

MonstersBeastuary

Below is a list of monsters compatible with the Harn system.

APPARITION Average Adult Male (5 1/2')

Str: n/a	Spd: 15	Int: 11	Mob: 75
End: n/a	Eye: n/a	Aur: 15	Dge: --
Dex: n/a	Hrg: n/a	Wil: 15	Ini: 70
Agl: n/a	Smt: n/a	FR: 00	

Armour:

B: 2 E: 4 P: 3

Horror Rank: 4

Notes: This ghostly undead creature exists mainly in an ethereal state, though when making its "attack" it can be hit by silver or magical weapons. An apparition is reluctant to approach mirrors and other reflective surfaces or anything made of silver. An apparition has an Emotive Telepathy which enables it to sense potential victims up to 100' away. It achieves surprise 80% of the time due to its uncanny ability to suddenly appear from walls, floors, or ceilings, and uses the surprise thus gained to close the distance between it and its chosen victim. When in sight it appears as an insubstantial skeletal being in a thin white robe. In actuality, however, an apparition is unable to attack physically, and all that its victim will feel is an unearthly sensation of bony claw-like fingers clutching at the throat (which can be felt even through armour). Even though the victim may be aware that the apparition cannot physically do them harm, the suggestion is immensely strong. The victim must make an INT x 3 saving throw in order to "disbelieve" the reality of the impressions. Should the victim fail this roll, they will be stricken with horror (assuming that this has not already occurred due to a failed Horror Check upon first encountering the apparition) and must make an immediate WIL x 3 saving throw. Should the victim succeed at this roll, they will immediately flee in terror for 1-4 minutes (and may be attacked again in so doing). However, should the victim fail this saving throw, they will suffer a massive heart seizure and die instantly. A slain victim may be raised or resurrected via Divine Intercession but if the body is left, or no attempt is made at resurrection or raising, then it will arise of its own accord as an apparition in 2-8 days. An apparition remains on the Material Plane for only one melee round per victim attacked, and it is only during this period that it can be attacked by non-ethereal means. To make its own "attack" the apparition need not score a hit in the usual sense as no "to hit" roll is required. Additionally, an apparition will engage in no defensive maneuvers (i.e., it will not attempt to dodge or block blows, etc.) as it is only interested in attacking its chosen victim.

ASPIS (Chagmat) Average Adult Drone (6')

Str: 16	Spd: 15	Int: 11	Mob: 75
End: 14	Eye: 12	Aur: 06	Dge: 50
Dex: 17	Hrg: 11	Wil: 13	Ini: 65
Agl: 16	Smt: 17	FR: 01	

Unarmed (x4): 60/3b4t	Rnd Shield: 60/2b	Hvy Shorkana: 60/4b7e
Hvy Broadsword: 60/4b7e4p	Hvy Halberd: 60/9b13e9p	

Armour: Carapace B: 3 E: 5 P: 3

Notes: Aspis drones are the adule males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Fierce warriors, they are capable of using all weapons but bows and can fashion items they need with considerable skill. Although they typically prefer to travel on all 6 legs, in combat they will stand on their hind legs, using the other 4 to wield weapons and shields. Aspis drones may engage two separate opponents at one time (Dodge at 1/2 normal percentage). In combat with a single opponent they may attack up to twice per round (only one attack per round when armed with Halberd). Due to a 270 degree visual arc, Aspis drones are surprised only on a 1 in 6.

Aspis drones are fanatically loyal to the single Cow/Queen of their nest and will defend her to the death (as well as any larvae she might have). They are immune to electrical and cold-based attacks and will only take half-impact from fire-based attacks. Aspis drones speak their own language (composed primarily of sharp clicks and hisses combined with various sublte scents and pheronomic perfumes). Drones are typically 6 feet long and look like giant weevils. They have an extremely long proboscis and multifacted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them. Aspis lairs are found underground and consist of sloping tunnels bored through soft rock or dirt. A lair or nest will consist of 1-3 egg chambers, 2-4 granaries, 1-6 grub hatcheries, and a central chamber for the Queen. The tunnels are commonly about 4 feet high and will be well-defended by traps (non-magical, natural) and guards. The hatcheries will contain 1-10 larvae each. Only 1 Queen (an immensely bloated slug of a creature, ranging in length from 15 to 20 feet) will be found in any nest.

AURUMVORAX Average Adult Male (1 1/2' Tall; 3' Long)

Str: 16	Spd: 10	Int: 02	Mob: 50
End: 18	Eye: 06	Aur: 04	Dge: 45
Dex: n/a	Hrg: 13	Wil: 17	Ini: 65
Agl: 14	Smt: 18	FR: 01	

Unarmed: 60/5t (bite) Unarmed (x 2-8): 60/6t (claws)

Armour: Dense Hide and Thick Fur.

B: 8 E: 5 P: 3

Notes: The aurumvorax, or golden gorger as it is sometimes known, is mean, vicious, and almost always hungry. It dwells in open and lightly-forested areas. Despite its small, badger-like size and shape, an aurumvorax can often weigh upwards of 200 pounds. When attacking, it scuttles forth from its burrow, locks its teeth into the victim, and brings as many of its 8 claws into play as possible. Once it bites successfully, the aurumvorax holds on with a death-grip of amazing tenacity. On each succeeding combat round it automatically inflicts 5 + 1d6 points of Tear Impact to the location of the original bite. Only unconsciousness or death will unlock the aurumvorax's jaws. Attack from a concealed den allows the aurumvorax a 50% chance of surprise. An aurumvorax has a golden brown coat of thick, silky fur (much sought after among the very wealthy). Its eight legs are tipped with copper-coloured claws. The creature has coppery-coloured teeth as well. Its whiskers and mane hairs are a tawny bronze colour, and its eyes are a bright yellow.

BASILISK Average Adult Male (7' Long)

Str: 17 Spd: 06 Int: 02 Mob: 30
End: 19 Eye: 13 Aur: 08 Dge: 25
Dex: 05 Hrg: 12 Wil: 15 Ini: 60
Agl: 09 Smt: 16 FR: 01

Unarmed: 60/8t (bite) Tail Swish: 30/4b Gaze: 70/See Notes

Armour: Heavy thick scales
B: 6 E: 5 P: 4

Notes: The basilisk is a reptilian monster. Although it has eight legs, its slow metabolic process allows for only slow movements. While it has strong, toothy jaws, the basilisk's major weapon is its gaze -- by means of which it is able to turn to stone any fleshy creature who meets its glance. However, if its gaze is reflected so that the basilisk sees its own eyes, it will itself be petrified, but this requires light at least equal to bright torchlight and a good, smooth reflection surface. A basilisk's gaze attack is executed as per a missile attack. If the target chooses the Shield Block or Weapon Block Defense Option, assume the target's eyes to be covered by shield or weapon arm. A WILD result indicates that the basilisk's gaze has fallen on some other target nearby (GM discretion). Basilisks' scales are usually dull brown with yellowish underbellies. Their eyes are a glowing pale green colour.

BUGBEAR Average Adult Male (6 1/2')

Str: 15 Spd: 13 Int: 09 Mob: 65
End: 14 Eye: 12 Aur: 07 Dge: 45
Dex: 12 Hrg: 13 Wil: 12 Ini: 60
Agl: 15 Smt: 14 FR: 02

Unarmed: 55/2b Rnd Shield: 55/2b Hvy Morning Star: 55/7p
Hvy Mace: 55/7b Hvy Mang: 55/4b7e0p Hvy Halberd: 55/9b13e9p
Hvy Spear: 55/6b10p Hvy Warhammer: 55/9b7p Hvy Shorkana: 55/4b7e

Armour: Hide; A variety of Leather and Ring armours. B: 1 E: 3 P: 1

Notes: Bugbears live in loose bands, and are typically found in the same areas as goblins. Unlike their smaller cousins these hairy giant goblins operate equally well in bright daylight or great darkness, so they are as likely to choose a habitation above ground as to select a subterranean abode. Although bugbears are clumsy-looking and walk with a shambling gait, they are actually able to move very quickly and with great stealth, thus surprising opponents 50% of the time. The arms carried by bugbears range the gamut of available weapons -- from swords to wooden clubs with spikes set in them (morning stars). A fair number of spears are carried by these monsters, and they tend to use them, along with axes, maces, and hammers, as missile weapons. The skin of a bugbear is a light yellow to yellow brown -- typically dull yellow. Their hair ranges in colour from lusterless tannish brown to brick red. Their eyes are greenish white with red pupils. The odds and ends of armour they wear, as well as whatever cloth, skins, or hides they drape themselves in, tends to be ill-kept, dirty, and dingy. Under ideal conditions they can live up to 50 years. Bugbears speak both their own distinctive language (consisting mostly of grunts, growls, and roars) and that of goblins, orcs, and hobgoblins (all of which are closely related anyway). If encountered in their lair, there will always be a tribal chief and sub-chief, and there will be females and young equal to 50% each of the number of males. Neither of the latter types of bugbears, however, will fight unless in a life-or-death situation. In the latter case, females are statistically similar to hobgoblins and the young are similar to kobolds.

CHIMERA Average Adult Male (5' at shoulder)

Str: 24 Spd: 09 Int: 05 Mob: 45/180
End: 21 Eye: 14 Aur: 12 Dge: 35
Dex: 08 Hrg: 15 Wil: 12 Ini: 65
Agl: 16 Smt: 15 FR: 02

Unarmed: 80/8b 8t 7t 8t (goat horns/lion bite/lion claws/dragon bite)
Breath: 70/11f

Armour: Body -- Fur/Hide (B: 1 E: 3 P: 2)
Goat Head -- Fur/Hide (B: 1 E: 2 P: 1)
Lion Head -- Fur/Hide (B: 1 E: 3 P: 2)
Dragon Head -- Scales (B: 7 E: 9 P: 7)

Notes: The chimera combines features of three different creatures in a monstrous manner. Its hind quarters are those of a huge goat, its foreparts are those of a lion, its body sports dragon wings, and it has three large heads. It can claw with its fore legs, its goat head is armed with two long horns, its lion head has powerful jaws and sharp teeth, and its dragon head is likewise equipped. If a chimera desires, its dragon head can breath fire with a range of 45 feet. Chimerae may attack up to three opponents per turn (two attacks per round versus one or two opponents). They can also fly at a rate of 35/hexes per turn. A chimera's goatish body parts are black with amber eyes and yellowish horns. The lion-like parts are tawny yellow with a dark brown mane, green eyes, and a red maw. The dragon wings are brownish-black, the dragon head orange, and the eyes and mouth are black.

DEATH KNIGHT Average Adult Male (6'+)

Str: 21 Spd: 15 Int: 17 Mob: 75
End: 18 Eye: 09 Aur: 16 Dge: 50
Dex: 15 Hrg: 13 Wil: 18 Ini: 85
Agl: 16 Smt: 14 FR: 00

Unarmed: 95/5b Msv Battlesword: 95/11b18e9p
Msv Bastardsword: 95/9b13e9p Msv Knight Shield: 95/4b

Armour: Various, usually of excellent (or magical) quality.
B: 4 E: 7 P: 10

Horror Rank: 1

Notes: The Death Knight -- and there are only thirteen of these dreadful creatures known to exist -- is a horrifying form of lich created by the demon god Agrik from the highest ranks of his Skeletal Warriors (see below) to serve him in his unholy court in Hell. The only figures of greater importance or power in the kingdom of Agrik are the various Arch-Demons who serve as his lieutenants. They are only affected by silver or enchanted weapons (silver does 1/2 damage) and possess a 75% Magic Resistance. Like Skeletal Warriors, they are immune to Sleep, Charm, Hold, and cold-based spells. However, unlike Skeletal Warriors, a Death Knight cannot be turned or dispelled by a mortal priest or priestess. Holy water and holy symbols have no affect on a Death Knight. Typically armoured in a manner similar to that of a Skeletal Warrior, a Death Knight is usually mounted upon a Nightmare (see below). In addition, any weapons or armour that the Death Knight may have are most certainly of a magical nature. However, the fearsome powers of the Death Knight derive largely from its ability to use magic. It continually generates Fear in a 10' radius, can create a Wall of Fire, Ice, or Iron at will, and has innate powers of Detect Magic and Detect Invisibility. Twice a day it can Dispell Magic and Gate in 1-6 Hordlings (see below). Once per day a Death Knight can use any one of the Power Word spells, a Symbol of Pain, and generate an SI 10 Fireball. Finally, it can command the actions of any (non-animated) undead within 1 mile of its presence (when on the material plane).

DISPLACER BEAST Average Adult Male (4' at shoulder)

Str: 20	Spd: 15	Int: 04	Mob: 75
End: 14	Eye: 15	Aur: 14	Dge: 80
Dex: n/a	Hrg: 17	Wil: 12	Ini: 65
Agl: 19	Smt: 18	FR: 02	

Bite: 70/8t Tentacles (x2): 70/6b and 10t

Armour: Thick Fur/Hide.

B: 4 E: 3 P: 2

Notes: This vaguely puma-like creature is bluish black, its tentacles are dead black, the horny edges of the tentacles are brownish yellow, and its eyes glow a hellish green. The molecular vibrations of a displacer beast are such that it always appears about 3' (left, right, ahead, or behind) from its actual position. Thus, these monsters always cause opponents to subtract 10% from any attack rolls. When properly skinned and treated (Hideworking ML 95+), the pelt of a displacer beast can be turned into (Textilecraft ML 90+) a Cloak of Displacement which causes attacks against the wearer suffer an 10% subtraction. All attempts at preparing the hide of a Displacer Beast must be successful (MS/CS) or the hide is destroyed and unusable. If the hide is taken to a sufficiently skilled Elven hideworker and textiler, the resultant cloak will subtract 20% from attacks made against the wearer. The hide will keep for approximately 3 days before it becomes rotted and valueless (GM discretion on Modifications for Climate/Weather conditions, precautions taken, etc.).

DOG BROTHER Average Adult Male (5 1/2')

Str: 12 Spd: 11 Int: 11/14 Mob: 55
End: 14 Eye: 10 Aur: 11/15 Dge: 35
Dex: 11 Hrg: 15 Wil: 13 Ini: 60
Agl: 12 Smt: 16 FR: 02

Unarmed: 60/1b Broadsword: 60/3b5e3p Dagger: 60/1b2e4p
Crossbow: 60/7p Morning Star: 60/5p Round Shield: 55/2b

Armour: Thin Fur Hide (usually augmented with various Leather and Khurbul type armors).

B: 1 E: 3 P: 1

Notes: Dog brothers are remote cousins of both common dogs and Gnolls. Their origins are, however, shrouded in mystery. They are fairly intelligent, have a well developed language, and live in tightly knit tribes (packs) governed by several magic using "Elders". 1 in 10 Dog Brothers is a Lyahvian/Savoryan "mage" (always male) with the following (suggested) spells:

(N) Veil of Nashal (SB: 07 ML: 51) (N) Zyna's Well (SB: 06 ML: 56)
(L) Hlandor's Flash (SB: 15 ML: 61) (L) Globe of Setath (SB: 14 ML: 61)
(L) Prism of Gethan (SB: 14 ML: 66) (L) Beam of Nolar (SB: 13 ML: 56)
(S) Alvid's Mote (SB: 16 ML: 66) (S) Aron's Thought (SB: 15 ML: 61)
(S) Ordeal of Frida (SB: 14 ML: 61) (S) Spirit Block (SB: 13 ML: 56)

More "advanced" Dog Brother spellcasters will certainly have more spells than these, and will almost most certainly possess their own focus (in addition to any other artifacts they may have). Dog Brother warriors led by a spellcasting Elder will fight with fanatical bravery, neither giving nor expecting quarter, and often going berserk (see Common Orc).

DOPPELGANGER Average Adult Male (6')

Str: 13	Spd: 11	Int: 14	Mob: 55
End: 13	Eye: 12	Aur: 13	Dge: 35
Dex: 11	Hrg: 11	Wil: 14	Ini: 60
Agl: 11	Smt: 11	FR: 02	

Unarmed: 60/2b Most Weapons: 50-60/variable

Armour: As applicable, or thick leathery hide.

B: 2 E: 4 P: 3

Notes: These bipedal creatures are of mutable form so that they are able to shape themselves into the likeness (clothing and all) of any humanoid creature from 4' to 8' tall (provided they have had an opportunity to observe the creature sufficiently -- roughly 1-2 minutes). Having become the double of a person they attempt to do away with the victim in order to assume its place and role. If unable to do this the doppelganger will simply attack, counting on the confusion engendered to make it indistinguishable from the creature it is mimicking (achieving surprise - one in four chance - means this strategy has worked). Doppelgangers are able to employ Telepathy (ML: 75; Fatigue: 0) and imitate with 60%-90% accuracy (depending on how much time they have had to observe their prey and "probe" its thoughts). They are subject to neither Sleep nor Charm spells.

DRACONIAN (Baaz) Average Adult Male (5')

Str: 13 Spd: 12 Int: 10 Mob: 60*
End: 14 Eye: 10 Aur: 11 Dge: 35
Dex: 11 Hrg: 12 Wil: 12 Ini: 60
Agl: 12 Smt: 14 FR: 03

Unarmed: 55/2b Mang: 55/3b5e0p Round Shield: 55/2b
Crossbow: 55/7p Shortbow: 55/6p Shorkana: 55/3b5e

Armour: Scaly Hide; Studded Leather (Common) or Ringmail (Sergeants).
B: 2 E: 3 P: 1

Notes: These draconians are generally the smallest of the species, and thus the easiest to pass off as humans (with sufficient disguising, that is). At the bottom of the draconian social order, they serve all other ranks of draconians. However, because of a quirk in their origins, these draconians often tend to be fairly chaotic in nature, and can be extremely self-serving when given the chance (unlike the other types of draconian, which tend to be very orderly and loyal). Baaz possess a 10% Magic Resistance. Baaz draconians possess semi-functional wings which allow for very limited flight equivalent to a 6-hex hop and controlled falls/landings.

DRACONIAN (Bozak) Average Adult Male (6')

Str: 15 Spd: 13 Int: 11 Mob: 65/120*
End: 15 Eye: 11 Aur: 12 Dge: 40
Dex: 12 Hrg: 14 Wil: 13 Ini: 65
Agl: 13 Smt: 15 FR: 03

Unarmed: 65/2b Hvy Mang: 65/4b7e0p Round Shield: 65/2b
Two-handed Mang: 65/5b8e0p Hvy Spear: 65/6b10p Hvy Mace: 65/7b

Armour: Thick Scaly Hide; Chainmail (Common) or Chain and Plate (Captains).
B: 3 E: 4 P: 2

Notes: Bozak are by fairly strong and accomplished warriors. Bozak draconians possess a venomous saliva which can paralyze any creature failing an END x 2 (CS) or END x 5 (MS) saving throw. They often lick the blades of their swords before combat, envenoming them for 5 melee rounds. It requires one full melee round for the Bozak to re venom his blade after the first application has worn off. Bozak enjoy a 20% Magic Resistance. Bozak draconians possess functional wings which allow for up to END/2 minutes of flight.

DRACONIAN (Kapak) Average Adult Male (5 1/2')

Str: 14 Spd: 12 Int: 14 Mob: 60*
End: 15 Eye: 11 Aur: 15 Dge: 40
Dex: 12 Hrg: 14 Wil: 14 Ini: 65
Agl: 13 Smt: 14 FR: 03

Unarmed: 60/2b Hvy Staff: 60/6b Hvy Dagger: 60/1b3e6p

Armour: Scaly Hide and Thick Cloth Robes.
B: 4 E: 6 P: 3

Notes: Kapak are highly intelligent and skilled magic-users, and possess a higher resistance to magic than other draconians (40%). Kapak draconians possess semi-functional wings which allow for very limited flight equivalent to a 6-hex hop and controlled falls/landings.

