +2 Dexterity, +2 Perception		Attack: Slime 25x25, 2D6 damage		
500	1	Alertness: +10, Save: +10		Alertness: +32, Health: +32, Save: +32		
3,350	1	Night Vision: 60 ft.		+10, Save: +10		
Adolescent			Age 100 to 1,000			
Exp.	#	Race skill description				
3,750	3	+2 Strength, +2 Dexterity, +2 Perception		Attack: Slime 25x25, 2D6 damage		
Adult			Age 500 to 4,000			
Exp.	#	Race skill description				
14,000	2	+6 Strength, +6 perception		+2 Strength, +2 Dexterity, +2 Perception		
Middle-age			Age 3,000 to 8,000			
Exp.	#	Race skill description				
14,000	1	+7 Strength		+6 Strength, +6 perception		
Senior			Age 7,000 to Immortal			
Exp.	#	Race skill description				
Grand total		= 76,900 Experience				

# Green Dragon

**Alignment:** Random

**Quote:** “Motivation may be what starts you off, but it’s habit that keeps you going back for more.”—Miya Yamanouchi.

**Type:** Dragon

**Creation:** Hatch from egg

**Habitat:** Cave, forest, or canyon

**Level:** Child Adoles. Adult Mid-age Senior  
2    2½    3    4    4½

**Quantity:** 3

**Defense:** +3 magic

**Damage Resistance:** Child Adoles.  
10    20

**Regeneration:** 1 per hour

**Health:** Child Adoles. Adult Mid-age Senior  
105    255    405    555    805

**Save:** Child Adoles.  
40    95

**AC:** Child Adoles. Adult Mid-age  
30    50    110    170

**To Hit:** Child Adoles. Adult Mid-age  
30    45    75    125

**Weapon:** Claw

**Damage:** Child Adoles. Adult  
D20    3D20    6D20

**RDM:** Child Adoles.  
+20    +40

**Resistance:** 90% Light, force, wood, acid, poison

**Weakness:** 200% mud, energy drain, disintegrate, telekinesis, mithral.

**Strength:** 11 **Dexterity:** 8 **Perception:** 9

**Intelligence:** 10 **Spirit:** 10 **Comeliness:** 9

**Watchdogs:** golems

**Movement:** 60 ft. **Fly:** 60 mph

**Alertness:** 30 **Night Vision:** 120 ft.

**Size:** Child Adoles. Adult  
18 ft.    27 ft.    35 ft.

**Weight:** Child Adoles. Adult  
3,800 lb.    12,800 lb.    27,800 lb.

**Bounty:** Child Adoles. Adult Mid-age Senior  
\$14k    \$21k    \$36k    \$100k    \$300k

**Skin:** Scales

**Body:** Mammal

**Miles per day:** 200

Green dragons have been known to befriend a nearby city taking it under its protection from outside invaders. On occasion they will help build a town hall or church and after a few decades of prosperity turn around and gather all the virgins together for one bid

feast. Some green dragons are very playful while others are serious, some are kind and some are not. But why?

A green dragon's heart and soul are in its golems. In addition to the 100,000 to 200,000 copper to make the golem, the alchemy to forge it, animate it, and bind it, a green dragon will often sacrifice upwards of 25,000 experience when it animates the golem. Thus, a new golem by a middle aged dragon would be about 3rd level at about 50,000 exp. However, an ancient green dragon with a 10,000 year old golem may be so high it is off the charts at about 25 million (25,000,000) experience, making the golem far more deadly than the green dragon. Here is the twist. Because the experience is removed from the dragon the result of making an evil golem may remove so much of the experience in the personality skill evil the dragon becomes good; and promptly discards its golem in as desolate of a place as possible. For this reason the alignment / personality of a green dragon is TOTALLY unpredictable.

**Reconciliation:** Not reconciled.

**Magically Enriched:** (level ×3), teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Loot is prorated to health.

Skeletons of animals worth \$10,000 retail, 15,000 copper, 1,000 platinum, 100 mithral. Casting wizards' lab 110 sq. ft. 7 spell books which range in quality and magic: (D12: 1-7 = +2 quality; 8-9 = +3 quality; 10 = +4 quality; 11 = +5; 12 = +6) repeat for magic but reroll when too high for quality.

134 units of Art, 290 units of Education, 10 units of wood. 20,000 pounds of misc. stuff worth \$200,000 copper. If you can find the nest then there will be triple the yield of scales. If you can find its nest there is a 20% chance of finding D8 eggs, and a 5% chance of D4 infants.

x1	Forge Golem	L	M
	Skill	40	40

240% Dispel resistance,

x1	Animate Golem	D	L	M
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	Skill	40	40	40
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280% Dispel resistance,

x1	Permanency	L	M
	Skill	40	40

240% Dispel resistance,

The defining aspect of a dragon in mythology is its torrent of fire that ejects from its jaws. In Ryvah it can be ice, acid, poison, lightning, and of course fire. In Ryvah a dragon's breath weapon is a magical spectacle of exotic and wild power rooted in mysticism and Divinity. Yet for all this, it is classified as non-magical. This is strange because it is the composition of 3 abilities and a spell which CAN be dispelled independently from the abilities. As an aspect of a dragon's breathe, all four are linked together and occur as one simultaneously. The first link is the evocation ability which defines the shape and duration. Because it's non-magical it follows the "Flood Fill" rules. Second we link dispel which will attempt to dispel everything in the area every round. This is what Haschak sisters is leveraging to do damage. And finally chandelier inflicts conditional effects to cripple particular enemies.

### Dragon Breath One

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	5	5	5	5	5	5	5	
inf.	Poison Attack	A	C	F	H	I	M	K	
	Skill	8	1	0	5	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	5	5	5	5	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	5	5	5	Void	5	5	5	5

8\*(1.5) damage –or– (D10 + D12 damage), Cone 25 ft. long by 12.5 wide, 145% Chance to dispel, If no spells dispelled add 5\*(1.5) damage -- otherwise damage = mana dispelled, If (and only if) target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 5\*(1.5) damage, -10 AC and -10 To Hit, -15 Save, -45 ft. per round movement, and reduce their attacks and spells damage to 59% Haschak Sisters has 105% Dispel resistance,

### Dragon Breath Two

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	7	7	7	7	7	7	7	
inf.	Poison Attack	A	C	F	H	I	M	K	
	Skill	18	1	0	7	6	Void	10	
inf.	Dispel	E	H	I	J	M			

	Skill	7	7	7	7	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	7	7	7	Void	7	7	7	7

18\*(1.5) Damage, Cone 49 ft. long by 24.5 wide, 175% Chance to dispel, If no spells dispelled add 7\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 7\*(1.5) damage, -14 AC and -14 To Hit, -21 Save, -63 ft. per round movement, and reduce their attacks and spells damage to 48% Haschak Sisters has 147% Dispel resistance,

### Dragon Breath Three

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	10	10	10	10	10	10	10	
inf.	Poison Attack	A	C	F	H	I	M	K	
	Skill	33	1	0	10	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	10	10	10	10	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	10	10	10	Void	10	10	10	10

33\*(1.5) Damage, Cone 100 ft. long by 50 wide, 220% Chance to dispel, If no spells dispelled add 10\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 10\*(1.5) damage, -20 AC and -20 To Hit, -30 Save, -90 ft. per round movement, and reduce their attacks and spells damage to 35% Haschak Sisters has 210% Dispel resistance,

### Dragon Breath Four

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	12	12	12	12	12	12	12	
inf.	Poison Attack	A	C	F	H	I	M	K	
	Skill	43	1	0	12	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	12	12	12	12	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	12	12	12	Void	12	12	12	12

43\*(1.5) Damage, Cone 144 ft. long by 72 wide, 250% Chance to dispel, If no spells dispelled add 12\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 12\*(1.5) damage, -24 AC and -24 To Hit, -36 Save, -108 ft. per round movement, and reduce

their attacks and spells damage to 28.2% Haschak Sisters has 252% Dispel resistance,

### Dragon Breath Five

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	15	15	15	15	15	15	15	
inf.	Poison Attack	A	C	F	H	I	M	K	
	Skill	58	1	0	15	6	Void	10	
inf.	Dispel	E	H	I	J	M			
	Skill	15	15	15	15	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	15	15	15	Void	15	15	15	15

58\*(1.5) Damage, Cone 225 ft. long by 112.5 wide, 295% Chance to dispel, If no spells dispelled add 15\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 15\*(1.5) damage, -30 AC and -30 To Hit, -45 Save, -135 ft. per round movement, and reduce their attacks and spells damage to 28.6% Haschak Sisters has 315% Dispel resistance,

Child		Age 50 to 700							
Exp.	#	Race skill description							
1,000	1	Ability: Danger Sense (15...) [Dragon Sight], [Slither move], Regeneration: 1 per hour. Fly at 60 mph							
4,300	4								
17,000	1	Health: +105							
2,250	2	Save: +25, Movement: +30 ft. per round							
4,300	2	+10 Defense, +10 Claw							
450	2	Attack: Claw D20, Night Vision: 120 ft.							
8,000	1	Defense: +3 Magic							
14,000	2	Damage Resistance: 10, RDM: +20							
8,000	1	Dragon Breath One - defined above							
20,000	1	Spell:x1 Forge Golem(20,20)							
20,000	1	Spell:x1 Animate Golem(20,20,20)							
60,000	1	Spell:x1 Permanency (20,20)							
Adolescent		Age 500 to 3,500							

Exp.	#	Race skill description	
6,000	2	RDM: +10 (x2)	
5,000	2	Save: +45, [Wing Strike]	
15,700	2	+15 Defense, +20 Claw	
		Health: +150, Damage Resistance: +10	
15,000	2	Attack: Claw 3D20	
700	1	Spell:x1 Forge Golem (30,30)	
30,000	1	Spell:x1 Animate Golem (30,30,30)	
30,000	1	Spell:x1 Permanency (30,30)	
		Dragon Breath Two - defined above	
17,100	1	Dragon Breath Three - defined above	
Adult		Age 3,000 to 13,000	
Exp.	#	Race skill description	
17,000	1	Health: +150	
20,000	2	+30 Defense, +60 Claw	
5,500	1	Attack: Claw 6D20	
40,000	1	Spell:x1 Forge Golem (40,40)	
		Spell:x1 Animate Golem (40,40,40)	
40,000	1	Spell:x1 Permanency (40,40)	
		Dragon Breath Four - defined above	
3,450	1	Dragon Breath Five - defined above	
Middle-age		Age 12,000 to 33,000	
Exp.	#	Race skill description	
17,000	1	Health: +150	
30,000	2	+50 Defense, +60 Claw	
2,500	1	Dragon Breath Six - defined above	
Senior		Age 30,000 to Immortal	
Exp.	#	Race skill description	
10,000	1	Health: +250	
4,050	1	Dragon Breath Seven - defined above	
Grand total		= 663,900 Experience	

WILD DRAGON-animal					
Age, Price, and Experience Calculator					
Notes			Breath	Forge Golem	Animate Golem
Price	\$8,800	\$24,270	\$35,560	\$54,450	\$77,340
Experience	44,000	80,900	88,900	108,900	128,900
Animal Control	77	82	84	87	89

# Green Slime

Alignment: Animal

Quote: “Life is not what you alone make it. Life is the input of everyone who touched your life and every experience that entered it. We are all part of one another.”—Yuri Kochiyama.

Type:	Animal – Slime		
Creation:	Spell Slime or mitosis		
Habitat:	Cave		
Level:	2	Quantity:	4
Health:	98	Save:	25
AC:	0	To Hit:	Auto
Weapon:	Acid	Range:	15×15 area
Damage:	2D6	RDM:	0
Resistance:	(*100% swords, axes, dagger, hammer, spear, all bows: human, elf, sylph, and satyr), *the effects of ignition, mystic weapon of, or magic blade will shut off this 100% resistance.		
Weakness:	200% lightning, nickel.		
Strength:	7	Dexterity:	7
Intelligence:	1	Spirit:	2
Movement:	50 ft.*	Fly:	no.
* They move like water. They ignore entanglement and difficult terrain. Only two can overlap, thus only two can attack the same 15 by 15 area. Others must attack elsewhere.			
Alertness:	40*	Night Vision:	0
* At 1,000 feet a slime will charge. They are very loud and they are unaware of damage they suffer.			
Size:	27,000 cubic ft.	Weight:	27,000 lb.
Animal control:	76	Rider weight limit:	0
Price:	\$2,940		
Bounty:	\$4,500		
Skin:	Slime		
Body:	Slime		
Miles per day:	5		

The green slime is another product of the spell slime. In fact it is the most common result. It is not rally what you hope for, but they get the job done. They will live anywhere and have a habit of staying out of the way. They can live under the floor boards of a house for years without the owner even knowing about them. They like trees. A farmer could have an orchard, and the slime could move about such that he just never

bumps into it. They like caves. You could go in, kill the orcs, and after you leave they will eat the dead bodies. But every now and then, you just don't get lucky. Encountering them is a lot like accidentally kicking a bee hive you didn't know was growing under the table.

Reconciliation: level 2. A Slime can flatten out to a 60 by 60 by 7 or it can bulge up into a 30 by 30 by 30 blob. While their size and shape may vary their attack is always 15 by 15 feet auto hit on everything in it.

## Equipment & Loot

None.

[Slime Movement] = They get an attack on a full turn move. Thus, they charge 50 feet and attack. They ignore entanglement and difficult terrain.

Child	Age 3 to 8	
Exp.	#	Race skill description
1,000	1	[Slime Movement]
2,250	1	Movement: +20 ft. per Round.
1,500	2	Alertness: +20, Health: +20
3,350	1	Attack: 15x15 area auto hit 2d6
Adolescent	Age 6 to 12	
Exp.	#	Race skill description
4,300	1	+3 Perception
2,800	1	Health: +20
Adult	Age 10 to 20	
Exp.	#	Race skill description
3,700	1	Health: +20
Middle-age	Age 17 to 40	
Exp.	#	Race skill description
4,000	1	Health: +20
Senior	Age 30 to 50	
Exp.	#	Race skill description
Grand total		= 24,400 Experience

# Griffon

**Alignment:** Animal

**Quote:** “You must do the thing you think you cannot do.”—Eleanor Roosevelt.

**Type:** Animal – Bird

**Mythos:** Ancient Egypt, Greece, and Greek

**Creation:** Hatch from egg

**Habitat:** Mountains

**Level:** 4    **Quantity:** 2

**Defense:** +2 Magic

**Damage Resistance:** -

**Health:** 1,000

**Save:** 82

**AC:** 93

**To Hit:** 91

**Weapon:** Ice, lightning

**Range:** 625×10 ft.

**Damage:** 50D6 -100

**RDM:** 0

**Resistance:** 50% ice, poison, dagger

**Weakness:** 200% lava, force, human bow, disintegrate, platinum.

**Strength:** 7    **Dexterity:** 7    **Perception:** 8

**Intelligence:** 3    **Spirit:** 10    **Comeliness:** 7

**Movement:** 30 ft.    **Fly:** 70 mph

**Alertness:** 25    **Night Vision:** 0

**Size:** 13 ft.    **Weight:** 1,800 lb.

**Animal control:** 114    **Rider weight limit:** 600 lb.

**Price:** \$149,625

**Bounty:** \$80,000

**Skin:** Feathers and fur

**Body:** Mammal

**Miles per day:** 50

They normally live where there are high cliffs, mountains, waterfalls or tall trees to fly from. They like good woodland creatures, and are frequently seen using their magical abilities to heal them as well as wounded animals. They are courageous and brave, and if you have befriended one it will come to your aid. However, if you are just a travailing foreigner plundering their way thought its forest it may come to the aid of your opponents.

[Instant Ice] = this allows them to cast the spell become ice elemental as nothing-instant-thought.

Reconciliation: 4<sup>th</sup> level.

Age, Price, and Experience Calculator				
5%	4%	3%	2%	1%
\$14,588	\$13,167	\$11,746	\$10,324	\$8,903
15,788	12,630	9,473	6,315	3,158

## Equipment & Loot

If you can find its nest there is a 30% chance of finding D6 eggs, and a 10% chance of D4 chicks.

inf.	Lightning Attack	A	B	E	H	I	M
	Skill	25	0	0	25	5	Void

625×10 area, 25\*(1.5) damage –or– (6D8 + D20 damage)

X1	Become Ice Elemental							
A	C	L	M	N	O	P	T	Y
25	0	34	20	0	0	0	0	0

279% Dispel resistance,

x3	Heal	A	J	M
	Skill	25	6	0

31% Dispel resistance,

x1	Telepathy	C	G	M
	Skill	5	5	25

285% Dispel resistance,

x1	Damage Commune	C	G	L	M	N
	Skill	10	5	25	25	25

340% Dispel resistance,

x1	Danger Sense	C	M
	Skill	5	25

280% Dispel resistance,

Child		Age 1 to 3				
Exp.	#	Race skill description				
2,250	3	+2 Spirit, Spell:x1 Telepathy (5,5,25), x1 Danger Sense (5,25)				
6,000	2	Health: +50, Save: +62				
6,000	1	+22 Lightning Attack: intended to add to "To Hit" score				
6,000	1	Defense: +2 Magic				
10,000	1	Fly at 70 mph				
Adolescent		Age 2 to 12				
Exp.	#	Race skill description				
6,000	1	+22 Lightning Attack: intended to add to "To Hit" score				
10,000	1	+20 Defense				
17,000	1	Health: +105				
12,000	1	Ability: Lightning Attack (10,0,0,10,5,void)				

6,000	1	Spel:x3 Heal(25,6,0)
Adult		Age 7 to 30
Exp.	#	Race skill description
6,000	1	+22 Lightning Attack: intended to add to "To Hit" score
10,000	1	+20 Defense
17,000	2	Health: +105 (x3)
6,000	1	Ability: Lightning Attack (20,0,0,20,5,void)
8,000	1	Spell:x1 Damage Commune(10,5,25,25,25)
Middle-age		Age 20 to 80
Exp.	#	Race skill description

6,000	1	+22 Lightning Attack: intended to add to "To Hit" score
10,000	1	+20 Defense
17,000	3	Health: +105 (x3)
6,000	1	Ability: Lightning Attack (20,0,0,20,5,void)
Senior		Age 60 to 130
Exp.	#	Race skill description
10,000	1	+20 Defense
17,000	3	Health: +105 (x3)
20,000	1	Spell:x1 Become Ice Elemental (25,0,34,20,0,0,0,0,0)
6,000	1	Ability: Lightning Attack (25,0,0,25,5,void)
Grand total		= 315,750 Experience



“If a government’s first step is to disarm its citizens, then the government’s second step is to enslave them.”—M. J. Leonard...

# Harpy

**Alignment:** PMS (Pre Menstrual Syndrome)

**Quote:** “Do everything pleasant yourself, everything unpleasant through third parties.” — Balthasar Gracián, 1601-1658.

**Type:** Monster

**Mythos:** Greek under Zeus

**Creation:** Hatch from egg

**Habitat:** Woodlands, swamps, bogs.

**Level:** 2      **Quantity:** 6

**Defense:** Silver      **Damage Resistance:** -

**Regeneration:** 1 per round

**Health:** 33      **Save:** 26

**AC:** 31      **To Hit:** 30 (+9)\*

\* By spell.

**Weapon:** Spells      **Range:** 160 ft.

**Damage:** 4D8-8 \*      **RDM:** 0

\* Maddie Ziegler

**Resistance:** 50% force

**Weakness:** 200% fire. Lightning, wood, spear, satyr bow, zinc.

**Predators:**

**Pray:**

**Strength:** 6      **Dexterity:** 7      **Perception:** 9

**Intelligence:** 7      **Spirit:** 3      **Comeliness:** 7

**Watchdogs:** Birds

**Steeds:** -

**Movement:** 36 ft.      **Fly:** 23 mph

**Alertness:** 18      **Night Vision:** 0

**Skill superiority:** Jeweler and Spear

**Size:** 4 ft.      **Weight:** 52 lb.

**Animal control:** -      **Rider weight limit:** -

**Price:**

**Bounty:** \$3,000

**Skin:** Feathers and Flesh

**Body:** Humanoid mammal

**Miles per day:** 60

Pure bitch. The harpy is a tortured soul. She yearns to have a full body but she is condemned to have wings and a bird's lower torso. And, they lust! Passion and desire boils through their blood. Yet, it is only answered with frustration. For their lower body lacks any kind of reproductive equipment. The frustration

consumes them. Every hour of every day, they want what they can't get and need what they can't have. The harpy is not truly female, but a unisex species. As they reach maturity they start laying eggs. Sometimes two, sometimes three. But most of these will never hatch. However, once they reach adulthood they do. Likewise, when they reach middle age their eggs start becoming inert again and meta-pause sets in. This is when their attitude gets really bad. The only time a harpy is happy is when really attractive men are trying desperately to please her. Even this happiness is restricted to a narrow time frame of after they start to before she gives up. Then there are the girls. Harpies don't mind really ugly old fat ladies too much, but those girls with their sexy long legs, harpies just hate them. Harpies are intensely jealous of attractive females to such an extreme they will attack without provocation. They will hunt them down, capture them, and toucher them. For all of this most harpies do not consider themselves evil, just misunderstood or perhaps socially challenged.

Reconciliation: level 2. They are always 140 feet up in the sky. You will see them from 500 feet or more away. They fly in a blob 30 feet apart from each other. The ♡ at the bottom is the target. Notice from the air with a 160 ft. range she can hit anyone up to 77 feet from her who is on the ground. Round one is spent casting Maddie Ziegler until one harpy succeeds.

While the harpy may appear as if she attacks with fire, ice, or lightning . . . truth be told, those attacks are pathetic and ineffective against things over level one. Both archers and wizards can pulverize the harpy. Unfortunately the harpy is a Maddie Ziegler beast. It wants you to hurt it, because that's how it really returns fire. Harpies are not allowed to make a distinction between anything with a plausible ranged attack: flying animals. Flying people, archers, wizards, illusions with bows, minions, or majors. If it is not on that list, then they will not target it until the battle is moot. Anything

that harms them becomes a target. Thus the sword fighter is not a target until he does something to put himself on the list. There are many ways to do that.

## Equipment & Loot

7 small spears +1 quality, 4 damage 75 ft. range (3 are copper, 2 are nickel, 2 are zinc), \$1,000 in alchemy minerals (round up), 200 copper, small 2h sword D10+D12 damage. 1 in 5 will have jeweler's tools. If you can find the nest there is a 35% chance there will be 2D6 eggs. Lingerie feather armor +3 quality +1 Magic AC 3+1.

x5	Heal	A	J	M
	Skill	8	6	0

14% Dispel resistance, 32\*(1.5) healing –or– (4D10 + 4D12 healing)

x5	Maddie Ziegler	B	E	K	M
	Skill	7	7	7	0

21% Dispel resistance,

x8 each	Impact (Fire, Ice, or Lightning) Attack
A	E*4 M Y
4	4 4 0

52% Dispel resistance, 4\*(1.5) damage –or– (D4 + D6 damage)

x1	To Hit	C	M	V
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	Skill	9	0	9
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18% Dispel resistance,

Child	Age 3 to 8	
Exp.	#	Race skill description
100	1	Mana: +7 Magic Detection
1,000	1	Defense: Silver
Adolescent	Age 6 to 12	
Exp.	#	Race skill description
1,000	1	+1 Perception
2,250	1	Regeneration: 1 per round
2,250	2	Spell:x1 To Hit(909), x1 Heal(860)
2,250	1	Spell:x8 Impact Fire Attack(444)
3,000	1	Fly at 21 mph
Adult	Age 10 to 20	
Exp.	#	Race skill description
2,250	2	Spell:x8 Impact Ice Attack(444), x8 Impact Lightning Attack(444)
2,000	2	+5 Jeweler (x2)
1,500	1	Save: +20
Middle-age	Age 17 to 40	
Exp.	#	Race skill description
5,000	1	Mana: +50 Energy Drain
6,000	1	+16 Defense
7,000	4	+10 Spear (x4)
3,350	1	Spell:x1 Maddie Ziegler(7770)
Senior	Age 30 to 50	
Exp.	#	Race skill description
Grand total		= 66,450 Experience

# Hell Hound

**Alignment:** Loyal to the death—Animal  
**Quote:** “Revenge is a powerful motivator.”—Marcus Luttrell.

Type:	Animal – Pets		
Mythos:	needs research		
Creation:	Immortality: Animal form One: 65		
Habitat:	Hell, Astral Plane, in service to evil.		
<b>Level:</b>	<b>3</b>	<b>Quantity:</b>	<b>7</b>
Defense:	+1 Magic		
<b>Health:</b>	<b>410</b>	Save:	65
<b>AC:</b>	<b>73</b>	<b>To Hit:</b>	91
Weapon:	Bite	Range:	5 ft.
Damage:	4D20	RDM:	0
Resistance:	75% fire		
<b>Weakness:</b>	200% wood, hammer, elven bow, sylph bow, telekinesis, Silver.		
Strength:	9	Dexterity:	13
Intelligence:	3	Spirit:	4
Movement:	60 ft.	Fly:	no.
Alertness:	45	Night Vision:	30 ft.
Size:	5 ft.	Weight:	120 lb.
Animal control:	90*	Rider weight limit:	50 lb.
* Undead have an animal control of 70 instead of 90.			
Price:	\$30,352		
Bounty:	\$7,700		
Skin:	Hide		
Body:	Mammal		
Miles per day:	20		

Man's best friend gone bad. The hell hound is a large powerful war dog that was most likely used for gladiatorial dog fights before immortality. Then it was killed with the spell to forge it as a slave beast by a lich or daemon to serve its master. However, do to how effective and loyal of a demonic servant they have become highly prized by all undead. The business of making and selling these hounds of hell is lucrative.

A hell hound is the result of immortality based on animal effect one where the spell is targeting a hound dog.

**Reconciliation:** level 3. While an attack is NOT an attempt to destroy, it will charge through the 5-foot square an illusion is in trying to kill it and end up past the illusion without dispelling it. It never doubles back to attack such an illusion, and it moves forward, right, or left to find its next target. It will only go through one such 5-foot square per turn. While they spot the targets at 300 feet, they are loud and never have initiative over

a party. They are naturally dispersed over a 100-foot-diameter area when discovered.

## Equipment & Loot

None.

Immortality: Save = 65,  $\times 60 = 3,900$  experience per point above a successful cast.

[Animal Form One] = weight  $\times 2$ , size is recalculated, Base animal control +50. Undead.

Exact Progression			
Exp.	#	Race skill description	
Auto	1	[Animal Form One]	0
3,900	1	Health: +50	1
3,900	1	Defense: +1 Magic	2
3,900	1	Save: +47	3
3,900	1	Attack: bite D20	4
3,900	1	Health: +75	5
3,900	1	Health: +75	6
3,900	1	+6 Melee	7
3,900	1	+6 Combat	8
3,900	1	+6 Combat	9
3,900	1	+3 Perception	10
3,900	1	Health: +96	11
3,900	1	Health: +96	12
3,900	1	+6 Combat	13
3,900	1	+6 Combat	14
3,900	1	+5 dexterity	15
3,900	1	Attack: bite 4D20	16
3,900	1	+12 Combat	17
<<Price Point>>			
3,900	1	Spell:x1 Fire Attack(720669)	18
3,900	1	Spell: x4 Jump(9...)	19
3,900	1	RDM: +10	20
		Spell:x1 Fire	
3,900	1	Attack(12,2,0,8,6,19)	21
3,900	1	+6 Combat	22
3,900	1	Defense: +4 Magic	23
3,900	1	Movement: +60	24
		Spell:x1 Fire	
3,900	1	Attack(17,3,0,9,6,29)	25
3,900	1	+6 Combat	26

3,900	1	Attack: bite 7D20	27
3,900	1	Health: +96	28
		Spell:x5 Fire	
3,900	1	Attack(12,2,0,8,6,19)	29
3,900	1	+6 Combat	30
3,900	1	[Spell RDM]	31
3,900	1	RDM: +10	32

3,900	1	RDM: +10	33
3,900	1	+6 Combat	34
3,900	1	Attack: bite10D20	35
3,900	1	RDM: +10	36
Grand total	= 140,400 Experience		

# Henti Beast

**Alignment:** Sexually perverted  
**Quote:** “Never regret anything that made you smile.”—Mark Twain.

Type:	Monster	
Mythos:	Inspired from the roper	
Creation:	Hatch from egg with parasitic implant	
Habitat:	lake, Cave, forest, swamp	
<b>Level:</b>	<b>3</b>	<b>Quantity:</b> 3
Defense:	+2 Magic	
<b>Health:</b>	<b>350</b>	Save: 50
<b>AC:</b>	80	<b>To Hit:</b> 90
Weapon:	Escort tentacles	Range: 15 ft.
Damage:	3D10*	RDM: +50
* Any attack that nets over 5 actual health damage also inflicts parasitic implantation of fertile egg. Disease score: 52		
<b>Resistance:</b>	50% dagger, spear, hammer	
<b>Weakness:</b>	200% copper, zinc, acid, rock, force, thorn	
Strength:	16	Dexterity: 16 Perception: 10
Intelligence:	7	Spirit: 3 Comeliness: 3
Movement:	60 ft.	Fly: no.
Alertness:	26	Night Vision: 50 ft.
Size:	7 ft.	Weight: 300 lb.
Bounty:	\$18,000	
Skin:	Slimy skin	
Body:	Mammal	
Miles per day:	5	

“Oh my goodness, you’re so aggressive.”

“Julia, that’s not me.”

“What? Oh my God! AKKKK!”

Yeah, the henti beast. It wants to make you smile. First, it’s going to eat you out, then it’s just going to eat you. It is the tentacle monster that hides under the bed and pops every cherry it can find in the middle of the night. It wasn’t a wet dream. It was this thing. They love dormitories full of girls. They can slither to the center of a 35-foot-wide room and finger bang every chick in it. Oh and, it won’t stop until someone screams loud enough to awaken the crowd. This is its moment of ultimate glory. The beast will get a dozen chicks into absolute ecstasy, then scream they all awaken, and horror—absolute horror. From the highest high to the lowest low. It’s that moment they find joy in. That catastrophic transformation of emotion from one extreme to the other. And then it . . . leaves. Wait. I thought it killed the victims after it molested them. Well, most of the time that is true, but on occasion they do just a little bit more. I mean they do

need to breed. Young fresh bodies make great surrogates. It requires a doctor’s score of 70 to cure a girl of the parasitic implant.

Reconciliation: not reconciled.

## Equipment & Loot

Spell book (staff), 2000 copper coins. If you can find the nest there is a 25% chance there will be D8 eggs.

x1	Jock Sturges	C	H	O	M	P
	Skill	5	12	9	12	9

167% Dispel resistance,

x1	Sally Mann	3M	D	L
	Skill	12	12	12

396% Dispel resistance,

x3	Maddie Ziegler	B	E	K	M
	Skill	6	12	10	12

160% Dispel resistance,

Child		Age 3 to 8			
Exp.	#	Race skill description			
4,300	1	Attack: Tentacle 3D10 + parasitic pregnancy, 15 ft. reach.			
700	1	RDM: +5			
4,000	1	Health: +25			
2,250	2	+2 Strength, +2 Dexterity			
3,350	3	Spell: x1 Jock Sturges			
500	1	Night Vision: 200 ft.			
Adolescent		Age 6 to 12			
Exp.	#	Race skill description			
3,350	1	Spell:x1 Jock Sturges(5,12,9,12,9)			
3,350	1	Spell:x1 Sally Mann(12,12,12)			
3,350	1	Spell:x3 Maddie Ziegler(6,12,10,12)			
3,600	1	RDM: +5			
4,300	3	+10 Defense, +10 Tentacle attack (x2)			
5,000	1	Save: +45			
6,000	1	Defense: +2 Magic			
3,750	2	+2 Strength, +2 Dexterity			
Adult		Age 10 to 20			
Exp.	#	Race skill description			
9,700	1	RDM: +10			

10,000	2	+10 Defense, +10 Tentacle attack
12,000	2	Health: +75 (x2)
4,000	2	+2 Strength, +2 Dexterity
Middle-age		Age 17 to 40
Exp.	#	Race skill description
6,000	1	RDM: +10
20,000	2	+20 Defense, +20 Tentacle attack

17,000	1	Health: +100
Senior		Age 30 to 50
Exp.	#	Race skill description
12,000	1	RDM: +20
10,000	2	+20 Defense, +20 Tentacle attack
Grand total		= 225,800 Experience

# High Goblin

**Alignment:** Slave masters, thieves, and greedy

**Quote:** “The bland exterior—like the unreadable poker face—is often the perfect smoke screen, hiding your intentions behind the comfortable and familiar. If you lead the sucker down a familiar path, he won’t catch on when you lead him into a trap.”—*48 Laws of Power*.

Type:	Monster	
Mythos:	By –Ryvah under the God Isabella	
Creation:	Live birth	
Habitat:	desert, planes, drylands	
<b>Level:</b>	<b>2</b>	<b>Quantity:</b> 3
Defense:	Gold	Damage Resistance: 3
<b>Health:</b>	<b>256</b>	Save: 30
<b>AC:</b>	51	To Hit: 56
Weapon:	Great Elven Bow	Range: 450 ft.
Damage:	2D8	RDM: +13
<b>Resistance:</b>	50% Spear	
<b>Weakness:</b>	200% ice, lightning, mud, axe, sword, human bow, gold.	
Predators:	Salamanders and Flaming minotaurs	
Pray:	+50 combat against Oni and dryad	
Strength:	8	Dexterity: 8 Perception: 8
Intelligence:	6	Spirit: 5 Comeliness: 5
Movement:	30 ft.	Fly: no.
Alertness:	18	Night Vision: 0
Skill superiority:	Tailor and bow	
Size:	7 ft.	Weight: 291 lb.
Bounty:	\$6,000	
Skin:	Hide	
Body:	Humanoid	
Miles per day:	20	

The high goblins are fighters that lack warfare tactics and use brute force to pillage and plunder their way through a region. They lack the intelligence to fear. While most tribes are relatively small the keep in contact with other tribes. If a rich target is found they will contact other tribes to attack as a large force. High goblins have a pirate like mentality. They despise organized government. Yet would gladly fight to the death for their captain. High goblins love freedom. The open road, the open sea, a good wind, a rack of elk ribs to chew on and an expensive bottle of wine to wash it down, describes the ideal moment. They are bullies. It is very characteristic of a high goblin to pick on a poor defenseless target. Now a rich defenseless target, is even better. That is just picking the fruit off the trees when it's in season. Just as it makes no logic to cut down the fruit tree, the high goblins prefer to leave rich victims alive. They have been known to bind wounds and use first aid to help their victims survive.

Reconciliation: level 2. An attack is an attempt to destroy an illusion. They do not intentionally concentrate fire and their target is determined randomly. Targets include: the party, henchmen, horses, dogs, illusions, minions, and the like. Further they do not use strategic positioning by splitting up. They are always close together, within 5 to 15 feet. Do not extract material off their age chart for battle.

## Equipment & Loot

Clothing +3 quality (pants, shirt, boots, cap), sylph bow +4 quality, master crafter +4 damage, 80% range 360 ft. range, damage is D4+4. Trained horse. 1 in 4 will have tailor's cloth working tools. 3 units of cloth. 200 copper. 20 silver arrows. A camp of 50 will have a Mimi obelisk \$40,000 +6 To Hit with ranged attacks within 120 ft. radius of obelisk.

Age 3 to 8		
Exp.	#	Race skill description
1,500	2	Defense: Gold, Save: +20
1,000	1	Damage Resistance: +3
2,250	1	Health: +25
Age 6 to 12		
Exp.	#	Race skill description
4,000	1	+10 Tailor: requires Damage Resistance: 3
700	1	+5 Plate Mail
3,350	1	Mana: +7 Grey
500	1	Max: +2 One Round cast
Age 10 to 20		
Exp.	#	Race skill description
6,000	2	+10 Bow (x2)
1,300	2	+5 Plate Mail (x2)
4,650	1	Mana: +9 Grey
5,500	1	Max: +4 One Round cast
Age 17 to 40		
Exp.	#	Race skill description
6,000	2	+10 Plate Mail (x2)
6,000	1	Mana: +14 Grey
8,000	1	Max: +4 One Round cast
4,300	2	+3 Intelligence, +3 Spirit
Age 30 to 50		

Exp.	#	Race skill description
6,000	2	+20 Plate Mail (x2)
7,000	1	Mana: +40 Grey

8,000	1	Max: +4 One Round cast = 101,150 Experience
Grand total		

# Hill Giant

Alignment: Hungry

Quote: “Doubt kills more dreams than failure ever will.”—Suzy Kassem.

Type: Monster

Mythos: needs research

Creation: Live birth

Habitat: Plans, desert, canyon

Level: 1      Quantity: 2

Damage Resistance: 2

Health: 33      Save: 32

AC: 31      To Hit: 45

Weapon: 2h hammer      Range: 7 ft.

Damage: 2D8      RDM: +8

Resistance: 50% rock, wood, force, thorn.

Weakness: 200% sword, fire, nickel.

Strength: 12 Dexterity: 6 Perception: 7

Intelligence: 7 Spirit: 6 Comeliness: 6

Movement: 36 ft. Fly: no.

Alertness: 14 Night Vision: 0

Skill superiority: 2h hammer

Size: 10 ft. Weight: 1,000 lb.

Skin: Flesh

Body: Humanoid

Miles per day: 20

The hill giant begins its journey in absolute confidence. They have never been perceived as smart or sophisticated, and they live very simple live. But they are different. They do what they want to do. There is no internal conversation as to whether or not they can succeed. Failure never crosses their mind. One was once seen building the most gigantic of towers. It was little more than a well-organized pile of rocks. But with each rock he got a little high off the ground and closer to the location he desired to get to. He was trying to build a tower to the . . . moon. There wasn't even the slightest doubt in his mind. Moreover,

none of the other hill giants ever discouraged him. They didn't say, "That's impossible." They said, "Awesome, let me know when you get there. I have been curious about the thing in the sky myself."

With all that said, they have little to no interest in gold or gems. As long as they have a good roof, a good cow, a couple good chickens, and a good woman, then life is good. It is that simple.

Reconciliation: Not reconciled.

## Equipment & Loot

Great club 2D6 damage, great leather, one unit of food.

Child	Age 6 to 16	
Exp.	#	Race skill description
2,250	1	+2 Strength
400	1	Movement: +6 ft. per round
700	1	+5 Defense
500	1	Damage Resistance: 2
2,250	1	RDM: +8
Adolescent	Age 12 to 24	
Exp.	#	Race skill description
1,500	3	Talent: Endure (Fire, Ice, and Lightning) (5...)
1,000	1	Talent: Anti-Magic Aura(1...)
Adult	Age 20 to 40	
Exp.	#	Race skill description
12,000	1	+20 2h Hammer
Middle-age		Age 34 to 80
Senior		Age 60 to 100
Grand total		= 23,600 Experience

# Hippocampus

**Alignment:** Animal

**Quote:** “You were born to be a player. You were meant to be here. This Moment is yours.”—Herb Brooks.

**Type:** Animal – Large beasts

**Mythos:** Greek

**Creation:** Live birth

**Habitat:** Ocean or lake

**Level:** 2      **Quantity:** 1

**Health:** 192      **Save:** 37

**AC:** 36      **To Hit:** 59

**Weapon:** kick      **Range:** 10 ft.

**Damage:** 3D20      **RDM:** 0

**Resistance:** -

**Weakness:** 200% ice, hammer, dagger, satyr bow, nickel.

**Strength:** 9      **Dexterity:** 9      **Perception:** 8

**Intelligence:** 3      **Spirit:** 12      **Comeliness:** 7

**Land Movement:** 120 ft.      **Fly:** no.

**Water Movement:** 60 ft. + 20 ft. Jump

**Alertness:** 20      **Night Vision:** 0

**Size:** 15 ft.      **Weight:** 1,800 lb.

**Animal control:** 87      **Rider weight limit:** 770 lb.

**Price:** \$8953

**Bounty:** \$18,000

**Skin:** Hide and scales

**Body:** Mammal

**Miles per day:** 10

The hippocampus is a wildly powerful and the steed of choice by all underwater humanoids like mermaids. Upon stepping out of the water its half fish body completes a transformation into a mighty horse. And upon returning to the water it changes back. Any time a wild hippocampus is vulnerable, such as being wounded or pregnant, they will take the shelter of a deserted island until it is resolved. As such the birthing grounds are all islands.

[Anamagous: Horse] = they have the ability to change between the body of a hippocampus and the body of a horse to walk on land.

[Water Push] = while in water, they can cause the water to launch toward a target in a geyser, pick it up, and push it. The target must be less than 2,000 pounds, and the push is 40 feet long from the edge of the hippocampus's attack which has a 10 foot reach, and deposits the target at the end of the 50 feet.

Reconciliation: level 2. [Water Push] augments its attack with a geyser of water pushing them around obstacles (hopefully overboard). All attacks are attempts to destroy illusions. The dispel shield is used underwater as they swim the length of the boat with its 24-foot radius. Its movement allows it to reach an altitude of 20 feet above the water, which is where it attacks from. Thus, it can jump high enough to clear the hull of even a ship. Targets over 10 feet away are beyond the reach of the attack, so they take no damage but are still pushed.

x1	Dispel Shield	B	H	I	K	M
	Skill	10	7	7	10.5	10

144.5% Dispel resistance, 135% Chance to dispel.

Child		Age 3 to 8				
Exp.	#	Race skill description				
3,350	2	[Water Push], [Anamagous: Horse]				
1,000	2	+1 Perception, Save: +15				
3,350	1	Health: +32				
4,300	1	+10 Defense				
2,250	2	+2 Strength, +2 Dexterity				
Adolescent		Age 6 to 12				
Exp.	#	Race skill description				
4,300	1	{+3 Spirit}: requires +10 Defense				
12,000	1	Attack: Kick 3D20 damage, 10 ft. reach				
4,300	1	Movement: +30 ft., Movement land: +90 ft.				
4,300	2	+10 Melee, +10 Defense				
2,250	1	Movement: +20 ft. jump				
Adult		Age 10 to 20				
Exp.	#	Race skill description				
10,000	1	Endowment:x1 Dispel Shield(10,7,7,10.5, 10)				
13,000	2	Health: +70 (x2)				
15,000	2	+10 Combat (x2)				
Middle-age		Age 17 to 40				
Exp.	#	Race skill description				
Senior		Age 30 to 50				
Exp.	#	Race skill description				
Grand total		= 118,300 Experience				

# Hippogriff

**Alignment:** Animal

**Quote:** “If you want to fly, give up everything that weighs you down.”—Buddha.

**Type:** Animal – Birds

**Creation:** Hatch from egg

**Habitat:** Mountain lakes, rivers, forest

**Level:** 3      **Quantity:** 5

**Defense:** +1 Magic

**Health:** 60      **Save:** 60

**AC:** 91      **To Hit:** 62

**Weapon:** Wing Strike      **Range:** see chart

**Damage:** 3D6      **RDM:** +15

**Resistance:** 50% ice, acid

**Weakness:** 200% lightning, wood, axe, dagger, human bow, disintegrate

**Strength:** 12      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 3      **Spirit:** 7      **Comeliness:** 7

**Movement:** 80 ft.      **Fly:** 15 mph

**Alertness:** 20      **Night Vision:** 0

**Size:** 9 ft.      **Weight:** 620 lb.

**Animal control:** 91      **Rider weight limit:** 350 lb.

**Price:** \$81,098

**Bounty:** \$10,800

**Skin:** Hide

**Body:** Mammal

**Miles per day:** 60

The hippogriff is in no way related to the hippo. One should not confuse the hippo-glyph with the hippogriff. The hippo-glyph is a hippopotamus carved in stone while the hippogriff is a half hours half eagle, and it is similar to a griffon.

**Reconciliation:** level 3. An attack is an attempt to destroy an illusion. A hippogriff will be spotted at  $\frac{1}{2}$  mile away. It then vanishes and stocks you. While its alertness is low, it does not use it. It uses clairvoyance. It doesn't get surprise, but it always gets initiative. To do this it has a 40-foot half-move attack. One of them will always cast dispel round one of battle.

**Equipment & Loot** If you can find the nest there is an 18% chance there will be 2D4 eggs.

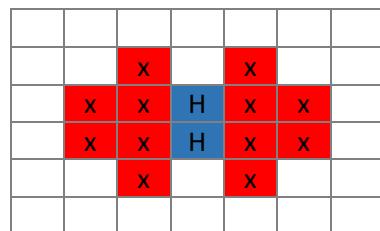
x1	Clairvoyance	C	M	Z	Z	Z
	Skill	15	15	15	15	15

225% Dispel resistance.

x1	Dispel	E	H	I	J	M
	Skill	3	10	10	10	3

66% Dispel resistance, 220% chance to dispel.

[Wing Strike] = this applies the “to hit” score to each and every target in each of the squares around body. This is not an area of effect for AOE dodge. A square is of one half the size of the animal. Thus for the hippogriff it is 5×5 feet.



Child		Age 3 to 8				
Exp.	#	Race skill description				
4,300	1	[Wing Strike]				
1,000	1	Wing attack: 3D6 damage				
6,000	2	+4 Strength, Movement: +50 ft.				
3,350	1	Fly at 15 mph				
10,000	2	+16 Defense, +16 Wing attack				
Adolescent		Age 6 to 12				
Exp.	#	Race skill description				
12,000	2	Spell:x1 Clairvoyance(15...), Endowment: x1 Dispel(3,10,10,10,3)				
4,300	3	Defense: +1 Magic, Health: +40, Save: +40				
9,000	1	RDM: +15				
10,000	2	+10 Defense, +10 Wing attack				
Adult		Age 10 to 20				
Exp.	#	Race skill description				
11,000	5	+11 Defense (x4), +11 Wing attack				
Middle-age		Age 17 to 40				
Senior		Age 30 to 50				
Grand total		= 161,550 Experience				

# Hobgoblin

**Alignment:** slobs, lazy, and untrustworthy

**Quote:** “The shortest and best way to make your fortune is to let people see clearly that it is in their interests to promote yours.”—Jean de La Bruyére, 1645-1696.

**Type:** Monster  
**Mythos:** Greek  
**Creation:** Live birth  
**Habitat:** Caves and thick forest

**Level:** 1

**Quantity:** 8

**Damage Resistance:** 2  
**Health:** 60      **Save:** 15  
**AC:** 40      **To Hit:** 40  
**Weapon:** great sword      **Range:** 5 ft.  
**Damage:** 2D8      **RDM:** 0  
**Resistance:** 90% lightning, mud, dagger  
**Weakness:** 200% fire, ice, hammer, sword,  
Human bow, zinc.  
**Predators:** Elf and Lizardmen  
**Pray:** +25 combat against goblin and kobold.  
**Strength:** 7      **Dexterity:** 8      **Perception:** 8  
**Intelligence:** 5      **Spirit:** 5      **Comeliness:** 5  
**Watchdogs:** dogs  
**Steeds:** horses  
**Movement:** 30 ft.      **Fly:** no.  
**Alertness:** 26      **Night Vision:** 0  
**Skill superiority:** Smith and Sword  
**Size:** 7 ft.      **Weight:** 350 lb.  
**Bounty:** \$750  
**Skin:** fur  
**Body:** humanoid  
**Miles per day:** 35

The hobgoblins travel in groups and caravans looking for trade and hoping to loot unsuspecting travelers. Due to their love of money and drink, they can be easily bribed and even swayed from battle. They are both rude and sloppy, and they love to gamble but hate to lose. Thus, if you can't kill them. Don't gamble with them. To truly grasp the mind and culture of this thing, compare him to the fat boyfriend watching TV from your couch. He lost his job three months ago and hasn't managed one single interview. He moved in with his girlfriend because he couldn't pay his rent at his place. “It's just for a couple days 'til I get back on

my feet.” Now he has free TV, free food, and free pussy. Life is great.

**Reconciliation:** level 1.

## Equipment & Loot

Scale mail armor, short sword, hammer, 1 unit of food, 1 unit of cloth, 1 unit of metal. A camp will have a forge & Smithy.

Age 3 to 8		
Child	#	Race skill description
Exp.	#	+25 Combat against goblin and kobold
Auto	1	+1 Perception
Age 6 to 12		
Adolescent	#	Race skill description
Exp.	#	+1 Dexterity
1,000	1	Damage Resistance: 2, +5 Survival (x2)
500	3	+9 Con Artist
1,500	1	Health: +40, +10 Defense
4,300	2	+10 Defense
Age 10 to 20		
Adult	#	Race skill description
Exp.	#	+10 Smith, +10 Sword
4,000	2	<<Price Point>>
17,000	3	Health: +105 (x3)
Age 17 to 40		
Middle-age	#	Race skill description
Exp.	#	[Beer], [Mystic Bite], [Animal Charge], [Dragon Sight]
4,300	4	Movement: +30 ft. per round
4,300	1	RDM: +10 (x10)
7,000	10	+35 Defense (x9)
Age 30 to 50		
Senior	#	Race skill description
Exp.	#	Chi Effect: +10' AOER, +3 Strength, +3 Dexterity
9,999	3	Regeneration: 20 per round
5,555	1	Grand total = 433,652 Experience

# Horn Devil

**Alignment:** slave master, commerce and trade.

**Quote:** “I would rather be a beggar and single than a queen and married.”—Queen Elizabeth, 1533-1603.

Type:	Undead
Mythos:	needs research
Creation:	Immortality score of 105
Habitat:	Lower Hell, Astral plane, mountains.
Level:	4 <b>Quantity:</b> 1
<b>Health:</b>	917      Save: 105
<b>AC:</b>	105: 180* <b>To Hit:</b> 105: 180*
Weapon:	Great 2h trident      Range: 12 ft.
Damage:	3D10      RDM: +100
Resistance:	50% fire
Weakness:	200% ice, light, sword, elven bow, sylph bow, energy drain, silver, gold.
Strength:	9      Dexterity: 7      Perception: 9
Intelligence:	8      Spirit: 3      Comeliness: 7
Movement:	30:120 ft.*      Fly: 28 mph
Alertness:	14      Night Vision: 0
Size:	9 ft.      Weight: 630 lb.
Bounty:	\$160,000
Skin:	Succulent flesh
Body:	Humanoid with bat wings and tail
Miles per day:	50

They love to toy with woodland creatures and beautiful fairy folk. They divide them from the groups they are in, then set elaborate traps to imprison them. These powerful undead lords of darkness often work for greater devils. In the shadow planes of hell they numbers in the thousands. They are the devils sext toy. At major demonic ceremonies they dance. But all in all they are all about business. Slaves, food, ghouls, and skeletons comprise most of the trade. But living mortal slaves are the most valuable. After equipping for battle they leave hell in search of mortals to enslave. They start by forging a campsite or make shift fortress. Something they can defend. A place where slaves can be kept alive. They will forge a magical barrier to keep all intruders out. Sometimes these barriers are small and sometimes they are nearly 3 miles in diameter. From within this fortress they pick their targets. Food money and most of all slaves. When the barrier is close to the end of its duration they gate back to hell. A good expedition for a horn devil will bring back 20 to 60 slaves.

Reconciliation: level 4. When she attack with her trident the contingency blind and contingency slow are

both cast on the target. This persists for her first 20 attacks for the day.

## Equipment & Loot

Great halberd (18 ft. reach 4 squares) silver 3D6+1 damage +3 quality +1 Magic. Great lingerie +3 quality, great satyr bow D12 damage 150 range, with 20 silver arrows with black widow poison (-7 to hit -7 AC -7 movement -7 save for 7 rounds \$140), 10 heling potions, 3 sets of shackles and chains, thieves pick & tools, 2 potions of stone skin. Spell book, 2000 copper. At the camp she will have D12 slaves in cages. 80% female, 7000 copper and D12 hell hounds. Lingerie armor +4 quality +3 Magic AC 6+3.

Contingency	Blind	C	E	J	M	N	R
Yielded	Skill	1	0	6	25	25	25

332% Dispel resistance, Save = 81.

Contingency	Slow	B	E	M	Q	R
Yielded	Skill	3	0	25	13	25

316% Dispel resistance, Save = 81, target at only 25% of normal speed (one action every 4 rounds). Note: there is a 9% chance her own anti-magic aura will dispel this every round. **The first 20 attacks.**

x1	Anti-magic aura	A	D	H	I	J	M
	Skill	25	25	25	7	17	25

1115% Dispel resistance, 325% chance to dispel. 625 foot diameter. This is stationary and was put up long prior to an encounter.

x1	Become Rock Elemental							
A	C	L	M	N	O	P	T	Y
0	25	25	25	0	0	10	0	25

360% Dispel resistance, while it appears to have only a 75% chance observe the duration of 625 hours or 26 days. Now roll every single day. +30 mph / 90 ft. per round, +50 AC, +50 To Hit.

x1	AC	C	M	V
	Skill	25	25	25

325% Dispel resistance, +25 AC

x1	To Hit	C	M	V
	Skill	25	25	25

325% Dispel resistance, +25 To Hit

x1	Barrier	D	H2	K	L	M	O	X
	Skill	25	10	25	25	25	25	25

410% Dispel resistance, 280% chance to dispel. This is stationary and was put up long prior to an encounter.

		Stage 1						
Exp.	#	Race skill description						
3,350	3	Health: +32, Save: +32, Fly at 28 mph						
4,300	2	+10 Defense, +10 Trident						
4,300	1	RDM: +10						
1,000	2	+1 Strength, +1 Perception						
3,350	1	+33 Escort						
		Stage 2						
Exp.	#	Race skill description						
10,000	1	Spel:x1 Anti-Magic Aura (25,25,7,17,0,0,0,0,25)						
8,650	2	Health: +48, Save: +48,						
10,000	2	+10 Defense, +10 Trident						
10,000	1	RDM: +10						
3,350	1	+33 Bookkeeping						
		Stage 3						
Exp.	#	Race skill description						
14,000	2	Spell:x20 Blind(1,0,6,25,25,25), x20 Slow(3,0,25,13,25)						
17,000	2	Spell: x1 AC(25...), x1 To Hit(25...)						
17,000	2	Health: +105 (x2)						
10,000	4	+10 Defense (x2), +10 Trident (x2)						
10,000	2	RDM: +10 (x2)						
		Stage 4						
Exp.	#	Race skill description						
20,000	1	Spell:x1 Barrier (25,10,25,25,25,25)						
17,000	3	Health: +105 (x3)						
10,000	4	+10 Defense (x2), +10 Trident (x2)						
10,000	3	RDM: +10 (x3)						
		Stage 5						
Exp.	#	Race skill description						
25,000	1	Spell:x1 Become Rock Elemental(0,25,25,25,0,0,10,0,25)						
17,000	3	Health: +105 (x3)						
10,000	4	+10 Defense (x2), +10 Trident (x2)						
10,000	3	RDM: +10 (x3)						
Grand total		= 531,950 Experience						

## Sub-race: Leafy.

The leafy is reminiscent of a dryad but without all that goodness ebbing from their soul. They are either nude or solely covered in leaves they glue to their skin. This is out of necessity; they have [Nude]. To a

leafy, magic is everything. They would prefer to conjure food magically than purchase non-magically created food. They will magically heat or cool their environment even if the weather outside is perfect. Even with sex they use polymorph and illusions to enhance a perfect moment. Everything a leafy does, it does with magic. As for the personality of a leafy, they are self-absorbed. They live for their own satisfaction. Boyfriends and lovers are swapped out like dirty socks twice a day. Oh, and they hate work. Now magic is not work. So if they can make a living casting spells all day long, they tend to be very happy, but manual labor is for lesser beings. This avoidance of manual labor is at the level of obsession. They will hire maids to do chores, but those chores will include things like brushing her . . . teeth for her. She would hire someone to go to the bathroom for her if she could.

Child	Age 3	
Exp.	#	Race skill description
1,500	1	Ability: Blossom(2...)
Auto	1	[Nude]
1,500	2	Spell: x1 Polymorph(00600), x1 Image(00006)
4,300	1	+3 Comeliness
Adolescent	Age 6	
Exp.	#	Race skill description
2,250	2	Spell: x2 Blossom(6...), x1 Speak with Plants(6...)
1,500	1	+20 Farming
3,350	3	Spell: x3 Create Food & Water(7...), x5 Freeze(7...), x5 Melt(7...)
Adult	Age 10	
Exp.	#	Race skill description
4,300	1	+20 Farming
3,350	1	Ability: Telekinesis(4...)
6,000	1	Spell: x1 Conjure Object(13,0,9)
4,300	2	Spell: x1 Polymorph(8...), x1 Image(8...)
Middle-age	Age 17	
Exp.	#	Race skill description
6,000	1	Spell: x1 Conjure Object(19,0,12)
6,000	1	Ability: Telekinesis(12...)
3,350	1	Ability: Blossom(15...)
6,000	2	Spell: x3 Polymorph(12...), x3 Image(12...)
Senior	Age 30	
Exp.	#	Race skill description
Grand total		= 74,450 Experience

## Sub-race: Ram Bone.

The ram-bone has small ram horns and fangs. They collect the bones of those they have killed and forge demonic armor. They prefer to wear nothing else, for this bone armor has perks. The ram-bone is also a two-weapon attacker. They will have one in each hand and after a good first attack they have a backup secondary attack. The race skill of +22 to five different weapons is five skills purchased for one price. This means the ram-bone may be primarily a sword user; but, that other +22 in axe is a valid skill that may be used for a second attack. While it is a package of five skills it only generates one pool of chi.

[Bone Armor] = if a ram-bone is wearing only the skulls, teeth, claws, and bones of those they have personally slain, then for **up to eight skulls** they add the target's level to X. In other words, an orc is part of a first level encounter, therefore an orc skull adds +1 to X. A minotaur is part of a forth level encounter, therefore a minotaur skull adds +4 to X. Next the bone armor may be used to cast become rock elemental(X...Void). This spell has health, and if destroyed, the armor is also. Just make another. Each skull and accompanying bones and teeth require 8 hours to clean, craft, and incorporate into your armor. Thus, you need eight full days to make a maxed out armor from scratch provided you have the eight bodies of what you have killed. If the armor has not been destroyed (at least 1 health left) when its duration expires, then it is fully refreshed for the next use. To repeat: the ram-bone is [nude] other than her armor. You may use "no tools defense" because the armor itself does not add to your AC. Further, we ignore size. It is valid for her to somehow use eight serpent skulls. We do not ignore material: slimes have no skull and cannot be used.

[F] = may change type of Bone Armor to Fire.

[I] = may change type of Bone Armor to Ice.  
 [T] = may change type of Bone Armor to Thorn.  
 [W] = may change type of Bone Armor to Wood.  
 [M] = may change type of Bone Armor to Mud.  
 [L] = may change type of Bone Armor to Lava.

Child		Age 3
Exp.	#	Race skill description
4,300	1	[Bone Armor]
		+2 Strength, Spell: x1 Anti-Magic aura(1,0,0,0,0,0,0,6,0)
1,500	2	+10 Rogue, Alertness: +15
Adolescent		Age 6
Exp.	#	Race skill description
1,500	1	Movement: +15 ft. per round
		+22 Axe and +22 Hammer and +22 sword and +22 spear and +22 dagger
30,000	1	
Adult		Age 10
Exp.	#	Race skill description
4,300	6	[F], [I], [T], [W], [M], [L]
		+20 Axe and +20 Hammer and +20 sword and +20 spear and +20 dagger
21,500	1	
Middle-age		Age 17
Exp.	#	Race skill description
		+40 Axe and +40 Hammer and +40 sword and +40 spear and +40 dagger
30,000	1	
Senior		Age 30
Exp.	#	Race skill description
		+40 Axe and +40 Hammer and +40 sword and +40 spear and +40 dagger
30,000	1	
Grand total		= 150,600 Experience

# Horse

**Alignment:** Loyal and obedient

**Quote:** “Success is liking yourself, liking what you do, and liking how you do it.”—Maya Angelou.

**Type:** Animal – Steads

**Mythos:** Mother Nature

**Creation:** Live birth

**Habitat:** Planes, grasslands

**Level:** 1      **Quantity:** 2

**Health:** 80      **Save:** 15

**AC:** 32      **To Hit:** 42

**Weapon:** Stomp      **Range:** -

**Damage:** 2D12      **RDM:** 0

**Resistance:** -

**Weakness:** -

**Strength:** 12      **Dexterity:** 7      **Perception:** 8

**Intelligence:** 2      **Spirit:** 8      **Comeliness:** 8

**Movement:** 120 ft.      **Fly:** no.

**Alertness:** 35      **Night Vision:** -

**Size:** 10½ ft.      **Weight:** 930 lb.

**Animal control:** 66      **Rider weight limit:** 310 lb.

**Price:** \$2,080

**Bounty:** \$0

**Skin:** Fur

**Body:** Mammal

**Miles per day:** 20

The horse.

Reconciliation: level 1. The horse is not an aggressive animal. If you attack it, then it flees.

## Equipment & Loot

None.

Age 3 to 8		
Child	#	Race skill description
Exp.	1	Movement: +90 ft. per round
1,000	1	Alertness: +20
1,500	1	Health: +15 (x4)
2,000	4	Attack: Stomp 2D12
1,500	1	+10 Melee
4,300	1	
Age 6 to 12		
Adolescent	#	Race skill description
Exp.	1	+10 Melee
10,000	1	
		<<Price Point>>
Age 10 to 20		
Adult	#	Race skill description
Exp.	4	+10 Stomp, +10 Defense, RDM: +10, Damage Resistance: +5
2,500	4	
Age 17 to 40		
Middle-age	#	Race skill description
Exp.	4	+10 Stomp, +10 Defense, RDM: +10, Damage Resistance: +5
2,500	4	
Age 30 to 50		
Senior	#	Race skill description
Exp.	4	+10 Stomp, +10 Defense, RDM: +10, Damage Resistance: +5
2,500	4	
Grand total		= 56,300 Experience

# Human

Alignment: All of them

Quote: “Today is your opportunity to build the tomorrow you want.”—Ken Poirot.

Type:	Technically they are: Fey		
Creation:	Live birth		
Habitat:	Everywhere		
Level:	0	Quantity:	lots
Health:	10	Save:	14
AC:	14	To Hit:	14
Weapon:	Normally	Range:	by weapon
Damage:	by weapon	RDM:	0
Resistance:	-		
Weakness:	-		
Predators:	Yah right.		
Pray:	Can we just say the environment?		
Strength:	7	Dexterity:	7
Intelligence:	7	Perception:	7
Watchdogs:	Dogs		
Steeds:	Horses, donkey, mule, and elephants		
Movement:	30 ft.	Fly:	no.
Alertness:	14	Night Vision:	0
Size:	6 ft.	Weight:	180 lb.
Skin:	Succulent flesh		
Body:	Human		
Miles per day:	10		

Human, “What!” you say. This is a human? You might think that a human is not this week and certainly a character built around combat and battle is not. However, peasants, merchants, and other trades are this week in battle. The race of humans is the single most scrambled race in existence. We need only look at ourselves and those around us to fully understand the depths of the human soul. From the Pope to Hitler, we are human. Whether Alexander the Great is demonic or divine is an opinion based on what side of the fence you are on. A human is the ultimate evil with such a capacity for hate and cruelty that not even the darkest lich or troll could hope to approach it. Yet, at the same time we can love. We can be innocent. We can create art, sing, and dance with such bliss that it seems inconceivable we could have such a dark side. While some humans enjoy being twisted, perverted, and demonic typically the most twisted, perverted, and demonic are those who actually, truly believe they are righteous, good, divine and doing what needs to be done.

To understand how backwards humans can get we need only look at one of the tribes in Africa. The ritual of a mother and her friends abducting her own

daughter around the age of ten in the middle of the night to cut off her clitoris with a knife is still practice in modern times. They think it is a great way of keeping the girls loyal to her eventual husband. Because now the act of sex is extremely painful and it is physically impossible to have an orgasm she is not likely to have sex for any reason except procreation. In early American history many white men honestly thought it was okay to beat black slaves because “they don’t feel pain the way we do.” The airplane piolets that crashed the jets into the Twin Towers in New York thought that not only was the act righteous and glorious, but it would insure them a high honor in the afterlife. How about our police? The “good” men and women who fight crime, host food drives for the poor, and host blood drives for the sick? The same symbols of “justice” that we depended for our safety are the single most corrupt profession in human culture. Three out of five use violence in their own home. They are ventrally immune to prosecution by a public person. The wife of one had filed 40+ reports of spouse abuse. It wasn’t until he “accidently” killed her that he was suspended for a couple of months. Most police like bypassing the whole judicial system. Three such officers in Los Angeles bypassed the judicial system by breaking down the door of an alleged drug dealer and killing him in his sleep in front of his wife. It is too bad they transposed the apartment number and after they got back to the station they realized they had killed a totally innocent man. And, it gets worse. If a police officer does not like your art, your religion, your skin color, then watch out. Art? What can a cop do about art? Well Ann Geddes was arrested and thrown in jail. After she spent over \$100,000 in legal fees a judge decided that pictures of babies in pea pods did not constitute child porn. Thousands of other innocent artists have been arrested for child porn indifferent to all of their art being totally within the law. The victim of such an accusation must spend 100 to 900 grand to defend themselves and suffer a bunch of time in jail. Then the court sends them home because they did not break the law. To date not a single artist has received a single dollar in compensation for all their suffering. If you think that’s bad, there was a person who was arrested for child porn after he photocopied a few pages out of a nationally published art book at Barns & Noble by the world renowned artist David Hamilton. What’s really said, is many innocent people don’t win. Police

routinely fabricate evidence and bribe witnesses. What do I mean by fabricate? How about a fake DNA test of sperm in a little girl's vagina. Is that dirty enough for you? After he lost in trial, after he went to prison, only then did they track down the DNA lab who said it was faked. The man was factually innocent. Because of self-righteousness and corruption approximately 25% of all the people in jail are in fact innocent.

Luckily in the world of Ryvah we do not need to worry about airplanes or photographers. Instead we have wizards, dragon riders, great heroes / great villains, and kings. The time frame of "might makes right" only deepens the depths of humanity. For this reason very few fairy folk / good woodland creatures like humans. Further, such races as the disenchanter, dryad, fairy, mermaid, nymph, and sylph are often persecuted for nudity and viewed as dangerous sinful sexual deviants. A reputation that only the succubus truly earns. However, for some twisted reason succubus and humans get along quite well. There are many subspecies of human. The Puritan, French, and Spanish are just a few. The Puritan never wears sinful colors. All their clothing must be black, white, or gray. The only skin they are allowed to reveal is the face and hands. They are immaculately clean and shower twice daily, and they wear boxers during a shower. Sex is forbidden except to procreate and a Puritan is not allowed to enjoy even that. They can't dance, sing, or smile. They must reprimand anyone having fun and capture and burn at the stake anyone caught in the nude.

The good thing about Puritans is that a character will gain 1,000 experience for every Pertain they kill.

## Equipment & Loot

You mean you don't know?

Child		Age 7 to 13
Exp.	#	Race skill description
Adolescent		Age 11 to 17
Exp.	#	Race skill description
Adult		Age 15 to 35
Exp.	#	Race skill description
Middle-age		Age 30 to 65
Exp.	#	Race skill description
Senior		Age 55 to 90
Exp.	#	Race skill description
Grand total		= 0 Experience

While this age chart may look bleak at first glance, it is profoundly easy to play and adult character. Playing an adult character grants a 10% bonus to all the experience you gain. Lookup ADULTHOOD in the beginning of the book.

# Hydra

**Alignment:** Animal

**Quote:** "If you're too comfortable, it's time to move on. Terrified of what's next? You're on the right track."—Susan Fales-Hill.

**Type:** Animal – Dragons

**Mythos:** Greek

**Creation:** Hatch from egg

**Habitat:** jungle or canyon

**Level:** 4    **Quantity:** 1

**Health:** 1,050    **Save:** 115

**AC:** 80    **To Hit:** 220

**Weapon:** Mystic Bite    **Range:** 15 ft.

**Damage:** 20D20    **RDM:** 0

**Resistance:** 75% fire, swords

**Weakness:** 200% acid, wood, satyr bow, telekinesis, platinum.

**Strength:** 13    **Dexterity:** 15    **Perception:** 12

**Intelligence:** 3    **Spirit:** 7    **Comeliness:** 7

**Movement:** 130 ft. [Slither Move]    **Fly:** no.

**Alertness:** 24    **Night Vision:** 0

**Size:** 24 ft.    **Weight:** 12,000 lb.

**Animal control:** 119    **Rider weight limit:** 6,800 lb.

**Price:** \$362,025

**Bounty:** \$160,000

**Skin:** Scales

**Body:** Mammal

**Miles per day:** 20

The hydra is often mistaken for a dragon. However, it has more in common with lizards than dragons. The hydra is very fast and agile. They can scale trees with ease and even climb vertical cliffs and cling to cave ceilings. Just as there are many different kinds of lizards there are many different kinds of hydra. Legend says that long ago there was a god of lizards. A great lizard king. First he forged the race of lizardmen to defend the lizards, but that was not enough. He also forged the salamanders, but they rebelled. He then took a few thousand lizards and turned them into hydra so they could defend themselves.

**Reconciliation:** level 4.

## Equipment & Loot

If you can find its nest there is a 22% chance of finding D8 eggs

inf.	Ice Attack	A	B	E	H	I	M
	Skill	25	3	0	10	5	void

25\*(1.5) damage –or– (6D8 + D20 damage)

x1	Fire Attack	A	B	E	H	I	M
	Skill	100	0	0	15	7	15

287% Dispel resistance, 225 foot diameter ball. Yes the hydra will hit itself, but it's 75% resistant to fire.

100\*(1.5) damage –or– (20D8 + 20D20 damage)

x1	Spirit Fire Wave	B	H	J	M	P	V
	Skill	25	25	25	25	25	25

400% Dispel resistance, the wave move 225 feet per round. The radius is 625 feet from caster; thus, it takes 3 rounds for each wave. Wave R1 from 0-225, wave R2 from 226-450, wave R3 from 451-625. 25 damage as fire to only creatures weak to fire.

x1	Spirit Lightning Wave	B	H	J	M	P	V
	Skill	25	25	25	25	25	25

Same as the fire wave but lightning.

Child		Age 3 to 8					
Exp.	#	Race skill description					
8,000	1	Ability: Ice Attack(5,3,0,6,5,void)					
17,000	1	Health: +105					
		[Mystic Bite],[Slither Move], Save: +40, Attack: D20 damage 15 ft. reach					
4,300	4	+40, Attack: D20 damage 15 ft. reach					
9,000	2	+15 Defense, +15 Bite					
		+4 Strength, +4 Dexterity, +4 Perception					
6,000	3	+4 Strength, +4 Dexterity, +4 Perception					
Adolescent		Age 6 to 12					
Exp.	#	Race skill description					
8,000	1	Ability: Ice Attack(10,3,0,7,5,void)					
		Spell: x1 Spirit (fire, Lightning) wave (25...)					
20,000	2	Spell: x1 Spirit (fire, Lightning) wave (25...)					
17,000	2	Health: +105 (x2)					
		Save: +30, Attack: 4D20 damage 15 ft. reach					
5,700	2	Save: +30, Attack: 4D20 damage 15 ft. reach					
		+15 Defense, +15 Bite, Movement: +100 ft. per round					
9,000	3	+15 Defense, +15 Bite, Movement: +100 ft. per round					
Adult		Age 10 to 20					
Exp.	#	Race skill description					
8,000	1	Ability: Ice Attack(15,3,0,8,5,void)					
30,000	1	Spell:x1 Fire Attack(100,0,0,15,7,15)					
17,000	2	Health: +105 (x2)					
		+15 Defense, +15 Bite (x5)					
9,000	6	+15 Defense, +15 Bite (x5)					

15,000	1	+20 Melee, Attack: 10D20 damage 15 ft. reach
1,000	2	+1 Strength, +3 Dexterity
Middle-age		Age 17 to 40
Exp.	#	Race skill description
8,000	1	Ability: Ice Attack(20,3,0,9,5,void)
17,000	2	Health: +105 (x2)
9,000	6	+15 Defense, +15 Bite (x5)

10,000	1	Attack: 20D20 damage 15 ft. reach
Senior		Age 30 to 50
Exp.	#	Race skill description
8,000	1	Ability: Ice Attack(25,3,0,10,5,void)
17,000	3	Health: +105 (x3)
Grand total		= 506,600 Experience

# I

“The Constitution is not an instrument for the Government to restrain the People; it is an instrument for the People to restrain the Government—lest it come to dominate our lives and interests.”—Patrick Henry.

## Ice Elemental

**Alignment:** They follow the orders of their creator.

**Quote:** “You don’t need to see the whole staircase, just take the first step.”—Martin Luther King Jr.

Type:	Construct
Mythos:	Many
Creation:	Conjure Ice Elemental
<b>Health:</b>	<b>45</b>
<b>AC:</b>	Save: 14 52 <b>To Hit:</b> 52
<b>Damage:</b>	16*(1.5) <b>RDM:</b> 0
<b>Resistance:</b>	-
<b>Weakness:</b>	300% lava, 200% fire,
Strength:	7 <b>Dexterity:</b> 7 <b>Perception:</b> 7
Intelligence:	7 <b>Spirit:</b> 7 <b>Comeliness:</b> 7
Movement:	144 ft.      Fly: -
Alertness:	14      Night Vision: 0
Size:	6 ft.      Weight: 180 lb.
Skin:	water or ice
Body:	water or ice

Reconciliation: Not Reconciled.

### Equipment & Loot

An ice elemental city will stockpile units of all types for trade. The number will be based on the power of the elementals and the quantity of them.

Realistically any arch-magi capable of a 16 max would not consume alchemy in a one-off cast. He would cast permanency on each of them and this would require a +5 quality +5 Magic wand. The wand alone would be valued at \$770,000, but he would probably make it magical himself. Oh but now, this wizard can make a fire elemental every week, and with a 146 week duration he would have over a hundred of them..

