

DRAGON WARRIORS

BESTIARY



By Dave Morris and Oliver Johnson

DRAGON WARRIORS BESTIARY

Being a compendium and catalogue of the monstrous inhabitants of the Lands of Legend, as they are known to scholars and learned men, with full descriptions of their habits and habitats, their behaviours and weapons, arranged by name and *genus*. Also given are the likelihoods of honest folk meeting such creatures upon their travels, and advice for besting their assailant should such misadventure befall them.

By Dave Morris and Oliver Johnson

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DRAGON WARRIORS BESTIARY

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DRAGON WARRIORS BESTIARY
ISBN 978-1-906402-04-4

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Digital edition published by Magnum Opus Press. Print edition available from Mongoose Publishing/Flaming Cobra.

MAGNUM·OPUS·PRESS

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For more information on the *Dragon Warriors* game and game-world, its creators, forthcoming products for it, and other exciting games and game-related books, visit the Magnum Opus Press website at <http://www.magnumopuspress.com>

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CHAPTER I

CREATURES OF LEGEND

NO FANTASY GAME would be complete without a selection of bizarre and dangerous creatures for the players to encounter, and probably fight. Those contained in this book are the most common ones found in the Lands of Legend—which is not to say that all of them are common at all—but you may wish to devise others of your own. Many Games-Masters develop a particular theme for the fantasy world where they set their games of *Dragon Warriors*. Medieval Europe is the usual one, but you may prefer to use elements of Ancient Greek myth—or a still more exotic setting such as the Aztec hegemony or feudal Japan, as described in the rulebook. In the folklore of these lands you will find a rich variety of monsters with which to vex your players!

If you are a player rather than a GamesMaster, the temptation to read this book is huge. We urge you to resist it. The information here will tell you how to defeat future foes, but at the same time will rob you of much of the surprise, shock and even pleasurable horror that you will feel encountering these creatures for the first time in the game itself.

The descriptions in this book give the important combat statistics—ATTACK, DEFENCE and so forth, sometimes abbreviated to ‘stats’—for every creature, along with other information on their habitat, behaviour and powers. Four of these points must be clarified:—

Movement: The first number listed is the normal distance the creature will cover when walking (or loping, lumbering, oozing or slithering along). The

second number, in brackets, is the maximum move distance—i.e. when running, galloping, etc. Move distances in the air or underwater are given where applicable. All move distances are in metres per Combat Round.

Rank-equivalent: Most creatures are of fixed ability, and cannot develop their fighting skills as an adventurer can. Thus they do not have a rank. Rank-equivalent is given so that the GM can award experience for defeating the creature. Characters who defeat a creature gain experience points equal to its rank-equivalent. (These experience points are divided between all the characters who actually took part in fighting the creature. Fractions are rounded to the nearest whole number, so nothing is gained if seven player-characters gang up to slay a single giant rat!)

Senses: STEALTH and PERCEPTION scores are listed here for all creatures. Of the two, PERCEPTION will be needed more often. (A tiger may sneak up on its prey, but how often would a titan or a dragon try the same thing? And it is hard to imagine a huge hydra slithering quietly past a group of adventurers!) STEALTH is given in many cases for the sake of completeness, even though it is not the way of most monsters to be stealthy. Note, however, that a character who is magically Transformed into (for instance) a Sphinx temporarily loses his own STEALTH and PERCEPTION scores and instead uses the scores appropriate to that creature.

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As ever, these scores assume ‘typical’ conditions of half-light (dusk, lanterns or whatever). Modifiers for light and dark vary according to the type of sight the creature has. In the case of creatures who may wear armour (e.g. Centaurs), the **STEALTH** score given takes into account the lightest armour usually worn.

Vision types: This section also appears in the rulebook, but bears restating here. Many creatures have unusual visual or other senses, often capable of seeing far beyond the usual human visual spectrum. The game effects of these senses tend to be that the creatures are better or worse (than humans) at perceiving things under different light conditions. The table below gives a full list of the different types of vision that creatures can be listed as having, as well as listing the modifiers applicable to each vision type in various conditions of light and darkness.

Normal vision sees best in daylight, is somewhat impaired in low light levels (as in an underworld)

and is useless in complete darkness.

Panoptical vision operates equally well in all conditions from total darkness to bright sunlight.

Darksight, possessed by most undead and underworld creatures, is the reverse of normal vision: the creature sees well in the dark but is dazzled by light.

Elfsight refers to vision that operates very well in bright light or half-light, and is only marginally impaired by pitch darkness.

Gloomsight is restricted to a very few creatures. The optimum illumination for this kind of vision is half-light. The creature sees slightly less well in darkness or bright light.

PERCEPTION MODIFIERS

Vision type	Illumination		
	no light	half-light	bright light
normal	-7	(none)	+5
panoptical	(none)	(none)	(none)
darksight	+5	(none)	-7
elfsight	-4	(none)	(none)
gloomsight	-3	(none)	-5

Habitats and Treasure

The following table gives guidelines for habitat, group size and treasure of all the monsters in this book. An experienced GamesMaster will know what his/her players can handle, however, and

should always use his own judgement in preference to rolling dice to determine an encounter. The NPC Equipment Table is on p. 133 of the *Dragon Warriors* rulebook; the Treasure Type table on p. 131.

Creature	Category	Number	Territory	Typical Treasure
Adventurer	man-like	usually 1-8	any	use NPC Equipment Table
Apemen	man-like	2-20	mountain caves	none
Automaton	sorcerous	usually 1	any	good jewellery; or use NPC Equipment Table
Barghest	supernatural	usually 1	any	average, if any
Barnacle Men	undead	3-18	sea	good
Barudath	undead	usually 1	any	varies
Basilisk	monster	usually 1	usually temperate swamps and forests, sometimes caves	varies
Bat	animal	3-30	caves, ruins	usually none
Bear	animal	1-3	forests	usually none
Black Riders	sorcerous	2-4	any	use NPC Equipment Table
Blue Men	undead	30	sea	good (in longboat)
Boggart	supernatural	1-4	open country; moorland; woods	moderate
Bull	animal	usually 1	farmland, woods (as stags, elk, etc.), prairie (as buffalo, etc.)	usually none
Cadaver	undead	1-3	any	good, and NPC Equipment
Caitshee	supernatural	usually 1	woods; underworld; ruins	none
Centaur	monster	1-80	plains	poor
Chimera	monster	usually 1	underworld	good
Chonchon	monster	1-6	forest; moors; open country	average (often miles away)
Cloudspider	monster	usually 1	underworld	none

CREATURES OF LEGEND

<i>Creature</i>	<i>Category</i>	<i>Number</i>	<i>Territory</i>	<i>Typical Treasure</i>
Crocodile	animal	1–10	rivers; swamps	usually none
Cyclops	monster	1–6	caves; hills	10–1,000 gold (as artifacts)
Dog (hunting)	animal	with owner	any	none
Dog (wild)	animal	2–8	cities, plains, grassland,	none
Death's Head	undead	usually 1	any	poor
Dracoman	man-like	2–20	jungle	poor
Dragon	monster	usually 1	mountains, caves	excellent jewellery and 1,000–100,000 gold (as worked metal: cups, plates, armrings, etc.)
Dwarf	man-like	1–20	mountains, caves, hills	use NPC Equipment Table
Elemental	monster	usually 1	any (though may be dependent on elemental type)	usually none
Elf	man-like	1–20	forest	use NPC Equipment Table
Fang Warrior	sorcerous	varies	any	none
Frost Giant	monster	1–6	tundra, sub-arctic forest	poor
Fungus Man	undead	2–16	woods; ruins	poor
Gargoyle	monster	1–8	ruins	usually none
Ghost	undead	usually 1	any	usually none
Ghoul	undead	3–12	ruins, graveyards	good
Giant Beetle	monster	usually 1	underworld	none
Giant Eagle	monster	usually 1	plains, prairies, grassland, mountains, light forest	none
Giant Rat	monster	2–20	underworld	usually none
Giant Scorpion	monster	usually 1	jungles, deserts	none
Gnome	man-like	usually 1	woodland	usually none
Gnome, Grey	man-like	usually 1	ruins	usually none
Goblin	man-like	1–20	any, but usually forests and caves	poor
Golem	sorcerous	usually 1	any	none
Gorgon	monster	1–3	any	good
Grave Gaunt	undead	1–12	desert; hills	average (in lair)
Grey Hood	supernatural	1 per character	magical or evil underworlds	none
Gryphon	monster	3–12	arctic; mountain peaks	good
Hag	supernatural	usually 1	any (mostly fens), any hills	scant
Halfling	man-like	2–40	hills, light woodland, farmland, plains	poor
Harpy	monster	4–9	any moderate	(and befouled)
Hellhound	infernal	5–12	any	usually none
Hellhound, Greater	infernal	3–10	any	usually none
Hellion	infernal	1–30	any	none
Hellrot	infernal	1–10	any	none
Hippogriff	monster	1–30	open country	none
Hobgoblin	man-like	1 (possibly + 1–20 goblins)	any, but usually forests and caves	average
Horse	animal	3–30	open country	none
Human	man-like	2–20	any	usually poor
Hydra	monster	usually 1	marsh; underworld	bountiful (small hydra: average)
Ice Snake	monster	1–3	tundra, glaciers	none
Ice Spectre	undead	1–2	ruins in frozen lands	none
Ignis Fatuus	monster	1–4	marsh	none
Imp	supernatural	1–12	woods	none
Ire Goblin	man-like	10–15	hills	none
Jumbee	undead	3	varies	none
Kappa	man-like	about 50	coast	use NPC Equipment Table
Killer Bees	monster	20–80 + Queen	woods	usually none
Kraken	monster	usually 1	sea	usually none
Krask	monster	1–3	underworld	none
Lycanthrope	supernatural	usually 1	any	use NPC Equipment Table
Malgash	infernal	1	underworld	none

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<i>Creature</i>	<i>Category</i>	<i>Number</i>	<i>Territory</i>	<i>Typical Treasure</i>
Manticore	monster	usually 1	deserts, moors, and other desolate places	good
Mere-gaunt	monster	usually 1	lake, canal	good (underwater)
Minotaur	monster	1-3	underworld	none
Moon Dog	sorcerous	1-2	buildings; ruins	none
Mordu	undead	1-8	ruined castle	none
Mule	animal	1-2	in or near settlements	none
Mummy	undead	usually 1	ruins, tombs, underworld	grand
Nargut	monster	usually 1	underworld	poor
Necrochor	undead	3-18	pyramid tomb	bountiful or grand
Nightmare	infernal	1	forest; ruins	none
Obsidiak	monster	usually 1	any	average
Ogre	man-like	usually 1	usually ruins, but any	good
Okeman	supernatural	1-6	forest	none
Oni	supernatural	1-3	open country; woods; underworld	moderate
Orc	man-like	3-30	any	average
Pazuzu	supernatural	usually 1	any (especially deserts)	moderate
Phoenix	supernatural	1	any	none
Rakshah	supernatural	1-20	underworld	each moderate; fabulous in lair
Revenant	undead	1	ancient burial-grounds	good
Rimwolf	supernatural	5-8	any	none
Sentinel Crab	monster	1-12	coast	none
Shadow Gaunt	sorcerous	1	any	none
ShadowWalker	supernatural	1	underworld	none
Shen Lun	monster	usually 1	any	average
Skeleton	undead	2-20	any	usually none
Skullghast	sorcerous	4-24	abandoned temple; tomb	good
Snake, Giant Viper	monster	usually 1	any	usually none
Snake, Python	animal	usually 1	jungles	usually none
Snake, Winged	monster	usually 1	jungles, grasslands, rarely castles	none
Snow Ape	man-like	1-6	tundra, pine forest, glaciers	usually none
Spectre	undead	usually 1	any	usually none
Sphinx	monster	usually 1	any	moderate
Spider, Giant	monster	usually 1	caves, forests, underworld	usually none
Spider, Tarantula	animal	usually 1	jungles	none
Spriggan	supernatural	5-40	woods; ruins; open country; underworld	good or bountiful
Succubus	infernal	1-3	any	none
Sufriad	infernal	1-4	ruined temples in cold lands	good
Swamp Folk	man-like	3-12	swamps, marshes	scant
Tapestry Ward	sorcerous	1-4	sorcerers' lairs	none
Thorn Demon	monster	2-16	woods, forests, scrubland	scant
Tiger, Sabre-tooth	monster	usually 1	tropical plains and jungles	none
Titan	monster	usually 1	mountain peaks	none
Troll	man-like	1-3	marshes	good
Vampire	undead	usually 1	any (at night), crypt or tomb (daytime)	bountiful
Vampire Bat	monster	3-18	caverns, mountains, jungles	none
Volucrath	man-like	usually 1	tropical or sub-tropical jungles and deserts	bountiful (in lair)
Water Leaper	monster	usually 1	river; lakes	average (underwater)
White Lady	infernal	usually 1	any	grand
Wight	undead	1-3	tomb	grand
Wild Boar	animal	usually 1	forest, woods	usually none
Wolf	animal	2-20	woods, open country	usually none
Wraith	undead	usually 1	deserted places	usually none
Wyvern	monster	usually 1	swamp; underworld	grand
Yeti	monster	1-4	tundra, glacier, arctic	scant
Zombie	undead	2-40	any	usually none

CHAPTER 2

CHANCE ENCOUNTERS

MOST OF THIS book is filled with all kinds of different characters and creatures that adventurers will encounter on their travels and adventures, but exactly how will they come across these beings, or discover that the beings have found them first? In the musty depths of dungeons, most often, but also in mists, moonlight and thunderstorm—and even by the light of day in the wild and forsaken places of the world.

How do you, the GamesMaster, determine which creatures the players should meet? Ideally by choosing from the book, but sometimes it is simpler and more fun to roll the dice. The tables in this chapter are for times you feel your imagination is flagging—just roll the dice and see what comes up. (Always be prepared to disregard the result and reroll, though, if you think the first would be too tough for your players.) Alternatively, you may decide to simply select something from the tables that you think will provide an interesting encounter.

Chance encounters like this are useful to break up long journeys, or to provide colour and incident to otherwise dull patches. If you are guiding your players through a carefully plotted adventure there is no need to roll for chance encounters; in fact such a random element would disrupt the atmosphere and story that you have been creating so carefully. The choice is always yours whether to provide an chance encounter or not: if things are going well, it may be best to leave the tables unused.

The tables on the next few pages give a chance of an encounter for each terrain type. You check for

this twice a day, at dawn and at dusk. If an encounter is indicated, it will occur at some time in the next twelve hours: you can use a d12 for this, or have the creature appear when you think it's dramatically appropriate. Adventurers always take turns to stand guard when camping for the night!

Suppose we consider an example based around the introduction to 'The King Under The Forest', the first adventure scenario in the adventure-book *Sleeping Gods*. The player-characters start in a village called Axbridge, where they meet the parish priest who is to embroil them in the adventure. A map shows the countryside round about.

The characters set off on their adventure one morning. They will be passing through open country at first. The GamesMaster makes a secret roll of the dice; no encounter is indicated for the first day (although we may assume that they espy a few peasants tilling the fields near the village, or out gathering firewood). At dusk they are passing Igham and decide to find shelter there for the night. A few copper pennies secure a bed of straw for the night and, with a roof over their heads, no night-time encounter is rolled for.

They are up with cock-crow, hoping to put eerie Norham Wood behind them by the evening. The GM decides not to roll for an encounter today—any delay might force them to spend the next night in the open, for they have a long day's travel ahead, and he has no wish to see them weakened and hurt before the main adventure has begun. Unaware of this leniency on the part of their GM, the players

hurry north and over the river, reaching the village of Trefell shortly after dark.

Realizing that the game will be all-action once they get to Fenring Forest, the GM decides to introduce a little ‘light relief’—and at the same time give the players a chance to act their roles. They find that the honest peasants of Trefell mistake them for thieving brigands! Doors are barred in their faces, and for a while it seems they will get no lodging this night. The situation is only aggravated by the hot-tempered Barbarian, Carl, who soon resorts to bellowed threats as he pounds the flimsy door of a terrified cottager. Eventually the others calm him down, however, and Bretwald manages to convince the village priest that they are honest wayfarers. They spend the night inside the church, and again no encounter roll applies.

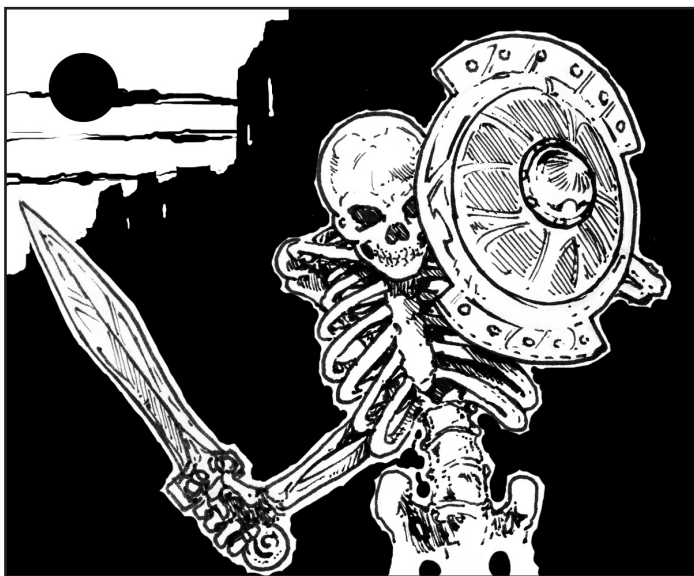
They take breakfast with the priest and then depart, intending to set a leisurely pace to the next village on the road. Unbeknown to any of them, the GM’s dice have decreed an encounter.

The GM’s first d100 roll on the Open Country table is 99. A Vampire! Hardly plausible in broad daylight, so he rolls again. A 26—a band of brigands. He toys with the idea and then discards it. There will be mayhem aplenty when they reach the forest. An encounter with a certain whimsy to it would be appropriate. A flash of inspiration gives the GM what he wants: “Shortly after noon, as you sit by the roadside for lunch and a short rest, you see a grandly caparisoned group approaching from the east. As they draw near, you see a haughty noblewoman on a snow-white charger. Seven armoured knights ride with her. You stand and bow, but she does not

deign to acknowledge you. The knights stare only at her, enraptured, as though drained of any will of their own. Once this strange entourage has passed, Bretwald turns to you and says with hushed tones, ‘I believe that was the Lady Samana, a fay enchantress. Tales of her bewitching evil have spread far and wide. Those poor spellbound wretches are the knights who have sought to vanquish her through the years. She holds their souls in a silver chalice, so it’s told.’ He hastily packs up his gear and gestures for you to hurry away from here.” A cold shiver goes up the players’ spines, and the GM smiles.

This episode has not merely built up an eerie atmosphere; the GM can develop it into a recurrent plot theme for later adventures. The player-characters may eventually try to take on Samana themselves—though such a time must, for these first-rank characters, be far in the future. Subdued and thoughtful, they trudge on towards Saxton....

A night in Saxton holds no terrors, so we rejoice them on the morrow. For reasons explained in the scenario, they must reach the forest at nightfall, so they rise late and do not leave the village until mid-afternoon. The GM decides not to make a daytime encounter roll. As the sun sets, they draw close to the edge of Fenring Forest. Three and a half days of game-time (and about twenty minutes of actual playing-time) have elapsed since they left Axbridge. The players are now comfortable in their ‘character roles’; they are beginning to see what it is that makes fantasy roleplaying different from any other game. The party lights lanterns and advances into the dark forest. The GM rolls to see if there will be an encounter tonight. Their adventure has begun.



Open Country

Terrain Type: Rural areas, moorland

Chance of Encounter: 50% (check at dawn and dusk)

<i>d100 roll</i>	<i>Encounter</i>
	Humans—
01–05	Adventurers (2–8)
06–10	Peasants (2–12)
11–13	Minstrels (1–10)
14–18	Lazars (1–10)
19–22	Monks and/or Pilgrims (1–12)
23–28	Outlaws (2–12)
29–33	Lord/Lady with retinue of 2–12 Knights
34–37	Merchants (1–6)
38–46	Bull or Stag
47–54	Horses
55–65	Goblins (1–3)
66–70	Hobgoblin (20% chance of 1–3 Goblin attendants)
71–74	Ogre
75–80	Trolls (1–3)
81–85	Wild Boar
86–87	Basilisk
88–90	Gargoyle
91–95	Volucres (2–8; warmer climates only, otherwise reroll)
	Undead—
96–97	Ghouls (1–3)
98	Spectre
99	Vampires (1–2)
00	Wight

Forest

Terrain Type: Woods, thick forest, jungle

Chance of Encounter: 35% (check at dawn and dusk)

<i>d100 roll</i>	<i>Encounter</i>
01–07	Wolves (3–18)
08–12	Wild Boar
13–16	Bears (1–3)
17–21	Stag
22–24	Bats (4–24), 20% chance of Vampire Bats
25–26	Basilisk
27–28	Death's Head
	Elves—
29–48	Normal elven community (3–30)
49–50	Elven adventurers (1–6)
51–53	Giant Spider
54–55	Gnome
56–58	Goblins (1–6)
59–61	Hobgoblins (1–3)
	Humans—
62–63	Human adventurers (2–8)
64–70	Peasants (3–18)
71–73	Outlaws (3–12)
74	Friar
75–76	Ogre

77–78	Python (in warm climate only)
79–80	Pazuzus (1–4)
81–84	Tiger (in warm climate only)
	Undead—
85–86	Skeletons (2–12)
87	Spectre
88	Vampire
89–92	Halflings(1–8)
93	Air Elemental
94–95	Gargoyles (1–3)
96	Ghost
97–99	Gorgon
00	Dragon

Hills

Terrain Type: Downs, craggy fells, mountains

Chance of Encounter: 20% (check at dawn and dusk)

<i>d100 roll</i>	<i>Encounter</i>
01–07	Bats (4–24)
08–10	Basilisk
11–13	Death's Head
	Dwarves—
14–33	Normal Dwarven settlement (4–40)
34–43	Dwarven fortress (several hundred individuals)
44–45	Dwarven adventurers (3–12)
46–48	Earth Elemental
49–50	Ghost
51–57	Goblins (1–10)
58–60	Manticore
61–64	Ogre
	Humans—
65	Hermit (often a Mystic)
66–69	Outlaws (3–18)
70–71	Human adventurers (2–8)
72–78	Orcs (4–24)
79–80	Pazuzus (1–3)
81–84	Trolls (1–3)
	Undead—
85–88	Skeletons (3–18)
89	Spectre
90	Wight
91–93	Gargoyles (1–3)
94–97	Apemen (2–12)
98–99	Gorgon
00	Dragon

Swamp

Terrain Type: Marshland, fens

Chance of Encounter: 15% (check at dawn and dusk)

<i>d100 roll</i>	<i>Encounter</i>
01–07	Giant Rats (3–12)
08–10	Death's Heads (1–3)
11–15	Crocodile (in warm climates only)

DRAGON WARRIORS

16-19	Giant Spider
20-22	Gorgon
23-30	Hobgoblin
31-35	Obsidiaks (1-4)
36-37	Pazuzus (1-3)
38-45	Trolls (1-6)
46-54	Wild Boar
55-57	Water Elemental
	Humans—
58-60	Adventurers (2-8)
61-79	Peasants
80-85	Outlaws
	Undead—
86	Ghost
87-89	Ghouls (1-4)
90	Spectre
91-94	Zombies (2-8)
95-99	Marsh Beast
00	Dragon

Arctic

Terrain Type: Frozen wasteland, tundra

Chance of Encounter: 5% (check at dawn and dusk)

<i>d100 roll</i>	<i>Encounter</i>
01-06	Frost Giants (3-12)
07-22	Elk (1-3 bulls with females and young)
23-38	Wolves (2-16)
39-53	Bears (1-4)
54-59	Tigers (1-2)
60-66	Snow Apes (2-20)
67	The Sufiriad (1-6)
	Undead—
68-71	Skeletons (2-12)
72-73	Zombies (2-12)
74-78	Manticore
79-80	Ghosts (1-3)
	Humans—
81-90	Fishermen/Hunters (2-12)
91	Hermit
92-96	Adventurers—may be Humans, Elves or Dwarves (2-12)
97-99	Death's Heads (1-8)
00	Dragon

Desert

Terrain Type: Tropical desert and semi-desert

Chance of Encounter: 5% (check at dawn and dusk)

<i>d100 roll</i>	<i>Encounter</i>
	Humans—
01-38	Nomads (5-60)
39-44	Adventurers (2-8)
45-52	Merchant caravan (3-30)
53-55	Pilgrims (4-40)
56-62	Manticore

63-70	Obsidiaks (1-4)
71-80	Pazuzu (2-8)
81-84	Fire Elemental
	Undead—
85-87	Ghouls (1-4)
88-90	Skeletons (2-8)
91	Vampires (1-3)
92-93	Volucraths (3-12)
94-95	Ghost
96-98	Giant Scorpion
99-00	Dragon

Underworlds

Encounters in an underworld happen more often than out-of-doors (the encounter check is made every thirty minutes of game-time), so you must be very careful not to make them too powerful. Even if the characters managed to survive one imbalanced encounter, the effects of several in a row would soon spell their doom.

Underworld

Terrain Type: Ruins, dungeons, ancient temples, tombs

Chance of Encounter: 15% (check every half hour)

<i>d100 roll</i>	<i>Encounter</i>
01-05	Basilisk
06-10	Bats (2-20)
11	Dragon
12-15	Dwarven adventurers (3-9)
16-20	Elven adventurers (1-8)
21-36	Human adventurers (2-8)
37-40	Gargoyles (1-3)
41-43	Ghost
44-49	Giant Rats (2-16)
50-54	Giant Spider
55-58	Gorgons (1-3)
59-63	Goblins (1-6)
64-66	Hobgoblins (1-2, with 0-5 Goblin attendants)
67-70	Manticores (1-2)
71-73	Ogre
74-80	Obsidiaks (1-6)
81-87	Orcs (3-12)
	Undead—
88-89	Ghouls (1-3)
90	Mummies (1-2)
91	Spectres (1-2)
92-94	Skeletons (3-18)
95	Vampires (1-3)
96	Wights (1-3)
97	Wraiths (1-2)
98-99	Zombies (2-12)
00	Special (a unique monster of the GM's own devising)

Encounters at sea

Two distinct encounter areas may be defined for sea travel. *Charted waters* includes the Coradian Sea and the trade routes up along both coasts of Ellesland and at least halfway up the Mercanian coast—and down the Gulf of Marazid to the Isis estuary. *Uncharted waters* are all other regions: the Hadran Sea, the navigable stretches of the Rymchaeld Sea, the endless Silent Sea south-east of Minj, etc. These are parts of the ocean where trading vessels venture rarely—and never willingly.

Ships will be sighted at a distance of roughly two miles on a clear day. At 150 metres it is possible to make out the details of flags and blazoning. At night the sighting distance is no more than a mile at best—and that only in strong moonlight or if the other vessel unshutters her lamps. Dense fog brings visibility down to between 5–50 metres.

If the GamesMaster needs to know the nationality of an encountered ship, he may use his own judgement or the following table:

d100 roll	Nationality
01–20	nearest country
21–30	Mercanian
31–35	Thulan
36–42	Albish
43–46	Cornumbrian
47–49	Erewornian
50–59	Chaubrettan
60–65	Algandian
66–70	Kurlish
71–85	Ferromaine League
86–90	New Selentine
91–93	Marazid
94–95	Opalarian
96–00	Other

Charted waters

Chance of encounter: 20%, check at dawn and dusk

d100 roll	Encounter
	Ship—
01–36	Merchant vessel
37–43	Soldiers
44–55	Crusaders
56–63	Pilgrims
64–66	Adventurers
67	Wizard
68–69	Gorgons
70–71	Ghouls (only off Ta'ashim coasts)
72–75	Blue Men (only in northern seas)
76–79	Priests

80	Nobles
81–90	Pirates
91–95	Kappa (20–50)
96–99	Castaways
00	Sea Monster

A *merchant vessel* will probably be a cog, perhaps (45% chance) in a flotilla with 1–4 other ships. Its cargo will be worth some 1000 to 10,000 florins in one form or another. Grander treasures can be transported, but always in convoys with a longboat escort.

Crusader ships can be an incredible sight. Some are gigantic—built to carry a thousand men!—and they are always crammed to the gunwales with eager Crusaders and wretched animals.

Adventurers are determined using the information and tables on pages 16–17; but discount rolls of 50 or less and reroll (low-ranking adventurers rarely put to sea). As on the player-characters' own ship, there will probably be a party of perhaps six adventurers, and unranked characters will make up the crew.

The ship of a *Wizard* is taken in this context to indicate a magic-user of 9th rank or higher. By profession he might be a Sorcerer, Mystic, Elementalist or Warlock. He may (30% chance) be accompanied by an accomplice of 1st–6th rank and half a dozen bodyguards (3rd–6th rank Knights). The balance of his crew will be ordinary, unranked humans.

A ship carrying *Gorgons* will probably hold 2–8 of these vile beings along with a crew of human slaves. A *Ghoul ship*, on the other hand, will be full of the creatures—perhaps as many as forty of them if (as is likely) it is a stolen Ta'ashim merchantman.

Priests travel with a bodyguard according to their station, though never fewer than two or three Knights of 1st–3rd rank. Similarly, *nobles* travel with a retinue of warriors—usually twenty or thirty men-at-arms, of whom ten will be Knights of 1st–4th rank or higher. Treasure carried in both cases will amount to 300–3000 florins.

Naturally, *pirate ships* are never obvious about their intentions. They will show another flag or pretend to be in trouble until their prey draws near. Then they hurl grappling irons, pull in close to the enemy, and start to swarm aboard. Pirate ships are normally cogs carrying at least thirty men—and sometimes as many as a hundred. Pirates are unranked characters for the most part, though their leaders may be adventurers of any rank (if you wish to determine this randomly, use the table on page 16).

Castaways may be encountered on rafts or clinging to drifting timbers, adrift in open boats or stranded on small islands. The size of the castaway group is left to the GamesMaster. Castaways appearing as the result of a random encounter can make interesting NPCs—the GamesMaster must ask himself what they are doing here miles out to sea. Are they rival adventurers? Shipwrecked Crusaders? Are the three scruffy men with ragged beards actually Algardian royalty? Or Marijah Assassins using a novel disguise to meet and infiltrate the player-characters' party?

Kappa raiding parties rise straight up out of the depths, so there is usually no warning of their attack. They will clamber aboard, try to seize treasure and if possible inflict a few casualties in the process, then plunge back into the ocean when the tide of battle turns against them. Sailors hate these beings as one might expect, and even buy expensive stocks of 'St Elmo's Embrace'—a sticky, corrosive chemical mixture to fling at the Kappa which stings them and reacts violently with water.

Sea Monsters can have any size or fanciful shape the GamesMaster wishes. An 'average' Sea Monster (if there were such a thing) might have stats equivalent to a Dragon's—ATTACK 30, *Health Points* 70, etc; see Book One. Each attack of such a creature will have a 50% chance of inflicting 1 *Ship Point* damage on the hull.

Uncharted Waters

Chance of encounter: 15%, check once a day

<i>d100 roll</i>	<i>Encounter</i>
	Ship—
01–02	Wizard
03–09	Volcreths (only south of Mungoda estuary)
10	Ghost Ship
11–12	Orcs
13	Skeleton Crew
14–17	Blue Men (only in Rymchaeld Sea)
18	Vampires
19–23	Adventurers
24	Automata
25	Other (GM's choice)
26–30	Spirits of the Drowned
31–38	Water Elements (1–8)
39–43	Gryphons
44–45	Grave Gaunts (only off the Azure Coast)
46–55	Hellions
56–59	Jumbees (only when becalmed)
60–74	Kappa
75–76	Nightmare
77–80	Oni (southern and Oriental waters only)

81–91	Sentinel Crabs (3–30)
92	Sea Monster
93–94	Shen Lun (only in Oriental waters)
95–96	Island
97–100	Special (GM's choice)

Ghost ships are deserted hulks found drifting in the open sea. Often it is a complete mystery as to why the crew abandoned ship. A ship of this sort is not *necessarily* haunted. A ship with a *Skeleton Crew*, on the other hand, is inhabited by Skeletons or Zombies. Sometimes these creatures are surprisingly intelligent, and they may have magical powers. (An example is the infamous leman ship of the Gulf, crewed by silent slaves and carrying a hundred voluptuous harem-girls as passengers. All of these become hideous flesh-eating undead once a group of poor sailors have been enticed aboard!) One unpleasant encounter in my own campaign involved an Eaves Phantom (see p. 74) which had arisen from the sunken wreck of a pirate ship and latched onto a passing merchantman. The player-characters' ship arrived on the scene to find the merchantman drifting in open seas, apparently deserted except for one wretched madman (formerly the ship's priest) crouched in the hold with a crucifix. The rest of the adventure became a grim cat-and-mouse hunt for the incarnate Eaves Phantom.