DRACONIAN (Sivak) Average Adult Male (6')

Str: 16 Spd: 13 Int: 12 Mob: 65/120*
End:16 Eye: 11 Aur: 12 Dge: 40
Dex: 12 Hrg: 14 Wil: 14 Ini: 65
Agl: 13 Smt: 15 FR: 03

Unarmed: 70/3b Hvy Mang: 70/4b7e0p Round Shield: 70/2b
Hvy Two-handed Mang: 70/5b9e1p Hvy Spear: 70/6b10p Hvy Mace: 70/7b

Armour: Thick Scaly Hide; Chainmail (Common) or Chain and Plate (Captains).
B: 3 E: 4 P: 2

Notes: Sivaks are the most physically powerful of draconians. Sivaks will often attack with more than one weapon at a time, as they are naturally ambidextrous. In addition, they can attack with their long armored tails (when in draconian shape). Sivaks are shapeshifters capable of changing their form under either of two conditions. (1) When they slay a humanoid of their own size or smaller, they may take the form of the victim. The Sivak does not, of course, gain the memories, experiences, or spell use of its victim (although they will, like all

draconians, radiate magical aura). Its appearance and voice are exact matches of the victim (although peculiar or inappropriate speech patterns may be noticed -- either by their presence or their lack, depending upon the situation). The Sivak may change back to its original shape, but after doing so may not polymorph again without finding another victim. (2) A Sivak may also change shape when slain, assuming the form of the creature that killed it. The assumed death shape lasts for 1-3 days, then the body resumes its original form and decomposes. If its slayer is significantly larger than the Sivak, or not humanoid, the Sivak does not change form. Sivak draconians possess a 30% resistance to magic. Sivak draconians possess functional wings which allow for up to END/2 minutes of flight.

DRAGON Average Adult Male

(50'-60' full body length* and 25'-35' wingspan)

Str: 60	Spd: 12/48	Int: 17	Mob: 60/240
End: 48	Eye: 17	Aur: 19	Dge: 30
Dex: 05	Hrg: 14	Wil: 21	Ini: 95
Agl: 09	Smt: 15	Voi: 16	FR: 02

* 20% Head/Neck - 50% Body/Wings - 30% Tail.

@ All attribute figures represent dragon form only.

Breath: 85/18f	Bite: 80/15t	Foreclaws: 65/8bt
Tailswipe: 70/9b	Kick: 45/10bt	Wingbash: 75/9b
Hypnotic Charm: 80 (Voi x 5) Magic Resistance: 57% (Aur x 3)		

Armour: Thick Dragon Scale.

B: 12 E: 15 P: 12 F: 16 S: 11 T: 12 (except eyes)

Notes: Dragons come in a variety of colors, shapes, sizes, and dispositions, with an even wider variety of interests and personal agendas. All dragons are singular individuals with a well-defined personality and history and should be developed and treated as fully functioning Non-Player Characters. All dragons, despite whatever names they may be known by or use in reference to themselves, possess a True Name which they hold most secret and will never divulge under normal circumstances. Some dragons have been known, however, to divulge their true names in order to obtain some desperately desired goal (or to save their own skins). One common trait (flaw? exploitable weakness?) among dragonkind is their excessive acquisitiveness (i.e. greediness). It is this overwhelming (and often irrational) desire to possess (power, knowledge, bright shiny objects, etc.) which has on some occasions led an otherwise sensible and very intelligent dragon to let slip its true name (although, dragons have been known to lie in order to sucker the gullible and foolhardy). Knowledge of a dragon's true name allows the possessor to demand the granting of one "favor" (be it however unreasonable) from the dragon. Dragons are loath to fulfill the requests of others, but will obediently and efficiently carry-out any request made of them by one possessing knowledge of their true name. Any so dealing with a dragon should be most careful, however, as the dragon will tend to follow the letter of the request very closely while trying to manipulate the spirit of the request to its own advantage. Additionally, dragons never forget who they have been forced

to serve and will nurse resentment for the remainder of their near-immortal lives.

Dragons: Dragons are accomplished magic-users and enjoy a 65% resistance to magic. In addition, they have "at the ready" numerous spells mastered from a variety of convocations (dragons are essentially Gray Mages -- although they are not "members" of the Shek-Pvar, so to speak). The range and composition of a particular dragon's spells is left up to GM discretion, but there should be a fairly even balance of offensive, defensive, and service-oriented spells tailored to the individual dragon's own needs and interests.

In addition to possessing a true name and being accomplished spellcasters, all dragons are by nature shapechangers (some scholars have even speculated that they have no "primary" shape, as such, but tend to assume dragon form mostly out of "practical" choice -- i.e. more fearsome, mobile, and powerful than many other shapes). The time required to change from one shape to another is near instantaneous (thus, fueling the belief that dragons have no base shape or "mass" around which they must change and transform). Dragons enjoy this powerful ability and often spend time wandering "incognito" among other creatures, culling information and acquiring bits of treasure to add to their hoards. No matter the shape they assume, however, those encountering a "shifted" dragon will always have a vague feeling of unease while in its presence.

All adult dragons radiate a powerful aura (Dragonfear) which requires all coming within 60' of the dragon make a WIL x 2 saving throw to avoid succumbing to intense fear and panic. If the character manages a CS, then he has been able to overcome his fear of this particular dragon and need make no further rolls (ever). If the character manages a MS, they are able to take hesitant actions (-20%), but must make another saving throw (WIL x 4) on the next combat round. If this second saving throw is also a MS, then the character is able to take somewhat less hesitant action (-10%) than before, but must successfully make a third saving throw (WIL x 6) on the next combat round in order to overcome the Dragonfear. Should the character roll a MF at any time in this process, the multiplier for the WIL saving throw is reduced by one step (i.e. WIL x 4 becomes WIL x3, etc.) and the character must roll again at the beginning of the following combat round. Should a CF be rolled at any time during this process, the character will either become frozen with fear (50%) or flee away from the dragon in terror (50%) until exhausted (dropping all held items). Note that only in the case of an outright CS does a character fully overcome the effects of a given dragon's aura of fear. Note also that overcoming the fear of one particular dragon does not make one immune from the fear of another dragon, as each is a unique individual who possesses a uniquely "fearsome" visage.

A dragon may precede any given turn by attempting to Charm/Hypnotize one specified opponent with the magic of its eyes and voice (note, however, that this can only be done in full dragon form). In order to be effective, the victim

must be in a direct, unobstructed line of sight and within 30' of the dragon. A MF requires the victim make a Will x 5 saving throw, a MS requires a Will x 3 save, and a CS requires a Will x 1 saving throw to be made.

Dragons: If a character succumbs to the effects of a dragon's mesmerizing eyes and hypnotic voice, they will be unable to take any willful action, instead standing motionless while staring blankly ahead. The charmed individual can only be "snapped-back" from his reverie by (1) the will of the dragon, (2) sustaining significant physical damage (10+ Injury Points), or (3) some manner of magical or divine intervention.

The angry roar of a dragon is one of the most truly fearsome things one can ever experience, often resulting in deafness for those who are submitted to it. The sound of a dragon's roar can cause Weakness to any within 120' unless a WIL x 3 saving throw is successfully made. Furthermore, any within 30' or less of the dragon may be temporarily (MF) or permanently (CF) deafened unless a special HRG saving throw $((20 - \text{Hearing}) * 5 = \% \text{ chance of not being deafened})$ is successful. The effects of temporary deafness will last from 3d6 hours. Those weakened by fear at the dragon's roar will temporarily (MS=2d6 minutes; CS=1d6 hours) suffer a 50% reduction in STR and strength related skills and actions (most types of melee weapons should be considered as strength related skills). Deafened characters suffer a -10% to all of their action rolls due to discomfort and disorientation (for permanently deafened characters this penalty may slowly be overcome, although all skills based on hearing will need to be recalculated to reflect the loss -- other sensory abilities may also come to compensate somewhat for the reduction in hearing).

Finally, a dragon's fiery breath proceeds in a rough cone with a 10' diameter at the mouth to a base diameter of 30' at a rough distance of 90'. A dragon can perform no other actions on the round in which it opts to breath fire. There is no limit to the number of times a dragon may employ its fiery breath, although each use engenders a fatigue accrual of 5 points for the dragon. Note, also, that on rare occasions a dragon will be encountered whose breath is other than fire (i.e. frost, lightning, poisonous gas, etc.), although the dimensions and effects of these alternative forms of breath weapon are roughly equivalent to that of a fire breathing dragon.

DRAGONNE Average Adult Male (5' at the shoulder with 5' wingspan)

Str: 22	Spd: 14/30	Int: 07	Mob: 70/150 (3 rnds maximum)
End: 18	Eye: 15	Aur: 12	Dge: 45
Dex: --	Hrg: 14	Wil: 14	Ini: 75
Agl: 15	Smt: 17	FR: 02	

Unarmed: 75/11t (bite) Claws (x2): 75/9bt Tailswipe: 65/7b

Armour: Thin Dragon Scale (Heavy Fur on the Head/Neck).
B: 9(7) E: 12(5) P: 9(4) F: 10(5) S: 8(3) T: 9(4)

Notes: The dragonne is a weird cross between a dragon and a giant lion, and as such is both very rare and very solitary. The beast fights with its huge claws and great fangs. Its most dreaded weapon, however, is its horrible and deafening roar. The sound of the dragonne's roar can cause Weakness to any within 80' unless a WIL x 4 saving throw is successfully made. Furthermore, any within 20' or less of the dragonne may be temporarily (MF) or permanently (CF) deafened unless a special HRG saving throw $((20 - \text{Hearing}) * 5 = \% \text{ chance of not being deafened})$ is successfully made. The effects of temporary deafness will last from 3d6 hours. Those weakened by fear at the dragonne's roar will temporarily (MS=2d6 minutes; CS=1d6 hours) suffer a 50% reduction in STR and strength related skills and actions (most types of melee weapons should be considered as strength related skills). Deafened characters suffer a -10% to all of their action rolls due to discomfort and disorientation (for permanently deafened characters this penalty may slowly be overcome, although all skills based on hearing will need to be recalculated to reflect the loss -- other sensory abilities may also come to compensate somewhat for the reduction in hearing). Dragonne's are able to fly short distances with their small wings, but prefer to fight while on the ground.

DRIDER Average Adult Male (6 1/2')

Str: 15 Spd: 14 Int: 13 Mob: 70
End: 14 Eye: 13 Aur: 16 Dge: 60
Dex: 16 Hrg: 15 Wil: 13 Ini: 75
Agl: 19 Smt: 16 FR: 01

Unarmed: 70/2b Buckler: 70/1b Hand Crossbow: 70/5p
Hvy Shortsword: 70/3b6e6p Hvy Shortbow: 70/9p Hvy Longknife: 70/1b4e7p
Atlatl: 70/1b5p

Armour: Carapace/Leathery skin (depending on location hit); chest areas often augmented with Drow Chainmail.

B: 4/2 E: 4/3 P: 1/2

Spells: A drider retains whatever drow abilities it possessed before the transformation; therefore, all driders have magical or clerical ability, the type depending on whether they are male or female. Female driders have clerical abilities equal to a 6th or 7th level cleric; male driders have the magic ability of a 6th, 7th, or 8th level magic-user. In addition, a drider has the natural spell ability of a drow and is thus able to cast the following spells once per day: Dancing Lights, Darkness, Detect Magic, Faerie Fire, Know Alignment, and Levitate. Female driders can also cast Clairvoyance, Detect Lie, Dispel Magic, and Suggestion spells once per day.

Notes: A drider appears to be a cross between a giant spider and a drow. The torso, head, and arms of a pale, bloated drow sprout 8 spider legs. Due to the bloated form, it is impossible to distinguish the sex of a drider, but 60% of those encountered will be female. Anyone bitten by a drider must make an END x 2 (CS) or END x 5 (MS) saving-throw in order to avoid being paralyzed. Driders will often coat their weapons with a drow sleep poison, which is an H3 type poison with rolls conducted every 4 melee rounds. Driders enjoy a 30% (+2% per level) Magic Resistance. They are only affected by magical weapons.

DROW (Cleric) Average Adult Female (5'6")

Str: 11 Spd: 13 Int: 11 Mob: 65
End: 12 Eye: 17 Aur: 16 Dge: 45
Dex: 14 Hrg: 13 Wil: 14 Ini: 65
Agl: 15 Smt: 12 FR: 03

Unarmed: 55/1b Buckler: 55/1b Mace: 55/5b
Hand Crossbow: 55/5p Atlatl: 55/1b4p Longknife: 55/1b3e5p

Armour: A fine, mesh-like mail made of mithril that is worn over medium cloth which equals double mail (each bonus above +1 {normal} adds one to all protective aspects). Numbers in parentheses indicate additional cloak protection.

B: 3(4) E: 8(10) P: 5(6) F: 3(5) S: 2(2) T: 7(9)

Notes: Due to the special cloaks and boots which Drow wear they have a 75% chance of obtaining surprise and are 95% successful at hiding in shadows. In addition, Drow are only surprised on a 1 in 8. Drow enjoy a 34% or higher (Base=30%+2% per level) Magic Resistance. In the radius of light spells they suffer a -2 from Dexterity (thus Initiative and Dodge are recomputed), all attacks made by them suffer a -10% penalty, and they are 75% likely to retreat from bright light. Drow sleep poison is an H3 type poison with rolls conducted every 4 melee rounds. All drow are capable of communicating with a "silent language" of hand signals and body movements and when within 30' of another Drow, they can use a special sign language with 80% success. Due to the relative complexity and sophistication of this "silent language," drow are able to convey a surprising amount of information to one another without uttering a single word. All Drow are able to cast the following spells: Dancing Lights, Faerie Fire, and Darkness. Drow of 4th or higher Level are also able to cast these additional spells: Detect Magic and Levitate. Finally, all Drow females are able to cast Clairvoyance (as per the Psionic Skill), Detect Lie, Dispel Magic, and Suggestion.

DROW (Guard) Average Adult Male (5'4")

Str: 10 Spd: 13 Int: 11 Mob: 65
End: 11 Eye: 17 Aur: 15 Dge: 40
Dex: 13 Hrg: 13 Wil: 11 Ini: 60
Agl: 14 Smt: 12 FR: 04

Unarmed: 55/1b Longknife: 55/1b3e5p Buckler: 55/1b
Shortsword: 55/2b4e4p Mace: 55/5b Hand Crossbow: 55/5p
Atlatl: 55/1b4p

Armour: A fine, meshlike mail made of mithril that is worn over medium cloth which equals double mail (each bonus above +1 {normal} adds one to all protective aspects). Numbers in parentheses indicate additional cloak protection.

B: 3(4) E: 8(10) P: 5(6) F: 3(5) S: 2(2) T: 7(9)

Notes: Due to the special cloaks and boots which Drow wear they have a 75% chance of obtaining surprise and are 95% successful at hiding in shadows. In addition, Drow are only surprised on a 1 in 8. Drow enjoy a 34% or higher (Base=30%+2% per level) Magic Resistance. In the radius of light spells they suffer a -2 from Dexterity (thus Initiative and Dodge are recomputed), all attacks made by them suffer a -10% penalty, and they are 75% likely to retreat from bright light. Drow sleep poison is an H3 type poison with rolls conducted every 4 melee rounds. All drow are capable of communicating with a "silent language" of hand signals and body movements and when within 30' of another Drow, they can use a special sign language with 80% success. Due to the relative complexity and sophistication of this "silent language," drow are able to convey a surprising amount of information to one another without uttering a single word. All Drow are able to cast the following spells: Dancing Lights, Faerie Fire, and Darkness 10' Radius. Drow of 4th or higher Level are also able to cast these additional spells: Detect Magic and Levitate.

FIRE BAT Average Adult Male (4' wingspan)

Str: 05 Spd: 26 Int: 05 Mob: 130
End: 08 Eye: 03 Aur: 14 Dge: 60
Dex: 10 Hrg: 16 Wil: 10 Ini: 55
Agl: 15 Smt: 15 FR: 01

Bite: 50/3p Burning Touch: 7f

Armour: Leathery skin

B: 1 E: 1 P: 2

Notes: When fire bats engage an opponent, they make swooping attacks as they attempt to attach themselves to the victim. Once they have attached themselves, fire bats do not need to roll for further attacks and will automatically burn and bleed their victims for a total of 3 rounds (the first round they scored a hit plus 2 additional rounds). At the end of 3 rounds the satiated bat will drop off and return to its lair.

FLIND Average Adult Male (6'6")

Str: 16 Spd: 12 Int: 11 Mob: 60
End: 15 Eye: 11 Aur: 08 Dge: 35
Dex: 11 Hrg: 12 Wil: 12 Ini: 60
Agl: 12 Smt: 13 FR: 02

Unarmed: 60/3b Hvy Warflail: 60/12b Round Shield: 60/2b
Hvy FlindBar: 60/4b H vy Battleaxe: 60/9b13e9p

Armour: Almost always Hard Leather Ring.

B: 4 E: 6 P: 4

Notes: The Flind is essentially a stronger, larger, and more intelligent relative of the Gnoll; of whom they are often in command. Most Gnolls regard Flinds as higher beings, and whenever a large group of Gnolls is encountered they will be lead by one or more Flinds. The typical Flind attacks with a Club or Warflail, although some have mastered the use of Shields and Battleaxes. Additionally, some Flinds are proficient at the use of a special chained disarming device called a "FlindBar." This strange, but effective device allows for two attacks per round. All successful attacks force the target to make a F4 roll to maintain a grip on their weapon. Stats for the FlindBar are:

GROUP WT WQ A/D Pr Se B E P

Flail 3 10 4/1 15 3 - -

GARGOYLE (Umbathri) Average Adult Male (5'10")

Str: 15 Spd: 14 Int: 06 Mob: 70/150
End: 13 Eye: 15 Aur: 13 Dge: 35
Dex: 13 Hrg: 13 Wil: 14 Ini: 65
Agl: 12 Smt: 05 FR: 02

Claws/Horn (x3): 65/2b4t Hvy Mace: 60/7b Hvy Club: 60/4b

Armour: Very Thick Leathery Hide.

B: 3 E: 5 P: 4

Notes: These nasty monsters are ferocious predators of a magical nature. They are typically found amidst ruins (particularly churches) or dwelling in underground caverns. They attack anything they detect, regardless of whether it is good or evil, dangerous or harmless. They love best to torture prey to death when it is helpless. Because they are fairly and evil they will sometimes serve an evil master of some sort (particularly wizards). It requires an enchanted weapon (+5% or higher) or an all silver weapon to do damage to these creatures.

