



GRIMOIRIUM MONSTRUM

This work is copyright © 2000-2001, Fatal Games. All Rights Reserved. The following work is the property of Fatal Games. Fatal Games retains the copyright. You may distribute this work at will, provided that nothing in the work or this notice is altered in any way, and that you do not profit from it. The author of this work and F.A.T.A.L., the corresponding role-playing game of which this work is part, may be reached at webmaster@fatalgames.com.

Within this grimoire are beasts, both ordinary and mythical. Regarding F.A.T.A.L., this is a teratological treatise; it is a collection, notarization, and study of creatures. Everything that MM's need to know in order to introduce monsters to their games is included in this book. When possible, beasts of fantasy have been based on mythology, not whim.

TABLE OF CONTENTS

Abilities Extended
Definition of Terms
Alphabetical Listing
Alphabetical Index

Abilities Extended

Monsters often have abilities which exceed the ranges allowed for the characters of players. As such, these ability tables are extensions of the tables for characters to accommodate the superhuman abilities of monsters. Many of these phenomenal abilities are only usable by demigods or immortal creatures.

No character, unless through means of powerful magic or deific gift, should ever possess an ability high enough to be listed below.

Physique: Physical Fitness sub-ability Table

Sub-ability score	Skill Modifier	Bipedal Sprint	4-legged Sprint
330	+75	310	900
350	+85	320	920
380	+90	330	940
410	+100	340	960
440	+110	350	980
470	+120	360	1000
500	+130	380	1040
560	+140	400	1080
620	+150	420	1220
680	+160	440	1260
740	+170	460	1300
800	+180	480	1340
920	+190	520	1420
1040	+200	560	1500
1160	+210	600	1580
1280	+220	640	1660
1400	+230	720	1820
1640	+240	800	1980
1880	+250	880	2140
2120	+260	960	2300
2360	+270	1040	2460
2600	+280	1200	2780
3080	+290	1520	3100
3560	+300	1840	3420
4040	+310	2160	3740
4520	+320	2480	4060
5000	+330	2800	4700
5960	+340	3120	5340
6920	+350	3440	5980
7880	+360	3760	6620
8840	+370	4080	7260
9800	+380	4720	8540
10760	+390	5360	9820
11720	+400	6000	Speed of sound
12680	+410	6640	End of a whip
13640	+420	7280	13660
14600	+430	8560	16220
16520	+440	9840	18780
18440	+450	Speed of sound	21340
20360	+460	12400	Speed of light
22280	+470	Speed of light	Gravity

Physique: Strength sub-ability Table

Sub-ability score	Skill Modifier	Damage	Clean & Jerk	Bench Press	Dead Lift
330	+75	+375%	426	710	1136
350	+85	+425%	474	790	1264
380	+90	+475%	522	870	1392
410	+100	+525%	570	950	1520
440	+110	+575%	618	1030	1648
470	+120	+625%	666	1110	1776
500	+130	+675%	714	1190	1904
560	+140	+775%	810	1350	2160
620	+150	+875%	906	1510	2416
680	+160	+975%	1002	1670	2672
740	+170	+1075%	1098	1830	2928
800	+180	+1175%	1194	1990	3184
920	+190	+1375%	1386	2310	3696
1040	+200	+1575%	1578	2630	4208
1160	+210	+1775%	1770	2950	4720
1280	+220	+1975%	1962	3270	5232
1400	+230	+2175%	2154	3590	5744
1640	+240	+2575%	2538	4230	6768
1880	+250	+2975%	2922	4870	7792
2120	+260	+3275%	3306	5510	8816
2360	+270	+3675%	3690	6150	9840
2600	+280	+4075%	4458	7430	11888
3080	+290	+4475%	5226	8710	13936
3560	+300	+5275%	5994	9990	15984
4040	+310	+6075%	6762	11270	18032
4520	+320	+6875%	7530	12550	20080
5000	+330	+7675%	8298	13830	22128
5960	+340	+8475%	9834	16390	26224
6920	+350	+9275%	11370	18950	30320
7880	+360	+10075%	12906	21510	34416
8840	+370	+10875%	14442	24070	38512
9800	+380	+11675%	15978	26630	42608
10760	+390	+12475%	17514	29190	46704
11720	+400	+13275%	19050	31750	50800
12680	+410	+14075%	20586	34310	54896
13640	+420	+14875%	22122	36870	58992
14600	+430	+15675%	Hill	Mountain	Moon
16520	+440	+16475%	Mountain	Moon	Planet
18440	+450	+17275%	Moon	Planet	Solar System
20360	+460	+18075%	Planet	Solar System	Galaxy
22280	+470	+18875%	Solar System	Galaxy	Infinite

