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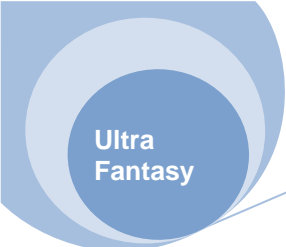
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Creature Statistics

Animals and creatures with animal like instinctive minds still have IN (representing instinct) which may well be quite high and WP representing confidence. These STATs are then shown in brackets. Such creatures have no Knowledge or Social skill. Creatures may have a move rate listed as either a flat value (for creatures) or a modification for humanoid.

Some creatures lack one of the main STATs which has specific effects:

STAT	Effect
BD	Creature is insubstantial and does not influence the physical world using BD. It can not be wounded, poisoned or attacked in any way against BD. It has no EN and is usually defeated by having another STAT drained to 0 or being banished.
DX	Creature is immobile.
IN	Creature is mindless. It cannot be attacked by mind affecting magic and has no skills.

Wound Limit

Most low level or nameless NPC monsters have a Wound Limit of 1. Named significant NPC and more powerful and significant monsters have a Wound Limit of 3 + 1 at Grades 5, 10, 15 and 20.

Natural Weapons

Some creatures have special natural weapons. Unless stated otherwise these are made out of bone or horn.

Attacks listed as x n can be used n times in a single attack phase so if a creature has 2 separate attacks listed as x 1 each can be used once in a single phase. Only the first such attack each turn can fumble.

Abbreviations are used as follows for special weapons:

Abb	Meaning
Gd	Good.
Ex	Excellent.
En(n)	Enchanted + n.

Additional Abilities

Creatures have some additional standard abilities beyond those listed in the main rules:

Ability	Effect
Chemical Sense	Allows the creature to follow chemical trails and identify creatures by taste. It has a maximum range of 1.
Construct	Constructs are immune to Poison, Fear and Disease. They are destroyed with no death saves when reduced to Dying but suffer no penalties for Hurts before that.
Dodge (n)	Dodge is added directly to creatures Dodge defence. It represents those creatures who are especially evasive due to natural agility beyond their gymnastics skill such as certain animals which rely on dodging and also large creatures which are hard to hit as a result of a confusing or threatening appearance.
Fear (n)	When encountered the creature makes fear checks n levels more difficult they would normally be for the odds. If the odds normally wouldn't cause a check (better than 1:1) the check is treated as Simple + n levels.
Heat Sense	Allows the creature to detect heat sources and differing levels of temperature.
Immunity (/)	Damage of the types in brackets has no effect on the creature unless it is inflicted by any of the things shown after the /. E.g. Immunity (Solid/Enchanted) means immune to solid damage unless inflicted by an enchanted weapon. Alternatively can indicate Immunity to Poison or Disease.
Insubstantial	The creature has no physical form and cannot be damaged by any attack which inflicts damage. It can only be affected by magic that does not deal damage. Generally it can not deal damage either except by magic.
Invisibility	The creature cannot be sensed with day or night vision.
Magical Sense	The creature senses using magic.
Otherworld Creature	Creatures who originate in a plane other than the real plane. When reduced to 0 EN they are banished back to their own plane.
Regeneration (n)	The creature regains 1 Hurt at the start of every n turns.
Scent	Allows the creature to detect and identify targets by sniffing or tasting the air.
Simple Vision	This sense allows the creature to distinguish light from dark and see movement.
Spirit Sense	The creature senses magical auras and the spiritual energy of living things.
Survive (Environment)	The creature can survive in the listed unusual environments without penalty.
Tracking Scent	Allows the creature to follow a trail using scent.
Tremor Sense	Allows the creature to detect anything moving on the ground.
Undead	Undead are immune to Poison, Fear and Disease. They are destroyed with no death saves when reduced to Dying but suffer no penalties for Hurt penalties before that.
Water Sense	Allows the creature to detect anything moving in the water.
Weapon Breaker (n)	Any attack from a weapon which hits the target must save against breakage at the penalty n.

Other World Creatures and Magic

Creatures summoned by magic from another plane by temporary magic cannot themselves summon creatures.

Character Descriptions

Each creature is given a typical character description though they do vary. Extra character types for NPCs are:

Draconic	Draconic creatures, though intelligent, have an attitude which is alien to other intelligent races. They show no sympathy towards non-draconic creatures and devour them and steal their property with no compunction. Draconic creatures usually enjoy hoarding wealth for its own sake and rarely do anything with it.
Mysterious Endeavour	Engaged in a purpose mysterious to normal characters.
Servitor	Servitors exist to serve other more powerful creatures who they obey in all things.
Tribal Loyalty	Maintain the group and its traditions. Follow the old ways of surviving and mistrust outsiders.
Unreasonable Ferocity	Similar to Animal Nature but combined with an unreasoning hostility to other forms of life, especially intelligent life, which often overwhelms ideas of self-preservation.
Vindictiveness	Vindictive creatures enjoy making others suffer for amusement. They prefer to avoid personal risk in this process and therefore pick on those obviously weaker than themselves.

Creature Grade and Abilities

Creatures go up grades in the same way as characters but non-intelligent races may not have a class and hence have no class abilities to increase. Usually creatures don't have special skills, advantages or disadvantages. Some creatures are intrinsically tough and start at more than grade 1. Creatures abilities are always listed at the lowest possible grade.

Small or Giant Creatures

Where giant creatures abilities are needed just remove their Small ability and/or add a Large ability. They often lose 1 DX when they lose Small and another if they gain Large. When Small creatures are needed reduce Large or add Small. They often gain 1 DX when they lose Large and 1 when they gain Small.

Intelligent Races

Exceptional examples of intelligent races such a major NPCs are generated in the same way as characters and have advantages, disadvantages and special skills. Others examples of intelligent races can be chosen to have a character class only in which case they have class abilities and skills but don't have advantages, disadvantages or special skills.

Goblin	Goblins live in marginal areas of all sorts and are usually hunter-gatherers, nomadic goat herders and raiders. Goblins have olive-brown skin with black eyes and no hair. Their build is short and stocky with an average height of 4'5". Their faces have a prominent bone structure and their skull is elongated with a high sloping forehead. They have prominent canine teeth and a stooped, bow-legged stance.
Dark Elf	Dark-Elves usually live in underground cities or towns and are often craftsmen, merchants, artists, soldiers or aristocrats. They generally have other races as servants or slaves to provide manual labour. They have fair skin and hair. Their eyes are blue. They do not grow facial hair. They are fairly lightly built with graceful movements. Males average 6'3" and females 6'0".
Hobgoblin	Hobgoblins inhabit regions of plains and steppe. They are usually horse nomads. They have yellowish-brown skin with black eyes and hair. Males occasionally grow thin facial hair. Their faces have a prominent bone structure and their skulls are elongated with a high sloping forehead. They have a stooped, bow-legged stance. Males and females usually have long hair tied in a topknot. They have a stocky build and males and females average 5'5".
Lizardmen	Lizard Men are humanoid in general shape but with long pointed faces and sharp teeth. Their skin is scaly. Lizard Men are quite variable in appearance with different scale colours, crests etc. Lizardmen are cold blooded and therefore need little to eat but tend to act in short quick bursts and easily overheat with extended exertion. They are also sluggish at night and early in the morning. Their technology is usually primitive. Males and females average 5'10" in height.
Ogre	Ogres usually live in human society though often as outlaws or travellers. They look like humans averaging around 2" taller and with sharp teeth which they usually conceal.
Orc	Orcs were originally either elves or men depending on which story you believe but have been twisted into long armed, bow-legged creatures with sharp teeth by some evil magic. They live in independent tribes or make up the soldiery of evil empires and wizards. Their skin is usually olive in colour and their build is stocky. Males average 5'6" and females 5'1".

Race	BD	DX	IN	WP	Skills	Abilities	Advantages	Special Skills	Wealth
Goblin		+2	-2	-2	Stealth 2	Night Vision, Toughness 2, Immunity (Disease), Resistance 10 (Cold, Fire, Poison), Small 4	3	3	-40sp
Dark Elf		+2	+3	+3	Magic 2, Knowledge 2, Perception 2, Social 2	Day Vision, Night Vision, Brave 6, Resistance 12 (Cold), Resistance 6 (Poison), Move Light +1. Ageless, Immunity (Disease), Sharp Senses.	2	1	+100sp
Hobgoblin			-2		Athletics 2	Day Vision, Night Vision, Toughness 2, Immunity (Disease), Resistance 6 (Poison), Resistance 12 (Cold, Heat). Can't use extra-heavy armour.	2	2	-20sp
Lizardmen	+2	-2	-2	+2		Day Vision, Scales, Claws, Bite, Resistance 10 (Fire). Can't wear heavy or extra-heavy armour.	2	1	-50sp
Ogre	+2	+2		+2		Day Vision, Toughness 2	2	1	-20sp
Orc	+2	-1	-2			Day Vision, Night Vision, Toughness 2, Immunity (Disease), Resistance 6 (Poison), Resistance 12 (Cold, Heat).	2	2	-20sp

Professions

Classless intelligent races can have professions to provide STATs and skills. These skills can be modified for individual NPCs. No profession has magical or divine powers. An extra skill is shown: Craft which allows the NPC to manufacture objects. It is specialised into types e.g. Potter, Wheelwright, Weaver etc:

Profession	BD	DX	IN	WP	Abilities	Skills	Description
Academic	6	8	10	10		Perception 1, Knowledge 4, Language 3, Social 2, Magical 1.	Scholars and lawyers.
Bodyguard	10	10	6	10	2H, Crossbow, Medium, Heavy Weapons.	Athletic 2, Gymnastic 2, Melee 3, Missile 2, Social 1, Perception 4.	Guards of merchants for example.
Clergy	8	8	8	10		Knowledge 3, Languages 2, Medical 2, Perception 1, Social 1.	Minor clerics or priests.
Craftsman	8	10	8	8	2H Spears or Polearms, Crossbow, Medium, Light Weapons.	Gymnastic 1, Craft 3, Melee 1, Missile 1, Social 1.	Any manufacturer or guildsman.
Doctor	6	10	8	8		Perception 1, Knowledge 2, Medical 4, Social 1.	Doctors and apothecaries.
Farmer	8	8	6	8	2H Spears or Polearms, Light Weapons	Athletic 1, Craft 1, Melee 1, Missile 1, Survival 1, Social 1.	Any farmer.
Gatherer	8	8	6	8	Thrown, Light Weapons	Melee 1, Missile 1, Athletic 1, Gymnastic 1, Perception 2, Stealth 2, Survival 3, Social 1, Craft 1.	A tribal gatherer.
Hunter	8	10	8	8	Thrown, Bow or Crossbow, Light, Light Weapons. May have Tracking.	Athletic 2, Gymnastic 1, Melee 1, Missile 2, Perception 3, Stealth 3, Survival 3.	Hunters, foresters, game wardens etc.
Merchant	6	6	10	10	Light Weapons	Athletic 1, Knowledge 1, Perception 2, Social 3	Any trader.
Noble	8	8	8	10	Light Weapons, Medium	Athletic 2, Gymnastic 1, Knowledge 1, Perception 1, Social 2.	Any member of the ruling class.
Servant	8	8	6	8	Light Weapons	Athletic 1, Gymnastic 1, Melee 1, Missile 1, Social 2, Stealth 1, Craft 1.	Household servants.
Soldier	10	10	6	10	2H, Shield, Crossbow, Bow,	Athletics 2, Gymnastic 1, Melee	Military specialists

Profession	BD	DX	IN	WP	Abilities	Skills	Description
					Thrown, Heavy Weapons, Shield, Heavy. May have Mounted Combat.	2, Missile 2, Stealth 1, Survival 1, Perception 1.	from regular forces.
Thief	8	10	6	8	Thrown, Crossbow, Medium, Light Weapons.	Athletic 2, Gymnastic 2, Melee 1, Missile 1, Perception 2, Social 2, Stealth 2.	Any criminal.
Warrior	10	9	6	8	2H, Shield, Bow, Thrown, Heavy Weapons, Shield, Heavy. May have Mounted Combat.	Athletic 2, Gymnastic 1, Melee 2, Missile 2, Stealth 1, Survival 1, Perception 1.	Military specialists from irregular forces.

Creature Template

This is the template block used for creatures.

Type	Description				Grade	
BD	DX	IN	WP			
Abilities						
Skills						
Dodge	Parry	ESR				
Shield	Block	Hits				
Armour	Points	Move				
EN	KB	Wound Limit				
Weapon	Hit	Damage	Follow Up	AP	Injury	Special
Notes						

Wild Carnivores

These are given with typical large or small of those likely to be fought by adventurers rather than listing tiny creatures whose abilities won't matter. Many also come in larger forms also.

Type	Assassin Vine				Description	Animal Nature	Grade	5
BD	16	DX	16	IN	(2)	WP	(14)	
Abilities	Dark Sense, Damage Reduction (Bashing, Thrusting, Pick, Piercing) x ½, ESR 5, Dodge 1							
Skills	Stealth 4, Melee 3, Athletics 2, Gymnastics 2							
Dodge	35	Parry	No	ESR	35			
Armour	Bark	Points	7	Move	0			
EN	21	KB	Immune	Would Limit	4			
Weapon	Hit	Damage	Follow Up	AP	Injury	Special		
Grapple	24	No	Crush	0	0	R6. Trap ST 27.		
Special Crush	Auto	19	No	0	0	Only on Grappled Target.		
Notes	An assassin vine appears like a normal creeper but it is carnivorous grappling, crushing and devouring any creature coming too close.							

Type	Bear		Description	Animal Nature	Grade	3	
BD	12	DX	9	IN	(6)	WP	(8)
Abilities	Day Vision, Scent, Large 6, Brave 3, Dodge 1						
Skills	Melee 3, Athletics 4, Gymnastics 2(0), Stealth 5(-1), Perception 3, Survival 4.						
Dodge	21	Block	No	Parry	No		
ESR	19	EN	126	Move	12		
Armour	Skin	Points	12	KB	72/96		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	10	22	No	+5 Damage if Any			
Claws	11	21	0	+4 Damage if Any.			

Type	Giant Ferret		Description	Animal Nature	Grade	1	
BD	10	DX	14	IN	(6)	WP	(10)
Abilities	Day Vision, Night Vision, Tracking Scent, Dodge 2						

Skills	Melee 3, Athletics 3, Gymnastics 3, Stealth 4, Perception 4, Survival 4.				
Dodge	30	Block	No	Parry	No
ESR	21	EN	66	Move	12
Armour	Skin	Points	10	KB	30/40
Weapon	To Hit	Damage	Follow Up	Special	
Bite	16	14	No	+5 damage if any.	

Type	Large Cat e.g. Lion or Tiger		Description	Animal Nature		Grade	3
BD	10	DX	12	IN	(6)	WP	(12)
Abilities	Day Vision, Night Vision, Tracking Scent, Large 4, Dodge 2						
Skills	Melee 4, Athletics 4, Gymnastics 4(0), Stealth 5(1), Perception 3, Survival 4.						
Dodge	25	Block	No	Parry	No		
ESR	23	EN	96	Move	14		
Armour	Skin	Points	10	KB	54/72		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	15	18	No	+5 damage if any.			
Claws	16	17	0	+4 damage if any.			

Type	Wolf		Description	Animal Nature		Grade	1
BD	10	DX	12	IN	(6)	WP	(10)
Abilities	Day Vision, Night Vision, Tracking Scent, Dodge 2						
Skills	Melee 3, Athletics 3, Gymnastics 3, Stealth 4, Perception 3, Survival 4.						
Dodge	28	Block	No	Parry	No		
ESR	21	EN	66	Move	13		
Armour	Skin	Points	10	KB	30/40		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	14	14	No	+5 damage if any.			

Type	Fell Wolf		Description	Animal Nature		Grade	3
BD	12	DX	11	IN	(6)	WP	(12)
Abilities	Day Vision, Night Vision, Tracking Scent, Large 4, ESR 5, Dodge 3						
Skills	Melee 5, Athletics 5, Gymnastics 3(-1), Stealth 4(0), Perception 4, Survival 5.						
Dodge	25	Block	No	Parry	No		
ESR	28	EN	114	Move	13		
Armour	Skin	Points	15	KB	60/80		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	15	20	No	+5 damage if any.			

Type	Fell Wolf		Description	Animal Nature		Grade	3
BD	12	DX	11	IN	(6)	WP	(12)
Abilities	Day Vision, Night Vision, Tracking Scent, Large 4, ESR 5, Dodge 3						
Skills	Melee 5, Athletics 5, Gymnastics 4(0), Stealth 7(3), Perception 5, Survival 6						
Dodge	29	Parry		0	ESR	31	
Armour	Skin	Points		6	Move	13	
EN	19	KB		42	Wound Limit	1	
Weapon	Hit	Damage	Follow Up	AP	Injury	Special	
Bite	18	22	No	0	+3		

Type	Giant Ant Worker		Description	Animal Nature		Grade	2
BD	12	DX	12	IN	(2)	WP	(12)
Abilities	Simple Vision, Tough 4, Tracking Scent, Small 4, Dodge 2						
Skills	Melee 3, Gymnastics 3(7), Athletics 3, Stealth 3(7), Perception 1, Survival 2						
Dodge	32	Block	No	Parry	No		
ESR	23	EN	84	Move	12		
Armour	Carapace	Points	20	KB	24/32		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	14	12	No	+5 damage if any.			

Type	Giant Ant Soldier		Description	Animal Nature		Grade	3
BD	14	DX	12	IN	(2)	WP	(12)
Abilities	Simple Vision, Tough 4, Tracking Scent, Small 2, Dodge 2						
Skills	Melee 4, Missile 4, Gymnastics 4(6), Athletics 4, Stealth 4(6), Perception 2, Survival 2						
Dodge	31	Block	No	Parry	No		
ESR	23	EN	102	Move	12		
Armour	Carapace	Points	25	KB	36/48		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	15	16	No	+5 damage if any.			
Acid Spray	15	12	No	Acid. Range 8.			

Type	Giant Rat		Description	Animal Nature		Grade	1
BD	10	DX	12	IN	(7)	WP	(9)
Abilities	Day Vision, Night Vision, Scent, Small 4, Dodge 1						
Skills	Melee 2, Athletics 3, Gymnastics 3(7), Stealth 3(7), Perception 2, Survival 4						
Dodge	31	Block	No	Parry	No		
ESR	20	EN	66	Move	12		
Armour	Skin	Points	10	KB	18/24		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	13	10	No	+5 damage if any.			

Type	Crocodile		Description	Animal Nature		Grade	3
BD	12	DX	10	IN	(3)	WP	(12)
Abilities	Day Vision, Scent, Large 4, Toughness 2, Dodge 1						
Skills	Melee 3, Athletics 3, Gymnastics 2(-2), Stealth 5(1), Perception 1, Survival 3						
Dodge	23	Block	No	Parry	No		
ESR	23	EN	114	Move	10 Swim 8		
Armour	Scales	Points	20	KB	60/80		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	12	20	No	+5 damage if any. Also counts as a grapple and can be used on a grappled target.			

Type	Giant Toad		Description	Animal Nature		Grade	3
BD	10	DX	8	IN	(3)	WP	(12)
Abilities	Day Vision, Scent, Large 6, Dodge 1						
Skills	Melee 4, Athletics 3, Gymnastics 4(-2), Stealth 3(-3), Perception 1, Survival 2						
Dodge	18	Block	No	Parry	No		
ESR	23	EN	114	Move	9 Swim 7		
Armour	Skin	Points	8	KB	66/88		
Weapon	To Hit	Damage	Follow Up	Special			
Tongue	12	No	Crush	Grapple. Range 6.			
Crush	Auto	19	No	Only on grappled target.			

Type	Giant Lizard		Description	Animal Nature		Grade	1
BD	10	DX	10	IN	(3)	WP	(10)
Abilities	Day Vision, Scent, Toughness 2, Dodge 2						
Skills	Melee 3, Athletics 3, Gymnastics 3, Stealth 3, Perception 1, Survival 2						
Dodge	26	Block	No	Parry	No		
ESR	21	EN	78	Move	12		
Armour	Scales	Points	18	KB	30/40		
Weapon	To Hit	Damage	Follow Up	Special			
Claws	13	13	0	+4 damage if any.			
Bite	12	14	No	+5 damage if any.			

Type	Shocker Lizard		Description	Animal Nature		Grade	3
BD	10	DX	10	IN	(3)	WP	(10)
Abilities	Day Vision, Scent, Toughness 2, ESR 5, Resistance 20 (Electricity), Small 4, Dodge 2						
Skills	Melee 3, Athletics 3, Gymnastics 3(7), Stealth 3, Perception 1, Survival 2						

Dodge	30	Block	No	Parry	No
ESR	26	EN	78	Move	10
Armour	Scales	Points	18	KB	18/24
Weapon	To Hit	Damage	Follow Up	Special	
Claws	13	9	0	+4 damage if any.	
Bite	12	10	No	+5 damage if any.	
Shock	13	18	No	Electricity.	