A ship of *Vampires* may have 1–3 of these beings on board. The crew will not always know about it though they may be beginning to mutter about 'mysterious illnesses' or the strange wooden boxes in the hold. Sometimes Vampires of high rank (e.g. Magus Lim of Krarth) have human servants whom they can use to man their ships.

Automata are occasionally found adrift in magically propelled barges built by the ancients. One, encountered by the ship carrying Cardinal Fustanor back to Selentium, spoke in a tinny voice and claimed to be the sage Diomakalas, having transferred his soul into a metal body to forestall death. The cardinal, pointing out to his men that this Diomakalas had been dead two thousand years, induced them to destroy the Automaton as an instrument of the Devil.

The *Spirits of the Drowned* are raging, mindless, tattered shades that flit about the mast during storms, plucking at sailors in the rigging. They never make a concerted attack on the entire ship's company. The GamesMaster can use the stats for Ghosts, Wraiths or Spectres. *Jumbees* are creatures of cold grue and appear out of thick mists when a

ship lies becalmed.

An encounter with flying creatures such as *Gryphons* or *Grave Gaunts* obviously indicates that there is land nearby, as larger beings cannot stay in the air indefinitely. This does not hold true for *Oni* or *Shen Lun*, which fly by means of magic.

The GamesMaster should devise other encounters for variety. Many encounters are actually entire scenarios in themselves, or may turn out to be threads in the main adventure. Consider the possibility of one intriguing encounter: a figure appears

on a flying steed and careens towards the deck. He lands just as the first rays of dawn touch the sky, and his hippogriff dissolves from under him. How does this Warlock come to be so far from land, using his *Flying Steed* spell dangerously near dawn? Was he in desperate pursuit of a mortal foe? Has he flown unsuspectingly through an Astral Gate—perhaps from the far side of the world? Did he take off from a sinking ship (and if so, did he sink it)? Since he does not speak any tongue the party recognize, the mystery will not be cleared up easily...





CHAPTER 3

MEN AND MAN- LIKE BEASTS

ADVENTURERS

Adventurers are not actually monsters, but they certainly fit our description of ‘bizarre and dangerous’ adversaries. Adventurers do not form a large percentage of the population of the Lands of Legend, of course. Most people prefer a simple life, and stick to the comfort of their humble hearths. But, as the player-characters wander the land in search of riches and excitement, it follows that they will frequently encounter parties of NPCs (non-player characters) with similar intent.

Adventurers encountered will most often be Human, but Elves and Dwarves also quest. The various adventuring Professions are represented in different proportions according to race—Elves make better spell-casters; Dwarves cannot use magic at all. Roll d100 for each NPC adventurer encountered on the table at the foot of this page. Tables for working out the abilities and equipment of NPC adventurers are given in the Treasure section of the *Dragon Warriors* rulebook, on pp. 117-120 and p. 133.

Adventurers will usually be accompanied by a few serfs or hired peasants. These will be acting as guides, or carrying torches and treasure for their

masters. If there is any fighting, they will go and cower in the bushes or other cover. If their masters are defeated, they will surrender or run off.

Meeting another group of adventurers is not necessarily bad news. Adventurers are rough types, but they have their own code of honour (more often respected by Knights than by the other Professions, it must be said). They rarely set traps or ambushes and will never shoot another adventurer in the back. At least, not without yelling a warning first. They prefer to save their strength for the monsters rather than fighting one another, and will sometimes suggest a temporary alliance (with appropriate division of spoils) to this end.

It is impossible to give precise ‘stats’ for NPC adventurers. They vary so much in power—from 1st rank up to 10th and beyond. A die roll on the following table can be used to find the rank of NPCs in a party. Apply your own judgement to this, however. If you bring your novice players up against a group of belligerent 8th-rank Barbarians, you can hardly expect them to want to play in any of your games again!

ADVENTURING PROFESSIONS BY RACE

	<i>Knight</i>	<i>Barbarian</i>	<i>Elementalist</i>	<i>Sorcerer</i>	<i>Mystic</i>	<i>Warlock</i>	<i>Assassin</i>
Human	01-58	59-67	68-69	70-86	87-95	96-99	00
Elf	01-45	—	46	47-75	76-90	91-00	—
Dwarf	01-80	81-00	—	—	—	—	—

DRAGON WARRIORS

d100	Average rank of adventuring group
01–25	1st
26–45	2nd
46–65	3rd
66–77	4th
78–87	5th
88–92	6th
93–95	7th–8th
96–98	9th–10th
99–00	11th and up

APEMEN

These savage gorilla-like carnivores are a grotesque evolutionary quirk, an offshoot from mankind's own distant ancestry. They are dull-witted but enormously strong. The strength of the Apeman transforms even a simple stone club into a deadly weapon. These creatures live in small tribes or extended family-groups, usually in mountain caves.

ATTACK 12, Club (d6 +1, 5)	Armour Factor 0
DEFENCE 5	Movement: 8m (20m)
MAGICAL DEFENCE 2	EVASION 3
Health Points 1d6 +9	STEALTH 10
Rank-equivalent: 1st	PERCEPTION 5 (normal)

DRACOMEN

Dracomen are bipedal saurians who dwell in small tribal communities along the marshy, fertile fringes of tropical rivers. Though of limited intellect, they display considerable cunning in such matters as warfare and hunting. They train small monkeys to act as scouts and spies, and not infrequently these pets are almost as intelligent as their lumbering masters.

Dracomen use little magic, except for the occasional shaman who may have the powers of a 1st–3rd rank Mystic. Their weapons are very crude—flint axes and spears for the most part. Metal implements stolen from human adventurers are regarded with awe and wielded only by the tribal chiefs. The exceptionally belligerent and barely controlled nature of a Dracoman means that he has a 20% chance in any Round of snapping with his reptilian jaws rather than attacking with his axe.

Any Fright Attack (see the *Dragon Warriors* rulebook, p. 122), used against a Dracoman (for instance, an *Evil Eye* spell) has a 50% chance of driving the

creature into a killing frenzy rather than having the desired effect. This insensate anger—which adds 6 to ATTACK while subtracting 3 from DEFENCE—is the Dracomen's typical response to fear.

ATTACK 17, Axe (d8 +1, 7) or Bite (d6, 6)	Armour Factor 4
DEFENCE 6	Movement: 8m (16m)
MAGICAL DEFENCE 2	EVASION 2
Health Points 1d6 +10	STEALTH 10
Rank-equivalent: 2nd	PERCEPTION 6 (normal)

DWARVES

Dwarves are short, stocky and bearded—quite similar to men in general appearance, but rather broader and with proportionately short limbs. Dwarves rarely grow taller than about 1.4m (the average for humans is 1.8m), and perhaps this is one reason why they can be short-tempered—particularly when they have had too much to drink (which is often).

Dwarves are single-minded and pedantic. If they have a sense of humour it is one which other races cannot comprehend. They are famed for their greed and love to hoard vast quantities of gold and gems. They are accomplished weaponsmiths and craftsmen, though the artifacts they make excel in a functional rather than an aesthetic sense.

Dwarves live in sprawling cavern complexes under lofty mountains. These tunnels, where the Dwarves mine gems and metals, are rarely lit; Dwarves see well in darkness.

The average Dwarf has much the same fighting ability as an average Human. Dwarven adventurers will be Knights or Barbarians, for this race cannot use magic (although Dwarves who reach 7th rank are able to forge magical arms and armour just as a Mystic can).

You may choose to allow one or more of your players to be Dwarves. To qualify, a player must roll a character with a Strength of at least 12 and neither Psychic Talent nor Looks greater than 11.

These stats are for a normal Dwarf with no special combat training:

ATTACK 11, damage depends on weapon used	Armour Factor depends on type worn
DEFENCE 5	Movement: 10m (15m)
MAGICAL DEFENCE 3	EVASION 3
Health Points 1d6 +3	STEALTH 12
Rank-equivalent: 1st	PERCEPTION 9 (gloomsight)

ELVES

Elves are elegant manlike beings who dwell in woodland. They are no shorter than men, but very much more slender. This, coupled with their pallid delicate features, may make them appear frail to human eyes—an unwise assessment, for they are often hardy fighters. Additionally, Elves tend to make good Sorcerers and all Elves have the extra senses of a Mystic.

Elves prefer to wear green. This assists them in merging with the foliage of their woodland home when they do not wish to be seen. An Elf camouflaging himself in this way will not be seen by any non-Elf of below 5th rank. Elves are invariably skilled archers and add 2 points to ATTACK when using a bow.

Elves have a very long natural lifespan—three centuries or so—but they lack souls. This means that they cannot be brought back from the dead by magic. Conversely, they are not subject to possession from an Amulet of Soul Storing. Over their long lives, Elves may gather great treasure. The palaces of the Elven Kings are famed in legend for their riches and magic items. Of course, such riches are always guarded by powerful magic.

As GamesMaster, you may allow your players to be Elves. The player must roll a character with a Strength of no greater than 13 and with Reflexes, Psychic Talent and Looks all at least 12. An Elf character cannot be a Barbarian.

Elven adventurers of all Professions use the STEALTH and PERCEPTION scores appropriate to an Assassin. Also, Elves see equally well in half-light as in full daylight (and suffer only a -4 PERCEPTION modifier in pitch darkness—see elfsight, p. 6). Thus an 8th-rank Elven Knight will have STEALTH 25, PERCEPTION 20.

These stats are for a normal Elf with no special combat training:

ATTACK 11, damage depends on weapon used	Armour Factor depends on type worn
DEFENCE 5	Movement: 12m (25m)
MAGICAL DEFENCE 4	EVASION 4
Health Points 1d6 +2	STEALTH 18
Rank-equivalent: 1st	PERCEPTION 13 (elfsight)



GNOMES

These supernatural woodland entities are apt to react violently against any they consider to be intruding in their domain. A Gnome will usually tolerate a party of Elves passing through its neck of the woods, but is less lenient towards other races.

Gnomes are creatures of the countryside. Their bodies are like the gnarled boles of old trees, their eyes glimmer like dewdrops, they have tangled roots for fingers and their mouths resemble a dank hole in a bank of earth. They can easily conceal themselves in the forest depths, and when motionless will go unnoticed by characters below 8th rank (or below 3rd rank, in the case of Elven characters).

There is a special spell that Gnomes are able to use: *Embog*. This spell will turn a tract of woodland or meadow roughly 15m × 15m into a boggy mire. Characters caught in such mud have their movement rates reduced to one-tenth normal (i.e. to 1m per Combat Round in the case of a Human), but the Gnome itself can move through the mud as normal. Each Gnome is able to use the *Embog* spell once a day; this spell has a duration of 1–6 hours.

ATTACK 15, Claws (d8, 5)	Armour Factor 3
DEFENCE 9	Movement: 10m (15m)
MAGICAL DEFENCE 8	EVASION 4
Health Points 2d6 +8	STEALTH 23
Rank-equivalent: 3rd	PERCEPTION 15 (elfsight)

Grey Gnomes

Unlike their woodland brothers, grey gnomes frequent the sides of buildings, bridges and old monuments, disguising themselves as ornamental masonry and like gargoyles, lying in wait for passers-by. Unfortunately, their extreme ugliness is such that they are seldom overlooked by potential victims; as a consequence, they cannot conceal themselves so easily, and cannot usually pass unnoticed: they have only a 1 in 6 chance of surprise. In other respects they are identical to standard Gnomes.

GOBLINS

Goblins are malicious sprites renowned for their evil ways. They relish cruelty, and their magical mischief is blamed for many mishaps experienced by trav-



ATTACK 13, Shortsword (d8, 3) or Sling (d6, 3)
DEFENCE 7
MAGICAL DEFENCE 5
Health Points 1d6 +4
Rank-equivalent: 1st

Armour Factor 1
Movement: 12m (25m)
EVASION 5
STEALTH 21
PERCEPTION 13 (darksight)

HALFLINGS

At first glance Halflings might be mistaken for children, as they seldom grow taller than a metre tall. They are reclusive and shy, and prefer to hide in their subterranean burrows or cottages when they see men coming.

Halflings are skilled in woodlore and can track a quarry through forest or wood with 60% efficiency. Also, they surprise enemies on a roll of 1–2 on d6 when in woods, and cannot themselves be surprised.

Although stubborn and opposed to evil in all its forms, Halflings are not physically brave. If they must fight—and they will do so to protect others as well as themselves—they try to keep out of mêlée. The favourite weapon of a Halfling is his sling.

A very few Halflings may choose an adventuring life. They are treated as Knights, but with –1 from ATTACK owing to their small stature. No Halfling can ever rise above 3rd rank, and for this reason they are not considered as potential player-character material.

ATTACK 9, Sling (d6, 3) or Staff (d6, 3)
DEFENCE 5
MAGICAL DEFENCE 3
Health Points 1d6 +1
Rank-Equivalent: 1st

Armour Factor 0 (or 1 for leather jerkin)
Movement: 8m (20m)
EVASION 4
STEALTH 18
PERCEPTION 8 (elfsight)

HOBGOBLINS

Physically, Hobgoblins differ very little from their subservient Goblin brethren. They are, however, characterized by still greater guile, malice and uncanny power. Hobgoblins are encountered singly or as the leaders of a group of Goblins. Such are their powers of stealth and enchantment that they can always keep themselves hidden from normal mortals (that is, those who do not belong to one of the adventuring Professions), and will surprise a

ellers along desolate country lanes. Their favourite time to attack is at dusk, and they will customarily begin with a sorcerous prank such as causing a horse to go lame, or making a bat fly in a character's face so that he falls from the saddle.

Once the party is in disarray, the Goblins will leap from the bushes to attack—hurling sharp flint flakes from their slings or closing to stab with their swords made of icicles.

Goblins are small, never more than a metre tall, with disproportionately large heads. Their faces are warty, sallow and hollow-cheeked, with large hooked noses and sunken eyes. They go about in hooded jerkins which help them to blend into the shadowy corners where they prefer to lurk. Although nimble and crafty in battle, they are essentially of a craven nature.

An individual Goblin, captured and threatened, abandoned when its fellows have fled, will resort to all manner of whingeing promises in return for its freedom. A promise wrung from a Goblin will be followed to the letter once the creature is indeed free, but it will always seek to twist the wording of such a bond for its own foul purposes.

party of adventurers on 1–4 on d6. Hobgoblins can ride wolves cross-country, and they will sometimes lead a wolfpack to attack a party rather than risk a confrontation themselves.

Hobgoblins are excellent fighters, employing not only the swords and slings favoured by normal Goblins but also nets of spider-silk and poisonous puffballs. A Hobgoblin can fling his cobweb net up to 5m and if it hits (determined as per regular Missile Combat rules, see p. 68 of the rulebook) the victim will be unable to attack or cast a spell until he has struggled free of the entangling strands. A victim thus netted rolls 1d20 at the start of each subsequent Combat Round; he must roll under his Strength score to get free.

A Hobgoblin will carry 1–4 poisonous puffballs, and can hurl these up to 10m. If the puffball hits, it bursts open to release a cloud of choking spores. The victim must roll under his Reflexes score on 1d20 to avoid breathing these in. If he does breathe them in, he must get a *Cure Disease* or *Purification* spell within 1–8 Rounds or die as the spores spread fungus throughout his body.

Hobgoblins have a number of curious magical abilities. They can weave a spell to rot all food in a character's backpack, and turn the water in his hip-flask to stagnant muck. Another spell which they can cast as often as they wish causes disfiguring warts to appear on the victim's face (the Hobgoblin must make the usual magical attack roll, of course). The same spell can be used in reverse, to rid a character of warts.

A Hobgoblin also has the following special spells, each usable once per day:

Bats: This causes seven Bats (see p. 26) to appear from nowhere out of shadows and moonlight and attack a character at whom the Hobgoblin points. After one Combat Round the Bats vanish as though they had never been—though the wounds they inflicted will remain.

Glissade: This makes the ground icy or slippery within a 3m radius of where the Hobgoblin is standing. Any character moving across this patch of ground has a 40% chance of slipping. He must roll under his Reflexes on 1d20 or fall over (and then must take a Round getting up). The *Glissade* will last until the Hobgoblin himself moves.

Chill: This spell creates a waft of gelid air that affects any characters mēléeing the Hobgoblin when it is cast. Each character loses 1d4 +2 Health Points (but only 1d4 HP if wearing armour of any type).

Cure: By casting this spell, the Hobgoblin restores up to 5 lost Health Points when wounded.

As if all this were not bad enough, a very few Hobgoblins (about one in twenty) display the spell-casting powers of a 3rd-rank Sorcerer!

Hobgoblins, like Goblins, see perfectly in near-total darkness.

ATTACK 16, Shortsword (d8, 3) or Sling (d6, 3)	Armour Factor 1
DEFENCE 10	Movement: 12m (25m)
MAGICAL ATTACK 17	EVASION 4
MAGICAL DEFENCE 7	STEALTH 23
Health Points 1d6 +9	PERCEPTION 13 (darksight)
Rank-equivalent: 4th	

hUMANS

Humans who belong to one of the adventuring Professions are able to rise in rank and become very powerful. This is obviously not true of the vast majority of non-player characters (NPCs). The common peasants and townspeople who populate your fantasy world will usually have scant fighting skill. On the few occasions when such characters might enter combat (e.g. in a tavern brawl), they will usually do so with fists, or at best improvised cudgels.

These are the stats for a normal Human with no special combat training, such as a typical peasant, hireling or merchant. Stats for humans of other ranks are given in the *Dragon Warriors* rulebook, on pages 117-120:

ATTACK 11, damage by weapon	Armour Factor depends on type worn (usually 0)
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Health Points 1d6 +3	STEALTH 12
Rank-equivalent: 1st	PERCEPTION 4 (normal)

IRE GOBLINS (Bugbear)

Despite their name, Ire Goblins do not particularly resemble Goblins of the more common variety. They are gangling creatures about 120cms in height, with bulbous heads, large slit eyes, and fiercely grinning mouths full of sharp triangular teeth. Matted hair clumps their shrivelled bodies and long limbs, and stands erect in a stiff comb above the bony ridges



of the Ire Goblin's face. They appear equally comfortable loping along on their hind legs or moving on all fours, using the long claws on their splayed hands and feet to find purchase in the cliffs of their highland home.

Ire Goblins are aggressive hunters, ravaging through the hills in troupes of some ten or fifteen individuals, and will attack any party they outnumber. They prefer to hunt at night, but may also be encountered on overcast days, or when storm clouds darken the sky. They attack with whooping cries, often hurling rocks as they run in. Sometimes they spit blood as they close with their prey, having bitten through their own lips in the frenzy of the hunt.

They are of barely more than animal intelligence and use no spells, though they do have one curious magical talent. When wounded, an Ire Goblin begins to swell in size. Each Round after taking the wound, 3 points are added to its Health Point score, 2 points to ATTACK, and 1 to its Armour Bypass Rolls and damage scores. This continues for three Rounds—by which time the Ire Goblin has more than doubled in size—and then it rapidly returns to

normal. This will only happen once to an Ire Goblin in any given battle.

The etymology of the name 'Bugbear' for these creatures may interest the scholar. Ecgric's Compendium states that it is derived from *Lughwyd bwg* (a goblin) and *bar* (spiteful, evil). Some adventurers, however, maintain that Ire Goblins sometimes adopt the shape of a bear while in the throes of battle. This may be a case of a being of folklore acquiring magic powers which are attributed to it in popular imagination—in this case, because of a misunderstanding over the origin of the Bugbear's name.

The basic stats for an Ire Goblin are as follows, with scores when 'swollen' given in square brackets:

ATTACK 15 [21], Claws (d6, 3)	Armour Factor 0 (but 2 vs non-magical weapons)
DEFENCE 6	Movement: 15m (30m)
MAGICAL DEFENCE 4	EVASION 4
Health Points 1d6 +3 [+9]	STEALTH 12
Rank-equivalent: 3rd	PERCEPTION 7 (darksight)

KAPPA

If the writings of the ancients are to be believed, the Kappa were originally a race akin to mankind. They inhabited a floating island and from it ruled over the primitive human tribes who then lived along the shores of the southern sea. The sacerdotess of the Kappa had knowledge of a group of other-planar beings with godlike powers. They first worshipped these beings and then, discovering a weakness, enslaved them with magic. Centuries passed. The god-things chafed at being bound in servitude to the arrogant Kappa. Though unable to harm their mortal masters directly, they began to subtly manipulate the forces of the Earth's crust. The Kappa took no action to quell the tremors that began to wrack the coasts of the mainland, never suspecting that any harm could befall their oceanic fortress. Then storms began to rage over the seas, and the glow of fires could be seen below the surface.

The Kappa called on their vassal-gods to save them. It was too late—the latter had played their hand cleverly, and the chain of cataclysms they had set in motion was now beyond even their power to stop. A vast rift opened on the seabed, thousands of miles long, and the city of the Kappa was sucked down in a terrible maelstrom. The panic-stricken sacerdotess called for the last time on their bound

gods, promising freedom if they were saved. With hellish glee, the unearthly beings departed from this plane. They saved their former masters, indeed, but in this act they enjoyed a final stroke of vengeance. For the Kappa who were pulled down into the ocean depths were warped and transformed by their power, becoming strange creatures of stony coral with gleaming pearls for eyes. They did not drown, for they became true beings of the sea. But even today, many thousands of years later, the Kappa remember that they were once men, and this is the cause of their enmity with the human race.

The Kappa as they exist today are eerie beings, vaguely manlike but with long, many-jointed limbs. Their bodies are mauve-pink and hard—more easily chipped than cut. Out of saltwater they begin to weaken within a few hours, and their gleaming pearl eyes cannot tolerate bright sunlight.

They fight with spears or plum-leaf bladed short-swords—stabbing weapons, for normal swords, axes, etc., are unsuited to their undersea environment. For the same reason they do not employ slings or bows. On land, their fighting style is quick but linear. There are none of the deceptive ‘circular’ techniques used by human fighters. A Kappa foot soldier is no match for a well-trained Knight or Barbarian.

Where the Kappa do excel is in their understanding of tactics. They are organized militarily into ‘squads’ comprising seven Kappa warriors (stats given below) and a ‘septurion’ who has the abilities of a 1st–4th rank Mystic. Three such squads constitute a ‘platoon’, whose overall leader will have the magical prowess of a 5th–8th rank Sorcerer and the fighting skill of a 5th-rank Knight. Very high-ranking Kappa (whom we may style ‘generals’, perhaps) can be distinguished from their fellows by their pale-blue colour; they are also several heads taller than a normal Kappa. The generals are equivalent to Sorcerers of 9th rank or higher. They have the special ability to hypnotize those whom they have caught and subdued. This power operates like a Vampire’s mesmerism (see p. 84), except that the Kappa can completely alter the victim’s allegiance. A comrade who has spent any time as a Kappa captive is thus not to be trusted!

Kappa are never to be encountered in small groups, as they only venture on to dry land when they have some specific objective in mind. They will not waste time harrying travellers on the coastal roads—they are more likely to mount an attack on a lighthouse, warship or coastal fort. The hostility

between Kappa and Human has been further fostered by the uncertain position of prisoners of war (whom the Kappa do not trade off for return of their own troops, preferring to mesmerize them and send them back as spies) and the fact that men cannot speak the strange, fluting tongue of the Kappa. Parley and diplomacy are therefore impossible.

ATTACK 12, Spear (2d4, 4) or Shortsword (d8, 3)	Armour Factor 3
DEFENCE 6	Movement: 10m (15m)
MAGICAL DEFENCE 4	EVASION 3
Health Points 1d6 +5	STEALTH 11
Rank-Equivalent 1st	PERCEPTION 4 (darksight)

OGRES

Brutish and surly, Ogres are tall, thickset and extremely strong creatures of basically humanoid appearance. They fight with axes or terrible iron war-hammers. An Ogre will often make his lair in a deserted citadel, and from this base will roam forth to waylay travellers or terrorize peasants.

Ogres are dull-witted and frequently drunk. An Ogre will rarely try to take people prisoner—if a defeated opponent looks wealthy the Ogre may hold him to ransom, but a more likely fate is to wind up in the monster’s larder!

ATTACK 20, Warhammer (d8 +2, 8)	Armour Factor: type worn, +1 for tough skin
DEFENCE 12	Movement: 10m (15m)
MAGICAL DEFENCE 8	EVASION 4
Health Points 2d6 +18	STEALTH 10
Rank-equivalent: 7th	PERCEPTION 9 (elfsight)

ORCS

Orcs are the archetypal henchthings of Evil, and have been found in service to many masters: Sorcerers mad and mighty, undead Knights, dark Demons, Priests of Chaos.... Orcs care not what or who they fight, so long as they are given ample opportunity to indulge their violent ways. The harsh brutality of Orcs gives them a slight edge over the average Human fighter, but they are too ill-disciplined to properly hone their combat skills. Some Orc warriors and chieftains may have the combat abilities of a Barbarian, but they never rise beyond 4th rank.



J

Orcs see well in darkness, but they hate and fear bright light. If forced to fight in sunlight, an Orc must subtract 1 from his **ATTACK** and **DEFENCE** scores. Orcs often live below ground, so Dwarves are particularly hated enemies.

The stats for a typical Orc-at-arms are as follows:

ATTACK 12, damage depends on weapon used	Armour Factor depends on type worn
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Health Points 1d6 +3	STEALTH 12
Rank-equivalent: 1st	PERCEPTION 4 (darksight)

SNOW APES

Shaggy, white-furred primates that live in arctic climates. Their colouring makes them hard to see

against the snow, meaning that they surprise characters on a roll of 1–3 on d6 and gain a +5 bonus to **STEALTH** (giving them **STEALTH** 15 in snowy conditions). In all other respects they are identical to Apemen (see p. 18).

SWAMP FOLK

Swamp folk have wrinkled green heads like toads and yellow blinking eyes. They are flesh-eaters, willing to eat anything that is foolish enough to stray into their swamps, but regarding human meat as an especial delicacy. They reach out webbed hands to drag their victims down into quagmires.

They will attack one victim at a time: roll randomly to see who this is. Each one must make a successful attack roll to be able to grapple a victim. Each round compare the combined average Strength of all the swamp folk grappling with the Strength of the victim: if it is greater the victim will have been half-submerged. If this happens twice the victim is presumed to have been dragged beneath the surface and will have drowned within a turn.

Swamp folk have an average Strength of 10; if more variability is required, roll 3d6 to determine Strength, just as for humans.

ATTACK 12, Grapple (see above)	Armour Factor 0
DEFENCE 6	Movement: 10m— swimming 15m
MAGICAL DEFENCE 3	EVASION 4
Health Points: 1d6 +4	STEALTH 17
Rank equivalent: 2nd	PERCEPTION 6 (darksight)

TROLLS

Trolls are tall, gaunt creatures of morbid character. Though unable to use sorcery, they share a distant supernatural ancestry with Goblins and are quite resistant to magic. The common abode of Trolls is fen-land or marsh, where they supplement a diet of raw toads and muddy eels with the warm flesh of unfortunate travellers.

Glimpsed capering madly along a distant ridge, or loping sullenly in lonely places after the sun has set, a Troll could almost be mistaken for a wiry man. At close quarters, however, this resemblance disappears: Trolls have wrinkled grey-white skin, slimy

and scabrous. Blank eyes stare from the Troll's awful face and an odour of spilled blood wafts from its snaggle-toothed maw. Some Trolls, furthermore, may have two or even three heads, and these heads will chatter horribly to one another as the creature wanders the night in search of prey.

Trolls do not venture abroad during the day, as the light of the sun would quickly transform them into lumps of stone. A Troll will either find some shadowy lair in which to pass the daylight hours or, failing this, will simply squirm into a muddy river-bank hole.

Trolls cannot be harmed by non-metallic weapons such as cudgels or staves. Their rubbery hide turns blows from these weapons aside—though iron and steel arms cut through the loathsome flesh readily enough.

ATTACK 18, Talons (d6 +1, 5)	Armour Factor 2
DEFENCE 10	Movement: 10m (20m)
MAGICAL DEFENCE 11	EVASION 4
Health Points 1d6 +15	STEALTH 14
Rank-equivalent: 5th	PERCEPTION 6 (darksight)

battle-rage they can appear disconcertingly larger than a man.

Volucreths of the aforementioned warrior-caste caparison themselves in war-harness of leather sewn with metal discs. Their favoured weapon is the two-handed sword, which they wield with skill and strength. Volucreths have been seen with great bows across their backs; their arrows are a metre long, but they appear never to use these (or any other missile weapon) in combat.

The stats given here are for an average Volucreth warrior of 1st rank. Higher skill-levels and other Professions can be extrapolated.

ATTACK 16, Two-handed Sword (d10 +1, 6)	Armour Factor 3 (harness gives 2, +1 for plumage/ scales)
DEFENCE 7	Movement: 10m (20m)
MAGICAL DEFENCE 2	EVASION 5
Health Points 1d6 +10	STEALTH 11
Rank-Equivalent: 1st	PERCEPTION 4 (normal)

VOLUCRETHS

Volucreths are a fearsome race believed to inhabit a jungle-cloaked land deep in the tropics. They make slaves of Humans, and this is one reason why they sometimes make forays into the lands of men (the other reason being plunder). Fortunately, Volucreths never stray into the colder climes of the north, requiring the sustaining heat of the tropics and subtropics to survive.

Any Volucreth encountered is likely to have some adventuring experience, otherwise it would not have ventured beyond its native territories. Little is known of Volucreth civilization, but about 90% of those encountered seem to belong to a warrior caste which, in humanoid terms, closely approximates to Barbarian in fighting skill. The remaining 10% are observers (priests? nobles?) who display little or no combat abilities. Some have been known to use Mystic powers, though sometimes these work in ways inexplicable to Human or Elven Mystics.

An enraged Volucreth is a terrible creature to behold. Its powerful sinews swell and its iridescent silvery plumage bristles to display a glorious pattern of reds, greens and blues. Volucreths usually stand somewhat over 2m in height, and in the throes of



CHAPTER 4

ANIMALS, TAME & WILD

BAT

Bats come in many sizes, but the sort that may pose a problem to adventurers are about the size of a hawk. They lair in caverns and ruined buildings, and will usually only fly out to attack a party which they outnumber by at least two-to-one.

A character bitten by a bat has a 5% chance of contracting a wasting disease which will permanently reduce his Reflexes by 1d4 points within a month, unless cured by sorcery.

Adventurers—particularly Knights and Barbarians, encased in their good armour—will often discount bats as a mere nuisance. You could surprise them: a flock of bats might include a metamorphosed Vampire!

ATTACK 11, Bite (d3, 1)	Armour Factor 0
DEFENCE 9	Movement: 1m (flying—20m)
MAGICAL DEFENCE 2	EVASION 6
Health Points 1	STEALTH 16
Rank-equivalent: 1st	PERCEPTION 15 (panoptical)

BEAR

Bears are encountered most often in forested areas. If attacked or disturbed they will respond with the proverbial ill temper, but they have the sense to flee from a large and well-armed party.

There is a special rule for bears in combat. A critical hit (i.e. a score of 1 on the d20 Hit Roll)

counts as a hug. The bear's opponent takes 10 Health Points damage, armour not withstanding.