	Conjure Ice Elemental	Group	Mana	Comp.
A	Skill	-	-	-
B	Black night plant	Conj.	8	J
C	Blue daisies	Conj.	16	J
D	Hobgoblin toes	Conj.	1	J
E	Hobgoblin tooth	Conj.	1	J
F	Tanuki fur	Conj.	9	J

G	Naga Scale								Conj.	8	J
	Purple ring										
H	mushroom								Conj.	6	J
I	Sprite antennae								Conj.	3	J
J	Yeti blood								Ice	3	J

	A	D	L	M	N	O	P	T	Y	R	\$ Price
A	8	8	8	8	8	8	8	8	8	8	
B			8				0				\$815
C						8					\$414
D					1	0					\$16
E				1							\$10
F	1						8				\$320
G	7	1									\$183
H		6									\$230
I		1							2		\$64
J									3		\$74
	16	16	16	8	9	9	16	16	8	13	\$2,126

16\*(1.5) damage —or— (2D10 + 2D12 damage)

Duration of 8.4 Months

Dispel Resistance 207%

Health: 45

Movement of 48 mph, 144 ft. per round

Damage Resistance: 16

52 AC / 52 To Hit

Something to consider: If we simply purchase the services of a wizard to cast the spell (80 mana at \$256 copper each = \$20,480) now add alchemy (\$2,126) then each cast is \$22,606 divided by 48% success / fail is roughly \$45,000 copper per elemental. While this sounds like a lot, a 3rd level NPC fighter for the same duration of time will cost about \$30,000 copper. Thus, it's not a bad price.

### Augmentation: Water Tower

This becomes interesting because it is not augmenting a race but an object. The water tower is a city of ice elementals who have lost their master and

gained free will. Ice elementals cannot get pregnant and sex is pointless beyond the pleasure of the act. But the water tower are clever. They construct enchanted temples with waterfalls and fountains. The magic of the temple has one goal—cast conjure ice elemental. This is how they procreate. A water tower in a lake may be a city on dry land. They play all day in the pools, fountains and water slides. They work only to expand their playground. Because humans are normally the original creators of water elementals they typically take that form and they will be beautiful. Also, while they do not technically have a gender they normally identify as one or the other. Further, when they control the magic that creates more elementals the new one will be a clone of itself. As such men make men, women make women. Whatever ratio of men to women exists at the creation of a water tower will stay close to constant. Only as a player character can a water towed gain experience. Thus, all NPC elemental have zero experience in smith, carpentry, jeweler, etc. However, the services of an ice elemental are valuable and they can do business. Someone needs to actually build their playground.

As a player character we must get creative. You start be building a metaphysical character who will be built as a melee fighter. Your AC and To Hit will be the same (or become the same. Add them together and divide by two, round up). Next it must be  $20 + 4Y$  to simulate the spell. Thus the only valid ACs are 20, 24, 28, 32, 36, 40, 44, 48, 52, 56, 60, etc. You will round to

the closest increment. Next, your health must be divisible by 5. At least for the first 100 health. Thus, 5, 10, 15, 20, 25, etc. This echoes the spell's effect N. Your metaphysical character would have an object, maybe a 2H- Sword +3 quality +2 Magic, with  $2*(1.5)$  mystic fire which averages to 18 damage. But your ice elemental will have  $12*(1.5)$  damage, and average of 18. This echoes effect A of the spell. As you play you can give your metaphysical character the objects your elemental purchases to upgrade your elemental. Thus, as you upgrade you metaphysical character you are upgrading your elemental. Many things are scraped away. Your attack is not typed as a sword, any metal, fire from mystic, etc. As for restricted skills, Animal skills, magic skills and the magic, and chi—they do not need to transcend so we simply keep them as is. The chi and magic function normally. The animal control and smith skills function normally. Thus, you could cast magic blade and employ chi maneuver Death Note on top of the  $12*(1.5)$  damage. You could even cast fireball. How would this work? Simple, look at what would happen if you yielded mana to an elemental to cast the spell. The elemental's damage and type augments the spell.

Stage 1		
Exp.	#	Race skill description
Auto	1	[Metaphysical Body]

# Ice Giant

**Alignment:** Stoic, calm, and shy

**Quote:** “I never lose. Either I win or I learn.”—Nelson Mandela.

**Type:** Monster

**Mythos:** Norse

**Creation:** Live birth

**Habitat:** Ice-lands

**Level:** 4      **Quantity:** 4

**Defense:** +2 Magic

**Regeneration:** 1 per round

**Health:** **385 + 165\***      **Save:** 91

\* Stone skin spell.

**AC:** 140      **To Hit:** 190

**Weapon:** x-bow/sword      **Range:** 130 ft. / 7 ft.

**Damage:** 2D8\* / 2D10\*      **RDM:** +60

\* See reconciliation notes.

**Resistance:** 100% ice, 50% lightning, dagger

**Weakness:** 200% fire, mud, force, spear, human bow, disintegrate, gold.

**Predators:** Beguiler and Titan

**Pray:** +50 combat against naga and sacrobeck

**Strength:** 17      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 8      **Spirit:** 7      **Comeliness:** 6

**Watchdogs:** Snow leopards

**Movement:** 75 ft.      **Fly:** no.

**Alertness:** 20\*      **Night Vision:** 0

\* Danger sense.

**Skill superiority:** Sword

**Size:** 15 ft.      **Weight:** 2,500 lb.

**Bounty:** \$40,000

**Skin:** ice

**Body:** humanoid ice block

**Miles per day:** 60

<Import original story when available>

Reconciliation: level 4. They have danger sense—surprise is impossible. They will always have several rounds of fear before you encounter them. They carry a giant sword +3 Magic random metal (Copper, Nickle, Zinc, Silver) and twin giant X4-crossbows +3 Magic with special bolts: #1(Silver, copper, nickel, silver), #2(Rock, zinc, silver, zinc). The X4 means they hold 4 bolts at a time. They will also cast magic detection prior to battle.

## Equipment & Loot

Giant silver sword +2 quality 2D10 damage. Giant satyr cross bow x2 2D8 damage 130 ft. range, 20 silver arrows. Large shield +2 quality. 1,000 silver coins.

x1	Ice Web							
A	B	E	H	I	K	K	M	
11	9	20	20	13	30	30	25	

408% Dispel resistance, 11\*(1.5) damage –or– (3D10 damage), 400 foot diameter animated manipulation.

**Entanglement:**

Strength of 13 = 100% successful entangle

Strength of 14 = 90% successful entangle

Strength of 15 = 60% successful entangle

Strength of 16 = 30% successful entangle

Strength of 17 = 0% successful entangle

x1	Carroll's Alice	A	B	C	J	M	M
	Skill	53	9	9	6	14	14

385% dispel resistance, 53\*(1.5) retaliation damage. –or– (22D6 + D4 damage)

x1	Stone Skin	C	M	S
	Skill	16	30	53

399% Dispel resistance, 165 health stone skin.

x1	Magic Detection	C	F	J	M
	Skill	9	9	9	9

126% Dispel resistance,

x1	Danger Sense	C	M
	Skill	16	16

192% Dispel resistance,

		Age 10 to 30			
Exp.	#	Race skill description			
500	1	Spell:x1 Danger Sense(8,8)			
2,250	1	Mana: +11 Ice Attack			
Auto	1	+50 Combat against naga and titan			
4,300	3	+3 Strength, Health: +40, Save: +40			
4,300	1	Damage Resistance: +5			
Adolescent		Age 25 to 45			
Exp.	#	Race skill description			
1,000	1	Spell:x1 Danger Sense(16,16)			
1,500	1	Spell:x1 Magic Detection(9,9,9,9)			
5,700	3	+3 Strength, Health: +35, Save: +35			
6,000	1	Regeneration: +1 per round			
700	1	+10 Archeologist			
Adult		Age 35 to 90			
Exp.	#	Race skill description			

14,000	1	Spell:x1 Stone Skin(16,30,53)
8,000	8	+10 Sword (x8)
		Max: +9 One Round cast, Health: +80 (x2)
12,000	3	RDM: +10 (x6), Animal: +17 Snow
10,000	6	Leopards
6,000	1	Defense: +2 Magic
25,000	1	+30 Defense
Middle-age		Age 75 to 150

Exp.	#	Race skill description
25,000	1	Spell:x1 Carroll's Alice(53,9,9,6,14,14)
25,000	1	Health: +150
100,000	1	+90 Combat
Senior		Age 120 to 200
Exp.	#	Race skill description
30,000	1	Spell:x1 Ice Web (11,9,20,20,13,30,30,25)
Grand total		= 431,250 Experience

# Imp

**Alignment:** Parasitic evil

**Quote:** “The value of a thing sometimes lies not in what one attains with it, but in what one pays for it—what it costs us.”—Nietzsche.

**Type:** Horror

**Mythos:** Greek - Emphuein

**Creation:** Parasitic live birth

**Habitat:** Cave, town, or farm.

**Level:** 1      **Quantity:** 3

**Health:** 8      **Save:** 28

**AC:** 20+7\*      **To Hit:** 40\*

\* The spell that modified this was removed from the game.

**Weapon:** tiny dagger      **Range:** -

**Damage:** zero      **RDM:** \*

\* The spell that modified this was removed from the game.

**Resistance:** 50% lava, force, spear

**Weakness:** 200% fire, axe, hammer, dagger, elven bow, zinc.

**Strength:** 9      **Dexterity:** 9      **Perception:** 9

**Intelligence:** 9      **Spirit:** 3      **Comeliness:** 3

**Watchdogs:** Spiders

**Steeds:** Vultures, eagle

**Movement:** 30 ft.      **Fly:** no.

**Alertness:** 30      **Night Vision:** 50 ft.

**Skill superiority:** Carpenter and Dagger

**Size:** 1 ft.      **Weight:** 8 oz.

**Bounty:** \$2,000

**Skin:** Skin

**Body:** Mammal

**Miles per day:** 1

The imp is an odd little critter. Its body resembles that of a miniature salamander, while they can scale trees like a squirrel and hold onto branches like a snake they rarely inhabit the forest. Likewise while they are able hunters and gatherers of mice, squires, and bugs they would much rather feast on caviar and Champaign.

Imps love two things: magic and money. Coincidentally most imps are poor and have only a few week spells of their own. To satisfy their lusts they typically hook-up with a rich wizard. If they can't enjoy their own money and magic the will enjoy someone else's. The shiny spoons, the colorful potions, and most of all the thunderous boom of an explosive spell tearing its target apart. This is the life of a happy imp. An imp will happily toil away endlessly on the menial chores of a lab assistant. Most imps make very, very good

assistants because of their ability to yield a little bit of its own magic to the wizard.

But imps have a dark side. They enjoy the plotting of evil. They love sin. Anything exotic and self-indulgent is a great cause to spend time on. One could accurately deduce that they love beer and wine, and they do. But to truly understand the imp one has to be able to comprehend why imps spend so much time cleaning and polishing. To an imp riches are sinful because they are self-indulgent. If things are shiny and polished, clean and well-groomed they look rich and thus sinful. If time is spent bringing about sin it is also sinful. Thus, an imp will happily clean all month with a wicked giggle and grin because it is being sinful. Hee, hee, hee, hee, hee.

But there is an even darker side. They are a horror. Imps live a long time and most will have a mortal master who is fully unaware of their unholy master. The reason an imp is a horror (not just a monster) is for how they reproduce. A male imp impregnates a female imp. Then the female imp implants the fertilized embryo into a body orphis of a victim. Imps prefer to use females as hosts, but men have an orphis too. Now they could use a pig or sheep, but nobody really cares if a stupid pig dies. Yes, it's nasty to see a pig slowly eaten from the inside out as it starves to death for five months before the infant imp finally grows its long horns and tears its way out of the belly of its host. Now imagine this happening to someone's child, because that is their preferred host. An exorcism will kill an imp embryo.

Reconciliation: NOT RECONCILED.

## Equipment & Loot

Tiny dagger (no damage: D0), thieves pick & tools, 50 copper, (10% chance of carpentry book, 5% chance of carpentry tools)

Child		Age 3 to 8
Exp.	#	Race skill description
4,000	1	Mana: +4 Supernatural
Adolescent		Age 6 to 12
Exp.	#	Race skill description

		Mana: +8 Telepathy Jamming, Wizard Eye 1, Detect Magic, Lock, Unlock, Hide, And Detect Traps.
300	7	
<b>Adult</b>		<b>Age 10 to 20</b>
Exp.	#	Race skill description
6,000	4	+10 Carpenter (x2), +10 Dagger (x2)
3,350	3	Minimum Max of: 13 three round, 11 one round, 5 Instant
3,350	3	Minimum Max of: 13 lab 100 ft., 11 book, 8 nothing
1,500	6	Mana: +4 Red, Yellow, Blue, White, Black, Green
2,700	5	Mana: +6 Orange, Purple, Brown, Pink, Grey
<b>Middle-age</b>		<b>Age 17 to 40</b>
Exp.	#	Race skill description
1,500	6	Mana: +4 Red, Yellow, Blue, White, Black, Green

2,700	5	Mana: +6 Orange, Purple, Brown, Pink, Grey
3,350	3	Minimum Max of: 17 three round, 15 one round, 6 Instant
3,350	3	Minimum Max of: 17 lab 100 ft., 15 book, 11 nothing
<b>Senior</b>		<b>Age 30 to 50</b>
Exp.	#	Race skill description
1,500	6	Mana: +4 Red, Yellow, Blue, White, Black, Green
2,700	5	Mana: +6 Orange, Purple, Brown, Pink, Grey
3,350	3	Minimum Max of: 17 three round, 15 one round, 7 Instant
3,350	3	Minimum Max of: 17 lab 100 ft., 15 book, 14 nothing
<b>Grand total</b>		= 157,900 Experience

# J

“The sacred rights of mankind are not to be rummaged for among old parchments or musty records. They are written, as with a sunbeam, in the whole volume of human nature, by the hand of the Divinity itself, and can never be erased or obscured by mortal power.”—Alexander Hamilton, 1775.

## Jabberwocky

**Alignment:** Vengeful and crazy

**Quote:** “Nothing can dim the light that shines from within.”—Maya Angelou.

**Type:** Animal – Large beasts

Book: Innocence & Light

**Mythos:** Lewis Carroll

**Creation:** Burning a photo of Alice

**Habitat:** lakes, rivers, and coast line.

**Level:** 2      **Quantity:** 1

**Damage Resistance:** 8

**Health:** **150**      **Save:** 20

**AC:** 30      **To Hit:** 65

**Weapon:** Claw      **Range:** 10 ft.

**Damage:** D20      **RDM:** 0

**Resistance:** 90% fire, rock, wood

**Weakness:** 200% Acid, thorn, sword, sylph bow, gold

**Strength:** 12      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 3      **Spirit:** 5      **Comeliness:** 7

**Movement:** 45 ft.      **Fly:** not yet

**Alertness:** 20      **Night Vision:** 0

**Size:** 15 ft.      **Weight:** 8,000 lb.

**Animal control:** 87      **Rider weight limit:** 2,600 lb.

**Price:** \$17,565

**Bounty:** \$18,000

**Skin:** Scales, hide, and fur

**Body:** Mammal

**Miles per day:** 15

The Jabberwocky we find in the world of Ryvah is the reincarnation of the soul of Lewis Carroll, fractured by the jealous fires of his wife who survived him and burned thousands of his artworks after his death. For every photograph of Alice that his wife set to fire lives one jabberwocky. Her rage and jealousy so fierce that only four photos of Alice survived. So we remember the love Lewis Carroll had for his dear sweet Alice with a measly four images. His greatest novel *Alice in Wonderland* and the jabberwocky.

The jabberwocky will not harm a human female 12 years old or younger, unless attacked and harmed by her. Further the jabberwocky will seek to protect her.

It should be noted the number of jabberwocky are constant. At the point of death, a new jabberwocky pops into existence. You may never purchase anything above the <Price Point>. This is particularly true of the jabberwocky to the point that you cannot even encounter a jabberwocky above that mark.

[Inheritance] = if the jabberwocky is beast mastered and the beast master either is or has a child-adolescent wife then the jabberwocky will gain a copy of any or all its master's skills and the ability to use them. If they are race skills then the jabberwocky **may** use them as if it was the correct race. If the skills grant magic or chi then, the jabberwocky may cast magic and or use chi.

Reconciliation: level 2.

### Equipment & Loot

It will have the picture of Alice (a picture destroyed because it was nude) that brought the jabberwocky into existence; this picture will unlock D6 chi styles (reroll a 1).

x1	Invisibility	C	J	M	N	O
	Skill	10	10	10	10	10

150% Dispel resistance, 160% -10% per round of battle. Alertness 45.

x1	Carroll's Alice	A	B	C	J	M	M
	Skill	10	10	5	6	3	3

97% Dispel resistance,  $10^*(1.5)$  –or– (D8 + D20) retaliation damage.

Child	Age 3 to 8				
Exp.	#	Race skill description			

1,500	1	Spell:x1 Carroll's Alice(5,5,3,3,2,2)
1,500	1	Spell:x1 Invisibility(5,5,5,5)
4,300	2	+3 Strength, Health: +40
1,500	1	Movement: +15 ft. per round
4,300	2	+10 Bite, [Inheritance]
Adolescent		Age 6 to 12
Exp.	#	Race skill description
3,350	1	Spell:x1 Carroll's Alice(8,8,4,5,2,2)
3,350	1	Spell:x1 Invisibility(8,8,8,8,8)
6,000	2	+10 Bite, Health: +50
3,350	1	Attack: Claw D20 damage 10 ft. reach
3,350	1	+10 Defense
Adult		Age 10 to 20
Exp.	#	Race skill description
4,300	1	Spell:x1 Invisibility(10,10,10,10,10)
4,300	1	Spell:x1 Carroll's Alice (10,10,5,6,3,3)
7,500	2	+10 Bite (x2)
6,000	1	Health: +40
10,000	1	Damage Resistance: +8
		<<Price Point>>
Middle-age		Age 17 to 40
Exp.	#	Race skill description

2,232	1	Grow Wings and gain Fly at 50 mph
500	6	+10 Bite (x6)
		Mana: +22 Heal, Invisibility, Teleport, Undead Ward, Light, Darkness, Rust, Wind, Time Hop, Telepathy, Magic Blade, and Poison.
1,000	12	
2,000	1	Damage Resistance: +8
4,000	6	Health: +40 (x6)
8,000	4	Max: +8 No Restriction (x4)
Senior		Age 30 to 50
Exp.	#	Race skill description
4,300	1	[Mystic Bite]
		Ability: Fire
50,000	1	Attack(75,3,012,6,void)
50,000	1	Defense: +30 Magic
1,000	1	Mana: +20 Supernatural (x5)
8,192	4	Max: +8 No Restriction (x4)
Grand total		= 300,000 Experience

### Age, Price, and Experience Calculator

70%	60%	50%	40%	30%	20%
\$12,559	\$10,890	\$9,222	\$7,553	\$5,884	\$4,216
60,690	52,020	43,350	34,680	26,010	17,340



“You can have my gun when you pry it from my cold dead hands.” —Who said this?

# Ki-Rin

**Alignment:** Good, wise, and strong

**Quote:** “Lord protect me from my friends; I can take care of my enemies.” –Voltaire, 1694-1778.

**Type:** Fey  
**Mythos:** Chinese  
**Creation:** Live birth  
**Habitat:** Celestial mountains

**Level:** 7    **Quantity:** 1

**Defense:** +100 magic    **Damage Resistance:** 120

**Regeneration:** 10 per round

**Health:** 144,000    **Save:** 261

**AC:** 250    **To Hit:** 1,775

**Weapon:** Mystic bite    **Range:** Mystic bite

**Damage:** 40D100    **RDM:** +3,000

**Resistance:** 50% fire, ice, lightning, poison, axe, elven bow, silver, platinum.

**Weakness:** 200% Mithral.

**Strength:** 7    **Dexterity:** 7    **Perception:** 14

**Intelligence:** 15    **Spirit:** 16    **Comeliness:** 8

**Movement:** 120 ft.    **Fly:** 200 mph

**Alertness:** 50    **Night Vision:** 0

**Size:** 8 ft.    **Weight:** 550 lb.

**Bounty:** \$4,3000,000

**Skin:** Scales and fur

**Body:** Mammal

**Miles per day:** 500

The ki-rin are exceptionally good at traveling to other planes and their comfort using gate to flip through different dimensions is unparalleled, also they love exploring magical formations and ancient structures. The ki-rin are the natural gods of the forest. They don't like to battle; however, they dislike evil even more and will often purge a forest of evil. Many think if there were more ki-rin there would be no evil. But the world is too large and their numbers too small. Ki-rin love the company of nymphs, dryads, and unicorn. They often travel from one to the next to help them fend off predator. The goal of a ki-rin is to remove the evil in the world, and to a ki-rin this is someone who practices and enjoys the cruel torture of others. Amongst those races a ki-rin is most likely to seek out and hunt down are: banshee, beguiler, bolrog, ghosts, grack vampire, horn devil, imp, minotaur, specter, and of course the

occasional human. Interestingly enough, the rest of the monsters are seldom bothered by ki-rin. They just aren't as ugly as the ones above.

## Equipment & Loot

A bit of jewelry with red berl mounted in mithral, +8 quality, +6 magic, +4\*(1.5) Mystic(fire, light, fore, and lightning)each, master crafted with (+40 floating mana, +80 ft. per round movement, +16 comeliness), as an object of power with the following spells per week: 4 stone skin, 10 message, 5 telepathy, 2 invisibility, 1 hear prayer. In its sanctuary it will have a level 2 enchanted temple and a blonde medusa guardian; 1000 mithral; and D6 quantity toddler nymphs it is raising. The blonde medusa will have no trace of evil.

**Reconciliation:** Not reconciled.

**Magically Enriched:** 26, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

inf.	Force Attack 3	A	B	E	H	I	J	M	R
	Skill	500	0	0	30	13	6	Void	99

x1 each	Spirit (fire, force, lightning) wave
B	H
9	99

1401% dispel resistance, 9801 radios, 891 ft. per round. New wave every 11 rounds, duration 81 rounds.

X4	Gate	G	K	L	M	O
	Skill	30	10	34	999	9

11,072% Dispel resistance,

x1	Spell Turning	J	K	L	M
	Skill	34	34	34	34

476% Dispel resistance, 962% chance to turn a spell.

x1	Resurrection	L	M	N	U
	Skill	34	18	26	14

272% Dispel resistance,

Child			Age 3 to 8	
Exp.	#	Race skill description		
4,300	9	[Mystic Bite], {+3 Intelligence, +3 Spirit}:requires Mystic Bite, +3 perception, Defense: +1 Magic, Fly at 20 mph, Alertness: +32, Save: +32, Health: +32		
11,000	1	Movement: +90 ft. Per round		
2,250	3	Spell:x1 Spirit (fire, force, lightning) wave(5,50,3,50,50,50)		
Adolescent			Age 6 to 12	
Exp.	#	Race skill description		
12,000	3	Spell:x1 Spirit (Fire, Force, Lightning) wave(7,74,5,74,74,74)		
30,000	1	Spell:x4 Gate(15,5,17,500,5)		
12,000	1	Spell:x1 Spell Turning(17,17,17,17)		
Adult			Age 10 to 20	
Exp.	#	Race skill description		
20,000	3	Spell:x1 Spirit (Fire, Force, Lightning) wave(9,99,6,99,99,99)		
20,000	14	+10 Combat (x8), RDM: +50 (x6)		

20,000	6	Max: +10 Instant (x2), +10 Nothing (x2, +10 Speech (x2)
5,000	1	Spell:x4 Gate(23,8,26,749,7)
6,000	1	Spell:x1 Spell Turning(26,26,26,26)
30,000	1	Spell:x1 Resurrection(17,9,13,7)
Middle-age		
Age 17 to 40		
Exp.	#	Race skill description
20,000	8	+10 Combat (x8)
5,000	1	Spell:x4 Gate(30,10,34,999,9)
5,000	1	Spell:x1 Resurrection(26,14,20,11)
Senior		
Age 30 to 50		
Exp.	#	Race skill description
5,000	1	Spell:x1 Spell Turning(34,34,34,34)
5,000	1	Spell:x1 Resurrection(34,18,26,14)
99,000	1	Ability: Force Attack 3(500,0,0,30,13,6,Void,99)
33,000	No limit	Attack: +D100 (no limit), +50 Melee (no limit), Health: +200 (no limit), Defense: (+) +10 Magic (no limit)
Grand total		= 914,450 Experience

# Kobold

**Alignment:** Creepy, nasty, loving, and loyal

**Quote:** “In 1824 James Rothchilds married his brother’s daughter, and so began the family policy to marry within the family. With such incestuous anchoring the family thrived amidst chaos. Concentration was the foundation of their power, wealth, and Stability.”—paraphrased from *48 Laws of Power*

Type:	Monster
Mythos:	German folk lore
Creation:	Hatch from egg
Habitat:	Grottos, caves, and beautiful forests
<b>Level:</b>	<b>1      Quantity: 24</b>
<b>Health:</b>	<b>19</b> Save: 10
<b>AC:</b>	<b>15</b> <b>To Hit:</b> 38
<b>Weapon:</b>	2h claw <b>Range:</b> -
<b>Damage:</b>	1 <b>RDM:</b> +5
<b>Resistance:</b>	50% lightning, acid, sword.
<b>Weakness:</b>	200% fire, ice, axe, dagger, spear, human bow, copper.
Predators:	Orc and Hobgoblin
Pray:	+25 combat Brownie and Lizardman.
Strength:	14 Dexterity: 9 Perception: 8
Intelligence:	6 Spirit: 6 Comeliness: 5
Watchdogs:	Rats
Movement:	30 ft.      Fly: no.
Alertness:	15      Night Vision: 20 ft.
Size:	2½ ft.      Weight: 12 lb.
Bounty:	\$250
Skin:	Scales
Body:	humanoid
Miles per day:	5

The miracle of the kobold is how fast they breed. From conception to birth is just under a month. Twins and triplets are the norm. Compounding this they have a very robust digestive system and can eat raw meat, bone, feathers, and any kind of fruit and just about anything green. The small hunter gatherer packs of 24 kobolds are what most people see and few realize how many may be in a single cave. These small packs are the scavengers for the hive and rape the land like a swarm of locusts. They cart the food back to the hive like a trail of ants. They will travail up to 50 miles in search of food and just about anything counts as food. The kobold hives can be huge. In addition to the depth of the natural cave, they dig small crawl ways barely big enough for a kobold. These crawl ways can extend for miles beneath the surface. A small hive may only have 5,000 kobold in it; however, a large hive may have more than 100,000. While a hive this large can defoliate a 40 acer forest with ease and threaten even a strong human city and its army there is one that is even

a garter threat. Kobolds are always found in groups! They will literally die if alone. With one exception. The “Lone Kobold” travails alone. It is the quest of all kobolds to become one. It is the glory of all kobolds that they can. The Lone Kobold is mad with power. He never stands with his brothers and sisters just as before he would never stand apart from them. It is there symbol of status. Kobolds worship the extraordinarily rear Long Kobold like Gods while the rest of the world quivers in fear. The only thing that can challenge a Long Kobold in power is a village of chin cats.

[Never Alone] = if they are alone for more than an hour they suffer a heart attack and die, unless they have all their race skills.

Reconciliation: level 1.

## Equipment & Loot

Tiny short sword D4 damage, tiny bow D2 damage 75 ft. range, 10 copper. If you can find the nest there is a 65% chance there will be 2D12 eggs.

x1	Elastic Heart	C	E	J	M
	Skill	3	3	3	0

9% Dispel resistance,

Child		Age 3 to 8			
Exp.	#	Race skill description			
1,000	1	Spell:x1 Elastic Heart(3,3,3)			
Auto	2	+25 Combat against Brownie and Lizardman, [Never Alone]			
700	1	RDM: +5			
Adolescent		Age 6 to 12			
Exp.	#	Race skill description			
Adult		Age 10 to 20			
Exp.	#	Race skill description			
Middle-age		Age 17 to 40			
Exp.	#	Race skill description			
Senior		Age 30 to 50			
Exp.	#	Race skill description			

1,000,000	1	Max: +400 1/9th combat and Mana: +900 Supernatural	Grand total	= 1,001,700 Experience
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“Without freedom of thought, there can be no such thing as wisdom; and no such thing as public liberty without freedom of speech.”—Benjamin Franklin.

# Lausnes

**Alignment:** Selfish, evil, and greedy

**Quote:** “He lives well who conceals himself well.”—Ovid. Century 43 B.C. – 18 A.D.

**Type:** Monster

**Mythos:** By –Ryvah under the God Isabella

**Creation:** Live birth – Litter

**Habitat:** Planes, savanna, or light forest

**Level:** 3    **Quantity:** 4

**Health:** 105 + 110\*    **Save:** 75\*\*

\* stone skin. \*\* +20 protection, +20 shield

**AC:** 26: 90 \*    **To Hit:** 26: 90 \*

**Weapon:** Claw    **Range:** -

**Damage:** D12 +5\*(1.5)\*    **RDM:** 0

\* Become elemental, magic blade, AC, and To Hit spells.

**Resistance:** 75% thorn, rock, mud

**Weakness:** 200% dagger, satyr bow, energy drain, disintegrate, nickel.

**Strength:** 8    **Dexterity:** 7    **Perception:** 8

**Intelligence:** 8    **Spirit:** 7    **Comeliness:** 7

**Movement:** (30 ft. / 90 ft.)+108 ft. by elemental.

**Alertness:** 16    **Night Vision:** 0

**Size:** 5ft.8in.    **Weight:** 130 lb.

**Bounty:** \$13,500

**Skin:** Skin or fur

**Body:** Humanoid or lion

**Miles per day:** 10

The lausnes is a selfish, greedy, beast of crazed behavior. They are suicidal war mongers with a total disregard for life. I mean these fools don't give a damn. They breed because they are ordered to do so, not because they want to. Even the men have no interest in sex. A lausnes gets its kicks by licking your blood off its blade while it's still warm. They hate farming. Fruit and vegetables will keep them alive, but it's not what they like to eat. They want meat. Beef, lamb, chicken, and pig are the staples, but human, orc, and anything with red blood will do nicely. Here's the twist. They don't cook their food. They don't even kill it. They like to eat their food while it kicks and screams in agonizing pain. They take their pray and strap it down

so they can eat its limbs off and place a tourniquet on it to keep it alive to save the rest for later.

So why have these foul things survived? Two reasons, first they have [Human Anamagus] which allows them to take the body of a human at will. The second reason is the [Lausnes] ability.

[Lausnes] = Can be used any time after they are unconscious or dead. This self-destructs the lausnes in a 12\*(1.5) damage 64-foot diameter ball of acid. After which, in a concealed location 200 feet away they reappear inside an ice statue. It requires one hour for the ice to melt and set them free, during which they cannot use the Lausnes ability, move, or make any actions. Alchemy cannot be collected for a corps if they have a new body. A new body has no mana. To find an ice body requires a 3-minute search and a detection check score of 20+ in the exact 30 × 30 foot area the ice body is in. There are 139 separate locations of that size the ice body can be in.

Reconciliation: level 3. While this is a level 3 encounter, they have kill power. A significant unlucky streak will cause the four level-3 party members to die.

## Equipment & Loot

Clothing +2 quality (shirt, jacket, pants), 17 units of education, 15 units of entertainment, 650 copper coins

x1	AC	C	M	V
	Skill	10	10	20

140% Dispel resistance,

x1	To Hit	C	M	V
	Skill	10	10	20

140% Dispel resistance,

x1	Stone Skin	C	M	S
	Skill	12	8	12

	Alchemy	0	0	10
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122% Dispel resistance,

x1	Become Acid Elemental							
A	C	L	M	N	O	P	T	Y
12	12	12	8	0	0	12	0	12

148% Dispel resistance,  $12 * (1.5)$  damage –or– (4D8 damage)

x1	Magic Blade	A	B	M	Y
	Skill	5	5	10	10

130% Dispel resistance,  $5 * (1.5)$  damage –or– (3D4 damage)

x1	Protection	C	M	R
	Skill	5	5	7

67% Dispel resistance,

x1	Shield	C	M	R
	Skill	5	5	7

67% Dispel resistance,

Child		Age 3 to 8	
Exp.	#	Race skill description	
6,000	1	Spell:x1 AC(5,5,10)	
6,000	1	Spell:x1 To Hit(5,5,10)	
4,300	1	Spell:x1 Stone Skin(6,4,6)	
		[Human Anamagous], [Lausnes],	
4,300	3	Health: +40	

4,300	1	Spell:x1 Protection(3,3,4)	
4,300	1	Spell:x1 Shield(3,3,4)	
1,500	3	Save: +20, Attack: Claw D12, Movement: +15 ft. per round	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
6,000	1	Spell:x1 AC(8,8,15)	
6,000	1	Spell:x1 To Hit(8,8,15)	
3,700	1	Spell:x1 Stone Skin(9,6,9)	
8,000	1	Health: +45	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
8,000	1	Spell:x1 To Hit(10,10,20)	
8,000	1	Spell:x1 AC(10,10,20)	
8,000	1	Spell:x1 Magic Blade(4,4,8,8)	
		Spell:x1 Become Acid Elemental(6,6,6,4,6,6)	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
4,000	1	Spell:x1 Magic Blade(5,5,10,10)	
		Spell:x1 Become Acid Elemental(9,9,9,6,9,9)	
8,000	1	Spell:x1 Stone Skin(12,8,12)	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
		Spell:x1 Become Acid Elemental(12,12,12,8,12,12)	
10,000	1		
Grand total		= 128,000 Experience	

# Leprechaun

**Alignment:** Clever and tricky

**Quote:** “Folly consists not in committing folly, but in being incapable of concealing it. All men make mistakes, but the wise conceal the blunders they have made, while fools make them public. Reputation depends more on what is hidden than on what is seen. If you can't be good, be careful.”—Balthasar Gracián, 1601-1658.

Type:	Fey					
Mythos:	Irish					
Creation:	Live birth					
Habitat:	Forest					
<b>Level:</b>	<b>2</b>	<b>Quantity:</b>	<b>1</b>			
Defense:	+1 Magic					
<b>Health:</b>	<b>90</b>	Save:	35			
<b>AC:</b>	20	To Hit:	20			
Weapon:	-	Range:	-			
Damage:	-	RDM:	0			
<b>Resistance:</b>	50% poison					
<b>Weakness:</b>	200% ice, lava, mud, axe, hammer, human bow, zinc					
Strength:	7	Dexterity:	8	Perception:	7	
Intelligence:	8	Spirit:	12	Comeliness:	6	
Movement:	30 ft.	Fly:	no.			
Alertness:	20	Night Vision:	0			
Skill superiority:	Carpenter and dagger					
Size:	3½ ft.	Weight:	34 lb.			
Bounty:	\$18,000					
Skin:	flesh					
Body:	humanoid					
Miles per day:	5					

## Equipment & Loot

A spell book (hat, lingerie, dress, etc.); tiny dagger +1 quality, +1 Magic (no damage, +1 damage from magic) with 4 doses of poison oak poison (\$34, 4 damage). 1 in 3 will have: thieves pick & tools. Pot of gold stuff \$10,000 retail \$3,000 melt value (thus 30% peddle). (40% chance of carpentry book, 15% chance of carpenter wood working tools). 1 in 4 will have tailor's cloth working tools

It is all about the pot of gold at the end of the rainbow, and the leprechaun are the folks who put them there. They love their gold, but more than their gold they love watching money hungry men run around in circles looking for it. While the pot will have many cold coins in it, the pot will also have gold rings, gold knives, gold belt buckles, gold nuggets, and anything else they can get their hands on. As long as it is solid gold it is good enough for the pot. These pots will often have upwards of 60,000 copper worth of coin and trinkets. This is enough to ensure that there are always

a couple of would be detectives trying to solve the riddle. Has a leprechaun been seen? If so where? When? What rumors are floating around? Leprechaun have a dark side and an unusual sense of fair play. They will flash their gold, giggle and laugh, and if you manage to salve their riddles and find the pot of gold it is all okay. However, if you dismantle their magic and riddles like a condescending brainyack, or if you track down their home and loot it instead of their pot of gold at the end of the rainbow you are likely to discover the dark side. The dark side of the leprechaun is like a manually inflicted curse. It will follow you and lock and unlock doors at your inconvenience. Voices will be heard from random directions. Things will start to turn up missing. But you are not the target so much as your reputation is. People you know, people you meet, places you visit will temporarily inherit your curse. In your wake destruction and havoc will follow. It won't take long before the town's folk figure things out. But that is just the beginning for many leprechauns have collected extensive collections of alchemy and are master potion makers. Luckily removing the curse is relatively easy. Just return the gold.

Additionally, leprechauns love to sing old folk songs and dance. They can cook an incredible corn-beef and cabbage and are nothing short of a flamboyant exhibitionist when it comes to magic. Those who earn the friendship of a leprechaun will be given friendship bracelets and a lucky few will even get a few weeks younger.

Reconciliation: level 2

x1	Dispel	E	H	I	J	M
	Skill	0	6	7	10	4

67% Dispel resistance,

x4	Telekinesis	A	B	F	M	O	P	R
	Skill	5	5	5	5	5	5	5

85% Dispel resistance, 5\*(1.5) damage –or– (3D4 damage) (15 max damage), 320 pounds, Save =39

Child		Age 3 to 8
Exp.	#	Race skill description
3,350	1	Spell:x1 Dispel(0,6,7,10,4)

6,000	1	Spell:x4 Telekinesis(5,5,5,5,5,5)
4,300	1	{+3 Spirit}:requires Telekinesis for 6000 exp.
Adolescent		Age 6 to 12
Exp.	#	Race skill description
200	1	Alertness: +5
3,350	1	Minimum: score of 40, Tailor
1,000	4	Spell: x6 Lock(4...), Unlock(4...), Read Magic(4...), Misdirection(4...)
Adult		Age 10 to 20
Exp.	#	Race skill description
7,000	4	+10 Dagger (x4)
Middle-age		Age 17 to 40
Exp.	#	Race skill description
8,000	8	+10 Carpenter (x8)
10,000	4	Max: +7 -1/9th combat, +7 Nothing, +7 Instant, +7 Thought
4,300	4	Mana: +10 Alteration, +10 Divination, +10 Conjunction, +10 Enchanter
4,300	1	Mana: +5 Supernatural
Senior		Age 30 to 50
Exp.	#	Race skill description
6,000	7	Effect: +4 A, B, C, E, H, I, J
5,700	4	Mana: +10 Alteration, +10 Divination, +10 Conjunction, +10 Enchanter
Grand total		= 239,500 Experience

## Sub-race: Sparkle

The sparkle is a partially metaphysical magic user.

[Sparkle] = Every night she gives birth to a new glitter, a tiny ball of light the size of a grain of sand that illuminates an area about a foot in diameter. Her glitters hover, float, and fly around her, and they are alive. When she sleeps, most of them will curl up with her and sleep. A sparkle suffers a -50 penalty to any hide in shadows skill check. A glitter feeds on the mana a sparkle has (no other mana; not alchemy, not yielded mana, not glitter mana). Every glitter the sparkle has needs one mana per day. If it misses a day then it is unhappy and sluggish and cannot cast or augment. If a glitter doesn't eat for two days in a row, then it dies. A sparkle will not give birth to more glitters than he or she can feed. Also glitters only live for 100 days before old age claims them. Glitters will fall in love, get married, sometimes have affairs, have arguments, through parties, and all sorts of stuff. You can cast spells on glitters with no need for duration. In

other words all spells on glitters are permanent. They have a base AC of 20 and base to hit of 20, one health, zero damage, and a movement of 30 feet per round, but cannot be more than 5 feet from the sparkle. When born every glitter will have one point of mana (per day) which is defined when they are born (any basic). This also adds to the sparkle's casting cap. The mana is selected by the sparkle, and the glitter can yield it, but they are not always willing to do so. Bob might not want to cast a spell with Sarah because Bob thinks Sarah is a little tramp who keeps sneaking off with Sam. Oh, the sparkle must name all the glitters.

Child		Age 3
Exp.	#	Race skill description
4,300	1	[Sparkle]
1,000	9	Mana: +10 Magical Transformation (x9)
5,555	1	Minimum Max of: 11 in One to One Combat
Adolescent		Age 6
Exp.	#	Race skill description
1,000	9	Mana: +10 Magical Transformation (x9)
5,555	1	Minimum Max of: 14 in One to One Combat
Adult		Age 10
Exp.	#	Race skill description
1,000	9	Mana: +10 Magical Transformation (x9)
5,555	1	Max: +6 One to One Combat
Middle-age		Age 17
Exp.	#	Race skill description
1,000	9	Mana: +10 Magical Transformation (x9)
5,555	1	Max: +6 One to One Combat
Senior		Age 30
Exp.	#	Race skill description
1,000	9	Mana: +10 Magical Transformation (x9)
5,555	1	Max: +6 One to One Combat
Grand total		= 77,075 Experience

## Complex: Magical Girl

"In the name of the moon I shall punish you." Magical girls are beautiful and young. They often live normal lives until a great evil threatens to destroy their homeland. Then they transform into their "secret" identity, as if no one will recognize her. As a magical girl transforms, her clothing all tears off. She spins and dances while naked. Then a brand new set of clothing can wrap around her. Interestingly even when she

transforms in front of a crowd of people, nobody comments about her momentary nudity. If you love anime' in particular the anime' with magical girls then this is for you.

Within the system of Ryvah the spell magical transformation stands alone. The spell destroys the original character and forges a brand new one.

Unfortunately the alteration to the rules is so overpowered and massive it simply cannot exist as any character under 40,000 experience. At the same time this type of character must be custom designed from the ground up. Thus, it must be a new character built at creation, and it cannot be built at creation. To get around this obstacle we require the sacrifice of an existing character with over 40,000 experience.

Immediately after you make your first magical girl you are likely to feel disappointed. You will be week in comparison to the other player. You will need between 20,000 and 50,000 more experience before the character really feels the raw power. With that said, this spell is still under refinement. Its complexity and power are hard to reconcile.

In Ryvah a magical girl need to be young and beautiful with as much artistry, music, and dance as possible.

Stage 1		
Exp.	#	Race skill description
Auto	1	[Magical Transformation]

# Lich

Alignment:

Evil, they hate joy.

Quote:

"It is better to be feared than loved. Fear you can control; love never."—Machiavelli.

Type:

Undead

Mythos:

needs research

Creation:

Immortality: score of 96.

Habitat:

Demonic fortress or castle

Level:

**6**      **Quantity:** **1**

Defense:

+4 Magic

Health:

**11,000**      Save: 200

AC:

220: 356\*      To Hit: 50: 186\*

\* The spells have about 340% Dispel resistance.

Weapon:

Mystic bite      Range: Mystic bite

Damage:

lots      RDM: 0

Resistance:

75% fire, axe, human bow

Weakness:

200% Lava, wood, elven bow,  
disintegrate, silver

Strength: 7 Dexterity: 7 Perception: 7

Intelligence: 8 Spirit: 5 Comeliness: 5

Watchdogs: undead

Movement: 30 ft. Fly: no.

Alertness: 14 Night Vision: 0

Size:

6 ft.

Weight:

45 lb. (weight lift of 180 lb.)

Bounty: \$1,500,000

Skin: Bone

Body: Skeleton

Miles per day: 10

The lich is the tail of an ancient arch-magi to powerful to die. They sit on thrones like demonic kings. They command armies of animated dead. Lich despise the ultimate sin of joy happiness and pleasure. Most lich were human puritans as mortals; however, a few were eleven puritans and dwarves puritans. Because puritans of any race are corrupt self-righteous power mongrels so are lich. They will happily justify the destruction of the innocent if they gain from it. A penny in my pocket is better than a dollar in yours. Because puritans think pleasure is sin, so do lich. They will use it as a weapon when passable. Their condemnation of the sin of others is how they validate who they are. To enjoy the comfort of clothing that leaves the skin of your arms or legs even partially uncovered is a sin punishable by death. To bask in the sun with little more than underwear on can earn you a year of toucher before you are slain. Eating fruit is not too bad of a sin. The simple amputation of an arm or leg should suffice. As for chocolate or heaven forbid sex, only the infliction of horrendous pain upon

someone who has experienced extreme joy or ecstasy appeases their jealous anger. The greater the joy the more horrendous the pain. Like most puritans not only do they feel they are doing the will of God, but they have a well-developed God complex and believe that they are God. To question them, to challenge them, to make them jealous of the pleasures you can enjoy is to defy God. And; they are there to personally drag you to hell.

Before they hunt down sinners they are build their armies. They search for battle fields and grave yards for dead bodies to animate. They prefer freshly slain fighters. They make the best ghouls. As their army grow they often get picky about their recruits, selecting well trained fighters or even magi. If they are lucky they will get a griffon or something like it as well. Lich will also construct orc factories. The factories are ether huge towers or pits. Normally by a river to make huge mud pools with. They will hunt down and skin every animal for miles around. These factories seldom last more than a few decades. The lich will have a target in mind, and when the army is large enough, every man, woman, and child is sent into battle. They have no compassion. They care for nothing. Consequently it is easy to distinguish between orc armies forged by a lich from other orc armies. If there are 5, 6, and 7 year-old children in rags with clubs their master is probably a lich.

Some of the orcs will survive and with each battle become stronger warriors. Those that die become the next generation of ghouls. From this it would seem that orcs under the command of a lich would be weak, young, inexperienced, weaponless, fighters. But lich don't play fair. The above would be true except for the cursed pools. Lich love to curse. They make pools of cursed water to weaken their enemies. They make cursed food to raise havoc in towns. But the worst curse of all is the curse of power and blood lust. While most curses hurt, the power and blood lust curse makes the victim stronger, faster, and a skilled fighter so long as they obey every command of the lich and never act to harm him. Such curses are extraordinarily difficult and may only give the victim ten to twenty thousand cursed experience. But there is no down side for the lich. There is no string or catch that would make this a bad thing for his army. Such a cures may have a difficulty of upwards of 100 and may take years to successfully cast. While the curse is great for a lich, it is hell for the

orc. They are in a perpetual state pain as if their genitals were on fire. They must be ordered to eat because the pain is so great they don't know when they are starving to death. Only a bloody, torturous, and cruel battle alleviates the throbbing agony.

Reconciliation: our level 6 heroes must teleport in with a 400% Dispel resistance teleport. On arrival the two fighters invoke the 1800% long dispel. This reduces The lich down to impact (acid and wood) attacks. Each spell is auto-kill on the 15 fighters with chi-interception. After the 15 acid attacks are used the rest fail to kill: iron does 450 damage, and rock misses. The 15 followers who are killed will need to be resurrected after the battle.

**Magically Enriched:** 18, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Wizards' lab 100 ft., spell book (wand) +4 quality +3 Magic +2\*(1.5) mystic acid master crafted (+2 mana in H, H2 and +2 mana in A). 50 each of gallon platters of cursed water suspended 20 feet up designed to splatter in an 8 ft. radius; thus each one hits a 3x3 block of 5x5 ft. squares. Platter required 20 damage to spill. 2D6 ghoul lions, D8-2 ghoul mastodon, D6 ghoul Remorhaz, D6 ghoul will-o-wisp will be mounted on a nightmare. Its layer will have 1000 units roll randomly in increments of 100. 3000 gold, 500 platinum.

x1	Impact Iron Attack	A	E	M	Y
	Skill and Alchemy	240	240	240	240

3360% Dispel resistance, To Hit: 530.

x1	Impact Wood Attack	A	E	M	Y
	Skill and Alchemy	1	40	300	800

4141% Dispel resistance, To Hit: 1650.

x1	Impact Acid Attack	A	E	M	Y
	Skill and Alchemy	400	10	200	400

3010% Dispel resistance, To Hit: 850.

x1	Impact Rock Attack	A	E	M	Y
	Skill and Alchemy	1000	10	200	50

3260% Dispel resistance, To Hit: 150.

In addition a lich has a standard 17 max casting and will have the following spells up: Barrier, shield, protection, stone skin, all three endure, and all three protections, plus all five protections, and AC, To Hit, become (pick a type) elemental. All of these will have a dispel resistance around 340%, and he will have an antimagi aura with a 300% chance to dispel over the entire battlefield. Ryvah does not waist space detailing them because if you're too weak to shut them down you're going to die.

			Stage 1
Exp.	#	Race skill description	
12,000	1	Defense: +4 Magic	
		Stage 2	
Exp.	#	Race skill description	
20,000	11	Health: +1000 (x11)	
20,000	10	+20 Defense (x10)	
		Mana: +50 Black (x5), Necromancy (x5), Illusion (x5), Abjuration (x5), Alteration (x5), Evocation (x5)	
20,000	30		
		Stage 3	
Exp.	#	Race skill description	
		Stage 4	
Exp.	#	Race skill description	
		Stage 5	
Exp.	#	Race skill description	
120,000	1	Spell:x1 Impact Iron Attack(240,240,240,240)	
100,000	1	Spell:x1 Impact Wood Attack(1,40,300,800)	
70,000	1	Spell:x1 Impact Rock Attack(1000,10,200,50)	
150,000	1	Spell:x1 Impact Acid Attack(400,10,200,400)	
Grand total		= 1,472,000 Experience	

# Lion

**Alignment:** Animal, proud, strong

**Quote:** "You don't need an education to be of value. You need an education because you are of value." — Tim Amaral

Type:	Animal – Pets		
Mythos:	Mother Nature		
Creation:	Live birth – litter		
Habitat:	Savannah, plains, Grass lands		
<b>Level:</b>	<b>2</b>	<b>Quantity:</b>	<b>1</b>
<b>Health:</b>	<b>209</b>	Save:	35
<b>AC:</b>	60	<b>To Hit:</b>	80
Weapon:	Maul	Range:	-
Damage:	3D20	RDM:	0
Resistance:	-		
Weakness:	-		
Strength:	14	Dexterity:	12
Intelligence:	3	Spirit:	12
Movement:	117 ft.	Fly:	no.
Alertness:	40	Night Vision:	200 ft.
Size:	8 ft.	Weight:	450 lb.
Animal control:	84	Rider weight limit:	150 lb.
Price:	\$16,712		
Bounty:	\$18,000		
Skin:	Fur		
Body:	Mammal		
Miles per day:	25		

The lion.

Reconciliation: level 2. A lion will detect the party at 1,000 feet and select exact targets in exact order (random). Anything that vanishes is removed from the list of targets. The lion will attack that target until it is down. An attack is an attempt to destroy an illusion. Only illusions of the exact target have a chance of being attacked. The party must get an alertness check of 30 to avoid a surprise attack which will give the lions +10 to hit on the first round.

## Equipment & Loot

None.

Age 3 to 8		
Exp.	#	Race skill description
2,250	4	+8 Defense, +8 maul attack, +2 Strength, +2 Dexterity
2,250	3	Movement: +20 ft. per round, Health: +25, Alertness: +25
2,250	1	Attack: Maul D20 damage
500	1	Save: +9
Age 6 to 12		
Exp.	#	Race skill description
3,750	4	+4 Defense, +4 Maul attack, +2 Strength, +2 Dexterity
10,000	2	Movement: +67 ft. per round, Health: +45
300	1	Night Vison: 200 ft.
6,000	2	+4 Spirit, +6 melee
8,000	1	+5 Perception
4,000	1	+2 Strength
Age 10 to 20		
Exp.	#	Race skill description
5,000	1	Attack: Maul 2D20 damage
15,000	3	+15 Defense, +15 Melee (x2)
Age 17 to 40		
Exp.	#	Race skill description
5,000	1	Attack: Maul 3D20 damage
Age 30 to 50		
Exp.	#	Race skill description
Grand total		= 132,800 Experience



		<b>&lt;&lt;Price Point&gt;&gt; 74,400 exp.</b>
15,000	1	Internal: To Hit(5,7,80)
2,250	1	Internal: Jump(5...)
5,000	4	Effect: +4 A, B, P, M
5,000	1	Damage Resistance: +10
Senior		Age 30 to 50

Exp.	#	Race skill description
5,000	4	Effect: +4 A, B, P, M
5,000	1	Damage Resistance: +10
10,000	1	Internal: To Hit(5,7,180)
Grand total		= 151,650 Experience

# Lizardman

**Alignment:** Loyal, strong.  
**Quote:** “There are occasions when the highest wisdom consists in appearing not to know. You must not be ignorant but capable of playing it.”— Balthasar Gracián, 1601-1658.

Type:	Monster	
Mythos:	Epic of Gilgamesh	
Creation:	Hatch from egg	
Habitat:	Sunlight lit locations	
<b>Level:</b>	<b>1</b>	<b>Quantity:</b> 6
Regeneration:	2 per round	
<b>Health:</b>	<b>38</b>	Save: 21
<b>AC:</b>	35	<b>To Hit:</b> 35(+5 by spell)
Weapon:	Sword / spear	<b>Range:</b> 5 ft. / 80 ft.
Damage:	D12 / D6	<b>RDM:</b> 0
Resistance:	50% ice, poison, hammer	
Weakness:	200% fire, lightning, sword, spear, human bow, nickel	
Predators:	Dwarf and Kobold	
Pray:	+25 combat against Elf and Hobgoblin	
Strength:	7	Dexterity: 10 Perception: 9
Intelligence:	7	Spirit: 6 Comeliness: 7
Movement:	40 ft.	Fly: no.
Alertness:	26	Night Vision: 40 ft.
Skill superiority:	Carpenter and Spear	
Size:	6 ft.	Weight: 180 lb.
Bounty:	\$1,000	
Skin:	Scales	
Body:	Mammal	
Miles per day:	10	

They are the low tech nation that has tried to hold its own against the stronger races and powerful alchemy dealers, but just never seemed to succeed. They are often targets for other races, and because of this they hate those races. From orcs to elves in general any race with an army is not trusted. Often lizardmen will make raids against the cities that have these armies. The raids are little more than a futile attempt to get even for all of the casualties they have suffered. Just a quick hit and run, they don't really expect to win when they are outnumbered 40 to 1 or in some cases 400 to 1. Then there are the large scale alchemy dealers. Powerful merchants who will have the lizardmen hunted down just to harvest their scales. These poachers attack anyone old enough for a half decent yield of scales. They avoid the battle hardened warriors and focus on the young adults. Most are just in it for the money. Powerful warriors are left alone because they are not momentarily worth the effort to kill. On occasion these battle hardened lizardmen can be found

in the taverns of the very city they have attacked knowing they won't be attacked. For this, they are very secretive and bitter toward other races. Their key to survival has been with carefully planned isolation.

They have discovered it is better to avoid their enemies rather than to overcome them. To accomplish this they have developed a complex intelligence network to map out the land and keep detailed records of who is where, how many there are, and what they are up to.

Lizardmen are notorious for knowing more about what is happening than the generals. One could easily imagine overhearing a lizardman in a bar telling a human merchant, “don't worry, the duke will give you the contract to build the city wall in about two weeks. After the captain's secret battalion on the ridge gets ambushed by the goblins hidden army.”

Reconciliation: level 1.

## Equipment & Loot

6 great spears D10 damage with viper poison (\$64 +10 damage), 225 ft. range. 1 unit of wood. 1 in 20 will have carpenter wood working tools. If you can find the nest there is a 35% chance there will be D10 eggs.

Age 3 to 8		
Child	#	Race skill description
Exp.	1,000	+15 Hide, Alertness: +15
	1,000	+1 Perception
	700	Save: +10
	300	Night Vision: 200 ft.
Age 6 to 12		
Adolescent	#	Race skill description
Exp.	8,000	Spell:x2 Telekinesis(8,4,4,5,5,4)
	10,000	+10 Defense
	400	Defense: +1 Magic
	1,000	+15 Hide, Save: +15
	14,000	Damage Resistance: +10
Age 10 to 20		
Adult	#	Race skill description
Exp.	4,000	Spell:x2 Telekinesis(12,6,6,8,8,6)
	26,000	Damage Resistance: +10
Age 17 to 40		
Middle-age	#	Race skill description
Exp.	6,000	Spell:x2 Telekinesis(16,8,8,10,10,8)

15,000	1	Internal: To Hit(5,7,80)
2,250	1	Internal: Jump(5...)
5,000	4	Effect: +4 A, B, P, M
5,000	1	Damage Resistance: +10
Senior		Age 30 to 50
Exp.	#	Race skill description

5,000	4	Effect: +4 A, B, P, M
5,000	1	Damage Resistance: +10
10,000	1	Internal: To Hit(5,7,180)
Grand total		= 151,650 Experience

# Lorelei

**Alignment:** Traveler

**Quote:** “Do not people talk in society of a man being a great actor? They do not mean he feels, but that he excels in simulating, though he feels nothing.”—Denis Diderot, 1713-1784.

Type:	Monster
Creation:	Live birth
Habitat:	Water cavern, canyon with river, coast
<b>Level:</b>	<b>2</b>
<b>Quantity:</b>	<b>2</b>
Defense:	Zinc
<b>Health:</b>	<b>20 (+30)*</b>
* Stone Skin, ** by spell.	Save: 35: 59 **
<b>AC:</b>	<b>54: 59*</b>
* By spell.	<b>To Hit:</b> 57
<b>Resistance:</b>	50% ice.
<b>Weakness:</b>	200% Fire, axe, spear, satyr bow, copper.
Strength: 8	Dexterity: 14 Perception: 14
Intelligence: 8	Spirit: 12 Comeliness: 8
Movement:	30 ft. +36 ft. jump* Fly: no.
* By spell.	
Alertness:	56 Night Vision: 0
Skill superiority:	Tailor, rogue, and 2h sword
Size:	5ft.7in. Weight: 130 lb.
Bounty:	\$9,000
Skin:	Succulent flesh
Body:	Humanoid
Miles per day:	20

The Lorelei is a bashful self-conscious creature of love and compassion with half her heart in the underworld. Because of [Lorelei], her race mana of teleportation, walk through walls, invisibility, shrink, time hop, and multi-morph all have the restriction that only her body is affected. All of her possessions are left behind, and this overrides the spell definitions. She can learn to cast the spells normally, but few ever waist precious experience doing that. This means it is very difficult for her to hold on to physical possessions like clothing. As such they tend to stick to “no-tools combat” and “nothing casting” to avoid the need for tools. Now don’t make the mistake thinking they like being nude all the time; they don’t. In fact, they are very shy and embarrassed when a man with a comeliness over 7 looks at them and they are stark naked. While you might think the Lorelei loses the use of alchemy, part of [Lorelei] is an ability that allows her to convert any alchemy component into an ethereal ribbon that spins about her body and can be tapped at any time and consumed. This is part of her body. So her magic affects it.

The last part of [Lorelei] is not part of the encounter. She can gain access to even more mana at higher level but the use of such mana immediately strips her body nude with her belongings neatly folded and piled next to her. Her body is misted with a delicate oil. Multi-colored lights spotlight her. Erogenous music plays in the background, and all adult men perceive her to have a comeliness 5 levels higher than she has for the next sixty seconds. This normally causes such humiliation that, sadly this is how they die. They refuse

Reconciliation: level 2. They are invisible. They don’t start the battle right away. They pick your pockets first. They go for the highest value and bags first. Their pick pockets score is  $14+14+9+19=56$ . Your defense = perception  $\times 2$ , +combat, +survival, + alertness. While they are running away their AC is +20 unless they succeed at the move silently of (full run)-5=51. Then AC +30. Now because their “Strange” invisibility does not affect the objects they carry, you will see your belongings floating away as they run off with them. If they can get to a place where they can stash what they have stolen without you seeing them, then they hide it and “flash-bang-boom” teleport away. Then time hop, and retrieve the loot when you are gone.

## Equipment & Loot

A homestead will have locksmith tools, and a locksmith book; also 1 in 4 will have tailor’s cloth working tools. Thieves pick & tools. Lingerie armor +2 quality AC 3+2.

Spells: teleportation, walk through walls, invisibility, shrink, time hop, multi-morph, protection, Jump, AC, and stone skin. She has an 8 max casting. They are all similar: This is a sample:

x2	Name			M	
	Skill	1	8	6	5

80% Dispel resistance.

Child	Age 3 to 8			
Exp.	#	Race skill description		
Auto	1	[Lorelei]		
	6	+1 Strength, +1 Dexterity, +1 Perception, +1 Intelligence, +1 Spirit, +1 Comeliness		
	1,000			

700	1	Defense: Zinc
Age 6 to 12		
Adolescent	#	Race skill description
Exp.		
5,000	3	+3 Perception, {+3 Spirit}: requires +3 Perception, +3 Dexterity
2,000	2	+5 2h Sword (x2)
1,500	3	+9 Rogue, +9 Locksmith, +9 Singing
300	6	Lorelei Mana: +25 Teleportation, +25 Walk Through Walls, +25 Invisibility, +25 Shrink, +25 Time Hop, and +25 Multi-Morph
6,000	1	Animal: +9 Hippogriff
Age 10 to 45		
Adult	#	Race skill description
Exp.		
4,000	2	+2 Dexterity, +2 Perception
6,000	4	Max: +4 Nothing (x4)
6,000	2	+10 Tailor (x2)
6,000	3	+9 Rogue, +9 Locksmith, +9 Singing
1,200	6	Lorelei Mana: +25 Teleportation, +25 Walk Through Walls, +25 Invisibility, +25 Shrink, +25 Time Hop, and +25 Multi-Morph
8,000	4	Lorelei Mana: +25 Pink, +25 Green, +25 Grey, +25 Blue
Age 40 to 70		

Exp.	#	Race skill description
6,000	3	+9 Rogue, +9 locksmith, +9 Singing
6,000	4	Max: +4 Nothing (x4)
20,000	4	+50 No Tools Combat (x4)
8,000	4	Lorelei Mana: +25 Pink, +25 Green, +25 Grey, +25 Blue
1,200	6	Lorelei Mana: +25 Teleportation, +25 Walk Through Walls, +25 Invisibility, +25 Shrink, +25 Time Hop, and +25 Multi-Morph
1,000	3	Animal: +11 Hippogriff (x3)
Age 60 to 90		
Senior	#	Race skill description
Exp.		
6,000	3	+9 Rogue, +9 locksmith, +9 Singing
6,000	4	Max: +4 Nothing (x4)
20,000	4	+50 No Tools Combat (x4)
8,000	4	Lorelei Mana: +25 Pink, +25 Green, +25 Grey, +25 Blue
1,200	6	Lorelei Mana: +25 Teleportation, +25 Walk Through Walls, +25 Invisibility, +25 Shrink, +25 Time Hop, and +25 Multi-Morph
Grand total		= 440,600 Experience

# Lycanthrope

**Alignment:** Thirsty for blood

**Quote:** "Everybody steals in commerce and industry. I've stolen a lot myself. But I know how to steal."—Thomas Edison, 1847-19??

Type:	Undead
Mythos:	needs research
Creation:	Lycanthrope spell
Habitat:	Towns
<b>Level:</b>	<b>3</b>
<b>Quantity:</b>	<b>3</b>
Defense:	+1 Magic
<b>Health:</b>	<b>310</b>
Save:	28
<b>AC:</b>	40
<b>To Hit:</b>	40
Weapon:	Bite
Range:	-
Damage:	D6
RDM:	+40
Resistance:	90% poison, 50% wood
Weakness:	200% Silver, acid.
Strength:	10
Dexterity:	12
Perception:	12
Intelligence:	7
Spirit:	7
Comeliness:	7
Watchdogs:	They will use the animals and humanoids they are made from.
Movement:	90 ft. +100 ft. jump
Fly:	no.
Alertness:	40
Night Vision:	200 ft.
Size:	6 ft.
Weight:	180 lb.
Bounty:	\$18,000
Skin:	various
Body:	Mammal
Miles per day:	20

The lycanthrope is perhaps the most diverse of the beasts of the underworld. A true Jackal and Hide, some are powerful lords of darkness who use their powers like a demonic craftsman. They sculpt and forge their followers infecting them with lycanthrope turning them into lycanthropes as well. While others are unwilling victims who fear discovery. Wanting to live hoping to die. Some embrace the chaos and evil while others rebel against it. For those who hide lycanthropy is a horrendous curse. Many will try to maintain normal lives. Some fight it trying to find a cure without letting anyone know they are diseased. They will lock themselves inside cages when the moon is full or the lust for blood intense. For these lycanthrope secrecy is a matter of life and death. Most that try to maintain a normal life live inside cities and would be hunted down if their secret got out. While they may live inside a city they will avoid family and loved ones for fear of accidentally killing them or worse infecting them with lycanthrope. Then there are the hermits. Most of these have gone mad. They start as victims running away from the people they don't want

to hurt, running away from the people who want to hurt them. After they have run so far they can't find their way back, they make their home. But; the loneliness soon consumes them. They will travail with wolves as one of the pack just to be near something alive. The madness sets in and rage and hunger takes over.

Occasionally they will travel far away, but more often than not they will stay within a few miles of their hermit hideaway for the rest of their days. The Lords are the ones to watch out for. They enjoy the madness. They thrive on the chaos. They will often seek out angry misfits of society and offer them the power and immortality that comes with lycanthrope. They are like brothers to each other. A family with a very distinct family tree with the lowest gen in power. These groups may numbers as many as fifty. Often they will own and operate bars, theaters, and hoar houses. They maintain their secrecy through fear and by killing those who discover their nature. On occasion there will be more than one family in a city. This is when it gets ugly. Gang warfare, family rivalries, and feuds have been known to get so bloody the entire city falls into economic collapse.

A werewolf is the soul of a human and a wolf fused together by lycanthrope, and is only one of many possible outcomes of this exotic disease. There are ware tigers, ware bears, and even elven werewolves, Dwarven werewolves and hundreds of others. One of the deadliest lycanthrope around is the nac-rak which is a Nacirema - rakshasa lycanthrope. A Nacirema is the wild animal subspecies of red dragon. A nac-rak can also be looked at as a Rakshasa ware dragon. If a nac-rak is not nasty enough for you we need only look at where they come from. As a general rule it takes a werewolf to make a werewolf. But who starts it all? Where does the 1<sup>st</sup> gen werewolf come from? Lycanthrope is a spell under necromancy, and it normally requires a strong magi to cast. Further they have to be mad, because the caster becomes the lycanthrope. Thus, all 1<sup>st</sup> gen lycanthrope are also strong magi. While the wizard who becomes a werewolf would only need about a 5 max the nac-rak needs a 50 max.

Reconciliation: level 3. This is a werewolf. The three are not equal. One will be the first gen alpha while the other two will be second gen. Killing the alpha has a

33% chance of auto killing the other two. Cure disease on the alpha has a 33% chance of curing the other two and 33% chance of auto killing them. The alpha is easy to identify.

## Equipment & Loot

Thieves pick & tools, one Greek fire oil 4\*(1.5) damage \$845 and a wick of up to 20 rounds. Can be thrown up to 60 ft. 100 pounds of stuff worth 4 copper per pound.

Stage 1		
Exp.	#	Race skill description
4,300	1	Minimum Defense: +1 Magic
2,250	1	Minimum Health: 50
2,250	1	Minimum DRM: 10
2,250	3	+5 combat (x3)
1,500	4	Movement: +15 ft. per round (x4)
Stage 2		
Exp.	#	Race skill description
3,350	1	Minimum Health: 100
6,000	1	Minimum DRM: 20
350	4	Alertness: +5 (4)
500	1	Night Vision: 200 ft.
Stage 3		
Exp.	#	Race skill description
4,300	1	Minimum Health: 200
6,000	1	Minimum DRM: 30
2,250	2	+2 Dexterity, +2 Perception
Stage 4		
Exp.	#	Race skill description
4,300	1	Minimum Health: 310
6,000	1	Minimum DRM: 40
Stage 5		
Exp.	#	Race skill description
Grand total		= 57,900 Experience

Notice the pink skills are not part of lycanthrope. They are inherited from wolf. Only none-pink skills are part of lycanthrope. Further, this is a human. If it was any other race, then you would add that also.

## Lycanthrope: Jaguar.

The were-jaguar is a beautiful undead that is sleek, stealthy, and romantic. They are slightly stronger than a werewolf, but far more cultured. The game of life and death is not a chaotic warzone but an elegant gambling casino with silk lace and fine wine. They are the low level aristocrats of the undead world. They have a beautiful balance of beauty and power offset by a common obtainable animal. In other words, wolves and dogs are too mangy, too low to be more then grunts. While bullets and basilisk are so exotic and rare that the

number of lycanthrope in a clan will always be extremely small. The were-jaguar is strong and can be found in quantity if you try. Thus, a clan of were-jaguar could have 50+ lycanthropes. Thus, they have a nice balance. Were-jaguar tend to be very selective with who they bring into the clan. There is a culture and tradition that must be followed. People are interviewed. Not just by the were-jaguar who found them, but by everyone in the chain of command. Then they are prepared. You do not get turned and then re-sculpted. No. The candidate trains and studies to become what the clan wants. Then they are placed. The first-generation leader will decide who will turn you, and thus who they will forever report to. To join the clan is like joining the mafia. A well-organized undead criminal organization with style and class. They host dances, banquets, and even fund raisers. Just like a mob boss want his town to thrive and be beautiful, so do the were-jaguar.

## Lycanthrope: Tony

The Tony refers to a specific clan of dryad lycanthrope tigers. It started as a tribe of dryads 14 strong with only two males. The ration is normally 1:6 so the dryads wanted to have a few more children until someone finally had a boy. Well, two years later with five baby girls they started to panic. Two years after that with seven more girls the situation was now desperate. The tribe was badly imbalanced with twelve children under five all of which were girls. That's when one of the men died. The dryads started searching the lands around them and were intentionally getting pregnant in the hopes of a son. Three years later the catastrophe was looming. 21 more children had been born and every one of them was a girl. Of the original twelve women, two had passed away which left ten adult women and one male to care for 33 children, the oldest of which was only seven. The clan was now facing another threat. If those 33 children reached adulthood they could combine with the eleven adults to form a 44 strong dryad ring and roomer of this was leaking out. The Tony clan was now being targeted by major players like lich, vampires, and dragons. They went into deep hiding. The children weren't allowed to play during the day. They lasted another two years and the last male and 4 adult females were killed. The fate of the dryads had been sealed. There were no men. They managed another 8 children during those years and the 9-year-olds were doing the chores of the adults to avoid starvation. The remaining six adults pushed hard to train everyone the magic of a dryad ring and a decade later had enough power to cast lycanthrope. All but the ten youngest dryads went dark. They became

lycanthrope tigers. They now had enough power to travel vast distances safely. It took another decade but they did finally find another dryad clan with a mal to spare. The clan split apart. They didn't want to die, but

they couldn't live like they used to. They wanted to . . . well sing, dance, and kill.



“Where an excess of power prevails, property of no sort is duly respected. No man is safe in his opinions, his person, his faculties, or his possessions.”— A warning by James Madison.

# Manticore

**Alignment:** Intellectual riddle master,

**Quote:** “If you obey all the rules, you miss all the fun.”—Katharine Hepburn.

**Type:** Monster

**Creation:** Live birth

**Habitat:** Cave, temple, or canyon

**Level:** 2      **Quantity:** 6

**Health:** 49      **Save:** 43

**AC:** 48      **To Hit:** 50

**Weapon:** Spikes      **Range:** 40 ft. 15 AOE\*

\* That's nine 5 by 5 squares.

**Damage:** 3D10      **RDM:** +6

**Resistance:** 50% ice, acid

**Weakness:** 200% fire, poison, force, hammer, dagger, copper.

**Strength:** 7      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 12      **Spirit:** 7      **Comeliness:** 5

**Movement:** 145 ft.      **Fly:** 18 mph

**Alertness:** 14      **Night Vision:** 0

**Size:** 12 ft.      **Weight:** 1,600 lb.

**Skin:** Hide

**Body:** Mammal

**Miles per day:** 30

They are the keeper of simple truths. Not because they possess some mystical inelegance or spy network, but simply because they are long lived and well travailed. They won't be able to tell you what significands a particular monolith or temple has but they might be able to tell you where it is. This is because they have seen it; they have been there. However, the information may be somewhat difficult to obtain. This is because they live their life somewhat like a wild animal. They aimlessly travel from place to place and live in home that look more like nests than structures. While they are not animals many beast master find them to be excellent steeds. They are neither good nor evil and with regularity will outlive their masters. As a result some manticore have had many masters, some great heroes and others great villains. For this reason few hunt them to kill them. Even in battle it is common to hear a captain order “Kill the rider, not the stead. I want the manticore for

myself.” If after the battle the captain has won but failed to beast master or charm it he is still likely to say “Let it go I will catch it later. It probably has valuable intelligence information.” And; they normally do.

**Reconciliation:** Not reconciled.

## Equipment & Loot

Child			Age 75 to 400	
Exp.	#	Race skill description		
2,250	1	+2 Intelligence		
2,250	1	+10 History and geography		
1,000	1	Save: +23		
3,350	1	Fly at 18 mph		
4,000	1	Health: +25		
		Attack: Spikes, D6 damage, 20 ft. range, 5 ft. AOE (two 5x5 squares)		
Adolescent			Age 200 to 1200	
Exp.	#	Race skill description		
2,250	1	+10 History and geography		
1,500	1	RDM: +6		
2,250	1	Movement: +30 ft. per round		
1,500	1	+15 Spike attack.		
4,300	1	+14 Defense		
		Attack: Spikes, 3D6 damage, 30 ft. range, 10 ft. AOE (five 5x5 squares)		
Adult			Age 700 to 7000	
Exp.	#	Race skill description		
2,250	1	+10 History and geography		
1,500	1	+15 Spike attack.		
4,300	1	+14 Defense		
2,250	1	Movement: +30 ft. per round		
		Attack: Spikes, 3D10 damage, 40 ft. range, 15 ft. AOE (nine 5x5 squares)		
Middle-age			Age 3000 to 15000	

Exp.	#	Race skill description
2,250	1	+10 History and geography
2,250	1	Movement: +55 ft. per round
Senior		Age 7000 to 17000

Exp.	#	Race skill description
2,250	1	+10 History and geography
Grand total		= 44,700 Experience

# Mastodon

**Alignment:** Animal

**Quote:** “Opportunities don’t happen. You create them.”—Chris Grosser.

**Type:** Animal – Large beasts

**Mythos:** Mother Nature

**Creation:** Live birth

**Habitat:** Icy landscapes.

**Level:** 5    **Quantity:** 8

**Damage Resistance:** 20

**Health:** 1,100    **Save:** 140

**AC:** 220    **To Hit:** 220

**Weapon:** Animal Charge    **Range:** 25 ft.

**Damage:** 9D20    **RDM:** +50

**Resistance:** 90% ice, 50% poison, hammers

**Weakness:** 200% lava, thorn, sylph bow, energy drain, silver.

**Strength:** 20    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 3    **Spirit:** 7    **Comeliness:** 7

**Movement:** 180 ft.    **Fly:** no.

**Alertness:** 14    **Night Vision:** 0

**Size:** 26 ft.    **Weight:** 16,000 lb.

**Animal control:** 112    **Rider weight limit:** 15,000 lb.

**Price:** \$593,000

**Bounty:** \$60,000

**Skin:** Fur

**Body:** Mammal

**Miles per day:** 10

The mastodon of Ryvah is not the elephant that wondered the icy tundra. It is a huge beast of extreme power more reminiscent of a fantasized war steeds that carries half a dozen archers in a battlement which has been constructed upon its back. Twenty cavemen with spears can take on an elephant. Whereas 2,000 first level fighters with chi would get squashed by a mastodon. The mastodon of Ryvah can fight a mid-sized dragon and kill it.