Type	Giant Scorpion		Description	Animal Nature		Grade	3
BD	12	DX	10	IN	(2)	WP	(12)
Abilities	Day Vision, Night Vision, Toughness 2, Large 4, Resistance 6 (Poison), Dodge 2						
Skills	Melee 5, Athletics 4, Gymnastics 4(0), Stealth 5(1), Perception 2, Survival 2						
Dodge	23	Block	No	Parry	No		
ESR	23	EN	126	Move	12		
Armour	Carapace	Points	25	KB	48/64		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer x1	15	20	0				
Sting x1	15	21	0	½ damage once through armour. Injects potency 26 paralyzing poison which acts in 3 turns. Stop Thrust.			

Type	Giant Centipede		Description	Animal Nature		Grade	3
BD	12	DX	10	IN	(2)	WP	(12)
Abilities	Day Vision, Night Vision, Tough 4, Resistance 8 (Poison), Large 6, Dodge 3						
Skills	Melee 4, Athletics 5, Gymnastic 5(-1), Stealth 6(0), Perception 1, Survival 2						
Dodge	23	Block	No	Parry	No		
ESR	23	EN	150	Move	12		
Armour	Carapace	Points	25	KB	54/72		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	16	22	0	+2 Damage if Any. Injects potency 25 paralyzing poison which acts in 3 turns.			

Type	Pit Viper		Description	Animal Nature		Grade	3
BD	10	DX	12	IN	(4)	WP	(10)
Abilities	Day Vision, Night Vision, Scent, Resistance 8 (Poison), Small 6, Dodge 1						
Skills	Melee 5, Athletics 4, Gymnastics 2(8), Stealth 4(10), Perception 1, Survival 2						
Dodge	31	Block	No	Parry	No		
ESR	21	EN	78	Move	6		
Armour	Scales	Points	12	KB	12/16		
Weapon	To Hit	Damage	Follow Up	Special			
Snake Bite	17	5	0	½ damage once through armour. Injects ST 26 Lethal Poison acts in 3 turns. Stop Thrust.			

Type	Constrictor		Description	Animal Nature		Grade	3
BD	12	DX	10	IN	(4)	WP	(10)
Abilities	Day Vision, Night Vision, Scent, Large 4, Dodge 2						
Skills	Melee 4, Athletics 4, Gymnastics 4(0), Stealth 6(2), Perception 1, Survival 2						
Dodge	23	Block	No	Parry	No		
ESR	21	EN	114	Move	6		
Armour	Scales	Points	18	KB	60/80		
Weapon	To Hit	Damage	Follow Up	Special			
Grab	16	No	Crush	Grapple.			
Crush	Auto	19	No	Only on grappled target.			

Type	Giant Bee		Description	Animal Nature		Grade	2
BD	10	DX	10	IN	(2)	WP	(10)
Abilities	Day Vision, Scent, Tracking Scent, Resistance 6 (Poison), Dodge 1						
Skills	Melee 2, Gymnastics 2, Perception 1, Survival 2						
Dodge	24	Block	No	Parry	No		
ESR	21	EN	72	Move	5 Flying 12		
Armour	Carapace	Points	18	KB	30/40		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	12	14	0	+2 damage if any.			
Stinger	12	11	0	½ damage once through armour. Injects Paralysing Poison 25 acts in 3 turns. Stop Thrust. Sting is barbed and remains in the wound and continues injecting poison each turn for 5 turns. To pull out the sting is difficult and deals D20 damage. Using its sting successfully kills the bee.			

Type	Giant Wasp		Description	Unreasonable Ferocity		Grade	2
BD	10	DX	12	IN	(2)	WP	(12)
Abilities	Day Vision, Scent, Resistance 6 (Poison), Small 4, Dodge 1						
Skills	Melee 2, Gymnastics 3(7), Perception 1, Survival 2						
Dodge	31	Block	No	Parry	No		
ESR	23	EN	72	Move	5 Flying 16		
Armour	Carapace	Points	20	KB	18/22		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	14	10	0	+2 damage if any.			
Stinger	14	7	0	½ damage once through armour. Injects Paralysing Poison 22 acts in 3 turns. Stop Thrust.			

Type	Giant Spider		Description	Animal Nature		Grade	2
BD	12	DX	12	IN	(3)	WP	(12)
Abilities	Day Vision, Scent, Resistance 6 (Poison), Large 4, Dodge 2						
Skills	Melee 4, Gymnastics 4(0), Athletics 4, Stealth 6(2), Survival 4.						
Dodge	25	Block	No	Parry	No		
ESR	23	EN	108	Move	12		
Armour	Carapace	Points	20	KB	48/64		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	16	20	0	+2 damage if any.			
Stinger	14	17	0	½ damage once through armour. Injects Paralysing Poison 22 acts in 3 turns. Stop Thrust			
Grab	16	No	0	Grapple.			

Type	Giant Beetle		Description	Animal Nature		Grade	2
BD	12	DX	9	IN	(2)	WP	(12)
Abilities	Day Vision, Night Vision, Large 6, Toughness 4, Dodge 1						
Skills	Melee 3, Athletics 2, Gymnastics 4(-2), Stealth 3(-3), Survival 3.						
Dodge	19	Block	No	Parry	No		
ESR	23	EN	144	Move	8 Flying 10		
Armour	Carapace	Points	25	KB	54/72		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	12	22	0	+2 damage if any.			

Type	Giant Acid Beetle		Description	Animal Nature		Grade	3
BD	12	DX	9	IN	(2)	WP	(12)
Abilities	Day Vision, Night Vision, Large 4, Toughness 4, Dodge 1						
Skills	Melee 3, Missile 3, Athletics 2, Gymnastics 4(0), Stealth 3(-1), Survival 3.						
Dodge	20	Block	No	Parry	No		
ESR	23	EN	138	Move	8 Flying 10		
Armour	Carapace	Points	25	KB	48/64		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	12	22	0	+2 damage if any.			
Acid Spray	12	15	No	Acid.			

Type	Giant Eagle		Description	Animal Nature		Grade	4
BD	12	DX	12	IN	(8)	WP	(14)
Abilities	Day Vision, Large 4, Sharp Senses, ESR 5, Dodge 3						
Skills	Melee 5, Gymnastics 6(2), Perception 6(9), Survival 4.						
Dodge	28	Block	No	Parry	No		
ESR	30	EN	120	Move	5 Flying 18		
Armour	Feathers	Points	10	KB	32/48		
Weapon	To Hit	Damage	Follow Up	Special			
Beak	17	20	0	+2 damage if any.			
Claws	17	17	0	+4 damage if any.			

Wild Herbivores

Type	Giant Bee		Description	Animal Nature		Grade	2
BD	10	DX	10	IN	(2)	WP	(10)
Abilities	Day Vision, Tough 2, Tracking Scent, Dodge 2						
Skills	Melee 4, Gymnastics 2, Perception 1, Survival 2						
Dodge	25	Block	No	Parry	No		
ESR	21	EN	60	Move	5 Flying 14		
Armour	Carapace	Points	16	KB	30/40		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	14	14	0	+2 damage if any.			

Stinger	14	11	No	½ damage if any. Injects ST 25 paralyzing poison acts in 3 turns. Sting is barbed and remains in the wound and continues injecting poison each turn for 5 turns. To pull out the sting is difficult and deals D20 damage. Using its sting successfully kills the bee.
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Domestic Animals

Type	Large Dog		Description	Animal Nature		Grade	1
BD	10	DX	12	IN	(6)	WP	(8)
Abilities	Day Vision, Tracking Scent, Dodge 2						
Skills	Athletics 2, Gymnastics 2, Melee 2, Stealth 2, Perception 2						
Dodge	27	Block	No	Parry	No		
ESR	19	EN	66	Move	12		
Armour	Skin	Points	10	KB	30/40		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	13	14	No	+5 damage if any.			

Riding Animals

Type	Horse		Description	Animal Nature		Grade	1
BD	12	DX	8	IN	(4)	WP	(8)
Abilities	Day Vision, Large 8, Dodge 3						
Skills	Athletics 4, Gymnastics 4(-4), Perception 2, Melee 1						
Dodge	18	Block	No	Parry	No		
ESR	19	EN	120	Move	14		
Armour	Skin	Points	8	KB	60/80		
Weapon	To Hit	Damage	Follow Up	Special			
Kick	8	22	0				

Were Creatures

A were creature has three sets of characteristics: as a humanoid, as a half-humanoid half-animal and as an animal. It can transform from one type to the next in one turn in which it is unable to act but must always pass through the intervening stage. A were creature must transform to animal form under the full moon. Whilst transformed into an animal the were creature must give into its ferocious animal nature and normally attempts to attack and eat both intelligent creatures and animals. There are many types of were creatures but these are typical examples. If a were creature bites a humanoid and deals damage then the victim must resist magic with a strength of 25 or be infected with the were curse transforming at the next full moon. The curse can be broken with suitable magic against an ESR of 25 until the were creature has killed and devoured an intelligent creature. Thereafter the curse cannot be removed.

Type	Were-Rat as Half Rat		Description	No Change		Grade	No Change
BD	+1	DX	+2	IN		WP	
Abilities	Add Night Vision, Scent, Immunity (Solid/Enchanted or Silver), Resistance 6 (Poison, Disease), ESR 6, Small 2, Dodge 1						
Skills	Gymnastics +1(+3), Athletics +1, Missile -2, Social -3, Stealth +2(+4), Survival +1						
Dodge	+4	Block		Parry			
ESR	+6	EN	+6	Move	+1 in light armour		
Armour	Skin	Points	8	KB			
Weapon	To Hit	Damage	Follow Up	Special			
Bite x 1	-1	+4	0				
Weapon x 1							
Notes	As a humanoid the were-rat will have its normal STATs and abilities.						

Type	Were-Rat as Giant Rat		Description	Animal Nature		Grade	No Change
BD	+1	DX	+2	IN	()	WP	()
Abilities	Day Vision, Night Vision, Scent, Small 4, Immunity (Solid/Enchanted or Silver), Resistance 6 (Poison, Disease), ESR 6, Dodge 2						
Skills	Melee +1, Athletics +1, Missile None, Gymnastics +2(+6), Stealth +3(+7), Perception +1, Survival +2, Social None, Knowledge None, Magical None, Languages None, Medical None.						
Dodge	+8	Block	No	Parry	No		
ESR	+6	EN	+6	Move	12		
Armour	Skin	Points	10	KB			
Weapon	To Hit	Damage	Follow Up	Special			
Bite	-1	+4	No	+5 damage if any.			

Type	Were-Wolf as Half Wolf		Description			Grade	
BD	+1	DX	+1	IN		WP	
Abilities	Add Night Vision, Scent, Immunity (Solid/Enchanted or Silver), ESR 6, Large 2, Dodge 2						
Skills	Melee +1, Athletics +1, Gymnastics +1(-1), Missile -2, Social -3, Stealth +2(0), Survival +1						
Dodge	+1	Parry				ESR	+6
Armour	Skin	Points	6	Move	+1 in light armour		
EN	+3	KB	+5	Wound Limit			
Weapon	Hit	Damage	Follow Up	AP	Injury	Special	
Bite x 1							
Weapon x 1							
Notes	As a humanoid the were-wolf will have its normal STATs and abilities.						

Type	Were-Wolf as Fell Wolf		Description	No Change		Grade	No Change
BD	+2	DX	+1	IN	()	WP	()
Abilities	Day Vision, Night Vision, Scent, Immunity (Solid/Enchanted or Silver), ESR 6, Large 4, Dodge 3						
Skills	Melee +2, Athletics +2, Gymnastics +1(-3), Missile None, Stealth +4(0), Survival +2, Social None, Knowledge None, Magical None, Languages None, Medical None.						
Dodge	+1	Block	No	Parry	No		
ESR	+6	EN	+36	Move	13		
Armour	Skin	Points	15	KB			
Weapon	To Hit	Damage	Follow Up	Special			
Bite	-1	+4	0				

Hybrid Creatures

Hybrid creatures are created in the vats of wizards and must serve them whilst the wizard lives. They are then free and can create wild populations. They are usually hostile to natural creatures and many show an unreasonable degree of ferocity toward them.

Type	Bazil		Description	Unreasonable Ferocity		Grade	3
BD	10	DX	10	IN	6	WP	12
Abilities	Day Vision, Toughness 4, Immunity (Fear), Resist 6 (Poison), ESR 5, Dodge 2.						
Skills	Melee 4, Athletic 4, Gymnastics 3, Survival 3, Perception 3, Stealth 3, Social 2						
Dodge	26	Block	No	Parry	No		
ESR	28	EN	102	Move	10		
Armour	Carapace	Points	20	KB	20/30		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	14	14	0	+2 Damage if Any. Only on grappled target.			
Abdomen Stinger	14	11	0	½ damage once through armour. Injects ST 25 paralyzing poison acts in 3 turns. Only on grappled target.			
Grapple	14	No	Pincer or Sting	Grapple.			
Punch	14	10	0	R0-1.			
Notes	A hybrid of a man, a giant wasp and a giant stoat. Bazils have a human like body covered in hair and chitin plates but with a wasp's abdomen and a hideous face which is an amalgam of wasp and stoat. They live in nests of 10-50 individuals and attack in swarms. They inhabit many wilderness areas.						

Type	Chimera		Description	Unreasonable Ferocity		Grade	8
BD	16	DX	12	IN	(8)	WP	(16)
Abilities	Day Vision, Night Vision, IR Vision, Immunity (Fear, Poison), Fear 1, Large 10, Tough 4, Resistance 12 (Fire, Cold, Electricity, Air, Earth), ESR 10, Dodge 6.						
Skills	Melee 10, Missile 10, Athletic 7, Gymnastic 7(-3), Survival 6, Perception 6.						
Dodge	26	Block	No	Parry	No		
ESR	37	EN	228	Move	10		
Armour	Skin	Points	15	KB	78/104		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 1	22	29	0	+4 damage if any.			
Bite x 2	21	30	No	+5 damage if any.			
Instead of 1 bite – Cold Breath	22	24	No	Cone 6. Cold.			
Butt x 1	21	32	No	Can be used as part of a move through.			
Snake Bite (Rear) x 1	22	27	0	½ damage once through armour. Injects ST 30 Paralyzing Poison acts in 2 turns. Stop Thrust.			
Notes	Chimera have the hindquarters of a large black goat, the forequarters of a lion, a lion's head, a lesser dragon's head, a goat's head and a tail which is the head of a large viper. The whole bizarre creature is the size of a bison. Chimera's are usually solitary and inhabit wild areas or the fringes of poorly defended populated areas. They can attack once with each head each turn and also with their claws.						

Type	Cockatrice		Description	Unreasonable Ferocity		Grade	3
BD	8	DX	10	IN	(4)	WP	(12)
Abilities	Day Vision, Night Vision, Immunity (Fear), Resist 6 (Poison), ESR 5, Small 6, Dodge 3.						
Skills	Melee 3, Athletic 3, Gymnastic 2(8), Survival 2, Perception 2, Stealth 3(9)						
Dodge	32	Block	No	Parry	No		
ESR	28	EN	66	Move	6 Fly 12		
Armour	Feathers	Points	6	KB	4/6		
Weapon	To Hit	Damage	Follow Up	Special			
Beak	11	6	0	+2 Damage if Any. If hit (even if no damage through armour) attacked at 14 vs ESR for Permanent Petrification. This can be broken with a Break Spell against the ESR of the Cockatrice.			
Notes	A cockatrice has the body, head and legs of a chicken, the tail of a lizard and the wings of a bat. Any creature damaged by the cockatrice must resist permanent petrification. It is the petrification process which feeds the cockatrice. They are usually found alone or in pairs in wild areas.						

Type	Deodand		Description	Unreasonable Ferocity		Grade	5
BD	14	DX	14	IN	8	WP	14
Abilities	Day Vision, Night Vision, Toughness 4, Immunity (Fear), Large 4, ESR 5, Dodge 3.						
Skills	Melee 5, Athletic 5, Gymnastics 5(1), Survival 5, Perception 5, Stealth 6(2), Magic(1), Social 2						
Dodge	29	Block	No		Parry	No	
ESR	31	EN	162		Move	10	
Armour	Carapace	Points	20		KB	66/88	
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	19	21	0	+3 Damage if Any.			
Bite x 1	18	22	No	+5 damage if any.			
Notes	Deodands are humanoid in shape though covered with a hard black carapace. They stand about 8 feet high. Their faces are human but with large fangs and feral amber eyes. Deodands are either solitary or work in small groups of up to six. They inhabit many wilderness areas and exhibit a startling ferocity.						

Type	Echidnae		Description	Guardian		Grade	6
BD	12	DX	14	IN	12	WP	14
Abilities	Day Vision, Night Vision, Resistance 6 (Poison), Brave 4, Resistance 8 (Fire), Large 2, ESR 5, Dodge 3.						
Skills	Melee 5, Missile 5, Athletic 4(0), Gymnastics 4(-4), Survival 4, Perception 4, Stealth 4(-5), Magic 4, Knowledge 4, Languages 1, Social 2.						
Dodge	24	Block	34		Parry	30(31)	
ESR	34	EN	120		Move	8	
Armour	Half Heavy + Scales	Points	28		KB	48/64	
Shield	Medium Heavy	Block	4		Hits	34	
Weapon	To Hit	Damage	Follow Up	Special			
Long Spear	19	17	0	+7 damage if any, Stop Thrust. Parry +1.			
Kopis	18	20	-1	+5 damage if any. Parry +1.			
Magic	Priest Character Class with schools of Medicine, Curses, Nature and Spell Breaking. MP Grade x 3. Memory 4+Grade.						
Notes	Echidnae have a human upper body which divides into two pythons tails. Originally armed as hoplites their descendants still often possess the ancestral armour and weapons or acquire more. They have mystic powers to support their fighting abilities. Echidnae normally live in caves in wilderness areas and survive by hunting and gathering. They do not seek out trouble but will attack those who trespass in their territory especially if they seek to clear woodland or engage in mining.						

Type	Erb		Description	Unreasonable Ferocity		Grade	4
BD	12	DX	14	IN	8	WP	14
Abilities	Day Vision, Night Vision, Toughness 4, Large 4, ESR 5, Dodge 2.						
Skills	Melee 5, Athletic 5, Gymnastics 4(0), Survival 5, Perception 5, Stealth 8(4)						
Dodge	28	Block	No		Parry	No	
ESR	30	EN	120		Move	8	
Armour	Scales	Points	18		KB	40/60	
Weapon	To Hit	Damage	Follow Up	Special			
Grab	19	No	Bite	Grapple			
Bite	18	20	No	+5 damage if any. Follow up to grapple or against grappled target.			
Notes	Erbs are humanoid in shape but covered in scales and with a demonic face with lots of small needle like teeth. They are about 7 feet high. They are usually solitary and prefer to drop on travellers from trees or rocks – grabbing and crushing them. They are experts at silently killing their victims and often travellers fail to notice that the last member of their group is missing until far too late.						

Type	Ezza		Description	Tribal Loyalty		Grade	1
BD	9	DX	11	IN	6	WP	8
Abilities	Night Vision, Resistance 6 (Poison), Small 4, Toughness 2.						
Skills	Melee 2, Missile 2, Athletics 2, Gymnastics 2(6), Stealth 3(7), Magic (1), Survival 3, Social 2.						
Dodge	28	Block	No	Parry	25		
ESR	20	EN	72	Move	8		
Armour	Skin	Points	8	KB	10/15		
Weapon	To Hit	Damage	Follow Up	Special			
2H Short Spear	14	13	0	+7 damage if any, Stop Thrust. Parry +1.			
Sling	9	10	No	Ranged.			
Notes	Ezzas have a goblin like body with a rat's head and paddle like digging hands. They stand about 4'0" high. They are expert burrowers digging underground warrens. They live in large groups of a hundred or more. They emerge onto the surface only to hunt, rob and kill and only in the hours of darkness. As many areas have found it is very difficult to remove an Ezza infestation.						

Type	Gid		Description	Unreasonable Ferocity		Grade	6
BD	14	DX	15	IN	6	WP	14
Abilities	Day Vision, Night Vision, Toughness 4, Large 4, ESR 5, Dodge 2, Immunity (Fear), Resistance 6 (Fire).						
Skills	Melee 6, Athletic 6, Gymnastics 6(2), Survival 5, Perception 5, Stealth 7(3).						
Dodge	28	Block	No	Parry	No		
ESR	30	EN	144	Move	8		
Armour	Carapace	Points	20	KB	44/66		
Weapon	To Hit	Damage	Follow Up	Special			
Grab	21	No	Bite	Grapple			
Bite	20	22	No	+5 damage if any. Follow up to grapple or against grappled target.			
Notes	A gid is humanoid but is covered by a tough green carapace. It has long front arms like a preying mantis and the head of the same insect. It stands about 10 feet high but is quite thin and attenuated. Usually solitary it attacks from ambush snatching up unwary passing creatures with its arms and then holding them still as it bites. Few lone travellers can escape its clutches. It prefers to inhabit forested or jungle regions with plenty of cover.						