ATTACK 17, Claws (d8, 5)	Armour Factor 1 (for thick fur)
DEFENCE 7	Movement: 10m (25m)
MAGICAL DEFENCE 3	EVASION 4
Health Points 2d6 +20	STEALTH 10
Rank-equivalent: 6th	PERCEPTION 6 (normal)

BULL

The term 'bull' is used here to include any large male deer or bovine. The Stag and Elk are those most often encountered in the wild. Bulls are found close to a herd of females, and will deal ferociously with anyone encroaching on their territory.

In combat, the Bull's initial attack will usually be a charge. There is no possibility of parrying this! The only defence is to hurl oneself aside (the Bull matches its charging SPEED of 14 vs the target character's EVASION score). If struck, the character takes 1d4 +5 Health Points damage (if armoured, he subtracts his Armour Factor from this), is hurled back 5m, and lies winded for the next 1–3 Combat Rounds. The Bull will make only one such charge; in subsequent Rounds it fights with hooves and antlers/horns.

ATTACK 16, Horns (d8, 4)	Armour Factor 1
DEFENCE 4	Movement: 10m (25m)
MAGICAL DEFENCE 3	EVASION 3
Health Points 2d6 +16	STEALTH 9
Rank-equivalent: 5th	PERCEPTION 5 (normal)

CROCODILE

These lazy and inscrutable reptiles dwell in rivers and swampland, where they hide in the rushes by the water's edge and attack anyone who should be so unlucky as to fall from a passing boat or raft. If hungry, a Crocodile may also attack a party on dry land.

ATTACK 15, Bite (d6, 4)	Armour Factor 2
DEFENCE 2	Movement: 5m (12m) swimming—20m
MAGICAL DEFENCE 2	EVASION 2
Health Points 2d6 +11	STEALTH 11
Rank-equivalent: 3rd	PERCEPTION 6 (normal)

DOG (hunting)

Domestic dogs in the *Dragon Warriors* world are working animals, and this group includes most of the large breeds, trained to hunt prey or act as guards. They are loyal to their masters and will fight to the death to protect them.

Player characters may want to take hunting dogs with them on adventures. This can work well against the right enemies, but can also go badly wrong if the character is inexperienced in controlling animals. Each day a hunting dog will require fresh meat and as much water as a human being, so extra provisions must be carried, and on long journeys they will tire before their master's horse does.

An uncontrolled or badly trained dog's barking may alert enemies to the presence of the party; they cannot climb usual underworld obstacles like walls or ropes; and they are as susceptible as humans to the attacks of creatures like Grey Hoods (p. 53) and Shadow Walkers (p. 61).

Nevertheless having a well-trained dog at your side can mean the difference between life and death, and seeing an adversary with a pair of hounds straining at their leads will cause most adventurers to think twice about attacking.

ATTACK 15, Fangs (d4, 4)	Armour Factor 0
DEFENCE 3	Movement: 12m (25m)
MAGICAL DEFENCE 1	EVASION 3
Health Points 1d6 +3	STEALTH 14
Rank-equivalent: 1st	PERCEPTION 11 (normal)

DOG (wild)

Wild dogs come in two sorts: species like the dingo or the dhole that have never been tamed by man and are similar to wolves; and formerly domesticated animals that have gone feral. Both live and hunt in packs, and have equivalent abilities.

ATTACK 12, Fangs (d4, 3)	Armour Factor 0
DEFENCE 3	Movement 12m (25m)
MAGICAL DEFENCE 1	EVASION 3
Health Points 1d6 +3	STEALTH 16
Rank-equivalent: 1st	PERCEPTION 11 (normal)



horse

A good horse is a necessity for the habitual adventurer. Not only is it useful for getting easily from one place to another, but it gives its rider a tremendous advantage when he decides to turn tail and flee from a battle.

These are the stats for a normal riding horse:

ATTACK 11, Bite (d8, 3)	Armour Factor 0
DEFENCE 2	Movement: 15m (30m)
MAGICAL DEFENCE 2	EVASION 4
Health Points 2d6 +9	STEALTH 10
Rank-equivalent: 2nd	PERCEPTION 6 (normal)

Warhorses are larger and more intelligent than standard riding horses. They are trained to respond to whistles and hand signals, and will come to their master's side when called. Warhorses can wear barding, giving them an Armour Factor of 3.

A character must be a Knight or Barbarian to ride a Warhorse. A small number of Warlocks also have the necessary training.

These are the stats for a Warhorse:

ATTACK 17, Bite (d8, 4) or Kick (d10, 6)	Armour Factor 0 (3 if wearing barding)
DEFENCE 4	Movement: 15m (30m)
MAGICAL DEFENCE 4	EVASION 4
Health Points 1d6 +16	STEALTH 10
Rank-equivalent: 5th	PERCEPTION 6 (normal)

MULE

Mules (and donkeys, which are slightly smaller) are one of the two standard beasts of burden for travellers and adventurers, the other being hirelings. A typical mule can carry a full-grown man or a 100-kilogram load all day which, when you're transporting loads of treasure and need your sword-arm free, makes them a very useful part of any party. They are also more intelligent than either horses or donkeys, but have an innate dislike of dogs.

Mules must be specially trained to venture into underworlds, and will require a specialist hireling to control them in that strange environment. Without a trained handler they may shy or bolt at anything that surprises them, shedding their load and galloping away for up to half a mile.

Like horses, hunting dogs and hirelings, mules and donkeys need to be fed (grain/hay) and watered at least once a day.

ATTACK 9, Bite (d6, 2)	Armour Factor 0
DEFENCE 2	Movement: 15m (25m)
MAGICAL DEFENCE 2	EVASION 4
Health Points 2d6 +5	STEALTH 10
Rank-equivalent: 1st	PERCEPTION 6 (normal)

SNAKE, PYTHON

Slithering down from the boughs of jungle trees, a Python surprises its prey on a roll of 1-3 on 1d6. The snake's first attack will be to wind its muscular coils around the victim. It will then try to squeeze him to death, continuing to attack by biting while doing so. On the first 'hit' scored by the Python, the victim rolls to see if he manages to keep his sword arm free of the enfolding coils; this roll requires a score of less than or equal to the victim's Reflexes on 1d20, and if he fails then he is unable to attack or defend. A trapped victim loses 1d3 Health Points (armour, if any, makes no difference) and will survive for 2d6 Combat Rounds. If not freed by then, he dies of asphyxiation—the snake constricts his chest so that he cannot draw breath.

ATTACK 14, Bite (d3, 2)	Armour Factor 0
DEFENCE 2	Movement: 15m
MAGICAL DEFENCE 0	EVASION 2
Health Points 1d6 +8	STEALTH 18
Rank-equivalent: 2nd	PERCEPTION 9 (normal)

SPIDER, TARANTULA

Tarantulas are large, hairy, poisonous spiders. The same game stats can be used for other large, but non-giant, poisonous spiders, such as Black Widows.

ATTACK 12, Bite (d4, 2) (treat as strong poison)	Armour Factor 0
DEFENCE 1	Movement: 5m
MAGICAL DEFENCE 1	EVASION 5
Health Points 2	STEALTH 19
Rank-equivalent: 1st	PERCEPTION 5 (panoptical)

WILD BOAR

Though these powerful animals are not normally aggressive, they can be more ferocious than Wolves when aroused. The tusks of a Boar can inflict grievous wounds, but nevertheless hunting these beasts is a popular sport for Knights.

ATTACK 17, Gore (d6 +1, 6)	Armour Factor 1
DEFENCE 3	Movement: 8m (20m)
MAGICAL DEFENCE 0	EVASION 3
Health Points 2d6 +11	STEALTH 11
Rank-equivalent: 3rd	PERCEPTION 8 (normal)

WOLF

Wolves will be encountered in forested areas, usually in packs robbing forays. They generally prefer to go for wounded or solitary prey, but they will also attack small parties who settle down in the woods for the night. The keen senses of a Wolf make it impossible to surprise these creatures.

ATTACK 15, Fangs (d4, 5)	Armour Factor 0
DEFENCE 3	Movement: 12m (25m)
MAGICAL DEFENCE 1	EVASION 3
Health Points 1d6 +4	STEALTH 16
Rank-equivalent: 1st	PERCEPTION 11 (elfsight)

CHAPTER 5

MONSTERS OF LEGEND

THE MONSTERS OF Legend are creatures of myth whose forms and abilities—although outlandish and sometimes extremely powerful—are contained in folktales and known to scholars, learned folk and some adventurers. Should a party hear that a Basilisk is menacing a remote outpost, for example, they should be able to track down someone who can tell them what a Basilisk is, what it does and how it can be defeated. The same is unlikely to be true of the occupants of other chapters, such as the Supernatural or the Infernal.

BASILISK

These magical beasts resemble giant cockerels but have a long sinuous tail, metallic feathers and four legs like those of a lizard. The plumage of a Basilisk shades from the coppery hue of the head and crest to a greenish-black on the underbody. Its eyes swim with unnatural colours, and anyone meeting its terrible gaze (see Gaze Attacks, on p. 123 of the *Dragon Warriors* rulebook) may be turned to stone (MAGICAL ATTACK 20 vs the victim's MAGICAL DEFENCE to determine this). To view a Basilisk in safety a mirror must be used; Basilisks are not affected by their own reflected gaze.

Basilisks are nocturnal and will always return to their lairs before the night is through because they



DRAGON WARRIORS

fear the dawn. If a Basilisk hears a cock crow then there is a 30% chance it will die of fright.

The claws and beak of the Basilisk carry a weak poison. Any character wounded by one must roll equal to or less than his Strength on two six-sided dice (2d6). If this roll fails, the character loses an additional 1d6 Health Points.

ATTACK 16, Beak/Claw (d8, 3 and poison)	Armour Factor 2
DEFENCE 5	Movement: 8m (16m)
MAGICAL DEFENCE 10	EVASION 3
Health Points 1d6 +13	STEALTH 9
Rank-equivalent: 6th	PERCEPTION 9 (darksight)

CENTAUR

These are hybrid nomads who range across grasslands and open woodlands of warm, temperate climates. They have the appearance of a horse with the upper torso of a man or woman growing from the animal's shoulders. Consequently they combine the fleetness and strength of a horse with the cunning of a human, and are skilled hunters. The males sport long white beards; the beards of forest-dwelling centaurs are often tangled with moss and twigs.

Centaur sometimes hire themselves out as mercenaries to the nations of men. They make excellent scouts, trackers and messengers, but in combat they are unruly and their loyalty cannot be relied upon. They are accomplished in the use of bows and javelins, adding +2 to ATTACK with these weapons. For close combat they prefer spears, or swords and shields. Warriors of high status in a Centaur tribe will possess armour consisting of a cuirass, vambraces and barding. This is usually bronze, giving an Armour Factor of only 2.

A medium-sized Centaur tribe (consisting of perhaps eighty individuals, including about fifteen warriors) will be ruled over by a chieftain of 4th–8th rank fighting skill. Most tribes also have a shaman who is their intermediary with the spirit-gods of the plains. Shamans sometimes have the abilities of a 1st–6th rank Mystic. Centaurs have no written language, and this culturally inhibits the development of sorcery. However, theoretically there is no reason why a Centaur who left his tribe and lived among men could not become a Sorcerer.

The forest-dwelling Centaur tribes tend to be smaller in number than the nomads of the grass-

lands, and are usually extremely shy. Most will flee the minute they spot a party of humans approaching. Unfortunately they have a predilection for a heady alcoholic brew made of woodbark which is sold to them by the mischievous forest goblins. The centaurs become quite out of control when under the influence of this drink (which is about a third of the time).

They will then become overtly friendly when sighting a party, and will frolic around with mock stampedes at them, singing jolly centaur songs; their mood will soon turn foul however, and they will attempt to bear off any female in the party (if a lady is present) or demand a payment of gold for more drink. If the party resist they will attack them, using their hooves as weapons.

Normal Centaur stats are:

ATTACK 12, damage of weapon used, or Kick (d8, 5)	Armour Factor 0
DEFENCE 4	Movement: 15m (30m)
MAGICAL DEFENCE 3	EVASION 4
Health Points 3d6 +3	STEALTH 11
Rank-equivalent: 1st	PERCEPTION 7 (normal)

Warrior Centaur stats are:

ATTACK 14, damage of weapon used, or Kick (d8, 5)	Armour Factor 2
DEFENCE 6	Movement: 15m (30m)
MAGICAL DEFENCE 3	EVASION 4
Health Points 1d6 +15	STEALTH 12
Rank-equivalent: 3rd	PERCEPTION 8 (normal)

CHIMERA

The Chimera is an exceptionally bizarre hybrid. It has the forequarters of a lion growing from a powerful serpentine body. Strong, curving horns like those of a ram adorn its head, while on its back are dragonish wings with aquiline pinions. Small wonder, then, that the word 'chimera' has come to mean anything that is unimaginably fantastic!

The first sight of a Chimera, with its eyes of white light blazing from a body that is otherwise uniformly grey-green, is so astonishing that the monster achieves automatic surprise against characters of 6th rank and above. These of lower rank will be even more flabbergasted and should be treated as though they had been shock-attacked by an Assassin (rulebook, p. 42). The Chimera can seize up to



Chonchon

Chonchons are swollen, disembodied heads that fly by using their huge, blue-veined ears as wings. They have magical powers and this has led to a popular superstition among adventurers that Chonchons are born when a Sorcerer uses *Transformation* to take on a Chonchon's form, for it is believed that he then cannot resume his human shape. In practice, a Chonchon may have the spellcasting power of a 4th–9th rank Sorcerer. For the GamesMaster's convenience, 6th rank can be taken as suitable for an 'average' Chonchon.

Chonchons are invisible to the eyes of 1st–4th rank characters until they cast a spell or swoop to attack. They rarely surprise their prey, however, as they announce their approach with an ominous chant of slay, slay, slay—though possibly this is just the low beating of their 'wings'. They are unholy creatures and can be driven off by challenging them with a crucifix, in the same manner that a Vampire may be repulsed (see p. 83).

Apparently there exists a charm which can strike a Chonchon out of the air so that it lies helpless on the ground until another Chonchon comes to its aid. This charm counts as a fifth-level spell which can be used by any Mystic or Sorcerer of 5th rank or higher, but it is known by very few and is not part of the usual canon of spells. Player-characters will not find it easy to locate a mage who can teach them the charm, nor will the information come cheaply.

Chonchons are sly and cowardly, and prefer to flit about their victims' heads, beyond the reach of sword or spear, while intoning their deadly spells. When they see that a party of adventurers are resistant to their magic—or well-armed with bows, which these detestable creatures fear—the Chonchons plummet down to bite with their chisel-like teeth. Their spittle is often contaminated and may (25% chance) pass on the ague to anyone bitten.

two characters in its snaky coils and will then crush them to death (like a python's constriction, but doing 1d6 HP damage per Round) while attacking their companions with its claws, horns and fangs. It can butt or bite at the same time as clawing, and this means that it gets two attacks each Combat Round in addition to constricting with its tail.

Three times a day, a Chimera is able to 'breathe' out a flux of refulgent green rays. These rays will hit a single target within 5m who, if he succumbs to their effect (match the rays' MAGICAL ATTACK of 25 vs the target's MAGICAL DEFENCE), immediately loses all fighting skill and spell-energy! His ATTACK and DEFENCE are reduced to those of a 1st rank character, while his spellcasting ability (if any) is reduced to nil. Fortunately, other scores (Health Points, etc) are unaffected and the character can still use any items he possesses. The duration of this effect is determined by rolling a d8 at the beginning of every Combat Round; on a roll of 8, the magical rays wear off and the character returns to normal.

ATTACK 25, Claw (d12 +1, 7) and Bite (d8, 7) or Butt (d12, 5)
 DEFENCE 7
 MAGICAL DEFENCE 14
 Health Points 2d6 +24
 Rank-equivalent: 14th

Armour Factor 4
 Movement: 12m (flying—70m)
 EVASION 6
 STEALTH 8
 PERCEPTION 9 (panoptical)

ATTACK 15, Bite (d8, 2 and possible infection)
 DEFENCE 12
 MAGICAL ATTACK 21
 MAGICAL DEFENCE 11
 Health Points 1d6 +7
 Rank-equivalent: rank as Sorcerer

Armour Factor 2
 Movement: flying—20m
 EVASION 5
 STEALTH 9
 PERCEPTION 11 (dark sight)

CLOUDSPIDER

This horrible creature inhabits only the deepest dungeons and underworlds. As it roams the sprawling corridors it emits a high, rasping whine which can strike icy terror into the hearts of those who hear it. The Cloudspider's cry can be heard at a distance of 10–60 metres and causes a 1d10 Fright Attack (see p. 122 of the rulebook), which if successful, drives the victim senseless with fear for 2–12 Combat Rounds. A terror-struck victim drops any weapons or equipment he is carrying and flees in a random direction—even, possibly, straight into the Cloudspider's waiting maw!

The Cloudspider appears as a roiling black cloud of mist, within which the rugose body, sparkling eyes and clacking limbs of a giant arachnid are faintly visible. This mist, continually secreted by the Cloudspider, obscures its exact position, and any missile weapon aimed at it is subject to a –3 ATTACK penalty. The mist is also mildly corrosive and stings the eyes of any character trying to mêlée the Cloudspider. The character loses 1 point from ATTACK and 2 points from DEFENCE every Round until virtually blinded (i.e. at –4 ATTACK, –8 DEFENCE). This effect is only temporary, and the character's sight will return within 2–12 Rounds of leaving the mist (or 1–6 Rounds if he has water with which to bathe his eyes).

The mandibles of the Cloudspider run with a virulent poison. A character who succumbs to this is paralysed at once, dies within a minute, and then rapidly decomposes into a putrid slime for the convenience of the monster's digestion. This poison cannot be collected if the Cloudspider is slain, as it corrodes any container and produces choking fumes.

ATTACK 28, Bite (d10, 6 and strong poison)	Armour Factor 4
DEFENCE 9	Movement: 15m (20m)
MAGICAL DEFENCE 15	EVASION 5
Health Points 6d6 +10	STEALTH 1
Rank-equivalent: 16th	PERCEPTION 10 (darksight)

CYCLOPS

Cyclopes (the plural of the word 'Cyclops') are a race of giants, much like gangling humans in general appearance except that a Cyclops has only a single

eye in the centre of his forehead. Extremely bestial by nature, Cyclopes have very limited intelligence and are driven by wild urges which include a taste for raw human flesh and an irrational love of gold.

Cyclopes go naked, or clad only in primitive cloaks of animal-skin streaked with dried blood, though they love to adorn their bodies with crudely hammered golden artefacts. They usually carry flint axes or stout logs as cudgels; when enraged, they may hurl rocks at their enemies.

They are actually more accurate with the thrown rocks than with mêlée weapons, suffering a –4 penalty to ATTACK with mêlée weapons due to their lack of binocular vision (which affects judgement of mêlée range distances far more than it affects long-range attacks).

ATTACK 24, Log/Axe (d6 +3, 7), Throw rock (d4 +3, 5)	Armour Factor 0
DEFENCE 15	Movement: 15m
MAGICAL DEFENCE 11	EVASION 6
Health Points 4d6 +40	STEALTH 7
Rank-equivalent: 10th	PERCEPTION 4 (normal)

DRAGON

These awesome reptilian creatures, kings of the Earth in an earlier era, are now very rare. Some 15m in length, and with a wingspan twice that, a fully grown Dragon in flight with the sunlight limning the azure blue or gold of its scales is an eerie and breathtaking sight.

Few would dare to challenge a Dragon to single combat. The scaly hide of these great beasts is proof against any non-magical weapon and is as effective as plate armour against even enchanted blades. Every fifth Combat Round, a Dragon can breathe a sheet of flame to a distance of 30m. This will strike up to 2–12 victims who, if they fail to dodge (match the flame's SPEED of 16 against each victim's EVASION), will each take 2d6 +12 damage. (A victim may subtract his Armour Factor from this damage—so a character in plate, for example, would take only 2d6 +7 damage.) While rekindling its fire between breaths, the Dragon is hardly helpless; its talons strike for fearsome damage in combat, as shown below.

As if this were not enough, 75% of all Dragons are adept in the use of magic and will have the abilities of a 10th-rank Sorcerer or Mystic. All Dragons



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can speak a variety of ancient and modern languages, and although they are somewhat lacking in compassion or patience, they are not always hostile.

Dragons are proud and crafty beasts, and will respect a character who displays either of these traits. One incident which illustrates typically dragonish mentality is the tale of Cantos the priest. Cantos, lost in the mountains and caught in a terrible blizzard, had the questionable good fortune to stumble into a Dragon's lair. Driven beyond fear by his cold and hunger, he boldly asked it to fly him down out of the mountains. Considering this request, the Dragon demanded the magical ring on the priest's finger as payment for its assistance. But Cantos protested, replying that the ring was a gift from his father and he had sworn never to remove it. "Then do not remove it," said the Dragon with a cold-blooded smile, whereupon it severed his hand at the wrist with a snap of its massive jaws. While Can-

tos stood by half-fainting from shock, the Dragon added his ring to its treasure hoard and then, much pleased, it scooped him up and flew him to within a few miles of the nearest city. At least, that is the story Cantos tells, when asked why he wears a hook in place of his left hand!

ATTACK 30, Talons (d12, 8)	Armour Factor 5 (immune to non-magical weapons)
DEFENCE 25	Movement: 15m (25m) (flying—150m)
MAGICAL DEFENCE 15	EVASION 6
Health Points 6d6 +50	STEALTH 8
Rank-equivalent: 20th	PERCEPTION 21 (panoptical)

ELEMENTAL

Elementals are of four types: Earth, Fire, Air and Water. All varieties have a total immunity to non-magical weapons.

Earth Elementals are very strong and are useful for digging purposes if brought under command, as they can tunnel through the earth at 2m per hour.

Fire Elementals are invulnerable to damage from flame of any sort, including a Dragon's breath. They can glide through the air at the same speed as they walk, but cannot carry anything without igniting it.

Air Elementals appear as a shifting manlike outline containing wisps of cloud and wind-tossed leaves and dust. They are quite difficult to see with any clarity, and those fighting them do so at -1 off both ATTACK and DEFENCE. They can also deflect arrows and other light missiles with their control of the wind, rendering such attacks useless against them. They can fly at top speed only when out-of-doors, and can carry loads of up to 100kg while doing so.

Water Elementals travel freely on or through their element, and can create water currents to propel or capsize a small boat.

ATTACK 19, Attack (d10, 6)	Armour Factor 0, immune to non-magical weapons
DEFENCE 14	Movement: Earth 10m; Fire 20m; Air 20m (200m); Water 15m
MAGICAL DEFENCE 8	EVASION 4 (Earth and Water); 8 (Fire and Air)
Health Points 3d6 +10	STEALTH 10
Rank-equivalent: 8th	PERCEPTION 14 (panoptical)

FROST GIANT

Frost Giants are seldom encountered as they dwell far from civilized lands, out on the icy tundra or in sub-arctic forests. They live in villages of a few stone or wooden huts. Sometimes a solitary Frost Giant, cast out from his community for some transgression, will make his home in a mountain cave.

Frost Giants are a little over 2.5m in height, with stature proportionately more muscular than a normal man's. They are fair of skin and their hair is red, blond or white. They prefer to fight with axe or warhammer, and disdain the use of bows as cowardly.

Under their thick fur cloaks they may have no better than leather armour—but this is thicker and more effective than a man could wear. Frost Giants have a strong if erratic sense of honour.

Obvious disregard for danger secures a Frost Giant his status in the community. A Bear or Snow Tiger hunt will end with one of the hunters facing the animal in single combat. It is possible for adventurers to turn this sense of honour to their advantage: if the Frost Giant leader is challenged to personal combat, he is bound to accept. If the adventurer wins, the Frost Giants will probably (80% chance) allow him and his fellows to go in peace.

ATTACK 19, Battleaxe (d8 +2, 8)	Armour Factor 4
DEFENCE 11	Movement: 12m (20m)
MAGICAL DEFENCE 7	EVASION 4
Health Points 3d6 +16	STEALTH 9
Rank-equivalent: 5th	PERCEPTION 6 (normal)

GARGOYLE

These grotesque beings come in a wide variety of shapes and sizes. Most are winged, and all have the ability to remain motionless for very long periods. A Gargoyle clinging to the wall of a ruined cloister may remain still for so long that moss and creepers cover its body. This creature's dusky grey body, often flecked with rusty brown, is readily mistaken for stone. Characters will be surprised (rulebook p. 60) on a roll of 1–3 on 1d6 when the mossy 'statue' they were passing suddenly comes to life and attacks!

When these monsters acquire a master, they can be fiercely loyal. If a wounded Gargoyle is spared and healed by magic, there is a 30% chance it will serve its healer from then on. (But, of course, a 70%

chance it will merely accept the healing spell and then attack again!)

ATTACK 16, Talons (d10, 3)	Armour Factor 7 (but only 2 vs magic weapons)
DEFENCE 8	Movement: 8m (15m) (flying—50m)
MAGICAL DEFENCE 6	EVASION 4
Health Points 3d6 +4	STEALTH 16
Rank-equivalent: 5th	PERCEPTION 12 (panoptical)

GIANT BEETLE

These monstrous insects resemble stag beetles the size of a large bull. With their rasping, saw-edged mandibles, they can slice plate armour and burrow through earth or even soft rock. They are too big to fly, although they can use their wings to glide down on their victims from a height of some 6m and bite in the same Round. Because Giant Beetles are apt to erupt suddenly from a grassy bank, or drop out of the darkness from a cavern ledge, they surprise their opponents on a d6 roll of 1–3.

ATTACK 17, Bite (d10, 4)	Armour Factor 5
DEFENCE 3	Movement: 10m (15m)
MAGICAL DEFENCE 4	EVASION 3
Health Points 4d6 +11	STEALTH 13
Rank-equivalent: 6th	PERCEPTION 8 (panoptical)

GIANT EAGLE

Giant Eagles resemble their more normal-sized counterparts, but are large enough to carry off a child or slightly built adult.

ATTACK 16, Talons (d6, 4)	Armour Factor 0
DEFENCE 12	Movement: Flying 20m
MAGICAL DEFENCE 3	EVASION 5
Health Points 1d6 +6	STEALTH 9
Rank-equivalent: 3rd	PERCEPTION 7 (normal)

GIANT RAT

These are the size of a dog and are to be found lurking in sewers or subterranean burrows. They see well in darkness and will scurry into hiding if they notice a large group of adventurers approaching. Only if

they outnumber a group by at least two-to-one will they attack, surging forward en masse out of the darkness to engulf their opponents.

Rats are well known to be carriers of plague, and after any encounter with them there is a 2% chance for each character of contracting the Black Death (fatal within 1–4 weeks unless cured by magic; see p. 126 of the main rulebook). For characters with open wounds, the chance of infection is 5%.

ATTACK 9, Bite (d3, 3)	Armour Factor 0
DEFENCE 2	Movement: 12m (25m)
MAGICAL DEFENCE 2	EVASION 4
Health Points 1d6 +1	STEALTH 17
Rank-equivalent: 1st	PERCEPTION 8 (darksight)

GIANT SCORPION

These monsters can be up to three or four metres long, and present a frightening menace to travellers in the deserts or steaming jungles of the south.

Usually a Giant Scorpion will conceal itself in a sand dune or rocky crevice with only its pincers protruding. It can sense the approach of beings when they are still some distance off, by ‘listening’ to the vibrations in the ground. It can also estimate the size of a party in this way, and will not show itself if there are more than five or six.

The Scorpion’s colouring matches the terrain of its habitat, ensuring that it will surprise prey on a roll of 1–3 on d6. In combat the Scorpion gets a separate strike with each pincer every Combat Round until it hits. A successful hit indicates that the pincer has seized its victim. After taking hold of the victim with both pincers, the Scorpion attempts to rip him apart. This inflicts 1d6 Health Points damage per Round, with armour affording no protection.

Only if the Giant Scorpion fails to seize its prey within three Combat Rounds will it use its barbed sting. The sting flicks forward over the monster’s head with lightning speed and accuracy. It has an ATTACK of 27 with its sting, but cannot use its pincers in the same Round.

ATTACK 22, each Pincer (d6, 4) or Sting (d4 +1, 2 and strong poison)	Armour Factor 2
DEFENCE 3	Movement: 10m (15m)
MAGICAL DEFENCE 4	EVASION 3
Health Points 3d6 +9	STEALTH 15
Rank-equivalent: 5th	PERCEPTION 7 (panoptical)

GIANT SPIDER

Giant Spiders tend to make their lairs in lonely places—in caverns, forests and haunted underworlds. They will hang up in the shadows and drop onto the backs of those unfortunate enough to stumble into their web. These webs are very sticky, and struggling will serve only to enmesh the victim more tightly. Each Round that a character is trapped in the web lowers his ATTACK by 2 points and his DEFENCE by 1 point, until finally he cannot move or fight at all.

Those trapped in this way may try to free themselves, though in this case they cannot concentrate on fighting the Spider and will have a DEFENCE of 0 against its attacks. The chance of a victim freeing himself is 30% on the first Combat Round, 20% on the second and 10% on the third; the victim gets a bonus of +15% to these chances if he has a firebrand or edged weapon (such as a sword) with which to part the strands. (Once free of the web, of course, the character’s ATTACK and DEFENCE will return to what they were before he was trapped.)

The bite of a Giant Spider carries a powerful venom. Anyone wounded by the Spider must attempt to roll less than or equal to his Strength on 3d6. If he fails, he will be paralyzed within 2–12 Combat Rounds and dead within ten minutes.

ATTACK 15, Bite (d6, 3)	Armour Factor 1
DEFENCE 2	Movement: 15m (20m)
MAGICAL DEFENCE 4	EVASION 4
Health Points 1d6 +5	STEALTH 19
Rank-equivalent: 2nd	PERCEPTION 11 (panoptical)

GORGON

These creatures have the bodies of beautiful women, but the face is that of a hideous crone and the head is a writhing mass of long serpentine tresses. Gorgons fight with swords, but rarely use shields or armour. In combat, the ‘hair’ can also attack. 1–3 tresses will strike at the Gorgon’s opponent, each with its own ATTACK of 10. These snakey tresses are, of course, venomous and a character wounded by one must roll less than or equal to his Strength on 3d6 or die.

Merely catching the glance of a Gorgon is perilous, as this will subject the character to a hex with a MAGICAL ATTACK of 19. If the attack is successful, the character is turned to stone. Thus, it is best to

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avert one's eyes (see Gaze Attacks on p. 123 of the rulebook) or use a mirror when fighting a Gorgon. If a Gorgon sees its own visage in a mirror, it is itself subject to the petrifying attack.

Traditionally, Gorgons are formerly beautiful women who have been cursed by the Gods or other great Powers for their sins—usually either for excessive pride or for misusing their good looks.

In addition to their other abilities, Gorgons are 5th-rank Sorceresses (see the rulebook, p. 120).

ATTACK 16, Sword (d8, 4) Armour Factor 0
and Snakebite (d4, 1)
DEFENCE 10 Movement: 10m (15m)
MAGICAL ATTACK 19 EVASION 4
MAGICAL DEFENCE 9 STEALTH 15
Health Points 1d6 +8 PERCEPTION 11 (panoptical)
Rank-equivalent: 5th

GRYPHON

The Gryphon is a creature of the northern wastes and desolate mountain crags, where it inhabits almost inaccessible caves. It is a proud beast, slightly larger than a warhorse, having the hindquarters of a lion and the foreparts and wings of a majestic eagle. Though ferocious, it prefers to feast on horseflesh or cattle and will not usually risk an attack on a party of well-armed adventurers unless provoked. However, where Gryphons and Dwarves inhabit the same region (as often occurs in mountainous areas), there is often deep hostility between them. Dwarves hunt Gryphons and pillage their treasure. For this reason, a Gryphon will invariably attack a party which includes one or more Dwarves.

Gryphons cannot speak, but are somewhat intelligent and are able to plan their attacks with considerable cunning. They may wait until adventurers are scaling the cliffs to their lair before swooping down upon them. Sir Giorn of Manterfield has a tale of Gryphons circling above his ship for days at a time: "Full well did they know the strength of our longbows and they kept them beyond the reach thereof, only flying down to snatch the unfortunate lad we forced up to the crow's-nest for a lookout." Some stories, probably exaggerated, see Gryphons as minions of the Devil. Generally speaking, they are widely admired for their qualities of dignity, fearlessness and majestic beauty.

