

DQ Monster Manual

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March 14, 2025

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1 Aquatics

Aquatics include only species described in this section, though other species may have the ability to swim or breathe water. All aquatics except dolphins and whales can breathe water indefinitely. Dolphins and whales can remain submerged for 5 to 20 minutes only before having to rise to the surface for air. Fish must move at least once per minute or take [D – 3] damage to Fatigue due to suffocation. All aquatics move within the water the same way that avians move through the air and the rules for range and combat applying to avians also apply to combat involving aquatics or others in an aquatic environment.

1.1 Fish

Fish include barracuda, manta rays, pike, piranha and sharks. All fish except piranha are found in an oceanic environment. Piranha tend to be found in streams, rivers, marshes and lakes. Fish must keep a steady flow of water over their gills in order to breathe. They are non-intelligent, but very hostile.

1.1.1 Barracuda

Natural Habitat Ocean Uncommon

Number 1–6 (1)

Description Barracuda are predatory fish about 6 feet long.

Talents, Skills and Magic Barracuda possess no magical abilities or other special skills or talents.

Weapons Barracuda attack with their bite (Base Chance of 50%, [D + 1] Damage).

Movement Rates Swimming: 350

PS: 12–14	MD: None	AG: 17–20	MA: None
EN: 6–8	FT: 11–14	WP: 8–10	PC: 14–16
PB: 4–7	TMR: 7	NA: Skin absorbs 4 DP	

Comment Barracuda will not generally attack man unless threatened or particularly hungry. They might, however, mistake a person carrying jewelry or making quick movements for another fish and attack for that reason.

1.1.2 Manta ray

Natural Habitat Ocean Uncommon

Number 1–100 (15)

Description Manta rays are large, flat ocean creatures. Their bellies are white, while the top is dark blue. They are triangular in shape, and reach sizes more than 20 feet across, weighing up to 3000 pounds. The eyes are set forward in front of the body on two foot long protruberances, between which rests the mouth. They have a long, very thin tail.

Talents, Skills and Magic Manta rays possess no special talents, skills or magic.

Weapons Manta Rays can deliver killing blows with their massive fins in Melee Combat, crushing the ribcages of swimmers, and breaking in the sides of boats. Base Chance for the manta: 65%, [D + 14] Damage.

Movement Rates Swimming: 200

PS: 35–40	MD: None	AG: 13–15	MA: None
EN: 16–19	FT: 24–28	WP: 10–12	PC: 12–14
PB: 5–8	TMR: 4	NA: Skin absorbs 4 DP	

1.1.3 Pike

Natural Habitat Ponds, Lakes, Rivers, Streams, Marsh Common

Number 1–30 (1)

Description Pike are 2 to 4 foot long fish which specialize in the solitary hunting of other fish. They have needle-like teeth and spiky fins and are covered with tough scales. Though usually not a danger to humans, they can be called in large numbers by nixies and will attack at the nixie's command.

Talents, Skills and Magic Pike have no skills, magic, or talents.

Weapons Pike attack in Close Combat with a Base Chance of 30% of doing [D – 4] Damage. In schools, each group of 5 attacks with a Base Chance of 70% of doing [D + 2] Damage.

Movement Rates Swimming: 300

PS: 8–11	MD: None	AG: 20–25	MA: None
EN: 5–10	FT: 10–15	WP: 6–8	PC: 14–16
PB: 5–6	TMR: 6	NA: Scales absorb 1 DP	

1.1.4 Piranha

Natural Habitat River Rare

Number 1–200 (50)

Description Piranha are small fish with very sharp teeth and a vicious temper.

Talents, Skills and Magic Piranha have no magic abilities, talents or skills.

Weapons Piranha attack in schools. Every group of ten gets one attack (Base Chance of 80%, [D + 4] Damage). They can only attack in Close Combat.

Movement Rates Swimming: 300

PS: 1–2	MD: None	AG: 20–23	MA: None
EN: 1	FT: 1–2	WP: 4–5	PC: 15–16
PB: 5–6	TMR: 6	NA: None	

Comment Piranha are voracious. They can devour an elephant in minutes, and will immediately attack anything edible (primarily meat-bearing) which falls into the water with them.

1.1.5 Shark

Natural Habitat Ocean Uncommon

Number 1–50 (5)

Description Sharks are long fish with very sharp teeth and tough skin. A shark's colour varies from light blue to white to orange, depending on the waters that they are swimming in. Sharks reach sizes in excess of 40 feet, at which point they are threats to boats as well as to swimmers. Sharks are normally two-hex monsters.

Talents, Skills and Magic Sharks can detect the presence of blood in the water from extremely long distances, and they will gather around the blood, working themselves up into a killing frenzy. They can also sense motion in water, especially in the form of the types of disturbances caused by swimmers.

Weapons Sharks attack via their bite (Base Chance of 40%, [D + 8] Damage).

Movement Rates Swimming: 350

PS: 35–45	MD: None	AG: 12–16	MA: None
EN: 25–30	FT: 40–50	WP: 8–10	PC: 9–12
PB: 6–8	TMR: 7	NA: Skin absorbs 7 DP	

Comment As soon as blood is drawn in waters containing sharks (most waters do) there is a 60% chance that 10–60 sharks will be attracted. Sharks teeth are fairly valuable (a set might go for 100 Silver Pennies) as charms.

1.2 Aquatic Mammals

Aquatic mammals include dolphins, great white whales, killer whales, and merfolk. They are generally moderately intelligent and neutral, or even friendly, to adventurers. Except for merfolk, they cannot remain submerged indefinitely. Merfolk must keep a steady flow of water over their gills in the same manner as fish.

1.2.1 Dolphin

Natural Habitat Ocean Common

Number 1–20 (4)

Description Dolphins are mammals of the sea. They grow to 12 feet in length and are basically fish-like in form (although their bodies are more cylindrical than most fish). They have long, thin snouts, and are generally greyish in color. Dolphins are two-hex monsters.

Talents, Skills and Magic Dolphins have no talents, skills or magic.

Weapons Dolphins attack in Melee Combat by ramming with their snouts with a Base Chance of 40% and [D – 1] Damage.

Movement Rates Swimming: 400

PS: 25–30	MD: None	AG: 24–26	MA: None
EN: 12–15	FT: 20–25	WP: 15–17	PC: 14–17
PB: 12–15	TMR: 8	NA: Skin absorbs 4 DP	

Comment Dolphins will sometimes aid humans in need, and will remember with a vengeance those humans who have harmed them in the past. They will never attack humans unless provoked.

1.2.2 Great white whale

Natural Habitat Ocean Very Rare

Number 1

Description These creatures are the largest mammals found on sea or on land. They reach lengths of 200–300 feet, and are a truly spectacular sight when they rise

three-quarters of the way out of the water, sending spray hundreds of yards in all directions. These whales are pure white in color.

Talents, Skills and Magic Great white whales cannot use magic and have no special talents or skills.

Weapons Rather than doing actual damage to most creatures, the great white whale simply swallows them alive (Base Chance 50%). If a creature is swallowed alive, it is presumed dead unless it is somehow magically saved. If a creature is large enough so that it cannot be swallowed by the creature's 30 foot wide gullet, then the whale does [D + 10] Damage. The great white whale can only attack in Melee Combat.

Movement Rates Swimming: 700

PS: 700–1000	MD: None	AG: 8–9	MA: None
EN: 300–400	FT: 500–600	WP: 8–10	PC: 12–15
PB: 4–6	TMR: 14	NA: Hide absorbs 8 DP	

1.2.3 Killer whale

Natural Habitat Ocean (generally arctic waters) Rare

Number 1–25 (20)

Description Killer whales are black on top and white on their bellies. They have fins on either side of their body, as well as one fin which sticks up from their back much like the fin of a shark. Large males reach 30 feet in length. Killer whales are 14-hex monsters.

Talents, Skills and Magic Killer whales have no special talents, skills, or magic.

Weapons Killer whales can attack either in Melee or Close Combat with their bite (Base Chance of 50%, [D + 10] Damage).

Movement Rates Swimming: 400

PS: 40–45	MD: None	AG: 13–15	MA: None
EN: 35–40	FT: 60–70	WP: 12–13	PC: 15–17
PB: 10–12	TMR: 8	NA: Hide absorbs 3 DP	

1.2.4 Merfolk (sea people)

Natural Habitat Ocean Rare

Number 1–100 (1)

Description Merfolk are half human, half fish, the top half being the human half. Merfolk lose 3 points of Fatigue (and Endurance when Fatigue is exhausted) for each hour they remain out of water.

Talents, Skills and Magic Merfolk get along very well with the indigenous life of the sea, and they can summon fish of various types, although they will only rarely summon the larger predators. Some merfolk will have powerful magic, while others will be ignorant of magic. All breathe both air and water.

Weapons The merfolk ride seahorses and can use weapons underwater. They prefer pole-type weapons (especially tridents) and stabbing knives and swords. They will wear fish-skin armor (similar to leather armour) or laminated seashell armour (similar to lamellar armour) when going to war.

Movement Rates Swimming: 350

PS: 10–25	MD: 14–25	AG: 16–21	MA: 13–23
EN: 12–14	FT: 20–24	WP: 13–18	PC: 14–20
PB: 18–30	TMR: 7	NA: Skin absorbs 2 DP	

Comment Merfolk will often sit on a beach, waiting to ensnare a human of the opposite sex, whom they will then bring down into the deeps with them as lovers. They give the human a cap woven of gold which has magical properties which allow the human to live and breath under water. Down under the sea, the merfolk will have cities and societies much like those on the surface, with wars, diplomacy, trade, etc. Great treasure will often be found in the sea-peoples' underwater lairs, often including gold from sunken wrecks. The merfolk are not usually hostile to men, but they will occasionally force a boat to turn back if it is trespassing on water they consider sacred or otherwise not appropriate for men.

1.3 Others

This section includes eels, kraken, octopi, and squids. These creatures are often intelligent and usually hostile to adventurers.

1.3.1 Eel

Natural Habitat Ocean Uncommon

Number 1–4 (1)

Description Eels are long, thin, grayish fish up to 7 feet in length.

Talents, Skills and Magic Eels have no special talents, skills, or magic.

Weapons An eel attacks with its bite (Base Chance of 50%, [D + 2] Damage), which it can only use in Close Combat.

Movement Rates Swimming: 300

PS: 18–20	MD: None	AG: 14–17	MA: None
EN: 8–10	FT: 14–16	WP: 10–11	PC: 17–20
PB: 6–8	TMR: 6	NA: Skin absorbs 3 DP	

1.3.2 Kraken

Natural Habitat Ocean Very Rare

Number 1–2 (1)

Description Kraken are huge, black, fierce octupoids. They have a pointed beak and large, red eyes. A kraken's body is 30–40 feet long, and its 8 tentacles are about as long as its body. Their hide is thick and horny and they are 14-hex monsters.

Talents, Skills and Magic The kraken's most fearsome attribute is its ability to rip ships apart with its hideously strong tentacles. It can usually handle ships up to 40 feet in length, shredding and then entirely consuming them and their contents within (D + 2) minutes after it emerged from the depths. In addition, a kraken can use the maelstrom spell from the College of Water Magics at rank 8–10.

Weapons In any given Pulse a kraken can attack with up to 5 of its 8 tentacles. It has two options as to what it can do with these tentacles: it can either try to damage a character with the tentacles themselves at a Base Chance of 70%, and Damage of [D + 4], or it can attempt to draw the adversary towards its beak at a Base Chance of 30%, and [D + 15] Damage. Either option can be taken with any of the tentacles.

Movement Rates Swimming: 600

PS: 100–200	MD: 15–20	AG: 12–14	MA: 12–15
EN: 60–80	FT: 80–100	WP: 25–30	PC: 17–20
PB: 1–3	TMR: 12	NA: Hide absorbs 6 DP	

Comment Krakens typically live by the shores of large, saltwater bodies, pulling swimmers and small vessels down to their demise. If a kraken's lair is found, it will frequently (80%) have a large treasure (25,000–35,000 Silver Pennies in value) stockpiled. Krakens tend to be unintelligent, but grow larger and more intelligent in cold water.

1.3.3 Octopus

Natural Habitat Ocean Uncommon

Number 1–6 (1)

Description Octopi are small bags of flesh with eight long thin tentacles attached. They rarely grow to larger than 6 feet, from tentacle-tip to tentacle-tip. Their color shifts with their surroundings to provide the maximum camouflage. The body is highly malleable, and can usually fit into small cracks in coral beds. Rare species of giant octopi may grow to 3 times normal size.

Talents, Skills and Magic When frightened, octopi can squirt a jet of dark substance into the water, obscuring vision while they make their escape.

Weapons In Close Combat, an octopus can attack once using its tentacles (Base Chance of 80%, [D – 2] Damage).

Movement Rates Swimming: 150; Climbing on Rocks: 75

PS: 8–12	MD: 15–17	AG: 14–16	MA: None
EN: 5–6	FT: 10–11	WP: 6–8	PC: 17–19
PB: 5–7	TMR: 3/1	NA: Skin absorbs 2 DP	

1.3.4 Squid

Natural Habitat Ocean Rare

Number 1–10 (1)

Description These creatures are bullet-shaped, with 10 tentacles streaming from the base of the bullet. They grow to 50 feet in length, and their color changes according to the waters that they inhabit. Squid also has a beak and large, round eyes. Squids are 14-hex monsters.

Talents, Skills and Magic The squid has no magic or special skills or talents.

Weapons Squids attack with their tentacles, drawing their prey in toward their beak. A squid can make up to 5 attacks each pulse using its tentacles, but the first time that it hits something, it must cease attacks for that pulse as it can only bite one

thing at a time. The Base Chance for each attack is 25%, with [D + 12] Damage. The squid can also choose not to attempt to bite and merely squeeze with its tentacles, in which case the Base Chance is 50%, and Damage [D – 1]. It can score up to 5 hits in this way.

Movement Rates Swimming: 600

PS: 60–70	MD: 25–30	AG: 10–13	MA: None
EN: 50–60	FT: 65–70	WP: 10–12	PC: 10–12
PB: 6–8	TMR: 12	NA: Hide absorbs 5 DP	

Comment Large squid generally prefer very deep water, and will rarely be found at the shallower depths. Squid are carnivorous, and will eat almost any meat (including man) that they can find.

2 Avians

2.1 Common Avians

Common avians include buzzards, eagles, goshawks, owls.

2.1.1 Buzzard

Natural Habitat Plains, waste Common

Number 1–60 (10)

Description These birds have dark brown plumage and thin, unfeathered necks of a tannish color. Their beaks are black and snub-tipped. They prey on the dead and near-dead (especially if unconscious).

Talents, Skills and Magic Buzzards can see each other miles away, and thus when one buzzard descends for a meal, others soon follow. Except for their keen eyesight, buzzards possess no special talents, skills or magic. They are not tool users.

Weapons A buzzard attacks in Close Combat with its claws and beak. The claws' Base Chance is 45%, for [D – 5] Damage, while the bite's Base Chance is 40%, for [D – 6] Damage. A buzzard cannot attack in Melee Combat.

Movement Rates Flying: 600

PS: 3–5	MD: 15–17	AG: 14–16	MA: None
EN: 6–7	FT: 9–11	WP: 8–10	PC: 17–20
PB: 8–10	TMR: 12	NA: Feathers absorb 1 DP	

2.1.2 Eagle

Natural Habitat Rough (usually mountainous) uncommon

Number 1–20 (1)

Description Great Eagles are the largest of the birds of prey. They have a wingspan of 7 feet when full grown. Their feathers are gray except around neck and head (which is white).

Talents, Skills and Magic Eagles have no special talents or skills. They are not magic users and do not use tools. They do have keen eyesight.

Weapons Eagles can attack only in Close Combat with either beak (Base Chance of 50% of doing [D – 1] damage) or 2 talons (Base Chance of 70% of doing [D + 1] damage) without penalty in the same Pulse. An eagle may achieve Ranks 1–3 with beak and 1–2 with talons.

Movement Rates Flying: 1200

PS: 12–16	MD: 22–24	AG: 19–23	MA: None
EN: 9–12	FT: 17–20	WP: 11–13	PC: 20–24
PB: 10–12	TMR: 24	NA: Feathers absorb 2 DP	

Comment Eagles avoid humans except to occasionally steal goats or other small animals from human flocks. They will sometimes attack a party which ventures too near their nest.

2.1.3 Goshawk

Natural Habitat Woods Rare

Number 1–2 (1)

Description Goshawks are the largest of the hawks. They are almost 20 feet in length. The feathers of a goshawk are primarily brown, although the belly is pure white and some of the tail feathers are black. The sharp beak and claws are black.

Talents, Skills and Magic Other than their excellent eyesight, goshawks have no special talents, skills, or magical abilities and are not tool users.

Weapons In Close Combat, a goshawk can attack with two claws and its beak in the same Pulse without penalty. The claw attacks have a Base Chance of 80% and do [D – 3] damage, while the beak attack has a Base Chance of 65% and does [D – 4] damage. The goshawk cannot attack in Melee Combat.

Movement Rates Flying: 1100

PS: 4–6	MD: 18–20	AG: 20–22	MA: None
EN: 6–7	FT: 9–11	WP: 8–10	PC: 20–21
PB: 10–12	TMR: 22	NA: Feathers absorb 1 DP	

Comment Like the other birds of prey, the goshawk can be trained to serve man in captivity. It will bring 700–1200 Silver Pennies as a Trained hunter. Other types of hunting birds (including boshawks and gyrfalcons) will have characteristics 1–2 less than the goshawk, will fly at speeds of 100–200 yards per minute less, and will have a value of 200–300 fewer Silver Pennies. They will otherwise be similar.

2.1.4 Owl

Natural Habitat Woods Uncommon

Number 1–6 (1)

Description Owls can be of several types, but in general they are between one and two feet in length. Coloring varies, but brown feathers speckled with grey is a common coloration. Owls' eyes are both on the front of the head, unlike most birds, and they tend to have large, dark rings around the eyes.

Talents, Skills and Magic Owls see well in the dark and have excellent hearing. They have no magical abilities, skills or talents and are not tool users.

Weapons In Close Combat, Owls can attack with one bite (Base Chance of 55% and Damage [D – 6]) and two claws (Base Chance of 50% and [D – 7] Damage) in the same Pulse without penalty. Owls cannot attack in Melee Combat.

Movement Rates Flying: 600

PS: 3–4	MD: 18–20	AG: 22–24	MA: None
EN: 3–4	FT: 5–7	WP: 7–9	PC: 20–22
PB: 9–11	TMR: 12	NA: Feathers absorb 1 DP	

Comment Owls are primarily nocturnal predators, hunting small mammals as well as birds. They are said to understand human speech and to be friendly to man, often providing travellers with valuable information.

2.2 Fantastical Avians

2.2.1 Gargoyle

Natural Habitat Ruins, Caverns, Crypts Rare

Number Rare 1–10 (2)

Description Gargoyles are humanoid in form, but they have leathery wings, sharp claws, a horn, a tail, and spiked elbows and knees. Their skin is stony in appearance, and upon contact it feels very rough. Gargoyles have deep-set eyes, and sharp, small teeth.

Talents, Skills and Magic Gargoyles possess no special skills or talents. They have only limited magical abilities in general but may use tools and even weapons.

Weapons A gargoyle can use his horn, his claws, and his bite in Melee and Close Combat. In any one Pulse, he may make up to two strike attempts with any combinations of these weapons. Base Chance for the bite is 45%, [D + 2] Damage; Base Chance for the horn is 35%, [D + 1] Damage; Base Chance for the claws is 50%, [D – 3] Damage. Gargoyles sometimes (but not often) will use weapons (instead of claws).

Movement Rates Flying: 400; Running: 200

PS: 14–20	MD: 13–18	AG: 12–16	MA: 10–12
EN: 7–10	FT: 18–20	WP: 9–13	PC: 12–16
PB: 2–5	TMR: 8	NA: Hide absorbs 8 DP	

Comment Gargoyles are hopelessly evil, and will attack immediately any party that they think they have a fair chance of handling. They can sometimes be found in the service of a highly evil character, in which case they will usually show more restraint.

2.2.2 Gryphon

Natural Habitat Rough (especially mountainous) Very Rare

Number 1–7 (1)

Description The gryphon is a large beast with the body of a lion, the head and wings of an eagle and back covered with feathers. The gryphon's claws are so large that they can be made into serviceable drinking horns. The gryphon is about 5 feet long and stands man-high when full grown. Gryphon eggs (2–5 possible per nest) are solid agate and quite valuable (4000 - 6000 Silver Pennies apiece).

Talents, Skills and Magic Gryphons have no special skills or magical abilities, but their special talent is locating buried treasure and their nest will quite often be built near such treasure which they will actively guard. A “domesticated” gryphon has a Base Chance of 60% of locating any buried treasure within a radius of 250 feet of it. Gryphons make valuable steeds, once tamed.

Weapons The gryphon is not a tool user, but has natural weapons in the form of beak (useable in Melee and Close Combat with a Base Chance of 65%, [D + 5] Damage, possible Rank of 1–3) and claws (useable in Melee and Close Combat with a Base Chance of 60%, Damage of [D + 5], possible Rank of 1–4). The gryphon may attack twice with claws and once with beak in the same pulse.

Movement Rates Running: 200; Flying: 500

PS: 30–36	MD: 15–20	AG: 15–20	MA: 6–9
EN: 25–30	FT: 30–35	WP: 12–16	PC: 16–22
PB: 0–5	TMR: 4/10	NA: Hide absorbs 6 DP	

Comment Gryphons prefer solitude and will fly away when approached if possible, but will always chase and attack horses (whose flesh they prize). They are extremely valuable for use as mounts and cost accordingly (16,000–20,000 Silver Pennies). They nest in cliffsides and build their nests of spun-gold (value 8,000–10,000 Silver Pennies).

2.2.3 Harpy

Natural Habitat Rough (lair in caverns or cliffs near water) Rare

Number 1–20 (6)

Description Harpies are buzzard-like birds with the upper bodies of women. They have long claws, and pale, thin faces. They make a tremendous amount of noise flying, and have a horrible smell.

Talents, Skills and Magic Harpies can speak, but have limited magical abilities and no special skills or talents. They are occasionally prophetic, although they will only speak a prophecy if it is evil and they wish to torment the listener.

Weapons Unless cornered, harpies do not fight men. If they do fight, they have their long talons (Base Chance of 70%, [D + 5] Damage) to strike with, both of which can strike twice in Melee or Close Combat in the same pulse at no penalty to the harpy.

Movement Rates Flying: 500; Running: 50

PS: 14–20	MD: 22–26	AG: 26–30	MA: 13–17
EN: 8–10	FT: 14–19	WP: 17–20	PC: 10–16
PB: 2–6	TMR: 10/1	NA: Feathers absorb 7 DP	

2.2.4 Hippogriff

Natural Habitat Rough (especially mountains) Very Rare

Number 1–12 (2)

Description Hippogriffs are similar to Pegasi in that they are basically winged horses, but their head is that of some great bird of prey, with a fearsome beak. The head differs from that of an eagle in that it has large, feathered ears, almost like wings, at the back of the head. The front legs of the hippogriff also resemble those of a bird of prey, with huge talons and feathers.

Talents, Skills and Magic Hippogriffs have no magical or other extra-ordinary abilities, talents or skills, and are not tool users.

Weapons In Melee Combat, the hippogriff can attack with two claws and one bite in the same pulse with no penalty. The bite has a Base Chance of 65% and does [D + 4] Damage, while the claws have a Base Chance of 55% and do [D + 2] Damage. In Close Combat, the hippogriff can still attack with its claws normally, but the Base Chance on its bite is reduced to 35%.

Movement Rates Running: 200; Flying: 400

PS: 18–20	MD: 19–22	AG: 16–19	MA: None
EN: 15–18	FT: 25–30	WP: 12–17	PC: 17–20
PB: 8–11	TMR: 4/8	NA: Hide absorbs 4 DP	

Comment Hippogriff do not like people, and generally shun any area that is inhabited. They are trainable with difficulty. Their value is 3,000–4,000 Silver Pennies untrained and 3 times that price trained. Hippogriff eggs are valuable (circa 800 Silver Pennies each) and very young hippogriffs are even more so (1400–2000 Silver Pennies).

2.2.5 Pegasus

Natural Habitat Rough (primarily mountain tops) Very Rare

Number 1–6 (1)

Description Pegasi are winged horses with pure white coats tinged with silver around mane and flowing tail. They are intelligent for equines and can sometimes speak the common tongue.

Talents, Skills and Magic Pegasi have no special talents or skills except for their flying ability. They are not magic or tool users.

Weapons In battle, a pegasus attacks as a heavy warhorse.

Movement Rates Running: 300; Flying: 500

PS: 55–60	MD: 15–17	AG: 15–18	MA: None
EN: 25–30	FT: 50–60	WP: 19–23	PC: 16–20
PB: 16–20	TMR: 6/10	NA: Hide absorbs 3 DP	

Comment Wild pegasi are tameable with difficulty. They will only allow themselves to be bridled with gold, however. They can carry up to 300 pounds flying. They are worth, 4,000 to 5,000 Silver Pennies untamed and 5 times that amount tamed.

2.2.6 Phoenix

Natural Habitat Woods, Rough, Plains Very Rare

Number 1

Description The Phoenix appears to be much like an eagle in profile but is three times the size of an eagle. The bird's plumage is partly red and partly gold, and is dazzlingly beautiful. The Phoenix is a four-hex monster.

Talents, Skills and Magic The Phoenix is highly intelligent, although it cannot speak. It does not have any magical abilities. The distinguishing ability of the Phoenix is its ability to reproduce itself (see "Comments"). Other than that it has no special talents or skills.

Weapons Phoenix cannot attack except in Close Combat when they can make three attacks in one Pulse without penalty: one with beak (Base Chance of 60%, [D + 8] Damage) and two with talons (Base Chance of 65%, [D + 6] Damage).

Movement Rates Flying: 2000

PS: 17–20	MD: 20–24	AG: 17–20	MA: None
EN: 18–24	FT: 30–35	WP: 20–23	PC: 16–20
PB: 20–24	TMR: 40	NA: Feathers absorb 6 DP	

Comment Phoenix are famed for their longevity and their method of reproduction. When an old bird is nearing the end of its days (500 years) it builds a nest at the top of an oak or palm tree, and makes a pile of cinnamon and spikenard in the nest upon which it lays itself down to die. A worm springs out of the body of the dead phoenix, and after the worm has matured, it becomes a phoenix itself. It then bears the parent bird to the Altar of the Sun, where it is consumed in flames.

2.2.7 Roc

Natural Habitat Mountain peaks Rare

Number 1–2 (1)

Description Rocs are huge birds with wingspans of up to 250 feet. Except for their size, they much resemble eagles. Their body size is as a four-hex monster.

Talents, Skills and Magic Rocs have no special talents, skills or magic, and are not tool users.

Weapons Rocs are fearsome creatures in battle. They can engage in Melee Combat from a range of 3 hexes, and they can take three attacks in one Pulse without penalty. They attack once with a bite (Base Chance of 75%, [D + 20] Damage) and twice with claws (Base Chance 70%, [D + 25] Damage).

Movement Rates Flying: 2000

PS: 200–300	MD: 20–25	AG: 16–20	MA: None
EN: 150–200	FT: 250–300	WP: 16–20	PC: 17–21
PB: 3–7	TMR: 40	NA: Feathers absorb 8 DP	

Comment Rocs often swoop down from their nests to pick up elephants, etc. to take back to their lair and eat. A roc will sometimes attempt to steal a party's cart animals or riding animals, but will rarely carry off the people themselves.

3 Common land mammals

3.1 Apes and Prehumans

Apes and prehumans include baboons, gorillas, and orang-outangs in addition to two classes of prehumans: neanderthals and sasquatchs. All of these tend to be shy of humans and will usually dwell in high mountains or deep jungle. They have three times the stealth of an average human (30) and are often adept at tracking and have other talents sometimes associated with the Ranger Skill.

3.1.1 Baboon

Natural Habitat Plains Common

Number 1–100 (2)

Description Baboons are medium-sized apes, usually no more than 4 feet tall, and 120 pounds in weight. They are characterized by their large heads and long sharp fangs. Baboons generally have light brown fur, but may have brightly coloured (orange, blue, purple or red) faces and/or rumps (especially females).

Talents, Skills and Magic Baboons possess no special talents or skills. They are neither magic nor tool users and are only semi-intelligent.

Weapons Baboons cannot attack except in Close Combat. They will swarm over their victim, using their bite (Base Chance of 65%, Damage of +4) to kill by increasing blood loss. Comments: Baboons tend to be vicious and unpredictable, attacking without warning. They are tribal in nature and do not fear men when in company with the rest of the tribe. They can sometimes (30% chance) be assuaged by food (usually meat).

Movement Rates Running: 350

PS: 12–18	MD: 16–20	AG: 18–22	MA: None
EN: 6–10	FT: 10–15	WP: 7–9	PC: 17–21
PB: 6–9	TMR: 7	NA: Fur absorbs 2 DP	

3.1.2 Gorilla (Mountain Gorilla/Great Ape)

Natural Habitat Woods, Forest and Mountains Rare

Number 1–40 (20)

Description Gorillas reach 650 pounds and 6+ feet in height. They usually have arm spans when full grown of over 10 feet. Gorillas tend to have black fur, but older males will often have gray or silver fur. Some species are entirely white. Both males and females have prominent canines and are vicious fighters. Due to their great weight, gorillas cannot move between trees in the manner of other apes.

Talents, Skills and Magic Gorillas have no special talents or skills. They are not tool or magic users.

Weapons Gorillas may only attack via Close Combat. However, they may enter Close Combat with an entity whose combined modified Agility and Physical Strength is half or less their own by grabbing the victim and pulling him into their hex. This maneuver requires a Charge Action and is implemented in the same manner (except that the victim is pulled out of his hex into the gorilla's. Gorillas may bite (Base Chance of 30%, [D – 2] Damage) or rend (Base Chance of 50%, [D + 6] Damage) in Close Combat, but not in the same pulse.

Movement Rates Running: 350

PS: 30–40	MD: 20–23	AG: 14–17	MA: None
EN: 28–33	FT: 33–38	WP: 6–8	PC: 12–18
PB: 3–7	TMR: 7	NA: Fur absorbs 3 DP	

Comment Gorillas will usually flee humanoids, but will occasionally attack if led by a large, powerful male.

3.1.3 Neanderthal

Natural Habitat Woods, Rough, Caverns Rare

Number 1–30 (8)

Description Neanderthals are a species of pre-human characterized by sloping foreheads, hairy bodies, limited intelligence, and a semi-erect posture.

Talents, Skills and Magic Neanderthals may have limited Beast Master skills and will possess most Ranger skills at Ranks 1–6 (some at higher Rank). They will have no talents and will not be magic users. Neanderthals will have only a limited tool using capacity and will generally not use weapons more complicated than stones and clubs.

Weapons Neanderthals will use rocks and sticks and sometimes simple clubs and axes. They will rarely (15%) pick up and use a dropped weapon of a more com-

plex nature. They will be at a total loss to figure out the workings of such complex weapons as bows. They have prominent canines and will always attempt to enter Close Combat where they will bite (Base Chance of 30%, [D – 3] Damage) in addition to striking.

Movement Rates Running: 300

PS: 18–25	MD: 13–15	AG: 12–14	MA: None
EN: 14–16	FT: 20–24	WP: 8–10	PC: 13–18
PB: 8–10	TMR: 6	NA: Skin absorbs 1 DP	

Comment Neanderthals fear other humanoids and will flee them if possible. Some, however, are cannibals and will stalk other humanoids as prey.

3.1.4 Orang-outang (Man-Apes)

Natural Habitat Woods, preferably deep Forest Uncommon

Number 1–3 (1)

Description Orang-outangs are 4–5 feet tall and may weigh up to 200 pounds. They are characterized by long, rust-colored fur over their entire body except for the chest and belly. They stand semi-erect and have long fore-limbs that reach almost to the ground. They use these limbs to assist them in running and in climbing.

Talents, Skills and Magic Orang-outangs possess no skills or talents and are neither magic nor tool users.

Weapons orang-outangs attack in Melee Combat in the same manner as humans (striking with bare hands). In Close Combat, they receive 1 attack per Pulse at a Base Chance of 40% for [D – 1] Damage and with a possible Rank of 1–3.

Movement Rates Running: 300; Climbing: 100

PS: 15–15	MD: 16–22	AG: 18–23	MA: None
EN: 10–12	FT: 15–17	WP: 8–12	PC: 17–21
PB: 7–9	TMR: 6/2	NA: Fur absorbs 2 DP	

Comment Orang-outangs are not social in nature. They have a strong sense of territory and will waylay trespassers. They are vegetarians.

3.1.5 Sasquatch (Yeti/Abominable Snow Man)

Natural Habitat Woods, Rough (Lair in clearings or caverns) Very Rare

Number 1–6 (1)

Description The sasquatch is a large humanoid being, very shy. it is covered in long brown fur which allows it to survive in even the coldest climates. The sasquatch tends to be shy of humans and will run or hide rather than attack except when its lair is threatened.

Talents, Skills and Magic The sasquatch is a natural tracker and forester and will possess the Ranger skill at Ranks 1–8. The sasquatch will not, however, possess any magic abilities and will not employ any skill involving tools or weapons.

Weapons Bare hands as per the Unarmed Combat rules, but with +1 damage. Hands may not be Ranked.

Movement Rates Running: 300

PS: 24–30	MD: 15–25	AG: 14–18	MA: 1–6
EN: 25–35	FT: 30–40	WP: 10–15	PC: 22–26
PB: 5–8	TMR: 6	NA: Fur absorbs 3 DP	

Comment The sasquatch is a fairly docile creature, but the Yeti (the mountain-dwelling version of the species) tends to be much larger and meaner and will attack instead of running when its privacy is invaded.

3.2 Felines

3.2.1 Cheetah

Natural Habitat Plains and (sometimes) Woods Rare

Number Rare 1–4 (1)

Description The cheetah is spotted, but without the characteristic pattern of the leopard. It is possessed of retractable claws and is leggy and slender. Its head is dog-like in appearance. The cheetah is usually a nocturnal hunter and will often advertise its presence by a hunting scream as it leaps upon its victim.