Type	Griffon		Description	Animal Nature		Grade	5
BD	14	DX	13	IN	(8)	WP	(14)
Abilities	Day Vision, Large 6, ESR 5, Dodge 3, Resistance 6 (Cold, Air, Electricity).						
Skills	Melee 5, Athletic 3, Gymnastics 6(0), Survival 4, Perception 7.						
Dodge	27	Block	No	Parry	No		
ESR	30	EN	114	Move	8 Flying 16		
Armour	Feathers	Points	12	KB	78/104		
Weapon	To Hit	Damage	Follow Up	Special			
Beak x 1	17	24	0	+2 damage if any.			
Claws x 1	18	23	0	+4 damage if any.			
Notes	A griffon is about the size of a pony and has the head, wings and forelegs are those of an eagle whilst the hindquarters are those of a lion. Prides of 8 to 15 griffons inhabit mountainous regions and moor land where they will prey on any large creature.						

Type	Grue		Description	Animal Nature		Grade	2
BD	10	DX	12	IN	(6)	WP	(10)
Abilities	Night Vision, Sonar, ESR 5, Dodge 1, Resistance 6 (Cold, Disease), Toughness 2.						
Skills	Melee 4, Athletic 1, Gymnastics 4, Survival 4, Perception 4.						
Dodge	28	Block	No	Parry	No		
ESR	26	EN	84	Move	6 Flying 14		
Armour	Skin	Points	6	KB	20/30		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	15	14	No	+5 damage if any.			
Notes	A grue has a dog's head, a man's body and large bat-like wings. They live in packs roosting in caves, ruins or large hollow trees during the day and emerging at night to hunt.						

Type	Gryph		Description	Unreasonable Ferocity or Soldier		Grade	8
BD	14	DX	10	IN	8	WP	16
Abilities	Day Vision, Night Vision, Large 12, ESR 5, Dodge 9, Resistance 8 (Fire), Immunity (Fear, Disease), Toughness 6.						
Skills	Melee 8, Athletic 6, Gymnastics 8(-4), Survival 3, Perception 8, Magic (4).						
Dodge	26	Block	No		Parry	No	
ESR	36	EN	240		Move	7	
Armour	Bronze Feathers	Points	25		KB	76/114	
Weapon	To Hit	Damage	Follow Up	Special			
Claws	18	29	0	+4 damage if any.			
Beak	18	30	0	+2 damage if any.			
Notes	A gryph is a gigantic humanoid with the head of an eagle and eagle's claws on hands and feet. It is covered in bronze feathers. They either inhabit wilderness areas or serve as guards for powerful wizards. They are quite useful in this regard as loyalty tempers their natural ferocity.						

Type	Harpy		Description	Vindictiveness		Grade	3
BD	10	DX	13	IN	8	WP	10
Abilities	Day Vision, Immunity (Disease), Resistance 6 (Poison), ESR 5, Dodge 2						
Skills	Melee 4, Missile 4, Athletic 1, Gymnastics 5, Survival 3, Perception 3, Magic (1), Social 2.						
Dodge	30	Block	No		Parry	No	
ESR	27	EN	78		Move	5 Flying 14	
Armour	Feathers	Points	6		KB	20/30	
Weapon	To Hit	Damage	Follow Up	Special			
Claws	17	13	0	+4 damage if any.			
Dropped Rock	13 (-1 per +3 damage)	10 (-3 per -1 to hit)	No	Dropping rocks from above the target.			
Magic	Paralysing Cry: works in a radius of 30 at the start of a battle – one roll for all harpies. Each character rolls WP modified. Each point less than 9 +1 per harpy + highest grade of harpy present results in 1 turn of paralysis.						
Notes	Harpies have the heads and torsos of humans but the rest of their body is that of a huge vulture. Whilst not necessarily ugly to look at they are aggressive and spiteful. They like to paralyse victims with their cries and close in with claws. Against unparalysed targets they tend to drop rocks. The higher they are the more damage this does but the harder it is to hit.						

Type	Hippogriff		Description	Animal Nature		Grade	4
BD	13	DX	12	IN	(7)	WP	(12)
Abilities	Day Vision, Large 8, ESR 5, Dodge 4, Resistance 6 (Cold, Air).						
Skills	Melee 4, Athletic 5, Gymnastics 6(-2), Survival 4, Perception 6.						
Dodge	25	Block	No		Parry	No	
ESR	28	EN	126		Move	12 Flying 18	
Armour	Feathers	Points	10		KB	96/128	
Weapon	To Hit	Damage	Follow Up	Special			
Beak x 1	16	29	0	+2 damage if any.			
Claws x 1	16	28	0	+4 damage if any.			
Notes	A hippogriff is about the size of a horse and has the head and wings of an eagle, the forequarters of a panther and the hindquarters of a horse. Prides of 8 to 15 hippogriffs inhabit plains where they will prey on any large creature. They get on badly with griffons and they are not found in the same areas.						

Type	Kentaur		Description	Protector		Grade	4
BD	12	DX	11	IN	8	WP	12
Abilities	Day Vision, Large 8, ESR 5, Dodge 4, Brave 4.						
Skills	Melee 6, Missile 6, Athletic 6, Gymnastics 6(-2), Survival 6, Perception 6, Magic (2), Social 1.						
Dodge	24	Block	No	Parry	30		
ESR	30	EN	144	Move	13		
Armour	Skin	Points	8	KB	84/112		
Weapon	To Hit	Damage	Follow Up	Special			
2H Long Spear x 1	18	28	0	R2. +7 damage if any, Stop Thrust. Parry +1			
Kick x 1	16	20	0				
Self Bow	13	22	-1	+6 damage if any. +3 damage against shields. Ranged. Requires two hands. +2 to hit if target uses Block.			
Notes	A kentaur has the upper body of a man replacing the head and neck of a horse. They are usually bearded and longhaired. They have a primitive stone age culture but frequently acquire metal-headed spears. They never wear clothes or armour. They live in wild areas and survive by hunting and gathering. They are not man-eaters but can be violent if their territory is entered.						

Type	Kerberus		Description	Soldier		Grade	8
BD	14	DX	13	IN	10	WP	18
Abilities	Day Vision, Night Visions, Heat Sense, Magic Sense, Tracking Scent, Large 10, ESR 5, Dodge 8, Resistance 8 (Cold, Fire, Poison), Immunity (Disease, Fear).						
Skills	Melee 6, Athletic 6, Gymnastics 6(-4), Survival 8, Perception 8, Magic (4).						
Dodge	28	Block	No	Parry	No		
ESR	38	EN	192	Move	12		
Armour	Skin	Points	15	KB	102/136		
Weapon	To Hit	Damage	Follow Up	Special			
Bite x 3	18	30	No	+5 damage if any.			
Snake Bite x 1	19	25	0	½ damage once through armour. Injects ST 28 Paralysing Poison acts in 2 turns. poison. Stop Thrust. R2. Rear attack.			
Notes	A kerberus is a huge three headed hound whose tail is a large viper. A kerberus never sleeps and has infra-vision and mage sight. Kerberus are used as watchdogs by powerful wizards. In the wild they are dangerous predators but quite rare.						

Type	Lamiae		Description	Soldier/Greed		Grade	4
BD	12	DX	13	IN	10	WP	14
Abilities	Day Vision, Night Vision, Heat Sense, Resistance 6 (Poison, Disease, Fire), Large 2, ESR 5, Dodge 3.						
Skills	Melee 5, Missile 5, Athletic 5, Gymnastics 5(2), Survival 3, Perception 3, Stealth 5(-3), Magic (2), Social 2.						
Dodge	29	Block	No	Parry	29(30)		
ESR	34	EN	108	Move	8(6)		
Armour	Part Heavy + Scales	Points	24	KB	48/64		
Weapon	To Hit	Damage	Follow Up	Special			
Composite Bow	13	17	0	+7 damage if any. +4 damage against shields. Ranged. Requires two hands. +2 to hit if target uses Block.			
Shortsword Cut	17	18	-1	+5 damage if any. Parry +1.			
Thrust	18	15	0	+7 damage if any, Stop Thrust. Parry +1.			
Grab	18	No	Shortsword	Tail grab. Grapple.			
Notes	Lamiae have the upper body of a human and the lower body of a boa constrictor. Usually dressed by their creators in mail-shirts and open helmets they are generally armed with bow and sword. They are used as guards but some have escaped to live as bandits. In melee they like to grab opponents with their snakes tail and then hold them still to be killed with the sword.						

Type	Leotor		Description	Unnatural Ferocity		Grade	5
BD	12	DX	12	IN	8	WP	12
Abilities	Day Vision, Night Vision, Large 4, Dodge 3, ESR 5, Bravery 4.						
Skills	Melee 4, Athletic 4, Gymnastics 4(0), Survival 3, Perception 2, Stealth 4(0), Magic (3), Social 2.						
Dodge	26	Block	No	Parry	No		
ESR	31	EN	126	Move	14		
Armour	Skin	Points	10	KB	60/80		
Weapon	To Hit	Damage	Follow Up	Special			
Touch	20	No	No	Drain 3 WP. Recover at 1/day.			
Gaze	20	No	No	Save with WP to score equal to Leotor's total magic +11 (22). Target considers the leotor to be a good friend for 1 day per point failed by. 1 use per day per Grade.			
Claws	16	19	0	+4 damage if any.			
Notes	Leotars have the body of a lion with its head replaced by the upper body of a human. They tend to live alone or in pairs in wilderness areas and are fierce predators.						

Type	Leucomorph		Description	Tribal Loyalty		Grade	3
BD	12	DX	12	IN	6	WP	12
Abilities	Day Vision, Night Vision, Heat Vision, Resistance 8 (Disease), Resistance 8 (Poison, Fire), Large 2, Dodge 2, ESR 5, Bravery 4, Toughness 4, No move penalty for bad-going..						
Skills	Melee 4, Athletic 4, Gymnastics 4(2), Survival 3, Perception 2, Stealth 4(2), Social 2.						
Dodge	27	Block	30	Parry	26		
ESR	31	EN	126	Move	14		
Armour	Carapace	Points	15	KB	48/64		
Shield	Small Light	Block	3	Hits	26		
Weapon	To Hit	Damage	Follow Up	Special			
Club x 1	15	21	-1				
Bite x 1	15	18	No	+5 damage if any.			
Notes	A leucomorph has a jackal's head, a man's torso and the thorax, abdomen and legs of a huge beetle. They can scuttle across the sand and rocky areas they inhabit with great speed. They live in small bands of 20-30 and subsist by hunting and gathering. They also like to eat and rob passing travellers though they can be bought off with gifts of weapons, armour and food.						

Type	Lomer		Description	Tribal Loyalty		Grade	1
BD	12	DX	10	IN	6	WP	10
Abilities	Day Vision, Resistance 8 (Poison, Disease), Dodge 1, Toughness 2.						
Skills	Melee 3, Athletic 3, Gymnastics 3, Survival 3, Perception 2, Stealth 2, Social 1.						
Dodge	21	Block	No	Parry	26		
ESR	31	EN	90	Move	10		
Armour	Skin	Points	4	KB	24/36		
Shield	Small Light	Block	3	Hits	26		
Weapon	To Hit	Damage	Follow Up	Special			
2H Short Spear x 1	14	20	0	+7 damage if any, Stop Thrust. Parry +2.			
Butt x 1	12	18	No	Can be used as part of a move through.			
Notes	Lomer have the head and back legs of a goat and the torso and arms of a large goblin. They inhabit hills and mountains where they get on badly with goblins and dwarves. They live in bands of 20-40 individuals and subsist by hunting, gathering and banditry. They will devour intelligent creatures with enthusiasm.						

Type	Mantikora		Description	Unreasonable Ferocity		Grade	6
BD	13	DX	13	IN	6	WP	14
Abilities	Day Vision, Resistance 10 (Poison), Large 8, Dodge 8, ESR 5, Toughness 2,.						
Skills	Melee 6, Athletic 5, Gymnastics 6(-2), Survival 4, Perception 3, Social 1.						
Dodge	22	Block	No	Parry	No		
ESR	30	EN	174	Move	8 Fly 14		
Armour	Skin	Points	12	KB	87/116		
Shield	Small Light	Block	3	Hits	26		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 1	19	24	0	+4 damage if any.			
Sting x 1	19	22	0	½ damage once through armour. Injects ST 26 Paralysing Poison acts in 3 turns. Stop Thrust.			
Magic	Eat Brain: gain IN and skills of victim if they are better as well as victim's knowledge. Fades at 1 IN per week. Skills are lost 1 week after IN reaches normal. I.e. in 1 week if the creature's IN isn't higher than the mantikora.						
Notes	A mantikora has the body of a lion, a human head with many sharp teeth, the tail of a giant scorpion and the wings of a giant bat. They often inhabit mountainous or dry regions. They are voracious eaters of intelligent species and if they are able to devour their brains they gain, for a time, their intelligence and skills.						

Type	Merfolk		Description	Tribal Loyalty		Grade	1
BD	9	DX	11	IN	8	WP	10
Abilities	Day Vision, Night Vision, Survive (Underwater), Resistance 8 (Cold, Water), Dodge 1.						
Skills	Melee 3, Athletic 4, Gymnastics 4, Survival 3, Perception 3, Stealth 3, Magic (2), Social 2.						
Dodge	27	Block	No	Parry	25(27)		
ESR	23	EN	60	Move	Swim 8		
Armour	Scales	Points	6	KB	18/27		
Weapon	To Hit	Damage	Follow Up	Special			
2H Trident	14	17	0	+7 damage if any, Stop Thrust. Parry +1. R2.			
Notes	Mermen are hybrids of men and fish. They are used by wizards to guard water approaches and features. Once escaped they survive in hunting and gathering communities in the sea or lakes.						

Type	Minotaur		Description	Demolisher		Grade	6
BD	14	DX	11	IN	6	WP	14
Abilities	Day Vision, Large 8, Dodge 4, Brave 6, ESR 5, Resistance 6 (Poison), Toughness 4.						
Skills	Melee 6, Athletic 6, Gymnastics 4(-4), Survival 3, Perception 2, Stealth 1(-7), Social 1.						
Dodge	14	Block	No	Parry	28		
ESR	30	EN	192	Move	8		
Armour	Hide	Points	12	KB	44/66		
Weapon	To Hit	Damage	Follow Up	Special			
2H Axe x 1	17	33	-1	+6 damage if any.			
Horns x 1	16	25	No	+6 damage if any. Can be used as part of a move through.			
Notes	Minotaurs have a human body and a bull's head and attitude. They usually use huge double bladed axes. They are used as guards and shock troops. Free they tend to be bandits. Female minotaur are much more placid and are rare except in free bands.						

Type	Naga		Description	Vindictiveness		Grade	4
BD	14	DX	13	IN	8	WP	12
Abilities	Day Vision, Night Vision, Heat Sense, Resistance (Fire) 12, Large 4, Dodge 4, ESR 5						
Skills	Melee 5, Athletic 5, Gymnastics 5(1), Missile 4, Stealth 7(3), Survival 5, Perception 4, Magic 4						
Dodge	29	Block	No	Parry	No		
ESR	32	EN	108	Move	8		
Armour	Hide	Points	12	KB	44/66		
Weapon	To Hit	Damage	Follow Up	Special			
Gaze	21	No	No	If D20+WP+Magic exceeds target's ESR then target is paralysed for 1 turn per point failed by. One attempt (including to hit) per target/day.			
Snake Bite	18	19	0	½ damage once through armour. Injects ST 26 lethal poison acts in 3 turns. Victim turns black and starts to bloat. Stop Thrust.			
Notes	Naga have the bodies of gigantic snakes with humanoid heads (though with large fangs). They are used as assassins but in the wild they are dangerous and vindictive creatures that inhabit ruins and caves.						

Type	Pegasus		Description	Animal Nature		Grade	4
BD	12	DX	11	IN	(10)	WP	(14)
Abilities	Day Vision, Large 8, Dodge 6, Resistance 8 (Air, Cold), ESR 5.						
Skills	Melee 4, Athletics 6, Gymnastics 8(0), Perception 6, Survival 4.						
Dodge	28	Block	No	Parry	No		
ESR	30	EN	144	Move	14 Fly 16		
Armour	Skin	Points	8	KB	84/112		
Weapon	To Hit	Damage	Follow Up	Special			
Kick	14	22	0				
Notes	A pegasus is a horse with giant falcon's wings. Wizards use them as riding animals. In the wild they are elusive herbivores.						

Type	Pelgrane		Description	Unreasonable Ferocity		Grade	5
BD	10	DX	14	IN	8	WP	14
Abilities	Day Vision, Large 6, Dodge 4, ESR 5, Brave 4.						
Skills	Melee 5, Athletic 2, Gymnastics 7(1), Survival 4, Perception 6, Social 2						
Dodge	30	Block	No	Parry	No		
ESR	30	EN	126	Move	4 Fly 15		
Armour	Skin	Points	10	KB	44/66		
Weapon	To Hit	Damage	Follow Up	Special			
Beak	15	20	0	+2 damage if any.			
Notes	Pelgranes have a face and body similar to both a pterodactyl and a human. Wizards use them as aerial scouts but in the wild they are dangerous predators favouring open country and coastlines.						

Type	Scorpion People		Description	Tribal Loyalty		Grade	2
BD	12	DX	10	IN	4	WP	10
Abilities	Day Vision, Disease Resistance 4, Resistance 8 (Poison, Fire), Large 4, Dodge 4, Toughness 2, No penalty for bad-going.						
Skills	Melee 4, Athletic 4, Gymnastics 4(0), Survival 4, Perception 2, Stealth 6(2), Social 1.						
Dodge	25	Block	28	Parry	24		
ESR	21	EN	108	Move	12		
Armour	Carapace	Points	15	KB	60/80		
Shield	Small Light	Block	3	Hits	26		
Weapon	To Hit	Damage	Follow Up	Special			
Club x 1	13	23	-1				
Sting x 1	14	17	0	½ damage once through armour. Injects potency 26 paralyzing poison which acts in 3 turns. Stop Thrust.			
Notes	Scorpion People have the upper bodies of humans replacing the head of a giant scorpion. Wizards use them as guards but in the wild they make up hunting bands which will devour intelligent creatures with enthusiasm.						

Type	Selkie		Description	Exuberance		Grade	3
BD	8	DX	11	IN	10	WP	10
Abilities	Day Vision, Night Vision, Survive (Underwater), Resistance 8 (Water, Cold), Dodge 1, ESR 5, Long Lived.						
Skills	Melee 3, Missile 3, Athletic 3, Gymnastics 5, Survival 5, Stealth 4, Perception 5, Social 3, Knowledge 3, Magic 3.						
Dodge	28	Block	No	Parry	27		
ESR	29	EN	66	Move	10 Swim 8		
Armour	None	Points	10	KB	16/24		
Weapon	To Hit	Damage	Follow Up	Special			
Gaze	17	No	No	Save with WP to score equal to Selkie's total magic +11 (24). Target considers the selkie to be a good friend for 1 day per point failed by. 1 use per day per Grade.			
2H Short Spear	15	16	0	+7 damage if any, Stop Thrust. Parry +2.			
Dagger	15	9	0	+7 damage if any, Stop Thrust. Parry +1. R0-1.			
Notes	Selkies have the upper bodies of humans though with webbed hands and the lower bodies of seals. They live in coastal areas where they hunt for fish and gather shellfish and sea plants. They are not aggressive and will usually try to flee if attacked. They are able to transform themselves into humans at will and often pretend to be human for days or years at a time but must in the end return to the sea.						

Type	Sky Cattle		Description	Animal Nature		Grade	3
BD	14	DX	9	IN	(5)	WP	(14)
Abilities	Day Vision, Large 10, Dodge 5, ESR 5, Tough 4.						
Skills	Melee 4, Athletics 5, Gymnastics 8(-2), Perception 4, Survival 4.						
Dodge	23	Block	No		Parry	No	
ESR	30	EN	186		Move	12 Fly 14	
Armour	Hide	Points	12		KB	102/136	
Weapon	To Hit	Damage	Follow Up	Special			
Horns	12	27	No	+6 damage if any. Can be used as part of a move through.			
Notes	Sky cattle are cattle with eagle's wings. No one is sure why wizards first created them – possibly amusement. In the wild they are herbivores but can be dangerous if threatened.						

Type	Sphinx		Description	Explorer		Grade	6
BD	12	DX	12	IN	12	WP	12
Abilities	Day Vision, Night Vision, Large 4, Dodge 3, ESR 5, Bravery 4, Immunity (Poison, Disease), Resistance 8 (Fire), Immunity (Solid/Enchanted), Long Lived.						
Skills	Melee 4, Athletic 4, Gymnastics 4(0), Survival 4, Perception 6, Stealth 4(0), Magic 6, Knowledge 6, Social 5.						
Dodge	26	Block	No		Parry	No	
ESR	34	EN	108		Move	14	
Armour	Skin	Points	10		KB	60/80	
Weapon	To Hit	Damage	Follow Up	Special			
Claws	16	19	0	+4 damage if any.			
Magic	Wizard Character Class with magic points equal to grade x 4 and 4 + Grade memory. Schools of Guards and Wards, Magic Missiles, Offensive Alterations and Detection.						
Notes	A sphinx has a human head and a lion's body. It is a highly magical creature with great powers. Wizards employ them to guard the approaches to their residences. Those that live free still stop travellers but may well let them go in exchange for knowledge from far places, which they love. They also like riddles.						