The Gryphon often features in heraldry and regal

insignia for this reason; and some daring adventurers, following the legend of the Amazon warrior Samantria, have even tried to steal fledglings from their parents' eyrie to raise as steeds. No verified account of a tamed Gryphon exists, however.

ATTACK 21, Bite (d8, 7) Armour Factor 2
and Claws (d12, 5) Movement: 10m (25m)
DEFENCE 9 (flying—90m)
MAGICAL DEFENCE 9 EVASION 7
Health Points 4d6 +12 STEALTH 11
Rank-equivalent: 8th PERCEPTION 7 (normal)

hARPY

The hideous appearance of these winged creatures is outdone only by the repulsiveness of their habits. They have the bodies of giant grey vultures but the breasts and leering face of withered crones. They converse with one another in loud caws. Cursed with an unassuageable hunger, they will attack any group of adventurers that they outnumber. If their



opponents prove to be too powerful, they will seize one character and bear him off to their lair to eat.

While attacking, they caw loudly and continually to one another and emit a vile odour. Any character *mêléeing* a Harpy must thus roll Strength or less on 2d6 or suffer a combat penalty of -1 from both **ATTACK** and **DEFENCE** owing to nausea. Conversely, this powerful stench means that Harpies rarely achieve surprise (assume only 1 chance in 20 of this). Furthermore, harpies have such a horrible appearance that a morale check is necessary when in combat with them (see p. 122 of the rulebook).

Their claws are iron-hard, and dirty with their excrement, infecting any character wounded with 1-3 diseases (see p. 126 of the rulebook). Rather than striking with its claws, a Harpy has a 20% chance in any Combat Round to try to snatch up its opponent and fly off with him. This requires a successful Hit Roll, but inflicts no damage. A burdened Harpy gains altitude at the rate of 5m per Round and will drop her victim if he struggles too powerfully, or if the whim takes her. To break free, a character must roll under his strength on d20.

The plumage of a Harpy turns aside all blows from non-magical weapons, although the naked, humanlike parts are vulnerable. This accounts for the creature's high Armour Factor.

ATTACK 13, Claws (d8, 4)	Armour Factor 2 (AF 7 vs non-magical weapons)
DEFENCE 4	Movement: 8m (flying—50m)
MAGICAL DEFENCE 4	EVASION 4
Health Points 4d6	STEALTH 8
Rank-Equivalent: 3rd	PERCEPTION 9 (elf-sight)

HIPPOGRIFF

Though they can be tamed with difficulty, Hippogriffs are most likely to be met in the wild. They are savage carnivores with two forms. The more natural form is of a large black horse displaying some monstrous or incongruous features: sharp, cloven hoofs, curved fangs for rending flesh, flaring nostrils and eyes that burn madly. Thus by day they roam the dusty prairies that fringe the deserts of the south, preying upon small animals and waiting for the sunset.

At the approach of dusk, Hippogriffs become restless. An individual will stamp and snort impa-

tiently; in a herd, brief clashes occur as the animals grow wilder.

After nightfall, Hippogriffs can adopt their other form. Whinnying as if in pain, the beast rears up and kicks at the air as great, ribbed pinions sprout from its back. Glimpses of an older and more nightmarish ancestry can be seen now in the slightly ophidian skull, the scything talons of its feet, and the leathery scales that appear along its flanks. (Interestingly, whereas most creatures with two forms do not alter their shape under mortal scrutiny—or, if they do, transform so swiftly that the eye cannot take it in—the Hippogriff's transformation is almost leisurely, taking some twelve seconds to effect. While switching form it can defend itself but not take any other action.)

Hippogriffs can change between their two forms at will during the hours of night, but by day they are constrained in equine form. Once in the air, their gold-glowing eyes can see for many miles, and they can track a quarry with 70% efficiency.

To tame a Hippogriff calls for considerable daring. Obviously, it is safest to approach by day—preferably just after sunrise, when the creature is tired from a night of hunting. If a spell such as *Enslave* is not available, the character must creep close and hurl a specially prepared bridle around the Hippogriff's neck.

The bridle must be gilded and studded with precious jewels, as the sight of these is enticing to the Hippogriff and may dissuade it from fleeing. Inside, the bridle should be sewn with sharp iron studs. After flinging the bridle over its head (this requires a Hit Roll followed by a d20 roll under Reflexes), the character struggles to subdue it. To do this, he rolls 1d20 each Round and attempts to score under his Strength. Two successful rolls in a row indicate that the Hippogriff is subdued, but on two successive failures it will struggle free of the bridle and attack.

Subdual keeps the Hippogriff quiescent until it can be taken to stables. Then it must be tamed, and this can only be achieved by a Knight or a Barbarian (or the occasional specially trained Warlock), as these Professions understand the ways of warhorses. The character attempts, each day, to roll equal to or less than the sum of his Strength + Reflexes + rank, on d100. This roll must be made on three consecutive days to tame the Hippogriff. Each failed roll requires the character to check for possible wounds on the following table:

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<i>d12</i>	<i>Result</i>
1–5	Character suffers 1d6 HP wound
6–8	Character suffers 1d10 HP wound
9–10	sprained shoulder—character loses 1d4 HP and fights as though <i>Weakened</i> for next three days
11	Broken arm/leg, takes 4–6 weeks to heal—training must stop, unless a <i>Greater Healing</i> is available
12	Broken neck—character dies unless a <i>Greater Healing</i> is used at once; even then there is a 20% chance of paralysis, requiring a <i>Miracle Cure</i>

A tamed Hippogriff will serve its master with all the ferocity of a Warhorse. It will not, however, suffer barding to be placed on its body—any attempt to armour the creature drives it into a killing frenzy. In equine form the Hippogriff has the normal stats for a Warhorse, except that it gets +1 on Armour Bypass Rolls and has the MAGICAL DEFENCE score given below. The stats for the flying shape are these:

ATTACK 20, Bite (d8 +2, 5)	Armour Factor 3 (but 0 vs magic weapons)
or Claws (d12, 6)	Movement: 15m (30m) (flying—90m)
DEFENCE 6	EVASION 6
MAGICAL DEFENCE 10	STEALTH 10
Health Points 2d6 +18	PERCEPTION 11 (panoptical)
Rank-equivalent: 8th	

HYDRA

Dwellers only in the deepest pits of the underworld, or in misty bogs where they thrive on the noxious quagmire gases, Hydrae are among the most evil and terrible of all the creatures of Legend. The Hydra resembles a giant snake with scales of a coppery or livid green hue. However, from its body sprout nine long necks, each ending in an ophidian head with a hideous womanlike face. We can only guess at the ancestry that spawned this blasphemous hybrid—and perhaps such speculation is best avoided!

Among several uncanny characteristics, the strangest power that the Hydra possesses is that of regeneration. When one of its heads is severed, two heads grow with astonishing speed to replace it. Attacking a Hydra with a cutting weapon—a sword or axe—is an unrewarding exercise. Each wound thus inflicted will lop off a head, to be sure, but in the following Combat Round two more shall take its place—replenishing the lost Health Points due to the wound and giving the monster an extra set of fangs into the bargain. This regrowth can only be

prevented if the Hydra is struck with a *Dragonbreath* or *Firestorm* spell before the severed stump can regenerate, since flame cauterizes and seals the open wound. The wise adventurer will fight this monster with blunt or stabbing weapons (e.g. a mace, spear or arrows) to preclude regeneration, or else employ sorcery.

Each Combat Round, a Hydra will strike out with several of its heads (roll 2d4 for the exact number), attempting to sink venomous fangs into its opponents' flesh. The remaining heads hang back and spit gobs of corrosive poison. These attacks are similar to *Dragonbreath* spells in effect (SPEED 12, range 20m, 1d6 +6 HP damage), except that each hit on armour damages it, deducting 1 from its Armour Factor permanently.

There is a third hazard associated with the Hydra. A heavy poisonous vapour seeps from its body continually. If it remains stationary for a long period, the air around it will gradually become tainted with a choking cloud of this vapour, so that any character approaching within 2m of the Hydra must hold his breath. A character can normally hold his breath for a number of Combat Rounds equal to his Strength, but if he attempts any strenuous activity such as fighting, this time is reduced to half his Strength. A character who breathes in the vapour is subjected to a normal poison attack (or only a mild poison, if he has thought to wind a damp cloth across his face beforehand).

If collected after its death, the Hydra's venom can be retained in a sealed bottle and later used to coat weapons—rather like 'Assassin's Lotion' (see p. 45 of the rulebook). Each maw yields enough venom for two applications. Extracting the monster's fangs may also be worthwhile; see the entry for Fang Warriors on p. 64.

ATTACK 19, Each mouth (d8, 3 & weak poison)	Armour Factor 3
DEFENCE 12	Movement: 10m (15m)
MAGICAL DEFENCE 14	EVASION 5
Health Points 4d6 +30	STEALTH 3
Rank-equivalent: 16th	PERCEPTION 12 (panoptical)

HYDRA, Small

A small Hydra is a younger version of the adult Hydra (above). The same rules apply, except as noted otherwise, but the Hydra's game stats are somewhat less powerful. A small Hydra does not produce Fang

Warriors from its fangs, and its corrosive gobs only do 1d4 +4 damage with no permanent damage to armour.

ATTACK 13, Each mouth (d6, 2 and weak poison)	Armour Factor 1
DEFENCE 6	Movement: 10m (15m)
MAGICAL DEFENCE 8	EVASION 4
Health Points 2d6 +10	STEALTH 3
Rank-equivalent: 8th	PERCEPTION 9 (panoptical)

ICE SNAKE

These snakes are only found in the coldest of environments: such as tundra; snow-fields and glaciers. They are the same size and shape as an ordinary grass snake, except that they are made entirely of a frosty, crystalline substance and powered by some ancient sorcerous magic. Their armoured skin makes them very difficult to kill despite their small size.

Ice Snakes do not attack unless someone steps very close to their nest. If their bite penetrates, the victim will be subjected to a *Freeze* spell with a MAGICAL ATTACK behind it of 10.

ATTACK 14, Bite (d6, 2 and see above)	Armour Factor 6
DEFENCE 6	EVASION 0
MAGICAL DEFENCE 15	STEALTH 16
Health Points 3	PERCEPTION 9 (normal)
Rank-equivalent: 2nd	

IGNIS FATUUS

These are false lights that burn over treacherous boggy ground. A party seeing them in the distance will imagine they are looking at a torchlight procession, and the noise of chatter and laughter will carry to them on the night-time air.

If the player-characters follow the lights they will find that they do not draw any closer to them. After a mile or so, they will come to a quagmire where many unwary travellers have perished. Here the party will quickly become bogged down in a thick swamp out of which there is little hope of return. The leading members of the party will be sucked in automatically.

Match the Strength of anyone sucked in against the Strength of the bog of 18. If anyone is help-

ing to pull the victim out, add their Strength to the victim's Strength. If the victim fails to roll under the difference between the swamp's Strength and their friend's Strength *three* times, the victim is assumed to have been sucked under and drowned.

KILLER BEE

Killer Bees are approximately twice the size of normal bees. Treat each swarm as a single entity of the relevant rank. Like more normal bees, they are relatively peaceful unless their nest is disturbed, but if it is they will pursue any interlopers till they are at least 50m away from the nest. The swarm will attack one victim only.

Each swarm will be led by a Queen Bee, who will often be the last such creature encountered, since all the rest will protect her. The Queen Bee is about twice the size of the other bees and will also fight to the death.

20-BEE SWARM

ATTACK 10, Sting (d4, 1), medium-strength poison	Armour Factor 0
DEFENCE 5	Movement: flying 10m
MAGICAL DEFENCE 1	EVASION 6
HPs for all 20 Bees: 20	STEALTH 1
Rank-equivalent: 5th	PERCEPTION 5 (panoptical)

40-BEE SWARM

ATTACK 14, Sting (d4, 2), medium-strength poison	Armour Factor 0
DEFENCE 5	Movement: flying 10m
MAGICAL DEFENCE 1	EVASION 5
HPs for all 40 Bees: 40	STEALTH 1
Rank-equivalent: 8th	PERCEPTION 6 (panoptical)

60-BEE SWARM

ATTACK 18, Sting (d4, 3), medium-strength poison	Armour Factor 0
DEFENCE 5	Movement: flying 10m
MAGICAL DEFENCE 1	EVASION 4
HPs for all 60 Bees: 60	STEALTH 1
Rank-equivalent: 11th	PERCEPTION 7 (panoptical)

80-BEE SWARM

ATTACK 22, Sting (d4, 4), medium-strength poison	Armour Factor 0
DEFENCE 5	Movement: flying 10m
MAGICAL DEFENCE 1	EVASION 3
HPs for all 80 Bees: 80	STEALTH 1
Rank-equivalent: 14th	PERCEPTION 8 (panoptical)

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QUEEN BEE

ATTACK 13, Sting (d4, 3), medium-strength poison
DEFENCE 7
MAGICAL DEFENCE 3
Health Points 2
Rank equivalent: 2nd

Armour Factor 0
Movement: flying 10m
EVASION 7
STEALTH 2
PERCEPTION 5 (panoptical)

KRAKEN

The Kraken is a huge sea snake with a ravaging maw that can consume small ships at one gulp. Its sides are covered with spongy growths and sickly weeds. Its long snaking tongue can dart out and grasp a man at the distance of 5m. After a successful Attack, the victim can be assumed to have been sucked into the Kraken's maw. The damage that its jaws deal is listed below.

ATTACK 19, Jaws (d10, 10)
DEFENCE 9
MAGICAL DEFENCE 10
Health Points 4d6 +20
Rank-equivalent: 10th

Armour Factor 4
Movement: swimming 20m
EVASION 2
STEALTH 12
PERCEPTION 14 (darksight)

KRASK

The Krask is a flying creature that resembles a manta ray. Its flat, blood-red body moves through the air with a strange, rippling 'swimming' action. Its movements are rapid and agile in the still atmosphere of the underworld, but it loses stability in strong winds (such as those produced by an Air Elemental) and will then descend close to the floor for safety.

The Krask has a single ink-black 'eye' with which it perceives patterns of heat in its environment. It cannot be surprised by living creatures, since their body-heat shines like a beacon in the cold fastnesses of an underworld. Because it does not see inanimate objects very clearly, the Krask is loath to move beyond the territories that it finds familiar and will rarely give chase when a party flees from it.

A Krask is able to deliver powerful electric shocks with its long, sting-tipped tail. A character wounded by the sting must roll under his Strength score on 1d20. If this roll fails, the character blacks out (regardless of his current Health Points score) and must roll a 1 on 1d6 to come around. This d6 roll is attempted every ten Combat Rounds, just like

a normal recovery roll (see p. 68 of the *Dragon Warriors* rulebook).

Rather like a chameleon, a Krask is able to shift the shade of its skin to some extent. It cannot actually alter its colour, but it can lighten its hue to an ivory pink or darken itself with patches of shadow. This provides it with good camouflage, and it will surprise a party on a roll of 1–3 on 1d6. If it surprises its prey, it can also produce a disorientating pattern of light and shade to flow across its body as it descends to attack. This is resolved as follows: roll 3d6, subtract the rank of the character it is attacking, and the result is the number that the Krask must roll equal to or under on 2d10 to befuddle the character. A befuddled character will stand motionless (DEFENCE 0) and allow the Krask to strike at him, only snapping out of his trance when he suffers a wound. A Krask can only use this mesmeric ability when it is swooping down to attack a party, as it can produce patterns only across the underside of its body.

The flesh of the Krask cannot be cut by edged weapons, which will therefore inflict only half normal damage. It takes normal damage from crushing weapons (mace, morning-star, etc.) and stabbing weapons (spear, arrow, etc.). The skin of the Krask is prized for various uses—in particular, for making gloves, capes and sword-hilts. A complete pelt may be sold for about a hundred crowns.

ATTACK 20, Sting (d8, 8 & shock)
DEFENCE 6
MAGICAL DEFENCE 8
Health Points 3d6 +10
Rank-equivalent: 8th

Armour Factor 3
Movement: 10m
EVASION 6
STEALTH 14
PERCEPTION 20 (panoptical)

MANTICORE

Manticores are bloodthirsty hybrids, having the tail of a scorpion, the body of a lion and the head of a man—though with serrated ranks of pointed teeth and glowing red eyes. Manticores dwell in deserts, on wind-swept moors, and in other lonely places.

In combat, a Manticore will either strike with its claws or sting with its segmented tail. The latter is envenomed, and any character who is stung must immediately roll equal to or less than his Strength on 3d6; if this roll fails, the character collapses at once and will die within a minute.



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ATTACK 20, Claws (d10, 6) or Sting (d6, 3, & venom)
 DEFENCE 12
 MAGICAL DEFENCE 11
 Health Points 3d6 +18
 Rank-equivalent: 8th

Armour Factor 4
 Movement: 12m(30m)
 EVASION 5
 STEALTH 11
 PERCEPTION 8 (panoptical)

MERE-GAUNT

These insane creatures inhabit weed-choked ponds, lakes and canals, preferring stagnant water where possible. They never arise from the muddy riverbeds by day as sunlight causes them great pain, but swim up by dusk or night to attack swimmers and the occupants of small boats.

The body of a Mere-gaunt is knobbly and hard, and is often draped with matted reeds in a parody of human clothing. The creature's arms are very long and multiple-jointed, ending in four-fingered hands on which all the slender digits are mutually oppos-

able. The face is a chitinous mask of overlapping plates, behind which the eyes are visible as macabrely rolling, slimy yellow orbs.

A Mere-gaunt will occasionally attack with rusty knives (or even spells—about one Mere-gaunt in twenty being equivalent to a 1st–5th rank Mystic) but the favourite tactic is to grapple. A Hit Roll is made for each of the monster's arms, and for each successful hit the victim is seized by one of its powerful hands. A seized victim may try to break free by rolling under the average of his Strength and Reflexes scores on 3d6; this roll must be made once for each hand that grasps him.

If its victim is still held fast in the following Combat Round, the Mere-gaunt unleashes its deadly bite: the hard segments of its face open up like a vile blossom, revealing the unendurable horror of the true face beneath. The unfortunate victim is subject to an immediate 1d8 Fright Attack (see the rulebook, p. 122), and even if he survives this, is paralysed with terror for 1–4 Rounds. This means that he is unable to defend himself from the Mere-gaunt's bite—its sharp, spine-edged 'tongue' lashes out and impales the helpless character like a spear-thrust.

Having slain a victim, the Mere-gaunt will attempt to return to its lightless lair with the body. There it will devour him, often carving the larger bones into obscene artifacts which it scatters around the shores of its domain. A character who is wounded by the Mere-gaunt's bite, yet not slain, has a 75% chance of contracting Swamp Fever (see the rulebook, p. 126).

ATTACK 20, Bite (d10 +1, 7)
 DEFENCE 12
 MAGICAL DEFENCE 12
 Health Points 3d6 +12
 Rank-equivalent: 8th

Armour Factor 4
 Movement: 10m (20m)
 EVASION 6
 STEALTH 12
 PERCEPTION 7 (dark sight)

MINOTAUR

Sometimes, because of hubris, impiety or inveterate cruelty, human parents may be cursed with a monstrous offspring—a Minotaur, which is to say, a creature with the body of a man but the head of a bull. The usual fate of the Minotaur is to be sealed away in dungeon or catacomb, hidden from the sight of others by its horrified parents. This was what befell the prince of Akreere, who was kept in seclusion and

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attended by servants wearing bovine masks. He might have passed all his life without realizing his affliction if the hero Atekydas had not assaulted his lair, angry at the constant sacrifices the Akrearian king demanded from among the populace. Another Minotaur resulted from the illicit union between a monk and a nun. The mother abandoned her hideous child in the hills, where a hermit found and cared for him for many years. He returned to confront his parents, but was slain by a Knight whom the wretched pair prevailed upon.

The beast and the man are at constant war in a Minotaur. By turns, he will be sullen, forlorn or vicious. Vast quantities of wine may be consumed by the creature in a bid to achieve solace. After torturing his human captives, or disporting wildly in an orgy of senseless combat with them, the Minotaur lapses into a drunken slumber—only to awaken in a contrite mood, shedding tears for the harm he has done. But these calm moments never last long, for the Minotaur eats human flesh and he prefers his meat still steaming from the kill.

Minotaurs are immensely strong. They always begin a fight by charging, matching the charge's SPEED of 14 against the target's EVASION. A character struck by a charging Minotaur suffers a 2d6 +1 HP wound (less Armour Factor, if any) and is flung back to lie winded for the next 1–3 Combat Rounds. Thereafter, the Minotaur will fight with an axe (40% chance of using this in any given Round) or by goring with its horns (60% chance). Minotaurs go into a Bloodrage (see the *Dragon Warriors* rulebook, p. 28) after four Rounds of combat. Apart from complete immunity to the spell *Enslave*, they have no magical abilities of any sort.

ATTACK 28, Axe (d8 +2, 8)
or Horns (d12, 6)
DEFENCE 11
MAGICAL DEFENCE 12
Health Points 1d6 +22
Rank-equivalent: 12th

Armour Factor: type worn,
+1 for tough skin
Movement: 10m (24m)
EVASION 6
STEALTH 10
PERCEPTION 10 (elfsight)

NARGUT

Narguts are grey, seething, glutinous masses with eight toad-like eyes, four legs and four arms with claws on them and four gaping mouths filled with acidic spittle at each cardinal point of their squat, bullish heads. Their skin is a grey mottled colour.

These creatures can imitate any voice they have heard (even if they have only heard it once). They often lure their victims to their dooms by trickery. Narguts lurk in dark places where their four eyes are shielded from the light of the sun, which is injurious to them. They take 1 HP damage per round when exposed to sunlight or any other form of intense light.

ATTACK 16, Acid bite (d10, 3), Armour Factor 0
Claw (d8, 5)
DEFENCE 4
MAGICAL DEFENCE 6
Health Points 4d6 +12
Rank-equivalent: 6th

Movement: 10m (20m)
EVASION 2
STEALTH 14
PERCEPTION 7 (darksight)

OBSIDIAC

The Obsidiac is one of the most uncanny of all legendary beasts. In appearance it resembles a floating and partly human head that seems to have been cut out of harsh granite, from which trail three serpentine tentacles. It moves through the air quite slowly,



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with a horrible undulating motion of its tentacles, rolling its bloated eyes about as if trying to peer through the turgid depths of an ocean.

In combat, the Obsidiak will either bite (70% chance on any given Combat Round) or swoop to envelop its victim. This latter attack comes quite slowly, as the creature swings its tentacles around, and may be dodged (match the Obsidiak's descent SPEED of 12 vs its opponent's EVASION). As with a victim of a Python's coils, a trapped opponent must roll Reflexes or less on 1d20 to have his weapon arm free—but he must make this roll three times (once for each tentacle). Failure on any of the three means his arm is trapped and he can no longer strike at the monster.

As the Obsidiak gradually tightens its grip on the sorry victim, it inflicts steadily greater damage; 1d4 on the first Combat Round, 1d6 on the second, 1d8 on the third, etc. Armour gives no protection from this. Of course, while constricting a foe an Obsidiak is no longer mobile and thus cannot attack or defend against the victim's companions. Such companions must exercise caution while trying to free their friend from this fiendish predator—any blow that misses the monster will strike the character enveloped, unless the attacker rolls Reflexes or under on d20!

A slain Obsidiak will quickly decompose into a damp and evil-smelling ash.

ATTACK 14, Bite (d8, 3)	Armour Factor 3
DEFENCE 6	Movement: flying—8m
MAGICAL DEFENCE 6	EVASION 3
Health Points 1d6 +8	STEALTH 15
Rank-equivalent: 2nd	PERCEPTION 6 (darksight)

SENTINEL CRAB

These are large crabs about the size of a dog. They are kept as domestic animals by the Kappa (see p. 22), who train them to act as guards and fighters. As such, they are usually to be encountered in packs, guided by one or more Kappa handlers. Sentinel Crabs also thrive in the wild, but these are seldom a threat to men because they prefer to scavenge after carrion meat.

They are considered a delicacy, so fishermen sometimes entice them out of the sea by placing rotting flesh as bait. A fresh Sentinel Crab can fetch up to 75 florins in the market of a good-sized

town. Trapping the Crabs involves a certain risk, of course—and there is always a chance (as sneaky GMs will have realized) that the Sentinel Crab one is luring into the pot may actually be a *Transformed* Kappa Sorcerer, out hunting for human flesh.

ATTACK 14, each pincer (d4 +2, 3)	Armour Factor 5
DEFENCE 5	Movement: 12m (20m)
MAGICAL DEFENCE 2	EVASION 3
Health Points 1d6 +6	STEALTH 12
Rank-equivalent: 2nd (darksight)	PERCEPTION 5

SHEN LUN (Black Dragon)

Dragons occur throughout the world in different forms, and the Shen Lun is the species indigenous to the Orient. Black Dragons, as they are more usually called in the West, are slender, sinuous creatures with the elongated snout typical of dragons everywhere. The reptilian legs of the creature each bear four strong claws and these, like its fangs, are quite capable of shredding armour with ease. A straggly 'beard'—actually a mass of flexible tendrils—hangs from the Black Dragon's lower jaw and sharp spiked horns form a proud crest atop its skull. The body is some 8m–10m long, armoured with tough, blue-black scales and with a ridge of spines running from neck to tail.

Having no wings, the Black Dragon flies by magical means—a power thought to reside in its horny crest. In flight, it seems to dart and climb through the air like a lizard on a pane of glass. Every fifth Combat Round, it can discharge a bolt of lightning up to a distance of 20m. This has a SPEED of 14, forks to strike 2–8 targets, and inflicts 2d12 HP damage (less Armour Factor) if it hits.

Some Black Dragons (roughly one in four) have the paranormal capabilities of a Mystic. At lower ranks this has little effect on the Dragon's outlook: it has the arrogant and often violent attitude typical of its species. As it progresses to the 5th rank and higher, however, it begins to ponder the true Mystic Way. Failure to attain enlightenment may turn the Black Dragon sullen and ferocious at this point, and it then becomes the deadliest of mankind's bitter foes. If wise, however, it seeks out a human teacher and strives to become an Adept (see the *Dragon Warriors* rulebook, p. 35). When this is attained it transforms to become a Human, losing all its drag-

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onish abilities in the process. The horns slough off; if found, they can be used to create a flying device.

A magical pearl is also created as a side-effect of the transformation. Within this pearl resides much of the Dragon's former power (see the rulebook, p. 172).

ATTACK 24, Talons (d10, 7)	Armour Factor 4 (7 vs nonmagical weapons)
DEFENCE 19	Movement: 15m (25m) flying—90m
MAGICAL DEFENCE 15	EVASION 6
Health Points 3d6 +25	STEALTH 9
Rank-equivalent: 15th	PERCEPTION 19 (panoptical)

SNAKE, GIANT VIPER

The giant viper is a venomous snake almost as large as a python in size. It tends to have a less muscular body than a python, but a broad, wedge-shaped head and long, needle-like fangs.

ATTACK 13, Bite (d3, 2), treat as a strong poison.	Armour Factor 0
DEFENCE 5	Movement: 15m
MAGICAL DEFENCE 1	EVASION 2
Health Points 1d6 +8	STEALTH 18
Rank-equivalent: 2nd	PERCEPTION 9 (normal)

SNAKE, WINGED

Winged snakes look as you would imagine: a large venomous serpent with finely scaled wings a third of the way along its length. They are normally found in thick tropical forests and grasslands, though they are prized by Sorcerers because they respond well to spells and can be set as guards in castles and underworlds. They spend very little time on the ground, where they are slow and less able to defend themselves.

The serpent's bite injects a strong venom which causes the permanent loss of 1d3 Strength and 1 Health Point if the victim succumbs. It can also spit this venom up to 5m (not in the same Round as attacking with its fangs). Resolve this as a missile attack at the victim's eyes (add +4 to the d20 Hit Roll because the Snake is aiming at a very small target). If hit, the victim is automatically blinded for 2–8 Rounds but takes no other damage (Knights



sometimes wear full helms that cover the face. If a character has previously established that he wears a helm of this sort, apply an additional +2 Hit Roll penalty when the Snake spits at him.)

ATTACK 19, Bite (d8 +1, 4 & venom) or Spit (see above)	Armour Factor 4
DEFENCE 5	Movement: 15m (flying—25m)
MAGICAL DEFENCE 8	EVASION 5
Health Points 2d6 + 13	STEALTH 14
Rank-equivalent: 9th	PERCEPTION 13 (panoptical)

Sphinx

The Sphinx, with its lion's body and human head, is a very famous creature from the old myths. Sphinxes have many powers. Mundanely, they possess enormous physical strength—standing taller than a man at the shoulder, they are consequently some five times bigger than a full-grown lion. They are adept in the use of magic, and a Sphinx will either have the abilities of a 6th–11th rank Mystic (75% chance) or of a 5th–10th rank Sorcerer (25% chance). Also very

knowledgeable in matters of history and arcane lore, their pronouncements on such matters will generally be accurate to within 80–90%. They are inscrutable to such a degree that no telepathic means can detect or read their thoughts. The thick hide of the Sphinx turns aside blows from non-magical weapons and is impervious to heat and cold.

If hard-pressed in combat, a Sphinx can draw all oxygen from the air around it to a distance of 8m. It can do this once a day, and the effect keeps the air in the zone unbreathable for five minutes. A character in the zone must roll under his Reflexes on d20 to draw in a last lungful of air. If successful with this roll, he can stay conscious for a number of Rounds equal to his Strength. After this (or if he failed to take a deep breath before all the oxygen was gone), he must roll under his Strength on d20 every Round or blackout. Once back in fresh air, normal consciousness-recovery rolls apply (see the *Dragon Warriors* rulebook, p. 68).

Sphinxes adopt a rather haughty, even regal, manner which is likely to irritate all but the most servile characters. A Sphinx will not infrequently try to take charge of a party for a while, arrogantly presuming on their co-operation in some absurd quest it has been following for centuries. Weaker parties have little choice but to go along with the creature—and, although they may be subjected to considerable danger, and chafe at the Sphinx's peremptory ways, it is usually generous in dividing the spoils. At other times, Sphinxes take up a position adjacent to a lonely road and wander out to waylay small groups. The travellers will be challenged with a riddle, paradox or puzzle; if they cannot solve it then the Sphinx rushes forward to slay them.

ATTACK 24, Claws (d12 +1, 8)	Armour Factor 4 (immune to nonmagic weapons)
DEFENCE 12	Movement: 12m (30m)
MAGICAL DEFENCE Varies according to rank as Sorcerer/Mystic	EVASION 5
Rank-equivalent: Mystic/Sorcerer rank +7	Health Points 3d6 +35
	STEALTH 13
	PERCEPTION 15 (panoptical)

THORN DEMON

Thorn demons are spindly, black, insectoid creatures, whose arms and legs closely resemble the

spindly branches of thorn-bushes and briars. Their heads resemble the knot-ridden tops of short, stumpy trees, with even their eyes looking at first glance like seeds or nuts from the local forest. Their language is made up of screeches and bony click-clacking sounds, like branches knocking or scraping against one another.

Thorn demons are not demonic in origin or nature, though their victims might be forgiven for thinking they are, given the savagery and suddenness with which they attack. Thorn demons attacking from a thorny thicket have 5 chances in 6 of achieving surprise, unless the party are specifically watching out for thorn demons (even then, they have only 3 chances in 6).

ATTACK 11, Raking Claws (d6, 4)	Armour Factor 0
DEFENCE 6	Movement: 10m (20m)
MAGICAL DEFENCE 5	EVASION 3
Health Points 1d6 +4	STEALTH 18
Rank-equivalent: 1st	PERCEPTION 7 (normal)

If a Thorn Demon successfully penetrates the armour of a character wearing a gambeson or padded armour three times, it is assumed that that armour has been reduced to shreds, and now has an Armour Factor of 0.

TIGER (Sabre Tooth)

These great cats range across the plains of warm southern lands and stalk prey through humid jungles. They eschew temperate climes, though a snow-dwelling variety has been sighted by arctic adventurers.