Talents, Skills and Magic Cheetahs have no talents or skills and are neither magic nor tool users.

Weapons Bite does [D – 2] Damage in Close Combat (Base Chance of 25%). Claws do [D – 3] Damage (Base Chance of 30%, possible Rank of 1–5) in either Close or Melee Combat.

Movement Rates Running: 1200

PS: 20–23	MD: 22–25	AG: 30–34	MA: None
EN: 14–18	FT: 20–25	WP: 5–7	PC: 18–23
PB: 6–9	TMR: 24	NA: Fur absorbs 2 DP	

Comment Cheetahs are extremely fast over short distances, but tire rapidly. Their Movement should be quartered after their first few minutes at a dead run. If captured young, cheetahs are especially trainable. Cubs will generally sell for 300–400 Silver Pennies each.

3.2.2 Housecat

Natural Habitat Fields (around people) Common

Number Common 1–20 (2)

Description House cats will tend to be 10–24 inches long and weigh 12–35 pounds. The larger breeds of Siamese and Burmese cats are often bred for fighting ability and will appear more muscular and be much larger than the average house cat.

Talents, Skills and Magic House cats have no talents, skills, or magic. They are not tool users.

Weapons House cats cannot Melee. They get one combined attack (teeth and claws) in Close Combat with a Base Chance of 20% and Damage of [D – 7].

Movement Rates Running: 450

PS: 3–4	MD: 19–21	AG: 22–24	MA: None
EN: 4–5	FT: 8–10	WP: 9–11	PC: 18–20
PB: 12–18	TMR: 9	NA: Fur absorbs 1 DP*	

Comment *Applies only to Burmese and Siamese breeds. Familiars will frequently appear in the more or less permanent shape of house cats.

3.2.3 Leopard

Natural Habitat Woods, Rough, Plains Rare

Number Rare 1–4 (1)

Description Leopards usually appear as butter-colored cats with 5 black spots. Some leopards, however, have shiny black coats and are called black panthers. In either case, they usually weigh 130–180 pounds. They hunt during both day and night, though they will usually be encountered at night.

Talents, Skills and Magic Leopards have no special skills or talents and are neither tool nor magic users. They do have the ability to climb trees and move between branches with ease and will follow prey into the upper branches of trees if necessary.

Weapons Bite has a Base Chance of 30% and Damage of [D – 2]. Claws have a Base Chance of 30% and Damage of [D – 3]. Claws may be Ranks 1–3.

Movement Rates Running: 400; Climbing: 200

PS: 22–26	MD: 24–30	AG: 28–32	MA: None
EN: 15–18	FT: 20–25	WP: 6–8	PC: 18–23
PB: 7–10	TMR: 8/4	NA: Fur absorbs 2 DP	

Comment Leopards haunt game trails near rivers and streams (they sometimes eat fish). They are stealthier than most other felines and will seldom be seen except when they attack. The fur of adult leopards is worth 200–300 Silver Pennies.

3.2.4 Lion

Natural Habitat Plains Uncommon

Number 1–8 (2)

Description Lions are large, tan cats. The males usually have great black (sometimes red) manes and will usually scare game in the direction of the females who are the better fighters and hunters.

Talents, Skills and Magic Lions possess no skills or talents and are neither tool nor magic users.

Weapons Bite does [D + 1] Damage and has a Base Chance of 35%. Claws do [D – 1] Damage and have a Base Chance of 45%. Males may have 1–3 Rank with claws. Females will have twice that Rank.

Movement Rates Running: 450

PS: 25–30	MD: 20–25	AG: 25–30	MA: None
EN: 20–25	FT: 25–30	WP: 12–16	PC: 18–23
PB: 5–10	TMR: 9	NA: Fur absorbs 3 DP	

3.2.5 Sabretooth tiger

Natural Habitat Plains, Caverns Rare

Number Rare 1–8 (1)

Description Sabretooth tigers are huge, dark yellow or dun colored hunting cats with disproportionate fangs.

Talents, Skills and Magic Sabretooth Tigers have no special talents or abilities and use neither tools nor magic.

Weapons Bite has a Base Chance of 50% of doing [D + 4] Damage. Claws do [D + 3] Damage and have a Base Chance of 60% with possible Rank of 1–5.

Movement Rates Running: 600

PS: 30–32	MD: 18–20	AG: 23–25	MA: None
EN: 20–22	FT: 33–36	WP: 8–10	PC: 21–25
PB: 7–10	TMR: 12	NA: Hide absorbs 5 DP	

Comment These cats have no fear of humanoids. If hungry, they will readily attack a party of adventurers. They are valuable as curiosities, and live cubs fetch 400–500 Silver Pennies each, while mature cats fetch 3 times that amount.

3.2.6 Tiger (including bengal tiger and white tiger)

Natural Habitat Plains, Rough, Fields and Woods Uncommon

Number 1–4 (1)

Description Tigers are usually orange with black stripes, though some types have thick, pale fur. All weretigers will have the latter coloring when in their tiger form. Though varying greatly in size, most tigers will be between 4 and 7 feet in length and weigh several hundred pounds.

Talents, Skills and Magic Tigers have no special talents or skills. They are not tool or magic users.

Weapons Bite has a Base Chance of 45% of doing [D + 2] Damage. Claws have a Base Chance of 30% of doing [D – 1] Damage and may be Ranked 1–2.

Movement Rates Running: 450

PS: 24–28	MD: 22–26	AG: 25–30	MA: None
EN: 20–24	FT: 25–29	WP: 8–10	PC: 18–23
PB: 5–9	TMR: 9	NA: Fur absorbs 3 DP	

Comment Tigers are solitary, nocturnal hunters. They will attack humanoids with little provocation, and some have been known to develop a positive craving for human flesh. They enjoy swimming and will be undeterred by a water barrier between them and their prey.

3.2.7 Wild cat (bobcat/marsh cat)

Natural Habitat Plains, Woods, Marsh, Rough Uncommon

Number 1–6 (1)

Description There is some form of wild cat in most climes. They will vary from 2 to 4 feet in length and from 25 to 90 pounds in weight. Most wild cats have blunt tails with black tips. They often have tufted ears and are sometimes spotted.

Talents, Skills and Magic Wild cats have no special talents or skills. They are not tool or magic users.

Weapons Bite has a Base Chance of 20% of doing [D – 5] Damage, Claws have a Base Chance of 25% of doing [D – 6] Damage and may be Ranks 1–4.

Movement Rates Running: 300–400

PS: 12–17	MD: 14–20	AG: 18–24	MA: None
EN: 10–13	FT: 5–18	WP: 8–10	PC: 16–21
PB: 8–11	TMR: 6–8	NA: Fur absorbs 2 DP	

Comment Wild cats will usually not stray far from their lair. They may be captured and sold as exotic pets in some areas, but will usually not fetch more than 100–150 Silver Pennies. There is a 70% chance that there will be [D – 1] young in their lair.

3.3 Great Land Mammals

3.3.1 Bear

Natural Habitat Woods, Rough, Caverns Uncommon

Number 1–4

Description Bears exist in any climate and have even been known to live in desert habitats. Arctic and mountain bears will be white. Other bears may vary in color from brown to black, and some will have creamy or rust tinged fur. They will generally weigh between 500 and 1500 pounds. They tend to walk on all four feet, but may stand on their hind legs to fight.

Talents, Skills and Magic Bears possess no special skills or talents. They are not magic or tool users. However, Shape Changers may use tools (and weapons) in their bear form.

Weapons Bears may make two claw attacks in Melee with a Base Chance of 35% of doing [D + 2] Damage and may achieve Ranks 1–4 with claws. They may bite in Close Combat with a Base Chance of 20% of doing [D + 4] Damage. Bears may bite and claw during the same Pulse while in Close Combat or they can attempt to “hug” their victim with a Base Chance of 60% of doing [D + 8] Damage.

Movement Rates Running: 300

PS: 35–40	MD: 10–15	AG: 10–15	MA: None
EN: 30–35	FT: 35–40	WP: 8–10	PC: 18–22
PB: 6–10	TMR: 6	NA: Fur absorbs 4 DP	

Comment Bears are omnivorous. They are also curious. They will, consequently, investigate and possibly attack a party of less than 6 humanoids. Larger parties will less likely be bothered. In spring, they will have 1–2 cubs in their lair. Each cub will fetch 400–800 Silver Pennies in an untrained state.

3.3.2 Boar (wild pig)

Natural Habitat Woods, Marsh, Rough Uncommon

Number 1–3 (1)

Description Boars grow to 550 pounds, are covered in long, dark bristles and have long tusks. They tend to be both stupid and vicious.

Talents, Skills and Magic Boars have no special skills or talents and use neither tools nor magic.

Weapons Boars always attempt to charge their victims and either impale them on their tusks or knock them to the ground and trample them. Tusks do [D – 1] Damage with a Base Chance of 50% and Rank of 1–2. Feet do [D – 3] Damage with a Base Chance of 20%. A boar may only attack in Close Combat. He may not trample and tusk in the same Pulse.

Movement Rates Running: 350

PS: 22–27	MD: 14–18	AG: 20–25	MA: None
EN: 20–25	FT: 25–30	WP: 4–10	PC: 12–16
PB: 6–10	TMR: 7	NA: Bristles absorb 4 DP	

Comment Boars tend to be nocturnal and will seldom be encountered in daylight. They are omnivorous and will devour anything they find laying about or will kill humanoids for food.

3.3.3 Camel

Natural Habitat Waste, Plains Common

Number 1–6 (3)

Description A camel is a tawny, thin-legged creature often used as a riding beast. Camels will have either one large hump on their back or two. If the latter is in the case, the camel is called a dromedary.

Talents, Skills and Magic Camels’ metabolisms allow them to retain large quantities of fat and water, so they are able to survive for long periods without eating or drinking. On average, a camel can live for a week to ten days without water without suffering substantial ill effects. While valued for this trait, they are difficult to train and so will bring little money in an untrained state. Trained camels will bring 700–900 Silver Pennies.

Weapons Bite has a Base Chance of 30% of doing [D – 1] Damage in Melee or Close Combat. Camels may kick instead of biting in Melee with a Base Chance of 25% of doing [D + 4] damage. Camels may only kick into their rear hexes.

Movement Rates Running: 600

PS: 25–30	MD: 12–15	AG: 11–14	MA: None
EN: 27–30	FT: 20–25	WP: 10–12	PC: 14–18
PB: 7–9	TMR: 12	NA: Hide absorbs 3 DP	

3.3.4 Elephant

Natural Habitat Plains Common

Number 1–50 (20)

Description Elephants are 10 to 14 feet high at the shoulder and weigh between 4 and 8 tons (with “Indian” Elephants being much smaller on the average than “African” Elephants). They tend to be gray in color, but may appear brown, yellow or red, depending upon what type of mud they have been wallowing in. Elephants are four-hex monsters.

Talents, Skills and Magic Elephants have no talents or skills and are not magic or tool users. They are dextrous with their trunks and can often use them to lift large burdens, shake trees, crush or throw objects (like people) without much accuracy. They have a highly developed sense of smell and poor eyesight.

Weapons The elephant’s main weapons are his tusks, which can be used in Melee or Close Combat with a Base Chance of 15% of doing [D + 2] Damage. If the elephant is charging while making a tusk attack, the Base Chance is 60% and Damage is [D + 8]. The elephant can also attack with his trunk during the same Pulse in which it Melee Attacks with tusks and has a Base Chance of 80% of doing [D – 2] Damage. If an elephant runs over an entity in Close Combat, he has a Base Chance of 50% of doing [D + 6] Damage (resolve one attack per foot, total of 4).

Movement Rates Running: 450

PS: 60–75	MD: 15–18	AG: 10–12	MA: None
EN: 40–50	FT: 45–55	WP: 10–14	PC: 10–12
PB: 6–8	TMR: 9	NA: Hide absorbs 5 DP	

Comment Elephants will usually shy away from humanoids unless provoked (70% chance that provocation short of attack will be ignored). If one elephant is attacked, all nearby elephants will come to his assistance, especially if the elephant is a cow or calf. Elephant tusks are valuable ([D + 3] Silver Pennies per pound of ivory with each tusk weighing 100 pounds). Calves will sell for 1000 Silver Pennies and adult bulls will sell for three times that if unharmed. Adult females may fetch 1500 Silver Pennies if still in their breeding years.

3.3.5 Ox

Natural Habitat Plains, Fields (but only near man) Common

Number 1–20 (2)

Description Oxen are literally castrated cattle. This heading subsumes all such forms of domesticated beasts (water buffalo, carabao, etc.) used for pulling wagons, carts, plows, etc., or for carrying burdens. Oxen generally have horns, but will seldom use them unless directly attacked.

Talents, Skills and Magic Oxen have no special talent or skill and are neither tool nor magic users. They will almost always be trained to pull a plow or wagon.

Weapons Oxen may attack in Melee with their horns for [D + 3] Damage (Base Chance of 20%). They may trample in Close Combat with a 40% Base Chance of doing [D + 5] Damage (4 attacks per pulse possible).

Movement Rates Running: 250

PS: 50–60	MD: 7–9	AG: 8–10	MA: None
EN: 25–30	FT: 32–40	WP: 7–9	PC: 12–15
PB: 6–8	TMR: 5	NA: Hide absorbs 3 DP	

3.3.6 Stag

Natural Habitat Woods (especially deep woods or forest) Uncommon

Number 1–5 (1)

Description Stags are great male deer, boasting large racks of antlers. They will sometimes be accompanied by female deer and fawns (1–2 per couple). They generally have a tawny coat, but rare specimens are black.

Talents, Skills and Magic Stags have no special talents or skills and use neither tools nor magic.

Weapons Stags can attempt to horn with a Base Chance of 30% of doing [D + 5] Damage in Close or Melee Combat (possible Rank of 1–4). They can kick at a character occupying the hex opposite that they are facing in Melee Combat with a Base Chance of 50% of doing [D + 3] damage.

Movement Rates Running: 750

PS: 20–26	MD: 19–24	AG: 22–26	MA: None
EN: 15–20	FT: 20–25	WP: 10–11	PC: 20–25
PB: 12–13	TMR: 13	NA: Hide absorbs 3 DP	

Comment Stags will be wary of humanoids, but will not flee them. Their racks are extremely valuable (worth D10 + 1 per point hundreds of Silver Pennies). In addition, their hide will fetch 300 Silver Pennies (5 times that if the stag is black).

3.3.7 Woolly mammoth (mastodon)

Natural Habitat Plains (and sometimes Woods) Uncommon

Number 1–10 (4)

Description Mammoths are huge, hairy, evil-tempered elephantine animals growing to twice the size of elephants. Mastodons are generally longer and lower to the

ground, but otherwise similar to the mammoth. Both mammoths and mastodons are four-hex monsters.

Talents, Skills and Magic Mammoths possess no talents, skills or magic. They are not tool users.

Weapons Mammoths attack in exactly the same manner as elephants, but do 1 additional point of damage per attack.

Movement Rates Running: 500

PS: 65–80	MD: 15–18	AG: 10–12	MA: None
EN: 50–60	FT: 55–65	WP: 10–14	PC: 10–12
PB: 5–7	TMR: 10	NA: Hide absorbs 6 DP	

Comment Mammoths tend to be more irritable than elephants and will be quicker to attack, but are otherwise similar. Their tusks are valued the same as elephant tusks, but weigh only 50–80 pounds each.

3.4 Small Land Mammals

3.4.1 Dingo

Natural Habitat Plains, Waste, Woods Common

Number 1–12 (6)

Description Dingoes are wild dogs, usually between 2 and 3 feet in length and sometimes marked in the same manner as jackals. The characteristics of dingoes are the same for all types of dogs, though, unlike dingoes, other types may be trained and sold without restriction (since they do not have the savage nature of wild dogs).

Talents, Skills and Magic Dingoes have no special talents or skills and do not use magic or tools.

Weapons Dingoes may bite in Close Combat with a Base Chance of 65% of doing [D – 4] Damage. They may not otherwise attack.

Movement Rates Running: 350

PS: 6–10	MD: 15–20	AG: 16–20	MA: None
EN: 5–10	FT: 10–15	WP: 6–10	PC: 18–22
PB: 10–14	TMR: 7	NA: Fur absorbs 2 DP	

Comment Dingoes hunt in packs. They will usually refrain from attacking humanoids unless they catch an individual alone and are hungry. They can be rapped and the pups are trainable, but they cannot be sold to an individual who was not present at their training.

3.4.2 Hyena

Natural Habitat Plains Common Common

Number 1–10 (6)

Description Hyenas are light brown, snub-snouted animals about 4 feet in length. Their hides are speckled with large dark brown rings. They have short tails and rounded ears. The forelegs of a hyena are longer than the rear legs, so when the animal stands, it seems to slope downward from its shoulders to its tail. At night, hyenas can be recognized by their barking howl.

Talents, Skills and Magic Hyena have no special talents or skills. They do not use tools or magic.

Weapons Hyenas can only attack in Close Combat and then they bite with a Base Chance of 60% of doing [D – 1] damage.

Movement Rates Running: 300

PS: 6–8	MD: 19–21	AG: 22–24	MA: None
EN: 7–9	FT: 11–13	WP: 8–10	PC: 19–23
PB: 6–8	TMR: 7	NA: Hide absorbs 3 DP	

Comment Hyenas are mainly scavengers, preying on the remains of carcasses left by the great cats and other hunters.

3.4.3 Jackal

Natural Habitat Plains Common

Number 1–8 (2)

Description A jackal looks like a cross between a fox and a wolf, has a speckled grey and brown coat, and is about 3 feet long.

Talents, Skills and Magic A jackal has no special talents or skills and does not use tools or magic.

Weapons Jackals can only attack in Close Combat. Their bite has a Base Chance of 60% of doing [D – 2] damage.

Movement Rates Running: 300

PS: 5–7	MD: 18–20	AG: 22–24	MA: None
EN: 6–8	FT: 9–12	WP: 7–9	PC: 20–23
PB: 7–9	TMR: 6	NA: Fur absorbs 2 DP	

Comment Jackals, like hyenas, are scavengers, and are none too courageous. They are curious, and will occasionally raid a human camp searching for food, but they will run at the first sign of danger.

3.4.4 Mongoose

Natural Habitat Woods, Rough, Marsh Common

Number 1–20 (6)

Description Mongooses have light gray fur and grow to a length of about two feet. They are very common rodents in some parts of the world, and are valued as snake-killers.

Talents, Skills and Magic Mongooses have no special skills or talents. They are not tool or magic users.

Weapons Mongooses get one bite in Cloie Combat at a Base Chance of 80% of doing [D – 6] Damage.

Movement Rates Running: 400

PS: 2–3	MD: 26–32	AG: 26–32	MA: None
EN: 4–6	FT: 6–8	WP: 18–20	PC: 20–24
PB: 10–12	TMR: 8	NA: None	

Comment Mongooses are especially valued as house pets and a mongoose which is trained to remain in the vicinity of a dwelling (and protect against snakes, especially cobras) will fetch 300–400 Silver Pennies. They are relatively easy to train for this task.

3.4.5 Rat

Natural Habitat Caverns, Ruins, Crypts Common

Number 1–100 (12)

Description Usually about eight inches long, these animals can be any combination of shades of black, white, or brown. Some larger strains of rats can grow to 18 inches (with corresponding increase in the damage they can do and their Base Chance of biting during Close Combat - see below).

Talents, Skills and Magic Rats have no special talents, skills, or magical abilities.

Weapons Rats have a Base Chance of 75% of doing [D – 7] damage in Close Combat. They cannot attack in Melee Combat.

Movement Rates Running: 100

PS: 4–6	MD: 15–20	AG: 15–20	MA: None
EN: 1–2	FT: 2–3	WP: 8–16	PC: 17–20
PB: 4–8	TMR: 2	NA: None	

Comment Rats are not tool-users, but they can dig holes and gnaw through substances as hard as sandstone and lead, given enough time. When in combat they tend to head for the eyes and other unprotected areas, so the armor protection Rating of characters defending against rats should be reduced by three or four points. A character has a 10% chance of contracting a disease if he is in contact with rats for any period of time. If a character is bitten by a rat, increase chance of infection by 20.

3.4.6 Weasel

Natural Habitat Woods Uncommon

Number 1–2 (1)

Description Weasels have a brown coat during the summer, which turns white as winter approaches. They are slim, and utterly vicious. The pelts of weasels taken during winter are worth 40–70 Silver Pennies each.

Talents, Skills and Magic Weasels are the only animals which can stand the gaze and breath of the basilisk, and thus they are often trained to kill them. They are, however, difficult to train and a trained Basilisk killer is worth 4,000–6,000 Silver Pennies. Other than this special ability, weasels have no talents or skills. They use neither tools nor magic.

Weapons Weasels may only attack in Close Combat by biting. Bite has a Base Chance of 75% of doing [D + 4] damage.

Movement Rates Running: 250

PS: 1–2	MD: 19–23	AG: 25–29	MA: None
EN: 1–2	FT: 3–4	WP: 18–23	PC: 17–23
PB: 10–13	TMR: 5	NA: Fur absorbs 1 DP	

Comment Weasels are very curious, and they are thus fairly easy to trap. If a pair of weasels is found in spring, there is a 80% chance they will be accompanied by 4–8 young. Weasels are bloodthirsty, and will gladly take on much larger creatures.

3.4.7 Wolf

Natural Habitat Woods Uncommon

Number 2–24 (6)

Description The color of wolves' fur varies greatly with environment, but they will usually be colored so as to blend in with their surroundings. The thickness of the fur depends on the season.

Talents, Skills and Magic Wolves have no skills, talents or magical abilities and are not tool users. Wolves have incredible stamina, however, and can run for literally days at a time.

Weapons Wolves Melee Attack with their bite. (Base Chance of 60%, [D + 1] Damage). In Close Combat, damage from biting goes up to [D + 3].

Movement Rates All-out Run: 400; Steady Run: 250

PS: 10–12	MD: 18–20	AG: 18–20	MA: None
EN: 15–20	FT: 30–35	WP: 18–22	PC: 20–24
PB: 6–9	TMR: 8	NA: Fur absorbs 3 DP	

Comment Wolves travel in packs, although lone wolves can occasionally be found. During the spring, a wolf's lair will be occupied by from 3–12 cubs per female in the pack.

4 Demons

Demons are possessed of certain qualities not listed in their descriptions. All demons exercise their skills at Rank 15 and magic powers at Rank 20. Demons are not subject to specific Grievous Injuries. Instead, they suffer Endurance damage. They can only be harmed by magic or by silvered weapons. Being creatures of mana, they are not prevented from performing magic by the presence of cold iron. A demon automatically recovers from all injury by spending one full day in its own dimension. Demons may choose to bring along one or more hellhounds when summoned.

4.1 Succubi and Incubi

It is important to understand why Incubi and Succubi appear on this plane at all in order to successfully GM them in a campaign. They are not intended to be the “companions” of any Adept. Their sole purpose is to increase the number of followers of the Powers of Darkness on this plane. They are representatives of this Power, and as such, they cannot by themselves create anything. Thus, they must use mankind (members of both sexes) to aid in their mission. By their sexual activity, they seek to create children who are, in reality and spirit, children of Darkness.

Because of their purpose, an Incubi will never kill the human he has just mated with. He will endeavour to keep the nature of his true being from this woman so the child which he is trying to create will be born and not aborted. It is to be assumed that any mating between Incubi and a human female will automatically result in a pregnancy unless aborted. For more detailed information on this subject, a good reference is *The Encyclopedia of Witchcraft and Demonology* by Russell Hope Robbins (New York Crown Publishers, 1959).

4.2 Dukes

4.2.1 AGARES (The Duke of Changes)

Base Chance 50%

Lesser Spirits 31%

Description Agares appears as an aged and enfeebled man riding on a giant land turtle. A crow perches on his right wrist. He speaks with a voice that is brittle with age.

Talents, Skills and Magic Agares is an adept of the College of Illusions. He possesses the following skills: Alchemist, Astrologer, Beast Master, Healer, Merchant, Navigator, Spy. He inspires terror in the enemies (and sometimes the friends) of the summoner (roll on Fright Table). He is a linguist and a masterful teacher of languages. He may also cause earthquakes at will. He has the power to find those who hide themselves.

Weapons Agares has no natural weapons. He is treated as a human for purposes of unarmed combat. He may use weapons and wear armour.

Movement Rates Running: 50 yards per minute.

PS: 9	MD: 12	AG: 11	MA: 33
EN: 14	FT: 26	WP: 35	PC: 36
PB: 10	TMR: 1	NA: 3 DP	

Comment Agares has a 25% chance of locating any individual of the summoner's choice (regardless of how far away the individual may be). He cannot, however, locate individuals on other planes of existence. The individual need not be hiding (he may simply be lost, for example) in order for Agares to exercise this power.

4.2.2 AIM (The Fire Duke)

Base Chance 63%

Lesser Spirits 26%

Description Aim appears as a man with three heads. One head is human, the other is that of a serpent, and the third is that of a calf. He bears two stars on the forehead of his human head. In one hand he carries a ball of fire that is eternally blazing. He rides a large lizard with scales of midnight blue. Wherever he goes, Aim is surrounded by billowing clouds of red-tinged smoke.

Talents, Skills and Magic Aim is a master of the College of Fire. He possesses the following Skills: Alchemist, Military Scientist. He can set fire to any combustible object by touching it with the hand wherein resides his fireball. The fireball may not be thrown.

Weapons Aim may bite in Close Combat with his non-human heads. He has a BC of 45% with his serpent head and a BC of 30% with his calf head. The serpent does + 2 damage (plus D-3 per Pulse additional damage for poison) and the calf head does + 3 damage. The serpent's head is Rank 4 and the calf's head is Rank 2. Aim may not wear armour.

Movement Rates Running: 250 yards per minute.

PS: 22	MD: 24	AG: 23	MA: 30
EN: 25	FT: 35	WP: 34	PC: 26
PB: 3	TMR: 5	NA: 3 DP	

Comment Aim delights in all things having to do with fire and will gladly start a blazing inferno for the joy of watching the fire burn, even when bound. He must be watched carefully for this reason.

4.2.3 ALLOCES (The Warrior Duke)

Base Chance 74%

Lesser Spirits 36%

Description Alloces appears as a man with a lion's face and eves made of hot coals. He wears burnished armour and rides a great war horse. Alloces' flesh is like red gold. His voice is harsh and booming. Those who look directly into his eyes see their own death and are blinded for D + 5 days afterward.

Talents, Skills and Magic Alloces is a practitioner of the arts of the college of Celestial Magics. He possesses the following Skills: Assassin, Navigator, Spy, Thief, Military Scientist.

Weapons Alloces bite has a BC of 45% of doing + 3 damage in Close Combat. It is Rank percent Alloces is also armed as a knight with broadsword and buckler and ax, mace and knife.

Movement Rates Running: 350 yards per minute.

PS: 30	MD: 28	AG: 32	MA: 29
EN: 26	FT: 38	WP: 32	PC: 29
PB: 10	TMR: 7	NA: 3 DP	

Comment Alloces will gladly serve a master who promises bloodshed, but will turn on the summoner if there is no fighting for a prolonged period and will attempt to drag the summoner into his mouth and devour him. Alloces may not be bound.

4.2.4 AMDUSIAS (The Unicorn Duke)

Base Chance 80%

Lesser Spirits 29%

Description Amdusias appears as a silver unicorn. He will shed this insubstantial form and take on the shape of a tall, thin man with a white beard after a few moments. His transformation is accompanied by the sound of trumpets.

Talents, Skills and Magic Amdusias is a practitioner of the arts of the College of Celestial Magics. He possesses the following Skills: Beast Master, Healer, Ranger, Spy. He has the power to command entities to do his bidding in the same manner as a member of the College of Naming Incantations. He knows all Generic and Individual True Names, but will tell these only if his summoner is in dire need.

Weapons Amdusias has no natural weapons and is treated as a man for purposes of unarmed combat. He will refuse to wear armor, but may employ all weapons.

Movement Rates Running: 250 yards per minute.

PS: 23	MD: 26	AG: 24	MA: 29
EN: 22	FT: 35	WP: 32	PC: 31
PB: 16	TMR: 5	NA: 3 DP	

4.2.5 ASTAROTH (The Terrible Duke)

Base Chance 66%

Lesser Spirits 40%

Description Astaroth appears in the form of a dark angel all black and with a bloody mouth. He carries a viper coiled about his right hand and he rides an infernal dragon. He speaks gaily of horrible things and laughs readily at pain and disease. He is exceedingly cruel.

Talents, Skills and Magic Astaroth is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Military Scientist, Navigator. He knows the Generic and Individual True Names of all things, but will only tell these if it pleases him and he thinks that suffering may be increased thereby. He knows men's secrets and will tell them.

Weapons Astaroth's breath is poisonous to the same degree as chlorine and extends outward from his mouth 24 inches in a cone 12 inches wide at the base. He has no other natural weapons, but will usually carry a heavy mace which he uses in shattering the bones of his victims so that they will be crippled and take a long time dying.

Movement Rates Running: 350 yards per minute.

PS: 27	MD: 26	AG: 28	MA: 32
EN: 26	FT: 35	WP: 35	PC: 26
PB: 8	TMR: 9	NA: 3 DP	

Comment Astaroth will readily serve the summoner, but only so long as he is pleased to do so. He will usually serve so long as the summoner is involved in much death and cruelty and will depart when these cease. Astaroth may not be bound. If the summoner attempts to bind him, Astaroth will turn on him and rend him and may claim his soul.

4.2.6 BARBATOS (Duke of Virtues)

Base Chance 53%

Lesser Spirits 30%

Description Barbatos appears as a hunter in the company of an insubstantial host of soldiers led by four kings. He wears a green hood fringed in scarlet and a gray cloak.

Talents, Skills and Magic Barbatos is a member of the College of Naming Incantations. He possesses the following Skills: Assassin, Beast Master, Healer, Ranger and Spy. He is a linguist and understands the speech of birds and beasts as well as men. He can break an enchantment used to seal a place or treasure with his touch. He knows the Generic and Individual True Names of all things on earth.

Weapons Barbatos has no natural weapons. He is treated as a human for purposes of unarmed combat. He refuses to wear armour, but can employ any weapons.

Movement Rates Running: 350 yards per minute.

PS: 23	MD: 27	AG: 29	MA: 32
EN: 25	FT: 35	WP: 34	PC: 34
PB: 16	TMR: 8	NA: 3 DP	

Comment Barbatos may not be compelled to tell the True Name of anything, but he may choose to do so if the need of the summoner is urgent.

4.2.7 BATHIN (The Pale Duke)

Base Chance 62%

Lesser Spirits 30%

Description Bathin appears as a pale and cadaverous man riding a pale horse. His voice is soft and sad and can compel others to love him.

Talents, Skills and Magic Bathin is a practitioner of the arts of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Healer, Troubadour. He can transport men from place to place through the air and knows all of the virtues of herbs and stones. He is a patient teacher. The EP cost to learn a skill is halved if the skill is learned with Bathin's aid.

Weapons Bathin has no natural weapons. He is treated as a human for purposes of unarmed combat. He may wear armor and employ all types of weapons.

Movement Rates Running: 350 yards per minute.

PS: 23	MD: 25	AG: 26	MA: 29
EN: 22	FT: 30	WP: 34	PC: 26
PB: 13	TMR: 7	NA: 2 DP	

4.2.8 BERITH (The Savage Duke)

Base Chance 65%

Lesser Spirits 26%

Description Berith appears as a soldier dressed in red and riding a red horse. His face is seamed with what appear to be old scars and he has a black, bushy beard. His voice is subtle except when he is enraged. On his head is a crown of gold which appears to flame when the demon is aroused.

Talents, Skills and Magic Berith is a practitioner of the arts of the College of the Mind. He possesses the following Skills: Alchemist, Assassin, Merchant, Military Scientist, Spy, Thief. He can turn all metals to gold by touch. He also has knowledge of the past, present and future, but will only trade this knowledge for a life of man or woman.

Weapons Berith has no natural weapons. He is treated as a human for purposes of unarmed combat. Berith often carries a rapier and a main-gauche, both of which he keeps envenomed with a nerve poison. He will refuse to wear armor since this would cover his beautiful clothes, of which he is inordinately proud.

Movement Rates Running: 350 yards per minute.

PS: 28	MD: 25	AG: 26	MA: 29
EN: 245	FT: 32	WP: 31	PC: 24
PB: 11	TMR: 7	NA: 3 DP	

Comment Berith delights in torture and will usually agree to serve only upon being guaranteed that he can torture any prisoners the party may take. These he will transport to another plane once they are captured and bound over to him. There, he will torture them at his leisure. If anyone attempts to deny him this boon (including the summoner), he will attack them. He may not be bound.

4.2.9 BUNE (The Dragon Duke)

Base Chance 64%

Lesser Spirits 30%

Description Bune appears as a giant green dragon with three heads: one that is seemingly human, one that is like a dingo and one that is like a gryphon. He speaks with a high-pitched, but comely voice. His scales are jade and his talons are silver.

Talents, Skills and Magic Bune is a practitioner of the College of Necromantic Conjurings. He possesses the following Skills: Alchemist, Beast Master, Merchant, Military Scientist. He is also a linguist and knows the Generic True Name of all things. He will often bring his summoner presents in the form of gems or silver in exchange for an early dismissal from this plane.

Weapons Bune may roll over one hex characters as described in the multi-hex character rules. In addition, he may use his gryphon head to peck and his dingo head to bite while in Close or Mclee Combat. Both have a BC of 35% and do + 2 damage. They are Rank 3. Bune may use his talons in either Close Combat or Melee Combat with a BC of 50% and damage of + 6. His talons are Rank 10.

Movement Rates (yards per minute): Run: 500; Fly: 800.

PS: 180	MD: 9	AG: 12	MA: 30
EN: 90	FT: 100	WP: 32	PC: 28
PB: 2	TMR: 10/16	NA: 11 DP	

Comment Bunc requires an offering of human life before he will serve. Each head must have a life (3 total) and only lives which are pleasing to the demon will be accepted. If dissatisfied with an offering, Bune can break any binding and will attack and devour the summoner. He prefers newborn babies, but will accept maidens when in a jovial mood.