Skill Modifiers Per Overall Ability

Ability score	Skill Modifier
330	+75
350	+85
380	+90
410	+100
440	+110
470	+120
500	+130
560	+140
620	+150
680	+160
740	+170
800	+180
920	+190
1040	+200
1160	+210
1280	+220
1400	+230
1640	+240
1880	+250
2120	+260
2360	+270
2600	+280
3080	+290
3560	+300
4040	+310
4520	+320
5000	+330
5960	+340
6920	+350
7880	+360
8840	+370
9800	+380
10760	+390
11720	+400
12680	+410
13640	+420
14600	+430
16520	+440
18440	+450
20360	+460
22280	+470

Definition of Terms

The format for a monster entry is as follows:

Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure:
Intuition:	
Cmn. Sense:	
Reflection:	

On the left, above, are listed the ability and sub-ability scores of the monster. The column on the right lists basic descriptors, combat statistics, and skill information. Beneath these lists of entries will be text which further describes the monster, such as its strategy in combat, ecology, societal structure, lifespan, and any other notes handy for the MM.

It is important to note that the information provided represents the average creature of the given species.

Treasure is listed in the following format: (individual roll modifier; hoard size roll modifier; hoard roll modifier). Information for a roll modifier includes either a modifier to the roll on the appropriate treasure table in *Chapter 14: Treasure* (such as +5), or a dash indicates that no treasure is possible (-). A dash (NA) for hoard size roll modifier indicates that this species will not have a hoard.

Anakim

Physique:	125	Height:	8'
Phys. Fit.:	100	Weight:	400
Strength:	200	Skin Color:	Tan
Bodily A:	100	Hair:	Black, Brown, Blonde
Health:	100	Eyes:	Brown, Blue, Green
Charisma:	100	Disposition:	UI
Facial:	100	Temperament:	Choleric-Phleg.
Vocal:	100	Life Points:	20 + 2d6 (22-32)
Kinetic:	100	Current Armor:	(10 base)
Rhetorical:	100	Armor:	Varies, light to none
Dexterity:	81	Weapons:	Varies
Hand-Eye:	70	Aim:	-15
Agility:	75	Balance:	-27
Rctn. Speed:	80	Brawling:	+6
Enunciation:	100	Language, Speak:	Cmn. Speech
Intelligence:	97	Search:	-6
Language:	100	Sight:	-
Math:	90	Silence:	-13
Analytic:	100	Sound:	-
Spatial:	100	Sprint:	300
Wisdom:	97	Wrestling:	+11
Drive:	100	Treasure:	(+0; -50; +0)
Intuition:	90		
Common Sense:	100		
Reflection:	100		

Anakim are the offspring of fallen angels and mortal women. They are recognizable to others who often refer to anakim as giants since they are taller than the typical humanoid. Anakim are the youngest of the humanoid races. It is not every day that fiends mate human women, so very few anakim exist. Most anakim are the result of an incubus or succubus mating with a human. These anakim are more properly called cambion. Oftentimes, cambion children show no signs of life until they are seven years in age.

Anakim average a towering 8 feet in height for males, 7 feet for females, and are appropriately heavier than humans as well. Often, they are considered giants. Also, they are likely to live much longer, provided they do not meet a premature death. Because of their fiendish heritage, anakim may have d10 traits, as randomly determined in *Chapter 2: Gender and Race*. Anakim are usually immoral, and often unethical, though any disposition is possible. Most societies do not react well to anakim, so unethical and immoral tendencies are the default. Since anakim are taller than other humanoid mortals, they are typically treated differently -- usually with curiosity, scorn,

or fear. Duly, they tend not to get along well with others. Since they are much larger in size, it is reasonable to expect that the mortal mother dies upon their birth. Anakim do not have their own lands, cities, or towns, but try to live secretly among others.

Anakim may worship any religion, though often they are foreign to notions of worship, or venerate fiends. Anakim usually speak the Common Speech of humans, and if they have good Language ability and the luxury of education, most aspire to learn Devil or Demonic. Anakim often have human names, as their mother names them at birth, or if she dies immediately, those in her culture will name the infant.

