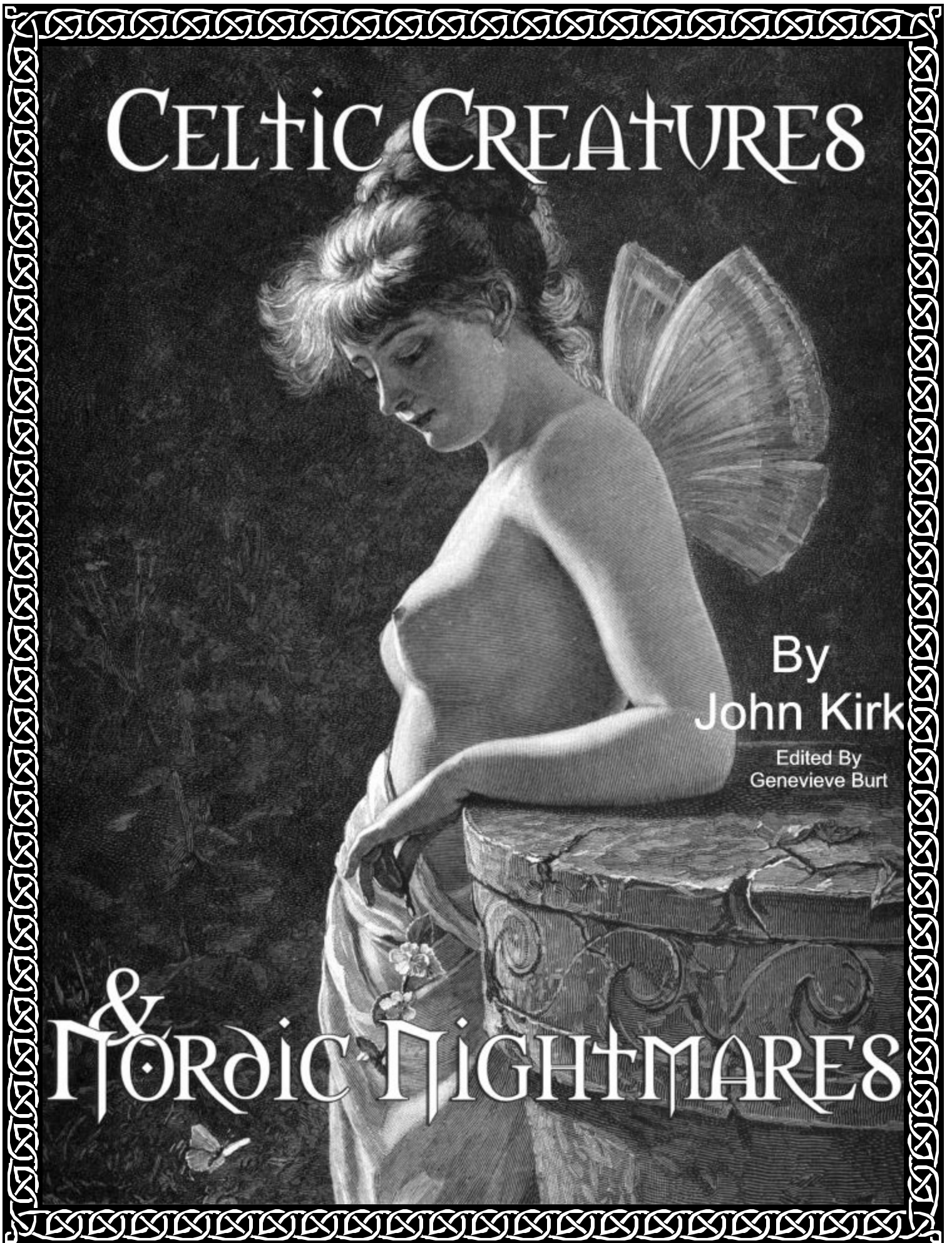


CELTIC CREATURES

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& NORDIC NIGHTMARES



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Most of the illustrations in this book are selected woodcuts, drawings, and etchings taken from old artisans (such as the famous woodcut master Albrecht Dürer). However, some of the drawings of the various faery races (elves, dwarves, orcs, and nymphs) were created in modern times by Matthias Bäuerle. As their creator, Matthias Bäuerle retains all rights to his works but has allowed us to incorporate them with the same copyright restrictions described above. If you like Matthias's work and would like to contract his talents for your own commercial venture, feel free to contact him at Alerionh@alerionh.de.

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A game as well developed as *Legendary Quest*[™] could not exist exclusively from the writing and playtesting of only a few authors. Consequently, many wonderful suggestions came from others deserving tremendous credit.

Matt "the Orc" Ault, David "Run Away" Bailey, Justin "BAMF" Bailey, Bill "Silver Tongue" Beezley, James "the Thief" Bockmon, Blake "Axe-Man" Brandt, Bob Brown, Mike "the Original" Bown, Dan "Eeepster" Budd, Marlin "Sheep-wielder" Burt, Dan "Paranoid" Coppersmith, Gregg "Bundyman" Fiehler, Howard "Horseshoe" Hampton, Rich "Shakespear" Higgason, Tom "Thank you, sir, may I have another?" Hildrich, Darren "Private Eye" Hinesley, Melissa "Cat Burglar" Kirk, Andy "Please pass the" Mayo, Jason "I've got 5th level Fire Darts!" McDowell, Charles "Parasite" Nickell, Mike "Clavdivs" Patrick, Ben "Tyron" Rhodes, Job "you killed my horse!" Roberts, Sherry "the Wench" Steinberg, Curt "the Evil" Suddarth, Mike "Archmage" Valet, Genevive Warden, Paul "the Oppressor" White, and Karl "Frankenstein" Winters contributed years of playing and playtesting *Legendary Quest*[™]. Thanks go to them for their efforts.

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A special salute goes to the co-authors of *Legendary Quest's* other two books: *The Grimoire of Game Rules*[™] and *The Lexicon of Lore*[™]. Denys "Crafty" Carrico-Bockmon, Mike "Squid" Patrick, and Leroy "the Eccentric" Hills.

To all the others who have played and enjoyed *Legendary Quest* for only a short time, thank you for all the much needed support and enthusiasm.

For those neglected in these acknowledgements, please forgive our forgetfulness. Be assured the oversight was not intentional. In the rush to complete this work, much could have easily eluded us in the last moments before the final printing.

John Kirk

Mark Chester

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Introduction

The entirety of this book is reference material for the game of **Legendary Quest™**. More specifically, it is a reference book for the game referee, or Overlord. If your intentions do not include acting as a game referee, you have no need to purchase this volume. In fact, owning it may diminish your fun as many of the mysteries of the game are explained here in detail. On the other hand, if you do intend to take on the role of Overlord, this volume will prove invaluable.

This book assumes that you already own copies of *The Grimoire of Game Rules™*, *The Lexicon of Lore™*, and *The Manual of Mythology™*. *The Tome of Terrors™* is also highly recommended. The Grimoire contains all of the basic rules governing character generation and combat. The Lexicon and The Manual contain *Legendary Quest's* two distinct magic systems. Finally, The Tome provides basic monsters along with detailed descriptions of the various character races.

Assuming you meet all the stated criteria, you are in for a treat. Of all the *Legendary Quest* supplements written to date, this one is my personal favorite. The reason is that it is the first to harness all of the various aspects of the game (combat, magic, folklore, and mythology) to immerse the players in an authentic and flavorful universe. From one perspective, this book is nothing more than a catalog of monsters. However, the beasts presented in this volume are all taken from Celtic, Nordic, and Slavonic lands. These three mythologies were selected as common source material because, throughout European history, these three religions evolved together and greatly influenced one another. If you were to read the myths of these cults, you couldn't help but notice the common dark pathos underlying their stories. At the very least, you would quickly see that Celtic, Nordic, and Slavonic tales abound with faery creatures while other lands make little or no mention of anything faery-like at all. (The Greeks probably come closest to fairy tales with their stories of nymphs and satyrs.)

Over time, many European lands fell under the influence of one or two of these faery cults, although which specific ones held sway varied from region to region. In some areas of Germany, all three religions held prominence at one time or another. Needless to say, as the tales of one land encroached on those of another, the older tales were not entirely forgotten. Rather, they were incorporated into the new legends and regurgitated with renewed life. It's as if the three religious branches represent the meat, potatoes, and carrots of a mythological stew whose broth combines

the whole pantheonic dish into a single satisfying faery lore.

The interrelationships between these three traditions are so pronounced in Germany that the term "Teutonic" was coined to describe the resulting amalgam, almost as if Germany gave birth to an entirely separate religious branch – a viewpoint not without its merits. I even considered calling this book "Teutonic Terrors," but I finally decided that such a name would focus too much on Germany at the expense of the rest of Europe.

You might be wondering why "Slavonic" does not appear in the title, since I'm placing so much emphasis on three mythologies rather than two. Good point. The simple truth is that much of our current knowledge of the Slavonic mythology is exceptionally scanty. When Christianity swept over Europe, one of its primary goals was the total elimination of all things pagan. With the Slavs, the Christians were remarkably successful. So successful, in fact, that almost nothing is known about the mythology itself.

Most of what we know about Slavonic beliefs comes from the remaining folklore. And, as I already said, that has been blended so thoroughly with other European traditions that it is difficult to discern the original Slavonic myths from the external influences. It's almost as if, after simmering this wonderful stew, somebody carefully picked out all the carrots. Thus, even though the Slavonic territories outmatch those of the Norse and the Celts in size, Slavonic legends actually contribute far less to this book than those of its sibling religions. Slavonic beasts are included wherever possible, but that still leaves them in the great minority. Since, to date, the Supreme Court has remained silent on the civil rights of mythological creatures, I omitted any mention of them from the cover. Besides, the title is already quite long enough as it is.

One reason that Christianity was so successful in wiping out the Slavonic tradition was probably because the job had already been started by the Norse. In fact, the Vikings established themselves as rulers of many Slavonic cities, most notably Kiev, in establishing trade routes to Constantinople (Istanbul). This is also the likely reason that what *is* known of the Slavonic mythology shows it to be a schizophrenic religion with the rulers having one set of gods and the peasantry having another. The Slavonic god of lightning and thunder, Pyerun, almost certainly is an attempt to graft the Nordic god Thor into the alien East European culture.

There are many other examples of cross-cultural influences between the Celtic, Norse, and Slavonic cults. One is found in the Shetland trow that originated in the northern British Isles. The trow is an interesting

blend of the Nordic troll and the Celtic daoine sidh (grey elf). The wild huntsman is another such example, which comes from Teutonic folklore. This unholy nighttime raider is a blend between the Celtic god of death, Cernunnos, and the Nordic god of death, Wotan. Christianity also contributed its own spices to the broth. The entire Arthurian saga, Merlin and all, is simply a reinterpretation of Celtic myths from a Christian perspective. The ogre, likewise, is a Christian modification to the Nordic Odin, one of whose titles was "Yggr."

Well, enough lecture. As you read the various monster descriptions included hereafter, you will undoubtedly experience more of the flavor of these faery-filled fables. Don't hesitate to sprinkle a little of your own personality into the broth. After all, that's how legends are really made. I hope you find the taste to your liking.

Monster Layout

This book is filled with fantastic beasts taken purely from Celtic, Nordic, and Slavonic folklore and mythology. In this way, these monsters are quite distinct from those found in *The Tome of Terrors*[™] and *Monsters of the Mediterranean*[™]. However, the layout of the creatures found in this book is identical to that of the other volumes. Since *The Tome of Terrors*[™] provides highly detailed explanations of what the various sections in each monster description represent, there is little need to mindlessly repeat ourselves here since that would simply waste valuable space that is better spent on new monsters. Consequently, only brief definitions are provided. For further information on the specific meanings of various terms, please see their definitions in *The Tome of Terrors*.

Habitat:

Provides a description of the general environment to which the creature is drawn. This can give you a good feel for the types of adventures in which the creature could be encountered. However, if you decide that you want to place a Great White Shark in the middle of the desert, with its fin parting the sand dunes like waves, feel free to do so. The habitat description only provides a basic guide and should never stifle your creative juices.

Life Style:

Gives an indication of the general behavior patterns of a monster type. The creature's *Intelligence* obviously influences its behavior so the more civilized behaviors will be associated with the smarter species. Definitions

of the types of *life styles* can be found in *The Tome of Terrors*.

Wealth Type:

States approximately how much and what kind of treasure a monster will reasonably carry or hoard in its lair. Keep in mind, the monetary type is provided only to aid and augment your judgment, never to replace it. For detailed descriptions of what the various wealth types represent, and some suggestions on how much a given creature may possess, see *The Tome of Terrors*.

Alignment:

Gives a general description of cruelty or kindness of a monster type. Specific individuals of a monstrous species may deviate far from the norm. For further descriptions of the alignment types, see **Alignment** in the **Creating a New Character** section of *The Grimoire of Game Rules*[™].

Cunning:

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

For further information on the specific meaning of the various *Cunning* terms, please see their definitions in *The Tome of Terrors*.

Speed:

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

Strength:

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

Size:

Gives a general indication of a creature's height, girth, and bulk. The specified categories are purposefully broad, since the size of individuals within a given species can vary a great deal. See *The Tome of Terrors™* for complete definitions of the various terms used to describe size.

Special Characteristics:

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

Origin:

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

Recovery Time:

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

Combat Level:

Describes the skill level of a monster in combat in a manner analogous to the *Combat Level* of characters. Unless otherwise stated in the monster's description,

the beast's *Combat Level* should also be used as the its *Character Level* (for *Luck Roll* purposes, etc.).

Attack Modes:

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

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

Dam/Attack:

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

Attack Bonus:

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

Defense:

Describes the difficulty, which a character has in delivering a damaging blow to the creature. It is a creature's *Defense* that a character's *Attack Roll* must overcome to strike the creature with a weapon. For further information about how *Defense* and how it is calculated, see *The Tome of Terrors™* and *The Grimoire of Game Rules™*.

Absorption:

Provides a numerical value indicating the amount of damage a thick hide or tough skin absorbs from a single blow delivered by a weapon. Subtract the absorption value from every direct blow. Note that all blows inflict at least one point of damage to the struck

creature. Unlike armor designed and fashion by skilled smithies, the absorption rating provided with a monster's description indicates the absorption value of the creature's natural armor. Because natural armor covers the frames of most creatures with a uniform protective skin rather than specifically covering vital areas, their absorption values do not increase in the cases of *Severity Damage* (as does the absorption values of manufactured armor types). In the few exceptions to this rule, any absorption improvement against such blows will be noted in the *Absorption* block.

Surprise Adj.:

Gives any adjustments (bonuses or penalties) that a creature has *TO Surprise* a party. These adjustments are given to simulate a creature's natural stealthing ability or its clumsy gait and should be added directly to the creature's *Surprise Roll*. The adjustments a creature uses to avoid surprise are simply provided by its *Perception* (and works just like that of the characters themselves). For additional descriptions on *Surprise* and its uses, see **Surprise** in the **Combat Rules** section of *The Grimoire of Game Rules™*.

Damage Tolerance:

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

E.P. Value:

Gives the amount of experience points earned in a successful encounter with a single creature. For an experience point award, the characters must defeat the creature in combat. They do not necessarily need to kill it to have a 'successful' engagement. For further information about how E.P. is calculated, please see its description in *The Tome of Terrors*.

Description:

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

The Bestiary

A

Amphiptere

Habitat: These serpentine dragons live in the swampy and watery regions of Europe. It is most especially fond of the humid climes of England. It generally does its best to avoid the habitations of men.

Life Style: solitary dragon

Wealth Type: hoard

Alignment: neutral

Cunning: below average

Speed: 45 (150 flying)

Strength: high

Size: medium. An adult amphiptere has the girth of a man's leg and is about 9 feet long.

Origin: One of the last recorded incidents of an amphiptere spotting was in Essex, England near Hanham in May of 1669. The beast was supposedly driven away quite easily but news of its appearance quickly spread and attracted quite a throng to the area. For the next 265 years, a fair was held in honor of the event.

Special Characteristics: The bite of this creature is highly poisonous. Any creature bitten by the serpent must make a *Luck Roll* with *Stamina* adjustments. The roll must be made against a *Threshold* equal to 15 plus the dragon's *Combat Level*. Those failing immediately suffer the effects of a *Dangerous Hazardous Toxin*. Every bite thereafter is automatically treated as an additional dose of the same poison (see *Poison* for the effects of toxins and multiple poison doses).

The amphiptere is itself immune to all forms of poison and resists the effects of magic. Any spell cast at the creature has its spell levels reduced by 4.

If a large party attacks an amphiptere, it usually bellows a mighty roar to frighten off some of its attackers. This improves its odds with the remaining combatants. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

Like other dragon forms, amphiptere have a driving *Lust for Gold* which occasionally forces them to approach the townships they normally dread.

Recovery Time: 6

Absorption: 7

Surprise Adj.: -2

Attack Modes: bite/wing/wing/tail

The amphiptere may attack with its wings only when resting on solid ground.

The amphiptere may use its tail to constrict its prey. Any creature struck with the tail must make a *Luck Roll* with *Agility* adjustments against a *Threshold* of 15 plus the dragon's *Combat Level* to avoid *Constriction*.

Attributes

PS	ST	AG	MD	PC	WP	FA
6	4	-2	--	5	-1	-2

Amphiptere Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+10	+14
Defense	23	26
Damage Tolerance	140+5d10	180+8d10
E.P. Value	243	725
Damage per Attack	3d10 + venom/ 1d8/ 1d8/ 1d12	4d8 + venom/ 1d8/ 1d8/ 2d6
	Above Average	Exceptional
Combat Level	10	12
Attack Bonus	+17	+20
Defense	28	30
Damage Tolerance	200+10d10	210+12d10
E.P. Value	1920	3570
Damage per Attack	4d8 + venom / 1d10/ 1d10/ 2d6	4d8 + venom / 1d12/ 1d12/ 2d8

The amphiptere is a species of dragon with a long coiled serpentine body and tail. At a distance of approximately one-third of the dragon's body length from the head, the amphiptere sprouts two sleek wings. These wings can be folded so tightly against the body that they can easily be overlooked. In fact, these reptiles are sometimes mistaken for simple givres or massive snakes until they flex their bat-wing appendages.

The amphiptere's skin is an effective natural armor made up of rows of sturdy scales. Its eyes are unusually large for a creature of its size. Some have been reported to be spheres having a diameter of 6 inches or more! A particularly sturdy ring of scales protects each eye and encircles the orb like a circle of flower petals. These scales can be quickly closed around the socket to deflect impending blows.

Within the amphiptere's maw is more than just the usual lining of needle-sharp teeth associated with

dragon-kind. Within the cavernous mouth is also found two tongues. The first has the appearance of any normal tongue but the second has a barbed end. It is this barb that the dragon uses to inject poison into its prey rather than the fangs that are normally used by other poisonous serpents.

Amphisbaena

Habitat: The amphisbaena prefers to dwell in hilly areas where it can easily spy its prey. When the winter storms hit, the serpent can hibernate in its lair so it is not averse to living in temperate regions.

Life Style: territorial reptile

Wealth Type: hoard

Alignment: neutral

Cunning: low

Speed: 40. If the serpent is encountered on a hillside, the amphisbaena can form itself into a hoop by having each head firmly grasping the other. The serpent can then roll down the hill at the greatly increased *Speed* of 100. Obviously, this rate cannot be kept up for long, but it is helpful in approaching prey.

Strength: high

Size: large

Origin: Scandinavia. The Norsemen crafted torques, a piece of jewelry fashioned from a single curved rod of gold or silver used as a necklace or bracelet, into the form of a double-headed serpent.

Special Characteristics: The bite of this unusual serpent delivers an extremely toxic venom. Anyone bitten must make a *Luck Roll* with *Stamina* adjustments against a *Threshold* equal to 15 plus the dragon's *Combat Level*. Failure indicates the victim sustains an added 2-24 points of poison damage.

If the amphisbaena strikes one target with both heads in a single turn, it automatically wraps its massive serpentine body around him. Thereafter, the victim is *Constricted* until the amphisbaena releases him.

If a large party attacks an amphisbaena, it usually roars to frighten off some of its attackers. This improves its odds with the remaining combatants. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

Like other dragons, the amphisbaena has an *Uncontrollable Lust for Gold, Silver, and Copper*.

Recovery Time: 5

Absorption: 4

Surprise Adj.: -1

Attack Modes: bite/ bite Each head of the amphisbaena acts independently so each gains extra attacks in the event that its *Combat Level* greatly exceeds that of opponents (see **Number of Attacks** in the **Combat Rules** section of *The Grimoire of Game Rules™*).

Attributes

PS	ST	AG	MD	PC	WP	FA
6	3	-2	--	-1	-3	-4

Amphisbaena Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	+10	+13
Defense	23	24
Damage Tolerance	130 + 6d10	130 + 8d10
E.P. Value	144	300
Damage per Attack	2-12/2-12	2-16/2-16
	Above Average	Exceptional
Combat Level	10	13
Attack Bonus	+16	+20
Defense	25	28
Damage Tolerance	150 + 10d10	200 + 13d10
E.P. Value	840	2142
Damage per Attack	2-16/2-16	2-20/2-20

The amphisbaena, throughout history, has been reported in many forms. One form is that of a two-headed lizard where the second head replaces the lizard's tail. Another is that of a winged bird having a serpentine body and two serpent heads.

The most believable account describes the amphisbaena as a great-scaled serpent that has a huge viper's head at each end of its long body. It is this form that is portrayed in Nordic artifacts and is the form most often encountered by wandering adventurers. The serpentine amphisbaena is covered with a durable skin protected by tough scales similar to those of its dragon kindred.

The amphisbaena may be descended from the forefathers of dragonkind. Nevertheless, its ancestral lineage defies discovery from even the most able scholars.

Angel of Death

(Ankou, Reaper)

Habitat: The angel of death cannot be said to inhabit any particular clime or region. No country, if fact, escapes the reach of this gloomy spirit.

Life Style: *Life style for an Angel of Death. Now that's funny!*

Wealth Type: nil

Alignment: lawful evil

Cunning: exceptional

Speed: 120

Strength: high

Size: medium

Origin: Death is a universal theme throughout mythology. As such, many cultures have personified the concept of death into a specific being (usually a guardian or deity of the underworld). However, the image of death as a skeleton wearing dark robes and carrying a scythe is distinctly European. In Britain, the angel of death is known as Ankou and draws a creaking cart behind him on which he places the dead bodies of his victims.

Special Characteristics: Like all spirits, an Angel of Death can only be hit by magic weapons.

These spirits are unaffected by *Severity Damage* and are immune to the effects of cold and mental spells (including illusions).

Any living being looking directly into the eyes of an Angel of Death must make a *Luck Roll* with *Willpower Adjustments* or flee in terror for 1d4 turns.

All of these diabolical spirits have the powers of **Blink**, **Teleport**, and **Shadow Form** (as the Arcane Lore spells).

All Angels of Death should be treated as Master Assassins, with all the pertinent skills and talents the class implies (see *The Grimoire of Game Rules™* for details).

Their powers also delve deeply into the Necromantic realm. All Angels of Death are Necromancers who may cast all of the mage spells dealing exclusively with the Arcane Lores of Bone, Dust, Mind, and Spirit at a spell level equal to their *Combat Level*.

All undead creatures will obey without question any direct command given it by an Angel of Death. The only exception to this rule is when its creator had previously given the undead a contradictory command. In this

case, the undead creature will be torn by indecision, unable to follow any orders given it until either its creator or the Angel of Death are vanquished. In any case, no undead creature will ever attack one of these devils.

Although these devils cannot possess living creatures as many spirits can, they do have the awesome power of being able to possess any corporeal *Undead* creature (skeletons, ghouls, zombies, vampires, etc). An Angel of Death cannot possess any undead that has been turned by the priest spell **Turn Undead**. Likewise, once an Angel of Death has possessed an undead creature, it cannot be turned until released by the devil.

An Angel of Death assumes a ghostly form when performing a possession. Possession requires a single turn and the possessed creature is allowed no *Luck Roll*. While possessing an undead creature, the Angel of Death appears as a billowing ghostly shroud covering to its host. While an undead creature is possessed, the Angel of Death has absolute control over the body and may use any powers available to the possessed creature. The possessed creature fights at a *Combat Level* equal to the devil's. It has an *Attack Bonus* equal to the devil's *Combat Level* plus any pertinent weapon adjustments of the possessed creature. Its Defense equals to 20 plus the devil's *Combat Level* (of course, the *Parry Factor* of the weapon in hand and the *Defense Adjustment* of the armor worn must also be taken into consideration.)

Damage delivered to the possessed creature does not affect the Angel of Death in any way, but the possessed creature will fall upon reaching 0 *Damage Tolerance*. At this time, the Angel of Death will normally leave the undead host to fight personally or to possess another.

In any given 24 hour period, an Angel of Death may perform only 1 possession per three *Combat Levels*. Thus, a 10th *Combat Level* Angel of Death may perform only 3 possessions per day. In addition, while an Angel of Death possesses an undead creature, it is unable to use any of its other powers.

Angels of Death are *Highly Susceptible to Holy Water*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: +5

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	4	3	5	3	6

Angel of Death Examples

	Below Average	Average
Combat Level	10	13
Attack Bonus	+17	+19
Defense	36	38
Damage Tolerance	50 + 10d10	50 + 13d10
E.P. Value	1410	2620
Damage per Attack	by weapon + 5	by weapon + 6
	Above Average	Exceptional
Combat Level	15	17
Attack Bonus	+24	+27
Defense	41	44
Damage Tolerance	50 + 15d10	50 + 17d10
E.P. Value	4520	5255
Damage per Attack	by weapon + 7	by weapon + 8

An Angel of Death is actually a devil in the service of an evil deity. They normally appear as human females or skeletons shrouded in dark robes carrying scythes or sickles. Some have wings, other do not.

As the name implies, Angels of Death are expert in killing. They may use absolutely ANY weapon they pick up with great skill. These devils normally use scythes or sickles as they symbolically reap the lives of their victims.

Ankou

Habitat: When encountered, ankou are usually seen drawing their carts down isolated roads. Only after passing does the observer become aware that his footsteps and the turn of his cart's wheels are completely silent.

Life Style: murderous intelligent undead

Wealth Type: hoard

Alignment: evil

Cunning: high

Speed: 90

Strength: high

Size: medium

Origin: The ankou is a British legend closely related to the angel of death. Flanked by two ghostly spirits, this tall drawn figure pulls a cart behind him on which he piles the dead bodies of his victims. While many cultures view the angel of death as a beautiful spirit, the British had decidedly different ideas. This description attempts to fit the British interpretation, leaving the Angel of Death for the other.

Special Characteristics: Ankou are remarkably perceptive, having the ability to continually see in all

directions at once. Treat this ability as a permanently active **Divine Sight**, as the priest Divination spell.

Ankou may cast the following priest spells once per day: **Invulnerability** (Battle), **Age** (Curse), **Blind** (Curse), **Touch of Death** (Curse), **Unavoidable Target** (Curse), **Divine Guidance** (Divination), and **Reveal Foes** (Divination).

In addition, ankou may use the mage spells **Command the Dead** and **Raise the Dead** once per week.

All spells are cast at a spell level equal to the ankou's *Combat Level*.

These undead horrors are unaffected by *Severity Damage* and are immune to the effects of cold and mental spells (including illusions). They are, however, *Highly Susceptible to Holy Water*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: +5

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	4	3	5	3	6

Ankou Examples

	Below Average	Average
Combat Level	10	13
Attack Bonus	+17	+19
Defense	36	38
Damage Tolerance	50 + 10d10	50 + 13d10
E.P. Value	1410	2620
Damage per Attack	by weapon + 5	by weapon + 6
	Above Average	Exceptional
Combat Level	15	17
Attack Bonus	+24	+27
Defense	41	44
Damage Tolerance	50 + 15d10	50 + 17d10
E.P. Value	4520	5255
Damage per Attack	by weapon + 7	by weapon + 8

An ankou is a tall undead human whose skin is drawn so tightly over his frame that, if sighted from afar, is likely to be mistaken for a skeleton. In fact, the ankou is capable of moving its head in a complete 360-degree arc with no difficulty. His muscles may appear to be suffering from severe atrophy, but the first few seconds of combat against the monster will dispel that misplaced assumption.

Ankou are deadly fighters. They commonly arise from the corpses of highly seasoned warriors who practiced their dangerous trade primarily for the sheer ecstasy of slaying. Even in death, such warriors will sometimes refuse to abandon their beloved avocation and will rise to serve some evil deity in the collection of souls. They retain all of the combat prowess possessed in life.

Ankou battle tactics are as ruthless as they are evil. One favorite ploy is to use their power of **Command the Dead** to enslave one or two ghosts (phantoms, wraiths, etc.). Ankou prefer such spirits to other forms of undead because only magic can kill them, but they will settle for less imposing creatures if these are not available. After obtaining his recruits, the ankou will use them as unwilling shields by cursing them with **Unavoidable Target**, thus lowering the ankou's own chances of being targeted in combat. The bodies of those killed by this nightmarish revenant will be summarily carted off for later revival as an addition to the ankou's personal squadron of undead guardians.

Apparition, Repeating

Habitat: Apparitions, like many other forms of undead, are often found haunting the castles and estates in which they resided during life. However, they also occasionally appear to family members, close friends, and loved ones hundreds of miles away from their favored locales.

Life Style: undead spirit

Wealth Type: incidental

Alignment: neutral

Cunning: average

Speed: 80

Strength: average

Size: medium

Origin: Tales of apparitions are found throughout the world. Perhaps the most famous is that of Dante, who supposedly appeared to his son to reveal the location of the last cantos of his *Divine Comedy*. At the time, nobody but Dante knew of their existence.

Special Characteristics: Apparitions are capable of producing impressively realistic illusions that they use to communicate with the living. Although no illusion seems to be beyond their abilities, they seem to rely most heavily on those that alter the appearance of a room to portray some significant event of their former lives. Commonly, these involve illusions such as **Faust's Fallacious Façade** and **Phantasmagoria**.

If pressed into combat, an apparition will use its illusionary abilities to the best effect. It may use a **Guise** spell to appear as a living opponent and wield an **Illusionary Weapon**. Alternatively, it may decide to take on the aspect of a lich and blast its enemies with illusionary bolts of lightning. All illusions are cast at spell levels equal to the apparition's **Combat Level**.

If its illusions prove ineffective, the apparition will most likely attempt escape. However, if his enemies threaten the successful completion of whatever task drives it from the grave, the apparition will be forced to fight. Its weapon of last resort is its touch, which acts in a manner similar to the mage spell **Cramping Touch**.

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

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

Recovery Time: 6

Absorption: 0

Surprise Adj.: +6

Attack Modes: touch or illusionary weapon.

Attributes

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

Repeating Apparition Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	26	28
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	210
Damage per Attack	1d8 + 5 or by weapon	1d8 + 7 or by weapon
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+14	+17
Defense	32	34
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1140
Damage per Attack	1d8 + 9 or by weapon	1d8 + 11 or by weapon

Repeating apparitions are ethereal undead spirits that have left their graves to complete some important task that went unfulfilled in life. This could be as simple as revealing the identity of its murderer or as complex as finishing an uncompleted will. Although reports of apparitions are not uncommon, the actual appearance is in some doubt. This is because apparitions have powerful illusionary abilities that they use to appear in any of a variety of forms. One particularly popular form is that of a life-like image of its former living self. Its true image is probably nothing more than an indistinct ghostly cloud.

The spirit's illusionary powers are mostly focused on providing important clues to what task must be completed before it can permanently rest. These images almost never speak directly to the witnesses. Rather, apparitions appear to be restricted to the creation of sights and sounds that it remembers from life. This restriction can make the apparition's job quite difficult.

A repeating apparition is quite true to its name. Even if it is 'slain', its spirit will rise again after a period of 1,001 nights to resume its haunting. Only the completion of its self-imposed quest or an **Exorcism** can put the spirit to permanent rest.

Apple-Tree Man

Habitat: There is, at most, a single apple-tree man in any given apple orchard.

Life Style: solitary tree faery

Wealth Type: incidental.

Alignment: social neutral good

Cunning: average

Speed: 55. To walk, an apple-tree man will quickly uproot itself and ambulate along the ground by means of its serpentine roots. When it finds an appropriate stopping place, it will wind its roots into the soil to rest. The uprooting and re-rooting processes each require one full turn to accomplish, but the arboreal faery may participate in combat while doing so.

Strength: high

Size: great

Origin: The tale of these tree faeries originates in Somerset, England, where the oldest tree in every apple orchard was said to be the orchard's apple-tree man. The fertility of the entire orchard was the apple-tree man's main responsibility. As such, it could be a great ally to anyone tending the orchard and a serious foe to those bringing reckless harm.

Special Characteristics: Apple-tree men have an *Affinity for the Taste of Cider*, the harder the better. Most of these tree-faeries can be coaxed into discourse with visitors by pouring a jug of the golden liquid onto their thirsty roots.

Apple-trees men may use the mage spells **Halcyon**, **Rain Call**, and **Vigorous Flora** at will. All are used at spell levels equal to the apple-tree man's *Combat Level*. See *The Lexicon of Lore* for details. If his orchard is threatened with fire, the apple-tree man will call forth a drenching downpour within a matter of seconds to extinguish the flames.

Apple-tree men are remarkably difficult to kill. Even though they are living creatures, they have no truly vital organs. Consequently, they are unaffected by *Severity Damage*.

Recovery Time: 6

Absorption: 9

Surprise Adj.: +3

Attack Modes: branch/ branch.

Attributes

PS	ST	AG	MD	PC	WP	FA
8	9	-6	-3	2	0	4

Apple-Tree Man Examples

	Below Average	Average
Combat Level	4	8
Attack Bonus	+8	+14
Defense	20	22
Damage Tolerance	200 + 4d10	225 + 8d10
E.P. Value	154	650
Damage per Attack	3d6/3d6	4d6/4d6
	Above Average	Exceptional
Combat Level	12	14
Attack Bonus	+17	+19
Defense	24	25
Damage Tolerance	250 + 12d10	275 + 14d10
E.P. Value	2730	4350
Damage per Attack	5d6/5d6	6d6/6d6

At first sight, an apple-tree man is indistinguishable from any other apple tree in the orchard, but close scrutiny will reveal some vaguely human-like features. A combination of knotholes, knobs, crevices, bulges and other minor deformities in the tree's bark form the features of a crude but serviceable face which, more often than not, has a pleasant disposition.

It is no mistake that apple-tree men so closely resemble apple trees. They are, in fact, apple trees that have simply awakened from their arboreal slumber in order to tend to the needs of their surrounding companions. Being an orchard's caretaker is a difficult task requiring a good deal of wisdom and patience, so the job falls on the shoulders of the eldest tree in the orchard.

Ash Tree (Uinsinn)

Habitat: Ash trees greatly prefer woodland areas immediately surrounding fresh water springs. The association between ash and spring is so great that the ash tree is believed to be the guardian of the spring's purity.

Life Style: solitary tree faery

Wealth Type: incidental.

Alignment: neutral lawful good

Cunning: average

Speed: 65. When an ash tree walks, it appears to be wading through the dirt like an ordinary man wades through shallow water. If it comes to a rocky landing or a road paved with stone, the tree can actually lift itself out of the dirt and ambulate across the hard surface using only its roots for support. If this is done, its *Speed* is cut in half. The uprooting and re-rooting processes each require one full turn to accomplish, but the arboreal faery may participate in combat while doing so.

Strength: exceptional

Size: great

Origin: Superstition about the ash is widespread throughout Europe. Ygddrasil, the Nordic world tree that held up the sky, was said to be an ash tree. On the British Isles, the ash tree supposedly had healing powers. However, the magical healing came at a cost. The life of anyone saved by an ash tree was forever after tied to the tree. If the ash tree was injured or died at any point in the future, the same happened to the tree's benefactor's.

Special Characteristics: Ash trees have magical healing abilities. All of them cast Priest **Healing** spells at a Piety level equal to their Combat Level. They can individually select their own spells, but they all invariably select **Lay on Hands**, **Panacea**, and **Mend Bone** as a few of their choices. Some are apparently able to cast spells other than healing, but no ash tree has ever been known to spells that injure others, although they are not shy about defending themselves and their forests if pressed too far. Most are priests of the Celtic Water Cult.

Ash trees are remarkably difficult to kill. Even though they are living creatures, they have no truly vital organs. Consequently, they are unaffected by *Severity Damage*.

Recovery Time: 6

Absorption: 9

Surprise Adj.: +3

Attack Modes: branch/ branch.

Attributes

PS	ST	AG	MD	PC	WP	FA
8	9	-6	-3	2	0	4

Ash Tree Examples

	Below Average	Average
Combat Level	4	8
Attack Bonus	+8	+14
Defense	20	22
Damage Tolerance	200 + 4d10	225 + 8d10
E.P. Value	154	650
Damage per Attack	5d6/5d6	6d6/6d6
	Above Average	Exceptional
Combat Level	12	14
Attack Bonus	+17	+19
Defense	24	25
Damage Tolerance	250 + 12d10	275 + 14d10
E.P. Value	2730	4350
Damage per Attack	7d6/7d6	8d6/8d6

Ash trees all tall woodland faeries that look like ordinary trees. They stand straight and tall, with a pride and dignity that reflects their strict moral code. Their branches are likewise straight with slender offshoots supporting rows of tapered leaves. Ash trees normally ignore visitors unless they do some harm to their surroundings. If aroused, the various knotholes and scars on the tree's trunk will suddenly spring to life, forming a face that did not seem to exist only moments before.

Ash trees are quite protective of the forests in which they live, but are particularly sensitive to any affronts to the fresh water springs that are usually found in or near their arboreal abodes. They view the springs as the forest's ultimate source of life. As such, they will defend their sanctity with their own life, if necessary.

Ash trees are particularly protective of children and will always attempt to aid any sick child brought before them. If approached in a friendly manner, an ash tree is likely to provide healing aid to others as well. Before doing so, though, the tree will demand that the recipients swear to aid the tree in defending the forest if

a need should ever arise. Woe be to anyone that breaks his oath.

These trees are held in high regard by many societies, but are particularly revered by the continental Celts, who refer to them as Uinsinn (pronounced ooshin).

Ash trees are the strongest of all the faery trees. This is somewhat unfortunate, since it makes their wood very valuable. The very best magical bows and spears are made from the branches of this powerful woody sprite.

B**Banshee**

Habitat: As the banshee is an ethereal spirit, it cannot be said that she requires any particular habitat. Nevertheless, she usually appears next to a stream, well, or other water source.

Life Style: undead spirit

Wealth Type: incidental

Alignment: neutral

Cunning: average

Speed: 60

Strength: nil

Size: medium

Origin: The banshee originates from Ireland and the Scottish Highlands, where she is more commonly known as Bean Si, Bean-nighe, or Little Washer by the Ford. Although most often depicted as old women dressed in green, banshees occasionally take on the form of swans with blood seeping from their breasts. This is, in fact, the origin of the term "Swan's Song," applied a musician's final performance before death.

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

Since banshees are ethereal in nature, they can be hit only with magic weapons.

A banshee's wail portends death produced by a curse. Of those who hear the wail, one must die in the next week to fulfill the banshee's omen. If nobody dies within a week, all those who heard the wail must make a *Luck Roll* against a *Luck Threshold* of 25. Failing this bestows upon them the effects of the Arcane Lore spell Wail of the Banshee (see *The Lexicon of Lore™* for details). Killing another wail hearer breaks the curse.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: wail (see the *Special Characteristics* for details)

Attributes

PS	ST	AG	MD	PC	WP	FA
--	--	6	--	0	0	2

Banshee Examples

	Nominal
Combat Level	0
Attack Bonus	N/A
Defense	26
Damage Tolerance	30 + 1d10
E.P. Value	52
Damage per Attack	0

A banshee is a ghostly apparition of a crying old woman clad in a green gown having long flowing hair. She usually appears at a distance and wails. Occasionally, characters see her beside a stream washing the grave clothes of those soon to die. When she finishes wailing, the banshee either disappears in a nearby shadow or fades away.

Bauchan

Habitat: The Bauchan is a native of Scotland, and so is disposed to a humid temperate climate. However, it is willing to follow its 'friends' anywhere they lead.

Life Style: trooping fairy

Wealth Type: monetary

Alignment: antisocial good

Cunning: average

Speed: 40

Strength: average

Size: medium

Origin: The Bauchan is a Scottish faery also known as a Bogan, which is closely tied to the Hedley Kow and associates with the more common Hobgoblin, or Hob faeries.

Special Characteristics: Bauchan may be mischievous, but deep down they all have kind hearts. To help them in their playful pranks, bauchans have mastered the following Arcane Lore spells that they can use at will: Animal Form, Breakfall, Diminish, Extinguish, Faery Light, Glue, Ogre Strength, and Spark. All spells are cast at a spell level equal to the Bauchan's *Combat Level*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -0

Attack Modes: by weapon

Attributes

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

Bauchan Examples

	Below Average	Average
Combat Level	2	3
Attack Bonus	+3	+4
Defense	22	23
Damage Tolerance	10 + 2d10	15 + 3d10
E.P. Value	10	19
Damage per Attack	by weapon	by weapon
	Above Average	Heroic
Combat Level	5	7
Attack Bonus	+6	+9
Defense	26	28
Damage Tolerance	20 + 5d10	25 + 7d10
E.P. Value	36	126
Damage per Attack	by weapon+2	by weapon+4

Bauchans are Scottish fairies resembling hairy hobgoblins. They love playing practical jokes on people they encounter. If a bauchan meets an especially poor sport, he will squeal in delight and declare that he has finally found a true friend that he can adopt. From this point on, the bauchan will do everything in its power to annoy the poor soul. He will track him from continent to continent, if necessary. If his 'adopted' comrade is ever in extreme need, however, the bauchan will not hesitate to come to the rescue.

The bauchan has several magical powers (listed in the Special Characteristics), which he uses in playing his jokes. Here are some common themes to their pranks:

Animal Form: Bauchans somehow manage to taunt their 'friends' verbally regardless of the form taken. A bauchan will often assume the form of a goat to eat a friend's hat.

Extinguish and Spark: Bauchans love to put out campfires and torches. Just before the character relights the smoldering kindling, the bauchan will make it burst into brilliant flame.

Glue: Oooo! The FUN!

Diminish: A bauchan can diminish only himself and the items he carries. He will often try to 'catch a ride' under his adopted friend's cap.

Breakfall: except that he is able to cast it on others as well (up to 80 feet away). He will take any

opportunity to cause his adoptee to fall off of a roof or causeway only to provide him a safe landing.

Ogre Strength: on himself. This is never used in combat or to harm others.

Faery Light: Bauchans use this frequently to escape the wrath of an adopted friend.

An adventurer adopted by a bauchan may rightfully feel himself lucky. If he ever becomes a good sport about the whole thing, though, the bauchan will get bored with mere practical jokes. He may steal from or even kill those he formerly aided before he leaves for good. Occasionally bauchans travel with brownies, buttery spirits, and hobs.

Birch Tree Spirit

(The One with the White Hand, Beithe)

Habitat: Birch tree spirits are so closely tied to the copse of birch trees in which they dwell that they are scarcely ever seen outside of its perimeter. Birch glens haunted by these dangerous faeries are a common sight in black forests.

Life Style: solitary tree faery

Wealth Type: incidental. The remains of past victims will be scattered randomly throughout the birch grove where the spirit dwells.

Alignment: antisocial evil

Cunning: high

Speed: 85.

Strength: average

Size: medium. The spirit is very tall, approaching 10 feet in height, but is extremely spindly.

Origin: Wherever birch trees exist, there are a wide variety of superstitions surrounding it. Its bark is used to heal wounds and its wood is a charm against the evil eye. In England, however, a malevolent female spirit that is known as "The One with the White Hand" inhabits the birch tree. This evil faery may cause madness or even death at a mere touch. The Celts call the tree Beithe (pronounced "bey").

Special Characteristics: Birch tree spirits have the ability to pass from one birch tree into another in a manner similar to the mage spell **Tree Pass**. In addition, with a mere glance, a birch tree spirit can curse its victim with the **Evil Eye**.

Each touch of a birch tree spirit may induce any of the following effects on the target at will: **Faery Pinch**, **Insanity**, **Murmurings**, **Numb Pain**, and **Weakness**. The spirit may induce each of the following effects once per

day with its touch: **Crimson Death**, **Paralysis**, **Rage**, and **Rigor Mortis**. All spells are cast at spell levels equal to the birch tree spirit's *Combat Level* and, although the tree spirit must make an *Attack Roll* to touch its victim, the *Luck Rolls* for the various effects still apply. See **The Lexicon of Lore** for details.

Birch tree spirits are remarkably difficult to kill since they are entirely comprised birch wood. Even though they are living creatures, they have no truly vital organs. Consequently, they are unaffected by *Severity Damage*.

Recovery Time: 5

Absorption: 5

Surprise Adj.: +3

Attack Modes: Touch. The touch itself delivers no damage, but inflicts magical effects (see *Special Characteristics* above).

Attributes

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

Birch Tree Spirit Examples

	Below Average	Average
Combat Level	4	6
Attack	+12	+17
Defense	29	31
Damage	35 + 4d10	40 + 6d10
Tolerance		
E.P. Value	98	180
Damage per Attack	N/A	N/A
	Above Average	Exceptional
Combat Level	8	10
Attack	+20	+25
Defense	34	36
Damage	45 + 8d10	50 + 10d10
Tolerance		
E.P. Value	425	1140
Damage per Attack	N/A	N/A

Birch tree spirits are tall female faeries that live within birch tree groves. Like the trees in which they live, birch tree spirits have pale white or silvery skin that has the light flaky texture of birch bark. The most striking physical characteristic of these spirits is the fact that they are exceptionally thin. The torsos of birch tree spirits are strongly reminiscent of birch tree trunks. Their arms exactly resemble the pale tree's slender branches and their fingers are nearly as long as their

arms. The birch tree spirits' twig-like digits are so wiry that they are unable to grasp and hold any utensils, including weapons. Even so, the magical touch of a birch tree spirit can bring about an unpleasant death. It is no mistake that when one wants to speak of a birch tree spirit without attracting its attention; it is often referred to as "The One with the White Hand."

Boogy-Man

Habitat: The boogy-man is an extremely elusive creature that cannot abide light. As such, it sticks to dark shadows and nighttime raids.

Life Style: solitary nocturnal faery

Wealth Type: monetary

Alignment: antisocial evil

Cunning: below average

Speed: 60

Strength: average

Size: medium

Origin: The boogy-man is an English monster used to frighten children into good behavior.

Special Characteristics: All boogy-men have the power to transform themselves into mere shadows as the Arcane Lore spell *Shadow Form*. Unlike the spell, however, the faery can use this power instantaneously and at will. In fact, they use this ability quite often, as they are all *Terrified of Bright Light* and will immediately transform into a shadow whenever illuminated.

Boogy-men have also developed the ability to put out torches and campfires as the mage spell *Extinguish*. Each may use this ability at will.

Obviously, these nocturnal faeries are able to see perfectly in the dark.

All of these nasty humanoids master the talent of *Cursing in Foreign Languages* that they use profusely. Oddly enough, a boogy-man would never think of cursing to a young child in a language he understands.

Although normally solitary creatures, boogy-men have an *Affinity toward Bogles (Goblins) and Bugbears*.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 4

Attack Modes: bite / claw / claw

Attributes

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

Boogy-Man Examples

	Below Average	Average
Combat Level	3	4
Attack Bonus	+5	+6
Defense	20	22
Damage Tolerance	30 + 3d10	30 + 4d10
E.P. Value	5	14
Damage per Attack	1d8/ 1d4/ 1d4	2d4/ 1d4/ 1d4
	Above Average	Heroic
Combat Level	7	9
Attack Bonus	+10	+14
Defense	26	31
Damage Tolerance	30 + 7d10	30 + 9d10
E.P. Value	72	240
Damage per Attack	1d10/ 1d6/ 1d6	1d12/ 1d6/ 1d6

A boogy-man is a squat black faery that is covered with short bristly hair like that of a wild boar. Little is really known about the facial features of these faeries because they always vanish whenever they encounter a bright light. The only distinguishing characteristic, which witnesses agree upon is that they have extremely wide and malicious-looking toothy grins. Despite their camera-shy nature, nobody that meets one of these evil beasts doubts the fact that its teeth and claws are razor sharp.

A boogy-man will either extinguish all light sources owned by an encountered party (with its **Extinguish** ability) or clandestinely skulk in nearby shadows until its prey dims the light sources. Once the bright lights have been eliminated, the dark faery will attack at its first opportunity. It will concentrate its attacks on the smallest individuals present and those attempting to light torches or candles. The first person incapacitated will be kidnapped and eaten at the earliest possible moment.

In combat, boogy-men are quite formidable since they only attack in total darkness, forcing most opponents to fight blind (See **Fighting Blind** in the **Advanced Combat Rules** section of *The Grimoire of Game Rules™* for details.) Of course, the boogy-man himself is not hindered in any way by the total lack of light.

Bugbear (Bwg)

Habitat: Bugbears are malicious faery monsters that lurk in the woods near human habitation where they can maintain cover and study their potential prey. As everyone knows, the bugbear's favorite flavor is 'naughty little child'.

Life Style: clannish animal faery

Wealth Type: monetary

Alignment: antisocial evil

Cunning: below average

Speed: 40

Strength: above average

Size: large

Origin: The bugbear originated in England and is closely tied to the Welsh *bwg*, meaning ghost. They derive their name from their hairy, bear-like appearance and the grunts and growls they emit.

Special Characteristics: once per day, a bugbear can assume an ethereal state as the Arcane Lore spell Ghostly Form. The faery can re-materialize at will.

Recovery Time: 6

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite / claw / claw

Attributes

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

Bugbear Examples

	Below Average	Average
Combat Level	2	3
Attack Bonus	+5	+6
Defense	20	22
Damage Tolerance	65 + 2d10	70 + 3d10
E.P. Value	16	25
Damage per Attack	1d10/ 1d4/ 1d4	1d12/ 1d6/ 1d6
	Above Average	Heroic
Combat Level	5	7
Attack Bonus	+8	+11
Defense	25	28
Damage Tolerance	75 + 5d10	75 + 6d10
E.P. Value	54	126
Damage per Attack	2d6/ 1d8/ 1d8	2d8/ 1d8/ 1d8

Bugbears are faery monsters resembling brown bears walking upright on their hind legs. Large lower tusks and glistening drool accentuate a bugbear's exaggerated maw.

The bugbear's standard tactic is to stalk a potential meal for several days until it ventures out into the woods alone. Whenever two or more individuals investigate the rustling of its skulking through the bushes, the bugbear will assume a ghostly state and leave the area unseen. The bugbear believes that its prey will eventually become complacent about the unusual woodland noises and fall victim to its plans more easily.

At times a gathering of these beasts will boldly roam the countryside together. These bands generally dispense with the usual stealthy preliminaries and attack any encountered groups that they outnumber. Fortunately, the faeries' slow wit prevents the bearish clans from becoming a real threat to the townships themselves.

Buggane

Habitat: The buggane is often found grazing beside waterfalls. Some believe the buggane to be a water spirit.

Life Style: territorial shape-shifting faery

Wealth Type: monetary

Alignment: unlawful evil

Cunning: above average

Speed: 55 (125 in horse form)

Strength: above average

Size: large

Origin: The buggane is a native of English waterfalls and is related to the Kelpie.

Special Characteristics: The buggane has an especially strong *Lust for Elven Maidens*.

This water-loving faery has the power of breathing underwater as the Arcane Lore spell *Nixie's Breath*, which it uses at will. (See *The Lexicon of Lore™* for details.)

A buggane may take on any horse-like characteristic he chooses. These include flaring nostrils, a waving tail, a silky mane, or *any* other attribute. Oddly enough, a few maidens voluntarily remain in the servitude of these creatures (although *maiden* is probably an inappropriate term for these ladies).

Recovery Time: 6

Absorption: 0

Surprise Adj.: 0 in a mostly-human form. -4 in a mostly equestrian form (cloppity-clop)

Attack Modes: hoof/ hoof (In combat, buggane frequently shift their hands into powerful hooves) or bite/ claw/ claw (if the buggane chooses a highly humanoid form).

Attributes

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

Buggane Examples

	Shetland	Average
Combat Level	4	6
Attack Bonus	+7	+9
Defense	24	26
Damage Tolerance	40 + 4d10	90 + 6d10
E.P. Value	49	120
Damage per Attack	2-12/2-12	2-16/2-16
	or	or
	1-8/ 1-6/ 1-6	1-10/ 1-8/ 1-8
	Above Average	Heroic
Combat Level	8	10
Attack Bonus	+13	+17
Defense	27	28
Damage Tolerance	100 + 8d10	110 + 10d10
E.P. Value	325	960
Damage per Attack	3-18/3-18	4-24/4-24
	or	or
	1-12/ 1-8/ 1-8	2-12/ 1-10/ 1-10

A buggane is a shape-shifting faery noted for its equestrian features. Although its exact form varies from one sighting to another, it often appears as a large black skinned humanoid with horse-like ears and facial features. Roaming near streams and waterfalls, this faery lures beautiful females by assuming the form of a majestic, swift stallion with a shining coal black coat. Many damsels cannot resist the temptation to ride the handsome steed.

Just about anyone witnessing the buggane's incredible shape-shifting ability is stupefied by his mastery over the skill. In the blink of an eye, a nightmarish troll sporting sharp teeth and muscled forearms terminated with massive hooves replaces the serene sight of a proud and powerful horse.

In the rare event that the buggane assumes its most humanoid state, it has fingers that are tipped with claws like those of a raptor and an enormous head with long teeth protruding from its maw.

Buttery Spirit

Habitat: The buttery spirit dwells in the backpacks and pantries of thieves, self-indulgent monks, and dishonest innkeepers.

Life Style: sly fairy

Wealth Type: nil

Alignment: antisocial neutral

Cunning: low

Speed: 120

Strength: low

Size: small

Origin: Europe

Special Characteristics: Buttery Spirits may Blink at will as the Arcane Lore spell. (See *The Lexicon of Lore™* for details.)

Buttery spirits are *Immune to Poison* and they easily avoid the most complicated traps.

Recovery Time: 3

Absorption: 0

Surprise Adj.: 2

Attack Modes: see below

Attributes

PS	ST	AG	MD	PC	WP	FA
-3	4	9	4	3	-3	0

Buttery Spirit Examples

	Nominal
Combat Level	0
Attack Bonus	see below
Defense	29
Damage Tolerance	5 + 1d10
E.P. Value	12
Damage per Attack	see below

These tiny pot-bellied humanoids seek thieves, crooked merchants, and impious priests as unwilling benefactors. Once a buttery spirit finds such a provider, he sticks with him like glue. These gluttonous faeries eat constantly at a fantastic rate.

A buttery spirit can only consume stolen food or food purchased with money obtained dishonestly. Although a buttery spirit quickly grows fat from his gorging, he knows he is an unwelcome guest and will quickly jump and escape at mage provocation. The spirit will **Blink** (as the mage spell) to a safe location when spotted. As soon as it is safe, he blinks back and continues feasting.

About the only way to rid oneself of a buttery spirit is to starve him to death. The faery loses 1 *Damage Tolerance* point per week of starvation. A thief must take an extended vacation to dispose of one.

C

Changeling

Habitat: Because of the changelings' remarkable shape-shifting abilities, it can survive in conditions varying from desert to arctic. Even so, it seems to prefer temperate climes.

Life Style: solitary fairy

Wealth Type: monetary

Alignment: neutral

Cunning: above average

Speed: 65

Strength: see below

Size: see below

Origin: Changelings are found throughout the Celtic lands of Europe, most particularly on the British Isles.

Special Characteristics: Changelings are capable of transforming their form in a manner similar to the Arcane Lore spell Shape Change. As if its shape-shifting abilities are not enough, changelings also have the capability to change their appearance as the Arcane Lore illusion Guise and can create longer lasting illusions on specific individuals in a manner similar to the Arcane Lore illusion Glamour.

Only a single limitation exists on the forms that a changeling can take. When shifting from one form to another, the new form must be slightly smaller than the former. While an infant changeling begins life at about the size of an ogre, most adults have diminished down to the size of human children. (Figure that one out!)

Taking on a new form gives no magical abilities common to the shape. Thus, a changeling dragon has no breath weapon but it does gain superior absorption from its scales. Of course, the attacks of a miniature dragon deliver appropriately miniaturized damage.

In any form it takes, the changeling retains its normal *Combat Level* but its *Damage Tolerance* lowers imperceptibly with each new form assumed. Further, shape shifting cannot magically 'heal' sustained wounds.

Recovery Time: by form

Absorption: by form

Surprise Adj.: 3

Attack Modes: by form

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
0	0	1	2	2	2	-1

Changeling Examples

	Below Average	Average
Combat Level	3	4
Attack Bonus	+6	+8
Defense	24	26
Damage Tolerance	by form	by form
E.P. Value	40	70
Damage per Attack	by form	by form
	Above Average	Exceptional
Combat Level	7	10
Attack Bonus	+11	+17
Defense	28	33
Damage Tolerance	by form	by form
E.P. Value	180	720
Damage per Attack	by form	by form

A changeling is a Celtic faery that is believed to resemble an ugly goblin. Its actual appearance is uncertain because changelings have the remarkable ability to shape-shift and cast illusions, both of which they practice frequently. The changeling's shape-shifting ability has the unusual quirk that its stature is imperceptibly diminished every time its form changes.

By the time a changeling has grown to venerable age, it has diminished to the stature of a human baby. Weak due to its size and toothless due to its extreme age, the changeling resorts to an old faery trick. The shape-shifter will seek out a family that has recently acquired a new infant baby. When an appropriate clan is spotted, the changeling will kidnap the baby, transform itself into the baby's twin, and deposit itself in the empty crib. Once all has been accomplished, the wicked little faery will begin wailing and crying to be pampered and fed by its adopted caretakers.

Chimera, Heraldic

Habitat: Heraldic chimeras are found throughout the European countryside. They will generally lay claim to a natural cave or an old abandoned castle and inject terror into the lives of nearby townsfolk until some brave knight rides out to glory or death.

Life Style: territorial animal hybrid

Wealth Type: hoard

Alignment: neutral

Cunning: low

Speed: 60 (130 flying)

Strength: above average

Size: large

Origin: Although the original chimera was a Grecian creation, it evolved over the centuries into a slightly different form. The heraldic chimera's main hangout was on the shields, banners, and crests of medieval knights.

Special Characteristics: The dragon's head breathes fire as an Arcane Lore spell **Dragon's Breath: Flame** which extends only 50 feet. Treat the breath as if it were cast at 8th spell level spell. The breath is usable three times per day. Fortunately for the chimera, it is totally *Immune to Heat and Flame*.

The lion's head, front and center can pipe out an impressive roar. All hearing this deafening sound must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror as quickly as possible for 1d4 turns.

The ram's head delivers a powerful butt, which delivers double damage if it strikes an opponent on its initial charge.

If the **Detailed Combat Rules** are used, characters may attempt to kill each head individually. Each head possesses 50 *Damage Tolerance* independent of the body and each can independently control the body. Therefore, the characters must destroy all three heads to totally incapacitate a chimera in this manner.

Recovery Time: 7

Absorption: 0 (8 on dragon's head)

Surprise Adj.: 0

Attack Modes: dragon bite/ lion bite/ butt/ claw/ claw (As each head acts independently, each gains extra attacks separately if the chimera's *Combat Level* greatly exceeds that of opponents.)

Attributes

PS	ST	AG	MD	PC	WP	FA
3	4	2	--	4	-4	-4

Heraldic Chimera Examples

	Below Average	Average
Combat Level	6	11
Attack Bonus	+9	+14
Defense	29	34
Damage Tolerance	60 + 6d10	75 + 11d10
E.P. Value	252	2135
Damage per Attack	3d10/ 2d10/ 2d6/ 1d10/1d10	3d12/ 2d12/ 2d8/ 2d6/ 2d6
	Above Average	Exceptional
Combat Level	13	15
Attack Bonus	+16	+20
Defense	36	38
Damage Tolerance	90 + 13d10	100 + 15d10
E.P. Value	3276	5220
Damage per Attack	4d10/ 2d12/2d8/ 2d6/ 2d6	4d10/ 2d12/ 2d10/ 2d8/ 2d8

The chimera is a horrific monster with three disparate heads lined up side-by-side at the creature's anterior. The first is a lion's, the next is a dragon's, and the last is a giant ram's. Its body is that of a huge lion. From the back extend two powerful dragon wings capable of carrying the beast aloft. The terrible sight of a chimera coasting lazily through the air near a local villa or town is certainly enough to send chills down the spines of the hardiest adventurers.