**Reconciliation:** level 5. Their size causes the battlefield to be very large. They stand two body lengths (50 ft.) apart. A typical battlefield would have squares that are 25 × 25 feet. They would move 7 squares per round. Or 4 with a half move attack. Their attack is not a true area of effect and cannot be dodged with AOE dodge. However, they attack everything and know how to move out of each other’s way to allow all of them to attack all of the targets. Their size causes their movement to be large, this their ability it trample everything. Additionally, they combine [Mystic Bite] with [Animal Charge]. As such all but the last target

will take  $\frac{1}{3}$  of its damage plus RDM; thus, 3D20 damage + 50 RDM.

## Equipment & Loot

None.

Child		Age 3 to 8	
Exp.	#	Race skill description	
4,300	2	[Animal Charge], [Mystic Bite]	
2,250	3	+2 Strength, Movement: +20 ft. per round, RDM: +8	
14,000	2	Damage Resistance: +10, Health: +90	
20,000	1	+10 Combat	
3,350	1	Save: +30	
Adolescent			
Exp.	#	Race skill description	
3,750	3	+2 Strength, Movement: +40 ft. per round, RDM: +4	
14,000	2	Damage Resistance: +10, Health: +90	
20,000	1	+10 Combat	
4,750	2	Save: +30, Attack: 3D20 damage 25 ft.	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
4,000	2	+2 Strength, Movement: +90 ft. per round	
14,000	1	Health: +90	
20,000	4	+20 Combat (x3), RDM: +38	
4,000	2	Save: +30, Attack: 6D20 damage 25 ft.	
17,000	3	Health: +105 (x3)	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
4,000	1	+2 Strength	
14,000	1	Health: +90	
20,000	3	+20 Combat (x3)	
4,000	2	Save: +30, Attack: 9D20 damage 25 ft.	
17,000	4	Health: +105 (x4)	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
4,000	1	+2 Strength	
20,000	3	+20 Combat (x3)	

Grand total		= 514,450 Experience
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# Medusa

**Alignment:** Hermit, clever, and devious  
**Quote:** “Turn your wounds into wisdom.”—Oprah.

Type:	Monster							
Mythos:	Greek							
Creation:	Immortality: score of 115							
Habitat:	Pyramids, temples, and tombs.							
<b>Level:</b>	<b>5</b>	<b>Quantity:</b> 1						
Defense:	+3 Magic							
<b>Health:</b>	<b>1,360</b>	Save: 115						
<b>AC:</b>	265	<b>To Hit:</b> 350						
<b>Weapon:</b>	Bite	<b>Range:</b> 5 ft.						
<b>Damage:</b>	20D20	<b>RDM:</b> +100						
<b>Resistance:</b>	50% fire, lava, thorn, spear, silver.							
<b>Weakness:</b>	200% rock, woo, force, elven bow, telekinesis, disintegrate, gold, platinum.							
<b>Strength:</b> 6	<b>Dexterity:</b> 7	<b>Perception:</b> 7						
<b>Intelligence:</b> 8	<b>Spirit:</b> 4	<b>Comeliness:</b> 7						
<b>Watchdogs:</b>	Snakes, lizards, and bats.							
<b>Movement:</b>	30 ft.	<b>Fly:</b> no.						
<b>Alertness:</b>	18	<b>Night Vision:</b> 300 ft.						
<b>Size:</b>	8 ft.	<b>Weight:</b> 165 lb.						
<b>Bounty:</b>	\$500,000							
<b>Skin:</b>	Flesh and scales							
<b>Body:</b>	Half humanoid, snake hair, snake lower body							
<b>Miles per day:</b>	5							

The medusa is the result of a powerful magic incantation inflicted upon a mortal woman who married the god of shadows and was then unfaithful. She was given immortality, cat like yellow eyes, as well as dozens of snakes that from her hair. Much of her body is covered in scales, and those who meet her gaze are normally turned into stone. Often medusa were once attractive. But, they have become so cold and bitter they seem ugly. They are often hermits that travel far away and claim an abandoned tomb or temple as their own. As the decades pass they accumulate a wide variety of trophies from birds, animals, and travelers to great heroes and wizards. She will spend a few moments each day touching and scratching her prized statues, dragging her nails over the stone. As she does this the stone blackens and smolders and is covered in soot. A medusa is particularly dangerous because when she does this she absorbs some of the skills from her trophies. Thus, a medusa may have many additional skills, magic spells, a better AC, and a better To Hit. Fortunately, she is unable to gain health in this manner.

It is typically extremely difficult to surprise a medusa. This is because of the numerous statues. She has the ability to enchant the statues such that the eyes on them can blink open turning from stone to flesh. She can then look around and just as quickly blink them closed. Although a medusa is immortal it is not undead and must still eat and drink. It is not overly picky about what it eats, and it will normally scavenge by using a week gaze turning bugs, rodents, lizards, and snakes into stone. She then gathers the statues and crushes them into a pot. Her layer will eventually dispel the victims. She then consumes the slop for food. The snakes of a medusa will normally be black, a bark red, or a pattern like a golfer snake, king snake, or core snake. The statues are normally granite or slate. Even though she is not undead she is unable to breed or have children.

Reconciliation: level 5. She has 30 statues, 20 wizard eyes, and danger sense. She knows you are coming.

## Equipment & Loot

Gold axe +3 quality +3 Magic, Dispizer hid armor quality+2 AC 10, Sylph bow +5 quality D4 damage, 20 gold arrows with cobra poison (\$345 20 damage on round 3,4, and 5). There will be no less than 50 active wizard eye 2s at any time. She will have D20 statues of prized victims. Statues will range from 500 to 1,000 pounds each with a value of D20 x \$300 copper each.

inf.	Skill Drain	C	L	L	M	N	O	R
	Skill	15	5	5	Void	15	5	15

x1	David Hamilton	T	V
	Skill	10	50

+50 “to hit” every time she takes damage. -50 “to hit” every time she causes damage. 10 round duration. Cast after turn to stone and attack misses.

x1	Wizard Eye 2	D	F	M
	Skill	50	50	50

650% Dispel resistance,

x2	Spell Turning	J	K	L	M
	Skill	18	18	18	40

494% Dispel resistance, 514% chance to turn. She will save these to turn Haschak Sisters, unless she is desperate.

x4	Turn to Stone							
E	H	I	K	M	N	O	R	
10	10	7	10	25	50	8	50	

420% Dispel resistance, Save: 158.

x1	Danger Sense			C	M
	Skill			50	50

600% Dispel resistance,

Child		Age 0 to 120			
Exp.	#	Race skill description			
3,350	1	Spell:x1 Danger Sense(25,25)			
3,350	1	Spell:x1 David Hamilton(5,25)			
8,000	5	+7 Combat, Defense: +3 Magic, Health: +60, Save: +60, RDM: +14			
8,000	1	Attack: Bite 4D20 damage			
1,500	1	Night Vision: 300 ft.			
Adolescent		Age 26 to 230			
Exp.	#	Race skill description			
2,250	1	Spell:x1 Danger Sense(38,38)			
8,000	1	Ability: Skill Drain(15,5,5,Void,15,5,15)			
17,000	1	Spell:x4 Turn to Stone(5,5,4,5,13,25,4,25)			
6,000	1	Spell:x1 David Hamilton(10,50)			
8,000	4	+7 Combat, Health: +60, Save: +47, RDM: +14			
Adult		Age 130 to 300			
Exp.	#	Race skill description			
2,250	1	Spell:x1 Danger Sense(50,50)			
14,000	1	Spell:x4 Turn to Stone(8,8,5,8,19,38,6,38)			

8,000	1	Spell:x2 Spell Turning(9,9,9,20)
8,000	1	Spell:x1 Wizard Eye 2(25,25,25)
8,000	4	+7 Combat, Health: +60, RDM: +14, Attack: Bite 8D20 damage
50,000	4	+50 Defense (x2), +50 Bite attack (x2)
Middle-age		Age 270 to 500
Exp.	#	Race skill description
14,000	1	Spell:x4 Turn to Stone(10,10,7,10,25,50,8,50)
8,000	1	Spell:x2 Spell Turning(14,14,14,30)
2,250	1	Spell:x1 Wizard Eye 2(38,38,38)
8,000	3	+7 Combat, Health: +60, RDM: +14, Attack: Bite 12D20 damage
50,000	4	+50 Defense (x2), +50 Bite attack (x2)
17,000	6	Health: +105 (x5), RDM: +30
Senior		Age 350 and up
Exp.	#	Race skill description
8,000	1	Spell:x2 Spell Turning(18,18,18,40)
2,250	1	Spell:x1 Wizard Eye 2(50,50,50)
50,000	2	+50 Bite attack (x2)
17,000	6	Health: +105 (x6)
8,000	2	Attack: Bite 20D20 damage, RDM: +18
Grand total		= 964,200 Experience

About the age chart: This augmentation overlays whatever base exists without modifying it. Thus, nothing over 120 years old can become this augment because they would die instantly for failure to have required race skills. Further, while the base may be an adult, the augment could still be a child.

# Mermaid

**Alignment:** Playful and good

**Quote:** “There are very few men—and they are the exceptions—who are able to think and feel beyond the present moment,” —Carl von Clausewitz, 1780-1831.

**Type:** Fey

**Mythos:** Oannes, Lord of the Waters, a Babylonian deity adopted from the Akkadians.

**Creation:** Live birth

**Habitat:** Ocean, lakes, and rivers.

**Level:** 2      **Quantity:** 3

**Defense:** +1 Magic

**Health:** 49      **Save:** 36

**AC:** 30      **To Hit:** 60

**Weapon:** Trident      **Range:** 7 ft.

**Damage:** D12      **RDM:** +20

**Resistance:** 90% fire, mud.

**Weakness:** 200% ice, poison, wood, axe, dagger, nickel.

**Strength:** 7      **Dexterity:** 9      **Perception:** 8

**Intelligence:** 7      **Spirit:** 14      **Comeliness:** 9

**Watchdogs:** Seals

**Steeds:** Ysatsce

**Movement:** 45 ft. (water)      **Fly:** no.

**Alertness:** 12      **Night Vision:** 0

**Skill superiority:** Jeweler and Spear (a trident is a spear)

**Size:** 5½ ft.      **Weight:** 110 lb.

**Bounty:** \$6,000

**Skin:** Succulent flesh and scales

**Body:** Half human half fish

**Miles per day:** 10

## Equipment & Loot

(Trident) Spear +1 quality, \$500 in pearls. 1 in 3 will have jeweler's tools.

They are the scariness of the sea. They willingly share the sea with blue dragons. However, just about everything else is viewed as food or foe. Sailors are particularly suspect. This is mostly due to the young but mature mermaids who view sailors as boy-toys and a ship full of them as an endless supply of excitement and fun. From simply listening in on the stories and tails told and songs sung to abducting one or more of these handsome specimens of man and indulging in romantic fantasizes they play. Mermaids not only have the ability to breath under water but can give that ability to anyone they touch for about a day. Thus, when a sailor falls over board or is “accidentally” tied up and dragged overboard they can be taken down deep under the sea. While this is often just innocent fun

and few sailors complain about being used as a plaything, occasionally things don't go as planned. If the sailor is separated from the mermaid and not returned to his ship or shore when the mermaids ability to breath under water wears off he is likely to be lost to the sea. Because of this the captains of most ships distrust mermaids. Pyrites often have a ruthless lawless approach of attempting to capture these mermaids. On occasion such as this the mermaid may get more romance then she bargained for. However, this is rather foolish for full scale wars have been started for less. While a mermaid has little combat ability a thousand mermen with tridents and underwater drills is more than a match for a ship.

Part two.

Most people view a mermaid as a woman with a fish lower body and tail. Thus, mermaids don't have legs. In the world of Ryvah we demote all single tail mermaids to sub-races of our Ryvah mermaid, which we define as the mermaid base race: the twin tail mermaid. The twin tail can easily straddle and ride a steed and as such can travel with land-walkers. Thus, you can play a mermaid if you have a steed to ride. A twin tail mermaid has fins or fish tails which begin below her knees. The rest of her fins are optional. While she can crawl on her hands and knees, it is challenging, just as it is for a human. A twin tail mermaid loves her ysatsce. An ysatsce is a sea wolf with fins for paws and tail. While a twin tail can ride just about anything, including human boys, she prefers to ride an ysatsce, just not the same way. With an ysatsce she can freely explore the surface world.

Reconciliation: level 2. An encounter is based on the party being in an “unsinkable” ship. They do not have their steeds.

[Creation Discount] = at character creation they may claim a 75% discount on the purchase of an ysatsce sea wolf to have as their beloved pet and steed.

[Water bound] = they breathe under water. They cannot walk on land because they do not have legs.

x1	Ice/water Kinesis 2									
A	C	H	J	L	M	N	O	P	Q	
5	5	5	6	11	0	0	5	5	0	

202% Dispel resistance, 5\*(1.5) damage –or– (3D4 damage) with a 15 damage maximum. 25-foot radios. 33% success / fail. But we do not roll. We take the average. There are three mermaids and one-and-only-one will have ice kinesis, the other two will not.

Child		Age 7 to 12	
Exp.	#	Race skill description	
Auto	2	[Creation Discount], [Water Bound]	
1,500	1	Animal: +9 Ysatsce	
4,300	1	Defense: +1 Magic	
Adolescent		Age 10 to 25	
Exp.	#	Race skill description	
1,000	1	RDM: +6	
700	1	+4 Defense	
1,500	1	Health: +20	
750	1	Animal: +3 Ysatsce	
Adult		Age 20 to 40	
Exp.	#	Race skill description	
6,000	4	+10 Jeweler (x2), +10 Spear (x2)	
17,000	1	+20 Defense	
Middle-age		Age 30 to 70	
Exp.	#	Race skill description	
3,875	2	Animal: +10 Ysatsce (x2)	
8,000	1	RDM: +14	
8,000	1	Spell:x1 Ice/water Kinesis 2(5,5,5,6,11,0,0,5,5,0)	
Senior		Age 60 to 90	
Exp.	#	Race skill description	
Grand total		= 74,500 Experience	

## Sub-race: Little

The little is primarily a sub-race of mermaids. The little mermaids live under the sea and talk to crabs and fish who sing and dance a lot. They collect trash and garbage thrown overboard by ships and tend to

encounter royal princes frequently. So out of a population of 200,000 people the one royal prince who just happens to be the perfect age, single, very handsome, is on the beach every time the little mermaid seems to be there. For little mermaids this is pretty common. Even more amazing is while there are many types of little mermaids, the white blonde ones are the most common. They are kind of like a one dollar bill. There are black little mermaids, brown little mermaids, yellow squinty eyed little mermaids, and even flat little mermaids – I mean breast obesity challenged little mermaids. What is amazing is they always meet a royal prince of the same skin color. The black meet black. The obesity challenged will meet the obesity challenged. Now, this royal prince will always fall in love with the little mermaid because she tastes like fish and he likes that.

And if you want to know what the sex it like we gave her slither move and animal charge.

Child		Age 3	
Exp.	#	Race skill description	
1,500	2	Save: +20, Alertness: +20	
2,250	1	+2 Comeliness	
1,000	2	+10 Singing, +10 Dance	
Adolescent		Age 6	
Exp.	#	Race skill description	
3,350	1	Defense: Mithral	
500	1	+10 Charm (skill)	
2,250	1	Animals: +20 Sea-life (fish, crabs, eels, clams)	
Adult		Age 10	
Exp.	#	Race skill description	
2,250	1	Animals: +20 Sea life (fish, crabs, eels, clams)	
100	2	[Slither Move], [Animal Charge]	
Grand total		= 15,800 Experience	

# Mimic

**Alignment:** Stocker, predator

**Quote:** “Wherever you go, go with all your heart.”—Confucius

**Type:** Monster

**Creation:** Live birth

**Habitat:** Cave, old house, temple

**Level:** 2      **Quantity:** 8

**Defense:** +1 Magic

**Health:** 30      **Save:** 65

**AC:** 25      **To Hit:** 30: 80 by spell

**Weapon:** Splinters      **Range:** -

**Damage:** D10 (wood)      **RDM:** +30

**Resistance:** 50% fire, sword, axe.

**Weakness:** 200% Lightning, acid, thorn, mud, zinc

**Strength:** 6      **Dexterity:** 12      **Perception:** 14

**Intelligence:** 7      **Spirit:** 4      **Comeliness:** 7

**Movement:** 45 ft.      **Fly:** no.

**Alertness:** 14      **Night Vision:** 0

**Size:** 4 ft.      **Weight:** 45 lb.

**Skin:** Morphic

**Body:** Morphic

**Miles per day:** 50

The ultimate one shot wonder. They normally set a trap and attack with surprise. If the attack does not kill their prey they flee. Think you're tough? Fear this, the mimic is an extremely common and deadly predator. They will lurk in caves, old ruins and even in abandoned shacks along old trails. They are just barely smart enough to not pick a fight when they are badly out numbered. They are notorious for obliterating entire expeditions. Their secret to success is surprise combined with a deadly shower of splinters. While the surprise will normally give the mimic about +10 to alertness checks the first round they are very easy targets and seldom last more than a round or two in battle. Mimics do poorly in a long battle. The trick is staying alive through their blast of wooden splinters to attack back. Not many can do that trick. On rare occasion a mimic will wonder into a city. This is bad news for everyone. If it gets lost (and they are not the most intelligent critters around) it will try to hide. The problem is every time someone walks in on it the mimic will attack. Of course the sound of thousands of

splinters and the screams of the unfortunate person they are impaling are loud enough to get the attention of every guard on the block. Outnumbered it will immediately flee and hide elsewhere. This will continue until it is finally cornered and killed by the guards.

**Reconciliation:** not reconciled.

## Equipment & Loot

One unit of food.

x1	To Hit	C	M	V
	Skill	0	5	50

105% Dispel resistance + 50 to hit,

Child		Age 3 to 8		
Exp.	#	Race skill description		
4,300	1	Defense: +1 Magic		
700	1	Health: +10		
4,300	1	Save :+45		
3,350	1	RDM: +10,		
500	1	Attack: Splinters D10 (wood)		
Adolescent		Age 6 to 12		
Exp.	#	Race skill description		
8,000	1	RDM: +10,		
6,000	1	+4 Perception		
2,250	1	+2 Dexterity		
1,500	1	Movement: +15 ft. per round		
8,000	1	Spell:x1 To Hit(0,3,25)		
Adult		Age 10 to 20		
Exp.	#	Race skill description		
5,000	1	RDM: +10,		
8,000	1	Spell:x1 To Hit(0,4,38)		
Middle-age		Age 17 to 40		
Exp.	#	Race skill description		
8,000	1	Spell:x1 To Hit(0,5,50)		
Senior		Age 30 to 50		
Grand total		= 59,900 Experience		

# Minotaur

**Alignment:** Proud, fearless, yet willing to flee a fool's battle.

**Quote:** "I have always believed that when a man gets it into his head to do something, and when he exclusively occupies himself in that design, he must succeed, whatever the difficulties."—Casanova.

Type:	Monster
Mythos:	Greek
Creation:	Live birth or immortality score 80.
Habitat:	Maze, labyrinth, or cavern system.
<b>Level:</b>	<b>4</b>
<b>Quantity:</b>	<b>3</b>
Defense:	+4 Magic
<b>Health:</b>	<b>700 + 150*</b>
* Stone Skin	Save: 80
<b>AC:</b>	100
<b>Weapon:</b>	Great 2h axe
<b>Damage:</b>	3D10
<b>Resistance:</b>	50% fire, poison, sword
<b>Weakness:</b>	200% rock, wood, sylph bow, telekinesis, zinc, platinum.
Predators:	Troll and Flaming Minotaur
Pray:	+50 combat against Dryad and Disenchanter
Strength:	16
Dexterity:	12
Intelligence:	9
Spirit:	8
Comeliness:	6
Movement:	45 ft.
Fly:	no.
Alertness:	30
Night Vision:	200 ft.
Skill superiority:	Chemist and 2h axe
Size:	9 ft.
Weight:	620 lb.
Bounty:	\$54,000
Skin:	Hide
Body:	Mammal
Miles per day:	10

They live in some kind of maze. They capture beautiful young maiden from towns or cities just to lure the attention of the heroes to their lair. They are practice artists at misdirection, confession, and traps. The minotaur is amongst the more notorious and evil beast that live. They will almost always travel in a group of three, and they love to fight. They will almost never leave their caves during the day and when they do at night it is normally to travel to a nearby town. There they will seek out the prettiest rich girl they can find. Preferably the daughter of a count or lord. As their eyes glow red hypnotism sets in, as their horns glow white sleep sets in. Once they have abducted her, they will leave behind a riddle indicating where there layer and the girl is. The riddle is seldom difficult as it is their hope to lure a group of heroes into their maze where they will take every advantage possible. The minotaurs will often leave the abducted girl unharmed and well fed for about a month. After which, if she has not been rescued she will be used as breeding stock and repeatedly raped. About one out of six survive this gruesome torture long enough to get pregnant. At which point she is shackled, chained and forced to eat.

This is the only way the minotaur can procreate as their entire race is male. All of these surrogate mothers die in child birth. Some say there is a cave system which is part of a gigantic network of cave systems that extends for hundreds of miles as part of the old dominion of the Dwarves. Interestingly enough the language of the Minotaur is so similar to Dwarven that they can understand each other. Minotaur will often trade or negotiate with Dwarves but seldom other races and there are no known instances of Minotaur abductions of Dwarven daughters. Conversely when the target is Elven, or Sylph they have been known to abduct even boys. However, this is believed to be just a mistake because about half are set free within a day of being abducted.

"Dude, there is something wrong with this girl."

"She's fine."

"Then what the hell is that!?"

"I don't know. Just cut it off."

"Dude, I think this is a boy."

"No it's not. Come on."

The other half suffer cruel amputation in an attempt to fix the problem. Few boys survive more than a day or two.

Reconciliation: level 4.

## Equipment & Loot

Chemist tools +1 quality, chemistry books +1 quality, 1000 grams of chemist materials, 10 Greek fire oil 5\*(1.5) damage, great axe nickel +3 quality 3D10 damage. A group of 3 will have a 20% chance of having a John obelisk \$20,000 60 ft. range - 6 to hit for all non-minotaur (melee). 4,000 copper.

inf.	Comprehend Languages	C	K	M
	Skill	9	9	Void

inf.	Hidden Detection	C	F	J	M
	Skill	9	9	9	Void

inf.	Image	C	H	I	J	M
	Skill	20	20	13	20	20

293% Dispel resistance, there will be many illusion of fake walls, holes in the ceiling, fake doors, fake sleeping guards, fake gold and loot, and even fake minotaurs.

x1	Stone Skin	C	M	S
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	Skill	1	0	30
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31% Dispel resistance, 150 stone skin.

x5	Sleep	B	H2	I	K	M	N	R
	Skill	10	10	7	10	20	20	20

297% Dispel resistance, Save: 76

x1	Anti-Magic Aura							
D	H	I	J	L	L	L	M	
14	20	13	20	20	0	15	20	

922% Dispel resistance, 475% chance to dispel. These are used like bulkheads to seal off chambers. There will be dozens of them throughout the maze. And there will be illusions in each chamber.

x1	Haschak Sisters							
H	A	S	C	H	A	K		
15	15	15	15	15	15	15	15	

315% dispel resistance, 105% Success / fail. Of the three minotaurs, only one will have cast all the anti-magic auras. This one will be “quarantine” in the back of the labyrinth. He is the one who casts Haschak Sisters. The other two do battle between the anti-magic, which means the stone skin does not last long.

Child		Age 3 to 7
Exp.	#	Race skill description
3,350	1	Ability: Comprehend Languages (9,9,Void)
6,000	1	Spell:x1 Stone Skin(1,0,15)
3,350	1	Ability: Hidden Detection (9,9,9,Void)
1,000	3	+1 Strength, Save: +15 (x2)
2,250	4	RDM: +8, Damage Resistance: +4, Defense: Platinum, Health: +25
Adolescent		Age 5 to 30
Exp.	#	Race skill description
8,000	1	Spell:x1 Stone Skin(1,0,23)

5,000	2	+3 Strength, Save: +35
2,000	1	+5 Chemistry (x2): requires +1 Strength
7,000	2	+10 -2h Axe (x2): requires stone skin for 6000exp.
9,950	4	RDM: +7, Damage Resistance: +12, Defense: +4 Magic, Health: +70
Adult		Age 21 to 77
Exp.	#	Race skill description
8,000	1	Spell:x1 Stone Skin(1,0,30)
8,000	1	Spell:x5 Sleep(5,5,4,5,10,10,10)
17,000	1	Ability: Image(20,20,13,20,20)
8,000	1	Spell:x1 Anti-Magic Aura(7,10,7,10,10,8,10)
8,000	1	Spell:x1 Haschak Sisters (8,8,8,8,8,8)
10,000	5	Damage Resistance: +14, Health: +70 (x4)
Middle-age		Age 55 to 333
Exp.	#	Race skill description
8,000	1	Spell:x5 Sleep(8,8,5,8,15,15,15)
8,000	1	Spell:x1 Anti-Magic Aura (11,15,10,15,15,11,15)
8,000	1	Spell:x1 Haschak Sisters (11,11,11,11,11,11)
10,000	4	Health: +70 (x4)
20,000	5	+20 Defense (x4), +50 - 2h Axe
Senior		Age 222 to $\infty$
Exp.	#	Race skill description
10,000	1	Spell:x5 Sleep(10,10,7,10,20,20,20)
10,000	1	Spell:x1 Anti-Magic Aura (14,20,13,20,20,15,20)
10,000	1	Spell:x1 Haschak Sisters (15,15,15,15,15,15,15)
Grand total		= 391,500 Experience

# Modeerf

**Alignment:** Clever

**Quote:** “Every champion was once a contender who didn’t give up.”—Gabby Douglas.

Type:	Monster
Mythos:	By –Ryvah under the God Pathreana
Creation:	Live birth
Habitat:	Cave, volcano, or canyon
<b>Level:</b>	<b>2</b>
<b>Quantity:</b>	<b>1</b>
Defense:	Gold      Damage Resistance: 3
<b>Health:</b>	<b>140</b>
Save:	32
<b>AC:</b>	51+8*
<b>To Hit:</b>	auto
Weapon:	spirit wave
Range:	64 ft.
Damage:	8 × weak/res.
RDM:	0
Resistance:	50% axe, spear, fire, poison
Weakness:	200% sword, hammer, gold
Strength:	11
Dexterity:	7
Perception:	7
Intelligence:	7
Spirit:	7
Comeliness:	7
Movement:	60 ft.
Fly:	10 mph
Alertness:	14
Night Vision:	0
Skill superiority:	Carpenter
Size:	8 ft.
Weight:	500 lb.
Skin:	Scales
Body:	Draconic
Miles per day:	10

The modeerf looks like a small wyvern standing upright on its hind legs. They only grow to 500 pounds, and often carry a person on their backs. But this is not an animal. They are intelligent but lack hands. They have an abundance of magic but cannot use speech or arm-body-speech to cast. They do not have a voice outside a scream or roar. However, they are among the best of communicators. They use magical message. In battle they use spirit wave; thus, they never attack animals or humans because they have no weakness which makes them immune to all 13 of the modeerf’s attacks. They build wooden structures dedicated to Wargon, and trade lumber as their primary commodity.

While it may seem strange to think of this monster as nude, their culture is “freedom,” and nudity embraces that ideal. Modeerf is “freedom” spelled backwards. As such, they love travel. They love exploring the fine foods of other races. They are neither good nor evil. They are willing to rob you blind and sale you son into slavery, but then donate to the homeless shelter. While they worship Wargon, they don’t listen to him much. When they work they use their bite to hold objects, their tail to hold objects, and their wings to push when useful. This combination allows all skills that do not hold weapons or shields.

Thus no-tools combat and chainmail can be used. But there is an exception. They may also use a crossbow held and fired with their tail. The idea here is they can manipulate small amounts of force very well, not large amounts which are required with bows, swords, and shields.

Age 3 to 8		
Child	#	Race skill description
Exp.	2	[Nude], [No voice, no hands]
Auto	1	Religion: +10 Wargon
		Ability: Spirit 'X' Wave(1,8,6,5,8,8) where X is: fire, ice, lightning, poison, thorn, acid, mud, rock, wood, lava, force, light, and iron.
330	13	
500	1	Defense: Gold
250	2	+20 Monster Lore, Save: +12
1,150	1	Fly at 10 mph
1,500	3	[Dragon Sight], [Slither Move], Movement: +30 ft. per round.
330	1	Damage Resistance: 3
3,300	2	Mana: +10 Yellow, +10 White
		Ability: Message(1...), Attack:
100	2	D12
750	1	+2 Strength
1,000	2	Max: +4 Nothing, +4 Thought
Age 6 to 12		
Adolescent	#	Race skill description
Exp.	2	
Age 10 to 20		
Adult	#	Race skill description
Exp.	3	Mana: +21 Yellow, +21 White, +21 Red
10,000	4	+10 Carpenter (x4)
8,000	1	Health: +50
1,000	4	Chi Effect: +5 ft. AOE, +5 ft. Assist, +10 Dispel, +8 Save
Age 17 to 40		
Middle-age	#	Race skill description
Exp.	1	Health: +50
8,000	4	Chi Effect: +5 Ignition, +5 ft. Slice, +50 Damage, +5 To Hit
Age 30 to 50		
Senior	#	Race skill description
Exp.	1	Health: +25
4,000	1	

Grand total		= 107,150 Experience
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# Morth

**Alignment:**

Superiority complex

**Quote:**

“Never begin anything until you have reflected what will be the end of it.”—Idries Shah, 1968.

**Type:**

Monster

**Mythos:**

Inspired by the Morth, reinvented by Ryvah.

**Creation:**

Hatch from thousands of eggs interdimensional water ways.

**Habitat:**

5      **Quantity:** 10

**Defense:**

+3 Magic      **Damage Resistance:** 15

**Health:**

**600**      **Save:** 136

**AC:**

230      **To Hit:** 180

**Weapon:**

Claw      **Range:** -

**Damage:**

3D20      **RDM:** 0

**Resistance:**

50% ice, rock, wood, dagger

**Weakness:**

200% acid, mud, light, human bow, energy drain, telekinesis, platinum.

**Predators:**

Salamander and Disenchanter

**Pray:**

+50 combat against troll and oni

**Strength:**

7      **Dexterity:** 7      **Perception:** 7

**Intelligence:**

14      **Spirit:** 8      **Comeliness:** 5

**Watchdogs:**

fish

**Movement:**

30 ft. water, 10 ft. land. **Fly:** no.

**Alertness:**

20      **Night Vision:** 0

**Size:**

4½ ft.      **Weight:** 75 lb.

**Bounty:**

\$48,000

**Skin:**

Exoskeleton

**Body:**

Crustacean

**Miles per day:**

5

This is a wired little beast. It lives in, under and around swamps, the ocean, lakes, rivers and the astral plane. They live and feed on extremely small organisms and bring shrimp that they filter from the water. When accumulated it appears to be little more than mud. To the morth this is fine cuisine. Although they are often well traveled when one dose lay claim to a marsh or bog they are very territorial. It is common for them to toil away countless hours cultivating a crop of sludge. It is here in the real conflicts between morth and everyone else exists. The only claim or ownership of territory they recognize is of other morth. But; orcs don't seem to mind their intrusion. A morth can enter an orc city, take over the fountain in the center of town for a couple of months, and leave without the slightest incident.

**Reconciliation:** level 5. Their disintegrate has a limitation [10%]. During any given round they must

roll and have only a 10% chance of using the ability of disintegrate.

## Equipment & Loot

Dog trained, child slave, \$2000 in gems.

inf.	Disintegrate [10%]							
E	H	I	K	M	N	O	R	
5	14	13	10	40	40	10	40	

572% Dispel resistance, before they determine their action they roll the 10% to determine if they can use this ability on this round. 172 base damage. Save: 136.

x1	Ice Torpedo							
A	C	H	I	L	M	P	R	
40	40	6	13	34	40	6	80	

659% Dispel resistance, Save: 256, 18-foot radius around them used as a shield.  $40*(1.5)$  damage –or– (5D10 + 5D12 damage)

x1	Telepathy Jamming				C	E	2K	M
	Skill				40	5	40	40

525% Dispel resistance, 850% jamming.

Child		Age 3 to 8						
Exp.	#	Race skill description						
2,250	1	Spell:x1 Telepathy						
2,250	2	Jamming(20,3,20,20)						
1,000	3	+2 Intelligence, Defense: Platinum						
5,000	1	+1 Spirit, Damage Resistance: +6, Health: +15						
		Mana: +30 Gate						
Adolescent		Age 6 to 12						
Exp.	#	Race skill description						
4,300	1	Spell:x1 Telepathy						
3,750	2	Jamming(30,4,30,30)						
2,350	1	+2 Intelligence, Defense: +2 Magic						
12,000	1	Damage Resistance: +3, Health: +17						
4,300	1	Attack: Claw 3D20 damage						
Adult		Age 10 to 20						
Exp.	#	Race skill description						
20,000	1	Spell:x1 Ice Torpedo						
		(20,20,3,7,17,20,3,40)						

2,250	1	Spell:x1 Telepathy Jamming (40,5,40,40)
4,000	1	+2 Intelligence, Save: +40
2,000	1	Defense: +3 Magic
5,650	1	Damage Resistance: +6, Health: +38
17,000	3	Health: +105 (x2), Defense: +17
Middle-age		Age 17 to 40
Exp.	#	Race skill description
15,000	1	Spell:x1 Ice Torpedo (30,30,5,10,26,30,5,60)
17,000	3	Health: +105 (x2), Defense: +17

6,000	2	Save: +40 (x2)
50,000	2	+40 Combat (x2)
Senior		Age 30 to 50
Exp.	#	Race skill description
30,000	1	Ability: Disintegrate [10%] (5,14,13,10,40,40,10,40)
15,000	1	Spell:x1 Ice Torpedo (40,40,6,13,34,40,6,80)
17,000	1	Health: +105
50,000	2	+40 combat (x2)
Grand total		= 470,100 Experience



“It is a rule of law that a man shall not be twice vexed for one and the same cause.”—A maxim connected to Coke and Blackstone.

# Naga

**Alignment:** Guardians

**Quote:** “You should know that foolish people are a hundredfold more adverse to meeting the wise than the wise are indisposed for the company of the foolish.”—Schopenhauer, 1788-1860.

Type:	Fey
Mythos:	Hindu, Buddhist
Creation:	Hatch from egg
Habitat:	Tombs and temples.
<b>Level:</b>	<b>5</b>
<b>Quantity:</b>	<b>4</b>
Defense:	+3 Magic
<b>Health:</b>	<b>1,430</b>
Save:	85
<b>AC:</b>	<b>150</b>
To Hit:	150
Weapon:	Crush [Animal Charge]
Range:	-
Damage:	6D20
RDM:	+50
Resistance:	90% ice, rock, wood, dagger
Weakness:	200% acid, thorn, light, satyr bow, platinum.
Predators:	Fire Giant and Ice Giant
Pray:	+50 combat against beguiler and will-o-wisp.
Strength:	7
Dexterity:	10
Perception:	7
Intelligence:	9
Spirit:	10
Comeliness:	7
Watchdogs:	Bats
Movement:	100 ft.
Fly:	no.
Alertness:	14
Night Vision:	0
Skill superiority:	Herbalist and Axe
Size:	20 ft.
Weight:	1,600 lb.
Bounty:	\$120,000
Skin:	Scales

**Body:** Snake  
Miles per day: 10

They live to protect the spirits of the past from thieves. They are powerful guardians who travel the land in search of a worthy cause. They live to protect sacred treasures from tomb raiders and to prevent powerful artifacts from falling into the wrong hands. Once they have found such a cause, they are likely to guard it for several thousand years. They are an adept survivalist and live off moss, mold, tiny insects as well as feast on deer and other large game. This survival skill allows them to stay under ground indefinitely. Occasionally tombs will end up sealed with a naga inside. Still they guard it faithfully. Even after all memory of the temple has been forgotten a family of naga may still be quietly guarding it.

For all of this their ability to guard is not why they are notorious. Daemons, devils and want-to-be evil warlords hate naga. They will hunt them and kill them just to be rid of them. If they know a tomb is guarded by a family of naga they are likely to not raid the tomb to avoid the possibility of a naga escaping and wandering the surface. This is what is truly feared about the naga. To a warlord with an army a naga is

deadliest when it's not in a temple. The naga has the ability to slowly drain mana over a huge area. The ability is minor in the protection of a temple; however, in a preparatory strike against an army or cartel it can be deadly. All the mana of all the warriors can be stripped away in a matter of days. Any mana dependent race will be left crippled. An army of humans and dwarves that was without hope anticipating a devastating defeat could obtain a crushing victory. But this is only effective when the naga are wondering the surface looking for a worthy cause.

## Equipment & Loot

Great axe, silver, +3 quality, +1 Magic 2D8+1 damage; great elven bow, +2 quality, +1 Magic, 2D8+1 damage; 20 each rock arrows; 20 each silver arrows; herbalist tools, +3 quality, +1 Magic; herbalist book "magical plants" +3 quality; \$10,000 in plant alchemy; \$6,000 copper; great shield +3 quality. If you can find the nest there is a 13% chance there will be 2D4 eggs.

**Reconciliation:** level 5. The 900-foot diameter sphere of anti-magi is paper thin, but nothing gets inside without going through it. The wide area mana drain removes 30 mana on contact and another 30 mana every 2½ minutes. All telepathy is off, and undead suffer 30 damage per round from the ward.

x1	Anti-Magic Aura					
D	H	I	J	L	L	M
30	30	12	30	30	30	30

1392% Dispel resistance, 690% chance to dispel.

x1	Undead Ward		C	E	J	M	P	V
	Skill		30	30	6	30	30	30

456% Dispel resistance,

x1	Telepathy Jamming		C	E	2K	M
	Skill		30	30	30	30

420% Dispel resistance, 650% jamming.

x1	Wide Area Mana Drain		D	F	M	W
	Skill		30	12	30	30

402% Dispel resistance, 30 mana on contact and another 30 mana every 2½ minutes.

Child		Age 10 to 20			
Exp.	#	Race skill description			
4,300	1	Spell:x1 Telepathy Jamming (15,15,15,15)			

4,300	1	Spell:x1 Anti-Magic Aura (15,15,6,15,15,15) +10 Melee, +10 Defense, Defense: +1 Magic, Health: +40, Save :+40, RDM: +10,
4,300	6	Attack: Crush 2D20,
6,000	1	+10 Herbalist (x2): requires attack crush.
6,000	2	[Animal Charge], Health: +40, +3 Dexterity
4,300	3	Age 17 to 40
Exp.	#	Race skill description
10,000	1	Spell:x1 Telepathy Jamming(23,23,23,23)
10,000	1	Spell:x1 Undead Ward (15,15,3,15,15,15)
10,000	1	Spell:x1 Anti-Magic Aura (23,23,9,23,23,23)
8,000	2	Defense: +3 Magic, Health: +40
6,000	3	Save: +60, RDM: +12, Attack: Crush 3D20
Adult		Age 35 to 90
Exp.	#	Race skill description
10,000	1	Spell:x1 Wide Area Mana Drain (15,6,15,15)
4,300	1	Spell:x1 Telepathy Jamming (30,30,30,30)
10,000	1	Spell:x1 Undead Ward (23,23,5,23,23,23)
17,000	4	Health: +105 (x4)
20,000	6	+10 Combat (x5), RDM +19
14,000	1	Attack: Crush 6D20
Middle-age		Age 70 to 200
Exp.	#	Race skill description
10,000	1	Spell:x1 Wide Area Mana Drain (23,9,23,23)
10,000	1	Spell:x1 Undead Ward (30,30,6,30,30,30)
10,000	1	Spell:x1 Anti-Magic Aura (30,30,12,30,30,30)
17,000	4	Health: +105 (x4)
15,000	6	+10 Combat (x5), RDM +19
5,000	3	Animal: +20 Bats (x3)
Senior		Age 150 to 400
Exp.	#	Race skill description
10,000	1	Spell:x1 Wide Area Mana Drain (30,12,30,30)
17,000	4	Health: +105 (x4)
5,000	3	+10 Combat (x3)
Grand total		= 651,600 Experience

# Nightmare

**Alignment:** Servant of evil, fights to the death.

**Quote:** "I hated every minute of training, but I said, 'don't quit. Suffer now and live the rest of your life as a champion.' "—Muhammad Ali.

**Type:** Undead Animal

**Mythos:** Papillion

**Creation:** Immortality: score of 80

**Habitat:** Hell

**Level:** 4      **Quantity:** 4

**Defense:** +3 Magic

**Health:** 304      **Save:** 80

**AC:** 140      **To Hit:** 170

**Weapon:** Trample      **Range:** -

**Damage:** 18D20      **RDM:** 0

**Resistance:** 50% fire, poison, axe

**Weakness:** 200% acid, rock, light, spear, elven bow, telekinesis, silver

**Strength:** 12      **Dexterity:** 10      **Perception:** 10

**Intelligence:** 4      **Spirit:** 3      **Comeliness:** 5

**Movement:** 200 ft.      **Fly:** 100 mph

**Alertness:** 25      **Night Vision:** 500 ft.

**Size:** 11 ft.      **Weight:** 1,200 lb.

**Animal control:** 117\*      **Rider weight limit:** 685 lb.

\* Undead only need a 97 animal control.

**Price:** \$345,884

**Bounty:** \$40,000

**Skin:** Hide

**Body:** Mammal

**Miles per day:** 200

This is what the devils ride. The nightmare is extremely fast and agile and is the steed of choice for daemons devils and evil warlords. They are forged with powerful immortality magic from the body of a champion warhorse. Normally by vampires as political gifts to greater devils and undead warlord kings. Because of this they are almost never encountered alone. Even if they somehow survive an attack in which their master is killed they will seek out someone to master them. One was even seen with a skeleton as a rider. Not a powerful skeleton warrior as a rider, that is common. Just a wimpy skeleton.

The reason they are valued so much is [Riders Blessing].

This nightmare is what you would get if you cast immortality on a horse with 30 points over its required 80. Thus, it has the first 30 race skills. Such a cast would need 37 mana to give it 117% -80 for a net 37% - 30 for (30 points over) = 7% net success fail. That's a 19 max casting doubled with alchemy.

[Riders Blessing] = If the riders AC or save is lower than the nightmare's AC or save, then the rider's AC or save is increased to the nightmare's AC or save.

[Animal Form Two] = Animal control +48. Undead.

Reconciliation: level 4.

## Equipment & Loot

inf.	Damage Commune	C	G	L	M	N
	Skill	25	1	1	25	30

Exact Progression		
Exp.	#	Race skill description
Auto	1	[Animal Form Two]
4,800	1	[Riders Blessing]
4,800	1	[Animal Charge]
4,800	1	Save: +74
4,800	1	Attack: Trample 2D20
4,800	1	Fly at 30 mph
4,800	1	Health: +75
4,800	1	Night Vision: 500 ft.
4,800	1	Movement: +85
4,800	1	+20 Combat
4,800	1	+3 Strength
4,800	1	Fly at 100 mph
4,800	1	Health: +96
4,800	1	+15 Trample
4,800	1	+10 Combat
	1	+2 Dexterity and +2 Perception
4,800	1	Attack: Trample 8D20
4,800	1	+20 Combat
4,800	1	Movement: +85
4,800	1	+10 Combat
4,800	1	Attack: Trample 13D20
4,800	1	+10 Combat
4,800	1	+20 Combat
4,800	1	Defense: +3 Magic
4,800	1	Movement: +85
4,800	1	+10 Combat
4,800	1	+20 Combat

4,800	1	Attack: Bite 18D20	27
4,800	1	Health: +96	28
4,800	1	+15 Trample	29
<<Price Point>> 139,200 exp.			
4,800	1	+10 Combat	30
4,800	1	+10 Combat	31
4,800	1	Attack: trample 22D20	32
4,800	1	+10 Combat	33
4,800	1	+20 Combat	34
4,800	1	Defense: +3 Magic	35

4,800	1	Movement: +85	36
4,800	1	+10 Combat	37
4,800	1	+20 Combat	38
4,800	1	Attack: Bite 27D20	39
4,800	1	Health: +96	40
4,800	1	Mana: +5 Supernatural	41
4,800	1	+15 Trample	42
4,800	1	Mana: +5 Supernatural	43
4,800	1	Mana: +5 Supernatural	44
Grand total		= 206,400 Experience	

# Noitatrifl

**Alignment:** Loving and good

**Quote:** “Pretend to disagree with dangerous ideas, but in the course of your disagreement you give those ideas expression and exposure.”—48 Laws of Power.

Type:	Fey
Mythos:	By –Ryvah under the God Liaka
Creation:	Live birth
Habitat:	Cliffs or canyons
<b>Level:</b>	<b>3</b>
<b>Quantity:</b>	<b>3</b>
Defense:	+1 Magic
<b>Health:</b>	<b>153</b>
Save:	36
<b>AC:</b>	<b>50</b>
<b>To Hit:</b>	<b>60</b>
Weapon:	Sylph bow
Range:	150 ft.
Damage:	D4
RDM:	+26
Resistance:	50% poison, force
Weakness:	200% spear, satyr bow, energy drain
Strength:	8
Dexterity:	9
Perception:	9
Intelligence:	7
Spirit:	12
Comeliness:	8
Movement:	30 ft. <b>Fly:</b> glide at 99%
Alertness:	30 <b>Night Vision:</b> 0
Skill superiority:	2h sword and sculptor
Size:	5½ ft. <b>Weight:</b> 50 lb. (weight lift based on 125 lb. but glide based on 50 lb.)
Animal control:	-
Rider weight limit:	-
Price:	
Bounty:	\$18,000
Skin:	Succulent flesh
Body:	humanoid
Miles per day:	150

The noitatrifl are an honored and hardworking race of mystical spirits. They do not like being alone, but are most frequently encountered alone. This is when they are on assignment. Communities of noitatrifl will form in mountains with cliff-side towns carved into the rock. Thus, if you can't scale a 60 foot vertical cliff, then you're not invited. The noitatrifl on assignment don't have this luxury. They must live in trees or worse, on the ground. They will often be a welcome guest of another fay. Each community of noitatrifl will be unique. They love art, music, and dance, but very little is of their own making. They must get it from the communities that are around them. As such some communities look very elven, or perhaps dryads mixed with brownies.

The clothing of a noitatrifl is also a bit weird. They glide in the sky with fins that run from their back down to their thighs. The ability to glide in the sky is more important than vanity. Thus, nothing can wrap around their thighs, waist, or torso. Try this: touch your

armpits and (without lifting your finger off your skin) drag your finger down your side, over your hip, down your leg, to your knee. This strip of unbroken skin is required to glide. Sometimes they try to work around this limitation for the sake of vanity; sometimes they don't. They just go nude. Girls do get embarrassed around boys, and boys get embarrassed around girls, especially when their flagpole stands at attention. But the noitatrifl have [Hearts]. A special gift or perhaps a curse. At the slightest hint the noitatrifl would like sex with someone, pretty little hearts manifest around them and float up like soap bubbles with iridescent colors which pop a few feet away after a few seconds or minutes. They have no control over them, and they are very clear as to whom you want to have sex with and how much you want to have sex. The hearts are very mischievous and try to cause it to happen. There is no such thing as a secret crush. The hearts will literally fly over, tap the subject on the shoulder to get them to turn around, and string a path from subject to source. This sounds cute until you read Shakespeare. “To thine own self be true.” It's only cute because you can hide all the politically incorrect sexual desires. If you cheat on your wife you might as well tell her. She will find out. How about that old man who likes the young girl—yep his hearts are on fire. How about that boy who is bi-curious? Oh yeah. That happens. Here are some statistics for you from the real world of humanity. 3% of the population qualify as homosexual. Whether they practice it or not is irrelevant. 5% are bi-sexual. Remember, you are qualified because in secret you would do it—not because you have. 30% of all girls qualify as polyamorous. They are willing to be part of a two girls on one guy. 20% are willing to be incestuous—brothers, sisters, moms, and dads. 10% are fully pedophilic. That is with someone 11 or less, 20% will do a 13 or less, 70% 15 or less, and nymphets are the flipside of the coin, girls who would have sex with a middle-ag man. Nymphism occurs in 40% of 16-year-olds, 30% of 14-year-olds, 20% of 13-year-olds, 10% of 11-year-olds, and 3% of 9-year-olds. Okay, enough human psychology. Let's get back to the noitatrifl. Little Lisa walks in the room and explodes in hearts at the sight of her dad's friend nick. Everyone laughs, and she blushes bright red. Of course if he has any hearts of his own, then Nick doesn't get the job of babysitter. Now these hearts have a mind of their own and act like

a moral compass. If a noitatrifl steals or commits acts of evil, then these hearts get vindictive. First, they no longer come out because you love someone. Thus, your hearts by their absence are telling all your would-be lovers you don't give a damn. Next, they will come out to get you in trouble. They will only come out with people who have no hearts for you. They make you out as a perverted sexual predator: the married woman, the little girl, the boy, the family dog, the squirrel, the elephant slug. At this point the noitatrifl will return the stolen loot, pay for damages, flee from all the fay forever, or commit suicide. For a noitatrifl who chooses to flee and turn to the dark side, death is all but guaranteed. It matters not how powerful they are. Why? Because a heart can tap on someone's shoulder to get their attention. Well, that means they can push. Oh yeah, that arrow you fired, that arrow fired at you, that stick you tried to step over, everyone within 50 feet will be helped by the hearts in an effort to kill you. This is manifested by a +25 combat modifier for all enemies who do something that is in (or enters) the 50 foot radios of you.

Next, noitatrifl can't fly, but they come close. They glide at 99%. That means they can travel 100 feet and descend only one foot. Their bodies are only 40% the weight they should be. They are like Styrofoam. They float on water. This is why they fly so well, but it has its challenges. Your armor and weapons cannot exceed your actual weight times your strength. Note that while your weightlift is based on a 125 pound person, the ability to glide restricts your weight to only 40% of your weight lift. Thus, if you have over 50 pounds of equipment, then you can no longer glide.

The aspect of the noitatrifl that truly sets them apart is the spell undead ward. It is very rare for them to bother with alchemy. Every day it will find a road, river, or canyon and cast undead ward on it. They will sprinkle them around water holes, gathering spots, look out vistas, in nearby towns, and villages of every type. They are just as happy to put one on a fairy town as they are an orc or goblin town. These wards have no effect on anything which is not undead. Only undead fear them. The problem is: this is not a low level spell. This is an arch-magi, 20 max, and 20 mana in every effect spell that descends down on earth like the right hand of God. Each ward lasts 16.6 days, has a 400 foot radius, and inflicts 20 damage a round. This thing is the size of 11 football fields. A noitatrifl can lay waste to an entire undead army . . . by accident. Oh and if they know of an undead army, it won't be an accident. This is what they live for. Slaughtering undead in mass is pure ecstasy to them. The war between the noitatrifl and the undead is ruthless and bloody. There is no such

thing as a noitatrifl who doesn't have a bounty on its head.

**Reconciliation:** level 3.

## Equipment & Loot

Sculptor tools +5 quality +3 Magic. Lingerie armor +5 quality +4 Magic AC 7+4.

x1	Undead Ward	C	E	J	2M	P	V
	Skill	20	20	20	20	20	20

520% Dispel resistance,

x1	Anti-Magic Aura	D	H	I	J	L	L	4M
	Skill	16	16	16	16	16	10	16
	Alchemy	8						

754% Dispel resistance, 576 foot diameter, 388% chance to dispel.

Child		Age 3 to 8						
Exp.	#	Race skill description						
1,000	2	+1 Strength, +1 Perception						
Adolescent		Age 6 to 12						
Exp.	#	Race skill description						
2,250	1	Glide at 99%						
700	2	Health: +12, Save: +12						
4,300	1	+5 Defense						
3,350	1	Animal: +10 Large Cats						
Adult		Age 10 to 20						
Exp.	#	Race skill description						
2,000	2	+5 -2h Sword (x2)						
2,250	1	+2 Dexterity						
Middle-age		Age 17 to 40						
Exp.	#	Race skill description						
7,000	4	+10 Sculptor (x4)						
2,650	1	Save: +20						
4,300	3	+3 Spirit, Effect: +2 A, +3 Y						
4,300	1	Defense: +1 Magic						
8,650	1	Animal: +33 Large cats						
Senior		Age 30 to 50						
Exp.	#	Race skill description						
10,000	1	Spell:x1 Anti-Magic Aura(16,16,16,16,16,10,16)						
Grand total		= 86,050 Experience						

## Sub-race: Rainbow

**Quote:** “None are more hopelessly enslaved than those who falsely believe they are free.” — Johann Wolfgang Von Goethe.

The rainbow fancies itself as a caretaker or low level god who loves his followers. She collects dozens of white malachite beads and loves them like a little girl loves her dolls. Each bead or doll will have a name and be loved. Each white malachite bead will be meticulously carved and threaded on a string. This is way more than a simple child's game. She is not a girl playing with her dolls. She is a girl playing with her . . . voodoo dolls. Rainbow will cast voodoo doll hundreds of time until they max it out. Unfortunately the rainbow's ability to communicate with the subjects of her voodoo dolls is very limited. Some manage to learn telepathy, others master the message spell, and still others must resort to carrier pidgins or personal visits. She will try to watch over her flock with wizard's eye but it is hard. With hundreds of voodoo dolls most of her flock is out of contact most of the time. Even when she can communicate, the help she can provide is minimal: "Will 12 green mana help?" "Not much," is the normal answer. On the upside she never lets her mana go to waste. She randomly picks a doll and yields it mana hoping they can use it. Often people who have met a rainbow will discover they have extra mana for a day. Awesome. Wait? That means she collected a bit of hair or something from you without you knowing about it. Wait . . . she made a voodoo doll of you? Not sure how I feel about that. Just out of curiosity, what would happen if some evil overlord smoked the chick and took all her beads of voodoo doll? 40% control . . . ouch!

Child		Age 3	
Exp.	#	Race skill description	
2,250	1	External: +50 Geology with white malachite	
300	3	Mana: +9 Message, +9 Telepathy, +9 Wizard Eye 1	
Adolescent			Age 6
Exp.	#	Race skill description	
17,000	1	Ability: Voodoo Doll(30,20,5,15)	
1,000	4	Mana: +3 Red, +3 Yellow, +3 Blue, +3 Green	
2,250	2	Mana: +5 purple, +5 Orange	
Adult			Age 10
Exp.	#	Race skill description	
5,000	4	Mana: +10 Red, +12 Yellow, +10 Blue, +10 Green	
3,750	2	Mana: +8 purple, +8 Orange	
1,000	1	<a href="#">[Chocolate]</a>	
4,300	2	<a href="#">[Naked Opal]</a> , <a href="#">[Musical]</a>	
Grand total		= 65,750 Experience	

## Sub-race: Tiger-eye

The tiger-eye is a wild fiery sub-race much like the rock tiger-eye. They are aggressively passionate with both lust and rage. To them a good night of sex is like a good battle—preceded by a fine feast and foreplay, and followed by the help of a medic. How else can you truly feel satisfied? To truly grasp the mentality of the tiger-eye, compound their religion to it. They worship Sofiatya, Goddess under Pathreana and her pantheon of Valkyrie. They love to sing and dance. They are strong, have wings, and fly fast. A community will pool its money to build magnificent structures. They are gracious money makers. In other words they are good at making money, but they always leave a tip or knock off 10% to make the customer feel good about the deal. They already make a good profit. They are not greedy.

Child		Age 3	
Exp.	#	Race skill description	
1,500	2	Religion: +20 Sofiatya, +20 Pathreana	
4,300	1	Fly at 40 mph (gain wings) or +40 mph	
1,500	1	+20 Escort	
1,500	2	+10 Singing, +10 Dance	
Adolescent		Age 6	
Exp.	#	Race skill description	
4,300	1	Movement: +30 ft. per round	
2,250	1	+2 Strength	
500	3	+10 Metallurgist, +10 Doctor, +10 Bookkeeping	
3,350	2	Animal: +7 Cockatrice, +10 Large Cats(lions, tigers, leopards, etc.)	
1,000	1	RDM: +6	
Adult		Age 10	
Exp.	#	Race skill description	
3,350	2	Animal: +14 Cockatrice, +14 Large Cats (lions, tigers, leopards, etc.)	
14,000	1	Spell: x1 Obelisk(16...)	
2,250	2	Save: +25, Alertness: +25	
1,000	5	Mana: +7 Rock Kinesis 2, +7 Heal, +7 Telekinesis, +7 AC, +7 Magic Blade	
10,000	1	[Increase all Chi produced by skill by +2]	
Middle-age		Age 17	
Exp.	#	Race skill description	
8,000	1	Health: +60	
8,000	1	Defense: +3 Magic	
14,000	1	Max: +8 One round cast	

10,000	1	[Increase all Chi produced by skill by +2]
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Grand total	= 107,750 Experience
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# Nymph

Alignment:

Pure good

Quote:

"Intellect is a magnitude of intensity, not a magnitude of extensity." –Schopenhauer.

Quote:

"Never lose your self-respect . . . let your integrity itself be your standard . . . desist from un

Type:	Fey
Mythos:	Greek
Creation:	Live birth via surrogate mother.
Habitat:	Beautiful forest, romantic waterfalls
Level:	<b>6</b>
Quantity:	<b>1</b>
Defense:	+100 magic
Health:	<b>1,000</b>
	Save: 1,000
AC:	20
To Hit:	20
Weapon:	Mother Nature
Range:	Mystic Bite
Damage:	D2
RDM:	0
Resistance:	90% ice, lightning. 50% axe, all bows: elven, human, satyr, and sylph. 200% mithral.
Weakness:	
Strength:	6
Dexterity:	7
Perception:	8
Intelligence:	9
Spirit:	18
Comeliness:	16
Watchdogs:	All animals
Steeds:	Pegasus and unicorns
Movement:	30 ft.
	Fly: 30 mph
Alertness:	16
	Night Vision: 0
Size:	3 to 5 ft.
	Weight: 20 to 90 lb.
Bounty:	\$1,450,000
Skin:	Succulent flesh
Body:	Human female
Miles per day:	30

This is the manifestation of Mother Nature. They are always female and on occasion mate with high comeliness men akin with magic. On further rare occasion if that same man mates with magically inclined woman, then she might give birth to a nymph. This will not be a half breed, and there are no half breed nymphs; however, sub-races may manifest. This is the only way nymphs can procreate: through a surrogate mother.

The plants and animals, the water and air, the dirt and rock. All seem to be at the nymphs beckon call. Many who have studied the nymph ponder if Mother Nature is deeply in love with the nymphs or if the nymphs are in fact Mother Nature herself. By her spirit we see NO animal may attack her, and all will help her. Wild bears, trained dogs of war, beast mastered animals under their master's direct orders, not even the familiar who shares the soul of someone may bring harm to a nymph. The nymph has more control over them than you or God.

While nymphs do live a long time they are mortal. Despite this, the death of any nymph is extraordinarily rare. The elderly seem to simply not exist despite all the logic that proves they must, and the vast majority (99%) are between 5 and 170 years old. Amongst the legends of powerful nymphs there is one that stands out. The legend of the White Nymph.

The name "White Nymph" comes from a real world magazine, and Liaka the name of one of the girls who modeled for it.

Her skin was pale and pure. Her beauty was beyond measure to such a degree that even such vile and evil monsters as black beguilers, bolrogs, and trolls would fight in her honor and lay down their life to protect the White Nymph from harm. Virtually all fairies, pixies, elves, and the like have a love for her so deep it is only matched by the love of a parent to a child. Her name is Pathreana, and Pathreana is said to have been the first creation of love by the creator of the universe Meldor. Pathreana's daughter is named Liaka; thus, she was the White Nymph Liaka. Yet for all this there is but one race that would condemn the nymph and destroy her. The one race capable of more evil than all the others combined. The only race that could conceive that destroying the essence of love and beauty could be a good thing: the human race of man.

There is more. In the real world the nymph became the iconic symbol of God manifested through sexual lust and ideal physical beauty within the greatest artists of mankind throughout the last two thousand years of human history within European culture. Indeed it started with the Greeks. Artists: **Bouguereau Adolf William**, Michelangelo, Boucher, Leon Grom, Rembrandt, Ingres, Fuseli, Titania, Renoir, Botticelli, Cranach the Elder, Corregio, Bronzino, and Lord Leighton. These are but a few of the real world historical artists who have used the nymph as a subject to portray the sexual lust ordained by God manifested in Adam for Eve. Now let's put some gas on the fire. Historically women were assets, not quite slaves but property. Women were tools to reproduce with, and that reproduction often started with their menstrual cycle. Time out! Whoa, wait up. Like seriously, stop. Girls can get their period as young as 9. This is just

history. We are making no moral opinion. We are simply stating the historical facts that men have been purchasing women to marry and cherish for the rest of the man's life where those girls were . . . well very young. Even in modern times the Disney movie *Snow White* depicts a little girl too young to have developed breasts. Around 1960 after WWII the wealthiest and most powerful people in the world joined forces to enslave the rest of humanity, and they decided they needed to kill off God. To do this they deaminized nudity, sexuality, and the focal point was child nudity and sexuality. Oh, and child pornography did not even become a crime until 1978.

Returning to the fantasy, Ryvah takes all of this into the story of the nymph. The rich and powerful elite are represented by humans. The poor part of humanity is represented by all the other races. The nymph IS the war. Thus, the nymph is Divine pure goodness. The quest of the humans to enslave her is the Illuminati's quest to enslave all mankind. The nymph will typically be a fertile adolescent in heat for the love of a wizard whose magic defends freedom and love. The nymph is both the chased virgin of purity and the fantasy of every man fulfilled with wet dreams in the night where an unopened window now sits open. She is invisible, unseen and yet she is everywhere.

[Mother Nature] = this allows the nymph to arbitrarily treat any animal or plant as her familiar. She can feel a tree thirst for water. She can damage commune at will, yet because it is arbitrary she never needs to suffer damage or harm, yet she often chooses to feel the pain in sympathy. If the nymph dies without another to take over her forest, the entire forest may die with her: plant and animal alike.

Reconciliation: NOT Reconciled.

**Magically Enriched:** 17, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Lingerie armor +6 quality +5 Magic master crafted with three level 3 effects AC 7+5.

inf.	Bless	E	L	L	M	V
	Skill	16	16	16	Void	180

inf.	Blossom	A	H	I	M	O
	Skill	16	16	13	Void	16

x2	Force Attack 3							
A	B	E	H	I	J	M	R	
999	3	16	16	13	6	99	99	

2241% Dispel resistance,

Child		Age 5 to 30						
Exp.	#	Race skill description						
11,000	1	Ability: Bless(16,16,16,Void,180)						
5,000	1	Ability: Blossom(16,16,13,Void,16)						
30,000	1	Spell:x2 Force Attack 3 (250,1,4,4,3,2,25,25)						
3,350	15	{+2 Comeliness (x4), +2 Spirit (x5)}:requires ability Bless, Mana: +7 White (x4), +7 Green (x2)						
4,300	1	[Mystic Bite]						
Adolescent		Age 25 to 150						
Exp.	#	Race skill description						
150,000	1	[Mother Nature]						
50,000	1	Spell:x2 Force Attack 3(500,2,8,8,7,3,50,50)						
75,000	1	Spell:x2 Force Attack 3(999,3,16,16,13,6,99,99)						
8,500	38	Health: +52 (x19), Save: +52 (x19)						
20,000	20	Defense: (+) +5 Magic (x20)						
Adult		Age 100 to 220						
Exp.	#	Race skill description						
20,000	10	Max: +10 -1/9th Combat (x10)						
8,000	78	Effect: +5 A through Z (x3 each)						
Middle-age		Age 180 to 260						
Exp.	#	Race skill description						
		Unknown						
Senior		Age 240 to 280						
Exp.	#	Race skill description						
		Unknown						
Grand total		= 1,922,550 Experience						

## Alternate: Dark Nymph.

A dark nymph is a nymph brought into the world through hate and violence. They are enveloped with evil. The way they come into existence is similar to a nymph where a powerful wizard has sex with a nymph, then has sex with an enchanted forest spirit like a dryad or fairy. However, instead of the nymph engaging in love with this wizard, she is raped by him. Then if that wizard rapes a dryad or fairy within 24 hours, then the surrogate mother might give birth to a nymph—but she will be dark. Because this is

extremely unlikely to happen by chance, almost all dark nymphs are abominations intentionally caused by demonic warlords with an agenda. This adds a second layer to what you can expect from a dark nymph. They will be raised as killing machines or sex puppets or both. While nymphs are Mother Nature, dark nymphs are forsaken. Mother Nature has no need to use a surrogate mother to spare her from the duty of child

birth; thus, a dark nymph can get pregnant. In fact, she always gets pregnant; however, her babies almost always die during child birth. Only 1% will survive, and those will not be dark but true nymphs

As a dark nymph she cannot learn any race skill above the child race skill. Thus, she will never be called into service by Mother Nature.



“The history of criminal prosecution is long, bloody, unjust, and downright ludicrous in many cases.”—Sean Patrick.

# Ogre

**Alignment:** Hungary and dumb

**Quote:** “The difference between successful people and very successful people is that very successful people say ‘no’ to almost everything.”—Warren Buffett.

**Type:** Monster

**Mythos:** French

**Creation:** Live birth

**Habitat:** Forest

**Level:** 2    **Quantity:** 1

**Health:** 606              **Save:** 24

**AC:** 30              **To Hit:** 58

**Weapon:** Club              **Range:** 7 ft.

**Damage:** D12              **RDM:** +40

**Resistance:** 50% mud

**Weakness:** 200% Fire, lightning, rock, spear, human bow, copper.

**Strength:** 14    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 5    **Spirit:** 6    **Comeliness:** 6

**Movement:** 40 ft.              **Fly:** no.

**Alertness:** 15              **Night Vision:** 0

**Size:** 7 ft.              **Weight:** 340 lb.

**Bounty:** \$18,000

**Skin:** Flesh

**Body:** Humanoid

**Miles per day:** 10

The big bad medieval couch potato. Normally the ogre is a docile beast that looks for a convenient farm or farmer to have for breakfast. But if it gets ticked off it is likely to lash out in a frenzy of rage. At 7 feet tall and 340 pounds this is generally a bad thing. Even skilled fighters have a difficult time dealing with a basic ogre.

Their apatite is virtually endless. Their preference is corn or fruit and of course fresh meat is always a treat. Further, they can guzzle down beer like a dwarf.

Typically these large obese individuals hangout with other fat individuals. If they can't find any they are likely to be hermits. This is because they generally lack the social skills required to stay in a city. When they can find fat friends, generally humans, it is common for them to even live in the city with them.

Typically in this case their fat friend will serve as a guardian. Someone who keeps them in line and settles the debt when they get out of line. These guardians are frequently trade masters with a need for a lot of unskilled muscle.

Reconciliation: level 2.

## Equipment & Loot

Giant 2h hammer 3D8 damage as rock. 5 units of food, 100 copper coins.

Child		Age 3 to 8	
Exp.	#	Race skill description	
1,700	5	Health: +10 (x5)	
6,000	1	RDM: +8	
2,250	1	+2 Strength	
1,000	1	Movement: +10 ft. per round	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
1,700	5	Health: +10 (x12)	
6,000	1	RDM: +8	
3,750	1	+2 Strength	
700	1	+5 Club	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
1,700	5	Health: +10 (x12)	
6,000	1	RDM: +8	
4,000	1	+2 Strength	
4,300	2	+11 Club, +10 Defense	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
1,700	5	Health: +10 (x12)	
6,000	1	RDM: +8	
4,300	1	+11 Club	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
1,700	5	Health: +10 (x12)	

6,000	1	RDM: +8
4,300	1	+11 Club

Grand total	= 101,400 Experience
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# Oni

Alignment: A  
Quote:  
1613-1679.

Type:	Monster
Mythos:	Japanese
Creation:	Live birth
Habitat:	Mountain temples
Level:	4      Quantity: 8
Defense:	+3 Magic      Damage Resistance: 20
Health:	190      Save: 86
AC:	140      To Hit: 80
Weapon:	Great 2h sword      Range: 7 ft.
Damage:	3D12+2      RDM: +40
Resistance:	50% ice, hammer
Weakness:	200% thorn, mud, human bow, disintegrate, gold.
Predators:	High Goblin and Morth
Pray:	+50 combat against flaming minotaur and disenchanter.
Strength:	15      Dexterity: 12      Perception: 8
Intelligence:	8      Spirit: 9      Comeliness: 6
Watchdogs:	Bears
Movement:	45 ft. + 169 ft. jump      Fly: no.
Alertness:	20 + danger sense      Night Vision: 0
Skill superiority:	2h sword
Size:	9 ft.      Weight: 900 lb.
Bounty:	\$40,000
Skin:	Flesh
Body:	Humanoid
Miles per day:	10

Imagine if you will a sumo wrestler ninja mage. This is the oni. They are a deeply spiritual and focused people. They live and fight in secrecy. While seldom do more than six travel on a mission together, a dojo may have more than forty. Normally these dojos are in isolated and secluded places. The dojo of an oni is a marvel of craftsmanship with huge spacious rooms for training. Massive wooden beams will line the walls. Vaulted ceilings will tower 30 or even 40 feet up. Virtually every door will be an archway.

What is a great dojo without a cause? Further if everyone is studying or teaching magic and sword craft who farms the food? These small clans of oni make and depend on the success of protection contracts. These protection contracts range from simple guard duty to hit-man style assassination and mafia like extortion rackets. The oni constantly renegotiate the contracts to balance them against the cities army or lack thereof. At

the same time they want to preserve the village or town for which they protect.

One such village mayor actually solicited the services of a strong dojo because a distant duke was taxing them into starvation. The contract of food and services amounted to less than a third of what they were paying in taxes. After several months of non-payment the duke sent a small armed battalion to collect the delinquent gold. Yet they returned empty handed after a simple show of force by 6 oni. Four months later an army of 1,800 returned to enforce the taxes that the battalion could not. However, the dojo valued the small farming village enough to send every occupant of the dojo out to defend it. 53 invisible oni opened fire on the army as it crested the last hill to the village. Almost 500 footmen fell on the first round of battle. Although the army still had enough to win they did not know what they were up against and after hearing the warning, "Leave now . . . or die!" They returned home empty handed.

Reconciliation: level 4.

Magically Enriched: 6, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Giant 2h sword 4D12 damage +3 quality zinc. Giant satyr bow 2D8 damage 200 ft. range, Giant scale mail armor. 4000 copper coins, 100 silver coins, and 20 units of equipment.

x1	Ice Attack	A	B	E	H	I	M
	Skill	15	0	0	10	10	10

145% Dispel resistance,

x1	Lightning Attack	A	B	E	H	I	M
	Skill	15	0	0	7	7	0

29% Dispel resistance,

x1	Fire Attack	A	B	E	H	I	M
	Skill	15	0	0	7	7	0

29% Dispel resistance,

x1	Brooke Shields	B	E	K	M
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	Skill	13	13	13	13
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182% Dispel resistance,

x1	Elastic Heart	C	E	J	M
	Skill	13	13	13	13

182% Dispel resistance,

x1	Jump	C	H	M
	Skill	9	13	20

238% Dispel resistance,

x1	Danger Sense	C	M
	Skill	13	13

156% Dispel resistance,

x1	Telepathy Jamming	C	E	2K	M
	Skill	20	20	20	20

280% Dispel resistance,

Child		Age 3 to 8			
Exp.	#	Race skill description			
2,250	1	Spell:x1 Danger Sense(13,13)			
1,500	1	Spell:x1 Jump(5,5,10)			
3,350	1	Spell:x1 Brooke Shields(7,7,7,7)			
3,350	1	Spell:x1 Lightning Attack(8,0,4,4)			
1,000	5	+6 Defense, Movement: +15 ft. per round, +1 Spirit, +1 Dexterity, +1 Strength			
4,000	3	Defense: +1 Magic, Health: +40, RDM: +10			
Adolescent		Age 6 to 12			
Exp.	#	Race skill description			
2,250	1	Spell:x1 Telepathy Jamming (10,10,10,10)			
1,500	1	Spell:x1 Jump(7,7,15)			
3,350	1	Spell:x1 Elastic Heart(7,7,7,7)			
3,350	1	Spell:x1 Lightning Attack(8,0,4,4)			

3,350	1	Spell:x1 Ice Attack(8,0,5,5,5)
4,000	4	+4 Defense, Defense: +3 Magic, Health: +20, Save: +40, Damage Resistance: +7
5,000	5	+5 Defense, +3 Dexterity, +3 Strength, RDM: +5,, Damage Resistance: +8
4,000	2	+4 Defense, Save: +22, Damage Resistance: +7
Adult		Age 10 to 20
Exp.	#	Race skill description
3,350	1	Spell:x1 Telepathy Jamming (20,20,20,20)
4,300	1	Spell:x1 Jump(9,9,20)
6,000	1	Spell:x1 Elastic Heart(13,13,13,13)
6,000	1	Spell:x1 Brooke Shields(13,13,13,13)
4,300	1	Spell:x1 Ice Attack(11,0,8,8,8)
4,300	1	Spell:x1 Lightning Attack(11,0,5,5)
4,300	1	Spell:x1 Fire Attack(11,0,5,5)
12,000	3	+21 Defense, RDM: +12, Health: +80
Middle-age		Age 17 to 40
Exp.	#	Race skill description
4,300	1	Spell:x1 Ice Attack(15,0,10,10,10)
4,300	1	Spell:x1 Lightning Attack(15,0,7,7)
4,300	1	Spell:x1 Fire Attack(15,0,7,7)
13,000	1	RDM: +13
4,000	1	Health: +30
30,000	1	+30 Combat
Senior		Age 30 to 50
Exp.	#	Race skill description
30,000	1	+30 Combat

# Orc

Alignment:  
Quote:

Greedy warmongering conquerors.