4.2.10 CROCELL (Duke of the Bath)

Base Chance 71%

Lesser Spirits 48%

Description Crocell appears in the form of a dark angel with flowing silver hair and yellow cat's eyes. His voice is great and all-prevailing and he ever speaks of things mystical and hidden.

Talents, Skills and Magic Crocell is a member of the College of Water Magics. He possesses the following Skills: Alchemist, Assassin, Astrologer, Healer, Merchant, Navigator, Spy, Troubadour. He has the power to warm or cool waters. He can discover water even in the desert and can create the illusion of waters to fool the unwary.

Weapons Crocell has no natural weapons. He is treated as a human for purposes of unarmed combat. He may, however, carry a sword whose blade is of infernal ice that can never melt and which inflicts burning wounds that later turn white and waxy and eventually turn black and rot unless cured by magic. He may also use any other weapons. He will not wear armor.

Movement Rates (yards per minute): Run: 250; Fly: 500.

PS: 30	MD: 28	AG: 26	MA: 30
EN: 32	FT: 40	WP: 33	PC: 25
PB: 11	TMR: 5/10	NA: 4 DP	

4.2.11 DANTALION (The Duke of Faces)

Base Chance 82%

Lesser Spirits 36%

Description Dantalion appears in whatever human form he desires to put on and will wear the face of any man or woman in an ever changing pattern or he may be compelled by the summoner to wear only one face. In his right hand he carries a heavy book in which are written all the thoughts of all men or women who have ever been and only Dantalion can read the book.

Talents, Skills and Magic Dantalion is a mighty mage of the College of the Mind. He possesses the following Skills: Assassin, Beast Master, Courtesan, Healer, Spy. He knows the Generic and Individual True Names of all things, the thoughts of all beings and all that has been or will be. He cannot speak of these things, however, and any attempt at compelling him will lead to his return to his own plane.

Weapons Dantalion has no natural weapons and is treated as a human for purposes of unarmed combat. He may bear any weapons or wear armour, but prefers not to do so since this makes it harder for him to alter his shape at will.

Movement Rates Running: 400 yards per minute.

PS: 20	MD: 22	AG: 21	MA: 30
EN: 20	FT: 30	WP: 35	PC: 26
PB: 23	TMR: 8	NA: 2 DP	

Comment Dantalion has great power, but there are limits placed on its use. He can employ his powers, but never pass them on. He can reveal the things he discovers as a result of his powers, but the knowledge which enables him to exercise those powers is forever hidden. He may never teach magic or Skills. He can never prophesy for others.

4.2.12 ELIGOS (The Knightly Duke)

Base Chance 55%

Lesser Spirits 60%

Description Eligos appears in the form of a goodly knight in black armor and riding a dark warhorse. In his right hand he carries a banner on a lance. It bears a legend which cannot be read except from another dimension. In his left hand he holds a curling serpent with ruby scales whose venom is acid.

Talents, Skills and Magic Eligos is a practitioner of the arts of the College of Necromantic Conjurations. He possesses the following Skills: Assassin, Beast Master, Mechanician, Military Scientist, Ranger and Spy. He has the ability to predict with 25% accuracy when and how wars will come and battles will be lost and won. he can discover all things hidden within 25 feet of him.

Weapons Eligos has no natural weapons. He is armed with a lance, sword, mace, battle axe and poinard. The poinard is envenomed.

Movement Rates Running: 350 yards per minute.

PS: 28	MD: 24	AG: 25	MA: 20
EN: 26	FT: 35	WP: 31	PC: 28
PB: 13	TMR: 7	NA: 3 DP	

Comment Eligos is a great leader of men and inspires his allies whenever he enters battle. No one allied with Eligos will ever flee from combat so long as he is present.

4.2.13 FURCALOR (Duke of the Waters)

Base Chance 6%

Lesser Spirits 30%

Description Furcalor appears as a humanoid with gryphon's wings and green, scaly skin. His hair is like seaweed and he smells of death and the sea. His voice is a whisper and is compelling when he suggests action to men.

Talents, Skills and Magic Furcalor is a practitioner of the College of Water Magics. He possesses the following Skills: Astrologer, Beast Master, Merchant, Navigator. He has the power to command the beasts of the sea and to gather great storms at sea, but he has no power away from water. He breathes both water and air.

Weapons Furcalor has no natural weapons. He is treated as a human for the purposes of unarmed combat. He may wear specially tailored armor (to fit around his wings) and may employ any weapon.

Movement Rates Fly 600; Swim 200

PS: 27	MD: 25	AG: 24	MA: 33
EN: 27	FT: 35	WP: 35	PC: 28
PB: 11	TMR: 12/4	NA: 4 DP	

Comment Furcalor is obsessed with slaying men by drowning them and he will

pursue his calling ruthlessly at every opportunity unless bound by his summoner. He may only be summoned when the summoner is at sea or near the ocean.

4.2.14 FURCAS (The Reaping Duke)

Base Chance 72%

Lesser Spirits 20%

Description Furcas appears in the guise of a cruel old man with a long, plaited beard, dressed in pale armour and riding a pale horse. In his hand he carries a scythe with which he cuts down those he wishes to torment, for those who fall to his scythe become his slaves and serve him in his own dimension. He speaks harshly and is ever preceeded by a sound like the rattling of old bones.

Talents, Skills and Magic Furcas is a master of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist Assassin, Astrologer, Merchant, Military Scientist, Navigator, Spy.

Weapons Furcas has no natural weapons, but can call his scythe to him from other dimensions at will. The Scythe has a BC of 40%. It does + 8 damage and is Rank 10. It is a two-handed weapon. Only Furcas can wield the Scythe. He may use other weapons as well.

Movement Rates Running: 300 yards per minute.

PS: 23	MD: 25	AG: 24	MA: 29
EN: 24	FT: 36	WP: 35	PC: 24
PB: 12	TMR: 6	NA: 2 DP	

4.2.15 GREMORY (The Duke of Songs)

Base Chance 76%

Lesser Spirits 26%

Description Gremory appears as a beautiful woman with flowing auburn hair riding on a camel. He wears a fillet of white gold and robes of black velvet trimmed in threads of white gold. His voice is rich and melodic.

Talents, Skills and Magic Gremory is a master of the College of Illusions. He possesses the following Skills: Assassin, Assayer, Courtesan, Healer, Spy, Thief, Troubadour. He can procure the love of women and can discover the location of treasures that are hidden within 50 feet of him. He knows the events of the past, present and future to a small degree and will prophesy for gain (15% accuracy).

Weapons Gremory has no natural weapons. He is treated as a human for purposes of unarmed combat. He always carries envenomed knives on his person and rings full of poison on his fingers. His poisons are extremely swift-acting (10 hits per pulse on the average). He will not wear armour, but may agree to carry gilded weapons.

Movement Rates Running: 300 yards per minute.

PS: 20	MD: 28	AG: 29	MA: 30
EN: 19	FT: 30	WP: 36	PC: 31
PB: 28	TMR: 6	NA: 2 DP	

Comment Gremory is a lover of beautiful women and will prophesy, speak of the past, seek treasure or any other thing desired by the summoner in exchange for the love of a comely young woman. Gremory usually tires of such liasons after a few months, however, and then may release his lover and return her to her own plane or may devour her.

4.2.16 GUSION (The Wise Duke)

Base Chance 54%

Lesser Spirits 40%

Description Gusion appears in the guise of a mature and strong man in a saffron robe. He speaks softly and his advice always seems good in consequence.

Talents, Skills and Magic Gusion is a master of the College of the Mind. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Military Scientist. He has the power to reconcile all but sworn enemies. He has knowledge of past events and can say what is happening at any moment in places that are far away. He can also see dimly into the future.

Weapons Gusion has no natural weapons. He is treated as a human for purposes of unarmed combat. He will not wear armour, but will employ any weapons provided by the summoner.

Movement Rates Running: 300 yards per minute.

PS: 23	MD: 25	AG: 24	MA: 29
EN: 21	FT: 30	WP: 32	PC: 21
PB: 18	TMR: 6	NA: 2 DP	

Comment Gusion's knowledge is never perfect. He only catches glimpses of events past, present and future and one can easily be misled by him, but he will always tell the truth as he knows it.

4.2.17 HAVRES (The Leopard Duke)

Base Chance 78%

Lesser Spirits 36%

Description Havres first appears as a leopard with blazing eyes, but this is an insubstantial form. At the command of the summoner, he will adopt the form of a dark man dressed in the skin of a leopard and with a terrible face and eyes which blaze with tongues of fire.

Talents, Skills and Magic Havres is a master of the College of Fire Magics. He possesses the following Skills: Assassin, Beast Master, Ranger. Havres has the power to create illusory fires which will destroy those who believe them to be real, but will do no harm to those who successfully disbelieve them. He knows something of the past, present and future and can see into places where there is/was/will be fire.

Weapons Havres has no natural weapons and is treated as a human for purposes of unarmed combat. He may carry weapons at the summoner's request. He will not wear armour.

Movement Rates Running: 400 yards per minute.

PS: 30	MD: 25	AG: 32	MA: 30
EN: 28	FT: 36	WP: 33	PC: 34
PB: 8	TMR: 8	NA: 3 DP	

Comment Havres normally has only a 10% chance of accurately telling of past or future events or events which are happening far away, but if these events are happening close to fire, his chances improve greatly. The larger the fire and the closer it is to the event, the better Havres chances of seeing the event.

4.2.18 MURMUR (Duke of Thrones)

Base Chance 75%

Lesser Spirits 30%

Description Murmur appears as a warrior in green armor, riding on a gryphon and wearing a ducal crown. He is preceded by shades blowing trumpets.

Talents, Skills and Magic Murmur is a practitioner of the arts of the College of Necromantic Conjurings. He possesses the following Skills: Alchemist, Assassin, Astrologer, Beast Master, Healer, Mechanician, Merchant, Military Scientist, Navigator. He also possesses the power to make the dead appear before the summoner and speak to him of their lives and deaths and to answer the questions he may put to them.

Weapons Murmur has no natural weapons. He is treated as a human for purposes of unarmed combat. He usually carries a heavy war hammer, a shield and a brace of knives.

Movement Rates Running: 350 yards per minute.

PS: 27	MD: 23	AG: 25	MA: 29
EN: 23	FT: 35	WP: 33	PC: 31
PB: 15	TMR: 7	NA: 3 DP	

4.2.19 SALLOS (The Mighty Duke)

Base Chance 57%

Lesser Spirits 30%

Description Sallos appears as a mighty knight in silver armor mounted on a crocodile and wearing a ducal crown on his head. He comes in peace, though, and will fight only with reluctance.

Talents, Skills and Magic Sallos is a practitioner of the arts of the College of Enforcements and Enchantments. He possesses the following Skills: Beast Master, Healer, Military Scientist, Ranger, Troubador. He has the talent to inspire love between men and women.

Weapons Sallos has no natural weapon. He is armed with a sword and a main gauche.

Movement Rates Running: 300 yards per minute.

PS: 24	MD: 25	AG: 25	MA: 29
EN: 26	FT: 34	WP: 32	PC: 31
PB: 21	TMR: 6	NA: 3 DP	

Comment Sallos would rather drink and wench than fight and kill and is, perhaps, something of a coward. Once in combat, though, he will not flee until all his enemies are dead.

4.2.20 UVALL (Duke of Sands and Wastes)

Base Chance 70%

Lesser Spirits 37%

Description Uvall appears first as a large black dromedary. At the command of the summoner, he will leave this insubstantial form and adopt the form of a man garbed in flowing robes and burned dark, like one of the wild dwellers in the wastelands. His voice is always hushed and he speaks with menace.

Talents, Skills and Magic Uvall is a practitioner of the arts of the College of Illusions. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant, Ranger, Spy, Thief. He has the power to procure for the summoner the love of women. He also can cause others to love the summoner and become devoted to him.

Weapons Uvall has no natural weapons. He is treated as a human for purposes of unarmed combat. He usually comes armed with a scimitar, spear and a brace of sharp throwing knives which break when they enter the victim's body and leave splinters that must be removed or they will burrow their way to the heart and kill the victim in D10 + 3 days.

Movement Rates Running: 350 yards per minute.

PS: 25	MD: 26	AG: 27	MA: 30
EN: 24	FT: 38	WP: 35	PC: 34
PB: 13	TMR: 7	NA: 3 DP	

Comment Uvall has a small knowledge of the past, present and future of things and can be persuaded to speak (with 20% accuracy) by a gift of a young boy to serve him on his own plane. He is cunning and evil and will attempt to betray the summoner even when bound, though he will not directly attack him.

4.2.21 VALEFOR (The Duke of Thieves)

Base Chance 52%

Lesser Spirits 10%

Description Valefor appears as a mountain lion with the head of an ass. He has a sharp, braying voice and an unpleasant manner.

Talents, Skills and Magic Valefor is a practitioner of the College of Enforcements and Enchantments. He possesses the following Skills: Assassin, Ranger, Spy and Thief. He sometimes represents himself as the god of thieves and the EP cost to learn the thief skill is halved if the skill is learned from Valefor.

Weapons Valefor may bite in Close Combat with a BC of 25% of doing D + 1 damage. His bite is Rank 3. He may also use his claws in Melee or Close Combat with a BC of 45%. He does + 2 damage with claws in Melee and + 4 in Close Combat. His claws are Rank 5. He may not wear armor or employ man-made weapons.

Movement Rates Running: 400 yards per minute.

PS: 30	MD: 4	AG: 32	MA: 33
EN: 29	FT: 36	WP: 35	PC: 35
PB: 4	TMR: 8	NA: 4 DP	

Comment Valefor will always counsel theft even where it involves stealing from companions and friends. He cannot be broken of that habit, no matter how he is bound. His advice will tend to be persuasive. Further, he will steal objects from castles or inns where his summoner might stay and secret them in the summoner's belongings.

4.2.22 VAPULA (The Lion Duke)

Base Chance 77%

Lesser Spirits 36%

Description Vapula appears as a tawny lion with the wings of a gryphon and a red mane. He has great green eyes which seem full of wisdom and his voice is a quiet rumbling.

Talents, Skills and Magic Vapula is a member of the College of Earth Magics. He possesses the following Skills: Beast Master, Healer, Ranger.

Weapons Vapula may bite in Close Combat with a BC of 40% of doing + 4 damage. His bite is Rank 5. Vapula may also use claws in Melee and Close Combat. He has a BC of 45% with claws in Melee and a BC of 55% with claws in Close Combat. His claws do + 6 damage and are Rank 8. He may not wear armour or employ weapons.

Movement Rates Running: 400 yards per minute.

PS: 35	MD: 4	AG: 30	MA: 32
EN: 28	FT: 36	WP: 34	PC: 31
PB: 18	TMR: 8	NA: 4 DP	

4.2.23 VEPHAR (The Sea Duke)

Base Chance 69%

Lesser Spirits 29%

Description Vephar appears as a mermaid with emerald scales trimmed in silver and seaweed tangled in his hair. He may also appear at times to be a beautiful woman, but this shape is insubstantial and is used only to lure sailors to their deaths. His fingers are webbed and he has small gills behind his ears.

Talents, Skills and Magic Vephar is a master of the College of Illusions. He possesses the following Skills: Beast Master, Courtesan, Navigator. He can raise great storms at sea by willing it. Vephar also has the ability to cause horrible wounds by looking upon a man. These will appear as gashes, but will putrefy and fill with worms and within three days the victim will die unless cured by magic.

Weapons Vephar has no natural weapons and is human for purposes of unarmed combat. He may not wear armour, but may employ weapons.

Movement Rates Swimming: 600 yards per minute.

PS: 12	MD: 19	AG: 18	MA: 30
EN: 18	FT: 30	WP: 34	PC: 26
PB: 28	TMR: 12	NA: 4 DP	

Comment Vephar cannot exit the sea. he becomes totally insubstantial and melts into his own plane if he attempts to do so. He can guide ships through any waters (even in the absence of sun and stars) and will always do so at the summoner's request.

4.2.24 ZEPAR (The Red Duke)

Base Chance 60%

Lesser Spirits 26%

Description Zepar appears as a slight warrior with a clubfoot dressed all in red armor. He is of a dark mein and speaks in a grating voice filled with contempt for all who inhabit this plane.

Talents, Skills and Magic Zepar is a practitioner of the arts of the College of Illusions. He possesses the following Skills: Alchemy, Assassin, Merchant, Military Scientist, Spy and Troubadour. He is able to cause women to fall in love with men and so allow themselves to be seduced. His touch, however, makes women barren.

Weapons Zepar has no natural weapons. He is treated as a human for purposes of unarmed combat. He may carry a variety of weapons, but all will be smeared with foul venom which inflicts horrible scarring injuries that may only be cured by magic. Zepar's envenomed weapons do 2 points of damage per hour to Fatigue or Endurance as a result of their poisonous coating.

Movement Rates Running: 350 yards per minute.

PS: 18	MD: 29	AG: 28	MA: 30
EN: 26	FT: 35	WP: 32	PC: 28
PB: 13	TMR: 7	NA: 3 DP	

Comment Zepar is an unfaithful servant who always resents his summoner's ability to bring and hold him in this plane. He will make common cause with his summoner's enemies if they promise to return him to his own dimension, even if he is bound. However, when bound, he cannot directly attack his summoner and must act with guile.

4.3 Princes

4.3.1 GAAP (The Servant Prince)

Base Chance 52%

Lesser Spirits 66%

Description Gasp appears as a man dressed in animal skins and accoutered for war.

He is bronzed (as if by the sun) and looks to be a man of the wilderness. Behind him come the insubstantial shades of four princes whom he appears always to serve and guide.

Talents, Skills and Magic Gasp is a master of the College Of Enforcements and Enchantments. He possesses the following Skills: Alchemist, Assassin, Beast, Master, Healer, Mechanician, Navigator, Ranger, Spy, Thief. He has the power to break the ties between a magician and his familiar and to send the familiar back to where he came. He can teleport beings within their plane by willing it.

Weapons Gasp has no natural weapons. He is treated as human for purposes of unarmed combat. However, see below. Gasp may wear no armor. He carries any weapons the summoner provides.

Movement Rates Running: 350 yards per minute.

PS: 28	MD: 26	AG: 27	MA: 31
EN: 28	FT: 36	WP: 33	PC: 35
PB: 12	TMR: 7	NA: 3 DP	

Comment Those who touch Gasp will have their senses stolen for a number of minutes equal to D100. Thereafter, they will awaken to find that they love what which they formerly hated and hate that which they once loved. The effect of Gasp's touch will last until dispelled by magic.

4.3.2 IPOS (The Prince of Fools)

Base Chance 49% percent;

Lesser Spirits 36%

Description Ipos appears as an angel with a lion's head, the feet of a goose and the tail of a hare. He has a sweet voice and is an accomplished musician.

Talents, Skills and Magic Ipos is a master of the College of Illusions. He possesses the following Skills: Healer, Spy, Thief and Troubadour. He can speak truly of what has happened or is about to happen in a place he occupies. He has the talent of making men bold and will use this talent no matter how he is bound. Those affected by the talent add 10 to their Willpower in the presence of Ipos.

Weapons Ipos bites for +2 damage in close combat. He has a BC of 45% with his bite. It is Rank 4. Ipos will not wear armour. He will carry any weapons provided by the summoner.

Movement Rates (yards per minute): Run: 200; Fly: 400

PS: 24	MD: 21	AG: 18	MA: 34
EN: 26	FT: 35	WP: 38	PC: 29
PB: 11	TMR: 4/8	NA: 4 DP	

Comment Ipos makes all men in his presence bold (not merely the summoner and friends) when he uses his talent. Further, men are more likely to fight than talk when they are in the presence of Ipos and come among strangers. Those affected by Ipos talent will never flee danger and will fight to the death.

4.3.3 OROBAS (The Equine Prince)

Base Chance 65%

Lesser Spirits 20%

Description Orobas appears in the form of a great black stallion with a carmine mane and flowing carmine tail. His hooves are silver and sharpened like those of a warhorse. He speaks in the squealing voice of a horse.

Talents, Skills and Magic Orobas is a practitioner of the arts of the College of Naming Incantations. He possesses the following Skills: Beast Master, Healer, Navigator, Ranger, Spy, Thief. Orobas knows the Generic and Individual True Names of all things of this plane. He will gladly permit the summoner to acquire these names, but will provide them to no one else.

Weapons Orobas may bite for + 2 damage in Close Combat. His BC for biting is 30% and his bite is Rank 2. He may use his hooves to strike in Melee Combat or to trample in Close Combat. They have a BC of 40% in Melee and do + 3 damage. In Close Combat they have a BC of 55% and do + 6 damage. They are Rank 6. Orobas will wear the barding of a warhorse if the summoner provides it. He uses no weapons.

Movement Rates Running: 500 yards per minute.

PS: 45	MD: 20	AG: 20	MA: 30
EN: 30	FT: 35	WP: 32	PC: 31
PB: 24	TMR: 10	NA: 4 DP	

Comment Orobas is a faithful retainer and, once bound, will look after the sum-

moner's well being as if it were his own. He will be especially careful to protect the summoner from the powers and whiles of other demons or spirits the summoner may encounter. He will even permit the summoner to ride him as a horse.

4.3.4 SEIR (The Willing Prince)

Base Chance 75%

Lesser Spirits 26%

Description Seir appears as a handsome man with hair the colour of corn and eyes like ice riding a silver stallion with gryphon wings. He speaks with a soft and cheerful voice and is of a good nature and always amenable to the desires of the summoner.

Talents, Skills and Magic Seir is a practitioner of the College of Air Magics. He possesses the following Skills: Astrologer, Healer, Merchant, Navigator, Spy, Troubador. He has knowledge of all thieves and can sometimes tell where the loot is hidden. He can pass over the entire earth at the winking of an eye and can carry others with him. He brings abundance of things in his wake.

Weapons Seir has no natural weapons. He is treated as a human for purposes of unarmed combat. Seir will not wear armour or carry any weapons except a quarterstaff.

Movement Rates Running: 350 yards per minute.

PS: 25	MD: 22	AG: 26	MA: 29
EN: 24	FT: 32	WP: 31	PC: 32
PB: 23	TMR: 7	NA: 3 DP	

Comment Characters in the company of Seir and his summoner will always experience a flood of good luck so far as physical objects are concerned. The average value of treasure they may acquire will be 10% greater than what they may acquire when not in company with Seir.

4.3.5 SITRI (The Beautiful Prince)

Base Chance 47%

Lesser Spirits 60%

Description Sitri appears as a large, muscular man with the head of a leopard and the wings of a gryphon. He may also appear in insubstantial form as a man who is unbearably beautiful and well-formed or as a lovely woman of sensual mein.

Talents, Skills and Magic Sitri is a master of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Courtesan, Spy, Thief, Troubadour. Sitri has the power to inflame men and women with the love of each other and to cause them to show themselves naked and frolic with one another in unseemly ways.

Weapons Sitri may bite during Close Combat with a BC of 45%and +2 damage. His bite is Rank 4. Sitri will wear armour if the summoner has it specially made for him and will use any weapons provided.

Movement Rates (yards per minute): Run: 350; Fly: 400.

PS: 30	MD: 25	AG: 26	MA: 33
EN: 28	FT: 35	WP: 34	PC: 25
PB: 35	TMR: 7/8	NA: 3 DP	

Comment Sitri is a lover of all things carnal and will not be prevented from encouraging carnal activity or using his special talents, no matter how he is bound.

4.3.6 STOLAS (The Raven Prince)

Base Chance 54%

Lesser Spirits 26%

Description Stolas appears as a massive raven with talons of silver and eyes rimmed with red. He speaks with a cracked and horrible voice.

Talents, Skills and Magic Stolas is a mage of the College of Air Magics. He possesses the following Skills: Assassin, Beast Master, Navigator, Spy, Thief. He knows the magical powers and virtues of all herbs and stones and will speak the truth about these when requested to do so.

Weapons Stolas has a BC of 50% of doing D - 1 damage in Close Combat with his beak. It is Rank 4. He has a BC of 45% of doing D + 3 damaze in Close Combat with his talons. They are Rank 6. Stolas cannot wear armor or use weapons.

Movement Rates Flying: 500 yards per minute.

PS: 14	MD: 6	AG: 12	MA: 29
EN: 21	FT: 28	WP: 32	PC: 34
PB: 13	TMR: 10	NA: 3 DP	

4.3.7 VASSAGO (Prince of Prophecy)

Base Chance 45%

Lesser Spirits 26%

Description Vassago appears as an aged man riding a crocodile and carrying on his right wrist a Goshawk. His eyes are hollow and see into other dimensions, but he is blind in this dimension.

Talents, Skills and Magic Vassago is a mage of the College of Naming Incantations. He possesses the following Skills: Alchemist, Healer, Troubadour. Vassago has the ability to locate things which have been hidden or lost if he is within 100 feet of them. He also knows all Generic and Individual True Names, but is reluctant to tell these names except to save the life of the summoner.

Weapons Vassago has no natual weapons. He is treated as a human for purposes of unarmed combat. Vassago cannot wear armour or use weapons.

Movement Rates Running: 150 yards per minute.

PS: 12	MD: 13	AG: 13	MA: 35
EN: 17	FT: 28	WP: 37	PC: 19
PB: 12	TMR: 3	NA: 2 DP	

Comment There is only a 40% chance what Vassago will reveal a True Name in the absence of physical danger to the summoner. There is only a 50% chance that he will willingly tell the location of a hidden or lost object. He may be compelled to speak of these things through the performance of a Ritual of True Speaking.

4.4 Presidents

4.4.1 AVNAS (President of Fire)

Base Chance 50%

Lesser Spirits 36%

Description Avnas appears as a pillar of fire and smoke. Those who look into the flames can see the panorama of the history of other dimensions and can sometimes read the events of their own plane and even their own future. At the command of the summoner, Avnas will abandon this insubstantial form and take on the form of a small withered brown man.

Talents, Skills and Magic Avnas is a mage of the College of Fire. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Navigator. Avnas can locate any treasure that is guarded by spirits, ghosts or other undead and that is within 500 feet of him.

Weapons Avnas has no natural weapons. He is treated as a human for purposes of unarmed combat. He may not wear armour or use weapons.

Movement Rates Running: 350 yards per minute.

PS: 14	MD: 26	AG: 21	MA: 38
EN: 19	FT: 30	WP: 40	PC: 33
PB: 12	TMR: 7	NA: 2 DP	

Comment Avnas may be ordered to take form as a pillar of fire at any time. However, in that state, he cannot act on this plane and his fire will not burn those who touch it. It will instead feel cold and dead and those who touch it will see their own death.

4.4.2 BUER (The Star President)

Base Chance 37%

Lesser Spirits 50%

Description Buer appears always as a xentaur, armed with a great bow. His skin is silver and shimmers like starlight. His hair is all white and his eyes are the color of Mars.

Talents, Skills and Magic Buer is a master of the College of Celestial Magics. He possesses the following Skills: Healer, Navigator, Ranger, Troubador. Buer's touch can heal all hurts and diseases, especially those which have been caused by magic. He is a great teacher of languages and will freely pass on his knowledge to others.

Weapons Buer uses weapons as a man. In addition, his hooves do + 4 damage in Close Combat due to trampling. The BC for use of hooves is 60%. They are Rank 8. Buer may use any weapons, but may not wear armor.

Movement Rates Running: 500 yards per minute.

PS: 38	MD: 25	AG: 28	MA: 30
EN: 25	FT: 35	WP: 33	PC: 32
PB: 19	TMR: 10	NA: 4 DP	

4.4.3 CAMIO (The Thrush President)

Base Chance 47%

Lesser Spirits 30%

Description Camio first appears as a small thrush, but then leaves this insubstantial form and takes on that of a yellow-skinned man. He carries in his hand a sharp sword smeared with venom. He does not speak, but is, nonetheless, a great disputer. His words appear before his hearers as letters written in the air with fiery coals.

Talents, Skills and Magic Camio is a member of the College of Fire. He possesses the following Skills: Beast Master, Healer, Ranger, Spy, Thief. Camio is a great linguist and will willingly teach his summoner the languages of birds and mammals and also teach him to understand what has passed in a place by reading the speech of running waters.

Weapons Camio has no natural weapons. He is treated as a human for purposes of unarmed combat. Camio will wear any armor provided by the summoner and will carry other weapons, but will not use them unless his sword is damaged.

Movement Rates Running: 400 yards per minute.

PS: 18	MD: 23	AG: 26	MA: 35
EN: 24	FT: 35	WP: 38	PC: 36
PB: 14	TMR: 8	NA: 2 DP	

Comment Camio will always give true answers to all things.

4.4.4 FORAS (President and Lord of Seekers)

Base Chance 42%

Lesser Spirits 29%

Description Foras appears in the form of a strong man, unarmed and mild seeming.

Talents, Skills and Magic Foras is a master of the College of Illusion. He possesses the following Skills: Astrologer, Healer, Mechanician, Merchant, Navigator, Troubadour. He has the power to make men temporarily invisible. He is a linguist and a teacher of language. He also has the ability to discover things hidden (especially treasure) if he is within 50 feet of them.

Weapons Foras has no natural weapons. He is treated as a human for purposes of unarmed combat. Foras will wear any armor provided by the summoner and will carry and use weapons.

Movement Rates Running: 350 yards per minute.

PS: 33	MD: 28	AG: 28	MA: 32
EN: 27	FT: 35	WP: 34	PC: 27
PB: 23	TMR: 7	NA: 3 DP	

Comment Foras will grant long life (triple life span) to those who will worship him and know no other gods or converse with other demons. As a teacher he may pass on Skills at the rate of one hour being equal to one month of training under any human teacher and at half the normal EP cost.

4.4.5 HAAGENTI (The Winged President)

Base Chance 45%

Lesser Spirits 33%

Description Haagenti at first appears as a Red bull with a Gryphon's wings and horns tipped in gold, but this form is insubstantial and at the command of the summoner he will put on the shape of a red man with black hair.

Talents, Skills and Magic Haagenti is a mighty member of the College of En-sorcelments and Enchantments. He possesses the following Skills: Alchemist, Healer, Merchant, Navigator. Haagenti can change wine into water and water into wine with a touch. He can also transmute all metals into gold with a touch. One hour spent learning alchemy under the tutelage of Haagenti is the equivalent of two months learning from a human. The EP cost to achieve Rank with this skill is halved (round down) when taught by Haagenti.

Weapons Haagenti has no natural weapons. He is treated as a human for purposes of unarmed combat. Haagenti will wear armour and use weapons provided by the summoner.

Movement Rates Running: 350 yards per minute.

PS: 40	MD: 25	AG: 23	MA: 35
EN: 28	FT: 40	WP: 38	PC: 24
PB: 13	TMR: 7	NA: 4 DP	

Comment Haagenti's office is to make men wise and he will instruct anyone (not merely the summoner) and demand no fee if the lesson is well-learned, but will become enraged if he feels that the pupil has been lax and will turn on him and rend him with his powerful hands.

4.4.6 LABOLAS (President and Master of Murderers)

Base Chance 40%

Lesser Spirits 36%

Description Labolas always appears in the form of a winged mastiff. His wings are always those of a griffon and bear him at great speeds. His mouth is covered in froth from his slaving and gnashing of teeth.

Talents, Skills and Magic Labolas is a member of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Military Scientist, Ranger, Spy, Thief. He can teach any Skill of which he is possessed with an hour at no EP cost, but demands as his reward a life. If the offering is not pleasing to him, he will take the life of the summoner instead. He prefers human lives to all others.

Weapons Labolas may bite in Close Combat with a BC of 50%. He does + 2 damage and his bite is Rank 8. The bite of Labolas always becomes infected. Labolas may never wear armour or carry or use weapons.

Movement Rates Running: 350 yards per minute; Flying: 500 yards per minute.

PS: 18	MD: 3	AG: 15	MA: 32
EN: 19	FT: 30	WP: 34	PC: 31
PB: 2	TMR: 7/10	NA: 4 DP	

Comment Labolas is capable of reconciling enemies when he so desires, but prefers strife and bloodshed. His psychic life requires manslaughter and he will seek to promote it at every opportunity, even among the summoner's family and companions.

4.4.7 MALPHAS (President of Deceivers)

Base Chance 45%

Lesser Spirits 40%

Description Malphas appears as a large crow, but this form is insubstantial and will melt away at the summoner's request to reveal the form of a dark man dressed in black velvet studded with precious gems. His voice will be rough, but deep and compelling.

Talents, Skills and Magic Malphas is a member of the College of Celestial Magics. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant, Ranger, Spy, Thief. He is also a master of spoken and written language. He knows the art of magically raising houses and high towers. He also knows the secret desires of the summoner's enemies and will reveal those thoughts upon request.

Weapons Malphas has no natural weapons. He is treated as a human for purposes of unarmed combat. Malphas will refuse to wear armor. However, he will use any weapons provided by the summoner.

Movement Rates Running: 350 yards per minute.

PS: 26	MD: 25	AG: 27	MA: 29
EN: 25	FT: 35	WP: 30	PC: 30
PB: 18	TMR: 7	NA: 2 DP	

Comment Malphas will deceive the summoner knowingly and willfully unless compelled to tell the truth by a Ritual of True Speaking.

4.4.8 MARBAS (President and Master of the Seal)

Base Chance 35%

Lesser Spirits 36%

Description Marbas first appears as a tawny lion with a black mane and bloody muzzle, but this form is insubstantial. Upon the order of the summoner, he will adopt the guise of a golden-skinned man with a shock of black hair.

Talents, Skills and Magic Marbas is a master of the College of Illusions. He possesses the following Skills: Alchemist, Mechanician, Merchant, Military Scientist. He has the power to inflict on men rotting diseases by the merest touch. He also may change the shape of men by his touch so that they become as wolves or bears. He has knowledge of many of the secrets of the universe.

Weapons Marbas has no natural weapons. He is treated as a human for purposes of unarmed combat. Marbas will wear any armor and use any weapons provided by the summoner.

Movement Rates Running: 350 yards per minute.