Cockatrice

Habitat: The cockatrice is native to all parts of the southern and western portions of Europe. Fortunately, as the creature is so susceptible to the rooster's crow, it is rarely seen near human habitation.

Life Style: animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 35 (145 flying)

Strength: low

Size: small

Origin: The cockatrice has been the subject of trepidation since classical times. It is possible that the legends arose from misunderstood accounts of hooded cobras in the Middle East.

Special Characteristics: The breath of a cockatrice is highly poisonous. Anyone within 20 feet of the creature breathing the fumes of the cockatrice's exhalations must make a *Luck Roll* with *Stamina Adjustments*

against a *Luck Threshold* of 15 plus the creature's *Combat Level* or be affected by a *Deadly Toxic Poison*. Those further than 20 feet but closer than 50 feet must make a similar *Luck Roll* or be affected by a *Moderately Hazardous Toxin*. The *Luck Roll* must be made every turn. Those combatants holding their breath anywhere within this range must still make *Luck Rolls* or be affected by a *Minimally Hazardous Toxin* as the fumes are absorbed through the skin. (See **Poison** for details on the effects of toxins.) Unless a strong wind disperses the fumes, they will persist in any area visited by the bird for 1d6 turns after its departure.

Anyone meeting the gaze of a cockatrice must make a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* of 15 plus the creature's *Combat Level*. Failure indicates the individual is instantly paralyzed and will almost certainly die from continuous exposure to the bird's poisonous breath. The paralyzation will abate within 1d4 hours.

Oddly enough, a rooster's crow easily keeps this dangerous monster at bay. If a cockatrice hears one "cock-a-doodle-do," it immediately dies (no *Luck Roll*) as this sound reminds it of its unlikely heritage.

The cockatrice is *Immune to All Forms of Poison* and is *Terrified of Weasels and Roosters*.

Recovery Time: 6

Absorption: 0

Surprise Adj.: 0

Attack Modes: beak. Although a cockatrice can attack with its beak, it generally relies on its poisonous breath and deadly gaze.

Attributes

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

Cockatrice Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+4	+6
Defense	24	26
Damage Tolerance	10 + 3d10	10 + 4d10
E.P. Value	25	45
Damage per Attack	1-3	1-4
	Above Average	Exceptional
Combat Level	7	9
Attack Bonus	+9	+11
Defense	28	30
Damage Tolerance	15 + 6d10	20 + 9d10
E.P. Value	90	240
Damage per Attack	1-6	1-8

A cockatrice is an unusual bird-reptile hybrid possessing a rooster's head and body, a serpent's tail, and bat-like wings. Although capable of flight over short distances, it generally prefers darting along on foot to flight and usually nests on the ground. To the great misfortune of this creature, weasels are apparently immune to both the breath and gaze of the cockatrice.

A cockatrice can only hatch from an egg laid by an old hen. Some say a rooster must have laid the egg -- rare indeed! In either case, the egg must have been stolen and incubated by a toad or serpent.

D

Dog, Black

(Mautha Doog, Padfoot, Striker, Trash)

Habitat: Black dogs are rarely seen when they are not attacking an enemy or guarding a companion. Even so, they have a tendency to be nocturnal and seem to prefer dark forests.

Life Style: solitary faery animal

Wealth Type: incidental

Alignment: neutral

Cunning: below average

Speed: 90

Strength: above average

Size: medium to large (in combat their size increases to that of a calf).

Origin: Black dog legends were imported into the British Isles from Scandinavia where the great canines gained fame as Odin's personal companions. The British embellished the tales greatly and transformed the feared canines into a strange mixture of guardian and death omen.

Special Characteristics: All black dogs can sense spirits and undead as the Priest Divination spell **Death Perception**. Black dogs have a *Hatred of all Undead* and will always fight any such creatures to the death when encountered.

When desired, a black dog may assume an ethereal state as the mage spell **Ghostly Form**. In this state, a black dog may strike spirits of all forms, but obviously cannot affect material objects.

If angered, a black dog grows to twice its normal size and its eyes glow a sinister green color, having an effect similar to the mage spell **Ineffable Awe**.

Recovery Time: 7

Absorption: 0

Surprise Adj.: +1

Attack Modes: bite

Attributes

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

Black Dog Examples

	Below Average	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	25	27
Damage Tolerance	25 + 4d10	30 + 6d10
E.P. Value	28	72
Damage per Attack	1d12	2d6
	Above Average	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	29	31
Damage Tolerance	35 + 8d10	40 + 10d10
E.P. Value	150	360
Damage per Attack	2d8	3d6

Black dogs normally have the appearance of any one of the larger canine breeds. When calmly padding down the street, one of these fearsome dogs is virtually indistinguishable from an ordinary dog, but a wary observer will note that its pure black coat is unmarred by even a single grey hair. When aggravated, though, its true nature becomes obvious since it quickly grows to enormous size and its eyes flare with a brilliant green fire.

Anyone combating undead will be immediately befriended by any black dog observing the conflict. Those falling in combat will be aggressively defended against all attackers until the individual is safe from harm.

Despite the friendly nature sometimes displayed by these remarkable faery dogs, their companionship shouldn't be taken as eternal. Black dogs are notoriously solitary and while they may befriend a person for up to a week, their wanderlust will eventually force them to abandon any newfound companions. Even so, a few goodly peasants and simple shepherds have been known to have an extended, albeit intermittent, relationship with black dogs.

Doppelganger

Habitat: Since the doppelganger is a form of demon, its natural habitat is somewhat uninviting. When found in the realm of mortals, however, it travels wherever its adopted host ventures.

Life Style: demonic

Wealth Type: monetary

Alignment: antisocial evil

Cunning: above average

Speed: 55

Strength: above average

Size: medium

Origin: Spirits mimicking a person's actions and appearance is a common bit of folklore found throughout Europe. The name *doppelganger*, meaning "double-goer," is uniquely German but the same creature is found elsewhere under the names *fetch* and *co-walker*.

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

When a doppelganger selects a host, its outward appearance instantly transforms to be the host's perfect double.

Whenever it so desires, a doppelganger can make itself totally invisible to most mortal creatures. In this state, only cats, dogs, and its host can see the demon, although its image cannot be reflected in any mirror.

Any creature entering into combat with an invisible doppelganger must suffer the rules for *Fighting Blind* (as described in the **Advanced Combat Rules** section of *The Grimoire of Game Rules™*). Otherwise, treat this power exactly as the Arcane Lore spell **Invisibility**.

Similarly, a doppelganger can assume an ethereal state whenever desired as the Arcane Lore spell **Ghostly Form**. The ghostly state may be assumed and released at the demon's will.

If the doppelganger so desires, it can temporarily transfer its powers of **Invisibility** and **Ghostly Form** to its host, leaving its own image exposed to view.

Finally, in order to communicate with its host in a controlled environment, doppelgangers have the power to speak in its host's dreams as the Arcane Lore spell **Dream Speak**. Once the host's trust has been gained, however, the doppelganger will simply whisper in its host's ear in times of pressing need.

Doppelgangers have the skills of *Disarming Opponents*, *Fast Talking*, *Grappling*, *Pummeling*, *Rural Stealthing*, *Tracking*, and *Urban Stealthing* at a skill level equal to their *Combat Levels*. They also have the talents of *Assassinating*, *Backstabbing* and *Throwing Voice*. This combination of abilities makes for a dangerous adversary.

Doppelgangers have an *Aversion to Cats and Dogs* and are *Highly Susceptible to Holy Water*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 2

Attack Modes: by weapon

Attributes

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

Doppelganger Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+8	+12
Defense	27	30
Damage Tolerance	25 + 5d10	25 + 8d10
E.P. Value	102	230
Damage per Attack	by weapon	by weapon + 2
	Above Average	Heroic
Combat Level	10	14
Attack Bonus	+15	+20
Defense	33	37
Damage Tolerance	30 + 10d10	40 + 14d10
E.P. Value	690	1665
Damage per Attack	by weapon + 4	by weapon + 6

A doppelganger is a demonic spirit that promotes the causes of evil in a unique and surprising fashion. The spirit seeks out an influential figure, preferably of *Good* alignment, which it adopts as its host. Once the host is chosen, the doppelganger uses its powers of **Invisibility** and **Ghostly Form** to stalk him, learning how to perfectly mimic the host's appearance, voice, and mannerisms. This process can take anywhere from a few days to a few weeks (2d12 days).

As described under *Special Characteristics*, the host can see the demon. However, in its ghostly state, the demon is capable of moving with tremendous speed. It uses its impressive maneuverability to remain directly behind the host's head. No matter how fast the host turns his head, the demon will be quicker and remain out of sight.

Once the demon has perfected its imitation of the host, it will clandestinely perform small favors for him and provide 'friendly' advice in his dreams. The advice and favors will, at first, be completely benign and may even slightly aid the cause of good so that the spirit can gain its host's confidence. It will generally introduce itself with an innocuous title such as *guardian angel*, *faery godmother*, or some such drizzle.

Before too long, the demon will begin asking for small payments in return for its services. These payments will initially seem trifling when compared to the services rendered but will gradually increase.

Over time, the favors and demanded payment will become more and more diabolical. At first, any unfortunate consequences of the demon's actions will seem purely accidental. Eventually, though, the spirit's true nature will reveal itself. By then, the demon hopes to have diverted its host from the pathway of righteousness to one of malicious intent.

If the demon's host cannot be turned to serve evil, the doppelganger will mutiny against its host, committing horrific crimes as his twin to malign the host's good name. If the host still refuses to cooperate with the demon, it will finally appear to the host as a final warning of doom. Once the host has seen his doppelganger twin, he is under a death threat. The doppelganger will take whatever actions are necessary to bring about the host's death before proceeding on to its next adoptee.

Although a doppelganger takes on the appearance and voice of the person he mimics, he gains none of his skills.

Drac

(Rhone Dragon)

Habitat: The drac is primarily a water dragon, preferring to dwell in palaces under the water's surface in rivers near cities. These dwellings provide easy access to the succulent, plump children that play in the streets near the river's banks. Of course, their cunning nature enables them to patiently wait for their prey to scamper out of adult eyesight before snatching a morsel or two.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: evil

Cunning: above average

Speed: 70

Strength: high

Size: medium to large

Origin: Legends of dracs originate in France where they have a reputation for invisibly wandering through the streets in search of their favored prey. The Rhone river is particularly well known for its drac population.

Special Characteristics: These dragons have an *Affinity for the Taste of Human Flesh*, the younger the better.

All dracs have the innate ability to cast **Invisibility** at will. In combat, dracs use this ability to great effect, forcing their opponents to effectively fight them blind.

The drac's natural sight is not as powerful as that of other dragons. Indeed, the sight of a drac infant is no better than that of a human. Even so, dracs have learned how to create a powerful balm that acts as a **Dragon Sight** spell when applied to the eyes. The magic lasts as long as the balm's maker remains alive. If a drac is defeated, it may barter for its life by offering a vial of this balm as ransom (allow a 10% chance that any given drac will currently possess a vial). Each vial requires several months and a number of rare ingredients, so even a powerful drac is unlikely to possess more than one vial.

The reptile has an impressive *Manual Dexterity* considering the claw-like nature of its hands. Indeed, most dracs study the arcane arts and become powerful mages. Oddly enough, wizardry does not seem to be their forte. Rather, dracs are more fond of mental magics, especially illusionry.

If a large party attacks a drac, it will roar to frighten off some of its attackers. This improves its odds with the remaining combatants. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

Like other dragons, the drac has a natural resistance to charms and enchantments. All spells affecting the creature have their spell levels reduced by 5

Recovery Time: 5

Absorption: 7

Surprise Adj.: -1 (+4 when invisible)

Attack Modes: bite/ claw/ claw

Attributes

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

Drac Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+11	+14
Defense	27	29
Damage Tolerance	165 + 7d10	175 + 9d10
E.P. Value	504	1160
Damage per Attack	2d8/ 1d8/ 1d8	2d8/ 1d10/ 1d10
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+17	+20
Defense	31	33
Damage Tolerance	200 + 11d10	215 + 13d10
E.P. Value	2650	4284
Damage per Attack	2d10/ 2d6/ 2d6	3d6/ 2d8/ 2d8

The drac's form is somewhat ambiguous since their powers of invisibility and illusionry make reports of their appearance somewhat contradictory. However, they are believed to have a shape similar to that of a small wingless heraldic dragon. Thus, they have four limbs and normally walk about on "all fours." However, if they are so inclined, a drac may walk upright like a man. They are a green or greenish brown in color and their cold green eyes provide a sinister, intelligent gaze. Dracs are among the physically weakest dragons in existence, but their magical abilities more than make up for any physical handicaps.

Due to their keen intelligence, the drac is believed to be a cousin to the lindwurm, although no definite relationship has ever been proven. This belief is strengthened by the fact that, like lindwurms, dracs occasionally kidnap human women. Apparently, hatchling dracs require the nourishment of milk, which the drac adults are unable to supply themselves. Consequently, a young mother will be captured to act as nursemaid for the first few years of a drac's life. Once this enforced task is complete, the nursemaid will be freed, usually under the influence of a potent spell to make her forget her nightmarish ordeal. Dracs are fond of their former nursemaids, however, and may even come to their aid if they are thereafter threatened in any way.

Dragon, Heraldic

(Scandinavian Worm)

Habitat: Heraldic dragons live in large caves and abandoned ruins. They prefer to dwell near human habitation where there is a plentiful supply of food and gold.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: evil (5% variable)

Cunning: average (15% high) (25% low) Each heraldic dragon has a 15% chance of having a high cunning. If so, a 40% chance exists that the dragon learned magic use. Such dragons gain the spellcasting abilities of a *Wizard of 1st to 8th Character Level*.

Speed: 120 (400 flying)

Strength: exceptional

Size: huge

Origin: The heraldic dragon's form evolved from that of other beasts and lesser dragon types. The particular aspects attributed to heraldic dragons, however, were those that look most impressive on a noble's crest. Heraldic dragons are known throughout Europe but have gained the most notoriety in England and Scandinavia. The English made it the symbol of King Arthur himself. The Norse, who refer to these dragons as 'worms', attribute their hero Siegfried with having slain the dragon Fafnir. Fafnir was, in reality, Siegfried's own brother transformed by his own selfish ways. (The Scandinavian worm should not be confused with the Celtic wyrm or the earth-burrowing worm, which are described under **Wurm** and **Giant Worm**, respectively.)

In more modern literature, the heraldic dragon is the pattern used by J.R.R. Tolkien in creating the fierce beast Smaug in his book *The Hobbit*.

Special Characteristics: Heraldic Dragons have an *Uncontrollable Lust for Gold*. Thus, their main concern lies in the protection and enlargement of their treasure hoards. A rich, powerful party encountering a heraldic dragon often opts to leave its wealth to avoid the heat of the dragon's breath.

When attacked, a heraldic dragon usually spouts fire at the opposing force. This fiery breath extends in a cone 80 feet long with a base diameter of 50 feet. Anyone in this area takes 1d8 of fire damage per *Combat Level* of the dragon. Allow a *Luck Roll* with *Agility* adjustments against a *Threshold* of 15 plus the dragon's *Combat Level*. Success indicates the character sustains only 1/2 or 1/4 damage from the flame (see **Luck Rolls for 1/2 or 1/4 Damage** in *The Grimoire of Game Rules™* for details). A fire-breathing dragon breathes in this way once per day for every 75 *Damage Tolerance* points. Of course, any combustible materials in the affected area immediately ignite. While breathing flame, a dragon cannot bite but retains all other forms of attack.

If a large party attacks a heraldic dragon, it will bellow a mighty roar to frighten off some of its attackers. This improves its odds with the remaining combatants. Any

creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 2d6 turns.

The sting of a heraldic dragon acts as a **Dangerous Toxin**. See **Poison** in this book for more details.

Heraldic dragons are completely *Immune to Heat and Flame*. In addition, they are resistant to all forms of magic. Any spell affecting a heraldic dragon has its spell level reduced by 7 levels.

Recovery Time: 5

Absorption: 11

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw/ wing/ wing/ sting (tail). A heraldic dragon cannot use all of its attacks on a single opponent. Those toward the front of the dragon risk attack from the head, claws, and wings. Those toward the rear risk attack from the hind legs and barbed tail. The flaming breath may, of course, be directed toward any foe within range.

Attributes

PS	ST	AG	MD	PC	WP	FA
16	8	-5	--	6	0	-1

Heraldic Dragon Examples

	Below Average	Average
Combat Level	10	13
Attack Bonus	+18	+22
Defense	25	27
Damage Tolerance	250 + 10d10	300 + 13d10
E.P. Value	4020	8442
Damage per Attack	3d10/ 2d12/ 2d12/ 2d8/ 2d8/ 1d10+poison	4d8/ 3d8/ 3d8/ 2d8/ 2d8/ 1d10+poison
	Above Average	Exceptional
Combat Level	15	20
Attack Bonus	+25	+31
Defense	28	29
Damage Tolerance	325 + 15d10	350 + 20d10
E.P. Value	12420	20125
Damage per Attack	4d8/ 3d8/ 3d8/ 2d10/ 2d10/ 1d12+poison	4d10/ 3d8/ 3d8/ 2d10/ 2d10/ 1d12+poison

Heraldic dragons are enormous reptilian monsters with long necks, lion-like heads, and bat wings. They have four powerful legs ending in razor claws and long serpentine tails tipped with deadly stingers. Few monsters rival the threat presented by the heraldic dragon.

The massive frames of heraldic dragons are covered with colorful durable scales. Some are dark brown while others are green. A few of these dragons flaunt red, white, and even yellow skins.

While the awesome sight of a dragon's dagger sized teeth can make the most courageous knight soil his armor, it is the reptile's breath that chills the heart and drains all color from the face. No sane and honest warrior can witness the effects of the dragon's flaming spray on a human body and claim ignorance to wide-eyed terror.

Drasil

Habitat: These equestrian spectres are usually encountered as the mounts of ghostly horsemen.

Life Style: undead animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 150

Strength: high

Size: large

Origin: The drasil comes to us from Nordic mythology. In fact, "drasil" is Nordic for "horse." The term is most commonly encountered in association with the Nordic world tree, Yggdrasil,. This unusual name was given to the world tree in honor of Odin's great self-sacrifice, which enabled him to put off the time of Ragnarok indefinitely. To gain the wisdom of forestalling the doom of the gods, Odin hung himself from the world tree and pierced himself with a spear. This act resulted in his death. However, nine days later the three Norns (Fates) drenched his lips with water from the magical well of Mimir, which brought Odin back to life. Thus, he earned the title of "Yggr," god of death, since he alone defeated death. Durng the nine days that he hung from his gallows, Odin dreamed of riding a magnificent eight-legged horse that could pass through any barrier. He saw many things and learned much. Thus, the name Yggdrasil literally means "Odin's horse."

Special Characteristics: Like the common horse, drasils have the power to sense ghosts and spirits in a manner similar to the Religious Divination spell **Death Perception**.

Having lost the restraints of a physical body, a drasil is capable of galloping through the air as easily as on land. Even so, aerial rides are unnatural for these equestrians, so they tend to stay earth-bound.

This creature is *Immune to Frost and Mental Spells*, is not adversely affected by *Severity Damage*, is *Immune to all but Magical Weapons*, and is *Susceptible to Holy Water*. Unlike many other undead forms, drasil have no aversion to sunlight and, in fact, are often spotted galloping among the clouds during sunset.

Because of their ethereal natures, drasil can pass through walls and other non-magical barriers without hindrance. In addition, the spectre can simply 'fade' from existence only to re-appear at a later time.

Recovery Time: 6

Absorption: 0 (or by armor)

Surprise Adj.: -2

Attack Modes: hoof/ hoof. Despite the drasil's ghostly nature, its hooves deliver real physical blows.

Attributes

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

Drasil Examples

	Below Average	Average
Combat Level	2	4
Attack Bonus	+3	+5
Defense	21	23
Damage Tolerance	80 + 2d10	90 + 4d10
E.P. Value	41	67
Damage per Attack	1-8/1-8	1-10/1-10
	Above Average	Exceptional
Combat Level	6	8
Attack Bonus	+7	+10
Defense	25	29
Damage Tolerance	100 + 6d10	110 + 8d10
E.P. Value	109	250
Damage per Attack	1-12/1-12	2-12/2-12

A drasil is a phantom warhorse, well suited to act as a mount to a ghostly warrior or demon. They have a semi-transparent appearance and a uniformly light-grey coloration, like that of a wispy cloud. In fact, the silvery outline usually reserved for cotton-ball douds during sundown is often seen highlighting the silhouettes of these haunting equestrians as they canter and frolic overhead. In all other respects, drasils look like any other normal war steed.

Since they are an equestrian form of undead, drasils cannot be further trained as could a live beast. They cannot even gain the experience needed to advance in *Combat Level*. Even so, drasils retain all the battle skills, abilities, and loyalties possessed in life.

E

Elder Tree

Habitat: As elder trees are deciduous plants, they grow in temperate climates. They are common throughout Europe and North America.

Life Style: solitary tree faery

Wealth Type: mineral.

Alignment: neutral

Cunning: high

Speed: 85. When an elder tree walks, it appears to be wading through the dirt like an ordinary man wades through shallow water. If it comes to a rocky landing or a road paved with stone, the tree can actually lift itself out of the dirt and ambulate across the hard surface using only its roots for support. If this is done, its *Speed* is cut in half.

Strength: very high

Size: great

Origin: The elder tree is commonly believed throughout Europe to be a magical plant inhabited by elves and utilized by witches. The superstitions concerning the tree are strongest in Germany and Scandinavia. Elder wood, the superstitions assert, should not be used for any purpose other than creating magical wands and amulets. However, if one is forced to use elder wood for lack of any other available resource, one should first ask the tree's permission.

J. R. R. Tolkien, in *The Lord of the Rings*, brought to life these woodland guardians, which he dubbed "ents." No one can call himself a true fantasy lover before reading this charming series of books.

Special Characteristics: As guardians of the forests, elder trees have a *Hatred toward Axe-Wielders and Fire Bearers* and harbor great *Animosity toward Goblins and Orcs*. These properly raised and respectable forest dwellers are easily offended by bad manners.

Elder trees possess the power of "waking up" trees to aid them. This power works like the Arcane Lore spell **Inspired Tree**.

Being woody faeries, elder trees are *Susceptible to Fire*. As such, they despise flame and can focus their faery magic to abolish its existence as the Arcane Lore spell **Extinguish**. Of course, this ability helps little against fires that are magically induced.

Despite the threat that fire poses, elder trees are remarkably difficult to kill. Even though they are living

creatures, they have no truly vital organs. Consequently, they are unaffected by *Severity Damage*.

Elder trees are renowned for their healing arts. Any elder tree older than a sapling has the skills of *Creating Herbal Balms* and *Remedying Ailments*, which it uses at a skill level equal to its *Combat Level*.

Recovery Time: 7

Absorption: 9

Surprise Adj.: +3

Attack Modes: branch/ branch

Attributes

PS	ST	AG	MD	PC	WP	FA
10	9	-6	-3	2	5	2

Elder Tree Examples

	Sapling	Average
Combat Level	4	8
Attack Bonus	+8	+14
Defense	20	22
Damage Tolerance	200 + 4d10	225 + 8d10
E.P. Value	154	650
Damage per Attack	5-30/5-30	6-36/6-36
	Above Average	Heroic
Combat Level	12	14
Attack Bonus	+17	+19
Defense	24	25
Damage Tolerance	250 + 12d10	275 + 14d10
E.P. Value	2730	4350
Damage per Attack	7-42/7-42	8-48/8-48

When looking at an elder tree, one ordinarily sees a knobby knarled trunk supporting many limbs that are covered by a rough bark skin. In the summer, a rich canopy of teardrop shaped leaves covers its branches. This is the elder tree's natural docile state that mimics the behavior and attitude of the forest's other arboreal inhabitants.

When the plant is angered by a discourteous trespasser, it will animate and attack the intruder. Although its motions are sweeping and ponderous, it usually proves itself to be quite dangerous. When animated, the elder tree has a vaguely humanoid appearance with knotholes for eyes and a wooden cavity for a mouth.

The elder tree's rough bark gives the impression of old wrinkled skin. The female elders, who are properly addressed as 'Old Lady' or 'Old Gal', blossom in a lacy gown of white flowers in the spring and produce black berries in the autumn. The males, who answer to the title of 'Old Man', lack this added decoration although

they often grow mossy beards. The tree's two major branches move like human arms and are lethal in combat.

On the rare occasion when the 'Old Gal' invites a guest to a meal, she proudly serves a wide assortment of delicacies. Among her favorites are gritty dirt covered with a creamy mud gravy, cherry clay balls, powdered gravel, and black loam cake (for desert). When she is trying to be particularly impressive, she will pop the cork on a bottle of mineral water that has been pre-filtered through two layers of topsoil. Oooooooooeeee!!! Home Cookin!

Ellyl

Habitat: The Ellyllon inhabit deep forests where they hold grand dances and balls. The music from these celebrations can be heard faintly for miles, but it is often impossible to pinpoint the revelry's source.

Life Style: clannish elves

Wealth Type: monetary

Alignment: social neutral

Cunning: average

Speed: 30

Strength: below average

Size: small. The Ellyllon are a miniature elfish faery race standing approximately 8 inches tall.

Origin: This faery is the Wales version of the elf. It is often associated with the Tylwyth Teg and Changelings.

Special Characteristics: These faeries have an *Affinity Toward Tylwyth Teg, Changelings, Pixies, and Spriggans*.

Ellyllon can dart into and out of mushrooms in a manner similar to the mage spell **Tree Pass**. (Obviously, the power works for mushrooms instead of trees.) In addition, each Ellyl may cast the mage spell **Faery Pinch** once per day. All spells are cast at a spell level equal to the faery's *Combat Level*.

When a group of 10 or more Ellyllon combine their efforts, they can create an illusion similar to the mage spell **Faust's Fallacious Facade** and can coerce onlookers to join in their dances as the mage spell **Faery Dance**. The faeries usually use their illusionary powers to provide a bright carnival-like atmosphere to their balls. This illusion normally lasts only as long as the faeries dance and sing.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 2

Attack Modes: by weapon. Due to their small stature, Ellyllon can only wield tiny weapons and are loathe to do so against human-sized creatures. By the very nature of the weapons, they are too small to deliver *Severity Damage*.

Attributes

PS	ST	AG	MD	PC	WP	FA
-4	-2	8	4	2	2	0

Ellyl Examples

	Nominal
Combat Level	2
Attack Bonus	+14
Defense	30
Damage Tolerance	5 + 1d10
E.P. Value	5
Damage per Attack	1

An Ellyl (plural Ellyllon) is a tiny humanoid faery resembling a miniature delicate elf. It is a lively and joyful creature drawn to the simple delights of dancing and music. Due to the highly social nature of this faery species, ellyllon are almost never seen wandering about alone. Rather, they celebrate continuously during the night with countless friends feasting on mushrooms, toadstools, and 'fairy butter', a jelly-like fungus that grows in tree roots.

Pixies and spriggans are often invited to their nightly parties. At the end of each evening's celebrations, toadstools quickly grow in the circle traced by the Ellyllon in their dancing frenzy. The resulting mushroom pattern is known as a fairy ring and is the only evidence of the night's revelry.

Ettin (Etin)

Habitat: Ettins are giants that live in northerly climes. They are an uncivilized lot which survive the harsh winter months by clothing themselves in layers of bear and wolf skins.

Life Style: clannish man-eater

Wealth Type: hoard

Alignment: unlawful evil

Cunning: below average

Speed: 70

Strength: exceptional

Size: great (15 feet tall)

Origin: Ettins appear in Scandinavian legends as man-eating giants. The Norse referred to their kind, along with other giant types, as 'Jotuns'. The term 'ettin' is used in the game to describe Scandinavian giants with multiple heads. Tales of such giants probably arise from misunderstanding Nordic artwork where giants and gods are often depicted with several heads to emphasize that the subjects had the strength and power of many men.

Special Characteristics: Ettins are extremely greedy and have a *Lust for coins of any type*. They constantly seek to increase their hoards of copper, silver, and gold. An ettin quickly notices missing portions of his hoard as he carefully counts his treasure each day.

Each (outermost) head controls one side of the giant's thick frame. Therefore, each arm individually gains extra attacks in combat for superior level when fighting foes of significantly lower *Combat Level*.

Recovery Time: 9

Absorption: 0

Surprise Adj.: -4

Attack Modes: by weapon. Ettins carry the largest cudgel each arm can handle individually. Therefore, these repulsive monsters normally wield tree-trunk sized clubs or maces delivering 3d6 points of damage plus *Physical Strength* adjustments (listed below).

Attributes

PS	ST	AG	MD	PC	WP	FA
14	9	-5	-3	0	0	1

Ettin Examples

	Below Average	Average
Combat Level	6	7
Attack Bonus	+10	+12
Defense	21	22
Damage Tolerance	250 + 6d10	275 + 7d10
E.P. Value	240	378
Damage per Attack	by weapon + 12	by weapon + 14
	Above Average	Heroic
Combat Level	9	11
Attack Bonus	+15	+18
Defense	24	25
Damage Tolerance	300 + 7d10	325 + 11d10
E.P. Value	920	1970
Damage per Attack	by weapon + 16	by weapon + 18

Ettins are Scandinavian giants who normally possess a surplus of heads. Most of these giants have only two heads but a few have been spotted with three or more.

As ettins are a primitive race, they clothe themselves in multiple layers of simple, bulky furs that hang from the shoulders in tatters. Although the unkempt appearance, crude behavior, and culinary preferences of these giants exempt them from the societies of men, they often associate with the frost giants of the far north.

F

Fauchan

Habitat: Fauchans prefer to dwell with their kindred fomorians on coastlines and islands. Fauchans can live indefinitely underwater, but are poor swimmers so they tend toward land-bound dwellings.

Life Style: clannish giant

Wealth Type: monetary

Alignment: evil. Many fauchans are not strictly evil. The race has approximately equal proportions of lawful, unlawful, social and antisocial members.

Cunning: below average

Speed: 70

Strength: high

Size: large (8 to 10 feet tall)

Origin: According to Celtic mythology, the fauchans were a specialized form of fomorian giant. They, along with their kindred, inhabited the British Isles long before man landed ashore.

Special Characteristics: Fauchans have an Affinity toward Goblins, Orcs, and Ogres and a Strong Affinity toward Fomorians (which are their close relatives). In addition, they harbor Animosity toward Firbolgs and Hatred toward Light Elves (especially the Tuatha de Danann).

All fauchans can *Breathe Water* as easily as they can air but are dismal swimmers due to their severe physical handicaps. Because of this, the fauchan populations in the land-based fomorian communities are much larger than those found under the sea.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -2 (Although most characters will exhibit a surprised look when they first encounter a fauchan.)

Attack Modes: by weapon. Fauchans tend to wield flail type weapons such as ball and chain and cat-o-nine-tails.

Attributes

PS	ST	AG	MD	PC	WP	FA
8	3	0	0	1	-1	1

Fauchan Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	+11	+13
Defense	23	25
Damage Tolerance	50 + 6d10	75 + 8d10
E.P. Value	48	150
E.P. (Spellcaster)	96	250
Damage per Attack	by weapon + 6	by weapon + 9
	Above Average	Heroic
Combat Level	10	12
Attack Bonus	+15	+21
Defense	30	32
Damage Tolerance	100 + 10d10	125 + 12d10
E.P. Value	480	1260
E.P. (Spellcaster)	720	1680
Damage per Attack	by weapon + 10	by weapon + 11

A fauchan is a giantish faery type having a single blood shot eye in the center of its forehead, a single sturdy leg which gives it a pogo-like gait, and a solitary arm jutting out from the center of its chest. Its skin is covered with yellow and blue veins and its hair grows in patches of wiry bristles. Despite their obvious handicaps, fauchans are surprisingly agile in combat.

In reality, fauchans are nothing more than severely deformed members of the fomorian race (see **Fomorian** for details). If a fomorian child is born with only a single eye, arm, and leg it is dubbed a fauchan and given special reverence in fomorian society. This is probably due to the fact that any fomorian citizen can point to a fauchan on the street and justly proclaim, "There goes a poor soul even uglier than I am!"

Fauchans are often tutored to become priests in fomorian society who usually follow the teachings of the Celtic deity Glen Eitli.

Firbolg

Habitat: The firbolg prefer to dwell in bogs, marshes, and swamps.

Life Style: tribal giant

Wealth Type: hoard

Alignment: social neutral evil

Cunning: average

Speed: 80

Strength: high

Size: large (10 feet tall)

Origin: The Firbolg, or 'People of the Bog', are early inhabitants of the island of Ireland. According to Celtic

myth, they originally took swampland from the Fomorians and lived peaceably until they were invaded and conquered by the Tuatha de Danann. After their defeat, the Firbolg fled west. Their actual form is in some doubt, as some legends relate the Firbogs' gigantic bulk while others point out their diminutive statures.

Special Characteristics: The firbolg are masters of illusion. All of these giants can make themselves appear to be of larger or smaller stature than their true size. Their illusions can make them appear as tall as 20 feet or as short as 2 feet. Otherwise, treat this ability similar to the mage spell **Guise**.

Elderly firbolg can also produce illusions as the mage spells **Phantasmagoria** and **Faust's Fallacious Facade**.

All illusions are cast at spell levels equal to the firbolg's *Combat Level*.

All firbolg are great swimmers and can easily traverse the most waterlogged terrain.

The firbolg harbor *Animosity toward the Fomorians* and *Hatred for the Tuatha De Dannan (Light Elves)*. This enmity often bleeds over into the races that associate with the light elves as well, including humans.

Recovery Time: 9

Absorption: 0

Surprise Adj.: +4

Attack Modes: by weapon. In combat, firbolgs wield large swords, clubs, or staves that deliver 3d6 damage per blow.

Attributes

PS	ST	AG	MD	PC	WP	FA
7	5	-1	-3	3	2	-1

Firbolg Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+14	+17
Defense	22	24
Damage Tolerance	100 + 7d10	125 + 9d10
E.P. Value	198	560
Damage per Attack	by weapon + 6	by weapon + 7
	Above Average	Heroic
Combat Level	11	13
Attack Bonus	+20	+23
Defense	26	28
Damage Tolerance	150 + 11d10	175 + 13d10
E.P. Value	1197	1890
Damage per Attack	by weapon + 8	by weapon + 9

The firbolg are bog-dwelling giants having the same basic proportions and appearance as men. Most of these giants have red hair and their wardrobes tend toward the reddish hue. A young red bearded firbolg with a red cap, red scarf, and red plaid kilt is considered dapper indeed! The skin of an elderly firbolg becomes extremely wrinkled, and his hair and beard turn a whitish grey.

When a firbolg encounters men, he will often disguise his greater size with his illusory abilities. If the encountered men are willing to accept company, the firbolg will temporarily join their party in order to ascertain their strength and wealth. When the pickings seem ripe, the firbolg will attack and rob his new traveling companions.

A firbolg's illusory appearance may be revealed, however, when he wades through deep water. Water that would submerge a man to his chin will only seem to reach the firbolg's thigh.

Firbolg are extremely fond of morbid stories. One may even befriend a man if he weaves an interesting yarn for the giant.

Firedrake

(Drake, Drachen, Drak, Krat)

Habitat: A firedrake will live wherever there is a large hoard of golden treasure to warm its underside. They prefer to inhabit cozy dens near hot air vents or volcanoes but any dry cave will serve.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: evil

Cunning: above average

Speed: 50

Strength: high

Size: large

Origin: Firedrakes are found throughout Europe in a variety of forms. The oldest and more common legends give drakes a dragon's form. In Sweden, for example, the drake is a smallish flying dragon about two or three feet tall known as the Krat. However, some of the later tales impose an ogre-ish appearance on the once dragon-like facade. The Scandinavian dragon forms do not fly, but other legends of firedrakes have them zipping about the countryside like flaming superheroes. This description focuses on the older myths and attempts to patch them into some semblance of order.

Special Characteristics: 4th level *Magic Reduction, Immunity to Heat and Flame.*

If attacked, a fire Drake will belch out a cone of flame. For most drakes, the cone is 40 feet long with a base diameter of 20 feet. However, the very young have a reach of only half this distance while very old ones have breath weapons extending twice as far. The flame delivers 1d6 damage per *Combat Level* of the drake. Those in the affected area are allowed a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 15 plus the dragon's *Combat Level*. Success indicates the character sustains only 1/2 or 1/4 damage (see **Luck Rolls** in *The Grimoire of Game Rules* for details). A fire Drake can belch these flames up to three times per day but must forego all other attacks in that turn of combat.

Recovery Time: 7

Absorption: 7

Surprise Adj.: -1

Attack Modes: bite/tail

Attributes

PS	ST	AG	MD	PC	WP	FA
5	4	-2	+2	4	-2	-2

Fire Drake Examples

	Newly Hatched Drake	Young Drake
Combat Level	1	4
Attack Bonus	+5	+9
Defense	25	26
Damage Tolerance	25 + 1d10	50 + 3d10
E.P. Value	36	98
Damage per Attack	2-12/1-4	2-16/1-8
	Middle Aged Drake	Elderly Drake
Combat Level	7	11
Attack Bonus	+13	+18
Defense	27	29
Damage Tolerance	125 + 7d10	200 + 11d10
E.P. Value	504	2650
Damage per Attack	2-24/1-12	3-24/2-16
	Ancient Drake	
Combat Level	13	
Attack Bonus	+23	
Defense	31	
Damage Tolerance	225 + 13d10	
E.P. Value	4284	
Damage per Attack	3-30/2-16	

The fire Drake is a fire-breathing dragon who size varies much more than those of its other dragon kindred. The size variation comes from its growth patterns. While

most dragon hatchlings grow quickly to an adult size, fire Drakes grow at a slow steady rate throughout their lives (which can last hundreds of years). Hatchlings are only one foot tall while ancient members of this dragon race have been known to grow to the size of ogres or small giants.

In any case, fire Drakes have long necks and bulky torsos. They lack wings and fore claws so they must support their pot-bellied frames on two sturdy limbs. A fire Drake's scales usually sparkle with brilliant spots of yellow, orange, and red but a few black fire Drakes have been spotted. Despite the fiery color of its skin, the fire Drake earned its name for other reasons. Fire Drakes love to bathe in flames, boiling sulphur, and lava pits.

Occasionally, a fire Drake will mate with a wyvern, its winged cousin. The offspring produced closely resembles a fire Drake with small wings. Despite the stubby appearance of the hybrid's wings, these fearsome creatures scream through the air at a *Speed* of 350 leaving a trail of flame. In all other respects, the hybrid resembles other fire Drakes.

Some powerful wizards have been known to weave powerful spells to place newly hatched drakes under their command. The required spells have been kept highly secret, however, and are undoubtedly well guarded.

Fomorian

Habitat: Fomorians prefer to dwell on coastlines and on islands where there is ready access to the salty sea. They can live indefinitely on either dry land or under the ocean's waves. Even so, fomorians do appreciate an occasional change of scenery now and then so they tend to 'vacation' in the environments opposing those of their homesteads.

Life Style: clannish giant

Wealth Type: monetary

Alignment: evil. Many fomorians are not strictly evil. The race has approximately equal proportions of lawful, unlawful, social and antisocial members.

Cunning: below average

Speed: 70

Strength: high

Size: large (8 to 10 feet tall)

Origin: According to Celtic tradition, the Fomorians were some of the earliest denizens of the British Isles, occupying both Ireland and Scotland. They had an uneasy peace with the Firbolg before the Tuatha De Dannan defeated the Irish giants and attempted to forge

a truce with the Fomorians. Unfortunately, treachery from one side sparked a bloody war between the two races that ended in the Fomorians' downfall.

Special Characteristics: Fomorians have an *Affinity toward Goblins, Orcs, and Ogres* and a *Strong Affinity toward Fauchans* (which are simply a subset of the Fomorian race). In addition, they harbor *Animosity toward Firbolgs* and *Hatred toward Light Elves* (especially the Tuatha de Dannan).

All fomorians are excellent swimmers who can *Breathe Water* as easily as they can air. Because of this, Fomorian communities are established underwater as often as they are formed on land.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
8	3	0	0	1	-1	1

Fomorian Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	+11	+14
Defense	26	28
Damage Tolerance	50 + 6d10	75 + 8d10
E.P. Value	60	175
E.P. (Spellcaster)	108	275
Damage per Attack	by weapon + 6	by weapon + 8
	Above Average	Heroic
Combat Level	10	12
Attack Bonus	+17	+23
Defense	32	34
Damage Tolerance	100 + 10d10	125 + 12d10

E.P. Value	560	1365
E.P. (Spellcaster)	780	1785
Damage per Attack	by weapon + 9	by weapon + 10

Fomorians are a giantish goblin race whose members are so hideously deformed that men often mistake them for demons. If a crowd of fomorians were to gather, an observer would see a plethora of mutations. Where one fomorian has two eyes, another will have one and another will have three. One fomorian with long arms and stubby legs will be contrasted to another with a normal right arm and a dwarfish left arm. Still another will have only a single arm or a single leg. Fomorians with two or three heads are also quite common.

'Normalcy' is so rare to the fomorians that any child that is born with all of its 'fingers and toes' located in the correct positions is immediately killed as a monster. The fomorians believe that a child without any distinctive mutation is born without any distinct personality either.

Fomorian society is oppressive and tyrannical. Any peoples conquered by these monsters are enslaved or forced to pay a crippling tribute of two-thirds of all children and cattle born. Many races used the term 'fomorian' as an analogy for disease, plague, and disaster.

These demoniacal people are highly superstitious and have a strong religious center. The most popular deities worshipped by the fomorians are the evil Celtic gods Balor, Bres, and Elatha (see *The Manual of Mythology™* for details). The majority of fomorian youngsters dream of joining these cults as Sectarians and many are accepted.

The strongest fomorians are inducted as priests of Balor and are specially trained in boulder throwing. The boulders, from the fomorian viewpoint, represent Balor's single tremendous eye that brings devastation to his enemies.

G

Galley Beggar

Habitat: Galley Beggars haunt old castles and dungeons, especially those containing crypts. Quite often, at night, they are seen bounding down the nearby streets or tobogganing down the surrounding hillsides.

Life Style: undead spirit

Wealth Type: incidental

Alignment: neutral evil

Cunning: average

Speed: 95

Strength: average

Size: medium

Origin: Galley beggars come from the folklore of the British Isles and are closely related to another frightening apparition known as the bullbeggar.

Special Characteristics: Once per turn a galley beggar can emit a piercing cackling laugh which acts like the mage spell **Fear** in all who hear it. In addition, the galley beggar's touch delivers a **Draining Touch**. Any time this power is used, the life essence drawn from the target is used to magically erase any wounds the spirit has sustained. Finally, galley beggars are remarkably agile and can **Bound** at will. See *The Lexicon of Lore* for details on all of these powers. All spells are cast at spell levels equal to the galley beggar's *Combat Level*.

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

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

Recovery Time: 5

Absorption: 0

Surprise Adj.: +6

Attack Modes: draining touch (see Special Characteristics)

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
0	0	4	0	0	1	0

Galley Beggar Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+10	+13
Defense	27	30
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	210
Damage per Attack	1d8 + 5	1d8 + 7
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+16	+19
Defense	33	36
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1140
Damage per Attack	1d8 + 9	1d8 + 11

Simply put, galley beggars are ghostly human skeletons illuminated with an odd, eerie glow. The toothy grins permanently frozen on the skulls of these undead horrors suits them well, since they all appear to be in a perpetual state of diabolical glee. The spiritual skeleton takes full advantage of the fact that it is free from gravity's bonds by crawling madly along the ceiling or bounding from wall to wall like some gigantic bony spider.

Galley beggars love to use guerilla tactics. Quite often, a galley beggar will suddenly appear from around a corner with a spine chilling cackle as it jumps to and fro over one intruder's head and between another's legs. Targets will be selected randomly by the spirit, who will deliver a draining touch or two before disappearing around another corner or through a wall. A period of time ranging anywhere from minutes to hours will pass before another such attack ensues. Anyone prone to running from the ghost will be especially selected for this type of ongoing torture.

Gargouille

Habitat: Gargouilles sleep in dark, dank caves near the banks of rivers and streams. When awake, the gargouille swims up and down the river, patrolling for intruders and searching for prey. Its name, meaning "gargler," obviously derives from its unusual breath weapon.

Life Style: amphibious dragon

Wealth Type: hoard

Alignment: evil (5% variable)

Cunning: below average

Speed: 80 (45 in water)

Strength: high

Size: large

Origin: The gargouille is the origin of the more commonly recognized gargoyles, which are used to decorate the rooftops of gothic buildings and churches.

Special Characteristics: Gargouilles have an *Affinity for the Taste of Human Flesh*. Although they are not above snatching a goat or sheep to broaden their diet.

Anyone hit with the gargouille's tail must make a *Luck Roll* with *Agility* adjustments. Anyone failing is *Constricted* until the serpent releases him.

The gargouille's breath weapon is highly unique. Rather than having a fiery or caustic breath weapon for which dragons are well known, gargouilles spew forth a powerful jet of water. Treat this as the mage spell **Water Blast** as if it were cast at a spell level equal to the gargouille's *Combat Level*. The gargouille may breath in this fashion any number of times in a day, but must return to the water to 'refill' between spouts. If the gargouille attacks from the water, he may breathe in this fashion once per turn.

If a large party attacks a gargouille, it usually roars to frighten off some of its attackers to improve its odds with the remaining combatants. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

Recovery Time: 7

Absorption: 12

Surprise Adj.: +1

Attack Modes: bite/tail

Attributes

PS	ST	AG	MD	PC	WP	FA
7	6	-2	--	4	-2	-1

Gargouille Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+10	+13
Defense	23	25
Damage Tolerance	135 + 5d10	150 + 7d10
E.P. Value	171	342
Damage per Attack	2-24/2-12	3-24/2-12
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+16	+19
Defense	27	29
Damage Tolerance	165 + 9d10	180 + 11d10
E.P. Value	840	1881
Damage per Attack	3-24/2-16	3-30/2-16

A gargouille is an odd mixture of earth and water dragon, although it is more closely associated with water. The reason for this relationship is obvious since the reptile lives most of its life within rivers and has a breath weapon that is uncommonly watery in nature. Its form is that of a great serpent with fins replacing the limbs that are found on other dragon species. Even so, it cannot be classified as just another sea serpent, since it dwells in caves or abandoned ruins near a riverbank. In addition, its unusually thick scales are brownish or grey, giving a distinctly stone-like appearance. In fact, many believe that gargouilles are entirely made of stone, as are their namesakes the gargoyles. This is highly unlikely, though, since gargouilles have none of the resistance to fire that their stony kindred possess.

Gargoyle

Habitat: Gargoyles hang around near the tops of tall buildings looking down upon passers-by. They are found quietly guarding the entryways to crypts and cemeteries. Even magnificent mansions and palaces use the gargoyle's hideous visage as a stark contrast to the otherwise beautiful structure. Since they crouch motionlessly on their lofty perches, they tend to be ignored. They like it that way.

Life Style: controlled guardian

Wealth Type: incidental

Alignment: neutral

Origin: The original gargoyle, or gargouille, appeared out of the Seine river in Normandy. It took the form of a great serpentine dragon that spouted water to drown the countryside. Since that time, gargoyles of a variety of forms have adorned many of Europe's cathedrals and important buildings. Often, gargoyles are fashioned to act as drainage spouts that spew rainwater away from the structure. This architectural trend is a forgotten reminder of the 'goyle's watery origin.

Special Characteristics: *Immune to Fire, Frost, and Poison*, unaffected by *Severity Damage*.

Since gargoyles do not breathe, they may submerge themselves in water indefinitely and are completely unaffected by most toxic gases.

Recovery Time: 8

Absorption: 8

Surprise Adj.: -1

Horned Boar Gargoyle Examples

Cunning: low

Speed: 75

Strength: average to above average

Size: medium

Attack Modes: gore

Attributes

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

	Below Average	Average
Combat Level	4	6
Attack Bonus	+4	+6
Defense	22	24
Damage Tolerance	25 + 3d10	25 + 6d10
E.P. Value	70	132
Damage per Attack	2d6	2d8
	Above Average	Exceptional
Combat Level	8	10
Attack Bonus	+10	+14
Defense	26	28
Damage Tolerance	25 + 8d10	25 + 10d10
E.P. Value	325	900
Damage per Attack	2d10	2d12

Man-Crushing Gorilla Gargoyle Examples

Cunning: low

Speed: 40

Strength: above average

Size: medium

Attack Modes: bite/ fist/ fist. The man-crushing gorilla begins hugging his opponent to death only after he hits him with both fists in the same turn of combat. Thereafter, it crushes for 2d8 points of damage every turn. A constricted character must make a *Luck Roll* with *Agility* adjustments on the first turn of constriction. Failing this indicates that one or both arms are trapped. To determine which, roll a d6. A 1 or 2 indicates that the left arm is held, a 3 or 4 shows that the right limb is trapped, and a 5 or 6 demonstrates that both arms are pinned.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	-1	-3	0	-3	-2

	Below Average	Average
Combat Level	4	6
Attack Bonus	+5	+7
Defense	20	22
Damage Tolerance	35 + 4d10	35 + 6d10
E.P. Value	84	144
Damage per Attack	2d6/ 1d6/ 1d6	2d8/ 1d6/ 1d6
	Above Average	Exceptional
Combat Level	8	10
Attack Bonus	+11	+15
Defense	24	26
Damage Tolerance	35 + 8d10	35 + 10d10
E.P. Value	350	960
Damage per Attack	2d8/ 1d8/ 1d8	2d10/ 1d8/ 1d8

Petrified Warg Gargoyle Examples

Cunning: below average

Speed: 70

Strength: average to above average

Size: medium

Attack Modes: bite

Attributes

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

	Below Average	Average
Combat Level	5	7
Attack Bonus	+5	+7
Defense	23	25
Damage Tolerance	25 + 5d10	25 + 7d10
E.P. Value	108	198
Damage per Attack	1d10	1d12
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+10	+14
Defense	29	31
Damage Tolerance	25 + 9d10	25 + 11d10
E.P. Value	520	1197
Damage per Attack	2d6	3d6

Sabre-Toothed Feline Gargoyle Examples

Cunning: low

Speed: 80

Strength: average

Size: medium

Attack Modes: bite/ claw/ claw

Attributes

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

	Below Average	Average
Combat Level	4	6
Attack Bonus	+5	+7
Defense	24	26
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	84	144
Damage per Attack	2d6/ 1d6/ 1d6	2d8/ 1d6/ 1d6
	Above Average	Exceptional
Combat Level	8	10
Attack Bonus	+11	+15
Defense	28	30
Damage Tolerance	25 + 4d10	25 + 5d10
E.P. Value	350	960
Damage per Attack	2d8/ 1d8/ 1d8	2d10/ 1d8/ 1d8

Spiked Constrictor Gargoyle Examples

Cunning: low

Speed: 30

Strength: above average

Size: medium

Attack Modes: bite/ constriction. The serpent automatically begins constricting if it strikes with its tail. Thereafter, the constriction damage is automatically rolled once per turn. While constricting, the serpent's *Defense* drops to 10.

A constricted character must make a *Luck Roll* with *Agility* adjustments on the first turn of constriction. Failing this indicates that one or both arms are trapped. To determine which, roll a d6. A 1 or 2 indicates that the left arm is held, a 3 or 4 shows that the right limb is trapped, and a 5 or 6 demonstrates that both arms are pinned.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	3	-3	--	2	-3	-3

	Below Average	Average
Combat Level	3	5
Attack Bonus	+3	+5
Defense	18	20
Damage Tolerance	30 + 3d10	30 + 5d10
E.P. Value	45	99
Damage per Attack	2d6/ 2d6	2d6/ 2d8
	Above Average	Exceptional
Combat Level	7	9
Attack Bonus	+10	+14
Defense	22	24
Damage Tolerance	30 + 7d10	30 + 9d10
E.P. Value	216	560
Damage per Attack	2d6/ 3d6	2d6/ 3d6

Stony Eagle Gargoyle Examples

Cunning: low

Speed: 20 (95 flying)

Strength: average

Size: medium

Attack Modes: beak/ claw/ claw

Attributes						
PS	ST	AG	MD	PC	WP	FA
0	2	1	--	4	-3	-3

	Below Average	Average
Combat Level	2	4
Attack Bonus	+3	+6
Defense	20	23
Damage Tolerance	25 + 1d10	25 + 2d10
E.P. Value	44	98
Damage per Attack	2d6/ 1d6/ 1d6	2d8/ 1d8/ 1d8
	Above Average	Exceptional
Combat Level	6	8
Attack Bonus	+9	+12
Defense	26	28
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	168	350
Damage per Attack	2d8/ 1d8/ 1d8	2d10/ 1d8/ 1d8

Winged Humanoid Gargoyle Examples

Cunning: average

Speed: 40 (80 flying)

Strength: average to above average

Size: medium

Attack Modes: bite /claw /claw or by weapon

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

	Below Average	Average
Combat Level	5	7
Attack Bonus	+5	+7
Defense	23	25
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	108	198
Damage per Attack	2d4/ 1d8/ 1d8 or by weapon + 2	2d4/ 1d8/ 1d8 or by weapon + 3
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+10	+14
Defense	29	31
Damage Tolerance	25 + 5d10	25 + 6d10
E.P. Value	520	1197
Damage per Attack	2d4/ 1d8/ 1d8 or by weapon + 4	2d4/ 1d8/ 1d8 or by weapon + 5

Winged Serpent Gargoyle Examples

Cunning: low

Speed: 30 (50 flying)

Strength: above average

Size: medium

Attack Modes: bite/ constriction. The serpent automatically begins constricting if it strikes with its tail. Thereafter, the constriction damage is automatic. While constricting, the serpent's *Defense* drops to 10.

A constricted character must make a *Luck Roll* with *Agility* adjustments on the first turn of constriction. Failing this indicates that one or both arms are trapped. To determine which, roll a d6. A 1 or 2 indicates that the left arm is held, a 3 or 4 shows that the right limb is trapped, and a 5 or 6 demonstrates that both arms are pinned.

Attributes						
PS	ST	AG	MD	PC	WP	FA
4	3	-3	--	2	-3	-3

	Below Average	Average
Combat Level	3	5
Attack Bonus	+3	+5
Defense	21	23
Damage Tolerance	15 + 3d10	15 + 5d10
E.P. Value	50	108
Damage per Attack	2d6/ 2d6	2d6/ 2d8
	Above Average	Exceptional
Combat Level	7	9
Attack Bonus	+10	+14
Defense	25	27
Damage Tolerance	15 + 7d10	15 + 9d10
E.P. Value	234	600
Damage per Attack	2d6/ 3d6	2d6/ 3d6

Gargoyles are warped, hideous beasts of stone. They are usually created from mundane creatures with the Arcane Lore spell **Gargoyle** to guard a castle from spies or a treasure hoard from thieves.

A gargoyle's largest advantage over his opponents may be his inconspicuous nature. Any gargoyle can freeze in position for days. When he does so, he becomes indistinguishable from a statue.

A spellcaster can use his powers to create a gargoyle from almost any type of creature. He is by no means limited to the types listed above. Of course, many creatures do not come out of the transformation into a

gargoyle unscathed. Due to the mind-wrenching experience of the transformation into stone, some gargoyles lose all of the mental faculties they formerly possessed. Those that do not, though, follow faithfully their master's commands even if it means death.

Ghost, Headless

Habitat: Headless ghosts are not overly particular about their environments. They generally tend to haunt the dungeons or castles in which they were formerly executed but occasionally roam about the countryside in search of their lost heads.

Life Style: undead spirit

Wealth Type: incidental

Alignment: neutral

Cunning: average

Speed: 75

Strength: average

Size: medium

Origin: Tales of headless ghosts appear throughout America, England, Scotland, and France. In fact, headless ghosts are feared wherever beheading was a common practice.

Special Characteristics: Headless ghosts have an *Affinity for Phantom Heads* and will often do a disembodied head the favor of carrying it.

Anyone within 30 feet of a headless ghost must make a *Luck Roll* with *Stamina Adjustments* every turn against a *Luck Threshold* of 20. On the first turn of failure, and every turn thereafter, the individual suffers from bleeding similar to the Arcane Lore spell **Anemic Hemophilia**. (See *The Lexicon of Lore™* for details.) The bleeding will permanently cease only if the ghost is 'slain'. However, the blood loss will temporarily pause if the spirit and the victim move out of a direct line of sight with one another. Once a single *Luck Roll* fails for a given headless ghost, no further *Luck Rolls* are allowed against the bleeding effects even if the next encounter occurs years later.

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

Headless ghosts are *Immune to all but Iron or Steel Bladed Weapons*. Even magical weapons of other forms have no effect. It is believed that the spirit views itself as invulnerable except when faced with a weapon similar to the type that removed its own head.

Any time the ghost is damaged by any means, a slight knick appears on the throat of the assailant. Each such cut delivers 1 point of damage and will bleed as soon as the effects of **Anemic Hemophilia** take hold. (If the **Detailed Combat** rules are used, the cut appears in area 3 automatically.)

Because of their ethereal natures, headless ghosts can pass through walls and other barriers without hindrance. In addition, the ghost can simply 'fade' from existence only to re-appear at a later time.

Recovery Time: Not applicable

Absorption: 0

Surprise Adj.: +3

Attack Modes: Headless ghosts never attack directly and therefore do not generally carry weapons.

Attributes

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

Headless Ghost Examples

	Nominal
Combat Level	5
Attack Bonus	N/A
Defense	5
Damage Tolerance	25 + 5d10
E.P. Value	100
Damage per Attack	N/A

Headless ghosts are spirits risen from the bodies of decapitated people. They are generally encountered wandering through dungeon halls and castle courtyards where they are believed to be looking for their missing heads. These horrific spirits are generally dressed in elegant clothing since nobles are the most commonly beheaded countrymen. Their garments are drenched in blood streaming down from the severed neck.

Despite the terrifying appearance of these ghosts, they are not aggressive and will appear at random intervals for periods lasting up to 1d4 turns. Headless ghosts will not even put up a defense if attacked. On the first blow to fall upon a headless ghost, however, it will either escape through a nearby wall or simply fade away. It will return to its haunting tasks at a later time.

Even though these decapitated spirits are not hostile, they are drawn to the raucous noises of combat. Here, they will simply stand in dark corners observing the chaotic and sometimes gruesome spectacles, unaware or unconcerned of the effect their presence has on the combatants.

Giant, Cloud

Habitat: These immense, keen smelling humanoids dwell in huge castles built in the clouds. Occasionally a traveler will see a cloud giant leaping from one cloud to another in search of food or treasure.

Life Style: solitary giant

Wealth Type: hoard

Alignment: unlawful evil

Cunning: average

Speed: 110

Strength: exceptional

Size: huge (26 to 30 feet tall)

Origin: Cloud giants are favored villains in English fairy tales. One of the most popular stories has made the words, "Fee Fi Fo Fum! I smell the blood of an Englishman!" a universally recognized phrase.

Special Characteristics: Cloud giants have a *Lust for Gold and Silver* and an *Affinity for the Taste of Human Flesh*.

There exists at least one cloud giant widow who has a hatred for beans and all men named Jack.

Recovery Time: 9

Absorption: 0

Surprise Adj.: -4 (Fee-fie-foe-fum!)

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
16	10	-6	-2	3	0	0

Cloud Giant Examples

	Below Average	Average
Combat Level	8	12
Attack Bonus	+13	+17
Defense	23	26
Damage Tolerance	250 + 8d10	300 + 12d10
E.P. Value	400	1995
Damage per Attack	by weapon + 15	by weapon + 18
	Above Average	Heroic
Combat Level	14	16
Attack Bonus	+19	+21
Defense	27	28
Damage	325 + 14d10	350 + 16d10
Tolerance		
E.P. Value	3150	4598
Damage per Attack	by weapon + 20	by weapon + 22

Cloud giants are immense beings resembling humans. When standing, they can reach the height of a two or three story building. The males are quite muscular,

although they often have round potbellies due to their rich diets. Even though most are well fed, any of these giants will happily augment his supper with a minced-man pie.

The larger a giant's hoard, the larger his castle. A cloud giant keeps his castle aloft by stealing the "silver linings" from passing clouds. This wispy, almost ethereal material is quite magical. It makes his own cloud substantial enough to bear his castle's weight. The greater his hoard, the stronger his own cloud's silver lining. Anytime a thief steals from the giant's hoard, the cloud castle risks disaster. Consequently, cloud giants abhor thieves.