The Sabre-Tooth is a skilled hunter, surprising its prey on 1–4 on 1d6. It can leap up to 8m to attack, giving vent to a bloodcurdling roar as it does so. All who hear this must roll their rank or less on d10 or be rooted to the spot for the first Round of combat (and thus have a DEFENCE of 0 against the Tiger's first attack).

ATTACK 19, Bite (d8, 7) or Claws (d12, 6)	Armour Factor 1
DEFENCE 5	Movement: 10m (30m)
MAGICAL DEFENCE 2	EVASION 6
Health Points 2d6 +18	STEALTH 18
Rank-equivalent: 6th	PERCEPTION 14 (panoptical)



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TITAN

This race of warrior-giants originates in another dimension, a Plane more rarified than the mundane world. At certain times, in certain places, the two worlds may impinge, allowing Titans to cross over to our Plane or men to stray into theirs. This occurs particularly in high mountains when the air is charged with an impending electrical storm. Flashes of sheet lightning may throw tall shadows against the cliffs—the image of a Titan, in fact, though to the superstitious these shadows are the ghosts of old giants.

Titans are powerfully muscled humanoids some 4m tall. Their skin has a bluish tinge and their eyes glitter with violet sparks. Even against a sky black with thunderclouds, they appear bathed in dazzling sunlight, for the sun of their own world still shines upon them when they enter the world of men. Their magnificent weapons and armour are carved from the ivory of the Sky Narwhal, a beast unique to their own Plane.

Titans set great store by honour and correct behaviour. Any obligation that a Titan incurs must be repaid in full. The same applies to acts of retribution. Some Sorcerers of high rank have spells which can pull a Titan from his own world and constrain him in service for a short while (rather like the *Battlemaster* spell). The Titan will greatly resent such violation of his self-respect, and may spend years after his return to his own world searching for a way back to this Plane in order to exact vengeance. Of the other acts a Titan cannot forgive, the foremost are: theft of his sword, murder of someone in his protection, and insult to his ancestors.

Titans cannot use magic, but they are strongly resistant to it. Apart from the devastating force of their physical attacks, they have two other techniques to unsettle an opponent. Titans can ‘blow up a gale’. The Titan cannot attack or defend himself while doing this. On the first Round of blowing, a light breeze springs up, having no effect other than ruffling characters’ clothing and hair. On the second Round, characters **ATTACK** the Titan at -1. By the third Round, the wind is very strong. Characters are at -3 **ATTACK** and -1 from **Armour Bypass Rolls** against the Titan. The fourth Round sees such a mighty gale that a character must roll under his **Strength** on 1d20 to strike the Titan at all (and the above penalties still apply). Movement directly towards the Titan is at half normal speed, and fly-

ing characters who approach to within 3m will be knocked out of the air. When the Titan stops blowing, the gale dies away within four Rounds.

The other power of a Titan is his ability to emit an electrical discharge from his body when he is struck. This is accompanied by an acrid odour and a stream of sparks along his attacker’s weapon. If the attacker fails to roll **Strength** or less on 3d6, he is dazed for the next 1-4 **Combat Rounds**. This results in a penalty of -4 from both **ATTACK** and **DEFENCE**, -1 from **Armour Bypass** and damage. Use of this power costs the Titan 1d6 **HP**. It is never employed against a foe the Titan considers honourable.

ATTACK 27, Sword (d8 +2, 8) or Bow (d6 +1, 6)	Armour Factor 5
DEFENCE 21	Movement: 10m (20m)
MAGICAL DEFENCE 20	EVASION 6
Health Points 6d6 +30	STEALTH 8
Rank-equivalent: 15th	PERCEPTION 9 (normal)

VAMPIRE BAT

Vampire Bats should be treated as normal bats in combat (see p. 26), except that their razor-sharp teeth give them superior armour penetration. The bats’ teeth are also infected with a strong poison which, if it does not kill, will have the added effect of making the victim’s skin turn a deathly pale and give them a strong aversion to sunlight. If an infected victim is forced to fight in sunshine, he must do so at -3 to attack and defence.

ATTACK 11, Bite (d3 +3, 1)	Armour Factor 0
DEFENCE 9	Movement 1m (flying—20m)
MAGICAL DEFENCE 2	EVASION 6
Health Points 1 (i.e. any hit will kill a bat)	STEALTH 16
Rank-equivalent: 2nd	PERCEPTION 15 (panoptical)

WATER LEAPER

Water Leapers lurk in tarns and lakes, preying on sheep or anything else that strays too close to their watery lair. The gurgling shriek of a Water Leaper holds a terrible spell—any who hear it are exposed to a **MAGICAL ATTACK** of 20 which, if it takes effect, turns their bones to jelly. Naturally this means

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almost instant death, as the boneless victim is no longer able to move or draw breath. Fortunately, a character who hears the shriek of a Water Leaper and survives will always be immune to it thereafter.

A Water Leaper looks something like a huge, leprous-white, limbless toad with a distended belly, leathery wings and a long, tapering tail. Tiny, needle-sharp fangs line its wide maw. These are coated with poison, which it can also spit to a distance of 5m (SPEED 12; it seeps through the pores of the skin to affect the victim if it strikes an exposed part of the body—the chance of this is 80% for an unarmoured character, 60% for one in leather or mail, 50% if wearing plate).

The Water Leaper can also try to gulp down one of its opponents whole. The chance of it attempting this in any given Combat Round is about 20%. The monster lurches towards its victim on its clumsy wings. A normal Hit Roll is not used; instead, the effective leaping SPEED of 12 is matched against the victim's EVASION. If the character does not dodge, he is swallowed. Immersed in the monster's stomach sac, he must hold his breath against its poisonous digestive juices. This is possible for a number of Combat Rounds equal to his Strength. Every Round, the juices burn his skin for 1d6 HP damage—or 1d4, if he is wearing better than leather armour. If he does not panic (check for this by rolling rank or less on d10) and has a dagger or shortsword, he can cut at the interior of the Water Leaper's belly. This will cause the creature to regurgitate him. Otherwise, he can be cut free by his comrades once they have slain the monster.

Water Leapers are carriers of disease. A character wounded by one has a 5% chance of contracting leprosy. This chance increases to 30% in the case of a character who survives being swallowed.

ATTACK 19, Bite (d6 +1, 6
and normal poison)
DEFENCE 4

MAGICAL DEFENCE 11
Health Points 5d6 +20
Rank-equivalent: 10th

Armour Factor 1

Movement: 8m (12m)
(flying—30m)

EVASION 4
STEALTH 7
PERCEPTION 9 (darksight)



intelligent. The Wyvern's body is long and coiling, armoured with black scales as hard as iron, and its wings are strong and leathery. Unlike Dragons, which have four legs, the Wyvern only has two. Generally, Wyverns fight with their snapping jaws or with the tail, which ends in a piercing sting. The venom of the sting is extremely potent and causes the permanent loss of 1d3 HP if the victim fails his 4d6 roll against Strength. Notwithstanding this, however, the Wyvern lacks the true Dragon's cunning, fiery breath and sheer brute strength, and is by no means as deadly an opponent. Many a Knight who lays boastful claim to having slain a Dragon will turn out, on closer questioning, merely to have bested this smaller cousin of the true breed!

Wyverns are amphibious and thus tend to dwell in marshland or in deep tarns. Often they will amass rich treasures in their deep sinkholes, but they are over-weening creatures (in this respect, at least, they are the equal of any Dragon) and will bring their fortune up out of the dark waters at least once a year—often at Beltane or Lammass Eve—to show

WYVERN

These scaly beasts may be related to Dragons, though they are rather smaller and certainly less

off to the world. It is at this time that a daring mortal has a chance to seize the Wyvern's hoard.

Wyverns spawn in water. History contains at least one interesting tale on this theme. In his youth, the son of Baron Shorvage was reckless and lacking in piety. One Sabbath morning he sat fishing while all good folk were at chapel. He caught no fish, but only an ugly thing like a scaly eel, which he threw into the well. The experience may have sobered his youthful temperament, for he became a diligent Knight and eventually left on the Crusade, spending seven years fighting the infidels.

Upon his return, he discovered that the 'eel' had grown into a monstrous Wyvern and had slain many men when it emerged from the well. It lived now in a dank cave in the hills, but before the Baron's son ventured forth to challenge it he took advice from a Mystic woman. She equipped him with enchanted sword and armour for his task, but warned him that he must slay the first living thing that met him after he had killed the Wyvern. He accordingly left instructions with his retainers that they should loose his favourite hound when they heard the sound of his horn signalling victory. Then he rode up to the Wyvern's lair and killed it in a titanic battle.

Returning at dusk, he was almost too weak to sound his horn. Then the old Baron, overcome with relief at seeing his firstborn son still alive, ran forth from the castle to greet him. The retainers had not heard the young Knight's horn, but now he blew it again with desperate strength and they sent out the dog, too late. Though he killed it, his father the

Baron had met him first, and accordingly the family suffered under a curse for seven generations.

ATTACK 21, Bite (d8 +1, 5), Sting (d8, 3 & strong poison)	Armour Factor 5
DEFENCE 6	Movement: 10m (25m) (flying-80m)
MAGICAL DEFENCE 12	EVASION 5
Health Points 10d6	STEALTH 12
Rank-equivalent: 10th	PERCEPTION 15 (panoptical)

YETI

Yetis are shambling two-legged, white-haired creatures with a permanent hoar frost crusted in their fur. They have blue ice for eyes and their teeth and claws are like iron-hard icicles. They are permanently surrounded at a distance of 10m by a magically created snowstorm. The temperature automatically drops below zero in this area. Once the yeti is slain, the blizzard will suddenly abate and a ghostly, echoing howling will be heard. There will be no sign of the yeti's body on the snow-covered ground; it is as if it has dissolved into snow and blown away on the wind.

ATTACK 18, Claws (d8, 6)	Armour Factor 3
DEFENCE 10	Movement: 8m (12m)
MAGICAL DEFENCE 8	EVASION 3
Health Points 3d6 +10	STEALTH 16
Rank-equivalent: 5th	PERCEPTION 7 (elfsight)

CHAPTER 6

The SUPERNATURAL

SUPERNATURAL BEINGS ARE those whose nature goes beyond the wit of man. Your adventurers may have heard of these creatures before they encounter one, but even the most diligent scholars who have spent their lives studying ancient manuscripts and illuminated bestiaries cannot say truly what they are, where they come from, why or how they exist, what their powers are, and how they can be placated, defeated or banished.

BARGHEST

The Barghest is a faerie hound larger than a wolf. Its fur is black or green-black, its eyes stark and startling. It slips into our world in places of ill repute and pads through the shadows like a ghost. Barghests are thus found at the site of a murder or massacre, under gibbets and in the torture chambers of ramshackle castles. Folklore claims these hounds to be spirits of retribution, ghostly fragments of innocents who avenge atrocities committed against them when alive. This may be so (there are certainly innumerable stories about Barghests who have torn the life from evil men who more than deserved such a fate), but the Barghest continues to linger even after exacting retribution. Some guard hidden riches, and any adventurer who tries to find their hoard—be he worshipful and guiltless, or as black-hearted as Old Nick himself—will be attacked.

Any adventurer who ever met a Barghest will tell how he came upon it without warning. These magic

hounds always surprise their foes, and there is an 80% chance that each character will meet the cold green glare of its eyes. This subjects the character to a stunning confusion (like a *Transfix* spell cast with a MAGICAL ATTACK of 22), and care must be taken to avoid the gaze in subsequent Combat Rounds—see Gaze Attacks, *DW* p. 123. The grinning jaws of the beast slaver with a luminous spittle. This is deadly poisonous, but it is a faerie poison and any character wounded must roll 3d6 equal to or less than his Psychic Talent (not Strength as is usually the case) to endure it. The bark is still worse than the bite: a character who hears it receives a 1d12 Fright Attack (see *DW* p. 122), which drives all strength from his limbs if effective, and *Weakens* him (like the first-level spell) even if not. Either condition lasts until negated by a Spell Expiry Roll. Luckily, the Barghest cannot attack in the same round as barking.

Barghests take only half-damage from weapons that are not enchanted or forged of solid silver.

When it is slain, a Barghest utters an unearthly howl. This has the effect of banishing the soul of any dead character within 20m so that he can never be raised from the dead. After death, the body of the Barghest emits a sulphurous mist and transmutes into a log, a moss-covered stone or a stagnant pool.

ATTACK 20, Fangs (d8, 6 and special venom)	Armour Factor 2 (and see above)
DEFENCE 6	Movement: 15m (30m)
MAGICAL DEFENCE 15	EVASION 6
Health Points 1d6 +14	STEALTH 24
Rank-equivalent: 7th	PERCEPTION 17 (panoptical)

BOGGART

These wizened little sprites appear quite similar to Goblins, and it is not in fact clear whether they are actually a separate species or erstwhile Goblins who have grown strong in magical power. At a height of some seventy centimetres, they are slightly shorter than Goblins and Hobgoblins. They have the same narrow, pinched faces, but a Boggart's skin is like smooth ebony, delineated with highlights of greyish-green. The creature's wine-dark eyes are flecked with gold, and its teeth and nails are long and evilly sharp. Boggarts often wear cowled mantles; these are usually black or midnight blue and fastened with a fine jewelled clasp. Silver, opal and moonstone are the preferred treasure of the discerning Boggart.

When they wish to stay hidden, they can always prevent mortals of 1st to 3rd rank from seeing them. They achieve automatic surprise against a party of low-ranking adventurers, and surprise characters of greater than 3rd rank on a roll of 1–4 on d6. An attack by a Boggart will usually commence with a flock of Bats swooping down out of the evening sky. Boggarts are able to command Bats to do their bidding, and even apparently ride on their backs (presumably using some spell to make the Boggart smaller first). Like Hobgoblins and even Goblins, Boggarts possess a host of minor magical tricks which they may use to harry a party before attacking. These include the ability to make thick green smoke billow from the adventurers' campfire, cause serpents to writhe out of wine-jugs and cooking pots, frighten horses and cause a lazy sentry to doze off.

Their greater abilities are said to include the power to take the form of a Bat at will (though a Boggart cannot transform itself when any mortal is watching) and to dance along moonbeams! This latter ability is used to explain how a group of adventurers can flee from a Boggart and ride hard across miles of countryside—only to be attacked by the creature again when they stop at last. There may be other explanations, of course....)

All Boggarts have the standard powers of a 4th-rank Sorcerer. However, they can brew any potion or magical compound and usually carry three or four such, contained in fragile gourds in their belt-pouch. Dust of Transformation, Sands of Slumber and Vial of Smoke are the potions they particularly favour, though they also prepare and use others—and may brew them for mortals if offered sufficient threat or inducement.

As well as its other powers, a Boggart has the following special spells. Each may be cast once a night:

Hoarfrost: This spell is direct-attack, with a range of 10m. If affected, the victim suddenly becomes deathly cold and his body is rimed with ice-crystals. On the first Combat Round he loses 1d8 Health Points and, if he survives that, must roll under his Strength score on 4d6 or die. If still alive next Round, an affected victim loses 1d6 HP and must now roll under his Strength on 3d6. In the third Round after being struck by the spell, the victim loses another 1d4 HP; the Strength roll is now made on 2d6. If still alive after three Rounds, the warmth returns to his body and the frost melts away. Note that armour gives no protection from the effects of this spell.

Thorns: The Boggart gestures at an enemy within 10m and a thick bush of iron-hard thorns instantly erupts out of the ground to envelop him. If the character does not jump free (SPEED 16 to dodge) he is trapped and will take 2–12 Combat Rounds to pull free. Each Round of struggling causes him to be scratched by 1–4 thorns, and each is equivalent to a (d6, 2) weapon. If the character does not wish to risk being ripped to tatters, he may simply wait motionless until the spell wears off; this is determined by a Spell Expiry Roll.

Witchflame: Tendrils of emerald flame curl from the Boggart's thin fingers to strike a character within 5m. If not dodged (SPEED 16), the flames inflict 3d6 HP damage immediately and have a 25% chance of setting the character's clothes alight. If this happens, the character rolls d6 at the end of every ensuing Round; on a roll of 1–3 the fire keeps going, on a roll of 4–6 he puts it out. For each Round that he continues to burn, the character takes 1d8 HP damage. Armour protects from *Witchflame* by absorbing its AF from the damage rolled.

Mist: The Boggart breathes a thick cloud of grey mist from his lungs. This obscures an area of 2½m radius within which visibility is reduced to almost zero. The main purpose of the mist is not concealment, however. Anyone who enters it will quickly become lost (unless he was holding a length of twine, etc.), for the mist zone is actually a faerie realm which is much bigger than it seems from outside. A character who is wandering in the mist rolls d6 at the start of each Round:

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- 1 He encounters the Boggart at the centre of the mist (and can add +1 to his next d6 roll if he immediately retreats away from it).
- 2-5 He is still lost.
- 6 He gets out of the mist.

When the mist dissipates (this being determined by a Spell Expiry Roll) any character still lost in it is also liable to fade away! The Boggart's MAGICAL ATTACK of 19 is matched against the character's MAGICAL DEFENCE, and success means that the character can only be restored to the mortal world by *Dispel Magic*.

Befuddlement: This direct-attack spell affects 1-6 characters within 20m. Those overcome by the Boggart's MAGICAL ATTACK become confused, and each Round must roll d10 before taking their action:

- 1-3 The character can act normally this Round.
- 4 The character stands still and tries to remember what he's doing.
- 5 The character runs in a random direction, suddenly convinced he has some vital message to deliver.
- 6 The character removes part of his armour, reducing AF by 1 (if unarmoured, reroll).
- 7-9 Bewildered, the character turns to fight his comrades.
- 10 He snaps out of the spell.

Phantasmal Claw: A huge, luminous talon appears in the air and strikes at one of the Boggart's foes within 20m. The Claw's ATTACK is 28, it uses d10 for its Armour Bypass Roll and inflicts 6 HP damage on a successful blow. It fades without trace after making its attack.

Fortunately, despite all this sorcery at its beck and call, the Boggart is not a very strong fighter:

ATTACK 12, Sling (d6, 3) or Shortsword (d8, 3)	Armour Factor 1
DEFENCE 6	Movement: 12m (25m)
MAGICAL ATTACK 19	EVASION 4
MAGICAL DEFENCE 9	STEALTH 23
Health Points 1d6 +4	PERCEPTION 15 (darksight)
Rank-equivalent: 4th	

CAITShEE

The Caitshee, or Faerie Cat, lurks in cemeteries, woods and ruined abbeys. It moves with great

stealth, and in darkness it will not be seen by any character below 4th rank. The Caitshee's usual habit is to attach itself to a party of adventurers and follow them unseen. The effect of its presence is to jinx any spells cast by members of the party. There is a 50% chance that a Sorcerer will miscast any spell he attempts, while for a Mystic the chance of bungling a spell is 35%.

If detected, the Caitshee can be fought. In darkness or poor light, characters of 3rd rank and below must deduct 4 from ATTACK and 8 from DEFENCE while fighting it. For higher-ranking characters, the penalty is -2 ATTACK and -4 DEFENCE. These penalties can be nullified by using a spell which enables one to see in darkness (or to see invisible creatures).

Only enchanted or solid silver weapons can strike a Caitshee; others will always miss. With much hissing, spitting and howling, it can leap up to 5m and attack in the same Combat Round. Its claws pass through normal armour as though it were not



there, and only when attacking a character in magical armour does it need to make an Armour Bypass Roll. The touch of its claws conveys a *Weaken* spell with a MAGICAL ATTACK of 17. The creature's spell-jinxing ability continues to apply throughout the battle; additionally, any damage-inflicting spell that is successfully cast on it will do the minimum damage possible (e.g. *Firestorm* would inflict only one 8 HP wound).

The character who deals the fatal wound to a Caitshee takes a curse for his action. The effect of this curse may be delayed for 1–6 months. The GM should roll d10 and refer to the table below:

d10 Curse Effect

- 1 Any item of iron or steel the character tries to use (including weapons and armour, unless magical) will rust to uselessness within a day.
- 2 The character suffers a run of bad luck in combat from time to time. There is a 20% chance this will apply in any given fight. His enemy's first blow against him will be a critical hit, while his own first blow will go wide.
- 3 The character is particularly susceptible to magic at night-time. From sunset to sunrise, his MAGICAL DEFENCE is reduced by 3 points.
- 4 Any party the character is travelling with has twice the usual chance of an encounter (see pp11-12) each day. Animals and monsters encountered in this way will concentrate their attacks on the character if possible.
- 5 The character accidentally sprains an arm or leg. If an arm, he temporarily loses 2 points from both ATTACK and DEFENCE. If a leg, he loses 1 from ATTACK and DEFENCE, halves his EVASION score and movement rate, and is unable to run. The torn ligaments and muscles can be reknitted by *Miracle Cure*, but if the curse is not lifted then the injury will recur within a month. Natural recovery from the sprain requires the character to roll d12 at the end of each week; on a roll of 12, he recovers normal use of the limb.
- 6 There is a 35% chance on every adventure that the character will lose his most useful weapon or magic item.
- 7 No steed (except for a Destrier) will allow the character to ride it.
- 8 The character's eyes become sensitive to light. He cannot go about during the day.
- 9 Whenever he sees a black cat, the character is subject to a 1d8 intensity Fright Attack (see *DW* rulebook, p. 122). If this takes effect, he dies of heart failure.
- 10 Any treasure the character touches becomes debased. Gold is changed to silver, silver becomes copper, copper becomes bronze (which is worth one-tenth as much) and gems turn to wood or glass.

The death-curse of a Caitshee can be lifted by the application of a 20-Magic Point spell of *Dispel Magic*, or by touching a sacred relic.

The Caitshee's stats are:

ATTACK 14, Claws (d8, 3 and <i>Weaken</i> spell)	Armour Factor 0 (but see above)
DEFENCE 21	Movement: 12m (25m)
MAGICAL DEFENCE 16	EVASION 10
Health Points 1d10 ¹	STEALTH 26
Rank-equivalent: 4th	PERCEPTION 18(elfsight)

GREY HOOD

Grey Hoods may have been creations of sorcery, or beings summoned from another dimension, or things that have evolved out of magic itself. They are very rare, existing only in the depths of underworlds and usually near to some source of powerful magic or evil.

The first sign of the presence of a Grey Hood is a barrier of grey, nacreous energy, undulating and opaque, that blocks a corridor or doorway. Solid objects will penetrate this barrier without resistance. However, the moment any living being passes through the energy field, they will feel part of it congeal around their head. The character will be subjected to a high-pitched screaming sound as the creature begins to suck away its victim's life force.

The Grey Hood endeavours to penetrate its victim's brain through his eyes, ears, nose and mouth and there suck away until the brain is totally replaced by the Hood's own grey matter. Although it does this physically, the spell to remove its victim's brain actually kills the victim, so roll the creature's MAGICAL ATTACK against its victim's MAGICAL DEFENCE each Round. Failure means instant death.

The character, to all intents and purposes, will look perfectly unharmed after the Grey Hood has disappeared down one of his orifices. However, the character will be under the Hood's control permanently. The only visible sign of his possession will be a greyish film covering his eyes.

Grey Hoods can only be removed by metal, as bare flesh passes through them. However, it is extremely dangerous to attempt to remove them from a victim's head with a weapon, as the blow is just as likely to hit the victim's head as it is to slice through the Grey Hood. To avoid this, the attacking character must roll under his Reflexes on a d20. If he fails, assume the victim has taken twice the weapon's

¹ *The Cat shows no sign of how badly wounded it is until the mortal blow lands, whereupon it fades away like a shadow in sunlight.*

normal damage rating as the blow will have struck him on the head. The best way to get rid of a Grey Hood is to rip it off with a mailed glove: this deals 2 points of damage per round.

The Grey Hood, once it has possessed a body, will do all in its power to slay the rest of the party and then return to the surface to lure as many people as possible into its grey web.

The relationship between the Grey Hood and its energy-barrier is unknown. Some such barriers are protected by a seemingly unending number of Hoods; others have but one. There are said to be ways to pass safely through the energy-barrier, but what those might be is unclear.

ATTACK n/a	Armour Factor 0
DEFENCE n/a	EVASION 0 (when attached to victim)
MAGICAL ATTACK 16	
MAGICAL DEFENCE 8	
Health Points 8	
Rank-equivalent: 4th	

hAG

These are supernatural beings in the form of decrepit crones. Wrapped in ragged, filthy cloaks, they go shrieking through the night sky on broomsticks or in flying cauldrons, searching for mortals to torment. All Hags are unspeakably ugly, with lice infesting their matted grey hair, grotesque snags of decayed teeth, and pasty skin that is liver-spotted and stained blue by fumes from the noxious potions they concoct.

Hags have a number of malign magical powers. Firstly, all Hags count as 4th-rank Sorceresses except that their reserves of magic power fluctuate with the phases of the moon. Over the three nights of the full moon a Hag will have 21 Magic Points. This is when she is most likely to be encountered. On nights of the gibbous moon she has 17 Magic Points. On nights of the crescent or half-moon she has the regular power of a 3rd-rank Sorceress: 15 Magic Points. For the three nights of the new moon, her energies are considerably dimmed—at this time she has only 7 Magic Points.

The glaring eyes of a Hag are ghastly to behold, and any character who meets the Hag's gaze may be struck dumb with fright. This is treated as a Gaze Attack (see the *Dragon Warriors* rulebook, p. 123), with the effect, if the Hag's gaze is met, of a

Fright Attack (rulebook, p. 122) of 1d8 intensity. The effect wears off after 1–6 days, though it can be cured instantly by giving the character holy water to drink.

The rank stench that wafts off a Hag is so sickening that characters fight her at –1 from ATTACK. Anyone who strikes a Hag is subject to a hex that causes warts and sores to cover his body. The Hag's MAGICAL ATTACK is matched against his MAGICAL DEFENCE to determine whether the hex takes effect. If affected, the character's Looks score is temporarily reduced to 2; this condition persists until the next new moon, regardless of treatment. Anyone whom the Hag wounds in combat is exposed to the Black Death and must roll to avoid contracting it (see the *DW* rulebook, p. 126).

Hags are, of course, creatures of the night. The first rays of dawn will strike a Hag dead or transform her into a fused lump of stone. She can go about at other times of the day, but her spells and keen senses only work after nightfall and so she will usually retreat to her lair (often a ramshackle hovel in the fens or wild hills) during the hours of daylight. Here she may be found leaning over her cauldron, preparing some vile brew—for Hags are knowledgeable in the art of alchemy, and a Hag will always have 2–8 potions randomly rolled from the following list: Potion of Dreams, Dust of Transformation, Evaporating Potion, Love Philtre, Sands of Slumber, Vial of Smoke, Poison and Potion of Hate. (The last of these requires explanation. It is a volatile fluid which gives rise to a roiling black vapour if the container is smashed. The character at whom it was thrown rolls d20—if the score is greater than or equal to his Reflexes then he has breathed it in and is immediately crazed with uncontrollable rage. He will attack the nearest person, friend or foe, and continue to fight until slain or the effect wears off. This is determined by a Spell Expiry Roll.)

All Hags have a special item which enables them to fly. As mentioned above, this is usually a broomstick or a cauldron. It will come when the Hag calls and may try to knock one character to the ground as it does so. (Match its SPEED of 16 vs the character's EVASION.) This item will not function for anybody but the Hag. If it is stolen from her, she will always know where it is, and if it cannot return to her then she will go to recover it—and, it need hardly be added, punish the thief quite horribly when she does! If her flying item is destroyed, the Hag must spend seven months enchanting a new one.



DRAGON WARRIORS

Some Hags (perhaps one in six) possess a magic item called a Night Bridle. This is made from a noose with which a man hanged himself. The Hag may fling it to encircle an opponent's neck. This requires a normal Hit Roll, and the target is also allowed a d20 roll against Reflexes to dodge free before the noose draws tight. If she catches her victim, the Hag is able to cast a special fourth-level spell, *The Riding of the Witch*, which causes the victim (subject to the usual MAGICAL ATTACK VS MAGICAL DEFENCE roll) to fly up into the air with the Hag on his back. She can then ride him through the skies until nearly dawn, and when he touches the ground at last he suffers 1d10 HP damage and, if he survives, is reduced by 3 points in Strength for the rest of that day.

The sight of the cross can drive a Hag back (see the entry for Vampires on p. 83). If she can be tricked into eating salt, she loses her spellcasting ability for four hours. Hags are troubled by the touch of iron and steel, for these metals burn them. Apart from cudgels and staves, therefore, most weapons inflict an extra +1 HP damage. A Hag will herself fight with a quarterstaff or a dagger of bronze or flint.

ATTACK 16, Staff (d6, 3)

DEFENCE 10

MAGICAL ATTACK 18

MAGICAL DEFENCE 8

Health Points 2d6 +7

Rank-equivalent: 6th

Armour Factor 3 (takes +1 damage from iron and steel weaponry)

Movement: 10m (20m) (flying—50m)

EVASION 4

STEALTH 13

PERCEPTION 13 (darksight)

IMP

This is one name for the tiny sprites who are sometimes to be found in rural areas and rustic woodland. They are about the size of a man's thumb, with long pointed ears and spindly legs, but little pot bellies because of the mead they drink from acorn cups. Imps often dress themselves in caps and jerkins of garish red, which contrasts strangely with the green-sallow hue of their skin—but in spite of this they are rarely seen by mortals, as they are able to make themselves invisible to any character below 5th rank (though an Elven character will still be able to see them) and are very stealthy in any case.

Imps fly around the woods on the backs of dragonflies and use mice as steeds for travel through fields and meadows. They always know of anything that

happens in their domain, or of anyone who passes through. Notorious gossips, they may pass on what they hear to anyone they meet, often embellishing the information with imaginative flourishes of their own. A party may thus bargain for useful rumours if they meet an Imp—the creature rarely asks more than a little gold for its trouble. Imps are extremely nervous, however, and will never disclose the secrets of any creature or powerful character whose anger they fear.

The manner of Imps is often irritating and cryptic, though they never mean real harm. A person who shows patience and a good heart will be befriended, while any display of sourness or irascibility incites them to mischief. One of the ways in which they may prove vexatious is by sneaking into the money-pouch or backpack of a character and filching small items—which may be returned later, if the character does something to please them. The character may hear a piping voice uttering a stream of curses from his backpack, as an Imp who fails in its pilfering attempt cannot control its annoyance. If the character is very dextrous (Reflexes 16 or higher) he might be able to grab the Imp then before it makes its getaway. Like a Goblin, an Imp must adhere to any promise made while bargaining for its freedom.

An Imp can be made to shriek and flee in panic by presenting a crucifix towards him and addressing the Imp as 'Robin', inviting him to kiss it. This method of dealing with an Imp is apt to make it sullen and vindictive. It may send a bee to sting the character, or pelt him with a hail of pine cones. More dangerously, Imps can obscure trails and pathways, resulting in a party getting lost in the woods overnight.

STEALTH 28

PERCEPTION 30 (elfsight)

LYCANTHROPE

Lycanthropes are humans who are able to transform themselves into beasts. The most common form of lycanthropy is Werewolfism, but other types are known, including Weretigers, Werebears, Weresnakes, Wereboar and Wereapes. The condition is a disease, and any character who is wounded but not slain by a lycanthrope may contract it.

At first, the afflicted character remains unaware of his condition. He feels feverish as the full moon

approaches and may retire to bed and awaken the next day feeling tired, plagued by bad dreams. He is likely to become melancholy and reclusive. As rumours of a ravaging were-animal follow him from village to village, and the theme of his recurrent nightmares becomes clear—only then will the truth dawn on him.

The transformation to animal cannot take place in sunlight, and the touch of the sun's rays on the animal form will reverse the change instantly and stun the Lycanthrope for 1–12 Combat Rounds. The transformation is triggered automatically by the full moon, whether or not the Lycanthrope can see its disc. The three nights of the full moon must thus always be spent in animal form. Apart from this, a Lycanthrope who is aware of his affliction can voluntarily make the transformation at other times by concentrating for two Combat Rounds. Having done so, he cannot revert to human form until he has killed an intelligent creature (or unless he is touched by sunlight, as mentioned earlier).