PS: 26	MD: 29	AG: 24	MA: 29
EN: 26	FT: 38	WP: 32	PC: 25
PB: 16	TMR: 7	NA: 2 DP	

Comment Marbas is a speaker of truth and will never knowingly deceive his summoner. He knows the Generic True Names of all things and knows the Individual True Names of many beings who are wealthy and famous.

4.4.9 VOLAC (The Dragon President)

Base Chance 52%

Lesser Spirits 38%

Description Volac appears as a child with the wings of an angel riding on the back of an infernal Lion-headed red dragon. He speaks with a high pitched and silly voice, but his words are always true, if not wise.

Talents, Skills and Magic Volac is a practitioner of the College of Naming Incantations. He possesses the following Skills: Beast Master, Ranger, Spy, Thief, Troubadour. He can locate treasure hidden anywhere within 25 feet of him. Volac can also call serpents and cause them to obey him once they have arrived. Volac knows and will tell the Generic True Names of all things.

Weapons Volac has no natural weapons. He is treated as a human for purposes of unarmed combat. He may use weapons, but will not wear armor.

Movement Rates (yards per minute): Run: 250; Fly: 500.

PS: 11	MD: 18	AG: 17	MA: 36
EN: 18	FT: 30	WP: 39	PC: 35
PB: 26	TMR: 5/10	NA: 2 DP	

4.4.10 VOSO (The Leopard President)

Base Chance 49%

Lesser Spirits 30%

Description Voso appears as a mighty leopard with terrible green eyes and spots tinged with carmine. He speaks with a cunning voice, the better to fool his victims. He will attempt to devour the summoner unless bound.

Talents, Skills and Magic Voso is a great member of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Healer, Mechanician and Navigator. He has the power to change a man's form by touch into another form so that his victim does not know that he has been ensorcelled and believes himself always to have had the form given him by Voso. He knows many secrets.

Weapons Voso's bite does + 2 damage in Close Combat. It has a BC of 45% and is Rank 6. Voso may use his claws in either Melee or Close Combat. They have a BC of 40% in Melee and of 60% in Close Combat and do + 4 damage. They are Rank 8. Voso will not use weapons or wear armour.

Movement Rates Running: 500 yards per minute.

PS: 35	MD: 4	AG: 32	MA: 35
EN: 29	FT: 36	WP: 37	PC: 31
PB: 20	TMR: 37	NA: 4 DP	

Comment Voso knows the Generic and Individual True Names of all things and beings. He will, however, reveal a True Name only if he is provided with a human victim (preferably a maiden or child since their flesh is the most tender). A new victim must be provided for each True Name the summoner wishes to acquire.

4.5 Earls

4.5.1 ANDROMALIUS (Earl of Justice)

Base Chance 45%

Lesser Spirits 36%

Description Andromalius appears as a large man of fearsome mean holding a viper in one hand. He dresses all in cloth of gold.

Talents, Skills and Magic Andromalius is a member of the College of Naming Incantations. He possesses the following Skills: Alchemist, Astrologer, Beast Master, Healer, Mechanician, Merchant, Navigator, Ranger, Spy. He also has the

ability to discover any hidden treasure within 200 feet of where he is standing.

Weapons Andromalius has no natural weapons. He is treated as a human for purposes of unarmed combat. He will refuse to wear armour, but will use any weapons provided by the summoner.

Movement Rates Running: 300 yards per minute.

PS: 26	MD: 23	AG: 24	MA: 29
EN: 25	FT: 35	WP: 30	PC: 33
PB: 13	TMR: 6	NA: 3 DP	

Comment Andromalius is dedicated to the punishment of thieves wherever he finds it and to the return of the victims valuables. He will turn on any summoner who attempts to steal while in his company. He may also react in the same manner to underhanded dealing even with non-humanoid beings.

4.5.2 BIFRONS (Earl of the Dead)

Base Chance 38%

Lesser Spirits 60%

Description Bifrons may appear in insubstantial form as a horned monster, but always appears as a handsome young man when fully material.

Talents, Skills and Magic Bifrons is a member of the College of Necromantic Conjurings. He possesses the following Skills: Alchemist, Assassin, Beast Master, Merchant Ranger, Spy, Thief. He is also a great Navigator and an hour spent learning navigation from Bifrons is equal to a month spent learning the art elsewhere and costs no EP's. Whenever he passes a place of the dead at night candles will appear lit on the graves.

Weapons Bifrons has no natural weapons. He is treated as a human for purposes of unarmed combat. Bifrons will wear any armour and use any weapons provided by the summoner. He prefers envenomed weapons.

Movement Rates Running: 350 yards per minute.

PS: 23	MD: 26	AG: 28	MA: 32
EN: 24	FT: 31	WP: 34	PC: 32
PB: 22	TMR: 7	NA: 3 DP	

Comment Bifrons has the power to make dead bodies appear as they did when they were alive so that it cannot be told that they are dead and corrupted.

4.5.3 BOTIS (The Ugly Earl)

Base Chance 25%

Lesser Spirits 60%

Description Botis will first appear as a laze, horrible snake of insubstantial form. At the command of the summoner, he will take on human form, but with great teeth and sharp horns. He will be carrying an envenomed sword.

Talents, Skills and Magic Botis is a member of the College of Ensorcelments and Enchantments. He possesses the following Skills: Alchemist, Astrologer, Beast Master, Navigator, Ranger, Spy. He has the power to make all but bitter sworn enemies friendly to each other while in his presence. He also has the ability to tell what has transpired in any place he occupies and part of what will (may) transpire there.

Weapons Botis may do D + 1 damage with his bite in Close Combat with a BC of 35% of hitting his target. His bite is Rank 4. He may make a single horn attack in Close Combat with a BC of 30% of doing + 3 damage. His horns are Rank 6. The venom of his sword does 6 damage points per Pulse. He will wear any armour provided and employ other weapons if the summoner desires, but will prefer to use his sword.

Movement Rates Running: 350 yards per minute.

PS: 27	MD: 24	AG: 25	MA: 30
EN: 25	FT: 35	WP: 30	PC: 35
PB: 11	TMR: 7	NA: 3 DP	

4.5.4 FURFUR (Earl of Storms and Lightning)

Base Chance 32%

Lesser Spirits 26%

Description Furfur appears as a hart with a fiery tail. He may also take on an insubstantial form as an angel, but only when forced within a triangle and compelled by a Ritual of True Speaking to utter truth instead of the falsehoods he prefers. Furfur speaks with a rough and grating voice that is extremely unpleasant.

Talents, Skills and Magic Furfur is a master of the College of Air Magics. He possesses the following Skills: Alchemist, Mechanician, Navigator, Ranger, Spy. Furfur can raise thunder and lightnings and cause great storms to form. He also is able to influence men and women to make love and participate in perversions by the sound of his voice.

Weapons Furfur may use his horns in Melee or Close Combat and his hooves in Close Combat. His horns have a BC of 45% and do + 4 damage. His hooves have a BC of 50% and do + 3 damage. They are both Rank 8. Furfur will not use weapons or wear armour.

Movement Rates Running: 400 yards per minute.

PS: 32	MD: 4	AG: 28	MA: 31
EN: 28	FT: 34	WP: 32	PC: 33
PB: 18	TMR: 8	NA: 3 DP	

Comment Furfur knows many secrets of things that have happened or will happen on the earth, but he will not speak truthfully unless compelled by a Ritual of True Speaking.

4.5.5 MALTHUS (Earl of Death and Havoc)

Base Chance 34%

Lesser Spirits 26%

Description Malthus appears in the form of a large, filthy buzzard. His feathers are black as night and his eyes are the color of new blood. He carries about him the smell of carrion.

Talents, Skills and Magic Malthus is a Mage of the College of Necromantic Conjurations. He possesses the following Skills: Alchemist, Assassin, Beast Master, Mechanician, Military Scientist, Navigator, Spy, Thief. He is a great general and can build strong forts and organize warriors to march and to slaughter and can keep them supplied by his arts when they are in far places.

Weapons Malthus may attack with beak and talons in Close Combat. The BC to Strike with either is 40%. His beak does + 1 damage and his talons do + 3. both are Rank 5. Malthus may never wear armour or use weapons.

Movement Rates (yards per minute): Run: 100; Fly: 500.

PS: 25	MD: 10	AG: 14	MA: 32
EN: 22	FT: 33	WP: 33	PC: 31
PB: 4	TMR: 2/10	NA: 3 DP	

Comment Malthus will never be a willing servant. If he does agree to serve, he will do so only under the condition that he be allotted a daily portion of human flesh and will be made free to eat the flesh of the summoner if the required diet is not forthcoming. He may not be bound.

4.5.6 MARAX (The Learned Earl)

Base Chance 27%

Lesser Spirits 30%

Description Marax appears as a bull with a man's face and is exceedingly ugly.

Talents, Skills and Magic Marax is a mwee of the College of Celestial Magics. He possesses the following Skills: Alchemist, Beast Master, Healer, Merchant, Navigator, Ranger. He is especially learned in the use of herbs and stones to produce magic.

Weapons Marax may charge in the same manner as a multi-hex character in combat. His horns have a BC of 50% of doing + 6 damage in Close Combat and are Rank 5. His hooves have a BC of 50% of doing + 5 damage in Close Combat and are Rank 4. Marax will not use weapons or wear armour.

Movement Rates Running: 400 yards per minute.

PS: 60	MD: 3	AG: 20	MA: 29
EN: 34	FT: 42	WP: 29	PC: 24
PB: 3	TMR: 8	NA: 6 DP	

4.5.7 RAUM (Earl of Theft and Destruction)

Base Chance 36%

Lesser Spirits 30%

Description Raum first appears as a crow with bloody talons. Upon the command of the summoner he divests himself of this insubstantial form and adopts that of a tall, gaunt man.

Talents, Skills and Magic Raum is a Magician of the College of Earth Magics. He possesses the following Skills: Assassin, Beast Master, Healer, Merchant, Ranger,

Spy, Thief, Troubadour. He has the power to cause the earth to quake and to make fall the walls of cities. He can make all but the summoner's sworn enemies love him and be willing to lay down their lives in the service of the summoner.

Weapons Raum has no natural weapons. He is treated as a human for purposes of unarmed combat. Raum will wear any armour and use any weapons the summoner provides.

Movement Rates Running: 300 yards per minute.

PS: 21	MD: 28	AG: 26	MA: 29
EN: 26	FT: 35	WP: 33	PC: 31
PB: 14	TMR: 6	NA: 2 DP	

Comment Raum has some knowledge of what has been and will be and will speak truthfully of what he knows about a place he occupies.

4.5.8 RENOVE (The Beautiful Earl)

Base Chance 30%

Lesser Spirits 19%

Description Renove first appears as a cloud of red mist, but will adopt human form at the summoner's behest. He then becomes a beautiful young boy with a melodious voice which is unbearably sweet to the listener.

Talents, Skills and Magic Renove is a mage of the College of Illusions. He possesses the following Skills: Assassin, Beast Master, Courtesan, Healer, Merchant, Navigator, Ranger, Spy, Thief, Troubadour. He also has a deep knowledge of rhetoric and is a master of spoken and written tongues. He has the ability to reconcile all but the bitterest of enemies and is a great teacher of the young.

Weapons Renove has no natural weapons. He is treated as a human for purposes of unarmed combat. Renove will wear any armour and use any weapons the summoner provides.

Movement Rates Running: 300 yards per minute.

PS: 13	MD: 26	AG: 28	MA: 35
EN: 19	FT: 30	WP: 35	PC: 31
PB: 30	TMR: 6	NA: 2 DP	

Comment An hour spent learning any of his Skills in the company of Renove is equal to a month spent learning the same Skill from any human teacher and costs half (round down) the normal number of EP's. However, Renove's tastes are not natural, and he will demand that the summoner either lie with him or procure him others more to his taste in return for any lessons.

4.6 Marquis

4.6.1 AMON (The Marquis of Fire)

Base Chance 17%

Lesser Spirits 40%

Description Amon appears as a wolf with a serpent's tail. In this form he has the capacity to spit fire balls to a distance of 20 feet. He may also appear as a raven-headed man (often with a dog's teeth).

Talents, Skills and Magic Amon is a mage of the College of Fire Magics. He has no Skills, but possesses the following powers: He may give a true account of events that have passed in the place he is standing and may guess accurately at what is to come in that place. He also has the power to cause all but sworn enemies to look upon each other as true friends and to desire each other's company above others.

Weapons When in wolf form, Amon may use his claws to rend in Close Combat with a BC of 50% and damage of + 2. Amon's claws are Rank 8. In both wolf and man-raven form, Amon may bite or peck in Close Combat with a BC of 45% of doing + 3 damage. Amon's bite is Rank 8. Amon's fireballs are useable in Ranged or Melee Combat, have a BC of 40% do + 6 damage, and are Rank 9.

Movement Rates Running: 400 yards per minute.

PS: 26	MD: 5/20	AG: 29/23	MA: 30
EN: 23	FT: 35	WP: 28	PC: 31
PB: 6	TMR: 8	NA: 3 DP	

Comment Where two numbers are given for one of Amon's characteristics, the first applies to him in wolf form, the second in raven-man form.

4.6.2 ANDRAS (Marquis of Discord)

Base Chance 35%

Lesser Spirits 30%

Description Andras appears as an angel with the head of a raven. He rides a dire wolf and carries a magical sword aloft in his right hand. The sword burns as with fire and drains 2 Fatigue Points when it hits in addition to any other damage it may. In all other respects, Andras' sword is treated as a normal broadsword.

Talents, Skills and Magic Andras is a mage of the College of the Mind. He possesses the following Skills: Assassin, Beast Master, Military Scientist, Spy, Thief. His presence in a party will be an automatic cause of disruption and discord since he delights in such things and may not be made to cease encouraging bad feelings even when bound.

Weapons Andras possesses no as a human in unarmed combat. Andras may wear specially manufactured armour and carry weapons provided by the summoner. He will always use his sword, however, in preference to other weapons unless it is broken.

Movement Rates Run: 350yard per minute; Fly: 450 yards per minute.

PS: 28	MD: 30	AG: 29	MA: 30
EN: 27	FT: 36	WP: 25	PC: 29
PB: 31	TMR: 7	NA: 3 DP	

4.6.3 ANDREALPHUS (The Beautiful Marquis)

Base Chance 37%

Lesser Spirits 30%

Description Andrealphus appears initially as a great and beautiful Peacock, but this is an insubstantial form, and he is without power in that guise. At the summoner's command, he will be forced to adopt the form of a man.

Talents, Skills and Magic Andrealphus is a member of the College of Illusions. He possesses the following Skills: Alchemist, Mechanician, Merchant, Navigator. He is a great teacher of all forms of measurement and celestial studies. An hour in his teaching will increase the pupil's abilities in counting and measuring four-fold. Any Skill dependent upon such talents will also be increased thereby and subsequent increase in Rank will cost only half EP's (round down).

Weapons Andrealphus has no natural weapons. He is treated as a human in unarmed combat. Andrealphus may wear armour and use weapons provided by the summoner, but only if they are silvered or gilded. He will not use any other kind of armour or weapons.

Movement Rates Running: 350 yards per minute.

PS: 26	MD: 25	AG: 25	MA: 30
EN: 24	FT: 35	WP: 32	PC: 25
PB: 17	TMR: 7	NA: 2 DP	

Comment For a payment of the life of a human being, Andrealphus will turn the summoner into a bird for a period of one hour. Each individual transformation or hour of transformation must be purchased by the sacrifice of an additional human being. Andrealphus eats the souls of those sacrificed in this manner. He must be present during the sacrifice.

4.6.4 CIMEJES (Marquis of the Dark Continent)

Base Chance 38%

Lesser Spirits 20%

Description Cimejes appears as a powerful black man riding upon a black horse.

Talents, Skills and Magic Cimejes is a master of the College of Ensorcements and Enchantments. He Possesses the following skills: Alchemist, Beast Master, Healer, Merchant, Military Scientist, Spy, Thief. He is a great linguist. He also has the ability to find things that have been lost or hidden (especially treasure) anywhere within 100 feet of him.

Weapons Cimejes has no natural weapons. He is treated as a human in unarmed combat. He will wear any armour and any weapons provided by the summoner, but will first insist that anr armour be lacquered black to match his skin.

Movement Rates Running: 350 yards per minute.

PS: 26	MD: 24	AG: 24	MA: 29
EN: 27	FT: 38	WP: 31	PC: 32
PB: 18	TMR: 7	NA: 3 DP	

4.6.5 DECARABIA (The Marquis in the Pentacle)

Base Chance 39%

Lesser Spirits 30%

Description Decarabia will first appear as a bright star burning inside a pentacle of fire and will remain in this insubstantial and powerless form until ordered to adopt human form by the summoner. Upon adopting human form, Decarabia will appew naked and remain so unless clothed by the summoner. He will always be surrounded by a barely-detectable blue aura whcre his skin is exposed.

Talents, Skills and Magic Decarabia is a member of the College of The Mind. He possesses the following Skills: Alchemist, Beast Master, Merchant, Ranger and Troubadour. He can command all types of birds by their Generic and Individual True Names in the same manner as a Namer, despite the fact that he is not a member of the College of Naming Incantations.

Weapons Decarabia has no natural weapons. He is treated as a human in unarmed combat. He will wear any armour and use any weapons provided by the summoner.

Movement Rates Running: 350 yards per minute.

PS: 24	MD: 25	AG: 25	MA: 31
EN: 23	FT: 34	WP: 34	PC: 37
PB: 26	TMR: 7	NA: 3 DP	

4.6.6 FORNEUS (Marquis of the Waters)

Base Chance 23%

Lesser Spirits 29%

Description Forneus appears as a great monster of the sea 30 feet long and 6 feet in diameter. His scales are precious stones, his eves are like fire and the flesh of drowned sailors clinlzs to his teeth.

Talents, Skills and Magic Forneus is the greatest mage of the College of Water Magics. He possesses the following skills: Beast Master, Military Scientist and Navigator. He also is a great linguist and may make men knowing in tongues. An hour spent in his company in the learning of a language is equal to two months of learning from any non-demonic teacher.

Weapons Forneus may roll over one hex characters, using his entire body as a weapon (but with no chance of falling) as described in the multi-hex character rules. In addition, his bite may be used in Melee or Close Combat to do 2D + 5 damage (total possible damage of 25) with a BC of 50% and a Rank of 10. Forneus may not wear armour. Since he has no gripping members, he may not use weapons.

Movement Rates Swimming: 600 yards per minute.

PS: 150	MD: None	AG: 28	MA: 38
EN: 60	FT: 80	WP: 35	PC: 25
PB: 2	TMR: 12	NA: 10 DP	

Comment The Ritual of Summoning Forneus may only be performed while at sea or on a coastline where Forneus can remain in the water. He may never appear on land.

4.6.7 LERAJE (The Marquis of Archers)

Base Chance 19%

Lesser Spirits 30%

Description Leraje appears as a man clothed in forest green and carnling a great bow and quiver.

Talents, Skills and Magic Leraje is a member of the College of Earth Magics. He possesses the foliowing skills: Alchemist, Assassin, Beast Master, Miliiarv Scientist, Navigator, Ranger, Spy, Thief and Troubadour. He also possesses the power to make wounds that have been inflicted by arrows or quarrels putrify. Add 60 to the Infection Chance whenever Leraje or anyone assisted by him inflicts damage with arrows.

Weapons Leraje possesses no natural weapons. He is treated as manlike in that respect. However, the Greatbow he carries may only be pulled by him. It has a Range of 450 hexes (2250 feet) and a BC of 75%. It does + 6 damage. He will not wear armor, but may carry other weapons. Leraje will always use his bow in preference to all other weapons, however.

Movement Rates Running: 350 yards per minute.

PS: 28	MD: 30	AG: 27	MA: 28
EN: 24	FT: 35	WP: 26	PC: 35
PB: 32	TMR: 7	NA: 4 DP	

Comment Leraje is a lover of strife and will attempt to provide battle whenever possible. Chance encounters be'tween normally neutral parties will usually end in a bloody combat to the death if Leraje is present and this should be taken into

account by the GM.

4.6.8 MARCHOSIAS (Marquis of the Seventh Throne)

Base Chance 25%

Lesser Spirits 30%

Description Marchosias appears as a great Ox with the wings of a gryphon, the tail of a serpent and a breath of fire shaped like a cone 6 feet long and 4 feet wide at the base. He may take the shape of a man, but will be insubstantial and powerless in this form.

Talents, Skills and Magic Marchosias is a practitioner of the College of the Mind. He possesses the following skills: Beast Master, Military Scientist and Ranger.

Weapons Marchosias may charge in the same manner as a multi-hex character in combat. His horns have a BC of 40% of doing + 4 damage and are Rank 10. His hooves have a BC of 45% of doing + 5 damage in Close Combat. Marchosias breath has a BC of 70% in Melee Combat, but may not be used in Close Combat. It does + 10 damage and is Rank 3.

Movement Rates (yards per minute): Run: 400; Fly: 300.

PS: 65	MD: 5	AG: 18	MA: 28
EN: 35	FT: 45	WP: 30	PC: 25
PB: 6	TMR: 8/6	NA: 6 DP	

Comment Marchosias loves a good fight and will always counsel attack in any situation, often disobeying his summoner in his desire to charge and rend the enemy.

4.6.9 NABERIUS (The Valiant Marquis)

Base Chance 21%

Lesser Spirits 19%

Description Naberius appears as a large black crane which flutters around the summoner and speaks in a rough and grating voice.

Talents, Skills and Magic Naberius is a master of the College of the Mind. He possesses the following skills: Alchemist, Assassin, Healer, Mechanician, Merchant, Military Scientist, Navigator, Spy, Thief and Troubadour. Naberius is a great teacher and an hour spent in his company, learning a skill is equal to two weeks attempting to learn the skill with non-demonic aid and allows the student to progress at half the normal EP cost.

Weapons Naberius beak does + 3 damage in either Melee or Close Combat with a 50% BC. It is Rank 8. Naberius claws may be used to grip weapons. In addition, they have a BC of 45% of doing + 1 damage in Close Combat. They are Rank 6. Naberius may not wear armour.

Movement Rates (yards per minute): Run: 250; Fly: 350.

PS: 20	MD: 16	AG: 18	MA: 36
EN: 20	FT: 33	WP: 34	PC: 27
PB: 22	TMR: 5/7	NA: 3 DP	

Comment Naberius has the special power to restore lost dignities by manipulating events to the summoner's advantage. A summoner who has lost favor at court might use the power of Naberius to help him regain his station. The GM must take this special power into account.

4.6.10 ORIAS (The Celestial Marquis)

Base Chance 33%

Lesser Spirits 30%

Description Orias appears in the form of a lion, but with the tail of a serpent. He bears in his front claws a pair of great hissing serpents and rides a mightily thewed warhorse.

Talents, Skills and Magic Orias is a mage of the College of Celestial Magics. He possesses the following Skills: Beast Master, Navigator. He can reconcile all but the most bitter enemies and any summoner who finds his favour will be subject to assistance in acquiring honors and dignities.

Weapons The demon's claws do +4 damage in Melee and Close Combat and have a BC of 40%. They are Rank 6. The demon's bite does + 3 damage in Close Combat and has a BC of 45%. It is Rank 4. Orias may not use weapons or wear armour.

Movement Rates Running: 500 yards per minute.

PS: 35	MD: 9	AG: 30	MA: 30
EN: 34	FT: 42	WP: 32	PC: 34
PB: 18	TMR: 10	NA: 4 DP	

4.6.11 PHENEX (The Immortal Marquis)

Base Chance 27%

Lesser Spirits 20%

Description Phenex always appears as the great bird, the Phoenix. He speaks with the voice of a small child and sings sweetly and hypnotically to any who will listen.

Talents, Skills and Magic Phenex is a practitioner of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Healer, Mechanician, Merchant Military Scientist, Navigator, Troubadour. The songs of Phenex will hypnotise his victims (including the summoner) who will then willingly enter the demon's mouth to be devoured. Care must always be taken when dealing with him.

Weapons The demon's beak does + 6 damage in Melee or Close Combat and has a BC of 60%. It is Rank 5. The demon's claws do + 4 damage in Melee or Close Combat, have a BC of 35% and are Rank 3. Phenex may not wear armour or use weapons.

Movement Rates (yards per minute): Run: 200; Fly: 400.

PS: 75	MD: 16	AG: 18	MA: 30
EN: 26	FT: 32	WP: 33	PC: 27
PB: 34	TMR: 4/8	NA: 5 DP	

Comment Phenex is ever hungry for human flesh and will attempt to sing except when bound so as to draw victims close to his mouth where they can be devoured.

4.6.12 SAMIGINA (Marquis of Dead Souls)

Base Chance 15%

Lesser Spirits 30%

Description Samagina appears as a small ass though he may take on human form if the summoner so orders.

Talents, Skills and Magic Samagina is a master of the College of Necromantic Conjurations. He possesses the following skills: Alchemist Healer, Mechanician, Merchant, Military Scientist, Navigator, Troubadour. He has the power to converse with the dead to give an account of all beings who have died except for servant of the Forces of Liehi.

Weapons When in the form of an ass, Samagina may bite in Close Combat with a BC of 50% of doing + 2 with a Rank of 10. He may also trample with his hooves in Close Combat with a BC of 50% or use his hooves in Melee Combat with a BC of 40%. His hooves are Rank 10 and do + 4 damage. Samagina will never agree to use weapons or wear armour.

Movement Rates Running: 350 yards per minute.

PS: 25/23	MD: 5/20	AG: 20/25	MA: 30
EN: 30	FT: 40	WP: 30	PC: 32
PB: 10	TMR: 7	NA: 4 DP	

Comment Where two numbers are given for one of Samagina's characteristics, the first is for his ass form, the second for his human form.

4.6.13 SAVNOK (Marquis of Corruption)

Base Chance 301%

Lesser Spirits 50%

Description Savnok appears as a great warrior with the head of a lion riding a pale horse.

Talents, Skills and Magic Savnok is a member of the College of Earth Magics. He possesses the following Skills: Beast Master and Military Scientist. In addition, he possesses the power to raise high towers, castles, and cities from out of earth and stone and to shape for them furniture and armour. Any wounds he inflicts will automatically become infected and will not be cured except by magic.

Weapons Savnok's bite inflicts + 4 damage in Close Combat and has a BC of 50%. It is Rank 4. Savnok may appear wearing any type of armour. He prefers axes, spears, and daggers, but will use other weapons if the summoner provides them.

Movement Rates Running: 350 yards per minute.

PS: 28	MD: 30	AG: 29	MA: 30
EN: 26	FT: 35	WP: 33	PC: 29
PB: 24	TMR: 7	NA: 4 DP	

Comment Savnok may start horrible plagues which cause their victims to break out in rotten sores full of worms and which will ultimately lead to death unless cured by magic.

4.6.14 SHAZ (The Thieving Marquis)

Base Chance 31%

Lesser Spirits 30%

Description Shaz appears as a great bird speaking with a subtle voice.

Talents, Skills and Magic Shaz is a member of the College of Illusions. He possesses the following Skills: Assassin, Merchant, Ranger, Spy, Thief. He may will an individual to lose his sight or hearing or ability to comprehend the spoken word if the summoner so desires. He is an accomplished thief and a hoarder of useful things (especially fine horses) which he keeps in his dimension.

Weapons Shaz's beak does + 2 damage in Melee or Close Combat, has a BC of 50%, and is Rank 8. His talons do + 1 damage and have a BC of 40%. They are Rank 5 and may be used in Melee or Close Combat. Shaz may not use weapons or wear armour.

Movement Rates (yards per minute): Run: 150; Fly: 450.

PS: 23	MD: 18	AG: 26	MA: 30
EN: 25	FT: 35	WP: 38	PC: 35
PB: 18	TMR: 3/9	NA: 3 DP	

Comment Shaz is an inveterate liar and deceiver. If commanded to reveal information or fetch items from his hoard, there is only a 50% chance that he will speak entirely true or fetch the right items unless he is placed in a triangle and compelled by a Ritual of True Speaking.

4.7 Kings

4.7.1 ASMODAY (The Infernal King)

Base Chance 13%

Lesser Spirits 72%

Description Asmoday appears as a man with three heads (that of a man, a bull, and a ram). He has a serpent's tail and breathes a cone of fire 24 inches long and 12 inches wide at the base. His feet are webbed like those of a goose, and he comes riding upon a great infernal dragon and carries a heavy spear with a banner. The blade of his spear is poisoned.

Talents, Skills and Magic Asmoday is a master of the College of the Mind. He possesses the following Skills: Alchemist, Beast Master, Military Scientist, Mechanician, Merchant, Navigator, Healer. In addition, Asmoday has the power to locate any treasure hidden within 50 feet of him. He also has the power to turn those who see him into beasts for short periods if they so desire.

Weapons Asmoday may make two horn attacks in Close Combat in addition to any other attacks. Each has a BC of 35% and does D + 2 damage. They are both Rank 10. In addition, Asmoday's breath of fire has a BC of 50% in Melee and of 80% in Close Combat and does D + 4 damage. It is Rank 5. He may not wear armour, but will accept other weapons for use in addition to his spear if they are gilded.

Movement Rates Running: 350 yards per minute.

PS: 25	MD: 30	AG: 28	MA: 35
EN: 25	FT: 35	WP: 36	PC: 29
PB: 4	TMR: 7	NA: 4 DP	

Comment Asmoday will not serve the summoner unless he is provided with a maiden upon whom he may visit his carnal desires once his service is complete. He will immediately transport her to his own dimension upon agreeing to serve the summoner. He may not be bound.

4.7.2 BAEL (The King in the East)

Base Chance 5%

Lesser Spirits 66%

Description Bael may appear as either a man, a toad, or a cat, or he may appear as a man with the tail and claws of a cat and the head of a toad. He is recognizable by his hoarse sinister voice. The form he most often adopts and that he uses in combat is that of the toad-headed man-cat. He may adopt a new form at will.

Talents, Skills and Magic Bael is a master of the College of Enforcements and Enchantments. He has the power to make himself totally invisible at will.

Weapons Bite has a BC of 40%, does D + 1 damage, and is always Rank 10. Claw's have a BC of 45%, do D + 2 damage, and are always Rank 10. Bite may only be used in Close Combat. Claws may be used in either Melee or Close Combat. Bael will not wear armour, but use gilded weapons if the summoner provides them.

Movement Rates Running: 300 yards PeT minute.

PS: 25	MD: 23	AG: 25	MA: 30
EN: 23	FT: 35	WP: 35	PC: 30
PB: 4	TMR: 6	NA: 3 DP	

4.7.3 BALAM (The Terrible King)

Base Chance 15%

Lesser Spirits 40%

Description Balam appears as a man with three heads (one of a man, one of a bull, and one of a ram), the tail of a serpent, and bright flaming red eyes that can be seen at a great distance. He appears riding upon a great bear, and carries a Goshawk on one fist. He speaks with a hoarse voice.

Talents, Skills and Magic Balam is a mage of the College of the Mind. He possesses the following Skills: Alchemist, Merchant, Spy, Troubadour. He also has the power to make men witty and each hour spent in the company of Balam counts as one month of training in the Troubadour Skill and no EP's are expended to advance in this skill as a result of his teaching.

Weapons Balam will make two horn attacks in Close Combat in addition to other attacks. Each has a BC of 30% and does D + 2 damage. They are both Rank 10. Balam will refuse to wear armour, but will accept and use gilded weapons if the summoner provides them. He will not always return these weapons.

Movement Rates Running: 300 yards per minute.

PS: 25	MD: 23	AG: 21	MA: 34
EN: 22	FT: 32	WP: 30	PC: 30
PB: 3	TMR: 6	NA: 3 DP	

4.7.4 BELETH (The Mad King)

Base Chance 9%

Lesser Spirits 85%

Description Beleth always appears in the shape of a large man riding a pale horse. He is preceded by music and appears in a rage where at he will attempt to kill anything not within the summoner's circle of protection. He breathes a cone of fire 24 inches long and 12 inches wide at the extreme end.

Talents, Skills and Magic Beleth is a master of the College of Fire Magics. In addition, he is possessed of the talent of causing any individuals of the summoner's choice (not necessarily humanoids) to submit to the sexual desires of the summoner until he (the summoner) is sated.

Weapons Beleth's breath has a BC of 50% in Melee Combat and 80% in Close Combat and does D + 4 damage. It is Rank 3. Beleth will wear silver or gilded armour (he much prefers the latter) if provided by the summoner and will use gilded weapons. He will claim these as gifts before departing this plane.

Movement Rates Running: 300 yards per minute.

PS: 22	MD: 23	AG: 22	MA: 29
EN: 24	FT: 35	WP: 30	PC: 26
PB: 10	TMR: 6	NA: 3 DP	

4.7.5 BELIAL (King of Fire)

Base Chance 19%

Lesser Spirits 50%

Description Belial appears as a two-headed angel and may ride a chariot of fire. He speaks with a comely voice.

Talents, Skills and Magic Belial is a mage of the College of Fire. He also possesses the following Skills: Merchant, Beast Master. He will cause all but sworn enemies of the summoner to look upon the summoner as their true friend as described in E & E Charm.

Weapons Belial has no natural weapons. Belial will demand gifts of gilded armour and weapons before he can be bound to service. He will never return these to the summoner. He is treated as a human for purposes of unarmed combat.

Movement Rates (yards per minute): Run: 300; Fly: 400

PS: 28	MD: 30	AG: 23	MA: 31
EN: 25	FT: 37	WP: 30	PC: 30
PB: 28	TMR: 6/8	NA: 3 DP	

Comment The services of Belial must be paid for in advance in the only coin he will accept: human suffering. As part of the Ritual of Summoning Belial, the summoner must torture to death a human being (preferably an innocent child or a

maiden since Belial prefers the suffering of innocents and may refuse an offering of a warrior). He may not be bound.

4.7.6 PALMON (King of Dominations)

Base Chance 7%

Lesser Spirits 100%

Description Palmon appears as a man with a crown of light on his's head and is often seen riding a dromedary. His appearance will always be accompanied by the sound of trumpets and symbols played by an invisible band of demonic musicians. His voice is heard as a roaring at first, but he can be compelled to speak understandably as a man.