Cloud giants rarely wander far from their castles so they can keep close eyes on their treasure hoards. Even so, most giants will venture forth on a daily basis to acquire more wealth. Every evening, the cloud giant adds any new treasure he has unearthed to his hoard and carefully counts his booty. The hoards of most giants consist of 10 to 1000 silver coins and 1 to 10 gold coins. Each coin weighs 5 pounds (50 piece weight).

Although cloud giants have relatively poor sight, their keen sense of smell tells them of intruders. A giant will not hesitate in using his club to deal with any trespassers. Every blow from his monstrous cudgel delivers 2d12 damage.

Giant, Cornish

Habitat: Cornish giants live either in impressive hilltop fortresses or in large natural caverns, depending on their wealth and industry.

Life Style: solitary giant

Wealth Type: hoard

Alignment: unlawful evil

Cunning: below average. Although no English giant can be said to have an oversupply of grey matter, Cornish giants definitely tip the lower end of the 'below average' scale.

Speed: 120

Strength: very high

Size: great (18 feet tall)

Origin: These giants are natives of English fairy tales. Both Cormoran and Blunderbore were Cornish giants appearing in *Jack the Giant Killer*.

Special Characteristics: Cornish Giants have an *Affinity for the Taste of Human Flesh* and are well versed in throwing boulders

Recovery Time: 8

Absorption: 0

Surprise Adj.: -3

Attack Modes: by weapon. In combat, Cornish giants use large mauls or clubs that deliver 3d6 damage per blow. When they must attack at range, they hurl boulders that deliver 4d6 damage per blow. Every Cornish giant homestead is fully equipped with a dozen or so rocky missiles.

Attributes

PS	ST	AG	MD	PC	WP	FA
12	6	-7	-2	2	0	-1

Cornish Giant Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	+11	+13
Defense	19	21
Damage Tolerance	275 + 6d10	300 + 8d10
E.P. Value	180	400
Damage per Attack	by weapon + 9	by weapon + 12
	Above Average	Heroic
Combat Level	10	12
Attack Bonus	+17	+21
Defense	23	24
Damage Tolerance	325 + 10d10	350 + 12d10
E.P. Value	1140	2205
Damage per Attack	by weapon + 16	by weapon + 24

Cornish giants are large men standing approximately two stories tall. They dress themselves in leather and furs and carry sheep, cattle, and man carcasses on their belts for easy conveyance to their broiling pits. They tend to be well fed since any poor peasant living near a Cornish giant's house has little recourse when a choice sheep is picked up and carted off. Consequently, Cornish giants are generally rather plump.

Since Cornish hens look like itty-bitty chickens, you might think the term 'Cornish giant' to be an oxymoron. Even so, it is quite unwise to point out this observation to any giant of the Cornish persuasion, as the big lout is likely to become downright antisocial after having been proclaimed an ox-like idiot.

Giant, Fire

Habitat: Fire giants are most comfortable in volcanically active areas. After all, who doesn't appreciate a good soak in a boiling mud pot now and then?

Life Style: tribal giant

Wealth Type: hoard

Alignment: antisocial lawful evil

Cunning: below average

Speed: 90

Strength: exceptional

Size: great (16 feet tall)

Origin: Fire giants are natives of Scandinavian mythology. They, along with the frost giants are fated to slay the mortal gods of Nordic legend.

Special Characteristics: Fire giants are *Immune to Heat and Flame* and are *Highly Susceptible to Frost and Cold*.

Fire giants harbor a great *Animosity to Frost Giants* (for obvious reasons). However, their enmity is mostly focused on the Norse gods of the Aesir and Vanir pantheons who usurped the power of all giants. As such, fire giants harbor a *Hatred toward Nordic Priests*. They will furiously attack any character they recognize as a follower of a hated deity.

Recovery Time: 9

Absorption: 6

Surprise Adj.: -4 (hiss, sizzle, hiss)

Attack Modes: by weapon. In combat, fire giants usually wield huge flaming clubs that deliver 2d8 damage from the blow and an additional 1d6 damage from fire.

Attributes

PS	ST	AG	MD	PC	WP	FA
14	8	-5	-2	3	-1	1

Fire Giant Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+14	+16
Defense	18	20
Damage Tolerance	200 + 7d10	250 + 9d10
E.P. Value	270	680
Damage per Attack	by weapon + 12	by weapon + 14
	Above Average	Heroic
Combat Level	11	13
Attack Bonus	+18	+20
Defense	22	28
Damage Tolerance	275 + 11d10	300 + 13d10
E.P. Value	1710	2898
Damage per Attack	by weapon + 16	by weapon + 18

Fire giants are gigantic men seemingly made of black volcanic rock. Their hair is comprised of flickering tendrils of dancing flame while their eyes have the dull red glow of cooling magma. Light wispy threads of ethereal smoke continuously rise from the rough frames of these colossal beings, which produce the faint aroma of burning sulphur. Those entering into combat with a fire giant can sometimes hear the slight hiss of smoldering coals.

True to their natures, fire giants have rather hot tempers. They get along poorly even amongst themselves. Nevertheless, this doesn't keep them from forming small bands to overwhelm their hated enemies.

Giant, Frost

Habitat: Frost giants live in the northern arctic wastes and at the tops of snow-capped mountains. Any mountaintop that remains frozen year round is virtually guaranteed to house one or more of these wintry giants. Here they construct mighty fortresses from enormous ice blocks and live in virtual seclusion.

Life Style: solitary giant

Wealth Type: hoard

Alignment: antisocial lawful evil

Cunning: above average

Speed: 80

Strength: exceptional

Size: great (16 feet tall)

Origin: Frost giants are the most common and most powerful giant type encountered in Nordic mythology. In fact, the very first being to exist was a frost giant named Ymir, whose corpse was used to fashion the world.

Special Characteristics: Frost giants are *Immune to Cold and Frost* and are *Highly Susceptible to Heat and Flame*.

Frost giants have a great *Animosity to Fire Giants* (they are, after all, quite easy to dislike). Nevertheless, their greatest hatred is centered on the Norse gods of the Aesir and Vanir pantheons, who overthrew the frost giants of ages past to establish themselves as the rulers of the Nordic world. Frost giants will aggressively pursue any follower of a hated deity.

Recovery Time: 8

Absorption: 4

Surprise Adj.: -4

Attack Modes: by weapon or claw/ claw. In combat, a frost giant uses either his crystalline fingernails as

claws or a huge club of ice. The ice club delivers 2d12 damage in a single blow each turn. The fingernails deliver 1d12 points of damage. If the giant chooses to attack with both claws, reduce his *Attack Bonus* by 5 points.

Attributes

PS	ST	AG	MD	PC	WP	FA
16	9	-6	-4	1	2	1

Frost Giant Examples

	Below Average	Average
Combat Level	8	10
Attack Bonus	+15	+17
Defense	18	20
Damage Tolerance	175 + 8d10	225 + 10d10
E.P. Value	325	960
Damage per Attack	by weapon + 9	by weapon + 12
	Above Average	Heroic
Combat Level	12	14
Attack Bonus	+19	+21
Defense	22	24
Damage Tolerance	275 + 12d10	325 + 14d10
E.P. Value	1995	3450
Damage per Attack	by weapon + 15	by weapon + 18

A frost giant is an immense humanoid formed from ice and snow. His hair and beard are curtains of glistening icicles and his breath cascades from his mouth and nose in clouds of white mist. His eyes are glassy spheres of blue ice and his chilling gaze perfectly mirrors the frigid nature of his cold spirit. From his fingertips grow long icicle claws that he can use to good advantage in combat.

Giant, Highland

Habitat: Highland giants prefer to live in hilly terrain, preferably in areas where there are plenty of caves and deep lakes.

Life Style: clannish giant

Wealth Type: monetary

Alignment: evil (Highland giants of all alignments are known to exist, but they are most commonly of evil disposition.)

Cunning: average to above average

Speed: 70

Strength: high

Size: large (8 to 10 feet tall)

Origin: Highland giants appear in the Celtic legends surrounding the Scottish Highlands. In these tales, they are given the name "Fomorians," but are far less demonic and far more magical than their Irish cousins. As such, we decided to split these Scottish giants out into an entirely separate race.

Special Characteristics: Although a Highland giant can be damaged and brought down with any normal means, he cannot be killed except by decapitation. (Despite popular belief, there are no special pyrotechnic displays when a Highlander's head is severed from his neck.)

Highland giants regenerate damage at a rate of 1 point per hour. Any *Stress* incurred by the giant is regained normally.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -1

Attack Modes: by weapon. As Highland giants are not much larger than the largest orcs and humans, they tend to use human weapons as these are easily acquired and adequate to their needs.

Attributes

PS	ST	AG	MD	PC	WP	FA
6	4	-2	0	0	2	1

Highland Giant Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	+11	+13
Defense	24	26
Damage Tolerance	50 + 6d10	75 + 8d10
E.P. Value	84	225
E.P. (Spellcaster)	132	325
Damage per Attack	by weapon + 5	by weapon + 6
	Above Average	Heroic
Combat Level	10	12
Attack Bonus	+17	+21
Defense	30	34
Damage Tolerance	100 + 10d10	125 + 12d10
E.P. Value	840	1680
E.P. (Spellcaster)	1080	2100
Damage per Attack	by weapon + 8	by weapon + 10

Although a highland giant's great bulk towers over adventurers, the stature of other giant types overshadows that of a highlander. Highland giants, as the name implies, live mainly in the hills and mountains in whatever caves they can find. Highland giants often

associate with both fomorians and men and are respected by both races.

Highland giants are a very magical race. The most intelligent of these hulking men are known to be sorcerers, wizards, and witches. Many others are Celtic priests devoted to the god Bres. Highland giants tend to favor the darker spells of whatever genre of spellcasting they practice. Needless to say, any such giant is a formidable enemy.

Many of these giants become absolute rulers of vast land tracts who enslave the native populations. A few even take human wives and pass their kingdoms down to their offspring. Children born from such unions do not gain their giantish parents' magical attributes, but commonly make unusually strong warriors.

Giant, Stone

Habitat: Most comfortable when surrounded by natural rock, most of these towering giants live in large caverns or in sizable underground abodes carved directly from bedrock.

Some of the more rebellious stone giants construct rough mountaintop castles, keeps, and forts rather than submit to a life in a dingy hole. Visually crude by human standards, these structures are built from enormous boulders in a tinker-toy like fashion. All are drafty as no stone giant ever uses mortar to seal the rock faces. Even so, the haphazard looking buildings rival the best designed human fortresses in strength and durability due to the deep understanding of rock that these giants possess.

Although many stone giants live on the earth's surface, there are believed to be more of this race dwelling underground that never see the open sky.

Life Style: clannish giant

Wealth Type: hoard

Alignment: social lawful neutral

Cunning: average

Speed: 75

Strength: very high

Size: great (13 to 17 feet tall)

Origin: Stone giants are featured in the grim mythology of Scandinavia, although they are not as renowned as their frost giant kindred.

Special Characteristics: Stone giant children often play "catch" with boulders tossed from hill to hill. Consequently, adult stone giants adeptly hurl boulders in combat.

All stone giants have a natural understanding of earth and rock. Each giant has levels in *Tunneling* and *Stone Lore* equal to his *Combat Level*.

Like all Scandinavian giants, stone giants have a *Hatred for the Nordic gods of the Aesir and Vanir Pantheons*. They will immediately attack any men they perceive to be priests of these deities.

Recovery Time: 9

Absorption: 8

Surprise Adj.: -3

Attack Modes: by weapon. Stone giants often wield great rock mauls or clubs delivering 3d8 damage per blow. In addition, a stone giant may throw boulders up to 50 yards which deliver 4d6 + 2d8 damage.

Attributes

PS	ST	AG	MD	PC	WP	FA
12	8	-12	-3	2	0	1

Stone Giant Examples

	Below Average	Average
Combat Level	5	9
Attack Bonus	+11	+15
Defense	15	17
Damage Tolerance	175 + 5d10	200 + 9d10
E.P. Value	126	600
Damage per Attack	by weapon + 12	by weapon + 15
	Above Average	Heroic
Combat Level	11	13
Attack Bonus	+17	+19
Defense	18	20
Damage Tolerance	225 + 11d10	250 + 13d10
E.P. Value	2052	2394
Damage per Attack	by weapon + 17	by weapon + 19

Stone giants are towering men reaching heights of two or three stories to overshadow the mightiest adventurers. They are completely bald, possessing no body hair of any kind. Their skins have a rugged texture and a greyish hue that closely resembles granite and their eyes have the milky auburn color of agate. All stone giants have voices that can only be described as gravelly and their homes have the healthy odor of fertile soil. In fact, stone giants are often likened to living stone although they are not purely elemental in nature.

Stone giants are quite social among their own kind and have strong family ties. They will defend their kindred and companions to the death if they are ever threatened, but will usually attempt to call a truce if overpowered by an obviously superior force. Stone giants have no love

of men, but once one has made a promise, you can be assured that he will keep it.

Giant, 2-Headed

Habitat: Two-headed giants live in large caves and in crudely constructed fortresses. They prefer mild temperate climates like those found on large islands and on seacoasts. However, they are also commonly found further inland.

Life Style: solitary man-eater

Wealth Type: hoard

Alignment: social unlawful evil

Cunning: below average. Like their Cornish cousins, multi-headed giants are endowed at birth with a healthy helping of stupidity. Some even seem to have gone back to the trough for seconds.

Speed: 70

Strength: exceptional

Size: great (15 feet tall)

Origin: Two and three-headed giants are popular villains in a number of English fairy tales. The story of *Jack the Giant Killer* has several multi-headed giants, all of which are easily defeated by Jack's clever tricks.

Special Characteristics: Two-headed giants have a *Lust for Gold and Silver Coins* and an *Affinity for the Taste of Human Flesh*.

Each head controls one side of the giant's thick frame. Therefore, each arm individually gains extra attacks in combat for superior level when fighting foes of significantly lower *Combat Level*.

Recovery Time: 9

Absorption: 0

Surprise Adj.: -4

Attack Modes: by weapon. Two-headed giants carry the largest club each arm can handle individually. These massive cudgels deliver 3d6 points of damage plus *Physical Strength* adjustments (listed below).

Attributes

PS	ST	AG	MD	PC	WP	FA
14	9	-5	-3	0	0	-1

Two-Headed Giant Examples

	Below Average	Average
Combat Level	6	7
Attack Bonus	+10	+12
Defense	21	22
Damage Tolerance	250 + 6d10	275 + 7d10
E.P. Value	240	378
Damage per Attack	by weapon + 12	by weapon + 14
	Above Average	Heroic
Combat Level	9	11
Attack Bonus	+13	+14
Defense	24	25
Damage Tolerance	300 + 7d10	325 + 11d10
E.P. Value	920	1970
Damage per Attack	by weapon + 17	by weapon + 19

Two-headed giants are enormous men whose shoulders are adorned with twin heads. From the perspective of these large brutes, having additional noggins is a definite bonus, as they are exceptionally social beings when compared to other giants.

Their social graces have probably been brought about through natural selection, as rude and boorish two-headed giants don't live long. One head makes an unflattering comment, the other retorts with a snappy response. Eventually the maid discovers her employer lying on the bedroom floor with multiple bruises and one or two swollen eyes. Her quick examination finds both heads to be colored an unhealthy hue of purple and both tongues to be fixed in a desperate gasping position. Each of his massive hands is discovered in a death grip. Left hand to right throat and right hand to left throat. Not a pretty sight.

As long as a giant can get along with himself, having several heads makes for lively conversation around teatime. Even so, it is difficult for visitors to follow the threads of thought expressed by these giants until they learn the subtle distinctions between the giants' uses of the pronouns "me," "myself," and "I."

The English are quite fascinated with multi-headed giants. Wales has an especially dense population. A Welsh giant will tend to his guest's every need. Tea and crumpets, properly buttered, will be served at the appropriate hour using the giant's finest china. Dinner will consist of the best roast available and supper will be topped-off with a desert of hasty pudding. Finally, the beds will be made-up with fresh linens to assure that the giant's beloved friends have only the sweetest of dreams. Once the visitors are snoring contentedly, the giant will club their heads and throw them all into a pot.

Glaistig

Habitat: Glaistig are water faeries who require ready access to a natural fresh water source. As such, they can never be found far from a stream or lake.

Life Style: man-eating fairy

Wealth Type: monetary

Alignment: social evil

Cunning: average

Speed: 70

Strength: average

Size: medium

Origin: The glaistig is a water faery originating on the British Isles. She is sometimes considered a subspecies of Fuath, faeries connected with the lochs and rivers of Scotland.

Special Characteristics: Glaistig have a *Lust for the Taste of Human Blood*. In addition, glaistig display an *Affinity toward Urisks (Satyrs)* and often entertain them in their lakeside dwellings.

Since they are water faeries, glaistig venture no more than 300 yards from the fresh water streams or lakes in which they dwell. Obviously, these amphibious females have the ability to breathe underwater.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
0	-1	1	0	0	0	0

Glaistig Examples

	Below Average	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	24	27
Damage Tolerance	25 + 4d10	25 + 6d10
E.P. Value	7	12
Damage per Attack	by weapon	by weapon
	Above Average	Heroic
Combat Level	8	10
Attack Bonus	+13	+16
Defense	29	31
Damage Tolerance	25 + 8d10	25 + 10d10
E.P. Value	100	300
Damage per Attack	by weapon + 3	by weapon + 4

A glaistig is a vampiric satyr-like creature. She has a beautifully formed woman's body and a striking face. Two hooves and a goat's waist make up her lower extremities that she hides under a flowing green gown. If her goatish characteristics are discovered, she will simply claim to be a female urisk (satyr).

Glaistig are frequently encountered in cheerfully tipsy moods carrying empty golden goblets. They are very poised creatures, able to make the homeliest man feel desirable with their charming manners. Glaistig will often tempt men to dance with them and even seduce them to more easily satiate their bloodthirsty tastes.

Though dangerous when confronted aggressively, glaistig love children and often protect the old from harm. Some scholars believe the displayed maternal behaviors simply mask the faeries' natural desires to maintain plentiful stocks of 'red wine'.

Greyff

(Greiff, Gryps)

Habitat: Greyffs commonly build their nests in small caves or under rock outcroppings on the side of rocky hills. Although they are capable of flight, greyffs tend to prowl on the ground most of the time. They will take to wing for relatively brief periods, and then only to hunt.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 125 (150 flying)

Strength: average

Size: medium

Origin: The griffon has appeared throughout history, in one form or another, in virtually all cultures throughout the world. The greyff, as it is described here, is named with an interesting German variant of the term *griffon* and has what the authors consider to be one of the griffon's more interesting Greek forms.

Special Characteristics: If a greyff encounters prey while flying, it will attempt to dive from above. On this initial dive, they greyff attacks with all four claws and its beak. Thereafter, it settles on the ground to finish off its victim.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0 on land, 2 when swooping

Attack Modes: beak/ daw/ claw (or beak/ claw/ claw/ claw/ claw on a dive attack)

Attributes

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

Greyff Examples

	Below Average	Average
Combat Level	4	7
Attack Bonus	+6	+10
Defense	25	28
Damage Tolerance	30 + 4d10	35 + 7d10
E.P. Value	35	108
Damage per Attack	2d6/ 1d6/ 1d6	2d8/ 1d6/ 1d6
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+13	+16
Defense	30	34
Damage Tolerance	40 + 9d10	45 + 11d10
E.P. Value	320	855
Damage per Attack	2d8/ 1d8/ 1d8	2d10/ 1d8/ 1d8

A greyff has the basic size, form, and stature of a panther. However, it has wings sprouting from its shoulders and a beak replacing the panther's usual fangs. Greyffs cannot match the size and majesty of its griffin cousins. Even so, the obvious family resemblance has them commonly mistaken for their larger kindred.

Greyffs frequently lair with normal panthers and sometimes mate with them. The offspring from a greyff/panther pair have a 50% chance of taking the form of either a greyff or a panther. A greyff cub is worth 2,000 silver pieces if captured alive. Be warned, however; greyffs are formidable beasts who do not take kindly to trespassers.

Griffin, Heraldic

Habitat: When not lounging about on the shields and crests of noble knights, heraldic griffins prefer to nest in mountain caves. Since the males of the species cannot fly, these beasts do not build their nests at the inaccessible heights their kindred, the common griffins, prefer.

Life Style: territorial predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 85 (125 flying)

Strength: above average

Size: large (8 feet tall)

Origin: The heraldic griffin adorned the shields and crests of many European knights. Wingless male griffins are a product of English heraldry.

Special Characteristics: When the females dive, they use their two giant eagle claws that automatically deliver double damage when they hit (as they grip and tear). If both claws manage to strike their targets on a dive attack, the flying griffin maintains a firm grasp. It will lift any target up to the size of a pony from the ground and fly away to devour its meal.

Heraldic griffins have an *Affinity for the Taste of HorseFlesh* and will instinctively hunt the equestrian beasts over any other prey. Otherwise, heraldic griffins tend to attack the largest prey they are capable of carrying.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -2 on land, 2 when females swoop

Attack Modes: beak/claw/claw

Attributes

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

Heraldic Griffin Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+12	+14
Defense	27	29
Damage Tolerance	45 + 7d10	50 + 9d10
E.P. Value	144	360
Damage per Attack	2d10/ 2d6/ 2d6	3d8/ 2d6/ 2d6
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+18	+21
Defense	31	36
Damage Tolerance	70 + 11d10	100 + 13d10
E.P. Value	1197	2142
Damage per Attack	4d6/ 2d8/ 2d8	4d6/ 2d8/ 2d8

Heraldic griffins have the bodies of lions and the heads of eagles like common griffins. However, heraldic griffins have the tails of normal lions, rather than the reptilian tails of its cousin species. The greatest difference between the two hybrid types is that the heraldic males lack the wings possessed by their mates.

Unlike the common griffin, heraldic griffins hatched under expert care take well to training and make superb war steeds. With a special saddle and proper riding gear, a female can be trained to take its rider aloft. Unfortunately, a heraldic griffin cannot support the weight of a man until the age of two and adult females cannot lift more than about 250 pounds off the ground. Treat the females as medium war steeds and the males as heavy war steeds. Of course, such mounts are exceedingly rare and are usually reserved for high-ranking royalty. In any case, heraldic griffins consume 20 pounds of meat every day.

If an adventurer finds the nest of paired griffins, allow a 25% chance for the female to have laid 1 to 3 eggs. A healthy heraldic griffin egg is worth about 2500 silver pieces on the open market.

Guivre

Habitat: The guivre is a serpentine dragon species drawn to fresh water bodies. They inhabit deep wells, lakes, streams, and rivers. Guivres also populate swamps where they lair in deep water-filled 'knucker holes'.

Life Style: amphibious dragon

Wealth Type: hoard

Alignment: evil (5% variable)

Cunning: below average

Speed: 80 (45 in water)

Strength: high

Size: large

Origin: Guivres originated in France where they reputedly terrorized the countryside. Their reign quickly ended, however, when the French discovered the guivre's shy aversion to full frontal nudity. If there's one thing the French know about, it's this particular topic. Subsequently, the guivres were quickly driven away. Some say the guivres fled to England (where the subject of nudity is far less understood) and became known to the locals as 'knuckers'.

Special Characteristics: Due to the guivre's dragon heritage, all spells affecting the creature have their spell levels reduced by 4. In addition, all guivres are completely *Immune to Poison*.

Anyone hit with the dragon's tail must make a *Luck Roll* with *Agility* adjustments. Anyone failing is *Constricted* until the guivre releases him.

The bite of a guivre is poisonous to those bitten. In addition to the damage normally inflicted, the bitten individual must make a *Luck Roll* with *Stamina*

adjustments against a *Threshold* of 15 plus the dragon's *Combat Level*. Failure indicates the bitten character is affected by a *Moderate Venom* (see **Poison** for details). Characters bitten multiple times suffer the effects of multiple doses of poison (again, see **Poison** for the effects of multiple poison doses).

If a large party attacks a guivre, it usually roars to frighten off some of its attackers. This improves its odds with the remaining combatants. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 2d6 turns.

Oddly enough, desperate men can sometimes conquer this ferocious beast simply by undressing. Guivres have a *Strong Aversion to Nudity* by humanoids of all races. Whenever it encounters such a sight, it must make a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* of 20. Failure indicates the beast averts its eyes in a blushing expression and slithers away at a rapid rate. Allow only one such roll per encounter.

Recovery Time: 5

Absorption: 6

Surprise Adj.: -1

Attack Modes: bite/tail

Attributes

PS	ST	AG	MD	PC	WP	FA
6	6	-2	--	4	-3	-3

Guivre Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+10	+13
Defense	23	25
Damage Tolerance	135 + 5d10	150 + 7d10
E.P. Value	171	342
Damage per Attack	2-24/2-12	3-24/2-12
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+16	+19
Defense	27	29
Damage Tolerance	165 + 9d10	180 + 11d10
E.P. Value	840	1881
Damage per Attack	3-24/2-16	3-30/2-16

The guivre is the dragon form from which all others first evolved. Its body is simply that of a large serpent but its reptilian head supports the flaring nostrils, slivering fangs, and bloodshot eyes distinctive of dragonkind. The guivre seeks out caves in forests or near marshes. The major requirement of the guivre's lair is that it lie near water. Indeed, some even take up residence in town wells. A guivre poisons any water that it inhabits.

H

Hags

Hag, Black

(Black Annis)

Habitat: Black hags live in rough caves they have carved from the rock themselves with their iron-like claws. As a rule, they prefer to dwell close to roads so they have a ready supply of vittles to throw in the pot.

Life Style: hermit-like hag

Wealth Type: hoard

Alignment: antisocial evil

Cunning: high

Speed: 80. These hags frequently use magic to augment their *Speed* (i.e. **Hare's Leap**, **Stridemaker**)

Strength: above average

Size: medium (7 feet tall)

Origin: A hag known as Black Annis resides on the British Isles in the Dane Hills near Leicester where she is famed for leaping out from a great oak tree growing beside her cave hovel. The legend of this monster probably arose from old myths concerning the Celtic goddess Dana.

Special Characteristics: Black hags often use witchcraft to surprise and capture their prey. They may cast the following Arcane Lore spells: **Blight**, **Blind**, **Chameleon's Gamble**, **Familiar's Gambit**, **Hare's Leap**, **Hex**, **Lifelett**, **Pox**, **Sculpt**, **Stridemaker** and **Tree Pass**. (See *The Lexicon of Lore™* for details.) All spells are cast at a spell level equal to the hag's *Combat Level*. Unlike other faeries, hags lose *Damage Tolerance* due to the stress of the spells they cast, just as normal spellcasters do.

About 20% of these hags have black cat familiars. Those that do have raised *Surprise Adjustments* and frequently use **Familiar's Gambit** as one of their favored spells. If opponents kill a black hag's familiar, she gains a +2 damage bonus on all attacks as well as an extra attack per turn in her fury.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/claw/claw

Attributes

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

Black Hag Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+8	+12
Defense	26	29
Damage Tolerance	40 + 5d10	80 + 8d10
E.P. Value	108	450
Damage per Attack	2d8/ 1d12/ 1d12	2d12/ 2d8/ 2d8
	Above Average	Heroic
Combat Level	10	14
Attack Bonus	+14	+20
Defense	32	36
Damage Tolerance	80 + 9d10	90 + 10d10
E.P. Value	1260	3450
Damage per Attack	2d12/ 2d8/ 2d8	2d12/ 2d8/ 2d8

A black hag is a cannibalistic crone with bluish mottled skin and black hair. Disease blinds one of her eyes but the other bloodshot orb provides keen sight. She has long, white teeth and iron claws that she uses to savagely rend and devour her captured prey.

Those individuals unfortunate enough to encounter black hags rarely survive to warn others. These hags often use witchcraft to surprise their quarry so most clashes end abruptly. Those individuals living long enough to run for their lives are likewise caught and killed. Usually, the only remnant of a black hag attack is the neat pile of bones left behind.

Hag, Ice

(Blue Hag)

Habitat: Ice hags are only seen in the winter months and in frigid arctic conditions. They thoroughly enjoy winter blizzards and roam across the countryside in early winter. During their treks, ice hags naturally bringing blight to crops and use all of their frosty powers to coax early snowfalls.

Life Style: hermit-like hag

Wealth Type: hoard

Alignment: antisocial evil

Cunning: high

Speed: 80

Strength: above average

Size: large (8 feet tall)

Origin: The ice hag known as Cailleach Bheur is an inhabitant of Irish and Scottish folklore. It is believed that the crone's legend is a remnant of a long forgotten religion, possibly predating the Celts. Scandinavia has its own ice hags. One appears as a character in Hans Christian Andersen's fairy tale *Mother Hulda*.

Special Characteristics: Ice hags are *Immune to Frost and Cold* and are *Highly Susceptible to Heat and Flame*.

They may also cast the following mage spells: **Blight**, **Burrow** (through snow and ice), **Cool of Night**, **Cyclonic Passage**, **Dragon's Breath: Frost**, **Frostbite**, **Hailstorm**, **Icy Fingers of Death**, **Icy Glaze**, **Illusionary Frost**, **Rain Call**, **Revealing Pool** (on glassy frozen puddles), **Snowball**, **Snow Drift**, **Veiling Mist**, and **Witch Wind**. (See *The Lexicon of Lore™* for details.) All spells are cast at a spell level equal to the hag's *Combat Level*. Unlike other faeries, hags lose *Damage Tolerance* due to the stress of the spells they cast, just as normal spellcasters do.

Ice hags always have a firm footing on ice and snow, regardless of the slippery condition of the surface. Consequently, they rarely enter combat without first laying down icy glazes.

These ugly witches are found only in wintry climes since any ice hag caught on a warm spring or summer day will immediately turn into a large nondescript boulder until next winter.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/ claw/ claw or by weapon. These hags are surprisingly skilled in the use of oversized staves that deliver 2d6 per blow. For additional protection, ice hags usually carry pouches containing 2d4 **Snowballs**. Due to their extremely cold natures, they can carry these weapons indefinitely without fear of premature detonation.

Attributes

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

Ice Hag Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+8	+12
Defense (claws)	26	29
Defense (staff)	29	32
Damage Tolerance	50 + 5d10	70 + 8d10
E.P. Value	99	400
Damage per Attack	2d6/ 1d8/ 1d8 or by weapon + 3	2d8/ 2d6/ 2d6 or by weapon + 4
	Above Average	Heroic
Combat Level	10	14
Attack Bonus	+15	+20
Defense (claws)	32	36
Defense (staff)	35	39
Damage Tolerance	80 + 9d10	90 + 10d10
E.P. Value	1020	2100
Damage per Attack	3d6/ 2d6/ 2d6 or by weapon + 5	2d8/ 2d8/ 2d8 or by weapon + 6

Ice hags are lean ugly old crones with wrinkled bluish skins and enormous statures that they hide by stooping with bent backs. They delight in causing suffering to any people they encounter. Nevertheless, they are surprisingly kind hearted to woodland creatures. These old women have a special fondness for deer, which they tend and milk like cattle.

Obviously, ice hags are far from warm-blooded creatures. They are most comfortable under extremely icy conditions. These wretched crones usually cover their abodes entirely with **Icy Glazes** to give them a more 'homey' look. The sub-zero temperatures in which they live allow the glazes to endure indefinitely.

One of the ice hag's favorite tactics is to create an illusion of a large snowdrift using **Illusionary Frost**. She hides within the illusion and wreaks havoc on all intruders.

If forced into combat, an ice hag will attack with her razor sharp claws and teeth or an unusually large staff. If her situation looks bleak, she will escape using **Cyclonic Passage**.

Hag, Rock

(Hag of the Dribble)

Habitat: These hags generally inhabit mountainous areas where they constantly seek out rich ore veins. Rock hags live in rocky dwellings they have crafted themselves. Occasionally these abodes are constructed from natural caves and meander aimlessly through a mountain's bowels.

Life Style: hermit-like hag

Wealth Type: hoard

Alignment: antisocial evil

Cunning: high

Speed: 80

Strength: above average

Size: medium (8 feet tall)

Origin: In Wales, folklore describes an enormous old crone, related to the banshee, who is said to carry boulders in her apron. The boulders occasionally tumbled down as she walked giving her the name "Hag of the Dribble."

Special Characteristics: True to their name, Rock Hags have mastered many of the varied arts governing minerals and mining. All use the skills of *Masonry*, *Pricing Uncut Gems*, and *Prospecting* at a skill level equal to their Combat Level.

They may also cast the following Arcane Lore spells: **Burrow**, **Conjure Earth Elemental**, **Enlarge**, **Dust Devil**, **Earth Bubble**, **Elemental Weapon of Earth**, **Gargoyle**, **Gargoyle Form**, **Ogre Strength**, **Sand Blast**, and **Sculpt**. (See *The Lexicon of Lore™* for details.) All spells are cast at a spell level equal to the hag's *Combat Level*. Unlike other faeries, hags lose *Damage Tolerance* due to the stress of the spells they cast, just as normal spellcasters do.

In addition, rock hags may throw boulders up to 25 yards that deliver 3d6 damage.

Recovery Time: 5

Absorption: 8

Surprise Adj.: 0

Attack Modes: bite/ claw/ claw or by weapon. When fighting armored opponents, rock hags will often wield large rocky mauls fashioned with the spell **Elemental Weapon of Earth**.

Attributes

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

Rock Hag Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+8	+12
Defense	26	29
Damage Tolerance	60 + 5d10	70 + 8d10
E.P. Value	108	400
Damage per Attack	2d6/ 1d8/ 1d8 or by weapon + 3	2d8/ 2d6/ 2d6 or by weapon + 4
	Above Average	Exceptional
Combat Level	10	14
Attack Bonus	+14	+20
Defense	32	36
Damage Tolerance	80 + 9d10	90 + 10d10
E.P. Value	1020	2100
Damage per Attack	3d6/ 2d6/ 2d6 or by weapon + 5	3d8/ 2d8/ 2d8 or by weapon + 6

Rock hags are temperamental old crones with cracked, grey skins reminiscent of weathered granite. In fact, a rock hag's epidermis is every bit as tough as it looks. It protects her as well as any armor would.

Despite their vices, rock hags are highly industrious. They spend much of their time hauling boulders through narrow mountain passes as building materials for their rocky fortifications. In doing so, they must occasionally resort to enlarging and strengthening themselves with their magical powers. Her augmented form during these arduous tasks is a terrifying sight for anyone to see. Fortunately, an encounter with a rock hag while she is working rarely ends in bloodshed as long as she is left undisturbed. Once a rock hag has set herself to a chore, she is loathe to let anything dissuade her.

Rock hags frequently enslave the creatures they find in the wilderness as **Gargoyles** to protect their growing hoards of minerals and gems. The poor creatures that are driven insane by the transformation are often released back into the wild to provide additional deterrents to trespassers.

Hag, Water

(Jenny Greenteeth, Peg Powler)

Habitat: Water hags inhabit fresh water swamps, streams, rivers, and lakes. They especially like river banks flowing near towns, where there live a large number of children on which to dine.

Life Style: hermit-like hag

Wealth Type: hoard

Alignment: antisocial evil

Cunning: high

Speed: 80

Strength: above average

Size: medium (7 feet tall)

Origin: Water hags are natives of the British Isles. Two of the most famous are Jenny Greenteeth, who has long green fangs, and Peg Powler, who can be recognized by the frothy foam floating on the water's surface near her lair.

Special Characteristics: Water hags have a *Lust for the Taste of Human Flesh*, especially that of children.

They may also cast the following Arcane Lore spells: **Aqua Air, Caustic Mist, Conjure Water Elemental, Disentangle, Foam Grenade, Foliage Fiend, Kelpie Steed, Rain Call, Revealing Pool, Veiling Mist, Spying Eye, Vertigo, Water Strider, Water Wings.** (See *The Lexicon of Lore™* for details.) All spells are cast at a spell level equal to the hag's *Combat Level*. Unlike other faeries, hags lose *Damage Tolerance* due to the stress of the spells they cast, just as normal spellcasters do.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/claw/claw

Attributes

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

Water Hag Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+8	+12
Defense	26	29
Damage Tolerance	40 + 5d10	80 + 8d10
E.P. Value	108	450
Damage per Attack	2d6/ 1d8/ 1d8	2d8/ 2d6/ 2d6
	Above Average	Heroic
Combat Level	10	14
Attack Bonus	+14	+20
Defense	32	36
Damage Tolerance	80 + 9d10	90 + 10d10
E.P. Value	1260	3450
Damage per Attack	3d6/ 2d6/ 2d6	3d8/ 2d8/ 2d8

Water hags are ugly old crones with slimy greenish skin, long scummy fangs, and bent backs. They live in the watery depths of lakes and rivers and establish their underwater homes near the banks. Their lust for human flesh entices them to live near bridges and docks in order to lure travelers into the water. Water hags are most fond of children and will leap out of the water to grab any toddler that wanders within reach.

When possible, water hags will use their powers of **Vertigo** and **Foam Grenade** to snatch meals. These abilities are quite useful in snaring unsuspecting people who are walking near the water's edge or crossing a bridge. Once a victim tumbles into the water, the victorious hag will command her submerged **Foliage Fiends** to entangle and drown him for a quick snack.

Hag, Wood

(Hag of the Iron Wood)

Habitat: Wood hags dwell in deep dark forests where they camouflage their modest hovels with natural underbrush and thorny brambles. They are common denizens of evil **Black Forests** and protect themselves and their lairs with wild beasts that they have the power to charm and train.

Life Style: hermit-like hag

Wealth Type: hoard

Alignment: antisocial evil

Cunning: high

Speed: 80

Strength: above average

Size: medium (6 feet tall)

Origin: In ancient Scandinavia, the term *hagi* referred to the Iron Wood, a sacred grove where sacrifices were made. The Nordic goddess Hel took on the form of a hag in her aspect as death-goddess. When she did so,

Hel was known as the Hag of the Iron Wood. In the area of fairy tales, the old crone in the Scandinavian fable of Hansel and Gretel at the very least reminds one of a hag hidden in the deepest wood.

Special Characteristics: Wood hags have a *Lust for Gold and Silver* and a *Lust for the Taste of Human Flesh*, especially that of children.

They may also cast the following Arcane Lore spells: **Animal Form, Animal Tongues, Charm, Dryad's Disguise, Evil Eye, Faery Pinch, Familiar's Gambit, Foliage Fiend, Hare's Leap, Inspirit Tree, Philter of Love, Philter of Slumber, Redcap's Revival, Snakes and Sticks, Stinging Nettles, Swarm of Security, Thorny Tangleroot, Thorny Thicket, Toadstool Clump, Tree Pass, and Web.** (See *The Lexicon of Lore™* for details.) All spells are cast at a spell level equal to the hag's *Combat Level*. Unlike other faeries, hags lose *Damage Tolerance* due to the stress of the spells they cast, just as normal spellcasters do.

In addition, Wood Hags use the skills *Passing Without a Trace, Rural Stealthing, and Animal Training* at skill levels equal to their *Combat Level*.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/ claw/ claw

Attributes

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

Wood Hag Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+8	+12
Defense	26	29
Damage Tolerance	40 + 5d10	80 + 8d10
E.P. Value	108	450
Damage per Attack	2d6/ 1d10/ 1d10	2d8/ 1d12/ 1d12
	Above Average	Heroic
Combat Level	10	14
Attack Bonus	+14	+20
Defense	32	36
Damage Tolerance	80 + 9d10	90 + 10d10
E.P. Value	1260	2100
Damage per Attack	3d6/ 2d6/ 2d6	3d8/ 2d8/ 2d8

Wood hags look like weathered and worn old women, whose backs are bent from years of toil and abuse. Their hair is gray and scraggly and their long noses are often adorned with a wart or two. In other words, wood

hags look like classical old witches (minus the pointed hat and broomstick).

Despite their somewhat wicked appearance, wood hags can be quite pleasant to strangers and are quick to invite guests to her table for supper.

The grace and charm of these hags rivals that of the loveliest elven maidens. This friendly manner, however, hides a cold and cunning spirit. A visitor's safety is guaranteed only as long as the crone sees greater value in her guest's purse than in the month's worth of sandwiches his flesh would supply. In other words, if she views him as a paying customer needing her dark services, she will probably allow him to live. Many of these devilish females have built impressive clientele lists on their love potions alone.

Harpy, Heraldic

Habitat: Heraldic harpies inhabit deep forests where they nest in tall trees. They select perches at the tops of hills and on high riverbanks where they can obtain panoramic views of the surrounding woods.

Life Style: predatory man-eater

Wealth Type: incidental. Although harpies have no real lust for treasure, they will retrieve any shiny objects they find and hide them in private knotholes kept hidden from other harpies.

Alignment: antisocial evil

Cunning: below average

Speed: 15 (95 flying)

Strength: average

Size: medium

Origin: Harpies appear on the crests of many noble European families, especially in Germany where it is known as the *Jungfraunadler*. In this aspect, the creature has the body of an eagle, rather than that of a vulture.

The creatures appearing on the crests of nobility are meant to portray some aspect of the noble's honor and espouse only his virtues. This makes the selection of the harpy as a heraldic device quite odd, since the classical harpy has few admirable traits. Heraldic artists likely mistook it for the vengeful Fury or melodic Siren. Or, just perhaps, a disgruntled artist wished to emphasize his lord's talent of "tooting his own horn."

Special Characteristics: Heraldic harpies have an entrancing voice that has the ability to charm those that hear it. This has the same effect as the Religious Miracle spell **Siren's Song** cast at a spell level equal to

the harpy's *Combat Level*. (See *The Manual of Mythology*™ for details.)

So long as a single character remains hypnotized, a harpy foregoes her bite attack to continue singing. The hypnosis immediately breaks when the song of the harpy ends.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/claw/claw

Attributes

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

Heraldic Harpy Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	26	28
Damage Tolerance	15 + 5d10	15 + 7d10
E.P. Value	54	108
Damage per Attack	1d8/ 1d6/ 1d6	2d4/ 1d8/ 1d8
	Above Average	Exceptional
Combat Level	9	12
Attack Bonus	+13	+17
Defense	30	33
Damage Tolerance	20 + 9d10	30 + 12d10
E.P. Value	320	1364
Damage per Attack	2d6/ 1d10/ 1d10	2d8/ 1d12/ 1d12

A heraldic harpy's form consists of the body, claws, and wings of an eagle and the breasts and head of a lovely human female. Despite the attractive feminine aspects, this monster is quite dangerous and has a penchant for fresh meat. Adventurers fit the menu nicely.

A harpy will roost and sing in a high perch, well out of easy reach, until her prey falls under her mesmerizing spell. She will then swoop down and feast, occasionally joined by one or two companions.

Hazel Tree

(Coll)

Habitat: Can a tree can be said to inhabit a forest even though a lack of trees by definition would mean the absence of forest? If so, then hazel trees dwell in forests and groves.

Life Style: tree faery

Wealth Type: hoard.

Alignment: lawful neutral

Cunning: exceptional

Speed: 60. To walk, a hazel tree will quickly uproot itself and ambulate along the ground by means of its serpentine roots. When it finds an appropriate stopping place, it will wind its roots into the soil to rest. The uprooting and re-rooting processes each require one full turn to accomplish, but the arboreal faery may participate in combat while doing so.

Strength: high

Size: large

Origin: The Norse associated the hazel tree with lightning (and the god Thor). This belief was later incorporated into Christian lore in the notion that crosses fashioned from hazel wood was a charm against storms. The Celts, on the other hand, linked the hazel tree with intelligence and wisdom. According to Celtic tradition, a salmon became the wisest living creature when it ate the nuts produced by the nine hazel trees of wisdom. The Gaelic name for the hazel tree is "Coll."

Special Characteristics: All hazel trees are highly intelligent and have a distinctively 'ivory tower' bent. Each selects a specific area of Mundane or Arcane Lore to study. The tree will have earned a level in this lore equal to its *Combat Level*. Oddly enough, hazel trees rarely apply their knowledge in practical ways. They content themselves merely with study.

Hazel trees may use the mage spells of **Convoke Lightning** and **Rain Call** at will. Both are used at spell levels equal to the tree's *Combat Level*. See *The Lexicon of Lore* for details. If threatened with fire, the hazel tree will call forth a drenching downpour within a matter of seconds to extinguish the flames.

Hazel trees are remarkably difficult to kill. Even though they are living creatures, they have no truly vital organs. Consequently, they are unaffected by *Severity Damage*. Even so, like all woody creatures, hazel trees are *Susceptible to Fire*.

Recovery Time: 6

Absorption: 9

Surprise Adj.: +3

Attack Modes: branch/ branch.

Attributes

PS	ST	AG	MD	PC	WP	FA
5	4	-4	-3	4	5	2

Hazel Tree Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	+11	+14
Defense	24	25
Damage Tolerance	125 + 4d10	150 + 8d10
E.P. Value	180	450
Damage per Attack	2d6/2d6	3d6/3d6
	Above Average	Exceptional
Combat Level	10	12
Attack Bonus	+16	+18
Defense	26	27
Damage Tolerance	175 + 12d10	200 + 14d10
E.P. Value	1200	2100
Damage per Attack	3d6/3d6	4d6/4d6

Hazel trees, being members of the birch tree family, are small trees that bear nuts encased in leafy husks. The hard shelled hazelnuts are quite edible and are believed to impart some of the wisdom and knowledge of the parent tree to anyone consuming them. Although common hazel nuts obviously have no such power, it is quite possible that the nuts of the oldest and wisest hazel trees do exhibit this remarkable property. Hazel wood is one of the most bendable woods, making the hazel rather spry for a tree.

As a rule, hazel trees rarely put their great knowledge to practical use. They merely content themselves with the acquisition of knowledge and diligent study. They will, however, be more than happy to discuss their favorite subject at length with anyone knowledgeable enough to keep up with the conversation. As soon as the topic turns to other matters, however, the hazel tree is likely to simply excuse himself and depart for some quiet study time alone.

There are legends of nine extremely ancient and scholarly hazel trees possessing the patience of saints and the insight of arch mages. Every hazelnut taken from one of these special trees and consumed will likely raise a random lore by +1-4 levels, but its consumption would probably count as a permanent magic item for the benefactor (Overlord's discretion).

Headless Horseman

Habitat: Headless horsemen haunt lonely roads, especially those passing through deep dark forests. A headless horseman will quickly become a local legend once a few sightings are made by unsuspecting travelers.

Life Style: undead spirit

Wealth Type: incidental

Alignment: neutral

Cunning: above average

Speed: 125

Strength: above average

Size: medium (horseman), large (horse)

Origin: Tales of headless riders are common throughout Germany, Scandinavia, and Ireland. It is believed that many of these ghostly horsemen are outcasts from wild hunts (see **Wild Huntsman**).

Special Characteristics: Anyone seeing one of these horsemen must make a *Luck Roll* with *Willpower* adjustments or flee in terror for 3d6 turns. Once the panic wears off his victim, the horseman will bellow out a loud hollow laugh that will reverberate throughout the countryside. At this point, the victim must make another *Luck Roll* or once again flee. This process will continue until the *Luck Roll* is made or the victim drops from exhaustion. An *Attribute Check* versus *Stamina* must be made for every full minute of running to postpone the *Exhaustion*. The first check is made on 1d8, the second on 1d10, the third on 1d12, etc. (see the **Trauma** rules in *The Grimoire of Game Rules™* for details.)

A headless horseman freely gallops through walls or rides through the air as if flying. Despite its obviously ethereal nature, these horsemen occasionally grab victims and ride away with them. What's more, the bite of their swords create real wounds.

Even non-magical weapons find their mark on the body of the ghostly horseman although nothing seems to harm the steed.

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

Recovery Time: by weapon

Absorption: by armor

Surprise Adj.: +2

Attack Modes: by weapon

Attributes

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

Headless Horseman Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	+11	+14
Defense	23	25
Damage Tolerance	70 + 6d10	75 + 8d10
E.P. Value	156	325
Damage per Attack	by weapon + 2	by weapon + 4
	Above Average	Exceptional
Combat Level	10	12
Attack Bonus	+17	+20
Defense	27	29
Damage Tolerance	80 + 10d10	85 + 12d10
E.P. Value	960	1785
Damage per Attack	by weapon + 5	by weapon + 6

This phantom is a beheaded warrior riding a mighty steed. Headless horsemen have been seen wearing the trappings of barbarians, cavalymen, knights, and a variety other mounted warriors. A few even joust. In all cases, though, both rider and mount are as black as the darkest pitch and they all take particular pleasure in leisurely chasing terrified adventurers until they drop from exhaustion.

Hellhound

(Devil's Dandy Dog)

Habitat: Hellhounds are denizens of the demonic spirit world who are occasionally encountered at night hunting in packs near moors and swamps.

Life Style: demonic spirit

Wealth Type: nil

Alignment: neutral evil

Cunning: low

Speed: 100

Strength: above average

Size: medium

Origin: Tales of spiritual and ghostly dogs are common throughout Europe. The wild hunt of Wodan is lead by such a pack. However, the most terrifying are probably the dandy dogs of the British Isles.

Special Characteristics: When a hellhound attacks, he salivates a caustic acid that produces flames from his

mouth. This acid delivers an additional 1d12 damage per bite.

The howl of a hellhound induces terror. Those who hear it must make a *Luck Roll* with *Willpower Adjustments* or be affected as the Arcane Lore spell **Fear**.

Hellhounds possess a remarkable sense of smell which enables them to track their prey as if they had the skill of *Tracking* at a skill level equivalent to their *Combat Level*.

Like other demonic spirits, hellhounds are *Highly Susceptible to Holy Water*, are *Immune to All but Magical Weapons*, and are *Unaffected by Severity Damage*. In addition, hellhounds are *Immune to Acid, Flame, and Poison*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -4

Attack Modes: bite

Attributes

PS	ST	AG	MD	PC	WP	FA
3	4	2	--	8	-1	0

Hell Hound Examples

	Below Average	Average
Combat Level	4	6
Attack Bonus	+7	+10
Defense	26	28
Damage Tolerance	80 + 4d10	90 + 6d10
E.P. Value	93	150
Damage per Attack	2-16 + acid	2-20 + acid
	Above Average	Exceptional
Combat Level	8	10
Attack Bonus	+13	+16
Defense	30	32
Damage Tolerance	100 + 8d10	110 + 10d10
E.P. Value	330	870
Damage per Attack	3-24 + acid	3-30 + acid

Hellhounds are huge wolf-like dogs that are so pitch black that they stand out in clear contrast to the shadows of the darkest nights. Their inky coats, however, only accentuate their glaring red eyes and fiery maws.

These demons lack the great cunning possessed by most diabolical spirits. Nevertheless, they are highly prized by demon lords and devils as personal bodyguards and as guardians of demonic treasures. The most feared function of a hellhound is performed, however, when it chases a desperate soul across the countryside in order to collect final payment on an overdue pact.

Horse, Fairy

Habitat: Fairy horses are never found running wild. They are always well tended by elves or other faeries and have an intense loyalty to their caretakers.

Life Style: controlled animal

Wealth Type: see below

Alignment: neutral

Cunning: below average

Speed: 150 (when assuming the size of a normal horse)

Strength: high (again, at maximum size)

Size: small to medium. As described below, faery horses have the ability to alter their size.

Origin: Magnificent and magical horses are common motifs throughout the lands of Europe that have a wealth of faery lore. The fairy horse in this description is modeled after the legends of England, Scotland, and Ireland concerning the elven steeds of the Tuatha de Danann and the Daoine Sidh.

Special Characteristics: Like the common horse, fairy horses have the power to sense ghosts and spirits in a manner similar to the Religious Divination spell **Death Perception**.

In addition, fairy horses have the unusual ability to assume any size from that of a large Clydesdale to that of a 6 inch tall toy pony. The transformation from the horse's largest form to that of its smallest requires only a few seconds. Miraculously, this extraordinary shape-shifting power is also conferred to the rider, so long as the rider remains mounted. The instant the rider dismounts, however, he or she will immediately grow to normal size. At best, the fairy steed's magical abilities can only diminish the rider in size. It cannot make his size increase to anything larger than his normal bulk.

Recovery Time: 6

Absorption: 0 (6 when outfitted with its armor)

Surprise Adj.: -2

Attack Modes: hoof/ hoof

Attributes

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

Fairy Horse Examples

	Below Average	Average
Combat Level	2	4
Attack Bonus	+3	+5
Defense	21	23
Damage Tolerance	80 + 2d10	90 + 4d10
E.P. Value	16	42
Damage per Attack	1-8/1-8	1-10/1-10
	Above Average	Exceptional
Combat Level	6	8
Attack Bonus	+7	+10
Defense	25	29
Damage Tolerance	100 + 6d10	110 + 8d10
E.P. Value	84	225
Damage per Attack	1-12/1-12	2-12/2-12

Fairy horses are magnificent equestrians that have been carefully bred throughout the ages by elves and their kindred. Their well-tended coats glisten with the power of champion horseflesh and their eyes have an intelligent fire which common horses lack. The quickest glance at a fairy horse speaks volumes about its magical nature.

Fairy horses provide many elven knights with war steeds perfectly suited to their diminutive size. In jousting, a fairy horse can count as a light, medium, or heavy warhorse depending on the size it assumes.

Every fairy horse steed has a custom made suit of armor. The armor's craftsmanship surpasses that of all but the most skilled dwarven armorers. It does not encumber the specific steed for which it was forged and absorbs 6 points of damage per blow. A large gem, usually a star sapphire or ruby, is always set into the armor's forehead. It is believed that this gem holds the power allowing the armor to shift its size along with the steed's.

I

Imp

Habitat: Since imps are at the absolute bottom of the diabolic pecking order, they inhabit wherever the “heck” their masters command. Not a few imps have been literally crammed into tight-fitting bottles and left on shelves for periods lasting decades. Not too surprisingly, imps are rarely questioned for their opinions about the quality of their living quarters.

Life Style: demonic

Wealth Type: nil

Alignment: antisocial evil

Cunning: below average

Speed: 40 on average, but highly variable due to the wide variety of forms these spirits can take.

Strength: low

Size: small (6 to 12 inches tall)

Origin: The term *imp* derives from *impe* or *impa* in Old English meaning shoot or sapling. An imp, then, is a small offshoot of the Christian devil. The Puritans blurred the boundaries between faeries and imps as they demonized all faery lore, considering all goblins and their ilk to be devilish imps.

Special Characteristics: Like all spirits, imps are immune to disease, poisons, and all but magical weapons, and are unaffected by *Severity Damage*. They are also *Highly Susceptible to Holy Water*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite

Attributes

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

Imp Examples

	Average
Combat Level	1
Attack Bonus	+1
Defense	12
Damage Tolerance	10 + 1d10
E.P. Value	10
Damage per Attack	1-4

An imp is a member of the lowest rank of demons and devils in the hierarchy of supernatural evil. They range in size from 6 to 12 inches in height and range widely in their appearances, although most are at least vaguely humanoid. Their characteristic individuality also applies to the meager powers they possess.

Below are listed some examples of the special powers that an imp may have. (Each numbered item represents the abilities of a single imp.) Of course, due to the myriad number of imps existing in the universe, this list presents only a hint at the possibilities. The Overlord may give an imp any powers he wishes, keeping in mind that one imp's abilities never overshadow those of another.

1. Immune to heat and flame and can cast the mage spell **Spark** once per day.
2. Has sufficient *Coordination* to adequately wield a small weapon.
3. Immune to cold and frost and can cast the mage spell **Frostbite** once per day.
4. Can transform itself into the shape of a single small animal type (crow, toad, cat, etc).
5. Immune to electricity and can cast the mage spell **Blue Flame** once per day.
6. Immune to all metal weapons and can cast the mage spell **Rust** once per day.
7. Can cast the mage spell **Pox** once per day.
8. Has wings and can fly at any time at a *Speed* of 80.
9. Apparently formed from rock and has an *Absorption* of 8. Immune to earthen weapons (including metal).
10. Can make itself invisible at any time.
11. Can cast the mage spell **Ghostly Form** once per day.
12. Can cast the mage spell **Shadow Form** once per day, etc.

As stated before, imps are far from powerful. Imps sometimes serve as servants or familiars to evil spellcasters. An imp may be taken as a familiar by a mage if he possesses a class that specifically states that he can (i.e. a Sorcerer), or if the mage has the talent of *Familiarizing* and is at least 8th level in *Demon Lore*.

Incubus

(Succubus, Sukusendal)

Habitat: Being a demonic spirit, the incubus has no set habitat. However, they tend to seek out bedchambers near sacred monasteries and temples so that they can corrupt as many good people as possible with their vile temptations.

Life Style: demonic

Wealth Type: nil

Alignment: antisocial unlawful evil

Cunning: above average

Speed: 80

Strength: above average

Size: medium

Origin: The strands of the incubus legends wind all the way back to ancient Greece and Egypt, where devout followers would “incubate” overnight in a temple to gain divine inspiration and prophecy. During the night, the temple’s priest would visit to give advice and act as the voice of the gods.

Although the Christian church initially had a similar ritual of “keeping vigil,” it personified and demonized the pagan practice. During the Inquisition, many men and women were burned at the stake for allegedly consorting with incubi.

The Finnish version of the incubus is known as the Sukusendal. Like the incubus, the Finnish spirit changed its sex to accommodate its victims.

Special Characteristics: Like all spirits, incubi are immune to disease, poisons, and all but magical weapons, and are unaffected by *Severity Damage*. They are also *Highly Susceptible to Holy Water*.

Incubi can cast the following Arcane Lore spells at will: **Charm, Dreampeak, Ecstasy, Ghostly Form, Mesmerize, and Slumber**. See *The Lexicon of Lore™* for further details.

In addition, the incubi can instantly transform itself from a charming, strapping young man into a voluptuous alluring woman. Either form can be held indefinitely.

Recovery Time: 7

Absorption: 0

Surprise Adj.: +2

Attack Modes: claw/ claw or by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
4	2	1	2	3	2	2

Incubus Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	28	30
Damage Tolerance	50 + 5d10	60 + 7d10
E.P. Value	84	138
Damage per Attack	1-4/1-4	1-6/1-6
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+14	+18
Defense	32	34
Damage Tolerance	70 + 9d10	80 + 11d10
E.P. Value	310	800
Damage per Attack	1-8/1-8	1-10/1-10

In its natural state, the incubus is a large smelly demon with abundant hair, slaving fangs, and deadly claws. This form is rarely seen by mortals, however, as the incubus prefers to beguile its victims rather than rend them.

When it “puts on a good face,” the male incubus has striking facial features, alluring eyes and a perfectly proportioned body. When it assumes a female form, the demon is known as a succubus and its seductiveness easily matches the male’s in physical beauty and suggestive body language.

The incubus entices its victims with pleasures of the flesh. It usually begins by entering its victim's dreams at night to fulfill his baser desires. By doing so, the demon lets the victim know the kinds of rewards he can be given. After a few of these 'sessions', the incubus uses his powers of **Mesmerizing** to implant post-hypnotic suggestions into the victim's mind. These suggestions start out as seemingly trivial compared to the great rewards given for their successful completion. For example, a succubus may suggest to a monk to 'steal a cookie from the cookie jar'. This slightly mischievous act falls within the bounds of nearly everyone's alignment restrictions. Nevertheless, it gets the monk going in the 'right' direction to serve the demon's purposes. Of course, the monk believes he acts on his

own volition. He never remembers the suggestion given him by his nighttime visitor. With luck, the gentle humble monk will transform into a raving axe-murderer within a year or two.

Incubi are extremely difficult to slay as they tend to flee at the first sign of danger. The creature may retreat quickly, but it is sure to return to continue its relentless pursuits. Short of killing the spirit outright, the only way stop the

incubus's 'curse' is to perform an **Exorcism** during one of its nightly visitations.

Rarely, incubi have offspring that invariably turn out deformed in some way and possessing unusual powers. Some say that trolls and their kind were originally fathered by incubi and Merlin, the great Wizard himself, was supposedly the child of an incubus.

J

Jackdaw (Crow)

Habitat: Jackdaws are unusually talkative crows that tend to build nests in community groups in order to carry out their incessant conversations. Those that find the company of their own kind too boring (because everyone else is talking instead of listening to their own insightful pearls of wisdom), will nest near human habitation where they will befriend anyone who listens to their chatter.

Life Style: communal bird

Wealth Type: hoard

Alignment: social neutral

Cunning: below average

Speed: 100 flying.