GHAUST Average Adult Male (5'8")

Str: 16 Spd: 13 Int: 11 Mob: 65
End: 14 Eye: n/a Aur: 10 Dge: 35
Dex: 11 Hrg: n/a Wil: 14 Ini: 65
Agl: 12 Smt: n/a FR: 00

Unarmed (x2): 65/3b5t Hvy Mace: 60/7b Hvy Club: 60/4b

Armour: Thick Hide equal to Studded Leather.
B: 3 E: 5 P: 4

Horror Rank: 5

Notes: These nasty creatures are so like Ghouls as to be almost indistinguishable from them, and they are usually found only with a pack of Ghouls. When the pack attacks it will quickly become evident that Ghosts are present, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a Will x 4 saving throw is made. Those failing to make this save will suffer a -10% penalty to all of their actions for as long as they are in proximity of the Ghosts (and possibly for several minutes after). Like a Ghoul, the Ghost's touch can cause paralysis. On any successful hit the victim must make a Will x 5 (Minor Wound), Will x 3 (Serious Wound), or Will x 1 (Grievous Wound) saving throw to avoid being paralyzed for (20-Will) minutes. Ghosts are immune to Sleep and Charm spells. They can be struck by any manner of weapon, but cold iron causes double Injury Points. Holy water and holy symbols cause 2-12 points of Fire Impact.

GHOST Average Adult Male (6')

Str: 15	Spd: 09	Int: 15	Mob: 45
End: 15	Eye: special	Aur: 17	Dge: 50
Dex: 14	Hrg: special	Wil: 18	Ini: 75
Agl: 16	Smt: special	FR: 00	

Unarmed: 90/5b Any Weapon: 90-100+%

Armour:
B: 6 E: 10 P: 8 F: 12 S: N/A T: 7

Horror Rank: 2

Notes: There are essentially two types of ghosts: (1) evil humans who upon death were sentenced to eternal undeath in ghostly form by Agrik, and (2) humans who died in a particularly traumatic manner or with some overpowering purpose or goal left unfulfilled. The former type have a greater amount of "freedom" and tend to wander about at night in dark places looking to do further evil. The latter, however, are tied to the place or scene of their death, where they will repeatedly re-enact the events of their death, continually seeking to complete the unfinished business of their mortality. The mere sight of a ghost can cause a mortal being to age up to 5 years and flee in panic for 1-20 minutes* unless a successful WIL saving throw is made. Only Type-1 Ghosts will purposefully attack other beings (Type-2 Ghosts will only attack if their re-enactment ritual is interfered with). Ghosts have two means of attack. First, by attempting to possess their targets (see Skills 18 for details). Second, if the possession attempts fail, a ghost will semi-materialize in order to attack by touch or by weapon. Semi-materialized ghosts can only be struck by silver (half-damage) or +5% or better magical weapons. Holy water and holy symbols do 2-20 points of Fire Impact. If they successfully strike an opponent, it ages him a number of

years equal to the Impact done. (Note: Ghosts can only be attacked with spells from beings who are in an ethereal state.)

* This is in addition to any panic that may result from a failed Horror Check.

GHOUL Average Adult Male (5'6")

Str: 14	Spd: 09	Int: 08	Mob: 45
End: 13	Eye: 07	Aur: 10	Dge: 35
Dex: 11	Hrg: 12	Wil: 14	Ini: 60
Agl: 12	Smt: 15	FR: 00	

Unarmed (x2): 65/2b4t

Armour: Thick Hide equal to Hard Leather.

B: 2 E: 4 P: 3

Horror Rank: 6

Notes: Ghouls, although once human, are now undead creatures which feed on human and other corpses. Although their change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt prey most effectively (that is, when they are not simply digging up corpses in graveyards). Ghouls attack by clawing with their filthy nails and fangs. Their touch can cause paralysis. On any successful hit the victim must make a Will x 5 (Minor Wound), Will x 3 (Serious Wound), or Will x 1 (Grievous Wound) saving throw to avoid being paralyzed for (20-Will) minutes. Any human killed by a ghoul's attack will become a ghoul by the time of the next full moon unless a special form of the clerical invocation Sanctify is performed on them. Ghoul packs always attack without fear and, thus, will never retreat or surrender. Ghouls are subject to all attack forms except Sleep and Charm spells. They can be struck by any manner of weapon, but cold iron causes double Injury Points. Holy water and holy symbols cause 2-12 point of Fire Impact.

GIANT (Cloud) Average Adult Male (15'6")

Str: 33 Spd: 16 Int: 10 Mob: 80
End: 29 Eye: 12 Aur: 09 Dge: 30
Dex: 11 Hrg: 12 Wil: 14 Ini: 75
Agl: 13 Smt: 16 FR: 01

Unarmed: 85/11b Grg Spiked Club: 85/13b9p (14 lbs)
Grg Shorkana: 80/13b22e (7 lbs)

Armour: Various (Hides, Leather, and occasionally Mail).

Notes: Unlike the more common sort of giants, cloud giants usually reside in crude castles built atop mountains or on magical cloud islands. If found in their lair it is 50% likely that they will have 1-4 Griffins of the largest size as hunting/watch animals. Adult cloud giants are able to hurl rocks up to 325' in distance (dependant upon size), inflicting massive damage on anyone hit (boulders have a Blunt Impact of between 15 and 30, depending on size). Due to the cloud giant's keen sense of smell, they are only surprised on a 1 in 6. Cloud giants are somewhat resistant to lightning/shock damage (reduce Impact Values by an additional half after all reductions for armour protection). Likewise, they are somewhat resistant to Lyahvian-type enchantments (reduce effects by half, or double saving throws). All giants speak essentially the same language, though the dialects often vary a fair amount.

GIANT (Fire) Average Adult Male (14'6")

Str: 31 Spd: 16 Int: 09 Mob: 80
End: 27 Eye: 11 Aur: 09 Dge: 30
Dex: 11 Hrg: 11 Wil: 14 Ini: 70
Agl: 12 Smt: 13 FR: 01

Unarmed: 80/10b Grg Battlesword: 75/21b34e17p (28 lbs)
Grg Club: 80/13b (10.5 lbs) Grg Bastardsword: 75/17b25e17p (17.5 lbs)

Armour: Various (Hides/Furs, Leathers, and on rare occasions Chainmail).

Notes: Fire giants are as often found in castles (ruins) as in caverns. If found in their lair it is 50% likely that they will have 1-4 Hell Hounds of the largest size as hunting/watch dogs. Adult fire giants are able to hurl rocks up to 300' in distance (dependant upon size), inflicting massive damage on anyone hit (boulders have a Blunt Impact of between 14 and 28, depending on size). Due to the coal black coloration of their skins, fire giants are able to blend in with the shadows of a darkened area such that they are able to achieve first round surprise 50% of the time. Fire giants are somewhat resistant to fire damage (reduce Impact Values by an additional half after all reductions for armour protection). Likewise, they are somewhat resistant to Peleahn-type enchantments (reduce effects by half, or double saving throws). All giants speak essentially the same language, though the dialects often vary a fair amount.

GIANT (Forest) Average Adult Male (13'6")

Str: 29 Spd: 15 Int: 08 Mob: 75
End: 26 Eye: 12 Aur: 08 Dge: 30
Dex: 12 Hrg: 13 Wil: 13 Ini: 65
Agl: 12 Smt: 14 FR: 01

Unarmed: 80/9b Grg Spear: 75/17b30p (17.5 lbs)
Grg Staff: 75/17b (14 lbs) Grg Glaive: 75/25b30e30p (28 lbs)

Armour: Various (Hides/Furs and Leathers).

Notes: Forest giants always dwell in caves found deep within a heavily forested area. There is a 50% probability that they will have 1-4 Wolves in their lair as hunting/watch dogs. Adult forest giants are able to hurl rocks up to 275' in distance (dependant upon size), inflicting massive damage on anyone hit (boulders have a Blunt Impact between 13 and 26, depending on size). Due to the natural green and brown coloration of their skin and hair, forest giants are able to blend in with their forest surroundings and achieve first round surprise 50% of the time when striking from concealment. Forest giants are somewhat resistant to Fyvria-type enchantments (reduce effects by half, or double saving throws). All giants speak essentially the same language, though the dialects often vary a fair amount.

GIANT (Frost) Average Adult Male (11'6")

Str: 25 Spd: 14 Int: 07 Mob: 70
End: 22 Eye: 10 Aur: 08 Dge: 30
Dex: 12 Hrg: 13 Wil: 12 Ini: 60
Agl: 13 Smt: 11 FR: 01

Unarmed: 75/7b Gnt Battleaxe: 70/18b27e18p (15 lbs)
Gnt Club: 75/9b (7.5 lbs) Gnt Maul: 70/15b (17.5 lbs)

Armour: Various (Furs/Hides and occasionally Leathers).

Notes: Frost giants more commonly inhabit castles (ruins), although they often lair in large frigid caverns and glacial flows. There is a 50% probability that they will have 1-4 Winter Wolves in their lair as hunting/watch dogs. Adult frost giants are able to hurl rocks up to 225' in distance (dependant upon size), inflicting massive damage on anyone hit (boulders have a Blunt Impact between 11 and 22, depending on size). Due to the pale, ivory coloration of their skin, frost giants have the ability to blend in with their snowy surroundings and achieve first round surprise 50% of the time. Frost giants are somewhat resistant to frost damage (reduce Impact Values by an additional half after all reductions for armour protection). Likewise, they are somewhat resistant to Odivshe-type enchantments (reduce effects by half, or double saving throws). All giants speak essentially the same language, though the dialects often vary a fair amount.

GIANT (Hill) Average Adult Male (10'6")

Str: 23 Spd: 14 Int: 04 Mob: 70
End: 20 Eye: 11 Aur: 07 Dge: 25
Dex: 10 Hrg: 12 Wil: 11 Ini: 60
Agl: 11 Smt: 14 FR: 01

Unarmed: 70/6b Gnt Club: 70/9b (7.5 lbs)

Armour: Various Hides and Furs.

Notes: Hill giants always dwell in caves or similar underground habitations. There is a 50% probability that they will have 1-4 Wolves in their lair as hunting/watch dogs. Adult hill giants are able to hurl rocks up to 200' in distance (dependant upon size), inflicting massive damage on anyone hit (boulders have a Blunt Impact between 10 and 20, depending on size). Hill giants are (oddly -- perhaps due to their limited intellectual capacities) somewhat resistant to Savorya-type enchantments (reduce effects by half, or double saving throws). All giants speak essentially the same language, though the dialects often vary a fair amount.

GIANT (Stone) Average Adult Male (12'6")

Str: 27 Spd: 15 Int: 07 Mob: 75

End: 24 Eye: 13 Aur: 06 Dge: 25
Dex: 11 Hrg: 11 Wil: 13 Ini: 65
Agl: 11 S mt: 11 FR: 01

Unarmed: 75/8b Grg Warhammer: 70/25b21p (17.5 lbs)
Grg Club: 75/13b (10.5 lbs) Grg Warflail: 70/34b (17.5 lbs)

Armour: Various (Hides/Furs and Leathers).

Notes: Stone giants inhabit mountainous regions, where they dwell in caves or caverns. There is a 50% probability that they will have 1-4 Cave Bears in their lair as hunting/watch animals. Stone giants are playful at times -- especially at night -- and adults are able to hurl rocks up to 250' in distance (dependant upon size), inflicting massive damage on anyone hit (boulders have a Blunt Impact between 12 and 24, depending on size). Due to their grayish brown skin coloration, stone giants are able to blend in with their stony surroundings well enough to achieve first round surprise 50% of the time. Stone giants are somewhat resistant to Jmorvi-type enchantments (reduce effects by half, or double saving throws). All giants speak essentially the same language, though the dialects often vary a fair amount.

GNOLL Average Adult Male (6'2")

Str: 15 Spd: 10 Int: 08 Mob: 50
End: 13 Eye: 11 Aur: 06 Dge: 30
Dex: 11 Hrg: 11 Wil: 10 Ini: 55
Agl: 11 Smt: 13 FR: 02

Unarmed: 50/2b Hvy Poleaxe: 50/9b13e9p Hvy Spear: 50/6b10p
Round Shield: 50/2b Hvy Crossbow: 50/10p Hvy Mace: 50/7b
Hvy Shorkana: 50/4b7e Hvy Bstdsword: 50/6b9e6p Hvy Isagra: 50/4b4e

Armour: Hides/Furs and occasional Hard or Studded Leathers.
B: 3 E: 5 P: 4

Notes: There is a great resemblance between gnolls and hyenas. Gnolls have greenish gray skins, darker near the muzzle, with reddish gray to dull yellow manes. Eyes are dull black and nails are amber-colored. Gnolls tend to have very short lifespans -- 35 years being the average for males, with females being slightly longer. Gnolls travel and live in rapacious bands of loose organization, with the strongest dominating the rest. These bands recognize no other gnoll as supreme, but they do not necessarily dislike other bands, and on occasion two or more such groups will join together briefly in order to fight, raid, loot, or similarly have greater chance of success against some common foe or potential victim. A large band of gnolls will often be dominated by one or

more Flind (see above). Gnolls are very adaptable and inhabit nearly all climes and areas, save those which are arctic or exceedingly arid. Gnolls are generally on friendly (if such a term could be used) terms with Orcs, Hobgoblins, Bugbears, Ogres, and even Trolls -- providing the weaker types are not very much weaker in numbers and the gnolls are relatively equal in strength to the stronger ones. Gnolls possess their own racial language, a discomfiting mixture of barks, howls, and hyena-like "laughs." While many gnolls can manage communication well enough with Orcs, Goblins, and the like, some rare few are capable of rudimentary speech in some of the various human languages and dialects of Harn.

GNOME Average Adult Male (3'6")

[Ht: 4d6+28] [Frame: +3]

Str: 14 (+3)	Spd: 11 (+0)	Int: 11	Mob: 55
End: 13 (+2)	Eye: 12 (+1)	Aur: 11 (-0)	Dge: 35
Dex: 13 (+2)	Hrg: 11 (+0)	Wil: 14 (+3)	Ini: 55
Agl: 12 (+1)	Smt: 12 (+1)	FR: 03	
Tch: 12 (+1)	Voi: 09 (-2)		

Unarmed: 45/2b	Shortsword: 45/2b4e4p	Round Shield: 45/2b
Warhammer: 45/6b5p	Crossbow: 45/7p	Mace: 45/5b
Morningstar: 45/5p	Fighting Claw: 45/2t	Spear: 45/4b7p

Armour: Various forms of Ring, Scale, and/or Mail (often constructed of mithril).

Notes: Similar to their larger cousins, the dwarves, the social organization of gnomes is based on clans, and these groups are likewise neither exclusive nor hostile to each other, although there does exist a rivalry wherein each tries to outdo the other groups. Also like their dwarven cousins, gnomes prefer to live beneath ground where they can mine precious metals and gems while building vast subterranean halls (usually located far deeper in the earth than those of the dwarves). Fully equal to their cousins in mining and crafting abilities, there

are a number of distinguishing differences between the two races. Paradoxically, gnomes are both less sullen and more xenophobic than the dwarves, showing much hospitality and readily making friends with those who seek them out but striving to avoid contact with outsiders as much as possible. Additionally, and perhaps less tastefully, gnomes are noted (particularly by snobbish dwarves) for being rather unkempt (filthy). Gnomes tend to show very little concern for outward appearances and have a difficult time understanding why other (civilized) races put so much stock in something so unimportant as cleanliness. Gnomes are also well-known for their uncanny knack at mechanical invention and improvisation. Any gnomish lair will be well populated with a dazzling array of machinery and labor-saving devices (elevators, elaborate block and tackle and pulley devices, conveyor belts, etc.). Unlike their dwarvish cousins, gnomes are fairly adept at the use of magic and enchantment. Although most of those so capable are attuned to stone and earth (Jmorvi), some few are adept manipulators of spirit (Savory) and light (Lyahvi). Finally, like their dwarvish cousins, gnomes consider Goblins, Hobgoblins, Kobolds, and Orcs to be mortal enemies (who they will attack on sight, and from whom they will not willingly disengage once combat has been joined). They also force Bugbears, Gnolls, Ogres, Trolls, and other Giant-type creatures to suffer a -10% to -20% "to hit" penalty when attacking them (depending on size and target area). Naturally, the speech of gnomes is quite similar to that of their Khuzan cousins, though some groups of gnomes have been separated from contact with both dwarves and other gnomes for such long periods of time that their dialect is often very difficult to understand.

GOBLIN Average Adult Male (4')

Str: 11	Spd: 09	Int: 09	Mob: 45
End: 11	Eye: 11	Aur: 08	Dge: 35
Dex: 11	Hrg: 11	Wil: 11	Ini: 50
Agl: 12	Smt: 13	FR: 03	

Unarmed: 45/1b Shortsword: 45/2b4e4p Shorkana: 45/3b5e
Round Shield: 45/2b Crossbow: 45/7p Sling: 45/4b

Armour: Various Hides/Furs with occasional Soft and Hard Leather.

Notes: Goblins have a tribal society, the strongest ruling the rest, allowing fealty to the goblin king. Like kobolds, goblins enjoy dwelling in dismal surroundings, tending to inhabit caves and similar underground places in preference to any habitation above ground. They hate full daylight and attack at a -5 when in sunlight. Goblins hate gnomes and dwarves, and will attack them in preference to any other creature.

HARPY (Yelgri) Average Adult Female (4'6")

Str: 10 Spd: 09 Int: 08 Mob: 45/200
End: 09 Eye: 17 Aur: 06 Dge: 30
Dex: 12 Hrg: 15 Wil: 11 Ini: 55
Agl: 11 Smt: 12 Voi: 18 FR: 01

Unarmed: 55/1b5t (claws) Club: 55/3b Dagger: 55/1b2e4p

Armour: Thick leathery skin on upper body, and thick feathers on lower body.

B: 3 E: 2 P: 2

Notes: Harpies have the bodies of vultures but the upper torso and heads of hideous women. All harpies are able to emit sweet-sounding calls (Singing ML 85). Any humanoid creature hearing these calls will proceed towards the harpies unless they make a successful WIL saving throw based on the harpy's success at singing (CS=Will x 1; MS=Will x 3; MF=Will x 5; CF=Cannot be charmed). Harpies are voracious carnivores, and will attack, torture, and devour their charmed prey. What they do not want (or those who resist they songs) they foul with excrement. A harpy attacks with her vulture-like claws (up to twice a round if in flight) and some form of weapon (often a bone club or some weapon left behind

by a former victim -- or a fist/grapple).

HELL HOUND Average Adult Male (3'6" at the shoulder)

Str: 14	Spd: 15	Int: 05	Mob: 75
End: 15	Eye: 06	Aur: 07	Dge: 40
Dex: --	Hrg: 17	Wil: 13	Ini: 60
Agl: 14	Smt: 19	FR: 01	

Unarmed: 70/7t (bite) Breath (fire): 55/7f

Armour: Thick Hide/Fur.

B: 4 E: 3 P: 2 F: 13

Notes: Hell hounds were originally "summoned" by Lothrim the Foulspawner, but subsequently have been employed by other equally nefarious sorcerers. In addition to a normal attack (simply biting with their great black teeth), hell hounds can breathe a scorching fire out to a range of 10 feet. Hell hounds move with great stealth, so they surprise opponents on a 1-4 out of 6. They also have a very keen sense of hearing and smell, and so they are surprised only on a roll of 1 in 6. Their exceptional sense of smell also allows them to locate hidden or invisible creature 75% of the time. They have glowing red eyes, sooty black teeth and tongues, and reddish brown coats. Although unaffected by fire attacks, they receive an additional 1d10 of Injury Points from cold-based attacks.