“Weak people never give way when they ought to.” —Cardinal de Retz, 1613-1679.

Type:	Monster
Creation:	Orc pit or live birth
Habitat:	Forest, mountains, planes
Level:	1      Quantity: 4
Health:	25 & wolf: 20    Save: 16
AC:	50 & wolf: 35    To Hit: 50 & wolf: 35
Weapon:	Great sword    Range: 7 ft.
Damage:	D8+D6 & D6    RDM: 0
Resistance:	50% fire, thorn, axe
Weakness:	200% ice, lightning, hammer, dagger, spear, human bow, zinc.
Predators:	Gnolls and Brownies.
Pray:	+25 combat against dwarves and kobolds
Strength:	9    Dexterity: 8    Perception: 8
Intelligence:	6    Spirit: 6    Comeliness: 5
Watchdogs:	dogs and wolves
Steeds:	giant wolves
Movement:	30 ft. / 60 ft. on wolf    Fly: no.
Alertness:	20    Night Vision: 50 ft.
Skill superiority:	Sword and hammer
Size:	6½ ft.    Weight: 250 lb.
Bounty:	\$1,500
Skin:	Flesh
Body:	Humanoid
Miles per day:	40

The orc is seemingly common and normal, a back ally thug that only scares the peasants. Many heroes pay little attention to these mutant pigs and often discount them as being insignificant. The Dwarven kingdoms have done this numerous times and numerous kingdoms have fallen due to this perception.

Orcs are different. They were originally created out of the body of a pig, dwarf, and kobold with incredibly powerful creation magic. Orcs were golems. They were intended to be powerful war machines with an addiction to battle and a blood lust for dwarves and kobolds for which they were to be a mockery of and an ironic executioner too. These original orcs had the power of titans and could easily kill a fire giant. Wizards who have studied them speculate that some pure magic from the original rift mixed with these golems. It was noticed that the golems were breeding. Golems cannot breed! The offspring was small and week by comparison but could still best a human in one on one battle.

Most orcs are too ugly to distinguish sex. Only about 10% are female, 15% are male, and the rest are some variation of hermaphrodite. Some of the time they procreate normally. At other times they just spontaneously get pregnant and give birth. Even more unusual than that is like a statue sculpted from a lump of clay that can be re-sculpted into a different statue the body and flesh of an orc can be wrapped in animal skin, buried in mud and without any magic will forge a child and be reborn. Further because the weight of a child is much less than an adult several children can be manufactured out of the body of one adult. Due to these oddities evil wizards, bolrogs and lich will forge factories to forge orc armies. Yet these orcs still possess free will and can learn and master anything a human can. While it is rare to encounter orc heroes, they do exist. While a camp of 20 orcs with 25 health may be of little concern, that last orc who is a 4th level warlord with 175,000 experience might be more than a fair match.

One of the orc's greatest accomplishments is their beast mastery over the Nacirema. Typically animals don't get along with orcs. However, they seem to be somewhat a kindred spirit to the Nacirema. They were the first to beast master them and one of the only races to breed them in captivity. The Nacirema is a wild animal version of . . . we're not going to tell you. It won't be in the index. It's way too much power to be anything but an Easter egg intentionally hidden somewhere in the text. If your character is an orc, and if you can solve the riddles you might be able to get one. And may God have mercy on all your enemies if you do.

Reconciliation: level 1. They are always mounted. They always have 15 points of ice and lightning protection. So if you want to take advantage of the weakness then plane to dispel the protection spells first. The wolves do not have these spells. Further, with a 9 hour duration, they tend to cast them around 10:00 AM. Give or take an hour or so. This is if they are camped. If they are on the move they cast it before they get going.

## Equipment & Loot

Sword with two doses of oak poison, hammer, leather armor, satyr crossbow x2 D8 damage 65 ft. range, 5

arrows with oak poison \$34 copper 4 damage, 15 arrows, 30 copper. Thieves pick & tools.

x1 each	(Ice, Lightning) Protection	C	M	S
	Skill	3	0	3

6% Dispel resistance, 15 points each.

Child		Age 3 to 8	
Exp.	#	Race skill description	
1,500	1	Spell:x1 each (Ice, Lightning) Protection (3,0,3)	
Auto		+25 Combat against dwarves and kobold	
500	1	Animal: +7 Nacirema	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
3,350	1	Animal: +7 Nacirema	
2,250	3	+5 Defense, +5 Rogue, Health: +5	
1,500	2	Animal: +5 wolf, Night Vision: 50 ft.	

3,350	3	+10 Chain mail, +10 Leather, +10 Shield
Adult		Age 10 to 20
Exp.	#	Race skill description
5,000	1	Animal: +7 Nacirema
2,000	2	+5 Sword (x2)
		+15 Defense, +15 Rogue, +1 Strength (x2), +1 Dexterity, +1 Perception
1,000	6	+20 Survival, +10 Rogue, +10 Hunting, +10 Boats and Ships
Middle-age		Age 17 to 40
Exp.	#	Race skill description
15,000	1	Animal: +11 Nacirema
8,000	8	+ 10 Hammer (x8)
Senior		Age 30 to 50
Exp.	#	Race skill description
15,000	1	Animal: +11 Nacirema
Grand total		= 140,150 Experience

# Otugh

**Alignment:** Scavenger

**Quote:** “Dreams don’t work unless you do.”—John C. Maxwell.

**Type:** Monster  
**Creation:** Hatch from egg  
**Habitat:** Swamp, marsh, bog  
**Level:** 4      **Quantity:** 3

**Defense:** +4 Magic      **Damage Resistance:** 8  
**Regeneration:** 340 health as one lump every hour.  
**Health:** **340**      **Save:** 110  
**AC:** 125      **To Hit:** 150  
**Weapon:** Slap      **Range:** 15 ft.  
**Damage:** 3D12 \*      **RDM:** 0

\* As poison + -15 hinder for 7 rounds, 50 damage on round 2,3,4,5.

**Resistance:** 90% poison, 50% spear, axe  
**Weakness:** 200% acid, zinc, nickel, gold  
**Strength:** 8      **Dexterity:** 7      **Perception:** 13  
**Intelligence:** 8      **Spirit:** 3      **Comeliness:** 3  
**Movement:** 30 ft.      **Fly:** no.  
**Alertness:** 30      **Night Vision:** 400 ft.  
**Size:** 12 ft.      **Weight:** 2,100 lb.  
**Skin:** Hide  
**Body:** Mammal  
**Miles per day:** 3

Their main defense is [stench]. Every person within 10 feet suffers a daily illness check each round. They normally live in twisty caves just big enough to fit through such that long ranged weapons are of little use. If you think you have just walked into a sewage hole you probably found an otugh. Their bodies look like large rocks covered in moss and mold. Some even have mushrooms and small plants growing on them, and their skin will match the surrounding cave texture. This makes spotting them very difficult, even at close range. These caves are always wet. The sound of dripping water will echo everywhere. With the help of the otugh, pools of water will have a thick layer of scum on its top. An otugh will forge twisty tunnels throughout the cave at just the right depth for an inch or two of water to cover the floor. While they may look like a mindless mass of rock they are actually very intelligent. The dumb blob act is just that, an act. They can read, write and speak fluently. Often they choose to dig out their marsh cave by digging a well in the middle of a cities dump and then branching out after they find the water level. As the trash falls into their cave they sift through it like a kid in a candy factory. They will sift through it, nibbling on bits of rotten food, reading notes,

letters and books like a kid playing detective trying to figure out the history behind each tid-bit. Things of value to the surface dwellers will be cleaned off and stored in a special room. The room will be neatly sorted and organized, refined iron in one pile, refined copper in another, unbroken plates and pots on a shelf and so on. Otugh prefer to keep their peasants unknown. This does not bold well when city folk fall into its nest. Also when young otugh are leaving the nest to make a marsh cave of their own city folk will frequently attack out of fear, and this of course causes the otugh to attack back.

[Resilience] = while they may fall unconscious they don't actually die until the hit -2,000 health.

Age 3 to 8		
Child	#	Race skill description
Exp.	#	
1,000	4	[Resilience], [Metal Detection], [Beer], [stench]
1,500	2	[Water Push], [Spell RDM],
4,300	3	Defense: +1 Magic, Health: +40, Save: +40
2,250	1	+2 Perception
350	1	Night Vision: 400 ft.
Age 6 to 12		
Adolescent	#	Race skill description
Exp.	#	
100	6	[F], [I], [T], [W], [M], [L]
1,700	2	Defense: +2 Magic, Health: +10
8,600	1	+10 Combat
		Attack: slap 3D12 as poison +/- -15 hinder for 7 rounds, 50 damage on round 2,3,4,5
10,000	1	+2 Perception
Age 10 to 20		
Adult	#	Race skill description
Exp.	#	
4,300	3	[Bone Armor], [Spell - Chi generation], [Stone Form]
2,000	1	Defense: +3 Magic Health: +10
8,600	2	+10 Combat (x2)
10,000	1	Damage Resistance: +8, Save: +60
		Regeneration: 340 health as one lump every hour
Age 17 to 40		
Middle-age	#	Race skill description
Exp.	#	
2,000	1	Defense: +4 Magic, Health: +10
8,600	4	+20 Combat (x4)
11,000	1	Health: +70

Senior		Age 30 to 50
Exp.	#	Race skill description
17,000	2	Health: +100 (x2)
Grand total		= 182,350 Experience

Reconciliation: Not reconciled.

### Equipment & Loot

If you can find the nest there is a 35% chance there will be 2D6 eggs.

# Owl (Sacred Spirit Beast)

**Alignment:** Wise, loving, and stealthy.

**Quote:** “Would you like me to give you a formula for success? It’s quite simple, really: Double your rate of failure. You are thinking of failure as the enemy of success. But it isn’t at all. You can be discouraged by failure or you can learn from it, so go ahead and make mistakes. Make all you can. Because remember that’s where you will find success.”—Thomas J. Watson.

Type:	Animal – Birds				
Mythos:	Mother Nature				
Creation:	Hatch from egg				
Habitat:	Everywhere				
Level:	0:1	Quantity:	1		
Health:	10	Save:	16		
AC:	30	To Hit:	40		
Weapon:	Claw	Range:	-		
Damage:	D20	RDM:	0		
Resistance:	-				
Weakness:	-				
Strength:	7	Dexterity:	10	Perception:	8
Intelligence:	4	Spirit:	8	Comeliness:	7
Movement:	5 ft.	Fly:	10 mph		
Alertness:	40	Night Vision:	500 ft.		
Size:	4 ft.	Weight:	15 lb.		
Animal control:	53	Rider weight limit:	15 lb.		
Price:	\$60,000: \$200				
Skin:	Feathers				
Body:	Mammal				
Miles per day:	50				

## Age, Price, and Experience Calculator

60%	50%	40%	30%	20%	10%
\$12,400	\$10,500	\$8,600	\$6,700	\$4,800	\$2,900
146,520	122,100	97,680	73,260	48,840	24,420

Owl can be any reasonable bird of prey: hawk, falcon, eagle, etc. The owl hardly needs a sacred spirit beast. They are already loaded with super powers, super sight, supper hearing, and they are one of the world's most successful predators. The owl is already awesome. Well the sacred spirit beast supercharges the owl. With the idea an owl swoops in and strikes with surprise, our sacred spirit beast will emulate that with an array of stealth skills and magic. Next is that one shot power strike.

Reconciliation: this is a level 0. It has no hope of dropping one of four characters. As such it is not even reconciled. The owl and spirit beasts are intended to become part of a character through some mechanism.

## Equipment & Loot

If you can find the nest there is a 35% chance there will be 2D6 eggs.

Child		Age 3 to 8	
Exp.	#	Race skill description	
3,350	1	Fly at 10 mph	
3,350	1	Attack: Claw D20 damage	
6,000	3	+10 Claw (x2), +10 Defense	
1,500	1	Night Vision: 500 ft.	
2,250	1	+2 Dexterity	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
1,000	2	+1 Perception, +1 Spirit	
2,250	1	Alertness: +25	
		<<Sacred Spirit Beast>>	
		+20 Rogue, Mana: +20	
		Clairvoyance, +20 Clair Audience,	
		+20 Silence, +20 Darkness	
2,250	5	+10 Claw (x2), +10 Defense,	
		Alertness: +25	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
		+20 Rogue, Mana: +20	
		Clairvoyance, +20 Clair Audience,	
		+20 Silence, +20 Darkness	
2,250	5	Max: +8 No Restriction Combat	
		(x3), Health: +100	
16,000	4	Attack: Claw 4D20 damage, Fly at	
		50 mph, RDM: +20	
15,000	3	+10 Claw (x2), +10 Defense,	
		Alertness: +25	
10,000	4	<<Price Point>> 244,200 exp.	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
		+20 Rogue, Mana: +20	
		Clairvoyance, +20 Clair Audience,	
		+20 Silence, +20 Darkness	
2,250	5	+10 Claw (x2), +10 Defense,	
		Alertness: +25	
5,000	4	Attack: Claw 10D20 damage, Fly	
		at 100 mph, RDM: +20	
7,500	3	Max: +8 No Restriction Combat	
		(x3)	
8,000	3	Age 30 to 50	
Senior			

Exp.	#	Race skill description
3,000	5	+20 Rogue, Mana: +20 Clairvoyance, +20 Clair Audience, +20 Silence, +20 Darkness
5,000	4	+10 Claw (x2), +10 Defense, Alertness: +25

20,000	3	Attack: Claw 5D100 damage, Fly at 200 mph, RDM: +20
8,000	3	Max: +8 No Restriction Combat (x3)
Grand total		= 440,950 Experience

# Owlorc

**Alignment:** Animal

**Quote:** “In the middle of every difficulty lies opportunity.”—Albert Einstein.

Type:	Animal – Pets		
Mythos:	Inspired by the Owl Bear, reinvented by Ryvah.		
Creation:	Hatch from egg		
Habitat:	Forest		
Level:	3	Quantity:	6
Defense:	+1 Magic		
Health:	93	Save:	69
AC:	60	To Hit:	60
Weapon:	Claw	Range:	7 ft.
Damage:	3D20	RDM:	+20
Resistance:	-		
Weakness:	200% lightning, sword, human bow, disintegrate.		
Strength:	10	Dexterity:	7
Intelligence:	3	Spirit:	4
Movement:	45 ft.	Fly:	10 mph
Alertness:	15	Night Vision:	100 ft.
Size:	9 ft.	Weight:	700 lb.
Animal control:	87	Rider weight limit:	330 lb.
Price:	\$89,942		
Bounty:	\$9,000		
Skin:	Fur		
Body:	Mammal		
Miles per day:	50		

We have a strange animal with a complex array of magic mixed into its style of battle. The owlorc is like nothing else. They wonder the forest like a pack of wild dogs. If they find a farmer with a herd of cattle, it's all bad for the farmer. Yet they don't stick around. Even if the food is good, they will eat their fill then leave the rest behind. Unlike all other animals, the owlorc will pick a fight with wizards and warriors. In truth they would prefer to do battle against a party of magic using adventurers with lots of tricks up their sleeve more so than a deer with nothing. That party of adventurers—that's what they are designed to kill. Any beast that uses multiple exotic spells should cause you to pause and contemplate the depth of the mud you're about to step into.

Reconciliation: level 3. Danger sense tells them to cast Carroll's Alice.

## Age, Price, and Experience Calculator

15%	10%	8%	7%	6%	5%
\$17,314	\$13,042	\$11,333	\$10,478	\$9,624	\$8,769
23,895	15,930	12,744	11,151	9,558	7,965

## **Equipment & Loot**

If you can find the nest there is a 24% chance there will be 2D6 eggs.

x1	Carroll's Alice	A	B	C	J	M	M
	Skill	14	9	9	14	9	9

154% Dispel resistance, if (it does not damage) then (if (you do damage to it) then do damage of  $14 * (1.5)$  –or– (6D6 damage) with a maximum damage of what you did to it.)

x1	Damage Commune	C	G	L	M	N
	Skill	9	9	20	14	20

212% Dispел resistance, they can freely move damage from one to another up to 100 damage per member per round.

x1	Disintegrate	E	H	I	K	M	N	O	R
	Skill	14	7	7	10	7	14	7	14

150% Dispел resistance, 80 Damage minus short comings. Save: 50 (fail only lowers damage)

x1	Chandelier	A	D	E	M	P	R	Y
	Skill	7	5	20	14	7	20	20

233% Dispel resistance, 7\*(1.5) damage –or– (3D6 damage), 400 foot radius, -21 mph movement, -40 AC, -40 to hit) applicable to users of elementals, magic blade.

Child		Age 3 to 8
Exp.	#	Race skill description
2,250	1	Spell:x1 Danger Sense(14,14)
		Spell:x1
2,250	1	Chandelier(4,3,10,7,4,10,10)
3,350	1	Fly at 10 mph
		Night Vision: 100 ft., Movement:
700	2	+15 ft. per round
2,250	2	+2 Strength, Health: +25
Adolescent		Age 6 to 12
Exp.	#	Race skill description
6,000	1	Spell:x1 Chandelier (5.4.15.11.5.15.15)

6,000	1	Endowment: x1 Disintegrate(7,4,4,5,4,7,4,7)
3,350	1	Spell:x1 Carroll's Alice(7,5,5,7,5,5)
4,300	3	Defense: +1 Magic, Health: +25, Save: +30
15,000	3	+10 Combat, RDM: +20, Attack: Claw 3D20 damage 7 ft. reach
Adult		Age 10 to 20
Exp.	#	Race skill description
4,300	1	Spell:x1 Chandelier (7,5,20,14,7,20,20)
6,000	1	Endowment:x1 Disintegrate (11,5,5,8,5,11,5,11)
6,000	1	Spell:x1 Damage Commune (9,9,20,14,20)

6,000	1	Spell:x1 Carroll's Alice (11,7,7,11,7,7)	
4,000	2	Health: +23, Save: +30	
10,000	3	+10 Combat (x3)	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
6,000	1	Endowment:x1 Disintegrate (14,7,7,10,7,14,7,14)	
6,000	1	Spell:x1 Carroll's Alice (14,9,9,14,9,9)	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
Grand total		= 159,300 Experience	



“Affliction shall not rise up a second time.”—King James Bible, +++, Used to support the 5th Amendment of double jeopardy.

# Pegasus

**Alignment:** Loyal, good, and innocent

**Quote:** “Good. Better. Best. Never let it rest. ’Til your good is better and your better is best.”—St. Jerome.

Type:	Animal – Steeds		
Mythos:	Greek		
Creation:	Live birth		
Habitat:	Forest		
<b>Level:</b>	<b>3</b>	<b>Quantity:</b>	<b>1</b>
Defense:	+3 Magic	Damage Resistance:	30
<b>Health:</b>	<b>241</b>	Save:	82
<b>AC:</b>	<b>81</b>	To Hit:	81
Weapon:	Kick	Range:	-
Damage:	4D20	RDM:	0
<b>Resistance:</b>	-		
<b>Weakness:</b>	200% dagger, energy drain, telekinesis, platinum.		
Strength:	14	Dexterity:	7
Intelligence:	4	Spirit:	16
Movement:	160 ft.	Fly:	62 mph
Alertness:	60	Night Vision:	0
Size:	10 ft.	Weight:	850 lb.
Animal control:	103	Rider weight limit:	560 lb.
Price:	\$57,046		
Bounty:	\$54,000		
Skin:	Hide		
Body:	Mammal		
Miles per day:	100		

The pegasus is the stead of heroes. Normally noble warriors are the heroes fortunate enough to ride a pegasus. Often a hero will only have one for a given task or mission, after which it will fly away. Seldom is the ability to control animals a factor in a hero’s ability to capture and use a pegasus for a few hours or days. The pegasus is innately linked to the fabric of life and nature. It is an animal as well as a champion for good. The link to life and nature allows the pegasus to know when and where a hero will need the assistance of the pegasus. However, it seldom fully understands why it must help a given hero and is likely to put up some resistance. The will of Mother Nature is not all ways the will of the pegasus; yet, they follow it any way.

The pegasus have a strong spiritual link to the nymphs. They are at the nymphs bacon call. They obey every request and command of the nymphs very much like a seven-year-old child obeys the requests and commands of their mom. The bond between the pegasus and the nymphs is so intense that it defies logic and gives them telepathic ability with most nymphs that stretches throughout the far reaches of the galaxy into other dimensions and planes of existence and even penetrates through the depths of TIME.

Reconciliation: level 3.

## Equipment & Loot

### Age, Price, and Experience Calculator

12%	10%	9%	7%	5%
\$9,356	\$8,272	\$7,730	\$6,646	\$5,562
21,042	17,535	15,782	12,275	8,768

Child			Age 3 to 8		
Exp.	#	Race skill description			
8,600	2	+10 Combat, Damage Resistance: +14			
3,350	2	Save: +32, Health: +32			
2,250	2	Attack: Kick D20, Defense: Platinum			
4,300	1	Movement: +130 ft. per round, Alertness: +40			
6,000	2	+4 Spirit, +4 Strength			
Adolescent			Age 6 to 12		
Exp.	#	Race skill description			
10,000	1	+12 Combat			
4,650	3	Health: +28, +2 Strength, +2 Spirit			
2,250	1	Attack: Kick 2D20			
8,000		Fly at 62 mph			
12,000	1	Health: +86			
Adult			Age 10 to 20		

Exp.	#	Race skill description
10,000	2	+12 Combat, Damage Resistance: +10
4,650	3	Save: +28, Defense: +3 Magic, +2 Spirit
2,250	1	Attack: Kick 3D20
12,000	1	Health: +86
Middle-age		Age 17 to 40
Exp.	#	Race skill description

12,000	1	+12 Combat
2,250	1	Attack: Kick 4D20
6,000	1	Damage Resistance: +6
12,000	1	Health: +86
Senior		Age 30 to 50
Exp.	#	Race skill description
12,000	1	+13 Combat
Grand total		= 175,350 Experience

# Peryton

**Alignment:** Animal

**Quote:** “If at first you don’t succeed, then skydiving isn’t for you.”—Steven Wright.

Type:	Animal – Pets		
Creation:	Hatch from egg		
Habitat:	Forest		
<b>Level:</b>	3	<b>Quantity:</b>	3
Defense:	+2 Magic		
<b>Health:</b>	183	Save:	70
<b>AC:</b>	50: 74*	<b>To Hit:</b>	50: 74*
* Magic blade			
Weapon:	Antler	Range:	7 ft.
Damage:	5D20	RDM:	0
<b>Resistance:</b>	-		
<b>Weakness:</b>	200% ice, Axe, satyr bow, disintegrate.		
Strength:	7	Dexterity:	10
Intelligence:	3	Spirit:	6
Movement:	35 ft.	Fly:	14 mph
Alertness:	15	Night Vision:	100 ft.
Size:	8 ft.	Weight:	550 lb.
Animal control:	87	Rider weight limit:	230 lb.
Price:	\$80,000		
Bounty:	\$9,000		
Skin:	Flesh and feathers		
Body:	Mammal		
Miles per day:	10		

They have the head of a deer with big antlers, eagle wings, and a human’s body. Oh and instead of a live birth, they lay eggs. But they are animals. While, other than the deer head they look like a sentient angel, they are a dog in mentality. It acts like a dog with respect to tools, armor, weapons, and clothing. This is problematic. The females are decidedly beautiful to most humanoids, and many cannot grasp the idea it’s just a dog.

As a player character, the peryton cannot speak any more than a dog can speak. This should impose an obstacle to the casting methods of speech and arm body speech, but the peryton ignores this do to how much magic is uses.

If you are having your character purchase them to use them as sex toys, you might want to reconsider. You will not get a chick with double-Ds. She is going to be flat as a board—buds at best. Do the math and check out her logical age. It might not be what you’re looking for.

15%	10%	8%	7%	6%	5%
\$15,400	\$11,600	\$10,080	\$9,320	\$8,560	\$7,800
15,518	10,345	8,276	7,242	6,207	5,173

**Reconciliation:** Not reconciled. But the concept is to use poison to dispel your magic and Haschak sisters to augment the damage of the dispel.

## Equipment & Loot

If you can find the nest there is a 45% chance there will be D6 eggs.

x1	Wide Area Mana Drain	D	F	M	W
	Skill	12	12	0	12

36% Dispel resistance,

x1	Haschak Sisters	H	A	S	C	H	A	K
	Skill	12	12	12	12	12	12	12

252% Dispel resistance,

x1	Elastic Heart	C	E	J	M
	Skill	12	12	12	0

36% Dispel resistance,

X2	Magic Blade	A	B	M	Y
	Skill	12	12	0	12

36% Dispel resistance, +24 AC /+24 to hit, 12\*(1.5) damage –or– (4D8 damage)

Child		Age 5 to 15			
Exp.	#	Race skill description			
1,000	1	+6 Defense			
4,000	3	+7 Combat, Defense: +1 Magic, Health: +40			
3,350	2	Fly at 14 mph, Save: +40			
700	2	Night vision: 100 ft., Movement: +5 ft. per round			
500	1	Attack: Antler Maul, D12 damage, 7 ft. reach			
Adolescent		Age 11 to 22			
Exp.	#	Race skill description			
3,350	1	Spell:x1 Haschak Sisters(6,6,6,6,6,6)			
3,350	1	Spell:x1 Poison(6,6,0,0,0,6,6)			
2,250	1	Spell:x1 Elastic Heart(6,6,6,0)			

[Age, Price, and Experience Calculator](#)

2,250	1	Attack: Antler Maul, 2D20 damage, 7 ft. reach
4,000	3	+7 Combat, Defense: +2 Magic, Health: +40
3,350	1	Spell:x2 Magic Blade(6,6,0,6)
Adult		Age 17 to 35
Exp.	#	Race skill description
2,250	1	Spell:x1 Haschak Sisters(9,9,9,9,9,9)
15,000	2	+16 Combat, Health: +80
2,250	1	Spell:x1 Poison(9,9,0,0,0,9,9)
2,250	1	Spell:x1 Wide Area Mana Drain(12,12,12)

500	1	Attack: Antler Maul, 5D20 damage, 7 ft. reach
4,000	2	Health: +23, Save: +30
3,350	1	Spell:X2 Magic Blade(9,9,0,9)
Middle-age		Age 30 to 70
Exp.	#	Race skill description
3,350	1	Spell:x1 Haschak Sisters(12,12,12,12,12,12)
3,350		Spell:x1 Poison(12,12,0,0,0,12,12)
3,350	1	Spell:X2 Magic Blade(12,12,0,12)
Senior		Age 40 to 90
Exp.	#	Race skill description
Grand total		= 103,450 Experience

# Phoenix

**Alignment:** Majestic

**Quote:** “If you think you are too small to make a difference, try sleeping with a mosquito.”—Dalai Lama.

**Type:** Animal – Birds

**Mythos:** Egyptian, Greek, and Chinese folklore.

**Creation:** Hatch from egg

**Habitat:** Surface of the Sun, forest, planes

**Level:** 8    **Quantity:** 1

**Defense:** +200 magic    **Damage Resistance:** 400

**Regeneration:** 100 per round

**Health:** 100,000    **Save:** 1,000

**AC:** 250    **To Hit:** 1,000

**Weapon:** Mystic bite    **Range:** Mystic bite

**Damage:** (D100)<sup>2</sup>    **RDM:** +100

**Resistance:** 100% fire, force, lava, light, wood

**Weakness:** 200% ice.

**Strength:** 25    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 3    **Spirit:** 10    **Comeliness:** 8

**Movement:** 45 ft.    **Fly:** 133 mph

**Alertness:** 14    **Night Vision:**  $\infty$

**Size:** 4 ft.    **Weight:** 30 lb.

**Animal control:** 185    **Rider weight limit:** 10 lb.

**Bounty:** \$13,000,000

**Skin:** Feathers

**Body:** Mammal

**Miles per day:** 500

The phoenix is the legendary bird of fire. Not only are they immortal, but if it is killed it will be immediately reborn; it is eternal! It does not need to breathe or eat. It can fly through any liquid (lava, molten steel, water, etc.) and deep space. The raw power of the phoenix is unparalleled except by its twin the umbrix. While the phoenix is the legendary bird of fire, the umbrix is the legendary bird of darkness.

While they have no need to eat, they thoroughly enjoy eating rainbow moss and moon tar. The phoenix fears nothing.

If there is more than one they are most likely mating. This is bad. On rare occasion they will lay eggs, and on further rare occasion the eggs will hatch. The hatching of a phoenix egg is a colossal event. Thunder floods the sky. Earthquakes shake the ground. Mountains nearby are torn apart. All the daily mana on every monster and mage in a thousand mile radius will be tapped and consumed completely. All magical objects within 200 miles will be drained to the point of cancellation and permanent destruction. This includes enchanted temples, golems, and juggernauts alike.

Where the egg once lay a 200 foot diameter crater will remain and the contents of which will be melted and flung up to 30 miles away in the blast. This is how a phoenix is born.

[Rebirth] = at death, and optionally at unconsciousness, they can be reborn. They are reborn at full health, full mana, full strength and power. They can be reborn with magic blade, become (any) elemental, shrink, enlarge, and bless 2 at 100 mana: (100...). They can chose the exact location to be reborn at form any location in the multiverse, and arrive with full knowledge of the surroundings as if rebirth occurred during a TIME STOP where they were able to study for a few minutes before arrival and adjust their location to accommodate their needs.

[Flight] = It can fly through any liquid: lava, molten steel, mud, water, etc. There is no loss of speed. They can fly through deep space at a speed equal to their “miles per hour” in “light years per day.” As part of their flight they can transcend any dimension, plane, or the realms of the living and dead. They can enter holding pockets, magic rooms, special planes, and even protected special planes such as a bodypainting golem plane.

**Reconciliation:** No.

## Equipment & Loot

If you can find the nest there is a 1% chance there will be an egg.

inf.	Fire Attack	A	B	E	H	I	M
	Skill	711	711	711	711	6	Void

inf.	Lava Attack	A	C	F	H	I	M
	Skill	711	711	711	711	5	Void

inf.	Light Web	A	B	E	H	I	K	K	M
711		1	0	711	13	711	711	Void	

inf.	Become (any) Elemental	A	C	L	M	N	O	P	T	Y
711		1	34	711	711	0	711	0	711	

# Pink Medusa (Euryal)

**Alignment:** Lustful and savage

**Quote:** “Being frugal does not equate to being cheap, petty, or delinquent, and in truth a smidge of grandeur can purchase favor, loyalty, and quality which in the long run will be economically advantageous.”—M. J. Leonard..., 1970-

Type:	Monster
Mythos:	Greek reinvented by Ryvah
Creation:	Immortality score of 100
Habitat:	City palace
<b>Level:</b>	<b>7</b>
<b>Quantity:</b>	<b>1</b>
Defense:	+70 magic
Regeneration:	7 per round
<b>Health:</b>	<b>7,000</b>
<b>AC:</b>	<b>377</b>
<b>Weapon:</b>	Mystic bite
<b>Damage:</b>	7D10
<b>Resistance:</b>	90% fire, lightning, poison, wood, force, light. 50% dagger, human bow, copper, nickel, zinc, silver, platinum.
<b>Weakness:</b>	200% energy drain, disintegrate, gold, mithral.
<b>Strength:</b> 5	<b>Dexterity:</b> 7
<b>Intelligence:</b> 9	<b>Spirit:</b> 9
<b>Watchdogs:</b>	humans
<b>Movement:</b>	30 ft.
<b>Alertness:</b>	35
<b>Size:</b>	5½ ft.
<b>Bounty:</b>	\$5,000,000
<b>Skin:</b>	Succulent flesh
<b>Body:</b>	humanoid
<b>Miles per day:</b>	10
<b>Perception:</b> 7	
<b>Comeliness:</b> 13	
<b>Fly:</b> 15 mph	
<b>Night Vision:</b> 0	
<b>Weight:</b>	110 lb.

Euryale is the name of one of the three sister-witches from Greek mythology. Ryvah reinvents the Euryale as its own augmentation of medusa, a fairy-like medusa as part of the Fairy Gods of Ryvah with Umi Darklord and the rest. She is not a sub-race, just as the blonde medusa is not a sub-race. Like any of the three medusa, she turns her victims to stone and skill drains them. Unlike the other medusa, Euryale has partners. She is a master aggregator of skill and experience. Her lair will be a mansion that looks more like Santa Clause's workshop. It will be huge with a wizards' lab, chemists' lab, carpentry workshop, a smithy, a foundry, an art studio, and many more product producing trades. She does not simply collect statues of victims; she mines victims. For example: she raid a city to find ten carpenters with 5,000 experience each, two with 10,000, and two with 15,000, two with 20,000, and two with 25,000. She keeps the most talented as flesh while

turning the rest to stone. She now skill drains the statues to pool their experience onto the masters effectively doubling or tripling their experience. How can we triple it? Well that old master with 25,000 in carpentry also had 10,000 and a fighter for his military service as a youth, 5,000 and a bartender while he was working through school, and another 2,000 in painting because he fancied himself an artist at one time. So he has 42,000 experience that can be matched with skill drain—and it's all going to be carpentry. He now sits at 67,000 experience.

To a Euryale this is just the beginning. She actively advertises and recruits high level masters to become her hyper-masters who are the subjects of her pooling. Virtually all of her statues are WILLING subjects. The low level craftsmen are not tortured; they are cared for. They don't age but can see, here, and . . . learn. They are placed in strategic locations to watch the masters for years, all the while their own talents are repurposed to augment the skills of the very masters they are watching. At some point those statues are dispelled and turned back to flesh. Notice how Euryale's dispel resistance on her turn to stone is intentionally lower than her ability to dispel it.

These factors have a strange effect on her collection of statues. Instead of lots of sexy girls and armor clad fighters, she has mostly young to middle-age men who are modestly clothed. Oh, and a few young women and children. What? Oh my gosh! Is this the dark savage side? No, no, no. It's not like that. A craftsman happened to have a wife and child and did not want them to grow old without him. The whole family was turned to stone. And guess what? Wife and child are in school too.

As for all that lust and sexual passion, instead of wasting it on the statues, she funnels it into pleasing her hyper master. But she does not stop there. These hyper masters get the best of everything! I'm talking about gourmet sheaf cooking, exotic dancers, incredible singers, silk bed sheets, and more. Why? SLB, baby. Yeah, standard of living bonus. This chick is savage on a whole new level.

Reconciliation: NOT RECONCILED

**Magically Enriched:** 25, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Lingerie armor +5 quality +5 Magic AC 7+5.

inf.	Turn to Stone							
E	H	I	K	M	N	O	R	
10	10	13	34	15	34	34	34	

inf.	Dispel		E	H	I	J	M
	Skill		34	34	13	34	Void

inf.	Skill Drain		C	L	L	M	N	O	R
	Skill		16	34	34	Void	34	16	34

Child		Age 0 to 75							
Exp.	#	Race skill description							
25,000	1	Ability: Turn to Stone (5,5,7,17,8,17,17,17)							
20,000	1	Ability: Dispel(17,17,7,17, Void)							
15,000	1	Ability: Skill Drain (8,17,17,Void,17,8,17)							
4,300	15	[Mystic Bite], Save: +20 (x8), RDM: +19 (x3), +3 Comeliness (x2), Fly at 15 mph							
7,000	7	Damage Resistance: +10 (x7)							
Adolescent		Age 60 to 150							
Exp.	#	Race skill description							

10,000	1	Ability: Turn to Stone (8,8,10,26,11,26,26,26)
10,000	1	Ability: Dispel(26,26,10,26, Void)
10,000	1	Ability: Skill Drain (12,26,26,Void,26,12,26)
8,500	99	Health: +70 (x99)
20,000	15	Defense: (+) +5 Magic (x14), Regenerating: 7 health per round, RDM: +40 (x18)
Adult		Age 100 to 600
Exp.	#	Race skill description
10,000	1	Ability: Turn to Stone (10,10,13,34,15,34,34,34)
10,000	1	Ability: Dispel(34,34,13,34, Void)
10,000	1	Ability: Skill Drain (16,34,34,Void,34,16,34)
Middle-age		Age 200 to 1,000
Exp.	#	Race skill description
70,000	7	+51 Combat (x7)
Senior		Age 705 and up
Exp.	#	Race skill description
50,000	1	+100 Melee
Grand total		= 1,915,000 Experience

**About the age chart:** This augmentation overlays whatever base exists without modifying it. Thus, nothing over 100 years old can become this augment because they would die instantly for failure to have required race skills. Further, while the base may be an adult, the augment could still be a child.

# Pixy

**Alignment:** Good, a champion of purity.

**Quote:** “Dispersal is often suitable for the weaker side; it is, in fact, a crucial principle of guerrilla warfare. When fighting a stronger army, concentrating your forces only makes you an easier target—better to dissolve into the scenery and frustrate your enemy with the elusiveness of your presence.”—48 Laws of Power.

Type:	Fey	
Mythos:	South western England folklore	
Creation:	Live birth	
Habitat:	Forest, giant magic crystals	
<b>Level:</b>	1	<b>Quantity:</b> 5
Defense:	+1 Magic	
Regeneration:	3 per round	
<b>Health:</b>	4	Save: 30
<b>AC:</b>	42	To Hit: 14
<b>Resistance:</b>	50% fire, force	
<b>Weakness:</b>	200% acid, sword, satyr bow, nickel.	
Strength:	4	Dexterity: 4 Perception: 8
Intelligence:	8	Spirit: 10 Comeliness: 9
Movement:	51 ft.	Fly: 17 mph
Alertness:	16	Night Vision: 0
Skill superiority:	Jeweler	
Size:	2 in.	Weight: 1/20 <sup>th</sup> oz.
Bounty:	\$1,200	
Skin:	Succulent flesh	
Body:	Humanoid	
Miles per day:	20	

These little buggers are tiny. The entire town can fit into a large tree. A park in the middle of a city could hold an entire kingdom of pixies. And they are epic hitch hikers. What is an “epic” hitch hiker? If 2 inches feels like 6 feet, then the feel of a 12 by 12 foot room would only require 4 by 4 inches, say 3 inches tall. Let’s make that a 5 by 4 to add a hallway outside the room. Add a half inch for wall thickness and you get 81.7 square inches per room, occupancy two pixies each. A palate with a standard 5 by 5 by 5 crate has 216,000 square inches. That is 2,647 rooms. That’s a pixy population of over 5,000!

“How much to ship this crate to ...”

“Ahh, it’s not that big, how about 200 copper?”

That is epic hitch hiking. The entire town can go walk-about and travel for virtually free.

“Grunt snort,” the orc fighter, “Ummm, boss. That village we was think’n ’bout hit’n tomorrow. Just heard, the pixy box arrived.”

“It don’t matter, we gots us 65 fighters.”

“Ummm, no boss.” Look of holy terror, “No, no, no, that box have over a hundred wizards, and a dozen arch-magic. No boss. Just no!”

## Equipment & Loot

Tiny jeweler’s tools, tiny spell book (Tierra, ring, necklace, or wand) +1 quality. Lingerie armor AC 2.

Reconciliation: level 1.

inf.	Disintegrate	E	H	I	K	M	N	O	R
	Skill	1	0	7	3	3	3	3	3

23% Dispel resistance, Save is 29. The 30% success / fail does not cause spell to fail. It only reduces damage. Base damage is 23, then subtract then mana that needs to be added to K, R, N, and O to allow the spell to succeed.

Child		Age 3 to 8							
Exp.	#	Race skill description							
1,000	1	+1 Spirit							
Adolescent		Age 6 to 15							
Exp.	#	Race skill description							
6,000	1	Ability: Disintegrate(1,0,7,3,3,3,3,3)							
1,000	2	+1 Intelligence, Save: +15							
3,350	2	+10 Defense, Fly at 17 mph							
300	1	+3 Dance							
700	3	Mana: +12 Light, +12 Evil protection, +12 Charm							
Adult		Age 12 to 38							
Exp.	#	Race skill description							
2,000	2	+5 Jeweler							
500	4	+5 Dance (x2), +5 Singing (x2)							
4,300	1	Defense: +1 Magic							
Middle-age		Age 27 to 60							
Exp.	#	Race skill description							
10,000	1	Regeneration: 3 health per round							
Senior		Age 45 to 80							
Exp.	#	Race skill description							
Grand total		= 38,400 Experience							

## Sub-race: Cotton Candy

The cotton candy are a bazar people with a bazar god. They pray to Oguth, the God of Clowns under the pantheon of . . . Quimpelton. They love large beasts and cotton candy. They have an amazing communion with nature and are very small. They are so small they can shape change into flowers and bask in the sun all day long. At night they whisper in the ears of some of the largest beasts around: bullets, flaming growtak, and purple worms. Cotton candy are peculiar in that they never have sex, sort of. You will never see two of them going at it. Yet they have lots of kids. A female cotton candy will spend most of her fertile life pregnant. You see while the girls like to spend most of their time basking in the sun in the shape of flowers, the boys are more adventurous and shape change into . . . bees. Their goal in life is to pollinate every flower in the field. The boys spend all day pollinating flowers and the girls spend all day basking in the sun. A mixed blessing for the boys is the girls all taste like cotton candy. While this makes the task of pollinating them very sweet most of the boys will be eaten by birds, raccoons, and everything else that can handle a one ounce snack. The boys also taste like cotton candy. Now once (and only once) during a boy's life, they will shape change into a small strawberry, a strawberry with a pointy tip. They do this to lure the girls over to nibble on the tip of the cotton candy's strawberry. The prank is the boys are told the girls will . . . "suck" on the tip. The reality is quite different. Thus, this only happens once during the boy's life. After she swallows that first . . . bite, and after he stops screaming, they all giggle and laugh.

The prime concept of a cotton candy is to have a large beast with a huge health, then have damage common, and now use her natural regeneration.

[Pixy Size] = indifferent to base race they are 3 inches tall.

Child		Age 3
Exp.	#	Race skill description
3,350	1	Animal: +7 Large Beasts
Auto	1	[Pixy Size]
100	1	Internal: Shape Change(3,3,3,1,0,0,0)
500	1	+10 Veterinarian
4,300	1	IFF(base race has wings) then {No Wings; Minimum: Max/Cap casting of 7;}
Adolescent		Age 6
Exp.	#	Race skill description
3,350	4	Mana: +21 AC, +21 To Hit, +21 Stone Skin, +22 Damage Commune
2,650	1	Animal: +8 Large Beasts
Adult		Age 10
Exp.	#	Race skill description
2,666	1	Animal: +8 Large Beasts
8,000	4	Spell: x5 AC(14...), x5 To Hit(14...), x5 Stone Skin(14...), x1 Damage Commune(14...)
Grand total		= 58,966 Experience

# Pseudo Dragon

**Alignment:** Animal

**Quote:** “If you fall—I’ll be there.”—Floor.

**Type:** Animal – Dragons

**Mythos:** Greece

**Creation:** Hatch from egg

**Habitat:** forest and shallow caves

**Level:** 2    **Quantity:** 1

**Defense:** Silver    **Damage Resistance:** 8

**Health:** 118    **Save:** 25

**AC:** 55    **To Hit:** 70

**Weapon:** Stinger    **Range:** -

**Damage:** D6    **RDM:** 0

**Resistance:** -

		Age, Price, and Experience Calculator							
Sub-race		Sub-race	100%	68%	60%	40%	20%	10%	
		Experience	\$14,216	\$14,216	\$9,894	\$8,814	\$6,113	\$3,412	\$2,061
			206,100	206,100	140,148	123,660	82,440	41,220	20,610
Moon Phase		42600	248,700	105	89	84	74	63	58
Catacomb		42800	248,900	106	89	84	74	63	58
Musical		51,500	257,600	107	90	85	75	64	59
Phantom		51950	258,050	107	90	85	75	64	59
Red		56050	262,150	107	90	86	75	64	59
Allegory		66450	272,550	109	91	87	76	65	60
Leafy		74450	280,550	110	92	88	77	66	60
Spotted		75850	281,950	110	92	88	77	66	60
Elk Horn		76350	282,450	110	92	88	77	66	60
Wingless		119900	326,000	115	97	92	81	69	63
Rusty		144500	350,600	118	99	95	83	71	65
Ram Bone		150600	356,700	119	100	95	83	71	65
Blazing		162800	368,900	120	101	96	84	72	66
Tsul		186100	392,200	123	103	99	86	74	68
			This is the animal control score required						

**Weakness:** 200% lightning, dagger, spear, sylph bow, zinc.

**Strength:** 7    **Dexterity:** 7    **Perception:** 8

**Intelligence:** 4    **Spirit:** 12    **Comeliness:** 8

**Movement:** 30 ft.    **Fly:** 50 mph

**Alertness:** 20    **Night Vision:** 50 ft.

**Size:** 3½ ft.    **Weight:** 15 lb.

**Animal control:** 87    **Rider weight limit:** 5 lb.

**Price:** \$14,216

**Bounty:** \$18,000

**Skin:** Scales

**Body:** Mammal

**Miles per day:** 50

This is a chart of sub-races of the pseudo dragon. There are many others, but this give you an idea. In orange we have the sub-race. In blue is the experience of the sub-race. The white column next to it

is the sum of both. This allows us to calculate the required animal control check at different ages. This would be the field of purple. It should be noted that a pseudo dragon without any sub-race has an 87 control check which would be lowered by age. Notice the price (green) and the volume of experience (teal) the animal has are NOT modified by the sub-race.

They are a distant relative of the larger dragons, the pseudo dragon is a wild creature often domesticated as a pet by wealthy lords or used as a familiar by wizards. And as you can see, they are breed in captivity with many variations

**Reconciliation:** level 2. Dragon Sight allows them to not target illusions or minions. Their attack is augmented with the spell poison which has a damage over time aspect.

## Equipment & Loot

If you can find the nest there is a 21% chance there will be 2D6 eggs.

## Age, Price, and Experience Calculator

68%	60%	40%	20%	10%
\$9,894	\$8,814	\$6,113	\$3,412	\$2,061
61,268	54,060	36,040	18,020	9,010

x4	Heal	A	J	M
	Skill	8	6	0

14% Dispel resistance, 32\*(1.5) healing –or– (4D10 + 4D12 healing)

x1	Poison	B	V	V	V	V	J	M
	Skill	5	10	10	10	10	10	0

55% Dispel resistance, 190% chance to dispel, 10 damage per round for 5 rounds. Damage on round 2, 3, 4, and 5 bypasses resistance, defense, and stone skin.

Child		Age 3 to 8
Exp.	#	Race skill description
4,300	1	[Dragon Sight]
6,000	2	+4 Spirit, Health: +50
2,250	1	Fly at 10 mph
1,000	1	Defense: Silver
8,600	1	+10 Combat
Adolescent		Age 6 to 12
Exp.	#	Race skill description
3,750	1	Fly at 28 mph
200	1	Attack: Stinger, D6 damage
6,000	1	Spell:x4 Heal(6,4,0)
		Endowment:x1
6,000	1	Poison(4,7,7,7,7,7,0)
2,250	1	Damage Resistance: +4
11,000	1	Health: +55
15,000	1	+10 Combat
Adult		Age 10 to 20
Exp.	#	Race skill description
2,000	1	Fly at 50 mph
7,750	1	Damage Resistance: +4
10,000	1	Spell:x4 Heal(8,6,0)
		Endowment:x1
10,000	1	Poison(5,10,10,10,10,10,0)
		<<Price Point>> 90,100 Experience
11,000	1	Health: +55
Middle-age		Age 17 to 40

Exp.	#	Race skill description
6,000	4	+6 Combat (x2), Mana: +13 Necromancy (x2)
10,000	1	Spell:x4 Heal(11,8,0)
4,000	1	Endowment:x1 Poison(7,13,13,13,13,13,0)
11,000	1	Health: +55
Senior		Age 30 to $\infty$
Exp.	#	Race skill description
6,000	4	+6 combat (x2), Mana: +13 Necromancy (x2)
32,000	1	Minimum Max: 13
Grand total		= 206,100 Experience

## Sub-race: Red.

The red is an especially race thing. Their skin is red; their hair or scales or fur is red. But it is their magic that revels their inner desire. They are machines of war. [Red] is a handicap.

[Red] = If you are attacked, then your next action must be to attack the target which attacked you. To flee after being attacked causes death.

Child			Age 3
Exp.	#	Race skill description	
Auto	1	[Red]	
		+2 Strength, +2 Dexterity, Health: +25, RDM: +8, Movement: +20 ft. per round	
2,250	5		
Adolescent			Age 6
Exp.	#	Race skill description	
2,250	2	Spell: x1 AC(880), x1 To Hit(880)	
		Spell: x1 Fly(9...),	
6,000	2	Invisibility(9...)	
		Spell: x1 Walk Through Walls(12...)	
8,000	1		
Adult			Age 10
Exp.	#	Race skill description	
8,000	1	+7 Combat	
4,300	1	Attack: 3D12 Damage	
Middle-age			Age 17
Exp.	#	Race skill description	
8,000	1	Effect: +5 A	
Senior			Age 30
Exp.	#	Race skill description	
Grand total			= 56,050 Experience

# Psychophile

**Alignment:** Molester of minds.

**Quote:** “As long as the illusion of choice feels real, people are content to ignore options not disclosed and are puppets who can be guided down even the most self-destructive of paths.” —M. J. Leonard..., 1970-

Type:	Monster		
Mythos:	Cthulhu reinvented by Ryvah		
Creation:	Parasitic infection		
Habitat:	Forest jungle, swamp.		
<b>Level:</b>	<b>5</b>	<b>Quantity:</b> 3	
Defense:	+5 Magic		
<b>Health:</b>	<b>4,000</b>	Save: 88	
<b>AC:</b>	88	<b>To Hit:</b> 125	
Weapon:	Tentacle	Range: -	
Damage:	4D10	RDM: 0	
Resistance:	50% force		
Weakness:	200% rock, mithral.		
Strength:	8	Dexterity: 7	Perception: 7
Intelligence:	13	Spirit: 4	Comeliness: 5
Predators:	Fire Giant, Sacrobeck		
Pray:	+50 Combat against Will-o'-wisp, Storm Giant		
Movement:	30 ft.	Fly: no.	
Alertness:	14	Night Vision: 0	
Size:	5½ ft.	Weight: 145 lb.	
Skin:	Skin		
Body:	Mammal		
Miles per day:	10		

A wave of painful thought manipulation can radiate out from their squid like tentacles attached to their head. With a flick of a fin it can bring you to your knees. They feed on the intellect of others like a chain smoker feeds on tobacco. As it slips into your mind and takes control it feels blissful rapture. As it fondles your thoughts and penetrates your memories, it feels sheer ecstasy. When they have satisfied their inner desires, their unwilling subject will often feel violated, shamed, and embarrassed. Interestingly enough a mind flair learns about as much about their subject by this act as men learn about women from kissing one. Virtually nothing. They can spend hours, and often do, foundling your innermost thoughts and don't even figure out your name. Their preferred targets are extremely intelligent ideally with some dramatization, passion, or rage thrown in for flavor. They don't care what age, sex, or race their victims are. They will often mind control 4 or 5 targets at a time and one was seen controlling more than a dozen. While under their power their subjects will often dance like chickens, sing old songs, but more often will indulge in what they do best. Archers will fire arrows, fighters will spare with each other, and

wizards will use their most powerful spells consuming precious alchemy. Before the mind flair is finished violating you it will take your money and excess valuables. It is likely to leave you with 20-70 copper coins, your primary weapons, even if magical, and your spell books and research papers. However that second magic sword that you plan on selling at the next city will adorn the mind flairs fire place mantle soon. The last thing you will see when you encounter one is a bright flash and a loud bang and boom as it teleports away.

To do battle with one is risky. While they seem harmless they are not. They don't need a sword to stab you with one. All they need is to mind control someone with a sword. At that point all of the skills and abilities of this person can be directed at killing anyone the mind flair wants. It is even worse when they mind control a wizard. That supper powerful spell the wizard was planning on using on the mind flair will now likely be used on any one attacking the mind flair. Total control means TOTAL CONTROL!

Child		Age 3 to 8
Exp.	#	Race skill description
4,300	1	[Sumicon Power]
1,500	2	Religion: +25 Zimbab, +25 Shadow Lord: requires [Sumicon Power]
1,000	2	[stench]: requires both Religion: +25 (Zimbab and Shadow Lord), [Beer]
6,000	2	+4 Intelligence: requires [Sumicon Power], Health: +50
1,250	2	Defense: Silver, Save: +25
8,600	1	+10 Combat
Adolescent		Age 6 to 12
Exp.	#	Race skill description
5,000	1	Attack: Tentacle 4D10 as Melee with 40 ft. reach
9,999	1	[Zimbab]
4,300	2	[Lausnes], Health: +40
3,300	1	Defense: +1 Magic
1,000	1	[Resilience]: requires [stench], Save: +20

5,000	1	Spell:x1 Mind Control(15,5,10,10,10,12))
11,000	1	Health: +55
15,000	1	+10 Combat
<b>Adult</b>		<b>Age 10 to 20</b>
Exp.	#	Race skill description
10,000	6	+10 Combat (x4), +20 melee (x2)
10,000	1	Defense: +5 Magic
10,000	1	Spell:x1 Mind Control(45,5,20,15,20,25))
11,000	9	Health: +100 (x9)
3,750	1	Ability: Teleport(6,6,0,0,void,6)
1,500	4	Save: +15 (x4)
12,000	1	[History]
<b>Middle-age</b>		<b>Age 17 to 40</b>
Exp.	#	Race skill description
6,000	4	+6 Combat (x2), Mana: +13 Necromancy (x2)
20,000	1	Spell:x1 Mind Control(65,5,25,15,25,33))
11,000	9	Health: +300 (x9)
<b>Senior</b>		<b>Age 30 to 57</b>
Exp.	#	Race skill description
6,000	4	+6 combat (x2), Mana: +13 Necromancy (x2)
30,000	1	Spell:x1 Mind Control(95,5,30,20,30,40))
32,000	1	Minimum Max: 13

Grand total = 521,049 Experience

If you are unlucky enough to have the task of having to kill a mind flair don't give up, strategies have been developed. Because magic detection will locate invisible targets, if you can cast it, cast it on a harmless peasant and have him tag along. Those beautiful velvet wizard robes the arch magi wares, well swap clothing with the peasant. Be careful of who has magic objects and alchemy. The magic detection is going to point out every one and if it can detect it the powerful ones will glow brightest. Mind flairs are smart. If it sees powerful alchemy and magic wands glowing under the rages of a peasant and a wizard in velvet robs without even a speck of magic the mind flair is going assume it is a trap and target the peasant first.

The other approach is range. Keep him at about 200 feet and turn him into a pin cushion. Preferably with obsidian arrowheads. In other words rock.

**Reconciliation:** Not reconciled. Most level 5 encounters have [Mystic Bite]; they do not. Instead they have a collection of abilities robbed from other races that make them nearly indestructible. They can take thousands of points of damage because of [Resilience]. If you kill it then they have [Zimbab], which gives them a 5 in 6 chance to instantly resurrect themselves. If that fails, then [Lausnes] saves them as they self-destruct and reappear in a block of ice. Entangle it and it teleports out. If you attack from a hundred miles away, then it uses [History] and teleport at one mile per round, and 100 rounds later it will be in your face sucking your brains out.

**Magically Enriched:** 12, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

x10	Mind Control	B	E	L	M	N	R
	Skill	95	5	30	20	30	40

420% Dispel resistance, Save -120 = 128

# Purple Worm

**Alignment:** Animal

**Quote:** “When Plan A doesn’t work, don’t worry, you still have 25 more letters to go through.”—unknown.

**Type:** Animal – Large beasts

**Creation:** Mitosis like a worm

**Habitat:** Cave, volcano, or canyon

**Level:** 7      **Quantity:** 1

**Defense:** +2 Magic      **Damage Resistance:** 20

**Regeneration:** 4 per round

**Health:** 144,000      **Save:** 220

**AC:** 201      **To Hit:** 250 / auto \*

\* On a miss they do half damage.

**Weapon:** Mystic bite      **Range:** Mystic bite

**Damage:** 4D100 (AOE 20 ft.)      **RDM:** +300

**Resistance:** -

**Weakness:** 200% energy drain, telekinesis,  
Disintegrate, mithral.

<b>Strength:</b>	8	<b>Dexterity:</b>	7	<b>Perception:</b>	7
<b>Intelligence:</b>	3	<b>Spirit:</b>	8	<b>Comeliness:</b>	5
<b>Movement:</b>	200 ft.			<b>Fly:</b>	no.
<b>Alertness:</b>	14			<b>Night Vision:</b>	600 ft.
<b>Size:</b>	100 ft.			<b>Weight:</b>	745,000 lb.
<b>Animal control:</b>	174			<b>Rider weight limit:</b>	215,000 lb.
<b>Price:</b>					
<b>Bounty:</b>	\$				
<b>Skin:</b>		<b>Skin</b>			
<b>Body:</b>		worm			
<b>Miles per day:</b>	10				

There are three common types of these worms: vanilla, chocolate, and strawberry. 99% of their body by weight is good food with a value of \$2 per pound at wholesale price. This meat is very tasty and nutritious and can last a month without refrigeration or preservation.

**Reconciliation:** not reconciled.

## Equipment & Loot



“The poorest man may, in his cottage, bid defiance to all the forces of the Crown. It may be frail, its roof may shake; the wind may blow through it; the storm may enter; the rain may enter; but the King of England may not enter; all his force dares not cross the threshold of the ruined tenement.”—William Pitt on the right to privacy, 1763, declared to Parliament.

# Quasit

**Alignment:**

Devious and greedy

**Quote:**  
Churchill.

“Truth is so precious that she should always be attended by a body guard of lies.”—Winston

**Type:** Monster

**Creation:** Parasitic infection

**Habitat:** Caves, temples, and thick forest.

**Level:** 2      **Quantity:** 5

**Defense:** Gold

**Health:** 20 + 30 stone skin    **Save:** 30: 42\* spell

20: 32\* spell      **To Hit:** 50: 62\* spell

**AC:** tiny dagger      **Range:** 60 ft.

**Weapon:** D0 +20 \*      **RDM:** +20

\*\* 20 damage from poison, 5 doses—5 daggers with one dose each.

**Resistance:** 50% acid.

**Weakness:** 200% fire, ice, poison, sword, satyr bow, copper.

**Strength:** 4      **Dexterity:** 7      **Perception:** 5

**Intelligence:** 8      **Spirit:** 10      **Comeliness:** 4

**Watchdogs:** Snakes and lizards

**Steeds:** Pigs

**Movement:** 20 ft.      **Fly:** 15 mph

**Alertness:** 10\*      **Night Vision:** 80 ft.

\* Party will always have surprise with +10 to hit.

**Skill superiority:** Tailor and dagger

**Size:** 2 ft.      **Weight:** 6 lb.

**Bounty:** \$3,600

**Skin:** Flesh

**Body:** Humanoid

**Miles per day:** 10

Have you studied geology? What is a quasit? Well like igneous rock we have humans. The igneous rock is uplifted and eroded—changing it into sedimentary rock. Somewhat like a human was morphed into orcs or fairies. This new sediment was then buried and pushed close to the mantle where it became metamorphic marble. Much like a human, elf, or orc can become an angel or demonic beast. But to

get to the quasit, we must circle the rock cycle . . . twice. They are the equivalent to a mega metamorphic rock. Imagine a marble uplifted, broken and eroded into a conglomerate of marble stones and precipitated malachite, then again buried, and again metamorphed (low grade) just enough to tweak it. Well, that would be like taking the demonic beast of a fairy and making the thing its own race. Vwala—we have a quasit.

They are not undead, they just look like one. Notice, it has no genitals. There is no vagina there, nor does it have any kind of penis. Instead it has [Parasitic Magic].

[Parasitic Magic] = Every time its magic imposes an effect on a target, there is a chance equal to its dispel resistance minus the target's (save × 3) to implant an egg or sperm someplace on the target's body, provided the body is over 60 pounds. Male quasits implant sperm, while females implant eggs. If a body gets both, then it has fertilized and grows. The doctor's cure score require to cure each egg or sperm in the dispel resistance divided by 5. So pretty easy. That stone skin would need a score of 2. To cure a fertilized egg is the sum of the two dispel resistances from the egg and sperm. While an adult quasit is six pounds, a baby that might be growing on you back would hatch out of a half-pound pimple. These pimples are extremely painful if you try to remove them, but they have no other effect. Well—they are ugly. It takes five months for a pimple to grow and pop.

Reconciliation: level 2. Of the five quasits, two will have copper daggers, two will have nickel daggers, and one will have zinc.

## Equipment & Loot

Tiny dagger (D0 no damage) silver +3 quality with 5 doses of mushroom poison (2 damage + 6 damage

round 2), Tiny bow D2 damage +1 quality +1 Magic, 14 arrows with mushroom poison. Tiny succubus hide armor AC 6, 100 copper, 2 gold, a camp will have cloth working tools.

x1	Stone Skin	C	M	S
	Skill	6	0	6

12% Dispel resistance,

x1	Defense	C	K	M	T
	Skill & Alchemy	6	10	0	6

22% Dispel resistance,

x1 each	To Hit and AC	C	M	V
	Skill & Alchemy	6	0	12

18% Dispel resistance, this is two separate spells.

x1	Protection	C	M	R
	Skill	6	0	4

10% Dispel resistance,

x1	Elastic Heart	C	E	J	M
	Skill	6	6	6	6

84% Dispel resistance,

x1	Disintegrate	E	H	I	K	M	N	O	R
	Skill	6	0	0	6	0	6	6	6

30% Dispel resistance, 30% Dispel resistance, Save is 38. The 60% success / fail does not cause spell to fail. It only reduces damage. Base damage is 30, then subtract then mana that needs to be added to K, R, N, and O to allow the spell to succeed.

Child		Age 3 to 8
Exp.	#	Race skill description
2,250	1	Spell:x1 Elastic Heart(6,6,6,6)
1,500	1	Spell:x1 each To Hit and AC(3,0,3)

2,250	1	Spell:x1 Defense(6,6,0,6) Age 6 to 40
Adolescent		Race skill description
Exp.	#	
1,500	1	Spell:x1 Protection(6,0,4)
		Spell:x1 Disintegrate(3,0,0,3,0,3,3,3)
	100	Night Vision: 80 ft.
Adult		Age 30 to 120
Exp.	#	Race skill description
6,000	1	Spell:x1 Disintegrate(6,0,0,6,0,6,6,6)
	3,350	Spell:x1 each To Hit and AC(6,0,6)
	3,350	Spell:x1 Stone Skin(6,0,6)
	3,350	Fly at 15 mph, RDM +7, Animals: +22 Pigs, Snakes, and Lizards
		[Parasitic Magic], Max: +4 One Round cast, Mana: +18 Stone skin, +18 To hit, +18 AC, +18 Defense, RDM: +8
	4,300	+2 Spirit, Save: +25, RDM: +5
Middle-age		Age 100 to 220
Exp.	#	Race skill description
3,350	3	Fly: +15 mph, RDM +7, Animals: +22 Pigs, Snakes, and Lizards
		Max: +4 One round cast, Mana: +18 Stone skin, +18 To hit, +18 AC, +18 Defense, RDM: +8
	4,300	+2 Spirit, Save: +25, RDM: +5
Senior		Age 200 to 300
Exp.	#	Race skill description
3,350	3	Fly: +15 mph, RDM +7, Animals: +22 Pigs, Snakes, and Lizards
		Max: +4 One Round cast, Mana: +18 Stone skin, +18 To hit, +18 AC, +18 Defense, RDM: +8
	4,300	+2 Spirit, Save: +25, RDM: +5
Grand total		= 155,750 Experience



“The basic tool for the manipulation of reality is the manipulation of words; you control the people who must use the words.” —Philip Dick. +++ Thus, we cannot allow anyone to ever alter the meaning of a word.

# Rakshasa

**Alignment:** Thoughtful, intellectual

**Quote:** “The only means to gain one’s end with people are force and cunning. Love also, they say; but that is to wait for sunshine, and life needs every moment.”—Johann Von Goethe, 1749-1832.

Type:	Monster	
Creation:	Live birth	
Habitat:	Temples, towers, or pyramids	
<b>Level:</b>	<b>5</b> <b>Quantity:</b> 7	
Defense:	+3 Magic	
<b>Health:</b>	<b>140</b>	Save: 121
<b>AC:</b>	260	<b>To Hit:</b> 90: auto
Weapon:	[Raks Claw]	Range: 999 ft.
Damage:	[5]	RDM: 0
Resistance:	50% ice, mud, light, sword, silver.	
Weakness:	200% lava, wood, force, satyr bow, energy drain, disintegrate, platinum.	
Strength:	7	Dexterity: 7      Perception: 8
Intelligence:	9	Spirit: 9      Comeliness: 7
Watchdogs:	cats	
Movement:	30 ft.	Fly: no.
Alertness:	20	Night Vision: 50 ft.
Skill superiority:	Sculptor and 2h Sword	
Size:	6 ft.	Weight: 180 lb.
Bounty:	\$70,000	
Skin:	Fur	
Body:	Mammal	
Miles per day:	10	

Rakshasa in Ryvah are forward paw cat people. The race was forged by the race of Chin Cats as a mortal version of the immortal Chin Cats. They are a non-god version of a cat person. The Chin Cats have a special relationship to the rakshasa much like Aphrodite, Thor, Athena, and Marduke. The gods often play with them and mate. But they know they are not supposed to. In many ways we could claim mankind was made by the gods for the very function of practicing infidelity. Why does the rich Duke employ sexy little girls in sexy skimpy French maid outfits? So with his tea and bisects he can eat a few cherries too.

With this we understand the rakshasa as a powerful race of elegance and beauty. They drip with magic, art, and gold. They love to sing, dance, and fornicate. They build majestic temples of breathtaking beauty. Yet we realize all of this is nothing more than the equivalent of a sexy little girl’s sexy skimpy French maid outfits that . . . oops, I forgot my panties and bra.

[Raks Claw] = This is an exterior interdimensional attack. It cannot use a “to hit” score. It is unaffected by magic and chi. It does not do damage. Rather it simply reduces the health of the target by 5 as if net damage has occurred. Think of it as not affecting the character, but bypassing the game as a whole to change the number on the “character sheet” directly.

Reconciliation: level 5.

## Equipment & Loot

Small 2h sword +3 quality +3 Magic nickel, small elven bow +3 quality +3 Magic D8 damage 150 ft. range. 100 gold coins, in their cottage they will have a Blue obelisk \$115,000 120 ft. range +6 To Hit melee +6 damage -12 to hit for non-rakshasa. 5 potions of jump(12, 11, 9) 121 ft. jump. +122% Dispel resistance to their spells, sculptor tools +4 quality +2 Magic. 100 units of art. 6 painting (13% chance to unlock a chi maneuver each, if they have one then roll again for a second)

Backed with alchemy	
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x1	Elastic Heart	C	E	J	M
	Skill & Alchemy	40	40	6	40

526% Dispel resistance,

x1	Lava Attack 2	A	C	F	H	I	K	M
	Skill & Alchemy	40	3	40	15	13	10	30

451% Dispel resistance,  $40 * (1.5)$  damage –or– (4D8 + 4D20 damage)

x1	Wood Attack 3	A	B	E	H	I	J	M	R
		40	10	14	40	13	6	40	20

583% Dispel resistance,

x1	Force Attack 3	A	B	E	H	I	J	M	R
		40	10	0	18	13	6	20	40

347% Dispel resistance,

x1	Conjure Force Elemental	A	D	L	M	N	O	P	T	Y	R
		40	40	34	0	40	6	30	0	40	30

260% Dispel resistance,

Child		Age 3 to 8									
Exp.	#	Race skill description									
3,350	1	Spell:x1 Elastic Heart(10,10,3,10)									
4,300	1	[Raks Claw], Defense: +1 Magic									
1,000	1	+1 Intelligence, +1 Spirit									
2,000	4	Health: +20, Save: +20, +5 Sculptor (x2): requires +1 Intelligence									
6,000	2	+10 2h Sword (x2): Requires both +5 Sculptor									
500	3	Night Vision: 50 ft., Animals: +5 Cats, Health: +5, Save: +10									
Adolescent		Age 6 to 12									
Exp.	#	Race skill description									
2,250	1	Spell:x1 Elastic Heart(15,15,5,15)									
10,000	1	Spell:x1 Lava Attack 2 (10,2,10,8,7,5,5)									
10,000	1	Spell:x1 Wood Attack 3 (10,5,7,10,7,3,10,10)									
10,000	1	Spell:x1 Force Attack 3 (10,5,0,9,7,3,10,10)									
3,700	4	+10 Defense, Defense: +3 Magic, Animals: +13 Cats, Health: +25									
Adult		Age 10 to 20									
Exp.	#	Race skill description									
3,350	1	Spell:x1 Elastic Heart(20,20,6,20)									
10,000	1	Spell:x1 Lava Attack 2 (15,2,15,11,10,8,8)									

10,000	1	Spell:x1 Wood Attack 3 (15,8,11,15,10,5,15,15)
10,000	1	Spell:x1 Force Attack 3 (15,8,0,14,10,5,15,15)
10,000	1	Spell:x1 Conjure Force Elemental (10,10,7,0,10,3,5,0,10)
6,000	9	+10 Defense (x5), Animals: +13 Cats, Health: +40 (x2), Save: +70
Middle-age		Age 17 to 40
Exp.	#	Race skill description
10,000	1	Spell:x1 Lava Attack 2 (20,3,20,15,13,10,10)
10,000	1	Spell:x1 Wood Attack 3 (20,10,14,20,13,6,20,20)
10,000	1	Spell:x1 Force Attack 3 (20,10,0,18,13,6,20,20)
10,000	1	Spell:x1 Conjure Force Elemental (15,15,11,0,15,5,8,0,15)
7,000	12	+10 Defense (x11), Animals: +13
Senior		Age 30 to 50
Exp.	#	Race skill description
10,000	1	Spell:x1 Conjure Force Elemental (20,20,14,0,20,6,10,0,20)
60,000	1	+70 combat
Grand total		= 368,550 Experience

## Sub-race: Machairodus

Mythos: Ryvah, creation of Quimpelton

Level: 4      Quantity: 1

Defense: +3 Magic

Health: 140:220      Save: 121:151

AC: 260:280      To Hit: 90: auto: 110

Strength: 7      Dexterity: 7      Perception: 8

Intelligence: 9      Spirit: 9      Comeliness: 7

Alertness: 20:50      Night Vision: 50 ft.

Size: 6 ft.:5ft. Weight: 180 lb.:87 lb.

Skin: The Machairodus pattern

Body: Cat ears, cat tail, cat fangs

Banshee hand, black beguiler main eye, ytidun ear, and sea lion scale: these four alchemy ingredients complete the sacred gem that marks a Machairodus as independent. These four components have been converted and made permanent. Prior to the acquisition of the gem of independence, they are a slave to all who possess such a gem. Anyone of any race or gender with the gem can command the Machairodus and they are compelled into servitude. This includes any act that would not cause over 20 damage to the Machairodus. This is only mitigated by already being someone's

slave. As such they will follow a good master through the fires of hell to avoid becoming a slave to a pervert. Or worse a human pervert. There are few things as humiliating and degrading as becoming the sex toy to some ugly fat old human with an over developed sex drive. Of course once they obtain their own gem, watch out. This is a mana battery for a “conjure force elemental” spell, and payback is ugly.

Reconciliation: this is a sub race.

Child		Age 120%
Exp.	#	Race skill description
Auto		[Machairodus Servitude]
4,300	2	+3 Comeliness, Animals: +18 Cats
1,000	1	+1 Intelligence
Adolescent		Age 120%
Exp.	#	Race skill description
2,000	4	Health: +20 (x4)
3,350	2	Save: +32, Alertness: +32
1,250	1	+1 Intelligence
Adult		Age 120%
Exp.	#	Race skill description
8,000	3	Mana: +30 Blue, +30 Conjunction, +55 Conjure Force Elemental
20,000	1	+20 Combat
10,000	1	Minimum Max: 18 One Round cast
12,000	1	Animals: +18 Cats
Middle-age		Age 130%
Exp.	#	Race skill description
8,000	3	Mana: +30 Blue, +30 Conjunction, +55 Conjure Force Elemental
10,000	1	Max: +10 One Round cast
Senior		Age 140%
Exp.	#	Race skill description
Grand total		= 125,550 Experience

## Sub-race: Wolfbain

She is typically a sub-race of a cat like a rakshasa or chin cat.; however, there is absolutely no trace of cat left in her. She bears resemblance to a cute little wolf puppy. While most sub-races only color or flavor the base race, the wolfbain overrides it completely. A drow elf is mostly elf with its pointy ears. A drow orc is mostly orc with its pig nose. On the other hand, a wolfbain orc, and wolfbain elf are indistinguishable from each other. A wolfbain fairy has no wings. The fairy will have all her race innates, but she will be unable to use those race innates that are clearly dependent on an exact body part that does not exist. Thus, the stinger-tail which allows the wyvern its poison attack does not exist, yet the breath weapon of the white dragon could be used. There are odd implications of this. A wolfbain animal is still an animal and can be beast-mastered. Now we all know the rule: It's okay to love your pet as long as you don't LOVE your pet. But, with a wolfbain, that doesn't really apply. I mean your wolfbain dog might look hotter than your wolfbain girlfriend might. Oh and because your beast master check is in the 80s, you can get this bitch to do *anything* you want. Now that wasn't a cuss word. I used bitch correctly. A bitch is a very high quality female dog used for breeding. So there is nothing vulgar about this. Well unless you realize that without the wolfbain sub-race we are talking about intimate sexual intercourse with an animal. Oh my God that's nasty. What kind of sicko would stick his junk in his pet? What if it was a wolfbain parrot? Now that would be foul. Hey, at least she doesn't have her beak anymore, so she won't snip it off when giving you a blow job. Okay, what you do with your pet is your own business. I mean: don't blame the dog—blame the owner. Oh, oh, I just had a cool idea. You could cast immortality on your wolfbain pet to make her a nightmare wolfbain. That way your AC will go up when you are riding her. “What the hell are you doing? We're under attack!” “I know, I know.”

# Red Dragon

**Alignment:** Power hungry egotistical

**Quote:** "I'm not in this world to live up to your expectations, and you're not in this world to live up to mine."—Bruce Lee.