Natural Spirits

Natural spirits are creatures that are formed from the magical energy of the real plane. Each type is associated with a particular type of landscape, a location or object.

Type	Djinn		Description	Vindictiveness		Grade	15
BD	18	DX	16	IN	15	WP	16
Abilities	Day Vision, Night Vision, Heat Vision, Large 12, Dodge 10, Immunity (Poison, Disease, Fear, Solid/Enchanted), Resistance 12 (Fire, Electricity, Air), Fear 2, Ageless.						
Skills	Melee 8, Athletic 8, Gymnastics 10(-2), Survival 6, Perception 8, Stealth 6(-6), Magic 10, Knowledge 6, Social 6.						
Dodge	35	Block	No		Parry	No	
ESR	37	EN	270		Move	Flying 16	
Armour	Magic Shield	Points	25		KB	84/126	
Weapon	To Hit	Damage	Follow Up	Special			
Magic Strike	24	34	0	+5 damage if any. Physical Damage.			
Magic	Wizard Character Class with magic points equal to grade x 4 and 4 + Grade memory. Schools of Elemental Control, Weather Command, Personal Alterations, Offensive Alterations, Scrying, Translocation and Dismissal and Dispelling.						
Notes	A mighty natural spirit tied to a location usually in an arid area. The Djinn appears as a huge man swirling body apparently made of cloud. They have glowing amber eyes. They can take on a lonely human form. Djinn are vain, cruel and violent. They enjoy causing fear and pain.						

Type	Dust Devil		Description	Vindictiveness		Grade	5
BD	14	DX	14	IN	8	WP	12
Abilities	Day Vision, Night Vision, Heat Vision, Large 4, Dodge 4, Immunity (Poison, Disease, Fear, Solid/Enchanted), Resistance 12 (Fire, Electricity, Air), Ageless.						
Skills	Melee 4, Athletic 4, Gymnastics 6(2), Survival 4, Perception 4, Stealth 4(0), Magic 4, Knowledge 1, Social 2.						
Dodge	31	Block	No		Parry	No	
ESR	27	EN	114		Move	Flying 16	
Armour	Magic Shield	Points	10		KB	44/66	
Weapon	To Hit	Damage	Follow Up	Special			
Magic Strike	18	22	0	+5 damage if any. Physical Damage.			
Magic	Wizard Character Class with magic points equal to grade x 4 and the spells Shower of Stones, Handy Gale, Tornado Bolt, Personal Gale, Wind Blast and Fierce Gale.						
Notes	A minor natural spirit found in desert regions. Dust devils are cruel and heartless.						

Type	Efrit		Description	Vindictiveness		Grade	10
BD	15	DX	14	IN	13	WP	14
Abilities	Day Vision, Night Vision, Heat Vision, Large 8, Dodge 8, Immunity (Poison, Disease, Fear, Solid/Enchanted), Resistance 12 (Fire, Electricity, Air), Fear 1, Ageless.						
Skills	Melee 6, Athletic 6, Gymnastics 8(0), Survival 6, Perception 6, Stealth 6(-2), Magic 6, Knowledge 4, Social 4.						
Dodge	33	Block	No		Parry	No	
ESR	31	EN	150		Move	Flying 16	
Armour	Magic Shield	Points	18		KB	62/93	
Weapon	To Hit	Damage	Follow Up	Special			
Magic Strike	24	34	0	+5 damage if any. Physical Damage.			
Magic	Wizard Character Class with magic points equal to grade x 4 and 4 + Grade memory. Schools of Elemental Control, Weather Command, Personal Alterations, Offensive Alterations and Dismissal and Dispelling.						
Notes	A powerful natural spirit tied to a location usually in an arid area. The Efrit appears as a huge man swirling body apparently made of cloud. They have glowing amber eyes. They can take on a loosely human form. Efrit are vain, cruel and violent. They enjoy causing fear and pain.						

Type	Nymph		Description	Exuberance/Guardian		Grade	8
BD	8	DX	16	IN	12	WP	12
Abilities	Day Vision, Night Vision, Magic Sense, Dodge 4, Resistance 12 (Earth), ESR 6, Immunity (Solid/Enchanted), Ageless. Survive i(Environment: a nymph survives all natural conditions in her environment for example a neiriad can Survive (Underwater) and swim at normal speed). Merge with Environment: can merge with environment at will. Automatically does this if defeated in combat and cannot reform for 1 day. Can only be destroyed if environment is destroyed. Can appear as a beautiful female of any humanoid species or as a natural feature of her environment at will.						
Skills	Athletic 8, Gymnastics 8, Survival 8, Perception 8, Stealth 8, Magic 6, Knowledge 4, Social 6.						
Dodge	38	Block	No		Parry	No	
ESR	35	EN	96		Move	14	
Armour	Magic Shield	Points	10		KB	16/24	
Magic	Druid Character Class with magic points equal to grade x 4 and 4 + Grade memory. Schools of Illusion, Guards and Wards, Weather Command, Personal Alterations, Offensive Alterations, Medicine, Curses and Nature. Charm Male: a nymph has 2 uses of this +1 for each 3 grades after 6 per day. Each use is until cancelled i.e. it is not regained until cancelled. It attacks with the nymph's Magic + WP vs the target's ESR. Range = 20. A charmed person is under the spell of the nymph and will protect her even against his own friends.						
Notes	A nymph is a natural spirit tied to a region such as an area of woodland (dryad), water (neriad), hills or mountains (oread) or plains (areiad). A nymph tries to protect her region from damage but also enjoy teasing mortals though they tend not to hurt them unless they are threatened, mistreated or insulted. Dryads are essentially heartless and unsympathetic but not vindictive. The best response to them is good humour and unflinching good manners which may temporarily win their favour.						

Type	Hag		Description	Vindictiveness		Grade	8
BD	12	DX	14	IN	12	WP	12
Abilities	Day Vision, Night Vision, Magic Sense, Dodge 4, Resistance 12 (Earth), ESR 6, Immunity (Solid/Enchanted), Ageless. Survive (Environment: a hag survives all natural conditions in her environment), Merge with Environment: can merge with environment at will. Automatically does this if defeated in combat and cannot reform for 1 day. Can only be destroyed if environment is destroyed. Can appear as a beautiful female of any humanoid species until she takes a hostile act at which point she turns into a hideous and aged woman or as a natural feature of her environment at will.						
Skills	Melee 6, Athletic 6, Gymnastics 6, Survival 8, Perception 8, Stealth 8, Magic 6, Knowledge 4, Social 6.						
Dodge	35	Block	No	Parry	No		
ESR	35	EN	120	Move	14		
Armour	Magic Shield	Points	10	KB	24/36		
Magic	Druid Character Class with magic points equal to grade x 4 and 4 + Grade memory. Schools of Illusion, Guards and Wards, Weather Command, Personal Alterations, Offensive Alterations, Medicine, Curses and Nature.						
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	18	15	0	+4 damage if any.			
Notes	A hag is a natural spirit associated with swamps, caves, dark forests and other unpleasant landscape features. They are mean and callous. They look like hideous and aged human women with twisted features and straggling hair. They tend to use their glamour power to lull people into a false sense of security.						

Type	Satyr		Description	Exuberance		Grade	5
BD	12	DX	14	IN	10	WP	12
Abilities	Day Vision, Night Vision, Magic Sense, Dodge 4, Resistance 12 (Earth), ESR 6, Ageless.						
Skills	Melee 4, Athletic 6, Gymnastics 6, Survival 6, Perception 5, Stealth 6, Magic 5, Knowledge 3, Social 6.						
Dodge	35	Block	No	Parry	28		
ESR	34	EN	102	Move	12		
Armour	Skin	Points	4	KB	24/36		
Weapon	To Hit	Damage	Follow Up	Special			
Horns	17	15	No	+6 damage if any. Can be used as part of a move through.			
Club	17	19	-1				
Magic	Play Pipes: all mortals within 30 squares are attacked when the pipes are played with the Satyr's magic vs ESR. Victims count as mind controlled for 1 turn per point failed by and can only act according to the tune the satyr plays (e.g. dance if the satyr plays dance music or flee in panic if he plays frightening music)						
Notes	A natural woodland spirit like a man with goats legs and horns. They are often associated with dryads.						

Type	Wind Stick Devil		Description	Vindictiveness		Grade	6
BD	10	DX	14	IN	8	WP	14
Abilities	Day Vision, Night Vision, Heat Sense, Dodge 4, Air Resistance 10, Resistance 10 (Fire, Electricity), Immunity (Poison, Disease), Damage Reduction (Solid unless Enchanted Weapons) x 1/2, Large 4, Ageless.						
Skills	Melee 6, Athletic 6, Gymnastics 6(2), Survival 6, Perception 4, Stealth 8, Magic 4.						
Dodge	31	Block	No	Parry	No		
ESR	29	EN	120	Move	14		
Armour	Magic Shield	Points	12	KB	36/54		
Weapon	To Hit	Damage	Follow Up	Special			
Whirl	24	20	0	Can be used as part of a move through.			
Magic	3 x Grade Magic Points. Tornado Bolt, Handy Gale, Drop Weapon.						
Notes	Wind Stick Devils are ten feet tall and humanoid but of skeletal and insubstantial appearance. They inhabit regions of desert and badlands and are extremely hostile. They attack with great speed and a whirl of stick like limbs or with magic. Large groups of them are often found lurking in ambush. They take prisoners to their dancing grounds where they are sacrificed in a ritual to create a new devil.						

Undead

Undead are corpses animated by magic. Some can be animated by a necromancer whilst others are created or more unusual ways.

Type	Vampire		Description	Animal Nature		Grade	+3
BD	+6	DX	+5	IN		WP	+5
Abilities	Lose Day Vision. Gain Night Vision, Undead, Regeneration (5), ESR 5, Toughness 4, Fear 1, Ageless. Can only be actually destroyed by having a wooden stake driven through its heart or being disintegrated. To drive in the stake usually requires the vampire to be disabled (at 0 EN for example) or requires an attack with a stake (counts as a thrusting weapon, wooden) which scores a critical.						
Skills	Athletics +4, Gymnastics +4, Perception +3, Melee +4, Stealth +3, Survival +4.						
Dodge	+9	Block	+9	Parry	+9		
ESR	+10	EN	+78	Move	+2		
Armour	Skin	Points	6	KB	+12/+18		
Weapon	To Hit	Damage	Follow Up	Special			
Gaze	Auto	None	No	Victim must roll WP + D20 and score equal to or higher than the vampire's WP+11 or sink into a trance which allows the vampire to bite him/her and escape without trouble. Victims save once on meeting the vampire and only in a reasonably peaceful setting i.e. not in the middle of a fight.			
Magic	<p>Vampires have a number of magical abilities and disadvantages:</p> <p>Curse of Blood: take 1 BD drain per day.</p> <p>The Curse of Light: take 1 BD drain/turn from direct sunlight.</p> <p>Curse of the Spirit: can't recover Magic Points normally (if has any).</p> <p>The Curse of Appearance: a vampire has pale, glassy skin, sharp incisors and unusually coloured eyes (black, pale blue, red etc.).</p> <p>The Curse of Earth: a vampire must lie during the daylight in its grave earth or take 1 BD drain per day. Whilst in its grave earth it can recover 1 lost BD per day to a maximum of 5.</p> <p>The Curse of Water: if a vampire touches running water it takes 1 BD drain/turn unless the water is in a swamp or marsh.</p> <p>Vampire Bite: if a vampire can bite a victim it can drain it of blood. Only humans are vulnerable to a vampire's bite. To use the bite the victim must be disabled, in a trance, willing or grappled. The vampire drain 1 BD of blood from the victim per turn regaining 1 BD and 1 Magic Point (if either have been lost) per 4 BD drained. If the target is reduced to 0 BD it is killed. At 1 BD the victim can be turned (into a vampire – see below,</p>						
Notes	Vampires were once human. They are created when a vampire reduced a human to 1 BD (using its bite) and sacrifices 5 BD drain (blood) to the victim. The victim must volunteer for this process (though the alternative could well be death). The victim will rise the next day as a vampire 3 grades higher than his/her previous grade who must obey direct orders given by its creator but is otherwise free to act according to its vampiric nature. A vampire retains all the abilities it had in life modified as above. In combat they usually fight in the way they did in life or with hands and feet if unarmed.						

Type	Ghoul		Description	Animal Nature		Grade	3
BD	13	DX	12	IN	(5)	WP	(10)
Abilities	Night Vision, Fear 1, Toughness 2, Undead, Ageless.						
Skills	Melee 4, Athletics 4, Gymnastics 3, Stealth 4, Perception 4						
Dodge	29	Parry	0	ESR	24		
Armour	Skin	Points	5	Move	10		
EN	18	KB	27	Wound Limit	1		
Weapon	Hit	Damage	Follow Up	AP	Injury	Special	
Grapple	19	No	Bite	0	0	Grapple	
Bite	18	19	No	No	+3	Injects ST 21+Grade paralyzing Poison which Acts in 3 turns.	
Notes	Ghouls live by eating corpses or living victims. A victim paralysed by a ghoul's poison will become a ghoul as long as they aren't eaten. The transformation takes BD turns after paralysis and before it takes effect a remove curse will stop it. Once the transformation is complete only powerful and rare enchantments may save the victim. If ghouls are starved they lose 1 BD per month until they reach 8 BD and then will hibernate until a food source comes nearby. Whilst hibernating they lose 1 BD per century until at 0 they die.						

Type	Ghast		Description	Animal Nature		Grade	5
BD	15	DX	12	IN	(5)	WP	(12)
Abilities	Night Vision, Fear 2, Toughness 2, Immunity (Solid/Enchanted), Resist Cold 8, Undead, Ageless.						
Skills	Melee 5, Athletics 5, Gymnastics 4, Stealth 5, Perception 5, Magic (3)						
Dodge	25	Block	No		Parry	No	
ESR	26	EN	132		Move	10	
Armour	Skin	Points	10		KB	30/45	
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	17	18	0	+5 damage if any.			
Touch	21	17	No	Drains D6 BD.			
Notes	A ghast appears as a skeletal figure with pale greenish skin stretched tight over visible bones. They survive by devouring living intelligent creatures. A ghast is created when a humanoid is drained to 0 BD by a ghast. It will then begin to transform – a process taking 3 turns. Ghosts usually try to avoid this as they would prefer to kill and eat their victims. Nevertheless they tend to hunt in packs. Ghosts may have originally been created by a magical curse but are now self-reproducing.						

Type	Spectre		Description	Vindictiveness		Grade	7
BD	12	DX	13	IN	10	WP	15
Abilities	Night Vision, Magic Sight, Immunity (Solid/Enchanted), Damage Reduction 1/5 (Solid, Physical, Acid, Earth), Resistance 10 (Fire, Cold, Electricity), in Sunlight cannot attack, Create Spawn (a creature slain by a spectre becomes a spectre in 3 turns), Undead, Ageless.						
Skills	Melee 7, Athletics 7, Gymnastics 7, Stealth 7, Perception 5, Magic (5).						
Dodge	31	Block	No		Parry	No	
ESR	31	EN	114		Move	10 Fly	
Armour	Enchanted Shield	Points	10		KB	Immune	
Weapon	To Hit	Damage	Follow Up	Special			
Touch	24	No	No	Drains D6 BD.			
Notes	A spectre is an incorporeal undead that haunts the place it died. Spectres hate all living things. They usually resemble the person they were in life.						

Type	Wight		Description	Protector		Grade	6
BD	16	DX	14	IN	8	WP	16
Abilities	Day Vision, Night Vision, Magical Sense, Fear 2, Resistance 12 (Cold, Air, Water, Earth), Undead, Toughness 4, Immunity (Solid/Enchanted), Damage reduction x ½ (Solid, Earth, Physical), Regenerates (5), Ageless.						
Skills	Melee 7, Athletics 7, Gymnastics 7, Stealth 6, Perception 6, Magic (7).						
Dodge	32	Block	No		Parry	No	
ESR	34	EN	192		Move	8	
Armour	Enchanted Shield	Points	15		KB	32/48	
Weapon	To Hit	Damage	Follow Up	Special			
Magic Strike	21	25	0	+5 damage if any.			
Touch	25	No	No	Drains D6 BD.			
Notes	A wight appears as a pale corpse wearing the shadowy remnants of armour or clothing. They are created when a cursed burial mound or tomb sacred to the gods is entered and are the animated corpses of the powerful dead or by the touch of a wraith.						

Type	Skeleton			Description			Automaton			Grade	1
BD	10	DX		10			IN	(6)		WP	(10)
Abilities	Day Vision, Night Vision, Fear 1, Resistance 12 (Fire), Undead, Toughness -2, +5 Dodge vs Piercing or Thrusting Attacks, -1 DX if Large 2-6, -2 DX if 7+ Large, Ageless.										
Skills	Melee 2, Missile 2, Athletics 2, Gymnastics 2, Magic (2).										
Dodge	24			Parry			0			ESR	24
Armour	None			Points			0			Move	8
EN	9			KB			22			Wound Limit	1
Weapon	Hit	Damage	Follow Up	AP	Injury	Special					
Claws	13	13	0	0	+3						
Notes	Skeletons are corpses animated by magic. If not given instructions they are hostile to all living things. They can be equipped with weapons and armour.										

Type	Zombie			Description			Automaton			Grade	1
BD	14	DX		6			IN	(6)		WP	(10)
Abilities	Day Vision, Night Vision, Fear 1, Resist Cold 12, Undead, Toughness 4, -1 DX if Large 2-6, -2 DX if 7+ Large, Damage Reduction x 1/5 (Solid Thrust or Pierce), Damage Reduction (Solid Blunt) x 1/2, Ageless.										
Skills	Melee 2, Athletics 1, Gymnastics 1, Magic (2).										
Dodge	19			Parry			0			ESR	24
Armour	None			Points			0			Move	6
EN	19			KB			26			Wound Limit	1
Weapon	Hit	Damage	Follow Up	AP	Injury	Special					
Zombie Bash	9	18	-1	0	0						
Notes	Zombies are corpses animated by magic. They sometimes carry simple weapons such as clubs which are included as a zombie bash attack. They lack the intelligence and co-ordination to use other weapons effectively. They can also grapple. Sometimes a zombie may wear armour if the corpse that was animated was wearing armour. They can't use shields and don't parry (they are too slow).										

Unnatural Monsters

Unnatural monsters are inhabitants of the normal world but were probably created by unpleasant gods or disastrous magical experiments in the distant past. They tend to be dangerous, carnivorous and hostile and rarely serve any intelligent creature.

Type	Darkmantle			Description			Animal Nature			Grade	4
BD	14	DX		14			IN	(4)		WP	(12)
Abilities	Night Vision, Dark Sense, Resistance 15 (Cold), Toughness 4										
Skills	Melee 5, Athletics 2, Gymnastics 5, Stealth 5, Perception 5, Magic (5)										
Dodge	30			Block			No			Parry	No
ESR	28			EN			132			Move	12 Fly
Armour	Skin			Points			15			KB	28/32
Weapon	To Hit	Damage	Follow Up	Special							
Grab	19	No	Crush	Grapple.							
Special Crush	Auto	17	No	Only on grappled target							
Magic	Creates a field of darkness with a radius of 2 – in dark area it is utterdark.										
Notes	A creature like an octopus with a tough membrane between its tentacles. It lives on cave roofs and drops on its victims.										

Type	Gelatinous Blob			Description			Unreasonable Ferocity			Grade	3
BD	10	DX		9			IN	(2)		WP	(12)
Abilities	Chemical Sense, Large 6 (can actually be any size but this is typical), Immunity (Acid, Mind Control), Damage Reduction x 1/4 (Solid), Damage Reduction x 1/2 (Earth, Air, Water), Weapon Breaker 3 (Acid).										
Skills	Melee 4, Athletics 4, Gymnastics 4(-2), Stealth 8(2), Perception 2, Magic (4)										
Dodge	14			Block			No			Parry	No
ESR	27			EN			114			Move	6
Armour	Skin			Points			10			KB	66/88 (no knockdown).
Weapon	To Hit	Damage	Follow Up	Special							

Grab	13	No	Dissolve	Grapple.
Dissolve	Auto	18	No	Acid. Only on grappled target. Only reduces per turn if escape the grapple.
Notes	A blob of hostile acidic protoplasm.			

Type	Gorgon		Description	Vindictiveness		Grade	6
BD	10	DX	12	IN	8	WP	12
Abilities	Day Vision, Night Vision, Immunity (Solid/Enchanted), ESR 5, Tough 4, Ageless.						
Skills	Melee 4, Missile 5, Athletic 5(2), Gymnastics 4(-1), Survival 2, Perception 6, Stealth 6(2), Magic 4.						
Dodge	22	Block	31	Parry	28		
ESR	32	EN	96	Move	5		
Armour	Half Heavy	Points	21	KB	20/30		
Shield	Medium Heavy	Block	4	Hits	35		
Weapon	To Hit	Damage	Follow Up	Special			
Composite Bow	13	13	0	+7 damage if any. +4 damage against shields. Ranged. Requires two hands. +2 to hit if target uses Block.			
Scimitar	15	17	-1	+5 damage if any. Parry +1. Gd.			
Gaze	Auto	None	-	A gorgon's gaze automatically causes permanent petrification on any creature looking directly at its front with any vision ability. It is possible to look through a mirror or polished shield but attacks and defences will be at least -6.			
Notes	A Gorgon was once a normal humanoid but a curse from the gods resulted in the victim's hair being replaced by snakes and made anyone who looks at its face turn to stone. Usually the gorgon is abandoned at an isolated spot where some go mad and become aggressive.						