Talents, Skills and Magic Palmon is a master of the College of the Mind. His Skills include: Alchemist, Astrologer, Beast Master, Healer, Mechanician, Merchant, Military Scientist, Navigator, Ranger, Troubadour.

Weapons Palmon has no natural weapons. He is treated as a human for purposes of unarmed combat. He will use weapons and armour that are gilded if these are provided by the summoner.

Movement Rates Running: 300 yards per minute.

PS: 22	MD: 24	AG: 24	MA: 34
EN: 23	FT: 34	WP: 35	PC: 35
PB: 25	TMR: 6	NA: 3 DP	

Comment Palmon may be accompanied by two kings (Abalim and Labal) who assist and protect him. Each will possess characteristics 2 to 3 points lower than Palmon's. They will possess the same Skills and Magics, but only at Rank 10. Neither Palmon nor the two Kings may be bound.

4.7.7 PURSON (The Comely King)

Base Chance 11%

Lesser Spirits 22%

Description Purson appears as a muscular and well proportioned man, but with the face of a lion and carries a viper in his hand. He is preceded by trumpets and often appears riding upon a bear. He may also appear in insubstantial form as a fairy.

Talents, Skills and Magic Purson is a member of the College of Namers and knows the Generic True Name of all things on the Mundane Plane. He has an 80% chance of knowing the Individual True Name of any being he encounters. He possesses the following Skills: Alchemist, Astrologer, Healer, Mechanician, Merchant, Military Scientist, Navigator.

Weapons Purson's bite has a BC of 40% of doing + 2 damage in Close Combat and is Rank 6–8. Purson will wear gilded armour and use gilded weapons if they are provided by the summoner.

Movement Rates (yards per minute): Run: 300; Fly: 500.

PS: 21	MD: 23	AG: 23	MA: 33
EN: 21	FT: 35	WP: 34	PC: 35
PB: 12	TMR: 6/10	NA: 3 DP	

4.7.8 VINE (The Lion-Headed King)

Base Chance 12%

Lesser Spirits 36%

Description Vine always appears as a lion-headed man, sometimes riding a great black horse and bearing a viper in his hand.

Talents, Skills and Magic He is a mage of the College of Naming Incantations. He also possesses the following Skills: Alchemist, Merchant, Military Scientist, Navigator, Mechanician. Vine has the ability to control weather, create earthquakes, detect the presence of magic, and transport and bind stone into magical dwellings.

Weapons Vine's bite has a BC of 40% of doing + 3 damage in Close Combat and is always Rank 10. Vine will wear gilded armour and use gilded weapons if these are provided by the summoner.

Movement Rates Running: 300yards per minute.

PS: 23	MD: 25	AG: 25	MA: 35
EN: 22	FT: 33	WP: 32	PC: 36
PB: 8	TMR: 6	NA: 3 DP	

4.7.9 ZAGAN (The Winged King)

Base Chance 17%

Lesser Spirits 33%

Description Zagan appears as a great bull with Gryphon's wings, but may choose to adopt human form at will.

Talents, Skills and Magic Zagan is a master of the College of Illusions. He possesses the following Skills: Alchemist, Assayer. He can change blood or water to wine and wine to blood at will. He can shape all metals into coins of the realm. He makes men witty and one hour in his company is equal to 3 weeks experience in learning the Troubadour Skill. Progress in this Skill costs only half the normal EP cost if the summoner is taught by Zagan. He makes fools wise (see Comments).

Weapons Zagan may charge in the same manner as a multi-hex character in combat. His horns have a BC of 40% of doing D + 4 damage and are Ranked at 10. His hooves have a BC of 45% of doing D + 5 damage in Close Combat and are Ranked 8. Horns may be used in Melee or Close Combat. Zagan will agree to wear gilded armour while in his human form and will employ gilded weapons in that form.

Movement Rates (yards per minute): Run: 400; Fly: 300.

PS: 65/30	MD: 5/25	AG: 20/23	MA: 30
EN: 35	FT: 40	WP: 28	PC: 25
PB: 6	TMR: 8/6	NA: 6 DP	

Comment Any character in the presence of Zagan may have his Willpower and Magical Aptitude increased by 10 and his Perception increased by 5 at the discretion of the summoner. This effect lasts as long as the character remains in Zagan's presence. Where two numbers are given for a characteristic, the first is for the bull form.

5 Dragons

Dragons are the most ferocious creatures in the DragonQuest worlds. They have a long, thin, tapering body (about 25 feet for mature males). They are generally reptilian in form, with sharp claws, a pointed tail, leathery wings, large fangs, a long neck, and spiked ridges along their backs. Their eyes glow with a shine of intelligence inherent in no ordinary reptile, however. Dragons are seven-hex monsters.

Dragons have heavy scales all over their bodies, with the exception of their undersides which are generally softer. As some dragons age, however, they accumulate and sleep on a hoard of gem stones that will become embedded in them, making them as nearly invulnerable from below as from above. A dragon's Armor Protection Rating will be between 10 and 12 from the top, and will be between 2 and 15 on the bottom, depending on the level of encrustation. There is a 50% chance that a dragon will have one vulnerable spot along the underside, regardless of encrustation. If a character knows the location of a weak spot, he has a 20% chance of hitting it on any successful Strike Check. The Armor Protection Rating at this spot will be 1 or 2.

All dragons are highly intelligent. Most dragons will be able to speak 1–5 human tongues at Rank 10, and 10–15 other human and humanoid languages at Rank 6–8. The least intelligent of dragons will be as bright as the average human, and most will be ultra-intelligent by human standards.

With the exception of golden dragons, dragons are highly malicious, loving to cause as much pain and destruction as they can. They enjoy playing with humans, manipulating and outwitting them. Their intelligence, however, gives them a sense of caution, and a dragon will not hesitate to fly away from or attempt to verbally conciliate a more powerful opponent. In times of rage, however, they sometimes become reckless, and it is at these times that they are the most vulnerable.

Most dragons are greedy, and as they age they will accumulate a tremendous hoard within their lair. Their treasure will usually be composed of gold, gems, and other items on which the dragon will make its bed. All dragons except the Black Dragon can occasionally be persuaded to reveal information or perform a service for a character if enough wealth is offered. All save the Golden Dragon will attempt merely to steal the treasure offered, if possible, unless it is well guarded or the character protects himself well in some other way, for dragons hate servitude. By the time a dragon reaches maturity, the wealth accumulated even in their hides will be worth a huge fortune.

Dragons love puzzles and word games and anything else that challenges their intellect. They love riddles and trick questions. They also enjoy flattery, although they will see through it almost all the time. Nevertheless, they will be better disposed toward a flatterer than to one who is insolent. In general, dragons are very hot-tempered and quick to respond to insult.

Dragons have incredibly acute senses of hearing, smell and sight. They can see perfectly in the dark, and they have a 90% chance per pulse of detecting physically hidden characters. They have a 75% chance per pulse of detecting the presence of invisible or otherwise magically hidden creatures. They will not know the exact location of invisible creatures, although they will be able to guess well enough to hit the character with their breath weapon (if they have one and want to use it).

Dragons of all types generally prefer to live in caves, narrow at their open ends, but gradually widening into long, deep caverns. The mouth of the cavern will usually just be large enough for the dragon to pass with folded wings, while the main cavern will be spacious enough for the dragon to turn easily. A dragon's lair will usually contain a number of wards to snare the unwary before they can approach the dragon. Dragons have a fierce territorial imperative, attacking any creature that intrudes upon the area surrounding their lair, be it human, another dragon, or some other powerful creature.

The area around a dragon's lair will often be a wasteland, devastated by the creature. Dragon lairs themselves will reek horribly, with solid rock floors melted and scarred by the creature's acidic excretions. The air surrounding a dragon is noxious; a dragon's breath is foul, and its aroma sickening. Because of their smell, all creatures fight with 5 taken off their Base Chance to hit the dragon. Golden Dragons are the exception to the above, with pleasant-smelling lairs surrounded by normal countryside.

Dragons can fly according to the speed for their respective types, or they can crawl,

although comparatively slowly. They can also hover motionless in the air, their wings beating furiously, creating blasts of wind beneath them.

Dragons are usually encountered alone, although rarely (10%) a lair will be occupied by a female with [D – 6] young dragons (40%) or [D – 2] eggs (60%).

Dragons' blood is highly corrosive; any time a weapon penetrates a dragon's armor and does damage to the creature itself there is a 30% chance that any weapon will be rendered useless, -10% per magical Rank inherent in the weapon. In addition there is a 30% chance that some of the blood will splatter onto the wielder of the weapon if the weapon was used in Melee or Close Combat, doing [D + 2] damage. Armor will absorb this type of damage, but reduce the Armor's Protection Rating by 1 each time it is hit by the blood.

A dragon's gaze is transfixing, and any creature that looks into a dragon's eyes must roll 3 x Willpower or less on D100 or remain paralyzed until the dragon removes his gaze.

All dragons are able to induce fear at will in those confronting them. Characters must roll 3 x Willpower or less on D100 or run away in panic, dropping weapons and packs in headlong flight. Once a character has successfully resisted panic, he will never have to check again for the duration of the encounter.

There is an 80% chance that any dragon encountered in its lair will be sleeping, but dragons are very easily awakened. If any character is wearing metallic armor or makes a noise exceeding a whisper they will awaken instantly. Even if a party is completely silent, there is a 50% chance that their scent will be enough to awaken the dragon.

Dragons can occasionally be coerced into service if they see that there is otherwise a good chance that they will be killed. They will never submit gladly, however, and will try to rebel and kill their "master" at the earliest safe opportunity.

All dragons know the generic true name of everything, profiting from such knowledge in the ways described in the Namer College. Powerful dragons also make it a point to learn the true names of the most important individuals around them in case they should be needed at some future date.

All dragons are spell casters to a greater or lesser extent, most specializing in the College of Sorceries of the Mind. Most dragons are awesome magicians, knowing all spells rituals, or talents within their College at Ranks of 15 or higher, not to mention the many talents inherent to their species. All dragon magic functions exactly as the human magic of the same name. For range purposes, all spells are assumed to emanate from the dragon's head. Dragons can teach their spells to humans, but they will only do so for vast amounts of treasure or in exchange for some highly valuable bit of knowledge. Dragons can use their magic while flying or hovering, but not while participating in physical combat.

All dragons know all special knowledge and general knowledge counterspells for all colleges at Rank 15, unless noted otherwise.

If a dragon is slain, it can cast a death curse on its treasure. The curse can be more specific at the GM's option, but in general the curse will be one of bad luck, the effect of which is to influence any roll on D100 involving the character(s) adversely by 15.

The most deadly physical weapon of most dragons is their ability to breathe fire. The breath will emerge as a cone stretching from the dragon's mouth, with the length and the base of the cone varying with the type of dragon. On the tactical display the cone of fire is considered to be present until the dragon's next action (or Pass) after breathing, with all creatures entering the cone taking damage as if breathed upon. To breathe fire while on the Tactical Display a dragon must execute a Fire action. Damage from a dragon's fire depends on the type of dragon, but all dragon's fire will ignite anything flammable within the cone. Non-magical weapons or armor have a 10% chance of being rendered useless if caught by dragon's fire. In any case damage caused by a dragon's flame cannot be absorbed by armor.

Dragons can create windstorms with their wings (by executing a Pass action) if they are in an area large enough for their wings to reach their full span (30 feet). Any creature in front of a dragon creating a windstorm and within 25 feet of the dragon itself must roll 2 x Physical Strength or less on D100 or be blown [D100 - 10] feet. Subtract 20 from both rolls if the creature rolling is wearing metal armour. All creatures will fall prone after being blown, and any creature which is blown a distance of 10 or more feet will take [D - 4] damage, only half of which (round down) can be

absorbed by armour. In Melee Combat a draeon can attack in any or all of three ways per Pulse without penalty. In any of the hexes of its Strike Zone it can attack with two claws and a bite, and it can attack any creature in a rear hex (a hex from which a creature attacking the dragon would get the rear bonus) with its massive tail. If a character is hit with the dragon's tail, the character must roll 3 x Physical Strength or be knocked to the ground, in addition to any damage received.

All characteristics given above as well as those for specific dragons are for mature dragons. Young dragons will have half the Rank of mature Dragons in any spells, talents, and rituals. They will breathe with a cone of half the width, depth, and damage of fully grown dragons, and cannot produce windstorms. In combat, subtract 15 from all Base Chances and 4 from the damage of immature dragons. Very old dragons will have the same spell capacity as mature dragons, but their cone of flame will be 20 feet longer and 10 feet wider and will do 2 additional points of damage. The windstorm from a very old dragon will do 2 additional points of damage, and all characters add 20 to their D100 rolls to see if they blow away. In combat, very old dragons add 15 to their Base Chance and 4 points to all damage rolls.

5.0.1 Black Dragon

Natural Habitat Caverns Very Rare

Number 1

Description Black dragons have reflective scales of a solid black color.

Talents, Skills and Magic General abilities for all dragons, as noted above. A black dragon can also use all the talents, spell and rituals of the College of Enchantment and Enchantments or Illusions at Rank 20. A black dragon's breath cone is 40 feet in length and 20 feet in width at the base, and does [D + 15]. A black dragon can breathe fire [D - 6] times per day or a minimum of 1 time. A black dragon uses all counterspells at Rank 20.

Weapons The Base Chance for a black dragon's bite is 50%, with damage [D + 12]. The two claws have a Base Chance of 40%, with [D + 10] damage, while the tail's Base Chance is 50%, with [D + 6] damage.

Movement Rates Flying: 850; Running: 300

PS: 220-240	MD: 20-22	AG: 20-22	MA: 30-35
EN: 70-80	FT: 100-120	WP: 30-34	PC: 28-32
PB: 2-4	TMR: 17/6	NA: Top scales absorb 10 DP	

Comment Black dragons are questers for knowledge, and they will occasionally release those in their grasp if they can give them rare or valuable bits of knowledge.

5.0.2 Blue Dragon

Natural Habitat Caverns Very Rare

Number 1

Description Blue dragons are sky blue, making them difficult to spot against a clear sky.

Talents, Skills and Magic General abilities for all dragons as noted above. A blue dragon can also use all talents, rituals, spells, etc., both general and special of the College of Illusions or of the Mind at Rank 18. A blue dragon cannot breathe fire.

Weapons The Base Chance for a blue dragon's bite is 50%, with damage [D + 10]. The two claws have a Base Chance of 45%, with damage [D + 8], while the tail's Base Chance is 55%, with [D + 6] damage.

Movement Rates Flying: 700; Running: 250

PS: 230-250	MD: 16-18	AG: 15-17	MA: 30-35
EN: 75-85	FT: 100-120	WP: 30-34	PC: 28-32
PB: 2-4	TMR: 14/5	NA: Top scales absorb 11 DP	

Comment Blue dragons are more cunning than some of their brethren and if they capture a character they will often let him live in exchange for service in the outside world. Rumors, contact with others, transport of goods, etc., will be expected of any released, and if they attempt to evade service, the dragon's wrath will be great.

5.0.3 Golden Dragon

Natural Habitat Caverns Very Rare

Number 1

Description Golden dragons are bright gold in color, shining from a distance in a dazzling display. For one unfamiliar with dragons, however, there is a 50% chance

that a golden dragon will be mistaken for a yellow dragon. Note that golden dragons do not have the stench of other dragons.

Talents, Skills and Magic General abilities for all dragons as noted above. In addition golden dragons can use all talents of the College of the Mind or the College of Illusions at Rank 18, and can use all rituals or spells, both special and general at Rank 20. Golden dragons cannot breathe fire. Knowledge of all counterspells is at Rank 20.

Weapons The Base Chance for a golden dragon's bite is 65%, with damage [D + 11]. The two claws have a Base Chance of 50%, with damage [D + 7], while the tail has a Base Chance of 70%, with [D + 4] damage.

Movement Rates Flying: 850; Running: 300

PS: 300-320	MD: 20-24	AG: 18-20	MA: 32-37
EN: 90-100	FT: 140-160	WP: 32-37	PC: 30-35
PB: 5-7	TMR: 17/6	NA: Top scales absorb 12 DP.	

Comment Golden dragons are the only draeons that can be described as just. They will not attack unless provoked, and can be bargained with more readily than other dragons. They generally despise evil dragons, and will frequently attack them.

5.0.4 Green Dragon

Natural Habitat Caverns Very rare

Number 1

Description Green dragons have outer scales the color of dark pine needles.

Talents, Skills and Magic General abilities for all dragons, as noted above. Green dragons can also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 12. The cone of fire of their breath is 60 feet long and 30 feet wide, and does [D + 12] to all within the cone. They can breathe fire D10 times on any given day.

Weapons The Base Chance for a green dragon's bite is 60%, and damage is [D + 12]. The two claws have a Base Chance of 50%, with [D + 6] damage, while the tail's Base Chance is 70%, with damage [D + 4].

Movement Rates Flying: 700; Running: 250

PS: 300-350	MD: 19-21	AG: 17-19	MA: 22-25
EN: 85-95	FT: 120-150	WP: 27-33	PC: 27-30
PB: 2-4	TMR: 14/5	NA: Top scales absorb 12 DP	

Comment Green dragons are quite evil, although they are curious and will question captives thoroughly before disposing of them. After a green dragon dies, for the next hour or so a sip of its blood will allow permanent comprehension and ability to speak with any normal animal or avian without damage to the drinker.

5.0.5 Red Dragon

Natural Habitat Caverns Very Rare

Number 1

Description Red dragons are fiery colored dragons, with flecks of gold along their scales.

Talents, Skills and Magic General abilities for dragons, as noted above. They can also use all spells, talents, and rituals, both general and special, of the College of the Mind at Rank 17. The cone of fire of a red dragon is 80 feet long and 40 feet wide at the base, and does [D + 15] to any creature in the cone. The breath weapon can be used [D + 3] times in any given day.

Weapons A red dragon's bite's Base Chance is 70%, and damage is [D + 10]. The two claws have a Base Chance of 50%, with [D + 4] damage, while the tail's Base Chance is 60%, with damage [D + 2].

Movement Rates Flying: 750; Running: 250

PS: 250-300	MD: 18-20	AG: 16-18	MA: 25-30
EN: 10-90	FT: 110-140	WP: 30-35	PC: 21-30
PB: 2-4	TMR: 15/5	NA: Top scales absorb 12 DP	

Comment Red dragons will play games with those they encounter until they tire of their pitiful struggles and then slowly kill them and take all their treasure. If a character somehow impresses a red dragon, there is a 40% chance they will be left alive.

5.0.6 Yellow Dragon

Natural Habitat Caverns Very Rare

Number 1

Description Yellow dragons have yellowish scales. Note that when seen from distances of 100 feet or more there is a 50% chance that this dragon will be mistaken for a golden dragon, and vice-versa.

Talents, Skills and Magic General abilities for all dragons, as noted above. Yellow dragons also use all spells, talents, rituals, etc., of the College of the Mind or the College of Illusions at Rank 15. Their breath's cone of flame is 60 feet long and 30 feet wide and does [D + 12]. They can breathe fire [D + 1] times on any given day. Yellow dragons use all counterspells at Rank 12.

Weapons The Base Chance for a yellow dragon's bite is 60%, with damage [D + 10]. The two claws have a Base Chance of 45%, with [D + 5] damage, while the tail's Base Chance is 65%, with [D + 3] damage.

Movement Rates Flying: 700, Running: 300

PS: 280–320	MD: 20–22	AG: 18–20	MA: 24–27
EN: 80–90	FT: 110–140	WP: 26–32	PC: 27–30
PB: 2–4	TMR: 14/6	NA: Top scales absorb 11 DP	

Comment Yellow dragons have a particular fondness for gold over gems and other items of value.

6 Fantastical monsters

Fantastical Masters include a number of beings of legend, not often seen by humans and related species. They tend to make their homes in inaccessible areas where few men go. These species include: centaurs, chimaeras, giant amoebas, gorgons, manticores, minotaurs, nagas, sphinxes, and unicorns. Due to their rarity, live specimens are usually of great value in the marketplace.

6.0.1 Centaur

Natural Habitat Woods, Marsh, Rough, Caverns, Plains Uncommon

Number 2–20 (4)

Description Centaurs are half-man, half-horse. They are human down to the hips, but they join the body of a horse where the neck would normally be. Their lower half has hide, just as a horse's, while their top half is that of a normal man.

Talents, Skills and Magic Centaurs can have all the abilities and skills of a human. Centaurs in general are good with bows and at hunting, and have an affinity for healing and the art of prophecy.

Weapons Centaurs use weapons as do men. They will usually have Rank in one or more of their weapons.

Movement Rates Running: 600

PS: 10–30	MD: 5–20	AG: 10–23	MA: 5–23
EN: 12–20	FT: 20–30	WP: 7–26	PC: 10–30
PB: 12–17	TMR: 12	NA: Hide absorbs 3 DP	

Comment Centaurs cannot resist alcohol and become violent when drunk. Centaurs will only rarely let a human ride them, and only then at pressing need. They eat raw flesh (including human flesh), and will often abduct young maidens for food and other purposes.

6.0.2 Chimaera

Natural Habitat Woods, Rough, Caverns, Ruins Very Rare

Number 1–3 (1)

Description The chimaera has the head of a goat, the foreparts of a lion, and the rear section of a dragon. Chimaeras are large (up to 12 feet long) and breath fire. They are 3-hex monsters.

Talents, Skills and Magic The chimaera can breath a cone of fire. Other than that, it has no special skills or magical ability.

Weapons The chimaera has a fire breath that it can use in Ranged and Melee combat. The range of the cone of breath is 50 feet and at the base the cone is 20 feet in diameter. All within the cone suffer [D + 15] damage. A chimera must execute a Fire action to breath in this fashion. In Melee Combat and Close Combat, the chimera has a bite like that of a huge lion (Base Chance of 75% + 8 damage).

Movement Rates Running: 500

PS: 28–32	MD: 25–28	AG: 15–20	MA: None
EN: 20–22	FT: 30–34	WP: 14–19	PC: 13–20
PB: 3–7	TMR: 10	NA: Hide absorbs 8 DP	

Comment Chimaera thrive on ruin, and the area surrounding one of their lairs will be a burned wasteland. In the area surrounding the lair, or occasionally in the lair itself, there may be victims with some treasure (25%, 1–6 bodies with 100–600 Silver Pennies, 25% each has something else of value), but otherwise chimaera do not hoard wealth as do dragons.

6.0.3 Giant amoeba

Natural Habitat Caverns, Ruins Uncommon

Number 1–6 (1)

Description A giant amoeba is a shapeless, flowing creature between 6 inches and 6 feet in diameter.

Talents, Skills and Magic A giant amoeba can sense any organic material within 25 feet, and will move toward the closest such material that it can sense. Giant amoeba are able to eat anything they come in contact with. They can slip under doors and through very small cracks.

Weapons A giant amoeba does not attack, per se, but rather attempts to consume anything in its way. If a giant amoeba is ever in the same hex on the tactical display as any living creature, that creature takes 2 DP per Pulse until it leaves the hex occupied by the amoeba. Note that if a creature is fully consumed, any weapons and other non-organic materials will be left behind, although all bones will be

consumed.

Movement Rates Crawling: 50

PS: None	MD: None	AG: 3–4	MA: None
EN: 10–12	FT: 20–24	WP: 6–8	PC: 6–8
PB: 3–5	TMR: 1	NA: None	

Comment If a giant amoeba is reduced to 0 endurance as a result of the attacks of normal (non-magical) weapons, the amoeba merely splits into two amoebas, each with half the size, endurance, and fatigue of the original amoeba. Magical weapons and magical attacks affect the amoeba normally.

6.0.4 Gorgon (medusa)

Natural Habitat Woods and Wilderness (lair in caverns) Very rare

Number 1–3 (1)

Description Gorgons are physically humanoid, but boast a headful of writhing green snakes of a venomous nature. They also have hypnotic, burning red eyes. Gorgons like to appear as comely maidens and often wear the attire of human females. They have large brazen claws and hog-like teeth. They specialize in enticing males who they then turn to stone.

Talents, Skills and Magic Gorgons possess no special skills or magic as a rule, but may learn human skills and magic. They have the special talent of turning those that look directly into their eyes to stone. Any character facing a gorgon must roll four times Willpower or less each pulse that they face the beast or they succumb to her blandishments, looks into her eyes and is turned to stone.

Weapons In addition to her eyes, the Gorgon may Melee Attack with claws (Base Chance of 50%, + 4 damage, Rank of 1–5) or Close Combat using claws, teeth and hair (Base Chance of 30%, [D + 0] damage, but possible poisoning as from an asp bite and no Rank). Gorgons may attack using hair, teeth and claws in the same pulse. The gorgon may attempt to turn a character to stone any time.

Movement Rates Running: 250

PS: 10–13	MD: 12–15	AG: 10–14	MA: 15–18
EN: 10–14	FT: 15–19	WP: 16–20	PC: 16–18
PB: Always 0	TMR: 5	NA: None	

Comment The gorgon's eyes only become visible at a range of 100 feet and she cannot turn a character to stone beyond that range. The attempt to turn a character to stone is automatic whenever a character faces the gorgon's front and requires no action.

6.0.5 Manticore

Natural Habitat Rough, Caverns Rare

Number 1–6 (1)

Description Manticores have the body of a lion, bat-like wings, and the head of a human, although larger to fit their bodies. At the tip of their tail they have up to 12 spikes, which they can launch as weapons.

Talents, Skills and Magic Manticores have no magical properties, and no special abilities other than the ability to launch their tail spikes.

Weapons Manticores can use their tail spikes in Ranged Combat as if they were heavy crossbows. They are able to launch up to 6 of the spikes at any one time as long as the spikes are all aimed at spots within 6 feet of each other. In Melee Combat, the manticore can attack with its two claws (Base Chance of 60%, [D + 5] damage). Once their tail spikes are exhausted (they regenerate in about a day) manticores try to enter Close Combat as soon as possible, where they can use their claws.

Movement Rates Flying: 500; Running: 350

PS: 28–32	MD: 20–25	AG: 26–30	MA: None
EN: 12–14	FT: 20–25	WP: 12–18	PC: 12–18
PB: 3–6	TMR: 10/7	NA: Fur absorbs 8 DP	

Comment Manticores like to hunt, and their favorite prey is man. They will lie in wait for a party, and then send their spikes whirling into it. If the manticore's lair is found, there is a chance (30%) that it will have dragged bodies with treasure on them into its cave.

6.0.6 Minotaur

Natural Habitat Caverns, Woods, Rough. Very Rare

Number 1–6 (1)

Description Minotaurs are humanoid, with the head of a bull and a very hairy hide. They have a tail, just like that of a bull.

Talents, Skills and Magic The minotaur has no special magical abilities or talents. They are tool users and will sometimes use simple weapons.

Weapons A minotaur can attack by butting with his horns, biting, or attacking with a weapon. Butt: Base Chance of 40%, [D + 3] damage. Bite: Base Chance of 30%, [D – 1] damage. A minotaur will hold Rank 1–5 with whatever weapon it uses. The minotaur can use any combination of two of these attacks in any one pulse without penalty. In Close Combat the minotaur can use only his bite, but the Base Chance goes up to 50%.

Movement Rates Running: 300

PS: 22–26	MD: 18–20	AG: 14–17	MA: None
EN: 14–16	FT: 22–25	WP: 14–16	PC: 18–20
PB: 4–7	TMR: 6	NA: Hide absorbs 6 DP	

Comment Minotaurs are particularly vicious, and will attack virtually anything that their dim intelligence tells them they have even a mediocre chance of beating. These beasts generally like the dark, and will only rarely be found in the open after sunup.

6.0.7 Naga

Natural Habitat Crypts, Marsh Very Rare

Number 1–6 (1)

Description Nagas are humanoid above the waist, and have the body of a serpent below. Male nagas have the upper half of a man, while nagians (female nagas) have the upper half of a woman. Both types will usually be 10–12 feet long.

Talents, Skills and Magic Nagas are frequently (85%) members of one of the Colleges of Thaumaturgies. If a naga is a magic-user, it will have Rank 2–8 with each of the General Knowledge spells, talents, and rituals, and will have Rank 1–5 with those Special Knowledge spells and rituals that they know (Usually 5–10 will be known). Nagas can also read the minds of any that they can see, understanding both the thoughts and intentions of the subject. This talent cannot be resisted.

Weapons Naga will use ordinary edged weapons 50% of the time, and if they do use a weapon, they will have Rank 4–6 with it. If they do not use a weapon, they can attack with a bite or a constriction attack. The bite has a Base Chance of 55% and does [D + 4] damage, while the constriction has a Base Chance of 40% and does [D + 8] damage. The bite can be used in either Close or Melee Combat, while the constriction can only be used in Close Combat. If a naga's bite penetrates an enemy's armor (i.e. does damage to the character's Fatigue or Endurance), then the victim takes 2 additional DP per Pulse for D10 Pulses because of the naga's poison. Only an antidote specifically designed for naga venom will neutralize this poison. A naga can also spit this poison up to a range of 40 feet. The spittle has a Base Chance of 30% (modified for range as an ordinary hurled weapon) and does [D + 4] damage.

Movement Rates Swimming: 400; Crawling: 300

PS: 20–25	MD: 17–21	AG: 12–16	MA: 16–20
EN: 25–32	FT: 20–25	WP: 20–24	PC: 19–23
PB: 13–17	TMR: 8/6	NA: Scales absorb 5 DP	

Comment Nagas are often the guardians and keepers of knowledge. They seek to preserve powerful knowledge from the use of those who would not use it properly, and at the same time they try to deliver it to those who could best use it for the cause of good. This knowledge might be magical in nature, or of some other type. Nagas will use force to defend the knowledge that they guard (which will usually be in the form of a written tome) but will warn intruders beforehand, and allow them a chance to get away.

6.0.8 Sphinx

Natural Habitat Rough, Woods Very Rare

Number 1

Description A sphinx has the body of a winged lion, with the head and breasts of a woman. A sphinx is usually about 12 feet long. A sphinx has large, sharp teeth, and is a two-hex monster.

Talents, Skills and Magic Most sphinxes are accomplished members of a College of Magic, usually one of the Thaumaturgies. They will know all General Knowledge spells at Rank 6–9, and will know all Special Knowledge spells at Rank 3–6.

In addition, a sphinx will know D10 counterspells from other Colleges. Sphinxes also have excellent senses of smell. They will be able to track as if they had Rank 8 in the Ranger ability, and they will be able to detect the presence of hidden or invisible characters 75% of the time.

Weapons A sphinx can attack three times (once with a bite, and twice with its claws) in the same Pulse without penalty. The bite has a Base Chance of 75% and does [D + 8] damage. The claws have a Base Chance of 60% and do [D + 4] damage.

Movement Rates Running: 500; Flying: 600

PS: 30–35	MD: 22–24	AG: 17–19	MA: 12–22
EN: 40–50	FT: 60–75	WP: 20–23	PC: 17–19
PB: 4–6	TMR: 10/12	NA: Hide absorbs 6 DP	

Comment Sphinxes are proverbial riddle-lovers. They love to learn new riddles, and will sometimes let a passerby live in exchange for a good one. They also like to ask riddles, however. When a sphinx asks a riddle, it will state what will happen to a character who does not answer the riddle successfully, and what reward (usually just free passage) will be given to those who do. A sphinx will always try to keep its word as to what it will do if the riddle is answered, although there is a 2% chance that it will simply kill itself if the riddle is answered correctly.

6.0.9 Unicorn

Natural Habitat Woods, Plains Rare

Number 1–8 (2)

Description Unicorns are white equines with a single, long horn coming out of their forehead. They have a single black, 2 foot long horn set in a deer's head, very thick feet, and the tail of a boar.

Talents, Skills and Magic Unicorns are immune to poison, and a character who possesses one of their horns is also immune. They are also almost impossible to trap as they are very intelligent and wary. They have 5 times the strength of an average human. They are unable to cast spells in the usual sense.

Weapons In Melee Combat, a unicorn uses its horn (Base Chance of 60%, [D + 7] damage). In Close Combat, it can attack with its hooves as a Warhorse.

Movement Rates Running: 600

PS: 55–60	MD: None	AG: 16–19	MA: None
EN: 25–30	FT: 50–60	WP: 20–25	PC: 25–30
PB: 18–20	TMR: 12	NA: Hide absorbs 4 DP	

Comment Unicorns are virtually untameable by ordinary men, but a unicorn can occasionally be tamed by a virgin (40%) as unicorns love purity and innocence.

7 Giants, Faries and Earth Dwellers

7.1 Giant Humanoids

This Section includes all larger than average size humanoid species. Included are 6 flavors of Giants (Cloud, Fire, Frost, Hill, Stone and Storm). Other giant humanoids include Ogres, Trolls and Titans.

7.1.1 Cloud Giant

Natural Habitat Rough Very Rare

Number 1–4 (1)

Description Cloud giants are huge humanoids between 15 and 20 feet tall. Cloud Giants will often build sky-castles on mountain tops. These will seem to float on pillars of cloud and can only be reached by a stone stairwell inside the pillars on which it floats. The pillars and the clouds on which the castle rests will be substantial (capable of bearing weight), though they will appear to be clouds. Cloud Giants are 3-hex figures.

Talents, Skills and Magic See Character generation.

Weapons Cloud Giants favor the club and the sword, and will have Rank 2–4 with these weapons. They will sometimes wear armor, although it is rare to see a Giant clothed in anything heavier than leather.

Movement Rates Running: 600–700

PS: 24–42	MD: 4–22	AG: 3–21	MA: 4–22
EN: 30–48	FT: 18–24	WP: 4–22	PC: 5–23
PB: 5–23	TMR: 12–14	NA: None	

Comment

7.1.2 Fire Giant

Natural Habitat Rough, CavernsRare

Number 1–4 (1)

Description Fire giants are large humanoids about 12 feet tall.

Talents, Skills and Magic See Character generation.

Weapons Fire giants prefer the club and sword, and will have Rank 1–3 with these weapons. Armor heavier than leather is rare, although it does occur.