**Type:** Dragon

**Creation:** Hatch from egg

**Habitat:** Cave

**Level:** Child Adoles. Adult Mid-age Senior

2½	3	4¾	5	6½
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**Quantity:** 1

**Defense:** +15 Magic

**Damage Resistance:**

Child	Adoles.	Adult	Mid-age	Senior
10	20	35	60	130

**Regeneration:** 1 per hour

**Health:** Child Adoles. Adult Mid-age Senior

105	255	405	1,905	5,405
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**Save:** Child Adoles. Adult

50	110	200
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**AC:** Child Adoles. Adult Mid-age

45	105	165	265
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**To Hit:** Child Adoles. Adult Mid-age

55	75	195	565
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**Weapon:** Mystic bite **Range:** Mystic bite

**Damage:** Child Adoles. Adult Mid-age

D20	3D20	5D20	15D100
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**RDM:** Child Adoles. Adult

+20	+40	+80
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**Resistance:** 90% fire, lava. 50% hammer, axe

**Weakness:** 200% ice, mithral.

**Strength:** 18 **Dexterity:** 8 **Perception:** 9

**Intelligence:** 10 **Spirit:** 12 **Comeliness:** 9

**Movement:** 80 ft. **Fly:** 90 mph

**Alertness:** 40 **Night Vision:** 230 ft.

**Size:** Child Adoles. Adult  
24 ft. 37 ft. 50 ft.

**Weight:** Child Adoles. Adult  
9,000 lb. 32,900 lb. 81,000 lb.

**Bounty:** Child Adoles. Adult Mid-age Senior  
\$14k \$21k \$36k \$100k \$300k

**Skin:** Scales

**Body:** Mammal

**Miles per day:** 70

The red dragon is by far the largest of the dragons. They have no fear of death and will often fight with ruthless deadly attacks. Unlike other dragons the red dragon lives to battle. They thrive on the fight. The red dragon will travel hundreds of miles just to pick a fight. It will often melee with fighters and

archers just for the fun of it. However, when wizards are present, especially those who can cast quite quickly, the flames go on and the wings unfold. Red dragons normally have at least one fire elemental as a servant and will often have several other servants as well. The reason for this is twofold. First, the red dragon dislikes manual labor. Second, they are not gentle creatures and like slamming into the walls of the cave they dwell in. This causes a great deal of structural instability and the servants are constantly reinforcing the cave with wooden support beams. For this reason reds seldom breathe fire in a cave. One good fiery blast can flood most caves, incinerate the supports, and collapse part or all of a cavern. This is just one example of those ruthless deadly tactics they like to use on wizards. A red would use this even if it meant he would be buried alive. If it is alive it will message other red dragons to come and dig it out. This, of course, is not the ideal way to deal with wizards. The preferred approach is for the red dragon to be sitting just outside a secret second exit to the cave when he floods it with fire. If the fire don't kill-em the mountain will.

Reds are not hermits. They are constantly messaging other reds. Frequently meeting them to spar, gossip and brag. They also like being around humans and orcs, which tend to war often. So even if it can't find a good fight, or its recovering from the last one, it can watch and be entertained by the senseless slaughter of thousands of lives.

The Nacirema are the animal form of a red dragon. They are different in a couple major ways. First, they are nowhere near as intelligent as other dragons with an intelligence of about 5. They don't use alchemy and have an animal control of 171. While they are very rare in the wild they are found frequently in cultures that have dragon riders. Nacirema are typically the steed of choice by beast masters. The clan of Riva is an ancient clan of orcs that mastered the art of riding dragons. The orcs were the first to control and ride the Nacirema red dragons and while other races have since learned the craft none have equaled the Riva clan's mastery.

**Reconciliation:** Not reconciled.

**Magically Enriched:** (level  $\times 3$ ), teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Loot is prorated to health.

5,000 platinum, 500 mithral. Casting wizards' lab 500 sq. ft. 20 spell books which range in quality and magic: (D12: 1-4 = +2 quality; 5-7 = +3 quality; 8-9 = +4 quality; 10 = +5; 11 = +6, 12 = +7) repeat for magic but reroll when too high for quality.

50 units of Art, 200 units of Education, 400 units of Equipment. 100,000 pounds of misc. stuff worth \$2,800,000 copper. If you can find the nest then there will be triple the yield of scales. If you can find the nest there is a 7% chance there will be 2D6 eggs.

x10 Transmute Ice to Fire						
D	E	H	I	J	M	R
25	25	25	25	25	25	25

335% Dispel resistance,

x20 Telepath			C	G	M
Skill			25	25	25

235% Dispel resistance,

x1 Conjure Fire Elemental									
A	D	L	M	N	O	P	T	R	Y
25	25	25	25	25	25	25	25	25	25

410% Dispel resistance,  $25^*(1.5)$  damage –or– (4D8 + 3D12 damage)

The defining aspect of a dragon in mythology is its torrent of fire that ejects from its jaws. In Ryvah it can be ice, acid, poison, lightning, and of course fire. In Ryvah a dragon's breath weapon is a magical spectacle of exotic and wild power rooted in mysticism and Divinity. Yet for all this, it is classified as non-magical. This is strange because it is the composition of 3 abilities and a spell which CAN be dispelled independently from the abilities. As an aspect of a dragon's breathe, all four are linked together and occur as one simultaneously. The first link is the evocation ability which defines the shape and duration. Because it's non-magical it follows the "Flood Fill" rules. Second we link dispel which will attempt to dispel everything in the area every round. This is what Haschak sisters is leveraging to do damage. And finally chandelier inflicts conditional effects to cripple particular enemies.

## Dragon Breath One

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	5	5	5	5	5	5	5	
inf.	Fire Attack	A	B	E	H	I	M		
	Skill	13	1	0	5	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	5	5	5	5	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	5	5	5	Void	5	5	5	5

$13^*(1.5)$  Damage, Cone 25 ft. long by 12.5 wide, 145% Chance to dispel, If no spells dispelled add  $5^*(1.5)$  damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add:  $5^*(1.5)$  damage, -10 AC and -10 To Hit, -15 Save, -45 ft. per round movement, And reduce their attacks and spells damage to 59% Haschak Sisters has 105% Dispel resistance,

## Dragon Breath Two

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	15	15	15	15	15	15	15	
inf.	Fire Attack	A	B	E	H	I	M		
	Skill	50	4	0	15	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	15	15	15	15	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	15	15	15	Void	15	15	15	15

$50^*(1.5)$  Damage, Cone 225 ft. long by 112.5 wide, 295% Chance to dispel, If no spells dispelled add  $15^*(1.5)$  damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add:  $15^*(1.5)$  damage, -30 AC and -30 To Hit, -45 Save, -135 ft. per round movement, and reduce their attacks and spells damage to 418% Haschak Sisters has 315% Dispel resistance,

## Dragon Breath Three

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	25	25	25	25	25	25	25	
inf.	Fire Attack	A	B	E	H	I	M		
	Skill	88	6	0	25	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	25	25	25	25	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	25	25	25	Void	25	25	25	25

$88^*(1.5)$  Damage, Cone 625 ft. long by 312.5 wide, 445% Chance to dispel, If no spells dispelled add  $25^*(1.5)$  damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add:  $25^*(1.5)$  damage, -50 AC and -50 To Hit, -75 Save, -225 ft. per round movement, and reduce their attacks and spells damage to 7.2% Haschak Sisters has 525% Dispel resistance,

## Dragon Breath Four

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	35	35	35	35	35	35	35	
inf.	Fire Attack	A	B	E	H	I	M		
	Skill	125	9	0	35	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	35	35	35	35	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	35	35	35	Void	35	35	35	35

125\*(1.5) Damage, Cone 1225 ft. long by 612.5 wide,  
 595% Chance to dispel, If no spells dispelled add  
 35\*(1.5) damage -- otherwise damage = mana  
 dispelled, Iff target has any of (Magic Blade, Elemental,  
 Poison, or Golem) then add: 35\*(1.5) damage, -70 AC  
 and -70 To Hit,-105 Save, -315 ft. per round movement,  
 and reduce their attacks and spells damage to 2.5%  
 Haschak Sisters has 735% Dispel resistance,

## Dragon Breath Five

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	45	45	45	45	45	45	45	
inf.	Fire Attack	A	B	E	H	I	M		
	Skill	163	11	0	45	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	45	45	45	45	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	45	45	45	Void	45	45	45	45

163\*(1.5) Damage, Cone 2025 ft. long by 1012.5 wide,  
 745% Chance to dispel, If no spells dispelled add  
 45\*(1.5) damage -- otherwise damage = mana  
 dispelled, Iff target has any of (Magic Blade, Elemental,  
 Poison, or Golem) then add: 45\*(1.5) damage, -90 AC  
 and -90 To Hit,-135 Save, -405 ft. per round movement,  
 and reduce their attacks and spells damage to 0.9%  
 Haschak Sisters has 945% Dispel resistance,

Child		Age 50 to 700							
Exp.	#	Race skill description							
1,000	1	Ability: Danger sense (15...)							
4,300	3	[Dragon Sight], [Slither move], Regeneration: 1 per hour.							
17,000	1	Health: +105							
2,700	2	Save: +25, Movement: +50 ft. per round							
17,000	2	+20 Defense, +20 Claw							
600	3	Attack: Claw D20, Night Vision: 230 ft., Alertness: +20							
20,000	1	Defense: +15 Magic							
14,000	2	Damage Resistance: 10, RDM: +20							
8,000	2	Dragon Breath One - defined above, Fly at 90 mph							

3,750	1	Spell:x10 Transmute Ice to Fire (13,13,13,13,13,13,13)		
6,250	1	Spell:x20 Telepath (13,13,13)		
37,500	1	Spell:x1 Conjure Fire Elemental (13,13,13,13,13,13,13,13)		
Adolescent		Age 500 to 3,500		
Exp.	#	Race skill description		
6,000	3	RDM: +10 (x2), [Mystic Bite]		
5,000	2	Save: +45, [Wing Strike]		
20,000	6	+30 Defense (x2), +30 Claw (x4)		
		Health: +150, Damage Resistance: +10		
15,000	2	Attack: Claw 3D20, Save: +15		
700	2	Spell:x10 Transmute Ice to Fire (19,19,19,19,19,19,19)		
3,750	1	Spell:x20 Telepath (19,19,19)		
3,750	1	Spell:x1 Conjure Fire Elemental (19,19,19,19,19,19,19,19)		
31,250	1	Dragon Breath Two - defined above		
30,500	1	Adult		
		Age 3,000 to 13,000		
Exp.	#	Race skill description		
		Health: +150, Damage Resistance: +15		
17,000	2	35,000	2	+70 Defense, +80 Claw
		Attack: Claw 5D20, Save: +45 (x2), RDM: +10 (x4)		
2,500	1	Spell:x10 Transmute Ice to Fire (25,25,25,25,25,25)		
2,500	1	Spell:x20 Telepath (25,25,25)		
25,000	1	Spell:x1 Conjure Fire Elemental (25,25,25,25,25,25,25,25)		
11,500	1	Dragon Breath Three - defined above		
Middle-age		Age 12,000 to 33,000		
Exp.	#	Race skill description		
		Health: +300 (x5), Damage Resistance: +25		
17,000	6	10,000	1	Attack: Claw 15D100
		50,000	4	+100 Defense, +90 Claw (x3)
12,500	1	Dragon Breath Four - defined above		
Senior		Age 30,000 to Immortal		
Exp.	#	Race skill description		
		Health: +700 (x5), Damage Resistance: +70		
20,000	6	13,500	1	Dragon Breath Five - defined above
Grand total		= 1,070,750 Experience		

## WILD DRAGON-animal

Age, Price, and Experience Calculator

Notes			Breath	Transmute Ice to Fire	Telepath
Price	\$14,060	\$36,030	\$51,240	\$65,925	\$82,860

Experience	70,300	120,100	128,100	131,850	138,100
Animal Control	81	88	89	90	91

# Red Slime

Alignment: Animal

Quote: “Be the change you want to see in the world.”—Mahatma Gandhi.

Type: Animal – Slime

Creation: Spell: Slime, or osmosis

Habitat: jungle or forest

Level: 1      Quantity: 30

Health: 1      Save: 10

AC: 15      To Hit: Auto

Weapon: Suck      Range: -

Damage: D4-1      RDM: 0

Resistance: (\*100% swords, axes, dagger, hammer, spear, all bows: human, elf, sylph, and satyr), \*the effects of ignition, mystic weapon of, or magic blade will shut off this 100% resistance.

Weakness: -

Strength: 3      Dexterity: 3      Perception: 3

Intelligence: 0      Spirit: 3      Comeliness: 3

Movement: 1 ft.      Fly: no.

Alertness: 5      Night Vision: 0

Size: 9 in.      Weight: 5½ oz.

Animal control: 40      Rider weight limit: Not allowed

Price: \$50

Bounty: \$200

Skin: slime

Body: worm-like slug

Miles per day: 0

Yet another product of the spell slime. This is what people don't talk about when they want to use the spell. It is like how you don't talk about a very negative possibility when you want to do something that has risk. “No, don't worry about it. It's going to be great.” Two hours and a spell later, “Oh, I'm so sorry.”

The red slime is the lowest of the slimes, and close to the lowest of things. Few creatures want to die. A person who has become a red slime probably does. You know life must really suck when the thing fighting you to the death wants YOU to win.

Reconciliation: level 1. They attack while you sleep on the ground. To determine a target's share of slimes you sum the weight of all living things sleeping on the ground. Those who sleep in trees are omitted. Undead are omitted. Divide by 30 larva proportionally by weight. Red slime attack you from inside your clothing. Thus, effects of magic armor you are wearing do not apply. Thus the +1 Magic armor that give its wearer 1 point of damage resistance will not function. While a target is taking non-health damage the target does not awaken—it causes no pain. Every time you take more than 1 health of damage, then you awaken on an alertness check of 30 or better. Levels of combat are part of this alertness check.

The chance of detection by a person on watch is their intelligence + perception + survival + combat: 28 needed.

Every round, every slime has a 25% of burrowing up out of the ground into a target on the ground and into the target's clothing to begin attacking.

## Equipment & Loot

Child	#	Age 3 to 8
Exp.	#	Race skill description
		they have no skills

# Remorhaz

Alignment: Animal

**Quote:** “The best way to predict your future is to create it.”—Abraham Lincoln.

Type:	Animal – Large beasts		
Creation:	Hatch from egg		
Habitat:	Cave, volcano, or canyon		
Level:	6	Quantity:	3
Defense:	+10 magic	Damage Resistance:	12
Regeneration:	1 per minute		
Health:	<b>14,000</b>	Save:	161
AC:	258	To Hit:	775
Weapon:	Mystic bite	Range:	Mystic bite
Damage:	4D100	RDM:	+300
Resistance:	90% fire, ice, poison, dagger		
Weakness:	200% mud, light, energy drain, platinum.		
Strength: 8	Dexterity: 7	Perception: 7	
Intelligence: 3	Spirit: 8	Comeliness: 5	
Movement:	45 ft.	Fly:	no.
Alertness:	14	Night Vision:	0
Size:	40 ft.	Weight:	45,000 lb.
Animal control:	145	Rider weight limit:	15,000 lb.
Price:	\$450,000		
Bounty:	\$480,000		
Skin:	Exoskeleton		
Body:	Insect		
Miles per day:	10		

They are walking infernos and radiate extreme heat. Remorhaz is wizard poison. It is attracted to magic and instinctual prays on those who use magic.

[Obstruction] = this ability allows the Remorhaz to grind up an amount of ground (dirt, wood, or rock) and mix it in its belly, then excrete it out to make a tubular wall around it which hardens. The volume of wall it can make per round is equal to its weight/ volume  $\times 5$ . The wall inherits the anti-magic aura of the Remorhaz until the duration ends—and it collapses. This is a semi-tight fitting tube the length of its body (no front or back) with 100,000 health.

Reconciliation: our level 6 heroes needed to use all their efforts to get to a one shot 660 to hit with their mystic mud +6+6 weapon (dex., str.) backed by maxed out magic blade, elemental, and to hit (which was all dispelled . . . after damage), each hit did  $250 \times \text{mud}$ , light, platinum = 2,000 damage and there are two fighters. Teleport away and do it all again tomorrow. They regenerated 1280 health per day, thus  $720 \times 2$

damage AOER or slice to all of them. Thus it took 10 days. The Remorhaz hit back for 700 damage each, thus one resurrection per day as the fighter who gets hit goes down.

## Equipment & Loot

If you can find the nest there is an 18% chance there will be 2D4 eggs.

x1	Anti-Magic Aura								
D	H	I	J	L	L	L	L	4M	
1	0	2	162	1	0	0	0	57	

2503% Dispел resistance, 2503% Chance to dispel.

Child			Age 3 to 11
Exp.	#	Race skill description	
1,500	1	Endowment:x1 Anti-Magic Aura (1,0,2,4,0,0,0,3): this has 130%	
1,000	3	+1 Strength, +1 Spirit, Damage Resistance: +3	
1,500	2	Movement: +15 ft. per round, Defense: Gold	
5,000	1	Health: +50	
4,300	5	[Obstruction], [Dragon Sight], [Slither Move], [Animal Charge], [Mystic Bite]	
Adolescent			Age 6 to 30
Exp.	#	Race skill description	
3,350	1	Endowment:x1 Anti-Magic Aura (1,0,0,15,4,0,0,0,7): this has 307%	
4,500	1	Defense: +2 Magic	
5,000	2	Damage Resistance: +3, Regeneration: 1 per minute	
5,000	4	Health: +50 (x2), Save: +45, RDM: +10	
4,300	3	Attack: 3D20, +10 Combat (x2)	
Adult			Age 25 to 70
Exp.	#	Race skill description	
12,000	1	Endowment:x1 Anti-Magic Aura (1,0,5,54,0,0,0,0,20): this has 880%	
12,000	1	Defense: +10 Magic	
6,000	1	Damage Resistance: +3	
8,000	10	Health: +50 (x7), Save: +45, RDM: +10 (x2)	

10,000	13	Attack: D100, +10 Combat (x8), +50 Bite (x4)
Middle-age		
Exp.	#	Race skill description
20,000	1	Endowment:x1 Anti-Magic Aura (1,0,2,115,2,0,0,0,41): this has 1801%
6,000	1	Damage Resistance: +3
30,000	10	Health: +500 (x11), Save: +50, RDM: +30 (x3)
10,000	1	Attack: 2D100 , +10 Combat (x8), +50 Bite (x4)

Senior	#	Age 100 to 300
Exp.	#	Race skill description
40,000	1	Endowment:x1 Anti-Magic Aura (1,0,2,1162,1,0,0,0,57): this has 2503%
30,000	10	Health: +1,000 (x8), RDM: +30 (x6)
10,000	9	Attack: 3D100 , +10 combat (x5), +50 Bite (x3)
Grand total		= 1,090,750 Experience

# Rewoprewolf

**Alignment:** Merchant, not involved

**Quote:** “Tantrums neither intimidate nor inspire loyalty. They only create doubts and uneasiness about your power. Exposing your weakness, these stormy eruptions often herald a fall.”—48 Laws of Power.

Type:	Monster		
Mythos:	Ryvah – creation of Liaka		
Creation:	Live birth		
Habitat:	Forest and rivers.		
<b>Level:</b>	<b>6</b>	<b>Quantity:</b> 2	
Defense:	+3 Magic	Damage Resistance: 33	
Regeneration:	3 per round		
<b>Health:</b>	<b>3,333</b>	Save: 333	
<b>AC:</b>	33	<b>To Hit:</b> 3,333	
Weapon:	Scythe	Range: Mystic Bite	
Damage:	D8	RDM: +33	
Resistance:	50% fire, lightning, poison, sword		
Weakness:	200% lava, rock		
Strength:	10	Dexterity: 7	Perception: 7
Intelligence:	15	Spirit: 5	Comeliness: 9
Movement:	90 ft.	Fly: 170 mph	
Alertness:	30	Night Vision: 0	
Size:	5 ft.	Weight: 90 lb.	
Bounty:	\$730,000		
Skin:	Succulent flesh		
Body:	Humanoid with wings		
Miles per day:	300		

The rewoprewolf is a ridiculously powerful pseudo demigod race of wolfish forest spirits with wings of huge feathers. They love to eat alchemical flowers and plants. They live on them. Without the alchemical plants they lose all access to all their race skills including the ability to fly. They can live without alchemy—they just don't like to. Their bodies consume 500 points a day. Alchemy with the words (flower, daisies, blossom, lily, rose, and daisy) are worth mana<sup>2</sup> ×10 points.

Ruby rose, 16 mana = 2,560 points.

Saphyre blossom, 8 mana = 640 points.

Sapphire daisy, 17 mana = 2,890 points.

While plant alchemy is worth mana<sup>2</sup> ×3.

Sand milk, 2 mana = 12 points.

Saphyre leaf, 3 mana = 27 points.

Saphyre oil, 3 mana = 27 points.

Depending on their regen different plants may or may not be available. Some are cheap while others are very expensive. Frequently a rewoprewolf will be faced with a moral dilemma. This food requirement can be like an expensive drug habit consuming hundreds of copper a day, every day. The points will accumulate and any

unspent points rollover to the next day, but a single rewoprewolf can drain a town dry. A pair can drain a city. What will a group of them do? They are mythical beasts not good woodland fay. They are not above using all that power to insure their supply of flowers goes uninterrupted. They don't like enslaving dryads to manage alchemy farms, but they will. They will conquer cabins, keeps, caves, and even villages only to sale them to the highest bidder. They will pirate the seas and rape the mountains. Anything that makes a lot of money they will do. All of this is just an attempt to get enough money to purchase enough alchemy so they never lose all their power.

[Food Requirement] = This skill cannot be gained by any other [] skill, skill, or mechanism. The fairy dragon cannot gain it; shape change cannot gain it, it cannot be selected as part of [Cherry], etc.

This handicap is offset by a reduction in the price of all race skills by 50%. This math has NOT been done for you. Thus, while the age chart says 1,500 experience for +20 to save, because of food requirement it is 750 experience for +20 save. The reason it was done this way is to make it clear that all race skills regardless of origin are part of the food requirement. Thus, sub-race, augmentations, and even half breed skills are included. And, if they do not have a positive point balance then all of them are gone. They cannot go below zero points, and points are gained from alchemical flowers and plants as described above. Further, at the game master's discretion the requirements of a one day shelf life, fresh cut, and prior to its preparation into alchemical can be imposed or started. This food CANNOT be purchased at character creation.

Reconciliation: NOT reconciled!

**Magically Enriched:** 21, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

X2	Summon Light Beast	B	J	M
	Skill	20	20	20

260% Dispel resistance,

x1	Become Light Elemental								
A	C	L	M	N	O	P	T	Y	
20	20	20	20	0	0	20	20	20	

340% Dispel resistance,  $20^*(1.5)$  damage –or– (4D8 + 4D20 damage)

x2	Magic Blade			A	B	M	Y
	Skill			20	20	20	20

280% Dispel resistance,

Child		Age 75 to 150					
Exp.	#	Race skill description					
Auto	1	[Food Requirement]					
1,500	3	Save: +20, Health: +20, Glide at 80%					
1,000	3	+1 Strength, +1 Comeliness, Alertness: +15					
6,000	1	Max: +12 No Restriction Combat					
Adolescent		Age 100 to 700					
Exp.	#	Race skill description					
4,300	4	{+3 Intelligence (x2)}: requires save +60, Fly at 30 mph, Movement: +60 ft. per round					
3,350	1	Defense: Mithral					
8,000	3	Health: +60, Save: +60, RDM: +14					
Adult		Age 500 to 2500					
Exp.	#	Race skill description					
12,000	1	Spell:x2 Magic Blade(10,10,10,10)					
12,000	1	Spell:x1 Become Light Elemental (10,10,10,10,0,0,10,10,10)					
12,000	1	Spell:x2 Summon Light Beast (10,10,10)					
5,000	1	Fly at 80 mph					
4,650	3	Defense: +3 Magic, [Mystic Bite], RDM: +19					
Middle-age		Age 2000 to 3000					
Exp.	#	Race skill description					
8,000	1	Spell:X2 Magic Blade(15,15,15,15)					
8,000	1	Spell:x1 Become Light Elemental (15,15,15,15,0,0,15,15,15)					
8,000	1	Spell:X2 Summon Light Beast (15,15,15)					
5,000	1	Fly at 170 mph					
10,000	101	+33 Scythe (x101)					
Senior		Age 2800 to 3500					

Exp.	#	Race skill description
Grand total		= 1,152,000 Experience

## Sub-race: Golem

The golem people were forged by the God-king Liaka. They don't so much worship her as they acknowledge her. They have a deep fascination with fossils and ancient artifacts. Not necessarily useful objects but the very old and fragile objects. They love old marble and bronze sculptures, but don't really fancy art or jewelry. In some respects they are simple folks, but in others they are very sophisticated. For example: their precious air loom sword will likely be little more than a blade, hilt, and guard. It will have no runes, no gems, and no wasteful effort. It will simply be a +5 magical blade with 5 dice of mystic fire and drips with spells. Now extrapolate that philosophy across their entire life.

Now we tweak it. The reason we call them golem is because that is what they are masters of. They are the grand masters of golems. They make them, forge them, animate them, and bind them. That sword will be a golem.

The sword will still be frugal, but artistically brilliantly. The art will also be a master piece, because that increases the power of the golem. While they don't seem to have much interest in art, they do see it as a means to an end.

Child		Age 3					
Exp.	#	Race skill description					
4,300	1	+3 Intelligence					
2,250	3	+22 Archeologist, +22 Metallurgist, +22 Locksmith					
Adolescent		Age 6					
Exp.	#	Race skill description					
Adult		Age 10					
Exp.	#	Race skill description					
30,000	1	Mana: +50 Blue					
5,000	7	Effect: +5 B, +3 C, +7 M, +3 P, +5 Q, +5 R, +5 W					
Middle-age		Age 17					
Exp.	#	Race skill description					
20,000	3	Spell: x1 Forge Golem(20...), x1 Animate Golem(20...), x1 Bind / Release Golem(20...)					
Senior		Age 30					
Exp.	#	Race skill description					
20,000	1	Spell: x1 Permanency(20...)					
Grand total		= 156,050 Experience					

## Sub-race: Polka dot

The polka dot are a bazar people with bazar customs and a bazar God. They worship Oguth, the God of Clowns under the pantheon of . . . Quimpelton. They tend to dress like clowns and use strange objects as weapons: a fork, a steel mug, a chair, a pair of woman's panties. Thus, one can imagine a polka dot having 5 levels in "my socks +4 quality, +1 Magic," (extra damage if they are smelly). Then there is the [Your Turn] rule in battle.

[Your Turn] = after a polka dot hurts their opponent, they are not allowed to hurt them again until after the polka dot takes damage.

Oh but the madness doesn't stop there. This also applies to food. You may take one bite--then you must wait until your food attacks you back. As such they always carry little orderves swords they can imbed in their food. Then after each bite they head-butts their food until they bleed. Okay take a deep breathe. As for the sex, well after a pair of polka dots have sex they flip a coin to see who will get pregnant. Then there is the [You steel my sunshine].

[You steel my sunshine] = anyone who kisses a polka dot on the lips will gain a free casting of one of these four spells: Become (Fire, Ice, Mud, or Wood) Elemental with mana equally distributed of a total of the two escort checks, (required). The kiss can only be made by an enemy, and all enemies gain the knowledge they can do this. Further all enemies within 5 feet get to try to push up on the polka dot and kiss her. To determine success your enemy makes a dexterity check against the polka dot. No skills are added to this check.

30,000	1	+20 Combat
Middle-age		Age 17
Exp.	#	Race skill description
		Ability: Become (Fire, Ice, Wood, or Mud) Elemental (25,1,1,0,1,0,25,0,25)
15,000	4	
Senior		Age 30
Exp.	#	Race skill description
Grand total		= 116,900 Experience

## Sub-race: Popcorn

They are quacky and passionate little characters with a love of theatre, comedy, and poetry. Bars and cafés are an excuse to have a stage. The largest building in town will be the grand theatre and it will be booked around the clock months in advance. They also love wolves. They ride them, train them, and breed them. The population of wolves will often outnumber the popcorn. They will have a vast range of breeds. While they are beloved pets, they double as a slave labor workforce. The work the wolves do is beyond reason. It's one thing for your pet to fetch a stick for you for your fireplace. It's another when they cut, trim, plane, and sand their own lumber for their own doghouse . . . after they fix the plumbing in your bathroom. The popcorn are also known as the lord of druids, a reference to the casting method--not the cult culture. They worship Pickilo Peet, God of Thunder and Crops within the pantheon of Milkior. They always have vast fields of corn to make cornmeal, bead, and . . . popcorn. They flavor their popcorn with a variety of syrups: Salt & butter, Carmel, chocolate, mocha, cheddar cheese, strawberry, and malt. While they have many sacred rituals, none are truly sacred. for example: Ogenol -- ritual of Godly power, held deep in the bowels of the catacombs hundreds of feet down in the sacred alter chamber. Admission: 15 copper, 10 copper for seniors and kids under 12. Popcorn: 4 copper a bucket; drinks: 3 copper. While the alter chamber only holds a dozen druids the giant room dug out by the wolves handles 300 spectators. Oh, and there are wizard eyes for home viewing: monthly subscription is only 50 copper. As an aspect of making their theatres available to more customers, the popcorn created the most advanced surveillance system imaginable. Wizard eye 2 to see, message to communicate, contingency to operate the message, and yield mana to refill it. Now add the wolf pack. Now add summon thorn beast which will be cast on locations by contingencies with wizard eyes and they can control the entire area without ever getting off the couch. Well, that's what one popcorn can do. What do you think a town of them can do?

Child		Age 3
Exp.	#	Race skill description
Auto	2	[You Steel My Sunshine], [Your Turn]
500	1	Internal: x40 Heal(111)
3,350	1	Minimum AC: 40
700	1	RDM: +9
3,350	1	+33 Escort
Adolescent		Age 6
Exp.	#	Race skill description
500	1	+7 Escort
Adult		Age 10
Exp.	#	Race skill description
1,000	4	Ability: Become (Fire, Ice, Wood, or Mud) Elemental(311010303)
8,500	1	Health: +50
		Spell: x8 Imprisonment(10...), x1 Voodoo Doll(10...), x8 Clairvoyance(10...)
2,000	3	

[Wolf Skill] = these skills apply only to your bonded animals.

Child			Age 3		
Exp.	#	Race skill description			
1,500	1	+15 Performer			
4,300	1	Animal: +10 Wolf			
3,350	3	Spell: x5 Wizard Eye 2(770), x50 Message(120), x5 Contingency(4...)			
Adolescent			Age 6		
Exp.	#	Race skill description			
10,000	1	[Wolf Skill: +20 Carpenter, +20 Smith, +20 Tailor, +40 Farming, +40 Cooking ]			
2,250	1	Spell: x3 Yield Mana(8...)			

Adult			Age 10		
Exp.	#	Race skill description			
4,300	1	Animal: +10 Wolf			
4,300	1	Spell: x5 Summon Thorn Beast (10,10,0)			
8,000	3	Minimum Max of: 13 Nothing, of 13 One Round, of 13 Arm Body Speech			
Middle-age			Age 17		
Exp.	#	Race skill description			
4,300	1	Animal: +10 Wolf			
40,000	1	Spell: x5 Summon Thorn Beast(19,19,19)			
Grand total			= 105,000 Experience		

# Roc

**Alignment:** Animal

**Quote:** “You can’t have a million dollar dream on a minimum wage work ethic.”—unknown.

**Type:** Animal – Birds

**Creation:** Hatch from egg

**Habitat:** Mountains

**Level:** 6    **Quantity:** 2

**Regeneration:** 30 per round

**Health:** 5,000    **Save:** 150

**AC:** 30    **To Hit:** 80\*

\* The spell David Hamilton adds + or – 200 per round.

**Weapon:** Claw    **Range:** Mystic Bite

**Damage:** 3D100    **RDM:** +250

**Resistance:** 50% ice, spear

**Weakness:** 200% thorn, force, energy drain

**Strength:** 7    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 3    **Spirit:** 13    **Comeliness:** 8

**Movement:** 90 ft.\*    **Fly:** 150 mph\*

\* can add a 400 ft. jump every round.

**Alertness:** 20    **Night Vision:** 200 ft. \*

\* They are not nocturnal, they do not attack at night.

**Size:** 90 ft.    **Weight:** 500,000 lb.

**Animal control:** 148    **Rider weight limit:** 168,000 lb.

**Bounty:** \$720,000

**Skin:** Feathers

**Body:** Mammal

**Miles per day:** 1,500

A gigantic majestic bird of epic scale, the roc is amongst the largest of living things. While it is an animal, it has a kinship with winged good woodland fay: nymph, sylph, sprite, fairy, and pixy. The hate dragons with an instinctual rage. The eat dragons, but it goes way past food. A roc will kill a dragon just to be rid of it. It is a racial war like that between a lion and hyena. But, which one is the lion? That's harder to figure out. In general, the territories of dragons and roc do not overlap. One will eventually kill off the other.

**Reconciliation:** level 6. Only the roc with David Hamilton will initiate battle. They have a high pain tolerance and normally do not retaliate until after they have taken 1,000 damage. Then the one with David Hamilton will attack with the sum of Maddie Ziegler and a massive “to hit” score. It only requires a minute for a roc to regenerate the 1,000 damage. (33 rounds at 30 regen per = 990 health: 33 rounds = 1 minute and 6 seconds)

Our 6<sup>th</sup> level heroes repeatedly used a cube where we have 3 walls size 40 ft. square, where the

walls are one foot thick consuming a volume of  $40 \times 40 \times 1 \times 3 =$  cubic feet = 4800.  $F(40)$  of wall  $2 \times 10$  by area =  $2.199 E14 \div 4800 =$  a row of cubes with  $4.58 E10$  cubes.  $3\sqrt{}$  third root = 3578. Thus the wood wall is  $3578 \times 3578 \times 3578$  cubes, about 20 miles. If the roc star in the middle they must travel 53,670 feet to escape. At a speed of 850 feet per round, they need 63 rounds. At 120 damage -30 regen per round, they will take 5,670 damage before they escape. The wizard casting wood wall needs to be resurrected after he suffers 13,000 damage from Maddie Ziegler and another 324,000 from 55 Mystic bites where the last bite has a “to hit” score of 22,080.

## Equipment & Loot

If you can find the nest there is a 3% chance there will be 2D6 eggs.

inf.	Jock Sturges	C	H	O	M	P
	Skill	1	50	30	200	25

2306% Dispel resistance, flight – 75 mph and  $+2^{30} \times 10$  pounds.

inf.	Maddie Ziegler	B	E	K	M
	Skill	100	100	10	200

2410% Dispel resistance, retaliation damage.

inf.	Jump	B	H	J	M
	Skill	5	20	20	200

2245% Dispel resistance,

inf.	David Hamilton	T	V
	Skill	1000	200

Child		Age 3 to 80	
Exp.	#	Race skill description	
6,000	2	Regeneration: +1 per round, Health: +50	
8,000	1	Attack: Claw 2D20	
6,000	2	Movement: +60 ft. per round, Fly at 30 mph	
1,000	1	Night Vision: +200 ft.	
Adolescent		Age 60 to 120	
Exp.	#	Race skill description	
20,000	1	Ability: Jock Sturges(1,50,30,200,25)	

20,000	1	Ability: Maddie Ziegler (100,100,10,200)
20,000	1	Ability: David Hamilton(1000,200)
20,000	1	Ability: Jump(5,20,20,200)
8,000	1	Fly at 150 mph
6,000	3	Regeneration: +3 per round, Health: +50, Save: +50
Adult		Age 100 to 200
Exp.	#	Race skill description
20,000	1	Attack: Claw 2D100
17,000	10	Health: +105 (x10)
8,000	2	+10 Claw, Save: +75
4,300	1	[Mystic Bite], RDM: +10

20,000	1	Regeneration: +13 per round
Middle-age		Age 170 to 400
Exp.	#	Race skill description
10,000	1	Regeneration: +13 per round
17,000	10	Health: +200 (x10)
10,000	5	+50 Claw, RDM: +10 (x4)
5,000	1	Attack: Claw 3D100
Senior		Age 300 to 500
Exp.	#	Race skill description
10,000	10	Health: +200 (x10)
20,000	4	RDM: +50 (x4)
Grand total		= 784,300 Experience

# Rust Monster

**Alignment:** Scavenger

**Quote:** “Falling down is how we grow. Staying down is how we die.”—Brian Vaszily.

**Type:** Animal – Other

**Creation:** Hatch from egg

**Habitat:** forest, planes

**Level:** 2      **Quantity:** 1

**Health:** 213      **Save:** 15

**AC:** 30      **To Hit:** 60

**Weapon:** Tail      **Range:** -

**Damage:** 3D20      **RDM:** 0

**Resistance:** 50% acid

**Weakness:** 200% ice, hammer, spear, sylph bow, silver

**Strength:** 8      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 4      **Spirit:** 8      **Comeliness:** 7

**Movement:** 80 ft.      **Fly:** no.

**Alertness:** 20\*      **Night Vision:** 0

\* The rust monster is loud and detected at 200 feet. The rust monster detects an ounce of metal at 199 feet.

**Size:** 11 ft.      **Weight:** 1,200 lb.

**Animal control:** 87      **Rider weight limit:** 400 lb.

**Price:** \$22,150      **Bounty:** \$18,000

**Skin:** Hard shell

**Body:** Mammal

**Miles per day:** 15

They are a happy, go-lucky little fella that just likes to eat metal. They are immensely playful, and will happily eat every nail out of a barn in the middle of the night. Farmers have awoken in the morning to find every wagon, cart, and tool they own has been reduced to lumber ready to turn back into useful equipment. All you need to do is replace all the metal. Few thing can make a farmer more frustrated than a rust monster. On the other hand, few things can make the nymph of the forest happier.

[Metal Detection] = at 199 feet it automatically detects all metal of an ounce or more that is not berried more than a foot in rock.

Reconciliation: level 2.

## Equipment & Loot

If you can find the nest there is a 33% chance there will be D6 eggs.

x3	Rust	A	B	H	I	K	M	X
	Skill	16	3	16	10	16	16	16

253% Dispel resistance, 16\*(1.5) ( $\frac{1}{4}$  pounds) of metal +2 Magic or less. Iron, copper, nickel, zinc, silver, gold, platinum, but NOT mithral. +1 Magic copper, nickel, and zinc, but NOT +1 silver, gold, etc.

In order it will rust: arrow heads, jewelry, platinum, gold, silver, zinc, nickel, weapons like swords, copper coins, everything else.

## Age, Price, and Experience Calculator

50%	40%	30%	20%	10%
\$11,629	\$9,525	\$7,420	\$5,316	\$3,212
39,075	31,260	23,445	15,630	7,815

Child		Age 3 to 8	
Exp.	#	Race skill description	
1,000	1	Endowment:x3 Rust(3,2,3,5,3,3,3)	
5,000	1	Movement: +50 ft. per round,	
		Health: +45	
1,000	1	Attack: Tail D20 damage	
4,300	1	[Metal Detection]	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
3,000	1	Endowment:x3	
		Rust(6,3,6,10,6,6,6)	
8,500	1	+10 Tail attack, Health: +50,	
3,350	1	Attack: Tail 2D20 damage	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
4,000	1	Endowment:x3 Rust(8,2,8,5,8,8,8)	
8,500	2	+10 Tail attack, Health: +50,	
5,000	1	Attack: Tail 3D20 damage	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
6,000	1	Endowment:x3	
		Rust(12,2,12,8,12,12,12)	
6,000	2	+10 Tail attack, Health: +50,	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
8,000	1	Endowment:x3	
		Rust(16,3,16,10,16,16,16)	
		<<Price Point>> at 78,150 experience	
20,000	3	Mana: +100 Alteration (x3)	
20,000	4	Max: +4 One Round cast (x4)	
10,000	5	+30 Tail attack (x5)	
Grand total		= 268,150 Experience	





“[A citizen has the right to] say everything which his passions suggest, he may employ all his time, and all his talents . . . [even in] matters that are false, scandalous, and malicious . . . however salutary, and conduct of letter, . . . even if he ascribes to them measures and acts which never had existence, thus violating at once, every principle of decency and truth.”—George Hay. +++ Part of the establishment clause for the Freedom of Speech.

# Sacrobeck

**Alignment:** Pack hunter, they hate lich.

**Quote:** “Utterly destroy them . . . make no covenant with them, and show no mercy to them.”—from Bible, Moses instructing hi followers on the tribes of Canaan.

**Type:** Monster

**Mythos:** Ryvah – part of the Chin Cats.

**Creation:** Live birth

**Habitat:** Forest and ocean.

**Level:** 6    **Quantity:** 15

**Defense:** +30 Magic    **Damage Resistance:** 3

**Regeneration:** 3 per round

**Health:** 2,700    **Save:** 400

**AC:** 249    **To Hit:** 620

**Weapon:** Horn impel    **Range:** Mystic Bite

**Damage:** D10    **RDM:** 0

**Resistance:** 50% fire, poison, swords

**Weakness:** 200% thorn, rock, energy drain, platinum.

**Predators:** Ice giants and Storm giants

**Pray:** +50 combat against psycophiles and titans

**Strength:** 8    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 7    **Spirit:** 8    **Comeliness:** 5

**Movement:** 84 ft.    **Fly:** 28 mph

**Alertness:** 31    **Night Vision:** 0

**Size:** 9 ft.    **Weight:** 500 lb.

**Bounty:** \$100,000

**Skin:** Flesh

**Body:** Humanoid

**Miles per day:** 50

<Import story here>

**Reconciliation:** level 6. To defeat the 15 sacrobecks, our 6<sup>th</sup> level heroes used 15 3<sup>rd</sup> level town guards with chi to individually each intercept one-and-only-one attack per round. Using consciousness and stone skin and damage commune to remove 200 damage ×15 fighters per round.

## Equipment & Loot

Great 2h sword 3D12 damage +3 quality +3 Magic, great bow D10 damage 450 ft. range +3 quality +3 Magic. 40 arrows. At a campsite there will be one smithy forge & tools +3 quality for every 4 sacrobecks. 100 units of metal each, and 500 silver each, and a Chad obelisk \$63,000 160 ft. range +8 damage resistance.

inf.	Spell Turning	J	K	L	M
	Skill	0	150	0	Void

Linked to [Auto Cast]. Targets all hostile spells. 1500% chance to turn.

x1	Elastic Heart	C	E	J	M
	Skill	50	50	50	200

2350% Dispel resistance,

Child		Age 15 to 50			
Exp.	#	Race skill description			
4,300	2	[Auto Cast] , [Mystic Bite]			
4,300	2	Fly at 28 mph, Defense: +1 Magic			
5,000	2	Movement: +54 ft. per round, Regeneration: 1 per round			
1,000	4	Alertness: +15, Health: +15, Save: +15, Damage Resistance: +3			
Auto	2	[Nude], +50 Combat against psycophile and titan			
Adolescent		Age 40 to 150			
Exp.	#	Race skill description			
2,350	3	Alertness: +17, Health: +17, Save: +17			
8,000	2	Defense: +4 Magic, Regeneration: 3 per round			

18,000	2	+60 Horn Impale, +23 Defense
500	1	Attack: Horn Impale D10
		Spell: x1 Speak with Stone(6...), x1 Comprehend Language(6...), x3 Telepathy(6...), x3 Fire Attack (009000), x1 Evil Detection(6...), x1 Gate(90099), x1 Elastic Heart(0009), x9 Spell Turning(0009)
2,250	8	
<b>Adult</b>		<b>Age 100 to 300</b>
Exp.	#	Race skill description
50,000	1	Ability: Spell Turning(0,150,0,Void)
10,000	1	Spell:x1 Elastic Heart(50,50,50,200)
4,650	2	Health: +28, Save: +28
8,000	1	Defense: (+) +4 Magic
18,000	4	+60 Horn Impale (x2), +23 Defense (x2)
<b>Middle-age</b>		<b>Age 200 to 500</b>
Exp.	#	Race skill description
14,000	2	Defense: (+) +11 Magic (x2)
17,000	2	Health: +105, Save: +105
18,000	6	+60 horn impale (x3), +23 Defense (x3)
<b>Senior</b>		<b>Age 400 to 800</b>
Exp.	#	Race skill description
20,000	7	Health: +500 (x5), Save: +125 (x2)
18,000	6	+60 horn impale (x4), +23 Defense (x4)
<b>Grand total</b>		= 676,050 Experience

## Sub-race: Galaxy.

The galaxy are a mighty and strong people of extreme size and unbridled power. They worship Michael, God of Invention and Art, within the pantheon of Wargone. These people are very clean and well groomed. They do not drink alcohol or partake in recreational drugs. They are very intelligent and work long hours to accomplish great things. While they often appear to be fearless they respect danger. They are not fools. Within their culture you will find windmills, waterwheels, and canals. Sometime they will even have plumbing with running water. Their reliance on magic is minimal. They love art: beautiful clothing, beautiful paintings, beautiful sculptures, and fine architecture embellished with flourishes. In battle they show no mercy. Enemies are not allowed to escape to come back and vex them again. To these people war is ugly and should be given no honor. War is a necessity for survival. Nothing is too foul to be done to win. What is foul and unforgivable is to lose.

[Galaxy Class] = When a bodypainting on your body is forged into a golem, then while the golem lives you will add all magical skills to your own. This is done by adding the experience in all casting max skills to your character, and adding the experience in all skills in and under supernatural to your character. Experience gained from [Galaxy Class] cannot be used to generate chakra or chi. It cannot be sacrificed for any other spell such as permanency, enchant, holding pocket, mystic item of \*\*, weapon of slaying, or barrier. It cannot be put into a consumable grimoire or magical transformation, and does not count toward the required experience for a Consumable Grimoire or Magical Transformation.

<b>Child</b>		<b>Age 3</b>
Exp.	#	Race skill description
1,000	1	Religion: +15 Michael
3,333	3	+2 Intelligence, +5 Science, +10 Art
1,500	2	Movement: +15 ft. per round, Health: +20
Auto	1	[Size increase: 150% height]
<b>Adolescent</b>		<b>Age 6</b>
Exp.	#	Race skill description
2,000	1	IFF(wings) then {Fly +15 mph;}
4,500	1	Health: +30
		Max: +5 Nothing, +4 Book, Minimum Max of: 12 Lab 100 sq. ft.
4,500	3	
14,000	1	Damage Resistance: +10
<b>Adult</b>		<b>Age 10</b>
Exp.	#	Race skill description
4,300	3	Max: +9 Instant, +4 One Round, Minimum Max of: 13 Three Round
10,000	1	Attack: Aura 4D20 damage AOE 15 ft. from user - type: acid, nickel - +50 to hit.
6,000	7	Mana: +22 Teleport, +22 Gate, +22 Air Pocket, +22 Clairvoyance, +22 Create Food & Water, +22 Rock Kinesis, +22 Spirit Rock Wave
<b>Middle-age</b>		<b>Age 17</b>
Exp.	#	Race skill description
12,000	3	Max: +8 Thought, +11 Speech, +10 Full Dance
<b>Senior</b>		<b>Age 30</b>
Exp.	#	Race skill description
15,000	1	[Galaxy Class]
<b>Grand total</b>		= 163,899 Experience

## Sub-race: Ocean

The ocean love to travel, but they also love dryads who love the forest and flower gardens. To solve this problem they obtain a huge ship and turn it into a forest. The ship will look like an island and is often mistaken for one. It only barely functions as a ship—and without magic—it doesn't. It has no sales; thus, it can't be steered. Well not unless you can control the wind, which they can. Keeping the plants alive is another issue. Well unless you have blossom magic—which they do. Unfortunately it is recklessly destructive to the integrity of the ship. That's where the magical mending comes into play. To protect the prized dryads the ocean will employ damage commune,

telepathy, and teleportation. These are very short ranged teleports from one side of the ship to the other. A single ship will have between 4 and 12 ocean and 3 times that number of dryads. They do not go to the port towns. Instead they bounce off the coast and travel the islands seeking other dryads. The visit, trade, party, dance, and mate. Some will join while others will stay behind, but they we never be forgotten. And the ocean will return some day. The crew of ocean will go to great length to entertain the dryads and make their ship a paradise for them. When they can the ocean will employ all manner of services from land dwellers such as cooks, musicians, and poets. Thus it is common to find a few humans or elves aboard.

# Salamander

**Alignment:** Honor thy Queen.

**Quote:** “You must seem a paragon of civility and efficiency: your hands are never soiled by mistakes and nasty deeds. Maintain such a spotless appearance by using others as scapegoats and cat’s-paws to disguise your involvement.”—48 Laws of Power.

Type:	Monster
Creation:	Hatch from egg
Habitat:	Hot caves, volcano, or desert
Level:	3 <b>Quantity:</b> 5
Defense:	+1 Magic
Health:	<b>84</b>
AC:	56: 88* <b>To Hit:</b> 60: 66: 98*

\*various spells

Weapon:	2h- axe	Range:	7 ft.
Damage:	2D10+16*(1.5)*	RDM:	0

\* spells

**Resistance:** 75% fire

**Weakness:** 200% ice, spear, satyr bow, disintegrate, gold

**Predators:** Dryad and Disenchanter

**Pray:** +50 Combat against high goblin and morth

**Strength:** 6    **Dexterity:** 6    **Perception:** 8

**Intelligence:** 8    **Spirit:** 8    **Comeliness:** 7

**Watchdogs:** Crawler

**Movement:** 30 ft. +10 ft. jump    **Fly:** no.

**Alertness:** 20      **Night Vision:** 0

**Skill superiority:** 2h axe and jeweler

**Size:** 9 ft. long    **Weight:** 250 lb.

**Bounty:** \$12,000

**Skin:** Skin and scales

**Body:** Mammal half humanoid

**Miles per day:** 5

“If I wanted to do so, then I am confident I could cool the rage of the all might God who has levied His wrath upon you.”—salamander.

“You speak as though you have no fear of God.”—human.

“I don’t.” He smiles. “I am not the evil He has come to kill. You are. But make me your king, and I we see to it your lives are spared.”

The salamanders don’t like surface dwellers. They perceive them as a necessary evil. They would love to wipe out the lot of them. So they set the world on fire. But they cannot sustain that fire. At most they burn down a village or two. Oh crumb, the surface dwellers are coming to kill us. “It wasn’t me!” Hmmm, if we can’t kill them, can we enslave them?

“Oh Mister Human, sir.”

“I’m an elf.”

“Oh, so sorry. You all look alike. While I don’t know who caused the fire, and I am in no way responsible for it. If the lot of you would become our willing slaves, I mean subjects, then I think I, and I alone, could negotiate with this God, on your behalf, and we could put an end to these many fires.” Well, that’s a salamander.

**Reconciliation:** level 3. An attack is an attempt to destroy an illusion.

## Equipment & Loot

Jeweler's tools +3 quality, spell book +2 quality (staff, crown, book, or trident), chainmail +1 quality, 2h axe 2D10 damage +2 quality +2 Magic. 6 Greek fire oil 6\*(1.5) damage, 3000 copper. If you can find the nest there is a 23% chance there will be 2D10 eggs.

x3	Maddie Ziegler	B	E	K	M
	Skill	9	9	9	9

126% Dispel resistance, retaliation damage.

x1	Jock Sturges	C	H	O	M	P
	Skill	9	9	9	9	9

135% Dispel resistance, flight – 27 mph and +5120 pounds.

x1	Image	C	H	I	J	M
	Skill	7	7	7	15	8

124% Dispel resistance,

x1	Spell Turning	J	K	L	M
	Skill	9	9	0	5

73% Dispel resistance,

x1	Become Fire Elemental								
	A	C	L	M	N	O	P	T	Y
Skill	8	3	8	5	0	0	0	8	8
Alchemy	8	0	7	0	0	0	0	0	0

105% Dispel resistance, +16D6 -32 Damage –or– (2D10 + 2D12 damage), +16 to hit, +16 AC.

Child		Age 3 to 8
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Exp.	#	Race skill description
3,350	1	Spell:x1 Image(4,4,4,8,4)
2,250	1	Spell:x1 Spell Turning(5,5,0,3)
		+10 2h Axe, +10 Defense, +10 Music, Mana: +18 Magic Detection, +18 Become Lava
4,000	5	Elemental
Auto	1	+50 Combat against high goblin and morth
		Save: +20, Health: +20, Defense: Gold, [Jump 10 ft. in addition to move]
1,500	4	
Adolescent		Age 6 to 12
Exp.	#	Race skill description
3,350	1	Spell:x3 Maddie Ziegler(9,9,9,9)
3,350	1	Spell:x1 Jock Sturges(9,9,9,9,9)
		Spell:x1 Become Fire Elemental(4,2,4,3,0,0,0,4,4)
700	1	
		+1 Intelligence, +1 Spirit, +1 Perception
1,000	3	

2,800	3	Health: +20, Defense: +1 Magic, Spell: x1 To Hit(6...)
Adult		Age 10 to 35
Exp.	#	Race skill description
4,650	1	Spell:x1 Image(7,7,7,15,8)
3,750	1	Spell:x1 Spell Turning(9,9,0,5)
		Spell:x1 Become Fire Elemental (6,2,6,4,0,0,0,6,6)
1,550	1	
8,000	8	+10 Jeweler (x8)
3,400	1	Health: +20
Middle-age		Age 30 to 60
Exp.	#	Race skill description
		Spell:x1 Become Fire Elemental (8,3,8,5,0,0,0,8,8)
3,750	1	
Senior		Age 50 to 90
Exp.	#	Race skill description
Grand total		= 131,500 Experience

# Satyr

**Alignment:** Gigolo, manipulative, sexual

**Quote:** “No man need despair of gaining converts to the most extravagant hypothesis who has art enough to represent it in favorable colors.”—David Hume, 1711-1776.

Type:	Monster
Mythos:	Greek
Creation:	Live birth – race override
Habitat:	Forest
<b>Level:</b>	2
<b>Health:</b>	32
<b>AC:</b>	25
<b>Weapon:</b>	satyr bow
<b>Damage:</b>	D8
<b>Resistance:</b>	50% thorn
<b>Weakness:</b>	200% ice, lightning, force, dagger, spear, satyr bow, nickel
<b>Strength:</b>	7
<b>Intelligence:</b>	8
<b>Watchdogs:</b>	goats
<b>Movement:</b>	30 ft.
<b>Alertness:</b>	25
<b>Skill superiority:</b>	Rogue, bow
<b>Size:</b>	6 ft.
<b>Bounty:</b>	\$18,000
<b>Skin:</b>	Flesh and fur
<b>Body:</b>	Human and goat
<b>Miles per day:</b>	10
<b>Quantity:</b>	1
<b>Save:</b>	65
<b>To Hit:</b>	65
<b>Range:</b>	300 ft.?
<b>RDM:</b>	0

It is unlikely you will get to kill them. It is unlikely they will kill you. Their charm score is 65. If yours is lower you cannot harm them. The charm check occurs when you hear their music, their laughter, or cries for help. From this point you are beguiled and wish to join them to frolic and play.

Interestingly enough, a satyr can identify a real-life female player who has a female character with a 7 comeliness or more. To the satyr (as a mechanic of Ryvah) these people are treated with a gentlemen's respect. When female players play female characters then Ryvah transcends their real-life innocence, chastity, and purity to her character and she is absolutely untouchable. There is a chapter on this in the Ryvah Game Master's Guide. In brief, they are immune to a satyr. The only thing they can lose is money.

The satyrs are creatures of sexual fantasy and delight mixed with a sick and twisted perversion. To begin they have a charm score of 65. What's yours? The game master and each player will take turns. To

take a turn that person describes a romantic or sexual encounter. It can be nice, pleasant, strange, weird, funny, perverted, disturbing, or anything. The only thing that matters is this description causes the other people to smile, laugh, or blush. The game master gets one point for each player who smiled, laughed, or blushed. The player gets one point if the game master smiled, laughed, or blushed. If a player can get to 20 points, then they can escape. A player can give points to another player. A player can spend a point to increase their charm check by one. If they can get over the satyr's 65 then they can attack. Even here, the rest of the charmed players cannot get involved. This becomes a one-on-one battle. Further the game goes on where the remaining players still take one turn per round of battle. Ahhhh, but the game master has points he can spend as well.

For 3 points: the game master may pick a player and that player gives the satyr 10% of their money.

For 5 points: a player contracts a disease. Use the spell disease(3,10,void,3,3,4,5,3) [3 damage every 2.5 days, duration 9 days, welts pimples, 1 damage per day after 3 days]. Difficulty: 46.

For 7 points: for a female character of a male player—you are pregnant.

For 9 points: a player contracts an STD disease. Use the spell disease(4,13,void,7,13,5,8,8) [8 damage every day, duration 16 days, massive scabs and pimples, -2 Dexterity and -2 strength after 4 days, and impotency.] Difficulty: 55.

For 25 points: a player contracts a nasty STD disease. Use the spell disease(10,20,void,20,18,16,8,3) [3 damage every day, duration 100, -4 dexterity and -4 strength and -4 perception after 8 days, blind after 7 days, (2% infection). Difficulty: 78. This is likely to be fatal.

Reconciliation: level 2.

## Equipment & Loot

Clothing (shirt, jacket, cloak, and robe) +4 quality, jewelry (masculine rings and bracelets) \$2000 retail, a musical instrument \$1500 retail, D3 beautiful people it has seduced. Thieves pick & tools.

Child	Age 3 to 8
Exp.	# Race skill description

		+1 Dexterity, +1 Perception, +1 Intelligence, +1 Spirit, +1 Comeliness
1,000	5	
500	1	Animals: +5 goats
Adolescent		Age 6 to 12
Exp.	#	Race skill description
1,500	1	Animals: +5 goats
4,000	2	+10 Rogue, Save: +50
700	1	Health: +12
		Mana: +22 Hypnotism, +22 Forget, +22 Image, +22 Locate object,
2,250	4	
3,350	2	+49 Charm, +49 Escort
Adult		Age 10 to 20
Exp.	#	Race skill description
2,000	1	Animals: +5 goats

4,000	1	+10 Bow
Middle-age		Age 17 to 40
Exp.	#	Race skill description
3,000	1	Animals: +5 Goats
3,000	2	+10 Rogue, Save: +50
1,000	1	Health: +12
		Mana: +22 Hypnotism, +22 Forget, +22 Image, +22 Locate object,
3,000	4	
3,000	2	+49 Charm, +49 Escort
Senior		Age 30 to 50
Exp.	#	Race skill description
4,000	1	Animals: +5 Goats
Grand total		= 69,400 Experience

# Sea Beguiler

**Alignment:** Evil, destructive, methodical, patient.

**Quote:** “There may be people who have more talent than you, but there’s no excuse for anyone to work harder than you.”—Derek Jeter.

Type:	Sea Monster	
Creation:	Hatch from many eggs (fish eggs)	
Habitat:	Ocean, lake, any deep water.	
<b>Level:</b>	3	<b>Quantity:</b> 2
Regeneration:	1 per round	
<b>Health:</b>	172	Save: 71
<b>AC:</b>	30	<b>To Hit:</b> 75
Weapon:	Claws	Range: 15 ft.
Damage:	5D12	RDM: 0
Resistance:	-	
<b>Weakness:</b>	200% lightning, hammer, human bow, disintegration, silver.	
Strength:	7	Dexterity: 7 Perception: 7
Intelligence:	7	Spirit: 6 Comeliness: 6
Watchdogs:	fish	
Movement:	80 ft. water	Fly: no.
Alertness:	30	Night Vision: 200 ft.
Size:	4 ft.	Weight: 600 lb.
Bounty:	\$27,000	
Skin:	Exoskeleton	
Body:	Crustacean	
Miles per day:	5	

This sea monster attacks from within. It walks through the hull of the ship to enter it from the bottom. If it encounters durational magic such as magic blade, then it simply steps back out. After your duration is over, it returns. If it sees a torpedo it will cast spell turning. If it finds barrels of wine or other foods it will grab and go. It can only take 600 pounds at a time and livestock can be tricky. Once it finds a ship it will likely rob it over and over, each event separated by 20 minutes while it stashes its loot on the ocean floor. This beast will retreat to heal up with its regeneration. This is typically when it casts spell turning on any spells it saw while inside the ship. It does not cast spell turning in battle: retreat, cast, and wait for its opponents to die, return. It can only do two raids where it enters, grabs, casts, and leaves with the loot. This is because in order to get the loot out it must cast walk through walls so it is affected.

Reconciliation: level 3.

## Equipment & Loot

x3	Walk Through Walls	C	J	M	O	P
	Skill	5	6	12	7	9
	Alchemy	0	0	10	0	0

269% Dispel resistance,

x5	Spell Turning	J	K	L	M
	Skill	12	12	8	8
	Alchemy	12	9	0	0

141% Dispel resistance,

Child		Age 3 to 8					
Exp.	#	Race skill description					
		Health: +40, Movement: +50 ft. per round					
4,300	2						
		Night Vision: 200 ft.					
1,000	1						
		Animal: +11 Fish, Save: +15					
1,000	2						
		Attack: Claws D12, range 15 ft.					
500	1						
		+10 Claw attack					
3,350	1						
Adolescent		Age 6 to 12					
Exp.	#	Race skill description					
		Spell:x3 Walk Through Walls (5,6,12,7,9,10)					
6,000	1						
		Regeneration: 1 health per round					
6,000	1						
		Animal: +11 Fish, Save: +15					
1,000	2						
		Health: +40					
6,000	1						
		Attack: Claws 2D12, range 15 ft.					
500	1						
Adult		Age 10 to 20					
Exp.	#	Race skill description					
		Spell:x5 Spell Turning (12,12,8,8,12,9)					
8,000	1						
		Animal: +11 Fish, Save: +15					
1,000	2						
		Health: +40					
6,000	1						
		Attack: Claws 3D12, range 15 ft.					
800	1						
		+10 Claws attack					
3,350	1						
Middle-age		Age 17 to 40					
Exp.	#	Race skill description					
		Animal: +11 fish, Save: +15					
1,000	2						
		Health: +40					
6,000	1						
		Attack: Claws 4D12, range 15 ft.					
700	1						
		+20 Claws attack					
3,350	1						
Senior		Age 30 to 50					
Exp.	#	Race skill description					
		Attack: Claws 5D12, range 15 ft.					
500	1						
		+20 Claws attack					
3,350	1						

Grand total		= 72,000 Experience
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# Sea Hag

## Alignment: Quote:

Ugly, filthy, and jealous

"When the great lord passes, the wise peasant bows deeply and silently farts."—Ethiopian proverb.

Type:	Horror				
Creation:	Live birth + parasite growth				
Habitat:	coastline, swamps, watery caves				
<b>Level:</b>	<b>3      Quantity: 6</b>				
Defense:	+3 Magic				
<b>Health:</b>	<b>40</b>				
<b>AC:</b>	<b>20</b>				
Weapon:	Poison				
Damage:	0,10,10,10,10* <b>RDM:</b> 0				
** This is by poison which does not inflict damage to the target. Instead the rounds after the first round they hit the target. Instead the rounds after the (2, 3, 4, and 5) do 10 damage each.					
<b>Resistance:</b>	50% ice				
<b>Weakness:</b>	200% fire, hammers, elven bow, disintegrate, zinc				
Strength:	12	Dexterity:	7	Perception:	8
Intelligence:	7	Spirit:	2	Comeliness:	2
Movement:	15 ft. land, 30 ft. water	Fly:	no.		
Alertness:	20	Night Vision:	0		
Size:	6 ft.	Weight:	240 lb.		
Bounty:	\$9,000				
Skin:	Flesh				
Body:	Humanoid				
Miles per day:	5				

The sea hag is a horrifically vile parasite. When a female gives birth what comes out looks like a small pollywog. It will die within an hour of birth unless it is forced down the throat of a humanoid (without being chewed up). It can handle the stomach acid. It can't handle teeth. From there the pollywog will grow like a plant with its roots exploring the ground. Threads of the sea hag will explore the host body. After two years there will be nothing left of the host. At this point the sea hag will retain the height and weight of its host. If the host was male, then the sea hag will be male. If the host was missing an arm, then the sea hag will be missing an arm. A sea hag has no capacity to grow bones. Thus, broken bones are a problem. Also an exorcism within the first year will kill the pollywog. The brain of the host will be eaten; thus, no skills will carry over from host to hag.

Reconciliation: level 3. An attack is an attempt to destroy illusions. Entangle is an attack.

\$2000 in jade (retail)

x1	Entanglement	B	E	H	I	J	M
	Skill	10	10	10	10	12	10
	Alchemy	0	0	0	0	12	0

174% Dispel resistance,

x1	Poison	B	V	V	V	V	J	M
	Skill	10	0	10	10	0	10	10

150% Dispel resistance.

x1	Rot	A	B	H	I	K	M	X
	Skill	10	10	10	10	10	10	9

229% dispel resistance, 10\*(1.5) –or– (D8 + D20)

x1	Rust	A	B	H	I	K	M	X
	Skill	10	10	10	10	10	10	9

229% dispel resistance, 10\*(1.5) -or- (D8 + D20)

Child	Age 3 to 8		
Exp.	#	Race skill description	
3,350	1	Spell:x1 Rot(5,5,5,5,5,5)	
3,350	1	Spell:x1 Rust(5,5,5,5,5,5)	
2,250	1	+2 Strength	
		Defense: Platinum, Damage	
2,250	3	Resistance: +4, Health: +25	
Adolescent	Age 6 to 12		
Exp.	#	Race skill description	
		Spell:x1	
4,300	1	Entanglement(5,5,5,5,6,5)	
3,350	1	Spell:x1 Poison(5,0,5,5,0,5,5)	
Adult	Age 10 to 20		
Exp.	#	Race skill description	
5,500	1	Spell:x1 Rot(10,10,10,10,10,10,9)	
5,500	1	Spell:x1 Rust(10,10,10,10,10,10,9)	
		Defense: +3 Magic, Damage	
5,650	3	Resistance: +4, Save: +40	
Middle-age	Age 17 to 40		
Exp.	#	Race skill description	
		Spell:x1 Entanglement	
6,000	1	(10,10,10,10,12,10,12)	
		Spell:x1	
6,000	1	Poison(10,0,10,10,0,10,10)	
10,000	1	Damage Resistance: +22	
Senior	Age 30 to 50		
Exp.	#	Race skill description	

Grand total		= 73,300 Experience
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# Sea Lion

**Alignment:** Animal

**Quote:** “Be a first rate version of yourself, not a second rate version of someone else.”—Judy Garland.

**Type:** Animal – Pets

**Creation:** Live birth

**Habitat:** ocean, lake, or river

**Level:** 3      **Quantity:** 12

**Defense:** +1 Magic

**Health:** **110**      **Save:** 50

**AC:** 40      **To Hit:** 65

**Weapon:** Claw      **Range:** 12 ft.

**Damage:** 5D12      **RDM:** 0

**Resistance:** 50% ice

**Weakness:** 200% spears, human bow, disintegrate

**Strength:** 8      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 3      **Spirit:** 7      **Comeliness:** 7

**Movement:** 20 ft. / 80 ft. water      **Fly:** no.

**Alertness:** 20      **Night Vision:** 0

**Size:** 12 ft.      **Weight:** 1,600 lb.

**Animal control:** 81      **Rider weight limit:** 600 lb.

**Price:** \$11,216

**Bounty:** \$4,500

**Skin:** Fur and scale

**Body:** Mammal

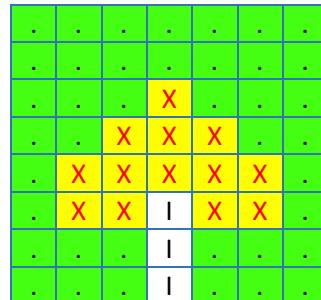
**Miles per day:** 10

So when you catch a person red handed and can clearly see they are lying, is that sea lion?

Sorry about that. The sea lion is to a mermaid what a lion is to Man. But this is Ryvah, and in Ryvah, a lion is frequently beast mastered. As an encounter, a lion is just a wild animal. Why waste your time? But as the focal point they become an amazing exotic weapon. That is exactly correct. So if we envision mermaids under the sea, most would cringe in fear of a sea lion just as a human peasant would cringe from a lion. But, capture that wild animal and train it, bond with it. Oh yeah! But, what is it like in its natural habitat? We really don't care. It's a cool pet, and because it is water bound, they are super dirt cheap.

**Reconciliation:** level 3. An attack is NOT an attempt to destroy an illusion. They are big and no target under 300 pounds may have more than four sea lions attack it during any single round. Their 80 foot move counts the first round out of water as if still in water. Thus they can leap-crawl move 80 feet over land on that first round. This allows a 40 ft. half move and attack. Then they are restricted to the 20 foot on land movement.

Their ideal target is a small boat they can sink. They simply all leap on board. There are 12 of them at 1,600 pounds each. That's 19,200 pounds. If the boat can't handle an additional 10 tons, it's going down. This is a diagram of their reach: 5x5 ft.



## Equipment & Loot

### Age, Price, and Experience Calculator

100%	80%	60%	40%	20%	10%
\$11,216	\$9,085	\$6,954	\$4,823	\$2,692	\$1,626
58,600	46,880	35,160	23,440	11,720	5,860

Child		Age 3 to 8	
Exp.	#	Race skill description	
3,350	2	Health: +32, Save: +32	
10,000	1	+10 Combat	
5,000	1	+10 Claw	
6,000	1	Attack: Claw 2D12, reach 12 ft.	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
4,300	1	Defense: +1 Magic	
4,300	1	Health: +28	
10,000	1	+10 Combat	
5,000	1	+10 Claw	
1,000	1	Attack: Claw 3D12, reach 12 ft.	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
4,300	1	Health: +30	
1,000	1	Attack: Claw 4D12, reach 12 ft.	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
1,000	1	Attack: Claw 5D12, reach 12 ft.	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
Grand total		= 58,600 Experience	

# Serpent

Alignment: Animal

Quote: "Learn from the mistakes of others. You can't live long enough to make them all yourself."— Eleanor Roosevelt.

Type: Animal – Large beasts

Creation: Hatch from egg Habitat: Ocean

Level: 7 Quantity: 1

Damage Resistance: 100

Health: 100,000 Save: 180

AC: 200 To Hit: 100 \* Auto

\* Half damage on a miss.

Weapon: Mystic bite Range: Mystic bite

Damage: D20× D20× D20 \* RDM: +50

\* Area of effect includes its entire movement path as thirty feet wide.

Resistance: 50%

Weakness: 400% mithral, disintegrate.

Strength: 30 Dexterity: 7 Perception: 7

Intelligence: 3 Spirit: 7 Comeliness: 7

Movement: 300 ft. Fly: no.

Alertness: 14 Night Vision: 1,500 ft.

Skill superiority: none

Size: 140 ft. Weight: 2,145,000 lb.

Animal control: 180 Rider weight limit: 715,000 lb.

Skin: Scales

Body: Mammal

Miles per day: 80

Reconciliation: Not reconciled.

Ummm, it's big. Think gigantic snake that always wins. The serpent is the monster you will never be able to kill. Serpent encounters are event driven. In other words as a plot mechanic it sinks your ship, all cargo lost, and you wash up on shore. Realistically, you cannot die against this thing. The game takes place on an island and the only way to get there is to be shipwrecked. So have a serpent.

As a Game Master, if your players want to beat up on it for a while, just let them. Just make it clear, the serpent is not here to kill them. At some point they will concede and ask, "Where do we get shipwrecked?" Excellent!

## Equipment & Loot

# Shambling

**Alignment:** Chaotic evil  
**Quote:** “Done is better than perfect.”—Sheryl Sandberg.

Type:	Monster
Creation:	?
Habitat:	Forest, swamp, bog, marsh
Level:	3 <b>Quantity:</b> 7
Health:	100      Save: 100
AC:	100 <b>To Hit:</b> 100
Weapon:	Tentacle      Range: 7 ft.
Damage:	D20      RDM: 0
Resistance:	-
Weakness:	200% fire, spear, elven bow, disintegrate, silver.
Strength:	18
Dexterity:	7
Perception:	15
Intelligence:	6
Spirit:	5
Comeliness:	2
Movement:	15 ft. + 15ft. jump      Fly: no.
Alertness:	50      Night Vision: 0
Size:	16 ft.      Weight: 5,500 lb.
Bounty:	\$7,500
Skin:	bone, scale, hide, wood, fur, grass, etc.
Body:	Same as skin
Miles per day:	5

The shambling is a freaky-deaky fright fest. They don't seem to give birth or lay eggs. Yet left unchecked they will populate a region. It is difficult to know exactly where their trash pile ends and their body begins. It has been observed they don't have a strict requirement to have a contiguous body. That should disturb you. That is saying their hand doesn't need to be attached. Are you kidding? That is a shambling; it is a shamble.

Reconciliation: level 3. An attack is NOT an attempt to destroy an illusion. They attack the nearest enemy.

## Equipment & Loot

inf.	Anti-Magic Aura						
D	H	I	J	L	L	L	M
12	0	0	12	0	0	0	12

516% Dispel resistance,  
250% Chance to dispel times 6. They have 6 copies of this spell on and they are all skin tight.

Dispel Resistance	Net chance to dispel	inverse of 100	Final after 6
200	50	50	98%

220	30	70	88%
240	10	90	47%
245	5	95	26%
248	2	98	11%
250	0	100	0%

You need to roll all six rolls. This chart is to help players evaluate the odds of their spells surviving 6 anti-magic auras. At first 220% Dispel resistance sounds good against the 250% Dispel, but after 6 attempts there is an 88% chance your spell would be down.

Child		Age 3 to 8	
Exp.	#	Race skill description	
1,500	1	Ability: Anti-Magic Aura (6,0,0,6,0,0,0,6)	
3,000	2	Health: +20, Save: +22	
1,000	1	Attack: Tentacle D20 with 7 ft. reach	
Auto	1	[Swap 15 ft. of movement for a 15 foot jump]	
4,300	1	+3 Strength	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
3,000	2	Health: +20, Save: +22	
20,000	2	+10 Combat (x2)	
5,700	2	+3 Strength, +4 Perception	
2,250	1	Alertness: +25	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
2,250	1	Ability: Anti-Magic Aura (9,0,0,9,0,0,0,9)	
3,000	2	Health: +20, Save: +22	
20,000	2	+10 Combat (x2)	
5,000	2	+3 Strength, +3 Perception	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
3,350	1	Ability: Anti-Magic Aura (12,0,0,12,0,0,0,12)	
3,000	2	Health: +20, Save: +22	
20,000	2	+10 Combat (x2)	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
20,000	2	+10 Combat (x2)	
Grand total		= 220,050 Experience	

# Skeleton Warrior

**Alignment:** Relentless

**Quote:** “The remnants of an enemy can become active like those of a disease or fire. Hence, these should be exterminated completely . . . one should never ignore an enemy, knowing him to be weak. He becomes dangerous in due course like the spark of fire in a haystack.”—Kautila, 3<sup>rd</sup> century B. C.