Type	Hydra Body		Description	Unreasonable Ferocity		Grade	9
BD	16	DX	11	IN	No	WP	(15)
Abilities	ESR 5, Toughness 4, Resistance 6 (Fire), Resistance 12 (Water, Cold), Resistance 8 (Acid, Electricity, Poison), Large 14, Dodge 4						
Skills	Melee 3, Athletics 4, Gymnastics 4(-10), Magic (8)						
Dodge	16	Block	No	Parry	No		
ESR	39	EN	258	Move	6		
Armour	Scales	Points	25	KB	126/168		
Weapon	To Hit	Damage	Follow Up	Special			
Claw	17	33	0	+5 damage if any.			
Notes	A large multi-headed reptilian creature. It usually lives in swamps or marshes. Generally has from 3 to 12 heads. These factors represent the body of the creature. The heads are represented separately and move around up to 6 squares from the body.						

Type	Hydra Head		Description	Unreasonable Ferocity		Grade	9
BD	12	DX	14	IN	(10)	WP	(15)
Abilities	Day Vision, Night Vision, ESR 5, Toughness 4, Resistance 6 (Fire), Resistance 12 (Water, Cold), Resistance 8 (Acid, Electricity, Poison), Large 6, Dodge 8						
Skills	Melee 7, Gymnastics 6(0), Perception 6, Survival 4, Magic (8)						
Dodge	33	Block	No	Parry	No		
ESR	39	EN	186	Move	6		
Armour	Scales	Points	20	KB	Immune		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	20	22	No	+5 damage if any. Injects ST 22 Lethal Poison.			
Notes	These are the heads of the hydra. When a hydra's head is destroyed (reduced to 0 EN) it grows two replacements unless the final damage is done with fire.						

Type	Rock Hunter		Description	Animal Nature		Grade	3
BD	10	DX	5	IN	(6)	WP	(14)
Abilities	Dark Sense, Large 6, Weapon Breaker (1), Resistance 6 (Fire), Resistance 8 (Earth), Toughness 6.						
Skills	Melee 7, Stealth 6 (in caverns only – no size penalty), Perception 3, Survival 2.						
Dodge	10	Block	No	Parry	No		
ESR	25	EN	174	Move	2		
Armour	Rock	Points	25	KB	44/66		
Weapon	To Hit	Damage	Follow Up	Special			

Tentacle Grab x 4	12	No	No	R4. Traps target with 16+D20. Pulls victim to mouth to bite.
Bite	Auto	20	No	+5 damage if any. Only once per turn on one grabbed target.
Notes	Looks like a stalagmite and lurks in caverns. It attacks by grabbing prey from ambush and then biting them.			

Draconic Creatures

Draconic creatures are generally hostile to character races and whilst they are often intelligent they lack sympathy for other races being driven by their own goals and attitudes. Dragons have an interest in collecting wealth such as gold and jewels. They don't use their treasure but seem to enjoy collecting for its own sake. All draconic creatures are fierce predators who will devour intelligent races as readily as they will eat animals.

Type	Dragon		Description	Draconic		Grade	3
BD	12	DX	12	IN	8	WP	12
Abilities	Day Vision, Night Vision, Heat Vision, Immunity (their Element), Resistance 12 (Other Elements Listed, Physical), Small 6 (but see below), Resistance 8 (Poison, Disease), ESR 5, Dodge 1+Grade, Toughness 6, Ageless.						
Skills	Melee 3, Missile 3, Gymnastics 4(10), Athletics 4, Knowledge 1, Survival 2, Stealth 2(8), Magic 2, Social 2, Perception 3						
Dodge	37	Block	No	Parry	No		
ESR	30	EN	126	Move	8 or 14 Fly		
Armour	Scales	Points	10 (+3 per grade over 3)	KB	18/24		
Weapon	To Hit	Damage	Follow Up	Special			
Claw x 1	15	9	0	+4 damage if any.			
Bite x 1	14	10	No	+5 damage if any.			
Tail Lash x 1	14	8	No	Rear.			
Breath Weapon	15	12 +Grade	No	Cone length 3+1 per 2 Large. Deals damage according to the dragon's type. Poison is lethal, acts in 1 turn and has a strength of 15+Grade with an additional effect that anyone who makes the save but by less than 4 is stunned for 1 turn per point failed by.			
Notes	<p>Dragons come in a variety of types with their element matching their colour: Red = Fire; Blue = Cold; Green = Poison; Blue = Electricity; Black = Acid, White = Air, Brown = Earth. Their breath weapon inflicts this damage type. Dragons start as Small 6 when they hatch and over many years grow bigger. They will also tend to go up in grade (increasing skills and STATs accordingly) as they grow. This process slows as the dragon ages. Typically:</p> <p>Hatchling: Small 6, Grade 3. 1 Year: Small 4, Grade 4. 2 Years: Small 2, Grade 5, 4 Years: Grade 6. 8 Years: Large 2, Grade 7. 16 Years: Large 4, Grade 8. 32 Years: Large 6, Grade 9. 64 Years: Large 8, Grade 10. 128 Years: Large 10, Grade 11. 256 Years: Large 12, Grade 12. 512 Years: Large 14, Grade 13 1024 Years: Large 16, Grade 14.</p> <p>This process can probably continue indefinitely.</p>						

Type	Wyrm		Description	Draconic		Grade	2
BD	10	DX	13	IN	(6)	WP	(12)
Abilities	Day Vision, Night Vision, Heat Vision, Small 6 (but see below), Resistance 8 (Poison, Disease), ESR 5, Dodge 1+Grade, Toughness 2, Long Lived.						
Skills	Melee 4, Gymnastics 4(10), Athletics 4, Survival 2, Stealth 2(8), Magic (2), Perception 3						
Dodge	34	Block	No	Parry	No		
ESR	30	EN	84	Move	6 or 14 Fly		
Armour	Scales	Points	12 (+2 per grade over 2)	KB	12/16		
Weapon	To Hit	Damage	Follow Up	Special			
Bite	16	8	No	+5 damage if any.			
Notes	<p>Wyrmns are draconic creatures which look like snakes with wings and large biting jaws. They are fierce predators. Wyrmns start as Small 6 when they hatch and over many years grow bigger. They will also tend to go up in grade (increasing skills and STATs accordingly) as they grow. This process slows as the wyrm ages. Typically:</p> <p>Hatchling: Small 6, Grade 3. 1 Year: Small 4, Grade 4. 2 Years: Small 2, Grade 5, 3 Years: Grade 6. 6 Years: Large 2, Grade 7. 12 Years: Large 4, Grade 8. 24 Years: Large 6, Grade 9. 48 Years: Large 8, Grade 10. 56 Years: Large 10, Grade 11. 112 Years: Large 12, Grade 12. 224 Years: Large 14, Grade 13. Wyrmns live about 250 years.</p>						

Type	Wyvern		Description	Draconic		Grade	2
BD	10	DX	14	IN	(6)	WP	(12)
Abilities	Day Vision, Night Vision, Heat Vision, Small 6 (but see below), Resistance (Poison) 14, Resistance 8 (Disease), Dodge 1+Grade, Toughness 2, Long Lived.						
Skills	Melee 4, Gymnastics 3(9), Athletics 5, Survival 3, Stealth 4(10), Magic (2), Perception 3						
Dodge	38	Block	No	Parry	No		
ESR	30	EN	84	Move	8 or 14 Fly		
Armour	Scales	Points	12 (+2 per grade over 2)	KB	12/16		
Weapon	To Hit	Damage	Follow Up	Special			
Bite x 1	16	8	No	+5 damage if any.			
Sting	17	5	0	Injects Lethal ST 16 + Grade poison			
Notes	<p>Wyverns are bipedal draconic creatures with 2 legs and wings. They possess a tail tipped with a barbed sting. They are fierce predators. Wyverns start as Small 6 when they hatch and over many years grow bigger. They will also tend to go up in grade (increasing skills and STATs accordingly) as they grow. This process slows as the wyvern ages. Typically:</p> <p>Hatchling: Small 6, Grade 3. 1 Year: Small 2, Grade 4. 2 Years: Grade 5, 3 Years: Large 2, Grade 6. 6 Years: Large 3, Grade 7. 12 Years: Large 4, Grade 8. 24 Years: Large 5, Grade 9. 48 Years: Large 6, Grade 10. 56 Years: Large 7, Grade 11. 112 Years: Large 8, Grade 12. 224 Years: Large 8, Grade 13. Wyverns live about 250 years.</p>						

Giants

Gigantic humanoids are reasonably common in the wilderness. Though powerful individually they tend to lack the organisation or determination to mount attack on centres of population though they do attack outlying areas and raid to steal food supplies.

Type	Forest Giant		Description	Demolisher		Grade	6
BD	12	DX	9	IN	4	WP	16
Abilities	Day Vision, Toughness 4, Resistance 8 (Fire, Cold), Resistance 10 (Earth), Resistance 6 (Water), Large 10, ESR 5, Dodge 8.						
Skills	Melee 7, Athletics 5, Gymnastics 5 (-5), Perception 3, Survival 3						
Dodge	24	Block	No	Parry	No (except against other creatures with Large 5+)		
ESR	32	EN	192	Move	10		
Armour	Skin	Points	10	KB	64/96		
Weapon	To Hit	Damage	Follow Up	Special			
2H Club	16	34	-1				
Notes	Forest giants have a primitive hunter gatherer culture. They roam wooded areas alone or in small groups and live by attacking those weaker than themselves. They stand about 10 feet tall.						

Type	Mountain Giant		Description	Demolisher		Grade	7
BD	13	DX	9	IN	4	WP	16
Abilities	Day Vision, Toughness 4, Resistance 6 (Fire, Water), Resistance 8 (Cold), Resist 10 (Earth), Large 12, ESR 5, Dodge 10.						
Skills	Melee 7, Athletics 5, Gymnastics 5 (-5), Perception 3, Survival 3						
Dodge	24	Block	No	Parry	No (except against other creatures with Large 5+)		
ESR	32	EN	216	Move	10		
Armour	Skin	Points	15	KB	74/111		
Weapon	To Hit	Damage	Follow Up	Special			
2H Club	16	37	-1				
Notes	Mountain giants have a primitive hunter gatherer culture. They roam mountainous areas alone or in small groups and usually live in caves. They live by attacking those weaker than themselves. They stand about 12 feet tall.						

Type	Stone Troll		Description	Animal Nature		Grade	5
BD	14	DX	8	IN	4	WP	14
Abilities	Night Vision, Toughness 6, Resistance 10 (Fire), Resistance 12 (Cold, Earth), Resistance 10 (Water, Physical), Resistance 6 (Electricity), Large 12, ESR 5, Dodge 9.						
Skills	Melee 6, Athletics 4, Gymnastics 5 (-5), Perception 3, Survival 4						
Dodge	23	Block	No	Parry	No		
ESR	28	EN	222	Move	8		
Armour	Stone Skin	Points	25	KB	74/111		
Weapon	To Hit	Damage	Follow Up	Special			
Stone Fists x 2	14	30	0				
Notes	Stone trolls have stony skin. They stand 11 to 14 feet high. During the day they hide in caves and direct sunlight turns them to stone. At night they emerge to hunt. They live in extended family groups of 4 to 12 individuals in mountain areas.						

Type	Hill Troll		Description	Animal Nature		Grade	1
BD	12	DX	8	IN	4	WP	12
Abilities	Night Vision, Toughness 4, Resistance 6 (Cold, Earth, Water), Large 6, Dodge 6.						
Skills	Melee 3, Athletics 3, Gymnastics 3 (-3), Perception 2, Survival 3						
Dodge	22	Block	No	Parry	No		
ESR	23	EN	102	Move	8		
Armour	Skin	Points	8	KB	48/72		
Weapon	To Hit	Damage	Follow Up	Special			
2H Club	11	30	-1				
Notes	Hill Trolls (and the very similar Forest Troll) stand around 8 feet high. During the day they hide in caves or in thickets and they dislike direct sunlight and cannot see well in daylight. At night they emerge to hunt and gather. They live in extended family groups of 4 to 12 individuals.						

Type	Herceptor		Description	Animal Nature		Grade	4
BD	13	DX	14	IN	6	WP	14
Abilities	Day Vision, Night Vision, Toughness 4, Large 4, ESR 7, Dodge 3.						
Skills	Melee 6, Athletic 6, Gymnastics 5(1), Survival 5, Perception 5, Stealth 7(3), Magic(2)						
Dodge	29	Block	No	Parry	No		
ESR	34	EN	126	Move	8		
Armour	Skin	Points	12	KB	42/63		
Weapon	To Hit	Damage	Follow Up	Special			
Grab	20	No	Bite	Trap.			
Bite	18	22	No	+5 damage if any.			
Notes	Herceptors are amphibious humanoids that inhabit swamps and rivers. They are about eight feet tall with long attenuated limbs covered in hard and lumpy grey skin. Their faces are humanoid but distorted by long, sharp teeth. They operate either alone or in small groups and are fierce hunters of fish and other aquatic animals. Their favourite food however is humans and their domestic animals. They prefer to attack from ambush rising suddenly out of the water or mud to grab their victims and drag them under.						

Intelligent Animals

Type	Great Spider		Description	Tribal Loyalty		Grade	3
BD	12	DX	12	IN	6	WP	12
Abilities	Day Vision, Scent, Resistance 6 (Poison), Large 4, Dodge 2						
Skills	Melee 4, Gymnastics 4(0), Athletics 4, Stealth 6(2), Survival 4, Social 2, Knowledge 1, Magic (2).						
Dodge	25	Block	No	Parry	No		
ESR	25	EN	108	Move	12		
Armour	Carapace	Points	20	KB	48/64		
Weapon	To Hit	Damage	Follow Up	Special			
Pincer	16	20	0	+2 damage if any.			
Stinger	14	17	0	½ damage once through armour. Injects Paralysing Poison 22 acts in 3 turns. Stop Thrust.			
Grab	16	No	0	Grapple.			
Notes	These are huge intelligent spiders with a carnivorous habit. They live in large bands. This is a typical example but a band will contain everything from Small 6 youngsters to Large 10 monstrous elders. Larger examples will be higher grade whilst youngsters are Grade 1.						

Type	Unicorn		Description	Protector		Grade	6
BD	14	DX	14	IN	10	WP	14
Abilities	Day Vision, Large 8, Dodge 6, Immunity (Disease), Resistance 6 (Poison).						
Skills	Athletics 6, Gymnastics 8(0), Perception 6, Melee 5, Stealth 8(0), Survival 6, Knowledge 4, Magic 6.						
Dodge	31	Block	No	Parry	31 (this is a horn parry - for resisting breakage counts as a sword).		
ESR	31	EN	168	Move	14		
Armour	Skin	Points	8	KB	90/120		
Weapon	To Hit	Damage	Follow Up	Special			
Horn x 1	18	25	No	+6 damage if any. Can be used as part of a move through.			

Kick x 1	18	24	0	
Magic	4 x Grade Magic Points. Calm Animal, Peace with Nature, Charm Animal, Vigour, Purify Poison, Repair BD, Repair DX, Repair WP, Cure Serious Wound. A unicorn cannot perform magic if it loses its horn.			
Notes	Unicorns are protectors of the forest and the creatures who dwell there. They also protect and befriend female virgin humanoids who have the personality types Everyman, Exemplar, Exuberance, Guardian, Idealist, Ingénue, Mystic, Neurotic, Protector, Responsibility or Scatterbrain.			

Spirits

Spirits are denizens of the Spirit Plane though they are often present in the real plane. They are affected by magic as both otherworld creatures and undead.

Type	Possession Ghost		Description	Varies		Grade	4
BD	No	DX	13	IN	8	WP	12
Abilities	Insubstantial, Spirit Sense, Undead, Otherworld Creature, Fear 1, Ageless.						
Skills	Melee 4, Gymnastics 4, Magic (4), Perception 4, Stealth 4, Social 2, Knowledge 2.						
Dodge	28	Block	No	Parry	No		
ESR	27	EN	No	Move	12 Fly		
Armour	None	Points	0	KB	Immune		
Weapon	To Hit	Damage	Follow Up	Special			
Touch	21	No	No	Drains D6 WP. A target drained to 0 WP can be possessed by the ghost.			
Magic	A possessed individual is completely controlled by the ghost. Whilst in possession the ghost will attempt to achieve its goal (whatever that may be). Some ghosts which retain their sanity may be sufficiently good actors to pretend that the victim is not possessed. The possessing ghost has limited access to the victim's memories, cannot use its magic but can use its physical skills at -2 if they are better than the ghost's own.						
Notes	Ghosts normally have a particular reason for remaining in the real world – to guard something, right a wrong etc. Some are simply insane. Ghosts often abandon a possessed individual when it is knocked unconscious and must do so if it is killed. Ghosts whilst insubstantial are bound to a relatively small area and cannot leave it. If they abandon a possessed individual they must immediately fly back to this region.						

Type	Corporeal Ghost		Description	Varies		Grade	4
BD	12	DX	12	IN	8	WP	12
Abilities	Day Vision, Night Vision, Undead, Otherworld Creature, Immunity (Solid/Enchanted), Resistance 10 (Cold, Electricity, Air, Acid), Otherworld Creature, Fear 1, Ageless (+6 Recovery).						
Skills	Melee 3, Athletics 2, Gymnastics 2, Magic 2, Perception 2, Stealth 2, Social 1, Knowledge 1.						
Dodge	29	Parry	0	ESR	29		
Armour	Magic Shield		Points	8	Move	10	
EN	16	KB	27	Wound Limit	1 or 3		
Weapon	Hit	Damage	Follow Up	AP	Injury	Special	
Magic Strike	19	20	0	0	+3		
Notes	A corporeal ghost has been manifested as a physical presence. When summoned a corporeal ghost takes on a humanoid or animal shape but with shadowy features and glowing eyes. It can appear to be wearing armour and carrying weapons. Though these will act exactly as its magic shield and magic strike. Some Corporeal Ghost have motivations similar to a possession ghost but manifest a physical presence. Some can convincingly take on the form of the living and only magical senses can identify such a creature.						

Type	Shadow		Description	Vindictiveness		Grade	5
BD	10	DX	14	IN	8	WP	15
Abilities	Magic Sight, Resistance 12 (Cold, Air, Acid, Water, Electricity), Immunity (Solid/Enchanted Weapons), Damage Reduction (Solid, Physical, Earth) x ¼, Undead, Fear 2, Otherworld Creature, Ageless.						
Skills	Melee 6, Athletic 6, Gymnastics 6, Magic (5), Stealth 6.						
Dodge	31	Block	No	Parry	No		
ESR	31	EN	90	Move	8		
Armour	Magic Shield	Points	10	KB	Immune		
Weapon	To Hit	Damage	Follow Up	Special			
Touch	24	16 +Grade	No	Cold.			
Notes	A Shadow is a spirit which manifests as a shadowy insubstantial shape. Shadows hunger for the life force of the creatures of the Real Plane. They are summoned by wizards or travel to the Real Plane through a portal.						

Elementals

Elementals are otherworld creatures of the Elemental Planes. They are not intelligent and can obey only simple instructions such as attacking any target entering an area except their summoner. When summoned they must be closely supervised by their controller to get them to do anything useful.

Type	Pyroplasma			Description	Servitor		Grade	3
BD	4	DX		12	IN	(6)	WP	(12)
Abilities	Heat Sense, Immunity (Fire, Disease, Poison, Earth, Electricity, Acid, Fear, Solid/Enchanted), Resistance 10 (Physical, Air, Cold), Damage Reduction (Solid) x ¼, Large (0 + 1 per extra grade), Dodge equal to Large, Otherworld Creature, Ageless.							
Skills	Melee 3, Athletic 3, Gymnastics 3, Magic (3), Perception 3.							
Dodge	27		Parry	0		ESR	27	
Armour	Magic Shield		Points	1 per Grade		Move	8. Can move through anything except water or a sealed solid barrier.	
EN	7		KB	Immune		Wound Limit	1 or 3	
Weapon	Hit	Damage	Follow Up	AP	Injury	Special		
Touch	22	18	No	0	0	Fire. Range 0-Large.		
Notes	A creature of living fire.							