HOBGOBLIN Average Adult Male (6')

Str: 13	Spd: 11	Int: 10	Mob: 55
End: 12	Eye: 12	Aur: 09	Dge: 30
Dex: 11	Hrg: 11	Wil: 12	Ini: 55
Agl: 11	Smt: 12	FR: 02	

Unarmed: 50/2b	Halberd: 50/6b9e6p	Round Shield: 50/2b
Broadsword: 50/3b5e3p	Spear: 50/4b7p	Crossbow: 50/7p
Shortbow: 50/6p	Mace: 50/5b	Mang: 50/3b5e0p

Armour: Various Hides/Furs with frequent Hard and Studded Leather additions.

Notes: Tribal bands of hobgoblins are likely to be encountered nearly anywhere. Each tribe is jealous of its status, and if two tribal bands of hobgoblins meet there will be at least catcalls and derision (65%) and quite possibly (35%) open fighting, unless both groups are controlled by a very strong leader. Similarly, hobgoblins will tend to bully nearby orcs (not Uruks, however), goblins, and kobolds. Hobgoblin lairs are usually underground (80%), but on occasion may be found above ground (in abandoned ruins, etc.). Likely their smaller cousins,

Hobgoblins despise dwarves and gnomes. However, they hold elves as their mortal enemies, and will attack them in preference to any other creatures. The hairy hides of hobgolbins range from dark reddish-brown to gray black. Their faces are bright red-orange to red. Large males will have blue-red noses. Eyes are either yellowish or dark brown. Teeth are yellowed white to dirty yellow. Hobgoblins favor bright, bloody colours and black leather. They keep their weapons well polished. Under ideal circumstances hobgoblins can live up to 60 years.

HOMONCULUS Average Adult Male (1 1/2')

Str: 06	Spd: 09	Int: var.	Mob: 45/180
End: 10	Eye: 13	Aur: 16	Dge: 55
Dex: 15	Hrg: 12	Wil: 07	Ini: 60
Agl: 18	Smt: 14	FR: 00	

Bite: 50/3t

Armour: Leathery hide.

B: 2 E: 3 P: 1

Notes: This creature is created and animated through a special magical and alchemical process which requires a full pint of the sorcerer's own blood. When the homunculus is finished it will be man-like in form, about 18" tall, have a greenish, reptilian skin, small leathery wings, and a bat-like mouth with teeth which secrete a soporific poison. The homunculus travels on its hind legs or by flying. Its bite (if successful in "breaking the skin" and causing Injury Points) forces the victim to make an END saving throw (CS=Endurance x 2; MS=Endurance x 4) in order to avoid falling into a comatose sleep for

((20-Endurance)*5) minutes. Although a homonculus cannot speak, it knows what its creator knows, and the latter is able to see and hear through the creatures eyes and ears. There is a strong telepathic link between the creator and his creature, and the homonculus can be controlled up to 500' away from its master. The homonculus will never willingly pass beyond this maximum range. If the homonculus is killed the creator will immediately undergo an E5 shock roll and accrue 1d10+10 Injury Points.

Extensive knowledge of alchemy is needed in order to create a homonculus. In short, it requires no less than one month to create the necessary fluids for forming the creature after the appropriate herbs and compounds have been collected. Additionally, one full pint of the sorcerer's own blood, a lock of his hair, and a lump of fresh skin is required before the initial alchemical process is complete. Once this stage is finished, the sorcerer must cast a Mending spell, a Mirror Image, and a Wizard Eye upon the fluid mix to form the homonculus. Once this action is completed, the homonculus will begin to gradually form over the next several hours.

HORDLING Average Adult Male (Variable)

Str: see below	Spd: 3-18 (3d6)	Int: 2-16 (2d8)	Mob: var.
End: 3-24 (3d8)	Eye: 1-12 (1d12)	Aur: 4-24 (4d6)	Dge: var.
Dex: 2-16 (2d8)	Hrg: 2-12 (2d6)	Wil: 3-12 (3d4)	Ini: var.
Agl: 2-20 (2d10)	Smt: 2-16 (2d8)	FR: 01	

Unarmed: 75-85/var.

Armour: Variable.

B: ? E: ? P: ? (GM Discretion)

Notes: Hordling is a generic term for any one of a near infinite number of minor demons and devils created by Agrik to serve him in Hell. Many have suggested that hordlings are nothing more than the souls of the wicked dead pressed into tormented slavery for eternity as a "reward" for their own unrighteous deeds in mortality. The hordlings are of widely divergent form, size, power, and appearance. They have in common hideousness and hatefulness and an overwhelming desire to destroy all that is good and living. They roam the reaches of Agrik's

domains, preying upon all things weaker than themselves, including other hordlings. On rare occasions hordlings (usually alone) will be found on the prime material plane, having been sent there by Agrik himself to perform some specific act or summoned by some powerful servant of the Dark One to further some evil scheme. The exact appearance and specific abilities of a given hordling are determined randomly according to the following tables:

d6 Roll HEAD SHAPE HEAD ADORNMENT OVERALL VISAGE

- 1 Wedge-shaped Bald Gibbering, Drooling
- 2 Conical Mane Glaring, Menacing
- 3 Discoid Frills Twitching, Crawling
- 4 Spherical Lumps Wrinkled, Seamed
- 5 Cubical Spikes (2-8) Hanging, Flaccid
- 6 Ovoid Horns (1-4) Rotting, Tattered

d6 Roll EYES (1-4) COLOUR EARS (2-6)

- 1 Huge, Protruding Dull Black Large, Pointed
- 2 Small, Stalked Purple Small, Pointed
- 3 Large, Turreted Metallic Large, Drooping
- 4 Small, Shrunk Maroon Large, Fan-like
- 5 Large, Round Blank White Huge, Humanoid
- 6 Small, Slitted Opalescent None

d6 Roll NOSE(S) MOUTH(S) TORSO APPEARANCE

- 1 Wide, Protruding Out-thrust Tusks Fat
- 2 Slits only Many small fangs Rubbery
- 3 Hanging Snout Long Canines Thin
- 4 Long, Pointed Tushes Narrow, Long
- 5 Large, Heavily-Warted Crushing Teeth Wide, Strong
- 6 Narrow, Beaked Saw-Toothed Short, Thick

Hoardling:

d6 Roll NECK BACK TAIL

- 1 Short, Thick Humped Long, Prehensile
- 2 Short, Thin Hunched Short
- 3 Long, Thick Knob-maned Long
- 4 Thrust forward, Thick Bristle-maned Long, Clubbed
- 5 Long, Thin Fan-Winged• Long, Barbed
- 6 None Apparent Bat-Winged† None

• Can fly up to 150'/RND

† Can fly up to 100'/RND

d6 Roll ARMS (1-6) LEGS (1-4) HANDS/EXTREMITIES

- 1 Multi-Jointed Long, Thin Large, Thick-fingered
- 2 Telescoping• Short, Bowed Clawed
- 3 Short, Thick Short, Massive Taloned
- 4 Trunk-like Spring-like† Pinchered
- 5 Long, Thin Hopping‡ Barbed
- 6 Tentacles Telescoping§ Knobbed

• Can double normal reach.

- † Can spring forward up to 20'
- ‡ Can jump 10' any direction.
- § Can add 50% to normal height.

d6 Roll FEET/EXTREMITIES SKIN TYPE BODY COLORATION

- 1 Prehensile toes, Long Scales Black-brown
- 2 Full hoofed Fur, Thick hair Russet-red
- 3 Splay hoofed Flesh Orange-yellow
- 4 Clawed Leathery Hide Olive-green
- 5 Suctioncupped Oozing Slime Blue-purple
- 6 Full webbed• Blighted Vegetation Gray-white

- Can swim 90'-120'/RND

d8 Roll STRENGTH SPECIAL ABILITIES (10% chance for 2)

- 1 16 (3b) Breath equals small Stinking Cloud spell (25' range).
- 2 17 (3b) Gaxe equals Ray of Enfeeblement spell (50' range).
- 3 18 (4b) Acidic spittle missiles, 10' range, 6f Impact.
- 4 19 (4b) Regenerates 1-6 Injury Points/RND.
- 5 20 (5b) Fire and Cold-based attack immunity.
- 6 21 (5b) Sound emanation causes F5 to one opponent in 40' range.
- 7 22 (6b) 1d3 Psionic Abilities at (1)SB5, (2) SB4, and (3) SB3.
- 8 23 (6b) Polymorph.

All hordlings have ultravisual capabilities (i.e. they can detect invisible, ethereal, and magically-hidden objects). Those with usable hands can employ a full range of weapons. They can all become near-invisible (75%) for up to 1 full hour once per day (this requires one full round to achieve). Hordlings have a 50% chance of being able to speak in a decipherable language (given they have a mouth, that is). Additionally, some powerful few can communicate telepathically when they so desire. Finally, hordlings possess a randomly determined degree of Magic Resistance: (1) 5%, (2) 10%, (3) 20%, (4) 30%, (5) 40%, (6) 50%.

HYDRA Average Adult Male (35'-45' body length)

Str: 45	Spd: 09	Int: 04	Mob: 45
End: 36	Eye: 10	Aur: 06	Dge: 10/40 (body/head)
Dex: --	Hrg: 12	Wil: 14	Ini: 65
Agl: 04(body)	Smt: 16	FR: 01	

10(heads)

Unarmed (x7): 75/10t (bite) Tailswipe: 50/7bBreath: 70/8f
 * 30% Head/Neck -- 50% Body -- 20% Tail

Armour: Thick Scales.
 B: 6 E: 10 P: 6 F: 8

Notes: Hydrae have large four-legged bodies are surmounted by seven heads (occasionally more) on long, coiling necks. It is very difficult to get a direct shot at a hydra's body because of frenetic coiling movements of the heads. When

all of a hydra's heads have been severed/smashed, the body will die (only under rare circumstances is it possible to destroy a hydra's body without first killing the heads, for even when the body suffers extensive damage the heads continue to move about with seeming autonomy). Hydrae are allowed one attack per functioning head per round. Roughly half of all hydrae (i.e. the females) are known as pyrohydrae, and are able to emit a burst of flame from each head at least once per day (CS on breath attempt allows for an additional attempt during later rounds). The pyrohydra's breath leaves the mouth in a cone 5' in diameter and, extending out to a distance of 25', widens to a base diameter of 10'.

IMP Average Adult Male (2')

Str: 08	Spd: 07	Int: 11	Mob: 35/180
End: 12	Eye: 09	Aur: 15	Dge: 40
Dex: 15	Hrg: 13	Wil: 06	Ini: 45
Agl: 14	Smt: 16	FR: 00	

Tail/Claws (x2): 55/4p2t

Armour: Leathery Hide.
B: 2 E: 4 P: 3

Notes: Imps are very rare on Harn, but in the realm of Agrik (Hell) they are plentiful. An imp is created from the souls of the wicked who are sent to Hell as punishment for their sins. As such, an imp is a "minor" demon created to spread evil in the form of a "familiar" to an evil wizard or priest. An imp has

the power to Polymorph itself into animal form at will. The shape it can assume is limited, however, to two of the following: large spider, raven, giant rat, or goat. In an unpolymorphed state an imp primarily attacks with its tail, and any creature struck by it must make an END x 5 (MS) or END x 2 (CS) saving throw or succumb to the effects of a lethal (H2) poison. In animal form the imp attacks accordingly, the raven and the goat have no effective attacks. All magical powers of an imp are usable whatever the form it takes. Imps are able to Detect Good and Detect Magic. They regenerate at 5 Injury Points per round. Imps can become Invisible at will. Once per day they are able to use a Suggestion. Only silver or magical weapons are effective against imps. Magical attacks employing cold, fire, or electricity do not harm imps. Imps possess a 25% resistance to magic.

When an imp assumes the role of "familiar", its "master" gains the following benefits: A telepathic link is established between the pair, and the master is able to receive all sensory impressions of the imp (up to a mile distance. The presence of an imp within 10' allows its master to gain a 25% Magic Resistance and regenerate 5 Injury Points per round. If the imp is within a mile, its master gains a 10% bonus to all dice rolls made. If the imp is over 1 mile away, however, the master suffers a 10% subtraction from all dice rolls made. If the imp is killed, the master suffers a 40% subtraction in all dice rolls made for a period of one year. Finally, in addition to its normal aid and advice, an imp familiar is able to contact "Hell" once a week in order to help its master decide some course of action. This contact is similar to the Invocation Wisdom, but a total of 3 questions are allowed. The trustworthiness of the answers, however, is left entirely to GM discretion.

JACKALWERE Average Adult Male (6')

Str: 15	Spd: 12	Int: 13	Mob: 60
End: 16	Eye: 10	Aur: 11	Dge: 35
Dex: 11	Hrg: 13	Wil: 12	Ini: 65
Agl: 12	Smt: 17	FR: 01	

Unarmed (x2): 65/2b4t Hvy Club: 65/4b Hvy Broadsword: 60/4b7e4p

Armour: Fur/Hide.
B: 4 E: 2 P: 1

Notes: The jackalwere is a malign foe of humankind, a jackal able to assume the form of a man. In this guise they roam about seeking to waylay and murder

humans. They then eat the slain victims. The jackalwere can use human weapons (if necessary). Its gaze will have the effect of a Sleep spell on any unsuspecting creature which fails an AUR x 3 saving throw (note: a hostile creature is not unsuspecting). Jackalwere will sometimes (20%) be found leading a pack of normal jackals. Even when in jackal form, a Jackalwere can move about in an upright posture and wield weapons with its clawed hands.

KOBOLD Average Adult Male (3 1/2')

Str: 09 Spd: 08 I nt: 08 Mob: 40
End: 10 Eye: 07 (15) Aur: 06 Dge: 30
Dex: 12 Hrg: 13 Wil: 10 Ini: 45
Agl: 11 Smt: 14 FR: 02

Unarmed: 45/1b Shortsword: 45/2b4e4p Buckler: 45/1b
Mace: 45/5b Handaxe: 45/4b6e4p Crossbow: 45/7p
Spear: 45/4b7p Javelin: 45/2b6p Whip: 45/1b1e

Armour: Various Hides/Furs with occasional Soft and Hard Leather.

Notes: Kobolds are usually found in dank, dark places such as dismal overgrown

forests or subterranean settings. They hate bright sunlight, not being able to see well in it, but their night vision is excellent. If they are in bright sunlight they have a -5% modification to all of their dice rolls. Kobolds hate most other forms of life, delighting in killing and torture. They particularly hate dwarves, gnomes, and elves. The hide of kobolds runs from very dark rusty brown to a rusty black. They have no hair. Their eyes are reddish and their small horns are tan to white. They favor red or orange garb. Kobolds can (if not killed by one or another of their tribe members first) live for up to 135 years. Because their tribal culture is founded on an elaborate stealing/bartering system, kobolds tend to have little use for money and the like.

LICH Average Adult Male (6 1/2')

Str: 17	Spd: 15	Int: 11	Mob: 75
End: 14	Eye: 11	Aur: 06	Dge: 50
Dex: 17	Hrg: 12	Wil: 13	Ini: 65
Agl: 16	Smt: 17	FR: 01	

Unarmed: 90/3t (Life Drain with 1+ Rounds of Touch)

Armour: Magical protection equivalent to Heavy Plate Armour.

B: 8 E: 12 P: 9 F: 7 S: 8 T: 11

Horror Rank: 1

Notes: A lich exists because of its own wicked desires and the use of powerful and arcane magics (i.e. at the Gray Mage level). The lich passes from the state of humanity to a non-human, non-living existence (not undeath) through force of will. It retains this status by certain conjurations, enchantments, and through the possession of a special phylactery. A lich is most often encountered within exquisitely well-hidden chambers, typically in some wilderness area or underground labyrinth. All liches are singular individuals with a well-defined personality and history and should be developed and treated as fully functioning Non-Player Characters. A lich appears very much as does a wight or skeletal warrior, being of skeletal form, eyesockets mere black holes with glowing points of red light within, and wearing rich but rotted garments. Through the strange process which changes this creature from human to lich, the lich's body (if it can be called such) takes on a protective value equal to Heavy Plate Armour (Enchanted). Additionally, a lich enjoys 65% Magic Resistance. A lich's touch is so "cold" that it inflicts a 10 point Frost impact and will paralyze any who fail a WIL x 3 (MS) or WIL x 1 (CS) saving throw. Additionally, beginning on the second round of paralysis (while still being held or touched by the lich) the victim will begin to lose 2 (MS) to 4 (CS) WIL points until all the victim's will is depleted and they die. Any who have their "life-force" drained away in this manner cease to exist, and cannot (short of direct divine intervention) be restored to life. All liches are able to employ any of the spells and abilities that they possess prior to becoming a lich. The following spell-types or attack forms have no effect on a lich: Charm, Sleep, Feeblemind, Polymorph, Cold-based, Electricity-based, Insanity-causing, and/or Death Spells/Symbols. Holy water and holy symbols cause 2-24 points of Fire Impact. Liches are only affected by magical or blessed weapons.

LIZARIM Average Adult Male (5 1/2')

Str: 15 Spd: 09 Int: 08 Mob: 45
End: 12 Eye: 07 Aur: 07 Dge: 35
Dex: 10 Hrg: 08 Wil: 11 Ini: 55
Agl: 12 Smt: 14 FR: 02

Unarmed: 50/2b Hvy Mang: 50/4b7e0p Buckler: 50/1b
Hvy Club: 50/4bHvy Shorkana: 50/4b7e Hvy Spear: 50/6b10p

Armour: Scaly Hide. Often augmented with Soft/Hard Leather or Light/Medium

Cloth.

B: 1 E: 2 P: 1

Notes: Lizarim are semi-aquatic, breathing air but often (35%) dwelling totally underwater and having caves which are not water-filled for lairs. Thus, they are typically found in swamps, marshes, and similar places. They tend to band together in rough tribal form. They are omnivorous, but tend to prefer the meat of humans to most other foods. In this regard they have been known to ambush humans, gather up the corpses and survivors as captives, and take the lot back to their lair for a rude and horrid feast. About 1 tribe in 10 has evolved to a slightly higher state. These lizarim will often dwell in crude huts, use shields, and hurl barbed and poisoned darts or spears before closing with enemies. All lizarim speak their own language, consisting mostly of hisses and rough, guttural barks.

MANTICORE Average Adult Male (4' at the shoulder)

Str: 21	Spd: 13	Int: 06	Mob: 65/160
End: 18	Eye: 12	Aur: 07	Dge: 35
Dex: 08	Hrg: 13	Wil: 11	Ini: 60
Agl: 13	Smt: 15	FR: 01	

Unarmed (x3): 70/6t5t (bite/claws) Tail Spikes (x4): 65/5p (x1-6)

Armour: Medium Thick Hide/Fur (except for Head/Neck which is normal flesh).

B: 2 E: 3 P: 2

Notes: A manticore attacks first by loosing a volley of 6 of its iron-like tail spikes (range as per light crossbow). Each spike that hits inflicts 5 Point Impact. Manticore's can fire up to four volleys before they are out of tail spikes -- it takes a full week for the growth of a new set of spikes to replace any which have been expended. Manticores prefer dismal lairs, so they are typically found in caves or underground. They range in all climes, although they enjoy warm places more than cold. Humans are the favorite prey of manticores, and they are usually encountered outside of their lairs hunting for human victims. The coloration of a manticore is that of its various parts: lion-colored body, bat-brown wings, and human flesh head.