**Type:** Undead

**Mythos:** Ryvah

**Creation:** Immortality score of 73, or force of will

**Habitat:** Anywhere justice needs deliverance

**Level:** 4      **Quantity:** 2

**Defense:** +3 Magic

**Health:** **580**      **Save:** 73

**AC:** 130: 190\*      **To Hit:** 130: 190\*

\* By spells

**Weapon:** Sword      **Range:** 5 ft.

**Damage:** D10 + lots\*      **RDM:** 0

\* Damage from spells: magic blade and poison. Thus, the damage is D10 + 20\*(1.5) + 20, then for the next four rounds the targets takes 20 more damage each round which bypasses stone skin, defense, and damage resistance. Further the target will suffer a hinder for 7 rounds which is -20 AC, -20 to hit, and -20 ft. movement, and lastly the target will suffer a dispel of all their spells at 330% chance to dispel.

**Resistance:** 50% fire, spear

**Weakness:** 200% poison, thorn, light, elven bow, disintegrate, gold

**Strength:** 7      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 7      **Spirit:** 7      **Comeliness:** 7

**Movement:** 30 ft.\*      **Fly:** no.

\* walk through walls.

**Alertness:** 14 \*      **Night Vision:** 0

\* They always warn their targets to get out or die; thus, they do not claim initiative.

**Size:** 6 ft.      **Weight:** 40 lb.

(180 lb. weight lift)

**Bounty:** \$80,000

**Skin:** Bone

**Body:** Bone

**Miles per day:** 30

Two white balls of light glowing inside the eye sockets of a scull; gleaming plates of armor over a set of bones; standing on the alter center stone in a ring of Stonehenge in the darkness dripping with power; incoherent babel interrupted by a graceful and polite gentleman greeting; will it try to kill you? Step inside the circle of stones and find out. This is a skeleton warrior.

A skeleton warrior is a great fighter with a very high will to live that was trying to will itself back to life when a wizard cast animate dead on something nearby and he road in on the spell. Often a wizard will not even know that two miles away his spell helped a greater undead come back to life.

Wait. Did you says that it can will itself back to life? Yeah, about that. If you can't cast a good exorcism, then don't pick a fight with one. It can will itself back to life over and over and over. Maybe you will get lucky and the one you are fighting hasn't gained enough energy, but just learn exorcism.

A skeleton warrior will always have some mad desire to do something. It could be anything from chopping down a tree, to slaying a dragon, to wiping out a kingdom. One unusual aspect is that more often than not it has a good alignment and has come back to fight evil. Legend tells of a skeleton warrior that marched strait through the center of a city, was killed, and 5 days later and a generation stronger came back. Again the fighters and wizards killed him but with extreme difficulty. Again 2 weeks later and now a third generation, he came back. He marched through town and managed to get inside the front gates of the castle where he stopped fighting and took up guard duty. Come to find out his name is George and 560 years ago it was his job to guard the front gate, and that is all he wanted to do. After about a year the entire city became comfortable with their new front gate guard George and the orcs that once had ambitions of concurring the city lost interest after a rather bad massacre and realized that George could probably wipe out the entire orc army single handedly.

[Will to Live] = this is the ability to sacrifice 50,000 unallocated experience after death. You are brought back to life with the following skills.

<b>Will to Live</b>	50,000 unallocated experience	
<b>Exp.</b>	#	Race skill description
Paid	6	Effect: +5 A, B, M, Y, V, J
Paid	1	Health: +200
Paid	1	+20 Combat
Paid	1	Save: +20

There is no limit to the number of times will to live can be used and the permanent race skills gained and compounded. Experience gained from spells and race abilities like: Forge metaphysical body,

immortality, lycanthrope, vampirism, [Moon Power], and [Galaxy Class] cannot be used to pay for [Will to Live]. Only earned experience may be used to purchase this.

**Reconciliation:** level 4. This is a gen-1 not something higher and stronger. We did not allow the level 4 encounter to have or use [Will to Live]. If they cannot attack then they enter a wall or the floor and wait. They have clairvoyance to see through the rock.

## Equipment & Loot

Gold sword +4 quality +3 Magic 1\*(1.5) mystic fire. Plate mail armor, 10 potions of jump (225 ft.), and 10 potions of fly.

X2	Magic Blade	A	B	M	Y
	Skill	20	20	20	20

280% Dispel resistance, 20\*(1.5) damage—or—(2D8 + 2D20 damage)

X2	Poison	B	V	V	V	J	M
	Skill	20	20	20	20	20	20

340% Dispel resistance,

x1	Walk Through Walls	C	J	M	O	P
	Skill	20	20	20	20	20

300% Dispel resistance,

x1	Clairvoyance	C	M	Z	Z	Z
	Skill	20	20	20	20	20

300% Dispel resistance,

x1	To Hit	C	M	V
	Skill	20	20	20

260% Dispel resistance,

x1	AC	C	M	V
	Skill	20	20	20

260% Dispel resistance,

		Stage 1	
Exp.	#	Race skill description	
1,500	5	Spells: x1 AC(3...), x1 To Hit(3...), x1 Walk Through Walls(3...), x1 Clairvoyance(3...), x2 Magic Blade(3...), x2(Poison(3...)) +5 Melee, Defense: Silver, Health: +15, Save: +15	
1,000	4		
		Stage 2	
Exp.	#	Race skill description	
4,300	5	Spells: x1 AC(6...), x1 To Hit(6...), x1 Walk Through Walls(6...), x1 Clairvoyance(6...), x2 Magic Blade(6...), x2(Poison(6...)) +5 Melee, Defense: +1 Magic, Health: +20, Save: +20	
3,350	4		
7,000	1	+10 Defense	
		Stage 3	
Exp.	#	Race skill description	
6,000	5	Spells: x1 AC(11...), x1 To Hit(11...), x1 Walk Through Walls(11...), x1 Clairvoyance(11...), x2 Magic Blade(11...), x2(Poison(11...)) +5 Combat, Defense: +3 Magic, Health: +25, Save: +24	
3,700	4		
17,000	11	+17 Combat (x6), Health: +105 (x5),	
		Stage 4	
Exp.	#	Race skill description	
9,000	5	Spells: x1 AC(20...), x1 To Hit(20...), x1 Walk Through Walls(20...), x1 Clairvoyance(20...), x2 Magic Blade(20...), x2(Poison(20...))	
		Stage 5	
Exp.	#	Race skill description	
3,133	1	[Will to Live]	
Grand total		= 333,333 Experience	

# Skeleton

**Alignment:** Machine, robot, they follow orders.

**Quote:** “If your dreams don’t scare you, they are too small.”—Richard Branson.

**Type:** Undead

**Creation:** Spell: unholy servant

**Habitat:** They live where they are told to.

**Level:** 1      **Quantity:** 1

**Defense:** Silver      **Damage Resistance:** 3

**Health:** 150      **Save:** 28

**AC:** 35      **To Hit:** 51

**Weapon:** Short sword      **Range:** -

**Damage:** D8      **RDM:** +20

**Resistance:** 50% poison, sylph bow, satyr bow

**Weakness:** 200% lightning, light, axe, hammer, spear, elven bow, silver.

**Strength:** 10      **Dexterity:** 8      **Perception:** 8

**Intelligence:** 6      **Spirit:** 3      **Comeliness:** 5

**Movement:** 30 ft.      **Fly:** no.

**Alertness:** 15      **Night Vision:** 30 ft.

**Size:** 6 ft.      **Weight:** 30 lb.  
(180 lb. weight lift)

**Bounty:** \$6,000

**Skin:** Bone

**Body:** Bone

**Miles per day:** 50

All skeletons are the result of the spell unholy servant. Anything with bones can be made into a skeleton. All skeletons are (or were) under the total control of a master. Skeletons are different than ghouls in the level of control granted to the caster who made them. With skeletons it is closer to a robot following the orders of the program. Most skeletons are ordered to fight to the death, and they do so without a second thought.

**Reconciliation:** level 1. This is the skeleton of a human. A simple basic human farmer to be accurate. Skeletons inherit power in some ways, and skeletons can be made of any complete set of bones. Refer to the spell unholy servant.

## Equipment & Loot

Sword, shield, and rags.

Stage 1		
Exp.	#	Race skill description
500	1	Minimum: Defense: of Silver
500	1	Minimum: Damage Resistance: of 3
200	1	Minimum: Save: of 28
Stage 2		
Exp.	#	Race skill description
2,250	1	Minimum: AC: of 35
Stage 3		
Exp.	#	Race skill description
17,000	1	Minimum: Health: of 150
4,300	1	Minimum: To Hit: of 51
Stage 4		
Exp.	#	Race skill description
14,000	1	Minimum: RDM: of 20
Stage 5		
Exp.	#	Race skill description
Grand total		= 38,750 Experience

## Skeleton: Doppelganger.

This is a fun toy for elves, goblins, leprechauns, and fairies who have a demonic dark side. As a skeleton a 6 ft. tall man is reduced to 65 pounds of bones. That is a 30% weight to height ratio. ( $H^3/W = \text{Ratio}$ ). Therefore, a 5 ft. tall doppelganger is 37 pounds of skeleton doppelganger. Oh, but skeletons keep their abilities and the polymorph is an ability. Thus, we have 37 pounds we can play with. We can polymorph the skeleton into a 3 ft. 8 inch person + or - 15%. Suddenly the skeleton no longer looks like a skeleton. It looks like a little person under the complete control of the caster.

# Snake (sacred Spirit Beast)

**Alignment:** Stealth and speed

**Quote:** “We realize the importance of our voices only when we are silenced.”—Malala Yousafzai.

Type:	Animal - Other			
Mythos:	Mother Nature			
Creation:	Hatch from egg			
Habitat:	Forest, jungle, mountains, swamp			
<b>Level:</b>	<b>0: 1</b>	<b>Quantity:</b> 1		
<b>Health:</b>	<b>3: 53</b>	Save: 15: 65		
<b>AC:</b>	20	To Hit: 40: 70		
<b>Weapon:</b>	Bite	Range: -		
<b>Damage:</b>	D6	RDM: 0: 18		
<b>Resistance:</b>	-			
<b>Weakness:</b>	-			
Strength:	7	Dexterity: 9	Perception: 9	
Intelligence:	2	Spirit: 6	Comeliness: 7	
Movement:	30: 60 ft.*	Fly: no.		
* The spirit beast has a 160 ft. jump by spell				
Alertness:	40: 90	Night Vision:	20 ft.	
Size:	8 ft.	Weight:	80 lb.	
Animal control:	40	Rider weight limit:	25 lb.	
Price:	\$22,222			
Skin:	Scales			
Body:	Mammal			
Miles per day:	2			

There are hundreds of types of snake. My favorite is the red racer. It's a tiny little thing. At full length it's the size of a No.2 pencil. Really big ones will get up to 8 or 9 inches long. They are absolutely harmless to humans. Most snakes are harmless to humans. The venomous snakes are the exception. The rattle snake, water moccasin, coral snake, and the cobra are deadly. These are the snakes we fear. Within Ryvah, to define a poisonous snake, simply pick a poison within the Ryvah chemistry system and name the snake after it. Rattle snake poison = rattle snake. Black widow poison = black widow snake? LOL, don't get hung up on the details. With this we can reverse engineer any snake we want. First we use chemistry to design a custom poison, and then we name our poison after our snake, and finally our snake gets to use that poison.

[Custom Poison] = the experience cost for this skill is the difficulty of the poison squared. Thus, viper poison has a 58 difficulty,  $58^2 = 3,364$  experience. Because viper does 10 damage our snakes bite would also.

**Reconciliation:** level 0 and the Spirit beast is level 1. However it was not reconciled.

## Equipment & Loot

If you can find the nest there is a 35% chance there will be 2D6 eggs.

## Age, Price, and Experience Calculator

50%	40%	30%	20%	10%
\$11,667	\$9,555	\$7,444	\$5,333	\$3,222
93,550	74,840	56,130	37,420	18,710

Child		Age 3 to 8	
Exp.	#	Race skill description	
1,500	1	Alertness: +20	
2,250	2	+2 Dexterity, +2 Perception	
100	1	Attack: Bite D6	
0	1	[Custom Poison]	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
10,000	1	+20 Bite	
Adult		Age 10 to 20	
Exp.	#	Race skill description	
<<Sacred Spirit Beast>>			
6,000	3	Health: +50, Alertness: +50, Save: +50	
6,000	1	Movement: +60 ft. per round	
3,000	2	Ability: Jump(8...), Climb(8...)	
12,000	1	RDM: +18	
15,000	1	+30 Bite	
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
6,000	3	Health: +50, Alertness: +50, Save: +50	
6,000	1	Movement: +60 ft. per round	
3,000	2	Ability: Jump(8...), Climb(8...)	
12,000	1	RDM: +18	
15,000	1	+30 Bite	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
6,000	3	Health: +50, Alertness: +50, Save: +50	
6,000	1	Movement: +60 ft. per round	
3,000	2	Ability: Jump(8...), Climb(8...)	
12,000	1	RDM: +18	
15,000	1	+30 Bite	
Grand total		= 187,100 Experience	

# Augmentation: Anamagous-Snake.

The anamagous snake is an augmentation caused by the spell anamagous. It does not prohibit other augmentations as cause by immortality, lycanthrope, or vampirism. You do not die and live again. You are not undead, and the only reason one would be evil is if they were to begin with. An anamagous can freely change forms between humanoid form and animal form. Just as the humanoid form is constant, so also is the snake form. If you get pregnant you will be pregnant in both forms. If you get a scare or become blind, then it applies to both forms. The gender is the same between forms. All characteristics morph.

With that said, it takes a particular personality to be an anamagous snake. Snakes live lives of stealth and invisibility. They strike with lethal precision and

extreme speed. They spend a lot of time in snake form. In their humanoid home will be lots of snake holes. The only reason to sleep in humanoid form is because you have a girlfriend who makes your night's fun if you're humanoid. If they need to do a task, they will take the form best suited to doing the task. Just realize, they love secrecy. The reason they can slither out the bars of the prison cell is because his captors don't know to use a burlap sack. Being able to become a snake is a valuable trump card to be saved until needed. While humans require the comforts of a town or tent with sleeping bags, a snake does not. As such, some live in the wild and do not bother with clothing or buildings. They will possess only the tools they need like a Greek gladiator fighting in the nude.

If you wish to play an anamagous as a player character, then consult the spell anamagous. An anamagous snake used the snake-sacred beast age chart; however, this is a full augmentation to your own age chart where everything compounds. And it does so in both humanoid form and snake form.

# Specter

**Alignment:** Cruel slave master

**Quote:** "The enlightened ruler is so mysterious that he seems to dwell nowhere, so inexplicable that no one can seek him. He repose in non-action above, and his ministers tremble below."—H an-fei-tzu, 3<sup>rd</sup> century B.C.

**Type:** Undead

**Creation:** Immortality

**Habitat:** mountain keep or cottage.

**Level:** 5    **Quantity:** 1

**Defense:** +3 Magic

**Health:** 1,255    **Save:** 120

**AC:** 200    **To Hit:** 400

**Weapon:** Capture essence    **Range:** -

**Damage:** 200    **RDM:** 0

**Resistance:** 50% fire, lava, thorn, hammer

**Weakness:** 200% mud, wood, light, sylph bow, telekinesis, disintegrate, silver

**Strength:** 7    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 10    **Spirit:** 1    **Comeliness:** 3

**Movement:** 30 ft.    **Fly:** no.

**Alertness:** 15    **Night Vision:** 100 ft.

**Size:** 6 ft.    **Weight:** 180 lb.

**Bounty:** \$500,000

**Skin:** Rotting flesh

**Body:** Humanoid

**Miles per day:** 20

The birth place of the Illuminati is the heart and soul of the specter. If you know their deeds, you know too much. If you know their agendas, you know too much. If you know where they live, you know too much. If you even know of them, then you know too much. Don't look at me. Watch nothing I do. If I ask you to do something, when you are done, then forget it was I who asked. If I purchase something from you, make no record of it, and most certainly no record of me. Specters regularly enter town libraries for the single goal of ripping the pages from any books that speak of them. Now from the invisible shadows, they pull the puppet strings and their subjects tremble at a nebulous god with no name or identity.

**Reconciliation:** level 5. This battle risks death. In reconciliation, the occasional TPK was not avoidable. Do not loot the race age chart for more spells for a player verse NPC battle.

**Magically Enriched:** 16, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

5 potions of stone skin, thieves pick & tools +4 quality, +2 Magic, \$2000 in trap setting materials. In its home it will have 4 rooms with wagon casting tools and lookout portholes. 2 potions of force wall(5, 1, 3, 8, 0, 11, 8), and 25,000 copper coins.

x1	Hypnotism	C	G	M	N	R
	Skill	20	20	30	30	30

430% Dispel resistance,

x3	Dispel	E	H	I	J	M
	Skill	30	30	13	30	30

433% Dispel resistance,

x20	Capture Essence	M	V
	Skill	17	200

387% Dispel resistance,

Stage 1		
Exp.	#	Race skill description
10,000	1	Spell:x3 Dispel(15,15,7,15,15)
8,000	1	Defense: +3 Magic
5,000	4	Save: +30, Health: +31 (x3), +20 Defense, +40 Capture essence: intended to add to "to hit" score.
10,000	2	+2 Intelligence
Stage 2		
Exp.	#	Race skill description
10,000	1	Spell:x3 Dispel(23,23,10,23,23)
		Spell:x1
10,000	1	Hypnotism(10,10,15,15,15)
5,000	7	Save: +30, Health: +31 (x6), +20 Defense (x2), +40 Capture essence (x2): intended to add to "to hit" score.
10,000	4	Mana: +50 Hypnotism, +50 Disease, +50 Telepathy, +50 Silence
Stage 3		
Exp.	#	Race skill description
30,000	1	Spell:x20 Capture Essence(17,200)
10,000	1	Spell:x3 Dispel(30,30,13,30,30)

20,000	1	Spell:x1 Hypnotism(15,15,23,23,23)
5,000	10	Save: +30, Health: +31 (x9),  +20 Defense (x2), +40 Capture essence (x2): intended to add to "to hit" score.
10,000	4	+20 Defense (x2), +40 Capture essence (x2): intended to add to "to hit" score. <b>Stage 4</b>
<b>Exp. # Race skill description</b>		
30,000	1	Spell:x1 Hypnotism(20,20,30,30,30)
5,000	10	Save: +30, Health: +31 (x9),  +20 Defense (x2), +40 Capture essence (x2): intended to add to "to hit" score.
10,000	4	+20 Defense (x2), +40 Capture essence (x2): intended to add to "to hit" score. <b>Stage 5</b>
<b>Exp. # Race skill description</b>		
5,000	10	Save: +30, Health: +31 (x9),  +20 Defense (x3), +40 Capture essence (x3): intended to add to "to hit" score.
10,000	6	= 567,250 Experience
Grand total		

## Sub-race: Holy Specter

Well it helps to know who Shadow Lord is. He is the son of Quimpelton who is 3<sup>rd</sup> seat of the Council of Eight and his mother is Cassandra who is 5<sup>th</sup> seat of the Council of Eight. Both are god-kings. Shadow Lord is the 6<sup>th</sup> seat of the Council of Eight, and also a god-king. He has multiple pantheons of gods on multiple worlds and is considered to be the sixth most powerful being in existence. Shadow Lord is the lord of Shadows and the creator of the umbrix, the creator of the second half of forge metaphysical body. Daemons and demonic beasts only exist because he . . . made the rules of the universe, which allow them to exist. He brings balance to the universe. Without darkness it is difficult to appreciate light. He casts darkness and shadows over the universe, not to extinguish the light, but to glorify the light in all it love. Shadow Lord is not evil, although most lack his vision. With his father's help he calculates the consequences of his work, and with his mother's love he tempers it. This is Shadow Lord, the god the holy specter worships.

The holy specter seeks out people who have an unfair portion of love, happiness, or money. She brings them balance, an understanding and appreciation of how blessed they . . . were. "Were," as in not any more. The holy specter will have a tiny hovel of a home with a self-dug tunnel down a hundred feet to herself made temple to her god. She will lay on her own alter and torch herself, then go out and . . . pick flowers, help an old lady across the street, donate

some food to the local food bank. After that she might cause a six horse carriage to trample to death one (never both) of a newlywed couple. To a holy specter, evil without pain is meaningless. Someone has to cry. That homeless child nobody cares about would never be hurt. In fact she might spend years helping them, feeding them, even paying for school. Now, after some beautiful girl finally falls in love with him, then he can die.

Child		Age 3
Exp.	#	Race skill description
3,350	1	Religion: +20 Shadow Lord
3,350	1	Spell: x1 Dig(9...)
Adolescent		Age 6
Exp.	#	Race skill description
6,000	5	Spell: x5 Heal(6...), x1 Cure Disease(9...), x1 Cure Blindness(9...), x1 Cure Deafness(9...), x5 Create Food & Water(6...)
3,350	1	Religion: +20 Shadow Lord
Adult		Age 10
Exp.	#	Race skill description
3,350	1	Religion: +20 Shadow Lord
6,000	3	Spell: x1 Disease(9...), x1 Blind(9...), x1 Deafness(9...)
Middle-age		Age 17
Exp.	#	Race skill description
Senior		Age 30
Exp.	#	Race skill description
Grand total		= 61,400 Experience

## Sub-race: Vyla.

They are the masters of sadistic and masochistic abuse. They sharpen bones to a point and dress up in them. This bone armor is designed to be erotic and inflict damage during sex. Often the vyla will even heal their lovers and go for a second round, or perhaps a third. But there is more, and it's dark. We might guess they are hot chicks who seduce willing men. We might guess that is the source of their victims, and yes some are. Yes, a few of the victims come from that source. Most don't.

First and foremost, the vyla is a teacher. They set up shops or open schools. They will use hypnotism to bring their pupils in. They will brain wash both parent and child. They will drug them. They will use magic and science to obtain power and control over them. The classes are often music or dance, but occasionally math and English literature. But this in

almost a cover. The brain washing will persist until the tutoring is the most important thing in life to the pupil. It started as one hour a week, leveled up to two. Leveled up to an hour a day. Leveled up to two hours a day, then all day . . . and then ALL NIGHT! But the vyla isn't done. All of this has a reason and design. As the years pass this pupil will be sculpted into someone of extreme beauty, talent, and intellect to become a vampire's bride. And in this context the term bride is gender neutral. This was not a chance occurrence, but the plan from the beginning. This bride was ordered and paid for by the vampire a decade ago, maybe two decades. The exact curriculum of study was all laid out long ago by the vampire himself. They together (the vyla and vampire) would have selected a dozen or more good candidates in early childhood and over the years weeded them out until there was but one left: the one the vampire would bite and turn.

[Life Force Pendulum] = non-magical damage during sex is absorbed and becomes part of the bone armor as a magical stone skin that may be used. Magical damage during sex is absorbed and becomes part of the bone armor as floating mana that may be used. Only the Vyla who wore the armor during the creation of the stone skin and floating mana may use the stone skin and floating mana. There is not limit of either.

Middle-age		Age 17
Exp.	#	Race skill description
3,350	1	+22 Psychology
6,000	1	Mana: +30 Vampirism
Senior		Age 30
Exp.	#	Race skill description
Grand total		= 61,950 Experience

## Sprite: Specter.

They are rare. We are going to call our sprite specter Jami. Jami started life as a sprite: a very good little girl who loves life and like all sprites is part of the great network. Areas where the great network is strong tend to obliterate evil. Something had to happen to Jami to overpower all the love and happiness of a lifetime. I don't even know what could do this. In fact one could argue a sprite would never become an undead. With Jami, we assume she did. Sprites aren't greedy, so bribery wouldn't work, but anyways, something turned her evil. Within the world of the unholy, Jami is the Holy Grail. The cost or difficulty of becoming immortal is insignificant in comparison to the power of the lich, vampires, and demonic beasts. Jami would be gifted power, property, and alliances by virtually all of them. Just be. Just exist. The reason why is because Jami could bring the all mighty power of the great sprite network to the underworld and forge a dark net. It would not simply shift the tide of battle in one war; it would shit the tide of battle in them all! The massive power and mana of hundreds of isolated undead lords unable to communicate or assist each other could be tapped by Jami like the right arm of a dark god flexing his mussels. Suddenly every undead in a 314 mile radius could ask Jami for help by praying to her. She could in one round yield mana from a lich, grack vampire, and daemonic beast and in the second round yield that same mana to that pathetic skeleton. Suddenly every battle with an undead gets backed by the mana of the undead lords. "Oh, it's just a ghoul." – that has a grack vampire's magic blade, a skeleton warrior's spell turning, and a lich's disintegrate. Oh, and that's just the first ghoul; there are five . . . I mean fifty.

Child		Age 3
Exp.	#	Race skill description
4,300	1	[Life Force Pendulum]
4,300	2	+43 Escort, +3 Comeliness
Adolescent		Age 6
Exp.	#	Race skill description
2,250	4	Minimum score of 40: Dance, Singing, Math, English
3,350	1	+22 Psychology
Adult		Age 10
Exp.	#	Race skill description
		Spell: x1 Hypnotism(9...), x1 Charm(9...), x1 Mind Control(9...)
6,000	3	Control(9...)
3,350	1	+22 Psychology
6,000	1	Mana: +30 Vampirism

# Sprite

**Alignment:** kind and territorial

**Quote:** “Do what you are assigned to do, to the best of your abilities, and never do more. To think that by doing more you are doing better is a common blunder.” –48 *Laws of Power*.

Type:	Fey						
Creation:	Live birth						
Habitat:	country side, forest, and meadows						
Level:	2	Quantity:	6				
Regeneration:	2 per round						
Health:	40	Save:	39				
AC:	49	To Hit:	39				
Weapon:	Dagger	Range:	-				
Damage:	D2	RDM:	0				
Resistance:	90% force						
Weakness:	200% lightning, rock, light, hammers, spear, satyr bow, copper.						
Strength:	7	Dexterity:	15	Perception:	9		
Intelligence:	9	Spirit:	12	Comeliness:	8		
Watchdogs:	Butterflies						
Movement:	30 ft.	Fly:	17 mph				
Alertness:	28	Night Vision:	0				
Skill superiority:	Herbalist and dagger						
Size:	2 ft.	Weight:	6 lb.				
Bounty:	\$3,000						
Skin:	Succulent flesh						
Body:	humanoid						
Miles per day:	40						

Sprites are flirtatious little critters that love to taunt and tease boys and young men. Playing affectionate games knowing that because of the size difference not much can happen. Perhaps a bunch of touching and kissing which all in all the sprites enjoy, but nothing more intimate. It is not uncommon for a sprite to have a young man totally infatuated and in love with her. In some cases these playful little pikers will have promises of marriage from five different sutures. Of course this will all happen when she grows to an appropriate height for her boyfriends, and that will never happen. It is only after a sprite reaches adulthood will she abandon her larger boy-toys for the love interests of another sprite. As a general rule sprites mate for life, at least when they mate with another sprite.

Sprites live primarily in the forest and can make dozens of flowers grow and blossom with the simplest of touches. They will often engulf their homes in thousands of flowers. Unfortunately this tends to work to their disadvantage, because it helps trappers locate them. Sprites have an extremely strong ability to

protect themselves against magic; however, a simple metal cage is a different matter. It is not uncommon for them to be captured and given to a princess or sold as a novelty. Luckily, they also have an incredible intuitive sense when one of them is in trouble, and as many as fifty may come to try to rescue one that has been captured. It is in times like these when the friendships and affections of men become their most useful.

Sprites have a four-god parliament. So a two-on-two stalemate prohibits change. Change requires an overwhelming majority; 3 over 1. The four gods are Barbie, Gem, Calamity, and Peek-A-Boo. Sprites are the ancient descendants of these four gods. Thus, the sprites acknowledge these gods as family; yet, at the same time also acknowledge they are now their own species. Sprites are sprites while fairies are fairies. It just happens that the four-god parliament of the sprites consists of four fairy gods: Barbie, Fairy God of Strength; Gem, Fairy God of Earth; Calamity, Fairy God of Storm; and Peek-A-Boo, Fairy God of Rebirth. Thus, the sprites do not have a real pantheon because their four gods are also part of the Pantheon of the Fairy Gods.

Reconciliation: level 2. They will not surround their opponent. They are 15 feet to 20 feet apart in a blob.

## Equipment & Loot

Lingerie armor +3 quality AC 4+3.

x1	Wood web	A	B	E	H	I	K	M
	Skill	5	3	3	5	5	5	0

26% Dispel resistance, 5\*(1.5) damage—or—(3D4 damage), 9 rounds, 60 ft. range, 25 × 10 ft. bolt entanglement 50% -30 per point of strength over 7

$$\begin{array}{lll} 7 \text{ strength} & = & 50\% \\ 8 \text{ strength} & = & 20\% \\ 9+ \text{ strength} & = & 0\% \end{array}$$

Child	Age 3 to 8	
Exp.	#	Race skill description
1,000	5	+1 Comeliness, +1 Perception, +1 Dexterity, +1 Intelligence, +1 Spirit

2,250	2	Fly at 17 mph, Health: +25, Save: +25
8,000	1	Regeneration: 2 health per round
3,350	1	Minimum: AC of 49
<b>Adolescent</b>		<b>Age 6 to 12</b>
Exp.	#	Race skill description
2,000	2	+5 Herbalist (x2), +5 Dagger (x2): both require Wood Web
4,300	1	Spell:x1 Wood Web(5,3,3,5,5,5,0)
		+1 Perception, +1 Dexterity, +1 Intelligence, +1 Spirit
1,250	4	Intelligence, +1 Spirit
2,250	1	Animals: +22 Butterflies
<b>Adult</b>		<b>Age 10 to 20</b>
Exp.	#	Race skill description
5,750	2	+3 Dexterity, +3 Spirit
		Mana: +15 Anti-Magic Aura, +15 Evil Detection, +15 Charm, +15 Conjure Object
1,500	4	Ability: Blossom(5...)
3,350	1	Ability: Yield Mana(13...), Hear Prayer(13...)
8,000	2	Ability: Yield Mana(13...), Hear Prayer(13...)
2,250	1	Animals: +22 Butterflies
<b>Middle-age</b>		<b>Age 17 to 40</b>
Exp.	#	Race skill description
2,000	1	+2 Dexterity
16,000	6	Max: +8 Thought casting (x6)
		Mana: +50 Wood Kinesis, +50 Wood Web
<b>Senior</b>		<b>Age 30 to 50</b>
Exp.	#	Race skill description
16,000	6	Max: +8 Thought casting (x6)
		Mana: +50 Wood Kinesis, +50 Wood Web
15,000	2	Wood Web
2,250	1	Animals: +22 Butterflies
<b>Grand total</b>		= 331,750 Experience

## Sub-race: Raven

The raven worships Shadow Lord (God King) and most of the deities in his pantheon, but they have a particular interest in Brog, God of the Panther and Secrecy. Among the useful gifts of Brog, the black raven gets an anomalous black panther ability. It functions like the spell but at discounted experience. The raven is a dark nude gothic mistress of the forest. Sometimes she will share her dominion with a nymph. Others, she will politely decline preferring to have her

as a neighbor not a roommate. The raven also is blessed with mass morph to which she always chooses ravens. Her ability to sneak about is very high and they scout and spy on everyone they can. With all that one might predict them to be evil, but they gain no evil traits from being raven. They gain ravens. Yes, the little black birds. They like ravens a lot, and they love gossip. They spy on everyone, then brag about every juicy tidbit of info to the other ravens. Often someone discovers something cool, like a dragon, and the other ravens will go out to see it for themselves. Once a king built a secret wizards' lab with mystical creatures held prisoner to farm alchemy. Not only did every raven in the community know about it, most had gone to see it for themselves. And, a few had better logs of the king's alchemy than the king. The home of a raven will be a gothic mansion crafted out of black wood. It will be decorated with black lace, pillars, and gargoyle statues--most of which will be real. At a hundred foot perimeter she will have black marble shrines. Then there are the ravens. Many will be bonded (more than 10), many more will be under her control (more than 100), and many more will be wild but flock to her (upwards of a 1000). While they seem like normal birds those top 10 will have around 50,000 bonded experience. They make the raven who she is. They cast magic. What type? All of it.

<b>Child</b>		<b>Age 3</b>
Exp.	#	Race skill description
5,000	1	[Anamagous - Panther (lion)]
6,000	1	Ability: Mass Morph(8...)
1,500	1	Animal: +10 Ravens
<b>Adolescent</b>		<b>Age 6</b>
Exp.	#	Race skill description
6,000	1	Ability: Mist(8...)
2,250	1	Movement: +40 ft. per round
<b>Adult</b>		<b>Age 10</b>
Exp.	#	Race skill description
3,000	3	Animal: +10 Ravens (x3)
1,500	1	Spell: x3 Climb(8...)
3,500	1	Movement: +30 ft. per round
4,300	2	+3 Strength, RDM: +10
<b>Middle-age</b>		<b>Age 17</b>
Exp.	#	Race skill description
5,000	10	Animal: +10 Ravens (x10)
<b>Grand total</b>		= 93,350 Experience

# Squid (Sacred Spirit Beast)

**Alignment:**

Henti and anime

**Quote:**

“A man is not finished when he is defeated. He is finished when he quits.”—Richard Nixon.

**Type:** Animal – Large Beasts

**Mythos:** Mother Nature

**Creation:** Hatched from fish-like eggs

**Habitat:** Ocean

**Level:** 2      **Quantity:** 2

**Health:** 80      **Save:** 38

**AC:** 60      **To Hit:** 70

**Weapon:** Tentacles      **Range:** 20 ft.

**Damage:** 5D12      **RDM:** +15

**Resistance:** -

**Weakness:** -

**Strength:** 7      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 2      **Spirit:** 6      **Comeliness:** 6

**Movement:** 40 ft. water      **Fly:** no

**Alertness:** 25      **Night Vision:** 80 ft.

**Size:** 20 ft.      **Weight:** 2,500 lb.

**Animal control:** 78      **Rider weight limit:** Not allowed

**Price:** \$9,025

**Bounty:** \$9,000

**Skin:** Slime skin

**Body:** Squid

**Miles per day:** 5

Okay, so yeah. About the squid. You know, the symbol of henti worldwide. What do you expect from something with long slimy tentacles and thousands of “suction” cups? I mean really? The thing comes pre-lubed. No KY jelly needed here. You think your hot stuff because you can keep two girls happy at the same time for a few minutes; the squid can keep a dozen girls screaming full throttle pretty much indefinitely. A squid can put a suction cup on every nock, cranny, and grove a girls got and suck on ‘em all simultaneously. With tentacles to deep-thought her, a tactical to penetrate her basement, and another for her backdoor, it’s the king of henti. Now let’s talk about penetration depth. What do you have? Seven inches, maybe nine? The squid’s got twelve feet—in one side and out the other. Go in the top and come out the bottom and still have enough left over to double back

and do it again. I mean, if you must die, it’s a hell of a way to go.

So what can we give the sacred beast of henti? Simple: healing and a good resurrection so it can play with you longer. Now as a game master put the party on an itty-bitty boat in a big lake.

Reconciliation: level 2. Not Reconciled

## Equipment & Loot

[Henti Hoard] = 24 hours after it sexually penetrates something, it gains one point of supernatural mana per point of comeliness over 6 the subject has. This mana will last for 24 hours. It can gain mana from up to six different subjects.

Child		Age 3 to 8	
Exp.	#	Race skill description	
4,300	1	[Henti Hoard]	
1,500	5	+7 Defense, +7 Tentacle, Health: +20, RDM: +7, Attack: D12 damage 20 ft. range	
Adolescent			Age 6 to 12
Exp.	#	Race skill description	
6,500	5	+7 Defense, +7 Tentacle, Health: +40, RDM: +8, Attack: 5D12 damage 20 ft. range	
Adult			Age 10 to 20
Exp.	#	Race skill description	
7,000	3	+7 Defense, +7 Tentacle (x2)	
Middle-age			Age 17 to 40
Exp.	#	Race skill description	
7,000	6	+7 Defense (x3), +8 Tentacle (x3)	
Senior			Age 30 to 50
Exp.	#	Race skill description	
20,000	2	Spell: x20 Heal(990), x5 Resurrection(15...)	
Grand total		= 147,300 Experience	

# Stirge

## Alignment: Animal

**Quote:** “The world is changed by your example, not by your opinion.”—Paulo Coelho.

Type:	Animal – Birds		
Creation:	Hatch from egg		
Habitat:	Cave, forest		
Level:	2	Quantity:	20
Health:	10	Save:	20
AC:	35	To Hit:	35
Weapon:	Poke	Range:	-
Damage:	D4	RDM:	0
Resistance:	-		
Weakness:	200% fire, axe, spear, elven silver.		
Strength:	6	Dexterity:	8
Intelligence:	2	Spirit:	4
Movement:	75 ft.*	Fly:	25
* Can attack on a full turn move.			
Alertness:	30*	Night Vision:	0
* If you detect them, then they attack. They of 30. You must get a 30 to detect them. The feet up in the trees.			
Size:	1 ft.	Weight:	2 lbs
Animal control:	62	Rider weight limit:	60 lbs
Price:	\$350		
Bounty:	\$900		
Skin:	Orange smoke, feathers, and		
Body:	head and claws with smoke		
Miles per day:	15		

The sterg is a strange beast with half its body as ethereal smoke. Its head can take many shapes and sometimes its claws or talons are smoke and sometimes they're solid. Even though they are animals they worship the sacred spirit beast of the duck as god. Thus, they follow the duck as an alpha of their pack. Sterg will never attack a duck.

Reconciliation: level 2. Their attack need to add the poison to the damage.

## Equipment & Loot

If you can find the nest there is a 35% chance there will be 2D6 eggs.

inf.	Poison	B	V	V	V	V	J	M
	Skill	3	3	3	3	0	0	0

12% Dispel resistance, 3 damage. Then an additional 3 damage on each of the next four rounds that bypasses stone skin, damage resistance, and defense.

Child			Age 3 to 8
Exp.	#	Race skill description	
1,500	1	Ability: Poison(3,3,3,3,0,0,0)	
1,400	1	+5 Combat	
4,300	1	[Attack on full turn move]	
300	1	Attack: Poke D4	
Adolescent			Age 6 to 12
Exp.	#	Race skill description	
7,200	1	+5 Combat	
1,000	2	+1 Dexterity, +1 Perception	
		Fly at 25 mph	
Adult			Age 10 to 20
Exp.	#	Race skill description	
9,700	1	+5 Combat	
5,000	1	Movement: +45 ft. per round	
1,000	1	Alertness: +15	
Middle-age			Age 17 to 40
Senior			Age 30 to 50
Grand total			≡ 32,400 Experience

# Storm Giant

**Alignment:** Guardian of love

**Quote:** “Keep the extent of your abilities unknown . . . [the wise man] allows you to know them but not comprehend them. No one must know the extent of his abilities, least he be disappointed. No one ever has an opportunity of fathoming him entirely. For guesses and doubts about the extent of his talents arouse more veneration than accurate knowledge of them, be they ever so great.”—Balthasar Gracián, 1601-1658.

**Type:** Fey

**Creation:** Live birth

**Habitat:** Mountains

**Level:** 6    **Quantity:** 7

**Damage Resistance:** 20

**Health:** 16,000    **Save:** 161

**AC:** 70    **To Hit:** 60

**Weapon:** Mystic Bite    **Range:**

**Damage:** RDM: +20

**Resistance:** 50% fire, ice, lightning, hammers

**Weakness:** 200% acid, thorn, energy drain.

**Predators:** Psychophile and Titan

**Pray:** +50 combat against Sacrobecks and fire giants

**Strength:** 15    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 8    **Spirit:** 9    **Comeliness:** 7

**Movement:** 80 ft.    **Fly:** no.

**Alertness:** 20    **Night Vision:** 0

**Size:** 16 ft.    **Weight:** 3,500 lb.

**Bounty:** \$200,000

**Skin:** Flesh

**Body:** Humanoid

**Miles per day:** 50

Storm Giants are strange. They pride themselves as the guardian of nature. But all they really do is remind other races how devastating storms can be. They love nymphs, gorgons, and fairy dragons; however, the affection does not go both ways. Storm giants like fairies, pixies, and sprites, but feel as though they are distinctly inferior to the nymph and fairy dragons.

Most storm giants consider gorgon to be good woodland creatures. They believe that the gorgon drain maddens and insanity away from the fairy folk allowing the fairy folk to live blissfully innocent lives. However, they suffer this maddens which they have relieved the fairies from, and for this reason in spite of all the destruction caused by the gorgon, they should be feed and honored.

## Equipment & Loot

Giant elven bow, +2 quality, +1 Magic, 2D10+1 damage; giant 2h axe, +2 quality, +1 Magic, 4D10+1 damage; giant banded mail; 20 silver arrows with black

widow poison(\$140, -7 to hit, -7 AC, -7 movement, -7 save, for 7 rounds); 20 units of rock, 3 potions of stone skin (60 points); 3 potions of healing (60\*(1.5)), Potion of AC+6, Potion of to hit +7, 1500 silver, 50 gold.

**Reconciliation:** NOT RECONCILED.

inf.	Nullify	B	E	J	L	M
	Skill	5	50	50	50	Void

Not dispellable.

750%\* chance to reduce by 150% mana

1500%\* chance to reduce by 75% mana

3000%\* chance to reduce by 37% mana

\*\* – (M of the defending spell + the mana of the defending spell).

inf.	Dispel	E	H	I	J	M
	Skill	5	50	50	50	Void

Not dispellable. This is used by a second storm giant after nullify which has reduced the mana in the attacking spell. 810% chance to dispel.

X1	(Lightning and Ice) Kinesis 2	C	G	M	Q			
A	H	J	L	M	N	O	P	Q
50	50	50	50	50	50	50	50	50

1000% Dispel resistance. This is two spells. 50\*(1.5) damage—or– (5D8 + 5D20 damage)

x1	Weather Summoning	C	G	M	Q
	Skill	50	50	50	50

700% Dispel resistance, duration is up to 2500 hours, the area exceed the planet, and the effect is 11739% more intense. A tornado requires only 345%.

Child		Age 3 to 8			
Exp.	#	Race skill description			
Auto	1	+50 Combat against sacrobecks and fire giants			
4,300	2	+3 Strength, [Mystic Bite]			
17,000	2	Health: +105, Save: +140			
30,000	2	Damage Resistance: 20, RDM: +20			
Adolescent		Age 6 to 12			
Exp.	#	Race skill description			

		Spell:x1 (Lightning and Ice) Kinesis 2 (25,25,25,25,25,25,25,25,25)
40,000	2	Spell:x1 Weather Summoning (25,25,25,25)
20,000	1	Health: +105
17,000	1	+40 Combat
Adult		Age 10 to 20
Exp.	#	Race skill description
60,000	1	Ability: Nullify(5,50,50,50,Void)
60,000	1	Ability: Dispel(5,50,50,50,Void)
33,000	2	Health: +500 (x2)
Middle-age		Age 17 to 40
Exp.	#	Race skill description

		Spell:x1 (Lightning and Ice) Kinesis 2 (38,38,38,38,38,38,38,38,38)
50,000	2	Spell:x1 Weather Summoning (38,38,38,38)
50,000	1	Health: +1000 (x4)
Senior		Age 30 to 50
Exp.	#	Race skill description
50,000	2	Spell:x1 (Lightning and Ice) Kinesis 2 (50,50,50,50,50,50,50,50,50)
50,000	1	Spell:x1 Weather Summoning (50,50,50,50)
100,000	10	Health: +1000 (x10)
Grand total		= 2,165,600 Experience

# Succubus

**Alignment:** Sexually lustful and deviant

**Quote:** “A man’s need to conquer women actually reveals a tremendous helplessness that has made suckers out of them for thousands of years.”—48 Laws of Power.

**Type:** Undead

**Creation:** Immortality score of 35

**Habitat:** Villages, towns, and cities

**Level:** 2      **Quantity:** 2

**Health:** 83      **Save:** 35

**AC:** 51      **To Hit:** 50: +10\*

\*+10 to hit on first round of battle. This attack is not subject to interception. You don’t see it coming.

**Weapon:** Bite\*    **Range:** -

\* While they have an energy drain attack, they only use it if they miss over 51% of the time.

**Damage:** 3D12      **RDM:** 0

**Resistance:** 75% poison

**Weakness:** 200% ice, light, sword, spear, elven bow, sylph bow, silver

**Strength:** 7    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 8    **Spirit:** 11    **Comeliness:** 11

**Movement:** 30 ft.    **Fly:** 20 mph

**Alertness:** 18\*    **Night Vision:** 60 ft.

\*See reconciliation

**Size:** 5¾ ft.    **Weight:** 130 lb.

**Bounty:** \$9,000

**Skin:** Succulent flesh

**Body:** Humanoid

**Miles per day:** 40

<Import story here>

Reconciliation: level 2. Their skill in escort gives them a charm check of 35 (auto-on). You cannot attack first if you do not beat this check. You cannot begin battle. If you are the same gender then you get +10. You must use your comeliness doubled for your skill check and (Artistry, Charm, and escort). A particular enmity toward undead designated by level in a logical skill may also be added. This prohibition of combat effects the party as a whole; thus, once the succubus has attacked the prohibition is gone.

## Equipment & Loot

Lingerie armor +4 quality +2 Magic AC 5+2, \$2000 in sex toys, \$10,000 in nude art (Roll D20 for number of paintings, then roll 4% chance for each to see if it unlocks a chi style), 5000 copper coins.

x1 Energy Drain

M R V

	Skill	6	6	6
	Alchemy	6	6	6

156% Dispel resistance,

Child		Age 0 to 40		
Exp.	#	Race skill description		
5,000	1	Mana: +50 Energy Drain		
4,300	1	+3 Comeliness		
3,350	1	Fly at 30 mph		
1,000	6	+10 Escort (x6)		
1,000	2	+10 Charm, Save: +12		
Adolescent		Age 35 to 200		
Exp.	#	Race skill description		
3,350	2	Health: +32, Attack: Bite 3D12		
7,000	2	+30 Bite, +30 Defense		
500	1	Night Vision: 60 ft.		
4,300	1	{+3 Spirit}: requires +30 Bite		
24,000	1	Max: +12 Nothing casting		
Adult		Age 60 to 400		
Exp.	#	Race skill description		
		+1 intelligence, +1 Spirit, +1 Comeliness		
1,000	3	+3 Comeliness		
4,300	1	+30 Bite, +30 Defense		
7,000	2	Max: +12 Nothing casting		
Middle-age		Age 250 to 600		
Exp.	#	Race skill description		
7,000	2	+30 Bite, +30 Defense		
24,000	1	Max: +12 Instant casting		
Senior		Age 500 and up		
Exp.	#	Race skill description		
7,000	2	+30 Bite, +30 Defense		
24,000	1	Max: +12 Thought casting		
Grand total		= 191,450 Experience		

About the age chart: This augmentation overlays whatever base exists without modifying it. Thus, nothing over 40 years old can become this augment because they would die instantly for failure to have required race skills. Further, while the base may be an adult, the augment could still be a child.

## Sub-race: Blazing.

Oddly, they love fish. They will spend hours out in the lakes, rivers, and ocean to fish for anything

they can catch. They bake the fish, broil the fish, blacken the fish, and make fish kabobs, fish filet, fish stew, and everything else you can make with fish. They love fish. They also like playing with metal. They are natural metallurgists. You see . . . they blaze—not with fire, with lava. They play with lava like a little girls plays with flowers. They twist it, tern it, smelt it, and welt it. Welt? Hey it rhymes. Don't ask me questions I can't answer. Anyways, the blazing love fish.

Child		Age 3	
Exp.	#	Race skill description	
2,250	5	+10 Metallurgy, +10 Fishing, +10 Cooking, Mana: +10 Lava Kinesis, Mana: +10 Become Lava Elemental	
3,350	2	+10 Lava Attack, +10 Lava Web: both intended to add to "to hit" score.	
1,000	2	+1 Perception, +1 Dexterity	
Adolescent		Age 6	
Exp.	#	Race skill description	
2,250	5	+10 Metallurgy, +10 Fishing, +10 Cooking, Mana: +10 Lava Kinesis, Mana: +10 Become Lava Elemental	
3,350	2	+10 Lava Attack, +10 Lava Web: both intended to add to "to hit" score.	
4,300	1	+10 Lava: (group skill) intended to add to "to hit" score.	
3,350	1	Max: +4 Nothing	
Adult		Age 10	
Exp.	#	Race skill description	
2,250	5	+10 Metallurgy, +10 Fishing, +10 Cooking, Mana: +10 Lava Kinesis, Mana: +10 Become Lava Elemental	
5,000	2	+20 Lava Attack, +20 Lava Web: both intended to add to "to hit" score.	
8,000	1	+20 Lava: (group skill) intended to add to "to hit" score.	
8,000	3	Max: +4 –No Restriction Combat (x3)	
Middle-age		Age 17	
Exp.	#	Race skill description	
8,000	1	+20 Lava: (group skill) intended to add to "to hit" score.	
8,000	3	Max: +4 -Instant (x3)	
Senior		Age 30	
Exp.	#	Race skill description	

8,000	1	+20 Lava: (group skill) intended to add to "to hit" score.
8,000	3	Max: +4 -Thought (x3)
Grand total		= 162,800 Experience

## Sub-race: Silence.

"I kill you." She is like a dead terrorist. She wants it quiet. Be very, very quiet. While magical silence will function, she prefers natural silence. She wants to hear the faint whisper of the wind a half-mile and hour breeze makes as it barely pushes her hair about her face. She wants to sit still and listen to the ants walk by. She wants to hear the beat of the heart in the rabbit twenty feet away. The thing that breaks her peaceful serene silence must die! She will explode in rage with an onslaught of magic to kill whatever it was that disturbed such a precious moment.

[Silence] = If she was meditating in silence and something broke that silence, then she gains +100 Combat for the next three rounds. Further, she gets to cast as many spells as she wants instantaneously as if TIME has stopped and will resume when she is finished. These spells may be cast with any casting method such as "full dance," "100 sq. ft. Lab," "three rounds," "book," etc. and all requirements are considered to be met without any need to actually meet them.

Child		Age 3	
Exp.	#	Race skill description	
8,000	2	+5 Perception, Alertness: +60	
3,350	1	Ability: Clair audience(9,9,9,Void)	
13,333	6	Minimum Max: 12 Lab 100 sq. ft., 12 Full Dance, Mana: +20 Evocation, +20 Illusion, +20 Divination, +20 Necromancy	
Adolescent		Age 6	
Exp.	#	Race skill description	
8,000	2	+5 Perception, Alertness: +60	
17,000	1	Health: +105	
13,333	6	Minimum Max: 20 Lab 100 sq. ft., 20 Full Dance, Mana: +20 Evocation, +20 Illusion, +20 Divination, +20 Necromancy	
Adult		Age 10	
Exp.	#	Race skill description	
17,000	1	Health: +105	
13,333	6	Max: +8 Lab 100 sq. ft., +8 Full Dance, Mana: +20 Evocation, +20 Illusion, +20 Divination, +20 Necromancy	
Middle-age		Age 17	

Exp.	#	Race skill description
17,000	1	Health: +105
13,333	6	Max: +8 Lab 100 sq. ft., +8 Full Dance, Mana: +20 Evocation, +20 Illusion, +20 Divination, +20 Necromancy
Senior		Age 30
Exp.	#	Race skill description
17,000	2	Health: +105, [Silence]
13,333	6	Max: +8 Lab 100 sq. ft., +8 Full Dance, Mana: +20 Evocation, +20 Illusion, +20 Divination, +20 Necromancy
Grand total		= 520,340 Experience

## Sub-race: Elk Horn.

The elk horn is a sick necrophiliack of extreme horror. After she kills someone, she has sex with the corps. And she is so good at it that she can often get one last ejaculation from her victim. But, it's worse because she sucks the soul out postmortem and captures it in her bone dress. Then she harvests all the alchemy from her victim, converts it into charges on her dress, and casts permanency on every dose. The bones and body parts will embellish her dress forever more. The composition of her dress must be from 100% body parts of her victims; however, what parts are used are completely discretionary. Thus, she could use only the skulls or even only blue feathers from only victims with blue feathers without using anything from other victims. Thus, she could be nude with her dress not having a physical existence. However, she is allowed no other garment. If she wants armor then it must be lingerie armor and it must be crafted out of the material she is allowed to make her dress from. If her victim has no alchemy then she cannot captures its soul. Thus, humans are worthless to her.

[Elk Horn] = sex after death captures the essence of the target on a successful act. Male humanoids with + or - 30% of her height are 98% successful. Females are 0% auto fail. Humanoids with + or - 50% of her height are 73% successful. Humanoids with + or - 70% of her height are 41% successful. Humanoids with + or - 85% of her height are 12% successful. Humanoids with + or - 86% of her height or more are 0% auto fail. Undead suffer a - 23%. Animals suffer a -37%. Animals with a classification of Animal-Other are auto fail. She must perform this act within ten minutes of death. If successful, then if she harvests 100% of the rest of the alchemy (the essence has already been harvested), then

she can cast permanency on each dose. After this has been accomplished, then that spirit is hers. We now refer to this as a spirit. She can summon the spirit at will from her dress, and she can return the spirit at will to her dress. If the spirit drops below zero health, then it automatically returns to her dress. She has damage commute with all her spirits at infinite mana, and this can be used to heal the spirits in her dress. Any spell having the power to remove a spirit must over power the elk horn also. And such spells as exorcism and resurrection are the only ways to destroy a spirit. Otherwise they are fundamentally indestructible. All that can be done to a spirit is to inflict enough damage it is forced back into her dress. After summoned, the spirit effectively gets an enslaved after life. It manifests a physical body under the telepathic control of the elk horn. Further, it can gain a copy of the remnant of any active spell on the elk horn. Thus, a 30 point stone skin with 18 points left would be an 18 point remnant. Further yet, this spirit gains half of all combat skill, and the godforsaken thing even gets the use of chi from those skill with the maneuvers the elk horn can use. The dress she constructs for her spirits is immune to rot and cancellation. The only way to destroy her dress is to destroy her, otherwise it is also immune to damage. However it does not provide any damage resistance or benefit to AC, and it cannot hold mana which can be tapped. All that mana is forever locked away and untouchable.

Age 3		
Child	#	Race skill description
Exp.	#	Race skill description
4,300	1	[Elk Horn]
3,350	2	+33 Escort, Save: +32
1,000	1	+1 Comeliness
Age 6		
Adolescent	#	Race skill description
Exp.	#	Race skill description
2,250	2	Mana: +11 Permanency, + 11 Conversion
3,350	3	+33 Escort, +9 Survival, Save: +32
2,250	1	+30 Monster Lore
Age 10		
Adult	#	Race skill description
Exp.	#	Race skill description
2,250	2	Mana: +11 Permanency, + 11 Conversion
4,300	1	+5 Artistry
3,350	3	+33 Escort, +9 Survival, Save: +32
Age 17		
Middle-age	#	Race skill description
Exp.	#	Race skill description
4,300	1	+5 Artistry
3,350	3	+33 Escort, +9 Survival, Save: +32
Age 30		
Senior	#	Race skill description

4,300	1	+5 Artistry
3,350	3	+33 Escort, +9 Survival, Save: +32

Grand total	= 76,350 Experience
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# Suicide Beguiler

Alignment: Animal

Quote: "If you don't build your dream, someone else will hire you to build theirs."—Dhirubhai Ambani.

Type: Animal – Other

Creation: Parasitic infection

Habitat: Forest and farm land

Level: 1      Quantity: 1

Health: 1      Save: 61

AC: 18      To Hit: 17

Weapon: Self-destruct      Range: AOE 100 ft.

Damage: 4D20 \*      RDM: +20

\* using this attack kills the suicide beguiler. Everything killed with this attack is infected with egg spores and will hatch D12 suicide beguilers in three months.

Resistance: -

Weakness: 200% sword, axe, hammer, fire, ice, lightning, thorn, acid, force, zinc, copper, nickel.

Strength: 8      Dexterity: 7      Perception: 7

Intelligence: 2      Spirit: 3      Comeliness: 5

Movement: 25 ft.      Fly: no.

Alertness: 14      Night Vision: 0

Size: 4 ft.      Weight: 45 lb.

Animal control: 82      Rider weight limit: 15 lb.

Skin: Exoskeleton

Body: Mammal

Miles per day: 5

They are a strange animal. They breed only once during their life. Somewhat like a male black widow. To breed is to die, except with the suicide beguiler it is self-inflicted. They are worthless for a beast master. They die. They are worthless as food, they infect everything they touch. Making a failure out of one is . . . well, suicide.

Reconciliation: Not reconciled.

## Equipment & Loot

# Sylph

**Alignment:** Good, innocent, and naive

**Quote:** “Practice in all things a certain nonchalance which conceals all artistry and makes whatever one says or does seem uncontrived and effortless.” –Baldassare Castiglione, 1528.

**Type:** Fey

**Creation:** Live birth

**Habitat:** Glass ceiling palaces of marble and stone

**Level:** 2    **Quantity:** 4

**Defense:** +1 Magic

**Health:** 70              **Save:** 30

**AC:** 20              **To Hit:** Auto

**Weapon:** Lightning      **Range:** 60 ft.

**Damage:** about 13      **RDM:** 0

**Resistance:** 50% lightning, acid, thorn, mud, light, sylph bow.

**Weakness:** 200% ice, force, dagger, spear, human bow, copper.

**Strength:** 5    **Dexterity:** 8    **Perception:** 7

**Intelligence:** 8    **Spirit:** 12    **Comeliness:** 12

**Movement:** 30 ft.      **Fly:** 22 mph

**Alertness:** 20      **Night Vision:** 0

**Skill superiority:** Bows and herbalist

**Size:** 6 ft.    **Weight:** 162 lb.

**Bounty:** \$4,500

**Skin:** Succulent flesh

**Body:** Humanoid

**Miles per day:** 60

<Import story here>

## Equipment & Loot

Small sylph bow, +3 quality, D2 damage, 100 foot range; herbalist tools; flower garden; herbalist book; alchemy book; Lingerie armor +2 quality AC 4+2.

Reconciliation: level 2. Sylphs have the ability to use lightning. This does not do much damage 2D4-4. However all of them will use their lightning kinesis to increase the damage. This effect compounds. The result is to take the best of 4 rolls where each roll is 8\*(1.5) damage. This is one attack by one of them, so repeat this for all four of them.

inf.	Lightning Attack	A	B	E	H	I	M
	Skill	2	2	3	2	4	Void

2\*(1.5) damage, 60 feet range, 2 × 4 foot area, 4 rounds.

x1	Lightning Kinesis	A	C	H	J	M	Q
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	Skill	8	5	9	6	5	15
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98% dispel resistance, 417% increase up to 8\*(1.5) damage—or—(D10 + D12 damage), and 81 foot radios.

Child		Age 13 to 75					
Exp.	#	Race skill description					
		Ability: Lightning Attack (2,2,3,2,4,Void)					
1,000	1	[Nude]					
		+1 Comeliness					
Adolescent		Age 50 to 150					
Exp.	#	Race skill description					
		Spell:x1 Lightning Kinesis (8,5,9,6,5,15)					
8,000	1	+2 Spirit, +2 Comeliness, Fly at 22 mph, Health: +50					
		+1 Dexterity, +1 Intelligence, Save: +7					
2,250	4	Defense: +1 Magic					
Adult		Age 130 to 210					
Exp.	#	Race skill description					
		Spell:x1 Lightning Kinesis (12,8,14,9,8,23)					
12,000	1	+5 Bow (x2), +5 Herbalist (x2)					
		Mana: +22 Cure Disease, +22 Message, +22 Wind, +22 Create Food & Water					
2,000	4	2,250					
Middle-age		Age 190 to 250					
Exp.	#	Race skill description					
		Spell:x1 Lightning Kinesis (16,10,18,12,10,30)					
12,000	1	Mana: +22 Vision, +22 Mind Control, +22 Spell Turning.					
		Ability: Speak with Animals(7...), Detect Magic(7...)					
10,000	7	Effect: +8 D,F,K,L,Q,R,Z					
		Chi Effect: +1 Duration, +5 ft. AOER, +2 Spirit Wrath					
10,000	3						
Senior		Age 230 to 300					
Exp.	#	Race skill description					
		Effect: +8 D,F,K,L,Q,R,Z					
10,000	7	Chi Effect: +1 Duration, +5 ft. AOER, +2 Spirit Wrath					
10,000	3						
Grand total		= 263,750 Experience					

## Sub-race: Gyax

The gyax is a beautiful spiritual guardian of nature and gate keeper to the spirit world. Considered by most to be a lesser god, she drips with power. Spirits love to follow her. Spirits will join her in her goals to protect the flowers, waterfalls, forest, and meadows. One of the aspects that define the gyax is her become dark elemental (type acid). With it she gains damage, speed, power, but she also gains . . . health. She gains health with become dark elemental! For most elemental spells this is as much a handicap as it is a blessing. So why do we care about a few health points? The spell shuts down if you lose them all, right? Yes, but she doesn't have a spell, she has an internal. That means she can invoke it as often as she wants to do so. She can refresh her health every round. If you can't do more than 100 damage in a single round, then you can't scratch her. Scared yet? Now let's dig a little deeper. She is a misguided reckless beast of war. She loves silks, gems, and gold. So the gyax will hunt down orc, goblins, and even dragons and loot their layer. Then she returns home to all her dryad, fairy, and sylph friends.

"Look at all this beautiful silk and gold. Come on, put it on. Put it on. Put it on." The gyax begs the dryads like a dog who has just brought home a nice dead rat. Sometimes the dryads will placate the gyax by getting dressed with the loot, but they are not really happy about it. On the upside they get to play with the gyax. On the down side they tend to make a lot of enemies. So let's take a look at the ecosystem. There is a camp of successful ogre mystics and a blue dragon. The gyax beats the daylights out of the blue dragon and loots his layer. The ogre mystics just flee. They get looted also. The gyax drops off all the loot for the

dryads and strong-arms them into playing with her for a while. The dryads now abandon 99% of the loot. One of the dryads needed a new set of cups. Anyway, there is now this pile of several thousand gold just sitting in the middle of the forest unprotected. What do you think the ogres and dragon are going to do? Yes, they are going to go get it. This is kind of scary. These dryads watch in fear as really scary things invade their own backyard trying to steal their own treasure back. Oh, and they are armed to the teeth, because if that gyax catches them in the dryad's backyard, it won't end well.

Child		Age 3
Exp.	#	Race skill description
7,500	1	Internal: Become Dark Elemental (5...)
Adolescent		Age 6
Exp.	#	Race skill description
10,000	1	+6 Comeliness
6,000	1	Internal: Speak with Dead(17...)
17,000	2	Health: +105 (x2)
24,000	1	Defense: +6 Magic
24,000	1	IFF(base race has wings) then { Fly + 90 mph;}
Adult		Age 10
Exp.	#	Race skill description
4,300	3	[Soul Toy], [Rose Stone], [Dragon Sight]
40,000	1	Internal: Become Dark Elemental (14...)
Middle-age		Age 17
Exp.	#	Race skill description
60,000	1	Internal: Become Dark Elemental (23...)
Grand total		= 218,400 Experience

# T

“Do not separate text from historical background. If you do, you will have perverted and subverted the Constitution, which can only end in a distorted, bastardized form of illegitimate government.”—James Madison.

## Tanuki

**Alignment:** Savage madness

**Quote:** “Never, never, never, never give up.”—U.S President (?) Roosevelt (?) addressing soldiers at (?) Vietnam.

**Type:** Undead

**Creation:** Immortality score of 24

**Habitat:** Graveyard, caves, and ruins

**Level:** 2      **Quantity:** 4

**Health:** 41\*      **Save:** 24

\* This lowers by 5 after every death.

**AC:** 37      **To Hit:** 50+2D20\*

\*\* By spell, but this is an auto cast as part of [Tanuki Rebirth]

**Weapon:** Claw      **Range:** -

**Damage:** D8      **RDM:** 0

**Resistance:** 75% poison

**Weakness:** 200% fire, light, hammer, sword, elven bow, silver.

**Strength:** 8      **Dexterity:** 12      **Perception:** 8

**Intelligence:** 7      **Spirit:** 6      **Comeliness:** 5

**Movement:** 40 ft.      **Fly:** no.

**Alertness:** 21      **Night Vision:** 15 ft.

**Size:** 5 ft.      **Weight:** 98 lb.

**Bounty:** \$4,500

**Skin:** Fur

**Body:** Humanoid mammal

**Miles per day:** 10

The tanuki is a pathetic unholy beast. You can't help but feel sorry for them. While they can be forged with immortality it is more common for them to be made with guardian. They get to come back to life, but they are weaker. Thus as you fight a tanuki and kill it over and over, the tanuki become more and more pathetic.

[Tanuki Rebirth] = every time they drop below zero health, they explode in a 7 foot radius blast of blood and guts doing D4 damage. Then they instantly appear above their slayer in a “death from above” attack. They obtain a new body, but the new body lacks alchemy.

Upon rebirth this strange “to hit” spell is cast upon them.

To Hit	C	M	V
Skill	2D20	2D20	2D20

With this you must roll for the mana of the effects. Also if they have not yet attacked during that round before death, then they get to attack during that round after rebirth. Finally, the health of the tanuki is forevermore lowered by 5 as if they had a permanent race skill of -5 health. Thus, while they start at 41 health, that will drop to 36, then 31, etc. Thus you must kill them 9 times each.

Reconciliation: level 2.

### Equipment & Loot

Short sword, leather, 30 copper.

Stage 1		
Exp.	#	Race skill description
4,300	1	[Tanuki Rebirth]
2,250	1	Health: +25
2,250	1	+2 Dexterity
1,000	1	Movement: +10 ft. per round
300	1	Attack: Claw D8
Stage 2		
Exp.	#	Race skill description
7,000	1	+10 Claw
Stage 3		
Exp.	#	Race skill description
7,000	1	+10 Claw
Stage 4		
Exp.	#	Race skill description
7,000	1	+10 Combat
Stage 5		
Exp.	#	Race skill description

Grand total		= 31,100 Experience
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# Tehpmyn

**Alignment:** Proud warrior princess

**Quote:** “By his contempt for the laws and his imitation of foreign ways he made himself very widely suspected of being unwilling to abide by normal standards.” –Thucydides, +++ “If conformity is safety, then nonconformity is freedom.” –M. J. Leonard...

Type:	Fey		
Mythos:	Ryvah under the God-king Liaka		
Creation:	Hatch from egg		
Habitat:	Within the towns of other races		
<b>Level:</b>	<b>4</b>	<b>Quantity:</b> 8	
Defense:	+3 Magic		
<b>Health:</b>	<b>496</b>	Save: 85	
<b>AC:</b>	111	<b>To Hit:</b> 114	
Weapon:	Short sword	Range: 60 ft.	
Damage:	D8	RDM: +20	
Resistance:	90% fire, poison, axe		
Weakness:	200% elven bow, energy drain, platinum.		
Strength:	12	Dexterity: 7	Perception: 7
Intelligence:	10	Spirit: 15	Comeliness: 9
Watchdogs:	Dogs		
Steeds:	Horses		
Movement:	30 ft.	Fly: no.	
Alertness:	30	Night Vision: 0	
Skill superiority:	Sword and Carpenter		
Size:	5¾ ft.	Weight: 140 lb.	
Bounty:	\$20,000		
Skin:	Skin and scales		
Body:	Humanoid		
Miles per day:	40		

The tehpmy are the guardian race of strange affinity. They will ruthlessly slaughter and purge the land of monsters. She will have a sword in one hand, a shield in her other, and a dead orc under her foot. She is pert-near fearless. A strong opponent simply means it will take more of them to kill it. Now most races consider the undead the extreme of evil to which they fight. But, this is not true of the tehpmy. First there is the atiol. Tehpmyn look like wingless atiol and they will not attack each other. If an atiol has carved out a domain, the tehpmy will intentionally push their domain up to meet it, then set up diplomacy. They will trade goods and even invite the atiol to dances and parties. The atiol has a mutual respect and does the same. As such, from the lead of the atiol other nobility of the underworld like vampires, grack vampires, high level lycanthropes, and succubus will also be diplomatic with the tehpmy. Of course ugly beasts are killed. So liches, ugly lycanthropes, and vile demons are simply

put to death. The rule of thumb is a comeliness of 8 or more. You see they don't really object to the dirty deed, as long as you look good doing it.

**Reconciliation:** level 4. A short sword is 3 pounds, and they can through it 60 feet. With the spell return it vanishes after damage and returns to their hand. The mana for the spells (skill drain, shape change, and mortality) has been yielded to their sword and cast by contingency on the first ten attacks. This is in addition to the attack itself. As long as the sword get into the same 5×5 square, then a hit is not required for the spells.

## Equipment & Loot

If you can find the nest there is a 12% chance there will be D6 eggs. (40% chance of carpentry book 35% chance of carpentry tools). Lingerie armor +4 quality +3 Magic AC 6+4.

x10	Mortality	L	M	N	R	U
	Skill	10	10	10	20	10

160% Dispel resistance, 30% success / fail, up to a 50 health target, save of 90. An undead target affected by this loses the effect that causes them to be undead: immortality, lycanthropy, etc. and all the skills that go with it.

x10	Skill Drain	C	L	L	M	N	O	R
	Skill	10	10	10	10	10	10	20

180% Dispel resistance, save of 90, up to a 50 health target, 9% net success / fail (30% and 30%), drains 20,480 experience from target.

x10	Shape Change	C	K	M	O	Q	R	X
	Skill	10	10	10	10	10	20	10

180% Dispel resistance, -3 Dexterity, body of worm, 34% of original weight, save of 90. Note: chi cannot be used from the body of a worm.

x1	Carroll's Alice	A	B	C	J	M	M
	Skill	20	20	20	20	20	20

520% Dispel resistance, 20\*(1.5) damage—or—(2D8 + 2D20 damage)

X3	Return	B	G	M
	Skill	20	20	20

260% Dispel resistance,

x1	Chandelier	A	D	E	M	P	R	Y
	Skill	0	20	20	20	0	20	20

300% Dispel resistance,

x1	Jock Sturges	C	H	O	M	P
	Skill	20	20	20	20	20

300% Dispel resistance, flight – 60 mph and  $+2^{20} \times 10$  pounds.

X6	Jump	B	H	J	M
	Skill	20	20	20	20

280% Dispel resistance,

Child		Age 5 to 20			
Exp.	#	Race skill description			
2,250	1	Spell:x10 Mortality(5,5,5,10,5)			
3,350	1	Spell:x10 Skill Drain(5,5,5,5,5,10)			
3,350	1	Spell:x3 Return(10,10,10)			
1,500	1	Spell:x1 Jock Sturges (10,10,10,10,10)			
3,350	2	{+3 Spirit}:requires skill drain for 3350 exp., Health: +32			
3,350	1	Defense: Mithral			
Adolescent		Age 10 to 40			
Exp.	#	Race skill description			
3,750	1	Spell:x10 Mortality(8,8,8,15,8)			
2,650	1	Spell:x10 Skill Drain(8,8,8,8,8,15)			
8,000	1	Spell:x10 Shape Change (5,5,5,5,10,5)			
1,000	1	Spell:x3 Return(15,15,15)			
4,300	1	Spell:x1 Chandelier (0,10,10,10,0,10,10)			
4,650	7	{+3 Spirit}:requires Chandelier for 4300 exp., +3 Strength, Defense:			

			+3 Magic, Health: +40, Save: +40, RDM: +10 (x2)
10,000	4		+10 Defense (x4)
Adult			Age 30 to 65
Exp.	#	Race skill description	
6,000	1	Spell:x10	
6,000	1	Mortality(10,10,10,20,10)	
8,000	1	Spell:x10 Skill Drain (10,10,10,10,10,20)	
1,000	1	Spell:x10 Shape Change (8,8,8,8,15,8)	
4,300	1	Spell:x3 Return(20,20,20)	
6,000	1	Spell:x6 Jump(10,10,10,10)	
6,000	1	Spell:x1 Jock Sturges (20,20,20,20)	
7,000	8	+10 Sword (x4), +10 Carpenter (x4)	
8,000	1	Spell:x1 Carroll's Alice (10,10,10,10,10,10)	
Middle-age			Age 60 to 75
Exp.	#	Race skill description	
8,000	1	Spell:x10 Shape Change (10,10,10,10,20,10)	
3,700	1	Spell:x6 Jump(15,15,15,15)	
5,000	1	Spell:x1 Chandelier (0,15,15,15,0,15,15)	
50,000	1	+50 Combat	
17,000	4	Health: +105 (x4)	
5,000	1	Spell:x1 Carroll's Alice (15,15,15,15,15,15)	
Senior			Age 70 to 90
Exp.	#	Race skill description	
5,000	1	Spell:x6 Jump(20,20,20,20)	
5,000	1	Spell:x1 Chandelier (0,20,20,20,0,20,20)	
5,000	1	Spell:x1 Carroll's Alice (20,20,20,20,20,20)	
Grand total		= 362,750 Experience	

# Thorn Elemental

**Alignment:** They follow the orders of their creator.

**Quote:** “A diamond is merely a lump of coal that did well under pressure.” -Unknown.

Type:	Construct
Creation:	Conjure Thorn Elemental
<b>Health:</b>	<b>320</b>
<b>AC:</b>	148
<b>Damage:</b>	31*(1.5)
<b>Resistance:</b>	200% acid, fire, lava
<b>Weakness:</b>	200% acid, fire, lava
<b>Strength:</b>	7
<b>Dexterity:</b>	7
<b>Intelligence:</b>	7
<b>Movement:</b>	261 ft.
<b>Alertness:</b>	14
<b>Size:</b>	6 ft.
<b>Skin:</b>	Thorn
<b>Body:</b>	Vines
<b>Perception:</b>	7
<b>Spirit:</b>	7
<b>Comeliness:</b>	7
<b>Fly:</b>	87 mph
<b>Night Vision:</b>	0
<b>Weight:</b>	80 lb.

Reconciliation: Not Reconciled.