Type	Hydroplasma			Description	Servitor		Grade	3
BD	8	DX		11	IN	(6)	WP	(12)
Abilities	Water Sense, Immunity (Water, Fire, Disease, Poison, Fear, Disease, Solid/Enchanted), Resistance 10 (Physical, Earth), Damage Reduction (Solid) x ¼, Large (0 + 1 per extra grade), Dodge equal to Large, Otherworld Creature, Ageless.							
Skills	Melee 3, Athletic 3, Gymnastics 3, Magic (3), Perception 3.							
Dodge	25		Block	No		Parry	No	
ESR	26		EN	66		Move	8. Can move through anything but not through the air (must be touching a surface) or a sealed solid barrier.	
Armour	Magic Shield		Points	5+1 per grade.		KB	Immune	
Weapon	To Hit	Damage	Follow Up	Special				
Touch	18	10 + 1/Grade	No	Water. Range = Large.				
Grapple	14	No	No					
Notes	A creature of living water.							

Type	Petroplasma			Description	Servitor		Grade	3
BD	12	DX		10	IN	(6)	WP	(12)
Abilities	Earth Sense, Immunity (Earth, Air, Disease, Poison, Fear, Disease), Resistance 10 (Physical), Large (0 + 1 per extra grade), Dodge equal to Large, Otherworld Creature, Weapon Breaker (1), Ageless.							
Skills	Melee 3, Athletic 3, Gymnastics 3, Magic (3), Perception 3.							
Dodge	24		Block	No		Parry	No	
ESR	26		EN	90		Move	6. Can move through anything except fire.	
Armour	Stone		Points	16+2 per grade.		KB	Immune	
Weapon	To Hit	Damage	Follow Up	Special				
Touch	17	10 + 1/Grade	No	Earth. Range = Large.				
Grapple	13	No	No					
Notes	A creature of living earth.							

Type	Kyroplasma		Description		Servitor		Grade	3
BD	4	DX	12	IN	(6)	WP	(12)	
Abilities	Heat Sense, Immunity (Cold, Disease, Poison, Earth, Electricity, Acid, Fear, Solid/Enchanted), Resistance 10 (Physical, Fire, Air), Damage Reduction (Solid) x ¼, Large (0 + 1 per extra grade), Dodge equal to Large, Otherworld Creature, Ageless.							
Skills	Melee 3, Athletic 3, Gymnastics 3, Magic (3), Perception 3.							
Dodge	27		Parry		0		ESR	27
Armour	Magic Shield		Points		1 per Grade		Move	8. Can move through anything except water or a sealed solid barrier.
EN	7		KB		Immune		Wound Limit	1 or 3
Weapon	Hit	Damage	Follow Up	AP	Injury	Special		
Touch	22	18	No	0	0	Cold. Range 0-Large.		
Notes	A creature of living cold.							

Type	Aeroplasma		Description		Servitor		Grade	3
BD	8	DX	12	IN	(6)	WP	(12)	
Abilities	Heat Sense, Immunity (Air, Disease, Poison, Earth, Electricity, Acid, Fear, Solid/Enchanted), Resistance 10 (Physical, Fire, Cold, Damage Reduction (Solid) x ¼, Large (0 + 1 per extra grade), Dodge equal to Large, Otherworld Creature, Ageless.							
Skills	Melee 3, Athletic 3, Gymnastics 3, Magic (3), Perception 3.							
Dodge	26		Block		No		Parry	No
ESR	26		EN		66		Move	14. Can move through anything except earth or a sealed solid barrier.
Armour	Magic Shield		Points		5+1 per grade.		KB	Immune
Weapon	To Hit	Damage	Follow Up	Special				
Touch	19	10 + 1/Grade	No	Air. Range = Large.				
Grapple	15	Varies	No	If successful an the target fails to resist the BD of the elemental it is thrown up to the top of the elemental before falling to the ground.				
Notes	A creature of living air.							

Animated Statues

Animated statues are created by wizards usually to guard things. They remain indefinitely at the point they are told to guard and animate when intruders come near. They are either humanoid or monstrous. Monstrous animated statues are known as gargoyles. The examples below are human sized but they may be anything from Small 4 to any Large (but always in multiples of 4).

Type	Humanoid Statue		Description		Servitor		Grade	3
BD	14	DX	10	IN	(8)	WP	(14)	
Abilities	Construct, Magic Sense, Resistance 10 (Physical, Fire, Electricity, Water, Air), Dodge equal to Large/2, -1 DX if Large and -1 extra DX if Large 12+, Weapon Breaker (1), Tough 6, Ageless.							
Skills	Melee 5, Athletic 3, Gymnastics 3, Magic (3)							
Dodge	24		Block		No		Parry	No
ESR	28		EN		138		Move	8
Armour	Stone		Points		25		KB	28/32
Weapon	To Hit	Damage	Follow Up	Special				
Bash	14	24	-1					
Notes	A humanoid animated statue.							

Type	Gargoyle		Description	Servitor		Grade	3
BD	14	DX	9	IN	(8)	WP	(14)
Abilities	Construct, Magic Sense, Resistance 10 (Physical, Fire, Electricity, Water, Air), Dodge equal to Large/2, -1 DX if Large and -1 extra DX if Large 12+, Weapon Breaker (1), Tough 6, Ageless.						
Skills	Melee 5, Athletic 3, Gymnastics 3, Magic (3)						
Dodge	23	Block	No	Parry	No		
ESR	28	EN	138	Move	8		
Armour	Stone	Points	25	KB	32/46		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 1	14	17	0	+4 damage if any.			
Horns x 1	13	17	No	+6 damage if any. Can be used as part of a move through.			
Notes	A monstrous animated statue.						

Golems

Golems consist of normally dead material given life through magic. They are commanded by their creator but have some independence of thought and action.

Type	Flesh Golem		Description	Servitor		Grade	1
BD	14	DX	8	IN	8	WP	12
Abilities	Day Vision, Large 2, Tough 8, Construct, Fear 1, Regeneration (5), ESR 10.						
Skills	Melee 4, Athletic 2, Gymnastics 2(0), Magic (1).						
Dodge	19	Block	No	Parry	No		
ESR	34	EN	114	Move	8		
Armour	Skin	Points	4	KB	36/54		
Weapon	To Hit	Damage	Follow Up	Special			
Punch	12	16	0				
Grapple	12	No	Crush or Throw				
Crush	Auto	13	No	Only grappled target.			
Notes	Monstrous creatures made of stitched together body parts held together with wires and magical paraphernalia.						

Type	Clay Golem		Description	Servitor		Grade	3
BD	12	DX	10	IN	8	WP	12
Abilities	Day Vision, Large 4, Dodge 2, Tough 4, Construct, Regeneration (5), ESR 5, Immunity (Solid/Cutting, Physical), Damage Reduction (Solid, Air, Electricity) x ¼, Fear 1.						
Skills	Melee 5, Athletic 4, Gymnastics 4(0), Magic (1).						
Dodge	23	Block	No	Parry	No		
ESR	29	EN	138	Move	8		
Armour	None	Points	0	KB	40/60		
Weapon	To Hit	Damage	Follow Up	Special			
Punch	15	16	0				
Grapple	15	No	Crush or Throw				
Crush	Auto	13	No	Only grappled target.			
Notes	Humanoid creature made of soft animated clay.						

Type	Stone Golem		Description	Servitor		Grade	5
BD	16	DX	8	IN	8	WP	12
Abilities	Day Vision, Large 4, Dodge 2, Tough 6, Construct, Regeneration (5), ESR 5, Weapon Breaker (1), Resistance 12 (Fire, Electricity, Water, Air, Physical), Fear 1.						
Skills	Melee 6, Athletic 4, Gymnastics 4(0), Magic (1).						
Dodge	21	Block	No	Parry	No		
ESR	29	EN	186	Move	6		
Armour	Stone	Points	25	KB	48/72		
Weapon	To Hit	Damage	Follow Up	Special			
Bash	13	30	-1				
Grapple	14	No	Crush or Throw				
Crush	Auto	17	No	Only grappled target.			
Notes	Humanoid creature made of animated stone.						

Type	Steel Golem		Description	Servitor		Grade	7
BD	16	DX	10	IN	8	WP	12
Abilities	Day Vision, Large 4, Dodge 2, Tough 6, Construct, Regeneration (5), ESR 5, Weapon Breaker (2), Resistance 12 (Fire, Electricity, Water, Air, Physical), Fear 1.						
Skills	Melee 7, Athletic 4, Gymnastics 4(0), Magic (1).						
Dodge	23	Block	No	Parry	No		
ESR	29	EN	198	Move	6		
Armour	Steel	Points	30	KB	48/72		
Weapon	To Hit	Damage	Follow Up	Special			
Bash	16	30	-1				
Grapple	17	No	Crush or Throw				
Crush	Auto	17	No	Only grappled target.			
Notes	Humanoid creature made of animated steel.						

Type	Coal Golem		Description	Servitor		Grade	7
BD	14	DX	10	IN	8	WP	12
Abilities	Day Vision, Large 4, Dodge 2, Tough 2, Construct, Regeneration (3), ESR 5, Weapon Breaker (2 vs weapons with wooden components), Resistance 12 (Fire, Electricity), Fear 1.						
Skills	Melee 6, Missile 6, Athletic 4, Gymnastics 4(0), Magic (1).						
Dodge	23	Block	No	Parry	No		
ESR	29	EN	162	Move	8		
Armour	Coal	Points	12	KB	44/66		
Weapon	To Hit	Damage	Follow Up	Special			
Bash	15	28	-1	Also deals 18 Fire damage rolled separately.			
Grapple	17	18	Crush or Throw	Fire.			
Crush	Auto	15	No	Only grappled target. Also deals 18 Fire damage rolled separately.			
Fireball	16	18	No	Fire. Sphere 2. Deals 8 damage to Golem.			
Magic	Burning: acts as a damage shield 18 Fire at R0 or 12 at R1.						
Notes	Humanoid creature made of burning coal.						

Infernals

Infernals are inhabitants of the Infernal Plane but they can be summoned by shamans or find their own gateways to the real plane. The Infernal Plane is a large world notable for its rugged terrain, grim climate and lack of civilised amenities. Barbaric Infernals abound in this harsh environment but are often enthusiastic about escaping to the Real Plane and some now permanently dwell there. Visiting the Infernal Plane is very dangerous and not something that creatures of the Real Plane do willingly.

Type	Spindle Hag		Description	Vindictiveness		Grade	5
BD	10	DX	13	IN	10	WP	14
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Poison, Disease), Damage Reduction (Solid, Physical) ½, Fear 2, Dodge 2, Otherworld Creature.						
Skills	Melee 6, Athletics 6, Gymnastics 6, Stealth 5, Magic 5, Perception 5.						
Dodge	32	Block	No	Parry	No		
ESR	30	EN	90	Move	8		
Armour	Magic Shield	Points	10	KB	20/30		
Weapon	To Hit	Damage	Follow Up	Special			
Touch	23	No	No	Drains D6 WP. A victim drained to 0 WP will enter a catatonic state.			
Notes	A spindle hag looks like a gaunt, withered female figure dressed in black rags.						

Type	Creeping Horror		Description	Vindictiveness		Grade	7
BD	16	DX	15	IN	10	WP	15
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Poison, Disease, Solid/Enchanted, Cold, Air), Damage Reduction (Solid, Physical) ½, Fear 2, Dodge 4, Large 4, Otherworld Creature.						
Skills	Melee 6, Athletics 6, Gymnastics 6(2), Stealth 10(6), Magic 5, Perception 6.						
Dodge	32	Block	No	Parry	No		
ESR	31	EN	162	Move	8		
Armour	Magic Shield	Points	10	KB	72/96		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	22	23	0	+4 damage if any. Count as Enchanted.			
Magic	Invisible to Day Vision and Night Vision.						
Notes	A shadowy monstrous humanoid shape with long limbs which crawls jerkily on all fours.						

Type	Wraith		Description	Vindictiveness		Grade	8
BD	14	DX	14	IN	12	WP	15
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Poison, Disease, Solid/Enchanted, Electricity, Cold, Air), Damage Reduction (Solid, Physical) ¼, Fear 4, Dodge 2, Otherworld Creature.						
Skills	Melee 7, Athletics 7, Gymnastics 7, Stealth 5, Magic 6, Perception 6.						
Dodge	34	Block	No	Parry	No		
ESR	32	EN	132	Move	10		
Armour	Magic Shield	Points	15	KB	Immune		
Weapon	To Hit	Damage	Follow Up	Special			
Touch	25	No	No	Drains D6 Body. For each BD drained wraith regains 10 EN. A victim drained to 0 BD will die after 3 turns and rise as a wight.			
Notes	A wraith is a black-robe, tall, emaciated humanoid figure with a shadowy body and glowing red eyes. They survive by leeching life.						

Type	Watching Infernal		Description	Vindictiveness		Grade	10
BD	16	DX	14	IN	8	WP	15
Abilities	Night Vision, Magic Sense, Immunity (Poison, Disease, Solid/Enchanted, Electricity, Cold, Air), Fear 2, Large 4, Dodge 6, Otherworld Creature, ESR 5.						
Skills	Melee 9, Missile 7, Athletics 8, Gymnastics 8(4), Stealth 8(4), Magic 5, Perception 10.						
Dodge	35	Block	No	Parry	No		
ESR	36	EN	180	Move	8 Fly 12		
Armour	Skin/Spines	Points	20	KB	72/96		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	23	23	0	+4 damage if any. Count as Enchanted.			
Spines	21	22	0	Ranged. +6 damage if any. +2 to hit vs block. Injects ST 25 Paralysing Poison which acts in 3 turns. Count as Enchanted.			
Notes	A lion like creature with a twisted humanoid face and large leathery wings. Its neck and back are covered with long spines which it can shoot at its enemies.						

Type	Flame Infernal		Description	Vindictiveness		Grade	13
BD	17	DX	16	IN	12	WP	18
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Poison, Disease, Solid/Enchanted, Electricity, Cold, Air, Fire), Fear 3, Large 4, Dodge 6, Toughness 6, Otherworld Creature, ESR 5.						
Skills	Melee 12, Missile 10, Athletics 7, Gymnastics 10(6), Magic 6, Perception 8.						
Dodge	39	Block	No	Parry	No		
ESR	40	EN	240	Move	10		
Armour	Skin	Points	20	KB	50/75		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	28	24	0	+4 damage if any. Count as Enchanted.			
Breathe Fire	26	22	No	Fire. Cone 7.			
Notes	A large humanoid with red skin and glowing eyes. Flames come from its mouth and nose.						

Type	Balrog		Description	Vindictiveness		Grade	18
BD	20	DX	18	IN	14	WP	20
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Poison, Disease, Solid/Enchanted, Electricity, Cold, Air, Fire), Fear 4, Large 12, Dodge 10, Toughness 6, Otherworld Creature, ESR 5.						
Skills	Melee 16, Athletics 8, Gymnastics 14(2), Magic 8, Perception 8.						
Dodge	41	Block	No	Parry	46		
ESR	44	EN	336	Move	10		
Armour	Skin	Points	25	KB	88/132		
Weapon	To Hit	Damage	Follow Up	Special			
Scimitar of Fire x 1	33	43 30	-1	Ex. Enchanted 3. +5 damage if any. Parry +1. +Fire.			
Whip of Fire x 1	32	28	-1	Fire. Knockdown. Counts as Enchanted.			
Notes	Twenty foot black skinned humanoids with fiery eyes and mouth.						

Sídhe

Sídhe are creatures which dwell in the Plane of Aelim. This is a plane very close to the Real Plane which frequently intersect with it at points such as standing stones, ancient barrows, special pools, caves or groves of trees. In these locations the sídhe can interact with creatures of the Real plane and travel between the planes is possible. However inhabitants of Aelim never migrate entirely to the Real Plane but are often seen there near these intersections. Changelings or Halflings are half sídhe and can be found in either plane.

Aelim is a confusing place for Real Plane creatures where time does not flow in the same way. On spending what appears to be a week in Aelim years may pass in the Real Plane or the reverse may be true. Also Aelim is divided into regions of what appear to be different ages of the past which in some ways reflect the history of the Real Plane. Travelling Aelim is always dangerous. The magical items carried by sídhe usually only work in Aelim or where it meets the real plane.

Sídhe are formed into two courts: Seelie and Unseelie. The Seelie are less overtly hostile to outsiders. In the name and description section the typical personality of the Seelie is shown before the / and Unseelie afterwards where they differ.

Type	Sídhe Animal		Description	Animal Nature/Unreasonable Ferocity		Grade	+2
BD	+1	DX	+1	IN	+2	WP	+2
Abilities	+Night Vision, +Resistance 10 (Cold), Immunity (Disease, Poison), Large +2, ESR +5, Otherworld Creature, Ageless.						
Skills	Melee +2, Gymnastics +2, Stealth +3						
Dodge	+1	Block	No	Parry	No		
ESR	+7	EN	+18	Move	+1		
Armour		Points	+3	KB	Varies		
Weapon	To Hit	Damage	Follow Up	Special			
	+3	+3		Counts as Enchanted.			
Notes	Sidhe Animals are larger, more magical and cleverer than normal animals.						

Type	Pixie		Description	Exuberance/Vindictive		Grade	2
BD	8	DX	13	IN	10	WP	10
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Disease, Poison), Resistance 8 (Cold), Small 6, Sharp Senses, Dodge 2, Otherworld Creature, ESR 5, Ageless.						
Skills	Melee 1, Missile 4, Athletics 3, Gymnastics 3(9), Stealth 3(9), Perception 5, Survival 3, Magic 2, Social 3, Knowledge 1.						
Dodge	35	Block	No	Parry	No		
ESR	28	EN	60	Move	10		
Armour	None	Points	0	KB	4/6		
Weapon	To Hit	Damage	Follow Up	Special			
Self Bow	13	4	-1	Counts as Enchanted. +6 damage if any. +3 damage against shields. Ranged. Requires two hands. +2 to hit if target uses Block.			
Magic	Has 4 x Grade MP. Spells: The Unchanging Image, Enchanted Sleep, Leaden Limbs, Go Away, Numb Fingers, Calm Animal, Peace with Nature.						
Notes	Pixies are tiny humanoids with pointed ears and upturned noses. Seelie pixies are mischievous but not aggressive or cruel. The unseelie pixies have sly expressions and are cruel and malevolent.						

Type	Falloy		Description	Explorer/Manipulator		Grade	3
BD	10	DX	12	IN	10	WP	12
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Disease, Poison), Resistance 8 (Cold), Small 2, Sharp Senses, Dodge 2, Otherworld Creature, ESR 5, Ageless.						
Skills	Melee 4 Missile 4, Athletics 4, Gymnastics 4(6), Stealth 4(6), Perception 4, Survival 4, Magic 3, Social 2, Knowledge 1.						
Dodge	31	Block	No	Parry	No		
ESR	31	EN	78	Move	10		
Armour	None	Points	0	KB	16/24		
Weapon	To Hit	Damage	Follow Up	Special			
Sling	16	15	No	Ranged. Counts as Enchanted 4.			
Magic	Has 4 x Grade MP. Spells: Leaden Limbs, Go Away, Numb Fingers, Calm Animal, Peace with Nature, Clumsiness.						
Notes	Falloys a small lightly built humanoids with slanting yellow eyes, pointed ears and long soft hair. They are shy and elusive but if threatened they may attack from ambush in large groups.						

Type	Fairy/Sprite		Description	Manipulator		Grade	4
BD	8	DX	13	IN	12	WP	12
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Disease, Poison), Resistance 8 (Cold), Small 8, Sharp Senses, Dodge 2, Otherworld Creature, ESR 5, Ageless.						
Skills	Athletics 3, Gymnastics 4(12), Stealth 4(12), Perception 6, Survival 4, Magic 5, Social 5, Knowledge 2.						
Dodge	38	Block	No	Parry	No		
ESR	33	EN	72	Move	8 or 12 Flying		
Armour	None	Points	0	KB	0		
Magic	Has 4 x Grade MP and usually keeps several EP available for curses. Spells: The Unchanging Image, Break Image, Imaginary Appearance, The Mobile Image, Enchanted Sleep, Leaden Limbs, Go Away, Numb Fingers, Grounding, Curse of Appearance, Curse of Clumsiness, Curse of Foolishness, Curse of Inappropriate Appearance, Curse of Love, Curse of Stupidity, Break Curse, Calm Animal, Peace with Nature, Charm Animal.						