Banshee

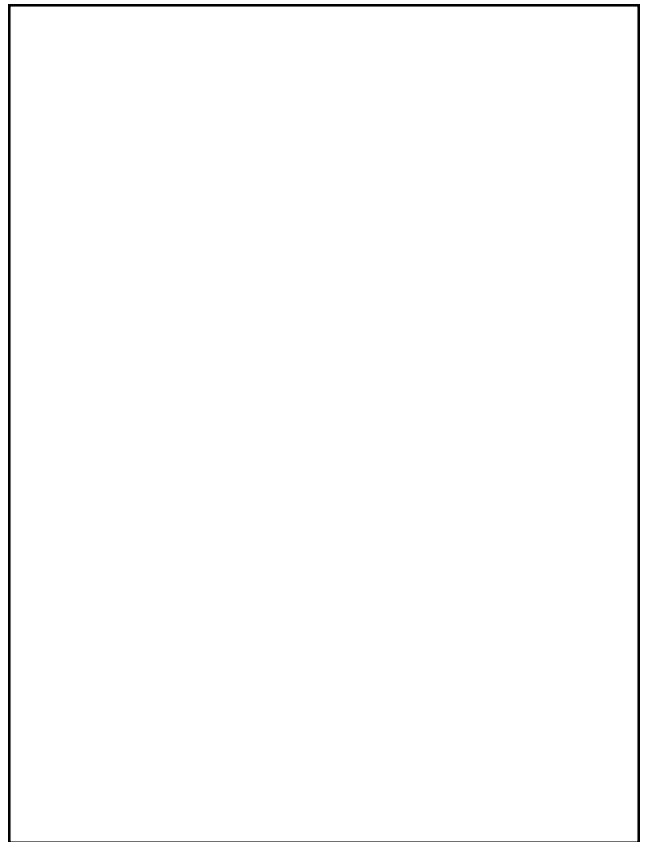
Physique:	153	Height:	average of 5'4"
Phys. Fit.:	95	Weight:	0 lbs. (Ethereal)
Strength:	88	Skin Color:	Ghostly
Bodily A:	100	Hair:	Long, streaming
Health:	330	Eyes:	Fiery red
Charisma:	87	Disposition:	NM
Facial:	100	Temperament:	Melancholic
Vocal:	70	Life Points:	40 + d10
Kinetic:	90	Current Armor:	10 (see below)
Rhetorical:	90	Armor:	None
Dexterity:	98	Weapons:	Fingernails (d4)
Hand-Eye:	93	Aim:	-5
Agility:	100	Balance:	-
Rctn. Speed:	100	Brawling:	-6
Enunciation:	100	Language, Speak:	Comn. Speech
Intelligence:	95	Search:	-
Language:	97	Sight:	-
Math:	93	Silence:	-
Analytic:	98	Sound:	+75
Spatial:	93	Sprint:	+15
Wisdom:	100	Wrestling:	-6
Drive:	97	Treasure:	(NA; NA; NA))
Intuition:	105		
Common Sense:	100		
Reflection:	100		

A banshee, meaning 'woman of the hills', is a spirit who presages a death by wailing. She visits a household and by wailing she informs that a member of the family is about to die. When a banshee is caught, she is obliged to tell the name of the doomed. A Banshee has long, streaming hair and wears a gray cloak over a green dress. Her eyes are fiery red from the constant weeping. When multiple banshees wail together, it will herald the death of someone very great or holy.

Since the body of a banshee is noncorporeal, it may only be struck by magical weapons or attacks; physical attacks will pass through without effect. With the aid of magic, however, banshees are easy targets (10 CA).

Basilisk

Physique:	282	Height:	10 feet long
Phys. Fit.:	400	Weight:	600 lbs.
Strength:	350	Skin Color:	brown/brightly colored
Bodily A:	50	Hair:	None
Health:	330	Eyes:	Large, of a cock
Charisma:	45	Disposition:	UI
Facial:	60	Temperament:	Choleric/Phleg.
Vocal:	1	Life Points:	30 + 5d20 (35-130)
Kinetic:	118	Current Armor:	40
Rhetorical:	1	Armor:	-
Dexterity:	129	Weapons:	Gaze, Breath, Spitting
Hand-Eye:	85	Aim:	-8
Agility:	300	Balance:	+65
Rctn. Speed:	130	Brawling:	+75
Enunciation:	1	Language, Speak:	NA
Intelligence:	43	Search:	-33
Language:	40	Sight:	-
Math:	25	Silence:	+15
Analytic:	40	Sound:	+75
Spatial:	70	Sprint:	+90 (940 feet/round)
Wisdom:	80	Wrestling:	+65
Drive:	130	Treasure:	(+0; +0; +0)
Intuition:	70		
Common Sense:	65		
Reflection:	55		