Movement Rates Running: 400–500

PS: 15–33	MD: 4–22	AG: 3–21	MA: 4–22
EN: 20–38	FT: 18–24	WP: 4–22	PC: 5–23
PB: 5–23	TMR: 8–10	NA: None	

Comment

7.1.3 Hill Giant

Natural Habitat Rough Rare

Number 1–10 (5)

Description Hill Giants are humanoids about nine feet tall. Their features will usually be uncommonly gnarled.

Talents, Skills and Magic But note that a hill giant is not affiliated with any element in particular, and thus has expanded options as to his choice of College. His mastery of a College will usually be minimal (about Rank 3) if he does belong to a College (25% chance).

Weapons Hill giants will use all weapons, although they generally prefer simple crushing weapons like the club or mace. They will have rank 1–5 with these weapons. Hill giants rarely wear armor, although they will occasionally (2%) wear chainmail or leather.

Movement Rates 350–400

PS: 12–30	MD: 4–22	AG: 3–21	MA: 4–22
EN: 13–31	FT: 18–24	WP: 4–22	PC: 5–23
PB: 5–23	TMR: 7–8	NA: Thick hide absorbs 1 DP	

Comment

7.1.4 Frost Giant

Natural Habitat Rough (especially mountains)Rare

Number 1–25 (6)

Description Frost giants are large humanoids between 15 and 20 feet in height. Frost Giants are 3-hex figures.

Talents, Skills and Magic See Character generation.

Weapons Frost giants generally use swords and axes, and will frequently achieve rank 4 or higher with these weapons. Frost giants will wear any type of armor, with metallic armor being common.

Movement Rates Running: 600–700

PS: 24–42	MD: 4–22	AG: 3–21	MA: 4–22
EN: 25–43	FT: 18–24	WP: 4–22	PC: 5–23
PB: 5–23	TMR: 12–14	NA: None	

Comment

7.1.5 Stone Giant

Natural Habitat Rough, CavernsRare

Number 1–6 (3)

Description : Stone giants are humanoids about 10 feet tall.

Talents, Skills and Magic See Character Generation.

Weapons Stone Giants prefer heavy weapons like hammers and clubs. They will have rank 3–5 with these weapons. Stone giants frequently wear leather armor and carry shields.

Movement Rates Running: 400–500

PS: 13–31	MD: 4–22	AG: 3–21	MA: 4–22
EN: 15–25	FT: 18–24	WP: 4–22	PC: 5–23
PB: 5–23	TMR: 8–10	NA: None	

7.1.6 Storm Giant

Natural Habitat Rough (especially mountaintops)Very Rare

Number 1–3 (1)

Description Storm giants are huge humanoids about 20 feet tall. Storm Giants are 3-hex figures.

Talents, Skills and Magic Storm giants have all the talents, skills, magic, and other abilities noted in 6.6. In addition, they can control the weather, bringing rain, wind, thunderstorms, and even a fair sky. Depending on the difference between the weather they are trying to create and the weather state at the time that they are doing so, it will be from one to three hours until the effects of their control become evident. Note that storm giants are not particularly affiliated with any of the Elementals. There is a 50% chance that a storm giant will be a member of a College. If he is a member of a College, a storm giant will have rank 3–7 with General Knowledge spells, and Rank 2–5 with those Special Knowledge spells that he knows (GM's option).

Weapons Storm giants prefer edged weapons, with axes being the weapons they most commonly use. They will have Rank four or better with the type of weapon that they use most frequently. Storm giants can be found in any sort of armor, although chainmail is the norm.

Movement Rates Running: 700–750

PS: 27–45	MD: 4–22	AG: 3–21	MA: 4–22
EN: 30–48	FT: 18–24	WP: 4–22	PC: 5–23
PB: 5–23	TMR: 14–15	NA: None	

Comment True to their name, Storm Giants enjoy turbulent weather, and there will frequently be a thunderstorm about their mountainous home. Those traits mentioned in 6.6 are also applicable to storm giants.

7.1.7 Ogre

Natural Habitat Rough, Woods Rare

Number 1–20 (4)

Description Ogres are large, ugly humanoids. They are 8 feet tall, have flattened noses and large, sharp teeth. They will usually be wearing rags.

Talents, Skills and Magic Ogres generally shun magic, although there is a 5% chance that an ogre will belong to the College of Earth Magics if he has an MA of 15. The highest rank that an ogre will ever attain with any spell is 5, and this only rarely.

Weapons Ogres prefer to use large clubs over other weapons. Ranged weapons are rare, but possible. Ogres will also use shields and wear armor 80% of the time. If they do wear armor, it will usually be chainmail or lighter. In Close Combat or in the absence of a weapon ogres can also bite (Base Chance of 65%, + 4 Damage).

Movement Rates Running: 450

PS: 25–30	MD: 11–13	AG: 8–10	MA: 10–15
EN: 20–23	FT: 28–30	WP: 18–20	PC: 11–14
PB: 6–9	TMR: 9	NA: Thick skin absorbs 4 DP	

Comment Ogres eat those travellers that they waylay and take their treasure. They are intelligent enough so that they will not attack a party if they are hopelessly outclassed, but they are stupid enough so that they can also be easily outwitted. Ogres will usually have treasure in the form of gold and gems.

7.1.8 Titan

Natural Habitat See below Very Rare

Number 1–2 (1)

Description Titans are basically human, but they are between 20 feet and 24 feet tall. They are also unusually muscular, and appear strikingly handsome or beautiful. They can be of either sex. Titans are 3-hex figures.

Talents, Skills and Magic Titans are highly magical. They can turn invisible, disappear from this plane, and move through the air by willing it. They can also use spells, talents, and rituals of any one College. They are protected from physical attack by a magical aura which surrounds them. This aura also adds 40 to their Magic Resistance. They will know General and Special Knowledge of their College at Rank 10 and above.

Weapons Titans use human-type weapons of 4-times normal size (improve Base Chance by 20%, multiply damage by 4 after modification). They will sometimes wear armor (which functions in addition to their aura) if they are doing something which is pre-meditated, and they know will be very dangerous.

Movement Rates Running: 600; Flying: 300

PS: 60–70	MD: 12–16	AG: 13–17	MA: 19–26
EN: 30–40	FT: 50–60	WP: 17–20	PC: 16–18
PB: 19–21	TMR: 12/6	NA: Aura absorbs 12 DP	

Comment Titans are basically good in nature, and they will help people on occasion. They are often very touchy, however, and if they think a human is being insolent they will not hesitate to kill him, although sometimes (30%) they will just vanish. If a titan is inhabiting this plane for some reason, it will have a large castle, very substantial treasure, and numerous storm giant guards.

7.1.9 Troll

Natural Habitat Rough, Caverns, Ruins, Fields, Marshes Uncommon

Number -3 (1)

Description Trolls are large green, vaguely humanoid beings with greenish black heads and extremities. They are well muscled and long-limbed with thick, leathery skin. Their large teeth and claws are ideally suited to rending the "manflesh" they so highly prize. A full-grown troll may stand almost 15 feet high. Trolls are 3-hex monsters.

Talents, Skills and Magic Trolls possess no skills to speak of and are not magic-users. They may use simple weapons, but may never achieve any Rank with a weapon. Trolls possess the ability to regenerate themselves at the rate of 1 Damage Point healed each Pulse. Any damage inflicted by fire is, however, permanent and may not be healed by regeneration. Trolls are not afraid of fire.

Weapons A Troll may use its hands (Base Chance of 55%, Damage of + 6, no Rank) to Melee Attack or may use hands and teeth (Base Chance of 35%, Damage of +4, no Rank) in Close Combat. It may Strike twice with hands and once with teeth each Pulse.

Movement Rates Running: 300

PS: 30–50	MD: 10–14	AG: 12–16	MA: 5–8
EN: 30–40	FT: 40–50	WP: 18–25	PC: 20–25
PB: Always 0	TMR: 6	NA: Skin absorbs 5 DP	

Comment Trolls become enraged by the presence of fire and will kill anyone who uses it if possible. Trolls can reproduce themselves but loosing a limb, which regenerates into a new troll, but only once per decade or so. The only way to prevent this or to keep a Troll from regenerating after death is to burn the Troll's corpse (or any stray pieces). A Troll is unlikely to possess or guard treasure, but may have a few "pretties" in his possession (gold or jewelry and such). The net worth of such items will usually be no more than 500 silver pennies, but could equal 1,000 in rare instances.

7.2 Fairy Folk

Fairy folk include brownies, dryads, elves, fossergrims, leprechauns, nixons, nymphs, pixies, satyrs, and sylphs. They are all roughly related, though their natures have diverged since the time when they could claim a common ancestor. Brownies, Leprechauns, Nixons, Pixies and Sylphs all take [D – 2] damage from physical contact with cold iron in addition to any other damage that may be inflicted by a weapon made of that substance. This damage is due to burning. Other fairy folk do not suffer this effect, but prefer to use substances other than cold iron for tools and artifacts. Only the Elves have overcome their fear of the substance to the extent of habitually forging and using fine iron and steel weapons.

7.2.1 Brownie (house spirit)

Natural Habitat Fields (usually around man or his dwellings) Uncommon

Number 1–30 (6)

Description Brownies are "little people" similar to Leprechauns, but more sociable. They tend to be benevolent toward those who are not of Facrie (unlike their wilder kindred who despise humans).

Talents, Skills and Magic Brownies specialize in using minor magics to assist in keeping order, repairing minor damage, and doing light work around human dwellings. They can bless or curse crops in the same manner as a wiccan. Their small help can also be turned to mischief if they are affronted in any way. This might take the form of falling roof tiles, collapsing floorboards, or other small disasters.

Weapons Brownies have no natural weapons. They carry small swords (treat as daggers), but do not use armor. They may also carry bows which will have the same characteristics as the Small Bow (see Weapons Table).

Movement Rates Running: 150

PS: 7–8	MD: 20–25	AG: 20–25	MA: 17–19
EN: 4–5	FT: 10–11	WP: 17–19	PC: 16–19
PB: 12–16	TMR: 3	NA: None	

Comment Brownies will aid the human inhabitants of an area in exchange for food (a dish of milk left out each night). If disaffected, they will seek out and give information to the household's enemies.

7.2.2 Dryad

Natural Habitat Woods Common

Number 1–30 (10)

Description Dryads are insubstantial spirits living within the wood of a specific tree. They can leave their tree and wander about, but may never stray more than a mile from the tree. They usually appear in small colonies.

Talents, Skills and Magic Dryads tend to be Adepts of the College of Earth Magics, though some may be members of the Colleges of Illusion or the Sorceries of the Mind. They will not usually be very powerful in Colleges other than Earth, however. They have the special ability of being able to take refuge deep within their tree if threatened.

Weapons Dryads use no weapons of any kind.

Movement Rates Running: 200

PS: None	MD: None	AG: None	MA: 8–20
EN: None	FT: None	WP: 12–16	PC: 12–15
PB: 16–24	TMR: 4	NA: None, but see below	

Comment Dryads can only be harmed if their tree is killed by chopping or burning it down. They are not usually inimical to man, though "Black Dryads" do exist who practice Druidic rites (including blood sacrifice). They will usually aid travellers, but are mainly concerned with the well being of their trees.

7.2.3 Elf

Natural Habitat Woods Uncommon

Number 1–200 (20)

Description An elf is a lithe humanoid. They are unusually fair in appearance.

Talents, Skills and Magic See Character generation

Weapons Elves prefer bow weapons, and will have rank 4–6 with them. Spears are also commonly used. Elves will not generally wear metallic armour, although they may do so in unusual cases. The listed characteristic ranges are for NPC elves only.

Movement Rates Running: 275

PS: 4–22	MD: 5–23	AG: 6–24	MA: 4–22
EN: 4–22	FT: 19–25	WP: 6–24	PC: 6–24
PB: 8–26	TMR: 6	NA: None	

7.2.4 Fossesgrim

Natural Habitat Streams, Rivers (especially near white water) Very Rare

Number 6–12 (8)

Description Fossesgrims look much like Gnomes and are about the same size. However, they are water dwellers and have a water-breathing capacity in addition to their air-breathing capacity. They will always be found in or near their lairs which will be located at the foot of waterfalls or rapids wherever possible.

Talents, Skills and Magic Fossesgrims have the ability to cast very weak and limited illusions over water so as to make shoals and rapids appear to be safe channels. They also have the ability to cast a charm over an individual, causing him to swim into their lair (which will be in an underwater cave) and be drowned. This works like a talent. Victims must roll 2 x Willpower or less or succumb to the charm.

Weapons Fossesgrims attack with their teeth in Close Combat and have a Base Chance of 40% of doing [D – 2] Damage. They may also use small simple non-missile weapons (knives, shon swords, and the like).

Movement Rates Running: 150; Swimming: 100

PS: 8–12	MD: 18–20	AG: 15–17	MA: 12–14
EN: 8–10	FT: 16–20	WP: 16–18	PC: 15–17
PB: 8–10	TMR: 3/2	NA: None	

Comment Fossesgrims are carnivores and especially delight in feasting on “the bigs” as they call humans, elves, and their kindred. Except for their special magical abilities which they use to lure the unwary into their halls, they possess little magic and few skills or talents. What other magic they possess will be Water Magic.

7.2.5 Leprechaun

Natural Habitat Plains, Woods, Fields Very Rare

Number 1–30 (8)

Description Leprechauns are similar in almost all ways to Brownies, but wilder and shyer of man. They tend to dress in muted shades of brown and green and to seek out the deep woods where they are most at home. They have 3 to 4 times the stealth of an average human and will, as a result, seldom be seen unless they wish to speak with a party.

Talents, Skills and Magic Leprechauns possess the same Talent Magic as Brownies. In addition, they will usually be masters of either the College of Illusions or the College of Earth Magics. They have the ability to teleport themselves limited distances (no more than a few yards) by blinking. Leprechauns also have special skill with the Spell of Sleeping (regardless of their College) and add 10 to the Base Chance for the spell.

Weapons Leprechauns have no natural weapons. They will usually have Short Swords (similar to Daggers) and will use Small Bows.

Movement Rates Running: 200

PS: 7–8	MD: 19–22	AG: 25–28	MA: 19–21
EN: 5–6	FT: 10–12	WP: 15–18	PC: 14–17
PB: 9–14	TMR: 4	NA: None	

Comment If a Leprechaun is captured and cannot escape, he will buy his freedom either by revealing the location of his treasure (300–400 Gold Pieces) or by granting the warder three wishes which the leprechaun will attempt to grant in such away that they turn to the disadvantage of the recipient (usually in some really grisly way).

7.2.6 Nixie

Natural Habitat Marsh Rare

Number 1–40 (20)

Description Nixies are water-dwellers with pale skin (through which can often be seen green veins), golden hair, webbed fingers and toes, and gills. They have a limited air breathing capacity similar to Merfolk. They are recognizable by their sharp teeth which are covered in green slime.

Talents, Skills and Magic Nixies will almost always have limited abilities as Adepts of the College of Water Magics. They will have no skills to speak of, but

will have the talent of being able to automatically summon [D + 1] x Rank with their talent (1, if unranked) large Pike to their aid. Since these “water wolves”, as they are called, have a special fondness for Nixies, there will always be Pike in the area.

Weapons Nixies do [D – 2] Damage (Base Chance of 35%) in Close Combat with their bite. In addition, they will often carry fishbone weapons and shields and (rarely) wear fishskin armour (equal to leather armour).

Movement Rates Swimming: 350

PS: 13–23	MD: 10–20	AG: 14–21	MA: 10–18
EN: 10–18	FT: 12–24	WP: 14–20	PC: 14–22
PB: 8–18	TMR: 7	NA: None	

Comment Nixies are fond of human flesh, though they will sometimes refrain from eating a particularly beautiful humanoid member of the opposite sex in order to enjoy their company longer. They are capricious and cowardly and prefer to destroy their prey by guile whenever possible. An invitation to a Nixie feast is usually a prelude to treachery.

7.2.7 Nymph

Natural Habitat Woods, Fields (usually found with Satyrs) Rare

Number 1–30 (6)

Description Nymphs are beautiful humanoids with goat-like lower limbs covered in soft curly hair. They generally prefer to go about naked, but will wear light robes in cold weather.

Talents, Skills and Magic Nymphs will have some abilities of either the College of Illusions or of the College of Earth Magics. They will have twice the stealth of humans. In addition, any male character who looks at a naked Nymph must roll 4 x WP or less or he will be charmed and will desire only to spend his days frolicking with the Nymph (or her sisters).

Weapons Nymphs do not use weapons or fight in any way. They rely exclusively on their beauty and magic for protection.

Movement Rates Running: 250

PS: 10–12	MD: 14–18	AG: 14–22	MA: 18–22
EN: 8–12	FT: 16–24	WP: 18–24	PC: 18–24
PB: 25–33	TMR: 5	NA: None	

Comment Nymphs dislike the intrusion of humans, but will attempt to charm and seduce a particularly handsome man with their beauty (40% chance) if they do not first flee (50% chance). If they flee, they will attempt to punish those who frightened them. Nymphs can move from place to place by entering the trunks of trees and then teleporting from one trunk to another. It takes them 30 seconds to enter the trunk of a tree and one second to teleport to any other trunk within 100 feet of the tree they currently occupy.

Nymphs have little sense of normal human anatomy or capabilities and will kill a human lover with their demands by permanently reducing his Fatigue or Endurance at the rate of 1 point from either (GM’s choice) per week until the lover dies or escapes. The lover may make a check against 2 times his Willpower at the end of each week to see if he runs away from his sweet captors (leaving behind most of his weapons, armour, and other possessions in his state of befuddlement).

7.2.8 Pixie

Natural Habitat Woods Very Rare

Number 1–100 (10)

Description Pixies are small people about 2 feet in height, with transparent wings, pointed ears, and almond-shaped eyes.

Talents, Skills and Magic Pixies are naturally invisible, but can become visible at will. They can create full-fledged visible and audible illusions, and can appear to change their form. They are also able to use most counter spells, read peoples’ minds, and cause disorientation and the inability to think clearly in the victims of their pranks.

Weapons Pixies use daggers and bows of short range (50 feet) but with great effect. They have three types of arrow: one which does [D – 6] damage, one that puts their victims to sleep unless they roll 4 x Willpower or less, and one that removes all memory from the victim for [D – 4] days unless they roll 4 x Willpower or less. The bow has a Base Chance of 60%. They may wear leather armor.

Movement Rates Running: 150; Flying: 250

PS: 3–4	MD: 18–21	AG: 17–20	MA: 10–15
EN: 3–4	FT: 8–10	WP: 12–16	PC: 10–14
PB: 10–17	TMR: 3/5	NA: None	

Comment Pixies are very hard to hit in combat (+30 to their normal defense). They are highly mischievous, and they will often play pranks to annoy the foolish traveler who enters a forest where pixies are said to dwell.

7.2.9 Satyr (faun)

Natural Habitat Woods, Plains Uncommon

Number 1–10 (6)

Description Satyrs have the upper halves of a man and the legs of a goat or horse. They have bristly hair, and short, black horns. Their skin is a deep mahogany in color.

Talents, Skills and Magic Satyrs are somewhat magical. Their magical abilities are usually focused through a pipe which they play to charm, delight, or otherwise influence those around them. They are also 3 times as stealthy as humans, and can blend in with surrounding trees (90% chance they will be undetected if they remain still. Satyrs have the same power over women that nymphs have over men.

Weapons Satyrs use simple weapons like spears. Usually they will have Rank 1–5 with the weapons they use.

Movement Rates Running: 400

PS: 12–22	MD: 19–22	AG: 18–20	MA: 15–18
EN: 10–18	FT: 18–28	WP: 15–18	PC: 18–20
PB: 9–12	TMR: 8	NA: Skin absorbs 2 DP.	

Comment Satyrs are much like centaurs in mentality: they enjoy drinking, dancing, and generally making merry. In general they dislike men, although they will occasionally attempt to seduce human females. They will usually be accompanied by nymphs.

7.2.10 Sylph

Natural Habitat Rough (especially mountain tops). Very Rare

Number 1–2 (1)

Description Sylphs appear as human females, but have large, almost transparent wings. They are usually very beautiful.

Talents, Skills and Magic Sylphs can turn themselves invisible, and they are usually able to sense a party's intentions towards them, and so avoid harm. Sylphs are also able magicians, specializing in the powers of the College of Air Magics.

Weapons Sylphs do not use weapons or attack. They use only their magic to defend themselves.

Movement Rates Flying: 700; Running: 250

PS: 10–13	MD: 18–22	AG: 20–24	MA: 18–20
EN: 9–12	FT: 18–20	WP: 14–18	PC: 18–20
PB: 21–25	TMR: 14/5	NA: None	

Comment Sylphs will aid a humanoid in need or befriend one to whom they take a fancy. If somehow coerced they will have a large treasure with which they may buy their freedom but it will usually be hidden on a mountain top. It will be worth [D + 5] x 300 silver pennies.

7.3 Earth Dwellers

This section deals with those species who prefer dwelling in caverns or earthen barrows, but who are distantly related to the Fairy Folk. They include: Dwarves, Gnolls, Gnomes, Goblins, Halflings, Hobgoblins, Kobolds, and Orcs. These beings all tend to prefer cool shadows to bright sunlight, and all except Dwarves and Halflings positively dislike sunlight and will not willingly venture into it.

7.3.1 Dwarf

Natural Habitat Rough, Caverns Uncommon

Number 1–500 (10)

Description Dwarves are short, stout humanoids. They usually have long beards.

Talents, Skills and Magic See character generation

Weapons Dwarves delight in axes and hammers and they will have Rank 2–4 with these weapons. They also commonly wear heavy armor, with chainmail being the type most frequently worn, although plate is also occasionally used. The listed characteristic ranges are for NPC dwarves only.

Movement Rates Running: 225

PS: 6–24	MD: 5–23	AG: 4–22	MA: 3–21
EN: 6–24	FT: 17–23	WP: 7–25	PC: 6–24
PB: 4–22	TMR: 4	NA: None	

7.3.2 Gnoll

Natural Habitat All but Waste and Ocean (Usually Caverns) Uncommon

Number 1–300 (40)

Description Gnolls are dog-faced humanoids about 7 feet tall. They are very strong, and usually wear armour. Their skin is fuzzy, and yellowish-brown in color.

Talents, Skills and Magic Gnolls are good diggers if forced to do so, but they will rarely attempt mining on their own, even though they like caves. They have no magical abilities, although they will sometimes have magical items which they will rarely know how to use.

Weapons Gnolls tend toward the larger weapons, usually axes. They will use ranged weapons, however, and any large contingent will have a fair number of archers. They usually wear light armor (leather or cloth) but strong members of a group will sometimes have better armour.

Movement Rates Running: 250

PS: 20–23	MD: 13–15	AG: 12–14	MA: None
EN: 12–14	FT: 20–24	WP: 10–12	PC: 12–16
PB: 6–9	TMR: 5	NA: Hide absorbs 2 DP	

Comment Gnolls are very disorganized and travel in loose bands. They like to raid towns and travellers to gain plunder as they disdain to work themselves. Large bands will often have (value: [D + 5] x 100 Silver Pennies per Gnoll) treasure that has been previously looted.

7.3.3 Gnome

Natural Habitat Rough, Caverns. Rare

Number 1–200 (50)

Description Gnomes are short, stocky humanoids, much like Dwarves, but even shorter (3 feet). Typically they will be dressed in chainmail or leather armor, with a heavy skullcap, although powerful gnomes occasionally wear heavier armour as they "make light of burden." Gnomes are usually brownish in color with hair between grey and white.

Talents, Skills and Magic Gnomes are excellent stoneworkers, and as such they can detect many things that have to do with the construction of a building or the quality of a builder's job.

Weapons Gnomes will use daggers, short swords, clubs, and any other weapons that they can carry easily.

Movement Rates Running: 150

PS: 10–14	MD: 10–13	AG: 14–16	MA: 13–17
EN: 8–10	FT: 16–20	WP: 19–22	PC: 14–18
PB: 10–13	TMR: 3	NA: None	

Comment Gnomes have a strong dislike for goblins, and will always attempt to attack them. Gnomes are organized into bands, each of which is competitive with the others, although not actually hostile. They are usually friendly to man, and they are very friendly with the Dwarves, their cousins, although they have a mild dislike of Elves. Large bands of Gnomes will often (80%) have a fair amount (value: [D + 3] x 100 Silver Pennies per gnome) of treasure. Gnomes found in their lair will have more treasure (value [D + 3] x 300 silver pennies per gnome) as Gnomes are fond of hoarding.

7.3.4 Goblin

Natural Habitat Caverns Uncommon

Number 4–1000 (20)

Description Goblins are humanoid in form, but have large fangs, pointed ears, and skin ranging from brown to pallid grey. They are usually very ugly, have foul breath, and an unpleasant odor. They wear garments made out of dirty cloth, and usually wear leather armor, carrying shields. More powerful goblins will sometimes carry better armor. They are about 4 feet tall.

Talents, Skills and Magic Goblins are good at working with stone if forced into it, and so they are good at detecting facts having to do with stone (40% chance of detecting anything unusual or dangerous). They can see in the dark. They are excellent at torture, which they delight in. A goblin will in rare instances be an

Adept of one of the Entities.

Weapons Goblins will use any sort of weapon that their strength allows, although they generally prefer simple swords or clubs. They will also often use crossbows and slings. They may have Rank 1–3 with these weapons.

Movement Rates Running: 150

PS: 9–13	MD: 8–12	AG: 7–12	MA: 10–18
EN: 6–8	FT: 10–13	WP: 8–11	PC: 7–12
PB: 8–10	TMR: 3	NA: Skin absorbs 1 DP	

Comment Goblins are highly evil, and will often waylay a party, killing and looting. They love to cause discord, and will be deceitful where violence will not work. Their lair (and treasure) will be well guarded. Goblins dislike sunlight, and fight at a reduction in the Base Chance of 10 when under a bright sun. They hate Dwarves and Gnomes, and will attack them whenever possible. Goblins will usually be in league with dire wolves if there are any in the neighborhood.

7.3.5 Halfling

Natural Habitat Caverns (Burrows), Fields. Uncommon

Number 1–50 (6)

Description Halflings are small humanoids, usually less than three feet in height. They are inclined to be fat.

Talents, Skills and Magic See character generation.

Weapons Halflings prefer small weapons, maces and slings being the most common, although short swords and daggers will also sometimes be used. There is a 50% chance that a halfling will have Rank with at least one of the weapons that he is carrying. Rank with a weapon will never be higher than Rank 4. The listed characteristic ranges are for NPC halflings.

Movement Rates Running: 200

PS: 3–21	MD: 7–25	AG: 6–24	MA: 4–22
EN: 3–21	FT: 17–23	WP: 6–24	PC: 5–23
PB: 5–23	TMR: 4	NA: None	

7.3.6 Hobgoblin

Natural Habitat Anywhere Rare

Number 1–500 (30)

Description Hobgoblins are particularly large and vicious creatures of basically the same strain as Goblins. They have the same fangs and pointed ears as Goblins, but they grow to larger than man sized, almost 7 feet. They are also usually equipped with better armor (chainmail being the mean) as they are very strong and can more easily carry its weight. Their skin is more hairy than goblins', although it is the same brown to greyish color.

Talents, Skills and Magic Hobgoblins have Goblins' stoneworking ability and their ability to see in the dark, but they do not dislike sunlight, and often go out in the day on raiding parties. They have the same magical abilities as Goblins.

Weapons Hobgoblins use all weapons, and will usually use the largest weapon their strength allows. They like whips and spears with long, barbed points that break off in the wound. Hobgoblins rarely use bows, although they will use slings and javelins. Hobgoblins will have Ranks 1–3 with their favored weapons.

Movement Rates Running: 250

PS: 17–21	MD: 14–16	AG: 13–15	MA: 12–20
EN: 14–16	FT: 20–23	WP: 10–12	PC: 14–16
PB: 6–9	TMR: 5	NA: Hide absorbs 2 DP	

Comment Hobgoblins are organized into Clans which are highly competitive with each other and with their relatives, the Goblins and Orcs. The Clans are headed by the strongest member of the group, and fights for leader of the Clan are common. Hobgoblins are often hired to lead bands of Goblins and Orcs, as their strength and size ensures that discipline will be maintained.

7.3.7 Kobold

Natural Habitat Fields, Caverns. Rare

Number Rare 1–10 (5)

Description Kobolds are small, elderly-appearing dwarvish types who wear hoods of bright colors. They are about 2 1/2 feet tall, and have highly gnarled faces.

Talents, Skills and Magic Kobolds are very useful around the house or farm, for they will perform many tasks relating to maintenance of property or animals. They

have no special magical powers, and they are not as good at working with stone and at detecting unusual constructions as the dwarves. They can see in the dark.

Weapons Kobolds carry Daggers and Hammers (Base Chance of 30%, [D - 2] damage). They do not wear armour.

Movement Rates Running: 100

PS: 7–9	MD: 14–17	AG: 15–18	MA: None
EN: 6–8	FT: 12–14	WP: 14–17	PC: 12–16
PB: 8–11	TMR: 2	NA: None	

Comment A Kobold in the house is a blessing, for they will perform all sorts of menial or semi-skilled tasks with great willingness and ability, where such is possible. They will work for only shelter and food. While travelling, they will most likely run away if they see a party at a distance, but there is a 25% chance that they will be willing to trade information and befriend a character. In general, Kobolds get along with men better even than the Dwarves. Kobolds will almost never have treasure, although if they do it will usually be something of value only to them.

7.3.8 Orc

Natural Habitat Caverns, Rough Common

Number Common 1–1000 (25)

Description An Orc is an ugly, stoop shouldered humanoid, much like a goblin or hobgoblin (to whom they are related).

Talents, Skills and Magic See character generation.

Weapons The scimitar is the favorite weapon of the orcs (Rank 1–4 with the weapon is typical) although other weapons will occasionally be used. Short bows are the most common form of missile weapon. Orcs will wear armor, with leather being the prevalent type. Orcs will also commonly carry shields.

Movement Rates 250

PS: 6–24	MD: 5–23	AG: 5–23	MA: 3–21
EN: 6–24	FT: 17–23	WP: 3–21	PC: 5–23
PB: 2–20	TMR: 5	NA: None	

8 Lizards, snakes and insects

8.1 Lizards and Kindred

The following are included in this section: basilisks, crocodiles, giant land turtles, gila monsters, hydras, land iguanas, salamanders, suarime, and wyverns. Except for wyverns and suarime, these species will be unintelligent.

8.1.1 Basilisk (Cockatrice)

Natural Habitat All habitats except Plains and Oceans Uncommon

Number 1–2 (1)

Description The Basilisk is a fat reptilian creature about 5 feet long and 2 feet in height. These are slow, heavily-armoured lizards with limited intelligence. They have strong jaws with two-inch fangs. They are man-eaters, but infinitely prefer fish when they can get it. Basilisks are usually brownish in colour with lighter underbellies.

Talents, Skills and Magic A basilisk has no skills or magical abilities to speak of, but does possess the special talent of turning a target to stone with a glance. Anyone who is within 50 feet of the basilisk may be attacked in this manner. The basilisk expends a Fire Action and the figure against whom the action is directed undergoes an attack as if from a Thrown Weapon (BC of 60%). A basilisk breathes a cone of poison gas 5 feet by 3 feet wide as its base.

Weapons The basilisk does not use weapons, but may bite (Base Chance of 40%, Damage + 3) during Close Combat and may use its gaze in Ranged, Melee and Close Combat and breath in Melee or Close Combat. Any hit scored with its breath does D + 10 Damage due to poisoning (not absorbed by armour or shields). If a basilisk's gaze is reflected back at itself, it is killed.

Movement Rates Running: 125

PS: 6–12	MD: None	AG: 7–11	MA: None
EN: 12–14	FT: 15–20	WP: 12–16	PC: 15–20
PB: 5–7	TMR: 2	NA: Skin absorbs 6 DP	

Comment Basilisks are solitary creatures, but they are willing to serve others in exchange for lavish supplies of food (12 pounds or more per day).

8.1.2 Crocodile

Natural Habitat Marsh, Lakes, Rivers Common

Number 1–50 (20)

Description Crocodiles are heavily scaled lizards with small sharp teeth. They attain lengths of 8 feet, and weights of up to 180 pounds. Their scales are a very dark greenish-brown that blends in well with the muddy water that they love to inhabit.

Talents, Skills and Magic Crocodiles have no special talents, skills or magic.

Weapons Crocodiles cannot attack except in Close Combat and they attack with two claws (Base Chance of 50%, [D – 6] Damage) and their bite (Base Chance of 10%, [D + 1] Damage).

Movement Rates Running: 50; Swimming: 150

PS: 17–19	MD: 5–8	AG: 7–9	MA: None
EN: 7–9	FT: 15–18	WP: 7–9	PC: 8–10
PB: 7–9	TMR: 1/3	NA: Scales absorb 6 DP	

Comment Crocodiles often lurk just below the surface of murky waters, waiting for a tidbit to enter the water. On land, however, crocodiles are rather timid, and they will slip off into the water if they sense something approaching. If a crocodile's jaws are grasped while they are still closed, it only takes a PS of 12 to hold them closed, rendering the Crocodile's bite useless. The crocodile's skin is used to make primitive armour (equal to leather) and the teeth (about 60) are valuable (100 Silver Pennies each) as charms.

8.1.3 Giant Land Turtle

Natural Habitat Marsh (or beach) Rare

Number 1–30 (6)

Description Giant Land Turtles have the form of an ordinary turtle, with a thick green shell and claws instead of webbed digits. They are about 5 feet long, and weigh about 700 pounds.

Talents, Skills and Magic Giant Land Turtles can withdraw their head, tail, and limbs inside their shell in times of danger. They have no magical or other special abilities. If the Turtle is not withdrawn into its shell, there is a 80% chance that

any blow will strike the shell anyway. If the turtle is inside its shell, all strikes will be softened by the shell.

Weapons The Land Turtle can only attack by biting in Close Combat. Its Base Chance is 25% and its Damage is [D – 2].

Movement Rates Running or Swimming: 100

PS: 20–25	MD: None	AG: 5–7	MA: None
EN: 15–17	FT: 22–24	WP: 10–11	PC: 13–15
PB: 7–9	TMR: 2	NA: Shell absorbs 8 DP	

Comment Despite their name, land turtles spend much of their time in the water, where they will frequently be found. A land turtle is capable of carrying a large burden (up to 400 lbs.) if one is willing to keep a pace that the turtle can follow.