Strength: low

Size: small (8 to 12 inches tall)

Origin: Crows, also known as 'jackdaws', are found in folklore of every land in which they reside. They are commonly believed to possess insights into the future and are often taken as bad omens (although this is not universally true). The crow is one form that the Nordic valkyries were said to assume in their discourse with humans. We use the colorful term 'jackdaw' to describe the highly chatty viewpoint of crows described in ancient legend.

Special Characteristics: Jackdaws are far more intelligent than most birds, but that does not mean that they are overly bright. Their most distinguishing trait is that they are among the most gossipy and talkative species known.

Despite their pea-sized brains, a few jackdaws have been known to learn the basics of arcane spellcasting. Those few that have accomplished this remarkable feat really have done little more than memorize the phrases spoken to invoke a specific spell. Obviously, only those spells requiring nothing more than a pure verbal component are within the reach of even the most brilliant jackdaws.

Probably because of the spellcasting abilities acquired by some of these crows, jackdaws are occasionally taken as familiars. Although this seems quite foolhardy to anyone that has encountered one of these black-feathered nuisances, jackdaw familiars are almost the exclusive domain of deaf mages. To do so, the mage must possess the talent of *Familiarizing* and must be at least 8th level in *Beast Lore*.

Anyone listening to a jackdaw's chatter for a full week must make a *Luck Roll* with *Willpower Adjustments* against a *Threshold* of 20 or be affected as the mage spell *Murmurings*. Fortunately, only a single successful roll is required for any given bird.

Recovery Time: 3

Absorption: 0

Surprise Adj.: 0

Attack Modes: beak peck (Their pecks are too small to deliver *Severity Damage* to anything larger than a rat.)

Attributes

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

Jackdaw Examples

	Average
Combat Level	1
Attack Bonus	+4
Defense	34
Damage Tolerance	5 + 1d10
E.P. Value	10
Damage per Attack	1-4

****BANG****

"BE CAREFUL WITH THAT THING!! Look. You put another hole in the wall. See? One . . . two . . . three . . . four . . . five. Five holes. I know you like cleaning your shiny toy and all but you're creating quite a racket so *be careful*. It's a wonder the landlord doesn't come up here and complain about the noise although I have to admit that you do keep that thing nice and shiny. Spick-and-span you might say. I like shiny things too, you know. Tin foil, buttons, spoons, marbles, glass beads, coins . . . I like those *especially* you know . . . I even have a tin soldier or two that I picked up off the playground next door. Got to be quick to get one of *those*. I'd show you my collection sometime but I doubt you could climb up there anyway and my mother always warned me to keep my stash hidden, you know. "A shiny hidden is a shiny earned," she'd always say. So I'm afraid I can't show you where it is and, if you don't mind my saying so, it's rather rude of you to ask. At least it is in crow society, you know, although I don't suppose that anyone's ever told you that before so I'll overlook it this time. Just don't let it happen again or I'll fly straight out that window, I will. *Just you see*. You know you really ought to close that thing. It's *freezing* outside and you're letting all the heat out. I'm sure *you* don't mind because you've got that warm blanket wrapped around you but what about

us birds? Huh? Did you ever think of that? All I've got are these feathers between me and the chill, so

click

"Be careful there, you know what happened last time. Five holes. One . . . two . . . three . . . four . . . five. Yep five. And if you don't mind me pointing it out, that thing's already got a nice sheen to it and I doubt you're going to make it much better. I can almost see myself in it already, you know. I have to admire the way in which you take care of it . . . all sparkly. That doesn't just happen. No, no. It takes elbow grease and diligence. Got to hand it to you. My mother would approve, too, you know. Always said, "Early bird gets the worm," although I have to admit that getting up early didn't do the worm any good.

**** BANG ****

thump

"What did I tell you? BE CAREFUL!? You probably put another hole in the wall. One . . . two . . . three . . . four . . . five. . . Hmmm. Five still. Looks like you missed the wall entirely this time. Got lucky, I guess. Hey! This is no time for a nap. If you think I'm going to patch these holes for you, you've got another thing coming. "Got to clean up your own messes," my mother always told me. She was a crow too, you know. 'course she was, 'course she was. Sweetest bird you ever met. But boy could she talk. Talk, talk, talk, talk, talk. All she ever did. Got to the point that I couldn't stand to be around her anymore so I flew off and here I am. I do miss her, though. Someday I'll have to go back to visit. Not that I don't appreciate *your* company, you understand. Much better than the landlord downstairs. Met him a couple of weeks ago, you know. Started off just fine. Good listener, but he got to be rather dull after a week. Stopped providing any feedback whatsoever after he knocked that chair over. A conversation's got to have two points of view, you know . . .

Jack-o'-Lantern

(Foolish Fire)

Habitat: Jack-o'-lanterns walk at night along country roads and haunt swamps and marshes. They are also known to inhabit abandoned castles and mines.

Life Style: undead spirit

Wealth Type: incidental

Alignment: neutral

Cunning: average

Speed: 80

Strength: average

Size: medium

Origin: British folklore describes a man named Jack who, after having tricked his way out of an eternity of

damnation, wandered forever on earth since heaven would not allow him admittance. He had only a smoldering coal taken from the fiery pit to light his way, which he carried in a carved turnip. Irishmen immigrating to America substituted the pumpkin for the turnip in their Halloween festivities giving rise to the modern day jack-o'-lantern.

Special Characteristics: The light of this spirit's lantern has a powerful charming influence which acts much like the Religious Miracle spell **Siren's Song** (only without the music). Anyone viewing the light must make a *Luck Roll* with *Willpower Adjustments* or follow anywhere it leads. The spell is cast at a spell level equal to the spirit's *Combat Level*.

Jack-o'-lanterns also have the ability to reanimate slain undead creatures as the Arcane Lore spell **Awaken the Dead**. See *The Lexicon of Lore™* for details.

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

Because of their ethereal nature, jack-o'-lanterns can pass through walls and other barriers without hindrance. In addition, the spirit can simply 'fade' from existence only to re-appear at a later time. Finally, these spirits are *Immune to all but Magical Weapons*.

Recovery Time: 6

Absorption: 0

Surprise Adj.: +6

Attack Modes: Jack-o'-lanterns do not attack directly. Rather they will use their charming abilities to lure trespassers into dangerous situations. If the charm fails to work, the spirit will simply depart and try again at a later time - preferably on a lone adventurer.

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	5	0	0	3	-1

Jack-o'-Lantern Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	N/A	N/A
Defense	30	32
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	210
Damage per Attack	N/A	N/A
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	N/A	N/A
Defense	35	38
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1140
Damage per Attack	N/A	N/A

Jack-o'-lanterns are restless spirits who wander through dark places. The only visible part of the spectre is the ethereal lantern that it carries to illuminate its way. This lantern is nothing more than a vague ball of light which bobs to and fro as the spirit walks.

Some people believe these spirits to be on endless quests for lost items or forgotten secrets. It is possible that these ghosts are looking for ways to gain entry into heaven.

Whenever a jack-o'-lantern encounters a corpse, it will attempt to revive the body with its **Awaken the Dead** capabilities. These ghosts may perform these 'favors' in attempting to discover the means of accomplishing their quests or they may simply be looking for ways to relieve their boredom. Obviously, a jack-o'-lantern can be a true nuisance to any party attempting to clear out a haunted castle.

Jotun

(Sleeping Giant)

Habitat: Jotuns are found in the northern lands of Scandinavia.

Life Style: sleeping giant

Wealth Type: hoard

Alignment: variable

Cunning: average

Speed: When awake, a Jotun takes a single step every 20 or 30 seconds which carries him a mile or more.

Strength: godlike (200+)

Size: immense. The largest Jotuns are the size of mountains.

Origin: Jotuns are the original Nordic giants. In Scandinavian mythology, these beings are truly colossal and are fated to overpower the gods in the final battle of Ragnarok. It is from these giants that the descriptions of fire and frost giants arise. The jotuns are included not as 'monsters' for adventurers to defeat, but as a potential bit of scenery with which to liven your world.

Special Characteristics: Some jotuns are known to have magical powers, especially those of illusion. All are completely *Immune to Mental Spells*.

In mortal terms, jotuns are unaffected by *Severity Damage*, although the blow of a god or another Jotun could theoretically reach a vital organ.

Recovery Time: by weapon

Absorption: 12

Surprise Adj.: The slightest motion of a jotun can cause earthquakes. Jotuns are far from stealthy when aroused.

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	CM
?	?	?	?	?	?	?

Jotun Examples

	Below Average	Average
Combat Level	30	
Attack Bonus	+60	
Defense	5	get
Damage Tolerance	200,000+	
E.P. Value	N/A	real
Damage per Attack	by weapon + a bunch	

When passing through rough, hilly terrain, a careful observer can sometimes discern a human visage in the rock faces of valleys and mountain peaks. When such formations are found, they usually indicate the presence of a huge sleeping giant, otherwise known as a Jotun.

Jotuns are incredibly old mountain-sized giants. They first arose when the world was young and slumber through the ages, forming major landmarks such as glaciers, mountains, and volcanoes. Although thousands of years of accumulated debris obscures these giants' forms, vague outlines of their buried features are often still visible.

Many creatures take up residence in and around a Jotun's reclined body. This is because Jotuns provide a great many useful caves to serve as homes. Although some of these abodes include the jotun's more obvious

bodily orifices, most are simply pockets that are formed between the dozing giant's massive frame and the underlying bedrock. Since jotuns can snooze in a wide variety of uncomfortable-looking positions, these pockets and caves can take unpredictable twists and turns.

The jotuns are normally oblivious to the activities of men. However, if some prospector insists on digging a mineshaft into a jotun's tibia, the giant will undoubtedly take notice. Usually, the drowsy behemoth will do little more than swat the offender like some pesky mosquito. Reverberating earthquakes always accompany such activities and few survive these encounters. Those that do are wise to heed the warning.

If a jotun's body is entered (i.e. through a nostril or ear canal), the explorers will discover the giant to be an interesting combination of elemental and living being. Although his internal layout is unlikely to look like that of a mortal man, some basic structures can be easily identified.

A frost jotun's bones are made of blue ice and his muscles are made of hard-packed snow. Winding, twisting passageways lined with an icy glaze act as arteries to circulate a constant stream of frigid water.

Any intrepid explorer entering this realm will discover a world of frozen waterfalls and glistening gems of colored ice.

An earth jotun has bones of granite and muscles of dirt and clay. His veins, lined with slick limestone, carry cool streams of crystal clear water. Any spelunker braving the slippery passageways will find a wonderland of stalactites, crystal formations, and rocky curtains.

The fire jotuns are made of volcanic rock and dry ash and have veins filled with boiling mud and sizzling magma. Consequently, the internal structure of a fire jotun can present considerable hazard to trespassers.

If an invader attacks a jotun's body, nothing will happen until more than 1,000 points of damage is sustained. At this point, the jotun's immune system will kick in. Elementals (of ice, rock, or magma) will arrive to expel the intruders by force and repair the damaged areas. The jotun will 'heal' at a rate of approximately 500 points of damage per day. If a jotun's life is truly threatened, hoards of giants and trolls, informed of the dire situation through tribal prophecy, will flock to the rescue, seeking vengeance on the offenders.

K

Kelpie

(Ech-Ushkya, Noggle, Tangie)

Habitat: Kelpies inhabit fresh water lakes and rivers on whose banks they peacefully graze. They are a rather reclusive faery race prone to appearing only to small groups of people.

Life Style: amphibious fairy

Wealth Type: hoard

Alignment: antisocial evil

Cunning: above average

Speed: 40 (125 as horse)

Strength: above average

Size: medium

Origin: The kelpie is a native of Scotland which inhabits the many rivers and lochs of that country. Those living in the lochs, known as the Ech-Ushkya, are particularly malicious and cannibalistic.

Special Characteristics: Kelpies have the ability to assume the form of a horse or a wiry old man. The transformation from one form into another is instantaneous and can be performed at will whenever needed except when the creature carries a rider.

Kelpies have ability to breathe underwater as the mage spell **Aqua Air**. See *The Lexicon of Lore™* for details. This breathing ability is also transferred to anyone riding the creature when it assumes an equestrian shape.

Whenever the kelpie bucks, its rider must make a *Luck Roll* with *Physical Strength* adjustments against a *Threshold* of 15 plus the kelpie's *Combat Level* every turn. Failure indicates the rider falls off.

When in human form, the kelpie is a tremendous wrestler, using the skill of *Grappling* at a level equal to its *Combat Level*. See *The Grimoire of Game Rules™* for details. In addition, the kelpie is well versed in the arts of cursing. It can cast the Arcane Lore spells **Evil Eye** and **Hex** at spell levels equal to its *Combat Level*. See *The Lexicon of Lore™* for further details on the effects of these curses.

Placing a bridle on a kelpie forces the malicious faery into service. However, a kelpie can never venture more than 50 yards from water. If anyone ever removes the bridle or the rider leaves the kelpie untended, it will immediately bolt to the water. Forever after the kelpie

will plague its former master. While the bridle remains, a kelpie cannot resume its man-like state.

Recovery Time: 6

Absorption: 0

Surprise Adj.: +1

Attack Modes: by weapon or hoof/ hoof

Attributes

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

Kelpie Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+5	+7
Defense	21	23
Damage Tolerance	85 + 3d10	90 + 5d10
E.P. Value	45	81
Damage per Attack	by weapon + 5 or 1d6/ 1d6	by weapon + 6 or 1d6/ 1d6
	Above Average	Heroic
Combat Level	7	9
Attack Bonus	+14	+16
Defense	25	27
Damage Tolerance	95 + 7d10	100 + 9d10
E.P. Value	252	600
Damage per Attack	by weapon + 7 or 1d8/ 1d8	by weapon + 8 or 1d10/ 1d10

A kelpie is an amphibious faery creature able to assume two forms. It may assume the shape of an old bent man or a glistening, proud stallion. As a man, his seaweed hair and beard accentuates his rough appearance. Woven kelp makes up his ragged wardrobe. In this form he usually carries a staff or club made from driftwood but delights in grappling whenever possible. His horse form has a wet coat with a mane and tail of seaweed.

A kelpie's favorite sport is to graze by a river or lake in the form of a magnificent steed. He thus lures travelers to ride. If anyone mounts him, the evil faery bolts for the water and drags his victim to the bottom. There he bucks the hapless rider off, assumes his human form, and grapples the drowning victim. The victorious kelpie then gorges itself on its victim, careful to leave a dismembered limb on a nearby bank as a gruesome victory trophy.

Kirk Grim

(Church Grim)

Habitat: Kirk grims are spirits haunting old churches, temples, and graveyards where they faithfully guard the dead against grave robbers.

Life Style: nocturnal undead animal

Wealth Type: incidental

Alignment: neutral

Cunning: below average

Speed: 150

Strength: average

Size: medium

Origin: Kirk grims are common throughout Scandinavia and England and are known by a variety of names: Kyrkogrim (Sweden), Kirkegrim (Denmark), Kirkonwaki (Finland), and Church Grim (England). The term *kirk grim* itself comes from Scotland.

Special Characteristics: Unlike most forms of undead, kirk grims are able to assume either an ethereal or material state at will. When first encountered, kirk grims are invariably ethereal and attack with their vicious bites. Their ghostly teeth inflict real wounds even though they are themselves *Immune to Nonmagical Weapons* like any other ghost.

As soon as the kirk grim sustains damage, it realizes that its ghostly state is providing insufficient protection. At this point, the ghost will assume a material form to utilize its deadly flaming breath.

The flame breath can only be used when in physical form. It extends to a range of only 5 feet and can affect a maximum of 1 to 3 individuals at a given time. The breath delivers 4d12 points of fire damage to all in the *Affected Area*, but they are entitled to a *Luck Roll* with *Agility Adjustments* for 1/2 damage. The kirk grim can breathe in this manner only 3 times in a given night.

In material form, normal weapons may hit a kirk grim. When the creature assumes material form, it concentrates attacks on anyone demonstrating the ability to harm it while ghostly. When the kirk grim eliminates these threats, it resumes an ethereal state and attacks with its bite.

The kirk grim has the ability to instinctively trace items that have been pilfered from its domain. This works in a manner similar to the Religious Divination spell **Divine Guidance**, but the ability has a range of 125 miles. This is the maximum distance the spirit can travel away from its gravesite and safely return in one night. Once the

items are taken out of this range, the ghost forever loses the ability to track them.

While defeating a kirk grim is difficult in itself, simply killing them cannot shake these spirits. If slain, the creature will simply rise again on the following night to resume its post or continue its search for pilfered items.

Like all undead, the kirk grim is *Immune to Frost and Mental Spells*, is not adversely affected by *Severity Damage*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*.

Recovery Time: 4

Absorption: 0

Surprise Adj.: 2

Attack Modes: bite

Attributes

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

Kirk Grim Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+6	+10
Defense	24	26
Damage Tolerance	35 + 3d10	40 + 5d10
E.P. Value	95*	156*
Damage per Attack	2-12	2-16
	Above Average	Exceptional
Combat Level	7	9
Attack Bonus	+12	+14
Defense	28	30
Damage Tolerance	45 + 7d10	50 + 9d10
E.P. Value	318*	670*
Damage per Attack	2-20	2-24

* per appearance

It is said that the first creature buried in a graveyard assumes the task of guarding the possessions and graves of all those that follow. The resulting guardian spirits are known as *kirk grims*. To prevent this tiresome burden from falling on man or faery, the first creature buried in a cemetery or temple is usually that of an animal.

Large black dogs are ordinarily given the honor, but pigs, horses, and lambs are also common. Whatever their specific form, these spirits all have skins and coats of the pitchest black, their eyes glow a dull red, and light tendrils of flame dance around their jaws.

A kirk grim unobtrusively remains at its post until thieves plunder its territory. When this happens, the spirit unflinchingly tracks the stolen items and attacks those possessing them. Once the booty is reacquired, the ghost returns to await the next grave robber.

These spirits hold no real animosity toward the plunderers and will cease their relentless attacks as soon as all of the stolen booty is returned.

Knocker

Habitat: Knockers take up residence in mines of all sorts, although they are most populous in tin mines. They seek out small cavities in natural stone, known as *vugs*, where they set up shop. Here they enlarge the cavity by working and "forging" the surrounding stone into natural gemstones. After a knocker works the stone to such an extent that crystals cover the walls of the cavity, he moves to another. The tinging sound of his activities can easily be heard through 3 feet of solid rock.

Life Style: subterranean fairy

Wealth Type: mineral

Alignment: social neutral (leaning towards good)

Cunning: average

Speed: 40

Strength: below average

Size: small (8 inches tall)

Origin: Mine faeries are common throughout Europe although the term *Knocker* is purely Cornish. In Wales, these faeries are known as Coblynau while Austrians call them Schacht-Zwergen ('shaft dwarves'). In Germany the mines are inhabited by Berg-Monche ('mountain monks') and in France they are filled with Goggles.

Special Characteristics: Knockers can swim through earth, clay, and stone completely unhindered, traveling in this manner at full *Speed*.

Knockers are especially shy of humans and their surface dwelling ilk. To make matters worse, they are *Terrified of Holy Symbols* and will flee any priest or religious leader having such an ornament on sight. On the other hand, knockers have an *Affinity toward Gnomish, Dwarven, and Human Miners* and warn them of danger whenever possible.

Recovery Time: 5

Absorption: 8

Surprise Adj.: 2

Attack Modes: pick

Attributes

PS	ST	AG	MD	PC	WP	FA
-2	2	5	3	2	0	-1

Knocker Examples

	Nominal
Combat Level	3
Attack Bonus	+5
Defense	28
Damage Tolerance	5 + 3d10
E.P. Value	35
Damage per Attack	1-4

Mine shafts are often filled with noises that can terrify those unaccustomed to the dark environment. The drip, drip, drip of water leaking from an overhead crack or the occasional rattle of a rusty chain can echo and reverberate through a mine's stony maze to produce a variety of bizarre sound effects. A visitor to this underground realm is hard pressed to keep his imagination from finding fantastic explanations for these auditory tricks. After about a week of responding to every groan, rattle and thunk with a startled jerk, newcomers become acclimated to the incessant disturbances and simply start ignoring them. Such complacency is quite dangerous in so hazardous an arena and experienced miners know that some noises indicate far more than leaky ceilings.

Knockers are one such noise source. They are fairies who work on a nearly continual basis filling earthen cavities with dazzling crystalline displays. Knockers are generally friendly toward miners and strive to provide them with treasures that are appreciated for their beauty and rarity. Like their faery cousins, the brownies, knockers are not averse to accepting tasty treats left in rocky niches.

Anyone breaking into a vug (worked cavity) occupied by a knocker briefly sees a shocked, tiny faery wearing a rugged leather apron and a miniature miner's cap. The startled knocker will quickly grab his tools and dive through the wall, disappearing into solid rock.

The walls of any vug 'decorated' by knockers are mainly lined with common quartz, but careful searches may find 1d6 uncut gems. The type discovered depends on the knocker's mood and the raw material available in the surrounding stone. The vugs of any given mine are generally filled with no more than 2 or 3 gem types. It takes a single knocker a full month to finish forging a vug.

Any miner haphazardly destroying a knocker's work or disturbing him too frequently finds his little gem maker working for the collapse of the mine shaft. A cave-in will

take a single knocker one-week to engineer, during which time the ping of his pick and hammer will be unusually pronounced. If two get together, they form a great pair of knockers.

Kraken

Habitat: Krakens prefer to inhabit the deep cool waters of the Northern seas but have been spotted by sailors at all latitudes. The kraken feeds mainly on whales and other sea monsters, but is eager to diversify its diet with the crews of passing ships.

Life Style: aquatic predator

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 80 in water

Strength: exceptional

Size: immense. Most krakens are between 50 and 300 feet from the tip of their tentacles to the apex of their diamond-shaped heads. A few grow to vastly greater size. The largest of these create dangerous whirlpools in the water when they descend into the depths that can easily sink small vessels. Fortunately, such behemoths generally ignore insignificant sailor-sized tidbits.

Origin: The kraken originated in Scandinavia where sailors reported sightings of sea monsters as large as one and a half miles across. Such beasts were often mistaken for islands, to the tourist's dismay.

Special Characteristics: Due to the kraken's immense size, no weapon short of a cannon can deliver a *Severe Blow* to one of these creatures regardless of the *Attack Roll*. If it finds its life threatened, the kraken will flee, leaving behind a trail of black ink to cover its escape.

When a kraken encounters a ship small enough to wrap its tentacles around, the giant cephalopod will attack. It takes 1d3 turns to wrap its tentacles around the ship after which it takes 2d6 turns to breach the hull. While the kraken constricts the ship, its tentacles effectively have a *Defense* of 5.

Once the ship begins to sink, the kraken releases its crushing grip and waits for the helpless sailors to jump overboard. A swimmer's *Attack Bonus* and *Defense* are both cut in half (unless they have the skill of *Underwater Combat* - see *The Grimoire of Game Rules™* for details). The kraken will attempt to capture one sailor in each of its eight tentacles.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -6

Attack Modes: 8 tentacles (one attack each per turn) and a bite (if a victim is drawn to the mouth). Every turn a sailor is constricted by a tentacle, he sustains the damage stated below. The kraken slowly draws its victims to its huge maw to devour him.

Attributes

PS	ST	AG	MD	PC	WP	FA
20	10	-6	--	0	-4	-4

Kraken Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+7	+9
Defense	10	10
Damage Tolerance	1100+7d10 (body) 150+3d10 (tentacle)	1300+9d10 (body) 175+5d10 (tentacle)
E.P. Value	864	2240
Damage per Attack	2d10 (tentacle) 3d10 (bite)	3d8 (tentacle) 4d10 (bite)
	Above Average	Exceptional
Combat Level	13	15
Attack Bonus	+13	+15
Defense	10	10
Damage Tolerance	1500+13d10 (body) 200+7d10 (tentacle)	2000+15d10 (body) 225+9d10 (tentacle)
E.P. Value	8064	12960
Damage per Attack	3d10 (tentacle) 5d10 (bite)	3d12 (tentacle) 6d10 (bite)

The kraken is the granddaddy of all giant squid. It has a rigid bullet-shaped body with a pair of flattened flipper-like appendages at its apex. These 'wings' enable the kraken to gracefully swim through the water although it can propel itself at great speed when aroused by expelling a turbulent jet of water. Trailing behind the body are eight powerful tentacles of equal size and a pair of much longer tentacles whose purpose is unknown. The cephalopod has enormous glassy eyes that give a cold dispassionate stare. The final sight observed by many sailors is that of his own mortified reflection in the dark orbs of this practiced, otherworldly predator.

L

Lamia

(Empusa)

Habitat: Lamias inhabit deep forests where they dwell in caves or rocky niches.

Life Style: man-eating fairy

Wealth Type: hoard

Alignment: antisocial evil

Cunning: high

Speed: 125

Strength: above average

Size: small

Origin: The lamia has a varied origin. It originally appeared in Greek literature as a monster that was half woman and half serpent. The serpentine form of the lamia is described under *empusa*, the early Greek term for *lamia*. Over the ages, the lamia's form changed into that of a beast (as described below). Although this form never really made it into popular belief, the creature did appear in European children's books.

Special Characteristics: The lamia possesses illusionary powers rivaling those of the most powerful Illusionists and may cast the following Arcane Lore spells at will: **Guise**, **Faust's Fallacious Facade**, **Phantasmagoria**, **Illusionary Weapon**, **Tantalus' Gold**, and **Warble**.

Recovery Time: 5

Absorption: 7

Surprise Adj.: 2

Attack Modes: by weapon/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
3	3	0	0	0	4	-2

Lamia Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	+9	+12
Defense	26	28
Damage Tolerance	70 + 6d10	80 + 8d10
E.P. Value	168	350
Damage per Attack	by weapon/ 1d6/ 1d6	by weapon/ 1d8/ 1d8
	Above Average	Heroic
Combat Level	10	14
Attack Bonus	+15	+20
Defense	30	34
Damage Tolerance	90 + 10d10	100 + 14d10
E.P. Value	960	2850
Damage per Attack	by weapon/ 1d10/ 1d10	by weapon/ 1d12/ 1d12

The lamia is a four-legged creature with the head and breasts of a comely woman and the scaled body of a monstrous beast. Her front limbs form lion claws while her hind ones mimic those of a bull. The scales protecting the lamia's form have the dull appearance of iron and exhibit much of the metal's durability. Despite its terrifying appearance, the lamia is quite crafty and will rarely attack until she has garnered some strategic advantage over her opponents.

A lamia will often use her illusionary powers to assume the role of a helpless maiden or a rich but lonely duchess in search of companionship. When she has lured a victim away from his comrades into a secluded glen of her choosing, she will attack. Quite often, she will transform her favored ambushing spot into a lovely country cottage or garden through the use of her illusionary abilities. Once the two are alone, the lamia will use any nonviolent means to disarm her victim. She often encourages this by seductively "slipping into something more comfortable". As soon as the man-eating beast has her prey in as compromising a position as possible, she will drop her **Guise**, draw an **Illusionary Weapon** (with illusionary arms), and feast.

Leprechaun

Habitat: Since leprechauns often employ themselves with shoe-making activities, they commonly invite themselves into the homes of cobblers. When not industriously employed, they can be found in the wine cellar of the local tavern imbibing "a wee bit o' the dog."

Life Style: solitary fairy

Wealth Type: hoard. As leprechauns are fairies, they live extremely long lives and can gather large hoards of gold.

Alignment: unlawful good

Cunning: high

Speed: 85

Strength: average

Size: small

Origin: It is no secret that leprechauns are denizens of Irish folklore. Numerous tales relate how peasants captured leprechauns and demanded the faery's gold in ransom. Because of the leprechauns' tricky natures, however, they always managed to escape before handing over any booty.

Special Characteristics: Leprechauns *Lust for Gold*, viewing other metals as relatively worthless. Therefore, all treasure obtained from a leprechaun takes the form of gold.

To aid them in their pranks, leprechauns learn the arts of *Rural Stealthing*, *Urban Stealthing* and *Picking Pockets*. In all of these skills they have a +8 *Success Bonus*. In addition, leprechauns possess the talent of *Acrobatics*.

Leprechauns can invoke some Arcane Lore spells that they use at a spell level equal to their *Combat Level*. These are: **Blink**, **Bound**, **Invisibility**, **Noise Maker**, **Phantasmagoria**, **Tantalus' Gold**, and **Ventriloquism**. All spells may be used at will.

Recovery Time: 4

Absorption: 0

Surprise Adj.: 4

Attack Modes: by weapon (as a rule, leprechauns shun combat but if pressed will wield small weapons - usually a small club such as a shillelagh)

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	7	3	2	4	-1

Leprechaun Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+10	+15
Defense	30	32
Damage Tolerance	5 + 3d10	5 + 5d10
E.P. Value	40	81
Damage per Attack	by weapon	by weapon
	Above Average	Heroic
Combat Level	7	9

Attack Bonus	+18	+21
Defense	34	36
Damage Tolerance	5 + 7d10	5 + 9d10
E.P. Value	162	400
Damage per Attack	by weapon + 2	by weapon + 2

Leprechauns are jovial, little, red haired pranksters often wearing smart red or green outfits with stockings and shoes with large silver buckles. They are superb cobblers who work hard at perfecting their shoemaking crafts. When their day's work is done, leprechauns work equally hard at having a good time. They are especially fond of good ale and wine and are commonly spotted drinking their favored beverages in the cellars of rich nobles and taverns.

Leprechauns delight in playing tricks on humans and their kind. One of their favorite pranks is to stealthily cut a person's purse or pick his pocket. Regardless of what he pilfers, he keeps only the gold.

Any person capturing a leprechaun may demand that he give up his hoard of gold as ransom. However, leprechauns are loath to part with their wealth and so will escape at the first opportunity. It is a matter of leprechaun pride that his escape be made when nobody is looking at him, however, so he will use whatever tricks are necessary to make his captors look away. The slightest glance taken away from the faery is sufficient to allow his departure.

Leshiye

(Leshe)

Habitat: During the warm months of the year, the leshiye is found wandering about his own personal forest domain. During the winter, though, he disappears. Some say that leshes hibernate with bears while others say that they migrate to a magnificent underground realm.

Life Style: territorial fairy

Wealth Type: hoard

Alignment: lawful evil

Cunning: above average

Speed: 90

Strength: variable (see *Special Characteristics*).

Size: variable (see *Special Characteristics*).

Origin: Leshiyes, also known as leshes, are slavonic faeries well known in the Baltic States and in Russia. Some tales describe the leshiye as half demon. Most describe them as evil and malicious, although they can be quite generous to those that do them great favors. They are also portrayed as great gamblers. One

particularly famous tale in Russia describes a sudden migration of squirrels from one part of a great forest to another. For the span of several hours, the seething mass created a moving furry carpet on the forest floor. The explanation was obvious to the nearby peasants. One leshiye had apparently suffered an uncharacteristically bad run of luck in wagering with his neighbor and was simply making good on his bets.

Since the leshiye is so popular in Slavonic lore, we wrote up a description of this faery race as a subspecies of Pan named “Leshe” (found in **Monsters of the Mediterranean**). The “Leshe” description was written with an eye toward allowing the faery to be played as a character race, if desired. This description uses the faeries alternate name, “Leshiye,” and presents the faery with its more outrageous characteristics emphasized. It is these, after all, that earned it the title of Lord of the Forest. The two races should be treated as separate, but related, species.

Special Characteristics: A leshiye can assume any size (and requisite *Physical Strength*) between the smallest blade of grass (1 inches tall) and the largest tree in his domain. In more ways than this, the leshiye’s power increases with the size of his domain. The larger his territory, the greater his *Combat Level*. Thus, leshiyes are highly territorial and treat trespassers with a very stern hand. Needless to say, when pressed into combat, a leshiye will assume his greatest size to gain advantage.

Leshiyes may cast the following mage spells at will: **Animal Tongues, Cyclonic Passage, Pixie Led, Shape Change, and Tickle**. All spells are cast at a spell level equal to the faery’s *Combat Level*.

Despite their great power, leshiyes are *Highly Susceptible to Cold and Frost*. In addition, they are extremely fond of gambling, often wagering the forest creatures in their domains with other neighboring leshiyes.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 3 when suddenly enlarging or when attacking as a teensy faery. –3 otherwise.

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
8	4	1	-1	2	1	-1

Leshiye Examples

	Well Below Average	Below Average
Combat Level	4	7
Attack Bonus	+9	+12
Defense	27	30
Damage Tolerance	90 + 4d10	90 + 7d10
E.P. Value	98	270
Damage per Attack	by weapon + 5	by weapon + 6
	Average	Above Average
Combat Level	9	11
Attack Bonus	+14	+17
Defense	32	34
Damage Tolerance	90 + 9d10	90 + 11d10
E.P. Value	600	1368
Damage per Attack	by weapon + 7	by weapon + 8
	Well Above Average	Exceptional
Combat Level	13	15
Attack Bonus	+20	+24
Defense	36	40
Damage Tolerance	90 + 13d10	90 + 15d10
E.P. Value	1875	2700
Damage per Attack	by weapon + 10	by weapon + 12

The leshiye’s appearance is somewhat debatable, since it is rarely encountered in its natural form. Instead, leshiyes prefer to use their remarkable shape shifting powers to transform themselves into woodland creatures ranging in size from chipmunks to bears. Even so, the leshiye is believed to be a faery similar in form to a pan, having the horns, hooves, and legs of a goat. Most often, leshiyes are described as having only a single eye and their skin, hair, and beards are all a deep forest green. They entirely lack eyelashes and eyebrows and their eyes project a cold, uncaring stare. Their only displayed emotion is that of joyous mirth at the suffering of their victims. Leshiyes wear normal garments fashioned from fur, but for some unknown reason, they wear them backwards.

If encountered within the boundaries of his territory, a leshiye is certain to become aggressive since he views any such intrusion as a direct challenge to his power. Even so, a trespasser may escape with his life even if the opposing leshiye is obviously more powerful. This is because leshiyes are known to be gambling addicts. If a wager with sufficient potential rewards is presented, the leshiye is likely to accept provided the odds seem to be highly in the faery’s favor. If he loses, the leshiye will undoubtedly settle the bet fairly, since his reputation as a gambler would be ruined in faery society if he were to renege on a deal into which he willingly entered.

Finally, anyone encountering a leshiye in a dire situation should count himself very lucky. If he can solve the faery’s problem before the green bearded satyr asks for aid and barter for assistance, the sprite will develop an

enduring affinity toward his benefactors. Leshiyes do not forget such acts quickly and will repay the aid with rewards far out of proportion to the deeds.

Lich

(Leichnam, Likhama, Lych)

Habitat: Liches are quite possibly the most powerful of all undead forms. As such, they dwell wherever they damn well please. It just so happens that it pleases them to inhabit dark foreboding castles and dismal abandoned dungeons.

Life Style: undead

Wealth Type: hoard

Alignment: evil

Cunning: exceptional

Speed: 85

Strength: average

Size: medium

Origin: *Lich* is a word derived from the Teutonic and Scandinavian terms *leichnam* and *likhama* meaning "soulless body." Consequently, a lich-gate is a roofed gate into a cemetery or churchyard where a dead body is placed before burial.

Special Characteristics: The spells granting a lich his extended 'life' imbue him with mental abilities far beyond those of mere mortals. One of the most powerful attractions that draws mortal spellcasters into accepting this undead state is the impressive benefits given to *Willpower*, although *Perception* is also greatly enhanced. A character transformed into a lich will usually gain around 10 points of *Willpower* and 3 points of *Perception*. This often translates into a *Spell Initiative Adjustment* of minus 3 or 4. Quite impressive.

Needless to say, all liches are completely immune to any form of mental charm or control. This even includes spells that normally circumvent the mental immunity other undead possess. Thus, no lich can ever be affected by the spells **Charm Undead**, **Command the Dead**, or other such magics. Even a lich can be turned by the priest spell **Turn Undead** but since they gain *Willpower Adjustments* on the *Luck Roll*, few are ever turned.

A lich's gaze acts as the Arcane Lore spell **Ineffable Awe**. Liches use this power at will at a spell level equal to their *Character Levels*.

A lich's touch acts as the mage spell **Draining Touch** that affects the target as if cast at a spell level equal to the lich's *Character Level*. Not only does this drain the

essence from the lich's target, but it invigorates the lich as well (see *The Lexicon of Lore™* for details).

Like other undead, liches are *Immune to Frost and Mental Spells*, are not adversely affected by *Severity Damage*, are *Susceptible to Holy Water*, and have a strong *Aversion to Sunlight*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon or draining touch

Attributes

PS	ST	AG	MD	PC	WP	FA
1	0	3	4	4	6	2

Lich Examples

	Below Average	Average
Character Level	9	12
Attack Bonus	+12	+15
Defense	34	38
Damage Tolerance	25 + 5d6	30 + 5d6
E.P. Value	600	1680
Damage per Attack	by weapon or 1d8 + 9	by weapon + 1 or 1d8 + 12
	Above Average	Heroic
Character Level	15	18
Attack Bonus	+19	+23
Defense	41	44
Damage Tolerance	35 + 5d6	40 + 5d6
E.P. Value	3060	4683
Damage per Attack	by weapon + 3 or 1d8 + 15	by weapon + 4 or 1d8 + 18

Liches are arguably the most powerful and horrific undead form in existence. They are the restless remains of evil spellcasters transformed into undeath through potent and sinister magics. A lich lusts for knowledge and will go to any lengths to acquire information it believes will add to its power. This unquenchable compulsion drives most liches totally insane.

Liches retain all the knowledge and power possessed in life. As such, liches may be found professing any spellcasting class provided that class does not require a *Good* alignment.

Note that the **Combat Level** given above has been changed to **Character Level** to emphasize the fact that

these horrors rarely fight hand-to-hand. They always prefer to stand back and blow their enemies to bits with their unparalleled repertoire of spells. Even when attacked directly, a lich will usually continue casting. Due to a lich's exceptional *Willpower* and the fact that no lich suffers *Severity Damage*, these terrors will successfully finish most spells even while 'under the gun'.

Occasionally, as Overlord, you will want to use a lich but do not have the time to work up a full-fledged spellcaster, experience points and all. This is quite understandable. In these situations, you are perfectly justified in working up a 'quick' lich. Just pick the classes you want the lich to have and flush him out according to the following guidelines:

If the lich is a priest: Set the lich's *Piety* level equal to its *Character Level*. Pick a number of spells equal to twice its *Piety* level from the categories he is able to cast.

If the lich is a mage: Set the lich's *Areas of Arcane Lore* to equal its *Character Level* minus one in all of its spellcasting classes. Next, choose spells that the lich meets the requirements to cast. You should pick a number of spells equal to or greater than the lich's *Character Level* (don't go too overboard). At this point, pick the most impressive of the chosen spells and give it a spell level equal to the lich's *Character Level*. Choose the two next most useful and set the levels in these equal to the *Character Level* minus one. Choose the next three and set their levels at the *Character Level* minus two. Continue in a like manner until all spells have been set.

Lindwurm

(Lindworm)

Habitat: The flightless lindwurm prefers to dwell in hilltop caves where it can get a good view of the surrounding countryside. It can also be occasionally encountered in cemeteries and churchyards where it feasts on freshly buried corpses.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: evil

Cunning: above average

Speed: 70

Strength: high

Size: large

Origin: Legends of lindwurms are sprinkled throughout the hills of Sweden, Germany, and Austria. One town even 'discovered' an actual lindwurm skull that inspired the imaginations of local artists. It wasn't until much later that the skull was revealed to be that of a woolly rhinoceros.

Special Characteristics: These dragons have an *Overpowering Affection toward Elven and Human Maidens*, the more beautiful the better.

Any creature struck by the lindwurm's tail may be ensnared and held by it. If the dragon chooses to do so, the struck individual must make a *Luck Roll* with *Agility* adjustments against a *Threshold* of 15 plus the dragon's *Combat Level*. The tail *Constricts* anyone failing until the Lindwurm releases it. (See **Constriction** in the **Trauma** section of *The Grimoire of Game Rules™* for details.) This form of attack is generally reserved for solitary opponents, however, as thereafter the dragon's *Defense* drops to a mere 10.

If a large party attacks a lindwurm, it will roar to frighten off some of its attackers. This improves its odds with the remaining combatants. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

The reptile has an impressive *Manual Dexterity* considering the claw-like nature of its hands. Indeed, many of these clever dragons learn the arts of spellcasting and swordplay.

Like other dragons, the lindwurm has a natural resistance to charms and enchantments. All spells affecting the creature have their spell levels reduced by 5.

Recovery Time: 5

Absorption: 9

Surprise Adj.: -1

Attack Modes: bite/ claw/ claw/ tail

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
5	4	-2	2	4	3	-1

Lindwurm Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+11	+14
Defense	25	27
Damage Tolerance	165 + 7d10	175 + 9d10
E.P. Value	504	1160
Damage per Attack	2d12/ 1d10/ 1d10/ 1d12	2d12/ 1d12/ 1d12/ 2d6
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+17	+20
Defense	29	31
Damage Tolerance	200 + 11d10	215 + 13d10
E.P. Value	2650	4284
Damage per Attack	3d8/ 2d6/ 2d6/ 2d8	3d10/ 2d8/ 2d8/ 3d6

The lindwurm is a gigantic snake-like dragon armored with brilliant greenish gold or greenish silver scales. It has a deadly pair of fore claws but totally lacks the wings, poisonous bite, and flaming breath weapons that are commonly associated with dragonkind. Even so, its tremendous cunning more than makes up for its apparent weaknesses.

The lindwurm delights in boldly kidnapping beautiful princesses in many epic poems. In fact, these dragons harbor a great tenderness and desire for lovely maidens, which they usually demand from nearby townships as ransom against their relentless attacks. These maidens are often tied to posts, read poems, fed sweets, and defended furiously from would-be saviors.

Lion, Winged

Habitat: Winged lions are almost always encountered in areas that, to some good deity, is considered holy ground. If available, a winged lion will select a lofty cave high up on a cliff face as its lair to discourage visits from unwanted trespassers. Those members of this species that do not dwell in a holy area will often be found in enchanted forests or other locale that is populated with a variety of good creatures.

Life Style: territorial guardian

Wealth Type: incidental

Alignment: social lawful good

Cunning: average

Speed: 85 (125 flying)

Strength: above average

Size: large. Winged lions reach sizes of up to 5 feet tall and 10 feet long (from head to hind quarters).

Origin: The winged lion is a heraldic creature from the Middle Ages and was considered a symbol of St. Mark. In fact, a number of winged lion statues can still be seen at St. Mark's basilica in Venice, Italy. The symbol is probably derived from the fact that Jesus is described in the Bible as the Lion of Judah. This is undoubtedly the source of the Christ-like lion character of Aslan in C.S. Lewis' wonderful fantasy series *The Chronicles of Narnia*.

Special Characteristics: Until a winged lion is certain of the evil intent of anyone trespassing in its domain, it will NOT engage in a surprise attack. In fact, winged lions have such a noble nature and good spirit that they are able to cast **Healing** spells as if they were priests having a Piety levels equal to their *Combat Levels*.

Anyone surprised by a winged lion's roar must make a *Luck Roll* with *Willpower Adjustments* against a *Luck Threshold* equal to 15 plus the cat's *Combat Level*. Failure indicates the individual flees in panic for 1d4 turns. The winged lion's aversion to surprise attacks does not keep them from using their roar on unidentified visitors in order to 'thin their ranks' a little. After all, no harm, no foul.

The claws and teeth of the lion are remarkably potent. A lion can inflict damage even on creatures that are otherwise immune to non-magical weapons. On creatures that are sensitive to sunlight, winged lion attacks inflict double normal damage (discounting any *Severity Damage*).

Like all cats, winged lions have extremely good night vision. They can easily see to distances of 100 feet or more in the dark depths of the forest after nightfall.

Finally, winged lions are *Immune to Fear* of all kinds.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 2

Attack Modes: bite/claw/claw

Attributes

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
4	3	3	--	4	2	4

Winged Lion Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+12	+14
Defense	27	29
Damage Tolerance	50 + 7d10	75 + 9d10
E.P. Value	144	360
Damage per Attack	2d6/ 1d8/ 1d8	2d8/ 1d8/ 1d8
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+18	+21
Defense	31	36
Damage Tolerance	85 + 11d10	100 + 13d10
E.P. Value	1197	2142
Damage per Attack	3d6/ 1d10/ 1d10	4d6/ 1d10/ 1d10

Winged lions have the appearance of normal African lions with feathered wings growing from their shoulders. Their coats are tawny brown and their eyes are a brilliant

gold. Adult males have large bushy manes giving them an imposing appearance. Despite what their form might suggest, winged lions are quite intelligent and are able to converse in the languages common to the areas in which they are encountered. Needless to say, the deep and rumbling voices of these felines provide an air of confidence and wisdom that is not undeserved.

These powerful beasts have truly kind hearts and are quick to right any wrongs encountered in their domain. They are a soulful species whose individuals are almost always devout followers of some goodly deity. In fact, a winged lion's actions are focused primarily toward some task or goal that has been divinely given. Due to their uncommon physical prowess, winged lions are often chosen as favored guardians for some holy relic or temple.

M

Mermaid

(Merman, Ningyo)

Habitat: Mermaids, along with their male counterparts, inhabit deep aquatic habitats. Their dwellings are virtual reef paradises teeming with all manner of sea life. There are even mermaids known to populate fresh water lakes and rivers.

Life Style: aquatic fairy.

Wealth Type: mineral (shells, pearls, coral, etc.)

Alignment: social good

Cunning: average

Speed: 5 (70 in water)

Strength: average

Size: medium

Origin: Legends of lovely maidens with the tails of great fish abound throughout the world. They were especially popular in Scandinavia, Ireland, Scotland, and England. Even Japanese folklore tells of beautiful aquatic maidens called Ningyo. The ancient Babylonians depicted 'fish men' in their artwork, which were probably representations of the water god Oannos.

Special Characteristics: The song of a mermaid acts as the religious Miracle spell **Siren's Song**. The magic acts as if cast at a spell level equal to the faery's *Combat Level*.

Mermaids are quite knowledgeable about the fauna of the ocean and can create medicinal poultices as the skill *Creating Herbal Balms*. The major difference is that mermaid balms heal 5d4 points of damage over an 8-hour period. Unfortunately, sea water must keep them wet or their healing properties fade.

Mermaids have an *Affinity toward Selkies*. In time of great need, a mermaid may call a selkie to aid her in rescuing drowning sailors.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon. Mermaids (and mermen) can wield nets, tridents, harpoons, and daggers. Most mermaids will only fight in self-defense, but a few rogue maidens have been encountered. Mermen have few qualms about killing land-dwellers.

Attributes

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

Mermaid Examples

	Below Average	Average
Combat Level	1	3
Attack Bonus	+3	+6
Defense (in water)	23	25
Damage Tolerance	25 + 1d10	25 + 2d10
E.P. Value	15	30
Damage per Attack	by weapon	by weapon
	Above Average	Heroic
Combat Level	5	8
Attack Bonus	+9	+13
Defense (in water)	28	31
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	54	175
Damage per Attack	by weapon + 2	by weapon + 3

Mermaids are lovely ocean faeries having long golden hair, comely faces, silky smooth arms, and shapely breasts. The only drawback to dating a mermaid, from a lonely sailor's perspective, is that an enormous fish tail replaces her legs. While the tail is covered with a rainbow of beautiful glistening scales, its awkwardness on the dance floor eliminates many potential courting options.

Many mermaids become infatuated with land-dwelling men and pine for the legs they know are required to capture a man's love. Their sad, lonely songs wafting over the ocean waves will occasionally capture a sailor's attention. On the rare event when a mermaid is spotted, she will invariably be combing her long golden hair while lounging on a sea-washed boulder, mirror in hand.

A mermaid sings so sweetly that her song compels sailors to approach. The mesmerized men will dazedly steer their ships toward the haunting sound only to crash on a rocky shore or shallow reef. Most mermaids are extremely good-natured and would not intentionally wreck ships or kill the men for which they long. Ironically, the more sailors a mermaid's song slays, the sadder and more haunting her melody becomes.

Although *mermen* are known to exist, they are even more reclusive than the shy maidens and only rarely venture to the ocean's surface. Mermen are reputedly adept with a variety of aquatic weapons, including nets and tridents.

Merrow

(Murduacha)

Habitat: Merrows build homes in magically sustained air pockets on the sea floor far below the ocean waves. Their dwellings are decorated with shells, coral, and bits of flotsam collected from sunken ships.

Life Style: aquatic fairy.

Wealth Type: mineral (shells, pearls, coral, etc.)

Alignment: social neutral to neutral evil

Cunning: average

Speed: 5 (70 in water)

Strength: average

Size: medium

Origin: Merrows come to us from Irish folklore, which has a comparatively dark view of merfolk. The merrows of Ireland can be quite amiable at times, but more often show a malicious tendency.

Special Characteristics: Merrows charm red feather caps to confer water-breathing abilities upon the wearer. Treat the magic as the mage spell **Aqua Air**. Oddly enough, the merrows themselves cannot breathe underwater without the aid of these hats.

They create their own aquatic havens with the mage spell **Watery Abode**. The faeries use this ability to create impressive underwater homes to which they occasionally invite land-dwelling visitors.

Merrows often transform themselves into small hornless cattle. The magic works in a manner similar to the mage spell **Shape Change** but is only powerful enough to allow them to assume this single form.

Male merrows have the talent of *Holding Liquor* . Females have the ability to cast the mage spell **Rain Call** once per day.

All spells are cast at a spell level equal to the merrow's *Combat Level* .

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon. Merrows usually wield nets, tridents, harpoons, and daggers.

Attributes

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

Merrow Examples

	Below Average	Average
Combat Level	1	3
Attack Bonus	+2	+64
Defense (in water)	23	25
Damage Tolerance	25 + 1d10	25 + 2d10
E.P. Value	15	30
Damage per Attack	by weapon	by weapon + 2
	Above Average	Heroic
Combat Level	5	8
Attack Bonus	+7	+12
Defense (in water)	28	31
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	54	175
Damage per Attack	by weapon + 3	by weapon + 4

Merrows are aquatic faeries of the merfolk variety. While the females of the species have the beauty of classical mermaids, the males are as ugly as the females are lovely. The males have the same fish tails as their mates, but their faces are decidedly fish-like with piggish eyes and pointed red noses. Their hands are both clawed and webbed.

Merrows are veritable pack rats who make shipwreck scavenging an art form. Their acquisition skills have given the males a liking for liquors of all sorts, the harder the better.

Merrows are sometimes encountered on sea shores in the form of placid cows calmly munching on beech grass. If threatened, the cattle will quickly retreat to the ocean's safety. They never venture far from the watery realm regardless of the form taken.

N

Nightmare

(Night Elf, Mara, Mera)

Habitat: Nightmares are demonic spirits commonly encountered in the mortal realms. Nobody knows where they spend their days, but at night they seek out the bedchambers of dozing mortals, particularly those with guilty consciences.

Life Style: demonic spirit

Wealth Type: nil

Alignment: antisocial evil

Cunning: average

Speed: 40 (humanoid), 175 (equestrian)

Strength: high

Size: small (humanoid), large (equestrian)

Origin: The most ancient tales of maras, or meras, originated in France and Sweden. At first, these nighttime visitors had only a haggish or impish form, which 'rode' on the chests of sleepers at night. Later the term *mera* evolved into the English term *mare*, providing folklore an opportunity to give the demon its horse-like characteristics.

Special Characteristics: Nightmares assume two distinct forms. When encountered indoors, the nightmare's form is that of a small ugly imp or elf. When the demon travels outdoors, it transforms into a dark mighty warhorse. It is not certain whether these forms are forced on the demon or whether it simply elects the most convenient form for a given situation.

One oddity about nightmares is that they are bound to exit all bedchambers through the same passage used to enter the room. Thus, it is possible to trap a nightmare simply by locking the bedchamber door even though the windows are standing open.

When in elfin form, a nightmare can use the following mage spells at will: **Choke, Dream Speak, Eternal Passage, Exhaustion, Fear, Glue, Guise, Illusionary Flame, Illusionary Fog, Illusionary Pit, Murmurings, Mute, Numb Pain, Rigor Mortis, Slow, Slumber,** and **Vaporous Form.** All spells are cast at a spell level equal to the demon's *Combat Level*. See *The Lexicon of Lore™* for specific details on these spells.

In equestrian form, these fearsome creatures find few barriers to hinder them. A nightmare may carry its rider across a chasm or river as easily as it carries him across land. Treat this ability as a sort of demonic **Wing Hoof** spell similar in effect to the Miracle spell **Wing**

Foot. A nightmare can use this power as often as it likes. Once per night, the horse can assume **Ghostly Form** (as the mage spell) along with all that it carries. Some of the more powerful **Nightmares** can even create **Dimensional Portals** (as the Arcane Lore spell).

Nightmares are not adversely affected by *Severity Damage*, are *Immune to all but Magical Weapons*, are *Highly Susceptible to Holy Water*, and are *Afraid of Sunlight*.

Recovery Time: by weapon or 7

Absorption: 0

Surprise Adj.: -4

Attack Modes: by weapon or bite/ hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
6	7	2	--	3	0	2

Nightmare Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+9	+11
Defense	23	25
Damage Tolerance	80 + 5d10	100 + 7d10
E.P. Value	120	228
Damage per Attack	by weapon or 2d4/ 1d10/ 1d10	by weapon or 2d6/ 1d10/ 1d10
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+13	+15
Defense	27	29
Damage Tolerance	120 + 9d10	140 + 11d10
E.P. Value	550	1311
Damage per Attack	by weapon or 2d8/ 1d12/ 1d12	by weapon or 3d6/ 2d6/ 2d6

A nightmare is a nocturnal demon that can assume the shape of either an imp or horse. In its impish state, the nightmare has dark skin and exaggerated features including a long crooked nose and gangly limbs. When it assumes its horse shape, the nightmare's coat and mane are blacker than coal and sheen in the moonlight. Flames and brilliant sparks jump from its hooves when they strike the earth and its nostrils belch forth an equally impressive pyrotechnics display.

Often used by powerful demon lords as war steeds, these terrifying beasts strike terror into the hearts of enemies both mortal and supernatural. In combat, a nightmare steed acts as a heavy warhorse. Occasionally, a black witch or demonologist will draft one of these demons into service. A nightmare can be

forced into mortal service for no longer than a single night. If the rider has not dismissed the beast by sunrise, it will return to its hellish abode, rider and all.

A nightmare can also be forced into temporary service simply by trapping it within a bedchamber's walls. If the demon cannot escape, it will be forced to barter for its release. Thereafter it will be unlikely to return to the same chambers, but will harbor great resentment toward its temporary masters.

Nixie

(Nixen)

Habitat: Nixies are water faeries most commonly found in fresh water rivers and lakes where they live in fabulous submerged palaces. Even so, it is not unheard of for a nixie to be spotted swimming in the salty seas. Despite their strong ties to the aquatic realm, nixies are skilled shape-shifters and are quite capable of venturing for short periods on land.

Life Style: aquatic fairy.

Wealth Type: mineral (shells, pearls, coral, etc.)

Alignment: antisocial evil

Cunning: average

Speed: 65 on land, 80 in water

Strength: average

Size: medium

Origin: Nixies are Germanic faeries that were believed to demand a human sacrifice once every year. Due to this belief, it was considered bad luck to rescue any drowning person as the act might anger the nixies who would seek retribution for the theft of their prize.

Special Characteristics: Nixies are superb shape-shifters. In water they commonly have fish tails like those of mermaids but on land they transform into a humanoid form resembling humans or half-elves and without close scrutiny can easily be mistaken for one of these land-dwelling races. The same mutation enables them to alter their physiologies from those of water breathers to those of air breathers, although their air-breathing state can only be maintained for a day or so. Otherwise, nixies can change their forms from aquatic to land-based and back again at will. Each transformation requires one full turn to complete.

All nixies are able to bestow water breathing abilities on anyone remaining near them as the mage spell **Nixie's Breath** (see *The Lexicon of Lore™* for details). This power is often used to gain a human's confidence so that he can be lured into a compromising situation

underwater when the water-breathing gift will be suddenly retracted.

When a nixie or nixen needs to gain access to the deck of a ship, it will swim down about 20 or 30 feet below the ocean's surface and propel itself upward with all the might he can muster. With this technique, it can leap onto decks 10 feet above the waves.

Recovery Time: by weapon

Absorption: 2

Surprise Adj.: 0

Attack Modes: by weapon. Nixies and nixens almost always wield tridents or harpoons.

Attributes

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

Nixie Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus (underwater)	+5	+8
Attack Bonus	+6	+9
Defense (underwater)	15	18
Defense	23	25
Damage Tolerance	25 + 2d10	25 + 2d10
E.P. Value	20	45
Damage per Attack	by weapon + 3	by weapon + 4
	Above Average	Heroic
Combat Level	7	11
Attack Bonus (underwater)	+10	+17
Attack Bonus	+12	+18
Defense (underwater)	21	29
Defense	28	35
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	126	855
Damage per Attack	by weapon + 5	by weapon + 6

Nixies are water dwelling faeries. Although the aquatic race has males, known as nixen, it is the females of the species that are almost always encountered on the water's surface or on land. The females are quite shy and generally averse to human contact, but the males are genuinely paranoid. It is an extremely rare event for a nixen to make an appearance to land-dwellers. Even so, he will quickly make his presence known to anyone who dares to trespass within his watery borders.

When on land, nixies have the appearance of beautiful human or half-elven women with sparkling blue eyes and long lovely blond hair. They are commonly seen nude resting on a lake shore or riverbank, contentedly

staring at their reflections in the water and combing their hair. Nixies look down on any mortal rude enough to spy on them, but will hide their contempt in order to lure the insolent fool to his death. Their underwater palaces

are well renowned and any invitation to visit their submerged abodes is hard to refuse especially when the offer comes from a bathing beauty.

O

Oakman

Habitat: Oakmen live in oak groves and forests. They are especially prevalent wherever saplings have sprouted from the stumps of felled oaks. Oakmen are highly protective of their forests and will remember the insult of a hewn oak long after the defiler's death.

Life Style: woodland faery

Wealth Type: hoard

Alignment: antisocial evil

Cunning: average

Speed: 60

Strength: above average

Size: medium

Origin: Tales about oak trees are found wherever the mighty oak is indigenous. However, oakmen arise from the folklore of northern England. The rhyme, "Fairy folk are in old oaks," has been passed down through generations and has survived into the modern age. The 'fairy folk' of the proverb probably refers to oakmen.

Special Characteristics: An oakman may use the following mage spells at will: **Nightshade**, **Phantasm**, **Slender Elf Cap**, **Tree Pass**, **Yellow Fairy Club**. All spells are cast at a spell level equal to the oakman's *Combat Level*. In addition, all oakmen have the talent of *Gardening* that is used in the tending of mushroom patches.

Oakmen have an *Affinity for Pixies*.

Recovery Time: by weapon

Absorption: 3

Surprise Adj.: 2

Attack Modes: by weapon

Attributes

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

Oakman Examples

	Below Average	Average
Combat Level	3	6
Attack Bonus	+6	+10
Defense	23	27
Damage Tolerance	25 + 2d10	30 + 4d10
E.P. Value	25	72

Damage per Attack	by weapon + 2	by weapon + 2
	Above Average	Heroic
Combat Level	9	12
Attack Bonus	+14	+18
Defense	32	36
Damage Tolerance	35 + 6d10	40 + 8d10
E.P. Value	320	1050
Damage per Attack	by weapon + 3	by weapon + 4

Oakmen are short, stout, dwarfish faeries with mossy beards and round rosy noses. They are invariably seen wearing large, white speckled red mushroom caps. Oakmen are rarely encountered outside the oak grove where they dwell and will defend their territories against all intruders.

Oakmen delight in luring travelers into their cozy tree groves to waylay them. This goal is often accomplished by creating the illusion of an inviting picnic over a clump of mushrooms. Upon entering the grove, the travelers will be instantly surrounded by the oakmen using their **Tree Pass** ability. If an oakman must work alone, he will wait until the travelers have consumed the mushrooms in hopes that the fungi will poison them. Treat the mushrooms as a *Hallucinogenic Poison* produced at a skill level equal to the combat level of the Oakman. The fallen trespassers will be buried in shallow graves to fertilize a new crop of mushrooms on which the Oakmen will feast.

Ogre

(Yggr)

Habitat: Ogres are decidedly unclever. As such, they generally do not build their own hovels. These boorish giant either live in natural caves or in castles which have been seized from other races.