Basilisks may be the deadliest of serpents. Also called a cockatrice, the original word (basileus) meant 'little king'. A basilisk has a serpentine body, the wings of a bird, tail of a dragon or serpent, and head of a rooster. The feathered head is brightly colored. Although its body is serpentine, a basilisk moves by rearing coils, not by slithering on its belly. The small wings do not allow it to fly, but facilitate its speed on the ground. Basilisks are hatched from spherical eggs and must be sat on for nine years before hatching occurs.

Basilisks have enormous eyes. The gaze of the eyes of a basilisk may be fatal, even to itself. All who meet the gaze of a basilisk must pass a Health check at TH 95 or die. Those in the past who have sought to kill a basilisk have been wise to bring mirrors and attempt to kill it with its own gaze.

The breath of a basilisk brings pestilence to the regions it inhabits and kills even the birds flying in the sky above. Its breath is an unknown poison and causes all life within 10 feet to die unless a Health check at TH 40 is passed. Basilisks are native to deserts, so there is little life to kill.

Basilisks are capable of Spitting flames. The

flames are hot enough to scorch the earth and kill plants, animals, and humanoids alike. The flames cause 3d20 IP or LP of damage.

If desperate, a basilisk may snap at prey or predators with its beak, doing 2d20 LP.

Basilisks prefer solitary existence most of their roughly 200-year lifespans. However, they band into family units to reproduce once in their lifetime. As a result of copulation, 2d4 eggs emerge. Of these, only (1d100)% will hatch. Basilisks prefer to lair underground. They may Search for food day or night.

Bear, Brown

Physique:	212	Height:	9'
Phys. Fit:	330	Weight:	962 lbs.
Strength:	380	Skin Color:	Brown fur
Bodily A:	40	Hair:	Brown fur
Health:	100	Eyes:	Brown
Charisma:	83	Disposition:	NN
Facial:	25	Temperament:	Phlegmatic-Chol.
Vocal:	235	Life Points:	90 + 1d20 (91-110)
Kinetic:	73	Current Armor:	20
Rhetorical:	1	Armor:	Hide
Dexterity:	59	Weapons:	Claw, Bite
Hand-Eye:	55	Aim:	-22
Agility:	70	Balance:	-30
Rctn. Speed:	110	Brawling:	+30
Enunciation:	1	Language, Speak:	NA
Intelligence:	8	Search:	-75
Language:	1	Sight:	-
Math:	1	Silence:	-52
Analytic:	1	Sound:	-
Spatial:	30	Sprint:	900
Wisdom:	51	Wrestling:	+30
Drive:	70	Treasure:	(NA; NA; NA)
Intuition:	25		
Common Sense:	25		
Reflection:	85		

Brown bears range in color from nearly black to light beige, though a few are pure white. Brown bears range in weight from 209-1,716 lbs, averaging around 962 pounds. These bears generally inhabit open territories such as the plains and the tundra. Brown bears hibernate up to seven months at high elevations in dens or caves. While active, they eat enormous amounts of fish, berries, and plants, often consuming 90 lbs. of food per day. Brown bear roar loudly when injured. Normally, brown bears warn others by huffing. Brown bears almost always avoid confrontations with humanoids.

If a brown bear must attack, then it will prefer its claws and bite. Its claws are capable of inflicting 3d8 IP or LP of damage. Its bite is capable of inflicting 3d10 IP or LP of damage.

If injured, a brown bear is likely to become more enraged and less likely to flee.

Brown bears do not collect treasure.