8.1.4 Gila Monster

Natural Habitat Waste Rare

Number 1–8 (1)

Description Gila Monsters are black and yellow lizards with short, thin limbs and a striped stubby tail.

Talents, Skills and Magic The gila monster has no special talents, skills, or magic.

Weapons Gila monsters can bite in Close Combat, but they cannot attack in Ranged or Melee Combat. The Base Chance for their bite is 50%, and it does [D – 3] Damage. If the bite penetrates any armour that might be worn to do actual damage to Fatigue or Endurance, the target takes 2 DP per pulse (not absorbed by armour) for the next D10 pulses, or until an antidote to the Gila monster's poison is administered.

Movement Rates Running: 100

PS: 3–4	MD: 8–10	AG: 7–8	MA: None
EN: 4–5	FT: 8–10	WP: 7–9	PC: 15–17
PB: 7–9	TMR: 2	NA: Hide absorbs 2 DP	

8.1.5 Hydra

Natural Habitat Marsh, Caverns Very Rare

Number 1–3 (1)

Description A Hydra is a nine-headed snake. They are 12 to 15 feet long, and have thick green scales. Hydras also have a foul smell and venomous breath. Hydras are four-hex creatures.

Talents, Skills and Magic If a hydra is hit in combat for four or more points of damage (after subtracting for the defensive benefits of the hydra's scales) there is a 70% chance that one of the hydra's heads has been destroyed. Two pulses after a head is destroyed, two more grow back, and on the beginning of the next pulse after that they can attack in combat. One of the hydra's original nine heads will be immortal. This head cannot be killed, and does not regenerate as do the others. Instead, if a hydra has no Endurance remaining, the head is assumed to have been cut off. If the head is cut off, it can no longer move or attack except in Close Combat. The only way to kill one of the hydra's mortal heads is to burn it while it is regenerating (a successful strike with a torch will do this). Each time a head regenerates, the Hydra gains three points of Endurance. (Note that this will occasionally mean that a hydra will have more Endurance points at the end of a battle than before). In any event, if a hydra's Endurance is ever reduced to zero or below, all of the heads die except the immortal one mentioned above.

Weapons A hydra can attack once with each of its heads. Up to six heads can attack without penalty in either Close or Melee Combat. The Base Chance for one of a hydra's heads is 55%, and each bite does [D + 2] Damage. In addition, if a bite penetrates target's armour to do damage to Fatigue or Endurance, the target takes 5 DP per pulse for the next D10 pulses due to the hydra's poison, which is deadly. Only antidotes specifically designed for hydra poison will be effective against their venom.

Movement Rates Crawling: 200

PS: 18–22	MD: 19–24	AG: 14–16	MA: None
EN: 30–35	FT: 40–45	WP: 18–23	PC: 14–17
PB: 4–6	TMR: 4	NA: Scales absorb 7 DP	

Comment Hydras are vicious, but they are not overly intelligent. They will attack anything that approaches their lair. A hydra's poison lasts even after the creature dies, and can be absorbed through the skin without a puncture.

8.1.6 Land Iguana

Natural Habitat Woods and Waste Uncommon

Number 1–4 (2)

Description Iguanas are large lizards, sometimes reaching more than 3 feet in length. They are sandy to brown in colour, and have ridges along their back. They have a short, thick tail, and wrinkled skin around their neck. Giant iguanas may up to 3 times normal size and have double or triple PS, EN, and FT.

Talents, Skills and Magic Iguanas have no magical abilities or special talents.

Weapons Iguanas can only attack in Close Combat. They get one attack with their bite, which has a Base Chance of 50%, and does [D + 4] Damage.

Movement Rates Crawling: 250

PS: 9–11	MD: None	AG: 14–16	MA: None
EN: 4–6	FT: 8–10	WP: 6–8	PC: 10–12
PB: 6–8	TMR: 5	NA: Hide absorbs 3 DP	

8.1.7 Salamander

Natural Habitat Waste (particularly deserts) Rare

Number 1–2 (1)

Description A salamander is a three foot long lizard, reddish brown in colour, with fiery red eyes.

Talents, Skills and Magic Salamanders have the ability to set things on fire by concentrating their gaze. The action is deliberate, in that something will not be burnt unless the salamander wishes to burn it. Only flammable items can be ignited. If a salamander concentrates its gaze on a living creature, the creature takes [D + 12] Damage. The gaze can be resisted, and only one creature can be stared at at any one time. Treat the gaze as a Fire action on the Tactical Display.

Weapons A salamander can use its gaze in Close, Ranged, and Melee Combat (range: 200 feet). In addition, a salamander can make a bite attack in Close Combat with a Base Chance of 40%, doing [D + 2] Damage.

Movement Rates Running: 350

PS: 14–17	MD: 8–10	AG: 17–20	MA: None
EN: 12–14	FT: 15–20	WP: 21–24	PC: 18–21
PB: 5–7	TMR: 7	NA: Scales absorb 4 DP	

Comment Salamanders love to set things on fire in a seemingly random fashion.

8.1.8 Suarime (Lizard Man)

Natural Habitat Marsh, Caverns (near water) Rare

Number 1–50 (8)

Description Suarime are basically humanoid, but they are reptilian in outward appearance. They have heavy scales along the entire body, and have a long, heavy tail that they can use as a weapon to knock down their victims. They also have claws and a long forked tongue. They are about 7 feet tall, and are greenish-yellow in colour.

Talents, Skills and Magic Suarime can fight normally under water, but they must come up for air eventually, although they can hold their breath for periods of more than 5 minutes. They have their own language, but will rarely (5%) speak anything comprehensible to men. They do not normally use magic, although intelligence varies widely.

Weapons Lizard men generally use simple weapons like spears or clubs. The larger the weapon, the more the suarime prefer it as they greatly enjoy using their strength to the utmost. Suarime will use shields if they find them or capture them. Their claws have a Base Chance of 35% of doing [D + 1] Damage.

Movement Rates Swimming: 300; Running: 100

PS: 23–26	MD: 8–11	AG: 8–12	MA: 10–15
EN: 14–16	FT: 20–24	WP: 14–18	PC: 10–14
PB: 8–11	TMR: 6/2	NA: Scales absorb 6 DP	

Comment Suarime will eat anything and they feed on marsh birds and underwater creatures, but they have a fondness for human flesh.

8.1.9 Wyvern (Mere Dragon)

Natural Habitat Rough (hills mostly), Woods, Marsh Uncommon

Number 1–5 (2)

Description Wyverns are distant cousins of dragons, but are smaller and not blessed with the intelligence of dragons. Usually, 6 to 10 feet tall, the wyvern is portrayed as a one-hex character with its tail extending into its rear hex a short

distance (just enough so that it can knock a character standing in that hex off their feet). Wyverns are slate gray in colour and have tough armoured hides.

Talents, Skills and Magic Wyverns, unlike their larger cousins, are non-magical. Their shriveled front limbs are not suitable for grasping much except already subdued prey. The wyvern's tail contains a scorpion-like sting which may be used to infect a target in the hex the wyvern is facing with poison (the sting is used in an over-the-head-attack). It may not be used to attack characters behind it.

Weapons In addition to its tail which may be used in Melee (Base Chance of 45%, quick-acting poison instead of Damage, no Rank) the wyvern may bite in Melee and Close Combat (Base Chance of 40% Damage of [D + 4], no Rank). A wyvern may not sting and bite in the same pulse. A wyvern can attempt to knock down a character in his rear hex using his tail. This type of attack is executed like a Shield Attack.

Movement Rates Running: 75; Flying: 150

PS: 20–30	MD: 10–12	AG: 12–16	MA: 8–10
EN: 25–35	FT: 30–40	WP: 10–16	PC: 18–25
PB: 3–5	TMR: 1/3	NA: Hide absorbs 8 DP	

Comment Wyverns do not know magic, but crave magical items and will often be found to be hoarding or wearing same. Dragons despise wyverns and wyverns fear dragons and the two will never be found in each other's company. Wyverns are, by nature, somewhat cowardly.

8.2 Snakes

All snakes included in this section are non-intelligent and extremely hostile. Most are poisonous. They include: asps, king cobras, mambas, pythons, and spitting naja. Snakes tend to lie in wait for prey and will usually strike only from ambush or if startled.

8.2.1 Asp

Natural Habitat Rough, Plains Rare

Number 1–7 (1)

Description The asp measures up to 20 feet in length. It has a triangular head, flattened towards the rear, and a short, thin tail.

Talents, Skills and Magic Asps have no talents, skills or magic.

Weapons The asp can only attack in Close Combat (Base Chance of 65%, [D – 3] Damage). If they do any effective damage, the damage is not scored against their victim but rather they suffer 2 DP per pulse until they take an antidote to the venom.

Movement Rates Crawling: 150

PS: 2–3	MD: None	AG: 16–19	MA: None
EN: 1–2	FT: 3–4	WP: 14–18	PC: 14–17
PB: 8–10	TMR: 3	NA: None	

Comment These snakes hibernate together during the winter, and thus very large groups may be found during hibernation.

8.2.2 King cobra

Natural Habitat Plains, Woods, Marsh, Rough Rare

Number 1–8 (1)

Description Growing to 20 feet, the king cobra is the largest of all poisonous snakes. It is usually dark brown in colour, With a collapsible hood behind its head with a sort of horseshoe marking on its back. The king cobra is the mortal enemy of the mongoose.

Talents, Skills and Magic Cobras possess no talents, skills or magic.

Weapons Despite its size, the king cobra cannot attack unless it is in Close Combat. In Close Combat it attacks via its bite (Base Chance of 75 %, + 4 Damage). Damage done does not count, but if any actual damage would have been inflicted, the victim is poisoned, and suffers 2 DP per Pulse, as per nerve venom.

Movement Rates Crawling: 200

PS: 20–25	MD: None	AG: 15–18	MA: None
EN: 12–14	FT: 15–20	WP: 14–18	PC: 12–17
PB: 7–9	TMR: 4	NA: None	

8.2.3 Mamba

Natural Habitat Woods, Marsh Rare

Number 1–4 (1)

Description These snakes are not very large (less than 3 feet), but their poison fangs grow to great size. They come in either green or black, with the former a forest species, and the latter a marsh snake.

Talents, Skills and Magic Mambas possess no talents, skills or magic.

Weapons The mamba cannot attack in Melee Combat. In Close Combat it can bite (Base Chance 50%, - 2 Damage). Damage is only used to determine if the snake did in fact penetrate armour with its fangs for the purpose of injecting its poison. Mamba poison is among the most deadly found in nature: a victim takes 4 DP per Pulse until an antidote is taken.

Movement Rates Crawling: 100

PS: 2–3	MD: None	AG: 12–15	MA: None
EN: 4–5	FT: 6–8	WP: 14–18	PC: 12–16
PB: 8–11	TMR: 2	NA: None	

8.2.4 Python

Natural Habitat Woods, Marsh Rare

Number 1–2 (1)

Description The python is green and black, and sometimes reaches a length of 33 feet.

Talents, Skills and Magic The Python can climb trees (large ones) although slowly. It has no magical abilities, skills or talents.

Weapons Pythons may only attack in Close Combat. Pythons attack by biting (Base Chance of 65%, + 6 Damage). If the bite penetrates armour, it hangs on, and at the next opportunity wraps it self around its adversary, crushing the life out of it. Wrap: Base Chance of 80%, + 8 Damage per Pulse the snake squeezes, no roll needed to hit once initial squeeze has been made. Once the snake is squeezing, it can no longer bite until it has squeezed its prey to death.

Movement Rates Crawling: 150

PS: 45–50	MD: None	AG: 8–12	MA: None
EN: 25–30	FT: 30–35	WP: 12–16	PC: 14–18
PB: 6–9	TMR: 3	NA: Scales absorb 3 DP	

8.2.5 Spitting naja

Natural Habitat Rough, Woods Rare

Number 1–2 (1)

Description The spitting naja is a form of Cobra, without the hood, but with the ability to spit their venom. Their scales are usually dark brown in colour.

Talents, Skills and Magic The spitting naja possesses no talents, skills or magic.

Weapons In Melee Combat, spitting najas can only spit (Base Chance of 40%), If they hit, (aiming at the eye) the person hit is blinded until the eye is thoroughly washed. Unless the eye is washed promptly, the blindness becomes permanent. In Close Combat, the naja gets a bite (Base Chance of 65%, - 2 Damage for purposes of armour penetration). The bite's damage is not actually sustained, but is rather used to determine if the snake has penetrated armour so as to allow its venom to work. The venom does 1 DP per Pulse (in addition to blinding the victim) until an antidote is administered.

Movement Rates Crawling: 150

PS: 10–12	MD: None	AG: 16–18	MA: None
EN: 8–10	FT: 12–17	WP: 12–16	PC: 11–16
PB: 8–11	TMR: 3	NA: Scales absorb 1 DP	

8.3 Insects and Spiders

The species included in this section tend to be non-lethal to human-sized beings individually, but most will be found, if at all, in large numbers. They include the Black Widow Spider, the Fire Ant, the Killer Bee, scorpions and tarantulas.

8.3.1 Black widow spider

Natural Habitat Waste, Rough Very Rare

Number 1–4 (1)

Description Black widows are small, black spiders with thin hairless legs and a red hourglass marking on their backs. They are 2–3 inches long.

Talents, Skills and Magic Black widows have no special talents, skills or magical abilities. They are not tool users, but they do spin webs.

Weapons A Black Widow spider can only attack in Close Combat, using its bite with a Base Chance of 30%. If a hit is indicated, do not check for damage, but instead follow this procedure: Roll D10; if the die roll is greater than the bitten creature's Armour Protection Rating, then the creature has been bitten and suffers the effects of the spider's poison: otherwise there is no effect. A black widow's poison does 3 DP/Pulse for D10 Pulses until an antidote is applied.

Movement Rates Running: 75

PS: 1	MD: None	AG: 18–20	MA: None
EN: 1	FT: None	WP: 4–6	PC: 10–12
PB: 3–5	TMR: 1	NA: None	

8.3.2 Fire ant

Natural Habitat Plains Uncommon

Number 500–5000 (500)

Description A Fire Ant is a bright red ant about 2 inches long.

Talents, Skills and Magic Fire Ants have no magic, skills, talents or other special abilities. They are not tool users, but they will use twigs and leaves to cross bodies of water.

Weapons A Fire Ant can only attack in Close Combat. It bites with a Base Chance of 25%. If the bite hits, roll D10. If the number rolled is more than the bitten character's Armour Protection Rating, the character takes 2 DP. Otherwise there is no effect.

Movement Rates Running: 150

PS: 1	MD: None	AG: 11–13	MA: None
EN: 1	FT: None	WP: 5–7	PC: 10–12
PB: 2–4	TMR: 3	NA: None	

Comment Fire Ants tend to form into columns that eat through anything in their way. These insects dislike the smell of oil, and if it is put in the ants' path, they will go around it if possible.

8.3.3 Killer bee

Natural Habitat Woods, Plains Uncommon

Number 1–300 (200)

Description A killer bee looks like a normal bee except that it is about an inch and a half long.

Talents, Skills and Magic Killer bees have no magic abilities or special talents or skills. They are not tool users, but do build hives.

Weapons Killer bees can only attack in Close Combat in which they can sting with a Base Chance of 50%. If a bee succeeds in stinging roll D10. If the roll is more than the armour protection rating of the stung character, the character takes D-6 Damage (not absorbed by armour). As soon as a bee hits a character (not necessarily penetrating armour via the die roll above) it dies.

Movement Rates Flying: 500

PS: 1	MD: None	AG: 20–22	MA: None
EN: 1	FT: None	WP: 7–9	PC: 15–17
PB: 6–8	TMR: 10	NA: None	

8.3.4 Scorpion

Natural Habitat Waste, Rough Rare

Number 1–20 (1)

Description A scorpion is a black-coloured insect about 4 inches long. The most prominent feature of a scorpion is its tail, which stretches over its back.

Talents, Skills and Magic Scorpions have no special talents, skills or magic.

Weapons A Scorpion can only attack in Close Combat, in which it uses its tail with a Base Chance of 65%. If the tail hits, roll D10. If the die roll is more than the Armour Protection Rating of the character stung, the character takes 4 DP / Pulse for D5 Pulses, or until an antidote is applied.

Movement Rates Crawling: 150

PS: 1	MD: None	AG: 18–20	MA: None
EN: 1	FT: 1	WP: 8–10	PC: 11–13
PB: 4–5	TMR: 3	NA: None	

Comment An alchemist can use a Scorpion's tail to distill poison, and so a scorpion can be sold for about 50 Silver Pennies in a major town.

8.3.5 Tarantula

Natural Habitat Waste Rare

Number 1–6 (1)

Description Tarantulas are large, very hairy spiders about 4 inches across.

Talents, Skills and Magic Tarantulas have no special talents, skills, or magic abilities. They do not tool users and do not build webs.

Weapons Tarantulas only attack in Close Combat, biting with a Base Chance of 25%. If a creature is bitten, roll D10, and if the roll is greater than or equal to the bitten creature’s Armour Protection Rating, the creature suffers D-4 Damage due to the tarantula’s poison.

Movement Rates Running: 75

PS: 1	MD: None	AG: 16–18	MA: None
EN: 1	FT: None	WP: 4–6	PC: 9–11
PB: 2–4	TMR: 1	NA: None	

9 Creatures of night and shadow

The species portrayed herein include those primarily connected with night and shadow and the Powers of Darkness. They include Werewolves, Doppelgangers, Bats, and Dire Wolves. Other species which may be nocturnal hunters or may be at their most powerful at night are not included in this heading and are not affected by magic designed to call, communicate with, or control Creatures of Night and Shadow. Only the species listed herein are affected by these types of magic.

9.0.1 Bat

Natural Habitat Caverns Uncommon

Number 1–400 (100)

Description Bats are rodents with leathery wings. They are greyish-black in color. They are found, in dark places only as they are afraid of light and fire.

Talents, Skills and Magic Bats can determine directions in the dark by emitting high-freq "pips" which reflect off of the surrounding walls. They have no magical abilities or other special talents and are not tool users.

Weapons Bats can only attack in Close Combat, where their bite has a Base Chance of 40% and does [D – 7] damage. A character bitten by a bat has a 10% chance of contracting rabies or some other loathsome disease in addition to the possibility of infection.

Movement Rates Flying: 500

PS: 2–3	MD: None	AG: 18–21	MA: None
EN: 1–2	FT: 2–3	WP: 6–8	PC: 14–17
PB: 7–9	TMR: 10	NA: None	

9.0.2 Dire wolf

Natural Habitat Woods, Rough, Plains, Field, Caverns Rare

Number 1–10 (3)

Description Dire wolves are wolves the size of ponies. Dire wolves will be in league with the powers of darkness and will have almost human intelligence. Their corpses disappear back into hell (from which they are said to have sprung originally) if they are killed.

Talents, Skills and Magic Dire wolves have no special abilities but they are exceptional trackers. They also never forget a smell. They may possess knowledge of a limited number of spells of the College of Enspellments and Enchantments or the College of the Sorceries of the Mind.

Weapons Dire wolves can attack, either in Melee Combat or in Close Combat with their huge teeth (Base Chance of 65% [D + 6] damage).

Movement Rates Running: 400

PS: 22–25	MD: 24–26	AG: 18–22	MA: 8–12
EN: 20–23	FT: 25–30	WP: 8–12	PC: 19–23
PB: 4–8	TMR: 8	NA: Fur absorbs 5 DP	

9.0.3 Doppelganger

Natural Habitat Caverns, Rough, Crypts, Woods Very Rare

Number 1–8 (1)

Description In their natural form, doppelgangers appear humanoid, with thin arms, and sharp teeth and claws. They have thick, rubbery, grey skin, and glowing eyes.

Talents, Skills and Magic Doppelgangers have the ability to form themselves to look and act like any humanoid creature that is approximately their size and body weight (100–250 lbs.). Even the clothes and equipment of a person can be imitated, although magical properties will not, of course, adhere to the duplicates. Doppelgangers read the minds of the people they will later imitate so as to learn things they will need to know to duplicate the person properly. There is a 10% chance that a doppelganger's imitation will be detectable. See the rules governing multi-sense illusions in the College of Illusions.

Weapons In their natural form, doppelgangers can make one attack with their bite (Base Chance of 50% [D + 3] damage). Once having imitated something, they right as it does / did, using the same weapons at a Rank two less than that achieved by the character being imitated.

Movement Rates Running: 250

PS: 12–16	MD: 14–17	AG: 16–18	MA: 20–25
EN: 8–10	FT: 15–20	WP: 22–25	PC: 15–17
PB: 4–8	TMR: 5	NA: Skin absorbs 4 DP	

Comment Once a doppelganger has imitated someone, they will try to kill that individual, attacking by surprise. They will then replace that individual until they try the same maneuver with another member of the party.

9.0.4 Werewolves

Comment Werewolves are humans or humanoids who are afflicted with a specific disease: Lycanthropy. They are adversely affected by the full moon and on nights when Luna (the primary moon in worlds with more than one) is full they change shape, becoming one of 5 types of creature. The werewolf may become a Bear, Boar, Tiger, Snake or wolf. The actual type of beast the character becomes will depend on the type of beast from which he contracted his illness. The only way that a character can become a lycanthrope is if he is bitten for at least 1 point of effective damage by a character who is already a lycanthrope while that character is in his beast form. The victim will then during the next full moon (and all succeeding full moons until he is killed) assume the shape of the beast that bit him (wolf, snake, etc.). If a character is killed by a lycanthrope, he does not become a lycanthrope himself; instead, he usually becomes dinner. A lycanthrope in his were form is always a beast. He has the characteristics of the strongest specimen of the species whose form he has assumed. A werewolf would have the highest possible characteristics for a Dire Wolf, for example. A weresnake assumes the form of a Python, but with the bile (and venom) of the King Cobra. Werebears, wereboars and weretigers will have the highest possible characteristics for their type of beast (+2 to PS, EN and FT, usually); when in their beast form, Werewolves are semi-intelligent. Their human side is suppressed and the character is played bN, the GM. Werewolves are primarily concerned with feeding and simple survival. They will spend the entire period when the moon is full either laid up in a lair or hunting. They will attack the character's friends as readily as any other prey. Once a werewolf returns to his normal human shape, he will be enfeebled for [D10 + 4] hours, desiring only to sleep. Upon waking, he will remember what he did in his beast form (usually with regret). A character can be cured of lycanthropy in exactly the same manner as he is cured of a major curse. When in beast form, a werewolf can only be harmed or killed by magic or by silvered weapons. Pre-pubescent and post-menopausal individuals never suffer the effects of lycanthropy (though they may contract the disease).

10 Riding animals

This Section is concerned with common riding and pack animals and includes descriptions of donkeys, draft horses, mules, palfries, ponies, mustangs, quarter horses, and war horses. Avian mounts, camels, oxen and other types of riding and pack animals are described elsewhere.

All of the riding animals described in this Section except the war horse have similar combat abilities. They can attack with a kick any entity occupying the hex directly opposite the hex they are facing. Their bite can be used in either Melee or Close Combat, but their kick can only be used in Melee Combat. Only one of these two types of attacks can be made in a single Pulse. The Base Chance and Damage for each of these attacks is given individually for each animal.

Mounts are generally not adept at fighting and will only attack if directly threatened or if panicked. Only trained war horses will intentionally enter the same hex on the Tactical Display as another figure other than their rider(s).

10.0.1 Donkey

Natural Habitat Anywhere Common

Number Not applicable

Description Donkeys are basically equine in form. They are usually grey with a darker stripe down the center of their backs. They have very large ears and reach about four feet at the shoulders.

Talents, Skills and Magic No special talents, magic, or other abilities. They are not tool users.

Weapons Kick: BC = 40%, [D + 3] damage. Bite: BC = 25%, [D - 3] damage.

Movement Rates Running: 500

PS: 40–45	MD: None	AG: 16–19	MA: None
EN: 18–22	FT: 33–38	WP: 10–12	PC: 19–21
PB: 9–11	TMR: 10	NA: Hide absorbs 3 DP	

Comment Donkeys are common draft animals. They do not need good food, and will serve well unless mistreated. They can carry burdens of up to 250 pounds with great endurance.

10.0.2 Draft horse

Natural Habitat Anywhere Common

Number Not applicable

Description Draft horses are the largest of the horses, growing to more than five and a half feet and weights of up to 2300 pounds. They have huge muscles and thick limbs, and they will frequently have hairy feet of a different color than the rest of their body.

Talents, Skills and Magic Draft horses possess no special talents, skills, or magic. They are not tool users.

Weapons Kick: BC = 35%, [D + 4] damage. Bite: BC = 15%, [D - 10] damage.

Movement Rates Running: 500

PS: 60–65	MD: None	AG: 13–15	MA: None
EN: 26–32	FT: 55–63	WP: 8–10	PC: 14–18
PB: 8–10	TMR: 10	NA: Hide absorbs 3 DP	

Comment Draft horses are bred to carry burdens without tiring. They can carry loads of up to 500 pounds, and have great endurance. They can be ridden, although they are not especially sensitive to a rider's wishes.

10.0.3 Mule

Natural Habitat Anywhere Common

Number Not applicable

Description Mules are a usually sterile cross-breed of a mare and a jackass. A mule has a short mane, long ears, small feet, and a tail with long hairs at the end. They are usually brown, and are about four feet high at the shoulders.

Talents, Skills and Magic Mules possess no special talents, magic, or other abilities. They are not tool users.

Weapons Kick: BC 40%, [D + 4] damage. Bite: BC 20%, [D - 2] damage.

Movement Rates Running: 450

PS: 40–50	MD: None	AG: 17–20	MA: None
EN: 20–25	FT: 40–45	WP: 10–12	PC: 18–20
PB: 9–11	TMR: 9	NA: Hide 3 DP	

Comment Mules are excellent draft animals. They are very strong, are sure footed, and have great endurance. Loads of up to 300 pounds can be carried by a mule, although such burdens are rare. Mules are highly resistant to disease (reduce the chance of infection by 10% if struck in combat). Mules generally work with little fuss unless mistreated, in which case they become stubborn and vicious.

10.0.4 Mustang

Natural Habitat Plains Rare

Number 1–50 (30)

Description Mustangs are wild horses. They are smaller than most domestic animals, usually about four and a half feet at the shoulder. Colors vary, but most mustangs have very long manes and tails.

Talents, Skills and Magic Mustangs possess no special talents, skills, or magic. They are not tool users.

Weapons Kick: BC = 45%, [D + 4] damage. Bite: BC = 25%, [D + 0] damage.

Movement Rates Running: 600

PS: 40–50	MD: None	AG: 18–21	MA: None
EN: 18–23	FT: 36–42	WP: 11–13	PC: 20–22
PB: 9–11	TMR: 12	NA: Hide absorbs 3 DP	

Comment Mustangs are generally afraid of men and will run away if they sense man's presence. They can be tamed if captured, however, and used either as riding horses or beasts of burden. They can carry loads of up to 400 pounds.

10.0.5 Palfrey

Natural Habitat Anywhere Common

Number Not applicable

Description Palfries are fine-featured riding horses. They grow to a little more than five feet at the shoulders, and weigh about 1100 pounds.

Talents, Skills and Magic Palfries possess no special talents, skills, or magic. They are not tool users.

Weapons Kick: BC = 40%, [D + 3] damage. Bite: BC = 20%, [D - 2] damage.

Movement Rates Running: 650

PS: 38–43	MD: None	AG: 16–19	MA: None
EN: 18–21	FT: 30–35	WP: 8–10	PC: 16–18
PB: 11–13	TMR: 13	NA: Hide absorbs 3 DP	

Comment These horses were bred for gentleness and appearance. They were developed to be riding horses, and are highly responsive to their riders. They can carry up to 350 pounds, but, like the quarter horse, they are not usually used to carry burdens.

10.0.6 Pony

Natural Habitat Anywhere Common

Number Not applicable

Description Ponies are small horses less than five feet high. Most are between three and four feet high at the shoulder.

Talents, Skills and Magic Ponies possess no special talents, magic, or other abilities. They are not tool users.

Weapons Kick: BC = 20%, [D - 1] damage. Bite: BC = 15%, [D - 4] damage.

Movement Rates Running: 350

PS: 19–24	MD: None	AG: 13–15	MA: None
EN: 12–14	FT: 20–22	WP: 9–11	PC: 16–19
PB: 10–12	TMR: 7	NA: Hide absorbs 3 DP	

Comment Ponies are especially gentle and easy to train. They live longer than most horses, and do not need any food other than hay and grass. Loads of up to 150 pounds can be carried without great strain.

10.0.7 Quarterhorse

Natural Habitat Anywhere Common

Number Not applicable

Description These horses grow to five feet at the shoulders, and weigh about half a ton.

Talents, Skills and Magic Quarter horses possess no special talents, skills, or magic. They are not tool users.

Weapons Kick: BC = 45%, [D + 5] damage. Bite: BC = 20%, [D - 1] damage.

Movement Rates Running: 600

PS: 40–45	MD: None	AG: 17–20	MA: None
EN: 18–23	FT: 35–40	WP: 9–10	PC: 17–19
PB: 10–12	TMR: 12	NA: Hide absorbs 3 DP	

Comment Quarterhorses are very useful as riding animals. They can climb steep banks and ford water. They are extremely responsive to their rider if well trained and are able to stop or turn very quickly, suiting them for such tasks as rounding up herds. They do not have great endurance, however, and they can only maintain their maximum speed for periods of a few miles. They can carry loads of up to 350 pounds, but they are not intended to be beasts of burden, and so their spirit will be quickly broken if they are used as such. If a quarterhorse's spirit is broken, its speed will be decreased by 30%.

10.0.8 Warhorse

Natural Habitat Anywhere Infrequent

Number Not applicable

Description Warhorses are heavily built, thickly muscled and limber animals, bred to carry large burdens for extended periods. They are often five and a half feet at the shoulder, and can weigh more than a ton.

Talents, Skills and Magic Warhorses are specially trained for combat. They panic less frequently than other horses. When faced with fire, sudden movements, or loud noises. A rider can also control a warhorse's actions in combat, making the horse kick, bite, or attempt to trample an adversary. See the Rules on Mounted Combat. Other horses can be used in combat, but they cannot be used to attack.

Weapons In addition to the kick (Base Chance of 45%, [D + 7] damage) and bite (Base Chance of 25%, [D + 2] damage) of normal horses, when in Close Combat a warhorse can also attempt to trample an adversary (Base Chance of 25%, [D + 8] damage). Warhorses will willingly enter Close Combat if their rider directs them to do so.

Movement Rates Running: 500

PS: 55–60	MD: None	AG: 16–19	MA: None
EN: 25–30	FT: 50–60	WP: 9–11	PC: 16–18
PB: 9–11	TMR: 10	NA: Hide absorbs 3 DP	

Comment These are the most intelligent and (if properly treated) the most loyal of the horses. They are responsive to a rider, but can also be used to carry heavy burdens (up to 500 pounds). Using a warhorse as a draft horse will generally lower the quality of his training for combat, however.

11 Summonables

This section includes those entities which normally do not appear on this plane, but are summonable from their own dimension. These entities include: demons, devils, djinni, efreeti, elementals (earth, air, fire and water), hellhounds, imps, incubi, and succubi. Devils, demons, imps, incubi, and succubi are described in the College of Greater Summonings which is concerned exclusively with the summoning and control of these entities. The other summonable entities are described in this section.

Generally, an entity summoned from another dimension will require from 1 to 10 Pulses (5 to 50 seconds) to materialise once summoned. In some cases, entities appear in a non-corporeal form and must be commanded to take on substantial form. An insubstantial entity has no power on this plane, but cannot be harmed. An entity in substantial form, however, can be harmed and can harm others.

11.0.1 Djinn

Natural Habitat Other Planes Very Rare

Number 1

Description A djinn is a male humanoid about ten feet tall, with darkly tanned skin and a black beard.

Talents, Skills and Magic A djinn has all the abilities of an air elemental summoned by a magician with Rank 8 in the Ritual of Summoning Air Elementals. In addition, a djinn can create matter weighing up to 200 pounds. This ability can be used once per day. The material created will have varying permanence, depending upon its solidity. Wood, cloth and other light materials will last for as long as a week, while steel, gold, or other hard substances will last only for hours. Djinni cannot be harmed by non-magical weapons.

Weapons Djinni prefer large, curved weapons, with a double-sized scimitar being the weapon most commonly used. Add 10 to the Base Chance of any weapon a djinn uses, and double damage done because of its size. A djinn will have Rank 4 or better with a scimitar.

Movement Rates Flying: 700; Running: 350

PS: 35–40	MD: 20–24	AG: 17–21	MA: 12–18
EN: 20–25	FT: 30–38	WP: 20–25	PC: 16–21
PB: 11–14	TMR: 14/7	NA: Skin absorbs 6 DP	

Comment Like efreet, if a djinn is discovered on this plane it will either be in the service of some character or else be trapped in some sealed container. If the container is opened, the djinn will service whoever released it as a slave, provided that it is not asked to do anything suicidal. Having a djinn in a party can occasionally cause problems because other creatures, such as efreeti (who are deadly enemies of the djinni) will be attracted to the party.

11.0.2 Efreet

Natural Habitat Other Planes Very Rare

Number 1

Description Efreeti are creatures of flame that have been trapped on this plane. They are humanoid in form, about 12 feet tall, and their dark-brown skin flickers as if it were about to burst into flame at any moment.

Talents, Skills and Magic An efreet has all the talents and abilities of a fire elemental summoned at Rank 12. In addition an efreet can grant three wishes under certain conditions (see below). Efreeti can also become invisible at will. Efreeti cannot be harmed by non-magical attacks.

Weapons Efreeti use edged weapons of ordinary shape but twice normal size and weight. Improve the weapon's Base Chance by 10, and double any damage done. An efreet will have Rank 4 or higher with whatever weapon it uses. In Close Combat an efreet can immolate an opponent. Such an attack has a Base Chance of 65%, and does [D + 10] damage.