Notes	Fairies and sprites are small and weak appearing as tiny, winged humanoids. They may appear beautiful or impish. They are encountered in large groups where the Aelim and the Real Plane meet and are unpredictable and capricious. They may respond well to flattery and compliments but enjoy playing tricks on mortals. Unseelie sprites are rather more malicious than fairies and their tricks are crueller.
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Type	Sídhe Knight		Description	Majesty/Olympian		Grade	8
BD	13	DX	16	IN	14	WP	16
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Disease, Poison), Resistance 8 (Cold), Sharp Senses, Dodge 2, Otherworld Creature, Ageless, ESR 5, Mounted Combat.						
Skills	Melee 11, Athletics 10(9), Gymnastics 10(8), Stealth 4, Perception 6, Survival 4, Magic 7, Social 6, Knowledge 3.						
Dodge	38	Block	41	Parry	39		
ESR	39	EN	126	Move	9		
Shield	Small Heavy Ex E2	Block	3	Hits	40		
Armour	Full Heavy Ex E2 of Lightness 3	Points	28	KB	26/39		
Weapon	To Hit	Damage	Follow Up	Special			
Lance Ex E2	28	20	0	+7 damage if any, Stop Thrust. Parry +1. Long.			
Broadsword Ex E2 –Cut Thrust	24 25	23 20	-1 0	+5 damage if any. Parry +1. +7 damage if any, Stop Thrust. Parry +1.			
Magic	Has 4 x Grade MP and usually keeps several EP available for curses. Spells: The Unchanging Image, Break Image, Imaginary Appearance, The Mobile Image, Enchanted Sleep, Leaden Limbs, Go Away, Sphere of Silence, Imaginary Defence, Break Illusion, Illusionary Barrier, Illusionary Appearance, Numb Fingers, Grounding, Trip, Shatter, Curse of Appearance, Curse of Clumsiness, Curse of Foolishness, Curse of Inappropriate Appearance, Curse of Love, Curse of Stupidity, Break Curse, Calm Animal, Peace with Nature, Charm Animal, Wall of Thorns.						
Notes	Sídhe knights are human in size and appearance though with finer features, pointed ears and no facial hair. They usually ride on Sídhe Chargers						

Type	Sídhe Noble		Description	Majesty/Olympian		Grade	14
BD	13	DX	20	IN	18	WP	20
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Disease, Poison, Solid/Enchanted), Resistance 8 (Cold), Sharp Senses, Dodge 2, Otherworld Creature, Ageless, ESR 5, Mounted Combat.						
Skills	Melee 11, Athletics 10, Gymnastics 10, Stealth 10, Perception 10, Survival 8, Magic 16, Social 12, Knowledge 12.						
Dodge	43	Block	No	Parry	43(42)		
ESR	52	EN	162	Move	10		
Armour	Sídhe Mail	Points	20	KB	26/39		
Weapon	To Hit	Damage	Follow Up	Special			
2H Long Spear Ex E4	35	27	0	+7 damage if any, Stop Thrust. Parry +2. Long.			
Broadsword Ex E4 –Cut Thrust	30 31	25 22	-1 0	+5 damage if any. Parry +1. +7 damage if any, Stop Thrust. Parry +1.			
Magic	Invisible to all vision except Magic Sight at will. Whilst invisible cannot attack or cast spells. Change Appearance: at will can appear as any creature from Small 6 to Large 4. Has 4 x Grade MP and usually keeps several EP available for curses. Spells: The Unchanging Image, Break Image, Imaginary Appearance, The Mobile Image, Enchanted Sleep, Leaden Limbs, Go Away, Sphere of Silence, Imaginary Defence, Break Illusion, Illusionary Barrier, Illusionary Appearance, The Mobile Illusion, Illusionary Structures, Illusionary Landscape, Elemental Guard, Awesome Shield, Numb Fingers, Grounding, Trip, Shatter, Disruption, Word of Command, Curse of Appearance, Curse of Clumsiness, Curse of Foolishness, Curse of Inappropriate Appearance, Curse of Love, Curse of Stupidity, Break Curse, Calm Animal, Peace with Nature, Charm Animal, Wall of Thorns.						
Notes	They usually appear as beautiful but can change their appearance at will. They are more logical than fairies but are still unpredictable and have little natural sympathy. They tend to take a casual interest in mortals but will communicate more readily with elves. They can turn invisible at will but cannot attack or cast magic in this state.						

Demons

Limbo, the home plane of demons, is a huge realm of twisted rock and metal covered by lava flows and sulphurous vents. Its climate ranges from burning hot to icy cold. It is dominated by the huge fortresses of the demonic nobility. Limbo is a plane rich in mineral wealth and magical power but poor in comfort and food. The demonic inhabitants are always keen to reach the Real Plane and hunger for the life it contains. Demons are amoral and self-centred. Lacking any sympathy for others they seek only to gain what they can. Demons are summoned to the Real Plane by magic or manage to breach the barriers between the worlds themselves. Some have escaped their masters and taken up residence in the Real Plane whilst others serve as guardians bound to a location.

Type	Imp		Description	Vindictiveness		Grade	3
BD	10	DX	12	IN	10	WP	10
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear, Their Element), Resist 10 (Fire, Cold), Toughness 2, Small 6, Dodge 2, Otherworld Creature, Ageless.						
Skills	Melee 3, Gymnastic 3(9), Athletics 2, Stealth 3(9), Perception 2, Magic 3, Knowledge 2, Survival 2, Social 2.						
Dodge	34	Block	No	Parry	No		
ESR	24	EN	78	Move	8 Fly 12		
Armour	Skin	Points	8	KB	8/12		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	15	7	0	+4 damage if any. Count as Enchanted.			
Magic	Has 3 x Grade MP. Each imp uses the school of elemental control and will know all spells of that school up to its grade. Imps each specialise in a particular element which they are immune to but all their spells will relate to that element. They cannot contact, summon or bind elementals.						
Notes	A small (¼ man sized) winged humanoid. Imps have slanted yellow eyes, sharp teeth and small horns. They have animal-like legs with, sometimes with hooves and a barbed tail.						

Type	Claw Demon		Description	Unreasonable Ferocity		Grade	3
BD	12	DX	10	IN	5	WP	10
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear), Resist 10 (Fire, Cold), Toughness 2, Dodge 2, Fear 1, Otherworld Creature, Ageless.						
Skills	Melee 5, Gymnastic 4, Athletics 4, Stealth 3, Perception 2, Magic (2), Knowledge 1, Survival 2, Social 1.						
Dodge	27	Block	No	Parry	No		
ESR	23	EN	102	Move	10		
Armour	Skin	Points	12	KB	24/36		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	15	15	0	+4 damage if any. Count as Enchanted.			
Notes	A humanoid with greyish skin, no hair, slanted amber eyes, sharp teeth and long sharp claws. Claw demons often work in packs.						

Type	Horn Demon		Description	Unreasonable Ferocity		Grade	3
BD	12	DX	9	IN	5	WP	10
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear), Resist 10 (Fire, Cold), Toughness 2, Dodge 2, Fear 1, Large 4, Otherworld Creature, Ageless.						
Skills	Melee 5, Gymnastic 4(0), Athletics 4, Stealth 3, Perception 2, Magic (2), Knowledge 1, Survival 2, Social 1.						
Dodge	22	Block	No	Parry	No		
ESR	23	EN	126	Move	12		
Armour	Skin	Points	16	KB	60/80		
Weapon	To Hit	Damage	Follow Up	Special			
Horns	13	19	No	+6 damage if any. Count as Enchanted. Can be used as part of a move through.			
Notes	A large humanoid with greyish skin, no hair, slanted amber eyes, sharp teeth and long curved horns. The horn demon charges with head down using its front arms as well as it runs.						

Type	Power Demon		Description	Vindictiveness		Grade	5
BD	10	DX	10	IN	12	WP	12
Abilities	Day Vision, Heat Vision, Magic Sight, Immunity (Poison, Disease, Fear, Their Element), Resist 10 (Fire, Cold), Toughness 2, Dodge 2, Otherworld Creature, Ageless.						
Skills	Melee 2, Gymnastic 5, Athletics 5, Stealth 5, Perception 5, Magic 6, Knowledge 4, Survival 3, Social 3.						
Dodge	26	Block	No		Parry	No	
ESR	29	EN	102		Move	8	
Armour	Skin	Points	8		KB	20/30	
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	12	13	0	+4 damage if any. Count as Enchanted.			
Magic	Has 3 x Grade MP. Uses the schools of Magic Missiles, Offensive Alterations and Personal Alterations with spells up to its grade.						
Notes	A man-sized humanoid with black skin and yellow eyes. A Power demon's face is an expressionless mask and they dress in long black robes.						

Type	Warrior Demon		Description	Vindictiveness		Grade	4
BD	12	DX	12	IN	6	WP	12
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear), Resist 10 (Fire, Cold), Toughness 2, Large 4, Dodge 4, Fear 1, Otherworld Creature, Ageless.						
Skills	Melee 6, Gymnastic 5(-3), Athletics 5(3), Stealth 4(-4), Perception 3, Magic (3), Knowledge 1, Survival 2, Social 1.						
Dodge	24	Block	33		Parry	30	
ESR	26	EN	132		Move	10(6)	
Armour	Skin + Part Medium	Points	22		KB	40/60	
Shield	Md Heavy	Block	4		Hits	34	
Weapon	To Hit	Damage	Follow Up	Special			
Scimitar En1	18	23	-1	+5 damage if any. Parry +1.			
Claws x 2	18	19	0	+4 damage if any. Count as Enchanted. Needs to drop shield to use second claw.			
Notes	A large humanoid with white skin, long black hair, slanted yellow eyes and sharp teeth.						

Type	Winged Demon		Description	Vindictiveness		Grade	4
BD	12	DX	13	IN	6	WP	12
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear), Resist 10 (Fire, Cold), Toughness 2, Dodge 2, Fear 1, Otherworld Creature, Ageless.						
Skills	Melee 6, Gymnastic 6, Athletics 5, Stealth 4, Perception 3, Magic (3), Knowledge 1, Survival 2, Social 1.						
Dodge	32	Block	No		Parry	32	
ESR	26	EN	108		Move	7 Fly 14	
Armour	Skin	Points	12		KB	24/36	
Weapon	To Hit	Damage	Follow Up	Special			
2H Trident En1	19	21	0	+7 damage if any, Stop Thrust. Parry +2.			
Claws x 2	19	15	0	+4 damage if any. Count as Enchanted.			
Notes	A man-sized humanoid with red skin, no hair, slanted yellow eyes, sharp teeth and small horns. The winged demon has large leathery wings. Winged Demons carry tridents.						

Type	Ape Demon		Description	Unreasonable Ferocity		Grade	8
BD	14	DX	12	IN	6	WP	14
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear), Resist 10 (Fire, Cold), Toughness 2, Dodge 6, Fear 2, Large 6, Otherworld Creature, Ageless.						
Skills	Melee 8, Gymnastic 7(1), Athletics 7, Stealth 4(-2), Perception 4, Magic (4), Knowledge 1, Survival 4, Social 1.						
Dodge	30	Block	No		Parry	No	
ESR	29	EN	180		Move	10	
Armour	Skin	Points	15		KB	52/78	
Weapon	To Hit	Damage	Follow Up	Special			
Punch x 4	20	20	0	Count as Enchanted.			
Notes	Look like gigantic demonic ape with 4 arms.						

Type	Demon Horse		Description	Servitor		Grade	8
BD	14	DX	14	IN	8	WP	15
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear), Resist 10 (Fire, Cold), Toughness 4, Dodge 6, Fear 1, Large 8, Otherworld Creature, Ageless.						
Skills	Melee 6, Gymnastic 6(-2), Athletics 8, Stealth 8(0), Perception 6, Magic (6), Knowledge 1, Survival 5, Social 1.						
Dodge	29	Block	No		Parry	No	
ESR	32	EN	204		Move	16	
Armour	Skin	Points	15		KB	90/120	
Weapon	To Hit	Damage	Follow Up	Special			
Bite x1	19	26	No	+5 damage if any. Counts as Enchanted.			
Kick x1	19	24	0	Counts as Enchanted.			
Notes	A jet-black horse with glowing red eyes and sharp fangs. Demon Horses can run on air and so are not affected by rough terrain and can run across chasms and rivers but can't gain altitude without something to run on. They are the favoured mounts of the demonic aristocracy and of some powerful wizards.						

Type	Demon Hound		Description	Vindictiveness		Grade	10
BD	14	DX	16	IN	12	WP	16
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear, Fire, Solid/Enchanted), Resist 10 (Cold), Toughness 4, Dodge 6, Fear 3, Large 4, Otherworld Creature, Ageless.						
Skills	Melee 10, Missile 8, Gymnastic 8(4), Athletics 9, Stealth 8(4), Perception 8, Magic (8), Knowledge 2, Survival 8, Social 3.						
Dodge	37	Block	No		Parry	No	
ESR	35	EN	192		Move	14	
Armour	Skin	Points	20		KB	66/88	
Weapon	To Hit	Damage	Follow Up	Special			
Bite	23	22	No	+5 damage if any. Counts as Enchanted.			
Gaze	26	No	No	Attacks magic vs ESR. Victim is paralysed for 1 turn per point of success.			
Breath	24	22	No	Cone 6. Fire.			
Notes	A huge black hound with glowing red eyes.						

Type	Succubus or Incubus		Description	Manipulator		Grade	10
BD	10	DX	16	IN	14	WP	18
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear, Fire, Solid/Enchanted), Resist 10 (Cold), Toughness 4, Dodge 2, Otherworld Creature, Ageless.						
Skills	Melee 6, Gymnastic 10, Athletics 8, Stealth 10, Perception 8, Magic (8), Knowledge 6, Survival 4, Social 8.						
Dodge	39	Block	No		Parry	No	
ESR	37	EN	144		Move	12 Fly 12	
Armour	Skin	Points	12		KB	20/30	
Weapon	To Hit	Damage	Follow Up	Special			
Touch	26	No	No	Drain D6 WP. If victim reaches 0 WP s/he loses 1 permanent WP and the demon gains it. This can only be used to repair lost WP.			
Magic	Change Appearance: can adopt the appearance of any humanoid from Small 4 to Large 4.						
Notes	Succubi and Incubi have the power to travel from Limbo to the Real Plane at will for a cost of 5 WP. They can remain for 14 days at a time. They are demons of lust and prey on the intelligent races of the Real Plane. They can take on whatever appearance their victim finds most attractive. The children of a Succubus or Incubus and a human appear as humans until they reach puberty at which time they become like their demonic parents.						

Type	Chain Demon		Description	Vindictiveness		Grade	10
BD	16	DX	16	IN	12	WP	16
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear, Solid/Enchanted), Resist 10 (Fire, Cold), Toughness 4, Large 2, Dodge 4, Fear 3, Otherworld Creature, Ageless.						
Skills	Melee 12, Gymnastic 10(6), Athletics 8(7), Stealth 8(2), Perception 6, Magic (8), Knowledge 6, Survival 6, Social 6.						
Dodge	37	Block	No	Parry	40		
ESR	35	EN	192	Move	10(8)		
Armour	Skin + Chains	Points	25	KB	40/60		
Weapon	To Hit	Damage	Follow Up	Special			
Spiked Chains x 2 En2	27	28	-1	R4. +4 damage if any. Count as Enchanted. Each can instead be used as a grapple.			
Notes	A man-sized humanoid with hairless grey skin, glowing red-eyes and sharp fangs. The chain demon is completely wrapped in long steel chains.						

Type	Limbo Knight		Description	Olympian		Grade	12
BD	18	DX	16	IN	12	WP	16
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear, Solid/Enchanted), Resist 10 (Fire, Cold), Toughness 4, Large 2, Dodge 4, Fear 3, Otherworld Creature, Ageless.						
Skills	Melee 12, Gymnastic 10(2), Athletics 10(7), Stealth 4(-2), Perception 7, Magic (8), Knowledge 5, Survival 5, Social 5.						
Dodge	33	Block	No	Parry	41		
ESR	35	EN	216	Move	10(6)		
Armour	Full XHeavy Ex En3 + Skin	Points	47	KB	44/66		
Weapon	To Hit	Damage	Follow Up	Special			
2H Lance Ex En3	31	33	0	R2. Of Electricity. +7 damage if any. Stop Thrust. Parry +2.			
Greatsword Ex En3				R2. Of Electricity.			
Cut	29	36	-1	+5 damage if any. Parry +2.			
Thrust	30	33	0	+7 damage if any. Stop Thrust. Parry +2.			
Mace Ex En3	30	35	-1	Parry -1.			
Dagger Ex En3	31	26	0	R0-1. Stop Thrust. Parry +1.			
Magic	Change Appearance: can adopt the appearance of any humanoid from Small 4 to Large 4. They can choose to use their Fear ability or not.						
Notes	Limbo Knights can look like any humanoid they wish and will present themselves in a frightening or pleasant a form according to their intentions. They usually ride Demon Horses.						

Type	Demon Lord		Description	Olympian		Grade	16
BD	18	DX	18	IN	18	WP	20
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear, Solid/Enchanted), Resist 10 (Fire, Cold), Toughness 4, Large 2, Dodge 4, Fear 4, Otherworld Creature, Ageless.						
Skills	Melee 14, Gymnastic 12(4), Athletics 12(9), Stealth 4(-2), Perception 9, Magic 14, Knowledge 10, Survival 5, Social 10.						
Dodge	37	Block	No	Parry	45		
ESR	45	EN	264	Move	10(6)		
Armour	Full XHeavy Ex En4 + Skin	Points	48	KB	44/66		
Weapon	To Hit	Damage	Follow Up	Special			
2H Lance Ex En4	35	34	0	R2. Of Electricity. +7 damage if any. Stop Thrust. Parry +2.			
Greatsword Ex En4 Cut	33	37	-1	R2. Of Electricity. +5 damage if any. Parry +2.			
Thrust	34	34	0	+7 damage if any. Stop Thrust. Parry +2.			
Mace Ex En4	34	36	-1	Parry -1.			
Dagger Ex En4	36	27	0	R0-1. Stop Thrust. Parry +1.			
Magic	Change Appearance: can adopt the appearance of any humanoid from Small 4 to Large 4. Wizards using the schools of Elemental Control, Magic Missiles, Personal Alterations, Offensive Alterations, Detection, Dismissal and Dispelling.						
Notes	Limbo Knights can look like any humanoid they wish and will present themselves in a frightening or pleasant a form according to their intentions. They usually ride Demon Horses.						

Other Dimensional Creatures

There are a wide variety of other planes which can be contacted or travelled to by magic. The following are examples which are encountered in the Real Plane with a degree of frequency.

Type	Weffkin		Description	Exuberance or Shallow		Grade	4
BD	8	DX	14	IN	12	WP	14
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear), Resistance 12 (Electricity, Air, Water), Otherworld Creature, Ageless.						
Skills	Melee 2, Missile 4, Gymnastic 6, Athletics 5, Stealth 4, Perception 4, Magic 6, Knowledge 4, Survival 1, Social 6.						
Dodge	31	Block	No	Parry	No		
ESR	31	EN	60	Move	10		
Armour	Magic Shield	Points	8	KB	16/24		
Weapon	To Hit	Damage	Follow Up	Special			
Weffkin Wand	22	16	0	Ranged. Physical.			
Notes	Weffkins inhabit the dimension of Ake-Hari. They are humanoids with bright, hot eyes, lavender skin and purple hair and though unusual looking are quite attractive.						

Type	Merrihew		Description	Manipulator/Slacker		Grade	10
BD	9	DX	18	IN	15	WP	20
Abilities	Day Vision, Magic Sight, Immunity (Poison, Disease, Fear, Solid/Enchanted), Resistance 10 (Heat, Earth, Solid), Otherworld Creature, Ageless.						
Skills	Melee 6, Missile 10, Gymnastic 12, Athletics 8, Stealth 10, Perception 8, Magic 10, Knowledge 8, Survival 6, Social 6.						
Dodge	41	Block	No	Parry	No		
ESR	41	EN	114	Move	10		
Armour	Magic Shield	Points	12	KB	18/27		
Weapon	To Hit	Damage	Follow Up	Special			
Magic Strike	24	13	0	+5 damage if any.			
Magic Bolt	30	22	No	Physical. R30.			

Magic	Change Appearance: can adopt the appearance of any humanoid from Small 8 to Large 4. Can travel as though in possession of a Chamber of Dimensional Travel and Translocation taking any creatures in close proximity with it. The process requires a spell taking around 30 seconds. Wizards with 4 x Grade MP and 4 + Grade Memory. Schools of Illusion, Guards and Wards, Personal Alterations, Offensive Alterations, Curses, Scrying and Translocaton.
Notes	Merrihews may have a home dimension but its location is unknown. They can be found in any plane – preferably where they can live a life of comfort. They possess great power but are by nature indolent and lacking ambition. They are neither aggressive nor malevolent but if crossed prefer to humiliate their foes. They are argumentative, pettifogging and disputatious. They tend to be encountered because they are bound to the service of powerful wizards who they serve with constant carping complaints and endless attempts at negotiation. Some have speculated that they are related to Sandestins but they always deny this.

Type	Sandestin	Description	Manipulator/Slacker	Grade	16
BD	10	DX	20	IN	18
Abilities	Day Vision, Magic Sight, Immunity (Poison, Disease, Fear, Solid/Enchanted), Resistance 12 (Electricity, Air), Otherworld Creature, Ageless.				
Skills	Melee 10, Missile 10, Gymnastic 12, Athletics 10, Stealth 8, Perception 6, Magic 12, Knowledge 12, Survival 4, Social 8.				
Dodge	43	Block	No	Parry	No
ESR	41	EN	144	Move	10
Armour	Magic Shield	Points	15	KB	16/24
Weapon	To Hit	Damage	Follow Up	Special	
Magic Strike	30	14	0	+5 damage if any.	
Magic	Change Appearance: can adopt the appearance of any humanoid from Small 8 to Large 4. Can travel as though in possession of a Chamber of Dimensional Travel, Temporal Dislocation and Translocation taking any creatures in close proximity with it. The process requires a spell taking around 30 seconds. Wizards with 4 x Grade MP and 4 + Grade Memory. Schools of Illusion, Guards and Wards, Personal Alterations, Offensive Alterations, Curses, Scrying and Translocaton.				
Notes	Sandestins may have a home dimension but its location is unknown. They can be found in any plane – preferably where they can live a life of comfort. They possess enormous power but are by nature indolent and lacking ambition. They are neither aggressive nor malevolent but if crossed prefer to humiliate their foes. They are argumentative, pettifogging and disputatious. They tend to be encountered because they are bound to the service of powerful wizards who they serve with constant carping complaints and endless attempts at negotiation. Some have speculated that they are related to Merrihews but they always deny this.				