MARGOYLE Average Adult Male (5 1/2')

Str: 17 Spd: 14 Int: 08 Mob: 70
End: 14 Eye: 14 Aur: 14 Dge: 50
Dex: 13 Hrg: 15 Wil: 16 Ini: 70
Agl: 16 Smt: 07 FR: 02

Fist/Claws/Horns: 70/3b6t8p Hvy Club: 65/4b Hvy Mace: 65/7b

Armour: Thick leathery hide
B: 4 E: 6 P: 5

Notes: A margoyle is a particularly horrid form of gargoyle found principally in natural caves and caverns. The creature's substance is so like stone that there is an 80% probability that it will be undetected when lurking against it, thus allowing the margoyle a round of surprise attacks. The margoyle get four attacks per Melee Round (against a single opponent) with its two nasty claws, pair of large, sharp horns, and stony-fanged bite. A margoyle is only affected by silver or magical weapons (silver does 1/2 damage). The low intelligence of this creature does not prevent it, however, from gathering valuable items, particularly those magical sorts which could harm it. The language of these creatures is similar to that of gargoyles, and they can converse with the latter reasonably well. In fact, on occasion (20%) margoyles are found with their lesser kin, gargoyles, either as masters or leaders.

MEDUSA Average Adult Female (5')

Str: 14 Spd: 11 Int: 13 Mob: 55
End: 14 Eye: 14 Aur: 11 Dge: 40
Dex: 12 Hrg: 10 Wil: 15 Ini: 70
Agl: 14 Smt: 13 Voi: 16 FR: 01

Unarmed: 70/2b3t (Claws) Asps (x1-4): 60/1t (Poison)
Gaze: 70/see notes. Rhetoric: 85.

Armour: Rags and Leathery Hide.

B: 2 E: 3 P: 2

Notes: A medusa is a hateful humanoid creature which dwells in dark caverns or in ancient, secluded ruins. Medusae use their rhetorical skills and their silky, soothing voices to try and lure others into looking into their eyes -- whereupon they will most likely be turned to stone (reduce EML by target's INT x 2). The body of a medusa appears quite shapely and human, and they typically wear human clothing (albeit ragged and worn). The face of a medusa is, however, truly horrid, having asps for hair and distorted leathery features, yellowed-fangs, and a snake-like forked tongue. The glaring red eyes of a medusa are visible clearly at 30 feet. The gaze of a medusa will turn creatures within 30' to stone (execute as a missile attack). If the target chooses either the Shield Block or Weapon Block defensive option, assume the defender's eyes are covered by a shield or weapon arm. A WILD result indicates that the medusa's gaze has fallen on some other nearby (GM discretion) target.

If an opponent averts his eyes, the medusa will rush forward so that its asp-like head growth can attempt to bite the target. Because the range of attack for the asps is so limited, the medusa must attempt, and succeed at, a GRAPPLE attack before any attacks by the asps can be resolved. On any given round in which the medusa maintains a successful HOLD, the medusa's victim will be bitten by 1-6 asps from the medusa's head growth. If any of the asps' attacks are successful in piercing the victim's skin (i.e. result in the accrual of Injury Points), the victim receives an H4 LETHAL poison (with healing rolls to be made every 3 minutes). Each additional bite by one of the medusa's asps reduces the victim's current Healing Multiplier (i.e H4, H3, etc.) by one point rather than simply requiring a separate H4 poison roll be made.

MINOTAUR Average Adult Male (8'6")

Str: 19	Spd: 14	Int: 07	Mob: 70
End: 18	Eye: 10	Aur: 05	Dge: 45
Dex: 15	Hrg: 14	Wil: 17	Ini: 70
Agl: 14	Smt: 17	FR: 01	

Fists/Bite/Headbutt*: 70/4b4t6b	Msv Battleaxe: 70/12b18e12p (10.5 lbs)
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Msv Club: 70/6b (5.25 lbs) Msv Warflail: 70/16b (8.75 lbs)

Armour: Average Fur/Occasionally Studded Leathers.

B: 6 E: 3 P: 2

Notes: Minotaurs are typically found only in labyrinthine places in the wilderness or underground. They are cruel, man-eaters, and although not particularly intelligent, they are cunning and have excellent senses of hearing and smell. They are able to track prey by scent with 75% accuracy, and they will always pursue if it is in sight. They attack anything without fear, unless it is obviously beyond their ability to defeat. In combat the minotaur can headbutt an opponent 6' or more in height, or bite a shorter one. Minotaurs will often employ some form of weapon -- usually a huge battle axe, club, or flail. Minotaurs have their own (highly distinctive) language, but some few (10%) can speak rudimentary human languages as well.

* Double Impact if headbutt is used in a charge attack.

MUMMY Average Adult Male (6')

Str: 18	Spd: 07	Int: 08	Mob: 35
End: n/a	Eye: n/a	Aur: 15	Dge: 25
Dex: 07	Hrg: n/a	Wil: 17	Ini: 70
Agl: 09	Smt: n/a	FR: 01	

Unarmed: 75/6b

Armour: Rags covering withered Hide and petrified Bone.
B: 3 E: 5 P: 3

Horror Rank: 3

Notes: Mummies are undead humans whose souls have a limited existence in the material world. They are found near their tombs or in like burial places or ruins. Mummies are typically the unfortunate result of a wicked individual's corpse having been improperly embalmed or their grave/tomb having been incompletely dedicated and blessed. They retain a semblance of life due to their evil natures, and they seek to destroy any living thing they happen to encounter. Their unholy hatred of life and all things living, coupled with their weird un-life state, gives them tremendous power, such that a blow from their arm smashes with the equivalency of a Warhammer. Additionally, the scabrous touch of a mummy inflicts a vicious rotting disease on any hit that yields a Serious or Grievous Wound. The disease has a Contagion Index of 4 (fairly-contagious) and has a Healing Rate of 1 (with rolls made every 12 hours after a 1-6 day incubation period -- See DISEASE 4). It can be cured only by a ritual purification (i.e. Cure Disease Invocation) received from an authorized Priest/Priestess. In addition, the disease adversely affects the victim's healing process, reducing the EML of a given wound's Healing Rate by 20%. The mere sight of a mummy within 30' will cause FEAR and REVULSION in any creature that fails to make a WIL x 2 saving throw (Note: This roll is made only if the creature successfully makes the WIL x 4 due to the mummy's Horror Rank). Failure will result in the victim remaining motionless and vomiting violently for 1-6 melee rounds. Each round spent vomiting will incur 1-10+EI in Fatigue. Strength in numbers, however, tends to give courage, so for each odds step above 4 to 1 against the mummy adds 5% to all WIL saving throws (i.e. at 5 to 1 odds everyone gets a 5% bonus to their saves, at 6 to 1 odds it becomes +10%, etc.). Mummies can be harmed only by magical weapons, and even those do only one-half normal damage (drop all fractions). Sleep, Charm, Hold (paralysis), and Cold-based spells have no effect upon a mummy. Poisons also have no effect on mummies. Mummies suffer double normal Injury Points from Fire Impact attacks. If a mummy is splashed with Holy Water or touched by a holy symbol (or other holy object), they will suffer 2-20 points of Fire Impact. Note: Any creature killed by a mummy rots and cannot be raised from death unless by the direct intervention of a Deity within 24 hours. Because mummies are fairly slow creatures, defenders receive a +5% bonus to their DODGE for every 3 points of SPD above that of the mummy attacking (e.g. a defender with a SPD of 13 would receive a +10% to his DODGE because his SPD is 6 points higher than that of the mummy).

NAGA Average Adult Female (25' in length)

Str: 23	Spd: 12	Int: 17	Mob: 60
End: 21	Eye: 13	Aur: 18	Dge: 35
Dex: n/a	Hrg: 08	Wil: 16	Ini: 85
Agl: 12	Smt: 16	FR: 01	

Bite/Constriction: 90/3t18s Spit (poison): 85

Armour: Thick Scales.

B: 8 E: 6 P: 5

Notes: Naga are snake-like creatures with high intelligence and a variety of magical abilities. They are often covered in green-gold scales with silvery triangles along the back. Their eyes are a luminescent gold. Naga come in a variety of dispositions and moralities, with fairly complex personalities, and thus should be fleshed-out as NPCs prior to any encounter. They are encountered primarily in warm climes. Naga are often divinely entrusted guardian of sacred or ancient treasures (often in the form of hidden/forgotten knowledge), and as such take their duty as guardians very seriously, fighting to the death if necessary to protect that with which they have been entrusted. In addition to their poisonous bite and ability to constrict and suffocate prey (not to mention the breaking of bones), a naga can spit poison at an individual creature up to 25' distant with remarkable accuracy. The naga's venom is the equivalent of an H1 (CS) or H3 (MS) lethal poison (rolls made every 5 Melee Rounds/10 Melee rounds). Naga possess the ability to cast 1D6 worth of randomly generated spells (consistency of convocation is not necessary, although Spell Level should not exceed Level 5 in complexity). In addition, naga often possess the ability to make a number of ritual invocations. Choose 1d10 from among the following: Aware, Attribute Enhancement (STR/AGL), Blessing, Charisma, Cure (Poison/Disease), Darkness, Divination, Halea's Voice, Insight, Invisibility, MagicSense, Mutation, Pillar of Fire, Prophecy, Revivication, Shield, Slumber, TruthSense, Truesight, WeaponCharm, and Wisdom.

NIGHTMARE Average Adult Male (5 1/2' at shoulder)

Str: 24	Spd: 18	Int: 05	Mob: 90
End: 20	Eye: 14	Aur: 10	Dge: 35
Dex: --	Hrg: 14	Wil: 14	Ini: 75
Agl: 12	Smt: 19	FR: 01	

Hooves (x2): 65/7b5f Bite: 60/4t Load: 450 lbs

Armour: Hide.

B: 6 E: 5 P: 3

Notes: Also known as "demon horses" and "hell horses," nightmares are creatures that roam the infernal regions of the kingdom of Agrik. They are primarily ridden by the more powerful demons in his service. A nightmare is gaunt and skeletal with a huge head, glowing red eyes, flaming orange nostrils, and hooves which burn like fiery embers. The coat is dead black, and the creatures mane and tail are wild and rugged. A nightmare attacks with its great fangs as well as its burning hooves. These creatures breathe out/exude a smoking, hot cloud during combat, and it obscures vision by blinding the eyes and choking the lungs. Unless a END x 5 saving throw is made at the beginning of each combat round, the opponent will suffer a -10% to all attack rolls. A nightmare can become ethereal at will.

OGRE Average Adult Male (8')

Str: 18	Spd: 12	Int: 06	Mob: 60
End: 16	Eye: 14	Aur: 07	Dge: 30

Dex: 12 Hrg: 13 Wil: 14 Ini: 65
Agl: 12 Smt: 15 FR: 02

Unarmed: 75/4b6t(claws) Msv Club: 70/6b (5.25 lb)

Armour: Very leathery hide; on rare occasions some fur augmentation is also used.

B: 6 E: 7 P: 5 F: 5

Notes: Ogres are uniformly ugly-tempered and voracious. Ogres mingle freely with trolls and some giants. On occasion they are enslaved by certain powerful demons or devils. If an ogre is found in his lair, there will be 1-4 females present. There will also be 1-6 young about (comparable to goblins in physical characteristics). Ogres will take prisoners in order to use them as slaves or food, so there is a fair chance that an ogre lair will contain 1-4 slaves/prisoners (usually in very poor condition). The hide of an ogre varies from dull blackish-brown to dead yellow. Their warty bumps are often of different color -- or at least darker than their hides. Hair is blackish-blue to dull dark green. Eyes are purple with white pupils. Teeth are black or orange, as are talons. Ogres wear any sort of skins and furs. Interestingly, they tend to care for their arms and armor well. In addition to their own language, a few (20%) are able communicate in a rudimentary way using human languages.

ORC (common) Average Adult Male (5'8")

Str: 12 (+1) Spd: 11 Int: 09 (-2) Mob: 55
End: 11 Eye: 08 (-3) Aur: 07 (-4) Dge: 35

Dex: 11 Hrg: 13 (+2) Wil: 11 Ini: 55
Agl: 11 Smt: 13 (+2) FR: 03

Unarmed: 45/1b Club: 45/3b Mang: 45/3b5e0p
Spear: 45/4b7p Round Shield: 45/2b CrossBow: 40/7p

Armour: Heavy Furs, all forms of Ring, Leather, and Khurbul.

Notes: Orc tribes are fiercely competitive, and when they meet it is 80% likely that they will fight each other unless a strong leader (such as a wizard, evil priest, evil warrior, or Uruk-Hai) with sufficient force behind him is on hand to control them. Being bullies by nature, the stronger will always intimidate and dominate the weaker. Orcs tend to dwell in places where sunlight is dim or non-existent, for they hate the light. In full daylight they suffer a -5% from all dice rolls. They do, however, see exceptionally well in near total darkness. Orcs have a tendency to go "berserk" in the midst of combat (50%). This tendency is increased if a particular band of orcs is under the leadership of a Uruk-Hai (increase to 60%) or "swarming" (80%). During battle, each Orc makes a roll to enter battlelust after 1d3 rounds (or whatever period the GM chooses) of melee combat. See below for the result of the 1d100 roll:

CS: The Orc goes completely berserk, his eyes go wild and bloodshot, and he starts foaming at the mouth! He gains a +10 EML bonus to all melee attacks for the duration of the battle, due to his frightening ferocity!

MS: The Orc goes berserk, gaining all the effects of being taken by Battlelust for the duration of the battle.

MF: The Orc does not become frenzied, and fights normally for the duration of the battle.

CF: The Orc is demoralized, and must fight at a -10

EML penalty for the duration of the battle.

Berserk orcs will attack the nearest *target* (whether it is friend or foe) with single-minded ferocity until this "foe" is defeated. Orcs are cruel and hate living things in general, but they particularly hate elves and dwarves and will always attack them in preference to other creatures. They take often take slaves for work, food, and entertainment (torture, etc.), but never elves or dwarves. Orcs have bristly brown and blackish brown hair, sometimes with tan patches. Their armour tends to be unattractive, dirty and often poorly maintained. Orcs favor unpleasant colours in general. Their garments are in tribal colours, as are shield devices or trim. Typical colours are blood red, rust, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. Under ideal conditions (rare) an orc can live up to 45 years.

GREAT ORC (Uruk-Hai) Average Adult Male (6')

[Ht: 6d6+51] [Frame: +5]

Str: 14 (+3)	Spd: 11	Int: 11	Mob: 55
End: 13 (+2)	Eye: 09 (-2)	Aur: 09 (-2)	Dge: 35
Dex: 11	Hrg: 13 (+2)	Wil: 13 (+2)	Ini: 65
Agl: 11	Smt: 12 (+1)	FR: 03	
Tch: 11	Voi: 08 (-3)		

Unarmed: 65/2b	Hvy Mang: 65/4b7e0p	Hvy Spear: 65/6b10p
Round Shield: 65/2b	Hvy Crossbow: 65/10p	Hvy Mace: 65/7b

Armour: Heavy Furs, all forms of Ring, Leather, Khurbul, and (on rare occasions) chain.

Notes: Uruks have a capacity to go "berserk" in the midst of combat (60%). This capacity increased if the Uruk is leading a band of ordinary orcs (70%). Note that, unlike normal orcs, Uruk-Hai never "swarm." During battle, the Uruk can elect to make a roll to enter a Berserk state after 1d3 rounds (or whatever period the GM chooses) of melee combat. See below for the result of the 1d100 roll:

CS: The Uruk enters a battle frenzy. He gains a +10 EML bonus to all melee attacks for the duration of the battle, due to his ferocity!

MS: The Uruk goes berserk, gaining all the effects of being taken by Battlelust for the duration of the battle.

MF: The Uruk does not become frenzied, and fights normally for the duration of the battle.

CF: The Uruk is demoralised, and must fight at a -10

EML penalty for the duration of the battle.

Berserk Uruks will attack the nearest *target* (whether it is friend or foe) with single-minded ferocity until this "foe" is defeated. At the beginning of his turn, a berserk Uruk may make a roll against his Berserking EML to try to selectively choose a target (however, if his current target is fighting back, he may not disengage until this foe is vanquished). At the end of battle (i.e. when there are no more targets in sight), the berserk Uruk accrues (15-SI) Fatigue Points, which can only be eliminated through sleeping. MF/CF on the initial Battlelust roll does not accrue fatigue. The initial Berserking EML roll is not necessarily affected by Physical Penalty. Some situations might affect the roll as Special Bonuses or Penalties, however.

Uruk-Hai are remarkably intelligent and sophisticated creatures, quite unlike their considerably more primitive and brutish orc brethren. They do not, like their lesser kindred, typically delight in killing for its own sake (save when taken by a battle frenzy). Rather, Uruk culture values valor, cunning, and physical prowess. Uruk society is founded on fairly advanced -- though swift and brutal -- concepts of duty, honor, and family. Uruk culture is most assuredly a warrior culture and, thus, one in which the strong survive and are exalted over the weak and infirm ("Might makes Right").

GREAT ORC: A Uruk tribe is usually ruled by the

strongest, most experienced male member of the tribe, with the stronger male members of his family occupying positions of authority and power. However, at any time any male of the tribe who doubts the current chieftain's ability can challenge him to single combat for the right to rule. Although this one combat is supposed to settle all matters of leadership, it is usually accompanied by additional bloodshed involving some members of the losing side's kin attempting to regain their advantage or avenge their honor. Uruks possess not only their own native language (of which Orcish is a deviant form), but are capable of learning to communicate fairly clearly (albeit with a rough accent) in any of the various human tongues present on the Harnic isle.

PEGASUS Average Adult Male (5 1/2' at shoulders with 10' wingspan)

Str: 21 Spd: 16 Int: 03 Mob: 80/180
End: 19 Eye: 14 Aur: 08 Dge: 35
Dex: -- Hrg: 14 Wil: 12 Ini: 60
Agl: 12 Smt: 19 FR: 01

Unarmed (x3): 55/6b2t (hooves/bite) Wingbash: 45/4b Load: 280 lbs

Armour: Hide.
B: 4 E: 3 P: 2

Notes: These extremely rare creatures are found only in very remote mountaintop locations, for they are extremely shy and wild. Because they are such intelligent and swift steeds they are highly sought after. They will, however, only serve the most moral of individuals, but if they do so, they will always serve unto death. A pegasus must be captured (a very difficult task indeed) and then "tamed" before use as a steed will be at all possible. A pegasus usually fights with its two forehooves and its powerful teeth. In addition, a pegasus can employ its strong wings in a bashing attack of opponents in its side hexes. A male specimen can carry upwards of 300 pounds in weight and still manage effective flight. If encountered in their lair, there will be 1 nest for every pair of pegasi. There is a 10% chance per nest that there will be 1-2 young animals of 20% to 50% maturity. Adults will fight to the death in defending both their young and their mates.

QUASIT Average Adult Male (1')

Str: 05 Spd: 12 Int: 07 Mob: 60
End: 10 Eye: 12 Aur: 15 Dge: 55
Dex: 14 Hrg: 14 Wil: 09 Ini: 65
Agl: 17 Smt: 15 FR: 00

Claws (x2): 55/2t Bite: 55/2t

Armour: Rubbery, Wart-covered Hide.
B: 2 E: 3 P: 1

Notes: While the quasit is rare on Harn, they are occasionally "given" by Morgath to particularly evil Shek-Pvar or corrupt priests/priestesses in recognition of faithful service. A quasit is able to polymorph itself into the shape of any two of the following creatures (this power being given it by the Demon Lord at the time of its creation): giant centipede, bat, frog, black cat, raven, or wolf. A quasit maintains all of its magical powers even in its polymorphed form. An un-polymorphed quasit attacks by means of its claws and fangs. The wounds caused by its claws cause a burning itch which temporarily "drains" 1 (MS) or 3 (CS) points from the victim's STR each time it is wounded. STR loss remains in effect for 3-30 minutes, affecting all appropriate skills and abilities.