Bear, Polar

Physique:	212	Height:	10 feet
Phys. Fit:	330	Weight:	880 (male), 550 (female)
Strength:	380	Skin Color:	White/yellow fur
Bodily A:	40	Hair:	White/yellow fur
Health:	100	Eyes:	Brown
Charisma:	83	Disposition:	NN
Facial:	25	Temperament:	Phlegmatic-Chol.
Vocal:	235	Life Points:	95 + 1d20 (96-115)
Kinetic:	73	Current Armor:	20
Rhetorical:	1	Armor:	Hide
Dexterity:	59	Weapons:	Claw, bite
Hand-Eye:	55	Aim:	-22
Agility:	70	Balance:	-30
Rctn. Speed:	110	Brawling:	+30
Enunciation:	1	Language, Speak:	NA
Intelligence:	15	Search:	-75
Language:	1	Sight:	-
Math:	1	Silence:	-52
Analytic:	30	Sound:	-
Spatial:	30	Sprint:	900
Wisdom:	51	Wrestling:	+30
Drive:	70	Treasure:	(NA; NA; NA)
Intuition:	25		
Common Sense:	25		
Reflection:	85		

Polar bears are found on the sea ice of the extreme north. These bears are longer than others, averaging 10 feet in height when standing up. Polar bears are streamlined for aquatic life. All polar bears are white, but their fur may turn yellowish in the summer. The largest bears have been polar bears, weighing more than 1,800 lbs. Most male polar bears, however, weigh around 880 lbs, and females typically weigh 550 lbs. Polar bears have a strong navigational sense, an extremely good sense of smell, and they are unusually clever at solving problems in order to obtain food. They eat primarily seals, walruses, and whales. Occasionally, polar bears eat berries. Polar bears almost always avoid confrontations with humanoids.

If a polar bear must attack, then it will prefer its claws and bite. Its claws are capable of inflicting 3d8 IP or LP of damage. Its bite is capable of inflicting 3d10 IP or LP of damage.

If injured, a polar bear is likely to become more enraged and less likely to flee.

Polar bears may be encountered in groups no larger than 20.

Brownie

Physique:	112	Height:	30 inches
Phys. Fit.:	85	Weight:	50 lbs.
Strength:	76	Skin Color:	Pale
Bodily A:	90	Hair:	Brunette
Health:	200	Eyes:	Brown
Charisma:	101	Disposition:	UM
Facial:	100	Temperament:	Sanguine-Melanch.
Vocal:	65	Life Points:	7 + 1d4 (8-11)
Kinetic:	124	Current Armor:	10 if not invisible
Rhetorical:	115	Armor:	None
Dexterity:	152	Weapons:	None
Hand-Eye:	130	Aim:	+5
Agility:	115	Balance:	+5
Rctn. Speed:	115	Brawling:	-9
Enunciation:	250	Language, Speak:	Common
Intelligence:	92	Search:	-5
Language:	82	Sight:	-
Math:	88	Silence:	-5
Analytic:	85	Sound:	+30
Spatial:	115	Sprint:	85
Wisdom:	117	Wrestling:	-9
Drive:	200	Treasure:	(+0; NA; NA)
Intuition:	115		
Common Sense:	85		
Reflection:	70		

Brownies are diminutive fairy folk. Related to elves and goblins, brownies are among the first humanoids to walk the world. Female brownies may exist, but none have ever been encountered. Brownies are good-natured, invisible, household goblins who live in farmhouses and other country dwellings. While humans are asleep, the brownie performs their labors for them. If offered payment for his services, the brownie disappears and is never seen again.

Typically, brownies avoid talking to other creatures. If they must, however, brownies speak Common Speech. It is hard for a member of most humanoid races to speak with a brownie, since a brownie speaks at roughly twice the capacity of an average human.

A brownie will always prefer to flee instead of fight. However, if he must fight, the brownie will arm himself with whatever small tools are available. Brownies are repulsed by hacking and stabbing weapons. If a brownie must defend itself or the dwelling in which it resides or works, a pounding weapon will be preferred, such as a hammer. Upon attacking, a brownie remains invisible. When

involved in combat, a brownie is more likely to attempt to disable an opponent than to murder them.

Brownies prefer a solitary existence and may sleep wherever deemed dry, comfortable, and safe.

Centaur

Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (+0; -50; +0)
Intuition:	
Common Sense:	
Reflection:	

Centaurs are creatures that have a human male's head, powerful arms, and an arching back. Below the waist, however, a centaur is entirely a horse. Centaurs congregate in fierce tribes. As legend has it, they are the descendants of a mortal who tried to defile a goddess. Although equine, centaurs eat raw flesh and are driven mad by wine. After they've been drinking, centaurs become enraged, striking out with their slashing hooves and clawing hands. When centaurs haven't been drinking, they are renowned for being talented musicians, healers, and skilled at the arts of war. The blood of centaurs is poisonous to humans, burning away flesh and bone upon contact.