Life Style: clannish man-eating giant

Wealth Type: monetary

Alignment: unlawful evil

Cunning: below average

Speed: 50

Strength: high

Size: large (8 to 11 feet tall)

Origin: The term *ogre* is derived from the Scandinavian *Yggr*, which was actually another name for the Nordic god Odin. As the Nordic religion faded with the onset of Christianity, Odin (or Wotan) devolved into the Wild Huntsman (*Yggr*). When the huntsman was imported into English folklore, only his worst qualities were

adopted. After all, it would not be proper for Jack to steal the golden goose from a *noble* cloud-dwelling giant.

While male ogres are thick and burly, folklore portrays the females as crone-like (e.g. the old hag in *Hansel and Gretel*).

Special Characteristics: Ogres have a *Lust for the Taste of Human Flesh*.

About 5% of all ogres berserk (as described in the *Berserking* talent in *The Grimoire of Game Rules™*).

Recovery Time: by weapon

Absorption: 0 (by armor)

Surprise Adj.: -2

Attack Modes: by weapon. Many ogres favor using two-handed maces in battle. Nevertheless, those lacking such luxuries must settle with wielding the uprooted stumps of small trees. Rare is the ogre wealthy enough to afford armor of any type. If the Ogre berserks, he gains an additional attack every turn with his weapon.

Attributes

PS	ST	AG	MD	PC	WP	FA
8	5	-1	-2	0	-1	1

Ogre Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+10	+12
Defense	22	24
Damage Tolerance	90 + 3d10	100 + 5d10
E.P. Value	50	99
Damage per Attack	by weapon + 10	by weapon + 11
	Above Average	Heroic
Combat Level	7	9
Attack Bonus	+14	+16
Defense	25	26
Damage Tolerance	110 + 7d10	120 + 9d10
E.P. Value	216	480
Damage per Attack	by weapon + 12	by weapon + 14
	Below Average Berserker	Average Berserker
Combat Level	2	4
Attack Bonus	+9	+11
Defense	20	22
Damage Tolerance	90 + 2d10	100 + 4d10
E.P. Value	72	140
Damage per Attack	by weapon + 16	by weapon + 20
	Above Average Berserker	Heroic Berserker
Combat Level	6	8
Attack Bonus	+13	+15
Defense	23	24
Damage Tolerance	110 + 6d10	120 + 8d10
E.P. Value	276	525
Damage per Attack	by weapon + 22	by weapon + 24

Ogres are man-eating humanoids whose stature tends toward the smaller end of 'giant'. They are notoriously slow, dim-witted, and brutish and are universally ugly. Ogres have large rounded noses, bloodshot eyes, and oversized mouths that release slow streams of drool whenever a human is spotted. The males are obese from their cannibalistic feasts but the females are usually thin and haggish. About the nicest statement that can be made about ogres is that no single bad ogre-ish quality overshadows the others. (That doesn't keep them from trying, though.)

To an ogre, a party of adventurers simply represents a fine platter of hors-d'oeuvres. Even so, clever adventurers may escape the giant's dinner table without any aggressive actions by playing off his dull intelligence.

Ogre, 2-Headed

Habitat: Two-headed ogres can be found in all climes and abodes that their one-headed kindred live since both forms have similar tastes and hobbies. In fact, common ogres have great respect for two-headed ogre chefs, since the duplicity of heads allows them to remember twice as many recipes: man-meat-pie, man-cabob, leg-of-man, man l'orange, man under glass, man sandwich, etc.

Life Style: solitary man-eating giant

Wealth Type: monetary

Alignment: unlawful evil

Cunning: below average

Speed: 45

Strength: high

Size: large (8 to 10 feet tall)

Origin: The term *ogre* has a Scandinavian origin (see **Ogre**), but having a multiplicity of heads is an embellishment added by the English (possibly taken from the multi-headed Scandinavian trolls).

Special Characteristics: Ogres have a *Lust for the Taste of Human Flesh*.

About 5% of all two-headed ogres berserk (as described in the *Berserking* talent in **The Grimoire of Game Rules™**).

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: -2

Attack Modes: Each of the ogre's heads independently controls one arm. Thus, a two-headed ogre cannot wield two-handed weapons, even though it usually takes him several years to figure this out. Each head must wield the one-handed weapon he favors. Since each arm fights independently, each gains extra attacks if the ogre's *Combat Level* greatly exceeds that of opponents. If the ogre berserks, each head gains an additional attack every turn (as per the *Berserking* talent).

Attributes

PS	ST	AG	MD	PC	WP	FA
8	5	-1	-2	0	-1	1

Two Headed Ogre Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+7	+9
Defense	21	23
Damage Tolerance	110 + 3d10	120 + 5d10
E.P. Value	45	81
Damage per Attack	by weapon + 8	by weapon + 10

	Above Average	Heroic
Combat Level	7	9
Attack Bonus	+11	+13
Defense	24	25
Damage Tolerance	130 + 7d10	140 + 9d10
E.P. Value	216	440
Damage per Attack	by weapon + 11	by weapon + 12

	Below Average Berserker	Average Berserker
Combat Level	2	4
Attack Bonus	+7	+8
Defense	19	20
Damage Tolerance	110 + 2d10	120 + 4d10
E.P. Value	120	231
Damage per Attack	by weapon + 16	by weapon + 20

	Above Average Berserker	Heroic Berserker
Combat Level	6	8
Attack Bonus	+10	+12
Defense	21	22
Damage Tolerance	130 + 6d10	140 + 8d10
E.P. Value	444	925
Damage per Attack	by weapon + 22	by weapon + 24

Two-headed ogres have all of the vices of their single-headed cousins with twice the appetites. In fact, two-headed ogres have been known to plop themselves down in the middle of battle to begin eating vanquished foes. Anyone who has tried to take a bowl of fresh meat away from a ravenous Doberman Pinscher has an idea of this ogre's reaction to annoyances when satiating his appetites.

One would think that with two brains, this giant could easily outmaneuver the cleverest adventurers. Unfortunately, this giant's doubling of grey matter only seems to make him twice as stupid. As each head spars for cerebral superiority, it points out the slightest mistake made by sibling head. It is rarely difficult to get the heads engaged in endless pointless debates.

Owl, Giant

Habitat: Giant owls are nocturnal raptors that actively hunt only after the feeble glow of twilight has completely faded from the sky

Life Style: nocturnal raptor

Wealth Type: incidental

Alignment: lawful good to lawful evil

Cunning: above average to high

Speed: 20 (150 flying)

Strength: below average

Size: medium

Origin: Stories of owls date back to the ancient Greeks, who believed the owl to be a symbol of Athena. To them, the owl represented wisdom and knowledge. In later years, the owl took on a more ominous role in folklore as a creature of darkness and evil. These tales undoubtedly arose from the owl's predilection to appear only when ghosts and spooks can prowl without fear.

Special Characteristics: Owls have excellent night vision which acts in a manner similar to the mage spell **Pallid Eye** (see *The Lexicon of Lore™* for details).

Owls are highly intelligent and have a distinctively 'ivory tower' bent. Each selects a specific area of Mundane or Arcane Lore to study. Each of these unusual birds of prey will have a level in this lore equal to its *Combat Level*. Probably due to their obvious physical handicaps, owls rarely apply their knowledge in practical ways. Rather, they must content themselves merely with study.

Recovery Time: 8

Absorption: 0

Surprise Adj.: 0

Attack Modes: beak/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
0	0	2	--	5	3	0

Giant Owl Examples (Owl Form)

	Below Average	Average
Combat Level	5	7
Attack Bonus	+9	+11
Defense	30	32
Damage Tolerance	20+5d10	20+7d10
E.P. Value	45	108
Damage per Attack	1d8/ 1d6/ 1d6	1d8/ 1d6/ 1d6
	Above Average	Exceptional
Combat Level	10	13
Attack Bonus	+13	+20
Defense	34	37
Damage Tolerance	20+10d10	20+13d10
E.P. Value	360	756
Damage per Attack	1d10/ 1d6/ 1d6	1d12/ 1d8/ 1d8

Giant owls have the physical appearance of common owls but are much larger., the greatest of which approach a height of 5 feet. The most important difference between these large birds and the more ordinary varieties, though, has nothing to do with size. Rather, it involves their great cunning and knowledge. Most giant owls focus their attention on a specific course of study and will undertake almost any danger to augment their personal libraries.

Like most sentient species, giant owls range in alignment from exceptionally good to diabolically evil. Even so, they have a decidedly lawful bent to their alignments. This probably has to do with the fact that a giant owl must rely heavily on his reputation to acquire new reading material from conventional sources. Giant horned owls and barn owls are commonly believed to have decidedly dark alignments while snowy owls supposedly possess more kindly dispositions. On the whole, these stereotypes are justifiable, but so broad a brush cannot be applied to all individuals.

P**Phantom**

Habitat: Phantoms are commonly encountered wandering along dark deserted roads and abandoned ruins.

Life Style: undead spirit

Wealth Type: incidental

Alignment: antisocial evil

Cunning: average

Speed: 90

Strength: average

Size: medium

Origin: Phantoms are known throughout European folklore but are most prevalent in the tales of Great Britain. Here, most stories of these spirits entail young women or youths that appear in great distress along lonely roads. Their miserable states quickly attract help from compassionate travelers who offer warm cloaks and rides to town. The phantom eagerly accepts the aid, but when the traveler arrives at the stated destination, the phantom is gone. After a careful search of the neighborhood, the lent cloak is found neatly draped over a gravestone in a nearby cemetery. The locals know it to be the grave of a lovely youth fitting the traveler's description but who died many years ago.

Special Characteristics: When damaged, the touch of a phantom acts as the Religious Curse spell **Touch of Death**. When undamaged, the phantom's touch acts as the Religious Curse spell **Possession** (see *The Manual of Mythology*TM for details). The magical touches may be used any number of times. Both effects work at spell levels equal to the phantom's *Combat Level*.

Like all undead creatures, a phantom is *Immune to Cold and Mental Spells*, is not adversely affected by *Severity Damage*, is *Susceptible to Holy Water*, and is *Afraid of Sunlight*.

Despite their solid appearance, phantoms are essentially ethereal beings and can pass through walls and other barriers without hindrance. In addition, these spirits can simply 'fade' from existence only to re-appear later.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 2

Attack Modes: touch

Attributes

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

Phantom Examples

	Below Average	Average
Combat Level	2	4
Attack Bonus	+3	+5
Defense	24	26
Damage Tolerance	20 + 2d10	20 + 4d10
E.P. Value	94	142
Damage per Attack	see below	see below
	Above Average	Exceptional
Combat Level	6	8
Attack Bonus	+7	+9
Defense	28	30
Damage Tolerance	20 + 6d10	20 + 8d10
E.P. Value	234	455
Damage per Attack	see below	see below

Phantoms are undead spirits appearing in great distress. They are particularly dangerous because they do not have a ghostly image or any air of death about them. In fact, they have an appearance, speech, and behavior that is perfectly consistent with their surroundings. If it is raining, the phantom will appear in waterlogged clothing. If it is snowing, the spectre will be draped in light clothing that is obviously insufficient to protect against the harsh weather. Often, the spirit will already possess several nasty wounds.

These spectres eternally relive endless variations of their horrible deaths which, they believe, would have been averted if only a passing traveler had intervened on their behalf. Consequently, these spirits have great hatred for strangers who withhold aid. They will relentlessly attack those that rebuff their needy pleas. On the other hand, if rescue is quickly and enthusiastically forthcoming, the phantom will simply accept the kindly aid and peaceably disappear when unobserved.

Phantom Head

(Hairy Hands)

Habitat: Phantom heads often haunt the cells or castles in which they were held prior to execution. Some have also been reported near the gravesites where their bodies are buried.

Life Style: undead spirit

Wealth Type: incidental

Alignment: antisocial evil

Cunning: high

Speed: 35

Strength: nil

Size: small

Origin: Phantom heads are legendary throughout Europe and North America. The tale of the hairy hands ghost originates in Britain, where a pair of disembodied hands reportedly bludgeons travelers and drives carriages off the road.

Special Characteristics: These creatures' favorite tactic involves stealthing up on a party through walls, ceilings, or floors. Due to the small size, maneuvering strategy, and ghostly form of these undead, phantom heads are all effectively 12th level in the skills of *Urban* and *Rural Stealthing*. It hides in shadows as it chokes its victim. Every turn a party searches, it must successfully stealth or lose its advantage. If discovered, it keeps choking its victim for 1 or 2 turns hoping to kill him. If its situation looks bad, it will release its grasp and quickly sink into the floor. It will follow the party if possible and slowly pick away at them until all die.

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

Because of their ethereal natures, phantom heads can pass through walls and other barriers without hindrance. In addition, the ghost can simply 'fade' from existence only to re-appear at a later time.

Recovery Time: 4

Absorption: 0

Surprise Adj.: 2

Attack Modes: Ironically, a phantom head strangles its victims with its 'nonexistent' hands. To do this, the skull or head must directly see its intended target. If it hits, the victim feels an icy grip around his neck and cannot breathe. The hands cannot be seen and cannot be pulled from the victim's throat. Of course, magic weapons damage them but the victim's neck also directly takes the damage if struck. The first turn of strangulation, the hands choke the victim for 1d4 of damage. The second causes 2d4. The third delivers 3d4, etc.

Attributes

PS	ST	AG	MD	PC	WP	FA
--	--	-5	--	2	3	0

Phantom Head Examples

	Nominal
Combat Level	3
Attack Bonus	+5
Defense	18
Damage Tolerance	20 + 2d10
E.P. Value	75
Damage per Attack	see below

Phantom heads have a variety of forms, the most common of which is that of a bloody disembodied head floating a few inches above the floor. At times, the head appears as a ghostly skull. Although the ghost apparently has no body, it attacks its victims with a cold, invisible grip. In rare instances, the head itself is invisible while the hands themselves are seen. In these accounts, the hands are invariably bloody and quite hairy. There have even been cases reported where the ethereal hands have wrestled people to the ground.

It is believed that decapitating a cold-blooded murderer gives rise to this form of undead. It apparently attacks living humanoids in an attempt to find its own body which it believes has been stolen.

Phouka

(Pooka, Puca)

Habitat: Phoukas inhabit grassy, hilly regions near farmsteads. A few phoukas have even been known to take up quarters in a farmer's cottage, tending to the kitchen and helping out with chores in much the same way that brownies do.

Life Style: hermit-like faery animal

Wealth Type: incidental

Alignment: antisocial evil

Cunning: average

Speed: 300

Strength: high

Size: large

Origin: The phouka originated in Irish and Scottish lore and was often associated with the Devil. Although some tales describe kindly deeds done by phoukas, the vast majorities relate stories of mischievous pranks or malicious acts.

Special Characteristics: Phoukas are expert shape shifters and can assume any of the following forms: horse, goat, eagle, bat, bull, and ass. Each transformation requires only a single second to complete. The faery is restricted to assuming a size that is common to each form. For example, when the phouka assumes a bat's shape, its size is that of a

common bat (one pound at best). It cannot alter its shape into that of a giant bat. In all cases, the coat of the assumed form is jet black. Oddly enough, its *Damage Tolerance* has nothing to do with the creature's current form.

A phouka may use any of the following mage spells at will: **Blight**, **Fear**, **Ghostly Form**, **Shadow Form**. See *The Lexicon of Lore™* for details.

Recovery Time: 4

Absorption: 0

Surprise Adj.: -4 in equestrian and bovine form, -2 in goat form, +2 in eagle and bat form.

Attack Modes: hoof/ hoof (horse and ass), butt (goat), beak/ claw/ claw (eagle), bite (bat), horns (bull)

Attributes

PS	ST	AG	MD	PC	WP	FA
7	8	6	--	4	-1	-1

Phouka Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+12	+14
Defense	33	35
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	360	920
Damage (horse, ass)	1d10/ 1d10	1d12/ 1d12
Damage (bull)	2d8	3d6
Damage (eagle)	1d8/ 1d4/ 1d4	2d4/ 1d4/ 1d4
Damage (bat)	1	1
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+16	+18
Defense	37	39
Damage Tolerance	175 + 11d10	200 + 13d10
E.P. Value	2138	3276
Damage (horse, ass)	2d6/ 2d6	2d8/ 2d8
Damage (bull)	2d10	2d12
Damage (eagle)	1d10/ 1d6/ 1d6	1d12/ 1d6/ 1d6
Damage (bat)	1	1

Phoukas are faery creatures often summoned as powerful steeds by practitioners of the black arts. They are superb shape shifters, able to assume a variety of forms. They are most commonly seen in the forms of magnificent horses or ponies with glistening black coats but have been seen to transform into the forms of eagles, bulls, and goats.

Phoukas often roam the countryside attempting to lure unsuspecting victims onto their backs. If some poor fool mounts one of these beasts, the dark faery will immediately gallop off into any nearby dark wood at breakneck speed. The phouka will continue the wild ride until it is sure that his rider is hopelessly lost and there is nobody nearby to save him. At this point, the phouka will buck his rider off, preferably into a stream or pond.

If the rider chooses to cling to the phouka's back while it bucks, allow him a *Luck Roll* with *Physical Strength* adjustments against a *Threshold* of 15 plus the phouka's *Combat Level* every turn. Failure indicates the character flies from the phouka's back and sustains 2d6 damage from the fall. If the character can somehow remain on the phouka's back for a number of turns equal to the phouka's *Combat Level*, the exhausted phouka will stop bucking and will serve as his steed for one full week.

If the rider is thrown off the phouka's back, the phouka will transform into an appropriate form and attack the unfortunate rider.

If summoned into service by a Black Witch with the spell **Phouka Steed**, a phouka is automatically enslaved to the service of the caster for the duration of the spell.

Pixie

(Pigsie, Piskies)

Habitat: Pixies create their own little kingdoms in the form of pixie rings, or gallitrap. Outwardly, these appear to be nothing more than a circle or large scattered clump of mushrooms. However, the mushrooms and rotting tree stumps and logs in the area provide the pixies with miniature cottages, hovels, and even palaces. Needless to say, the fungus utilized by the pixies requires plenty of decaying vegetation, moisture, and shade.

Life Style: trooping faery

Wealth Type: incidental

Alignment: antisocial unlawful neutral

Cunning: above average

Speed: 95 (flying)

Strength: low

Size: small (3 to 6 inches tall)

Origin: Legends of pixies originate from southern England. The oldest tales describe the pixies as man-sized. Later, they shrank to a height of four feet or so. As time wore on, pixie tales described their subjects as having smaller and smaller statures. Eventually, it is

supposed, they will be as tiny as ants and then disappear from the Earth altogether.

Special Characteristics: Congregations of 12 or more pixies are led by either an above average or a heroic pixie. Any lone pixie encountered is nearly always heroic.

Both above average and heroic pixies can cast the Arcane Lore spells **Elf Shot** and **Facade** once per day. The leaders use **Elf Shot** to equip each pixie in his ranks with a single shot. The **Facade** is commonly used to lure travelers into fairy rings.

The mightiest of the pixie kings have the ability to create magical pixie rings (as per the Arcane Lore spell **Gallitrap**). These rings are highly prized by faery kind and will often be awarded to companies of pixies that are particularly skilled at performing practical jokes on mortals.

Recovery Time: 4

Absorption: 0

Surprise Adj.: 4

Attack Modes: by weapon (a pixie's weapon will usually deliver a single point of damage per attack). A full 80% of pixies carry slingshots as well as swords. Each of these pixies has a single **Elf Shot** (see *The Lexicon of Lore™* for details).

Attributes

PS	ST	AG	MD	PC	WP	FA
-7	-2	12	4	1	2	-2

Pixie Examples

	Below Average	Average
Combat Level	0	1
Attack Bonus	+4	+5
Defense	31	35
Damage Tolerance	1d4	1 + 1d4
E.P. Value	18	30
Damage per Attack	1	1
	Above Average	Heroic
Combat Level	3	6
Attack Bonus	+7	+11
Defense	36	39
Damage Tolerance	3 + 1d4	5 + 1d6
E.P. Value	50	60
Damage per Attack	1	1

Pixies are diminutive fairies who have tiny wings like those of dragonflies and wear tattered green clothes. A pixie's head supports tangled red hair, pointed ears,

and an upturned nose. As pixies often squint, their already short faces appear squat. Although pixies are not malicious or spitefully cruel by nature, they revel in playing practical jokes on travelers. Often, their pranks cross the fine line from 'annoying' to 'down-right infuriating'.

Those pixies lucky enough to dwell in a fairy ring have a particularly fond sport. The pixies hide inside the toadstools until someone steps foot in the ring. At this point the pixies hop out from the toadstools prepared for battle. Extremely wary adventurers (those specifically looking at the mushrooms) may see the pixies while he still has one foot outside of the ring. If his second foot enters the ring, he automatically diminishes to the size of a pixie (as per the mage spell **Gallitrap**). To regain his former state, the unfortunate victim must escape the fairy ring. Many believe that those who do not escape fairy rings become pixies themselves.

Puk

Habitat: Puks seek out streams containing natural traces of gold dust and will ordinarily create nests in the stream banks or within easily accessible rubble piles. Being cold-blooded, however, they will dig rabbit-hole sized lairs underneath any nearby cabin or hovel instead. Any gold nuggets large enough to pick out of the stream's muddy bottom will be carried home as royal bedding material.

Life Style: treasure seeking dragon

Wealth Type: hoard

Alignment: neutral

Cunning: low

Speed: 40 (85 flying)

Strength: low

Size: small (1 foot from the tip of the nose to the end of the tail.)

Origin: The puk is a folkloric tale taken from the Baltic states. These legends describe puks as tiny helpful dragons that bring treasure back to their master's house. It is likely that the stories of these small dragons are derived from the English Puck, a hobgoblin also known as Robin Goodfellow and who stars in Shakespeare's play *A Midsummer Night's Dream*.

Special Characteristics: Like all dragons, puks have an innate ability to sense gold. This acts continually as the mage spell **Dragon Sight**. In addition, puks have the ability to generate a soft glow from their bodies, which illuminates the surrounding area to a radius of about 40 feet. They only use this ability rarely, though, primarily to

attract mates. Both male and female are capable of doing it at any time.

Puks are able to 'spit' out a rapid-fire sequence of fiery balls. This unusual breath weapon consists of tiny dollops of a highly caustic saliva. This saliva is so acidic that it will immediately burst into flame the moment it contacts the air. To strike its target, the diminutive dragon must make a normal *Attack Roll*. Treat this breath weapon as the mage spell **Fire Dart**, with a spell level equal to the puk's *Combat Level*. A puk may breathe in this fashion 3 times per day.

Puks are *Immune to Fire and Acid* and are resistant to all forms of magic. Any spell affecting a puk has its spell level reduced by 5.

Recovery Time: 4

Absorption: 3

Surprise Adj.: 2

Attack Modes: bite. A puk's bite is far too small to deliver *Severity Damage* on anything larger than a chicken.

Attributes

PS	ST	AG	MD	PC	WP	FA
-3	-1	5	--	3	-1	-1

Puk Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+5	+7
Defense	28	30
Damage Tolerance	10 + 2d10	10 + 3d10
E.P. Value	15	27
Damage per Attack	1-3	1-4
	Above Average	Exceptional
Combat Level	7	9
Attack Bonus	+11	+14
Defense	34	38
Damage Tolerance	10 + 4d10	11 + 4d10
E.P. Value	54	120
Damage per Attack	1-4	1-6

A puk is a small four-legged dragon having bat-like wings sprouting from its shoulders. These tiny dragons have skins with a variety of colors. Brown, black, yellow, and red are all common, but relatively few have skins of a uniform color. Rather, puks will usually have dark skins with bright, vibrant spots or bright skins with dark patches. Black skins with yellow underbellies and red spots on the wings is a fairly common coloration pattern for puks, but other, equally spectacular combinations are documented.

Puks have been successfully impressed as familiars. To do so, a character must have the talent of *Familiarizing* and at least 8th level in *Dragon Lore*. Like all familiars, the puk provides its master with an automatic *Perception* bonus which, in the puk's case, equals +2 both night and day. In addition, a puk familiar imparts the permanent ability of **Dragon Sight**, along with its inherent problems.

Needless to say, puk eggs are exceptionally valuable. Every living egg is worth approximately 20,000 silver pieces. Unfortunately, they are about as delicate as robin eggs and are, therefore, quite difficult to transport. Even worse, no puk has ever been successfully bred in captivity, even those that have been impressed as familiars.

R

Ratwife

(Ratmaiden)

Habitat: Ratwives are reclusive individuals who shy away from human contact. Most prefer secluded woodland hovels where they are free to practice their music without interruption. A few have been spotted in the cellars of abandoned buildings and in city sewers. It is likely that these women simply seek an audience that can truly appreciate their arts. There have been accusations, however, that ratwives purposefully infest cities with huge rat populations in order to line their own purses with gold.

Life Style: hermit-like humanoid

Wealth Type: monetary

Alignment: lawful neutral

Cunning: above average

Speed: 65

Strength: average

Size: medium

Origin: Tales of the ratwives (and ratmaidens) originate in Scandinavia. The legends are particularly common in Norway where the lakes and fiords in which a ratwife may drown a screeching rat hoard are plentiful.

Special Characteristics: Ratwives have the ability to charm and control any number of rats and giant rats with music played on three-note reed pipes. This spell works in a manner similar to the Arcane Lore spell **Pied Piper** (see *The Lexicon of Lore™* for details). The magical effects are only effective on rats, however, and are produced at a spell level equal to the player's *Combat Level*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

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

Ratwife Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+4	+7
Defense	25	27
Damage Tolerance	30 + 3d10	30 + 5d10
E.P. Value	15	45
Damage per Attack	by weapon	by weapon
	Above Average	Heroic
Combat Level	7	9
Attack Bonus	+10	+13
Defense	29	31
Damage Tolerance	30 + 7d10	30 + 9d10
E.P. Value	90	280
Damage per Attack	by weapon + 2	by weapon + 3

Ratwives are stout women with dark beady eyes, pointed noses, and long oily hair. They are generally dressed in drab shabby clothing (little better than rags) and are accompanied by a barrage of disturbing olfactory stimulants. Although they speak rarely, their high pitched raspy voices are an unmistakable characteristic. Despite the ratty impression, ratwives are virtuosos with the flute. The lively notes that tumble and dance from a ratwife's instrument are unquestionably those of a musical maestro producing a soothing effect on man and beast alike.

Cities often pay ratwives large sums to rid them of their rat infestations. At least one man is known to have learned the ratwives' secret through arduous work. Some scholars use this piper as proof that children are pests too.

The actual ancestry of ratwives is another hotly debated topic among learned sages. Some believe that ratwives are nothing more than ordinary women with rat-like features while others believe them to be a separate faery race altogether.

Among the musical crowd a similar argument brews. The lutists swear that ratwives are commonly spotted coming out of the flutists' tents late at night and ponder over the likely applications to which these dubious women put their musical talents. The flutists, on the other hand, protest that the spied women were actually the lutists' mothers and that the demonstrated talents were nothing to brag about anyway.

Rowan Tree

(Mountain Ash, Flying Rowan, Caorunn)

Habitat: Rowan trees mainly grow on the slopes and in the valleys of mountainous areas, although they are also found on the plains near mountain ranges.

Life Style: tree faery

Wealth Type: monetary.

Alignment: neutral good

Cunning: above average

Speed: 70 (100 when flying). When a rowan tree walks, it appears to be wading through the dirt like an ordinary man wades through shallow water. If it comes to a rocky landing or a road paved with stone, the tree can actually lift itself out of the dirt and ambulate across the hard surface using only its roots for support. If this is done, its *Speed* is cut in half.

Rowan trees also apparently have the unusual ability to fly, although they usually do so only at night to avoid attracting attention.

Strength: very high

Size: large

Origin: The rowan tree is well known throughout European folklore as a protection against witchcraft and evil spirits. This is likely because the tree's red berries have five points like a pentagram. A staff or cross made of rowan wood, or a bunch of red rowan berries are especially potent talismans. The ancient Celts believed the rowan tree to be the 'tree of life' and held that their red berries has particularly potent medicinal value. Scandinavian lore imbues rowans found growing in inaccessible rocky clefts or in the boughs or other trees with particular potency. These were deemed "flying rowans" since the trees could apparently move on their own volition. The Scottish Gaelic name for the tree is "Caorunn" (pronounced "koroon").

Special Characteristics: When a rowan tree reaches a sufficient age, its inherent faery spirit 'wakes up'. At this point, the tree can move about the forest as it pleases. Rowan trees harbor great *Hatred toward Evil Spirits and Undead*. In addition, they harbor great *Animosity toward Evil Spellcasters* such as Sorcerers, Black Witches, and their ilk. They will defend the forest from all such intruders. This they do quite well, since they have the ability to cast the following mage spells at will: **Disrupt Magic**, **Ectoplasmic Drain**, **Invulnerability Globe**, **Magick Begone!**, and **Magic Reduction**. All spells are cast at a spell level equal to the rowan's *Combat Level*.

Rowan trees also have the unusual ability of flight, similar to the mage spell **Flying Balm**, which they can cast only once per week. They are almost never seen flying, however, as they are loathe to advertise their existence to any hostile neighbors.

Being woody faeries, rowan trees are *Susceptible to Fire*. They have no innate ability to extinguish fires themselves, and so commonly develop alliances with elder trees, which can deal with the problem quite readily. Fortunately for the rowans, elders can do little against magical fires. This, of course, is the rowan's specialty so the two species complement each other nicely.

Despite the threat that fire poses, rowan trees are remarkably difficult to kill. Even though they are living creatures, they have no truly vital organs. Consequently, they are unaffected by *Severity Damage*.

The red berries borne by older rowan trees are remarkably potent when used in medicines. One berry crushed into an herbal balm will increase its healing powers by 2d6. In addition, rowan berry juice prepared by a character with *Remedying Ailments* and served to his patient will give an additional +5 bonus on the healer's chance of curing an illness.

Recovery Time: 7

Absorption: 7

Surprise Adj.: +3

Attack Modes: branch/ branch

Attributes

PS	ST	AG	MD	PC	WP	FA
6	5	-6	-3	2	4	4

Rowan Tree Examples

	Below Average	Average
Combat Level	4	8
Attack Bonus	+8	+14
Defense	20	22
Damage Tolerance	100 + 4d10	125 + 8d10
E.P. Value	119	425
Damage per Attack	3-18/3-18	4-24/4-24
	Above Average	Heroic
Combat Level	12	14
Attack Bonus	+17	+19
Defense	24	25
Damage Tolerance	150 + 12d10	175 + 14d10
E.P. Value	1785	2500
Damage per Attack	4-24/4-24	5-30/5-30

The rowan, or mountain ash, is a deciduous tree with a rough dark brown bark that can grow to a height of 30 feet or more. Its individual leaves are tear shaped and grow in fan-like clusters. Three times per year, the rowan produces brilliant red berries that are quite sweet and juicy. Unfortunately, the taste of rowan berries is quite addicting to many dragon species, so rowan forests are often inhabited by the large reptiles.

The vast majority of rowan trees, those less than a century old, are relatively unremarkable. Their only characteristic of note is that any magic spell invoked within 50 yards of a rowan has its spell levels reduced by 1. This effect is cumulative, so a rowan grove or forest admits very little in the way of spellcasting. Spellcasters traveling through woods containing large populations of rowan trees must subtract 2d6 levels from all spells they invoke. (Re-roll every time the party moves 100 yards or more.) Oddly enough, this magic dampening zone does not seem to have any effect on spells cast by arboreal faeries (i.e. birch tree spirits, rowan trees, elder trees, etc.). In all other respects, these youthful rowans have the stature and rigid stance of any ordinary tree.

Once a rowan tree matures to the point that it animates, it takes on some distinctly human-like features. These include a vaguely humanoid face with knotholes for eyes and two powerful arms ending in a multitude of twiggy fingers. The berries of animated rowans are highly valued by woodland dwellers due to their great medicinal potency. Consequently, they provide the faery with its only source of ready currency. An enterprising woodsman can expect to pay 1 silver piece per berry. Each blooming provides the rowan with about 1000 usable berries. At least half will be kept to seed the surrounding forest.

Rusalka

Habitat: Rusalka are an unusual form of undead which lurk in rivers and lakes during the winter months and dwell in the surrounding forests during the summer.

Life Style: undead man-eater

Wealth Type: hoard

Alignment: antisocial unlawful evil

Cunning: average

Speed: 70

Strength: average

Size: medium

Origin: The rusalka is a rather ambivalent spirit of Slavic lands. It is often treated as a form of faery creature, but is said to arise from maidens who drowned either

through accident or suicide. The legend of the rusalka is tied to that of the vodyanoi, but the connection is rather nebulous in folklore. Some tales state that the vodyanoi 'rescue' drowning maidens by transforming them into rusalka.

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

Although most undead have a terrible fear of sunlight and suffer extreme injury from fresh water, rusalka are completely unaffected by both. In fact, since undead have no need to breathe, rusalka can remain underwater indefinitely.

The only way that a rusalka can regain lost *Damage Tolerance* is through the consumption of human (and demi-human) flesh. For every "meal" in which a rusalka gorges herself on this fare, she regains 1d6 *Damage Tolerance*.

Rusalka have a *Lust for the Taste of Human Flesh* and are able to cast the following mage spells at will: **Faust's Fallacious Facade**, **Glamour**, **Guise**, and **Tickle**. (See *The Lexicon of Lore* for details.) In addition, a rusalka's voice has the effect of the priest Miracle spell **Siren's Song**. Finally, if a group of three rusalkas congregate, they may invoke the priest Ritual spell **Vodyany Vassal** over the body of a drowned man. All spells are cast at spell levels equal to the invoking rusalka's *Combat Level*. (See *The Manual of Mythology*TM for details).

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0 (3 when lunging from the water)

Attack Modes: bite/ claw/ claw

Attributes

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

Rusalka Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+8	+10
Defense	26	28
Damage Tolerance	20 + 5d10	20 + 7d10
E.P. Value	81	198
Damage per Attack	1d8/ 1d4/ 1d4	2d4/ 1d6/ 1d6
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+14	+16
Defense	32	34
Damage Tolerance	20 + 6d10	20 + 8d10
E.P. Value	520	1112
Damage per Attack	1d12/ 1d6/ 1d6	1d12/ 1d8/ 1d8

Rusalka are an unusual form of undead which inhabit fresh water lakes and rivers. Like virtually all undead, rusalka have cold, clammy skin and the sickly pallor of the dead. Depending on the rusalka's age, its flesh may be in any state of decay from that of a newly buried

corpse to that of one which has been rotting in swampy water for months. Even so, all rusalka have remarkable powers of illusion and deception that enable them to present the image of a stunningly beautiful woman. About the only distinctive feature common to all rusalka is that they always present themselves with long flowing green hair. This hair is continually wet. Legend has it that a rusalka will die if her hair ever dries out.

Rusalka lurk in their watery haunts waiting to waylay and drown passers-by, preferably those of the male persuasion. Men are particularly susceptible to the rusalka's trap due to their desire to please any woman with a pretty face. Those that are able to resist the rusalka's personal charms, however, often fall prey to the promise of riches gathered in the rusalka's underwater palace. Of course, castle, riches, and beauty are all merely illusions. The best that can be said of the rusalka is that she can provide her victims with a pleasant death.

S

Salamander

Habitat: Salamanders are not commonly found in the realm of mortals. When they are seen, it is always in connection with blistering heat. Volcanoes and boiling lava flows are their favorite stomping grounds but they are occasionally discovered frolicking in the furnaces of blacksmiths and alchemists. It is said that they will appear in the licking flames of any fire that has been burning continually for seven years.

Life Style: fire spirit

Wealth Type: incidental

Alignment: neutral

Cunning: average

Speed: 120

Strength: low

Size: small

Origin: Legends of salamanders date back to ancient Greece. The great philosopher Aristotle and the Roman historian Pliny both gave accounts of these unusual beasts. Salamanders began their folklorish careers as creatures that were so cold that their bodies would extinguish any flame touching them. Later, they simply thrived in fire with no detriment to either the flame or the salamander. Through the ages, their shapes have been recounted as either worm-like or as a cross between a dog and a lizard.

Some stories describe young salamanders emerging from fuzzy white cocoons which were similarly unphazed by the extreme heat surrounding them. Charlatans in the Middle Ages claimed to use these cocoons as a source of "salamander's wool" which they sold at exorbitant prices. Indeed, garments made from the unusual "wool" had miraculous heat resisting properties. Pope Alexander III even owned a tunic. Study of surviving specimens have revealed them to be nothing more than natural asbestos. Rather than fire dwelling salamanders, it was the rich and gullible nobles of the Middle Ages that were actually fleeced by these fast-talking tailors.

Special Characteristics: Salamanders are not only *Immune to Heat and Flame*, they are actually healed by it. Every point of heat or fire damage delivered to a salamander heals it by one point (up to its normal maximum). In fact, salamanders are continually extracting heat from their surroundings, wherever they are found. If encountered in an environment having a

comfortable temperature for humans, a salamander is still able to draw in enough heat to regenerate lost damage at a rate of about one point per minute.

Salamanders are incredibly quick and agile. They behave as if they are continually **Hasted** (as the mage spell). This speed gives them two attacks per turn with their bites and makes them very difficult to strike.

Anyone touched by a salamander sustains cold damage as per the Arcane Lore spell **Freezing Touch**. Treat the effect as having a spell level equal to the salamander's *Combat Level* (see *The Lexicon of Lore* for details).

The bite of a salamander delivers a *Deadly Killing Venom*. The venom is so dangerous that any stream or well touched by the creature is poisoned for weeks. (See **Poison** elsewhere in this book for details.)

When agitated, a salamander can spit a thin jet of searing flame. This breath weapon can be used once per turn and acts as a **Finger of Flame** spell cast at a spell level equal to the elemental's *Combat Level*. A salamander cannot bite in the same turn that its fiery breath is used.

Like all elemental creatures, salamanders are unaffected by *Severity Damage* and have a *Hatred* toward all elemental creatures not from the plane of fire.

Recovery Time: 3

Absorption: 5

Surprise Adj.: -3

Attack Modes: bite (x2). Since salamander teeth are so small, they cannot deliver *Severity Damage*. Indeed, the amount of physical damage they impose is negligible. It is the frosty and venomous aspects of the bite that are to be feared and the extremely quick nature of the beast (note the *Recovery Time*).

Attributes

PS	ST	AG	MD	PC	WP	FA
-2	--	10	--	3	0	0

Salamander Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+13	+15
Defense	35	37
Damage Tolerance	50 + 7d10	50 + 9d10
E.P. Value	522	1240
Damage per Attack	1d8+7 (frost) + poison	1d8+9 (frost) + poison
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+20	+24
Defense	40	45
Damage Tolerance	50 + 11d10	50 + 13d10
E.P. Value	2822	4536
Damage per Attack	1d8+11 (frost) + poison	1d8+13 (frost) + poison

Salamanders are highly specialized fire elementals resembling small newts. Ranging anywhere from 6 to 12 inches in length, salamanders have four stubby legs and thin reptilian tails. Their slick black skins are covered with brilliant yellow and orange spots. These elementals are normally found zipping to and fro alongside erupting volcanoes and within blazing furnaces. They have boundless energy and an almost unimaginable dexterity that cannot be matched by any living species.

They may not look it, but salamanders are exceedingly cold to the touch. Oddly enough, their frigid nature is due to their voracious and insatiable appetites for heat. Virtually all warmth falling onto a salamander's body is immediately absorbed and used to fuel the creature's incessant activity.

Although they are not living creatures, salamanders do have an interesting "life cycle." The young are completely legless, resembling jumpy, vibrant worms. When they have attained a sufficient age, the worms imprison themselves in fireproof cocoons and undergo the metamorphosis to adulthood. The cocoons are highly prized since the furry silk, known as "salamander's wool," can be fashioned into magical clothes which shield the wearer from flame and heat. A single such cocoon can bring 5,000 silver pieces (Two are required to form a man-sized shirt).

Screaming Skull

Habitat: Screaming skulls generally prefer to be prominently displayed somewhere within the castle or mansion in which they were raised as children. They are often made the centerpieces of the dining tables of grand halls or used as book ends in private libraries.

Any tampering with the lifeless cranium will summon the full wrath of its inhabiting spirit.

Life Style: bored undead

Wealth Type: incidental

Alignment: neutral

Cunning: nil

Speed: 0

Strength: nil

Size: small

Origin: Screaming skulls are known throughout Europe and Asia, although they are particularly popular in England. It may seem unusual for the English to have so many dusty craniums adorning their shelves like so many cricket trophies. However, if you consider the similarities of a person's habits before his death and his ghostly actions afterward, and if you ponder over the ready access many nobles had to axes adorning their estate walls, the fact of these spousal knickknacks certainly loses some of its mystery.

Special Characteristics: When a screaming skull is disturbed, it emits a piercing scream. The screech can be heard in both the mortal and spirit realms, and so attracts the attention of the living and undead alike. The scream continues until the skull is destroyed or the annoyance ceases.

A very few of these nightmarish creatures (5%) have supernatural powers allowing them to curse anyone who is particularly bothersome. These few are able to perform some single curse (i.e. **Age, Babble, Dithering, Double Vision, Enmity, Frailty, Jinx, Unavoidable Target**, etc.) A few have even been known to raise storms (i.e. via **Tempest**). Such curses can only be performed a maximum of once a month and are always geared to the detriment of the living.

Screaming skulls are *Immune to Cold and Mental Spells*, are not adversely affected by *Severity Damage*, and are *Susceptible to Holy Water*. Unlike many undead creatures, screaming skulls have **NO Aversion to Sunlight**.

Recovery Time: 2

Absorption: 4

Surprise Adj.: +4 (not that it does them any good)

Attack Modes: scream

Attributes

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

Screaming Skull Examples

	Nominal
Combat Level	0
Attack Bonus	N/A
Defense	0
Damage Tolerance	5 + 1d10
E.P. Value	1
Damage per Attack	0

A screaming skull is nothing more than a musty old cranium lying on a desktop or table, possibly being impiously used as a paperweight. Its shadowed hollow eyes and toothy grin belie its moody, temperamental nature. Anything that annoys a screaming skull triggers an ear-splitting wail and sets the skull dancing and chattering. It generally takes very little to annoy these skeletal horrors. Often simply entering a room or touching its resting-place suffices.

These bony creatures arise from the remains of people who were promised some honor or final reward after death that went unfulfilled. (i.e. a funeral, last rites, following a will, etc.) Furious at their own inability to exact revenge, these poltergeists strike out in any way they can. Fortunately, most can accomplish little more than setting one's ears to ringing. Their neighbors, of course, may not be quite so limited.

Sea Lion, Heraldic

Habitat: Sea lions are fearless predators who can be found in any sea having an abundance of prey. Although they do not actively hunt men, they will not pass up the occasional sailor that swims their way.

Life Style: aquatic animal

Wealth Type: incidental. Due to the feeding habits of sea serpents, sunken treasure abounds around their lairs.

Alignment: neutral

Cunning: low

Speed: 70 in water

Strength: above average

Size: medium

Origin: The sea lion is a European heraldic creature representing bold and noble action at sea.

Special Characteristics: none

Recovery Time: 5

Absorption: 0

Surprise Adj.: 2

Attack Modes: bite/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
3	1	0	1	2	-4	-4

Heraldic Sea Lion Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+6	+8
Defense	25	27
Damage Tolerance	30 + 5d10	40 + 7d10
E.P. Value	36	126
Damage per Attack	2d6/ 2d4/ 2d4	2d8/ 1d12/ 1d12
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+10	+14
Defense	29	31
Damage Tolerance	50 + 9d10	60 + 11d10
E.P. Value	280	770
Damage per Attack	2d8/ 2d6/ 2d6	2d10/ 2d6/ 2d6

The sea lion has the fore quarters of the king of beasts and the hindquarters of a great fish. They often form prides that overpower more fearsome creatures by force of numbers. To a sea lion, a man is no more or less tasty than a seal, squid, or dolphin. Many sea-dwelling races keep and train these fearsome beasts as guardians of their homes and treasures.

Selkie

(Roane, Seal Maiden)

Habitat: Selkies live in underwater palaces decorated with pearls, shells, exotic corrals, and other ocean delights discovered in their continual oceanic searches. These dwellings are built in magically sustained air pockets where the selkies live in human form. It is possible for mortals to enter and live within these abodes, but they are very difficult to find without the owner's guidance. The waters will soon engulf a selkie's estate without his continual upkeep.

Life Style: aquatic humanoid

Wealth Type: mineral

Alignment: social good

Cunning: average

Speed: 60 (in or out of water)

Strength: average

Size: medium

Origin: The Celts of the British Isles believed seals to be faery maidens who could cast off their skins and assume a human form. These faeries were known as roane or selkies. In fact, *roane* is actually a Gaelic word meaning *seal*.

Special Characteristics: Selkies may transform themselves at will into seal form in a manner similar to the Arcane Lore spell **Animal Form** (see *The Lexicon of Lore* for details). They are limited, however, in that they can only assume the form of a seal with the spell and each must don a specific seal skin to perform the transformation. No other will do, and selkies cannot return to their underwater world without their skins as they are otherwise unable to breathe underwater and are far poorer swimmers in human form.

Selkies can cast the mage spell **Watery Abode** at will.

If a single drop of selkie blood falls into the ocean a violent storm will arise to punish the offender. Treat this as the priest Nature spell **Tempest** cast at a spell level equal to the *Combat Level* of the slain selkie.

Selkies have an *Affinity toward Mermaids*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Attributes

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

Selkie Examples

	Below Average	Average
Combat Level	2	4
Attack Bonus	+4	+6
Defense	22	24
Damage Tolerance	10 + 2d10	10 + 4d10
E.P. Value	12	28
Damage per Attack	by weapon	by weapon
	Above Average	Heroic
Combat Level	6	8
Attack Bonus	+8	+11
Defense	26	29
Damage Tolerance	15 + 6d10	20 + 8d10
E.P. Value	48	150
Damage per Attack	by weapon + 4	by weapon + 6

Selkies are gentle shape-shifting faeries who are usually seen by mortals as large seals lounging on rocky beaches. When they assume their natural state, these water dwelling fairies have an elvish appearance with webbed hands and feet. Their most distinguishing characteristic, however, is their large lipid eyes that are recognizable in either form. In fact, their puppy-dog expressions truthfully advertise their kind natures. These gentle creatures quickly forgive wrongs done against them but rarely forget favors offered to them.

To get from the surface to their underwater estates, selkies must transform themselves into seals. In order to do so, a selkie must don a specific magical sealskin which is its most valued possession. If anyone steals this skin from the selkie, it cannot return home and so remains in the possessor's control until the fur can somehow be regained. The selkie may even be forced to marry its captor. Regardless of the circumstances, the selkie will flee to the ocean the second it has regained its treasured garment.

Selkies sometimes mate with mortals. The males, in particular, are rather amorous toward human damsels and are often sought out by lonely women who are unhappy with their husbands. The produced offspring invariably have webbed hands and feet and are excellent swimmers. In all other respects, the children appear normal.

Selkies have a special affection toward mermaids and often serve them. Legend has it that in ages past, one selfless mermaid sacrificed her own life to save a selkie's. Since then, selkies have repaid the kindness a thousand fold.

Sleipnir

("Glider")

Habitat: Sleipnirs prefer grazing on the wiry tough grass found on the plains of northern climes. They are particularly adept at digging through hard-packed snow to expose the vegetation they demand during the frigid winter months.

Life Style: herd animal

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 250

Strength: high

Size: large. Adults are the same size as large war horses.

Origin: Sleipnir, literally “Glider,” was the preferred steed of the Nordic god Odin. This magnificent horse was the offspring of Svadilfari, a tremendously powerful stallion, and Loki, the god of mischief and discord. The resulting creature was a divine equestrian possessing eight legs which gave it remarkable speed. It could gallop through the air as easily as land (some legends describe sleipnir as having wings) and was supposedly capable of taking its rider anywhere. In one ancient Nordic legend, Sleipnir took the god Hermod to Niflheim in order to beseech Hel to free his brother (Balder) from death’s grip.

Special Characteristics: Sleipnir have exceptionally powerful legs that enable them to jump great distances. Treat this as if it were the mage spell **Bound** cast at a spell level equal to the equestrian’s *Combat Level*. This ability may be performed at will, but requires the horse to have at least a 10 yard run before the leap.

Sleipnir are extremely strong willed. Anyone personally raising a given sleipnir from birth may ride it. However, the stubborn horse will only obey its rider’s directions if he or she has a level in *Horsemanship* equal to or greater than the sleipnir’s *Combat Level*.

Recovery Time: 4

Absorption: 0

Surprise Adj.: -6 (clacloppittitty-ittitty-ittitty-clop)

Attack Modes: hoof/ hoof/ hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
7	8	6	--	4	-1	1

Sleipnir Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+14	+17
Defense	33	35
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	360	920
Damage per Attack	1d10/ 1d10/ 1d10/ 1d10	2d6/ 2d6/ 2d6/ 2d6
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+20	+23
Defense	37	39
Damage Tolerance	175 + 11d10	200 + 13d10
E.P. Value	2138	3276
Damage per Attack	2d8/ 2d8/ 2d8/ 2d8	3d6/ 3d6/ 3d6/ 3d6

The sleipnir is a horse with the rippling muscles of a thoroughbred and the stature and girth of a cleidsdale. This alone would be sure to turn the heads of even the most experienced of ranch hands. But once the steed was brought into full view, every jaw would drop in wide-eyed wonder at the beast’s most distinctive characteristic: its legs. Not that they are, in and of themselves, anything exceptional. It’s just that there are eight of them. Needless to say, this leggy surplus gives the sleipnir a remarkably smooth gait and allows it to gallop at speeds that can drain the color from the faces of even the most jaded of jockeys.

Ordinarily, a biologist would hear “eight legs” and find this sufficient reason to automatically classify the beast along with black widows and tarantulas as an arachnid, but even the most casual of inspections will reveal the sleipnir to be, quite unmistakably, a horse. One with an oversupply of dark-meat, to be sure, but a horse nonetheless. Biologists can take some comfort in the fact that, despite their obviously spider-like features, sleipnirs have never been known to spray webs out of their butts.

Sleipnir are some of the most valued of war-steeds. Unfortunately, their high-strung spirits can tax the patience of any owner. Their trust is not easily earned, but once this is accomplished, sleipnirs are highly loyal to their riders and will defend them with their lives. At most, they will accept only a single person as their riding ‘companion’. Once formed, this bond is a life-long unwavering commitment.

Although quite rare, there have been reports of sleipnirs with wings. The obvious conclusion that can be drawn from this fact is that sleipnirs occasionally interbreed with other equestrian species, including winged horses.

Snow Queen

Habitat: Snow queens dwell in frigid arctic conditions where snow remains on the ground year round. Here they live in vast icy palaces opulently decorated with glittering snow and glassy ice crystals. As if suspended in time, frozen fountains spew streams of motionless ice and tapestries of icicles drape the palatial walls, providing a tasteful counterbalance to the polished floors of blue glacial ice. Snow queens are unable to withstand the warmth of spring, summer, and autumn in more temperate climates. Consequently, they seclude themselves in the frigid realms for most of the year, traveling abroad only in the coldest winter months. Even then, they are rarely seen.

Life Style: hermit-like hag

Wealth Type: hoard

Alignment: social lawful evil

Cunning: high

Speed: 80

Strength: above average

Size: large (8 feet tall)

Origin: The snow queen is taken from Scandinavian folklore and was supposed to dwell exclusively in the northernmost regions of Lapland. Hans Christian Andersen popularized one of these cold beautiful characters in his fairy tale **The Snow Queen**.

Special Characteristics: Snow queens are *Immune to Frost and Cold* and are *Highly Susceptible to Heat and Flame*.

Even slightly grazing a snow queen's skin acts as a combination of the mage spells **Freezing Touch** and **Numb Pain** in such a fashion that the target feels a slight chill but no pain. This ability is innate to these faeries. They are completely unable to suppress the effects of their wintry caresses.

Snow queens may cast the following mage spells: **Cool of Night**, **Cyclonic Passage**, **Dragon's Breath: Frost**, **Frostbite**, **Gale**, **Glass Dagger**, **Hailstorm**, **Icy Glaze**, **Rain Call**, **Revealing Pool** (on glassy frozen puddles), **Snowball**, **Snow Drift**, **Veiling Mist**, and **Witch Wind**. In addition, Snow Queens can fashion snow castles in a fashion similar to the mage spell **Sand Castle**, but utilizing snow as the medium instead of sand. (See *The Lexicon of Lore™* for details.) All spells are cast at spell levels equal to the snow queen's *Combat Level*. Unlike other faeries, these frosty witches lose *Damage Tolerance* due to the stress of the spells they cast, just as normal spellcasters do.

Snow Queens always have a firm footing on ice and snow, regardless of the slippery condition of the surface. Consequently, they rarely enter combat without first laying down icy glazes.

These lovely witches are found only in wintry climes since any Snow Queen caught on a warm spring or summer day will slowly die as she succumbs to the unbearable heat.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon. These faeries are surprisingly skilled in the use of daggers fashioned from ice through which their **Freezing Touch** ability is transmitted. For additional protection, snow queens usually carry pouches containing 2d4 **Snowballs**. Due to their extremely cold natures, they can carry these

projectiles indefinitely without fear of premature detonation.

Attributes

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

Snow Queen Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+8	+12
Defense	33	36
Damage Tolerance	50 + 5d10	70 + 8d10
E.P. Value	99	400
Damage per Attack	by weapon (+ freezing touch)	by weapon + 2 (+ freezing touch)
	Above Average	Heroic
Combat Level	10	14
Attack Bonus	+15	+20
Defense	38	42
Damage Tolerance	80 + 9d10	90 + 10d10
E.P. Value	1020	2100
Damage per Attack	by weapon + 3 (+ freezing touch)	by weapon + 4 (+ freezing touch)

Snow queens are beautiful white-skinned faeries with frosty blond hair and eyes as blue as the arctic sea. Their facial features include exceptionally high cheekbones, almond shaped eyes, and perfect complexions. These lovely maidens dress themselves in thick expensive furs and ride throughout the countryside in luxurious sleds drawn by white stallions. Snow queens are closely akin to ice hags, but, fortunately, there is little family resemblance.

Despite their tremendously good looks, snow queens are lonely desperate individuals constantly seeking the company of an adoring companion. Unfortunately, snow queens are so excessively possessive and controlling that anyone befriending one would effectively become her prisoner. His sentence would not last long, however, unless he could somehow withstand his warden's icy embrace.

Spider, Gleaming Red

Habitat: Gleaming red spiders live exclusively underground in caves and abandoned mine shafts. They are commonly kept as living light sources by many races of the dark underworld.

Life Style: instinctive arachnid

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 5

Strength: low

Size: small. Gleaming red spiders grow to have leg spans of anywhere between 3 and 12 inches. Those kept as pets or light sources tend to be better fed and are therefore generally on the larger side.

Origin: Gleaming red spiders originate from Scandinavian fairy tales. Hans Christian Andersen presents them as a bit of dungeon dressing in his tale *The Traveling Companion*.

Special Characteristics: For a period of 24 hours after a one of these arachnids has gorged itself on fresh blood, it is capable of mating. It advertises this fact to prospective mates by producing a dull low reddish glow. To normal human vision, this light is sufficient only to see to a distance of about 15 feet after the eyes have acclimated to the dark surroundings. However, many of the underworld races have extremely sensitive eyes that can see to distances of 50 feet or more with the light of a single gorged spider.

The bite of a gleaming red spider injects a *Minimal Paralyzing Venom* (described under *Poison* elsewhere in this book). The poison does little damage but acts as a local anesthetic that allows the spider to drain its meal undetected. Those bitten must make *Luck Rolls* with *Stamina* adjustments against a *Luck Threshold* of 20 to detect the bite.

Gleaming red spiders can see heat sources in the dark as the mage spell **'Squito Sense**. See *The Lexicon of Lore* for details.

Recovery Time: 5

Absorption: 0

Surprise Adj.: 2

Attack Modes: bite. Needless to say, the fangs of a gleaming red spider are too small to deliver *Severity Damage* regardless of *Attack Rolls*.

Attributes

PS	ST	AG	MD	PC	WP	FA
-6	-3	-3	--	1	-4	-4

Gleaming Red Spider Examples

	Nominal
Combat Level	0
Attack Bonus	+3
Defense	17
Damage Tolerance	1d4
E.P. Value	2
Damage per Attack	1 + poison

Gleaming red spiders derive their name from the fact that they periodically emit a dim red glow. In their native environments, this glow is produced infrequently since it is triggered only when a spider has feasted to the point of bursting. At these times, the spider is desirable as a mate since it has proven capable of feeding itself and obviously has sufficient resources to produce offspring.

Many of the underworld races keep gleaming red spiders as family pets, feeding them with rats and the occasional humanoid captive. Since the arachnids are far from cuddly, they are usually housed in small cages that are hung on wall hooks or from chains in the center of the household. The illumination of these spiders is obviously the main reason they are so highly prized, so they rarely go without the blood required to keep their internal 'fires' burning.

A healthy gleaming red spider is worth about 50 silver pieces in the markets of the underworld.

Spriggan

Habitat: Adventurers can find spriggans around old ruins, castles, tombs, faery knolls and other places where buried treasure exists. Ironically, if thieves steal the treasure he guards, the lawful spriggan pilfers another's booty to quickly replenish the hoard.

Life Style: guardian fairy

Wealth Type: see below

Alignment: lawful evil

Cunning: average

Speed: 70

Strength: variable (see *Special Characteristics*).

Size: variable (see *Special Characteristics*).

Origin: Spriggans have their origins in the west of England and in Wales.

Special Characteristics: A spriggan can assume any size (and requisite *Physical Strength*) between a pixie (3 inches tall) and an ogre (10 feet tall). Any weapons and armor the spriggan uses also adjusts to an appropriate size.

Spriggans may cast the following mage spells once per day: **Blight**, **Cyclonic Passage**, **Evil Eye**, **Hex**, and **Spider's Thread**. In addition, spriggans may cast **Faery Pinch** at will. All spells are cast at a spell level equal to the faery's *Combat Level*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 3 when suddenly enlarging or when attacking as a teensy faery. -3 otherwise.

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
8	4	1	-1	2	1	-1

Spriggan Examples

	Below Average	Average
Combat Level	4	7
Attack Bonus	+9	+12
Defense	27	30
Damage Tolerance	90 + 4d10	90 + 7d10
E.P. Value	98	270
Damage per Attack	by weapon + 6	by weapon + 8
	Above Average	Heroic
Combat Level	9	11
Attack Bonus	+14	+16
Defense	32	34
Damage Tolerance	90 + 9d10	90 + 11d10
E.P. Value	600	1368
Damage per Attack	by weapon + 10	by weapon + 12

Spriggans are the ugliest of sprites. They have black, mottled, blotchy skin amply adorned with scabby warts, juicy boils, and a light sprinkling of pimples. The startling sight is enough to even make a battle-hardened dermatologist weep. Although no two spriggans look exactly alike, their frames are all twisted and bent, often forcing the faery to waddle or limp. Even so, spriggans are remarkably spry and, though far from graceful, merrily dance and frolic with surprising vigor.

Despite the spriggan's horrid appearance, the other faery races covet their favors since they are superb guardians. Their unusual aptitude at the sentry post comes from a mixture of their skills and attitudes. A spriggan obeys faery law and protocol with the same

attention to detail as a grade schooler following an irate school marm through a ruler factory. Even so, the spriggans' evil temperament often has them dealing overly harsh punishments for minor crimes.

Sprite

Sprites are the smallest of the faery races, having heights ranging anywhere between ¼ inch and 3 inches. Many sprites are literally knee-high to grasshoppers. Due to the obvious physical handicaps their diminutive stature entails, having a sprite as a character is impractical. After all, for any sprite to perform the simple act of speaking to a human would necessitate it flying up to a cavernous ear and shouting at the top of its tiny little lungs.

You might think that even this simple gesture would be a life endangering action. Indeed, more than a few sprites have suffered excruciating agony merely because an unsuspecting human mistook their calls for attention to be the faint whine of a pesky mosquito. Fortunately, although sprites can apparently be damaged by normal weapons, they can only be *killed* by magical means.

Despite their naturally shy natures, sprites are quick to befriend any deserving character having the talent of *Faery Bonding*. Sprites are especially fond of peasants. In addition, it is not unknown for a sprite to be taken as a familiar. To do so, a character must have the talent of *Familiarizing* and must be at least 8th level in *Faery Lore*.

Wealth Type: incidental

Cunning: average

Strength: low (exceptionally so)

Size: teensy

Recovery Time: 2

Absorption: 0

Surprise Adj.: 4

Attack Modes: by weapon (Sprites use appropriately sized weapons that deliver damage equal to a mere point. They are incapable of delivering *Severity Damage* to anything larger than a sparrow.)