In animal form, the Lycanthrope retains his full intelligence, though he becomes bestial and almost uncontrollably bloodthirsty. He is still able to distinguish between friend and foe, to some extent. (Any ally for whom he has a deeply rooted dislike is apt to be seen as an enemy by the animal-self.) The animal form looks much like a normal animal—Wolf, Python, or whatever—but with some unusual feature such as glaring red eyes to mark it as a were-beast.

The animal form has twice the normal Health Points score of the animal it resembles (i.e. 2d6 +8 HP in the case of a Werewolf, etc.), though never fewer HP than the Lycanthrope possesses in human form. ATTACK, DEFENCE and EVASION are each 2 points higher than for the natural animal. Armour Bypass Rolls are made at +2, while MAGICAL DEFENCE remains that of the human-self. STEALTH and PERCEPTION scores are identical to those of the natural animal.

Most Lycanthropes are normal humans, and although a few belong to the adventuring Professions they cannot use any of their special abilities (including spells) while in animal form. Equipment and armour are not transformed, and must usually be discarded before the change to animal form.

A Lycanthrope takes only half damage (round up fractions) from non-magical weapons when in animal form. Enchanted weapons, and also those of solid silver, score full damage. A wound taken from a

non-magical, non-silver weapon automatically heals when the Lycanthrope reverts to his human form. Other wounds do not, and it is therefore possible for a Lycanthrope who has been badly hurt by magical or silver weapons to die upon switching back to human form (if the human form's Health Point score is lower than the total HP damage sustained).

Slaying a Lycanthrope is worth twice the experience points that would be awarded for slaying the natural animal.

OKEMAN

Woodland spirits that have taken up permanent residence in trees, Okemen are indistinguishable from normal trees in their dormant state. Only an Elven Mystic of at least 8th rank can tell, by using ESP, when Okemen are near. They awaken from their slumber on certain nights of the year, when a daring woodsman might hear them afar off, holding conclave in their rumbling, cavernous voices. They are also roused by the presence of hostile forces in their domain—avaricious adventurers, hunters, men with fire and axe. They are protectors of their forest, but will usually respond to intrusion by sending a host of 4–40 Wolves, Stags, Snakes and Boar to deal with those responsible. They enter combat themselves only when the threat is very great and their own powers are needed to fend it off.

Uprooting themselves to move with surprising speed and stealth through the trees, Okemen look simply like gnarled and ancient trees. An imaginative character might, on second glance, fancy a resemblance to a human face, with deep hollows forming eyes and mouth and a beard of ivy tangled with twigs. As they swing down to seize and rend, what had appeared to be branches can now be seen as woody claws. An earthy breath of primordial cold may be felt.

Spears, swords and arrows do little against a mighty Okeman; weapons such as axes or flails, which chop or crush the bark and green wood beneath, are quite effective. Okemen are vulnerable to fire which causes them +2 HP damage, but only a very powerful attack of this sort—a Firestorm spell, for instance—will ignite one. If it catches alight, an Okeman takes 1d6 HP damage on the first Round, 2d6 HP on the next, etc. To beat out the spreading flames, the Okeman must roll 5–6 on 1d6; this roll

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is made at the end of each Round. If it has not got the fire out within four Combat Rounds, the Okeman will have become a living inferno. Unless there is a stream or lake at hand, it now has no hope of survival. At this moment it will call upon the elements in a final act of retribution against its murderers. A titanic lightning bolt flashes down from the sky to strike the Okeman, immolating it and sending crackling forks out from its charring body to strike 2–8 enemies within 15m. This is equivalent to a *Deathlight* spell.

Note that Okemen have no quarrel with normal hunters or woodsmen who kill and cut wood to live, for they are creatures of the forest just as much as any beast or plant is. They may even be very friendly and helpful to Elves and men of good character. They reserve their wrath for those who would despoil the forests and sacred groves the druids left, and the wrath of the Okemen is a terrible thing indeed.

ATTACK 27, Claws (d8 +2, 7)	Armour Factor: 7 (vs spears & swords, etc.) or 4 (vs axes, flails, maces, etc.)
DEFENCE 18	Movement: 12m (25m)
MAGICAL DEFENCE 18	EVASION 5
Health Points 8d6 +30	STEALTH 25
Rank-equivalent: 14th	PERCEPTION 25 (panoptical)

ONI

Oni are the Ogres of the Far East, and are rarely to be encountered in other parts of the world. Fully as blood-thirsty as normal Ogres, they also have considerable magical powers and a kind of wily intelligence which makes them very much more dangerous.

Oni are invisible by daylight, but usually gain little advantage from this fact because they continue to cast a shadow, and consequently find it difficult to surprise their victims. After dark, the Oni is visible as a tall apparition in flowing robes, gliding along eerily as though its feet were barely making contact with the ground. Its face is almost indescribably gruesome, with leering mouth, sharply curving horns, and eyes smouldering with evil.

Oni can take the form of a human or animal, though they must resume their normal shape in order to enter combat. Since they are impatient, and not particularly bright by human standards, they often make some slip-up which gives them away.



Characters thus have a 5% chance per minute of noticing something wrong with an Oni's disguise. The Knight that the Oni is impersonating may have suspiciously long fingernails, for instance. The nun may have a rather hairy face. The cat or dog may be lacking a tail.

The true appearance of an Oni is so horrible that it gets an automatic Shock Attack (see the rulebook, p. 42) on any character below 8th rank. Every fifth Combat Round it can breathe poisonous fumes on a single character it is fighting. The character must roll under his Reflexes on 1d20 to avoid inhaling the fumes, which count as a strong poison which permanently reduces the victim's Intelligence by half unless treated by *Miracle Cure* or *Purification* within five minutes. The monster's claws sap life-energy, and a character wounded loses five experi-

ence points permanently (and may even be reduced in rank accordingly—see the *Dragon Warriors* rule-book, p. 130) Lastly, all Oni have the spellcasting power of a 6th-rank Mystic, except that it is never possible for an Oni to *Entrhall* a character.

ATTACK 22, Sword (d8 +1, 5) or Claws (d8, 4 and energy- drain)	Armour Factor 4 Movement: 15m (25m) (flying—50m)
DEFENCE 16	EVASION 6
MAGICAL ATTACK 20	STEALTH 15
MAGICAL DEFENCE 13	PERCEPTION 8 (panoptical) (+3 in daylight)
Health Points 1d6 +15	Rank-equivalent: 12th

PAZUZU

The Pazuzu is a spiteful monster of unnatural origin. They are better known in warmer, southern climes, but some few have found their way north in the bilges of ships returning from the Crusade. In their own lands they amuse themselves by hovering above the hot desert sands and swooping down to drive thirsty travellers away from oases. Those that have ranged abroad quickly adapt to their new home: they will lope on the sparsely populated fringes of



civilization, near fells or wild forests, and scurry down upon any straggling wayfarer who passes by.

A Pazuzu is fundamentally of humanoid form, though tall and wiry to a most unhuman extent. The creature's hands and feet are much like the padded claws of a lion, and with them it is capable of rending an unarmoured man limb from limb. Its face is also somewhat leonine, with a long, dusty grey mane, and its taut, glistening skin is ruddy bronze in colour. Across its back it has black plumed wings which enable it to sweep at great speed across the desert skies; in colder regions it can fly for only short distances (30m at a time, at most) and will usually keep its wings folded close to its back.

Taking the guise of battle-sickened Knights or forsaken lazars (for they are masters of deceitful illusion), Pazuzus will trick their way close to an adventuring party and consider its strengths before launching its attack. There is only a 5% chance of seeing through a Pazuzu's illusory disguise—and this only if a character has reason for suspicion and scrutinizes the being carefully—and so it will surprise its foes on a roll of 1–4 on 1d6. Pazuzus have other magical abilities as well. They can breathe flame (like a *Dragonbreath* spell, but for only 1d6 +3 HP damage) every other Combat Round, and can cast the Sorcery spell *Image* once per day.

A Pazuzu which grapples a foe may choose to soar aloft with the intention of dropping him from a great height. It will attempt this only when fighting in desert or mountains, for without thermal currents it cannot attain much altitude. The seized character is able to strike freely at the Pazuzu as it bears him up, of course.

(NB: a Pazuzu carrying another character in this way flies at only half normal speed.)

ATTACK 16, Claws (d8, 5)	Armour Factor 1
DEFENCE 10	Movement: 10m (15m) (flying 30m)
MAGICAL DEFENCE 9	EVASION 5
Health Points 1d6 +11	STEALTH 14
Rank-equivalent: 5th	PERCEPTION 10 (elfsight)

PHOENIX

This majestic bird of prey looks something like an eagle, but with a wingspan of nearly 8m. The plumage on its back is a gleaming orange-red, while the feathers of its proud breast shine like molten gold.



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With sparks of fury in its eyes, it attacks any who invade its lair, slashing with its adamantine beak and uttering terrible shrieks to unnerve the faint-hearted. A character of below 4th rank who hears its shrill cry will be at -1 from ATTACK whenever she attacks the Phoenix.

Though a ferocious fighter and highly resistant to sorcery, the Phoenix's greatest power lies in its ability to resurrect itself if slain. Moments after it has fallen, its body will begin to glow with incandescent heat and then burst into flames. Only a large quantity of human blood or volcanic ash can douse the fire, which will consume the dead Phoenix within five Combat Rounds. The white-hot ash then swirls up, and the Phoenix arises reborn from its pyre. The first time it rises from the dead it will be at full strength, but successive regenerations in too short a time drain its power, and for each slaying after the first it loses 1d4 HP permanently.

The sharp eyes of the Phoenix are able to see invisible objects and creatures. It is said that no mortal thief can creep past one of these birds without being noticed.

ATTACK 23, Beak (d10, 4) or Talons (d6 +1, 6)	Armour Factor 3
DEFENCE 6	Movement: 8m (15m) (flying—20m)
MAGICAL DEFENCE 18	EVASION 6
Health Points 2d6 +14	STEALTH 4
Rank-equivalent: 7th	PERCEPTION 22 (panoptical)

RAKSHAH

Groups of Rakshahs are sometimes found guarding fabulous treasure-halls in the deeper levels of the underworld. Individuals of this immensely evil species usually haunt barrows, tombs and burial grounds, where they gnaw at the bones of the dead and occasionally sally forth in search of fresher meat. The two great desires of a Rakshah are for human flesh and for gems and precious metals. An adventurer who is about to fall victim to the monster's first desire may, if he is rich enough, appeal to the second and thus buy his safety. A Rakshah always garners treasure for the day when it can seek out others of its kind and 'buy its way' into one of the communal treasure-halls.

The natural form of a Rakshah is of a central head with thick, leonine mane from which its five

powerful legs grow radially, like the spokes of a wheel. During the hours of night it can take on the appearance of an animal or human in order to trick its prey. It may even adopt the form of a specific person, though there is a good chance that its victims will notice faults in its disguise: the cruel cast to its features, the sadistic amusement at any misfortune, the hungry drooling whenever it smells newly spilled blood. In any case, it does not acquire the memories of the person it is impersonating, and will not long fool anyone who knows him well.

The Rakshah will usually resume its normal shape before attacking, as it cannot cast its spells while transformed. It moves rapidly with a rolling motion to kick at its opponents with sharply cloven hoofs. A character who is hit will, in fact, be struck by 1-3 of the hoofs simultaneously, and a separate Armour Bypass Roll is made for each. The hoofs carry deadly magic, so a character wounded is exposed to a MAGICAL ATTACK of 20 which, if it takes effect, reduces him to 0 Health Points immediately. (Only one such roll is made, regardless of how many of the hoofs actually wound him.)

In its normal form, a Rakshah can use Sorcery spells of the first to sixth levels. It is particularly fond of *Reanimating* the corpses strewn about its lair to fight for it, but since these corpses are often chewed or half-eaten, the Zombies created will have only



4d6 Health Points. During the day, the Rakshah's Magic Points do not regenerate, but it becomes most powerful after nightfall; during the night, it recovers expended Magic Points at the rate of 1 per Combat Round.

These creatures have two other strange magical powers—both of which operate only at night. A Rakshah has a 20% chance of catching in its wide mouth any lightning- or fire-spell that hits it. It can then spit the spell back at the caster and his companions in the following Combat Round. The spell's SPEED is reduced by 2 and the damage it inflicts by 1 HP. The Rakshah's other property is that, having once been struck by a given spell, it cannot again be affected by that same spell cast by the same Sorcerer. This immunity lasts until sunrise.

ATTACK 24, Hoofs (d8 +1, 5) × 1–3	Armour Factor 6 (but only 3 vs magic weapons)
DEFENCE 11	Movement: 15m (30m)
MAGICAL ATTACK 20	Magic Points 9 (and see above)
MAGICAL DEFENCE 10	EVASION 8
Health Points 2d6 +23	STEALTH 8
Rank-equivalent: 8th (by day), 12th (by night)	PERCEPTION 12 (darksight)

RIMWOLF

Rimwolves are larger and stronger than normal wolves. They are also faerie beasts with a curious magical ability: at any given time only one member of the pack will be vulnerable to the characters' weapons, but any wound inflicted on this Rimwolf will also appear on all the others. Start the combat by deciding at random which of the Rimwolves is the vulnerable one. Blows struck against the others will have no effect, but if and when the vulnerable one takes a wound then the fur of all of them will start to run with blood. When this happens, the vulnerability transfers to one of the other Rimwolves—roll a dice to determine which. If any of the characters casts *See Enchantment* or *Detect Aura* he will be able to see that one of the creatures has a slightly different aura from the others.

ATTACK 17, Bite (d6, 6)	Armour Factor 1
DEFENCE 3	EVASION 5
MAGICAL DEFENCE 12	STEALTH 16
Reflexes all 16	PERCEPTION 13 (elfsight)
Health Points: all 12	Movement: 15m (28m)

SHADOW WALKER

Shadow Walkers are creatures of the half-world where Reality shades into Illusion. Probably no one has ever seen the true form of a Shadow Walker. It may be that they do not even have a 'true' form. A Shadow Walker will always adopt the appearance of one individual in a party of adventurers before manifesting itself. The first they know of its presence will be when they notice that one of them has acquired an identical 'twin'.

Shadow Walkers dwell normally in a murky dimension from which they can occasionally peer into our world. Glimpsing a party of adventurers, the Shadow Walker is able to select one (chosen at random by the GamesMaster) and attune itself totally to him or her. It acquires the outward appearance of the character, and also his Combat Factors, Health Points, arms and armour, equipment, etc. Thus cloaked in the semblance of another, it joins the party's ranks by stepping out of the very shadow of the character it has copied. It has all of the original's memories and can simulate his mannerisms perfectly, so unless the rest of the party saw it appear (10% chance if the selected character is at the back of the party, 80% otherwise) they will not be able to distinguish the original from the copy. If possible, the Shadow Walker will dissimulate, using all its guile to convince the others that it is the original and that their comrade is actually the fay duplicate. The adventurers must rely on their own wits here, for no spell can penetrate the Shadow Walker's deception.

Having manifested itself, the creature remains bound to the first form it took. It cannot switch to copying another character if it sees he is more powerful. The famous explorer Sir Huw of Garathorn relates that a Shadow Walker once infiltrated the adventuring party he was with by assuming the form of a serf torch-bearer. He dealt with the problem by putting both of them to the sword; if the Shadow Walker could have changed its form then, duplicating Sir Huw himself or one of his companions, it would certainly have done so!

The Shadow Walker is only able to discard its stolen guise and return to its shadowy dimension when all those who witnessed its manifestation are dead. (Some have conjectured that this is because Shadow Walkers are, in fact, only demon-sent nightmares that step into the minds of adventurers, and have no real existence themselves.)

When the Shadow Walker attacks, it does so

with all of the simulated character's skills and abilities. It is armed with working copies of all his equipment, including magical items, and will use these as needed. If slain, its form immediately begins to shimmer and swim with cloudy motes like a soap film. Then it—and any items it duplicated—vanishes without trace.

SPRIGGAN

Spriggans are grotesquely ugly and dangerously spiteful faerie creatures that prance across the countryside around old ruins, barrows, deserted castles and haunted woods. They have a gnarled, spiky appearance, their brown-black integument is tough like an acorn husk, and their little red eyes can penetrate the deepest darkness. Though only 30cm tall, their small size is deceptive. Spriggans make up for a lack of fighting skill by weight of numbers and, as several of them swarm like spiders across a struggling foe, they show a vicious cunning in finding chinks in his armour through which to inflict stinging scratches with their talons and barbed tail. Wounds caused by a Spriggan take three times longer than usual to heal naturally and are best treated by magic.

Spriggans have other abilities too. Out of doors they can always remain hidden from any character below 5th rank (except for Elves, who never fail to spot them), while in dungeons and underworlds they creep with the stealth of an accomplished thief. They can pilfer, picklock (with their tails) and climb like a 7th-rank Assassin. They have some magic which allows a Spriggan to *Curse* four times a day, create *Moonglow* thrice a day, and cast *Weaken* and *Illusion* both once a day. These are like the sorcery spells in effect, except for *Curse*, which only strikes one character instead of the usual 1–4, and *Illusion* which, at four cubic metres, covers a greater volume than the usual version.

Spriggans were sometimes set to guard buried treasure—though whose treasure, no one knows. If the secret of where their treasure is hidden can be wrung from a group of Spriggans then characters may achieve considerable wealth, as any such hoard will contain a minimum of three magic items.

ATTACK 9, Barbs (d10, 2)	Armour Factor 1
DEFENCE 9	Movement: 15m (25m)
MAGICAL ATTACK 14	EVASION 8
MAGICAL DEFENCE 6	STEALTH 24
Health Points 1d4 +1	PERCEPTION 14 (darksight)
Rank-equivalent: 1st	

CHAPTER 7

CREATIONS OF SORCERY

AUTOMATON

Automata are artificial warriors of metal, constructed long, long ago by the scholars of the Emphidian Empire—who were themselves drawing on immeasurably older lore from the secret books of Kaikuhuru. Automata have humanoid form and can move with as much speed and grace as any flesh-and-blood fighter.

They appear to wear elaborately ornate armour (actually part of the Automaton's body), and the artistically fashioned limbs are often gilded or jewelled. Fancifully, their faces were made to resemble the serene masks used in classical theatre. Many adventurers have spoken of the eeriness of battling a foe whose countenance remains calm and emotionless even at the moment of destruction.

Automata possess considerable intelligence, but have no free will and are bound to follow with relentless logic the commands of their long-dead masters. A few were gifted with the power of speech; these have clear, resonant voices and use only the Emphidian tongue—incomprehensible to the average, barely literate adventurer, of course. The learned monk Emeric of Cornumbria, who once held an Automaton in disputation throughout a whole night while waiting for his friends to come to his aid, apparently found its conversation inhumanly didactic and unimaginative. Farouk the Slayer, on the other hand, told that he once fought an Automaton which recited marvellous poems as the battle raged, so that in the end he had no heart

to destroy it and was forced to retreat from the tomb he was trying to rob.

Automata fight with swords and shields, apparently having no skill with other weapons. An Automaton cannot be affected by direct-attack spells, and so has no MAGICAL DEFENCE SCORE.

ATTACK 25, Sword (d8 +1, 5)	Armour Factor 5
DEFENCE 19	Movement: 10m (20m)
MAGICAL DEFENCE –	EVASION 6
Health Points 2d6 +25	STEALTH 15
Rank-equivalent: 13th	PERCEPTION 19 (panoptical)

BLACK RIDERS (WADWOS)

Clad in jet-black armour and mounted on fierce black warhorses, the Black Riders are the brutal emissaries of despots ruling over rural areas, especially those with large regions of forest. They scour the woods and the surrounding land seeking out those opposed to their patron's evil wishes.

Black Riders never raise the visors of their jet-black helmets. Behind them lies a ghastly secret, for the Black Riders are actually Wadwos, strange half-human, half-animal hybrids. Thick fur covers their humanoid bodies, and they have ugly, snout-like noses. They converse in a language of their own which consists of grunts and barks. However, they can also speak with humans in a coarse guttural tongue which echoes hollowly from their helmets.

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The Wadwos are, in fact, the hybrids resulting from a sorcerer's failed experiment in the distant past. They are excluded from human society because of their violent tempers and animalistic tendencies. Consequently they have a deep hatred for humans and will fight to the death without giving quarter.

The Black Riders appear to find female humans attractive. Female Wadwos are unknown. It is possible that another sorcerer might craft similar creatures in his laboratory, though, or that the Wadwos are somehow capable of breeding more of their kind.

ATTACK 14, Sword (d8, 4), Bow (d6, 4); sometimes Spear (2d4, 4) or Two- Handed Sword (d10, 5)	Armour Factor 4 (Mail armour)
DEFENCE 5 (Shield)	Movement: 10m (20m)
MAGICAL DEFENCE 4	EVASION 4
Health Points 9	STEALTH 13
Rank equivalent: 2nd	PERCEPTION 6 (normal)

FANG WARRIOR

Fang Warriors are created from a Hydra's teeth. Nine of the Hydra's teeth will have this property and these can be distinguished from the rest by *Detect Aura* or *See Enchantment*. Each of the nine teeth can be used by a Sorcerer or Mystic to create a single Fang Warrior. The character flings a tooth to the ground, activating it with a burst of magical energy which counts as though he had cast a fourth-level spell. Within 1–8 Combat Rounds the tooth enlarges to the size of a man and is transformed to become a Fang Warrior.

White and wiry, the superficially human appearance of a Fang Warrior is quickly belied by its sharp claws and teeth and the glare of animal-like hatred in its eyes. A Fang Warrior is attuned to its creator's thoughts and will fight as he/she wishes. It can perform no other function—e.g., stand guard, open a chest, carry a message.

All Fang Warriors have a Reflexes score of 18. They are berserk fanatics who have no fear of danger and are immune to morale-affecting spells like *Evil Eye*. Fang Warriors created from a given Hydra are brethren, so to speak—they will not attack each other, whatever their commands.

A Fang Warrior remains in existence for a period determined by a special dice roll. Roll 2d4 at the

start of every Combat Round and, on a score of 8, the Fang Warrior fades, leaving in its place the Hydra's tooth used to create it. Once a tooth has been used it is drained of all magic.

ATTACK 24, Claws (d6 +1, 7)	Armour Factor 2
DEFENCE 4	Movement: 12m (25m)
MAGICAL DEFENCE 9	EVASION 4
Health Points 2d6 +10	STEALTH 14
Rank-equivalent: 7th	PERCEPTION 10 (panoptical)

GOLEM

A Golem is a mighty warrior of clay or stone constructed and animated by a Sorcerer of 12th rank or higher. The whole process of creating the Golem and breathing life into it is quite complex, requiring 221 uninterrupted days' work. The culmination of this work requires the Sorcerer to cast *Resurrect* upon his being, at which point it acquires the dim half-life that is the Golem's lot. The Sorcerer suffers a considerable and permanent weakening of his own



life-force, represented by a loss of 500 experience points (and consequent loss of two ranks)!

The Golem is clumsy and dull-witted. It cannot comprehend any instruction of more than six words. These factors must be balanced against its strength, endurance and utter loyalty. It will obey any command given to it by its creator—or by one who resembles him....

A Golem is a difficult opponent to overcome. Having a body of stone or rock-hard clay makes it almost impervious to physical damage. Lacking true sentience, it is unaffected by mind-controlling spells or potions. Techniques such as ESP do not detect it. Golems do have one Achilles heel, however: the arcane glyph carved into the creature's forehead, by which it absorbs sustaining life-energy from the cosmos. If this glyph is obliterated the Golem becomes inanimate within 1–4 Combat Rounds. This weakness is not common knowledge. Even if a character is aware of it, he still needs great dexterity to strike the glyph in combat. A successful Hit Roll must be followed by the character rolling under his Reflexes on 7d6. Only if he prevails (and then follows it with a successful Armour Bypass Roll, indicating that the blow chipped away part of the Golem rather than glancing off its stony body) will he manage to erase the glyph.

Even allowing for the scarcity of 12th-rank Sorcerers, why are there not more Golems in the world? The answer is that intricate formulae must be used to construct one. In particular, the Incantations of the Myriad Gates must be employed—and these are notoriously easy to mispronounce. To determine whether this occurs, the GamesMaster rolls 3d20. If the number rolled exceeds the total of the Sorcerer's Intelligence, Psychic Talent and rank, he has built his Golem imperfectly. (Only if a second roll, of under the Sorcerer's Intelligence on d20, succeeds does he realize his error.) An incorrectly constructed Golem will function normally for days or even years, but eventually it will run amok—or, still worse, it may be possessed by an evil spirit of great cunning. In either event, its first aim will be to destroy the hapless Sorcerer who gave it life.

ATTACK 24, Fists (d6 +3, 7) or any weapon, +3 on	Armour Factor 7
Armour Bypass and damage	Movement: 4m
DEFENCE 10	EVASION 1 (Reflexes always 3)
MAGICAL DEFENCE 12	STEALTH 5
Health Points 3d6 +35	PERCEPTION 6 (panoptical)
Rank-equivalent: 11th	

MOON DOGS

Moon Dogs are statues of fierce dogs, usually about twice life-size, carved in an unfamiliar style, that sit in pairs beside the steps leading to temples and other important or ritual buildings, or outside the main door of such places. They are magical guardians that will come to life and attack anyone who tries to pass them and enter the temple. They will attack only that character (or characters) and will ignore attacks made on them by any others.

Moon Dogs will fight until slain, or until their victim(s) is dead, unconscious or driven from the building steps—whereupon they will lope back to their positions beside the door and revert to stone. When they turn back to flesh, they will have regained any lost hit points.

ATTACK 18, Bite (d8 +1, 5)	Armour Factor 6
DEFENCE 4	Movement: 12m (25m)
MAGICAL DEFENCE 10	EVASION 4
Health Points: 23	REFLEXES: 14
Rank-equivalent: 6th	PERCEPTION 15 (panoptical)

SHADOW GAUNT

Gaunts are creatures of shadows, brought together by the highest necromancy known in the occult arts. A mage will enter an unconsecrated burial ground and, using a summoning ritual, bring the shades from the graves and merge them together till they form a dark, almost solid body. This gradually takes a humanoid shape with two small holes where light can pass through, where the creature's eyes should be. Someone seeing a Gaunt flitting down a dark alleyway would take it to be a tall, cloaked figure until it turned and they saw the hollowness of the creature's eyes. Sometimes, if there is light behind them, rays of light will pass through these eyeholes, but no light will pass through the creature's inky-black body.

Gaunts do not have Health Points as such. Being creatures of shadow, they are insubstantial and can move under shut doors and through the narrowest of cracks. However, a magical weapon will dispel them instantly if it strikes successfully. Unfortunately Shadow Gaunts are evasive and difficult to see clearly; any blow struck at a Gaunt, be it with a magical or non-magical weapon, has a 25% chance

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of failing to inflict any damage, even if the Hit Roll succeeds. If the Gaunt does evade in this way, the attacker will suddenly find that he has struck through thin air; the Gaunt is now behind him and ready to attack with surprise next Round. The Gaunt will always get surprise in this manner even if a character has challenged it previously. At the instant the Gaunt is dispelled, a curse (see the rulebook, p. 123) will be cast on the person who struck the blow, with the Gaunt's full MAGICAL ATTACK.

Gaunts fight with shadowy talons. If they strike a blow, automatically deduct 4 points from their opponent's Health Points (armour is ineffective). All Health Points thus lost will be recovered once the Gaunt is defeated. However, if a character's points are reduced to -3 by this damage, he will stay dead. All Gaunts have the magical powers of a 6th-rank Darkness Elementalist. In this particular instance, the Gaunt has cast *Shadowfall* on the cavern, causing the premature darkness.

ATTACK 22, Talons (automatic 4 points damage: see below)	Armour Factor - (only magic weapons)
DEFENCE 22	EVASION 10
MAGICAL ATTACK 22	STEALTH 25
Health Points (see above)	PERCEPTION 15
Rank-equivalent: 4th	

SKULLGHAST

Skullghasts were left in dormant form as guardians in many ancient temples. As such, they appear to be inanimate grey skulls, often set in high niches above an altar or the lintel of an archway. When any intruder dares to violate their fane, these ancient skulls acquire a halo of pale-gold flame and float into the air, gliding swiftly to snap at the transgressor with their fiery jaws.

It is harrowing to meet the grisly stare of a Skullghast's hollow sockets. If a character should do so, he suffers a 1d12 intensity Fright Attack, which though not fatal, can leave him weak and trembling with fear (-3 from both Strength and Reflexes for the duration of the battle). The burns caused by these monsters' occult flames are difficult to heal with magic, refusing to respond to *Lesser Healing* or *Invigorate*.

Moreover, the flames do not just sear a character's material self: a Sorcerer wounded by a Skullghast has his Magic Point score reduced by 1, while a Mystic

is subject to a Psychic Fatigue Roll as though he had used a first-level spell.

Skullghasts function just as well in daylight as in the underworld's gloom. The temples they guard are often encircled by dense jungle, and if their victims elude them at first then they will fly in pursuit, even if the chase leads them out of the temple and through the tropical undergrowth. Curiously, they are not affected by *Hold Off The Dead* spells; conjecturally, this may mean they are not undead, despite their appearance.

ATTACK 16, Flame (d10, 3 and see above)	Armour Factor 0
DEFENCE 15	Movement: flying—30m
MAGICAL DEFENCE 8	EVASION 7
Health Points 3	STEALTH 15
Rank-equivalent: 4th	PERCEPTION 12 (panoptical)

TAPESTRY WARDS

Tapestry Wards are magically created creatures that are used by high-ranking Sorcerers to guard rooms. They appear as two-dimensional images woven into the fabric of a tapestry on the walls or floor of a chamber. They take many forms, but favoured shapes are fierce armour-clad warriors, or classical demons complete with horns, wings, and claws. When the room they guard is entered, they will suddenly spring into life, becoming three-dimensional beings. Their cloth surrounds will float down to the ground behind them as they attack with whatever weapons their weavers have given them. Tapestry Wards will return to a two-dimensional shape when slain.

TAPESTRY DEMONS

ATTACK 13 Claws (d6, 3)	Armour Factor 0
DEFENCE 9	Movement: 10m
MAGICAL DEFENCE 4	EVASION 6
Health Points: 1d6 +6	STEALTH 20
Rank equivalent: 2nd	PERCEPTION 7 (darksight)

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ATTACK 14 Shortsword (d8, 3)	Armour Factor 4
DEFENCE 5	Movement: 10m
MAGICAL DEFENCE 5	EVASION 4
Health Points: 1d4 +8	Reflexes: 12
Rank equivalent: 2nd	

CHAPTER 8

INFERNAL CREATURES

INFERNAL CREATURES ARE those which have come to the Lands of Legend from the depths of Hell, whether at their own volition, at the behest of their diabolical masters, or summoned by mortals who believe that these beings can be controlled or will grant boons to those who enslave them.

The Infernal are not malicious, like the creatures of the supernatural, they are malevolent. They are alien to this world, seeking not just the destruction of an individual but the damnation of all intelligent races. They are not to be trusted, no matter how beguiling their offers or how dreadful the alternative. Those who make deals with the infernal will pay an eternal price, and those who think they can outsmart them forget how long these beings have had to shape their schemes.

HELL HOUND

Hell Hounds are the size of Doberman Pinschers. They have black lustrous fur, and are distinguishable from other dogs by their particularly eerie baying and their blood-red eyes, which burn, it is said, with the fires of hell. They hunt in packs, and once their leader has selected a victim, all the hounds will attack that victim at once.

ATTACK 12, Bite (d4, 5)	Armour Factor 0
DEFENCE 5	Movement: 15m (30m)
MAGICAL DEFENCE 3	EVASION 5
Health Points 1d6 +4	STEALTH 15
Rank-equivalent: 1st	PERCEPTION 10 (panoptical)

HELL HOUND, Greater

Greater Hell Hounds are larger, more obviously supernatural versions of Hell Hounds. They are the size of wolfhounds, with the build of great stocky mastiffs. Greater Hell Hounds have a distinctive sulphurous reek, but still surprise opponents 4 times in 6 unless downwind of them.