Creatures from Other Planets

In the depths of space there are undoubtedly innumerable creatures. The following are known to travel to Earth.

Type	Taglas	Description	Varies	Grade	1
BD	10	DX	12	IN	12
Abilities	Day Vision, Resistance 8 (Water), Survive (Underwater), Long Lived, No Heavy or Extra Heavy Armour.				
Skills	Melee 3, Missile 3, Gymnastic 3, Athletics 3, Survival 2, Knowledge 2, Magic (2), Social 2.				
Dodge	26	Block	No	Parry	28
ESR	23	EN	66	Move	8 Swim 6
Armour	Scales	Points	6	KB	20/30
Weapon	To Hit	Damage	Follow Up	Special	
Dart Gun Gd	13	15	No	Ranged. 1 act reload.	
2H Cutting Sword Gd	15	22	-1	+5 damage if any. Parry +2.	
Notes	The Taglas come from a planet in the region of Canopus. Their planet orbits an orange star about 25 ly away from the supergiant. The Taglas stand about 1.8m high and are vaguely humanoid though covered in lilac scales and possessing pom-poms of fur running down their spines and long tails. They are carnivorous amphibians. As an intelligent and civilised race they are as variable as humans and have character classes so the above is only an example. In the distant past they travelled to Earth by some unknown means and conquered part of it. They were defeated and returned to their homeworld long ago. Travel between earth and their home planet is still possible however				

Type	Archveult		Description	Olympian		Grade	12
BD	12	DX	18	IN	18	WP	18
Abilities	Day Vision, Immunity (Electricity), Ageless.						
Skills	Melee 6, Athletic 8, Gymnastic 6, Survival 2, Stealth 5, Perception 7, Magic 15, Knowledge 12, Social 9.						
Dodge	35	Block	No		Parry	36	
ESR	44	EN	144		Move	10	
Armour	None	Points	0		KB	24/36	
Weapon	To Hit	Damage	Follow Up	Special			
Rapier Ex En3	27	20	0	+7 damage if any, Stop Thrust. Parry +1.			
Magic	Wizard with 4 x Grade MP. Any schools/spells as the Wizard class. Usually have a variety of magical items.						
Notes	Archveults often appear as largely human though the flexibility of their necks and limbs seems to exceed the human norm. They dwell on a number of distant planets and are able to journey to Earth using Chambers of Translocation or other magic. They refer to humans as land-apes. All known archveults are powerful magicians and are casually hostile to the inhabitants of Earth.						

Angels, Devils and Archons

These creatures are the servants of various deities and appear in the Real Plane to aid their followers.

Type	Herald Angel		Description	Guardian		Grade	10
BD	12	DX	17	IN	16	WP	16
Abilities	Day Vision, Magic Sight, Immunity (Disease, Poison, Fear, Solid/Enchanted), Resistance 12 (Cold, Electricity, Air, Fire, Water), Otherworld Creature, Dodge 2, Ageless, Toughness 1, Class Bonus (Undead, Otherworld Creatures) 7, Ensorcellment Resistance 4. (from Archinius).						
Skills	Melee 7, Missile 10, Athletic 8, Gymnastic 10, Survival 4, Stealth 3, Perception 9, Knowledge 12, Social 10.						
Dodge	38	Block	No		Parry	31	
ESR	43	EN	138		Move	8 Fly 16	
Armour	Enchanted Mail	Points	20		KB	24/36	
Weapon	To Hit	Damage	Follow Up	Special			
Composite Bow Ex En3	26	20	0	Arrows Counts as Enchanted. +7 damage if any. +4 damage against shields. Ranged. Requires two hands. +2 to hit if target uses Block.			
Broadsword Ex En3							
Cut	25	23	-1	+5 damage if any. Parry +1.			
Thrust	26	20	0	+7 damage if any, Stop Thrust. Parry +1.			
Magic	Clerics of Archinius. Any worshipper of Archinius within 15 squares of the Herald Angel can use the power Refute Reality using the Knowledge of the Angel. When they reappear it will be within 15 squares of where the angel is now.						
Notes	A man-sized female humanoid with white-feathered wings and possessing unearthly beauty. They are the servants of Archinius.						

Type	Justice Angel		Description	Guardian		Grade	10
BD	14	DX	16	IN	16	WP	16
Abilities	Day Vision, Magic Sight, Immunity (Disease, Poison, Fear, Solid/Enchanted), Resistance 12 (Cold, Electricity, Air, Fire, Water), Otherworld Creature, Dodge 2, Ageless, Class Bonus (Undead, Otherworld Creatures) 7, Ensorcellment Resistance 4, +2 to hit and damage vs Worshipers of evil religions, undead, demons, archons or devils. (from Barnabus).						
Skills	Melee 12, Athletic 8, Gymnastic 10(8), Survival 4, Stealth 3, Perception 7, Knowledge 10, Social 10.						
Dodge	35	Block	No	Parry	40/38		
ESR	43	EN	144	Move	8 Fly 16		
Armour	Enchanted Plate	Points	28	KB	28/42		
Weapon	To Hit	Damage	Follow Up	Special			
Halberd Ex En3			0	R2.			
Cut	28	30	-1	+6 damage if any. Parry -1.			
Thrust	29	27	0	+7 damage if any, Stop Thrust. Parry +1.			
Pick	28	31	No	+8 damage if any. Parry -1.			
Broadsword Ex En3							
Cut	29	25	-1	+5 damage if any. Parry +1.			
Thrust	30	22	0	+7 damage if any, Stop Thrust. Parry +1.			
Magic	Clerics of Barnabus. Any worshipper of Barnabus gains 2 to hit and damage vs Worshipers of evil religions, undead, demons, archons or devils whilst fighting within 15 squares of the Angel.						
Notes	A man-sized male humanoid with white-feathered wings and possessing unearthly beauty. They are the servants of Barnabus.						

Type	Devil Horse		Description	Servitor		Grade	10
BD	14	DX	14	IN	8	WP	15
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear), Resist 10 (Fire, Cold), Toughness 4, Dodge 6, Fear 1, Large 8, Otherworld Creature, Ageless.						
Skills	Melee 7, Gymnastic 7(-1), Athletics 8, Stealth 8(0), Perception 6, Magic (6), Knowledge 1, Survival 5, Social 1.						
Dodge	30	Block	No	Parry	No		
ESR	32	EN	216	Move	16		
Armour	Skin	Points	15	KB	90/120		
Weapon	To Hit	Damage	Follow Up	Special			
Bite x1	20	26	No	+5 damage if any. Counts as Enchanted.			
Claws x1	21	25	0	+4 damage if any. Counts as Enchanted.			
Magic	Runs on air ignoring terrain but cannot gain altitude without a surface to run on.						
Notes	A black and white painted horse with glowing yellow eyes, clawed hoofs and sharp fangs. Demon Horses can run on air and so are not affected by rough terrain and can run across chasms and rivers but can't gain altitude without something to run on. They are servants of Celebes and pull his sky caravan. Favoured Buscinos may be granted such a terrible beast.						

Type	Guardian Angel		Description	Guardian		Grade	10
BD	14	DX	16	IN	16	WP	16
Abilities	Day Vision, Magic Sight, Immunity (Disease, Poison, Fear, Solid/Enchanted), Resistance 12 (Cold, Electricity, Air, Fire, Water), Otherworld Creature, Dodge 2, Ageless, Class Bonus (Undead, Otherworld Creatures) 7, Ensorcellment Resistance 4, +1 to hit and damage vs Worshippers of evil religions, undead, demons, archons or devils. (from Galenas).						
Skills	Melee 12, Athletic 8, Gymnastic 10(8), Survival 4, Stealth 3, Perception 7, Knowledge 10, Social 10.						
Dodge	35	Block	43	Parry	40/38		
ESR	43	EN	144	Move	8 Fly 16		
Armour	Enchanted Plate	Points	28	KB	28/42		
Shield	Sm Heavy Ex En3 of Parrying 2	Block	5	Hits	42		
Weapon	To Hit	Damage	Follow Up	Special			
Broadsword Ex En3 Cut Thrust	29 30	25 22	-1 0	+5 damage if any. Parry +1. +7 damage if any, Stop Thrust. Parry +1.			
Magic	Clerics of Galenas. Any damage taken by the Cleric they are guarding is transferred to them.						
Notes	A man-sized female humanoid with white-feathered wings and possessing unearthly beauty. They are the servants of Galenas.						

Type	Machine Archon		Description	Servitor		Grade	10
BD	18	DX	12	IN	8	WP	14
Abilities	Day Vision, Large 4, Dodge 2, Tough 6, Construct, Regeneration (5), ESR 5, Weapon Breaker (2), Resistance 12 (Fire, Electricity, Water, Air, Physical), Fear 1, Ageless.						
Skills	Melee 9, Athletic 6, Gymnastics 6(2), Magic (3).						
Dodge	28	Block	No	Parry	No		
ESR	33	EN	228	Move	6		
Armour	Steel	Points	33	KB	52/78		
Weapon	To Hit	Damage	Follow Up	Special			
Bash	20	32	-1				
Grapple	21	No	Crush or Throw				
Crush	Auto	19	No	Only grappled target.			
Magic	A cleric of Gilfig has +2 to operating, repairing or building machines when assisted by the archon.						
Notes	A machine archon is a gigantic armoured humanoid machine. They are servants of Gilfig.						

Type	Iron Devil		Description	Vindictiveness		Grade	10
BD	16	DX	15	IN	12	WP	16
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Poison, Disease, Solid/Enchanted, Cold, Air, Fire), Fear 3, Large 4, Dodge 4, Toughness 6, Otherworld Creature, ESR 5, Ageless.						
Skills	Melee 12, Athletics 7, Gymnastics 10(6), Magic (6), Perception 6.						
Dodge	36	Block	No	Parry	No		
ESR	36	EN	216	Move	10		
Armour	Iron Scales	Points	30	KB	48/72		
Weapon	To Hit	Damage	Follow Up	Special			
Claws x 2	27	23	0	+4 damage if any. Count as Enchanted.			
Notes	A large humanoid covered in black-iron scales. Servants of Grosk the Iron.						

Type	Lesser Iron Devil		Description	Vindictiveness		Grade	3
BD	12/16	DX	12	IN	10	WP	12
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Poison, Disease, Cold, Air, Fire), Fear 1, Toughness 4, Otherworld Creature, ESR 5, Ageless.						
Skills	Melee 4, Athletics 3, Gymnastics 4, Magic 3, Perception 3, Knowledge 1, Social 1.						
Dodge	30	Parry	0	ESR	31		
Armour	Iron Scales	Points	12	Move	8		
EN	19	KB	26	Wound Limit	3		

Weapon	Hit	Damage	Follow Up	AP	Injury	Special
Claws x 2	19	19	0	0	+3	Count as Enchanted.
Notes	A humanoid covered in black-iron scales. Servants of Grosk the Iron.					

Type	City Archon		Description	Servitor		Grade	10
BD	16	DX	13	IN	10	WP	16
Abilities	Construct, Magic Sense, Resistance 10 (Physical, Fire, Electricity, Water, Air), Dodge 6, Large 10, Weapon Breaker (1), Tough 6, Ageless.						
Skills	Melee 10, Gymnastics 10(0), Athletics 6, Magic (8).						
Dodge	30	Block	No	Parry	No		
ESR	34	EN	252	Move	8		
Armour	Stone	Points	25	KB	72/108		
Weapon	To Hit	Damage	Follow Up	Special			
Bash	22	36	-1				
Magic	Any citizens of Leoverdia within 15 squares fighting to defend the city has +2 to hit, Bravery, Dodge, Block and Parry.						
Notes	A gigantic statue of a soldier which animates to defend the city of Leoverdia or to serve the higher clerics of Hosthes.						

Type	Eye Archon		Description	Servitor		Grade	10
BD	13	DX	14	IN	12	WP	18
Abilities	Day Vision, Night Vision, Heat Vision, Tremor Sense, Magic Sight, Toughness 6, Resistance 6 (Fire, Water), Resistance 8 (Cold), Resistance 10 (Earth), Large 8, ESR 5, Dodge 10.						
Skills	Melee 9, Athletics 7, Gymnastics 8 (0), Perception 15, Survival 6, Knowledge 8, Magic 6, Social 4.						
Dodge	37	Block	No	Parry	No (except against other creatures with Large 5+)		
ESR	40	EN	222	Move	10		
Armour	Enchanted Mail	Points	20	KB	58/87		
Weapon	To Hit	Damage	Follow Up	Special			
2H Maul Ex En3	26	41	-1				
Magic	An eye archon can see in all directions at once. It does not sleep.						
Notes	Eye Archons are 8 foot very heavily built humanoids. They have 16 eyes arranged all around their heads. They are the servants of Mordar.						

Type	Pleasure Archon		Description	Shallow		Grade	10
BD	10	DX	16	IN	14	WP	18
Abilities	Day Vision, Heat Vision, Immunity (Poison, Disease, Fear, Fire, Solid/Enchanted), Resist 10 (Cold), Toughness 4, Dodge 2, Otherworld Creature, Ageless.						
Skills	Melee 6, Gymnastic 10, Athletics 8, Stealth 10, Perception 8, Magic (8), Knowledge 6, Survival 4, Social 8.						
Dodge	39	Block	No	Parry	No		
ESR	37	EN	144	Move	10		
Armour	None	Points	0	KB	20/30		
Weapon	To Hit	Damage	Follow Up	Special			
Punch	16	10	0				
Magic	Change Appearance: can adopt the appearance of any humanoid from Small 4 to Large 4.						
Notes	Pleasure archons are excellent singers, musicians and dancers. They will appear in whatever form a servant of Sprogitbrok wishes.						

Type	Ruling Devil		Description	Olympian		Grade	10
BD	15	DX	15	IN	14	WP	18
Abilities	Day Vision, Night Vision, Magic Sense, Immunity (Poison, Disease, Solid/Enchanted, Cold, Air, Fire), Fear 2, Large 4, Dodge 4, Toughness 6, Otherworld Creature, ESR 5, Ageless.						
Skills	Melee 11, Athletics 7(6), Gymnastics 10(7), Magic 8, Perception 8, Knowledge 10, Social 12.						
Dodge	35	Block	No	Parry	40/39		
ESR	42	EN	210	Move	10(9) Fly 14(13)		
Armour	Full Heavy Ex En3 Of Lightness 2	Points	29	KB	46/69		
Weapon	To Hit	Damage	Follow Up	Special			
Greatsword Ex En3				R2. Of Cold.			
Cut	27	35	-1	+5 damage if any. Parry +2.			
Thrust	28	33	0	+7 damage if any. Stop Thrust. Parry +2.			
Broadsword Ex En3				Of Cold.			
Cut	27	30	-1	+5 damage if any. Parry +2.			
Thrust	28	28	0	+7 damage if any. Stop Thrust. Parry +2.			
Dagger Ex En3	29	26	0	R0-1. Stop Thrust. Parry +1.			
Magic	Cleric of Veridar. Anyone who commands a ruling devil has +3 leadership.						
Notes	Appears like a tall dark elf with large bat like wings and small horns. They are the servants of Veridar.						

Witches

Witches are a type of human. Witches are almost always female and people are born with witch powers (which they develop through practise to some extent). Being a witch often runs in families – mother to daughter – though the witch power can skip generations. To be a witch is not a profession or a character class – a witch has a profession or class in addition to be a witch. A sub-type of witch is the Black Witch. These are witches who use evil or black magic to gain additional power. In many societies witches are mistrusted or persecuted in general as a result of the risk of any witch being or becoming a Black Witch. Witches perform magic but it does not involve written spell books like the magic of other characters.

Witch Abilities

All witches (including Black Witches) have the following abilities. Witches potions, tonics, charms, rituals etc, require ingredients which take the witch about 2 days to collect (by making a Survival skill roll of $21+1/\text{Grade}$). This can be done in advance and the ingredients stored. Brewing the potions tonics, performing the rituals etc takes about 2 days. The difficulty (using Magic) is also $21 + 1/\text{Grade}$. Witches tend to sell these for around 4sp for Grade 1-2 up to a maximum of about 20 sp for a high grade witch's magic. Some abilities are variable in Grade others are listed. They often take payment in kind. Witches can have familiar which is a small animal companion to whom the witch can speak. The familiar contains an intelligent spirit and can perform errands for the witch.

- Make Antidote Potion: a potion which works against a specific poison. It will reduce the strength of any of the poison in the drinker's system by 3 per grade of the witch.
- Make Poison Cure Potion: a potion which works against a specific poison. When drunk it reduces any STAT damage caused by the poison by 1 per grade.
- Brew Tonic: gives +2 resistance per grade to a specific disease or provides a bonus to surviving a particular medical events (such as childbirth). The effects last a month. A tonic can be a potion, ointment or charm.
- Make Charm Against Magic: gives +1 resistance per grade against ensorcellment. The effects last a week.
- Brew Love Potion: the person who orders the potion has +2 per grade in seduction attempts against the person who drinks it.
- Break Curse Ritual: if the witch can make a Magic vs ESR of the person who caused the curse it is broken. If the curse was permanent (contained EPs) then this costs the same number of EPs. Grade 4.
- Protect Dwelling Ritual: the witch performs a ritual to protect her dwelling place. Hybrid monsters, giants, otherworld creatures and undead must overcome the witch's roll WP vs ESR or be unable to enter the dwelling place. This acts like a spell with the UC (until cancelled) duration costing 2 PP or the witch can spend 2 EP to make it permanent. Grade 6.

Black Witch Abilities

Some witches chose to turn to black magic to gain additional power. For this reason witches in general are often feared. They have 3 MP per Grade (if they have none from their class) and gain EPs equal to grade (again not in addition to any from their class). Black witches are usually cannibals and especially enjoy devouring children. Black witches are able to fight with their long nails which count as claws. There are many possible magical abilities that black witches can gain and few have them all but the following are typical examples:

- **Make Poison:** the poison must be drunk but can be quite dilute so witches can poison wells for example. The strength of the poison is equal to 16+2 per grade. Witches poisons can be lethal, can drain particular STATs or cause gradual debilitating illness.
- **Curse Ritual:** the witch requires a body part of the victim for this ritual (e.g. hair, nails). The victim is attacked magic vs ESR (at any range – no line of sight required) and if the ritual is successful gains a suitable disadvantage (e.g. Appearance-Ugly, Clumsy, Love, Strange Odour etc). This acts like a spell with the UC (until cancelled) duration costing 1 MP or the witch can spend 1 EP to make it permanent. Grade 4.
- **Flight Ritual:** the witch can fly using by performing this ritual on a suitable object (e.g. broomstick, birch branch). When seated on the object the witch can fly at Move 14. This acts like a spell with the UC (until cancelled) duration costing 2 MP or the witch can spend 2 EP to make it permanent. Grade 4.
- **Regeneration Ritual:** the witch performs a ritual on herself which allows her to regenerate. Any damage other than that caused by fire/heat will regenerate at 1 hurt per turn until the witch is reduced to Dying. Once the witch is reduced to Dying she can still act but only to flee. She doesn't have to make death saves. She will still regenerate Dying but this will take about half an hour. If the witch is cut into pieces each piece remains animate and will move under her control and try to reattach itself to her body. Only by being burnt to ash can this ability be halted. This acts like a spell with the UC (until cancelled) duration costing 3 MP or the witch can spend 3 EP to make it permanent. Grade 6.
- **Transform Body Ritual:** the witch performs a ritual on herself which transforms one of her body parts by replacing it with an animal part (e.g. chicken's legs, foxes face – which are transformed into the right size to fit) or made of iron (only on parts which don't require moving joints e.g. iron teeth). The witch usually does this to replace worn out body parts as she ages and the new body parts are fully functional and don't age. They may grant some special abilities associated with the animal or for example a fierce bite for iron teeth. Grade 3.
- **Spirit Transfer Ritual:** the witch swaps the spirit from her body into that of a helpless human victim she has captured. The witch retains all her abilities as does the victim. Witches usually do this to avoid aging – transferring their spirit into a youthful body. Grade 8.
- **Enhanced Stats:** the witch performs a ritual to enhance her BD or DX by up to 1 per 2 grades. This acts like a spell with the UC (until cancelled) duration costing 1 PP per point or the witch can spend 1 EP per point to make it permanent.
- **Devour Victim Ritual:** witches usually enjoy devouring children but some gain power from it. This ritual allows the witch to gain 1 EP by devouring a child. Grade 8.