Attributes

PS	ST	AG	MD	PC	WP	FA
-6	-1	8	4	3	3	-2

Sprite Examples

	Below Average	Average
Combat Level	1	2
Attack Bonus	+6	+10
Defense	36	38
Damage	½	½
Tolerance		
E.P. Value	12	20
Damage per Attack	¼	½
	Above Average	Exceptional
Combat Level	4	6
Attack Bonus	+16	+18
Defense	40	44
Damage	¾	1
Tolerance		
E.P. Value	45	90
Damage per Attack	1	1

Hyter Sprite

Habitat: Hyter sprites prefer to live near the ocean where they can enjoy the sandy beaches.

Life Style: solitary faery

Speed: 20 (90 flying)

Alignment: social good

Origin: The hyter sprite is an English faery that comes from the Lincolnshire and East Anglian areas.

Special Characteristics: Whenever it desires, a hyter sprite may assume the form of a sand martin. When in this form, the hyter sprite can still be recognized by those versed in faery lore. Although his new form provides him with sand-colored feathers but its eyes remain a brilliant green, providing wary observers with an unambiguous clue about the bird's true nature. The transformation requires one second to perform.

Hyter sprites have an *Affinity for Human Children* and are very protective of them. Many a lost child has been returned to its parent's arms because of a hyter sprite's kind attention.

Hyter sprites are among the largest of the sprite races, towering to a dizzying height of 3 inches. Their skin and hair is a sandy brown that perfectly matches the feathery garments in which they dress themselves. The hyter sprite's only truly colorful characteristic is found in its eyes which are bright green. Their eyes are, in fact, their only truly distinguishing feature. Like the other sprite races, these faeries have an innate shape-shifting ability which, in the hyter sprite's case, allows them to

transform themselves into sand martins. The magic is apparently too weak to enable a complete metamorphosis, though, since their green eyes remains invariant regardless of the form taken.

Despite the fact that sprites have a universal dislike for discourse with the mortal realm, hyter sprites are unusually social. They have remarkably kind hearts and will overcome their aversion to human contact if they are witness to any injustice or suffering where they have the power to intervene.

Pillywiggin

(Dew Sprite)

Habitat: Pillywiggins are forest and plains dwellers where they set up cozy abodes in any convenient cavity. This often means a pillywiggin will adopt the blossom of a cow slip, wild thyme, bluebell, or foxglove as "home sweet home." In the absence of wild flowers, though, the shell of a robin's egg or the shelter of a knothole will suffice. An area of approximately 5 feet around the sprite's lair is adopted as its 'sphere of influence' and the pillywiggin will industriously tend to the fauna with the same care that a grandmother gives to the knitting of her grandchild's mittens.

Life Style: solitary faery

Speed: 15 (60 flying)

Alignment: neutral good

Origin: Pillywiggins are a purely British imagining which asserts that the tiny faery can go anywhere a bee can travel.

Special Characteristics: In the area immediately surrounding a pillywiggin's adopted home, the pillywiggins attentive efforts act as the mage spell **Vigorous Flora**. Unfortunately, the tiny sprite can only do so much, so the effect extends to a range of a mere 5 or 10 feet.

Pillywiggins have an innate shape-shifting ability that enables them to transform into any form of small winged insect. Bees and dragonflies are their favorite disguises. The transformation can be done at will and requires one second to complete.

If a group of 10 or more spunkies act in concert, their combined efforts can invoke the mage spell **Thorny Tangleroot** which is cast at a spell level equal to the highest *Combat Level* of the group. Of course, this will only be done in the most dire of circumstances, since pillywiggins want nothing more than to be left alone.

Pillywiggins are lithe little faeries with dainty limbs and gossamer wings like those of a dragonfly. They dress themselves with flower petals and thistledown. Even for

sprites, the pillywiggin is tiny since a fully grown adult is no larger than a common bee. Diligent students of faery lore have noted all pillywiggins seem to have a very youthful appearance. Whether this is due to some hermit-like trait found only in older pillywiggins or, more likely, a faery characteristic that allows these sprites to retain their youthful vigor indefinitely is unknown. Whatever the explanation, there is no dearth of specimens to study. Pillywiggins tend to populate enchanted forests and glades like mosquitoes populate swamps. Either pillywiggins live exceptionally long and fruitful lives, or they breed like lemmings.

One of the pillywiggin's most important duties is to flit about in the hours before dawn and deposit dew drops on every grass blade, leaf, and spider web found in its domain. These are the pillywiggin's busiest hours, because its job must be complete before the first rays of sunlight break night's dark hold. At this time, the tiny sprite must proceed with its next important chore of opening any nearby blossoms to welcome the new day.

Spunkie

(Fire Sprite)

Habitat: Spunkies inhabit forests, swamps, plains, and hillsides. Anywhere fireflies, lightning bugs, and glowworms are found, so can the spunkie.

Life Style: solitary faery

Speed: 15 (80 flying)

Alignment: neutral

Origin: Spunkies are known throughout the British Isles. Many tales describe them as the souls of unbaptized babies and link them directly with the Will-o-Wisp. The Scottish spunkie legends focus on this dark view, but the stories from Western England give them a more faery bent, including the ability to shape-shift into pale moths.

Special Characteristics: Whenever it desires, a spunkie can make its body produce a brilliant light that acts like the mage spell **Firelight**. Normally, though, the spunkie produces no more illumination than a common firefly.

Spunkies have an innate shape-shifting ability that enables them to transform into small white moths. When this is done, the spunkie loses all of its innate luminary properties. The transformation can be done at will and requires one second to complete.

If a group of 3 or more spunkies act in concert, their combined efforts can invoke the mage spell **Burn!** which is cast at a spell level equal to the highest *Combat Level* of the group. In settings where gunpowder is

available, spunkies take great delight in setting it aflame. With effort, even a lone spunkie can ignite a substance that is so flammable, and the spectacular result undoubtedly provides a hefty boost to the teensy sprite's ego.

Needless to say, Spunkies are completely *Immune to Heat and Fire*.

Spunkies are tiny humanoid winged faeries with radiant bodies that burn with an ethereal cold flame. This unusual appearance often has them mistaken for will-o-wisps or luminary ghosts. Due to these misplaced notions, the sight of a spunkie often produces a terrified reaction far in excess of what can be justified from its diminutive stature and benign nature.

The spunky's main duty is to ignite the embers that give fireflies and their kin the ability to glow at night. Without spunkies, summer nights would be considerably darker and far less interesting. Spunkies will work especially hard if a child is nearby with mayonnaise jar in hand.

Swan Knight, Maiden, Woman

(Swan Knight, Swan Maiden, Swan Woman)

Habitat: It is unknown where swan maidens and swan women dwell, since they are only seen in human form bathing in rivers and lakes. It is assumed they live in large opulent castles, since their male counterparts, the swan knights, are formidable warriors and many of these are known to possess large fortress-like estates.

Life Style: shape-shifting humanoid

Wealth Type: monetary

Alignment: lawful neutral to lawful evil

Cunning: average

Speed: 70 in human form on ground, 100 flying in swan form

Strength: average to above average

Size: medium

Origin: Swans are sometimes considered deceitful avians since their white feathers cover the swan's black skin. Swans were believed to sing only before their own deaths, so the last work created by a composer was known as his *swan song*.

Celtic folklore abounds with tales of swan maidens and the somewhat rarer swan knights. The young maids were often pleasant to men, who would steal their swan feather garments and force them to submit to their desires. As the swan maidens became more familiar with the ways of men, they reportedly became more and more antisocial. By the time a swan maiden matured

into a woman, she supposedly learned the arts of sorcery and black magic.

Scandinavia has its own swan maidens, which are eloquently described in Hans Christian Andersen's fairy tales *The Wild Swan* and *The Marsh King's Daughter*.

Special Characteristics: All swans may transform themselves at will from human form into swan form and back again in a manner similar to the mage spell **Animal Form** (see *The Lexicon of Lore™* for details). They are limited, however, in that they can only assume the form of a swan with the spell and each must don a specific swanskin to perform the transformation. No other will do, and swans cannot return to their faeryland homes without them.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon

Swan Knight

Special Characteristics: Many swan knights are also black knights, with all the spellcasting privileges that entails. Thus, they are able to cast priest spells from the categories of **Battle** and **Curses**. (Most swan knights follow Celtic deities.)

Like all knights, swan knights have the talents of *Horsemanship*, *Florentine*, and *Defending with Large Shields*. All are used at skill levels equal to the knight's *Combat Level*. See *The Grimoire of Game Rules* for details.

Attributes

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

Swan Knight Examples

	Below Average Knight	Average Knight
Character Level	8	10
Combat Level	9	12
Attack Bonus	+15	+18
Defense	32	36
Damage Tolerance	40 + 3d10	40 + 4d10
E.P. Value	280	1125
Damage per Attack	by weapon + 4	by weapon + 5
	Above Average Knight	Heroic Knight
Character Level	12	14
Combat Level	14	16
Attack Bonus	+21	+23
Defense	38	40
Damage Tolerance	40 + 4d10	40 + 5d10
E.P. Value	2268	2138
E.P. Value (Black Knight)	3192	4125
Damage per Attack	by weapon + 6	by weapon + 7

Swan Maiden

Special Characteristics: Swan maidens are sometimes thought of as a mixed breed of three elemental spirits: those of water, air, and earth. This opinion is reinforced by the magical powers of these lovely maids. In addition to their shape-shifting abilities, swan maidens may cast the following mage spells at will: **Aqua Air**, **Armour**, **Carbuncle Stone**, **Dust Devil**, **Elf Shot**, **Glowing Aura**, **Protection from Missiles**, and **Vapors of Healing**. All spells are cast at spell levels equal to the swan maiden's *Combat Level*. See *The Lexicon of Lore* for details.

Attributes

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

Swan Maiden Examples

	Below Average	Average
Combat Level	2	4
Attack Bonus	+4	+6
Defense	22	24
Damage Tolerance	10 + 2d10	10 + 4d10
E.P. Value	12	28
Damage per Attack	by weapon	by weapon
	Above Average	Heroic
Combat Level	6	8
Attack Bonus	+8	+11
Defense	26	29
Damage Tolerance	15 + 6d10	20 + 8d10
E.P. Value	48	150
Damage per Attack	by weapon + 2	by weapon + 3

Swan Woman

Special Characteristics: As a swan maiden ages, her heart become hard and cruel. As such, her spellcasting ability shifts from having an elemental bent to darker shades. All swam women may cast the following mage spells at will: **Blind, Blood Boil, Bone Brittle, Crimson Death, Evil Eye, Hex, Leech, Mesmerize, Pox, Rage, Rigor Mortis, Shield of Ignus Fatuus, Stabbing Pain,** and **Wail of the Banshee**. All spells are cast at spell levels equal to the swan woman's *Combat Level*. See *The Lexicon of Lore* for details.

Attributes

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

Swan Woman Examples

	Below Average	Average
Combat Level	5	8
Attack Bonus	+8	+12
Defense	26	29
Damage Tolerance	40 + 5d10	80 + 8d10
E.P. Value	108	450
Damage per Attack	by weapon	by weapon+2
	Above Average	Heroic
Combat Level	10	14
Attack Bonus	+14	+20
Defense	32	36
Damage Tolerance	80 + 9d10	90 + 10d10
E.P. Value	1260	2100
Damage per Attack	by weapon+3	by weapon+4

Every avid bird watcher knows that swans are far more than just large birds with long graceful necks and beautiful feathers. When men are nowhere in sight, swans are known to remove their feathered garments and bathe nude in human form. Swans in their man-like state are trim and muscular. The maids have fair skin and their hair matches the color of their feathered clothes. Mature swans are also quite physically fit, but their skins and hair are jet black.

If a swan maiden is caught unaware and her feathered garment is stolen, the thief will have absolute control over the unfortunate swan since the cloak is the faery's most prized possession. For its return, the maid will go to any length. Of course, if the swan turns out to be a mature knight or woman, the thief is far more likely to painfully feel the swan's displeasure than to benefit from any unearned reward.

T

Tarasque

Habitat: The tarasque prefers a Mediterranean climate where livestock are plentiful and the peasants taste of wine and quiche. The dragon is quite comfortable in the water as well, easily able to remain submerged for hours before being forced to surface for air. They are strong swimmers, utilizing their powerful tails for underwater propulsion.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: evil

Cunning: low

Speed: 50 (land or water)

Strength: exceptional

Size: huge

Origin: The tarasque roamed the banks of the Rhone River in southern France near a town named Nerluc where it ravaged the countryside, killing farm animals and farmers alike. Even a dozen fully armored knights were no match for the beast. The people of Nerluc, in desperation, turned to St. Martha, a quiet selfless Christian maiden who was said to have performed a number of miracles in the past. She quietly strode out across the field where the dragon feasted on the blackened corpse of a local peasant, formed a cross from two charred pieces of straw, and presented the make-shift holy symbol to the beast. Instantly, the monster was transformed into a timid, tame animal. After sprinkling holy water over the tarasque, St. Martha placed a light cord around its neck and led the shy reptile into town, much to the townsfolk's astonishment. St. Martha's great demonstration that peace and faith are more powerful than anger and violence so impressed those gathered that they hesitated for a full twenty minutes before bludgeoning the now timid creature to a bloody death. The town was ever afterward known as Tarascon.

Special Characteristics: Tarasques have an *Affinity for the Taste of Venison and Lamb*, but will be more than happy to supplement their diets with any shepherds or herdsmen that protest the menu.

When attacked, a tarasque usually spouts fire at the opposing force. This fiery breath extends in a cone 80 feet long with a base diameter of 50 feet. Anyone in this area takes 1d10 of fire damage per *Combat Level* of the dragon. Allow a *Luck Roll* with *Agility* adjustments

against a *Threshold* of 15 plus the dragon's *Combat Level*. Success indicates the character sustains only 1/2 damage from the flame. A tarasque breathes in this way once per day for every 75 *Damage Tolerance* points it possesses. Of course, any combustible materials in the affected area immediately ignite. While breathing flame, a dragon cannot bite but retains all other forms of attack.

If a large party attacks a tarasque, it will bellow a mighty roar to frighten off some of its attackers. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

Tarasques are completely *Immune to Heat and Flame*. In addition, they are resistant to all forms of arcane magic. Any mage spell affecting a tarasque has its spell level reduced by 7 levels. Even so, priest spells cast by *Good* spellcasters are unaffected by the beast's magical resistance (although they are still immune to fire).

Recovery Time: 5

Absorption: 15

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw/ tail. A tarasque cannot use all of its attacks on a single opponent. Those toward the front of the dragon risk attack from the head and fore claws. Those toward the rear risk attack from the hind legs and tail. (Turtle-like, the beast must keep at least four legs on the ground at all times. However, since it has a total of six legs, two are always available as weapons.) The flaming breath may, of course, be directed toward any foe within range.

Attributes

PS	ST	AG	MD	PC	WP	FA
16	16	-5	--	3	-2	-2

Tarasque Examples

	Below Average	Average
Combat Level	10	13
Attack Bonus	+18	+22
Defense	25	27
Damage Tolerance	350 + 10d10	400 + 13d10
E.P. Value	4020	8442
Damage per Attack	3d10/ 2d12/ 2d12/ 2d10	4d8/ 3d8/ 3d8/ 2d10
	Above Average	Exceptional
Combat Level	15	20
Attack Bonus	+25	+31
Defense	28	29
Damage Tolerance	425 + 15d10	450 + 20d10
E.P. Value	12420	20125
Damage per Attack	4d8/ 3d8/ 3d8/ 2d12	4d10/ 3d8/ 3d8/ 2d12

The tarasque is one of the most bizarre of all dragons. If not for its dagger-like teeth and flaming breath, you might not think it a dragon at all. In fact, it looks as though it is more akin to a giant building-sized tortoise than a wyrm. The tarasque has a hard carapace resembling an enormous turtle shell with horny spiked protrusions. It shambles around on six short but stocky legs, unable even to outpace most humans. Even so, the tarasque finds penned livestock to be easy prey and its fiery breath can easily bring down any quarry that comes within range, regardless of its speed. Its head is that of a great lion, albeit one with a scaly mane, and its tail is long and thick, easily able to send a mounted knight flying.

Tatzlwurm

Habitat: Tatzlwurms live in mountaintop caverns and crevices where they overlook the townships nearby. These dragons usually content themselves with snatching small livestock but occasionally attack children.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: evil (5% variable)

Cunning: below average (33% low)

Speed: 80 (180 flying)

Strength: high

Size: small to medium

Origin: The tatzlwurm is a legendary inhabitant of the Switzerland, Bavarian, and Austrian mountains.

Special Characteristics: All tatzlwurms are naturally *Immune to Acid and Fire* and are *Resistant to Magic*. Any spell cast at a tatzlwurm has its spell levels reduced by 5.

When attacked directly, the tatzlwurm spits a caustic acid at opponents. This liquid is so caustic it actually ignites when it comes in contact with air. To strike a foe with this spittle, the tatzlwurm must make a normal *Attack Roll*. If successful, the struck individual sustains a number of d6 acid damage equal to the *Combat Level* of the reptile. Allow the struck creature no *Luck Roll*. A tatzlwurm spits in this way once per day for every 75 *Damage Tolerance* points it possesses. Of course, any combustible materials struck immediately ignite. While spitting, a tatzlwurm forgoes all other forms of attack.

True to dragonkind, the tatzlwurm has an *Uncontrollable Lust for Gold*.

Recovery Time: 5

Absorption: 9

Surprise Adj.: 0

Attack Modes: bite/ claw/ claw/ tail or acid spit

Attributes

PS	ST	AG	MD	PC	WP	FA
7	5	-1	--	5	-1	-1

Tatzlwurm Examples

	Below Average	Average
Combat Level	8	10
Attack Bonus	+14	+17
Defense	27	29
Damage Tolerance	175 + 8d10	200 + 10d10
E.P. Value	1225	3180
Damage per Attack	3d8/ 3d4/ 3d4/ 2d8	4d6/ 3d6/ 3d6/ 2d10
	Above Average	Exceptional
Combat Level	12	14
Attack Bonus	+20	+23
Defense	30	32
Damage Tolerance	225 + 12d10	250 + 14d10
E.P. Value	4620	8700
Damage per Attack	4d6/ 3d6/ 3d6/ 2d12	4d8/ 3d8/ 3d8/ 4d6

The tatzlwurm is small dragon species that rarely grows to a size larger than a man. In fact, a sizeable number of reports state that some sighted tatzlwurms escaped observation by darting through the knothole of a rotting tree. Most likely, these reports are sightings of very

young tatzlwurms since an adult, while small in dragon terms, can easily carry off a plump sheep.

The tatzlwurm is a serpentine dragon having four clawed legs and a pair of bat-like wings. The hue of the tatzlwurm's scales varies from a reddish brown to a brownish green although a few tatzlwurms with white skins have been reported. The tatzlwurm looks quite similar to the heraldic dragon in form but is rarely mistaken for its cousin due to the extreme size difference. The tiny tatzlwurm is completely dwarfed by its larger twin.

Despite its dragon ancestry, the tatzlwurm is extremely shy and will flee any large group unless confronted in its lair. If the reptile believes it has a fighting chance to overpower a party, however, it is not above grabbing a succulent hob or goblin snack.

Unlike most other dragon forms, the tatzlwurm does not have a bellowing roar to frighten off intruders. Rather, this shy dragon type will generally flee when obviously overpowered.

Taxim

Habitat: Taxims can obviously be found in the dark crypts and tombs that house the bodies of the dead. Surprisingly, they are just as commonly encountered wandering across the countryside or lurking in dark alleys in search of vengeance. Whenever they are seen, they are always shrouded in shadow since they are extremely averse to the light of day.

Life Style: undead humanoid

Wealth Type: incidental

Alignment: neutral

Cunning: below average

Speed: 40

Strength: average

Size: medium

Origin: The legend of the taxim arose in Eastern Europe, where it was believed that the remains of the restless dead would rise to revenge themselves on those who wronged them during life.

Special Characteristics: A taxim may assume a ghostly state 3 times a night for a duration of 1 turn each to aid in passing through doorways, walls, and other barricades.

Most taxims (90%) are surrounded by the stench of their own rotting flesh. Treat the horrible aroma as the mage spell **Noxious Fumes** on all breathing creatures within 10 feet of the revenant (cast at a spell level equal to the

taxim's *Combat Level*). The smell often gives warning of a taxim's approach so these monsters rarely surprise their foes.

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

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: +3

Attack Modes: by weapon

Attributes

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

Taxim Examples

	Below Average	Average
Combat Level	2	4
Attack Bonus	+5	+8
Defense	23	25
Damage Tolerance	35 + 2d10	40 + 4d10
E.P. Value	40	70
Damage per Attack	by weapon	by weapon + 2
	Above Average	Heroic
Combat Level	6	8
Attack Bonus	+11	+14
Defense	27	29
Damage Tolerance	45 + 6d10	50 + 8d10
E.P. Value	132	300
Damage per Attack	by weapon + 4	by weapon + 5

A taxim is a male humanoid that has risen from his grave to exact revenge for some injustice done against him or his loved ones. The taxim rises 1d6 nights after its death and stalks whatever villain (or villains) it holds responsible for its lifelong misery, premature downfall, or plain old bad luck. When it finds its nemesis, the taxim will attempt to kill him in a manner that exacts poetic justice. For example, if a spurned suitor beheaded a taxim's sister, it may attempt to repay the deed using the same technique. Of course, if the taxim cannot erect a guillotine in its hated quarry's bedroom, an axe will have to do.

Tiger, Heraldic

Habitat: Heraldic tigers live solitary lives deep in dense forests.

Life Style: predatory animal

Wealth Type: incidental

Alignment: neutral evil

Cunning: low

Speed: 90

Strength: above average

Size: medium to large (400 to 500 pounds).

Origin: The heraldic tiger was an invention of European folklore. It's distinctively non-feline form arose from the total lack of actual tigers living in Europe. Thus, the only information available came from tales of the ferocious beasts related by Middle Eastern travelers. It represents cruelty and destructiveness.

Special Characteristics: None.

Recovery Time: 7

Absorption: 0

Surprise Adj.: +2

Attack Modes: bite

Attributes

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

Heraldic Tiger Examples

	Below Average	Average
Combat Level	2	4
Attack Bonus	+5	+8
Defense	23	24
Damage Tolerance	40 + 2d10	45 + 4d10
E.P. Value	16	35
Damage per Attack	2d6	2d8
	Above Average	Exceptional
Combat Level	6	8
Attack Bonus	+11	+14
Defense	26	28
Damage Tolerance	50 + 6d10	55 + 8d10
E.P. Value	84	200
Damage per Attack	2d10	2d12

Heraldic tigers do not really look very similar to their natural namesakes. While they do have tawny coats covered with vertical black stripes, it is here that the

similarity between this creature and the magnificent Asian feline ends. The heraldic tiger's body resembles that of an enormous wolf, often reaching a height of 4 or 5 feet at the shoulders. Likewise, its head is distinctively canine, with unusually large jaws and oversized canine teeth. Accenting its vicious maw are two large lower tusks protruding upward from the lower jaw which are capable of delivering unusually severe gashes in any creature unlucky enough to fall prey to one of these beasts. In addition, a bony upward curving horn protrudes from the tip of the monster's otherwise wolfish snout. Finally, the heraldic tiger has tufts of hair on its neck resembling a scraggly lion's mane and its tail, though striped down its entire length, is capped with another hair tuft, making its one truly cat-like feature decidedly lionish in appearance.

Tree of Ghostly Dread

Habitat: These arboreal haunts can be found anywhere that trees grow. For reasons only they understand, they tend to congregate around the castles of necromancers and within haunted forests. The most likely explanation is that these gnarly beasts make superb dungeon scenery (but rather poor arch-villains).

Life Style: undead spirit

Wealth Type: incidental

Alignment: antisocial

Cunning: below average

Speed: 0

Strength: high

Size: large

Origin: Haunted trees are found in folklore throughout Europe. In 1958, Elliott O'Donnell cited numerous examples (in Canada, Scotland, Germany, and England) in his *Trees of Ghostly Dread*, the title of which was used in the naming of this nightmarish horror.

Special Characteristics: Flame damages these trees as normal. Nevertheless, if a group of 5 or more refrain from attacking, they can put out normal fires as the mage spell **Extinguish** (see *The Lexicon of Lore™* for details).

Like all undead, these creatures are *Immune to Frost and Mental Spells*, are not adversely affected by *Severity Damage*, and are *Susceptible to Holy Water*. Nevertheless, they are not *Afraid of Sunlight* (or at least they can't do anything about it).

Recovery Time: 9

Absorption: The tree itself absorbs 6 points of damage from every blow delivered from a bladed weapon. Blunt weapons cause no damage to these horrifying monstrosities.

Surprise Adj.: 4

Attack Modes: branch/ branch

Attributes

PS	ST	AG	MD	PC	WP	FA
6	7	-20	--	1	-1	-1

Tree of Ghostly Dread Examples

	Below Average	Average
Combat Level	3	5
Attack Bonus	+4	+6
Defense	5	5
Damage Tolerance	150 + 3d10	200 + 5d10
E.P. Value	35	72
Damage per Attack	1-10/1-10	1-12/1-12
	Above Average	Exceptional
Combat Level	7	9
Attack Bonus	+8	+10
Defense	5	5
Damage Tolerance	250 + 7d10	300 + 9d10
E.P. Value	162	440
Damage per Attack	2-12/2-12	3-18/3-18

A tree of ghostly dread is a tree that has been possessed and animated by the spirit of a man murdered in the forest. The spirit lingers near its place of execution seeking an outlet for its seething anger against the world's cruelty. Before long, the spirit discovers that its only means to influence the material world is by inhabiting and manipulating the nearby trees.

These haunted trees patiently wait for forest trespassers. Their initial attack usually surprises adventurers unaccustomed to aggressive oaks. The spirit of any character killed by one of these haunted trees immediately inhabits the nearest unhaunted tree and continues its killer's occupation.

If the tree is destroyed, the spirit that haunts it flees to the nearest tree of sufficient size to house it. The newly possessed tree slowly dies over a period of 2d4 weeks. As soon as the tree is totally dead, the spirit gains absolute control of the dead husk and may begin manipulating the limbs and roots. If no tree lies within 100 yards when 'slain', the inhabiting spirit dies.

Troll, Dwarfish (Trow)

The dwarfish troll, or trow, represents the most modern form the troll takes in folklore, being a direct descendant of the gigantic monsters described in Nordic mythology. Breaking with trollish tradition, though, dwarfish trolls make superb mages (*Piety* spellcasting is definitely not their forte). They usually apprentice themselves to Sorcerers and consider Creationism the apex of any worthwhile career.

Despite their trollish origins, dwarfish trolls are not man-eaters and resent any implications that their diets may be less than honorable. Even so, they often associate with trolls and are extremely suspicious of men, who often mistake them for their more cannibalistic brethren. If a lone trow encounters a group of men, it will remain alert for fear of a surprise attack. Their refusal to turn their backs has given rise to the mistaken notion that these small trolls walk backwards. Most peasants consider meeting a trow a bad omen (probably due more to the company they keep than to their actions).

Some players may express a desire to play a dwarfish troll character. This is quite reasonable if your campaign incorporates a Nordic setting. If you decide to allow your players to take on the roll of a trow, the following table provides an appropriate set of racial Attribute Maximums for both males and females:

Racial Maximums

PS	ST	AG	MD	PC	WP	FA
3	2	4	6	3	4	-1

If any other racial features must be determined for a dwarfish troll character, simply treat it as if it were a goblin.

Attributes

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

Life Style: clannish or tribal fairy

Wealth Type: hoard

Cunning: average

Speed: 60

Strength: average

Size: medium (3 to 4 feet tall)

Recovery Time: 5 or by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: claw/claw or by weapon

Attributes

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

Dwarfish Troll Archer Examples

	Below Average Bowman	Average Bowman
Character Level	1	2
Combat Level	1	2
Attack (Shooting)	+5	+6
Attack (Hand Held)	+2	+3
Defense	23	24
Defense (Shooting)	15	15
Damage Tolerance	15 + 2d10	15 + 2d10
E.P. Value	12	20
Damage per Attack	1d4 / 1d4 or by weapon	1d4 / 1d4 or by weapon
	Above Average Bowman	Well Above Average Bowman
Character Level	4	6
Combat Level	4	6
Attack (Shooting)	+10	+13
Attack (Hand Held)	+5	+7
Defense	26	28
Defense (Shooting)	16	18
Damage Tolerance	15 + 2d10	20 + 3d10
E.P. Value	42	72
Damage per Attack	1d4 / 1d4 or by weapon	1d4 / 1d4 or by weapon
	Below Heroic Archer	Heroic Archer
Character Level	8	10
Combat Level	9	10
Attack (Shooting)	+16	+19
Attack (Hand Held)	+9	+12
Defense	31	33
Defense (Shooting)	21	22
Damage Tolerance	20 + 3d10	25 + 4d10
E.P. Value	280	420
Damage per Attack	1d4 / 1d4 or by weapon	1d4 / 1d4 or by weapon
	Above Heroic Archer	Legendary Archer
Character Level	12	14
Combat Level	12	14
Attack (Shooting)	+21	+23
Attack (Hand Held)	+15	+18
Defense	36	38
Defense (Shooting)	24	25
Damage Tolerance	25 + 4d10	30+ 4d10
E.P. Value	1250	3000
Damage per Attack	1d4+2/1d4+2 or by weapon + 2	1d4+2/1d4+2 or by weapon + 2

Dwarfish Troll Fighter Examples

	Below Average Fighter	Average Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus	+4	+6
Defense	23	24
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	12	20
Damage per Attack	1d4+2/1d4+2 or by weapon + 2	1d4+2/1d4+2 or by weapon + 2
	Above Average Fighter	Well Above Average Fighter
Character Level	4	6
Combat Level	5	7
Attack Bonus	+9	+12
Defense	27	29
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	45	90
Damage per Attack	1d4+2/1d4+2 or by weapon + 2	1d4+2/1d4+2 or by weapon + 2
	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+14	+16
Defense	32	36
Damage Tolerance	30 + 3d10	30 + 4d10
E.P. Value	320	1125
Damage per Attack	1d4+3/1d4+3 or by weapon + 3	1d4+3/1d4+3 or by weapon + 3
	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+19	+22
Defense	38	41
Damage Tolerance	35 + 4d10	35 + 4d10
E.P. Value	2400	4275
Damage per Attack	by weapon + 4	by weapon + 4

Dwarfish Troll Mage Examples

	Below Average Mage	Average Mage
Character Level	1	2
Combat Level	1	2
Attack Bonus	+1	+2
Defense	23	24
Defense (while spellcasting)	14	15
Damage Tolerance	15 + 1d10	15 + 2d10
Approx. # Spells	1	1
E.P. Value	3	4
Damage per Attack	1d4-1/1d4-1 or by weapon-1	1d4-1/1d4-1 or by weapon-1
	Above Average Mage	Well Above Average Mage
Character Level	4	6
Combat Level	3	5
Attack Bonus	+4	+6
Defense	26	29
Defense (while spellcasting)	14	15
Damage Tolerance	20 + 2d10	20 + 3d10
Approx. # Spells	3	6
E.P. Value	21	72
Damage per Attack	1d4 / 1d4 or by weapon	1d4 / 1d4 or by weapon
	Below Heroic Mage	Heroic Mage
Character Level	8	10
Combat Level	7	9
Attack Bonus	+9	+11
Defense	31	33
Defense (while spellcasting)	17	20
Damage Tolerance	20 + 3d10	20 + 4d10
Approx. # Spells	13	20
E.P. Value	225	780
Damage per Attack	1d4 / 1d4 or by weapon	1d4 / 1d4 or by weapon
	Above Heroic Mage	Legendary Mage
Character Level	12	14
Combat Level	11	13
Attack Bonus	+14	+17
Defense	37	39
Defense (while spellcasting)	24	25
Damage Tolerance	20 + 4d10	20 + 5d10
Approx. # Spells	30	40
E.P. Value	2500	7500
Damage per Attack	1d4+2/1d4+2 or by weapon + 2	1d4+2/1d4+2 or by weapon + 2

Dwarfish Troll Priest Examples (Rare)

	Below Average Priest	Average Priest
Character Level	1	2
Combat Level	2	3
Piety Level	1	1
Attack Bonus	+4	+6
Defense	23	25
Defense (while spellcasting)	13	15
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	15	20
Damage per Attack	1d4 / 1d4 or by weapon	1d4 / 1d4 or by weapon
	Above Average Priest	Well Above Average Priest
Character Level	4	6
Combat Level	5	7
Piety Level	2	4
Attack Bonus	+9	+12
Defense	27	29
Defense (while spellcasting)	16	18
Damage Tolerance	25 + 2d10	25 + 3d10
E.P. Value	49	120
Damage per Attack	1d4 / 1d4 or by weapon	1d4+2/1d4+2 or by weapon + 2
	Below Heroic Priest	Heroic Priest
Character Level	8	10
Combat Level	9	11
Piety Level	7	10
Attack Bonus	+14	+16
Defense	32	36
Defense (while spellcasting)	21	24
Damage Tolerance	25 + 3d10	25 + 4d10
E.P. Value	325	1140
Damage per Attack	1d4+2/1d4+2 or by weapon + 2	1d4+2/1d4+2 or by weapon + 2
	Above Heroic Priest	Legendary Priest
Character Level	12	14
Combat Level	13	15
Piety Level	12	14
Attack Bonus	+18	+20
Defense	38	40
Defense (while spellcasting)	26	28
Damage Tolerance	35 + 4d10	35 + 5d10
E.P. Value	2750	6900
Damage per Attack	1d4+3/1d4+3 or by weapon + 3	1d4+3/1d4+3 or by weapon + 3

Dwarfish Troll Thief Examples

	Below Average Thief	Average Thief
Character Level	1	2
Combat Level	1	2
Attack Bonus (Small Hand Held)	+8	+9
Defense	24	25
Damage Tolerance	15 + 1d10	15 + 2d10
E.P. Value	18	24
Damage per Attack	1d4-1/1d4-1 or by weapon-1	1d4-1/1d4-1 or by weapon-1
	Above Average Thief	Well Above Average Thief
Character Level	4	6
Combat Level	4	6
Attack Bonus (Small Hand Held)	+12	+14
Defense	27	29
Damage Tolerance	20 + 2d10	20 + 2d10
E.P. Value	49	84
Damage per Attack	1d4 / 1d4 or by weapon	1d4 / 1d4 or by weapon
	Below Heroic Thief	Heroic Thief
Character Level	8	10
Combat Level	9	11
Attack Bonus (Small Hand Held)	+17	+19
Defense	31	33
Damage Tolerance	20 + 3d10	20 + 4d10
E.P. Value	200	720
Damage per Attack	1d4+2/1d4+2 or by weapon + 2	1d4+2/1d4+2 or by weapon + 2
	Above Heroic Thief	Legendary Thief
Character Level	12	14
Combat Level	13	15
Attack Bonus (Small Hand Held)	+22	+23
Defense	36	38
Damage Tolerance	25 + 4d10	25 + 5d10
E.P. Value	1600	3375
Damage per Attack	1d4+3/1d4+3 or by weapon + 3	1d4+3/1d4+3 or by weapon + 3

Henke

Habitat: Although dwarfish trolls are not unknown in the standard swampish troll haunts, they far prefer the stony surroundings of subterranean catacombs.

Alignment: antisocial evil

Origin: Trolls are Scandinavian giants that were eventually adopted by classical fairy tales. When they first appeared as fairy tale villains, they retained the monstrous man-eating forms of ancient lore. Over time, however, their ferocity faded along with their bulk. Eventually, the stories incorporated trolls that were no bigger than dwarves, still sly and malicious but far from Herculean. Rumplestilskin is an example of one such magical, manipulative rogue.

Special Characteristics: Like many of their relatives, henkes have an *Aversion to Sunlight*.

Henkes are angry little tyrants with long hooked noses, pointed teeth, and hair that resembles a sheepdog's coat after playing 'barber' with the family toddler. They are squat dark stubby gargoyles with devious minds and clever fingers. Their deformed little bodies often cause them to limp, or "henke," as they walk. Munchkin Prince Charmings they ain't.

Sith

Habitat: Like the trollish sub-race known as the huldra, siths live within green hills. The tops of these hills rise up on pillars at night to reveal the brightly lit underworld that serves as the sithian realm known as Elfhome.

Alignment: social neutral to neutral evil

Origin: Tales of the sith race springs from Scotland and the folklore of Shetland (in the northern British Isles) where they are known as Trows. It is almost certain that the legends descend from the same Nordic sources as do the better known trolls. In fact, their characteristics indicate that they are a blend between the Scandinavian Trolls and the Gaelic Daione Sidh (grey elves). The Scottish call them the Sith (pronounced "Shee") and the females are called the Beane Sith (or "Ban-Shee"). In fact, the well-known tales of the much feared banshee originated from legends of these trollish faeries.

Special Characteristics: The sith inherited the genetic handicap concerning sunlight that plagues so many trollish races. Rather than providing instant death, though, sunlight merely paralyzes a sith, rendering him as immovable as stone until night falls. Spells which produce sunlight (such as the Piety spell Rays of Dawn) petrify a sith only as long as the light falls on his body. Fortunately, no lingering effects will be felt from his

sunny ordeal, although he is exceptionally vulnerable during any such time.

Needless to say, siths are *Afraid of Sunlight*.

Siths are about three or four feet tall with light brown complexions. They are the only trollish sub-race whose members, both male and female, can be described as handsome, even if they are not really beautiful. Their hair is either red or blond and their clothing is generally green or gray. Most sith consider pointed hats to be the height of fashion. Red ones are especially envied.

Trolls

Troll, Giant Bridge

Habitat: Giant bridge trolls inhabit a wide range of terrains, including swamps, forests, and mountain ranges. Wherever they dwell, bridge trolls quickly locate and seize the largest and best-traveled bridges to call their own (thus the name).

Life Style: clannish man-eater

Wealth Type: hoard

Alignment: lawful evil

Cunning: below average

Speed: 150

Strength: high

Size: large (9 to 13 feet tall)

Origin: Giant trolls first appeared in early Scandinavian folklore, predating the smaller troll varieties. In even the earliest tales, trolls were believed to be the Lords of the Goblins (despite their rather slow wits). Virtually all giant trolls turned into stone or simply burst at the first touch of sunlight. In later European fairy tales, however, many trolls lived under bridges and demanded heavy tolls of all travelers. For some reason, these industrious businessmen were exempt from the "night-shift only" handicap. Perhaps they lathered themselves up with liberal quantities of sun-block lotion.

Special Characteristics: Giant bridge trolls regenerate lost body parts and heal wounds at the tremendous rate of 5 *Damage Tolerance* per turn. Even if the troll is cut up into small pieces, it will eventually reform into its former, vile self. The individual chunks and body parts slither and crawl together to reestablish the trollish form. Cremation provides the only simple way to prevent regeneration.

Giant bridge trolls are *Susceptible to Fire*. Damage inflicted by flame forces a troll to heal at a normal rate.

These gruesome humanoids unabashedly drool at the sight of humans as they *Lust for the Taste of Human Flesh*.

Recovery Time: 7 or by weapon

Absorption: 2

Surprise Adj.: 0

Attack Modes: bite/ claw/ claw or by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
9	8	-3	-3	0	-2	-2

Giant Bridge Troll Examples

	Below Average	Average
Combat Level	8	10
Attack Bonus	+14	+17
Defense	25	27
Damage Tolerance	100 + 8d10	125 + 10d10
E.P. Value	325	1020
Damage per Attack	3d8/ 2d6/ 2d6 or by weapon + 8	4d8/ 2d8/ 2d8 or by weapon + 9
	Above Average	Heroic
Combat Level	12	14
Attack Bonus	+20	+23
Defense	29	31
Damage Tolerance	150 + 12d10	175 + 14d10
E.P. Value	1890	3150
Damage per Attack	4d8/ 3d6/ 3d6 or by weapon + 10	4d10/ 3d6/ 3d6 or by weapon + 11

Giant trolls are universally large ugly dim-witted giants with highly muscular physiques and mean, greedy dispositions. Bridge trolls, on the other hand, stand apart from their stereotypical brethren. They are, rather, large ugly dim-witted giants with highly muscular physiques and *greedy, mean* dispositions. The distinction is subtle, but important.

A bridge troll's burning desire for gold and silver slightly outweighs his burning desire to tear the limbs off of every living thing he encounters. As such, he is able to take up residence under a bridge or within a castle in order to exact heavy fees from everyone entering his domain. The possibility that his 'customers' might come back with more cash at a later date will usually keep a bridge troll from dining on his guests. Unless, of course, his guests happen to be billy goats.

Troll, Giant Stone

Habitat: Giant stone trolls are found in mountainous regions, woodlands, and marshes although they are never encountered during the day. When the sun is shining, stone trolls barricade themselves underground behind massive doors. These mammoth portals are locked with sturdy deadbolts and imposing locks, the keys of which never leave the owner's possession. Stone trolls particularly like northerly climes since the sun does not rise very high in the sky and the nights are particularly long in the cooler seasons.

Life Style: nocturnal man-eater

Wealth Type: hoard

Alignment: antisocial evil

Cunning: below average

Speed: 150

Strength: high

Size: large (8 to 13 feet tall)

Origin: All trolls have their origins in old Scandinavian folklore. Tales of giant trolls that turn into stone under direct sunlight are particularly old. Legend has it that these giant trolls are the descendants of the ancient Jotuns (Nordic giants). Stone trolls were popularized in modern literature in J.R.R. Tolkien's The Hobbit.

Special Characteristics: Whenever sunlight strikes a stone troll, his flesh instantly transforms into stone. Spells that magically produce sunlight (such as the priest Nature spell **Rays of Dawn**) give similar effects if the troll fails a *Luck Roll* with *Stamina Adjustments* against a *Threshold* of 15 plus the spell level. Pigeons find these effects especially delightful. One stone troll can provide nesting sites for an entire flock.

Stone trolls regenerate 1 *Damage Tolerance* point every turn. Even if the troll is chopped up into itty-bitty bits, the pieces will eventually wriggle and squirm toward one another until the troll's toothy grin is fully restored. Fire damage does not regenerate in this accelerated fashion, however, so cremating a troll spells its final doom.

Stone trolls *Lust for the Taste of Human Flesh*. Of course, if a succulent human is not available, a hobbit pie will have to do.

At the risk of stating the obvious, stone trolls are *Terrified of Sunlight*.

Recovery Time: 8 or by weapon

Absorption: 11

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw or by weapon. Stone trolls commonly wield large, easily mastered weapons that bash and crush. Hammers, maces, and clubs are among their favorites.

Attributes

PS	ST	AG	MD	PC	WP	FA
12	11	-8	-3	1	-2	-2

Giant Stone Troll Examples

	Below Average	Average
Combat Level	9	11
Attack Bonus	+15	+18
Defense	21	23
Damage Tolerance	125 + 9d10	150 + 11d10
E.P. Value	720	1881
Damage per Attack	3d8/ 2d8/ 2d8 or by weapon + 9	4d8/ 2d8/ 2d8 or by weapon + 10
	Above Average	Heroic
Combat Level	13	15
Attack Bonus	+21	+24
Defense	25	27
Damage Tolerance	175 + 13d10	200 + 15d10
E.P. Value	3024	4860
Damage per Attack	4d8/ 2d10/ 2d10 or by weapon + 10	4d10/ 2d10/ 2d10 or by weapon + 11

Giant stone trolls are among the largest of the troll races. Their tough dry skin gives the impression that stone trolls are made of rock through and through. Their skin is mottled with earthy hues, primarily light brown and grey with the occasional patch of brownish green. Their heads are completely bald and their ears are pointed much like those of elves. They do on occasion wear clothing, although no troll was ever accused of having an overly developed sense of modesty.

Troll, Giant 2-Headed

Habitat: Two headed trolls dwell in the same mountainous, forested, and marshy lands as do their single-headed kindred.

Life Style: solitary man-eater

Wealth Type: hoard

Alignment: antisocial evil

Cunning: below average. It is an undeniable fact that the larger the troll, the duller the wit. It is as true for two-headed trolls as it is for all troll-kind. Consequently, whenever there is a significant disparity in size between a troll's two noggins, it invariably does most of its thinking with its little head.

Speed: 150

Strength: high

Size: large (7 to 12 feet tall)

Origin: Stories of giant many-headed trolls come to us from ancient Nordic folklore. They are very similar in intellect and dietary habits to the English two-headed ogres. (Apparently, the English were not the only ones with a penchant for big stupid brutes that are overly endowed with dazzling smiles.)

Special Characteristics: Giant two-headed trolls regenerate lost body parts and heal wounds at the tremendous rate of 5 *Damage Tolerance* per turn. Even if the troll is cut up into small pieces, it will eventually reform. The individual chunks and body parts slither and crawl together to reestablish the trollish form. Cremation provides the only simple way to prevent regeneration.

Giant two-headed trolls harbor a *Lust for the Taste of Human Flesh*.

Recovery Time: 7

Absorption: 2

Surprise Adj.: -2

Attack Modes: bite/ bite/ claw/ claw or by weapon/ by weapon. As each head controls one arm independently of the other, allow extra attacks for each head and claw (or weapon) in situations where the troll's *Combat Level* greatly exceeds that of opponents.

Attributes

PS	ST	AG	MD	PC	WP	FA
9	8	-3	-3	1	-2	-2

Giant Two Headed Troll Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+13	+15
Defense	24	26
Damage Tolerance	120 + 7d10	140 + 9d10
E.P. Value	324	760
Damage per Attack	2d12/ 2d12/ 2d6/ 2d6 or by weapon+6/ by weapon+6	3d8/ 3d8/ 2d8/ 2d8 or by weapon+8/ by weapon+8
	Above Average	Heroic
Combat Level	11	13
Attack Bonus	+18	+20
Defense	28	30
Damage Tolerance	160 + 11d10	180 + 13d10
E.P. Value	1796	3024
Damage per Attack	3d8/ 3d8/ 3d6/ 3d6 or by weapon+8/ by weapon+8	3d10/ 3d10/ 3d6/ 3d6 or by weapon + 10/ by weapon + 10

Two-headed trolls are slovenly giants with glistening green-stained teeth, bloodshot eyes, runny noses, and a morning breath that would put a frown on the Mona Lisa. Though tall and muscular, two-headed trolls are gangly when compared to most other giants. They are similar in appearance to normal trolls, having long warty noses, evil grins, and hairdos only a yak could love. To most intrepid adventurers, a two-headed troll has only one major characteristic that distinguishes it from its more common relatives: one extra set of teeth. These are found lurking around the troll's other set of slaving lips. Like the first set, the second is best avoided.

Troll

The term "troll" is one of those words in literature used liberally to group a variety of faery creatures. Usually, it is applied in an unfavorable fashion and intends to convey the ideas of mystery, magic, and danger. Over the ages, trolls gradually declined from a gigantic size (described under the various Giant Troll species) down to a dwarfish size. Before their eventual adoption as villains in children's books, though, trolls had a rather lengthy existence as creatures having great strength and the same approximate size as humans. Some of the trollish faeries that fall into this general size category are presented here as troll sub-races.

Some players may express a desire to play a trollish character. This is not unreasonable in a Nordic setting. If you decide to allow this, the following table provides

an appropriate set of racial Attribute Maximums for both male and female trolls:

Racial Maximums

PS	ST	AG	MD	PC	WP	FA
5	5	4	0	3	1	3

If any other racial features must be determined for a trollish character, simply treat it as if it were an orc.

Attributes

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

Life Style: clannish faery

Wealth Type: monetary

Cunning: average

Speed: 100

Strength: above average

Size: medium (5 to 7 feet tall)

Recovery Time: 5 or by weapon

Surprise Adj.: 0

Attack Modes: claw/claw or by weapon

Attributes

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

Troll Archer Examples (Rare)

	Below Average Bowman	Average Bowman
Character Level	1	2
Combat Level	1	2
Attack (Shooting)	+3	+4
Attack (Hand Held)	+5	+6
Defense	20	21
Defense (Shooting)	13	15
Damage Tolerance	50 + 1d10	50 + 2d10
E.P. Value	12	16
Damage per Attack	1d4+2/1d4+2 or by weapon+2	1d4+2/1d4+2 or by weapon+2
	Above Average Bowman	Well Above Average Bowman
Character Level	4	6
Combat Level	4	6
Attack (Shooting)	+6	+8
Attack (Hand Held)	+9	+12
Defense	24	26
Defense (Shooting)	16	18
Damage Tolerance	55 + 2d10	55 + 3d10
E.P. Value	35	72
Damage per Attack	1d4+3/1d4+3 or by weapon+3	1d4+3/1d4+3 or by weapon+3
	Below Heroic Archer	Heroic Archer
Character Level	8	10
Combat Level	9	11
Attack (Shooting)	+10	+12
Attack (Hand Held)	+13	+16
Defense	29	31
Defense (Shooting)	21	21
Damage Tolerance	60 + 3d10	60 + 4d10
E.P. Value	240	720
Damage per Attack	1d4+4/1d4+4 or by weapon+4	1d4+5/1d4+4 or by weapon + 4
	Above Heroic Archer	Legendary Archer
Character Level	12	14
Combat Level	13	15
Attack (Shooting)	+14	+17
Attack (Hand Held)	+19	+22
Defense	34	36
Defense (Shooting)	24	25
Damage Tolerance	65 + 4d10	65 + 5d10
E.P. Value	1600	3750
Damage per Attack	1d4+5/1d4+5 or by weapon + 5	1d4+5/1d4+5 or by weapon + 5

Troll Fighter Examples

	Below Average Fighter	Average Fighter
Character Level	1	2
Combat Level	2	3
Attack Bonus	+8	+10
Defense	22	24
Damage Tolerance	60 + 2d10	60 + 2d10
E.P. Value	28	40
Damage per Attack	1d4+3/1d4+3 or by weapon + 3	1d4+3/1d4+3 or by weapon + 3
	Above Average Fighter	Well Above Average Fighter
Character Level	4	6
Combat Level	5	7
Attack Bonus	+13	+16
Defense	26	29
Damage Tolerance	65 + 2d10	65 + 3d10
E.P. Value	81	180
Damage per Attack	1d4+4/1d4+4 or by weapon + 4	1d4+4/1d4+4 or by weapon + 4
	Below Heroic Fighter	Heroic Fighter
Character Level	8	10
Combat Level	9	12
Attack Bonus	+19	+22
Defense	31	35
Damage Tolerance	70 + 3d10	70 + 4d10
E.P. Value	400	1375
Damage per Attack	1d4+5/1d4+5 or by weapon + 5	1d4+5/1d4+5 or by weapon + 5
	Above Heroic Fighter	Legendary Fighter
Character Level	12	14
Combat Level	14	16
Attack Bonus	+25	+27
Defense	37	39
Damage Tolerance	70 + 4d10	70 + 5d10
E.P. Value	3300	5700
Damage per Attack	1d4+6/1d4+6 or by weapon + 6	1d4+6/1d4+6 or by weapon + 6

Troll Mage Examples (Extremely Rare)

	Below Average Mage	Average Mage
Character Level	1	2
Combat Level	1	2
Attack Bonus	+3	+5
Defense	19	21
Defense (while spellcasting)	12	13
Damage Tolerance	45 + 1d10	45 + 2d10
Approx. # Spells	1	1
E.P. Value	9	16
Damage per Attack	1d4/1d4 or by weapon	1d4/1d4 or by weapon
	Above Average Mage	Well Above Average Mage
Character Level	4	6
Combat Level	3	5
Attack Bonus	+6	+8
Defense	23	26
Defense (while spellcasting)	15	16
Damage Tolerance	50 + 2d10	50 + 3d10
Approx. # Spells	2	4
E.P. Value	28	60
Damage per Attack	1d4+1/1d4+1 or by weapon+1	1d4+1/1d4+1 or by weapon+1
	Below Heroic Mage	Heroic Mage
Character Level	8	10
Combat Level	7	9
Attack Bonus	+11	+13
Defense	28	31
Defense (while spellcasting)	18	21
Damage Tolerance	50 + 3d10	50 + 4d10
Approx. # Spells	10	16
E.P. Value	225	660
Damage per Attack	1d4+2/1d4+2 or by weapon + 2	1d4+2/1d4+2 or by weapon + 2
	Above Heroic Mage	Legendary Mage
Character Level	12	14
Combat Level	11	13
Attack Bonus	+16	+19
Defense	34	36
Defense (while spellcasting)	24	25
Damage Tolerance	55 + 4d10	55 + 5d10
Approx. # Spells	24	30
E.P. Value	2125	6300
Damage per Attack	1d4+3/1d4+3 or by weapon + 3	1d4+3/1d4+3 or by weapon + 3

Troll Priest Examples

	Below Average Priest	Average Priest
Character Level	1	2
Combat Level	2	3
Piety Level	1	1
Attack Bonus	+8	+10
Defense	22	24
Defense (while spellcasting)	13	15
Damage Tolerance	55 + 2d10	55 + 2d10
E.P. Value	21	35
Damage per Attack	1d4+2/1d4+2 or by weapon+2	1d4+2/1d4+2 or by weapon + 2
	Above Average Priest	Well Above Average Priest
Character Level	4	6
Combat Level	5	7
Piety Level	2	4
Attack Bonus	+13	+16
Defense	26	28
Defense (while spellcasting)	16	18
Damage Tolerance	60 + 2d10	60 + 3d10
E.P. Value	81	252
Damage per Attack	1d4+3/1d4+3 or by weapon + 3	1d4+3/1d4+3 or by weapon + 3
	Below Heroic Priest	Heroic Priest
Character Level	8	10
Combat Level	9	11
Piety Level	7	10
Attack Bonus	+19	+21
Defense	30	34
Defense (while spellcasting)	21	24
Damage Tolerance	60 + 3d10	60 + 4d10
E.P. Value	680	1890
Damage per Attack	1d4+4/1d4+4 or by weapon + 4	1d4+4/1d4+4 or by weapon + 4
	Above Heroic Priest	Legendary Priest
Character Level	12	14
Combat Level	13	15
Piety Level	12	14
Attack Bonus	+24	+26
Defense	35	37
Defense (while spellcasting)	25	27
Damage Tolerance	60 + 4d10	60 + 5d10
E.P. Value	4600	9375
Damage per Attack	1d4+5/1d4+5 or by weapon + 5	1d4+5/1d4+5 or by weapon + 5

Troll Thief Examples

	Below Average Thief	Average Thief
Character Level	1	2
Combat Level	1	2
Attack Bonus (Small Hand Held)	+2	+3
Defense	22	24
Damage Tolerance	55 + 1d10	55 + 2d10
E.P. Value	9	16
Damage per Attack	1d4+1/1d4+1 or by weapon+1	1d4+1/1d4+1 or by weapon+1
	Above Average Thief	Well Above Average Thief
Character Level	4	6
Combat Level	4	6
Attack Bonus (Small Hand Held)	+5	+8
Defense	26	28
Damage Tolerance	55 + 2d10	55 + 3d10
E.P. Value	28	60
Damage per Attack	1d4+2/1d4+2 or by weapon + 2	1d4+2/1d4+2 or by weapon + 2
	Below Heroic Thief	Heroic Thief
Character Level	8	10
Combat Level	9	11
Attack Bonus (Small Hand Held)	+11	+12
Defense	31	33
Damage Tolerance	55 + 3d10	55 + 4d10
E.P. Value	200	450
Damage per Attack	1d4+3/1d4+3 or by weapon + 3	1d4+3/1d4+3 or by weapon + 3
	Above Heroic Thief	Legendary Thief
Character Level	12	14
Combat Level	13	15
Attack Bonus (Small Hand Held)	+15	+18
Defense	36	38
Damage Tolerance	60 + 4d10	60 + 5d10
E.P. Value	1200	2250
Damage per Attack	1d4+4/1d4+4 or by weapon + 4	1d4+4/1d4+4 or by weapon + 4

Huldra

(Mound Folk, Thusser)

Habitat: Huldras are a highly unusual trollish subspecies, avoiding the prototypical troll hangouts of catacombs, mountains, forests, and swamps. Rather, they live in underground dwellings carved into hills. Access to these abodes is only possible at night when the top of the hill rises up on columns to expose the underlying structure. Doing so reveals the activities of typical village life. Even so, huldras have a longing for salty-sea air and whenever possible will settle down in hills along the coast.

Alignment: lawful evil

Origin: Also known as the Mound Folk, tales of the huldra come from Norway, Iceland, Finland, Denmark, and Sweden. The term "troll" hardly seems to fit these faeries whose females are so lovely, but their unusual strength and often bad tempers places them in this category. In reality, their folklorish ancestors are the Duergar dwarves and dark elves of Scandinavian mythology, which explains the belief that they are master smithies (a trait not seriously afforded any other troll race).

Special Characteristics: Huldras are known for their great smithy abilities. Treat all of these trolls as at least *Versed* in the skill of *Smithery*.

Unfortunately(?), the huldra shares the stone troll's allergy to sunlight. Rather than providing instant death, though, sunlight merely turns a huldra into immovable stone until night falls. Spells which produce sunlight (such as the Piety spell **Rays of Dawn**) petrify a huldra only as long as the light falls on his body. The troll feels no bad after effects from his ordeal other than the jeering of his comrades. Obviously, huldra never stray too far from their underground dwellings

Huldras are *Immune to Normal Heat and Fire* and are *Afraid of Sunlight*.

Absorption: 4. Some huldras also wear armor. In such cases, simply add 2 to the armor's normal absorption value to account for the faery's own natural absorption. Obviously, an armored huldra presents a formidable opponent in combat.

The male huldras have long bent noses, warty complexions, and frizzy hair. They could easily be mistaken for burly goblins if not for their sharp claws and the fact that their skin is a pale blue. Most huldras are a bit more fashion conscious than gigantic trolls, having drab grey wardrobes consisting mainly of wide brimmed hats and ragged cloaks.

The beauty of the females provides a stark contrast to the male's grotesque visage. Like the males, the women-folk have light blue skin, but their complexions are quite attractive. Rather than the gruff rumbling voice of the males, the female's voice has a tinkling quality reminiscent of delicate wind chimes.

Skogsra

(Lundjungfrur, Wood Troll)

Habitat: The marshy bogs, mosquito-infested swamps, and musty caverns avoided by humanity are wonderlands to a skogsra. Rats, slugs, snakes, and bugs creep about in slimy abundance. Sorrowfully, only the most fortunate of trolls can afford to live in such lavishly dismal accommodations. The rest must content themselves with the low-rent districts in the mountains and forests. Unfortunately, wood trolls often fall into this category as they lack the sheer brute strength of their larger relatives. They are usually even driven from the available woodland caves. As such, they have learned to build spacious thatch-roofed tree houses and live high above the ground.

Alignment: antisocial evil

Origin: Trolls made their mythological debut in ancient Scandinavian folklore as Lords of the Goblins. Skogsra, also known as the Lundjungfrur, are original natives of Sweden but are also known throughout the Baltics. In the earliest legends, all trolls were truly gigantic. As the ancient stories faded from popular memory, however, trolls had to accept 'bit parts' in European fairy tales, gradually shrinking in stature until they were little larger than men (some even became dwarfish in size). Despite the fact that trolls commonly wore the 'black hats' in these whimsical stories, they were quite a bit more 'folksy' and approachable than were their gigantic ancestors. Some even had human spouses.

Special Characteristics: Living in the trees, wood trolls have surprisingly good climbing ability. All wood trolls can climb up any natural surface as the mage spell **Gecko, Gecko** (see *The Lexicon of Lore™* for details).

Wood trolls are *Afraid of Lightning and Thunder* and have an *Aversion to Wolves and Wargs*.

Absorption: 0

Anyone seeing a mated pair of wood trolls would hardly believe they came from the same species. The males have the stature and bulk of large men and have the dark skins, claws, hooked noses, and evil grins shared by other troll species. In addition, they have full heads of ratty hair and long tufted tails similar in appearance to those of cattle.

The females, on the other hand, are exquisitely beautiful, far closer in appearance to tall half-elven maidens than to more stereotypical trolls. A troll maid does share two characteristics with her mate, however. The first is her long claws, which are meticulously

manicured and painted to appear like dainty fingernails. The second is her unsightly cow tail. Although all troll maidens do their best to tuck their 'deformities' out of sight, their tails will belligerently poke out from under their skirts at the most embarrassing moments.

U

Unicorn, Heraldic

Habitat: Heraldic unicorns, when not posing for family crests and church tapestries, romp about in the deciduous forests and glens of temperate zones.