All quasits can both Detect Good and Detect Magic. They regenerate at 10 Injury Points per melee round if damaged by mundane weapons, and 3 Injury Point per melee round if damaged by magical weapons. They can become Invisible at will, and once per day they can radiate Fear out to a range of 30 feet. Cold-based, fire-based, and lightning-based spells do not affect these creatures. They also possess a 25% Magic Resistance.

Once a quasit becomes a "familiar", it passes along to its "master" the several special abilities. First, a form of telepathic communication that enables the character to use all the sense of the quasit, even up to a mile away. When the quasit is within 10' of its "master" the latter enjoys the quasit's 25% resistance to magic, and is able to regenerate Injury Points in the same manner as the quasit. When the quasit is within 10' of its "master," the latter receives a +/- 10% (whichever is most beneficial) modification to all rolls attempted. If the homonculus is killed the creator will immediately undergo an E5 shock roll and accrue 1d10+15 Injury Points. Finally, in addition to its normal advice, the quasit is able to contact a minion of Morgath once per week in order to help its "master" decide some course of action. This contact is like the Divination ritual, but 3 questions are allowed.

RATS (Giant) Average Adult Male (2+' in length)

Str: 05 Spd: 15 Int: 03 Mob: 75
End: 09 Eye: 07 Aur: 01 Dge: 65
Dex: 06 Hrg: 16 Wil: 12 Ini: 60
Agl: 19 Smt: 19 FR: 01

Unarmed (bite): 40/2t

Armour: Thin Hide.

B: 1 E: 2 P: 1

Notes: Rats of all sorts are common, but the Harnic Giant Rat plagues a great many places, such as crypts, ruins, dungeons, and marshes. Their burrows honeycomb many graveyards, where they seek to cheat ghouls of their prizes by tunneling to newly interred corpses. Any creature bitten by a giant rat has a $(20-END) \times 2.5\%$ chance per wound inflicted of contracting any one of the following diseases: Rabies, Typhus, Anoth Plague, or Bubonic Plague (see DISEASE 4). Giant rats will avoid attacking strong parties/creatures unless commanded by powerful forces outside them (i.e. Vampires, Powerful Shek-Pvar, Liches, etc.). They are fearful of fire and flee from it. Giant rats swim quite well, and they can attack in water as well. It is often said that Agrik uses rats as his "eyes" in suburban areas.

REVENANT Average Adult male (5 1/2')

Str: var.	Spd: var.	Int: 15	Mob: var.
End: var.	Eye: var.	Aur: 16	Dge: var.
Dex: var.	Hrg: var.	Wil: 17	Ini: 70+
Agl: var.	Smt: var.	FR: 00	

Unarmed: 75/3b4t (fist/claws)

Armour: Various (rotted remains of whatever the revenant was buried in)
B: 2 E: 4 P: 3

Horror Rank: 4

Notes: Under certain exceptional circumstances, those who have died a particularly violent (or unjustified) death may return from beyond the grave to wreak vengeance on their killer(s) -- as a revenant. There are few who can make this journey -- to do so, a dead character must have an INT of 15 or greater, an AUR of 16 or greater, and a WIL of 17 or greater. If these criteria are met, the individual has a 5% chance of becoming a revenant (this percentage can be increased depending upon such additional factors as the individual's Morality, the justness of the cause, Divine purposes, etc.). Although undead, the revenant is motivated by sheer self-will. Therefore, as it is not inherently evil, it cannot be turned or destroyed by clerics, nor are holy symbols, holy water, or other religious paraphernalia able to affect it. Weapons -- normal and magical alike -- do not affect the creature, and the surest way to "kill" it is to reduce it to ashes. Like other undead it is immune to all spells attempting to control or influence its mind or body. Even if a revenant is dismembered, its limbs will continue to function independently, as though guided by the same mind. Like a troll (see below), a revenant has regenerative powers which cause limbs to slither together, re-unite, and re-create the revenant. It can also regenerate 5 Injury Points of damage even after "death," unless its remains are burned. It is immune to acid and gas attacks.

The process of decay of the corpse which now houses the revenant has only slightly been attenuated, after 6 months of "rebirth," the corpse will decompose rapidly and the spirit of the revenant will be forced to return to "afterworld" from whence it came. The sole purpose of the revenant's existence is to wreak vengeance on its killer(s), together with any person or persons who aided the killer in the act. Though it will never attack anyone else, except in self-defense, it will stop at nothing to achieve its purpose, being able to locate its intended victim wherever they may happen to be. (Those who aided the killer will also be tracked if they happen still to be in the company of the killer but if they are elsewhere, they will be ignored by the revenant which will concentrate on the killer only.) Its mode of attack is to lock its claw-like hands around its victim's throat to strangle him, not letting go until the victim or the revenant is dead. If necessary it will adopt other means to try to kill its victim, using extreme cunning and guile, but it will never resort to the use of weapons (they "get in the way" of feeling the other's death).

REVENANT: The revenant retains all the abilities it had before death. Immunity to certain clerical invocations apart (see above), the revenant has the same resistance to magic (if any) it had before death. The creature presents a pale, corpse-like appearance with pallid skin drawn tightly over hollow cheekbones; its flesh is unusually cold and clammy. Its eyes -- sunken in the face -- are at times dull and heavy-lidded but, particularly when nearing its intended victim, they will blaze up with unnatural intensity. Animals will shy away from it, and about a revenant hangs an unmistakable aura of tragic anger, sadness, and determination. If the individual who became the revenant died a particularly violent or gruesome death, it may be unable to re-occupy its former body when it becomes a revenant. In such a case, the spirit will occupy any available, freshly-dead corpse. However, its killer and his active associates, if present, will always "see" the revenant in its former body, while others around will see it only as it currently is. When the revenant completes its mission by killing its intended victims, it immediately disintegrates and will never return again.

RHEMORHAZ Average Adult Male (36' Long)

Str: 48	Spd: 12	Int: 02	Mob: 60
End: 36	Eye: 04	Aur: 06	Dge: 25
Dex: n/a	Hrg: 13	Wil: 12	Ini: 70
Agl: 07	Smt: 16	FR: 02	

Unarmed: 75/13t (bite)

Armour: Hard Thick Scales (and thick layers of fat).

B: 7 E: 10 P: 8

Notes: Rhemorhaz, sometimes known as "polar worms," inhabit only the chill wastes of the far north. They are very aggressive predators. In combat, the rhemorhaz beats its small wings and rears the front quarter of its huge body. It then snaps itself forward, striking with blinding speed, able to swallow prey whole in some cases. Any victim swallowed in this way is instantly killed due to the intense heat in the monster's digestive system. There is a 25% chance that prey will be swallowed whole on any CS versus CF result (this base percentage can be increased or decreased relative to the size of the rhemorhaz involved). When aroused, the rhemorhaz secretes an internal substance which causes its intestines to become very hot, such that its back protrusions actually glow cherry-red with the heat. Any non-magical weapon striking and penetrating the back of a rhemorhaz may suffer significant structural damage (GM discretion) due to the intensity of the temperatures and acidity of the chemicals involved. Additionally, any individual touched by or touches the rhemorhaz's back surfaces while they are hot may suffer significant Fire Impact damage (again, GM discretion). The rhemorhaz has ice blue coloration everywhere except along its back where a streak of white sets off the large protrusions there. The creature's multi-faceted eyes are white and red.

ROPER Average Adult Male (8'+ Long; 3'+ Diameter)

Str: 23	Spd: 06	Int: 05	Mob: 30
End: 24	Eye: 16	Aur: 06	Dge: 15
Dex: n/a	Hrg: n/a	Wil: 10	Ini: 65
Agl: 06	Smt: 17	FR: 02	

Unarmed: 85/6b (tentacles)

Armour: Thick, slimy hide.
B: 7 E: 5 P: 4

Notes: Ropers prey on all forms of creatures (humans and dwarves being their favorites). These monsters can stand upright to resemble a stalagmite or flatten themselves upon the floor to look like nothing more than a hump of dirt (and, thus, achieve surprise 75% of the time). When active they appear as a slimy yellowish gray mass of foul festering corruption. The roper has six strands of strong, sticky rope-like excretion which it can shoot from 10' to 50'. A successful penetrating hit causes Weakness (i.e., 50% loss in STR for 1-4 Melee Rounds). Once the roper has one of its "tentacles" around a victim, it draws them (at a rate of approximately 10' per Melee Round) to its toothy maw. The chance of breaking a strand (with physical strength alone) is equal to STR x 2 (one attempt per Melee Round). Ropers are unaffected by electrically-based spells, and take only half damage from cold-based attacks. They are, however, quite susceptible to fire-based attacks (double damage).

SALAMANDER Average Adult Male (6 1/2')

Str: 19 Spd: 09 Int: 14 Mob: 45
End: 18 Eye: 07 Aur: 16 Dge: 45
Dex: 12 Hrg: 09 Wil: 15 Ini: 75
Agl: 16 Smt: 15 FR: 01

Unarmed: 75/4b (fists) Msv Halberd: 75/12b18e12p(+7f) (12.25 lbs)
Msv Spear: 80/8b14p(+7f) (8.75 lbs) T ail (constriction): 70/12s(+9f)

Armour: Thick Scales.
B: 7 E: 5 P: 4

Notes: Salamanders are creatures born in the deepest fires of hell. They come to the material plane occasionally for purposes known only to themselves. Their head and torso is copper-colored, with yellow, glowing eyes. The lower body is an orange shading to dull red at the tail end. Salamanders hate cold, preferring temperatures of 300 degrees or higher, and can abide in lower temperatures for only a few hours at a time. While resistant to all types of fire damage, salamanders are subject to damage from enchanted weapons. Salamanders can be affected only by magical attacks or by creatures of a magical nature. They are also impervious to Sleep, Charm, and Hold spells. Cold-based attacks result in a doubling Injury Points.

SHADOW Average Adult Male (5 1/2')

Str: 14 Spd: 13 Int: 07 Mob: 65
End: 15 Eye: n/a Aur: 12 Dge: 40
Dex: 11 Hrg: n/a Wil: 13 Ini: 60
Agl: 14 Smt: n/a FR: 00

Unarmed: 60/2b (touch) Stealth: 90

Armour:
B: 2 E: 3 P: 4

Horror Rank: 6

Notes: These horrible undead creatures are found amidst ancient ruins or deep beneath the ground. Shadows are 90% undetectable, as they appear to be nothing more than their name. They are only found in dark and gloomy places, for they have no power in full sunlight, and are weakened in bright light. In fact, if a bright light is available, they can be clearly seen. Shadows are unaffected by Sleep, Charm, Hold, or cold-based spells. They are also unaffected by poison or paralysis. Holy water and holy symbols cause 2-16 points of Fire Impact. A shadow's touch causes END drain (1 point for minor wound, 2 points for serious wound, and 3 points for grievous wound). They can only be affected by silver or magical weapons (silver does 1/2 damage). Shadows are also unaffected by poison or paralysis. END that is drained from a character can be restored at roughly a rate of two points/day until returned to its original level. Any humanoid whose

END is totally drained will, after 1-6 melee rounds of unconsciousness, become a "half-strength" shadow under the absolute control of its slayer.

SHADOW HOUND Average Adult Male (4' at shoulders)

Str: 15	Spd: 18	Int: 05	Mob: 90
End: 16	Eye: 05	Aur: 09	Dge: 45
Dex: --	Hrg: 16	Wil: 15	Ini: 65
Agl: 15	Smt: 19	FR: 01	

Unarmed: 70/7t (bite)

Armour: Thick Hide/Fur.

B: 4 E: 3 P: 2 F: 13

Horror Rank: 5

Notes: These mastiff-like undead creatures are only encountered at night in desolate, uninhabited wastes. They tend to roam in packs of 5-10 (4+1d6) hounds, hunting fresh meat. In shadowy or dark conditions they can blend with the darkness so as to be nearly undetectable -- thus, achieving surprise approximately 75% of the time. A pack of shadow hounds tends to attack by encircling their victims and slipping in and out, making quick, powerful attacks and then slipping back into the invisibility of the shadows. However, in bright light, a shadow hound loses 50% of its normal movement ability and cannot use shadows for concealment. The baying of a pack of shadow hounds on the hunt is a terrifying sound and is likely to cause panic in any who hear it. Any individual hearing the baying of a pack must make an immediate WIL x 5 Horror Check or take flight directly away from the baying while dropping any items held in hand. The individual will continue to flee for as long as the baying of the hounds is audible.

SHAMBLING MOUND Average Adult Male (8')

Str: 24 Spd: 08 Int: 03 Mob: 40
End: 19 Eye: 04 Aur: 02 Dge: 20
Dex: 05 Hrg: 11 Wil: 15 Ini: 55
Agl: 08 Smt: 16 FR: 01

Unarmed: 65/7b Squeeze: 65/10s

Armour: Rotting Vegetation.
B: 10 E: 8 P: 7 F: 9 (5)

Notes: Appearing as a heap of rotting vegetation, the shambler is actually an intelligent life form of vegetable matter. It is generally a from 7' to 9' in height, with a girth of about 6' at its base and 2' at its summit. Shambling mounds, or "shamblers," are found in dismal marshes or certain wet subterranean places. They attack fearlessly, clubbing with their limbs, and attempting to grapple so as to entangle their victims and suffocate them. The brain of a shambler is located deep within its thorax, and the only significant exposed organs are the eyes (which are monochromatic and insensitive). In addition, its thick fibrous layers make it difficult to penetrate to any vital areas. As it is very wet and slimy, fire attacks usually result in little damage, although frost is somewhat more effective. Lightning and other energy-based attacks can actually heal a damaged shambler, or, in the case of a healthy one, cause it to "grow" by increasing it's Size (up to +1 foot per attack), Strength (up to +1d6 per attack), Endurance (up to +1d6 per attack), and Armour Protection (up to +2 in all aspects per attack). All spells which affect plant matter are effective against shambling mounds. Due to their vegetative nature, shambling mounds can regenerate up to 1d6 Injury Points per melee round when "standing" on normal ground or in moist, swampy waterlands by drawing sustenance from their contact with the earth.

SKELETAL WARRIOR Average Adult Male (6')

Str: 19 Spd: 13 Int: 15 Mob: 65
End: 17 Eye: 08 Aur: 15 Dge: 45
Dex: 14 Hrg: 11 Wil: 16 Ini: 75
Agl: 15 Smt: 13 FR: 00

Unarmed: 85/4b Msv Battlesword: 85/10b16e8p
Msv Bastardsword: 85/8b12e8p Msv Knight Shield: 85/4b

Armour: Various, usually of good (or magical) quality.
B: 2 E: 5 P: 10

Horror Rank: 2

Notes: These lords of the undead were in former lives powerful warriors who, in exchange for certain evil services, were granted "eternal undeath" by the demon god, Agrik. Their appearance is similar to that of a lich (albeit, attired as a powerful fighter). They are only affected by silver or magical weapons (silver does 1/2 damage). Skeletal warriors have a 50% Magic Resistance. They are immune to Sleep, Charm, Hold, and cold-based spells. Only priests of the 5th circle or higher can turn skeletal warriors -- other priests may attempt divine intervention, however. Holy water and holy symbols do 2-20 points of Fire Impact. The soul of a skeletal warrior is contained in a gem-encrusted circlet which the warrior keeps securely hidden away. Anyone possessing one of these circlets may control the skeletal warrior whose soul is stored therein. The controller can see through the warrior's "eyes" when controlling a warrior in this way, but may not himself move or cast spells. Thus, while in "active control" the controller may cause the skeletal warrior to fight, to search for treasure, and so forth. The controller may also control the creature in a "passive mode;" wherein the skeletal warrior is inert but the controller can move, fight, and cast spells (although he cannot "see" through the warrior's "eyes"). Control is lost if the circlet is removed from the controller's head. If the circlet is removed, whether by accident or design, the skeletal warrior will immediately stop what it is doing and proceed at double speed to attack and destroy the former controller, never resting until this task is accomplished or control is re-established. When a circlet first comes into possession of a character, particularly if he does not recognize its significance, he may be unaware that the skeletal warrior whose soul is imprisoned therein will be tracking him. To establish control, the bearer must not only put the circlet on his head but must also be able to see the skeletal warrior and concentrate on the establishment of control over the creature (requires a successful SB2 WIL saving throw). If he does not do this, the warrior will attack him in an attempt to destroy him and gain possession of the circlet. The circlet cannot be worn with any other headgear and still be effective; the wearing of a helm, for instance, will nullify its powers, though the skeletal warrior will still be

aware of its presence.

SKELETON (Animated) Average Adult Male (5 1/2')

Str: 11	Spd: 10	Int: n/a	Mob: 50
End: 10	Eye: n/a	Aur: 12	Dge: 25
Dex: 09	Hrg: n/a	Wil: n/a	Ini: 45
Agl: 09	Smt: n/a	FR: 00	

Unarmed: 40/1b	Maces: 40/var.	Swords: 35/var.
Shields: 35/var.	Bows: 35/var.	qSpears: 35/var.

Armour: Various, usually of very poor quality.
B: 0 E: 4 P: 9

Horror Rank: 8

Notes: This type of skeleton is magically animated and controlled, and exhibits no will of its own. This type of skeleton will only act according to the express commands of its animator -- the command being limited in scope to roughly a few dozen words. Animated skeletons are immune to Sleep, Charm, and Hold spells. Dispel Magic, however, functions as per a Hold spell.

SKELETON (Undead) Average Adult Male (5 1/2')

Str: 12	Spd: 11	Int: 06	Mob: 55
End: 11	Eye: n/a	Aur: 10	Dge: 30
Dex: 10	Hrg: n/a	Wil: 07	Ini: 50
Agl: 10	Smt: n/a	FR: 00	

Unarmed: 45/1b	Swords: 40/var.	Shields: 40/var.
Maces: 45/var.	Spears: 40/var.	Bows: 40/var.

Armour: Various, usually of very poor quality.
B: 0 E: 4 P: 9

Horror Rank: 7

Notes: This type of skeleton is not magically animated, but rather as undead possess its own will and motivations (though limited and basic). This type of skeleton is almost always found in or near graveyards, barrows, or similar burial places. Because they possess some intelligence they tend to act in terms of their own best interests -- attacking or retreating as the need arises. Often they are found in the employ of powerful Necromancers or corrupt priests. Undead skeletons are immune to Sleep and Charm spells, but are susceptible to Hold spells (unlike animated skeletons). Cold-based spells also do not affect undead skeletons. Holy water and holy symbols cause 1-10 points of Fire Impact.

SON OF KLYSS (Gulmorvin) Average Adult Male (5 1/2')

Str: 14	Spd: 10	Int: 07	Mob: 50
End: 15	Eye: n/a	Aur: 11	Dge: 35
Dex: 10	Hrg: n/a	Wil: n/a	Ini: 60
Agl: 12	Smt: n/a	FR: 00	

Unarmed (x2): 60/2b3t (fists/claws)

Armour: Leathery rotting skin and bones with occasional bits of armour.