	Conjure Thorn Elemental	Group	Mana	Comp.
A	Skill	-	-	-
B	Citore berries	Thorn	14	S
C	High goblin spit	Thorn	8	S
D	Horn devil eye	Thorn	9	S
E	Horn devil Skull	Thorn	13	S
F	Quasit blood	Thorn	4	S
G	Quasit wing	Thorn	4	S
H	Anhkhed antennae	Conj.	5	S
I	Anhkhed tongue	Conj.	6	S
J	Black beguiler eye	Conj.	18	S
K	Black beguiler guts	Conj.	14	S
L	Black beguiler main eye	Conj.	22	S
M	Black night plant	Conj.	8	S
N	Blood moss	Conj.	4	S

O	Naga Scale						Conj.	4	S
P	Sprite antennae						Conj.	3	S

	A	D	L	M	N	O	P	T	Y	R	\$ Price
A	16	16	16	16	16	0	16	16	16	16	
B	0	4						10	0		\$3,529
C	0			8	0						\$384
D	0					0	9			0	\$213
E	13									0	\$529
F				4							\$41
G	0	0	0				4				\$221
H				2	3						\$449
I	0	6									\$229
J				0					16		\$1,016
K	2			12							\$613
L						0	6	16			\$1,711
M		8				0					\$815
N	0	4			0						\$379
O	0	4									\$183
P		3							0		\$64
	31	29	32	26	32	3	29	32	32	32	\$10,376

31\*(1.5) damage—or—(8D8 + D20 damage)

Duration of 2.3 Years

Dispel Resistance 538%

Health: 320

Movement of 87 mph, 261 ft. per round

Damage Resistance: 32

148 AC / 148 To Hit

This thorn elemental is based on a 4th level lab magi thorn elemental specialist. Whoever controls this elemental is basically king. The resources of 112 yielded mana and alchemy would require the collective effort of the entire kingdom. We can visualize every 2 years the king summoning every caster to pool this kind of power.

# Tiger

**Alignment:**

Alpha predator

**Quote:**

“Opportunity does not knock, it presents itself when you beat down the door.”—Kyle Chandler.

Type:	Animal – Pets	
Mythos:	Mother Nature	
Creation:	Live birth, litter of kittens	
Habitat:	Jungle	
<b>Level:</b>	<b>3</b>	<b>Quantity:</b> 2
<b>Health:</b>	<b>170</b>	Save: 62
<b>AC:</b>	70	To Hit: 90
Weapon:	Bite	Range: -
Damage:	3D20	RDM: +20
Resistance:	-	
Weakness:	-	
Strength:	10	Dexterity: 8 Perception: 8
Intelligence:	3	Spirit: 8 Comeliness: 7
Movement:	114 ft.	Fly: no.
Alertness:	35	Night Vision: 100 ft.
Size:	8 ft.	Weight: 500 lb.
Animal control:	98	Rider weight limit: 200 lb.
Price:	\$36,500	
Bounty:	\$27,000	
Skin:	Fur	
Body:	Mammal	
Miles per day:	10	

## Age, Price, and Experience Calculator

30%	25%	20%	15%	10%	5%
\$12,228	\$10,494	\$8,760	\$7,026	\$5,293	\$3,559
57,225	47,688	38,150	28,613	19,075	9,538

[Master’s Mastery] = this is the Sacred Spirit Beast of the Tiger. It is the ONLY thing it gets extra as a sacred spirit beast. With this any beneficial spell or chi maneuver on, used by, or affecting the master is gained by the tiger. The tiger gains the master’s health. Also the tiger gains the level in combat and defense of the master. The tiger also gains a bonus to their “to hit” score equal to the sum of one group skill, basic skill, and specific skill of the master where these skills would add to the “to hit” score of the master.

Thus, if the master is an archer with 10 levels in bow, 10 levels in “my bow,” +10 to hit via a spell, +10 to hit via the chi maneuver he is using, and is using

AOER, then the tiger gets all of it!, including the AOER.

Additionally, notice the skill [Master’s Mastery] is zero experience. If the animal is a sacred spirit beast and bonded via the animal control rules, then it gains [Master’s Mastery] at birth.

Reconciliation: level 3. Don’t forget [Animal Charge].

## Equipment & Loot

Child			Age 3 to 8	
Exp.			# Race skill description	
4,300	1		[Animal Charge]	
4,300	2		+2 Strength, Health: +40	
			+1 Dexterity, +1 Perception, +1	
1,000	3		Spirit	
9,000	1		Movement: +84 ft. per round,	
			Alertness: +25, Night Vision: 100	
1,000	2		ft.	
Adolescent			Age 6 to 12	
Exp.			# Race skill description	
8,500	2		Health: +50, Save: +50	
4,300	1		RDM: +10	
1,000	1		Attack: Bite D20 reach 7 ft.	
10,000	5		+10 Bite (x3), +10 Defense (x2)	
Adult			Age 10 to 20	
Exp.			# Race skill description	
8,500	1		Health: +50	
9,700	1		RDM: +10	
3,350	1		Attack: Bite 3D20 reach 7 ft.	
10,000	7		+10 Bite (x4), +10 Defense (x3)	
			<<Sacred Spirit Beast>>	
Middle-age			Age 17 to 40	
Exp.			# Race skill description	
Auto	1		[Master’s Mastery]	
Senior			Age 30 to 50	
Exp.			# Race skill description	
Grand total				= 190,750 Experience

# Titan

**Alignment:** Strong, proud, and loyal

**Quote:** “You know as well as we do that the standard of justice depends on the equality of power to compel and that in fact the strong do what they have the power to do and the weak accept what they have to accept.”—Delegates of Athens, 416 B.C.

Type:	Fey / Monster crossover
Creation:	Live birth
Habitat:	Magnificent mountain castle
<b>Level:</b>	<b>6</b>
<b>Quantity:</b>	<b>6</b>
Defense:	+40 magic
<b>Health:</b>	<b>10,170</b>
Save:	90
<b>AC:</b>	260
<b>To Hit:</b>	350
Weapon:	Punch
Range:	Mystic Bite
Damage:	5D20
RDM:	+25
Resistance:	50% lightning, dagger
Weakness:	200% mud, wood, satyr bow, energy drain, platinum.
Predators:	Sacrobecks and Beguilers
Pray:	+50 Combat against Storm Giants and Ice Giants
Strength:	12
Dexterity:	7
Perception:	7
Intelligence:	8
Spirit:	9
Comeliness:	7
Watchdogs:	roc
Movement:	60 ft.
Fly:	no.
Alertness:	14
Night Vision:	0
Size:	20 ft.
Weight:	6,500 lb.
Bounty:	\$240,000
Skin:	Flesh
Body:	Human
Miles per day:	80

They have ten giant blocks of granite rock, 500 ft. cube, weight 9.375 million tons. The temple they live in floats in the sky and is magically enchanted via the spell temple enchantment. The temple cost \$13,850,000 copper which calculates to a level 6 temple with 18 spells, each spell having 60 mana in every effect.

## Temple Spells

1. Barrier
2. Undead ward
3. Stone skin
4. Conjure object
5. Permanency
6. Become force elemental
7. Lava attack 2
8. Telekinesis
9. Fly
10. Dig
11. Gate

12. Resurrection

13. Animate rock

14. Mass heal

15. ?

16. ?

17. ?

18. ?

The animate rock is used to animate the entire temple, after which spell#6 make it an elemental. With this, spells #7 and #8 do 120\*(1.5) damage each. If that fails, then spell #11 gates the entire temple above the enemy whereby they drop the granite blocks on them. If that fails, they use spell #10 and #8 to put 7.68 E16 cubic feet of dirt and rock over the target to bury them and cut off all lines of control. That is an 80 mile cube, but it only moves at 1620 feet per round.

Reconciliation: level 6. This was a hard battle. Our level 6 heroes were able to overcome the barrios dispel, dispel the titan's lava attack, the nine million ton rocks, and then they got buried alive. 30ish rounds of telekinesis later the titans gated away—and our heroes refilled their mana and cast the legendary spell wood wall 10 ft. a second time. Game over.

## Equipment & Loot

Giant plate mail armor 8 damage resistance, giant bow 2D6 damage 600 range +3 quality, giant 2h hammer 4D8 damage +3 quality, lives inside enchanted temple where if they are within 300 feet they get +14 AC +14 to hit +4 damage resistance, 70,000 silver.

Child	Age 10 to 40	
Exp.	#	Race skill description
Auto	1	+50 Combat against storm giants and ice giants
500	1	External skill: +20 Herbalist on blue cat mushroom
4,300	1	Health: +40
4,300	1	Animal: +9 Roc
Adolescent	Age 30 to 80	
Exp.	#	Race skill description
12,000	1	Defense: +4 Magic
10,000	1	Save: +70
1,000	1	+1 Spirit

4,300	2	+3 Strength, Health: +40
4,300	1	Animal: +9 Roc
Adult		Age 60 to 200
Exp.	#	Race skill description
4,300	1	[Mystic Bite]
12,000	1	Defense: +10 Magic
20,000	1	Health: +500
15,000	2	+26 Defense, +35 Punch
12,000	1	Attack: Punch 5D20, RDM: +25
Middle-age		Age 150 to 350
Exp.	#	Race skill description
12,000	1	Defense: +20 Magic
20,000	3	Health: +500 (x3)
		+26 Defense (x3), +35 Punch (x3)
15,000	6	
4,300	1	Animal: +11 Roc
Senior		Age 300 to 500
Exp.	#	Race skill description
12,000	1	Defense: +40 Magic
20,000	8	Health: +1000 (x8)
		+26 Defense (x6), +35 Punch (x6)
15,000	12	
150,000	1	Spell:x1 Temple Enchantment(0,200)
Grand total		= 791,600 Experience

## Sub-race: Bobbetts

They are a race of warriors. The men are mighty and strong. They are masters of swords and bows alike. They train twelve hours a day, seven days a week. They can go a week without water, a month without food. They make workaholics look like lazy bums. The Bottetts have a saying, "If you can do it, we can do it better." They can construct a city in a single year. Their art is advanced abstract expressionism deeply rooted in cubism and utilitarianism. They have bridges, windmills, aqueducts, and indoor plumbing.

Their homes, business, and towns are spotlessly clean. They are the envy of . . . no one. Sure everyone respects the quality of their work. And, if you could conquer a city, that would be great, but they are really hard to beat. Their Queen, Larine is the taskmaster credited for their success. Her goal is simple focus. She eliminates all the distractions of the opposite gender as soon as possible. She removes all the evidence of gender and all knowledge of reproduction from her people. 99.99% of all Bobbetts are surgically stripped of gender specific anatomy at birth. There are no male. There are no females. There are only Bobbetts. Depictions of the humanoid form showing gender are outlawed. They always bathe alone and have special clothing to wear during a bath to prohibit them from seeing their own body. Love and affection is also outlawed. Love thy work. Any physical contact counts as affection and is forbidden. Mothers with babies must use a breast pump so they can bottle feed the child, and to handle the child they use two-foot-long tongs. Now if you are wondering where the babies come from, there is that one lucky guy out of 10,000. He will spend his entire life being milked like a cow: bound, gagged, and blindfolded. While all the females are sewed shut at birth, a small incision can be made to inseminate them artificially. When she is ready to give birth, she is given a C-section to remove the baby. Now there are many mistakes because you can't tell the men apart from the women. So, when the Bobbets line up to get inseminated the men get in line too. In fact the men don't even understand why they don't get pregnant. Of course they don't know they are men either. Most don't even know what a man is. So what do you do if you meet a Bobbitt? Kill it if you can; run if you can't. The Bobbetts are a very friendly people who want to save you from sin. They will bring you into their own family and cleanse your body of all those unnecessary parts. They will make you as close to a Bobbitt as they surgically can. Then you will get to stand in that line and see if you get pregnant.

# Trilf

**Alignment:** Curious and clever

**Quote:** “The two most important days in your life are the day you are born and the day you find out why.”—Mark Twain.

**Type:** Animal – Pets

**Mythos:** Ryvah, creation of Quimpelton

**Creation:** Live birth

**Habitat:** Forest

**Level:** 2      **Quantity:** 1

**Regeneration:** 1 per round

**Health:** 135      **Save:** 30

**AC:** 45      **To Hit:** 71\*

\* Includes the +40 from impact thorn attack.

**Weapon:** Thorn attack      **Range:** 1,600 ft.

**Damage:** 20\*(1.5)      **RDM:** 0

**Resistance:** -

**Weakness:** 200% ice, swords, satyr bow nickel.

**Strength:** 7      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 4\*      **Spirit:** 10      **Comeliness:** 7

\* While it has an animal's intelligence of 4, it has an intelligence of 11 with respect to illusions, spells, and chi.

**Movement:** 50 ft.      **Fly:** no.

**Alertness:** 55      **Night Vision:** 20 ft.

**Size:** 4 ft.      **Weight:** 51 lb.

**Animal control:** 87      **Rider weight limit:** 15 lb.

**Price:** \$60,988

**Bounty:** \$18,000

**Skin:** Fur

**Body:** Mammal

**Miles per day:** 10

The trilf is a twin-tailed tiger deer who is loyal, loving, and flirtatious. If you find them in the wild, it is worth it to try and tame them for one reason, you won't need to fight it. They always cover the battle field in telepathy jamming, sleep, and then pelt you to death from extreme range.

## Age, Price, and Experience Calculator

15%	11%	10%	7%	5%
\$11,740	\$9,423	\$8,843	\$7,105	\$5,946
14,378	10,544	9,585	6,710	4,793

**Reconciliation:** level 2. An attack is an attempt to destroy an illusion. Is a target uses chi to overpower sleep, then after the duration of that maneuver it will try again, hoping you do not have another maneuver. It also has [Auto Cast] on its ability of spell turning. This mean it does not use its action to cast the spell; it's a free cast.

## Equipment & Loot

x5	Sleep	B	H	I	K	M	N	R
	Skill	10	3	7	10	10	10	10

160% Dispel resistance,

inf.	Spell Turning	J	K	L	M
	Skill	12	12	12	12

168% Dispel resistance,

inf.	Impact Thorn Attack	A	E	M	Y
	Skill	20	20	20	20

280% Dispel resistance, 20\*(1.5) damage—or—(2D8 + 2D20 damage)

inf.	Telepathy Jamming	C	E	2K	M
	Skill	1	10	10	10

131% Dispel resistance,

inf.	Ventriloquism	E	M
	Skill	10	Void

Child		Age 3 to 8
Exp.	#	Race skill description
1,500	1	Ability: Ventriloquism(10,Void)
		Ability: Telepathy Jamming (1,10,10,10)
1,500	1	Ability: Impact Thorn Attack(8,8,8,8)
6,000	1	[Auto Cast], Health: +40
4,300	2	+2 Spirit, Movement: +20 ft. per round, Alertness: +40
2,250	3	Adolescent
		Age 6 to 12
Exp.	#	Race skill description
2,250	1	Endowment:x5
		Sleep(5,2,4,5,5,5)
5,000	1	Ability: Impact Thorn Attack (13,13,13,13)
6,000	1	Regeneration: 1 health per round
500	2	Attack: Maul D12 damage, Night Vision: 20 ft.
7,000	1	+15 Defense
Adult		Age 10 to 20
Exp.	#	Race skill description

3,350	1	Endowment:x5 Sleep(8,2,5,8,8,8,8)
9,000	1	Ability: Impact Thorn Attack (20,20,20,20)
8,600	1	+10 Combat
6,500	2	Health: +40 (x2)
Middle-age		Age 17 to 40
Exp.	#	Race skill description

4,300	1	Endowment:x5 Sleep(10,3,7,10,10,10,10)
12,000	1	Ability: Spell Turning(12,12,12,12)
Senior		Age 30 to 50
Exp.	#	Race skill description
Grand total		= 95,850 Experience

# Troll

**Alignment:** Insane

**Quote:** “I have not failed. I’ve just found 10,000 ways that won’t work.”—Thomas A. Edison.

**Type:** Monster

**Mythos:** Scandinavian folklore

**Creation:** Forged by a nexus of 3 or more laylines

**Habitat:** Magical anywhere

**Level:** 5    **Quantity:** 1

**Damage Resistance:** 20

**Regeneration:** 150 health per round

**Health:** 4,750    **Save:** 95

**AC:** 215    **To Hit:** 250

**Weapon:** Mystic Bite    **Range:** Mystic Bite

**Damage:** 12D20    **RDM:** 0

**Resistance:** 50% ice, mud, force, axe

**Weakness:** 200% acid, rock, wood, elven bow, energy drain, telekinesis, platinum.

**Predators:** Morth and Dryad

**Pray:** +50 Combat against Minotaur and Flaming minotaur

**Strength:** 25    **Dexterity:** 7    **Perception:** 7

**Intelligence:** 6\*    **Spirit:** 3    **Comeliness:** 3

\* Insane: mind control type spells have no effect. They require a psychologist score of 65 to calm. Escort score of 95 to seduce. Prone to random acts of everything.

**Movement:** 60 ft.    **Fly:** no.

**Alertness:** 10    **Night Vision:** 50 ft.

**Size:** 9 ft.    **Weight:** 600 lb.

**Bounty:** \$480,000

**Skin:** Hide

**Body:** Humanoid

**Miles per day:** 50

The troll is unbridled evil, a wild insane beast with an unquenchable thirst for destruction. It has no need to eat and is almost always running to go kill something, anything it matters not what. The beast is feared or hated by most everything. They attack without warning or fear of death. They just don’t care. It is just as likely to spend days digging madly after a helpless rabbit as it is to do a frontal charge against a dragon king. They feel no pain; they have no regret, and has gone totally mad such that charm, hypnotism, fear, forget, and sleep have no effect on a troll. You cannot predict the actions of a troll for it is devoid of reason or logic. And, the damned thing is an immortal. They have no sex and are neither male nor female. They are the result of a powerful magic vortex drifting in ethereal space that occasionally touches a nexus formed by two or more magic lay lines. While the nexus

is open they crawl out like ants. To which they wander aimlessly until they are killed.

Many thousands of years ago there was a subspecies of troll known as the Ice Troll. The tribe grew into a nation. The Ice Troll are just as mad and insane as a Troll but with a supper genius eccentric mind. They not only had powerful magic like unto a lich, they had somehow found, fixed, and mastered the use of the gigantic constructs of man. They tore the ancient draconic cities to shreds. Packs of them would hunt and slay gods. It took the combined power of all the other races working together to bring them down. Ki-rin and lich side by side. Orcs and elves joined against one common advisory. This alliance battled and hunted the Ice Trolls into extinction. Still today thousands of years later the kings and arch-magi of many races remember this war and search the land just in case one got away.

**Reconciliation:** level 5.

## Equipment & Loot

Child			Age 0 to 100	
Exp.	#	Race skill description		
4,300	3	+3 Strength, Health: +40, Damage Resistance: +5		
4,300	1	Movement: +30 ft. per round		
500	2	Night Vision: 50 ft. Save: +9		
10,000	1	+5 Combat		
5,000	1	Attack: Bite 2D20		
Adolescent			Age 50 to 200	
Exp.	#	Race skill description		
4,300	3	+3 Strength, Health: +40, Damage Resistance: +5, Save: +40		
9,000	2	+5 Combat (x2)		
5,000	1	Attack: Bite 4D20		
4,300	1	[Mystic Bite]		
Adult			Age 150 to 400	
Exp.	#	Race skill description		
17,000	7	+6 Strength, Health: +105 (x5), Damage Resistance: +10		
16,000	3	+20 Combat (x3)		
5,000	1	Attack: Bite 8D20, Save: +40		
Middle-age			Age 250 to 800	
Exp.	#	Race skill description		
17,000	6	+6 Strength, Health: +500 (x5)		

16,000	3	+40 Combat (x3)
5,000	1	Attack: Bite 12D20
Senior		Age 600 to $\infty$
Exp.	#	Race skill description
50,000	7	Health: +1100
200,000	1	Regeneration: 150 health per round
Grand total		= 950,400 Experience

## Mythic race: Ice troll

The legend of the ice troll begins with the idea: With light there must be shadow, and balance is often a tricky thing. The Identity from creation known as Meldor who sits outside all reality writing the script of fate has written Himself into existence as the benign Arch God-King Meldor. He spends most of His time in the form of some lesser being to learn a deeper meaning of what life is from that angel. Only occasionally does He manifest as Meldor 1<sup>st</sup> seat of the Council of Eight. Sometimes when He manifests, instead of calling Himself Meldor, He spells it backwards Rodlem. This is fitting for Rodlem it that which give balance to light. Rodlem is chaos. It is Rodlem who weighed the power of all the god, dragons, immortals, and mortals both good and evil in the universe and then brought ice trolls into existence to bring the universe into balance. Many complain that He must be bad at math, because it required the absolute sum of everything both good and evil to stop the ice trolls. Of course, another view is

there is some good in all evil, and the fact that ice trolls lost is evidence that He knew that. Alternatively, perhaps it was just a coin flip and the good-guys got lucky. The final battle of the ice trolls consisted of over 1,000 ice trolls against everything else in existence (except the chin cats). Hundreds of gods died. Many entire pantheons fell. Thousands of races went extinct. All of this while fighting over Pathreana's crown jewel—the city of Whipelsnorp. It was the turning point of the war with a winner-take-all prize. Whipelsnorp ruled over eight empires consisting of over 25 kingdoms, pocket civilizations on other worlds, interdimensional cities and the Victorian Steam Punk towns of York. They had built a hub of gateways to network the greater part of the . . . galaxy and multiverse. To win Whipelsnorp would have been to win it all! Then it vanished. The entire deified capital pantheon city of Whipelsnorp vanished from space-time. It is the "Lost City of Whipelsnorp," and is said to have treasures exceeding the combined wealth of the rest of the universe. Many speculate the amount of power was too great and collapsed like a black hole killing all within it. Many think the city still exists and lays abandoned ready to plunder.

While you look at an ice troll, you might be puzzled. This was the super-race? Contemplate looking at a 21<sup>st</sup> century Navy Seal, who is buck-naked. Give that Navy Seal high-tech surveillance and combat equipment, a sniper rifle, rocket launcher, 50 pounds of C4, and a small tactical nuclear bomb and look again. That's one ice troll.



“Eventually, in the guise of preventing ‘hate speech’ all manner of communications will be forbidden. Through censorship, our opinions and attitudes will become prescribed by the authorities.”— A warning by Sean Patrick.

# Umbrix

**Alignment:** Majestic

**Quote:** “You don’t get paid for the hour. You get paid for the value you bring to the hour.”—Jim

**Type:**

Animal – Birds

**Mythos:**

Greek

**Creation:**

Hatch from egg

**Habitat:**

Deep space

**Level:**

8      **Quantity:** 1

**Defense:**

+200 magic      **Damage Resistance:** 400

**Regeneration:**

100 per round

**Health:**

**100,000**      **Save:** 1,000

**AC:**

250      **To Hit:** 1,000

**Weapon:**

Mystic bite      **Range:** Mystic bite

**Damage:**

(D100)<sup>2</sup>      **RDM:** +100

**Resistance:**

100% ice, acid, force, mud, rock

**Weakness:**

200% fire.

**Strength:**

25      **Dexterity:** 7      **Perception:** 7

**Intelligence:**

3      **Spirit:** 10      **Comeliness:** 8

**Movement:**

45 ft.      **Fly:** 133 mph

**Alertness:**

14      **Night Vision:**  $\infty$

**Size:**

4 ft.      **Weight:** 30 lb.

**Animal control:**

185      **Rider weight limit:** 10 lb.

**Bounty:**

\$13,000,000

**Skin:**

Feathers

**Body:**

Mammal

**Miles per day:**

500

The umbrix is the legendary bird of ice. Not only are they immortal, but if it is killed it will be immediately reborn; it is eternal! It does not need to breathe or eat. It can fly through any liquid (lava, molten steel, water, etc.) and deep space. The raw power of the umbrix is unparalleled except by its twin the phoenix. While the umbrix is the legendary bird of ice, the phoenix is the legendary bird of fire. While they have no need to eat, they thoroughly enjoy eating rainbow moss and moon tar. The umbrix fears nothing.

If there is more than one they are most likely mating. This is bad. On rare occasion they will lay eggs, and on further rare occasion the eggs will hatch.

The hatching of an umbrix egg is a colossal event.

Thunder floods the sky. Earthquakes shake the ground. Mountains nearby are torn apart. All the daily mana on every monster and mage in a thousand mile radius will be tapped and consumed completely. All magical objects within 200 miles will be drained to the point of cancellation and permanent destruction. This includes enchanted temples, golems, and juggernauts alike. Where the egg once lay a 200 foot diameter crater will remain and the contents of which will be melted and flung up to 30 miles away in the blast. This is how a phoenix is born.

[Rebirth] = at death, and optionally at unconsciousness, they can be reborn. They are reborn at full health, full mana, full strength and power. They can be reborn with magic blade, become (any) elemental, shrink, enlarge, and bless 2 at 100 mana: (100...). They can chose the exact location to be reborn at form any location in the multiverse, and arrive with full knowledge of the surroundings as if rebirth occurred during a TIME STOP where they were able to study for a few minutes before arrival and adjust their location to accommodate their needs.

[Flight] = It can fly through any liquid: lava, molten steel, mud, water, etc. There is no loss of speed. They can fly through deep space at a speed equal to their “miles per hour” in “light years per day.” As part of their flight they can transcend any dimension, plane, or the realms of the living and dead. They can enter holding pockets, magic rooms, special planes, and even protected special planes such as a bodypainting golem plane.

**Reconciliation:** No.

## Equipment & Loot

If you can find the nest there is a 1% chance there will be an egg.

inf.	Ice Attack	A	B	E	H	I	M	
	Skill	711	711	711	711	6	Void	

inf.	Acid Attack	A	C	F	H	I	M	
	Skill	711	711	711	711	5	Void	

inf.	Mud Web							
A	B	E	H	I	K	K	M	

inf.	Become (any) Elemental							
A	C	L	M	N	O	P	T	Y

# Unicorn

**Alignment:** Pure and void of violence and cruelty.

**Quote:** “Some women choose to follow men, and some women choose to follow their dreams. If you’re wondering which way to go, remember that your career will never wake up and tell you that it doesn’t love you anymore.”—Lady Gaga.

Type:	Animal – Steads	
Mythos:	India, Chinese, and Mesopotamian.	
Creation:	Live birth	
Habitat:	Forest and wooded plains	
<b>Level:</b>	<b>3</b>	<b>Quantity:</b> 2
Defense:	+3 Magic	
<b>Health:</b>	<b>210</b>	Save: 60
<b>AC:</b>	58	<b>To Hit:</b> Auto
Weapon:	Light web	Range: 300 ft.
Damage:	15*(1.5)	RDM: 0
Resistance:	-	
Weakness:	200% spear, energy drain, platinum.	
Strength:	17	Dexterity: 8 Perception: 8
Intelligence:	4	Spirit: 17 Comeliness: 9
Movement:	150 ft.	Fly: no.
Alertness:	16*	Night Vision: 0
* Danger sense		
Size:	9 ft.	Weight: 600 lb.
Animal control:	98	Rider weight limit: 200 lb.
Price:	\$29,750	
Bounty:	\$27,000	
Skin:	Hide	
Body:	Mammal	
Miles per day:	20	

Look up. Glow in the dark stars paint the ceiling. To the left we have three rainbows, a wreath of flowers, a vase with more flowers, and no less than a dozen pink hearts cut from construction paper. Now to the right, that's where she got fancy. This is the bedroom of a nine-year-old girl in love with life who has good parents who support the joy, happiness, and love of their child. This is where the unicorn truly lives. They live in the hearts of children who love them. It is for them Ryvah manifests the unicorn within the game. As such the conduct of the unicorn is wholly dictated by the directive to satisfy this wondrous fantasy of the joy, happiness, and love.

Reconciliation: level 2. They do not separate to avoid AOE attacks. They are always within 15 feet of each other.

## Equipment & Loot

### Age, Price, and Experience Calculator

35%	30%	25%	20%	15%	10%
\$11,379	\$9,966	\$8,553	\$7,140	\$5,727	\$4,314
45,255	38,790	32,325	25,860	19,395	12,930

inf.	Light Web	A	B	E	H	I	K	M
	Skill	15	3	15	5	13	15	Void

Not dispellable, 15\*(1.5) damage—or—(5D8 damage), 9 rounds, 300 ft. range, 25 diameter animated manipulation. Entanglement 150% -30 per point of strength over 7

8 strength	=	120%
9 strength	=	90%
10 strength	=	60%
11 strength	=	30%
12+ strength	=	0%

x1	Bless 2	D	K	M	V
	Skill	10	10	void	100

Not dispellable, 100 day duration, 100 damage to all undead who touch the . . . target of this spell. Yeah, that means the unicorn could cast this on a bunch of squirrels and have them go lay waste to low level undeads.

Child			Age 3 to 8		
Exp.	#	Race skill description			
6,000	1	Spell:x1 Bless 2(5,5,Void,50)			
		+10 Defense, +3 Strength, +3 Spirit, Movement: +30 ft. per round, Defense: +1 Magic, Health: +40, Save: +40			
4,300	7				
1,000	3	+1 Dexterity, +1 Perception, +1 Comeliness			
Adolescent	Age 6 to 12				
Exp.	#	Race skill description			
6,000	1	Spell:x1 Bless 2(8,8,Void,75)			
		+4 Defense, +3 Strength, +3 Spirit, Movement: +30 ft. per round, Defense: +3 Magic, Health: +40			
3,700	6				
Adult	Age 10 to 20				
Exp.	#	Race skill description			
6,000	1	Spell:x1 Bless 2(10,10,Void,100)			

6,000	6	+24 Defense, +3 Strength, +3 Spirit, Movement: +60 ft. per round, Health: +55 (x2)
20,000	1	Ability: Light Web(15,3,15,5,13,15,Void)
<b>&lt;&lt;Price Point&gt;&gt;</b>		
Middle-age		Age 17 to 40
Exp.	#	Race skill description
		Ability: Hide(10...), Exorcism(13...), Evil Detection(10...), Danger Sense(10...)
3,350	4	

4,300	1	[Spell RDM]
7,777	2	+20 Defense, RDM: +20
7,777	2	+20 Defense, RDM: +20
7,777	2	+20 Defense, RDM: +20
7,777	2	+20 Defense, RDM: +20
Senior		Age 30 to 50
Exp.	#	Race skill description
7,777	2	+20 Defense, RDM: +20
7,777	2	+20 Defense, RDM: +20
7,777	2	+20 Defense, RDM: +20
Grand total		= 255,878 Experience



“The British had previously sought to disarm the colonials in an attempt to enslave them.”—George Mason.

# Vampire

**Alignment:** Secrecy and power

**Quote:** “The third eye of the spy. In the land of the two-eyed, the third eye gives you the omniscience of a god. You see further than others, and you see deeper into them. Nobody is safe from the eye but you.”—48 Laws of Power.

**Type:** Undead

**Mythos:** Tails of Vladimir the Impaler

**Creation:** Vampirism

**Habitat:** Dark castles or keeps

**Level:** 6    **Quantity:** 2

**Defense:** +20 Magic

**Regeneration:** 20 health per round

**Health:** 6,000              **Save:** 190

**AC:** 250              **To Hit:** 250: 610\*

\* +360 for magic blade

**Weapon:** Mystic bite      **Range:** Mystic bite

**Damage:** \*              **RDM:** 0

\*\* Bite with the spell freeze 510 damage, or bite with magic blade on teeth for  $180*(1.5)$  damage, or bite with energy drain 200 health +200 health. All three can include the option to infect vampirism, however vampirism cannot transcend through a Mystic Bite.

**Resistance:** 50% ice, hammers, human bow

**Weakness:** 200% force, light, disintegrate, silver

**Strength:** 10    **Dexterity:** 10    **Perception:** 10

**Intelligence:** 10    **Spirit:** 10    **Comeliness:** 10

**Movement:** 90 ft.\*      **Fly:** no.

\* Attack on full turn move.

**Alertness:** 40      **Night Vision:** 500 ft.

**Size:** 6 ft.      **Weight:** 170 lb.

**Bounty:** \$750,000

**Skin:** Flesh

**Body:** Human

**Miles per day:** 50

There are few tails as beloved as the vampire, and Ryvah has gone to great length to bring this mythology alive with a new blood and vigor while embracing enough of the old that it feels like a true vampire. With that in mind we are fully aware of True Blood, Count Dracula, Vampire the Mascaraed, historical accounts of Vladimir the Impaler, and truth and fiction of Transylvania.

Within Ryvah, the vampire gets his own spell: vampirism. The spell creates the vampire. The vampire creates the culture and story. And the story aligns moderately well with the above history and lore. On one hand Ryvah gets to leverage everything you already know about vampires. On the other hand we have created the mechanics that create that story. Yes, you can BE a vampire. Now you won't start out as the 1,156,750 experience vampire shown here. But, you can get there.

[Vampirism] = Refer to the spell for details. This is simply the placeholder for all aspects of the spell vampirism.

Reconciliation: our level 6 heroes accept they will need to resurrect the caster of wood wall that kills the vampires. For them to be defeat-able they cannot use teleport or gate.

Magically Enriched: 26, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Rich robes+5 quality, spell book (ring, necklace, or bracelet) +5 quality +4 Magic, 3 potions of stone skin (12,9,14), 3 potions of teleportation, 3 beautiful servants, 100 gold coins, 100 platinum coins. Its home will be a lavish 200,000 sq. ft. palace worth \$20 million. It will have \$2 million in art. Roll D20 for the quantity of nude pictures of girls. Each of these has a 30% chance of unlocking a chi style, if one does then roll again to see if it has two styles, then three, and up to four styles.

x20	Magic Blade	A	B	M	Y
	Skill	180	180	180	180

2520% Dispel resistance, 180\*(1.5) damage—or—(60D8 damage)

x20	Freeze	E	M	O	X	Z
	Skill	0	200	200	200	200

2800% Dispel resistance,

x20	Hold Target	B	E	J	M	N	R
	Skill	10	10	50	200	100	150

2520% Dispel resistance,

x20	Mind Control	B	E	L	M	N	R
	Skill	10	10	50	200	100	120

2490% Dispel resistance,

x20	Fear	B	G	M	N	R
	Skill	10	5	200	100	200

2515% Dispel resistance,

x20	Hypnotism	C	G	M	N	R
	Skill	1	5	200	100	130

2436% Dispel resistance,

Stage 1						
Exp.	#	Race skill description				
4,300	3	[Mystic Bite], [Anamagous Bat], [Vampirism]				
8,000	15	Defense: (+) +4 Magic (x5), Regeneration: 4 health per round (x5), Health: +50 (x5)				
40,000	4	+25 Combat (x4)				
Stage 2						
Exp.	#	Race skill description				
4,300	1	Spell:x5 Hypnotism(1,1,25,13,16)				
4,300	1	Spell:x5 Fear(2,1,25,13,25)				
12,000	1	Spell:x5 Mind Control (2,2,7,25,13,15)				
8,000	1	Spell:x5 Hold Target (2,2,7,25,13,19)				
3,350	1	Spell:x5 Freeze(0,25,25,25,25)				
22,000	1	Spell:x5 Magic Blade(23,23,23,23)				
Stage 3						
Exp.	#	Race skill description				
6,000	1	Spell:x5 Hypnotism(1,2,50,25,32)				
6,000	1	Spell:x5 Fear(3,2,50,25,50)				
14,000	1	Spell:x5 Mind Control(3,3,13,50,25,30)				
8,000	1	Spell:x5 Hold Target(3,3,13,50,25,38)				
4,300	1	Spell:x5 Freeze(0,50,50,50,50)				

38,000	1	Spell:x5 Magic Blade(45,45,45,45)
40,000	5	+25 Combat (x5)
15,000	7	Health: +250 (x7)
		Stage 4
Exp.	#	Race skill description
8,000	1	Spell:x20 Hypnotism(1,3,100,50,65)
4,300	1	Spell:x20 Fear(5,3,100,50,100)
20,000	1	Spell:x20 Mind Control (5,5,25,100,50,60)
20,000	1	Spell:x20 Hold Target (5,5,25,100,50,75)
12,000	1	Spell:x20 Freeze (0,100,100,100,100)
50,000	1	Spell:x20 Magic Blade(90,90,90,90)
50,000	4	Health: +1000 (x4)
		Stage 5
Exp.	#	Race skill description
8,000	1	Spell:x20 Hypnotism(1,5,200,100,130)
4,300	1	Spell:x20 Fear(10,5,200,100,200)
20,000	1	Spell:x20 Mind Control (10,10,50,200,100,120)
20,000	1	Spell:x20 Hold Target (10,10,50,200,100,150)
12,000	1	Spell:x20 Freeze (0,200,200,200,200)
50,000	1	Spell:x20 Magic Blade (180,180,180,180)
Grand total		= 1,156,750 Experience

## Sub-race: Tsul.

True blood lust, the tsul lives for the killing spree. Her nick name is the black widow, and sometimes she will even paint the red hour glass on her belly or jewel it on her dress. If she is more subtle she will; wear the red hour glass in a pendant or necklace. Her goal is to track down a nice victim, male, female, it doesn't matter. Her first are always weak, often maids or butlers. Her goal is to rape them 'til they sequel, then suck their blood 'til they die. For this dark deed she gets a "point." The points only last an hour. Also she only gets the point for an escort score over 50. So her victims can't simply sequel a little bit—they need to scream! Only then can she rip out their heart with her fangs. But she must move fast. Sixty minutes is a short amount of time, so she needs to plan out her swath of death at a party, dance, or some other large event. From one rape-kill to the next, to the next, to the

next. The clock is ticking—time is running out! Keep in mind she needs to do this “discreetly” enough that she does not cause a panic which would cause everyone to run for their lives. So she traps them strategically like a child playing a video game going for the high score. She will likely not attack the fighter trying to kill her, because just killing him won’t earn her a point. “Oh cute. You’re trying to kill me. Hang on, let me rape you first.” That way she gets a point for him. At some point she will reach her high score as her points are dropping off as fast as she gets them. From here she will retire for the evening and relax to reminisce in her own glory. She will record her score in her personal journal and reflect on her past score. So what does she get for her score? Nothing. It was just for fun.

Child	Age 3		
Exp.	#	Race skill description	
4,300	1	[Bejeweled]	
		+5 Combat, +10 Defense, Mana: +10 Black, Max: +5 Nothing,	
4,300	5	Health: +30	
3,350	2	+33 Escort, +3 Comeliness	
6,000	1	+20 Bite	
500	1	Attack: Bite D8	
Adolescent	Age 6		
Exp.	#	Race skill description	
		+5 Combat, +10 Defense, Mana: +20 Black, Max: +5 Nothing,	
10,000	5	Health: +60	
3,350	2	+33 escort, +3 Comeliness	
6,000	1	+20 Bite	
1,500	1	Attack: Bite 3D8	
Adult	Age 10		
Exp.	#	Race skill description	
		+10 Combat, +20 Defense, Mana: +40 Black, Max: +7 Nothing,	
10,000	5	Health: +160	
3,350	2	+33 escort, +3 Comeliness	
6,000	1	+40 Bite	
1,5070	1	Attack: Bite 3D20	
Middle-age	Age 17		
Exp.	#	Race skill description	
6,000	1	+40 Bite	
3,350	1	Attack: Bite 7D20	
Senior	Age 30		
Exp.	#	Race skill description	
6,000	1	+40 Bite	
3,350	1	Attack: Bite 3D100	
Grand total		= 186,100 Experience	

## Sub-race: Phantom.

We normally refer to our subject as the name of the sub-race. But for this one we will call it a vampire who has “phantoms.” It is the vampire who has the sub-racer. Over time they befriend wizards, rank six and up only. When the wizards die, then the vampire will cast forge metaphysical body on the wizard at the 450 point success mark. This will forge the wizard into an angel, but not a strong one. The angel will be able to see, hear, and move about the material plain; however, no one can see or hear the angel. The angel can’t affect anyone except to yield mana to them. The angel can only exist in special planes like haven, or golem forged planes. And that’s perfect. The vampire will craft a cloak of magnificent embroidery of the finest fabrics in existence and then animate it as a golem to forge that exact type of plane. The angels now have a home. They can live inside this paradise, but it gets even better. The vampire will then cast magic room—not to forge a room, but to create a gate portal into this special plane. Now the wizard’s family members can go visit the late wizard. The wizard is now a phantom who hangs around the vampire. The price tag for eternal life in paradise is the absolute loyalty to the vampire, and always being at his beck and call when he needs mana. The one thing the phantom can do is yield mana and the phantom has lots of it. He will not be lonely either, because the vampire collects phantoms and wants as many as he can get. Why not have dozens? Because of . . . oh wait, there’s no reason not to have dozens. So yeah, dozens!

Child	Age 3		
Exp.	#	Race skill description	
4,300	1	[Bejeweled]	
1,000	1	Ability: Yield Mana(3, void)	
Adolescent	Age 6		
Exp.	#	Race skill description	
4,300	1	Mana: +5 Supernatural	
3,350	1	Spell: x2 Skill Drain(6...)	
Adult	Age 10		
Exp.	#	Race skill description	
8,000	1	Spell: x1 Forge Metaphysical Body(25)	
7,000	1	Spell: x1 Magic Room(9990)	
12,000	2	Spell: x1 Forge Golem(14, 0), x1 Animate Golem(14...)	
Middle-age	Age 17		
Exp.	#	Race skill description	
Senior	Age 30		
Exp.	#	Race skill description	
Grand total		= 51,950 Experience	

## Sub-race: Misty Moon.

The misty moon will live in an isolated castle on a mountain top. It will be her mountain, and it will be full of caves. She will dig them herself if necessary. These caves and her castle will be full of bats. While she has a very high beast mastery over bats, seldom does she make them bonded. Instead she will have a few which she has yielded mana to: mana for destiny bond. Anyone who gets near her castle will get bonded to a bat for life . . . and death. Deep in her castle will be a metallurgist's forge that burns 24 hours a day, 7 days a week with a large chimney to the sky and all the bats know where it is. If the misty moon decides someone needs to die, then she identifies the bats who is linked to his soul and commands the bat to fly down the flu to its death.

Child		Age 3	
Exp.	#	Race skill description	
2,250	1	+20 Architect	
2,250	1	Animals: +20 Bats	
Adolescent		Age 6	
Exp.	#	Race skill description	
4,300	1	Mana: +100 Destiny Bond	
3,350	1	+20 Metallurgist	
2,250	1	Ability: Telepathy(1,7,Void)	
2,250	1	Ability: Speak with Animals(15...)	
Adult		Age 10	
Exp.	#	Race skill description	
4,300	1	Animals: +20 Bats	
4,300	1	[Bejeweled]	
2,250	1	Ability: Dig (7...)	
Middle-age		Age 17	
Exp.	#	Race skill description	
4,300	1	Animals: +20 Bats	
Senior		Age 30	
Exp.	#	Race skill description	
6,000	1	Animals: +20 Bats	
Grand total		= 37,800 Experience	

## Sub-race: Lovers.

The lovers are passionate, lustful, and loving much in the same way all those people who own fish in a fish tank are loving. A bird owner with a large cage and beautiful pet bird might be uncomfortable with the similarities also. These animal "lovers" will feed,

groom, protect, and imprison their pets. Well, that's all the lover does. The pets exist for the benefit of the pet owner. Well the same is true of the lover. The lover starts by finding once-beautiful elderly women to be the subject of a powerful slime spell. It turns them in to slime, but they had so little to live for it is hardly a downgrade. As a slime the age toward their ideal age, and their intellect slowly moves into their comeliness. The lover now waits as the years pass by and three things become true: their intelligence has reached zero, their bodies are young again, and he has gained total control via beast mastery over slimes. They are now animals who can take human form, but animals the same. As the lover gains experience, his bonded slimes (the girls) will gain bonded experience. Each slime will be sculpted to suit the lover's whim. They have become willing sex slaves under pseudo-mind control. Some of the bonded experience is allocated to intelligence, but because bonded experience can only be used why under the control of the master, without their master their intelligence drops back to zero. Thus, they literally can't think unless they are under their master's command. Now that's control! The lover will use speak with animals and telepathy to bypass the need to speak allowed. Now just because that's not enough for this guy, he will use the spell slow to turn his girls into soft statues—statues he can bend in to any pose he wants like a wire doll.

Child		Age +10	
Exp.	#	Race skill description	
2,250	1	+2 Perception	
2,250	1	Spell: x6 Speak with Animals(5...)	
2,250	1	Spell: x6 Telepathy(5...)	
1,500	1	+10 Painting	
Adolescent		Age +20	
Exp.	#	Race skill description	
6,000	1	Animals: +11 Slimes	
1,500	2	+10 Painting, +10 Dance	
Adult		Age +40	
Exp.	#	Race skill description	
14,000	1	Spell: x1 Slime(16...)	
4,300	1	Spell: x1 Youth(10...)	
Middle-age		Age +80	
Exp.	#	Race skill description	
Senior		Age +160	
Exp.	#	Race skill description	
Grand total		= 35,550 Experience	



“The beginning of wisdom is the definition of terms.” —Socrates.

# Wendigo

**Alignment:** Vengeful and shy

**Quote:** “Sincerity is found in very few men and is often the cleverest of ruses—one is sincere in order to draw out the confidence and secrets of the other.”—La Rochefoucauld.

**Type:** Undead

**Creation:** Immortality

**Habitat:** Extraordinarily enchanted homes

**Level:** 2      **Quantity:** 1

**Defense:** Nickle

**Health:** 24      **Save:** 21

**AC:** 42      **To Hit:** 50

**Weapon:** Melee      **Range:** -

**Damage:** ?      **RDM:** +15

**Resistance:** 50% light, wood, rock, satyr bow

**Weakness:** 200% fire, poison, dagger, silver.

**Strength:** 7      **Dexterity:** 8      **Perception:** 7

**Intelligence:** 8      **Spirit:** 15      **Comeliness:** 12

**Watchdogs:** Dragon flies

**Movement:** 60 ft.      **Fly:** 30 mph

**Alertness:** 17      **Night Vision:** 0

**Skill superiority:** Carpenter and 2h Sword

**Size:** 5½ ft.      **Weight:** 120 lb.

**Bounty:** \$18,000

**Skin:** Succulent Flesh

**Body:** Humanoid

**Miles per day:** 10

She is a spirit of the woods and feeds on mushrooms and fungi. She uses her mind control to employ farmers and dryads to cultivate her mushrooms and fungi in the thousands. She never kills them intentionally and returns them every morning before sunrise. However, many of the mushrooms she prefers have poisonous spores and are very deadly if eaten by others. So there are casualties. And she rots. Technically she does not rot as her beautiful succulent flesh maintains its flawless patina, but all normal clothing worn by her upon the torso of her body will decay and fall off in three days. Plus one magical clothing requires 5 days to destroy the plus one magic, at which point it takes three more days to rot away. Plus two magic requires two weeks. Plus three magic or better is what she requires if she wishes any vanity.

She has a similar aspect of rust applicable to her torso. Thus, chain mail will rust away. Swords and shields are not a problem. Even gloves and boots tend to last. This is a problem for her. You see the wendigo's strange body with its ears, wings, and tail inflict a powerful lust in all who look upon them, but the wendigo has no interest in sex or sexual pleasure. In fact, they detest those who wish to use them this way. Further, the wendigo is a cursed soul in that, those who rape and molest them will absorb the race innate skills the wendigo has learned. This makes the wendigo the prey of evil overlords who would capture her, enslave her, and slowly absorb all her power. While many dryads, fairies, and even nymphs will rescue a wendigo who has been enslaved, this often leads to either the wendigo giving in to the seductions of them or simply being killed by them. The only shelter the wendigo ever finds is with the sylph; unfortunately, most of them have little interest in the undead horror of the wendigo.

[Rape Race Skill Drain] = this causes an involuntary skill drain of her race skills that she has learned. These skills drained this way override the restriction and are usable by the recipient. 10 minutes of genital-genital intercourse drains 1200 experience for a week. 8 minutes of oral copulation drains 800 experience for a week. 7 minutes of genital-masturbation drains 500 experience for a week. 6 minutes of ravaging her breasts and neck drains 300 experience for a week. The age, race, and gender of her assailant is not relevant. Thus, a war lord who wants his mighty horse to power up can do so. Auto skills cannot be drained. And it only works when the act is fundamentally rape or extreme coercion under a meager level of duress.

But power come with a price. Wendigo never forget, never forgive, and never give up their burning desire for revenge.

[Dragonflies] = this allows her to always have a faint scattering of dragonflies that blanket a radius of 200 feet around her. She becomes aware of everything entering that area immediately as if these dragonflies were on guard duty with telepathy to her. Her location is fully irrelevant: forest, desert, town, cave, deep space, etc.

Reconciliation: level 2. If she manages to mind control a spell caster she will either yield mana from them to her and drain them dry, or unload all the spells of the party with the intent to consume as much mana as possible.

## Equipment & Loot

Carpentry book +1 quality, carpentry wood working tools +1 quality.

x1	Mind Control	B	E	L	M	N	R
	Skill	6	6	7	5	7	6
	Green Stun Mushroom	3	3	7	x	x	x

100% Dispel resistance, save: 48, Success / fail 42%,

x5	Yield Mana	G	M
	Skill	7	7

84% Dispel resistance,

Stage 1		
Exp.	#	Race skill description
2,250	1	Spell:x5 Yield Mana(7,7)
4,300	1	[Dragonflies]
Auto	1	[Rape Race Skill Drain]
2,250	1	Animals: +22 Dragonflies
Stage 2		
Exp.	#	Race skill description
4,300	1	Spell:x1 Mind Control(6,6,7,5,7,6)
		+10 2h Sword, Movement: +30 ft. per round
4,300	2	Fly at 30 mph, RDM: +15
Stage 3		
Exp.	#	Race skill description
6,000	2	+10 Carpenter (x2)
8,000	1	Animal: +28 Jabberwocky
Stage 4		
Exp.	#	Race skill description
21,500	1	+20 Combat
6,000	1	Animal: +28 Jabberwocky
		Mana: +20 Brown, +20 White, +20 Orange
Stage 5		
Exp.	#	Race skill description

Grand total		= 107,200 Experience
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## Sub-race: Ocelot

The ocelot are a happy go-lucky people who just don't seem to give a damn. Zimbab, the God of Gambling and Suicidal Assaults within the pantheon of Quimpelton. These people cannot resist gambling. If they do then [Zimbab] inflicts 20 damage. If they retreat from battle, they take 50 damage. While they feel pain they do not fall unconscious. They have the chi effect of consciousness on permanently. When they fight, they fight to the death. Oh and if they die by damage in battle then they roll a D6. On a 1 they stay dead, otherwise they are instantly revived at full health, full mana, full chi, and even get initiative immediately. While they are not a sexually promiscuous people, the total disregard for consequences and the desire for gratification tends to create a lot of single moms. To turn down pleasure because of risk is just un-Zimbab like. Now for the fun part. They like architecture--specifically epic plumbing. What is epic plumbing you ask? Ahhh yes, well it's epic and it's plumbing. You see they like hot springs. They use magical dig combined with teleport as a linked spell to carve 10 × 10 pipelines underground deep into the bowels of the earth. These pipes go ten miles deep into the very mantel of the earth where the rock itself is over 700 degrees hot. So hot the tunnel is inflicting 200 damage as lava per round to everyone in it. This would discourage a reasonable man. But they aren't reasonable. The combo of spells is teleport to get in, lava protection and stone skin to absorb as much damage as possible. Dig linked to teleport to do the excavation, and finally clone just in case Zimbab rolls a one. Every day they do their plumbing. One pipeline going down and a second going up so they can bring hot water to their town.

Age 3			
Child	Exp.	#	Race skill description
	1,500	1	Religion: +25 Zimbab
	9,999	1	[Zimbab]
Age 6			
Adolescent	Exp.	#	Race skill description
	6,000	2	+4 Strength, Health: +50, Animal: +8 Ocelot anything
	2,250	2	Spell: x1 Lava Protection(18...), x1 Stone Skin(660)
Age 10			
Adult	Exp.	#	Race skill description
	11,000	2	+5 Strength, Health: +55

12,000	3	Spell: x2 Teleport(9...), x1 Dig(12...), Internal: x1 Clone(20...)	Grand total	= 85,999 Experience
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# White Dragon

**Alignment:** Timid, jealous, defensive.

**Quote:** “Education is the most powerful weapon you can use to change the world.”—Nelson Mandela.

**Type:** Dragon

**Creation:** Hatch from egg

**Habitat:** Ice lands

<b>Level:</b>	<u>Child</u>	<u>Adoles.</u>	<u>Adult</u>	<u>Mid-age</u>	<u>Senior</u>
	2	2½	3	3½	4

**Quantity:** 1

**Defense:** +2 Magic

**Damage Resistance:** 10

**Regeneration:** 1 per hour

<b>Health:</b>	<u>Child</u>	<u>Adoles.</u>	<u>Adult</u>	<u>Mid-age</u>	<u>Senior</u>
	105	255	405	555	705

**Save:** Child Adoles.

55 75

<b>AC:</b>	<u>Child</u>	<u>Adoles.</u>	<u>Adult</u>	<u>Mid-age</u>
	30	50	90	180

<b>To Hit:</b>	<u>Child</u>	<u>Adoles.</u>	<u>Adult</u>	<u>Mid-age</u>
	30	50	90	150

**Weapon:** Claw

**Damage:** Child Adoles. Adult

D20 3D20 5D20

**RDM:** Child Adoles.

+20 +30

**Resistance:** 90% ice. 50% elven bow, sylph bow

**Weakness:** 200% satyr bow, Thorn, acid, mud, zinc, gold, platinum.

**Strength:** 10 **Dexterity:** 9 **Perception:** 12

**Intelligence:** 10 **Spirit:** 13 **Comeliness:** 10

**Watchdogs:** snow rabbits, snow leopards

**Movement:** 60 ft. **Fly:** 50 mph

**Alertness:** 25 **Night Vision:** 100 ft.

<b>Size:</b>	<u>Child</u>	<u>Adoles.</u>	<u>Adult</u>
	15 ft.	20 ft.	25 ft.

<b>Weight:</b>	<u>Child</u>	<u>Adoles.</u>	<u>Adult</u>
	2,200 lb.	5,200 lb.	10,100 lb.

<b>Bounty:</b>	<u>Child</u>	<u>Adoles.</u>	<u>Adult</u>	<u>Mid-age</u>	<u>Senior</u>
	\$14k	\$21k	\$36k	\$100k	\$300k

**Skin:** Scales

**Body:** Mammal

**Miles per day:** 75

The white dragon scales are like a blanket of pristine white pearls. Its wings are like translucent white silk and its teeth, horns, and claws like gleaming silver. The beauty of these dragons has caused them to be the target of choice by would be dragon slayers.

Additionally white dragons are frequently preyed upon by other dragons, roc, Remorhaz, purple worms, umbrix and other larger predators. Consequently they tend to

be very defensive and timid. It assumes that if something is willing to fight it that whatever it is, is probably pretty nasty.

White dragons are very difficult to defeat because of their willingness to flee. However this does not imply the battle is over. They simply prefer it to be on their terms. They use a variety of defensive tactics. The standard perimeter defense is the summoning of snow leopards, snow rabbits and birds to befriend and scout. It is common for a white dragon to have 80 or more animals under its protection scouting in an area 15- 20 miles across. The dragon seldom employs non-animals for fear of betrayal. While it uses danger sense and magic detection its main defense is inevitability. A dragon is a scary enough by itself but the thought of an invisible dragon hunting you down because it assumes you are hunting it is enough to avoid the snowy mountain tops all together. Invisibility is a rare spell among dragons because of the difficulty of turning such a heavy object inevitable. It is the first real advantage the white dragon has over the larger dragons. The second is the ability to gate. If the first round of battle does not go well it is likely to gate away on the second round.

**Reconciliation:** Not reconciled.

**Magically Enriched:** (level ×3), teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Loot is prorated to health.

1,000 gold, 100 platinum. Casting wizards' lab 110 sq. ft. 5 spell books which range in quality and magic: (D12: 1-6 = +2 quality; 7-9 = +3 quality; 10-11 = +4 quality; 12 = +5) repeat for magic but reroll when too high for quality. 20 units of Art, 120 units of Education, 30 units of Equipment. 10,000 pounds of misc. stuff worth \$80,000 copper. If you can find the nest then there will be triple the yield of scales. If you can find the nest there is a 31% chance there will be D6 eggs.

x3	Invisibility	C	J	M	N	O
	Skill	20	20	20	20	20

260% Dispel resistance,

x3	Gate	G	K	L	M	O
	Skill	32	32	32	32	32

320% Dispel resistance,

x10	Heal	A	J	M
	Skill	12	12	12

196% Dispel resistance,

The defining aspect of a dragon in mythology is its torrent of fire that ejects from its jaws. In Ryvah it can be ice, acid, poison, lightning, and of course fire. In Ryvah a dragon's breath weapon is a magical spectacle of exotic and wild power rooted in mysticism and Divinity. Yet for all this, it is classified as non-magical. This is strange because it is the composition of 3 abilities and a spell which CAN be dispelled independently from the abilities. As an aspect of a dragon's breathe, all four are linked together and occur as one simultaneously. The first link is the evocation ability which defines the shape and duration. Because it's non-magical it follows the "Flood Fill" rules. Second we link dispel which will attempt to dispel everything in the area every round. This is what Haschak sisters is leveraging to do damage. And finally chandelier inflicts conditional effects to cripple particular enemies.

### Dragon Breath One

x3	Haschak Sisters	H	A	S	C	H	A	C	K
	Skill	5	5	5	5	5	5	5	5
inf.	Ice Attack	A	B	E	H	I	M		
	Skill	13	1	0	5	6	void		
inf.	Dispel	E	H	I	J	M			
	Skill	5	5	5	5	void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	5	5	5	void	5	5	5	5

13\*(1.5) Damage, Cone 25 ft. long by 12.5 wide, 145% Chance to dispel, If no spells dispelled add 5\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 5\*(1.5) damage, -10 AC and -10 To Hit,-15 Save, -45 ft. per round movement, and reduce their attacks and spells damage to 59% Haschak Sisters has 105% Dispel resistance,

### Dragon Breath Two

x3	Haschak Sisters	H	A	S	C	H	A	K

	Skill	6	6	6	6	6	6	6	
inf.	Ice Attack	A	B	E	H	I	M		
	Skill	16	2	0	6	6	void		
inf.	Dispel	E	H	I	J	M			
	Skill	6	6	6	6	void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	6	6	6	void	6	6	6	6

16\*(1.5) Damage, Cone 36 ft. long by 18 wide, 160% Chance to dispel, If no spells dispelled add 6\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 6\*(1.5) damage, -12 AC and -12 To Hit,-18 Save, -54 ft. per round movement, and reduce their attacks and spells damage to 53% Haschak Sisters has 126% Dispel resistance,

### Dragon Breath Three

x3	Haschak Sisters	H	A	S	C	H	A	K
	Skill	8	8	8	8	8	8	8
inf.	Ice Attack	A	B	E	H	I	M	
	Skill	24	2	0	8	6	void	
inf.	Dispel	E	H	I	J	M		
	Skill	8	8	8	8	void		
inf.	Chandelier	A	D	E	M	P	Q	R
	Skill	8	8	8	void	8	8	8

24\*(1.5) Damage, Cone 64 ft. long by 32 wide, 190% Chance to dispel, If no spells dispelled add 8\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 8\*(1.5) damage, -16 AC and -16 To Hit,-24 Save, -72 ft. per round movement, and reduce their attacks and spells damage to 43% Haschak Sisters has 168% Dispel resistance,

### Dragon Breath Four

x3	Haschak Sisters	H	A	S	C	H	A	K
	Skill	9	9	9	9	9	9	9
inf.	Ice Attack	A	B	E	H	I	M	
	Skill	28	2	0	9	6	void	
inf.	Dispel	E	H	I	J	M		
	Skill	9	9	9	9	void		
inf.	Chandelier	A	D	E	M	P	Q	R
	Skill	9	9	9	void	9	9	9

28\*(1.5) Damage, Cone 81 ft. long by 40.5 wide, 205% Chance to dispel, If no spells dispelled add 9\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or

Golem) then add: 9\*(1.5) damage, -18 AC and -18 To Hit,-27 Save, -81 ft. per round movement, and reduce their attacks and spells damage to 39% Haschak Sisters has 189% Dispel resistance,

### Dragon Breath Five

x3	Haschak Sisters	H	A	S	C	H	A	K	
	Skill	11	11	11	11	11	11	11	
inf.	Ice Attack	A	B	E	H	I	M		
	Skill	35	3	0	11	6	Void		
inf.	Dispel	E	H	I	J	M			
	Skill	11	11	11	11	Void			
inf.	Chandelier	A	D	E	M	P	Q	R	Y
	Skill	11	11	11	Void	11	11	11	11

35\*(1.5) Damage, Cone 121 ft. long by 60.5 wide, 235% Chance to dispel, If no spells dispelled add 11\*(1.5) damage -- otherwise damage = mana dispelled, Iff target has any of (Magic Blade, Elemental, Poison, or Golem) then add: 11\*(1.5) damage, -22 AC and -22 To Hit,-33 Save, -99 ft. per round movement, and reduce their attacks and spells damage to 31% Haschak Sisters has 231% Dispel resistance,

Child		Age 50 to 700							
Exp.	#	Race skill description							
1,000	1	Ability: Danger Sense (15...)							
4,300	3	[Dragon Sight], [Slither move], Regeneration: 1 per hour.							
17,000	1	Health: +105							
2,250	1	Save: +25							
4,300	3	+10 Defense, +10 Claw, Fly at 50 mph							
700	2	Attack: Claw D20, Movement: +30 ft. per round							
6,000	1	Defense: +2 Magic							
14,000	2	Damage Resistance: 10, RDM: +20							
8,000	1	Dragon Breath One - defined above							
10,000	1	Spell:x3 Invisibility (10,10,10,10,10)							
16,000	1	Spell:x3 Gate (16,16,16,16,16)							

6,000	1	Spell:x10 Heal (6,6,6)		
Adolescent		Age 500 to 3,500		
Exp.	#	Race skill description		
6,000	1	RDM: +10		
3,750	1	Save: +25		
15,700	2	+20 Defense, +20 Claw		
17,000	1	Health: +150		
700	1	Attack: Claw 3D20		
		Spell:x3 Invisibility (15,15,15,15,15)		
24,000	1	Spell:x3 Gate (24,24,24,24,24)		
9,000	1	Spell:x10 Heal (9,9,9)		
		Dragon Breath Two - defined above		
11,050	1	Age 3,000 to 13,000		
Adult		Race skill description		
Exp.	#			
17,000	1	Health: +150		
20,000	2	+40 Defense, +40 Claw		
5,000	1	Attack: Claw 5D20		
		Spell:x3 Invisibility (20,20,20,20,20)		
32,000	1	Spell:x3 Gate (32,32,32,32,32)		
12,000	1	Spell:x10 Heal (12,12,12)		
		Dragon Breath Three - defined above		
Middle-age		Age 12,000 to 33,000		
Exp.	#	Race skill description		
17,000	1	Health: +150		
30,000	2	+90 Defense, +60 Claw		
1,250	1	Dragon Breath Four - defined above		
Senior		Age 30,000 to Immortal		
Exp.	#	Race skill description		
10,000	1	Health: +150		
		Dragon Breath Five - defined above		
Grand total		= 455,600 Experience		

WILD DRAGON-animal				
Age, Price, and Experience Calculator				
Notes		Breath	Invisibility	Gate
Price	\$8,800	\$23,640	\$34,720	\$48,400
Experience	44,000	78,800	86,800	96,800
Animal Control	77	82	83	85
				87

# Will-O'-Wisp

**Alignment:** Evil, wicked, and random

**Quote:** “Superiority is an intoxicating liquor that is addictive and deadly. Its indulgence precursor devastation. Practice humility.” —M. J. Leonard..., 1970-

Type:	Monster		
Creation:	Live birth		
Habitat:	jungle or think forest		
<b>Level:</b>	<b>5</b>	<b>Quantity:</b>	<b>6</b>
Defense:	+3 Magic		
Regeneration:	10 per round		
<b>Health:</b>	<b>1,051</b>	Save:	120
<b>AC:</b>	120	<b>To Hit:</b>	120
Weapon:	Magic blade	Range:	-
Damage:	0	RDM:	0
<b>Resistance:</b>	90% lightning.	50% lava, wood, spear, silver.	
<b>Weakness:</b>	200% acid, thorn, light, satyr bow, energy drain, disintegrate, mithral.		
Predators:	Naga and Psychophile		
Pray:	+50 Combat against fire giants and beguiler		
Strength:	1	Dexterity:	7
Intelligence:	8	Spirit:	5
Watchdogs:	Dragonflies	Comeliness:	27
Movement:	45 ft.	Fly:	30 mph
Alertness:	34	Night Vision:	40 ft.
Skill superiority:	Herbalist		
Size:	6 inch	Weight:	2 ounce
Bounty:	\$80,000		
Skin:	Succulent Flesh		
Body:	Humanoid		
Miles per day:	20		

What most people see is a ball of light floating in the air. For most, that is all a will-o'-wisp is. This is similar to saying the Moon is just a ball of light. But Ryvah takes it farther. Ryvah can see past this ball of blinding light, and we have discovered a beautiful race like an airborne dryads only a little larger than a pixy. They are always nude and can fly without any aid of wings as long as they are a ball of light.

The will-o'-wisp take romance to a whole new level. They spend most of their life flirting with each other. As they enter childhood they start claiming boyfriends and girlfriends. Sometimes they breakup, but normally they just add to their collection of romantic interests. By the time they enter adolescence they are having romantic escapades two to five times a day with up to a dozen different romantic interests. They sleep in cuddle piles of up to fifty wisps all strategically constructed to put as many of your kissing

partners and touchy feely partners within reach as possible. By the time they are exiting adolescence they are getting serious and there are no new candidates. It is trim time, and the stakes are high. At some point they start having babies. If the all but one man has been removed, then the father of the child is known. Otherwise it's not. As a rule, wisps never separate. Sexual intercourse is a life debt that goes in both directions. The standard block is two to four girls with two to four boys. This is the parental family from which babies are made.

[Light Ball Body] = they glow in any color as a bright light. They can become a ball of light. As a ball of light nothing can be determined about them except they are will-o'-wisp. It is as this ball they can use their fly ability.

Reconciliation: level 5. Comeliness check of 60. It is with this they will kill you. Their casting method is: nothing, instant, thought.

**Magically Enriched:** 7, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Lingerie armor +6 quality +3 Magic AC 7+3.

x1	Statue of David	D	B	M
	Skill	15	15	15

645% Dispel resistance, this uses the charm check to produce a sling pool witch adds to: damage, to hit, range, and movement.

x1	Magic Blade	A	B	M	Y
	Skill	0	50	50	0

600% Dispel resistance, duration 42 minutes. While this seems pointless. The third effect of magic blade is interception within ten feet. Now use it to focus all that damage effectively converting health into your sling pool. How much health did they have? Oh yeah, a thousand.

x10	Teleport	G	K	M	O
	Skill	1	10	50	1

562% Dispел resistance,

x1	Light Web	A	B	E	H	I	K	K	M
	Skill	50	3	0	9	13	10	10	20

315% Dispел resistance, 50\*(1.5) damage—or—(5D8 + 5D20 damage), 81 foot diameter animated manipulation.

Child		Age 3 to 8	
Exp.	#	Race skill description	
1,000	1	Spell:x1 Statue of David(8,8,8 [Nude], [Light Ball Body], +50 Combat against fire giants and beguiler)	
	3	+3 Comeliness, +10 Charm, +25 Escort	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
1,000	1	Spell:x1 Statue of David(11,11,11)	
	1	Spell:x10 Teleport(1,5,25,1) Animals: +22 dragonflies, Fly at 30 mph, Health: +27	
2,250	1	Movement: +15 ft. per round, Night Vision: 40 ft. Alertness: +20	
	3	Defense: +3 Magic, Health: +50	
	2		
Adult		Age 10 to 20	
Exp.	#	Race skill description	
1,000	1	Spell:x1 Statue of David(15,15,15)	
	1	Spell:x1 Magic Blade(0,25,25,0)	
8,000	1	Spell:x10 Teleport(1,8,38,1) +17 Comeliness, Spell:x1 Light	
	1	Web (25,2,0,5,7,5,5,10)	
2,250	1	+10 Herbalist/ (x4): requires 'Animals: +22 dragonflies, and Fly at 30 mph	
	4		
7,000	2	Health: +86, Regeneration: 10 health per round	
	2		
Middle-age		Age 17 to 40	
Exp.	#	Race skill description	
2,000	1	Spell:x1 Magic Blade(0,38,38,0)	
	1	Spell:x10 Teleport(1,10,50,1)	
1,000	1	Spell:x1 Light Web (38,2,0,7,10,8,8,15)	
	1		
5,000	6	Health: +86 (x5), Save: +100	
	1		
14,000	1	+100 Combat	
	1		
Senior		Age 30 to 50	
Exp.	#	Race skill description	
2,000	1	Spell:x1 Magic Blade(0,50,50,0)	
	1	Spell:x1 Light Web (50,3,0,9,13,10,10,20)	
5,000	5	Health: +86 (x5)	
	5		
Grand total		= 374,750 Experience	

## Sub-race: Cherry

We will call this person Kelly. During adolescence Kelly will obtain a very nice cherry. Many people often try to take her cherry from her, but she will fight fiercely to protect it. Her cherry will always be small and clean. She will wash it and sometimes play with it. She will have a particularly delicious cherry and everyone around her will normally try to eat her cherry when she is not looking. This of course makes her upset. But it is hard for her to protect her cherry and it is common for her cherry to get "accidentally" touched, bumped, rubbed, and of course eaten before she is ready to eat it herself. When she is ready to eat her cherry she will normally dip it in whip cream first. She likes to eat creamy cherries. The cherries will normally cost about 2 copper coins, however for 4 copper she can have a chocolate covered cherry. Of course when her cherry is dipped in hot molten chocolate it cooks the outside of her cherry which effects the flavor of it. Sometimes she will even have her cherry sliced open to remove the seed. Most farmers markets will have cherries by the basket and she always purchases a few. The [nude] is automatically gained if you enter the age range or purchase any skill from the age range.

[Cherry] = must be female, under middle-age, and have purchased the red fruit called a cherry. The cherry must be fresh, less than three days from the vine. There are four things she can do with the cherry: 1. Clean it, 2. Play with it, 3. Lick it, and 4. eat it. If there are boys who find her attractive who watch her do these things, then after each one she rolls a charm check against the boy. If she wins all four charm checks, then she gains cherry power for the next 48 hours. When she wins by over 10 points, the boys offer to date her. When she wins by over 15 points, the boys offer sex. When she wins by over 20 and under 30 points then the boys are compelled into an uncontrolled act of sex by force with her. When she wins by 30 or more points the boys try but are too excited and explode in orgasmic bliss before they can get to her. Cherry Power is the ability to pick any two [] abilities under 6,500 experience and gain them for the 48 hours.

Child			Age 3
Exp.	#	Race skill description	
6,000	1	[Cherry]	
		+10 Dance, +10 Singing, Health:	
500	4	+9, Save: +9	
Adolescent			Age 6

Exp.	#	Race skill description
2,250	1	+2 comeliness, +25 Escort
Adult		Age 10
Exp.	#	Race skill description
Auto	1	[Nude]
4,300	2	[Bejeweled], [Bone Armor]
Grand total		= 18,850 Experience

## Sub-race: Giraffe

The giraffe are a strange people. One third of them have giraffe hide patterns on their skin. Oh and they tend to wear name tags. Why? Because they suffer from the most bazar identity crisis imaginable. First, their height is flexible. If the majority of people around them are 3 feet tall, then at midnight when they get their new body they inherit that height. Oh yeah, every day at midnight they get a new body. Flip a coin: heads = girl, tails = boy. Their gender is truly fluid. Roll a D10: 1) Child, 2) child-adolescent, 3) adolescent, 4) adolescent-adult, 5) adult, 6) adult-middle age, 7) middle age, 8) middle age-senior, 9) senior, 10) you get to pick. Luckily it is only their body and they do not suffer death for not knowing their race skills. Next roll 2D6 (one positive and one negative). Add the result to their comeliness. Thus, there are  $2 \times 9 \times 11 = 198$  different permutations of what their body can look like on any given day. Thus name tags. Oh yes, pregnancy is a problem. Their god thinks it's funny. They worship Hexipoo Goddess of Seasons and Sight in the pantheon of Quimpelton. Now let's talk about their anti-magic blood. For every point of damage they take one level of mana is applied to a flash cast of anti-magic aura where duration is always zero and shape is always 7 a sphere. Thus, 5 damage will cause an anti-magic aura (0,5,7,5,5,5,5,5) to be auto cast. If they take 5 damage than 3 damage the same rounds then two spells would be cast, but the second would be the sum of damage at 8. So don't get too excited about all those nifty spells they have. Next we see the giraffe are fully aquatic. They are like mermaids with feet and they like to live in swamps, marshes, and bogs—half under the water and half on land. They love weaving all the swamp grass and seaweed into patterns like cloth. Entire buildings will be sculpted out of this plant life. They tend to be very friendly toward ytidun and have a deep fascination with archeology, especially under water. If they can't find an underwater shrine or temple the will build one. Naturally it will be to Hexipoo and embrace the magic of clairvoyance.