Life Style: hermit-like animal

Wealth Type: incidental

Alignment: antisocial good

Cunning: below average

Speed: 300

Strength: high

Size: medium to large. Unicorns of various sizes have been reported throughout the ages. Individuals range from the dainty stature of a goat or gazelle to the great bulk of a large warhorse.

Origin: Unicorns are prevalent, in one form or another, in many parts of the world. The earliest detailed accounts come to us from the Greek historian Ctesias around the 4th century B.C. The creature he describes resembles a colorful stag with elephant-like feet (and is detailed under Monoceros). It is believed his account is merely a distorted reporting of the decidedly unstag-like rhino. The unicorn was given a great deal of respectability (and consequently a long life in folklore) when an ancient Hebrew word for a type of wild cattle was mistranslated in the Bible (Job 39:9-12) as 'unicorn'. Consequently, belief in the unicorn persisted long after other mythical beasts faded into pure fantasy. (Some modern Bibles have the correct translation but if you want to see the old wording, look in the King James Version.)

Special Characteristics: Unicorns emit powerful magical auras which have the effects of the following mage spells: **Disentangle**, **Disrupt Magic** (which does not affect the unicorn's own magic), **Glorious Vision**, and **Vigorous Flora** (wherever it treads). In addition, unicorns instantly **Tree Pass** at will. In a pinch, a unicorn can **Blink** as the mage spell once per day. See *The Lexicon of Lore*TM for more details. All spells are cast at spell levels equal to the unicorn's *Combat Level*.

Unicorns have *Affinities toward dryads, brownies, elder trees, and sprites* of all sorts.

Recovery Time: 4

Absorption: 0

Surprise Adj.: 2

Attack Modes: horn/ hoof/ hoof

Attributes

PS	ST	AG	MD	PC	WP	FA
7	8	6	--	4	-1	1

Heraldic Unicorn Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+14	+17
Defense	33	35
Damage Tolerance	125 + 7d10	150 + 9d10
E.P. Value	360	920
Damage per Attack	2d8/ 1d10/ 1d10	2d8/ 2d6/ 2d6
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+20	+23
Defense	37	39
Damage Tolerance	175 + 11d10	200 + 13d10
E.P. Value	2138	3276
Damage per Attack	2d10/ 2d8/ 2d8	2d12/ 3d6/ 3d6

A unicorn is a fabulous pure white horse with a single straight horn jutting from its forehead and a goat's beard dangling from its chin. Its tufted tail resembles that of a lion and its hooves are cloven like those of a goat. Most unicorns are about the same size and weight as common horses, but some individuals are significantly smaller or larger. In all cases, however, unicorns are magnificent creatures to behold.

Unicorns shun civilization (and man specifically) like the plague. Occasionally, a unicorn will relent to temporarily act as a steed for a *good* elven, half elven, or human virgin. It will only do so, however, if the need is desperate and the cause is just and deserving.

Even with all of its magical protection, poachers have driven unicorns nearly to extinction. They prize the unicorn's horn, known as an alicorn, since alchemists require pestles made from them to create certain potions. Powdered alicorn acts as an aphrodisiac similar to the mage spell **Philter of Love**. In addition, an alicorn purifies any liquid it touches, negating any poisons dissolved therein. (A pestle carved from a hoof counteracts poisons in a similar fashion.) A single horn brings 25,000 silver pieces when sold while each hoof sells for 1,000.

Utburd

Habitat: Utburds only appear at night. When spotted, they are either actively seeking all those involved in their deaths in order to exact revenge or they are waylaying unsuspecting travelers who have inadvertently wandered into the area of their gravesites.

Life Style: nocturnal undead spirit

Wealth Type: incidental

Alignment: antisocial evil

Cunning: average

Speed: 90

Strength: above average

Size: medium

Origin: Utburds originate in old Scandinavia where life was harsh in the extreme. It was not uncommon for poor families, unable to support their starving or disfigured infants, to leave their newborns in the woods unprotected from the frigid winter air. No baby left in these abominable conditions could survive the night. Upon its death, the baby's soul would be understandably furious with its parents. Over the course of several years, its anger would fester and grow until the spirit grew enough in strength to rise as an utburd.

Special Characteristics: Utburds are a form of ghosts, but they are unable to pass freely through walls and doors as can other spirits. Rather, they are capable of assuming a wispy smoke-like state that can easily pass underneath doorways or through keyholes. Even when they assume a more recognizably human shape, they are always surrounded by smoky tendrils.

The eyes of the utburd are its most recognizable feature. Anyone meeting its gaze must make a *Luck Roll* with *Willpower Adjustments* or be affected as the mage spell **Ineffable Awe**.

If any given *Attack Roll* comes up with a natural 30, the utburd has 'grabbed' its opponent's throat. In this case, it will maintain its grasp and choke its victim as the mage spell **Icy Fingers of Death** until its enemy is slain. Note that the freezing touch of its smoky hands will inflict additional cold damage (once per turn) as well. Once it has obtained a grip, the utburd's *Defense* will drop to a value equal to twice its *Combat Level*.

Whenever an utburd kills an enemy, it feeds on some of the energy of the vanquished foe's spirit. This energy is used to heal any damage sustained by the utburd by an amount equal to 1d12 plus 2 per *Character Level* (or *Combat Level*) of the creature slain.

Like all undead creatures, an utburd is *Immune to Cold and Mental Spells*, is not adversely affected by *Severity Damage*, is *Susceptible to Holy Water*. In addition, it is *Immune to all but Magical Weapons*. Finally, the utburd is *Terrified of Sunlight*. In fact, any form of magical sunlight (i.e. the priest spell **Rays of Dawn**) will deliver 1d6 damage per spell level every turn to the nocturnal spirit.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: touch Probably due to the nature of its death, the touch of an utburd is extremely cold. It essentially acts as the mage spell **Freezing Touch**. (The damages given in the utburd examples below reflect this fact.)

Attributes

PS	ST	AG	MD	PC	WP	FA
5	3	2	0	2	4	0

Utburd Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	26	28
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	120
Damage per Attack	1d8 + 5	1d8 + 7
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+14	+17
Defense	32	34
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1140
Damage per Attack	1d8 + 9	1d8 + 11

An utburd normally looks like nothing more than a wispy cloud of roiling smoke. It can ordinarily be recognized by wary observers as unusual, though, because the smoke seems to move with a definite purpose, its tendrils seeming to grope in the dark for something unseen.

After approaching its victim, the utburd will assume a more humanoid shape, although it will still appear insubstantial and ethereal. When in this state, the utburd can assume almost any size from that of a newborn human infant to that of a fully grown adult human. However, its features are always roundish, giving the spirit a decidedly baby-like appearance. The baby's skin is a pale blue and its eyes seem to radiate a soft glow of pale reddish or black light.

V

Valkyrie

(Waelcyrgean, Walcyries)

Habitat: Valkyries normally reside in Valhalla, the great hall of Odin said to be made from spears and polished shields. Here are housed history's great warriors who fell in battle. The valkyries leave the magnificent dwelling whenever battle erupts in the lands of men so they can select the worthiest of the slain to join the heroes in their unending revelry and warfare.

Life Style: Angelic spirit**Wealth Type:** nil**Alignment:** neutral good**Cunning:** exceptional**Speed:** 120**Strength:** high**Size:** medium

Origin: The valkyries probably originated as Amazonian-like priestesses dressed in white robes who prepared men for battle and tended to the injured and dead. The valkyries eventually rose to the stature of being Odin's personal servants, thundering across the skies on their pearly white mounts. They often appeared to mortals in the form of ravens, wolves, and swans.

Special Characteristics: Like all spirits, a Valkyrie can only be hit magic weapons. In addition, these spirits are unaffected by *Severity Damage* and are immune to the effects of heat, cold, electricity, and mental spells (including illusions).

Being angels of warfare, valkyries are capable of casting all of the *Battle* spells available to Nordic priests. These are cast at spell levels equal to their *Combat Levels*. They may direct these spells to affect themselves or any Nordic warrior (living or dead), even those which specifically state that they affect only the caster. (See *The Manual of Mythology* for details.)

Being spiritual creatures, valkyries have the ability to travel on the Astral plane and are capable of passing from the mortal realm into the Astral plane (and vice versa) any number of times.

Valkyries may assume the forms of ravens, swans, or wolves at will. Assuming a new form does not alter the spirit's *Damage Tolerance* or other *Combat Characteristics* in any way.

Finally, all valkyries practice the skills of *Florentine*, *Horsemanship* and *Defending with Shield* (all types) at skill levels equal to their *Combat Levels*.

Recovery Time: by weapon**Absorption:** 0**Surprise Adj.:** +5

Attack Modes: by weapon. Valkyries are proficient with all types of spears, swords, axes, and hammers.

Attributes

PS	ST	AG	MD	PC	WP	FA
3	2	4	3	5	3	4

Valkyrie Examples

	Below Average	Average
Combat Level	10	13
Attack Bonus	+17	+21
Defense	36	40
Damage Tolerance	50 + 10d10	50 + 13d10
E.P. Value	1410	2917
Damage per Attack	by weapon + 5	by weapon+ 6
	Above Average	Exceptional
Combat Level	15	17
Attack Bonus	+24	+27
Defense	43	46
Damage Tolerance	50 + 15d10	50 + 17d10
E.P. Value	4520	5255
Damage per Attack	by weapon+ 7	by weapon+ 8

A Valkyrie is an angelic spirit in the service of the Nordic god Odin. They are lovely fair skinned maidens dressed in white gowns and armored with breastplates and helms. They each generally carry a spear, sword, and shield and many ride brilliant white warhorses or the purest black valravens. Their golden blond hair is braided with the thickness of ship cables and their eyes are as cold and blue as glacial ice. They are often depicted in artwork with wings of bright white feathers, but due to the close link they have with crows and ravens, it is more likely that their wings are actually black.

Valkyries are assigned the vital task of choosing those to enter Valhalla. It is these dead Heroes who will aid the gods in the final battle with the giants. There is no greater desire for a Nordic warrior than to die a glorious death in battle and win a valkyries favor. Besides, there's just something about a tall muscular blonde with a stern look and a riding crop.

Valraven

Habitat: Valravens are often used as mounts by valkyries. As such, they tend to nest in cloudbanks and only descend to the earth to graze on any grains, berries, and nuts that they can scavenge.

Life Style: domesticated war-mount

Wealth Type: incidental

Alignment: neutral

Cunning: low

Speed: 85 (145 flying)

Strength: above average

Size: large

Origin: The valraven is rather obscure in folklore, only rarely mentioned in Scandinavian mythology. What is known is that Freya, the Scandinavian death-goddess, rode a black winged horse called the Valraven. The physical characteristics of this equestrian, other than its ebony color and wings, are somewhat vague although its name certainly implies raven-like features.

Special Characteristics: A valraven has the ability to completely transform itself into the form of a raven (standing about 1 foot tall) at will. Each such transformation requires one full turn to enact. Interestingly enough, the *Damage Tolerance* of the valraven remains unaffected regardless of the form assumed.

Recovery Time: 7

Absorption: 1

Surprise Adj.: -1 on land, +2 swooping

Attack Modes: hoof/ hoof/ bite

Attributes

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

Valraven Examples

	Below Average	Average
Combat Level	4	6
Attack Bonus	+6	+9
Defense	23	25
Damage Tolerance	80 + 4d10	85 + 6d10
E.P. Value	40	88
Damage per Attack	1d8/ 1d8/ 2d6	2d4/ 2d4/ 2d8
	Above Average	Exceptional
Combat Level	8	10
Attack Bonus	+12	+15
Defense	29	31
Damage Tolerance	90 + 8d10	100 + 10d10
E.P. Value	250	600
Damage per Attack	2d6/ 2d6/ 2d8	2d6/ 2d6/ 2d8

The valraven is an interesting blend of bird and horse, able to assume the shape of either a raven or winged equestrian. In its four-legged state, it has the wings of a gigantic raven and the head, body, and legs of a magnificent black war horse. Even in this form, valravens preen themselves regularly to spread a protective layer of oil over their bodies. This oil creates an eerie iridescent blue sheen that highlights these otherwise pure black beasts. This shimmering coloration is probably the inspiration for the valraven's rumored association with ghosts and other spirits. Because of the valravens' limited shape-shifting ability, it is decidedly foolish to throw rocks at crows.

Although valravens are not generally aggressive by nature unless directly threatened, in skilled hands they can be trained to become excellent war-mounts. If this is done, treat them as light war horses in combat.

Vampire

Habitat: Vampires are strictly nocturnal creatures who never venture far from their own graves. It has been reported, however, that a vampire can gain limited mobility by 'taking it with him', so to speak. Some vampires have apparently crossed both continents and oceans simply by boxing and shipping grave soil. Evidently, for vampires, home is where the dirt is.

Life Style: nocturnal undead humanoid

Wealth Type: hoard

Alignment: evil

Cunning: above average to exceptional

Speed: 75

Strength: high

Size: medium

Origin: The term *vampire* comes to us from French and German reports of Slavic superstitions. Vampires were originally little more than blood-sucking ghouls that were closely associated with werewolves. Some were even reported to transform into wolves themselves.

The best 'loved' vampire of modern days was introduced in Bram Stoker's *Dracula*. This book was loosely based on a family of Transylvanian tyrants. They were so sadistic and cruel that their clan was nicknamed Dracule, meaning 'devil' or 'dragon'. Vlad IV, known as 'the Impaler', was particularly horrific. He would cut chunks of flesh from conquered foes and dine on their roasted flesh as they twitched and writhed their lives away, impaled on the tops of wooden poles. Dracula was what Vlad supposedly became after death. This is one case where superstition sadly pales in comparison to the gory reality.

Special Characteristics: The gaze of a vampire produces a type of hypnosis. To do so, the vampire must make eye contact with whomever he seeks to sway. If he does so, the victim must make a *Luck Roll* with *Willpower* adjustments of suffer the effects of the mage spell **Mesmerize**.

Vampires venture out only in the night as they are *Terrified of Sunlight*. For every turn a vampire exposes himself to sunlight, he takes 6d6 damage (no *Luck Roll*) and permanently loses 1 point of *Comeliness*.

Whenever he desires, a vampire may assume the state of a billowing cloud of gas (as the mage spell **Vaporous Form**). In addition, vampires may converse with and control any number of wolves, wargs, and werewolves (as the mage spell **Animal Tongues**) and have the capability of changing their form into these creatures at will as the mage spells **Animal Form**, **Shape Change**, and **Wereform**, respectively. (For a more contemporary flavor, you may wish to allow them to assume the forms of rats and bats as well.) None of these states provides any resistance to the effects of sunlight or other vampiric banes.

Vampires have an *Aversion to Garlic and Belladonna*. In addition, they are *Afraid of Holy Symbols of Good Deities* that are forcefully presented by *Good* characters.

A vampire commonly has a *Physical Strength* 5 points higher than what he had in life and a *Stamina* 2 points greater.

Because of his aversion to sunlight, a vampire normally sleeps during the day in the tomb or coffin in which he was buried. The vampire may heal wounds inflicted upon him when reclining his coffin. When he does so, he regains *Damage Tolerance* at a rate of one per hour. He may also regain *Damage Tolerance* by drinking the blood of a living member of his own race. In this case,

he regains *Damage Tolerance* on a point-per-point basis at a rate of 1d4 per turn.

Like all undead, vampires are *Immune to Frost and Mental Spells*, are not adversely affected by *Severity Damage*, and are *Susceptible to Holy Water*.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 2

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
6	5	2	2	1	1-5	-2

Vampire Examples

	Below Average	Average
Combat Level	9	11
Attack Bonus	+16	+18
Defense	34	36
Damage Tolerance	50 + 9d10	50 + 11d10
E.P. Value	840	1881
E.P. (Spellcaster)	1040	2310
Damage per Attack	by weapon + 6	by weapon + 8
	Above Average	Heroic
Combat Level	13	15
Attack Bonus	+20	+22
Defense	36	38
Damage Tolerance	50 + 13d10	50 + 15d10
E.P. Value	2646	4140
E.P. (Spellcaster)	3276	5040
Damage per Attack	by weapon + 9	by weapon + 10

Vampires are humanoids which have arisen after death to join the living dead. Unlike most such creatures, however, vampires are extremely charismatic. They have fair skin, smooth trim flesh, and piercing eyes. Their smiles are also quite charming, albeit a bit toothy. The canine teeth of a vampire are abnormally long, allowing the nighttime stalker to easily pierce the skins and draw the blood of his favorite prey.

Vampires forego the gruesome fate of having their flesh rot away like most other undead forms by drinking the blood (and consequently the life essence) of their victims. To be effective, the blood must come from a member of the feeding vampire's own race. If he does not fulfill this requirement periodically, the vampire permanently becomes a revenant. Thus, he loses 5 *Comeliness* points and his magical abilities. He does not lose his extreme aversion to sunlight, however. Vampires lose 1 *Damage Tolerance* every day they

forego their feeding urges. If half of the vampire's *Damage Tolerance* is lost in this way, he irrevocably degenerates into a revenant. (See *The Tome of Terrors* for details on revenants.)

During every "meal" obtained directly from his victim's warm body, the vampire drains one *Character Level* along with the experience points needed to gain that level. This produces no loss of skill in the use of weapons or spells in the victim, but further advancement remains impossible until the deficit is regained through further experience.

If, through a number of such sessions, the vampire drains enough levels to take the victim to 0 *E.P.*, the victim becomes a vampire himself, enslaved to the original's will. Until the 'master' is slain, however, these 'slaves' are far weaker than true vampires. They gain no bonuses on their *Physical Strengths* or *Staminas* and they are *Afraid of all Holy Symbols*, regardless of who wields them.

Although the vast majority of vampires arise unaided through poorly understood forces, a few assume the undead state voluntarily through the use of necromantic rituals (see the mage spell *Revenancy*).

The only sure way to kill a vampire is to trap him outside in sunlight or immerse him in free running water. Nevertheless, an oak or ash stake driven through the heart will immobilize the monster until it is removed.

Vodyany

Habitat: Vodyanoi (singular vodyany) lurk in fresh water rivers and lakes and are especially attracted to mills with water wheels. They despise these incessantly churning mechanisms because they interrupt the free flow of water that is this monster's main method of transport. Consequently, the vodyanoi inflict as much damage as possible on any working mill.

Life Style: undead man-eater

Wealth Type: hoard

Alignment: antisocial unlawful evil

Cunning: average

Speed: 70

Strength: average

Size: medium

Origin: The vodyany is a nebulous creature of Slavonic lore. Some tales describe them as bloodthirsty faery-like creatures with shape-changing abilities while others describe them as bloated corpse-like monsters with sorcerous powers. The legend of the rusalka is tied to that of the vodyanoi. Some stories relate that the

vodyanoi 'rescue' drowning maidens by transforming them into rusalka.

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

Although most undead have a terrible fear of sunlight and suffer extreme injury from fresh water, vodyanoi are completely unaffected by both. In fact, since undead have no need to breathe, vodyanoi can remain underwater indefinitely.

The only way that a vodyany can regain lost *Damage Tolerance* is through the consumption of human (and demi-human) flesh. For every "meal" in which a vodyany gorges himself on this fare, he regains 1d6 *Damage Tolerance*.

Vodyanoi have a *Lust for the Taste of Human Flesh* and are able to cast the following mage spells at will: **Bloodlust**, **Carbuncle Stone**, **Spirit Gem**, **Vertigo** and **Water Wings**. (See *The Lexicon of Lore* for details.) Finally, if a group of three vodyanoi congregate, they may invoke the priest Ritual spell **Rusalka Retinue** over the body of a drowned maiden. All spells are cast at spell levels equal to the invoking vodyany's *Combat Level*. (See *The Manual of Mythology* for details).

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: bite/ claw/ claw

Attributes

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

Vodyany Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	26	28
Damage Tolerance	20 + 5d10	20 + 7d10
E.P. Value	81	198
Damage per Attack	1d8/ 1d4/ 1d4	2d4/ 1d6/ 1d6
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+14	+16
Defense	32	34
Damage Tolerance	20 + 6d10	20 + 8d10
E.P. Value	520	1112
Damage per Attack	1d12/ 1d6/ 1d6	1d12/ 1d8/ 1d8

The vodyany is a most bizarre form of undead. Its body is grotesquely bloated and its flesh is pink and spongy from its continual submersion in water. The vodyany's hair and beard is green, having the appearance of matted moss and seaweed. Its most unusual characteristic, however, is that it appears to age from youth to old age every month as the phases of the moon pass. As the moon wanes, the vodyany's hair gradually whitens and his skin becomes more wrinkled and blotchy.

Needless to say, a vodyany breaking the water's surface is not a pleasant sight. All things considered, though, the physical characteristics of the vodyanoi may not be its most novel attributes. It may be the vodyany's often-

joyful attitude that is most noteworthy. They seem to revel in their horrid existence, lunging out at their prey with a mirthful expression on their pudgy, greedy faces.

Vodyanoi have a particular weakness for gambling. They wager amongst themselves with souls trapped in jars or gemstones; souls obtained from those personally slain. The vodyany with the largest collection gains a great deal of respect among his peers, so they are very protective of their diabolical hoards. Vodyanoi are willing to gamble with the living only if the stakes are particularly large and the odds are highly in favor of the ruthless monsters.

W

Warg

(Wearg, Varg)

Habitat: Wargs lives in the deep forests, marshes, and fens of the Scandinavian countryside. They avoid human towns and dwellings as much as possible since men will usually kill wargs on sight. When encountered in the wild, wargs roam in packs of half a dozen or more and usually surround their prey in order to overpower them by sheer numbers.

Life Style: predatory animal

Wealth Type: hoard. Wargs have a voracious appetite for gold. As such, they will waylay any encountered travelers that the pack leader decides is easy prey.

Alignment: antisocial unlawful neutral

Cunning: below average

Speed: 90

Strength: above average

Size: medium to large (200 to 250 pounds at best).

Origin: The warg comes to us from Nordic legends and was originally derived from the terms *varg* or *wearg*, meaning outlaw. In Scandinavian lands, outlaws lived a wild life in the woods, wearing whatever furs they could trap. Often, the best they could obtain were wolf skins. Thus, the varg were associated with wolves and the Scandinavian werewolf (or ulfhamr).

Special Characteristics: Wargs have a *Lust for Gold and Silver*.

Killing the pack leader gives a 35% chance that the rest of the pack will scatter in confusion.

Recovery Time: 7

Absorption: 0

Surprise Adj.: -1

Attack Modes: bite

Attributes

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

Warg Examples

	Below Average	Average
Combat Level	2	4
Attack Bonus	+4	+7
Defense	23	24
Damage Tolerance	20 + 2d10	25 + 4d10
E.P. Value	8	14
Damage per Attack	1d10	1d12
	Above Average	Pack Leader
Combat Level	6	8
Attack Bonus	+10	+13
Defense	25	26
Damage Tolerance	30 + 6d10	35 + 8d10
E.P. Value	36	100
Damage per Attack	2d6	2d8

Wargs resemble bristly wolves standing 4 to 5 feet tall at the shoulders. They have dark coats and cunning eyes which reveal a sinister intelligence far beyond that of common canines. The social order of wargs is quite similar to that of the common wolf in that they group themselves into packs of about a dozen individuals led by a dominant male and an alpha female. Even so, they are moderately intelligent creatures and have a primitive dialect of their own made up of grunts, growls, yelps, barks, whistles, and howls. A few have even mastered a smattering of human words.

Due to their intelligence, fortitude, and speed, wargs make excellent mounts. Unfortunately, they are not strong enough to carry a fully-grown human and are too malicious to suit elven tastes. As such, their services are restricted mainly to goblins and their ilk. Even then, their loyalty is assured only as long as riches keep accumulating.

Were-Bear

(Bjornhamr)

Habitat: Were-bears dwell in northerly climes where the winters are harsh and the summers bountiful. They are equally at home in the mountains, fjords, and forests but always require an expansive hunting range.

Life Style: nocturnal lycanthrope

Wealth Type: monetary

Alignment: neutral good

Cunning: average

Speed: 80

Strength: above average

Size: medium (human form) to large (bear form)

Origin: Tales of shape-shifters are common throughout the world and are especially prevalent in Scandinavian and Slavonic areas. Tales of the were-bear come to us from Scandinavian fairy-tales in which a prince named Bjorn was cursed to the life of a were-bear, living every day as a bear and only transforming into a man at night. J.R.R. Tolkien popularized were-bears in his classic The Lord of the Rings trilogy.

Special Characteristics: Upon every sun-rise, any person afflicted with the bear-strain of lycanthropy will transform into the form of a bear. He will remain in that form until the sun sets, when his human form is restored. The unfortunate individual is entirely unable to control his transformations. Fortunately, his mental faculties are in no way impaired by the metamorphosis.

Every were-bear bite inflicted on a human or half-human creature forces it to make a *Luck Roll* with *Stamina* adjustments against a *Threshold* of 15 plus the bear's *Combat Level*. A failed roll indicates the victim is afflicted with bear-lycanthropy. Note that the Overlord should roll the dice in this situation as the infected character does not yet recognize his problem (and may not for several months).

The *Physical Strength* and *Stamina* of a lycanthrope in bear form both increase by 5 points, with a requisite increase in *Damage Tolerance*. This added DT acts as a sort of damage 'buffer'. In other words, any damage sustained by the bear is applied against the added DT before it is applied to the creature's human-form DT. When the were-bear transforms back into human form, all of the damage applied against the 'buffer' disappears. Thus, the bear's *Damage Tolerance* must fall below its normal human *DT* before the injuries will be felt in human form.

The bear's *Combat Level* equals its human *Character Level*. Its *Attack Bonus* equals its *Combat Level* plus *Vigor* adjustments. Its *Defense* equals its *Raw Defense* plus its *Combat Level*.

Recovery Time: 8

Absorption: 0

Surprise Adj.: -1

Attack Modes: bite/ claw/ claw

Attributes

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

Were-Bear Examples (Bear Form)

	Below Average	Average
Combat Level	5	7
Attack Bonus	+11	+14
Defense	22	24
Damage Tolerance	= human DT+40	= human DT+40
E.P. Value	84	138
Damage per Attack	1d12/ 1d6/ 1d6	2d6/ 1d6/ 1d6
	Above Average	Exceptional
Combat Level	10	13
Attack Bonus	+18	+22
Defense	28	32
Damage Tolerance	= human DT+40	= human DT+40
E.P. Value	450	1027
Damage per Attack	2d8/ 1d8/ 1d8	2d8/ 1d10/ 1d10

A were-bear is a person cursed with a specific form of lycanthropy, a disease that transforms the physical shape of its host. During the day, a were-bear assumes the shape of a bear and is entirely unable to return to its human state until night falls. Unlike most other strains of the disease, bear-lycanthropy never impairs the mind of its hosts. Consequently, although were-bears are shunned by society due to fear of infection, they are rarely hunted down aggressively unless the lycanthrope makes a general nuisance of himself by feeding on the peasantry's livestock.

Despite the fact that were-bears are unwelcome in towns and cities, hermits and peasants in secluded rural areas often accept them as eccentric neighbors. It is probably due to this small acceptance that were-bears are well known for their good manners and occasionally heroic acts. No were-bear is trusting of strangers, but neither are they overly hostile.

Were-Boar

Habitat: Were-boars are hermitish creatures, shunning the societies that despise them. Were-boars will often congregate in secluded communities deep within dense forests.

Life Style: nocturnal lycanthrope

Wealth Type: monetary

Alignment: social neutral evil

Cunning: average

Speed: 80

Strength: average

Size: medium

Origin: Shape changers having the ability to transform themselves into wild boars are especially common in the folklore of Scandinavian and Slavonic lands.

Special Characteristics: Every were-boar bite inflicted on a human or half human creature forces it to make a *Luck Roll* with *Stamina* adjustments against a *Threshold* of 15 plus the boar's *Combat Level*. A failed roll indicates the victim is afflicted with lycanthropy. Note that the Overlord should roll the dice in this situation as the infected character does not yet recognize his problem (and may not for several months).

If a person is aware of his affliction, he may attempt to control his transformations. Every time a character attempts to control his metamorphosis, allow him a *Luck Roll* against a *Luck Threshold* of 25. The *Luck Roll* should discount all *Character Level* bonuses but include *Willpower* adjustments. Every time a character succeeds in making the *Luck Roll*, he thereafter gains a +1 cumulative bonus on all such future rolls. If the *Luck Roll* succeeds, the character foregoes his terrible transmutation into a boar THIS time. (Add +1 to the *Luck Threshold* for every week over a month the individual has foregone the transformation.)

If he desires, any were-boar may attempt to take on boar form once per day. To determine success, make a *Luck Roll* using the same adjustments as above. The transformation causes no impediment to his mental faculties, but the form lasts until he makes a similar roll to change back. Only one such roll may be made per day, so the piggish form is often retained far longer than is desired.

Damage Tolerance, *Physical Strength*, *Agility*, etc. of a were-boar remain unchanged regardless of the form taken. The boar's *Combat Level* equals its *Character Level*. Its *Attack Bonus* equals its *Combat Level* plus *Vigor* adjustments. Its *Defense* equals five plus its *Raw Defense* plus its *Combat Level*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 0

Attack Modes: tusks

Attributes

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

Were-Boar Examples (Boar Form)

	Below Average	Average
Combat Level	5	7
Attack Bonus	+10	+13
Defense	26	28
Damage Tolerance	=human DT	=human DT
E.P. Value	84	138
Damage per Attack	1d12	2d8
	Above Average	Exceptional
Combat Level	10	13
Attack Bonus	+17	+21
Defense	32	36
Damage Tolerance	=human DT	=human DT
E.P. Value	450	1027
Damage per Attack	3d6	2d12

A were-boar is a person afflicted with one of the worst forms of lycanthropy. At least the other strains will mutate their hosts into forms that are downright beautiful, in a deadly sort of way. Boars, on the other hand, are ugly, smelly beasts with no redeeming qualities whatsoever. Their complexions are warty and they have all the patience of killer bees. Even their ranking among other 'monster' types is lacking since they are not even feared as man-eaters. In fact, boars are themselves eyed with a greedy look by most hunters.

Even though were-boars are not man-eaters, they are far from congenial. The disease that distorts their bodies also has a profound impact on the psyche. Anyone infected with boar-lycanthropy will quickly adopt boorish manners and a hatred for civilization. In fact, they are only truly comfortable among those of their own kind. Over time, a were-boar's alignment will slowly creep toward *Social Neutral Evil*. (Their social aspects only pertain to other were-boars.)

Despite the low esteem in which were-boars are held, they should not be confused with the lowest lycanthrope form: the were-bore. These hideous monsters will invade your living rooms disguised as relatives or salesmen and will quickly reveal their true natures while keeping you paralyzed with apathy.

Were-Leopard

Habitat: Were-leopards are found in all areas where their common big-cat cousins dwell. In feline form, these dangerous predators prowl through forests, underbrush, jagged hillsides, and scrub. Even so, they are rarely encountered far from human towns and townships.

Life Style: diurnal lycanthrope

Wealth Type: monetary

Alignment: lawful evil

Cunning: average

Speed: 120

Strength: average

Size: medium

Origin: Legends of men changing into the forms of leopards are known wherever the big cats have lived. As such, they were commonly known in Eastern Africa and in the Middle East.

Special Characteristics: Every were-leopard bite inflicted on a human or half human creature forces it to make a *Luck Roll* with *Stamina* adjustments against a *Threshold* of 15 plus the leopard's *Combat Level*. A failed roll indicates the victim is afflicted with lycanthropy. Note that the Overlord should roll the dice in this situation as the infected character does not yet recognize his problem (and may not for several months).

Even if a person is aware of his affliction, he is entirely unable to prevent his transformation, which will spontaneously happen at random times at a rate of about once per month. However, if a person is aware of his affliction, he may attempt to retain his mental faculties while in leopard form. Every time a character attempts to retain awareness, allow him a *Luck Roll* against a *Luck Threshold* of 25. The *Luck Roll* should discount all *Character Level* bonuses but include *Willpower* adjustments. Every time a character succeeds in making the *Luck Roll*, he thereafter gains a +1 cumulative bonus on all such future rolls. If the *Luck Roll* succeeds, the character retains control over his actions *this time*.

Any were-leopard who is unable to retain awareness in feline form will suffer from an *Uncontrollable Lust for the Taste of Human Flesh*.

If he desires, any were-leopard may attempt to voluntarily take on leopard form once per day. To determine success, make a *Luck Roll* using the same adjustments as above. Remember that a second roll is

still necessary for the individual to retain awareness. The transformation lasts 1d6 hours.

Damage Tolerance, Physical Strength, Agility, etc. of a were-leopard remain unchanged regardless of the form taken. The leopard's *Combat Level* equals its *Character Level*. Its *Attack Bonus* equals its *Combat Level* plus *Vigor* adjustments. Its *Defense* equals five plus its *Raw Defense* plus its *Combat Level*.

Recovery Time: 8

Absorption: 0

Surprise Adj.: 3

Attack Modes: bite/ claw/ claw

Attributes

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

Were-Leopard Examples (Leopard Form)

	Below Average	Average
Combat Level	5	7
Attack Bonus	+9	+12
Defense	27	29
Damage Tolerance	=human DT	=human DT
E.P. Value	84	138
Damage per Attack	1d12/ 1d8/ 1d8	2d6/ 1d8/ 1d8
	Above Average	Exceptional
Combat Level	10	13
Attack Bonus	+16	+20
Defense	33	37
Damage Tolerance	=human DT	=human DT
E.P. Value	450	1027
Damage per Attack	2d8/ 1d8/ 1d8	3d6/ 1d10/ 1d10

A were-leopard is a person afflicted with a form of lycanthropy that periodically warps its host's body into the form of a spotted leopard. The transformation often impairs the mental faculties of the cursed individual, who will subsequently revert to the behaviors of a wild, hungry predator. Since were-leopards are merely diseased men, they tend to inhabit populated areas. Consequently, the bloody scene of a big-cat attack on a merchant or townsman is a strong indicator that a were-leopard lives nearby.

Even though were-leopards are despised by the general populous, their superb combative skills often allow them to quickly gain power in areas where petty tyrants can rise unchallenged. The disease also has a stung influence on the personalities of those infected.

Over time, the individual's alignment will slowly creep toward *Antisocial Lawful Evil*.

Were-Owl

Habitat: Were-owls are basically nocturnal, sleeping in human habitation during the day and hunting in owl-form at night.

Life Style: nocturnal lycanthrope

Wealth Type: monetary

Alignment: neutral

Cunning: average

Speed: 20 (150 flying)

Strength: below average

Size: medium (human form) to small (owl form)

Origin: Stories of were-creatures are quite common throughout the world. However, were-owls are among the rarest of lycanthrope types. One such example appears in *The Golden Ass* written by Apuleius of ancient Greece. In this romance, the were-owl is presented as a witch who transforms herself through magical ointments and spells.

Special Characteristics: Were-Owls are *Immune to all but silver and magical weapons*. In addition, were-owls have excellent night vision which acts in a manner similar to the mage spell **Pallid Eye** (see *The Lexicon of Lore™* for details).

Upon every sun-set, a person afflicted with the owl-strain of lycanthropy will transform into the form of an owl. He will remain in that form until the sun rises once again, when his human form is restored. The unfortunate individual is entirely unable to prevent these transformations. Fortunately, his mental faculties are in no way impaired by the metamorphosis.

Every were-owl bite inflicted on a human or half human creature forces it to make a *Luck Roll* with *Stamina* adjustments against a *Threshold* of 15 plus the owl's *Combat Level*. A failed roll indicates the victim is afflicted with owl-lycanthropy. Note that the Overlord should roll the dice in this situation as the infected character does not yet recognize his problem (and may not for several months).

The *Physical Strength* and *Stamina* of a lycanthrope in owl form drop by 2 points and its *Damage Tolerance* is cut in half (along with any damage already sustained). Any amount of damage sustained by the owl while in this form counts as double when reverting to human form. That is, one point of damage sustained by the owl form translates to two points of damage when the sun rises and the human form is restored. The owl's

Combat Level equals its human *Character Level*. Its *Attack Bonus* equals its *Combat Level* plus *Agility* adjustments. Its *Defense* equals 10 plus its *Raw Defense* plus its *Combat Level*.

Recovery Time: 8

Absorption: 0

Surprise Adj.: 2

Attack Modes: beak/ claw/ claw

Attributes

PS	ST	AG	MD	PC	WP	FA
-2	-2	4	-4	5	0	0

Were-Owl Examples (Owl Form)

	Below Average	Average
Combat Level	5	7
Attack Bonus	+9	+11
Defense	30	32
Damage Tolerance	= human DT/2	= human DT/2
E.P. Value	45	108
Damage per Attack	1d6/ 1d4/ 1d4	1d6/ 1d4/ 1d4
	Above Average	Exceptional
Combat Level	10	13
Attack Bonus	+13	+20
Defense	34	37
Damage Tolerance	= human DT/2	= human DT/2
E.P. Value	360	756
Damage per Attack	1d8/ 1d4/ 1d4	1d8/ 1d4/ 1d4

Were-owls are ordinary people who have been cursed with a rare strain of lycanthropy which nightly disfigures its host's form into that of an owl. Even though were-owls retain their human shapes during the day, they are exceedingly lonely individuals. The powerful predatory instincts of the nocturnal raptors drive were-owls to remain active during the night, forcing them to rest through the majority of the day.

Fortunately, were-owls find it far easier than most lycanthropes in hiding their affliction. Many even dare the lives of city dwellers. It certainly helps that owl-lycanthropy does not transform its victims into horrible blood-thirsty monsters. Even so, it does subtly affect its host's personality. Over time, all were-owls slowly adopt a pure neutral alignment.

Werewolf

(Loup-Garou)

Habitat: Since werewolves are nothing more than men and women afflicted with a terrible contagious disease, these bloodthirsty predators are almost always encountered roaming the countryside near human towns and villages.

Life Style: nocturnal man-eater

Wealth Type: monetary

Alignment: Antisocial neutral evil when in wolf form. (The alignment in human form is unaffected.)

Cunning: average

Speed: 70

Strength: average to above average

Size: medium

Origin: Tales of shape-shifters and lycanthropy were ubiquitous throughout the ages in European mythology and folklore. Werewolves, in particular, were especially common in Scandinavia, France, and England. The term *lycanthropy* derives from the name of the infamous Greek character Lycaeon who was cursed and transformed by Zeus after the insolent mortal fed human flesh to the gods.

Special Characteristics: Werewolves are basically *Immune to all but silver and magical weapons*. This 'immunity' actually comes in the form of a miraculous regeneration ability. Any damage sustained within a single turn of combat that is not delivered by a silver or magical weapon is totally regenerated at the end of the turn. However, if enough damage is inflicted in a single turn by normal means to kill the beast, the lycanthrope dies. This regenerative ability does not work while the lycanthrope retains human form but all physical damage sustained in human form WILL regenerate upon transferring to wolf form, magical damage or not. The reverse is not true.

Even though werewolves can be harmed through magical means, they do have some resistance to magic. In effect, a werewolf in wolf form shrugs off magical attacks as if affected by the mage spell **Magic Reduction**. Treat this resistance as if it were cast at a spell level equal to the wolf's *Combat Level* (see *The Lexicon of Lore™* for details).

Needless to say, in wolf form werewolves have an *Uncontrollable Lust for the Taste of Human Flesh*.

Every werewolf bite inflicted on a human or half-human creature forces it to make a *Luck Roll* with *Stamina* adjustments against a *Threshold* of 15 plus the wolf's

Combat Level. A failed roll indicates the victim is afflicted with lycanthropy. Note that the Overlord should roll the dice in this situation as the infected character does not yet recognize his problem (and may not for several months).

If a person is aware of his affliction, he may attempt to control his transformations. Every time a character attempts to control his metamorphosis, allow him a *Luck Roll* against a *Luck Threshold* of 25. The *Luck Roll* should discount all *Character Level* bonuses but include *Willpower* adjustments. Every time a character succeeds in making the *Luck Roll*, he thereafter gains a +1 cumulative bonus on all such future rolls. If the *Luck Roll* succeeds, the character foregoes his terrible transmutation into a wolf THIS time. (Add +1 to the *Luck Threshold* for every week over a month the individual has foregone the transformation.)

If he desires, any werewolf may attempt to take on wolf form once per day. To determine success, make a *Luck Roll* using the same adjustments as above. Remember, a werewolf in wolf form ALWAYS seeks out flesh -- HUMAN flesh if at all possible. He remains in wolf form for 1d6 hours.

Damage Tolerance, Physical Strength, Agility, etc. of a werewolf remain unchanged regardless of the form taken. A werewolf ALWAYS fights at a *Combat Level* in wolf form equal to its *Character Level* in human form. Training a werewolf brings no rewards as it retains no memory of past experience. Its *Attack Bonus* equals its *Combat Level* plus *Vigor* adjustments. Its *Defense* equals five plus its *Raw Defense* plus its *Combat Level*.

Recovery Time: 6

Absorption: 0

Surprise Adj.: -2

Attack Modes: bite

Attributes

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

Werewolf Examples (Wolf Form)

	Below Average	Average
Combat Level	5	7
Attack Bonus	+9	+12
Defense	27	29
Damage Tolerance	=human DT	=human DT
E.P. Value	84	138
Damage per Attack	2d12	2d12
	Above Average	Exceptional
Combat Level	10	13
Attack Bonus	+16	+20
Defense	33	37
Damage Tolerance	=human DT	=human DT
E.P. Value	450	1027
Damage per Attack	2d12	2d12

A werewolf is a person infected with the horrible, life-changing disease of lycanthropy. In fact, many strains of lycanthropy exist, each of which warps and twists the bodies of their hosts into a different form of animal. The particular strain affecting werewolves periodically contorts and mutates them into ravenous cannibalistic wolves. The infected victim can recall no events that transpired in wolf form. Indeed, several months may pass before he even suspects his affliction.

The disfiguring disease makes its host particularly sensitive to moonlight. A werewolf exposed to a sufficiently bright moon will undergo a grueling and painful metamorphosis. Thus, most werewolves terrorize the countryside on nights with full moons, although this is not always the case (such as when clouds completely obscure the nighttime sky.) The longer a werewolf goes without experiencing a transformation, the greater his sensitivity to moonlight becomes. Fortunately, a single night of ravenous bloody feasting gives the unfortunate tortured soul a month-long respite from his curse.

White Lady

(White Phantom)

Habitat: These unusual ghosts are commonly found in enchanted forests and in areas that have nostalgic or sentimental significance due to important events of their former lives.

Life Style: undead spirit

Wealth Type: incidental

Alignment: social good

Cunning: average

Speed: 90

Strength: above average

Size: medium

Origin: White ladies are found throughout European folklore, most notably that of Germany and Britain. Interestingly enough, the old Celtic name 'Gwenhwyar' can be translated as "White Phantom." The modern spelling of this name is "Guinevere," which suggests forgotten connections between these good ghosts and Arthurian legend. We are sad to report though, that, as far as we can tell from our research, there never actually existed a friendly ghost named Casper.

Special Characteristics: These good spirits are absolutely intolerant of evil and malicious spirits and undead. Whenever one is encountered, it will do its best to send it to its final rest. To so do, the white phantom is equipped with the ability to draw energy from the evil spirit as the mage spell **Ectoplasmic Drain**. The energy thus drained actually heals any damage done to the white ghost on a point-per-point basis.

White ladies also have the ability to affect the mortal realm as the mage spells **Bolt of Force** and **Telekinesis**. All spells may be used at will up to once per turn and are cast at a spell level equal to the phantom's *Combat Level*. Their telekinesis ability is unusually powerful in that these phantoms can use it to actually wield normal weapons.

Like all undead creatures, white ladies are *Immune to Cold and Mental Spells* and are not adversely affected by *Severity Damage*. In addition, they are *Immune to all but Magical Weapons*. White ladies are highly unusual undead spirits in that they are entirely unaffected by holy water and have no aversion whatsoever to daylight.

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

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: 0

Attack Modes: by weapon.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	2	4	3	2	0	4

White Lady Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+8	+11
Defense	26	28
Damage Tolerance	25 + 5d10	30 + 7d10
E.P. Value	120	210
Damage per Attack	by weapon+2	by weapon+3
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+14	+17
Defense	32	34
Damage Tolerance	35 + 9d10	40 + 11d10
E.P. Value	550	1140
Damage per Attack	by weapon+4	by weapon+5

White phantoms are ghostly undead spirits that seem to shimmer with a tenuous white light. They are said to arise from the souls of saintly people who suffered greatly in life by the evil acts of close friends or relatives. The vast majority of these spirits are those of goodly women, who were beaten horribly by their abusive husbands. Consequently, the term 'white lady' has virtually usurped the term 'white phantom' in common usage. White ladies are usually dressed in long billowy dresses and wear white headbands or veils. White 'gentlemen' have also been seen, but the nature of their rising is less certain.

Most of these good spirits have undertaken some important personal quest that went unfulfilled in life. In death, they either act to fulfill their unsatisfied mission or, if that is impossible, find some way to make up for their shortcomings in life. These ghosts are so different from other undead forms that they are often mistaken for ethereal fairies such as sylphs.

White Stag

(White Hart)

Habitat: White stags are timid, gentle creatures that are most often encountered in forests. They are especially prevalent in enchanted forests. Oddly enough, though, they can occasionally be spotted in black or undead forests if they become aware of a terrible injustice that needs immediate attention.

Life Style: animal

Wealth Type: incidental

Alignment: neutral good

Cunning: below average

Speed: 200

Strength: average

Size: medium to large.

Origin: Stags are used as symbols in Celtic, Nordic, and Greek mythologies. It was highly important to the Celtic god Cernunnos as a guide to lead the souls of the newly dead to the underworld and as a symbol of sunlight. The Norse associated its branching antlers with the Tree of Life, Yggdrasil. It was also held as sacred by the Greek Goddesses Artemis, Aphrodite, Athena, and Diana. The stag was often used in heraldry as well to represent piety. In fairy tales, stag hunts would often end in some supernatural adventure.

Special Characteristics: White stags continually produce a dim white glow that is anathema to undead and evil spirits (Treat this aura as if it were the mage spell **Morning Glory** cast at a spell level equal to the hart's *Combat Level*). This glow is virtually undetectable during daylight hours, but is quite apparent at night.

White stags have an exceptional jumping ability that can be performed at will. Treat this as the mage spell **Hare's Leap** (cast at a spell level equal to the stag's *Combat Level*).

White stags have remarkable recuperative abilities. They can effectively regenerate 1 point of physical damage sustained every turn. Unfortunately, its healing powers cannot restore the stag's life once it is slain.

White stags have an *Affinity toward Elves*.

Recovery Time: 7

Absorption: 0

Surprise Adj.: 4

Attack Modes: antlers/ hoof/ hoof. White stags are loathe to attack, preferring a quick escape to combat. However, they will defend themselves if forced to do so.

Attributes

PS	ST	AG	MD	PC	WP	FA
2	8	6	--	4	-1	1

White Stag Examples

	Below Average	Average
Combat Level	5	7
Attack Bonus	+11	+14
Defense	30	33
Damage Tolerance	45 + 5d10	55 + 7d10
E.P. Value	63	126
Damage per Attack	1d10 1d6/ 1d6	1d10/ 1d6/ 1d6
	Above Average	Exceptional
Combat Level	9	11
Attack Bonus	+17	+20
Defense	35	37
Damage Tolerance	65 + 11d10	75 + 11d10
E.P. Value	280	600
Damage per Attack	1d12/ 1d8/ 1d8	2d6/ 1d8/ 1d8

White stags appear as ordinary male deer with bright white coats. They are remarkably shy creatures that are loathe to show themselves to mortal eyes. However, they are also quite good and will endeavor to right any wrongs or injustices they encounter. Their combative abilities are limited, however, so their ordinary tactic is to draw attention to the evil happenings.

The manner in which they 'recruit' help is quite novel. Being good creatures, they do not want to place a good shepherd or hunter in a situation that the stag believes would be suicidal. Thus, the stag will test the potential recruit's skills. It does this primarily by showing itself and drawing the 'applicant' into a chase, during which the stag will use whatever tricks and maneuvers that it feels is necessary to validate the candidate's fitness. If the test is not passed, the stag will simply bound away leaving its pursuer none the worse for wear. If the test is passed, however, the stag will lead the recruit to the site of wrongdoing. Since 'passing the test' often means the stag will be inflicted with some life-threatening wound, white stags do not enter into these contests lightly.

Powdered white stag antler acts as an aphrodisiac similar to the mage spell **Philter of Love**. An intact white stag skin, with antlers intact, can bring as much as 10,000 silver pieces.

Wight

(Wicht, Wichtln, Draugr, Haugbui, Barrow Wight)

Habitat: Wights inhabit the burial mounds in which their remains were laid to rest. The most elaborate of these "barrows" were constructed by placing the honored warrior into his favored ship (i.e. a viking longboat) along with his valuables. Often, his warhorse and perhaps a servant girl were sacrificed and placed along with him for company in the afterlife. This entire assembly was then buried under several yards of dirt and clay. Obviously, only the most honored of warriors would warrant so magnificent a send-off. It is said that these mounds sometimes give off a baleful eerie glow at night.

Life Style: hermit-like undead

Wealth Type: hoard

Alignment: evil

Cunning: average

Speed: 50

Strength: average

Size: medium

Origin: The word "wight" originated as a rather vague Germanic term meaning "creature." Over time, the term took on a more supernatural meaning. The Celts used the related terms *wicht* and *wichtln* to refer to dangerous faeries. The word "wight" was eventually applied to the Scandinavian draugr (also known as a haugbui), which was the walking corpse of a Nordic warrior. These great Scandinavian warriors were laid to rest in impressive barrows, or burial mounds, which explains J. R. R. Tolkien's incorporation of "barrow wights" into his classic tale The Hobbit.

Special Characteristics: The strong wills of wights enable them to continue fighting long beyond the endurance of weaker undead forms. However, sheer will alone cannot allow the walking corpse to withstand such punishment unphazed. When it sustains enough bludgeoning to drop its *Damage Tolerance* below 75% of its maximum, it loses much of the use of some random body part (arm, leg, head, etc.) Another is maimed when it reaches 50% of its maximum DT and another when it falls to only 25%. If a weapon arm is maimed, the wight's *Attack Bonus* drops by 5 points (the wight will switch the weapon to a good arm, if possible). Each time a leg is incapacitated, the wight's *Defense* likewise drops by 5 points. Of course, when 0 DT is reached, the creature is completely (and permanently) stilled.

Wights are *Immune to Cold and Mental Spells*, are not adversely affected by *Severity Damage*, are *Susceptible to Holy Water*, and have an *Aversion to Sunlight*.

Recovery Time: by weapon

Absorption: 3

Surprise Adj.: 1

Attack Modes: by weapon

Attributes

PS	ST	AG	MD	PC	WP	FA
4	5	3	2	2	2	0

Wight Examples

	Below Average	Average
Combat Level	4	6
Attack Bonus	+9	+13
Defense	23	27
Damage Tolerance	200 + 4d10	200 + 6d10
E.P. Value	105	204
Damage per Attack	by weapon + 3	by weapon + 4
	Above Average	Exceptional
Combat Level	8	10
Attack Bonus	+16	+19
Defense	31	35
Damage Tolerance	200 + 8d10	200 + 10d10
E.P. Value	500	1320
Damage per Attack	by weapon + 5	by weapon + 6

Wights are undead horrors risen from their graves. Their lifeless flesh is black from death's touch and is often bloated. Witnesses have described these monsters as "swollen to the size of an ox and black as Hell." In addition, their eyes glow with a pallid unearthly light, similar to that of moonlight reflecting off the surface of a glassy pool of stagnant water. Needless to say, a wight's skin is cold to the touch, more akin to clay than living flesh.

Being well past the vanities of life, wights have little concern about personal hygiene. Their hair is wild and unkempt and they are surrounded by the sickly sweet odor of death and decay. Their nails are overgrown and would make effective weapons in their own right. However, most wights were powerful warriors in life, and so prefer to wield the weapons in which they are highly trained.

Most wights arise naturally from the decaying remains of fallen warriors. However, some are brought into existence through the use of powerful necromantic spells (such as the Arcane Lore spell **Raise the Dead** - see *The Lexicon of Lore™* for details). Some say that

the only true way to ensure the finality of a wight's death is to decapitate it once it has fallen.

Wild Huntsman

Habitat: Wild Huntsmen are found wherever the hunting is good. Consequently, they prefer forests but are equally comfortable chasing big game across grassy plains.

Life Style: solitary faery

Wealth Type: incidental

Alignment: antisocial evil

Cunning: high

Speed: 90

Strength: above average

Size: medium

Origin: Wild Huntsmen are feared throughout northern Europe (including Scandinavia, Germany, and England). It seems as if each province has its own dark forest haunted by one of these terrible faeries.

Most of the huntsman tales descended from myths concerning the Nordic god Woden (Odin). In their early forms, these stories described Woden periodically riding across the sky mounted on his magnificent White steed and bringing doom to all those unfortunate enough to see the spectacle. The similarity of the Wild Huntsman to the Celtic god Cernunnos, however, is striking. Some historians believe that the resemblance cannot be discounted as mere coincidence and ascribe at least some aspects of the tales to the horned god.

Special Characteristics: All huntsmen have the skill of *Tracking*, which they perform at a skill level equal to their *Combat Levels*. In fact, most are believed to possess all of the wilderness skills of a woodsman or scout. In addition, a Wild Huntsman has the following magical abilities that he uses at a spell level equal to his combat level:

Fear as the mage spell to all hearing the blare of his hunting horn.

Shadow Form at will as the mage spell.

Ineffable Awe as the mage spell to all who meet his gaze.

A Wild Huntsman is usually accompanied by a pack of 2d6 dogs, wolves, or wargs. He trains these beasts to track by scent so that very few ever escape. Each trained canine adds an additional +1 to his *Success Bonus* while *Tracking*, up to a maximum of +5. These howling beasts have a *Combat Level* of approximately

half their master's and will always fight to the death in his defense.

While most huntsmen prefer to track their prey on foot, occasionally one will take a Phouka as a steed. The Phouka will have a *Combat Level* commensurate with the hunter's.

Recovery Time: by weapon

Absorption: by armor

Surprise Adj.: -6 (toot-toot-toot-TAAAA bur-WAAA)

Attack Modes: by weapon. These skilled hunters generally use spears or bows in their pursuit of prey. If confronted directly, a huntsman will draw a hand held weapon and wield it with equal ferocity.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	8	3	2	4	1	2

Wild Huntsman Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	+13	+16
Defense	30	33
Damage Tolerance	75 + 7d10	80 + 9d10
E.P. Value	162	440
Damage per Attack	by weapon + 4	by weapon + 5
	Above Average	Heroic
Combat Level	11	13
Attack Bonus	+19	+23
Defense	36	39
Damage Tolerance	85 + 11d10	90 + 13d10
E.P. Value	1026	2016
Damage per Attack	by weapon + 6	by weapon + 8

A loud blare from his horn and the howling of his dogs signals the approach of a Wild Huntsman. This evil faery relentlessly chases his prey through the forest. While a Wild Huntsman usually contents himself with a stag or boar, he prefers the greater challenge of tracking down human quarry. He has a dark and foreboding countenance whose features are rarely seen on the black nights he ventures across the countryside. Except for the huntsman's fiery green eyes, he is seen only as a dark silhouette. Only appearing at night, his black outline usually shows horns or antlers sprouting from his head. Nobody is certain whether the horns grow from the huntsman's head or are merely worn as ornaments.

As these hunters are sportsmen, they will only chase down individuals that 'willingly' join in the hunt by

running at the sound of his horn. Once he has killed his quarry, the huntsman will depart into the woods until the next evening. He is not a gladiator and will only laugh at those that suggest he stand and fight.

If slain, the huntsman will simply fade away, leaving his weapons and armor behind. Oftentimes, a holy symbol of the Celtic god Cernunnos or the Nordic god Odin is found inscribed on the horn or spear.

Will-o'-Wisp

(Corpse-Candle, Ignus Fatuus, Jack-o-Lantern)

Habitat: Since will-o'-wisps are ghostly spirits, they frequent all of the standard undead haunts. Even so, they are most often encountered bobbing and darting through the reeds and cattails of marshes and swamps.

Life Style: solitary undead spirit

Wealth Type: incidental

Alignment: social neutral evil

Cunning: high

Speed: 300

Strength: nil

Size: small

Origin: The will-o'-wisp is known by many names and are believed to arise from a variety of sources. One of the most common beliefs is that they are the wandering souls of un-baptized babies. Modern science has provided the unromantic notion that the will-o'-wisp is nothing more than burning methane sporadically being released from decaying matter submerged in the swamp's murky waters.

Special Characteristics: Will-o'-wisps apparently feed on the mental energies of those they encounter. This mental draining is felt by the victim in the form of a loss of *Willpower* in a manner similar to the mage spell **Mental Drain**. (Treat the ability as if cast at a spell level equal to the wisp's *Combat Level*.) Anyone within 10 feet of the wisp may be targeted. If the *Luck Roll* against the drain succeeds, the ghost must wait until the next night to attempt the *Willpower* drain again on the same individual. During the wisp's feast, the victim experiences an eerie feeling that someone is watching him. If asleep, he experiences terrible nightmares.

A single will-o'-wisp may drain in one night a total of only 1 point of *Willpower* for every point of its own *Damage Tolerance*. If it drains its maximum amount on a single evening, the *Damage Tolerance* of the gorged spirit increases by 1 point permanently.

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

Recovery Time: Not Applicable

Absorption: 0

Surprise Adj.: +4

Attack Modes: *Willpower* drain

Attributes

PS	ST	AG	MD	PC	WP	FA
--	--	11	--	4	3	-1

Will-o'-Wisp Examples

	Below Average	Average
Combat Level	7	9
Attack Bonus	N/A	N/A
Defense	38	40
Damage Tolerance	1d4	1d6
E.P. Value	264	550
Damage per Attack	N/A	N/A
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	N/A	N/A
Defense	42	44
Damage Tolerance	1d8	1d10
E.P. Value	1900	1657
Damage per Attack	N/A	N/A

A will-o'-wisp is a ghostly ball of light resembling a candle flame. Normally these spirits are encountered bobbing about swampy areas although no one knows why they have a fondness for such environs. Here they lure travelers into danger (in much the same way as the Jack-o'-Lantern but without the potent magical resources). Consequently, they are viewed as portents of death. The motive for their unscrupulous behavior is unknown. It may be that the will-o'-wisp feeds on the fleeing souls of those lead to their deaths.

Occasionally, a will-o'-wisp will enter a campsite unnoticed and hide in a campfire or torch flame. If discovered, a will-o'-wisp will immediately flee the area only to return at a later time. Will-o'-wisps often follow parties for weeks through swamps until all members die. Thankfully, daylight weakens a will-o'-wisp so that it cannot attack until nightfall.

Because the gorilla tactics of the will-o'-wisp are its standard attack method, experience points are not awarded until the will-o'-wisp is destroyed.

Will-o'-Wyke

(Corpse Candle, Ignus Fatuus, Jack-o'-Lantern)

Habitat: Will-o'-wykes haunt crypts, dungeons, tombs, and other common ghostly lairs. However, their lust for magic often finds them 'on the prowl' far afield from their own depleted graves.

Life Style: solitary spirit

Wealth Type: incidental

Alignment: neutral

Cunning: high

Speed: 300

Strength: nil

Size: small

Origin: Bobbing balls of light that lure travelers to their doom through murky swamps is a common feature of folklore across Europe. Will-o'-wyke is the Norfolk term for the more commonly known will-o'-wisp.

Special Characteristics: The will-o'-wyke has a voracious appetite for magical energy. When hungry, it acts as a sort of roving magic sink that sucks in any nearby spells. Treat this power as if it were a **Spell Vortex** cast at a spell level equal to half the spirit's *Combat Level*. (See the mage spell in *The Lexicon of Lore™* for details.)

Although the will-o'-wyke can ingest an impressive quantity of its favorite food, it does have its limits. On any given night, the wyke can only absorb a number of spells (or levels from magic items) equal to its maximum *Damage Tolerance*. Unfortunately for adventurers, anytime the spirit achieves this maximum quantity, its maximum *Damage Tolerance* permanently increases by one point.

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

Recovery Time: Not Applicable

Absorption: 0

Surprise Adj.: +4

Attack Modes: Magic drain.