Movement Rates Flying: 750; Running: 350

PS: 40–45	MD: 17–20	AG: 15–18	MA: 12–18
EN: 28–32	FT: 45–50	WP: 23–29	PC: 16–21
PB: 8–10	TMR: 15/7	NA: Skin absorbs 6 DP	

Comment If discovered on this plane, an efreet will either be in the service of some character, or trapped in a sealable container, such as a bottle. If the latter is the case and the finder of the efreet releases it from its captivity, there is a 95% chance that the efreet will serve him willingly. The other 5% of the time the efreet will attack.

If the efreet decides to serve, it will either grant three wishes, or become the character's slave for a period of 1001 days (at the liberator's option). If three wishes are chosen, they must be used by the end of the day on which the efreet was released. If service is chosen, the efreet will perform any task asked of it that is not obviously suicidal. If a request involves physical danger to the efreet is made of the efreet, there is a 10% chance (+10 for each additional request) that the efreet will rebel against its master and attack him. Efreeti are creatures of fire, and thus they will not go to or be found in frigid climates or underwater.

11.0.3 Hellhound

Natural Habitat (See Below) Very Rare

Number 1–10 (5)

Description Hellhounds have the outward appearance of a Dire Wolf with reddish-brown fur and bright red eyes.

Talents, Skills and Magic Hellhounds, will have some ability in the powers of either the College of Illusions or of the Sorceries of the Mind. They are able to breath fire in a cone 20 feet long by 10 feet wide at the base, doing D + 8 damage to all within Range. The cone will also ignite any inflammables. While on the Tactical Display it takes a Pulse for a Hellhound to breath fire.

Weapons In Close Combat Hellhounds attack with their bite (Base Chance of 65%, [D + 6] damage). They cannot attack in Melee or Ranged Combat.

Movement Rates Running: 450

PS: 14–16	MD: 18–21	AG: 19–22	MA: 12–20
EN: 10–11	FT: 20–22	WP: 17–19	PC: 25–30
PB: 4–6	TMR: 9	NA: Fur absorbs 6 DP	

Comment Hellhounds do not normally appear on this plane. They are usually brought here by a demon to guard some treasure. It is in this general capacity that hellhounds are normally found, although they are occasionally release to wander the world and cause misery as they may. Hellhounds are highly evil. They love to kill and maim, burn crops, and ruin buildings.

11.0.4 Imps

Natural Habitat Seventh Plane Very Rare

Number 1

Description Imps appear as three to four foot high humanoids, but with horns, bat's wings and barbed tails. They tend to be muscular, but pot-bellied. Their skin may be blue, green, or purple, but is usually red. They have yellow eyes, flecked with silver and their teeth (including prominent incisors) are made of silver. Imps may also appear as goats, spiders, bats or large rats, but these are insubstantial forms. The imp cannot use his powers in this plane except in his natural and substantial form.

Talents, Skills and Magic Imps may be members of any Colleges of Magic except the Entities as determined by the GM. Imps can only be harmed by silvered weapons or magic. Cold iron does not affect them. They have no skills. They have Rank 5 with all magic.

Weapons Imps may make a horn attack during Close Combat with a Base Chance of 20% and possible damage of [D – 1]. Imp horns may have a Rank of between 1 and 10 (controlling Player should roll D10 to determine Rank). Imps may also make an attack in either Melee or Close Combat with their long tail. Its tip contains a sting with a quick acting nerve poison (2–4 Damage Points per Pulse). The sting itself is treated like a dagger. Base Chance with tail is 30%. Imps may use other weapons, but may not wear armour.

Movement Rates Running: 350 — Flying: 500

PS: 15–20	MD: 13–17	AG: 16–22	MA: 22–26
EN: 14–16	FT: 22–28	WP: 28–32	PC: 16–25
PB: 3–5	TMR: 7/10	NA: 3 DP	

Comment Imps are dangerous servants in that they have a cruel sense of humour which they are not averse to visiting upon their master and friends. They may not be bound or forced to speak true, so there is no way to really control their actions. They will lie, steal, sow dissension, or play practical jokes (magical or non-magical) on the average once per day (total). They will not knowingly get their master killed or maimed but are otherwise not overly considerate of the master's wellbeing. They will use their powers on the master's behalf when it is demanded of them (though even here their sense of humour may have an effect) and will fight

the master's enemies. Imps may be called upon as needed and then returned to their own dimension. Given their warped personalities, the wise master will keep them in their own dimension as much as possible. Imps have a 7% Base Chance of knowing past, present and future events, but will seldom speak truthfully of what they know.

11.0.5 Half-Devil

Natural Habitat Seventh PlaneVery Rare

Number 1

Description Half-Devils appear as small (around 3ft) muscular humanoids with membranous wings, a small, hard, curved horn and vicious teeth. They tend to have dark colourations, murky and speckled browns and blacks most common. Their tails are sharp, barbed and poisonous. Half-Devils, when on this plane, can appear to be an animal but cannot use their spell magic or rituals while in this form. They may, however, use talents. it takes 5 seconds for the change to take place.

Talents, Skills and Magic Half-Devils may be members of any Thaumaturgy or Elemental college. Being creatures of mana they can only be harmed by silvered or magical weapons, cold iron does not affect their casting, and they know all spells, rituals and talents of their college at rank 5. Note that this does not include Ward, Investment, or other spells and rituals not intrinsic to their college.

Weapons Half-Devils may make a Horn attack or a Bite as well as Sting with their tail in Close Combat. They may use their Tail in Melee but at -20%. Their Bite has a Base Chance of 30% and does +1 damage (A class Critical). Their Horn has a Base Chance of 25%and does +1 damage (A class criticals and +20% if used in Charge). Both can be rank 1 to 5. Their Tail has a Base Chance of 50% doing -2 damage. It has a quick-acting nerve poison in it that does 2 damage points per pulse. (Poison effects are not cumulative.) The victim can resist the effects of the poison by rolling under normal endurance when fatigue has been removed, or by rolling under twice normal endurance when their endurance is reduced to 3 or less. A Half-Devil's tail is always rank 4. A Half-Devil may use weapons (unranked), but will never wear armour.

Movement Rates Running : 200 Flying : 400

PS: 12–16	MD: 7–11	AG: 9–13	MA: 14–18
EN: 12–16	FT: 17–21	WP: 11–15	PC: 10–14
PB: 4–6	TMR: 4/8	NA: 2 DP	

Comment Upon making a Lesser Pact with a Demon, that Demon assigns a familiar to the adept. This familiar is a Half-Devil. The GM should randomly roll the values of the above stats and then roll on the following table for the college.

1 E & E 2 Mind 3 Illusion 4 Namer 5 Air 6 Water 7 Fire 8 Earth 9 Celestial 10 Demon's Choice

The adept may choose the location of the witchmark and a ritual drawing blood binds the Half-Devil to that adept. The Half- Devil will then always aim to please his master (although his understanding of the world may hamper this) but will severely dislike (and hope to avoid) any period of separation from the adept. Should the adept or familiar die, the bond is broken and the Half-Devil will immediately return to the seventh plane (where the adept may pick it up later if it was s/he that died). If the Half-Devil dies, a new one may be issued 5 years after the previous one was issued. Half-Devils, during ritual blood-letting, immediately acquire all spoken languages that the adept knows at one less rank. Half-Devils cannot read or write. Half-Devils have no other skills, although in their animal form they may have abilities, eg. a weasel can stare down basilisks. Note that the familiar loses one fatigue per hour that it doesn't feed (irrelevant of form). Hence, the adept must feed it at least once a day (using four fatigue which the Half-Devil enjoys (obviously). In animal or the Half-Devil can understand the languages it understands in natural form, but cannot speak back.

11.0.6 Devils

Natural Habitat Seventh PlaneVery Rare

Number 1

Description Devils appear as large muscular humanoids with massive bat wings, horns and fangs. They tend to have carmine skin and green eyes. Their tails are sharp and barbed and contain a poisonous sting.

Talents, Skills and Magic Devils, like imps, may be members of any College (except the Entities) as determined by the GM. Devils can only be harmed by silvered weapons or by magic. Cold iron does not affect them. They have no skills, but

possess Rank 10 with all magic of their College. Devils know a little of the past, present, and future of things (7% chance of accuracy) and will speak truthfully to the best of their knowledge in exchange for their freedom. They may not be bound or subjected to a Ritual of True Speaking.

Weapons Devils may make a horn attack or bite in Close Combat and may sting with their tail in Melee or Close Combat. Their bite has a Base Chance of 30% and does [D + 2] damage. Their horns have a Base Chance of 25% and do [D + 2] damage. Both are Rank 1–10 (controlling Player rolls D10 to determine exact Rank). Their tail has a Base Chance of 30% in Melee and a Base Chance of 50%Close Combat and does [D – 1] damage. It has a quick-acting nerve poison in it that does 3–5 Damage Points per Pulse. A devil's tail is always Rank 8. A Devil may use weapons, but will not wear armour.

Movement Rates Running : 400 Flying : 500

PS: 25–30	MD: 15–20	AG: 18–24	MA: 28–34
EN: 25–30	FT: 35–40	WP: 24–28	PC: 22–26
PB: 2–3	TMR: 8/10	NA: 5 DP	

Comment Devils are extremely powerful companions, but tend to serve only with reluctance. They will attempt to bargain for their freedom in exchange for the use of their magic powers in any situation that does not involve immediate danger of death or maiming of their master. They are required to assist the master only in situations of imminent danger and so will usually be able to bargain successfully early in their service. Their power to see things past, present, and future is the same as that of imps (7%). They will never use this talent except in exchange for their release from service and return to their own plane.

11.0.7 Succubi & Incubi

Natural Habitat Seventh PlaneVery Rare

Number 1

Description Succubi are lesser spirits of the seventh plane. They always appear in the form of tall, beautiful women with flowing hair which hides their small horns. They also possess membranous wings shaped like bat's wings that fold down so as to be all but invisible when not in use. They have retractable fangs which they sometimes use to open the veins of those individuals whose blood they desire to drink.

Talents, Skills and Magic Succubi possess Rank 10 in all spells and talents of the College of the Mind. In addition they possess the following skills: assassin, courtesan, spy, thief and troubadour. All skills of Succubi are Rank 10. Succubi possess the following characteristics:

Weapons Succubi may attempt to bite during Close Combat with a Base Chance of 40%. Their bite does [D + 2] damage to Fatigue each Pulse. This drain continues so long as they continue to bite (they need not make another Strike Check). The Succubi will cease biting only when they have become stunned or unconscious or when their victim is dead. They never inflict specific Grievous Injuries, but may do Endurance damage. Their bite may be Rank 1–10 (roll D10 to determine its exact Rank). Succubi do not wear armour and carry only small weapons that are easily concealed. They prefer envenomed weapons to all others.

Movement Rates Running 350 yards per minute; Flying 400 yards per minute

PS: 16–21	MD: 24–28	AG: 28–32	MA: 26–30
EN: 12–16	FT: 24–28	WP: 26–30	PC: 24–28
PB: 26–34	TMR: 7/8	NA: 2 DP	

Comment Succubi will, at the behest of their summoner, attempt to meet, seduce, and then murder any individual of the summoner's choice. They will pursue their victim until returned to their own plane or until they succeed in killing him. Their speciality is to gain the confidence of the victim and then murder him in his bed. They cannot be harmed except by magic or by the touch of the Book of Toth, an ancient tome of magical lore found only in older and seldom frequented libraries. This rare volume immediately and permanently dissipates them, forcing them back to their own plane.

Incubi are exactly like Succubi, except that they appear only in the male form, rather than as females. They will tend to be 2–3 points stronger and will have 1–2 points less Endurance than Succubi, but will other wise be the same. They also are immune to all but magic and the Book of Toth.

11.1 Elementals

Elementals are the physical manifestations of the four primary Elements: fire, earth, air, and water. They do not normally exist on this plane, but are summoned by members of the Elemental Colleges. They will always be hostile to their summoner, and will attempt to kill him if they are released from his control. Elementals are impervious to attacks made with non-magical weapons. Magic does affect them. Each is vulnerable to its opposite element and can be damaged by attacks involving that opposite. Water and fire are opposite members, as are earth and air. An elemental's Endurance, Fatigue, and Strength vary according to its summoner's Rank with the Ritual of Summoning Elementals. Endurance and Fatigue vary as described in 42.7, while an elemental's Physical Strength equals a base number for each of the elementals plus five for each Rank the summoner has attained.

11.1.1 Air elemental

Natural Habitat Other Planes Very Rare
Number 1

Description Air elementals appear as a whirlwind of a height equal to their Endurance. They have facial features, which will appear on one side of the whirlwind.

Talents, Skills and Magic Air elementals can predict weather with complete accuracy. They can increase the speed of winds up to the equal of their endurance, blowing in a line ten times their endurance in width (measured in feet). They can also create windstorms per the Windstorm Spell (College of Air Magics) at a Rank equal to their summoner's Rank plus 4. They do not need to cast the spell, but rather they can cause the windstorm just by willing it.

Weapons Air elementals can materialise their fists to strike at their opponents. They can take two attacks in the same Pulse without penalty. The attacks have a Base Chance of 65% and do D10 damage, + 1 per Rank of their summoner.

Movement Rates Flying: 500 + (50 x Summoner's Rank)

PS: Base 15	MD: 25-30	AG: 32-37	MA: None
EN: 5-50	FT: 10-85	WP: 14-18	PC: 19-23
PB: 10-12	TMR: 10 +	NA: None	
	(Adept's Rank)		

11.1.2 Earth elemental

Natural Habitat Other Planes Very Rare
Number 1

Description Earth elementals appear as humanoids with dirt-coloured skin and gravelly eyes. They will be as tall, in feet, as their Endurance.

Talents, Skills and Magic Earth elementals can sink into any substance made of rock or dirt, and remain hidden with only 5% chance of detection. They have a chance equal to their Endurance of knowing the location of any intelligent creature standing on earth or rock. They can move through the earth (without creating a tunnel or disturbing it in any way) earth elementals can destroy stone structures by boring through stone at the rate of two cubic feet per Round for each point of Physical Strength available to the Elemental. Rock bored through in this way will be turned to dust incapable of supporting anything.

Weapons Earth elementals pound their adversaries with their massive fists. They can attack twice in the same Pulse without penalty, and do D + 6 damage if they hit, plus one additional point for each Rank of their summoner.

Movement Rates Running: 200; Tunnelling: 100

PS: Base 30	MD: 10-15	AG: 12-17	MA: None
EN: 5-50	FT: 10-85	WP: 14-18	PC: 16-20
PB: 5-8	TMR: 4/2	NA: 8 DP	

11.1.3 Fire elemental

Natural Habitat Other Planes Very Rare
Number 1

Description Fire elementals appear as leaping flames of a height in feet equal to their endurance. The flames are humanoid in form.

Talents, Skills and Magic Any flammable substances (exclusive of human-size or larger beings) that a Fire Elemental touches bursts into flames, while non-flammable substances will experience a rise in temperature equal to the Elemental's Endurance for every 10 seconds the Elemental is in contact with the substance. Elementals can instantly extinguish any normal fire within 100 feet. They can cre-

ate a wall of smoke, (as per the spell from the College of Fire Magics) at a Rank equal to that summoner's Rank plus ten. They can also produce a wall of fire (as per the spell from the College of Fire Magics) at a Rank equal to their summoner's Rank plus five. Both of the above two walls can be created as talents, without the necessity of preparing or casting a spell. Only one wall of each type can be maintained at any one time, however.

Weapons Fire Elementals can attempt to immolate their adversaries. The Base Chance for such an attack is 70%, and if the attack succeeds D + 2 damage is done, with an additional point added for each Rank of their summoner. If the attack is made in Close Combat, double the damage done.

Movement Rates Running: 400 + 10 x Summoner's Rank

PS: Base 20	MD: 20-25	AG: 25-30	MA: None
EN: 5-50	FT: 10-85	WP: 14-18	PC: 14-17
PB: 5-7	TMR: 8 +	NA: 3 DP	
	(Adept's Rank/5)		

11.1.4 Water elemental

Natural Habitat Other Planes Very Rare
Number 1

Description Water Elementals appear as waves, although the water does take on a basically humanoid form. The waves will be one-half as tall, in feet, as the elemental's endurance.

Talents, Skills and Magic Water Elementals can disappear into any body of water and become completely undetectable. They can increase the size of waves and swells as per the Spell of Wave Making from the College of Water Magics at a Rank equal to their summoner's Rank plus four. They can also produce a whirlpool as per the Maelstrom spell from the same College, at a Rank equal to their summoner's. Neither spell has to be prepared or cast, but only one can be maintained at a time.

Weapons Water Elementals form huge fists out of the waves. They can attack twice in a Pulse without penalty, and do D + 4 damage, plus one additional point of damage for each Rank of their summoner.

Movement Rates Swimming: 500 + (25 x Summoner's Rank)

PS: Base 25	MD: 17-23	AG: 16-20	MA: None
EN: 5-50	FT: 10-85	WP: 14-18	PC: 14-17
PB: 6-8	TMR: 10 +	NA: 4 DP	
	(Adept's Rank/2)		

12 Undead

Undead are player characters or NPC's who are neither alive nor dead. They cannot be killed by normal means since they are not alive. Instead, they may be destroyed by magic and by silvered weapons, in most cases. Lesser undead include ghosts, ghouls, revenants, skeletons and zombies. Greater undead include night-gaunts, spectres, vampires, wights, and wraiths. Greater undead have the power to drain life force (in the form of Endurance and Fatigue) from living victims. They cannot affect other undead in this manner, nor can they affect extra-dimensional beings (demons, devils, etc.).

It is possible for characters to become undead in certain cases. When this occurs, the character's abilities will be altered somewhat, depending upon the type of undead he becomes. His characteristics may be decreased or increased to fall within the appropriate range for the class of undead to which he belongs, but should be altered by the GM as little as possible. For example, a character with a Physical Strength of 10 who became a vampire would have his PS increased, but probably not by more than 5 (so as to possess the minimum Physical Strength for a vampire). A character who becomes undead retains his Rank in all skills, talents and magic which are useable to him in an undead state. They may continue to acquire Experience and Rank, but all Experience costs are doubled for undead characters. Undead beings recover automatically from being stunned at the beginning of each Pulse, if they have not already recovered.

12.1 Lesser Undead

Lesser Undead include all undead who do not have the power to drain life force from the living of this plane.

12.1.1 Ghost

Natural Habitat Where human beings may be found. Uncommon

Number 1–36 (1)

Description A ghost is the insubstantial form taken by the spirit of a recently deceased individual. It may appear in exactly the form the individual himself took in life except for a certain shimmering quality and the fact that a ghost seen in direct sunlight will tend to fade into the background. Ghosts are usually produced when an individual dies in particularly traumatic circumstances.

Talents, Skills and Magic Ghosts have no skills or magical powers and cannot harm living beings directly since they are insubstantial. However, they can frighten living beings (especially the unwary) into flight. A character facing a ghost must roll 3 times his willpower or less on D100 to keep from panicking and fleeing from the ghost's presence. Add 20 to the dice roll if the ghost was unexpected.

Weapons Ghosts have no natural weapons and may use no man-made weapons. They cannot harm others directly and cannot be themselves harmed by physical means.

Movement Rates Flying: 250

PS: None	MD: None	AG: None	MA: 5–23
EN: None	FT: None	WP: 5–23	PC: 5–23
PB: 5–23	TMR: 5–7	NA: None	

Comment Ghosts can be sources of information which may be wholly or partially false. They may aid characters who are willing to assist them in finishing any business they may have left uncompleted in their former life and which is in whole or in part the cause of their inability to find peace. For example, they may seek revenge on the individual(s) who brought about their end OT may desire the Aelfare of a still living former lover to be attended to. Ghosts are usually chained to a place or object connected with their death or the fulfillment of their desires. They may not leave that place until put to rest inless wronged or cheated by a character. They will then become tied to that character, following him about, haunting him and warning his enemies of his approach until he rights the wrong he has done to them. Ghosts have only one aim: to alter the circumstances that have made them ghosts. They may temporarily assist characters in their own goals as a means of getting the characters' assistance in their quest, but only in a very limited sphere. Once their problem has been solved, they are laid to rest and immediately dissipate.

12.1.2 Ghoul

Natural Habitat Crypts, Ruins, Fields Uncommon

Number 3–30 (6)

Description Ghouls are a form of undead who specialize in devouring the flesh of the living or of recently dead characters. They are physically humanoid in all respects except that they may be ravaged by sickness or maimed by the wounds which killed them. Their undead status has robbed them of most of their intelligence and agility, but has also made them fearless.

Talents, Skills and Magic Ghouls possess no skills or magic. They possess two special characteristics: Any character bitten by a Ghoul will automatically die if the wound becomes infected and will rise at dawn on the day after his death as a Ghoul. Ghouls can only be killed by destroying their motor center. Thus, they are unaffected by specific Grievous Injuries.

Weapons Ghouls may use their hands in Melee or Close Combat as unranked weapons. They may only Strike once per Pulse (i.e., no Double Strikes). Ghouls may Strike twice per Pulse in Close Combat (once with hands and once with teeth). Their bite has a Base Chance of 40%, damage of [D – 4] (but with + 20 to Infection Checks in addition to any modification for bites) and is never Ranked.

Movement Rates Running: 150

PS: 14–18	MD: 8–12	AG: 6–12	MA: None
EN: 18–24	FT: 25–30	WP: 18–25	PC: 10–14
PB: 1–2	TMR: 3	NA: None	

Comment Ghouls, like Trolls hate fire and will immediately attack any character holding a torch in preference to all other targets.

12.1.3 Revenant

Comment A character who dies in circumstances conducive to the creation of a ghost may, at the GM's discretion, become a revenant. Thereafter, the character takes on the form of a ghost or night-gaunt (GM's discretion) chained to the place of death. The GM always plays the character. The revenant retains his previous personality and those characteristics appropriate to his new form and gains those characteristics appropriate to his undead state. Revenants can never be returned to life.

12.1.4 Skeleton

Natural Habitat Any habitat where humans are found. Rare

Number 3–12 (6)

Description Skeletons are animated figures formed magically from the bones of the dead. They are controlled and animated by the will of an Adept in the same manner as zombies are. Often they will be clothed and armed. Skeletons immediately fall apart and turn to dust whenever they cease to be animated by an Adept. Skeletons may never be Stunned.

Talents, Skills and Magic Skeletons have no special talents, skills, or magic. However, their special magical nature makes them immune to damage from weapons rated for A type damage (arrows, thrusting swords, stabbing weapons). They may use weapons, including Ranked weapons, shields and armor.

Weapons Skeletons may attack using the unarmed combat rules, but will probably be armed with a weapon of some sort.

Movement Rates Running: 150

PS: 10–16	MD: 14–18	AG: 12–16	MA: None
EN: 8–12	FT: 5–10	WP: 20–25	PC: 14–18
PB: 1–2	TMR: 3	NA: None	

Comment Skeletons are often found around old battlefields and graveyards. They need to be animated before they can attack, though. The skeletons used by an Adept need not be Human. He could animate any type of being which would then have attributes close to those it originally possessed while alive. Usually, however, Human skeletons are used since they are more easily animated.

12.1.5 Zombie

Natural Habitat Any habitat where humans are found. Rare

Number 6–24 (6)

Description Zombies are another variety of living dead. In this case, the dead are animated by a spell cast by a member of the College of Necromancy. They may (when newly dead corpses are used) appear nearly normal except for a slight earthen hue. When old corpses are used, however, the zombies may be no more than skeletons held together by a few strands of sinew.

Talents, Skills and Magic Zombies have no skills or talents and are not magic

users. Like Ghouls, they are unaffected by Grievous Injury since their motor center must be destroyed before they cease to be animated.

Weapons Zombies never use weapons. They may attack with hands using the bare-handed attack rules. Their hands are never Ranked.

Movement Rates Running: 150

PS: 10–16	MD: 6–10	AG: 4–8	MA: None
EN: 16–22	FT: 20–25	WP: 18–25	PC: 8–12
PB: 1–2	TMR: 3	NA: None	

Comment A zombie loses 1 point per day from his Endurance for each day that he is not reenchanting by his master.

12.2 Greater Undead

Greater undead include all those undead who have the ability to drain life force from the living of this plane.

12.2.1 Spectre

Natural Habitat Ruin, Cavern, Crypt (usually enclosed area) Very rare

Number 1–3

Description Spectres are undead beings half of this world and half of another plane. They enter this world most fully at night and may disappear entirely during the day. If exposed to direct sunlight, they permanently dissipate. Spectres are humanoid in shape, but tend to show an easily discernible blue glow when viewed in the shadowed areas they prefer.

Talents, Skills and Magic Spectres may possess the entire gamut of human talents and skills. In addition, they are Dark Mages of the College of Celestial Magics. Their touch is ice cold and any character coming in contact with a spectre which is in full physical form suffers [D + 3] damage drained directly from Endurance. A character whose last point of Endurance is drained by a spectre becomes a half-strength spectre.

Weapons Spectres have no natural weapons other than their touch. They also are not weapon users even in their most substantial state. Damage from contact with spectres is never absorbed by armor.

Movement Rates Running: 300

PS: 3–30	MD: 3–25	AG: 10–20	MA: 17–30
EN: 20–30	FT: 25–35	WP: 20–30	PC: 20–30
PB: 3–20	TMR: 6	NA: None	

Comment The characteristics and power of spectres varies in direct proportion to their substantiality. The same spectre which has a PS of 3 at noon would have a PS of 25–30 at midnight. A spectre cannot physically harm a character while insubstantial. He can perform magic. Except for the few hours when the sun is highest, the spectre may choose to be either in noncorporeal (insubstantial) or corporeal (substantial) form. It takes a spectre 12 Pulses (1 minute) to change between these forms. Spectres can only be harmed by exposure to direct sunlight or by magic. Magic does not affect spectres while in their noncorporeal form.

12.2.2 Vampire

Natural Habitat Wherever men are found. They make their home in Caverns, Ruins and Crypts, however, and are most likely to be found there. Very Rare

Number 1–6

Description Vampires are human (or humanoid) beings who have entered the netherworld of "life-drinkers." They support their existence by drinking the blood of the living (or recently dead) members of their own species (but not necessarily their own race). A character becomes a vampire only by performing a Ritual of Becoming Undead or by being killed by a vampire who drains the character's last point of Endurance. A character who dies in this manner rises at sunset of the third day after his death in the form of a vampire and must, thereafter, be treated in all ways as a vampire. Once the character's last point of endurance has been drained, the character may not normally be resurrected or prevented from becoming a vampire. He may be destroyed in the same way as a vampire once he rises from the dead, but not before. Vampires always appear to be the age they were at when they became vampires. All physical wounds or disfigurements during life are, however, removed. A character may sometimes be prevented from becoming a vampire by being pinned in his coffin by a stake driven through the heart.

Talents, Skills and Magic Vampires retain all magical and racial skills acquired during their life and may learn any number of new skills. They lose all magical knowledge unless they were, while alive, members of the College of the Mind. All vampires are automatically members of the College of Sorceries of the Mind. Any character who was a member of this College while alive retains any Rank he achieved with the knowledge of that College.

Vampires have the following special skills. They can change shape between the following forms: Bat, rat, wolf, cloud of mist or their "natural" human shape. It takes one full pulse for the transformation to occur. A vampire must implement only a pass action during a pulse in which he attempts to change shape. Vampires are hypnotically attractive to members of their own species (including other races). They possess most of the characteristics that they did during their life except that their Physical Strength and Willpower are both increased by 50% (round up). They gain the ability to summon control and communicate with all common land mammals and are especially adept at communicating with and summoning bats, rats and wolves. This ability operates automatically as a talent of the same type as G-1, G-3, and Q-1 of the College of Earth Magics, except that the Base Chance is always increased by 20 when a vampire attempts to summon, control or communicate with an animal. Vampires lose 1 point from Fatigue (and from Endurance when Fatigue is exhausted) each hour during which they do not feed. When a vampire feeds, they add 1 point per pulse (for each 10 seconds when not in combat) to either Fatigue or Endurance (their choice) for each point they drain from their victim. The vampire's Fatigue and Endurance may never be raised above their normal maximum level by this method. A vampire whose last point of Endurance is removed because they have failed to feed is permanently destroyed. A vampire feeds by entering Close Combat with a character and drinking that character's blood or by hypnotizing the character into allowing them to drink the character's blood (using a Spell of Hypnosis). Characters hypnotized by a vampire will not resist a suggestion that they allow the vampire to feed on them.

Vampires do not cast a shadow. Their reflection does not show up in a silvered mirror, but does show up in a mirror not made with silver. They may not cross running water (streams, rivers, and the like). They must sleep from sunrise to sunset in a bed of earth taken from their grave. Vampires may not enter an inhabited dwelling unless invited in by its inhabitants. Relics and holy items associated with the Powers of Light are repellant to vampires. So is garlic. They will not willingly come in physical contact with such items and will tend to flee them or at least stay 10 feet or more away from them. Vampires fear dogs with angel eyes (dark circles around the eyes) and will generally flee such animals. Vampires cannot die. They can be destroyed in the following manner: By direct exposure to sunlight. By being staked through the heart while in their coffin. By hearing the crow of a cock at dawn while out of their coffin. By having their heart pierced by a silvered weapon. By failing to replenish Endurance through feeding.

Vampires suffer [D – 5] damage from the touch of consecrated objects, but will become infuriated by their touch so that they attack the wielder of such objects instead of fleeing their presence.

Weapons Vampires are treated in all ways as human beings for purposes of combat except that they cannot be harmed by normal weapons. They have no special weapons except their ability to drink blood as described above. This ability may not be used against characters wearing armour other than cloth, leather or wicker unless the victim is first hypnotised and opens his armor so that the vampire can reach his neck.

Movement Rates Running while in human form: 300. The Movement Rates for other forms (bat, rat and wolf) are as per the creatures of the same name.

PS: 15–30	MD: 15–25	AG: 15–25	MA: 15–25
EN: 15–25	FT: 20–30	WP: 25–30	PC: 20–30
PB: 12–25	TMR: 6	NA: None	

Comment Vampires are not harmed by weapons other than silvered weapons. They may be harmed (but not destroyed) by magic. A humanoid character bitten by a vampire becomes under the control of the vampire that bit him if that vampire has any remaining capacity to control his victims. Otherwise, he becomes a vampire under no one's control. A vampire may control a number of his victims who have become vampires equal to half his Willpower (rounded down). A vampire's control over his undead victims is not total and the victim has a 10% Base Chance of successfully disobeying any order of the controlling Vampire which would lead

to his injury or destruction or which would prevent him from feeding. This Base Chance is increased by 5 for each additional victim under the vampire's control. Control requires no concentration.

A vampires may create a telepathic bond between himself and a victim who is not undead by performing the Kiss of the Undead. The vampire opens a small wound over his heart with any handy edged weapon and forces the victim to drink the vampire's blood from this open wound. Thereafter, the vampire and the victim will have a limited knowledge of each other's thoughts and location until one or both are destroyed. Note: A character who becomes undead can still participate in the game, but would operate under severe limits. He would, for example, be unable to travel during the day except while locked in his coffin. He would be prevented from entering certain dwellings, travelling over consecrated ground, etc. The character is always played by his original player, not by the GM.

12.2.3 Wight (barrow wight)

Natural Habitat Crypts, Ruins, Graveyards, Fields & Moors Rare
Number 1–6

Description Wights are a form of ghost. They normally appear in their human form, but vary in substantiality in direct proportion to the time of day. Bright sunlight makes them fade into the spirit world while moonlight and starlight increases their corporeality. When in a corporeal state (usually just after moonrise), they are capable of harming humans just as if they were, themselves, alive.

Talents, Skills and Magic Wights may exhibit any and all human skills and talents. They may use magic, but are limited to the Celestial Magics (Conjurations of Night and Stars) at Rank 10 or above due to their unique status as beings who themselves wax and wane substantial in direct proportion to the power of celestial bodies. They can use weapons, wear armor and carry shields just as they did when they were alive.

Weapons Wights are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a wight may drain the life force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a wight, the contact does [D + 2] damage. Damage inflicted on a character in this manner is never absorbed by normal armor.

Movement Rates Running: 250

PS: 15–30	MD: 15–25	AG: 10–20	MA: 15–30
EN: 10–25	FT: 15–30	WP: 20–30	PC: 20–30
PB: 3–7	TMR: 5	NA: None	

Comment Wights are individuals who have died under a geas or oath which they have been unable to fulfill in life. Often, they are bound to a specific place by an oath to protect that place. They are often found guarding burial sites, especially where treasure is buried along with the body of the master the wight has been set to guard. Only magic or silvered weapons can harm a wight and these things can destroy it. An individual whose last point of Endurance is drained by a wight becomes a night gaunt upon the next moonrise, but will have all his normal characteristics halved (round down) and will exist under the control of the wight who killed them unless that wight has been destroyed. When a Wight is destroyed (by magic or silver), all night gaunts under the wight's control are also destroyed.

12.2.4 Wraiths

Natural Habitat Fields, Crypts, Graveyards, Ruins, Caverns Uncommon
Number 1–10 (I)

Description A wraith is much like a wight in that he appears human and tends to wax and wane insubstantial. However, a wraith dissipates entirely in full sunlight and may never reform Consequently, wraiths stay in dark areas where the sun does no't penetrate and only come out at night. The natural pallor of a wraith is replaced by a silvery aura in bright moonlight when its power is at its height.

Talents, Skills and Magic Wraiths cannot harm living beings by physical means, nor can they engage in any physical skills. However, a wraith can, when its power is high, perform Celestial Magic at Rank 8 or above. The touch of a wraith operates in the same manner as the touch of a wight except that +4 is added to the damage die roll. Even at their most substantial, they are not otherwise physical beings.

Weapons Wraiths have no natural weapons and cannot use physical objects. They can use magic.

Movement Rates Running: 250

PS: 2–5	MD: 2–5	AG: 25–35	MA: 15–30
EN: 15–30	FT: 20–35	WP: 20–30	PC: 20–30
PB: 5–20	TMR: 5	NA: None	

Comment A wraith may not be harmed by weapons (including enchanted weapons). It may only be destroyed by magic spells or by exposure to direct sunlight.