ATTACK 16, Fangs (d4 +1, 5 and strong poison)	Armour Factor 1
DEFENCE 6	Movement: 15m (30m)
MAGICAL DEFENCE 8	EVASION 4
Health Points 2d6 +4	STEALTH 15
Rank-equivalent: 2nd	PERCEPTION 10 (panoptical)

HELLION

Hellions are soulless, cackling monstrosities from the nether realm. By the power of their master, the Prince of Darkness, they are able to enter the mundane world for short periods in order to gather mortal souls for him. They do this either by slaying a man and carrying his soul down to the inferno with them, or, more subtly, by perverting an already dissolute character with hollow promises of power and wealth. The ghostly emanations from such a death may linger for centuries—as in the case of Lukwyrd the Enchanter, whose terrified form can still sometimes be glimpsed at night out on the barren moors where he met his doom, pursued by a



screeching horde from Hell. Fortunately, Hellions always choose people with some fault of character for their prey; rarely will a man who is completely without vice or blame be troubled by them.

There is nothing constant about these fiends from the pit. They display a hideous array of shapes and sizes. At their most normal they may seem to be no more than a grotesquely malformed human, but more usually they appear like the very dreams of the Devil himself. A pinched face may sport a rook's beak or an insect's proboscis; spindly or squat limbs may terminate in claws, hooks or obscene tendrils. Some Hellions fly on wings leathery, plumed or membranous; others lope along or slither on their bellies. From this procession of the damned issues such a cacophony of shrieks, gibbers and howls that anyone they encounter is subject to a 1d8 Fright Attack, which could strike him dead on the spot.

Hellions vary in power as wildly as they do in appearance. The Devil Spawn of Wrecker Island in the adventure-book *The Elven Crystals* are perhaps Hellions of one of the weaker sorts, though it will be seen from the following tables that many others exist. At their mightiest, they are a fearsome challenge for the greatest heroes. To determine the powers of a given Hellion, roll once on each table:

<i>d100</i>	<i>Fighting ability</i>
01-18	1st-rank Barbarian
19-30	2nd-rank Barbarian
31-40	3rd-rank Barbarian
41-58	4th-rank Barbarian
59-72	5th-rank Barbarian
73-75	6th-rank Barbarian
76-80	7th-rank Barbarian
81-84	7th-rank Knight
85-88	8th-rank Barbarian
89-91	8th-rank Knight
92-93	9th-rank Barbarian
94-95	9th-rank Knight
96	10th-rank Knight
97	11th-rank Knight
98	12th-rank Knight
99	13th-rank Knight
00	14th-rank Knight

<i>d100</i>	<i>Natural weaponry</i>
01-35	d6, 3
36-60	d8, 4
61-68	d8, 5
69-78	d10, 4
79-89	d10, 5
90-95	d12, 4
96-98	d12, 5
99-00	d20, 6

<i>d100</i>	<i>Spellcasting ability</i>
01-60	none
61-65	1st-rank Sorcerer
66-70	2nd-rank Sorcerer
71-74	3rd-rank Sorcerer
75-78	4th-rank Sorcerer
79-82	5th-rank Sorcerer
83-87	6th-rank Sorcerer
89-92	7th-rank Sorcerer
93-95	8th-rank Sorcerer
96-97	9th-rank Sorcerer
98	10th-rank Sorcerer
99	11th-rank Sorcerer
00	12th-rank Sorcerer

<i>d100</i>	<i>Magical Attack & Defence</i>
01-40	MA 2d8 +6; MD 2d4
41-70	MA 4d6 +4; MD 2d6
71-85	MA 6d6; MD 3d6
86-95	MA, 4d12; MD 4d4
96-00	MA 3d8 +16; MD 2d12 +5

<i>d100</i>	<i>Armour</i>
01-10	Armour Factor 1
11-20	Armour Factor 2
21-35	Armour Factor 3
36-55	Armour Factor 4
56-70	Armour Factor 5
71-85	Armour Factor 6
86-95	Armour Factor 7
96-99	Armour Factor 8
00	Armour Factor 9

<i>d100</i>	<i>Health Points</i>
01-15	1d6 HP
16-35	1d6 +4 HP
36-55	2d6 +5 HP
56-75	3d6 +6 HP
76-85	4d10 HP
86-90	5d6 +8 HP
91-95	6d10 HP
96-00	8d10 HP

<i>d100</i>	<i>Movement/Evasion</i>
01-10	10m/EVASION 3
11-25	12m/EVASION 4
26-50	15m/EVASION 5
51-75	20m/EVASION 6
76-90	25m/EVASION 7
91-00	30m/EVASION 8

<i>d100</i>	<i>Special abilities</i>
01-06	venomous (normal poison strength)
07-09	<i>Evil Eye</i> (as the spell)
10-11	invisible
12-24	able to fly
25-30	surprises on 1-4 on d6
31-40	breathes fire (as <i>Dragonbreath</i>)
41-49	carries disease
50-57	touch carries <i>Curse</i>

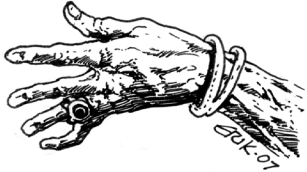
DRAGON WARRIORS

58–62	immune to normal weapons
63–70	mesmerism (like a Vampire)
71–77	can change shape at will
78–80	gaze petrifies (like a Gorgon)
81–85	regenerates 1 HP each Round
86–90	can see invisible beings
91–95	roll twice on this table
96–99	roll three times
00	other power (GM's choice)

STEALTH 10

PERCEPTION 8 (darksight)

Regardless of its powers, a Hellion cannot approach within 2m of a sacred relic or harm a character who possesses one. Like Vampires and Hellrots, Hellions can be driven off by the sight of a crucifix (see the entry for Vampires, p. 83).



HELLROT

Hellrots are employed as earthly emissaries by certain evil demons who cannot themselves gain entry to our world. They are particularly found in service to the crazed Black Priests of the arch-demon Rimfax. They are released at night (for they are burned and shrivelled by the sun's rays), and flap across the land, blighting crops and polluting streams and wells. The bite of a Hellrot conveys the Black Death, and if they chance upon a sleeping vagabond or pilgrim alone by the roadside, they may alight and infect him without his knowledge. Thus do they give rise to ravaging plagues.

The body of a Hellrot is a bloated, scabrous sac supported in the air by leathery black wings. Its four limbs bear some resemblance to human arms, though very stunted and misshapen. Folds of suppurating flesh conceal the monster's neck and envelop its purple-grey jowls. The face is manlike at first glance, but so horribly coarse and flattened that it has many of the characteristics of a turtle's hard beak. The creature gurgles incessantly, all the while drooling its infected spittle.

Hellrots can be driven back by the sight of a crucifix, in just the way that Vampires are (see p. 83). By reason of their extreme unholiness, Hellrots can do no harm to a character using a relic. The mere touch of a relic slays a Hellrot at once.

ATTACK 15, Bite (d8, 3 and plague) or may use weapon
DEFENCE 7

MAGICAL DEFENCE 8
Health Points 5d6
Rank-equivalent: 3rd

Armour Factor 2

Movement: 8m (15m)
(flying—60m)

EVASION 4

STEALTH 13

PERCEPTION 6 (darksight)

MALGASH

The Malgash is a demon of fire and darkness, possessed of great power. It is a challenging adversary for even the most skilled adventuring parties and is only to be encountered in the most inaccessible and dangerous underworld shrines.

It appears as a gigantic gaunt figure of congealed shadow, wreathed in spouting flames, with a long mane of blue smoke. It gives vent to a mad battle-roar as it strides to attack, blowing out a spittle of hot cinders from its red maw. Its sword is a sliver of incandescent lava, and in its other hand it swings a whip of white sparks. The appearance of the Malgash is so awful as to strike terror into the bravest heart. When it is encountered, every character in the party is subject to a 1d10 Fright Attack (see the rulebook, p. 122). If this takes effect, the character will either run in abject fear for 1–6 Combat Rounds (90% chance) or be petrified with fright for 1–4 Rounds (10% chance).

The fiery sword of this demon inflicts dreadful wounds, but its whip is perhaps the more deadly weapon. It can strike with the whip to a distance of up to 12m. A Hit Roll is not used—the whip's SPEED of 16 is matched against the target's EVASION score. The white-hot lash is not impeded by non-magical armour, and even enchanted armour offers scant protection (i.e. Armour Bypass Roll on 1d12). A character struck by the whip can be pulled towards the Malgash; it is not easy to escape the clutches of this demon.

The Malgash has other powers as well. The heat coming off its body is like an open furnace—any character within 2m must roll 1d20 at the start of each Round, and if the roll exceeds his Strength score then he loses 1 point of Strength owing to heat exhaustion. (A Mystic using the *Survival* spell is protected against this for the first five Rounds of combat.) When a character's Strength reaches 0, he collapses and is unable to fight or move. If the Malgash is defeated and the stricken character is taken

to a cool place, given water, etc, then he will recover within a minute or so—although he must fight as though *Weakened* (the Sorcery spell of the first level) for the next hour.

The Malgash can see invisible objects and creatures and, in point of fact, it can even see the true shape of a *Transformed* character. By sheer thrust of will, it can shatter spells that are operating within 5m. This power differs from *Dispel Magic* in that the Malgash can only negate one spell at a time. It cannot attack in the same Round. It can negate a spell of up to 10 Magic Points (or MP-equivalent, in the case of a Mystic spell), and this drains its negating capability, which then recovers at the rate of 1 MP per Round.

Suppose that the Malgash were under attack from a Sorcerer using *Vorpal Blade*, *Warding* and *Armour*. In the first Round, the Malgash dispels the *Vorpal Blade*, and in the second dispels the *Warding*. Having dealt with a total of 9 Magic Points, its power is depleted to the point where it could only knock down a first-level spell. After another five Rounds, it could dispel the Sorcerer's *Armour* as well—presupposing he survives that long.

ATTACK 32, Sword (d8 +4, AF 6 (immune to non-magical 9) or Whip (d12 ¹ , 12)	weapons)
DEFENCE 25	Movement: 12m (25m)
MAGICAL DEFENCE 24	EVASION 7
Health Points 60	STEALTH 1
Rank-equivalent: 25th	PERCEPTION 20 (panoptical)

Special note: As aficionados of Professor Tolkien's work will recognize, our inspiration for this demon derives from the Balrog. The GamesMaster is recommended to consider the Moria episode from The Lord of the Rings as an indication of how the Malgash could be used.

NIGHTMARE

Wild heaths and glades, moonlit meadows and secluded abbeys. These are the places where the demons called Nightmares are imagined to skulk. Malignant and hungry for souls, they wait and watch for wayfarers to stray upon their haunts. When the characters go to sleep for the night, the Nightmare invades their dreams. The Nightmare cannot be detected because it has no physical pres-

ence in the real world. An Eye of Foreboding may (60% chance) flicker as it approaches, but by this time the Eye's wearer will be asleep and unable to heed the warning. If one of the characters has stayed awake on watch, the Nightmare will try to put him to sleep, matching its MAGICAL ATTACK of 2d6 +14 against his MAGICAL DEFENCE. (This is because he could otherwise awaken his sleeping comrades as soon as he saw they were having an abnormally horrific dream.) If the Nightmare's sleep spell fails to work, the character can (if he has any sense) instantly arouse his comrades and thus drive off the demon.

Having entered the sleeping minds of its victims, the Nightmare takes control of their dreams. It may or may not allow them to know they are dreaming, as it can make its dream-images utterly realistic. One way for the GamesMaster to handle this is to start a gaming session in the normal way, gradually introducing a succession of increasingly bizarre elements until the players guess that their characters are actually caught in a Nightmare's dreamworld. Only then do they remember how they happened to be camping out for the night, and the GM narrates in 'flashback' what they did between the end of the previous adventure to the beginning of the dream sequence. (The GM is not advised to use this technique more than once. 'Tricks' of GamesMastering are effective the first time they are used, but wear thin with repetition.)

The Nightmare will toy with its victims, subjecting them to a horde of weird and disturbing experiences. As it reigns supreme in the dreamworld, it may cancel out some of their powers—or alter various abilities so that weaker characters become strong while their former leaders become weak. Beings who appear to be characters in their dream-adventure may be friend or foe, the advice they offer may be for good or ill. Normal perceptions are perverted; an apparent pushover like a Goblin may turn out to have the powers of a Master Sorcerer. The Nightmare always appears in the dream itself, usually as an archetypal figure such as an evil Wizard-King in a high fortress, whom the characters must slay to obtain their safety. It may feature in other ways—as a legendary treasure the characters must find, a haunted place, a secret truth they must comprehend. In a spirit of malicious caprice, it may even enter the dream in a relatively weak persona, perhaps as a friend of the characters—if they can guess its real identity, they would easily be able to destroy it and awaken from the dream.

¹ An Armour Bypass Roll is not required for the whip when striking a character in non-magical armour.

Whatever the Nightmare's choice of dream—a prolonged imaginary adventure or a brief battle—the time will come when it tries to slaughter its victims or drive them mad. When a character dies in the dream (or suffers a similarly conclusive fate such as maiming, insanity or imprisonment) he must roll to wake up. He rolls 1d20, adds his rank, and must exceed his Psychic Talent score. Psychically gifted but inexperienced characters are the most prone to suffer at the Nightmare's clutches. Failure to make the roll means that the character suffers in reality whatever befell him in the dream—a slain character never wakes, a character chained in the Nightmare's dungeon becomes catatonic, and so on. At the same time, all other characters trapped in the dream get to roll to see whether their companion's fate shocks them into waking up; a roll of under Intelligence on 2d20 is needed for this.

Instead of entering the dreams of an entire party, the Nightmare sometimes singles out one character. By successfully matching its MAGICAL ATTACK against his MAGICAL DEFENCE, it can cause him to sleepwalk. The character may run amok through the camp, hacking at his companions as it seems in his dream that a throng of monsters surround him. Alternatively, the Nightmare can make repeated visitations to the character night after night. Until the demon is exorcized, the character spends all his waking hours tired and drained—represented by reducing both his Strength and Health Points by 3. The exorcism will allow these scores to recover, but the character's hair turns stark white and he remains nervous and uneasy (+2 on Fright Attacks against him) for the rest of his life.

Many people assume that the Nightmare's 'true' form is a great black horse. In fact, the name is derived from *nibt* and *mara*, a demon that preys on the living. If Nightmares sometimes appear to their victims as horses, it is only because they are responding to the fears and superstitions on which they thrive.

A Nightmare has effectively an infinite STEALTH, and a PERCEPTION of 20, with panoptical vision (see p. 6).

SUCCUBI

Succubi are naked, pink-skinned creatures, with four long arms, a tail and a monkey-like face. They

have the ability to pass intangibly through walls. They serve demonic masters or powerful demon-serving magicians, to whom they are indentured for a certain number of tasks.

With their four arms, Succubi get two attacks per round with their shortswords (d8, 3) and will attempt to grapple once per round with their other two hands. The target character is held if the Succubi roll under their Strength + Reflexes minus the character's Reflexes on 1d20. The succubus can stab a character it is holding once every round, without needing to make a Hit Roll.

A relic, when touched to their skin, will reduce them to a pile of ashes. They regenerate 1 Health Point per Round if they have taken damage from a non-magical weapon.

ATTACK 18, Shortsword (d8, 3)	Armour Factor 0
DEFENCE 14	Movement 8m (16m)
MAGICAL DEFENCE 10	EVASION 4
Health Points: 12	STEALTH 18
Rank-equivalent: 3rd	PERCEPTION 10 (panoptical)

THE SUFIRIAD

Minor demons motivated by the spirits of long-dead priests, the Sufiriad could perhaps be thought of as a snow-dwelling variety of Spectre. They are not, in fact, undead—merely invisible monsters energized with exotic sorcery. The position of a Sufiriad can be determined by the terrible screeching, moaning wail it makes, and the swirling whirlwind in which it is cloaked. The Sufiriad have no weapons with which to smite their foes. They attack instead by moving right up to a character and imploding their freezing whirlwind upon him. The character suffers 1d10 HP damage (subtracting his Armour Factor from this, if any), and must roll equal to or less than his Strength on d20 or die! Even if he survives, the scream the monster emits during this attack has a 10% chance of shattering the victim's eardrums.

Fire (as, for instance, of a *Dragonbreath* spell) scores +2 HP damage against the Sufiriad, but direct-attack magic of any kind is useless.

The Sufiriad constantly sweep and glide through the broken, snow-choked ruins of their ancient temples. Their task is to guard these ruins, and they never move far from them.

Those able to see beyond the visible spectrum will find the appearance of these creatures macabre

and disturbing: an ultraviolet, ophidian body and a head, wreathed in cold white fire, resembling a horned but human skull.

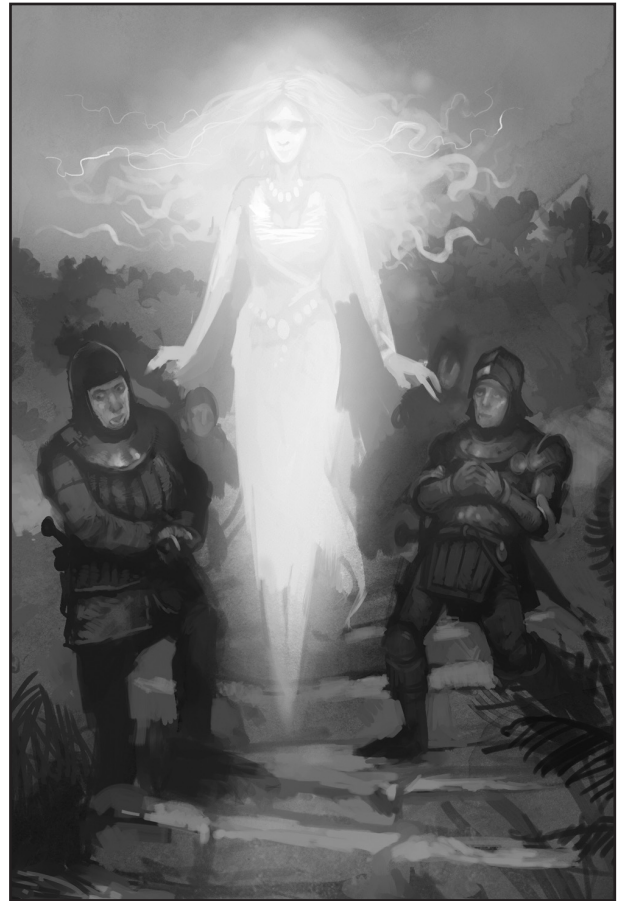
ATTACK Whirlwind (see above)	Armour Factor 5
DEFENCE 0	Movement: 10m
MAGICAL DEFENCE – (see above)	EVASION 4
Health Points 5d10 +5	STEALTH 7
Rank-equivalent: 10th	PERCEPTION 16 (panoptical)

WHITE LADY

These are creatures from the demonic planes that take the form of beautiful women dressed in gowns of white samite and adorned with costly pearls and bejewelled circlets. They are actually disgusting worm-like entities, servants of the grim demon Fengris who stalks the planes beyond, slaving for the souls of men.

White Ladies seek to trap potential victims of their master's soul-lust by using a potent version of the *Enslave* spell. Unlike the spell cast by sorcerers, however, this form of it can be used on more than one victim at a time and is not subject to the usual Spell Expiry Rolls. The spell will hold its victim in unreasoning subservience for exactly a year and a day. During this time, the souls of the victims are spirited away to a pool in a lichen-covered tower. This tower will appear magically in any secluded place within a mile of where the White Lady is encountered, usually in shaded groves or swamps or other unvisited places. Anyone touching the water in the pool will activate a *Banish Rune* at its bottom; anyone failing to save against the spell (MAGICAL ATTACK of 22) will be transported to the nether planes. If anyone casts *Dispel Magic* on the surface of the water, the enslaved warriors following the lady will immediately be released from their spell. Once the White Lady has collected ten victims she will return to the demonic planes with them where their souls will be consumed by Fengris.

If characters encounter a White Lady, she typically will be protected by 1–6 average 2nd-rank



warriors. She may pretend that she is being attacked by her guards to lure the party into trying to rescue her. If the Lady is slain, she will slowly turn into the image of a hideous worm before disappearing from this plane altogether; not a trace of her will be left behind. If the Lady is slain and the party do not find her tower and release their souls from the pool, the warriors will wander the lands like crazed loons for the remaining length of their servitude.

White Ladies are powerful magic-users, with all the abilities of 7th-rank Sorcerers.

ATTACK 13, Dagger (d4, 3)	Magic points 25
DEFENCE 7	Movement 10m (15m)
MAGICAL ATTACK 22	EVASION 4
MAGICAL DEFENCE 12	STEALTH 15
Health Points 11	PERCEPTION 7 (normal)
Rank-equivalent: 7th	

CHAPTER 9

THE UNDEAD

THE UNDEAD ARE beings who have died but who continue to 'live on', after a fashion, because their life force (and sometimes their physical form) is replaced by necromantic sorcery. Undead creatures are not subject to poison, disease or spells which only affect the living. They are creatures of the gloom; all Undead can see in darkness, and most abhor the light of day.

BARNACLE MEN

These undead creatures swarm up from the depths of the ocean during storms and cling to the hulls of ships. Their bodies are completely covered with barnacles, giving them a high Armour Factor. Anyone succeeding in cracking this near-impervious layer will find a calcified white skeleton beneath. Barnacle Men will often break through the bottoms of ships to get at treasure hoards of jewels and gold, which they then embed in their jewel-encrusted bodies. Characters encountering them they will see at first only a glint of jewellery and gold in the darkness. Barnacle men are reputed to be the ghostly remains of undead pirates who are too rapacious to lie quietly in death where they sank. They are intent on terrorising the merchant ships that ply the shores.

ATTACK 12, Cutlass (d8, 4)	Armour Factor: 4
DEFENCE 6	Movement: 10m
MAGICAL DEFENCE 3	EVASION 3
Health Points 1d6	STEALTH 13
Rank-equivalent: 1st	PERCEPTION 7 (gloomsight)

BARUDATH (Eaves Phantom)

The Eaves Phantom, or Barudath, is a kind of vampiric ghost believed to arise from the forgotten grave of a suicide. Sensing the life-force of those on whom it would prey, it attaches itself to a dwelling or encampment. Usually this will be an out-of-the-way place such as a margrave's castle or a fortified manor house.

Night after night, the Eaves Phantom returns to flit about the boundaries of its chosen domicile. At this time it may appear to the inhabitants in a variety of forms—often as a gaunt man lingering at the threshold, or as a hairy bestial being that stares in through windows or growls unseen from among the bushes. Its manifestations always cause a shudder of dread, and anyone seeing it for the first time suffers a 1d4 Fright Attack (see the rulebook, p. 122).

The Eaves Phantom cannot enter the dwelling it has come to haunt unless the way is opened for it or it is invited in by someone inside. It constantly tries to trick its way in by such ploys as appearing to be a rain-soaked wounded traveller, or causing a loud hammering at the door and calling for admittance in a commanding voice. Its eager death-lust and inhuman nature often give it away, however, and a character who rolls under his Intelligence score on 1d20 will realize he is being tricked.

Denied entry, an Eaves Phantom may continue its haunting for many years—even becoming a 'fixture' of some old, high-born families. This only serves to make it more dangerous. In becoming

familiar with its ways, the inhabitants may become lax and forget to guard against its wiles. One old nobleman, lying abed with the gout, was kept awake night after night by the howling of the Eaves Phantom that had haunted his family for generations. At last it appeared as a grinning white face at the windowpane. Tormented and tired beyond reason, the old warrior seized an axe and hurled it through the glass at the apparition. Evidently this particular Eaves Phantom favoured an open interpretation of the terms of its haunting—it entered through the shattered casement and slew all within.

Until it has gained entry, an Eaves Phantom cannot be harmed and can only hurt the living by its Fright Attack. If tracked to its grave by day it can be exorcized, but this is no easy task in that the grave is likely to be remote and overgrown with weeds. (*Pursuit* spells prove ineffective unless the Mystic casting them is at least 8th rank.) The moment it enters the place it has been haunting, the monster becomes substantial and can be harmed with magical weapons or spells. In its undead incarnation, it now appears as a tall figure with bone-white skin, eyes of gleaming jade and a long mane of flowing green hair. Any character looking into its glowing eyes may be *Transfixed*—a MAGICAL ATTACK of 23 is matched against the character's MAGICAL DEFENCE to determine this. Though it may fight with any weapon to hand, it usually disdains such: the mere touch of its fingers unleashes deathly sorcery into its opponent's body, causing the loss of 2d4 HP. No Armour Bypass Roll is needed for the touch, though enchanted armour will absorb its magical bonus from the damage rolled.

Having killed all within the place it has entered, it takes up residence permanently in order to absorb the psychic residue of their deaths. It cannot leave, and will seek to destroy any who come to disturb its solitude. Apart from the use of enchanted weapons and spells, its destruction may be accomplished by locating its grave and bringing its mortal remains to the place where it resides. Upon looking into the empty sockets of its own skull, the Barudath gives vent to an unholy shriek and disappears forever.

ATTACK 24, Touch inflicts 2d4 HP damage	Armour Factor 2 (immune to non-magical weapons)
DEFENCE 17	Movement: 15m
MAGICAL DEFENCE 13	EVASION 6
Health Points 3d6 +21	STEALTH 15
Rank-equivalent: 15th	PERCEPTION 10 (gloom-sight) (once incarnate)

BLUE MEN

By night in the sailors' taverns of many a port, with salt spray lashing the windowpanes, one may hear old adventurers in their cups whispering seafarers' tales. Sometimes the talk is of the Blue Men, who plough through the cold northern seas in their dragon-prowed warships, and plunder riches and souls from the living.

They come out of churning grey waves with the gnawing icy gale of an approaching storm billowing out their sail. A pallid flare of phosphorescence limns the rotted timbers of their vessel—an ancient, barnacle-encrusted hulk, waterlogged and impossibly afloat, like a grim wreck that has been raised by sorcery from the ocean depths. The grisly mariners of this ship stand silent on her creaking decks, blankly observing the terror-struck faces of their human prey. Chilled to the marrow of their bones by a cold no earthly fire could dispel, they possess the hunger of the dead for the living. Their flesh is shivery blue and their long beards are tangled with kelp, and in his hand each grips a longsword of brine-corroded bronze.

The Blue Men hold a course alongside the chosen ship, whereupon it is soon clear that they cannot be outrun or evaded no matter what the steersman's skill. Standing by the fierce prow, the Blue Men's chieftain addresses his prey. In a voice like thunder he calls out couplets of verse that describe the terrible fate that shall be meted out to them, but if a spokesman from among the adventurers can immediately reply with a rhyming couplet refuting his words then the Blue Men will be temporarily balked from attacking. So the chieftain might say:

*'Our prow shall split your ship like kindling,
Your own bright blood shall wash the decks.'*

And be countered by:

*'We have no fear of cold blue dead men
Blustering from their sodden wrecks.'*

The adventurers then get the opportunity for a riposte, which the chieftain must likewise deny in rhyme. The contest of verse continues until one side falters or is forced to make an unconvincing or clumsy rejoinder.

If the chieftain wins, his Blue Men board the adventurers' ship and fight like demons, untouched by lesser sorcery and all but impervious to wounds. They may be driven back if the adventurers manage to inflict more than 25% casualties, returning to their own vessel which then sinks rapidly below

ATTACK 23, Longsword (d8 +2, 6) Armour Factor 1¹
 DEFENCE 10 Movement: 10m (20m)
 MAGICAL DEFENCE 8² EVASION 6
 Health Points 1d6 +16 STEALTH 14
 Rank-equivalent: 7th PERCEPTION 10 (panoptical)



CADAVER

Many secrets of necromancy have been lost since ancient times. Sorcerers today can now reanimate the dead only as *Zombies*—mere shambling, mindless husks—or as puny (and barely more intelligent) *Skeletons*. No trace of the corpse’s former identity is retained when it is raised from its grave. The mightiest Knight becomes, in undeath, no more skilled a fighter than the lowliest peasant.

More powerful undead do exist, of course—*Mummies*, *Vampires*, *Wights*, *Night Stalkers*, *Eidolons*. If mortal Sorcerers ever had the power to force these states of undeath on others, that knowledge has vanished in the mists of time. Such creatures need not have been created by spells, in any case. The strongest magic comes directly from the human mind, and one who refuses to submit meekly to death—or who nurses thoughts of vengeance on the living—may rise spontaneously from the crypt.

This seems likely to be the case with *Cadavers*, the name applied in *Ecgric’s Compendium* to the “ranks of the mighty dead, heroes of the distant past”. These are the corpses of heroes, elite fighters and warrior-saints. Through sheer force of determination and the exalted status they held in life, their bodies resist decay. After lying for centuries in the tomb, they may be ashen grey and clad in dusty harness, but they show no trace of corruption. They remain in the sleep of death for hundreds or even thousands of years, to awaken when their unearthly nature decrees they must. Generally, this will be to deal with a profanation of the shrine or tomb in which they are buried, but they are also aroused (so the myths say) when their people or gods have great need of them. (Thus the citizens of *Ongus*, in *Ellesland*, believe that the revered dead will burst from their burial mounds if any pretender ever sits upon the throne; the *Edducian Panalect* declares that the *Apostles* would again stride the land if infidels were allowed through the gates of *Cantorbridge*, etc.)

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the waves. Any character they slew will be beyond resurrection—his soul taken down with them to the depths, as the legends have it. If the rhyming contest is won by the adventurers’ spokesman, the *Blue Men* will depart at once.

Hardy adventurers will perhaps refuse to play the *Blue Men’s* game. Ignoring the verse, they may attempt to take the battle on to the planks of the dragon-ship. The *Blue Men* will respond by lowering the vessel below the waves, and each adventurer who boarded them must roll under his *Reflexes* on 2d20 or be sucked down with them. The chieftain will hurl a final weird upon those who survive: their vessel will lie becalmed and stricken by plague unless every adventurer aboard can resist his *MAGICAL ATTACK* of 16. (In game-terms, the effect of the weird is to leave the vessel becalmed for 3–30 days, during which time careful check must be kept on rations and supplies of fresh water. The adventurers are exposed to 1–3 random diseases each day the weird lasts—see pp. 126–127 of the rulebook.)

1 *Blue Men* take half-damage from arrows, slingshots, etc.
 2 *Blue Men* are immune to Sorcerer spells of 1st–4th level.

Although unmarked by decay, a Cadaver can easily be distinguished from a living man. Its eyelids snap open to reveal a pupilless ivory gaze. The skin is livid and clearly not alive. The Cadaver's face is cast in a stark and deathly grimace. It animates with clumsy, spasmodic movements at first, as it becomes accustomed to fighting again after so many years. For the first Combat Round after animating, it thus fights at -5 ATTACK and -5 DEFENCE, then -4 in the second Round and so on. Adventurers must fight desperately or flee while it is weak, for it soon gains control of its lifeless limbs, becoming macabrely graceful and fighting with all the skill that it possessed when alive.

Almost always buried in the gilded finery of battle, bedecked with talismans and armed with exotic weaponry, Cadavers get two rolls on the NPC Weapons & Equipment Table (see the rulebook, p. 133) to determine whether they have any special magical items. A roll indicating potions is discounted.

Cadavers are not always hostile. They might seek aid from characters whose interests are sympathetic to their own. For instance, if the characters are hunting an evil priest who is trying to summon a demon, a Cadaverous Knight who is particularly opposed to the demon could rise up and help them in their quest. Note, however, that Cadavers do not speak (possibly because they cannot regain the delicate control needed for their vocal cords). If a Cadaver wants something of the players it will illustrate this by means of action—in the example above, by charging in to attack the evil priest. The true horror of a Cadaver (even a 'friendly' one) must always be maintained. It should not behave like a fellow who 'just happens' to have been dead for five centuries.

Obviously, the fighting skill of Cadavers will vary. To some extent it should be adjusted to suit the strength of the player-characters, though no Cadaver will be below 10th rank. The stats below assume a Cadaver of 12th rank.