Attributes

PS	ST	AG	MD	PC	WP	FA
--	--	12	--	4	3	-1

Will-o'-Wyke Examples

	Below Average	Average
Combat Level	6	8
Attack Bonus	N/A	N/A
Defense	39	41
Damage Tolerance	1d8	1 + 1d10
E.P. Value	186	355
Damage per Attack	N/A	N/A
	Above Average	Exceptional
Combat Level	10	12
Attack Bonus	N/A	N/A
Defense	43	45
Damage Tolerance	3 + 1d10	5 + 1d10
E.P. Value	810	1390
Damage per Attack	N/A	N/A

The will-o'-wyke is one of a family of related ghosts types including the Jack-o'-lantern and the will-o'-wisp. Like all of these ghosts, will-o'-wykes have the appearance of a tiny candle flame which darts and dances with amazing speed. The main difference between the will-o'-wyke and its cousins lies in its feeding habits. The will-o'-wyke feeds on magic.

Since most travelers rarely sit quietly by while a wyke gorges itself on their hard-won treasures, these ghosts usually adopt guerrilla tactics around dinnertime. One of their more favored tricks is to hide inside a torch or campfire while they feast on any magic close at hand.

Willow Tree

Habitat: As willow trees are deciduous plants, they grow in temperate climates. They need tremendous quantities of water, and so tend to be found on the banks of rivers and lakes.

Life Style: solitary tree faery

Wealth Type: incidental. Since willows travel about, there is usually little to be found scattered at its roots. However, any indigestible item dropped in its maw will remain there to aid the tree in grinding up future victims.

Alignment: neutral evil

Cunning: high

Speed: 55. To walk, a willow will quickly uproot itself and ambulate along the ground by means of its serpentine roots. When it finds an appropriate stopping place, it will wind its roots into the soil to rest. The uprooting and re-rooting processes each require one full turn to accomplish, but the willow may participate in combat while doing so.

Strength: high

Size: great

Origin: The legends of the willow from which this description arises primarily come from Celtic and Scandinavian folklore. The Greeks had their own beliefs, asserting that wands made from willow were particularly potent in invoking the muses. They were also useful for protection in the underworld.

Willow bark was said to be used by witches to treat fevers and rheumatism. This is likely true, since the bark contains a natural form of salicylic acid, the active ingredient in aspirin.

Special Characteristics: Willow trees are ogre-ish in behavior, having an *Affinity for the Taste of Human Blood*. To aid them in obtaining the precious liquid, they have developed certain abilities. All willow trees have the skill of *Rural Stealthing* and possess sweet enchanting voices whose barely audible songs act as the mage spell **Slumber**. They can use both abilities at will, but the song demands a minimum of 5 minutes to work. Both the skill and the spell are utilized at levels equaling the tree's *Combat Level*.

Willow trees often use the long leafy tendrils that hang from their branches as weapons. These are utilized like whips that deliver no damage themselves. However, they can entangle any human-sized creature struck (see whip in *The Grimoire of Game Rules* for details). The turn after a creature is entangled, the willow will simply lift its prey from the ground and drop it into its sizeable maw. The maw automatically delivers 6d6 damage every turn. Only a single man-sized creature (or a couple of hobbish creatures) can fit in the maw at once.

Although they are woody faeries, willow trees contain such enormous quantities of water that they are actually *Resistant to Fire*. In fact, a living willow tree will not itself fuel any flame applied to it (even though it will sustain some damage from the applied flame itself).

Willow trees are remarkably difficult to kill. Even though they are living creatures, they have no truly vital organs. Consequently, they are unaffected by *Severity Damage*.

Recovery Time: 6

Absorption: 9

Surprise Adj.: +3

Attack Modes: Willow trees may either bludgeon with their branches or entrap their opponents with their long whip-like leaves. (The whips are mainly used on opponents who have succumbed to their power of **Slumber**.) In either case, two attacks are allowed per turn.

<i>Attributes</i>						
<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
8	9	-6	-3	2	0	-2

<i>Willow Tree Examples</i>		
	Below Average	Average
Combat Level	4	8
Attack Bonus	+8	+14
Defense	20	22
Damage Tolerance	200 + 4d10	225 + 8d10
E.P. Value	154	650
Damage per Attack	3d6/3d6 or whip/whip	4d6/4d6 or whip/whip
	Above Average	Exceptional
Combat Level	12	14
Attack Bonus	+17	+19
Defense	24	25
Damage Tolerance	250 + 12d10	275 + 14d10
E.P. Value	2730	4350
Damage per Attack	5d6/5d6 or whip/whip	6d6/6d6 or whip/whip

Willow branches are thick and gnarled and covered with rough bark. Even so, willows are lovely to behold and are deceptively placid when first encountered. They have long tendril-like leaves that droop from their branches nearly to the ground. These leaves form an inviting drapery around the trunk, making a seemingly perfect picnic site. When the breeze blows through the tree's canopy, a soft rustling is produced which beckons any picnicker to nap. Anyone succumbing to this gentle suggestion will have made a fatal mistake.

Willow trees have an insatiable thirst and a fondness for blood. Anyone caught snoozing will be summarily ensnared in the tree's embrace and dropped into its roomy maw. Here the victual will be squeezed like a grape in a winepress.

Willows do wander away from their watering holes on occasion when their watery fare no longer suits their palate. They will usually 'camp out' beside a road or trail waiting for a lone traveler or small group to pass. At this point, the tree will attempt to put the travelers to sleep with its Slumber ability. Failing this, if night has fallen, the willow will stealthfully follow its prey along the road until they stop for rest. Otherwise, the tree is likely to attack to satiate its burning thirst.

Because of their drooping appearances, willow trees are often described as *weeping* willows. It is not known whether willows actually cry, but if they do it is certain that nothing but crocodile tears are wetting their roots.

Wraith

(Co-Walker, Fetch)

Habitat: Wraiths inhabit the castles, mansions, and estates of their former, usually elitist, existence.

Life Style: undead spirit

Wealth Type: hoard

Alignment: antisocial

Cunning: above average

Speed: 75

Strength: above average

Size: medium

Origin: Belief in the existence of wraiths was a common superstition throughout Europe. They were known by a variety of names including cowalker, doppelganger, and fetch, among others. When a wraith appeared to a person, it took the form of his exact double in every regard (including dress). The sight of one of these ghosts was an ominous portent to the beholder, for it foretold his imminent death. It was believed by some that the spirit was nothing more than the soul of the doomed individual, prematurely fleeing the body in order to escape the pain of a gory demise or possibly to escape some portion of the body's fatal and final end.

Special Characteristics: A wraith's direct touch delivers cold damage in a manner similar to the mage spell **Freezing Touch**. Treat this ability as if it were cast at a spell level equal to the wraith's *Combat Level*. It may be used any number of times per turn that the wraith's *Combat Level* allows.

Because of their ethereal natures, wraiths may pass through walls and other barriers without hindrance. In doing so, however, they may not transport any corporeal materials they carry.

Of course, the equipment of every wraith eventually wears out from extreme age or is destroyed by other means. When this happens, treat the wraith as a mobile **Fury** in all respects.

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

Recovery Time: by weapon or 5 if using touch alone.

Absorption: 0

Surprise Adj.: 2

Attack Modes: by weapon or freezing touch

Attributes

PS	ST	AG	MD	PC	WP	FA
9	2	4	0	1	2	-1

Wraith Examples

	Below Average	Average
Combat Level	9	11
Attack Bonus	+16	+19
Defense	34	36
Damage Tolerance	30 + 9d10	30 + 11d10
E.P. Value	670	1397
Damage per Attack	by weapon + 8	by weapon + 9
	Above Average	Exceptional
Combat Level	13	15
Attack Bonus	+22	+25
Defense	38	40
Damage Tolerance	30 + 13d10	30 + 15d10
E.P. Value	2161	3074
Damage per Attack	by weapon + 10	by weapon + 12

A person's soul is oftentimes far more sensitive to important impending events than is its physical host who is too overburdened with worldly matters. As such, the soul can occasionally glimpse when its appointment with death is scheduled a short time before the grim reaper makes his appearance. Not too surprisingly, the doomed soul of an evil and corrupt individual is rarely overjoyed about the date and will occasionally have the strength to wrench itself free of its host before its bill comes due. Whenever this occurs, a wraith is born.

Before departing for more hospitable climes, the wraith will often appear to its former host to give a sort of final 'farewell'. The abandoned host, and those with close emotional ties to him, will see the spirit as the host's virtual twin. To everyone else, the ghost is invisible.

After its host's death, the wraith soon finds that the only material objects it can directly affect are the gauntlets, weaponry, armor, equipment, and other apparel either worn by his remains or closely tied to his own self-image. The number of items the wraith is able to manipulate rarely exceeds half a dozen in number. Needless to say, wraiths are highly protective of these possessions. These material goods remain fully corporeal in nature and, regardless of whether the spirit itself can actually be seen by an observer, are always fully visible to anyone encountering the ghost.

One legend describes a haunted castle where an empty suit of plate mail attacks all intruders. Another tells of empty gloves wielding a bloody sword while a cape dances behind them as if draped over invisible

shoulders. Both of these ghost stories speak of wraiths.

Wyrm

(Celtic Worm)

Habitat: Wyrms begin their lengthy careers in a substantially amphibious state, often taking up residence in a town well or fresh water spring. They grow with remarkable speed, however, and soon must leave their tight-fitting quarters for more comfortable accommodations. At this point, a wyrm will seek out an abandoned castle or spacious cavern in which to gather and build its treasure pile.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: neutral

Cunning: below average to average

Speed: 115

Strength: exceptional

Size: large to huge

Origin: The Celtic wyrm, or worm, derives many of its characteristics from the Scandinavian worm (Heraldic Dragon) but lacks its cousin's leathery wings and fiery breath. Of all dragon forms, the wyrm is most closely linked to the element of earth.

There are many tales of wyrms on the British Isles, one of the more notable of which is that of the Lambton Worm. This beast was caught while still a veritable hatchling by John Lambton, heir to Lambton Castle, while he was fishing on a fine Sunday morning (rather than attending church as would any respectable Englishman). In his terror, John threw the ugly hissing monster into the nearby well and, taking the incident as an ill omen, swore to amend his ways.

In order to atone for his past sins, John left his home and joined the Crusades for several years. When he finally returned home, John found, to his horror, that the creature he had flung into the well had grown into a full-fledged dragon which was ravaging the countryside. He sought out a local witch to ask advice on how the monster could be vanquished, and was told that he must have a special suit of armor made with spikes and blades protruding from all sides and that he must fight the beast in the nearby river. Finally, as a final penance for his foolish past, once the beast was slain he must also kill the first living thing he met. If this final condition was not met, his family would be cursed for nine generations so that no heir to the Lambton Castle would die a peaceful death.

John followed the witch's advice and engaged the wyrm waist-deep in the river's waters. As the wyrm attempted to wrap its coils around John, the spikes and blades wounded the dragon badly. Finally, with his sword in hand, John was able to cut the wyrm into several pieces. Ordinarily, the separate pieces would have simply rejoined one another with the dragon none the worse for wear. However, the river's current pulled the pieces downstream, keeping them apart. In this fashion, the dragon was finally slain.

As John was walking home triumphantly, however, his father ran out to greet him with warm arms. John realized that to avoid the witch's curse he must kill his father. He was unwilling to do so, however, and so the Lambton family suffered the curse for nine generations.

Special Characteristics: Wyrms have an *Uncontrollable Lust for Gold*. Thus, their main concern lies in the protection and enlargement of their treasure hoards.

When attacked, a wyrm usually belches forth a noxious cloud of poisonous vapors. The cloud sprays forth in a cone 80 feet long with a base diameter of 50 feet. Anyone in this area is affected by poisonous acid having an effect similar to the mage spell **Caustic Mist**. Treat this as if cast at a spell level equal to the dragon's *Combat Level* (see *The Lexicon of Lore™* for details). The dragon may breathe in this way once per day for every 50 *Damage Tolerance* points it possesses. While vomiting out this acidic cloud, the wyrm cannot bite but retains all other forms of attack.

Wyrms have the unusual ability to regenerate lost body parts and heal wounds at the tremendous rate of 5 *Damage Tolerance* per turn. Even if the wyrm is cut up into small pieces, its pieces will rejoin and eventually graft themselves into the reptile's former terrifying form. Cremation provides the only simple way to prevent regeneration.

If a large party attacks a wyrm, it will bellow a mighty roar to frighten off some of its attackers. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments against a *Luck Threshold* of 15 plus the dragon's *Combat Level*. Those failing flee in terror for 1d4 turns.

A wyrm may attempt to constrict an opponent within the coils of its serpentine body. To do so, it must first successfully strike its target with both fore claws. At this point, the combatant must make a *Luck Roll* with *Agility* adjustments against a *Threshold* of 15 plus the dragon's *Combat Level*. The wyrm envelops and *Constricts* anyone failing until he is released. (See **Constriction** in the **Trauma** section of *The Grimoire of Game Rules™* for details.) This form of attack is

generally reserved for lone opponents, however, as thereafter the dragon's *Defense* drops to a mere 10.

The sting of a wyrm acts as a **Dangerous Toxin**. See **Poison** in this book for more details.

Wyrms are *Immune to Acid and Poison* and are resistant to all forms of magic. Any spell affecting a wyrm has its spell level reduced by 8.

Recovery Time: 9

Absorption: 12

Surprise Adj.: -3

Attack Modes: bite/ claw/ claw/ sting (tail) A wyrm cannot use all of its attacks on a single opponent. Those toward the front of the dragon risk attack from the head and fore claws. Those toward the rear risk attack from the hind legs and barbed tail. The acidic breath may, of course, be directed toward any foe within range.

Attributes

PS	ST	AG	MD	PC	WP	FA
16	10	-11	--	3	-4	-4

Wyrms Examples

	Below Average	Average
Combat Level	11	15
Attack Bonus	+21	+25
Defense	20	24
Damage Tolerance	325 + 11d10	375 + 13d10
E.P. Value	4275	9720
Damage per Attack	4d10/ 2d10/ 2d10/ 3d8	4d12/ 2d12/ 2d12/ 3d10
	Above Average	Exceptional
Combat Level	17	20
Attack Bonus	+27	+30
Defense	25	29
Damage Tolerance	400 + 17d10	425 + 20d10
E.P. Value	12768	15813
Damage per Attack	4d12/ 3d8/ 2d8/ 3d10	5d10/ 4d6/ 4d6/ 3d12

The wyrm has a lizard-like shape with a long serpentine body, four razor sharp claws, and a barbed tail. It is one of the most feared of all dragon species for it can grow to a tremendous size. Some larger specimens are reportedly able to wrap themselves completely around small hills. The wyrm is most closely related to the heraldic dragon in stature and form, but lacks the heraldic's flying ability and scorching breath. Despite its earth-bound limitations, the wyrm's noxious breath weapon inflicts excruciating pain in its foes.

Wyrm are generally red or reddish brown in color but yellow, black, and brown wyrms have also been spotted. Regardless of a wyrm's particular hue, its scaly hide provides ample protection against the paltry mundane weapons wielded by the seemingly endless stream of glory-seeking knights that throw themselves at the uncomprehending and puzzled reptiles.

Wyvern

(Wivern, Wivere)

Habitat: Wyverns prefer to nest at high altitudes within mountain clefts or within caves found near the tops of tall cliffs. These lofty sites enable the reptiles to effortlessly take wing.

Life Style: solitary reptile

Wealth Type: hoard

Alignment: evil

Cunning: below average

Speed: 70 (275 flying)

Strength: high

Size: large

Origin: The term *wyvern* is derived from *wivere*, the old Saxon word for snake and is often used in heraldry to represent envy, pestilence, and war. In Arthurian legend, Merlin, the great wizard, adopted the wyvern as his own personal symbol.

Special Characteristics: The sting of a wyvern's tail injects a *Dangerous Killing Venom* to anyone it strikes. See **Poison** elsewhere in this book for effects of venoms and for the effects of multiple stings (if appropriate).

If a large party attacks a wyvern, it will roar to frighten off some of its attackers. Any creature other than a dragon hearing this roar must make a *Luck Roll* with *Willpower* adjustments. Those failing flee in terror for 1d4 turns.

Wyverns are *Immune to Poison* and are resistant to all forms of magic. Any spell affecting a wyvern has its spell level reduced by 5.

Not too surprisingly, wyverns have an *Uncontrollable Lust for Gold*. Thus, after the hunger in their bellies is satisfied, their main concern lies in the protection and enlargement of their treasure hoards.

Recovery Time: 5

Absorption: 9

Surprise Adj.: -1

Attack Modes: bite/ tail (on ground) or bite/ claw/ claw/ tail (while hovering above its prey)

Attributes

PS	ST	AG	MD	PC	WP	FA
6	6	-1	--	4	-2	-2

Wyvern Examples

	Below Average	Average
Combat Level	7	10
Attack Bonus	+12	+16
Defense	26	29
Damage Tolerance	150 + 7d10	175 + 10d10
E.P. Value	576	2100
Damage per Attack	2d12/ 1d8 (+poison) or 2d12/ 1d10/ 1d10/ 1d8 (+poison)	2d12/ 1d8 (+poison) or 2d12/ 1d12/ 1d12/ 1d8 (+poison)
	Above Average	Exceptional
Combat Level	11	13
Attack Bonus	+18	+21
Defense	30	32
Damage Tolerance	200 + 11d10	225 + 13d10
E.P. Value	3078	4788
Damage per Attack	3d8/ 1d10 (+poison) or 3d8/ 1d12/ 1d12/ 1d10 (+poison)	3d10/ 1d10 (+poison) or 3d10/ 1d12/ 1d12/ 1d10 (+poison)

The wyvern is one of the most feared of all dragon species, respected by professional dragon slayers almost as much as the heraldic dragon, its closest relative. The wyvern is a medium-sized dragon, smaller than the heraldic but larger than the more serpentine species, such as the lindwurm and amphiptere. It has the general build of the heraldic: a long flexible neck, barbed tail, massive frame, and powerful wings. The most obvious characteristic that distinguishes the wyvern from its larger cousin is its lack of fore claws, although it does retain two muscular hind legs resembling those of a giant raptor. Oversized pectoral muscles on the dragon's chest provide the wyvern's wings with staggering lift on their downward stroke, making the wyvern one of the fastest and most graceful flyers of all dragon-kind.

Individual wyverns vary in color. The majority have a drab greenish hue or are a shade of grey ranging anywhere from pure white to black. Even so, a more brilliantly colored specimen is occasionally sighted.

These dangerous reptiles have whip-like tails tipped with stingers that inject painful poisons into anyone struck. The wyvern's preferred method of attack is to

swoop down on its prey and, wings madly flapping, hover just out of reach as it savagely attacks with claws, teeth, and tail.

The wyvern has no natural breath weapon although a few reports of wyvern-like beasts belching flame have

been recorded in the annals of history. If these rare individuals ever existed, it is likely that they represent an unidentified hybrid between heraldic and wyvern.

Y

Yggr

("Terrible One," Demon of Death)

Habitat: When sighted, yggr are invariably riding on pale phantom horses through the clouds at night leading hosts of undead spirits. During these nocturnal raids, the yggr searches for the souls of mortal men to plunder.

Life Style: murderous nocturnal demon

Wealth Type: hoard

Alignment: evil

Cunning: high

Speed: 90

Strength: high

Size: medium

Origin: "Yggr," meaning "Terrible One," is a title of the ancient Nordic god Odin in his role as the god of death. When Christians first encountered Nordic mythology, they associated Odin with the Christian devil since Odin was the Nordic lord of winds and Satan, among other things, was known as the Prince of Air. Thus, "Yggr" became the demon of death who hunted men for their souls as he rode through the sky mounted on his pale horse. From this point, yggr eventually degenerated into the tales of both the Wild Huntsman and the ogre.

Special Characteristics: When a yggr slays a neutral or evil human or humanoid, the soul of the fallen person will rise on the following eve in the form of some ghostly spirit who will slavishly follow and obey its murderer for a year. After this time, the spirit is forced into a meaningless existence wandering the earth. The form of spirit that arises from this unholy ordeal is appropriate to the *Character Level* of the individual slain. Ghosts, wraiths, and phantoms are the most common, but other purely spiritual undead forms also arise. Any good individual killed in this manner escapes this horrible fate.

All yggrs have the skill of *Tracking* and may cast the mage spells **Witch Wind** and **Cyclonic Passage** at will. All skills and spells are performed at a skill level equal to the yggr's *Combat Levels*.

Yggrs can assume an ethereal state at will, as the mage spell **Ghostly Form**. When riding their phantom mounts, yggrs must assume this state. Despite their

insubstantial natures during these times, their weapons deliver actual wounds. Yggr prefer riding drasil, but will opt for a sleipnir when no drasil is available.

These demonic horrors are unaffected by *Severity Damage* and are immune to the effects of cold and heat. They are, however, *Highly Susceptible to Holy Water*. Finally, sunlight has an effect similar to holy water.

Recovery Time: by weapon

Absorption: 0

Surprise Adj.: +5

Attack Modes: by weapon. Yggrs commonly wield and throw spears.

Attributes

PS	ST	AG	MD	PC	WP	FA
4	2	4	3	5	3	4

Yggr Examples

	Below Average	Average
Combat Level	10	13
Attack Bonus	+17	+19
Defense	36	38
Damage Tolerance	75 + 10d10	75 + 13d10
E.P. Value	1410	2917
Damage per Attack	by weapon + 5	by weapon + 6
	Above Average	Exceptional
Combat Level	15	17
Attack Bonus	+24	+27
Defense	41	44
Damage Tolerance	75 + 15d10	75 + 17d10
E.P. Value	4520	5255
Damage per Attack	by weapon + 7	by weapon + 8

A yggr is a demon who sports in mercilessly tracking, running down, and slaying men to gather their souls as trophies. They are ordinarily encountered riding ghostly pale horses through the skies at night followed by any number of unnatural spectres. It is difficult to distinguish the yggr's features, since the demon absorbs all light falling on its form. The only means of identifying its physical make-up is through the silhouette of its body. A muscular human frame is usually the only characteristic that can be readily perceived, since the demon rarely remains motionless long enough for detailed observations. Even so, some yggr have been reported with horns sprouting from their heads. Its perfectly sable facade is broken only by the fiery red glow of its eyes, which fixate on its prey during any hunt.

Bestiary Tables

This section gives a variety of lists that group monsters in some interesting ways to aid you in setting up your adventures. We hope they provide you with some interesting ideas.

Complete Bestiary List

- | | | | |
|--------------------------|-------------------------------------|---------------------------|------------------------------|
| 1. Amphiptere | 28. Fomorian | 64. Kelpie | 104. Tarasque |
| 2. Amphisbaena | 29. Galley Beggar | 65. Kirk Grim | 105. Tatzlwurm |
| 3. Angel of Death | 30. Gargouille | 66. Knocker | 106. Taxim |
| 4. Ankou | 31. Gargoyle (Horned Boar) | 67. Kraken | 107. Tiger, Heraldic |
| 5. Apparition, Repeating | 32. Gargoyle (Gorilla) | 68. Lamia | 108. Tree of Ghostly Dread |
| 6. Apple-Tree Man | 33. Gargoyle (Warg) | 69. Leprechaun | 109. Troll, Dwarfish (Henke) |
| 7. Ash Tree | 34. Gargoyle (Sabre-Toothed Feline) | 70. Leshiye | 110. Troll, Dwarfish (Sith) |
| 8. Banshee | 35. Gargoyle (Spiked Constrictor) | 71. Lich | 111. Troll, Giant Bridge |
| 9. Bauchan | 36. Gargoyle (Stony Eagle) | 72. Lindwurm | 112. Troll, Giant Stone |
| 10. Birch Tree Spirit | 37. Gargoyle (Winged Humanoid) | 73. Lion, Winged | 113. Troll, Giant Two-Headed |
| 11. Boogy-Man | 38. Ghost, Headless | 74. Mermaid | 114. Troll (Huldra) |
| 12. Bugbear | 39. Giant, Cloud | 75. Merrow | 115. Troll (Skogsra) |
| 13. Buggane | 40. Giant, Cornish | 76. Nightmare | 116. Unicorn, Heraldic |
| 14. Buttery Spirit | 41. Giant, Fire | 77. Nixie | 117. Utburd |
| 15. Changeling | 42. Giant, Frost | 78. Oakman | 118. Valkyrie |
| 16. Chimera, Heraldic | 43. Giant, Highland | 79. Ogre | 119. Valraven |
| 17. Cockatrice | 44. Giant, Stone | 80. Ogre, Two-Headed | 120. Vampire |
| 18. Dog, Black | 45. Giant, Two-Headed | 81. Owl, Giant | 121. Vodyany |
| 19. Doppelganger | 46. Glaistig | 82. Phantom | 122. Warg |
| 20. Dragon, Heraldic | 47. Greyff | 83. Phantom Head | 123. Were-Bear |
| 21. Drasil | 48. Griffin, Heraldic | 84. Phouka | 124. Were-Boar |
| 22. Elder Tree | 49. Guivre | 85. Pixie | 125. Were-Leopard |
| 23. Ellyl | 50. Hag, Black | 86. Puk | 126. Were-Owl |
| 24. Ettin | 51. Hag, Ice | 87. Ratwife | 127. Werewolf |
| 25. Fauchan | 52. Hag, Rock | 88. Rowan Tree | 128. White Lady |
| 26. Firbolg | 53. Hag, Water | 89. Rusalka | 129. White Stag |
| 27. Firedrake | 54. Hag, Wood | 90. Salamander | 130. Wight |
| | 55. Harpy, Heraldic | 91. Screaming Skull | 131. Wild Huntsman |
| | 56. Hazel Tree | 92. Sea Lion, Heraldic | 132. Will-o'-Wisp |
| | 57. Headless Horseman | 93. Selkie | 133. Will-o'-Wyke |
| | 58. Hell Hound | 94. Sleipnir | 134. Willow Tree |
| | 59. Horse, Fairy | 95. Snow Queen | 135. Wraith |
| | 60. Imp | 96. Spider, Gleaming Red | 136. Wyrn |
| | 61. Incubus | 97. Spriggan | 137. Wyvern |
| | 62. Jack-o'-Lantern | 98. Sprite (Hyter Sprite) | 138. Yggdr |
| | 63. Jotun | 99. Sprite (Pillywiggan) | |
| | | 100. Sprite (Spunkie) | |
| | | 101. Swan (Knight) | |
| | | 102. Swan (Maiden) | |
| | | 103. Swan (Woman) | |

Aerial Creatures

1. Amphiptere
2. Angel of Death
3. Chimera, Heraldic
4. Cockatrice
5. Dragon, Heraldic
6. Drasil
7. Ellyl
8. Firedrake
9. Gargoyle (Stony Eagle)
10. Gargoyle (Winged Humanoid)
11. Giant, Cloud
12. Greyyf
13. Griffin, Heraldic
14. Harpy, Heraldic
15. Lindwurm
16. Lion, Winged
17. Owl, Giant
18. Pixie
19. Puk
20. Sprite (Hyter Sprite)
21. Sprite (Pillywigin)
22. Sprite (Spunkie)
23. Swan (Knight)
24. Swan (Maiden)
25. Swan (Woman)
26. Tatzlwurm
27. Valkyrie
28. Valraven
29. Vampire
30. Were-Owl
31. Will-o'-Wisp
32. Will-o'-Wyke
33. Wym
34. Wyvern
35. Yggr

Angels, Demons, & Devils

The terms 'demon' and 'devil' refer to a wide range of evil spirits whose sole purpose seems to be the pro-motion of human suffering. Angles, on the other hand, do just the opposite. Folklore paints these creatures in a myriad of forms having varied abilities.

1. Angel of Death
2. Doppelganger
3. Hell Hound
4. Imp
5. Incubus
6. Nightmare
7. Valkyrie
8. Yggr

Arctic Creatures

1. Giant, Frost
2. Hag, Ice
3. Jack-o'-Lantern
4. Jotun
5. Kraken
6. Owl, Giant (Snowy)
7. Rusalka
8. Salamander
9. Snow Queen
10. Vampire
11. Vodyany
12. Were-Bear (Polar)
13. Werewolf (Arctic)
14. Wight
15. Will-o'-Wisp
16. Will-o'-Wyke
17. Wraith

Arthurian/Heraldic/Medieval

There is a great deal of overlap between the Celtic and the Arthurian. This is due to the fact that the Arthurian legends evolved from Celtic lore. This section also includes creatures which were not part of Arthurian legend, but which fit into a Medieval/Heraldic setting.

1. Amphiptere
2. Amphisbaena
3. Angel of Death
4. Ankou
5. Apparition, Repeating
6. Apple-Tree Man
7. Banshee
8. Bauchan
9. Birch Tree Spirit
10. Boogy-Man
11. Bugbear
12. Buggane
13. Buttery Spirit
14. Changeling
15. *Chimera, Heraldic
16. *Cockatrice
17. Dog, Black
18. *Dragon, Heraldic
19. Elder Tree
20. Ellyl
21. Firedrake
22. Galley Beggar
23. Gargouille
24. Gargoyle (Horned Boar)
25. Gargoyle (Gorilla)
26. Gargoyle (Warg)
27. Gargoyle (Sabre-Toothed Feline)
28. Gargoyle (Spiked Constrictor)

- | | |
|--------------------------------|---------------------------|
| 29. Gargoyle (Stony Eagle) | 65. Ogre |
| 30. Gargoyle (Winged Humanoid) | 66. Ogre, Two-Headed |
| 31. Ghost, Headless | 67. Owl, Giant |
| 32. Giant, Cloud | 68. Phantom Head |
| 33. Giant, Cornish | 69. Phouka |
| 34. Giant, Highland | 70. Pixie |
| 35. Giant, Stone | 71. Ratwife |
| 36. Giant, Two-Headed | 72. Rowan Tree |
| 37. Glaistig | 73. Salamander |
| 38. Greyff | 74. Screaming Skull |
| 39. Greyhound | 75. Sea Lion, Heraldic |
| 40. *Griffin, Heraldic | 76. Selkie |
| 41. Guivre | 77. Spriggan |
| 42. Hag, Black | 78. Sprite (Hyter Sprite) |
| 43. Hag, Ice | 79. Sprite (Pillywiggan) |
| 44. Hag, Rock | 80. Sprite (Spunkie) |
| 45. Hag, Water | 81. Swan (Knight) |
| 46. Hag, Wood | 82. Swan (Maiden) |
| 47. *Harpy, Heraldic | 83. Swan (Woman) |
| 48. Headless Horseman | 84. Taxim |
| 49. Hell Hound | 85. *Tiger, Heraldic |
| 50. Horse, Fairy | 86. Tree of Ghostly Dread |
| 51. Imp | 87. *Unicorn, Heraldic |
| 52. Incubus | 88. Were-Boar |
| 53. Jack-o'-Lantern | 89. Were-Owl |
| 54. Kelpie | 90. Werewolf |
| 55. Kirk Grim | 91. White Lady |
| 56. Knocker | 92. White Stag |
| 57. Leprechaun | 93. Wild Huntsman |
| 58. Lindwurm | 94. Will-o'-Wisp |
| 59. Lion, Winged | 95. Will-o'-Wyke |
| 60. Mermaid | 96. Willow Tree |
| 61. Merrow | 97. Wraith |
| 62. Nightmare | 98. Wyrn |
| 63. Nixie | 99. Wyvern |
| 64. Oakman | |

Beautiful Humanoids

1. Angel of Death
2. Changeling
3. Ellyl
4. Glaistig
5. Incubus
6. Mermaid (Well, she's got no legs but she is quite lovely.)
7. Nixie
8. Rusalka
9. Selkie
10. Sprite (Pillywiggan)
11. Snow Queen
12. Swan (Knight)
13. Swan (Maiden)
14. Swan (Woman)
15. Troll (Huldra female)
16. Troll (Skogsra female)
17. Valkyrie
18. Vampire
19. White Lady

Canines

1. Dog, Black
2. Gargoyle (Warg)
3. Greyhound
4. Hell Hound
5. Kirk Grim
6. Warg
7. Werewolf

Black Forest Dwellers

* Distinctive to area

1. Amphiptere
2. Amphisbaena
3. Ash Tree
4. Banshee
5. Bauchan
6. *Birch Tree Spirit
7. *Boogy-Man
8. *Bugbear
9. Buggane
10. Chimera, Heraldic
11. Cockatrice
12. Dog, Black
13. Doppelganger
14. Dragon, Heraldic
15. Drasil
16. Elder Tree
17. Ettin
18. Fauchan
19. Firbolg
20. Firedrake
21. Fomorian
22. Gargouille
23. Gargoyle (Horned Boar)
24. Gargoyle (Gorilla)
25. Gargoyle (Warg)

26. Gargoyle (Sabre-Toothed Feline)
27. Gargoyle (Spiked Constrictor)
28. Gargoyle (Stony Eagle)
29. Gargoyle (Winged Humanoid)
30. Ghost, Headless
31. Giant, Cornish
32. Giant, Highland
33. Giant, Two-Headed
34. Glaistig
35. Gorgon, Grecian
36. Greyff
37. Griffin, Heraldic
38. Guivre
39. *Hag, Black
40. Hag, Rock
41. Hag, Water
42. *Hag, Wood
43. Harpy, Heraldic
44. *Headless Horseman
45. Hell Hound
46. Imp
47. Incubus
48. Jack-o'-Lantern
49. Kelpie
50. Kirk Grim
51. Lamia
52. Leshiy
53. Lindwurm
54. Nightmare
55. Nymph (Vila)
56. *Oakman
57. *Ogre
58. *Ogre, Two-Headed
59. Owl, Giant
60. *Phouka
61. *Pixie

62. Puk
63. Ratwife
64. *Rusalka
65. Spider, Gleaming Red
66. *Spriggan
67. Swan (Knight)
68. Swan (Maiden)
69. Swan (Woman)
70. Tarasque
71. Tatzlwurm
72. Tiger, Heraldic
73. *Troll, Dwarfish
74. *Troll, Giant Bridge
75. *Troll, Giant Stone
76. *Troll, Giant Two-Headed
77. *Troll, Wood
78. *Trow
79. *Vodyany
80. *Warg
81. *Were-Boar
82. *Were-Owl
83. *Werewolf
84. **Wild Huntsman
85. Will-o'-Wisp
86. Will-o'-Wyke
87. *Willow Tree
88. Wyrn
89. Wyvern
90. Yggr

Celtic Creatures

* Distinctive to area

1. Ankou
2. *Apple-Tree Man
3. *Ash Tree
4. *Banshee
5. Bauchan
6. *Birch Tree Spirit
7. *Boogy-Man
8. *Bugbear
9. *Buggane
10. *Buttery Spirit
11. *Changeling
12. *Cockatrice
13. *Elder Tree
14. *Ellyl
15. *Fauchan
16. *Firbolg
17. Firedrake
18. *Fomorian
19. *Galley Beggar
20. *Ghost, Headless
21. *Giant, Cloud
22. *Giant, Cornish
23. *Giant, Highland
24. Giant, Two-Headed
25. *Glaistig
26. Greyff
27. Greyhound
28. *Guivre
29. *Hag, Black
30. *Hag, Ice
31. *Hag, Rock
32. *Hag, Water
33. Hag, Wood
34. Hazel Tree
35. *Headless Horseman
36. *Hell Hound
37. *Horse, Fairy
38. *Imp
39. *Incubus
40. *Jack-o'-Lantern
41. *Kelpie
42. Kirk Grim
43. Knocker
44. Lamia
45. *Leprechaun
46. Mermaid
47. *Merrow
48. *Nightmare
49. *Oakman
50. *Ogre
51. *Ogre, Two-Headed
52. Owl, Giant
53. *Phantom
54. Phantom Head
55. *Phouka
56. *Pixie
57. *Rowan Tree
58. *Screaming Skull
59. *Selkie
60. *Spriggan
61. Sprite (Hyter Sprite)
62. Sprite (Pillywiggin)
63. Sprite (Spunkie)
64. *Swan (Knight)
65. *Swan (Maiden)
66. *Swan (Woman)
67. Taxim
68. Tree of Ghostly Dread
69. *Troll, Dwarfish (Henke)
70. *Troll, Dwarfish (Sith)
71. Warg
72. Were-Boar
73. Were-Owl
74. Werewolf
75. White Lady
76. White Stag
77. *Wild Huntsman
78. *Will-o'-Wisp
79. *Will-o'-Wyke
80. *Willow Tree
81. Wraith
82. *Wyvern

City Dwellers

1. Bauchan
2. Boogy-Man
3. Bugbear
4. Buttery Spirit
5. Changeling
6. Dog, Black
7. Doppelganger
8. Ellyl
9. Fauchan
10. Firbolg
11. Fomorian
12. Galley Beggar
13. Gargoyle (Horned Boar)
14. Gargoyle (Gorilla)
15. Gargoyle (Warg)
16. Gargoyle (Sabre-Toothed Feline)
17. Gargoyle (Spiked Constrictor)
18. Gargoyle (Stony Eagle)
19. Gargoyle (Winged Humanoid)
20. Ghost, Headless
21. Greyhound
22. Headless Horseman

23. Imp
24. Incubus
25. Jack-o'-Lantern
26. Kirk Grim
27. Lamia
28. Lich
29. Nightmare
30. Phantom
31. Phantom Head
32. Ratwife
33. Screaming Skull
34. Spider, Gleaming Red
35. Spriggan
36. Swan (Knight)
37. Swan (Maiden)
38. Swan (Woman)
39. Troll, Dwarfish
40. Vampire
41. Were-Boar
42. Were-Leopard
43. Were-Owl
44. Werewolf
45. Will-o'-Wisp
46. Will-o'-Wyke
47. Wraith

Cloud Dwellers

* Distinctive to area

1. Drasil
2. *Giant, Cloud
3. Lich
4. Lion, Winged
5. Swan (Knight)
6. Swan (Maiden)
7. Swan (Woman)
8. *Valkyrie
9. *Valraven
10. Were-Owl
11. Wyvern
12. Yggr

Combinatorial Creatures

1. Bauchan
2. Buggane
3. Chimera, Heraldic
4. Cockatrice
5. Gargoyle (Horned Boar)
6. Gargoyle (Winged Humanoid)
7. Glaistig
8. Greyff
9. Griffin, Heraldic
10. Harpy, Heraldic
11. Lamia
12. Lion, Winged
13. Mermaid
14. Merrow
15. Phouka
16. Pixie
17. Sea Lion, Heraldic
18. Swan (Knight)
19. Swan (Maiden)
20. Swan (Woman)

21. Tarasque
22. Unicorn, Heraldic
23. Valkyrie
24. Valraven

Dragons

Dragons appear in myths in all lands throughout history. Understand-ably, they take on a myriad of forms that at first glance seem totally random. Nevertheless, advocates of Darwin may like to know that the legendary dragons evolved from age to age and tale to tale. Indeed, dragon genealogists classify dragons in several categories. These categories take into account the number of the dragon's legs, the presence or lack of wings, and the form of the dragon's body. In addition, the famed dragon's breath evolved from a mere poisonous bite into the fiery death powerful dragons often used to set towns aflame.

If characters encounter two dragons in the same lair, you may want to allow them to have mated. If so, allow a 30% chance that the female laid 1d4 eggs. If so, a 25% chance exists per egg that it has hatched. When a young dragon hatches, consider it to have a combat level of one, a spit causing 1d10 damage (if its parents have a breath weapon), and bite attacks exclusively. These dragons gain one *Combat Level* and one die of breath/ spit damage per month until reaching half their eventual *Combat Level*. It's *Combat Level* then increases by one every time its age doubles. The encountered young are 1d12 months old.

1. Amphiptere
2. Amphisbaena
3. Drac
4. Dragon, Heraldic
5. Firedrake

6. Gargouille
7. Guivre
8. Lindwurm
9. Puk
10. Tarasque
11. Tatzlwurm
12. Wyrm
13. Wyvern

Earth Dwellers

1. Cockatrice
2. Galley Beggar
3. Gargouille
4. Gargoyle (Horned Boar)
5. Gargoyle (Gorilla)
6. Gargoyle (Warg)
7. Gargoyle (Sabre-Toothed Feline)
8. Gargoyle (Spiked Constrictor)
9. Gargoyle (Stony Eagle)
10. Gargoyle (Winged Humanoid)
11. Ghost, Headless
12. Giant, Highland
13. Giant, Stone
14. Guivre
15. Hag, Black
16. Hag, Rock
17. Hell Hound
18. Knocker
19. Ogre
20. Ogre, Two-Headed
21. Ratwife
22. Spider, Gleaming Red
23. Spriggan
24. Tatzlwurm
25. Troll, Dwarfish (Henke)
26. Troll, Dwarfish (Sith)

27. Troll, Giant Bridge
28. Troll, Giant Stone
29. Troll, Giant Two-Headed
30. Troll (Huldra)
31. Warg
32. Will-o'-Wisp
33. Will-o'-Wyke

Enchanted Forest Dwellers

* Distinctive to area

1. *Apple-Tree Man
2. *Ash Tree
3. Bauchan
4. Buttery Spirit
5. *Changeling
6. *Elder Tree
7. Ellyl
8. Giant, Highland
9. Greyff
10. Greyhound
11. Griffin, Heraldic
12. Hazel Tree
13. *Horse, Fairy
14. Knocker
15. *Leprechaun
16. Lion, Winged
17. *Nixie
18. Owl, Giant
19. Rowan Tree
20. *Swan (Knight)
21. *Swan (Maiden)
22. *Swan (Woman)
23. Tiger, Heraldic
24. **Unicorn, Heraldic
25. Valkyrie
26. Were-Bear

27. Were-Owl
28. White Lady

Equestrian Creatures

1. Buggane
2. Drasil
3. Horse, Fairy
4. Kelpie
5. Kirk Grim (sometimes a horse)
6. Nightmare
7. Phouka
8. Sleipnir
9. Unicorn, Heraldic
10. Valraven
11. Wild Huntsman

Faery Creatures

? Faery status is debatable

1. Apple-Tree Man
2. Ash Tree
3. ?Banshee
4. Bauchan
5. Birch Tree Spirit
6. Boogy-Man
7. Bugbear
8. Buggane
9. Buttery Spirit
10. Changeling
11. Dog, Black
12. Elder Tree
13. Ellyl
14. Fauchan
15. Firbolg
16. Fomorian
17. Glaistig
18. Hag, Black
19. Hag, Ice

- 20. Hag, Rock
- 21. Hag, Water
- 22. Hag, Wood
- 23. Hazel Tree
- 24. Horse, Fairy
- 25. Kelpie
- 26. Kirk Grim
- 27. Knocker
- 28. Leprechaun
- 29. Leshiye
- 30. Mermaid
- 31. Merrow
- 32. Nixie
- 33. Oakman
- 34. Phouka
- 35. Pixie
- 36. Rowan Tree
- 37. ?Rusalka
- 38. Selkie
- 39. Snow Queen
- 40. Spriggan
- 41. Sprite (Hyter Sprite)
- 42. Sprite (Pillywiggan)
- 43. Sprite (Spunkie)
- 44. Swan (Knight)
- 45. Swan (Maiden)
- 46. Swan (Woman)
- 47. Troll, Dwarfish (Henke)
- 48. Troll, Dwarfish (Sith)
- 49. Troll, Giant Bridge
- 50. Troll, Giant Stone
- 51. Troll, Giant Two-Headed
- 52. Troll (Huldra)
- 53. Troll (Skogsra)
- 54. ?Vodyany
- 55. ?White Lady
- 56. White Stag

- 57. Wild Huntsman
- 58. Willow Tree

Felines

- 1. Chimera, Heraldic
- 2. Gargoyle (Sabre-Toothed Feline)
- 3. Greyff
- 4. Griffin, Heraldic
- 5. Lamia
- 6. Lion, Winged
- 7. Sea Lion, Heraldic
- 8. Tiger, Heraldic
- 9. Were-Leopard

Fire Breathers

- 1. Chimera, Heraldic
- 2. Dragon, Heraldic
- 3. Firedrake
- 4. Giant, Fire
- 5. Hell Hound
- 6. Kirk Grim
- 7. Puk
- 8. Tarasque
- 9. Tatzlwurm
- 10. Wyrn

Forest Dwellers

- 1. Amphiptere
- 2. Amphisbaena
- 3. Apple-Tree Man
- 4. Ash Tree
- 5. Bauchan
- 6. Birch Tree Spirit
- 7. Boogy-Man
- 8. Bugbear
- 9. Buggane
- 10. Changeling
- 11. Chimera, Heraldic

- 12. Cockatrice
- 13. Dragon, Heraldic
- 14. Elder Tree
- 15. Ellyl
- 16. Ettin
- 17. Fauchan
- 18. Firbolg
- 19. Firedrake
- 20. Fomorian
- 21. Gargoyle (in ruins)
- 22. Giant, Cornish
- 23. Giant, Highland
- 24. Giant, Stone
- 25. Giant, Two-Headed
- 26. Glaistig
- 27. Greyff
- 28. Greyhound
- 29. Griffin, Heraldic
- 30. Guivre
- 31. Hag, Black
- 32. Hag, Rock
- 33. Hag, Wood
- 34. Harpy, Heraldic
- 35. Hazel Tree
- 36. Headless Horseman
- 37. Lamia
- 38. Leprechaun
- 39. Leshiye
- 40. Lindwurm
- 41. Oakman
- 42. Ogre
- 43. Ogre, Two-Headed
- 44. Owl, Giant
- 45. Phouka
- 46. Pixie
- 47. Puk
- 48. Ratwife

49. Rowan Tree
50. Salamander
51. Spriggan
52. Sprite (Pillywiggan)
53. Sprite (Spunkie)
54. Swan (Knight)
55. Swan (Maiden)
56. Swan (Woman)
57. Tarasque
58. Tatzlwurm
59. Tiger, Heraldic
60. Tree of Ghostly Dread
61. Troll, Dwarfish (Henke)
62. Troll, Giant Bridge
63. Troll, Giant Stone (at night)
64. Troll, Giant Two-Headed
65. Troll (Skogsra)
66. Unicorn, Heraldic
67. Warg
68. Were-Bear
69. Were-Boar
70. Were-Leopard
71. Were-Owl
72. Werewolf
73. White Stag
74. Wild Huntsman
75. Will-o'-Wisp
76. Will-o'-Wyke
77. Willow Tree
78. Wyrn
79. Wyvern

Fresh Water Creatures

1. Amphiptere
2. Fauchan
3. Firbolg
4. Fomorian
5. Gargouille
6. Giant, Highland
7. Glaistig
8. Guivre
9. Hag, Water
10. Kelpie
11. Merrow
12. Nixie
13. Rusalka
14. Selkie
15. Swan (Knight)
16. Swan (Maiden)
17. Swan (Woman)
18. Vodyany

Giants

1. Buggane
2. Ettin
3. Fauchan
4. Firbolg
5. Fomorian
6. Giant, Cloud
7. Giant, Cornish
8. Giant, Fire
9. Giant, Frost
10. Giant, Highland
11. Giant, Stone
12. Giant, Two-Headed
13. Jotun
14. Leshiye
15. Ogre

16. Ogre, Two-Headed
17. Spriggan
18. Troll, Dwarfish
19. Troll, Giant Bridge
20. Troll, Giant Stone
21. Troll, Giant Two-Headed

Good-Aligned Creatures

(by Reputation)

* Only some individuals are good aligned

1. Elder Tree
2. *Ellyl
3. *Leprechaun
4. Lion, Winged
5. Mermaid
6. *Merrow
7. Owl, Giant (Snowy)
8. Selkie
9. Sprite (Hyter Sprite)
10. Sprite (Pillywiggan)
11. Unicorn, Heraldic
12. Valkyrie
13. White Lady
14. White Stag

Heraldic Creatures

Heraldic creatures are beasts that were used in the heraldic devices of the knights of the Middle Ages.

1. Chimera, Heraldic
2. Dragon, Heraldic
3. Griffin, Heraldic
4. Harpy, Heraldic
5. Lion, Winged
6. Sea Lion, Heraldic
7. Tiger, Heraldic
8. Unicorn, Heraldic

9. White Stag

Mountain Dwellers

1. Amphiptere
2. Amphisbaena
3. Apple-Tree Man
4. Bauchan
5. Birch Tree Spirit
6. Boogy-Man
7. Bugbear
8. Buggane
9. Chimera, Heraldic
10. Cockatrice
11. Dragon, Heraldic
12. Elder Tree
13. Ettin
14. Fauchan
15. Firbolg
16. Firedrake
17. Fomorian
18. Giant, Cloud
19. Giant, Cornish
20. Giant, Fire
21. Giant, Frost
22. Giant, Highland
23. Giant, Stone
24. Giant, Two-Headed
25. Glaistig
26. Greyff
27. Griffin, Heraldic
28. Lion, Winged
29. Hag, Black
30. Hag, Ice
31. Hag, Rock
32. Hag, Wood
33. Harpy, Heraldic
34. Jotun
35. Kelpie

36. Knocker
37. Lamia
38. Lindwurm
39. Oakman
40. Ogre
41. Ogre, Two-Headed
42. Pixie
43. Puk
44. Ratwife
45. Rowan Tree
46. Salamander
47. Spriggan
48. Swan (Knight)
49. Swan (Maiden)
50. Swan (Woman)
51. Tatzlwurm
52. Tiger, Heraldic
53. Tree of Ghostly Dread
54. Troll, Dwarfish
55. Troll, Giant Bridge
56. Troll, Giant Stone
57. Troll, Giant Two-Headed
58. Troll, Wood
59. Trow
60. Unicorn, Heraldic
61. Warg
62. Were-Bear
63. Were-Boar
64. Were-Leopard
65. Were-Owl
66. Werewolf
67. Wild Huntsman
68. Wyrn
69. Wyvern

Nocturnal Creatures

1. Apparition, Repeating
2. Banshee
3. Boogy-Man
4. Drasil
5. Ghost, Headless
6. Headless Horseman
7. Incubus
8. Jack-o'-Lantern
9. Kirk Grim
10. Lich
11. Lion
12. Manes
13. Nightmare
14. Phantom
15. Phantom Head
16. Phouka
17. Puk
18. Ratwife
19. Screaming Skull (not that they can do much about it)
20. Spider, Gleaming Red
21. Sprite (Spunkie)
22. Tiger, Heraldic
23. Tree of Ghostly Dread
24. Troll, Dwarfish (Sith)
25. Troll, Giant Stone
26. Troll (Huldra)
27. Utburd
28. Vampire
29. Warg
30. Were-Leopard
31. Were-Owl
32. Werewolf
33. Wight
34. Wild Huntsman
35. Will-o'-Wisp

- 36. Will-o'-Wyke
- 37. Willow Tree
- 38. Wolf
- 39. Wraith
- 40. Yggr

Nordic Creatures

(Germanic / Scandinavian)

* Distinctive to area

- 1. Ash Tree
- 2. *Bogle
- 3. *Doppelganger
- 4. *Dragon, Heraldic
- 5. *Drasil
- 6. *Elder Tree
- 7. *Ettin
- 8. *Firedrake
- 9. Ghost, Headless
- 10. *Giant, Fire
- 11. *Giant, Frost
- 12. *Giant, Stone
- 13. Giant, Two-Headed
- 14. Greyff
- 15. Greyhound
- 16. Guivre
- 17. Hag, Black
- 18. *Hag, Ice
- 19. Hag, Rock
- 20. *Hag, Water
- 21. *Hag, Wood
- 22. Harpy, Heraldic
- 23. Headless Horseman
- 24. *Jotun
- 25. *Kobold
- 26. *Kraken
- 27. *Lich
- 28. *Lindwurm

- 29. Mermaid
- 30. Nightmare
- 31. *Nixie
- 32. Ogre
- 33. Ogre, Two-Headed
- 34. Puk
- 35. *Ratwife
- 36. *Sea Serpent
- 37. *Sleipnir
- 38. *Snow Queen
- 39. *Spider, Gleaming Red
- 40. *Swan (Knight)
- 41. *Swan (Maiden)
- 42. *Swan (Woman)
- 43. *Tatzlwurm
- 44. Taxim
- 45. Tree of Ghostly Dread
- 46. *Troll, Dwarfish (Henke)
- 47. *Troll, Dwarfish (Sith)
- 48. *Troll, Giant Bridge
- 49. *Troll, Giant Stone
- 50. *Troll, Giant Two-Headed
- 51. *Troll (Huldra)
- 52. *Troll (Skogsra)
- 53. *Utburd
- 54. *Valkyrie
- 55. *Valraven
- 56. *Warg
- 57. *Were-Bear
- 58. *Were-Boar
- 59. *Werewolf
- 60. White Lady
- 61. *Wight
- 62. *Wild Huntsman
- 63. *Willow Tree
- 64. Wraith

- 65. Wyrn
- 66. Yggr

Plains Dwellers

- 1. Amphiptere
- 2. Amphisbaena
- 3. Apple-Tree Man
- 4. Bauchan
- 5. Birch Tree Spirit
- 6. Boogy-Man
- 7. Bugbear
- 8. Buggane
- 9. Changeling
- 10. Chimera, Heraldic
- 11. Cockatrice
- 12. Dragon, Heraldic
- 13. Elder Tree
- 14. Ellyl
- 15. Ettin
- 16. Gargoyle (in ruins)
- 17. Giant, Cornish
- 18. Giant, Two-Headed
- 19. Glaistig
- 20. Greyff
- 21. Greyhound
- 22. Griffin, Heraldic
- 23. Guivre
- 24. Hag, Black
- 25. Hag, Wood
- 26. Harpy, Heraldic
- 27. Horse, Fairy
- 28. Lamia
- 29. Leprechaun
- 30. Lindwurm
- 31. Lion, Winged
- 32. Ogre
- 33. Ogre, Two-Headed

- 34. Phouka
- 35. Pixie
- 36. Ratwife
- 37. Salamander
- 38. Sleipnir
- 39. Spriggan
- 40. Sprite (Pillywiggin)
- 41. Sprite (Spunkie)
- 42. Swan (Knight)
- 43. Swan (Maiden)
- 44. Swan (Woman)
- 45. Tarasque
- 46. Tiger, Heraldic
- 47. Troll, Dwarfish (Henke)
- 48. Warg
- 49. Were-Bear
- 50. Were-Boar
- 51. Were-Leopard
- 52. Werewolf
- 53. Willow Tree

Powerful Spellcasters

* Selected individuals

- 1. Angel of Death
- 2. Ankou
- 3. Apparition, Repeating
- 4. Birch Tree Spirit
- 5. Drac
- 6. *Ellyl
- 7. *Firbolg
- 8. *Fomorian
- 9. *Giant, Highland
- 10. Hag, Black
- 11. Hag, Ice
- 12. Hag, Rock
- 13. Hag, Water
- 14. Hag, Wood
- 15. Hazel Tree

- 16. *Jotun
- 17. Lamia
- 18. Leprechaun
- 19. Lich
- 20. *Lindwurm
- 21. Nightmare
- 22. Phouka
- 23. Pixie
- 24. Snow Queen
- 25. Spriggan
- 26. Swan (Woman)
- 27. *Troll, Dwarfish
- 28. Unicorn, Heraldic
- 29. Valkyrie
- 30. *Vampire
- 31. *Were-Bear
- 32. *Were-Boar
- 33. *Were-Leopard
- 34. *Were-Owl
- 35. *Werewolf
- 36. *Wraith

**Reptilian/Amphibian
Creatures**

* Has only minor reptilian features

- 1. Amphiptere
- 2. Amphisbaena
- 3. *Chimera, Heraldic
- 4. Cockatrice
- 5. Drac
- 6. Dragon, Heraldic
- 7. Firedrake
- 8. Gargouille
- 9. Gargoyle (Spiked Constrictor)
- 10. Guivre
- 11. Lamia
- 12. Lindwurm
- 13. Puk

- 14. Salamander
- 15. Tarasque
- 16. Tatzlwurm
- 17. Wurm
- 18. Wyvern

Repulsive Creatures

- 1. Cockatrice
- 2. Fauchan
- 3. Fomorian
- 4. Gargoyle (Winged Humanoid)
- 5. Hag, Black
- 6. Hag, Ice
- 7. Hag, Rock
- 8. Hag, Water
- 9. Hag, Wood
- 10. Imp
- 11. Ogre
- 12. Ogre, Two-Headed
- 13. Ratwife
- 14. Spriggan
- 15. Troll, Dwarfish (Henke)
- 16. Troll, Giant Bridge
- 17. Troll, Giant Stone
- 18. Troll, Giant Two-Headed
- 19. Troll (Huldra male)
- 20. Troll (Skogsra male)
- 21. Trow
- 22. Vodyany

Sea Dwellers

1. Fauchan
2. Fomorian
3. Gargoyle (Spiked Constrictor)
4. Hag, Water
5. Kraken
6. Mermaid
7. Merrow
8. Nixie
9. Rusalka
10. Sea Lion, Heraldic
11. Selkie
12. Vodyany

Sewer Dwellers

1. Boogy-Man
2. Cockatrice
3. Ghost, Headless
4. Guivre
5. Jack-o'-Lantern
6. Phantom
7. Phantom Head
8. Ratwife
9. Spider, Gleaming Red
10. Vodyany
11. Will-o'-Wisp
12. Will-o'-Wyke

Shape Changers

* Shape change is illusionary

1. Bauchan
2. Buggane
3. Changeling
4. Doppelganger
5. Incubus
6. Kelpie
7. *Lamia

8. Leshiye
9. Merrow
10. Nightmare
11. Nixie
12. Phouka
13. *Rusalka
14. Selkie
15. Spriggan
16. Sprite (Hyter Sprite)
17. Sprite (Pillywiggin)
18. Sprite (Spunkie)
19. Swan (Knight)
20. Swan (Maiden)
21. Swan (Woman)
22. Valkyrie
23. Valraven
24. Vampire
25. Were-Bear
26. Were-Boar
27. Were-Leopard
28. Were-Owl
29. Werewolf
13. Hag, Wood
14. Harpy, Heraldic
15. Kirk Grim
16. Knocker
17. Kobold
18. *Leshiye
19. Lich
20. Lindwurm
21. Mermaid
22. Nightmare
23. Phantom
24. Phantom Head
25. Puk
26. Ratwife
27. Rowan Tree
28. *Rusalka
29. Tatzlwurm
30. *Taxim
31. Tree of Ghostly Dread
32. Unicorn, Heraldic
33. *Vampire
34. *Vodyany
35. Warg

Slavonic Creatures

* Distinctive to area

1. Bogle
2. Buttery Spirit
3. Cockatrice
4. Doppelganger
5. Dragon, Heraldic
6. Elder Tree
7. Ghost, Headless
8. Giant, Two-Headed
9. Hag, Black
10. Hag, Ice
11. Hag, Rock
12. Hag, Water

36. Were-Bear
37. Were-Boar
38. Were-Owl
39. Werewolf
40. Wight
41. Wild Huntsman
42. Wraith
43. Wurm

Swamp Dwellers

1. Amphiptere
2. Banshee
3. Bauchan
4. Boogy-Man
5. Bugbear
6. Changeling
7. Cockatrice
8. Ellyl
9. Fauchan
10. Firbolg
11. Fomorian
12. Gargouille
13. Ghost, Headless
14. Guivre
15. Hag, Black
16. Hag, Water
17. Hag, Wood
18. Harpy, Heraldic
19. Headless Horseman
20. Jack-o'-Lantern
21. Kelpie
22. Lamia
23. Lindwurm
24. Nightmare
25. Nixie

26. Oakman
27. Ogre
28. Ogre, Two-Headed
29. Owl, Giant
30. Phantom
31. Phantom Head
32. Phouka
33. Pixie
34. Ratwife
35. Rusalka
36. Salamander
37. Spider, Gleaming Red
38. Sprite (Spunkie)
39. Spriggan
40. Swan (Knight)
41. Swan (Maiden)
42. Swan (Woman)
43. Tarantula
44. Tree of Ghostly Dread
45. Troll, Dwarfish (Henke)
46. Troll, Giant Bridge
47. Troll, Giant Stone
48. Troll, Giant Two-Headed
49. Troll (Skogsra)
50. Vodyany
51. Were-Owl
52. Wild Huntsman
53. Will-o'-Wisp
54. Will-o'-Wyke
55. Willow Tree

Undead Creatures

1. Ankou
2. Apparition, Repeating
3. Banshee
4. Drasil
5. Galley Beggar
6. Ghost, Headless
7. Headless Horseman
8. Jack-o'-Lantern
9. Kirk Grim
10. Lich
11. Phantom
12. Phantom Head
13. Rusalka
14. Screaming Skull
15. Taxim
16. Tree of Ghostly Dread
17. Utburd
18. Vampire
19. Vodyany
20. White Lady
21. Wight
22. Will-o'-Wisp
23. Will-o'-Wyke
24. Wraith