B: 1 E: 3 P: 7

Horror Rank: 5

Notes: A Son of Klyss, or Gulmorvin, is an undead slave of Agrik. Governed by the great demon Klyss, the Gulmorvin have lost any will they once had and exist only to serve their evil masters. Truly horrible creatures in appearance, these ghastly undead monsters appear as animated putrid corpses with fat green worms crawling in and out of their skull orifices. Each of these nasty beasts exudes a zone of fear 30' in diameter; a victim who fails a WIL x 4 saving throw upon entering this zone will immediately flee in terror (dropping whatever items they may be holding). The Gulmorvin's "zone of fear" operates in addition to the normal Horror Rank effects typical of all undead, thus Gulmorvin, while not particularly strong in comparison with other undead, are doubly frightful. Each Gulmorvin can also regenerate 3 Injury Points per Melee Round. Even after "death" (dissolution) this process will continue, so the only way of destroying these creatures is by fire, lightning, acid, or the application of holy water (or other holy objects such as religious symbols, holy swords, etc.) to their bodies.

Gulmorvin attack with a doubled-handed flailing of fists. Each successful attack has a (30-END)% chance of inflicting a violent form of Leprosy (see Disease). This disease can only be cured by magic, ritual invocation, or divine intervention. Any creatures infected with the disease heals at 10% of the normal healing rate. Additionally, one worm per melee round will jump from a Son's head to a randomly selected adjacent target, requiring a successful (Unarmed) "to hit" roll in order to land on the victim. If the "to hit" roll is successful, the worm will immediately seek out "chinks" in the victim's armour and begin burrowing into the victim's skin. It takes one full Melee Round for the worm to penetrate the victim's skin, during which time it may be destroyed by the touch of fire, cold iron, holy water, or other blessed objects. If it is not destroyed, the worm heads for the victim's brain, taking 2-8 melee rounds to reach it. During this time Remove Curse or Cure Disease will destroy it and Neutralize Poison or Dispel Evil will delay its progress by 1-6 full turns. If the worm reaches the brain it will begin "eating" it, causing the victim to quickly succumb to a particularly incapacitating form of Schizophrenia (INT is reduced steadily and quickly to zero over the next several hours). This stage lasts for 1-6 days, during which time the victim exhibits wild hallucinations (auditory, visual, and tactile), delusions, violent outbursts at random targets

(both animate and inanimate), and moments of catatonia. The victim also experiences any of a number of real and imagined physical complaints (i.e., headaches, seizures, body aches, numbness, rashes and boils). Additionally, the victim will (as the stage progresses) begin to experience a reduction in most all of his physical capacities, ultimately resulting in the victim becoming comatose and dying. Sons of Klyss are immune to Sleep and Charm spells, but are susceptible to Hold spells. Cold-based spells also do not affect them. Holy water and holy symbols cause 2-12 points of Fire Impact.

SPECTER Average Adult Male (6')

Str: 16	Spd: 15	Int: 13	Mob: 75/150
End: 15	Eye: n/a	Aur: 16	Dge: 45
Dex: 13	Hrg: n/a	Wil: 14	Ini: 75
Agl: 15	Smt: n/a	FR: 00	

Unarmed: 75/4b (touch)

Armour:

B: 2 E: 5 P: 6

Horror Rank: 3

Notes: A specter is a powerful undead human who haunts desolate places, such as tombs, ruins, and unholy ground. They hate sunlight and all living things. They are weakened in bright light, and direct sunlight renders them almost completely powerless. Specters are unaffected by Sleep, Charm, Hold, or Cold-based spells. They are also unaffected by poison or paralysis. They are only affected by magical or blessed weapons. Holy water and holy symbols cause 3-18 points of Fire Impact. A Raise Dead spell or Revivication ritual will destroy a specter unless it makes a WIL x 3 (MS) or WIL x1 (CS) saving throw. Specters can only be affected by silver or magical weapons (silver does 1/2 damage). The touch of a Spectre causes AUR drain (1 point for minor wound, 2 points for serious wound, and 4 points for grievous wound). Drained AUR can only be regained at a rate of 1 point per week until returned to one less than its original level. Any humanoid whose AUR is totally drained will immediately lapse into a coma. If the spectre is then able to touch the comatose victim and drain another point of AUR, the victim will die. Within 1-6 Melee Rounds after death the victim becomes a "half-strength" specter under the absolute control of its slayer.

SPIDER (Giant) Average Adult Male (4 1/2')

Str: 15 Spd: 08 Int: 05 Mob: 40/120
End: 13 Eye: 05 Aur: 05 Dge: 55
Dex: 11 Smt: 11 Wil: 11 Ini: 65
Agl: 19 Tch: 19 FR: 02

Unarmed: 60/5t (bite) Web/Stringer: 65

Armour: Carapace.

B: 4 E: 6 P: 4

Notes: These nasty beasts are exquisite web builders. They will construct their sticky traps both horizontally and vertically so as to entrap as completely as possible any creature who happens to approach their lair. Some will also lurk above a path in order to drop upon unsuspecting prey passing by below. The giant spider's web is very tough, stringy, and sticky. Each time a character is hit by one of the giant spider's "stringers" it will suffer a -10% modification to all subsequent activities. There is a -10% penalty for each additional stringer until a victim has been hit by 3 or more stingers; at which point the victim is only able to try and break free. Any creature with an 18 or greater STR can break free in 2 melee rounds, a 17 STR requires 3 melee rounds, and so on until STR of 13 or less (at which point the victim cannot break free). Unlike huge and large spiders, a giant spider's web is not particularly flammable, and anyone attempting to burn it away will find that its burn rate is much like that of a thick rope. The bite of a giant spider inflicts either a H4 (MS) or H2 (CS) poison, requiring saving throws every 2 melee rounds. A giant spider will flee from an encounter with a superior foe, typically hiding in some secret spot for safety. All spiders sense the presence of others more by vibration than by sight or hearing. Therefore it is very difficult to surprise a spider, and they are only surprised on 1 in 6. Due to the nature of a spider's exoskeleton, any attack on a spider which causes a "B" result is immediately doubled.

SPIDER (Huge) Average Adult Male (3')

Str: 11 Spd: 10 Int: 03 Mob: 50/30
End: 11 Eye: 04 Aur: 04 Dge: 55
Dex: 09 Smt: 11 Wil: 09 Ini: 60
Agl: 17 Tch: 19 FR: 02

Unarmed: 55/3t (bite)

Armour: Carapace.
B: 3 E: 4 P: 2

Notes: The typical huge spider is not a web builder but a roving hunter like the wolf spider. It can leap up to 30 feet on prey and deliver its deadly bite. Others of this ilk build carefully hidden places of concealment and rush forth on their prey like the trapdoor spider. Such spiders surprise prey on a roll of 1-5 of 6. The bite of a huge spider inflicts either an H5 (MS) or H3 (CS) poison, requiring Healing Rolls every 4 melee rounds. All spiders sense others more by vibration than by sight or hearing. Therefore it is very difficult to surprise a spider, and they are only surprised on 1 in 6. Due to the nature of a spider's exoskeleton, any attack on a spider which causes a "B" result is immediately doubled.

SPIDER (Large) Average Adult Male (1')

Str: 07 Spd: 09 Int: 01 Mob: 45/135
End: 10 Eye: 03 Aur: 03 Dge: 55
Dex: 07 Smt: 11 Wil: 07 Ini: 55
Agl: 18 Tch: 19 FR: 02

Unarmed: 50/2t (bite)

Armour: Carapace.
B: 2 E: 3 P: 1

Notes: These creatures scurry about searching for victims. They are 90% likely to attack any creature who comes within 30 feet. Their bite inflicts either an H6 (MS) or H4 (CS) poison, requiring a saving throw once every 6 Melee Rounds. All spiders sense others more by vibration than by sight or hearing. Therefore

it is very difficult to surprise a spider, and they are only surprised on 1 in 6. Due to the nature of a spider's exoskeleton, any attack on a spider which causes a "B" result is immediately doubled.

SPIDER (Phase) Average Adult Male (4')

Str: 14 Spd: 09 Int: 07 Mob: 45/135
End: 12 Eye: 07 Aur: 11 Dge: 60
Dex: 11 Smt: 11 Wil: 09 Ini: 70
Agl: 20 Tch: 20 FR: 02

Unarmed: 60/4t (bite)

Armour: Carapace.

B: 3 E: 5 P: 3

Notes: Although seeming to be nothing more than giant spiders, phase spiders are in fact far more terrible. The phase spider is able to shift out of physical phase with its surroundings, returning only to deliver its poisonous bite. When out of phase they are impervious to nearly all forms of attack, though they may be attacked by other ethereal creatures. A phase spider's venom is equal to an H3 (MS) or H1 (CS) poison, requiring saving throws every 2 Melee Rounds. Phase spiders will usually seek to avoid encounters which are unfavorable. All spiders sense others more by vibration than by sight or hearing. Therefore it is very difficult to surprise a spider, and they are only surprised on 1 in 6. Phase spiders are not subject to the exoskeleton rules as are other forms of spider.

STIRGE Average Adult Male (1' length)

Str: 03 Spd: 18 Int: 06 Mob: 90
End: 08 Eye: 10 Aur: 05 Dge: 60
Dex: 09 Hrg: 11 Wil: 10 Ini: 55
Agl: 15 Smt: 07 FR: 01

Beak: 55/4p

Armour: Thin hide.

B: 1 E: 1 P: 2

Notes: Stirges are found only in very dark, tangled forests or in subterranean lairs. They lair in wait for warm-blooded creatures, swoop down, and when their long, sharp proboscis is attached, the blood of the victim is drawn through to

be eaten. Each round after striking, until it has drained 9 points of blood, the stirge will drain 1-3 points of blood. When the victim has lost a number of points of blood equal to END, he will fall unconscious. Blood is regenerated according to the healing rules found in HarnMaster (Combat 28). The only way to detach a stirge from its prey is to kill it. The feathers of a stirge are rusty red to red brown. Its eyes and feet are yellowish. The dangling proboscis of a stirge is pink at the tip, fading to grey at the base.

THRI-KREEN (Mantis Warrior) Average Adult Male (7')

Str: 18 Spd: 16 Int: 11 Mob: 80
End: 20 Eye: 05 Aur: 06 Dge: 60
Dex: 16 Hrg: 18 Wil: 15 Ini: 70
Agl: 19 Smt: 14 FR: 02

Unarmed (x4): 75/4b5t(fists/claws)2t(bite) Msv Glaive (x2): 70/12b14e14p
(14 lbs)

Hvy Throwing Wedge: 70/8p Msv Bastardsword: 70/8b12e8p (8.75 lbs)

Armour: Carapace; bits of various armour types is often used to augment the Thri- Kreen's armour protection.

B: 4 E: 7 P: 3

Notes: The Thri-Kreen are a race of carnivorous insectmen who inhabit dry grasslands and lightly wooded hill areas. They live in small, lightless burrows and are not social creatures. Thri-Kreen warriors hunt many creatures, particularly elves and orcs. These mantis warriors are strong and agile, able to leap 10'-15' upward and 30'-40' forward (from standing position). The Thri-Kreen use 2 specialized weapons of their own design. One is a polearm with a blade on each end which can be used to slash like a glaive or be thrown as a spear. The other weapon is a small triangular "throwing wedge" carved from a hard crystalline substance. These wedges will return to the thrower and may be caught to be thrown again if they miss their target. A thri-kreen may carry up to 10 of the wedges and throw them up to a distance of 90'. Even unarmed, these insect warriors strike with 4 clawed, arm-like appendages and bite with their mandibles. Anyone bitten must make an END saving throw or be paralyzed for 2-16 minutes. Due to the nature of a Thri-Kreen's exoskeleton, any attack which results in a "B" result is immediately doubled.

TROGLODYTE Average Adult Male (5 1/2')

Str: 15 Spd: 12 Int: 08 Mob: 60
End: 14 Eye: 18 Aur: 07 Dge: 35
Dex: 11 Hrg: 16 Wil: 11 Ini: 55
Agl: 12 Smt: 08 FR: 01

Unarmed (x2): 50/2b3t Hvy Javelin: 50/3b9p Hvy Handaxe: 50/6b9e6p
Hvy Shorkana: 50/4b7e Hvy Club: 50/4b Round Shield: 50/2b

Armour: Thick Scaly Hide.
B: 2 E: 3 P: 2

Notes: Troglodytes are a race of reptilian humanoids who dwell in subterranean places. They loathe humans, elves, dwarves, etc., and their aim is to slaughter all whom they encounter. Troglodytes have excellent nightvision, but can be blinded by bright light. Troglodytes often attack without weapons, but when they do employ a weapon it is usually either some sort of club or axe or one of their special javelins. A troglodyte javelin is really a great vaned dart which confers a +10% to hit when used by them. Troglodytes tend to shun armour. When aroused for battle, troglodytes emit a secretion which smells extremely disgusting to most other humanoids. Those who fail an END x 4 saving throw are affected by revulsion and nausea so as to accrue 1-10 extra fatigue points per round spent in combat. Fatigue is recovered at the normal rate after combat has ended. Finally, troglodytes have a chameleon-like power, so they can change their skin coloration to shades of grey, brown, or green. They thus surprise on a 1-4 (d6), unless they are angry and excreting their stench. They often use this chameleon power to hide when an encounter goes against them.

TROLL Average Adult Male (8 1/2')

Str: 19 Spd: 12 Int: 06 Mob: 60
End: 17 Eye: 08 Aur: 07 Dge: 30
Dex: 12 Hrg: 13 Wil: 14 Ini: 65
Agl: 14 Smt: 17 FR: 02

Unarmed: 75/4b6t(fist/claws) Msv Mace: 70/10b (7 lbs) Msv Club: 70/6b (5.25 lbs)
Msv Isagra: 60/6b6e (7 lbs) Msv Maul: 70/10b (12.25 lbs)

Armour: Very leathery hide; on rare occasions some fur augmentation is also used. B: 6 E: 7 P: 5 F: 5

Notes: Trolls are horrid carnivores found in nearly every clime. They are feared by most creatures, as a troll knows no fear and attacks unceasingly. Although their vision is below average, their sense of smell is very acute. A troll typically attacks with its clawed forelimbs and its great teeth -- though some have been known to employ weapons such as mauls, maces, and clubs. Trolls are often able to deal with more than one opponent at a time, suffering only a -15% modification to their defense and attack rolls. Three (3) Melee Rounds after being damaged, a troll will begin to regenerate lost Injury Points at a rate of 1d6 Injury Points per Melee Round (per wound); this regeneration includes the rebonding of severed limbs. The loathsome members of a troll's body have the ability to fight on, even if severed from the body; a hand can claw or strangle, the head can bite, etc. Total dismemberment will not slay a troll, for its parts will slither and scuttle together, rejoin, and the troll will arise whole and ready to continue combat. To kill a troll, the monster must be burned or immersed in acid, with any separate pieces being treated in the same fashion or they create a whole again in a relatively short period of time (GM's reasonable discretion). Most trolls turn to stone when exposed to direct sunlight. However, some rare breeds can withstand the effects of sunlight, although they prefer darkness. Troll hide is a nauseating moss green, mottled green and gray, or putrid gray. The writhing hair-like growth upon a troll's head is greenish black or iron gray. The eyes of a troll are dull black with blood red pupils.

UNICORN Average Adult Male (5 1/2' at shoulders)

Str: 24 Spd: 18 Int: 06 Mob: 90
End: 21 Eye: 14 Aur: 12 Dge: 35
Dex: -- Hrg: 14 Wil: 16 Ini: 75
Agl: 12 Smt: 19 FR: 01

Hooves (x2): 65/7b Bite: 60/3t Horn: 70/7p(14p)

Load: 380 lbs

Armour: Hide.

B: 6 E: 5 P: 3

Notes: Unicorns dwell only in elven woodlands, far away from human habitation. These fierce but good creatures shun contact with all other creatures, save elves or those well-trusted by the elves. Elven and human virgins of pure heart and exemplary morality may on rare occasions "tame" a unicorn for use as a steed. Such steeds are faithful and obedient until death. When a unicorn charges into combat it does not strike with its two front hooves, but strikes with its horn for double impact. Possession of a unicorn's horn is a sovereign remedy against all forms of poison. Naturally, a unicorn is not subject to poison. A unicorn always senses the approach of an enemy within 240' radius. Unicorns possess a limited (240' radius) telepathic/empathic ability, which they will use on occasion to communicate with others. They move very silently and will surprise opponents 1-5 on a d6. Once per day unicorns are able to use a Teleportation spell of limited distance so as to move up to 360' away from their original position. They may also teleport with a rider on their back. Unicorns are immune to Charm, Fear, and Hold spells. Additionally, they are not affected by Death spells of any sort. Finally, unicorns enjoy a 40% Magic Resistance.

VAMPIRE Average Adult Male (6')

[Ht: 6d6+48] [Frame: +1]

Str: 18 (+07)	Spd: 15 (+04)	Int: 11 (+00)	Mob: 75
End: 17 (+06)	Eye: 15 (+04)	Aur: 13 (+02)	Dge: 40
Dex: 13 (+02)	Hrg: 16 (+05)	Wil: 15 (+04)	Ini: 85
Agl: 13 (+02)	Smt: 15 (+04)	FR: 01	
Voi: 14 (+03)	Com: 13 (+02)		

Unarmed: 70/5t (bite) Unarmed: 85/4b (fist)

Armour: Thick Hide/Skin and various types of clothing. Vampires seldom feel the need to wear armour.

B: 3 E: 4 P: 3

Horror Rank: 2

Notes: The vampire is a creature shrouded in mystery and dread. No other creature of legend has the sheer power and malignancy of spirit held by the vampire. Myths and legends about vampires exist in almost every culture. Many of these legends have been explained, while others have persistently refused to die. The vampire, a special type of Amorvrin (undead), maintains its existence by drinking the blood of living persons and causing death. This creature may live through several normal life spans and can accumulate appropriate amounts of experience, skills, and knowledge. Vampires enjoy a 65% Magic Resistance. They are also immune to Sleep, Charm, Hold, and all cold-based spells. Vampires can only be damaged by magical or blessed weapons. Holy water and holy symbols do 2-20 points of Fire Impact. Most vampires appear perfectly normal in dim light, with perhaps a slight pallor to the skin. Vampires use this advantage to travel among their prey in full view, yet unseen. However, there are ways to identify a vampire. First, a vampire casts no reflection -- like all undead. For this reason, vampires avoid areas with reflective surfaces. Second, physical contact with any religious symbol, save that of Agrik, will cause burns on a vampire. These burns heal at a normal human rate and (if severe enough) may cause scars that do not heal. Additionally, the only temple that a vampire can enter is a

temple of Agrik.

On a successful bite (usually, but not necessarily, aimed at the victim's neck) a vampire will drain 1 (MS) to 3 (CS) points of blood. When the victim has lost a number of points of blood equal to END, he will fall unconscious -- at which point they vampire will usually break the victim's neck to kill them. Blood may be regenerated according to the healing rules found in HarnMaster (Combat 28). Vampires will not immediately kill people that they intend to bind as subordinate vampires. Instead, they seduce their victims with promises of great power and everlasting life. The hapless or wicked character who agrees to the transformation is drained of blood until life is but a meager spark (i.e. the number of "points" of blood drained is equal to one LESS than the victim's END). The vampire opens his own veins and feeds his blood to the victim. The vampire's victim appears to die but instead arises thirteen days later as a new vampire.

VAMPIRES: A victim who is drained and fed vampire blood but has not agreed to the transformation will die, soul intact and need not fear that they will end up walking the earth as one of the undead. This is, of course, "privileged" information, and a great many people believe that if one is bitten by a vampire, then one will also become a vampire.