ATTACK 26, damage depends on weapon (Str 18)	Armour Factor varies, +1 for dead skin
DEFENCE 19	Movement: 10m (18m)
MAGICAL DEFENCE 14 ¹	EVASION 6
Health Points 4d6 +18	STEALTH 16
Rank-Equivalent 12th	PERCEPTION 17 (panoptical)

¹ The mind of a Cadaver can never be controlled; the unswerving fanaticism which has brought it back from the dead will not be overcome by any spell.

DEATH'S HEAD

These vile supernatural creatures have the appearance of a human head with a long horn sprouting from the forehead and black bat-like wings behind the ears. They flap swiftly about their opponents, presenting a very difficult target (hence the high DEFENCE) and attacking with stabs of their sharp horn.

However, during the hours of daylight, the wings and horn of a Death's Head become invisible and intangible, rendering it unable to fly. The monster gets around this problem by acquiring a 'host' body for itself. It devours the head of a victim and binds itself magically to the severed neck, using its dire sorcery to animate the body as a Zombie. The Death's Head then uses this host body to move around by day, passing itself off as human. It will always be on the lookout for a new host, however, as the decomposition of the body becomes obvious after a few days. A Death's Head's disguise is thus 90% perfect on the first day after taking a new host, then 80% on the next day, and so on.

Note that if attacked before sunset, the Death's Head is bound to its stolen body and is thus less



dangerous. It will use its host body to fight, using any weapon to hand, but the host body will have only the fighting skill of a normal Zombie instead of the Death's Head's own abilities given below. The fight is resolved just as though it were a combat with a normal Zombie, except that any successful blow struck against the monster has a 10% chance of hitting the head and inflicting a wound on the Death's Head itself. Otherwise the blow strikes the Zombie body and reduces its Health Points.

The moment the sun sinks below the horizon, the Death's Head regains its wings and horn and takes to the air. It will then scour the forests and lonely hill roads seeking a new host. It has a special spell, *Spellbind*, to help it overcome a foe without damaging his/her body. This spell is usable once per night, and cast with a MAGICAL ATTACK of 13. It has a range of 10m and, if successful, will cause the victim to stand in place while the Death's Head kills him.

Note that a *Hold Off the Dead* spell will keep the stolen body of a Death's Head at bay but will not affect the Death's Head itself.

ATTACK 16, Horn (d10, 4)	Armour Factor 3
DEFENCE 18	Movement: 6m as Zombie; flying—30m
MAGICAL DEFENCE 7	EVASION 7
Health Points 1d6 +2	STEALTH 14
Rank-equivalent: 6th	PERCEPTION 13 (panoptical)

FUNGUS MAN

Fungus Men, or Black Caps as they are sometimes called, might be mistaken for a particularly gruesome form of undead. They are mouldering skeletons, clumped and caked with fungi, that lurch around forested ruins and abandoned burial grounds. In the dark they give off a sickly, yellow-green phosphorescence and this, along with their sweet, musky odour, ensures that they rarely (1 chance in 12) attack with surprise.

The Fungus Man is brought to its semblance of undeath by a saprophytic mould which, entrenching itself in the body tissues of a corpse or (more rarely) a living man, gradually rots and consumes the flesh. By the time most of the body is replaced by fungus, with only the skeleton remaining as a frame within it, the Fungus Man is able to rise up. It prefers the damp places where its fungoid body can thrive,

and haunts the shadowed earthy tunnels of many an underworld, though it can tolerate the bleached sunlight of the winter months.

The experience of meeting a Fungus Man is one to chill the blood. As it fights, the cracked jaw of the skeleton gapes open, breathing forth decay as the soft, unemotional voice of the dead host whispers of the torments and terrible delights of the grave. Characters with a high degree of psychic sensitivity are the most likely to find this particularly disturbing. A d20 roll is made when combat begins, and unless the character scores equal to or higher than his Psychic Talent, he fights the Fungus Man at -2 ATTACK, -1 DEFENCE.

Anyone who fights a Fungus Man is exposed to the vaporous wisps of ochre spores they emit whenever they are struck. There is a 10% chance that the spores will take root in the character's flesh, in which case he must attempt a d20 roll of under his Strength score every day. For each failure he loses 1d6 HP, and although *Healing* spells and *Invigorate* will temporarily restore him, a *Miracle Cure* or *Purification* is the only way to eradicate the mould. If the character's Health Points reach -3 then he dies, only to rise again in the Fungus Man's travesty of existence after a week or so. This is the inevitable fate of any fallen adventurer left in the Fungus Men's lair.

ATTACK 13, damage depends on weapon ¹	Armour Factor 1 (but 3 vs stabbing weapons)
DEFENCE 6	Movement: 8m (15m)
MAGICAL DEFENCE 6 ²	EVASION 3
Health Points 1d6 +8	STEALTH 3
Rank-equivalent: 2nd	PERCEPTION 9 (panoptical)

GHOST

Ghosts are spirits of the dead that have chosen to linger on the earthly plane for some reason. Often the reason is to give guidance to the living or to exact revenge on an enemy—often the Ghost's murderer.

Ghosts exude an aura of terror, and when they encounter living beings there is an automatic Fright Attack (see the *Dragon Warriors* rulebook, p. 122) of 1d12 intensity.

Having once survived a Fright Attack by a Ghost, a character becomes inured to that Ghost and is in

¹ Usually a rusty sword or mace

² Fungus Men are immune to all mind-controlling spells and devices by reason of the fact that they have no mind in any natural sense of the word.

no danger from it in future (though he may still be scared to death by other Ghosts). For this reason, a Ghost will usually depart after encountering a party of adventurers, unless it has some message for them. Sometimes (20% chance) a Ghost will decide to haunt a party; its presence will swamp out the danger sense of any Mystics in the party, cause a clammy unease that will double the chance of the party being surprised in, encounters, and bring bad luck in the form of a temporary 1-point penalty to **ATTACK** and **DEFENCE** for each character in the party. Apart from Exorcism, there is no way to harm or drive off a Ghost.

Ghoul

Ghouls are transformed Humans (or sometimes Dwarves or Elves) who have entered a twilight existence between life and death as a result of their warped appetites—they gorge themselves on the rotting flesh of corpses. Ghouls present a ghastly sight to those who encounter them: shrivelled forms loping from the shadows, their olive-hued flesh puckered and leprous, yellow eyes glinting with the fever-light of insane hunger, mouths gaping to reveal the chipped uneven fangs with which they rend their prey. Any NPC (non-player character) below 3rd rank encountering a Ghoul must roll his Intelligence or less on 1d20 or else flee in panic.

Ghouls fight with a berserk fury, using whatever weapons they may have gathered from their tomb-robbing forays. Their lair, if it can be found (it will often be a ruined mausoleum or abandoned cottage), may contain rich treasures, for Ghouls love to hoard their spoils.

ATTACK 17, damage depends on weapon	Armour Factor: type worn (usually none)
DEFENCE 9	Movement: 12m (25m)
MAGICAL DEFENCE 7	EVASION 4
Health Points 1d6 +10	STEALTH 15
Rank-equivalent: 4th	PERCEPTION 9 (darksight)

GRAVE GAUNT

These are scavenging, winged undead whose origins are lost in the mists of antiquity. Hunchbacked and emaciated, they have grey-black papery skin

stretched taut over a bony frame, and narrow skull-faces fixed in fleshless rictus. Grave Gaunts cannot stand the light of day, but emerge from their hidden lairs by night to feast on corpses or even attack small parties of adventurers. A Grave Gaunt's tattered wings enable it to fly quite swiftly for long distances. These creatures often inhabit the remote warrens of cave-tombs in the canyons where they were buried and may range as far as a hundred miles in a single night.

In combat, a Grave Gaunt will land and fold its thin wings closely against its back for protection. It cannot easily take to the air again in the thick of battle, as one Combat Round is required to extend the wings ready for flight. On the ground, Grave Gaunts have an uneven, loping gait. They usually fight with spears, for these do not unbalance them in flight and may also be hurled down from the night skies when a dangerous enemy is encountered. Spiked and twisted antlers protrude from the Grave Gaunt's bony brow. It may try to rake these across an opponent's flesh. A wound inflicted by the antlers quickly becomes puckered and may fester,



exposing the character to Wasting Disease (see the *Dragon Warriors* rulebook, p. 126); also, sorcery will not restore the damage inflicted by Grave Gaunt antlers, so the character must rely on natural healing.

ATTACK 16, Spear (2d4, 4) or Antlers (d6, 3)	Armour Factor 1
DEFENCE 9	Movement: 8m (flying—90m)
MAGICAL DEFENCE 9	EVASION 7 (in flight), 3 (on ground)
Health Points 2d6 +6 Rank-equivalent: 4th	STEALTH 13 PERCEPTION 6 (darksight)

ICE SPECTRE

Ice spectres only appear in frozen climes, or occasionally in other lands during hard winters or particularly frosty nights. They usually exist within buildings or ruins, though whether they are the spirits of those who perished there it is hard to say.

Ice spectres appear as a pair of spectral arms reaching out from a frozen section of wall or floor, striking with a SPEED of 14. Anyone failing to evade will be grabbed by one of them and drained of 2d6 HP if they fail to save against a MAGICAL ATTACK of 19. The icy, spectral hands feed upon the warmth of the living, drawing away life to sustain themselves. Once the arms have drawn away 10 Health Points in this fashion, an Ice Spectre will suddenly congeal in the icy air and attack.

Ice Spectres feed off the life heat of the living. They become progressively more powerful as they do this, increasing their own Health Point total by the number that they drain from their victims. As can be imagined, an Ice Spectre that has defeated many victims is a truly horrendous entity and nigh invincible apart from in magical combat. Ice Spectres can only be manifested by human contact, however, and can therefore often be found as frozen puddles barring a passageway or clusters of ice clinging to the walls.

ATTACK 19, Icy claws: when these strike, treat as a MAGICAL ATTACK. Chill claws will clutch at the victim's heart and they will take damage as shown by the table below.	Armour Factor: 0
DEFENCE 9	EVASION 4
MAGICAL ATTACK 19	Health Points 10 (but see below)
MAGICAL DEFENCE 9	
Rank-equivalent: 6th	

Roll (2d6):

2 3 4 5 6 7 8 9 10 11 12

Damage (Health Points):

1 1 2 3 4 5 6 7 8 9 Death

JUMBEES

Jumbees linger in thorn-tangled ruins and underworlds for the most part, though they are sometimes encountered in forests, jungles or moors. They seem to be a variety of undead and always manifest in groups of three—a young man, a maiden, and an aged figure so withered that its sex is unclear. They float above the ground, lank grey beings with sunken eyes and unnaturally long limbs. No feet can be discerned, as the legs seem to end in a misty blur.

The three Jumbees latch on to a single victim in the party they have encountered. To this one they appear with awful, stark clarity, looming like angels of death through the air, though his comrades will see them only as a trio of shadowy outlines. As the Jumbees drift to claim their chosen victim, their ghastly voices can be heard as a whispering on the very edge of hearing. (One legend states that the Jumbees are foretelling how each character in the group will eventually meet his or her death, but it is never possible to make sense out of the hushed and jumbled words. And perhaps that is, after all, no bad thing!)

If their chosen victim willingly surrenders himself to the Jumbees, they surround him and gradually leech all life and substance from him so that he fades forever from this world. This course of action ensures his comrades will not be affected by the Jumbees' *domnassi*, a curse which otherwise affects every member of the party whether the Jumbees are destroyed or not. The effect of a *domnassi* is to cause a haunting unease which effectively increases the next Fright Attack made against them (whether by a Ghost's appearance, an *Evil Eye* spell, or any other means; see p. 122 of the rulebook) by 1d6 intensity.

If resisted, the Jumbees sweep through the air to reach their victim. Clustering around, they reach out with their grave-cold hands to touch him. No Armour Bypass Rolls are needed, as the fell power of these beings reaches through to the very soul—each touch of the man-Jumbee drains 1 point of Strength from the victim, each touch of the girl-Jumbee drains a Reflexes point, and the elder-Jumbee's touch drains an experience point. The first

two scores will recover, at the rate of one point a day, if the Jumbees are destroyed or driven off, but any experience point loss is permanent. If any score reaches zero, the character dies.

Additionally, the attack of the Jumbees may drive their victim mad with fright. This is resolved as a Fright Attack (see the rulebook, p. 122), of 1d10 intensity, applied when the character is first touched by one of the Jumbees. If he goes mad, the character will do one of the following:

- d8 Maddened behaviour*
- 1 giggle uncontrollably while the Jumbees slay him.
 - 2 throw down his weapon and fight them hand to hand.
 - 3 ignore the Jumbees and attack his friends.
 - 4 cast spells at random (if a Sorcerer or Mystic).
 - 5 attempt to kill himself.
 - 6 become catatonic.
 - 7-8 roll on the Madness Table on p. 124 of the *Dragon Warriors* rulebook.

This madness is incurable by most magical or mundane means, but the GM may allow a specific relic to provide temporary relief to a character close to it, and other means might be found to reduce (but not eliminate) the effect.

Other characters in the party may try to help their comrade, but any action they take is likely to be ill-starred because of the hex that protects the Jumbees. A physical attack against the Jumbees has a 40% chance of causing the weapon used to shatter. Sorcerers and Mystics have a 40% chance of miscasting a spell. A magical item—a ring, for example—used against the Jumbees has a 10% chance of losing its enchantment permanently.

ATTACK 17, Touch (see above)	Armour Factor 0, but immune to non-magical weapons
DEFENCE 7	Movement: 8m (30m)
MAGICAL DEFENCE 10	EVASION 7
Health Points 4d6	STEALTH —
Rank-equivalent: 6th	PERCEPTION 15 (panoptical)

MORDU (headless Warrior)

According to many sources, the word ‘mordu’ was originally applied to any morbid or repugnant person. Over the centuries it has come to be used for the headless spectres that are sometimes seen roaming the galleries and passageways of ancient castles. Beheading is a not uncommon form of execu-

tion in the *Dragon Warriors* world, particularly for enemy Knights captured in battle, and perhaps this accounts for the Mordus. Many believe that these undead creatures constantly seek their lost heads, while another supposition is that the Mordu’s bones lie hidden in the dungeon of the castle it haunts, and that by disinterring the bones and giving them proper burial one may lay the phantom.

As a Mordu looms out of the shadows, as though stepping from thin air, every character who sees it suffers a 1d10 Fright Attack (see the rulebook, p. 122). The effect of this is rarely fatal (10% chance of heart failure), but causes the character to stand terror-struck for 2–8 Combat Rounds. The Mordu’s entire body seems to glow faintly and occasional flickers of cold white fire dance across its armour. It swings its weapon—usually a two-handed sword—with stunning force, and can only be harmed itself by enchanted weapons.

A Mordu can sense (presumably we should not use the word ‘see’) opponents all around it—stealth or *Invisibility* spells notwithstanding. Spells consisting of destructive energy (*Shadowbolt*, *Thunderclap*, etc.) are able to affect it, but to direct-attack enchantments it is immune.

This is one of the few types of undead that are not hindered by the light of day.

ATTACK 20, Two-handed Sword (d10 +1, 6)	Armour Factor 5 (immune to non-magical weapons)
DEFENCE 14	Movement: 12m
MAGICAL DEFENCE — (see above)	EVASION 5
Health Points 3d6 +11	STEALTH 11
Rank-equivalent: 8th	PERCEPTION 17 (panoptical)



MUMMY

The embalmed bodies of those long dead are sometimes encountered stalking the passages of their ancient tombs. They usually fight with spears, or with swords and shields, and are often clad in ceremonial armour. Having rather desiccated bodies, Mummies are vulnerable to fire.

If a Mummy is struck with a flaming torch, a *Dragonbreath* spell or other type of fire-attack, there is a 20% chance that it will catch alight. The

Mummy will then lose 1d4 HP per Combat Round until it can extinguish the flames (it rolls d6 at the end of each Round, and succeeds in putting out the flames on a roll of 5 or 6).

Although these are the combat statistics for a 'typical' Mummy, more powerful ones have been known—particularly in the oldest and grandest tombs.

ATTACK 18, damage depends on weapon	Armour Factor: type worn, +1 for leathery skin
DEFENCE 12	Movement: 10m(15m)
MAGICAL DEFENCE 9	EVASION 4
Health Points 4d6 +5	PERCEPTION 12 (darksight)
Rank-equivalent: 6th	STEALTH 15

Special attack: When a Mummy is 'slain', it has one chance to afflict the character who destroyed it with a *Doom*, a type of curse with a MAGICAL ATTACK of 18. If the *Doom* takes hold, the character will die horribly within one month unless he can get the curse lifted. (This requires a *Dispel Magic* of at least 6 Magic Points intensity.)

NECROCHOR

These wizened undead were sometimes placed in the pyramids of the God-Emperors of Kaikuhuru to act as tomb guardians. In life they were ritual priests, and retain much of their magical power in the undead state.

Necrochors typically have the spell-knowledge of a 6th-rank Sorcerer, though with lower reserves of spellcasting energy (represented as Magic Points) because much of their magical power is expended to maintain the condition of undeath. When casting spells, a Necrochor must perform an elaborate sequence of weaving, ritual motions ('the Arcane Dance'). This means that the spell always takes effect at the end of the Combat Round in which it is cast, regardless of the Necrochor's Reflexes score.

Necrochors have skin like cracked leather, small glassy eyes, and their embalmed bodies are tightly wound with wads of dusty grave-cloth. They fight with the oddly shaped sacrificial swords of the Kaikuhuran priesthood and wear no armour.

Some Necrochors were impregnated with scorpions, made dormant by magic. This was particularly the practice with the embalmers of the XII-Ith and XIVth dynasties. An edged weapon which



strikes a Necrochor will usually cut a rent in its dessicated body, and any dormant scorpions within may be scattered into the attacking character's face. 1-4 scorpions will land on the character, instantly awakening to attack with their deadly stings. A 1d8 Armour Bypass Roll is made for each sting (to see if the scorpion finds an exposed area of flesh), and for each that strikes home the character suffers a strong poison attack. Given one free Combat Round, the character can brush the scorpions from him—assuming he survives their attempt to sting. On the ground, they present a threat only to characters with bare feet.

Like Mummies, Necrochors are prone to damage by fire. Fire will also destroy any scorpions within the Necrochor's body. Naturally, spells such as *Dragonbreath* are anathema to Necrochors and are not used. Necrochors do not have the Mummy's ability to lay a *Doom* on the one who destroys them.

ATTACK 13, Sword (d8, 4) Armour Factor 1
 DEFENCE 7 Movement: 10m (15m)
 MAGICAL ATTACK 21 15 Magic Points
 MAGICAL DEFENCE 11 EVASION 4
 Health Points 3d6 +4 STEALTH 16
 Rank-equivalent: 6th PERCEPTION 10 (darksight)

REVENANT

The Revenant is the corpse of a long-dead warrior king, buried in ceremonial armour but too defensive of his territory to lie quietly under the earth. It exists within ancient barrows or beneath unmarked tumuli. They are often mistaken for Cadavers, even by scholars of the undead.

Characters who disturb a Revenant will be able to see a green-faced, humanoid creature with white flowing hair and long claw-like nails, dressed in verdigris-stained armour of an antique fashion and swinging at them wildly with a halberd. A thick mist will rise from the ground all around the mound, completely blocking out the horrid sight.

Characters fighting the Revenant must do so as if blind (-4 from ATTACK and -8 from DEFENCE). Anyone who steps out of mêlée will find that they can no longer see or hear their comrades and that all they can see of the ancient undead's grave is a tranquil hump of grass. This is, of course, an illusion and the scene of battle will return to them once they have disbelieved it.

The Revenant can only be dispersed forever by being 'killed' in combat. If this happens, its body will disappear in a cloud of greenish gas. Any treasure it has that has not been destroyed by the ravages of the ages will lie below the corpse's coffin, and will usually take hours of backbreaking excavation to uncover.

ATTACK 26, Halberd (d10 +2, 7) Armour Factor: 4
 Ancient hauberk etc.
 DEFENCE 19 EVASION 6
 MAGICAL DEFENCE 15 STEALTH 16
 Health Points 28 PERCEPTION 17

SKELETON

Animated Skeletons are sometimes used as servants by reclusive and powerful wizards who distrust human vassals. Skeletons usually fight with swords, and although they occasionally use shields, are rarely equipped with armour. They are rather feeble fighters, relying on tenacity and weight of numbers to overcome their opponents.

Stabbing weapons, such as spears, daggers, and arrows, may easily pass between the bony ribs of a Skeleton without effect. Count a Skeleton as having an effective Armour Factor of 2 against such attacks. Skeletons take only half damage from fire-based attacks.

ATTACK 11, damage depends on weapon used Armour Factor 0 (except as indicated above)
 DEFENCE 5 Movement: 10m (20m)
 MAGICAL DEFENCE 3 EVASION 3
 Health Points 1d6 +1 STEALTH 13
 Rank-equivalent: 1st PERCEPTION 7 (gloomsight)



SPECTRE

Spectres are the non-corporeal undead remnants of strong-willed persons whose lives were twisted

by dark hateful passions. Their gliding, translucent forms are often mistaken for Ghosts, but in fact they are far more dangerous. If a Spectre surprises a party of adventurers (4 chances in 6 of this, as the monster is apt to drift straight out of a stone wall!), everyone in the party is subject to a Fright Attack (see the *Dragon Warriors* rulebook, p. 122), but with a Fright Attack strength of 1d6. The Spectre will then close with the party to combat them physically. Its dead white hands are potent with destructive energy. Since the Spectre is itself ethereal, however, it difficult to harm; non-magical weapons do not affect it, and neither do physical spells (like *Dragonbreath* or *Shadowbolt*).

ATTACK 19, Touch (d12, 5)	Armour Factor 0 (but immune to non-magical weapons)
DEFENCE 12	Movement: 12m
MAGICAL DEFENCE 11	EVASION 4
Health Points 4d6 +4	STEALTH 18
Rank-equivalent: 8th	PERCEPTION 13 (darksight)

VAMPIRE

Vampires are the class of undead most difficult to distinguish from living beings. They stalk the night in search of blood, but are rendered powerless by sunlight and so must return to their crypts by day.

Vampires retain the skills, memories, intelligence and rank that they had in life. All Vampires have superhuman strength, and add 2 to their Armour Bypass Rolls and to the damage they inflict with a weapon. After defeating its opponents, a Vampire will attempt to drain their blood. Then, satiated, it returns to its tomb, there to lie torpid for 2–8 hours.

Some Vampires adopt a more subtle approach to their prey, using their mesmeric ability. A Vampire can use its mesmeric power against any victim of lower rank than itself. The Vampire must engage its intended victim in conversation for at least thirty seconds, and the two must be within 8m of one another throughout this time. The Vampire first determines the strength of its mesmerism by rolling 3d6 and adding its rank to the number rolled. After subtracting the victim's rank, the final total is the number that the Vampire must equal or be less than on 2d10 in order to succeed. A mesmerized victim will stand passive until killed or until the Vampire departs.



Vampires have partial immunity to non-magical weapons. Such a weapon will inflict only half the usual damage on a Vampire—so a sword, for example, causes the creature a 2HP wound. Magical weapons, *Shadowbolt* spells etc. score full damage. A wounded Vampire must have fresh blood to heal itself. Two pints will act on the Vampire like a *Lesser Healing* spell, four pints are equivalent to a *Greater Healing*, and draining all a victim's blood will restore the Vampire to full health. Even a powerless Vampire (i.e. one at 0 Health Points or under) can be restored if fresh blood is made to gush over its body; the monster is only permanently destroyed if a stake is driven through its heart, its head is cut off with a sword that has been blessed, and the remains are then burned to ashes.

Apart from vulnerability to the light of day, a Vampire has three major weaknesses. Adventurers would do well to take note of these. Fresh garlic flowers exude a scent which is repugnant to the Vampire, causing it to deduct 1 point from its ATTACK for the first 1–6 Combat Rounds against a character so protected. Presenting a cross to a Vampire will cause it to flinch back, giving the character an opportunity to escape. If the character continues to present the cross for thirty seconds, he can

attempt to drive the Vampire away. This attempt is resolved exactly like the Vampire's own mesmerism attack, but in reverse—moreover, Sorcerers roll only 1d6 plus rank for the strength of the attack. If the attempt to drive off the Vampire is successful, it will depart by any available escape route. If the attempt fails, or if the Vampire has no means of getting away, it will dash the cross aside in a berserk rage. The third of the Vampire's vulnerabilities is to pure running water; it cannot pass through running water, though it may travel across by boat or bridge. Stagnant water presents no obstacle.

The victim of a Vampire will sometimes rise from the dead as a Vampire himself. This costs the first Vampire a part of its 'life' force—represented by the loss of 2d100 experience points. The new Vampire will be subservient (not necessarily loyal) to the one who 'created' it.

About 90% of all Vampires are 'ranked'—i.e. they belong to one of the adventuring Professions. Roll percentile dice on the following table to randomly determine whether a given vampire is ranked or not, and what profession she belongs to if she is:

<i>d100</i>	<i>Profession</i>
01–35	Knight
36–48	Barbarian
49–50	Elementalist
51–80	Sorcerer
81–85	Mystic
86–89	Warlock
90	Assassin
91–00	No profession

It is difficult to give the mortal statistics of a 'typical' Vampire because the creature might be of any rank. In brief, the changes that ensue on passing to the vampiric state are:

Strength increases to 19
 Reflexes increase to 18
 MAGICAL DEFENCE increases by 1
 STEALTH and PERCEPTION both increase by 2
 Health Points increase by 4d4
 The Vampire gains darksight.

For a 1st-rank Vampire Knight, this yields:

ATTACK 16, Sword (d8 +2, 6)	Armour Factor as worn
DEFENCE 10	EVASION 6
MAGICAL DEFENCE 4	STEALTH 15
Health Points 1d6 +7 +4d4 (average: 21)	PERCEPTION 7 (darksight)

Lastly, the traditional shape-changing powers are available to Vampires of higher rank. A 4th-rank Vampire can transform itself into a bat; at 6th rank, the transformation can also be into the shape of a wolf; when the Vampire reaches 8th rank it can change into a mist and seep through narrow cracks. Whenever a Vampire transforms itself in this way, or returns to its normal form, it loses 1 Health Point.

WIGHT

Wights are ancient undead, greatly feared because of their passionless evil and strange magical powers. They are the shamans and wizard-kings of a bygone age, and dwell in the bowels of their lonely burial-mounds. Transformed and sustained by their own necromantic magic, Wights appear sallow and desiccated, sunken eyes glittering with an eldritch light.

Wights occasionally go clad in antique mail, but they really have little need of armour. Though they can be harmed by enchanted weapons or those of solid silver, normal weapons will score half-damage for one blow only and then shatter as though from centuries of rust.

Much of a Wight's former power is attenuated by the effort of maintaining its macabre unliving state, but the creature is still capable of formidable magic. It has the spellcasting ability of a 5th-rank Mystic and the following special powers (usable once per day):

Portal (the Sorcerer spell of that name)

Mephitic Breath—a black, noxious vapour roils from the Wight's mouth. Any character within 5m who fails to roll Reflexes or less on 1d20 breathes this in, and is then subject to a normal strength poison. This poison causes its victims to die and rot away within moments.

Apparitions—the Wight matches its MAGICAL ATTACK against the MAGICAL DEFENCE scores of 1–4 characters within 10m. Any character affected sees hideous apparitions from his worst nightmare lurking at the edge of his vision. He must try to roll his rank or less on did each Round; if he fails, he is paralyzed with terror and can do nothing that Round. A Spell Expiry Roll applies; this is



considered to be a 7 MP spell with respect to *Dispel Magic*.
Raise Fog (the Sorcerer spell of that name)

Once expended, the Wight's magical powers return at moonrise. Gaunt and awful in their rotting tabards, Wights venture forth from their barrows at night, or under cover of the freezing fog they can summon up from the bleak moors, but they cannot tolerate the direct light of day.

Rather than striking with its weapon (usually a two-handed sword), a Wight will sometimes attempt to physically touch an opponent. This subjects the character to a numbing sorcery, for the Wight's touch is chill and deadly. No Armour Bypass Roll is needed for the touch—the Wight merely matches its MAGICAL ATTACK against the victim's MAGICAL DEFENCE and, if this attack takes effect, the latter loses 3–13 (roll 2d6+1) Strength

points. When a character's Strength reaches 2 he falls helpless, too weak to move. The Wight will seek to slay him then, and, given time to work its exotic magic, can raise the body as a Zombie. If the Wight is destroyed before this, however, its victim's Strength can be restored by taking him out into the sunlight.

ATTACK 17, damage depends on weapon used	Armour Factor: type worn (and see above)
DEFENCE 10	Movement: 12m
MAGICAL ATTACK 20	EVASION 3
MAGICAL DEFENCE 10	STEALTH 13
Health Points 1d6 +15	PERCEPTION 11 (darksight)
Rank-equivalent: 7th	



WRAITH

As far as most people are concerned, 'wraith' is just another word for a Ghost. The scholar-monk Ecg-ric, composing his *Entire Compendium of Creatures Malign & Mischievous*, uses the term in a precise way, however.

He writes that a Wraith is "the riven remnant of a hoary dead wiht". The creature he describes is the thing that results when a Ghost haunts a place that is steeped in powerful sorcery. Gradually, over the course of millennia, the Ghost absorbs the magical energy from the very air and stones around it; in the process it forms a partially substantial 'body', and thus passes from the truly dead state of a Ghost to the undead existence of a Wraith.

Wraiths appear as wild ragged figures, shadowy and dim within a wreath of colourless cold fire. They stalk their secluded haunts without a sound, seeking prey with the desperate eagerness of a tortured animal. When they come out of the night, upon straggling wayfarers or those who dare to camp in their dank ruins, it is without warning.

All who behold the Wraith at that moment are subject to a 1d8 Fright Attack (see the *Dragon Warriors* rulebook, p. 122). It then closes with a victim (selected at random), and standing before him begins a deathly shriek.

At first its thin jaws seem to gape noiselessly, but then a distant keening becomes audible. The

Wraith is building up for a *Death* spell against its chosen victim, and each Combat Round that it delays accumulates +1d10 MAGICAL ATTACK. After three Rounds (the maximum the Wraith can delay before unleashing the hex) it will thus cast its *Death* spell with a MAGICAL ATTACK of 3–30.

If its spell fails, the Wraith will depart; if it succeeds, the victim is slain (in a manner similar to the *Dishearten* spell, except that his soul is devoured by the Wraith and can never be restored to life in this world) and the monster fixes upon another.

This terrible hex is the only way in which a Wraith can harm its prey. It can itself only be affected by magical weaponry or by a *Hold Off The Dead* or *Banish* spell.

ATTACK — (see above)	Armour Factor 0 (but immune to non-magical weapons)
DEFENCE 4	Movement: 15m
MAGICAL ATTACK 1d10 / Combat Round attack is delayed	
MAGICAL DEFENCE 11	EVASION 4
Health Points 1d20	STEALTH 10
Rank-equivalent: 5th	PERCEPTION 13 (darkvision)

ZOMBIE

Perhaps the most gruesome of all the undead, these are the true ‘walking corpses’ of legend and nightmare. Zombies are apt to evoke a shudder in even the bravest fighter as he gazes on their haunted faces. They are usually to be encountered in deserted places—shambling out of graveyard mists, perhaps, or wandering between the broken stones of an ancient henge—doomed to follow the curse or command of a pitiless necromancer.

The Zombie is a poor but persistent fighter. It will take a lot of hacking before it goes down, and the intelligent adventurer will capitalize on its sluggish reactions (roll 1d6 for a Zombie’s Reflexes) and slow speed.

ATTACK 10 Damage depends on weapon used (with Strength 16)	Armour Factor 0
DEFENCE 4	Movement: 6m
MAGICAL DEFENCE 1	EVASION 1
Health Points 2d6 +13 ¹	STEALTH 5
Rank-equivalent: 1st	PERCEPTION 4 (gloomsight)

¹ This HP score is for a freshly created Zombie. Decomposition and the wounds sustained in various encounters gradually take their toll; roll Health Points for a randomly encountered Zombie on 3d6 +7

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DRAGON WARRIORS

BESTIARY

Monsters of Myth for the Lands of Legend

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