Child		Age 3
Exp.	#	Race skill description

Auto	3	[Giraffe], [Anti-Magic Blood], [Water Breathing]
2,250	1	+22 Archeology
500	1	+22 Underwater Basket Weaving
		Internal: x1 Walk Through Walls(6...)
2,250	1	Internal: x1 Clairvoyance(12...)
Adolescent		Age 6
Exp.	#	Race skill description
2,250	2	Internal: x1 AC(5...), To Hit(5...)
500	2	Internal: x1 Enlarge(8...), Climb(10...)
1,000	3	+1 Dexterity, Health: +15, Defense: Silver
Adult		Age 10
Exp.	#	Race skill description
2,250	4	Mana: +5 Pink, +5 Grey, +5 Brown, +5 Blue
3,350	2	Mana: +7 Green, +7 Yellow
6,000	2	Health: +50, Save: +50
Middle-age		Age 17
Exp.	#	Race skill description
3,350	3	Restricted - underwater only - Spells: x3 Rot(16...), x3 Rust(16...), Mud Kinesis(16...)
8,000	2	Defense: +3 Magic, Damage Resistance: +10
Grand total		= 70,600 Experience

## Sub-race: Turquoise

The turquoise are a tribe of people of leather and ruffles. Their life is engulfed in ritual dance, and they love and honor the green slime. They worship Elanta the nymph, a goddess of the nymphs and dryads in Pathreana's pantheon. As such, they love nature, but they also have a strong lust for war and a very . . . flexible morality. They craft mystical weapons for force and light, ornately bejeweled with turquoise naturally. Their trade of choice is that of a locksmith. They love the intricate parts and fine detail. Their use of turquoise reviles their dark and clever ties to the underworld. Their bodies are strangely attune to magic that inflicts pain. They are not evil so much as they are diabolical. Slime is considered to be the poor man's immortality. A turquoise will work with a lab magi to cast a 15-max doubled with alchemy slime spell on a green-eyed brunette. The girl is always attractive and intelligent—but not intelligent enough. The turquoise will do anything to bribe her or trick her into being a willing recipient of the spell. They will become a green slime that can take humanoid form for 900 hours ~ 37 days a month. Thus they never need to take the form of

a slime. Nice right? Wrong! It will only take 41 days for this chick's intelligence to reach zero. The experience is slowly transferred from her intelligence to her comeliness. The turquoise now has an extremely sexy play toy it can . . . beast master, in so many ways. These are prized pets and covered in leather, ruffles, and turquoise beads. But were not done yet. Bonded animals get bonded experience which is immune to being drained. The turquoise can now sculpt the mind of their pet like a sculptor sculpts clay. They worship the nymph goddess so they sculpt her like one. They love to war and lust for blood, therefore they sculpt the slime into a war machine. They have no fear. An orc army approaches and the true ruthless fire of a turquoise is reviled as she and her pet charges in alone. A hundred to one, yet it is the orcs who feel out numbered.

[Turquoise 1] = All allies within 10 feet with 1,000 copper in turquoise jewelry will gain: Defense: Silver, RDM: 6, Reach: 10 ft. and Fly at 3 mph.

[Turquoise 2] = All allies within 30 feet with 5,000 copper in turquoise jewelry will gain: Defense: +1 Magic, RDM: 12, Reach: 15 ft. and Fly at 6 mph.

[Turquoise 3] = All allies within 50 feet with 20,000 copper in turquoise jewelry will gain: Defense: +3 Magic, RDM: 18, Reach: 20 ft. and Fly at 9 mph.

[Turquoise 4] = All allies within 70 feet with 80,000 copper in turquoise jewelry will gain: Defense: +5 Magic, RDM: 24, Reach: 30 ft. and Fly at 12 mph.

Child		Age 3
Exp.	#	Race skill description

1,500	2	Save: +20, Health: +20
4,300	1	Mana: +18 Slime
2,250	2	+2 Dexterity, +22 Locksmith
1,300	1	[Turquoise 1]
Adolescent		Age 6
Exp.	#	Race skill description
1,000	1	Effect: +3 A
4,300	2	Mana: +10 Red, +10 Black
4,700	1	[Turquoise 2]
Adult		Age 10
Exp.	#	Race skill description
2,350	1	Effect: +3 A
6,000	3	Animal: +13 Red Slime, +13 Green Slime, +13 Grey Slime
4,300	1	RDM: +10
4,000	3	Defense: +4 Magic, Mana: +8 Red, +8 Black
6,000	1	[Turquoise 3]
Middle-age		Age 17
Exp.	#	Race skill description
3,650	1	Effect: +3 A
9,700	1	RDM: +10
6,000	2	Animal: +13 Yellow Slime, +13 Black Slime
8,000	1	[Turquoise 4]
Senior		Age 30
Exp.	#	Race skill description
7,000	1	Defense: +5 Magic
Grand total		= 110,400 Experience

# Wobniar

<b>Alignment:</b>	Fearless, aggressive, and territorial		
<b>Quote:</b>	“If you can’t make a mistake, you can’t make anything.”—Marva Collin.		
<b>Type:</b>	Undead – Animal		
<b>Mythos:</b>	Ryvah, created by god-king Shadow Lord		
<b>Creation:</b>	Immortality: Animal-effect 3 score 100		
<b>Habitat:</b>	Anywhere service calls		
<b>Level:</b>	5	<b>Quantity:</b>	4
<b>Defense:</b>	+13 Magic		
<b>Health:</b>	1,400	<b>Save:</b>	75
<b>AC:</b>	300	<b>To Hit:</b>	300
<b>Weapon:</b>	Mystic bite	<b>Range:</b>	Mystic bite
<b>Damage:</b>	D4	<b>RDM:</b>	0
<b>Resistance:</b>	750% lightning, light. 50% mud, axe		
<b>Weakness:</b>	200% lava, acid, force, satyr bow, energy drain, disintegrate, mithral.		
<b>Strength:</b>	20	<b>Dexterity:</b>	15
<b>Intelligence:</b>	3	<b>Spirit:</b>	5
<b>Movement:</b>	200 ft.	<b>Fly:</b>	no.
<b>Alertness:</b>	43	<b>Night Vision:</b>	2000 ft.
<b>Size:</b>	20 ft.	<b>Weight:</b>	7,050 lb.
<b>Animal control:</b>	123	<b>Rider weight limit:</b>	6,700 lb.
<b>Price:</b>	\$593,000		
<b>Bounty:</b>	\$120,000		
<b>Skin:</b>	Ethereal transparent plasm to bone		
<b>Body:</b>	Mammal		
<b>Miles per day:</b>	50		

A wobniar is the result of immortality in its strongest form to effect an animal: Animal Form 3. They are always huge with mammoth like features, but this is the result on a house mouse. A wobniar will always be surrounded by rainbows large and small.

[Rainbow Plasm] = when it attacks it automatically casts the following spells without consuming mana: Energy drain, slow, all 13 impact \*\* attacks, telekinesis, telepathy jamming, entanglement, weather summoning, freeze, spell turning, rust, and transmute rock to mud. These spells are not predefined by rainbow plasm, but of whatever power level the wobniar could cast at normally. Only the spell turning is not required to target the subject of the wobniar's attack.

If the wobniar suffers damage from a spell cast with rainbow plasm because of the spell Haschak Sisters, then those spells will not be included in future attacks. It is the wobniar's discretion of what spells to use. There are 3 levels of rainbow plasm: I, II, and III. Rainbow Plasm I is restricted to skill mana from skills or the wobniar. It also grants a 15 max casting for those

spells. Rainbow Plasm II is restricted to skill mana from the wobniar and yielded mana to the wobniar. It also grants a 20 max casting for those spells. Rainbow Plasm III can use alchemy as well. It can use it all. It is important to understand it still does not consume the mana; thus the alchemy can be used forevermore. It also grants a 25 max casting for those spells.

Reconciliation: level 5.

## Equipment & Loot

inf.	Energy Drain			M	R	V
	Skill			25	25	25

325% Dispel resistance, save: 85

inf.	Slow	B	E	M	Q	R
	Skill	5	0	25	25	25

330% Dispel resistance, save: 85

inf.	Impact (all 13)			A	E	M	Y
	Skill			25	0	25	0

300% Dispel resistance, this is all thirteen spells: impact fire, impact ice, impact acid, etc. Thus weakness / resistance aside this will inflict  $(25D6 - 50) \times 13$  damage.

inf.	Telepathy Jamming			C	E	K	M
	Skill			1	10	25	25

311% Dispel resistance,

inf.	Entangle			B	E	H	I	J	M
	Skill			5	0	4	13	25	25

322% Dispel resistance,

Entanglement 375% -30 per point of strength over 7

16 strength	=	105%
17 strength	=	75%
18 strength	=	45%
19 strength	=	15%
20+ strength	=	0%

inf.	Spell Turning			J	K	L	M
	Skill			25	0	0	25

300% Dispel resistance, 385% chance to turn.

inf.	Rust			A	B	H	I	K	M	X
	Skill			25	5	4	13	25	25	24

371% Dispel resistance,  $25 * (1.5)$  ( $\frac{1}{4}$  pounds) of metal +4 Magic or less. Copper, nickel, and zinc up to +3 Magic. Silver, gold, and platinum up to +2 Magic. Mithral up to +1 Magic.

In order it will rust: arrow heads, jewelry, platinum, gold, silver, zinc, nickel, weapons like swords, copper coins, everything else.

inf.	Transmute Rock to Mud						
D	E	H	I	J	M	R	
1	0	4	13	25	25	25	

343% Dispel resistance, Save: 85

[Animal Form Three] = weight  $\times 2$ , size is recalculated, Base animal control +50. Undead.

Exact Progression		
Exp.	#	Race skill description
Auto	1	[Animal Form Three]
		0
6,000	1	[Rainbow Plasm I] and [Mystic Bite]
		1
6,000	1	Movement: +85
		2
6,000	1	Save: +65
		3
6,000	1	+4 Strength
		4
6,000	1	Defense: +3 Magic
		5
6,000	1	Health: +100
		6
6,000	1	Night Vision: 2000 ft.
		7
6,000	1	Mana: +16 Purple and +31 Black and + 18 Green and +20 Orange and +13 Red and +24 Grey
		8
6,000	1	+54 Combat
		9
6,000	1	+4 Strength
		10
6,000	1	[Rainbow Plasm II]
		11
6,000	1	Health: +100
		12
6,000	1	Defense: (+) +5 Magic
		13
6,000	1	+54 Combat
		14
6,000	1	+3 Dexterity and +3 Perception
		15
6,000	1	+4 Strength
		16
6,000	1	Mana: +16 Purple and +31 Black and + 18 Green and +20 Orange and +13 Red and +24 Grey
		17
6,000	1	Health: +400
		18
6,000	1	+54 Combat
		19

6,000	1	+3 Dexterity and +3 Perception	20
6,000	1	+54 Combat	21
6,000	1	Health: +400	22
6,000	1	Defense: (+) +5 Magic	23
6,000	1	Movement: +85	24
		Mana: +16 Purple and +31 Black and + 18 Green and +20 Orange and +13 Red and +24 Grey	
6,000	1	+54 Combat	25
6,000	1	[Rainbow Plasm III]	26
6,000	1	Health: +400	27
		Mana: +16 Purple and +31 Black and + 18 Green and +20 Orange and +13 Red and +24 Grey	
6,000	1	<<Price Point>> 174,000 exp.	29
6,000	1	+3 Dexterity and +3 Perception	30
6,000	1	+54 Combat	31
6,000	1	Health: +400	32
6,000	1	Defense: (+) +5 Magic	33
6,000	1	Movement: +85	34
		Mana: +16 Purple and +31 Black and + 18 Green and +20 Orange and +13 Red and +24 Grey	
6,000	1	Effect: +5 A and M and V and R and J	35
6,000	1	Effect: +5 A and M and V and R and J	36
6,000	1	Effect: +5 A and M and V and R and J	37
6,000	1	Effect: +5 A and M and V and R and J	38
6,000	1	Effect: +5 A and M and V and R and J	39
6,000	1	Effect: +5 A and M and V and R and J	40
6,000	1	Effect: +5 A and M and V and R and J	41
6,000	1	Effect: +5 A and M and V and R and J	42
6,000	1	Effect: +5 A and M and V and R and J	43
6,000	1	Mana: +5 Supernatural	44
Grand total		= 264,000 Experience	

# Wolf (Sacred Spirit Beast)

**Alignment:** Loyal, family

**Quote:** “You may be disappointed if you fail, but you will be doomed if you don’t try.”—Beverly Sills.

**Type:** Animal – Pets

**Mythos:** Mother Nature

**Creation:** Live birth

**Habitat:** Forest

**Level:** 0:1    **Quantity:** 8

**Damage Resistance:** 0: A

**Regeneration:** 0: A per round

**Health:** 10: +20A    **Save:** 28:+5A

**AC:** 40:+3A    **To Hit:** 40:+6A

**Weapon:** Bite    **Range:** -

**Damage:** D6: AD12    **RDM:** 0

**Resistance:** -

**Weakness:** -

**Strength:** 8    **Dexterity:** 10    **Perception:** 10

**Intelligence:** 4    **Spirit:** 7:12    **Comeliness:** 7

**Movement:** 90: +20A ft.    **Fly:** no.

**Alertness:** 40    **Night Vision:** 200

**Size:** 4: 8 ft.    **Weight:** 54:435 lb.

**Animal control:** 40:74    **Rider weight limit:** 20:150 lb.

**Price:** \$200 : \$20,000

**Bounty:** \$ none

**Skin:** Fur

**Body:** Mammal

**Miles per day:** 5

From the Big Bad Wolf of the Three Little Pigs to Little Red Riding Hood, the wolf is honored and respected if not flat out feared. That is because the wolf is the wild counterpart to man’s best friend—the dog. The wolf regularly outsmarts the farmer, out hunts the hunter, and has just enough humility to avoid battles it can’t win. All of this is the wolf.

Now imagine the spirit of all wolf-kind pooling together in a giant wolf demigod. If the wolves of Princess Mononoki come to mind, we are spot on target. The sacred spirit beast of the wolves is a wise old shaman with unbridled mystical power that divides heaven and hell in a no-man’s land where neither angel nor daemon dear treed, for there in lives . . . the wolf. The territory of a pack of sacred spirit beast wolves is one million square miles. Beware of the wolf. If you hear its howl at the moon . . . do not go looking for it. You might find one, or worse—the pack. Okay nifty. I want one how much do they cost?

## Age, Price, and Experience Calculator

60%	50%	40%	30%	20%	10%
\$12,400	\$10,500	\$8,600	\$6,700	\$4,800	\$2,900
20,490	17,075	13,660	10,245	6,830	3,415

[Purge the Land] = there are three to purchase. For every angel or demonic beast (anything from forge metaphysical body) that you have slain (inflicted damage to within a minute of the moment of death), the value of A goes up by 1 per “purge the land,” and then Exorcism( $\infty$ ) is cast on it. This is permanent, and A starts at zero. If you have all three, then A would increase by 3.

Reconciliation: this is a level 0. It has no hope of dropping one of four characters. As such it is not even reconciled. The wolves and spirit beasts are intended to become part of a character through some mechanism.

## Equipment & Loot

Child		Age 3 to 8	
Exp.	#	Race skill description	
2,250	3	+5 combat (x3)	
1,500	4	Movement: +15 ft. per round (x4)	
Adolescent			Age 6 to 12
Exp.	#	Race skill description	
350	4	Alertness: +5 (4)	
500	1	Night Vision: 200 ft.	
Adult			Age 10 to 20
Exp.	#	Race skill description	
2,250	2	+2 Dexterity, +2 Perception	
Middle-age			Age 17 to 40
Exp.	#	Race skill description	
		<<Sacred Spirit Beast>>	
Senior		Age 30 to 50	
Exp.	#	Race skill description	
		<<Sacred Spirit Beast>>	
5,000	3	[Purge the Land] (x3)	
Grand total		= 34,150 Experience	

# Wood Elemental

**Alignment:** They follow the orders of their creator.

**Quote:** “I really appreciate people who correct me, because without them, I might have been repeating mistakes for a long time.”—Mufti Menk.

Type:	Construct
Creation:	Conjure Thorn Elemental
<b>Health:</b>	<b>80</b>
<b>AC:</b>	116
Damage:	24*(1.5)
<b>Resistance:</b>	
<b>Weakness:</b>	200% acid, fire, lava
Strength:	7
Dexterity:	7
Intelligence:	7
Movement:	144 ft.
Alertness:	14
Size:	6 ft.
Skin:	Wood
Body:	Wood

Reconciliation: Not Reconciled.

## Equipment & Loot

### Wood Elemental

The Alchemy alone is \$6,780 copper if you can find it. Add another 65 mana (again if you can find it) for a total of \$13,298 copper. Don't forget you need a 12 max specialist. To hire a wizard to do it would cost \$62,094 copper. While the math works out, you have to take into consideration how ridiculously hard it would be to accumulate all the parts of the puzzle without running into a political wall. It is like trying to buy refined uranium from the government without getting the attention of the FBI. If a capital city happened to have a 12 max conjuration wood elemental specialist with a minimum of 6 levels in the spell conjure wood elemental they are not likely to share him with you.

	Conjure Wood Elemental										Group	Mana	Comp.
A	Skill										-	-	-
B	Citore root										Wood	6	P
C	elf milk										Wood	1	P
D	evitcudes wood										Wood	4	P
E	Black ring algae										Conj.	1	P
F	Doppelganger ash										Conj.	3	P
G	Griffon feathers										Conj.	3	P
H	otugh slime										Conj.	7	P
I	purple worm brain										Conj.	27	P
L	Black beguiler main eye										Conj.	22	P
O	Naga Scale										Conj.	4	P

	A	D	L	M	N	O	P	T	Y	R	\$ Price
A	12	12	12	12	12	12	12	12	12	12	
B										6	\$229
C			1	0	0						\$15
D	0		4								\$214
E	0				1						\$12
F					3	0					\$157
G	1					2	0				\$149
H	7					0	0				\$2,678
I		12									\$1,432
L							4	12	6		\$1,711
O	4	0									\$183
	24	24	17	12	16	14	16	24	24	12	\$6,780

24*(1.5) damage—or—(8D8 damage)
Duration of 1.6 Years
Dispel Resistance 303%
Health: 80
Movement of 48 mph, 144 ft. per round
Damage Resistance: 24
116 AC / 116 To Hit

# Wraith

**Alignment:** Pain and suffering

**Quote:** “Rulers see through spies, as cows through smell, Brahmins through scriptures, and the rest of the people through their normal eyes.”—Kautilya, 3<sup>rd</sup> century B.C.

Type:	Undead
Creation:	Immortality score of 88
Habitat:	The planes of hell
<b>Level:</b>	<b>4</b>
<b>Quantity:</b>	<b>3</b>
Defense:	+3 Magic
<b>Health:</b>	<b>842</b>
<b>AC:</b>	<b>120</b>
<b>Weapon:</b>	Touch
<b>Damage:</b>	10D20
<b>Resistance:</b>	50% ice, poison, dagger
<b>Weakness:</b>	200% lava, acid, light, sylph bow, telekinesis, silver.
<b>Strength:</b>	<b>7</b>
<b>Dexterity:</b>	<b>7</b>
<b>Intelligence:</b>	<b>7</b>
<b>Spirit:</b>	<b>10</b>
<b>Movement:</b>	90 ft.
<b>Alertness:</b>	18
<b>Size:</b>	6 ft.
<b>Bounty:</b>	\$54,000
<b>Skin:</b>	semi-physical
<b>Body:</b>	Humanoid
<b>Miles per day:</b>	50
<b>Perception:</b>	<b>7</b>
<b>Comeliness:</b>	<b>5</b>
<b>Fly:</b>	yes
<b>Night Vision:</b>	200 ft.
<b>Weight:</b>	150 lb.

These powerful unearthly beings seldom wander out of the ethereal plane. When they do, it is to hunt down a soul to feed upon. Their main weapon is sleep. In the middle of the night they travel, hunting and searching for a small group of isolated victims to pray on. They live in small thatch huts that look like a beaver's nest or a pile of branches about 11 feet high. These nests are normally deep in the thickest part of the forest where the trees provide the most shelter from the sun. If you are lucky enough to find an unoccupied nest at night it will likely be cluttered with crystals, dream catchers, and writings about magic and myth. From dawn to dark this is their life: study and practice, study and practice.

[Wraith Body] = the wraith cannot see illusions, minions, conjured elementals, summoned beasts or things without experience in health. Further, these things do not cause a wraith's body to transcend. Only when a wraith's body transcends do they exist in the realm of the living. Something with experience in health must be within 45 feet. While a wraith can be seen at 90 feet you cannot effect it until you are within 45 feet. It is not in your plane of existence. Also a

wraith can see things at a range of 90 feet but it also must get within 45 to be able to affect them. A fireball cast by a wraith before it transcends will never reach the realm of the living. Only spells that are part of the wraith will transcend with the wraith: stone skin, AC, etc.

Oddly a wizard's eye, detect evil, clairvoyance, and true sight will always see a wraith indifferent to range. In general magic and chi empower the ability to see a wraith, and a wraith cannot see a wizard's eye because it has no health.

Reconciliation: level 4. They do not like moving into things because they cannot see. Thus thin walls are favored.

**Magically Enriched:** 13, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Satyr bow +4 quality +3 Magic +2\*(1.5) mystic acid. 6 stone skin potions, spell book (crown, ring, wand, or necklace) +5 quality +3 Magic master crafted with +2 mana in H/H2, 500 gold coins, 150 platinum coins.

x20	Energy Drain	M	R	V
	Skill	25	25	25

325% Dispel resistance, Save: 95

x1	Dispel	E	H	I	J	M
	Skill	0	18	7	17	14

196% dispel resistance, 315% Chance to dispel, 324 foot diameter.

x1	Sleep	B	H	I	K	M	N	R
	Skill	10	10	7	10	18	25	25

285% Dispel resistance, Save: 95, up to 125 health.

inf.	Walk Through Walls	C	J	M	O	P
	Skill	1	6	Void	5	1

		Stage 1
Exp.	#	Race skill description

4,300	1	Ability: Walk Through Walls (1,6,Void,5,1)
Auto	1	[Wraith Body]
4,300	1	{+3 Spirit}: requires ability walk through walls.
3,350	1	Movement: +60 ft. per round
2,250	1	Fly at movement speed
1,000	1	Night Vision: 200 ft.
		Stage 2
Exp.	#	Race skill description
8,000	1	Spell:x20 Energy Drain(13,13,13)
3,350	1	Spell:x1 Dispel(0,9,4,9,7)
3,350	1	Spell:x1 Sleep(5,5,4,5,9,13,13)
8,000	2	Defense: +3 Magic, Save: +68
17,000	2	Health: +105 (x2)
		Stage 3
Exp.	#	Race skill description
6,000	1	Spell:x20 Energy Drain(19,19,19)
6,000	1	Spell:x1 Dispel(0,14,5,13,11)
6,000	1	Spell:x1 Sleep(8,8,5,8,14,19,19)
17,000	1	Health: +105
15,000	1	Attack: Bad Touch 4 D20
15,000	1	+45 Bad Touch
		Stage 4
Exp.	#	Race skill description
6,000	1	Spell:x20 Energy Drain(25,25,25)
6,000	1	Spell:x1 Dispel(0,18,7,17,14)
		Spell:x1
6,000	1	Sleep(10,10,7,10,18,25,25)
17,000	3	Health: +105 (x3)
15,000	1	Attack: Bad Touch 10 D20
15,000	1	+45 Bad Touch
		Stage 5
Exp.	#	Race skill description
17,000	2	Health: +105 (x2)
15,000	1	+45 Bad Touch
Grand total		= 292,900 Experience

## Sub-race: Allegory.

The *Allegory of Love* is the tail of Cupid, Venus, and a young woman. Let us remove Venus and in her place put a demonic had with a motive to corrupt the innocent. The hag will need to be ridiculously beautiful to pull off the deception and that's where this allegory steps up. The demonic allegory will only target young adolescents and children. Minds which are open, impressionable, and gullible make the best victims. An allegory will stick firmly to its own gender. Thus female allegory are lesbians, and male allegory are

guys. They identify their pray and sneak in to play with them. A tickle here, a fondle there, and a constant stream of suggestions warp the mind. They will persuade their victim the same gender is beautiful while the opposite gender is ugly and disgusting. They will brainwash them until they are repulsed by the opposite gender. Next, they step it up by associating pleasure with pain. With ecstasy comes blood. The allegory is the dominatrix while her victim is the submissive. When the victim is finally under the control of the allegory the abduction will commence. By this time the victim will hate their parents and have no friends. The perfect abduction will look like a run-a-way complete with suicide note. The parents will search, but it will be difficult to even discover the truth. An adolescent on foot can only travel so far, and they will be far beyond that area. The parents don't even know what happened and they don't even know what to look for. Once the victim has been abducted the true torcher begins. Instead of a second of ecstasy being paid for with her nipples and clitoris being flicked with a fingernail until they are red, the allegory inflicts hours of ecstasy paid for with razor blades slicing and drops of burning oil burning those same tender parts. The body is a sacred temple the allegory fully intends to desecrate. As the torcher progresses the ecstasy fades away until there is nothing but blood curdling screams of pain. As her victim reaches adulthood having her victim beg for death for years, the allegory finally completes her diabolical plot. With a vow of eternal loyalty to the allegory by the victim and a promise to by the victim to assimilate her nephews and nesses the victim is granted death by undergoing immortality to become an allegory herself. And the reign of terror expands.

Child		Age 3
Exp.	#	Race skill description
2,250	1	+2 Comeliness
		+20 Escort, +20 Psychology, +20
4,300	3	Rogue
4,300	1	Mana: +10 Black
Adolescent		Age 6
Exp.	#	Race skill description
4,300	2	+20 Escort, +20 Psychology
		Spell: x2 Invisibility(6...), x4 Hide(6...), x4 Silence(6...), x4 Misdirection(6...)
3,350	4	
Adult		Age 10
Exp.	#	Race skill description
25,000	1	Spell: x1 Immortality(16...)
Grand total		= 66,450 Experience

# Wyvern

**Alignment:**

Calamity in motion

**Quote:**

“Failure is the tuition you pay for success.”—Walter Brunell.

**Type:** Animal – Dragon

**Mythos:** needs research

**Creation:** Hatch from egg

**Habitat:** Cave, forest, mountain, or canyon

**Level:** 3      **Quantity:** 3

**Defense:** +10 magic

**Regeneration:** 1 per minute

**Health:** 800      **Save:** 80

**AC:** 82      **To Hit:** 95

**Weapon:** Stinger      **Range:** -

**Damage:** 6D20 \*      **RDM:** 0

\*\* Poison damage of 30 on round 3, 4, and 5.

**Resistance:** 75% rock, mud, thorn, lava, light.

**Weakness:** 200% wood, force, copper, gold

**Strength:** 9      **Dexterity:** 9      **Perception:** 9

**Intelligence:** 4      **Spirit:** 13      **Comeliness:** 9

**Movement:** 120 ft.      **Fly:** 160 mph

**Alertness:** 34      **Night Vision:** 0

**Size:** 25 ft.      **Weight:** 11,000 lb.

**Animal control:** 118      **Rider weight limit:** 4,000 lb.

**Skin:** Scales

**Body:** Mammal

**Miles per day:** 75

The wyvern is a wild relative of the dragon. It has only two legs not four and is equipped with a deadly poisonous stinger. There are many different variations of wyverns. Despite their extreme strengths they are still hunted for alchemy. However the number of magic users that are powerful enough to be willing to use the legendary wyvern wing is so small that it has hardly effected the species.

**Reconciliation:**

## Equipment & Loot

If you can find the nest there is a 6% chance there will be 2D6 eggs.

**Child**      **Age 3 to 8**

**Exp.** #      **Race skill description**

2,250	2	Alertness: +20, Movement: +30 ft. per round
4,300	1	Attack: Stinger D20 + poison damage of 5 on round 3, 4, and 5.
4,000	1	Health: +25

2,250	1	+2 Spirit
3,350	1	Fly at 20 mph
4,300	1	Regeneration: 1 per minute

**Adolescent**      **Age 6 to 12**

**Exp.** #      **Race skill description**

4,300	1	Attack: Stinger 2D20 + poison damage of 10 on round 3, 4, and 5.
10,000	1	Fly at 160 mph
4,300	4	+10 Defense (x2), +10 Melee (x2)
3,350	2	Save: +30, Movement: +60 ft. per round
6,000	1	Defense: +2 Magic
3,750	2	+2 Spirit

**Adult**      **Age 10 to 20**

**Exp.** #      **Race skill description**

4,300	1	Attack: Stinger 4D20 + poison damage of 20 on round 3, 4, and 5.
3,350	1	Save: +30
10,000	4	+10 Defense (x2), +10 Melee (x2)
12,000	2	Health: +75 (x2)
6,000	1	Defense: +5 Magic

**Middle-age**      **Age 17 to 40**

**Exp.** #      **Race skill description**

4,300	1	Attack: Stinger 6D20 + poison damage of 30 on round 3, 4, and 5.
10,000	3	+10 Defense, +10 Melee (x2)
6,000	1	Defense: +10 Magic
17,000	6	Health: +100 (x6)

**Senior**      **Age 30 to 50**

**Grand total**      = 294,350 Experience

## WILD DRAGON-animal

Age, Price, and Experience Calculator

Notes	I	Need	An	Age	Chart!
Price	\$9,920	\$26,640	\$38,720	\$61,900	\$90,480
Experience	49,600	88,800	96,800	123,800	150,800
Animal Control	78	84	85	89	93



“All governments ought to be instituted . . . to enable the individuals who compose [the commonwealth] to enjoy their natural rights.”—James Wilson.

# Xorn

**Alignment:** Methodical and hungry

**Quote:** “The greatest danger occurs at the moment of victory.”—Napoleon Bonaparte, 1769-1821.

**Type:** Monster

**Creation:** Hatch from egg have

**Habitat:** Cave

**Level:** 5      **Quantity:** 3

**Defense:** +3 Magic

**Health:** 1,700      **Save:** 160

**AC:** 100      **To Hit:** Auto

**Weapon:** Rock attack      **Range:** 32 ft.

**Damage:** 100\*(1.5)      **RDM:** 0

**Resistance:** 90% fire, ice, lightning. 50% acid, thorn, dagger.

**Weakness:** 200% lava, rock, force, human bow, telekinesis, disintegrate, platinum.

**Strength:** 16      **Dexterity:** 6      **Perception:** 6

**Intelligence:** 7      **Spirit:** 5      **Comeliness:** 6

**Movement:** 60 ft.      **Fly:** no.

**Alertness:** 14      **Night Vision:** 0

**Size:** 13 ft.      **Weight:** 20,000 lb.

**Bounty:** \$160,000

**Skin:** Hide and scales

**Body:** Mammal

**Miles per day:** 3

“Missing your wizard?” it was eaten by a xorn. Wizards do not like xorns because xorns have very high resistance to fire, ice and lightning—the most common of magic. Then they radiate dispel magic to shut down the rest. And it is noted the xorn do not like Man.

“Stay out of our ground.” If the sun never shines on it, then it belongs to the xorn. This has been a problem for all races who wish to mine the earth for metals and gems.

**Reconciliation:** level 5.

## Equipment & Loot

If you can find the nest there is a 19% chance there will be 2D4 eggs.

inf.	Rock Attack							
A	B	E	H	I	J	M	R	
100	0	0	8	13	6	Void	69	

100\*(1.5) damage—or—(10D8 + 10D20 damage).

x1	Walk Through Walls					C	J	M	O	P
	Skill					40	40	40	40	40

600% Dispel resistance,

x1	Long Dispel					D	H	I	L	M
	Skill					40	15	20	40	28

423% Dispel resistance, 150% chance to dispel.

x1	Haschak Sisters						
H	A	S	C	H	A	K	
21	20	20	20	20	20	20	20

423% Dispel resistance, 20D6 – 40 damage per spell not dispelled on caster, else mana of spell dispelled dealt to caster.

x1	Chandelier						
A	D	E	M	P	Q	R	Y
20	20	20	27	0	9	0	40

406% Dispel resistance, to elementals, golems, and magic blade: -80 AC, -80 to hit, 20\*(1.5) damage, and damage reduced to 38.7% of damage by them.

Child		Age 3 to 8						
Exp.	#	Race skill description						
4,300	1	Ability: Rock Attack (5,0,0,5,13,6,Void,5)						
8,000	1	Spell:x1 Chandelier (10,10,10,14,0,5,0,20)						
		+5 Strength, +14 Defense, Defense: +3 Magic, Health: +60, Save: +60						
8,000	5	Save: +30, Movement: +30 ft. per round						
3,350	2							

Age 6 to 12		
Exp.	#	Race skill description
10,000	1	Ability: Rock Attack (13,0,0,8,13,6,Void,13)
17,000	1	Spell:x1 Walk Through Walls (20,20,20,20,20)
8,000	1	Spell:x1 Chandelier (15,15,15,20,0,7,0,30)
8,000	4	+4 Strength, +26 Defense, Health: +60, Save: +60
Age 10 to 20		
Exp.	#	Race skill description
30,000	1	Ability: Rock Attack (30,0,0,8,13,6,Void,29)
8,000	1	Spell:x1 Chandelier (20,20,20,27,0,9,0,40)
20,000	1	Spell:x1 Long Dispel(20,8,10,20,14)
20,000	1	Spell:x1 Haschak Sisters (11,10,10,10,10,10,10)
20,000	2	+40 Defense, Health: +260
Age 17 to 40		
Exp.	#	Race skill description

Age 30 to 50		
Exp.	#	Race skill description
30,000	1	Ability: Rock Attack (100,0,0,8,13,6,Void,69)
10,000	1	Spell:x1 Walk Through Walls (40,40,40,40,40)
20,000	1	Spell:x1 Long Dispel (40,15,20,40,28)
20,000	1	Spell:x1 Haschak Sisters (21,20,20,20,20,20,20)
65,000	1	Health: +650
Grand total		= 514,000 Experience



“A girl prohibited from acquiring a kind, well educated, and employed breadwinner, will be subject to an immoral, uneducated thief as the only option for love.” —M. J. Leonard...

# Ysatsce

**Alignment:** Loyal and egotistical

**Quote:** If we wait until we're ready, we'll be waiting for the rest of our lives.”—Lemony Snicket.

**Type:** Animal – Large beasts

**Mythos:** Ryvah, creation of god-king Milkior

**Creation:** Live birth

**Habitat:** Ocean, lake, river, swamp, wetlands

**Level:** 2      **Quantity:** 8

**Health:** 23\*      **Save:** 25

\* Elastic heart

**AC:** 55      **To Hit:** 30\*

\* Brooke Shields

**Weapon:** Bite      **Range:** -

**Damage:** 7D12      **RDM:** 0

**Resistance:** 75% swords

**Weakness:** 200% fire, lava, platinum.

**Strength:** 12      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 3      **Spirit:** 12      **Comeliness:** 7

**Movement:** 90 ft. / 60 ft. water      **Fly:** no.

**Alertness:** 45\*      **Night Vision:** 0

\* They spot you at 500 feet away and it requires a 22 Perception to spot them.

**Size:** 8 ft.      **Weight:** 450 lb.

**Animal control:** 67      **Rider weight limit:** 150 lb.

**Price:** \$10,432

**Bounty:** \$2,200

**Skin:** Fur and Scale

**Body:** Mammal

**Miles per day:** 40

The Ysatsce is a sea wolf. Mermaids often tame the ysatsce and use them as mounts on dry land. Ysatsce love the mermaids and the animal control check for a mermaid is only 20; thus, just about any mermaid can automatically tame an ysatsce with no special skills.

[Sea Wolf] = They can breathe under water as well as on land. When on land they have feet-paws like a normal wolf. When they enter water their paws become fins for swimming.

**GM Note:** The idea of this animal is two-fold. First, we can now allow the mermaid to be a fully

playable character. Second, the game master can create a fully aquatic campaign by simply arranging for each player to gain an ysatsce. Because the sea wolf does not need to be abandoned when they go back to the land, many new ideas can be implemented.

## Age, Price, and Experience Calculator

100%	85%	70%	55%	40%	25%
\$10,432	\$8,945	\$7,459	\$5,972	\$4,486	\$2,999
59,000	50,150	41,300	32,450	23,600	14,750

Reconciliation: level 2.

x1	Brooke Shield	B	E	K	M
	Skill	7	7	7	0

21% Dispel resistance,

x1	Elastic Heart	C	E	J	M
	Skill	7	7	7	0

21% Dispel resistance,

[Rider Augmentation] = if this animal has a sub-race, then sub-race skills in the following will apply to a rider or bonded beast master as if the skills were on their character also: Max, Mana, Effect, Chi, Health, Save, RDM, Spells, Abilities, Internals, Talents, and traditional skills in and under Combat. This does not apply to [], stats, and anything not mentioned. This also does not apply to this animal's base-race skills. These skills are NOT associated with experience. Thus, the purchased skill is copied and applied to the rider—it's not experience.

## Equipment & Loot

Child	Age 3 to 8		
Exp.	#	Race skill description	
4,300	1	+3 Strength	

3,350	1	Movement set to 90 ft. land and 60 ft. water
3,350	2	Alertness: +30, +10 Defense
500	1	Attack: Bite D12
2,250	1	Spell: x5 Water breathing(5...)
Adolescent		Age 6 to 12
Exp.	#	Race skill description
4,300	1	[Sea Wolf]
4,300	1	+3 Spirit
7,000	1	+5 Combat
7,000	2	+10 Defense (x2)
2,250	1	Attack: Bite 3D12
Adult		Age 10 to 20

Exp.	#	Race skill description
3,350	1	Spell:x1 Elastic Heart(7,7,7,0)
3,350	1	Spell:x1 Brooke Shield(7,7,7,0)
3,350	1	Attack: Bite 7D12
		<<Price Point>> 59,000 Experience
Middle-age		Age 17 to 40
Exp.	#	Race skill description
10,000	1	[Rider Augmentation]
Senior		Age 30 to 50
Exp.	#	Race skill description
Grand total		= 69,000 Experience

# Yellow Slime

**Alignment:** Animal

**Quote:** “The best revenge is massive success.”—Frank Sinatra.

**Type:** Animal – Slimes

**Mythos:** Ryvah, creation of Wargon

**Creation:** Spell Slime or osmosis

**Habitat:** Cave or swamp

**Level:** 5      **Quantity:** 16

**Defense:** +3 Magic

**Health:** 3,600      **Save:** 120

**AC:** 150

**To Hit:** 250

**Weapon:** Slime

**Range:** -

**Damage:** D6

**RDM:** +230

**Resistance:** (\*100% swords, axes, dagger, hammer, spear, all bows: human, elf, sylph, and satyr), \*the effects of ignition, mystic weapon of, or magic blade will shut off this 100% resistance.

**Weakness:** -

**Strength:** 2      **Dexterity:** 10      **Perception:** 10

**Intelligence:** 2      **Spirit:** 13      **Comeliness:** 5

**Movement:** 20 ft.      **Fly:** no.

**Alertness:** 20\*      **Night Vision:** 0

\* [7<sup>th</sup> sense]

**Size:** 6 ft.      **Weight:** 160 lb.

**Animal control:** 132      **Rider weight limit:** not allowed

**Bounty:** \$450,000

**Skin:** Jelly

**Body:** Jelly

**Miles per day:** 2

It is the hope of every farmer that these shapeless blobs never find their farms. They travel in groups, normally at night, and forage for food. For this thing finding a farm is like hitting the jackpot. Not that they have the intellect to know what one is. They react to food by eating. They react to everything else by killing it. If it moves, they shoot it. If it doesn't, they eat it. This sums up the entire mental capacity of this thing. Birds, squires, and yes farmers are common targets. Of course so are falling branches, wagons, and on occasion rivers and creeks. With the passing of every season they migrate. But; this is not a migration like birds or animals, this is a migration of a mindless blob that has no clue where they are going or why.

[7<sup>th</sup> sense] = it can see, hear, and taste through the senses of everything that can sense it and everything within 30 feet of it. This effect renders illusions useless. However it will still target minions and

summoned things. Also spells such as Blind or deafness would need to affect everything it can employ.

**Reconciliation:** level 5. While the slime will have 9 torpedoes already cast, it is still limited to controlling only one at a time. It rolls to hit with its torpedoes. Only after missing twice will it use auto hit. It has [Spell RDM].

## Equipment & Loot

(Fire, Ice, Lightning) Torpedo								
x3 each	A	C	H	I	L	M	P	R
	5	5	3	13	34	34	34	100

568% Dispel resistance, 5\*(1.5) damage—or—(3D4 damage)

x1	Sally Mann	D	L	3M
	Skill	17	17	17

561% Dispel resistance,

x10	Entangle	B	E	H	I	J	M
	Skill	9	20	7	7	24	32

419% Dispel resistance, 81 rounds, 400 ft. range, 49 foot diameter ball, entanglement 370% -30 per point of strength over 7

16 strength	=	100%
17 strength	=	70%
18 strength	=	40%
19 strength	=	10%
20+ strength	=	0%

Child		Age 3 to 8	
Exp.	#	Race skill description	
4,300	1	[7th sense], [Spell RDM]	
1,000	1	[Slime Movement]	
4,300	1	Spell:x1 Sally Mann(9,9,9): maximum point of deliverance =14	
2,250	3	+2 Dexterity, +2 Perception, +2 Spirit	
7,000	4	Health: +45 (x2), Save: +45 (x2)	
10,000	2	+10 Combat, RDM: +10	
Adolescent		Age 6 to 12	
Exp.	#	Race skill description	
12,000	1	Endowment: x10 Entangle(5,10,4,4,12,16)	

6,000	1	+3 Spirit
8,000	1	Defense: +3 Magic
17,000	2	Health: +100 (x2)
10,000	2	+10 Combat, RDM: +10
Adult		Age 10 to 20
Exp.	#	Race skill description
		Endowment: x3 (Fire, Ice, Lightning) Torpedo (5,5,3,13,25,25,25)
10,000	3	Endowment: x3 (Fire, Ice, Lightning) Torpedo (5,5,3,13,13,13,13)
4,300	1	Spell:x1 Sally Mann(13,13,13) maximum point of deliverance =20
12,000	1	Spell:x10 Entangle(7,15,5,5,18,24)
17,000	3	Health: +100 (x3)
10,000	4	+20 Combat (x2), RDM: +20 (x2)
20,000	1	+100 Evocation: intended to add to "to hit" score
Middle-age		Age 17 to 40
Exp.	#	Race skill description

		Endowment: x3 (Fire, Ice, Lightning) Torpedo (5,5,3,13,25,25,25)
10,000	3	Spell:x1 Sally Mann(17,17,17) maximum point of deliverance =30
4,300	1	Endowment: x10 Entangle(9,20,7,7,24,32)
12,000	1	Entangle(9,20,7,7,24,32)
17,000	3	Health: +1,000 (x3)
10,000	6	+35 Combat (x2), RDM: +35 (x4)
Senior		Age 30 to 50
Exp.	#	Race skill description
		Endowment: x3 (Fire, Ice, Lightning) Torpedo (5,5,3,13,34,34,100)
10,000	3	Endowment: x3 (Fire, Ice, Lightning) Torpedo (5,5,3,13,34,34,100)
10,000	1	RMD: +30
Grand total		= 498,950 Experience

# Yeti

**Alignment:** Animal

**Quote:** “[If you can’t affect it] remember: you choose to let things bother you. You can just as easily choose not to notice the irritating offender, to consider the matter trivial and unworthy of your interest.”—48 Laws of Power

**Type:** Monster

**Creation:** Live birth

**Habitat:** Ice-lands

**Level:** 2      **Quantity:** 1

**Damage Resistance:** 3

**Health:** 210      **Save:** 35

**AC:** 20: 60\*

**To Hit:** 45: 85\*

\* become ice elemental

**Weapon:** Ice Attack      **Range:** 7 ft.

**Damage:** 1\*(1.5)      **RDM:** 0

**Resistance:** 90% ice. 50% rock, spear

**Weakness:** 200% fire, lightning, lava, axe, hammer, dagger, human bow, zinc.

**Strength:** 10      **Dexterity:** 7      **Perception:** 7

**Intelligence:** 6      **Spirit:** 7      **Comeliness:** 7

**Watchdogs:** polar bears

**Movement:** 30: 120 ft.\*      **Fly:** no.

\* become ice elemental

**Alertness:** 14      **Night Vision:** 0

**Skill superiority:** Geologist and 2h Hammer

**Size:** 8 ft.      **Weight:** 435 lb.

**Bounty:** \$18,000

**Skin:** Fur, hide, and ice

**Body:** Humanoid

**Miles per day:** 10

They are the abominable snowman. They can become an ice elemental as a child adolescent. And they are very good at cooking seal.

**Reconciliation:** level 2. The Yeti uses his ice attack to hit everyone, and uses a “to hit” roll to do excess damage with it.

## Equipment & Loot

inf.	Ice Attack	A	B	E	H	I	M
	Skill	1	0	0	7	10	Void

x1	Become Ice Elemental		
A	C	L	M
0	15	34	5
N	0	0	10
O	0	10	0
P			0
T			0
R			0
Y			20

244% Dispel resistance,

Exp.	#	Race skill description
6,000	1	Ability: Ice Attack(1,0,0,7,10,Void)
3,350	1	Spell:x1 Become Ice Elemental (0,8,8,3,0,0,5,0,0,8)
1,000	1	Damage Resistance: +3, Save: +20
3,350	1	Health: +32
<b>Adolescent</b>		<b>Age 6 to 12</b>
Exp.	#	Race skill description
6,000	1	Spell:x1 Become Ice Elemental (0,11,11,4,0,0,8,0,0,11)
2,250	1	+2 Strength
12,000	1	+20 - 2h Hammer: requires Ice attack ability
6,000	2	+10 Geologist (x2): requires Ice attack ability
4,650	1	Health: +28
<b>Adult</b>		<b>Age 10 to 20</b>
Exp.	#	Race skill description
7,000	1	Spell:x1 Become Ice Elemental (0,15,34,5,0,0,10,0,0,20)
17,000	1	Health: +105
6,000	1	Health: +30
4,300	1	Spell: x10 Freeze(12...)
8,000	1	Spell:x1 Become Ice Elemental (10,8,17,8,0,0,15,0,0,30)
<b>Middle-age</b>		<b>Age 17 to 40</b>
Exp.	#	Race skill description
10,000	1	Internal: x1 To Hit(30...)
10,000	1	Ability: Ice Attack (10,0,0,10,13,Void)
17,000	1	Health: +105
6,000	1	Spell: x10 Freeze(24...)
4,300	1	[Spell - Chi generation]
9,000	1	Spell:x1 Become Ice Elemental (15,11,26,11,0,0,23,0,0,45)
<b>Senior</b>		<b>Age 30 to 50</b>
Exp.	#	Race skill description
10,000	1	Internal: x1 To Hit(60...)
20,000	1	Ability: Ice Attack (50,0,0,15,13,Void)
17,000	1	Health: +105
20,000	1	Spell: x10 Freeze(50...)

Child

Age 3 to 8

10,000	1	Spell:x1 Become Ice Elemental (20,15,34,15,0,0,30,0,0,60)	Grand total	= 226,200 Experience
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# Ytidun

**Alignment:** Chaotic and destructive

**Quote:** “Nothing is more costly than something given free of charge.”—The unspoken way, Michihiro Matsumoto, 1988

**Type:** Monster

**Mythos:** Ryvah, Creation of Meldor

**Creation:** Live birth

**Habitat:** Swamp and mud pools

**Level:** 7

**Quantity:** 2

**Defense:** +70 magic

**Damage Resistance:** 200

**Health:** 1,000

**Save :** 200

**AC:** 25

**To Hit:** 25

**Weapon:** Mud

**Range:** Mystic Bite

**Damage:** lots

**RDM:** 0

**Resistance:** 100% mud.

50% ice, lightning, poison, light, spear, sylph bow.

**Weakness:** 200% telekinesis, disintegrate, mithral

**Strength:** 7 **Dexterity:** 6

**Perception:** 6 **Intelligence:** 8

**Spirit:** 8 **Comeliness:** 8

**Movement:** 30 ft. 15 ft. swim **Fly:** no.

**Alertness:** 20

**Night Vision:** 0

**Size:** 7 ft

**Weight:** 256 lb.

**Bounty:** \$2,500,000

**Skin:** Succulent flesh

**Body:** Humanoid

**Miles per day:** 15

The ytidun is the mud queen. They will summon rain until everything floods. Things of rock, wood, or iron will be transmuted into mud and washed away. They will dig hills down to flatten them so they can turn them into swamps or bogs. They go to great length to create vast pools of mud too thin to stand on and too thick to push a boat through. To an ytidun, a good mud pool is the size of a lake over a mile across and a hundred feet deep with the texture of maple syrup. When it rains they will use telekinesis to make geysers of mud which lift the mud into the sky to mix with the rain coming down to coat the land in mud. Nymphs don't like them much. Neither does anyone else. The weekly ceremonial ritual is naturally mud wrestling.

One-on-one, two-on-two, free-for-all, etc. This is special mud. It's silky smooth like chocolate syrup and made from clay not dirt. It has been strained to remove all the clumps. This mud is laced with special herbs which cause it to act like an aphrodisiac. In these mud wrestling battles if you climax—you lose. While there is little that is common about the ytidun, they think of themselves as common. They do not bow to kings, dragons, or gods. They claim no one should. The very existence of kings creeps them out, much like a dirty old man dropping his hat so he has an excuse to bend down to allow him to peek up your miniskirt on his way back up. Punch the bastard!

“What? You think you have authority over me because you have a crown?” The ytidun scowls at the king. “First, I'm taking that tin crown off your head. Second, I'm going to bend you over like a cheap ho. Third, I'm shoving that crown up your . . .”

Ytidun will plot for years to kill a king or slay a dragon. You see, if all the world were a swamp, then the ytidun would be happy.

**Reconciliation:** NOT RECONCILED.

**Magically Enriched:** 12, teleport x4, dispel x2, spell turning, light, danger sense, identify, hide, misdirection, levitate.

## Equipment & Loot

Lingerie armor +5 quality +3 Magic AC 7+5.

Mud Attack 3	A	B	E	H	I	J	M	R
Skill	999	0	0	327	13	0	999	200

12,201% Dispel resistance, this spell has 2,538 mana and all but the 999 in M can float between the effects within 0 and 999 in any of the effects as needed.

Child		Age 5 to 50						
Exp.	#	Race skill description						
Auto	1	[Nude]						
2,250	2	+22 Architect, +10 No Tools Defense						
1,000	2	+1 Spirit, +1 Comeliness						
Adolescent		Age 30 to 100						
Exp.	#	Race skill description						
1,000	1	+1 Intelligence						

3,350	2	Spell: x4 Weather Summoning(10...), x4 Dig(8...)
6,000	1	Health: +50
<b>Adult</b>		<b>Age 80 to 160</b>
Exp.	#	Race skill description
4,300	2	[Mystic Bite], [Spell - Chi generation]
3,350	1	Spell:x1 Mud Kinesis (0,0,0,0,0,999,0,0)
3,350	1	Spell:x10 Mud Attack 3 (0,0,0,0,0,999,0)
3,350	1	Spell:x10 Animate Mud(0,0,999,0,0)
3,350	1	Spell:x10 Spirit Mud Wave (0,0,0,999,0,0)
7,000	2	+10 Geologist (x2)
8,000	1	Mana: +30 Mud
<b>Middle-age</b>		<b>Age 130 to 200</b>
Exp.	#	Race skill description
8,000	8	+10 Hammer (x8)
15,500	4	Mana: +31 Mud (x4)
30,000	4	Mana: +60 Mud (x4)
52,500	4	Mana: +105 Mud (x4)
500	3	Defense: +1 Magic, Save: +10, Damage Resistance: +10
<b>Senior</b>		<b>Age 180 to 240</b>
Exp.	#	Race skill description
85,500	4	Mana: +171 Mud (x4)
130,000	4	Mana: +260 Mud (x4)
500	4	Health: +900, Defense: +70 Magic, Save: +170, Damage Resistance: +190
Grand total		= 1,386,200 Experience

## Sub-race: Pearl

They worship Datalus, God of Obedience and the harem master for the Godking Cassandra. The job of Datalus is to maintain an adequate supply of handsome viral men of outstanding physical beauty. He knows the flavor and preference of every goddess, how she likes it. As such pearl people are always seeking ways to improve their appearance and appeal, but for a man that could be through physical strength, stamina, agility, or even intelligence. Pearls are always popular. All of these men strive to be obedient toward women because they hope to serve as a concubine to a god, well goddess. They go out of their way to serve and honor women in a polite and respectful way. As flirtatious as they are, it is not for the benefit of mortal women. They

do this to be chosen by Datalus. The men willingly serve as near slaves to women—chased slaves. For men their virginity is a badge of eligibility, of hope, of desperation. Goddesses do NOT accept hand-me-downs. A man who is successfully seduced by a woman might as well marry her. Any chance of being chosen is gone. For a pearl, the best way to get picked is to wear lots of pearls.  
“\$3000 in pearls required:” this unlocks all the skills in the box, and you must be in possession of the pearls. This is not meant to be cumulative, and “\$7000 in pearls required:” indicates you need 4,000 more.

<b>Child</b>		<b>Age 3</b>
Exp.	#	Race skill description
1,000	5	+1 Strength, +1 Intelligence, +1 Dexterity, +1 Perception, +1 Comeliness
1,250	5	+1 Strength, +1 Intelligence, +1 Dexterity, +1 Perception, +1 Comeliness
1,500	3	Health: +20, Alertness: +20, Save: +20
1,500	4	+15 Farming, +15 Cooking, +15 Escort, +15 Dance
<b>Adolescent</b>		<b>Age 6</b>
Exp.	#	Race skill description
3,350	3	\$500 in pearls required: Effect: +8 W, +8 U, +8 Z
1,000	1	\$1000 in pearls required: Movement: + 20 ft. per round
2,250	4	\$1500 in pearls required: RDM: +5, Damage Resistance: +5, Mana: +10 White, +10 Red
3,350	4	\$2000 in pearls required: +6 Melee, +6 Ranged, Max: +6 One round, +6 Three round
4,300	2	\$2500 in pearls required: +6 Combat, Mana: +6 Supernatural
<b>Adult</b>		<b>Age 10</b>
Exp.	#	Race skill description
4,300	1	\$3000 in pearls required: [Bone Armor]
4,300	1	\$7000 in pearls required: [Rainbow Plasm]
4,300	1	\$13000 in pearls required: [Spell - Chi generation]
4,300	1	\$23000 in pearls required: [Soul Toy]
Grand total		= 81,000 Experience



“God grants liberty to only those who love it, and are always ready to guard and defend it.” —Daniel Webster.

# Zombie

**Alignment:** Wild devouring hunters

**Quote:** “What’s on the other side of fear? Nothing.”—Jamie Foxx.

**Type:** Undead

**Mythos:** Egyptian

**Creation:** Failed resurrection

**Habitat:** deserts, savanna, planes

**Level:** 1      **Quantity:** 2

**Health:** 45      **Save:** 5

**AC:** 35      **To Hit:** 55

**Weapon:** Bite      **Range:** -

**Damage:** 2D12      **RDM:** +30

**Resistance:** 50% poison, sylph bow, human bow

**Weakness:** 200% fire, light, sword, dagger, elven bow, silver

**Strength:** 10      **Dexterity:** 12      **Perception:** 6

**Intelligence:** 3      **Spirit:** 3      **Comeliness:** 5

**Movement:** 50 ft.      **Fly:** no.

**Alertness:** 10      **Night Vision:** 100 ft.

**Size:** 6 ft.      **Weight:** 100 lb.

**Bounty:** \$3,000

**Skin:** Rotting flesh

**Body:** Humanoid

**Miles per day:** 20

Dried withered bodies wrapped in cloth, almost brought to life . . . almost. A Zombie is forged when a resurrection fails. There is no limit to the number of zombies a single soul can forge, and each and every failed cast will create one. They live to kill the caster who dragged them out of the afterlife, only to drop him half way between the land of the living and dead.

**Reconciliation:** level 1. They do not automatically attack the target in front of them, but randomly pick a

target for that round from all targets within their half move attack: 25 feet.

## Equipment & Loot

Stage 1		
Exp.	#	Race skill description
2,250	2	+2 Strength, +2 Dexterity
2,250	1	Movement: +20 ft. per round
500	1	Night Vision: 100 ft.
Stage 2		
Exp.	#	Race skill description
3,750	1	+2 Dexterity
2,250	1	Attack: Bite 2D12
1,000	1	RDM: +6
4,300	1	+10 Bite
Stage 3		
Exp.	#	Race skill description
5,000	1	RDM: +6
7,000	1	+10 Bite
1,500	1	Health: +20
Stage 4		
Exp.	#	Race skill description
6,000	1	RDM: +6
10,000	1	+10 Bite
Stage 5		
Exp.	#	Race skill description
6,000	2	RDM: +6 (x2)
Grand total		= 60,050 Experience

# Chapter 2 ~ Gods and their Pantheons

Within Ryvah the term deified means part god. There are many levels of deification: god-king, god, demigod, champion, and mortal. Whatever level a person's parents are is typically the level the person will be. If both parents are demigods, the person will be a demigod. If both of a person's parents are gods, then they will be a god. If both of a person's parents are god-kings, then they will be a god-king. When a deified has a child with someone two steps lower or more (a god and a mortal) the result is one step down: in this case a demigod. Ahhh but, there are "half-ways." We know that when Liaka (a god-king) had a child with a mortal, that child was a god. But, what do you get when Liaka and Thor have a child? Thor is no mortal; he is a god. The child is considered a high-god. If Umi Darklord (a god) had a child with a demigod, then the child would be a high-demigod. Thus, halfway between the two ranks. That being said, there is a large variation within a rank which has no impact at all.

Everyone who is deified has raw mana that will bleed out of their body when they are under a lot of stress. This mana shifts reality like a lay line. It is wild and unbridled. As a deity ages they gain control over that mana and master their powers. The demigod Twinkle (daughter of Umi Darklord) had a 400 max casting of message maxed out in all effects. Her inability to control that mana almost killed John Shadow when she yielded it to him. As she aged, she gained control over that power. Also all forms of mana are not equal. While 400 in message sounds awesome it can't hold a candle to a 100 in teleport. A demigod would eventually obtain spells like message at infinite mana, while it would take a full blown god to manage a spell like teleport or gate at infinite mana. The Fairy God La'Porta has gate at infinite mana. She can go to the far side of the universe in a single act. She could take the entire planet with her. This is what god-like power is. Still there are spells that only high-gods have access to: fire attack, telekinesis, disintegrate, melt.

These spells all have something in common; at infinite mana they can obliterate . . . the universe. So what's left for a god-king? First they have multiple infinite spells. Second, they have their own pantheon of gods. Zeus is a God-king. Odin is a god-king. Thor is under Odin. Next, god-kings can dub demigods. Dubbing a demigod means: you take a mortal and they are now immortal. The god-kings are that powerful. Additionally, god-kings get their own mythos. This is represented by a half-dozen new races which will shape "their world." They will typically own and control a continent.

So what of Isabella of the Council of Eight? She is a high god-king. She can dub gods. She OWNS magic. Wargon (high god-king) OWNS war. Shadow Lord (high god-king) OWNS science. There are but eight high god-kings, and they compose the Council of Eight. Because Isabella owns magic, she can turn magic . . . off. She can remove it from the universe or put it back. Most spells were defined by her. If you think that's power, try Wargon. He can turn off war. He can turn combat off. He can remove the system mechanic of a "to hit" score. No more AC. No more damage. And he's only the fourth member. Quimpelton is even stronger as the third member. He owns mischief, this is true, but he also owns math and fate. He can plan out the future like setting up dominos, systematically knowing every cause and effect for everyone for a hundred years into the future. Well, at least everyone who cannot transcend time and use time magic, and there are on 16 in the universe who can do that. The Second member of the Council of Eight is Pathreana. She owns love and life itself. Now this is where it gets tricky. Meldor is technically the first member, the head of the council, but He almost never shows up. Meldor owns reality, and truly He sits outside of it. What we see as Meldor of the Council of Eight is nothing more than Him making a manifestation of Himself in the figment of His own imagination which

He calls reality. That wouldn't be too scary if He wasn't . . . dyslexic. If you spell His name backwards you get Rodlem. Rodlem is Meldor's alter ego. If we were to think of Meldor as Ying, then Rodlem is Yang. If Meldor is order, then Rodlem is chaos.

#### Pathreana -2<sup>nd</sup> member

She is the "daughter" of Meldor; he manifested her. She is by definition the most beautiful thing in the universe. And then together she and Meldor have three children: Quimpelton, Wargon, and Casandra. Pathreana's first pantheon is the 31 Fairy Gods (32 after Datalus). The fair gods have no evil among them and the first 31 are all girls. They represent the fay. All fairies, sprites, pixies, and sylph are descendants of the fairy gods, and the first 31 are all girls. Pathreana's second pantheon is of the nymphs and dryads. Within this pantheon she has Osiraty, Elanta, Youlia, Hickaru, and Debbryona. Her third pantheon is of Valkyrie warriors. The gods there are Sofiatya, Nollie, and Laywantica.

#### Quimpelton -3<sup>rd</sup> member

He is the son of Meldor and Pathreana. He loves to play games in a predetermined self-validation of his own existence which he struggles to understand. He marvels at how messed up the universe can be. He pushes the limits of insanity and madness in an attempt to find the edge of morality. Just how much will God tolerate? Where is the edge of the box I must live inside? It is this search that causes him to explore the bazar and strange. To him, evil is pathetic and simple minded. Quimpelton and Pathreana are passionate lovers of crazed ecstasy and orgasmic bliss. It is part of his search to find the edge of the box—at attempt to piss off Meldor by having his way with His wife, his sister, his mother. He wants to see Meldor get angry, just once. Quimpelton and Pathreana have three children together: Shadow Lord, Suru, and Liaka. Quimpelton and his sister Casandra also have a child: Marduke who is the god-king of the Babylonians. Quimpelton and Isabella also have a child together: Zeus who is the god-king of the Greeks. The gods within Quimpelton's pantheon are Oguth, Hexipoo, Zimbab, Ilicoria, and Ceenocaff.

#### Wargon -4<sup>th</sup> member

His one true love is his sister Casandra, and they have but one child: Milkior. However, he did have a fling with Pathreana, and together they had Isabella. Wargon is a stable minded commander. He is what we typically think of as a good strong man. For the most part he is loyal, kind, does not over indulge, is not afraid to kill, but only does so when it is necessary. He is the general of the Council of Eight and controls the Shamrock Knights. The Shamrock Knights are an elite army of high tech micro-mecha pilots. They are called baseline human. A pure human as would exist on Earth prior to the existence of magic or any of the gods. A single Shamrock Knight's micro-mecha suit carries four torpedoes with a range of 0.1 light-year and 1 megaton yield. They were forged into existence after the defeat of the ice trolls, and they use the same weapons as the ice trolls. The gods within Wargon's pantheon are Michael, Douglass, Anne, Ronald, Alissa, and Jack.

#### Isabella -5<sup>th</sup> member

She and her brother, Milkior, gave birth to the Sumerian god-king. She and her other brother, Shadow Lord, gave birth to Egyptian god-king. And she and Quimpelton had Odin. On occasion, her seat number changes with Casandra, Milkior, or Shadow Lord. These four are constant rivals in both rank and love. The gods within her pantheon are Chelsea, Eden, Bernice, Hegan, Blaze, and Camle.

#### Cassandra -6<sup>th</sup> member

The gods within her pantheon are Palitries, Lickities, Valeria, Datalus, and Calamities.

#### Milkior -7<sup>th</sup> member

The gods within his pantheon are Elicron, Ronaldlon, Falicity, Rackolot, Pocahontas, and Pickilo Peat

#### Shadow Lord - 8<sup>th</sup> member

The gods within his pantheon are Grog, Sumicon, Europa, Umbrix, and Lilith

# Chapter 4 ~ Glossary

<List all magic styles, chi styles, types>

**2D20 roll:** This is two dice which have 20 sides each. One will be positive and the other negative. They are added together; thus, they average to zero. If a 20 is rolled on either, then it is rolled again and added. Thus it is open ended with no limit. As long as you keep rolling a 20, you keep adding them.

**AC:** This is the abbreviation of Armor Class. It is the score required in order to hit an opponent with an attack. If your AC is above your opponent's "to hit" score then their attack missed you.

**Alignment:** Ryvah uses a variety. We do not use the traditional (good, neutral, evil), (lawful, neutral, and chaotic). We describe alignment in terms of words like: kind, greedy, egotistical, erotic, etc. Ryvah knows that alignment shifts radically from moment to moment, and we use this as a guide to help player feel this delicate personality of their own character.

**Armor Class:** see AC.

**Attack:** This is what a character does to harm the opponent. The attack is the last action of a character's turn. Ryvah forbids all concepts that allow a retreat to safety *after* an attack.

**Attack of opportunity:** It is uncommon in the Ryvah system, but it does exist. They are all at the Game Master's discretion. In general, an attack of opportunity should be used only to balance play and cover mistakes. In other words, the Game Master realizes he miscalculated so he is going to start aggressively awarding attacks of opportunity to the players to correct his error. Typically the bad guys never get them.

**Augmentation (race):** This is a modification to a base race. It can be made at character creation or done during play. All augmentations started after the base race was born. There are many ways to gain an augmentation, and if you have one then it excludes getting another. Becoming a zombie, skeleton, lycanthrope, angel, or vampire are examples of augmentations. You started as human, got bit by a

vampire, now you're a vampire. Your base race has been augmented.

**Base race:** This refers to a pure and unaltered living creature. Human, elf, dwarf, fairy, dog, and cat are all base races.

**Basic:** This is a skill type in the 500 experience column. All basic skills are under a group skill. It is focused. Sword, axe, fly, heal, and bookkeeping are all examples of basic skills.

**Category:** This is a skill type in the 4,000 experience column. All category skills have a collection of group skills below them. Nothing is above a category skill. Combat, Supernatural, and Science are examples of category skills.

**Character:** This is the player's representation in the fantasy world. A character has a character sheet that defines everything about this imaginary being which is controlled by the real-life person playing the game.

**Chi:** This is Ryvah's special combat system. Chi is fuel to power chi maneuvers, earned with chakra. You get chi from combat skills.

**Combat style:** This is part of Ryvah's special combat system. A combat style has many chi maneuvers. A character must obtain a painting to unlock a combat style. Gambler, highwaymen, knight, and pirate are examples of combat styles.

**Defense:** This has multiple meanings: 1. Defense is a group skill that adds to the character's AC. 2. Defense is also a type of damage resistance that is applied conditionally. Silver defense reduces damage by 5 if and only if they are using an inferior weapon with no magic and not of any metal above iron.

**Effect (chi):** Chi maneuvers are a collection of effects such as jump, AC, AOED, etc. Each effect adds something to what the character can do. Jump increase movement with a jump; AC increases the character's AC.

**Effect (magic):** Ryvah's magic system uses letters of the alphabet to define effects: A, B, C, D, etc. A given spell has a given list of effects: Fly(CJMOP). C defines duration; P defines the speed, etc. Each effect controls a given aspect of the spell, and must be powered with mana to determine it.

**Experience points:** Skill level is calculated by the amount of experience in the skill. Experience is awarded for having fun and playing the game.

**External:** This is a sub-classification of a skill. Start with a skill and apply a restriction to it. Night combat: skill combat with the restriction that it can only be used at night.

**Full move:** This term indicates the character will move the maximum distance they can move. It is a flat-out ran. No other action can be made normally. You give up your attack.

**GM (game master):** see Game Master.

**Group:** This is a type of skill in the 1,000 experience column. It is under a category skill and has basic skills below it.

**Half move:** This indicates the person is only moving half of their maximum movement or less. After which they may attack or cast a spell. A half move is never taken after an attack or spell.

**Half-breed:** The combination of two base races. A dwarf who mates with an elf will produce a half-breed child: dwarf / elf.

**Health:** Hit points. Your character's health points define how much damage they can take before they drop. Zero is not dead—it's unconscious.

**Initiative:** This determines the order in which everything takes its actions for the round. The highest first. A monster's alertness is their base score for initiative.

**Level:** This is a pseudo arbitrary number. In front of the experience chart is a chart that describes where the numbers come from. Fundamentally a 1<sup>st</sup> level smith makes a sword. For each additional level of the smith we increase the quality of the sword by +1. Thus, a 4<sup>th</sup> level smith makes a +3 quality sword. Everything else is now defined around this core principle. We now calculate the experience to get to a level based on this goal.

**Magic style:** This is how a user of magic manifests that magic. It defines if they need a wand, need to speak, need a wizards' lab, etc. Some of the styles have been given names like wizard, cleric, and druid.

**Mana:** This is the fuel to power magic spells. Skills generate mana equal to their level in that skill.

**Maneuver:** Part of the chi combat system. A maneuver is what a fighter uses during a turn to gain a collection of benefits defined by the effects of the maneuver.

**Melee:** My body is holding the object (or is the object) that it impacting the target's body. But, then we usurp it with rules to throw melee weapons (while still counting as melee). Other than that, if you lose the item it is not melee—it is ranged.

**Movement:** The distance a creature can move with a full turn movement.

**Natural 20:** When rolling a 2D20 skill check (to hit is a skill check) and one of the dice lands on 20. This is called a natural 20. Further, you roll again and add the 20 to your result. Repeat.

**Non player character (NPC):** Everything other than the characters of the players is controlled by the Game Master, thus non-player. Sometimes they get character sheets every bit as detailed as the player character sheets. However, they are not players. They are part of the world. The orc, barmaid, drunk on the corner, dragon, sexy hooker, even your character's hired help are all NPCs. We draw the line where animal familiars, and bonded animals are part of the player character, but the horses for the wagon, and trained hunting dog are NPCs under the control of the Game Master.

**NPC:** See non player character.

**Player:** A player is the real life person who has a character but is not the Game Master.

**Player character:** This is the fantasy person created by and controlled by the real life player.

**Poison:** This is several things. 1. Poison is a type like fire and ice. If a character puts poison on their weapon it counts as a poison weapon. Spells can be type poison. 2. There is a spell "poison." 3. Poisons are part of Ryvah's chemistry system. A character can make or purchase a variety of poisons.

**Race:** This is the sum of all things with age-race charts applied to a single thing. The base race + a second base race if a half-breed + sub-races (either applied to the individual parts or the whole) + augmentations. Examples: elf, drow elf, succubus elf, succubus drow elf, etc.

**Race skill:** Every race has a collection of skills for that race. They are divided into five age categories which overlap: child, adolescent, adult, middle age, and senior. Because they overlap you can have a child-adolescent. A being cannot use a race skill without the body of the race. A bird with the skill fly cannot fly if in the body of a dog.

**Ranged:** This is the group skill that covers attacks made with projectile weapons: bows and crossbows. Spears, and daggers can be used with the skill ranged, but there are also rules for thrown melee weapons—however, with these rules the range has a maximum of 60 feet. Thus a spear goes farther as a ranged weapon.

**Rank (wizard):** This is another way to describe the max casting ability of a spell caster. A rank 22 wizard is said to be able to cast with a casting max of 22.

**Reach:** This is the distance you can attack at. It is the length of the melee weapon plus the length of a lunge and may include a step.

**Resistance:** This is a percentage of damage not taken. 90% resistance means 100 damage only does 10 damage. If you need to compound resistance and weakness, then multiply by the inverse. The inverse of 90% is 10% or 0.1. Thus, if the creature had 200% weakness and 90% resistance, you would apply the 200% to double the damage then multiply by 0.1 to remove 90% of the damage.

**Restricted experience:** Characters start with 10,000 restricted experience, but it is not for power. It is for color and flavor. It can only be used on non-power skills like art and dance.

**Restricted skill:** These are the skills restricted experience can be used on.

**Roleplaying game (RPG):** This is a game. We are playing to have fun. We are actors and actresses who dress up in our imaginations and play the role of great heroes of one sort or another. We get to live out

fantasies that are untenable in the real world. We create characters to help us play the role with passion and vigor. We make and use maps and artworks to help us visualize what is happening.

**Round:** To play the game we organize play into rounds. Each round everyone gets to do something. Ryvah defines a round as two seconds. It is one swing of a sword or one arrow or one spell.

**Save:** Some spells allow the subject to resist the spell. This is the save.

**Size:** How tall or long something is.

**Skill:** This is knowledge is something that either allows you to do it or do it better.

**Specific:** This is a skill type in the 500 experience column. All specific skills refer to one exact basic skill and one exact object. The object is the key. The specific skill in my copper sword +2 quality with the little ding in it cannot be used with another copper sword +2 quality.

**Spell:** In Ryvah's magic system we call the basic skills spells. And, all spells are basic skills. A spell has effects that are powered with mana.

**Square 5x5:** This is the default size we subdivide the battlefield into for ease of play. We use a grid of squares that are 5 feet by 5 feet.

**Style (combat style):** Part of Ryvah's chi combat system. See combat style.

**Sub-race:** A base race may have one sub-race. Drow is a sub-race. Thus, you can have drow elf, drow orc, drow dwarf, etc. Any sub-race found anywhere can be used on any base race. They are not restricted to the base race where they are defined.

**Surprise:** This is a +10 to hit for that exact one round. Surprise only exists as the first round of battle. Any successful perception check that indicates danger removes surprise. The spell dangers scenes removes surprise.

**Weakness:** This is a percentage of damage that increases damage taken. 200% weakness means 10 damage does 20 damage. If you need to compound resistance and weakness, then multiply by the inverse of resistance. The inverse of 90% is 10% or 0.1. Thus, if the creature had 200% weakness and 90% resistance,

you would apply the 200% to double the damage then multiply by 0.1 to remove 90% of the damage.

**Weapon type:** This applies to weakness and resistance. The types are: sword, axe, hammer, dagger, spear, human bow, elven bow, satyr bow, and sylph bow. Hands, punches, kicks, bites, thrown rocks, etc.

do not have a type. They also bypass a slime's immunity.

# Chapter 5 ~ Index

We use the index to find skills INSIDE race age charts. Thus, if you want to find a race that has animal control over dogs you can look up "dogs" and find one. But this means if you look up "dogs" you will not find the race of dogs. You will find a race that controls them.



# Introduction

Ryvah is a rich and flexible system of medieval fantasy and magic. Its extreme freedom manifests horrifically vile mythologies as well as loving and romantic ones. Have a sexual love affair. Rule the kingdom like Mother Teresa or Hitler. It's your choice. Ryvah doesn't censor out nudity or criminal behavior. Within Ryvah you will find an abundance of beautiful, if not outright erotic, nudes. Ryvah loves life in all its many shades and pushes back against the status quo by intentionally including content others would cut. There is beauty to be seen, horrors to overcome, and a vast diversity of culture, religion, and opinion on morality. Ryvah illustrates and indulges in the exotic and vile behavior that is humanity.

**–Discretion and maturity advised–  
Age 11+**

As a game system, with a four-tier skill-based structure with customizable combat, magic, economics, and politics Ryvah is second to none. There are many

Ways to build a fighter and they all deal and function differently. Monsters have specific weaknesses and defenses causing different players to gain an advantage based on the unique way they built their character. This allows the game master to control the rhythm of the game so low-level players aren't left out. There are over a hundred ways to build a unique wizard, and the player actually feels like the wizard. How about a beast master, a chemist in a lab, an herbalist or a singer? There are 23 trades under science alone. Each one provides its own special contribution to an interdependent ecosystem. And we haven't even touched politics or your character's race.