During the hours of darkness, a vampire is nearly invulnerable, with incredible strength and the ability to shape shift into a bat, rat, wolf, or a fine white mist similar to fog. These transformations are performed at will and are virtually instantaneous. While in gaseous form, a vampire can pass through porous materials or under doors. Vampires also use this form to evade their enemies. If a vampire is injured to an extent which would kill or render a mortal unconscious, the vampire will transform to a mist and reform later with all wounds healed. The time required depends on the type of wound(s) sustained, as described below. Additional powers of the vampire include the ability to climb sheer surfaces as easily as a spider and to charm a single victim. Roll 4D6; if the roll exceeds the victim's WILL, the victim's actions are controlled by the vampire. Such control does not require the vampire exert continuous concentration (the vampire may control a victim during combat), and has a range of half a league.

During daylight hours, a vampire's powers are severely curtailed. Vampires enter a catatonic state at dawn from which they do not recover until dusk. They are unable to shape shift during the day, but they are aware of their surroundings and can still charm their victims. A vampire can be permanently destroyed by exposure to direct sunlight. Some vampires make elaborate preparations to protect themselves from sunlight; others simply bury themselves in the ground. A vampire can also be permanently destroyed by burning its remains, but unless the vampire is immobilized, it will simply shift to mist form and escape.

Additionally, a vampire can be subdued, damaged, or perhaps even destroyed by magic. Lyahvi spells based on light and Peleahn fire spells are particularly effective. No other methods have been identified. Driving an ash or a leaded-iron stake through a vampire's heart will immobilize the creature. The average melee weapon does not qualify. While immobilized, the vampire seems dead, but if the stake is removed, the vampire will be reanimated but will not be in the best of moods. Amputating the head, even with a mundane weapon, will immobilize the vampire, but its body must be burned, or in thirteen days it will

dissolve into mist and reform -- whole and unharmed. Other amputations cause the vampire to shift immediately to mist from which the vampire will reform, whole and unharmed, in thirteen hours. If the recovery period runs out during the day, the vampire will remain in gaseous form until nightfall. Wounds caused by mundane weapons will heal at a rate of 10 Injury Points per wound/per melee round, and will not affect skills or abilities. Wounds caused by enchanted weapons or spells heal at a rate of 5 Injury Points per wound/per melee round, and affect skills and abilities normally. Light and fire based spells inflict double damage and heal at the normal human rate and affect skills and abilities normally. Only priests of the 4th circle or higher can exorcise a vampire -- other priests may attempt divine intervention, however.

VARGOUILLE Average Adult Male (3' Wingspan)

Str: 12	Spd: 24	Int: 06	Mob: 120' (flying)
End: 14	Eye: 15	Aur: 09	Dge: 45
Dex: n/a	Hrg: 13	Wil: 12	Ini: 50
Agl: 15	Smt: 19	FR: 01	

Unarmed: 45/3t7f (bite/acid)

Armour: Leathery Hide

B: 1 E: 3 P: 1

Notes: These horrible monsters are said to have been first created by Lothrim the Fowlspawner (only one among many horrors for which he is responsible). Appearing as hideous flying heads crowned with writhing tentacles, they roam the night in search of prey. They lair in caves, caverns, and deep subterranean delves. Vargouilles abhor light and will attack and extinguish torches or smash lanterns in order to maintain darkness. They shun brighter lights, and daylight blinds them. They are most feared because their saliva is a highly potent acid that can both burn through armour and seriously aggravate the wounds made by their bite. Treasure possessed by vargouilles is incidental only. If some victim happened to have items of value, then these will probably be amongst the litter of a vargouilles lair.

WATER WEIRD Average Adult Male (10'+ Long)

Str: 22	Spd: 12	Int: 11	Mob: 60
End: n/a	Eye: n/a	Aur: 15	Dge: 45
Dex: n/a	Hrg: n/a	Wil: 09	Ini: 60
Agl: 15	Smt: n/a	FR: 00	

Unarmed: 60/6b12s (bash/squeeze)

Armour:

B: 2 E: 6 P: 10

Notes: The water weird is a life form similar to the water elemental. They attack all living things, feeding from their essences in some unknown manner. The creature forms in two melee rounds from the water, appearing as a serpent or extended fist, and lashes out, bashing the nearest target with the entire force of its "body" and then engulfing them. Any creature struck will be dragged by the weird back into the body of water from which it emerged, unless they can make either an AGL x 4 and a STR x 4 (MS) or an AGL x 2 and a STR x 2 (CS) saving throw. The saving rolls must be made in the order indicated. If the AGL saving throw is failed but the STR saving throw is not, the victim is knocked to the ground. If, on the other hand, the AGL roll is made but the STR is not, the victim remains standing and is pulled towards or into the water. If both saving throws are missed, the victim is knocked to the ground and pulled into the water by the water weird; whereupon they may begin to suffer the effects of drowning (see SKILLS 11). Once it has a victim in (under) the water, the weird will immediately attempt to exploit its grapple by either choosing the Maintain option or the Squeeze option in order to squeeze the air out of him. Although sustaining Injury Points equal to its Initiative will "disrupt" the water weird, it will reform in 2-5 melee rounds. Only by destroying or significantly reducing the weird's water source can it be kept from reforming. Cold-based spells will slow (or temporarily freeze) a water weird, while Fire-based spells will do

either half damage (Ethereal Fire) or no damage (Mundane Fire). Water-based spells actually assist or strengthen a water weird, while Earth-based spells tend to do only half damage (although they may serve to give the weird a more substantial form, and thus make it more susceptible to physical damage).

WIGHT Average Adult Male (5 1/2')

Str: 15	Spd: 12	Int: 09	Mob: 60
End: 16	Eye: n/a	Aur: 13	Dge: 40
Dex: 12	Hrg: n/a	Wil: 14	Ini: 65
Agl: 13	Smt: n/a	FR: 00	

Unarmed: 65/2b4t (fist/claws)	Hvy Mace: 60/7b
Hvy Morningstar: 60/7p	Hvy Ball & Chain: 60/9b6p

Armour: Thick hide; occasionally in tattered robes.
B: 2 E: 4 P: 3

Horror Rank: 4

Notes: The term wight has lost its old meaning of simply a wicked person, and has come to stand for those undead creatures who typically inhabit barrow mounds and other burial grounds. These creatures are most evil and hateful, seeking to destroy any life form they encounter. Wights are unaffected by Sleep, Charm, Hold, or cold-based spells. Wights are also unaffected by poison or paralysis. Holy water and holy symbols cause 2-16 points of Fire Impact. Touch causes WIL drain (1 point for minor wound, 2 points for serious wound, and 3 points for grievous wound). Only affected by silver, magical weapons, or blessed weapons (silver does full damage). Drained WIL is restored at roughly a rate of 1 point/day until returned to its original level. Any humanoid whose life-energy (i.e. WIL) is totally drained from them will die, and within 1-6 melee rounds become a "half-strength" wight under the absolute control of its slayer. Wights shun bright light and cannot tolerate direct sunlight.

WILL-O-THE-WISP Average Adult Male (1' diameter ball of hazy light)

Str: n/a	Spd: 25	Int: 16	Mob: 125
End: n/a	Eye: n/a	Aur: 12	Dge: 90
Dex: n/a	Hrg: n/a	Wil: 13	Ini: 85
Agl: 30	Smt: n/a	FR: 00	

Lightning Shock: 80/12f (electricity)

Armour: N/A
B: 0 E: 2 P: 5

Notes: Will-o-wisps commonly haunt deserted, dangerous places such as bogs, fens, swamps, or catacombs where mires, quicksand, pit traps and the like are plentiful. They are small glowing spheres of light and energy, looking like a lantern, torch, or even a Dancing Lights spell effect. In combat they glow a bright blue, violet, or pale green. A victim trapped by these hazards feeds the will-o-wisp as it expires, for the thing feeds upon the fleeing life force. Thus, will-o-wisps seek to lure prey to their doom. 10% of the time 1-3 are encountered, and in these cases their lair will be nearby 90% of the time. These creatures can, if forced, attack with sharp electrical bursts of energy which can cause significant damage. A will-o-wisp is able to grow bright or very dim in order to confuse prey. It can move slowly or flit about. It can blank out its glow entirely for up to 10 melee rounds if it does not attack, and at that time it can be detected only by creatures or spells able to detect invisible objects. While any weapon will harm will-o-wisps, most spells do not affect them. The only spells which can affect the creatures are Protection From Evil, Magic Missile, and Maze/Confusion. Any electrically-based attack upon a will-o-wisp will only serve to strengthen and/or heal it. If severely damaged, a will-o-wisp

will cease attacking, blink out its light almost entirely, and attempt to flee to the safety of its lair. A fleeing will-o-wisp can only be followed by those who are both extremely quick-footed and possess excellent eyesight. For, following a fleeing will-o-wisp requires not only that one keep up with it, but also that one can continue to see it. This requires an EYE x 1 saving throw in daylight and an EYE x 2 in darkness or at night. Any treasure possessed by a will-o-wisp is incidental only as they have no interest in acquiring items that might be of material value. If some victim happened to have items of value, then these will probably be amongst the litter of a will-o-wisp's lair.

WINTER WOLF Average Adult Male (3'6" at the shoulder)

Str: 14 Spd: 15 Int: 05 Mob: 75
End: 15 Eye: 06 Aur: 07 Dge: 40
Dex: -- Hrg: 17 Wil: 13 Ini: 60
Agl: 14 Smt: 19 FR: 01

Unarmed: 70/7t (bite) Breath (frost): 55/7f
Armour: Thick Hide/Fur.
B: 4 E: 3 P: 2 F: 13

Notes: Winter wolves are not normally from the material plane, but some few now dwell here (having originally been summoned by Lothrim the Foulspawner, and subsequently by other equally nefarious sorcerers). In addition to a normal attack (simply biting with their great white teeth), winter wolves can breathe a freezing breath out to a range of 10 feet. Winter wolves move with great stealth, so they surprise opponents on a 1-4 out of 6. They also have a very keen sense of hearing and smell, and so they are surprised only on a roll of 1 in 6. Their exceptional sense of smell also allows them to locate hidden or invisible creature 75% of the time. The coat of a winter wolf is glistening white or silvery, and its eyes are very pale blue or silver. The pelt of such creatures is of enormous value when sold in the proper markets. Cold-based attacks do not normally harm them, but fire-based attacks cause an additional 1d10 worth of Injury Points.

WRAITH Average Adult Male (6')

Str: 16	Spd: 13	Int: 11	Mob: 65
End: 17	Eye: n/a	Aur: 14	Dge: 40
Dex: 12	Hrg: n/a	Wil: 16	Ini: 70

Agl: 14 Smt: n/a FR: 00

Unarmed: 75/3b Hvy Mace: 70/7b Hvy Morningstar: 70/7p
Hvy Bastardsword: 70/6b9e6p Hvy Ball & Chain: 70/9b6p Hvy Club: 70/4b

Armour: Occasional robes.

B: 3 E: 5 P: 4

Horror Rank: 3

Notes: Wraiths are only found in dark and gloomy places, for they have no power in full sunlight, and are weakened in bright light. Wraiths are unaffected by Sleep, Charm, Hold, or Cold-based spells. They are also unaffected by poison or paralysis. Holy water and holy symbols cause 3-18 points of Fire Impact. Touch causes WIL drain (1 point for minor wound, 2 points for serious wound, and 4 points for grievous wound). Wights are also unaffected by poison or paralysis. WIL that is drained from a character can be restored at roughly a rate of one point/day until returned to one less than its original level. Any humanoid whose life-energy (i.e. WIL) is totally drained from them will die, and within 1-6 melee rounds become a "half-strength" wraith under the absolute control of its slayer.

XILL Average Adult Male (4')

Str: 17 Spd: 13 Int: 15 Mob: 65
End: 15 Eye: 12 Aur: 11 Dge: 55
Dex: 14 Hrg: 12 Wil: 14 Ini: 65
Agl: 18 Smt: 13 FR: 02

Unarmed (x4): 70/3b4t Hvy Mace: 65/7b Hvy Mang: 65/4b7e0p

Armour: Very leathery hide.

B: 4 E: 5 P: 4

Notes: Xill are bipedal, flame-red creatures, with short, powerful bodies and four arms, all of which can wield weapons simultaneously. If unarmed, they fight with four clawed fists. The xill has apparently only one aim in life: to produce young; the creatures are asexual and reproduce by producing eggs which must gain sustenance prior to hatching in the stomach of a living human or near-human. Thus, they will try to snatch victims alive. Xill have an innate ability to become ethereal, and they may transfer from the Ethereal Plane to the Material Plane in one Melee Round (although the transfer back takes two Melee Rounds). A xill will usually initiate an attack by emerging suddenly from the Ethereal Plane near its chosen victim, achieving surprise 90% of the time. In attacking, it will use two of its arms in an attempt to grapple its victim, while using the other two (which might carry weapons) to defend itself from outside attack. If the xill succeeds in grappling with its victim (i.e., gets a hold the other cannot or does not break), it will inject a paralyzing fluid into his bloodstream through its claws in the next Melee Round. In summary, the xill attempts to grapple and paralyze its victim, and then attempt to become ethereal (and its power to do so will extend to the paralyzed victim) so as to carry the

victim back to its lair to inject it with its eggs. During the two-melee-round transition period, the xill cannot move, is vulnerable to magic (i.e., its normal magic resistance of 50% is reduced to 0%), and can be hit by weapons (which attack with on the IGNORE Table). Xill eggs will hatch after 4 days in the victim's stomach; for the next 6 days the larvae feast on the host's body, emerging as 2-8 small xill which grow rapidly (1-4 hours) into full-sized creatures. A xill can attack a single opponent twice per round with weapons and four times per round unarmed. A xill can also divide attacks between two opponents in front hexes with -15 penalty to Dodge.

YUAN TI Average Adult Male (6')

Str: 17	Spd: 10	Int: 15	Mob: 50
End: 14	Eye: 09	Aur: 14	Dge: 40
Dex: 12	Hrg: 10	Wil: 13	I ni: 65
Agl: 13	Smt: 15	FR: 02	

Unarmed: 75/3b3t	Hvy Mace: 70/7b	Hvy Mang: 75/4b7e0p
Hvy Isagara: 75/4b4e	Hvy Spear: 70/6b10p	Round Shield: 70/2b

Armour: Thick scales; occasionally a leather jerkin is worn.
B: 4 E: 5 P: 3

Notes: These hideous creatures appear to be half snake (from the abdomen down) and half Lizarim, with the exception of their arms which are most definitely resemble those of a human. Yuan-Ti are only very rarely encountered, but when they are it is typically in marshy or swampy environs. They are strong and skilled warriors who will not foolishly engage an obviously superior force, nor continue to fight when hopelessly outnumbered, but rather will attempt to retreat from the engagement in as organized a manner as possible. Due to their coloration they are able to blend-in with their swampy surroundings with a 60% chance of success. Additionally, 1 in 6 Yuan Ti is a tribal Shaman (or apprentice), and can cast the following spells once per day: Cause Fear, Darkness 15' Radius, Snake Charm, Sticks to Snakes, Neutralize Poison, Suggestion, Polymorph (self/other). Also, on rare occasions, a purer, more obviously snake-like strain of Yuan-ti may be encountered (known among Yuan-ti as an "Purebloods"). These purebloods tend to be almost totally snake-like in

appearance, and are often confused with nagas and the like. Purebloods usually have only one human feature (typically the face), and tend to rely on on their ability to constrict and strangle others to defeat enemies. They are typically much stronger than other types of Yuan-ti. If there is a tribal shaman with a group of Yuan-ti, there is a 70% chance that he will be a pureblood. All Yuan-ti will obey the commands of a pureblood no matter what. All Yuan-ti speak their own language (composed almost entirely of hisses and snorts). They may also speak (empathically) with any snake or snake-like creature.

ZITH (Dracolisk) Average Adult Male (20'-25' Long)

Str: 36	Spd: 09/36	Int: 06	Mob: 45/180
End: 32	Eye: 14	Aur: 12	Dge: 35
Dex: 04	Hrg: 13	Wil: 17	Ini: 70
Agl: 11	Smt: 17	FR: 01	

Unarmed (x2): 75/10t7t (bite/claws) Tail Swish: 50/6b
Breath: 70/9f (acid) Gaze: 80/see notes

Armour: Heavy thick scales
B: 6 E: 5 P: 4

Notes: The zith, or dracolisk, is said to be the bizarre offspring of dragon (or drake) and a basilisk (obviously, a very large one). The result is a deep brown, dragon-like monster that moves with relative quickness and can fly for short periods (10 or 20 minutes at most). This six-legged horror can attack with its taloned forelegs and deliver vicious bites. In addition, up to 3 times a day it can spit a 5' wide stream of acid out to a distance of 30' (the zith's name is taken from the sound its acidic spittle makes coming out of the mouth). Worse still, if its gaze is met, the eyes of a zith can petrify any opponent within 20'. Like a basilisk, a zith's gaze attack is executed as per a missile attack. If the target chooses the Shield Block or Weapon Block Defense Option, assume the target's eyes to be covered by shield or weapon arm. A WILD result indicates that the zith's gaze has fallen on some other target nearby (GM discretion).

Because of its hooded eyes with nictating membranes, the monster is 80% impervious to having its own gaze reflected. Opponents in combat with a zith and seeking to avoid its gaze do so at a -25% penalty to their rolls. A zith cannot use spells or manage speech of any sort.

ZOMBIE (Animated) Average Adult Male (5 1/2')

Str: 12	Spd: 05	Int: n/a	Mob: 25
End: 11	Eye: n/a	Aur: 13	Dge: 20
Dex: 09	Hrg: n/a	Wil: n/a	Ini: 35
Agl: 09	Smt: n/a	FR: 00	

Unarmed: 45/1b Sword: 40/var. Club: 45/3b

Armour: Leathery skin; often very poor quality rags and rotting bits of armour.

B: 1 E: 1 P: 2

Horror Rank: 8

Notes: Zombies of this type are magically animated corpses under the command of an evil necromancer. These disgusting creatures will follow simple commands -- as spoken on the spot or as given previously -- of limited length and complication (i.e. a dozen words or so). Zombies will always fight until destroyed. They are immune to Sleep, Charm, and Hold spells, and they are unaffected by poison or paralysis. Holy water and holy symbols have no effect on magically animated zombies. A Dispel Magic spell affects this type of Zombie as a Hold spell.

ZOMBIE (Undead) Average Adult Male (5 1/2')

Str: 13 Spd: 06 Int: 05 Mob: 30
End: 12 Eye: n/a Aur: 09 Dge: 25
Dex: 10 Hrg: n/a Wil: 05 Ini: 40
Agl: 10 Smt: n/a FR: 00

Unarmed: 50/2b Sword: 45/var. Club: 50/var.

Armour: Leathery skin; often very poor quality rags and rotting bits of armour.

B: 1 E: 1 P: 2

Horror Rank: 7

Notes: Undead zombies are possessed corpses which have come into existence either under the command of a greater undead being or as the creation of a particularly wicked priest. Although they are able to follow simple commands -- as spoken on the spot or as given previously -- of limited length and complexity (a dozen words or so), they are also capable of initiating independent (albeit primitive) action. Such zombies are typically found near graveyards, in dungeons, and in similar charnel places. They will always fight until destroyed. Undead zombies are immune to Sleep and Charm spells (but not Hold spells). They are also unaffected by poison or paralysis. Holy water or holy symbols cause a 1-10 point Fire Impact.