In combat, a slashing hoof inflicts 2d12 IP or LP of damage. A clawing hand causes 1d4 IP or LP of damage.

Chimera

Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	

A chimera has the fore of a lion, the tail of a dragon or serpent, and three heads. One head is that of a lion, the middle head is that of a goat that belches fire. A chimera will devastate the countryside, harrying cattle.

Demon, Agathodemon

Physique:	77	Height: 6"
Phys. Fit:	0	Weight: 0
Strength:	0	Skin Color: None
Bodily A:	0	Hair: None
Health:	310	Eyes: None
Charisma:	50	Disposition: NM
Facial:	0	Temperament: Any
Vocal:	100	Life Points: d4
Kinetic:	0	Current Armor: 10 (Special)
Rhetorical:	100	Armor: None
Dexterity:	25	Weapons: None
Hand-Eye:	0	Aim: NA
Agility:	0	Balance: NA
Rctn Speed:	0	Brawling: NA
Enunciation:	100	Language, Speak: Common
Intelligence:	100	Search: NA
Language:	100	Sight: NA
Math:	100	Silence: NA
Analytic:	100	Sound: NA
Spatial:	100	Sprint: NA
Wisdom:	100	Wrestling: NA
Drive:	100	Treasure: (NA; NA; NA)
Intuition:	100	
Common Sense:	100	
Reflection:	100	

Upon the birth of every human, two demons are assigned to them, each are the opposite of the other. One is moral and helpful, the other immoral and harmful. The moral demon is called an agathodemon; the immoral demon is called a cacodemon.

Agathodemons seem to continually offer moral advice to the human over which they preside, though this advice is rarely heard except sometimes in dreams. Without the aid of magic, no human can hear this advice unless their Intuition is at least 160. Alternatively, each psychedelic mushroom (cap or 2 stems) ingested increases the chances of hearing the agathodemon by 10%.

By means of the spell "Hearing Voices," it is possible for a spellcaster to listen to the moral voice of their agathodemon.

Agathodemons reside in the air and ether surrounding a person. Unless the agathodemon somehow becomes more powerful, it is unable to physically affect anything. However, they are able to affect other entities that reside in the ether. For instance, agathodemons struggle constantly against their counterpart, the cacodemon.

Agathodemons are usually significantly

stronger than cacodemons with moral humans, and vice versa. However, though agathodemons and cacodemons bicker back and forth perpetually, neither one can kill the other. They are permanently connected with the human as long as the human is alive. Nonetheless, it is possible for another entity such as a spirit or demon to kill an agathodemon or cacodemon.

It is not possible for corporeal creatures to attack an agathodemon, even with a magical weapon. Only an entity such as an angel, demon, spirit, or deity can harm an agathodemon.

Demon, Balrog

Physique:	737	Height:	12'
Phys. Fit.:	2,000	Weight:	2,250 lbs.
Strength:	500	Skin Color:	
Bodily A:	150	Hair:	Long and black
Health:	300	Eyes:	Black
Charisma:	65	Disposition:	UI
Facial:	60	Temperament:	Choleric-Melanch.
Vocal:	-	Life Points:	298 + 2d100 (300-500)
Kinetic:	200	Current Armor:	(95 base)
Rhetorical:	-	Armor:	None
Dexterity:	225	Weapons:	Whip(6d8), sword(2d20)
Hand-Eye:	300	Aim:	+31
Agility:	300	Balance:	+63
Rctn. Speed:	300	Brawling:	+96
Enunciation:	-	Language, Speak:	NA
Intelligence:	125	Search:	+22
Language:	150	Sight:	-
Math:	100	Silence:	+39
Analytic:	100	Sound:	+63
Spatial:	150	Sprint:	880
Wisdom:	237	Wrestling:	+96
Drive:	300	Treasure:	(+0; +100; +0)
Intuition:	200		
Common Sense:	150		
Reflection:	300		

Balrogs are primeval spirits that assume a physical form that is powerful and dreadful when stalking the earth. The original meaning of Balrog is “Demon of Might”, though another ancient name for them is Valarauko. Originally, they were angelic beings, immortals possessing considerable power. They were spirits of fire that could control and create both fire and magic. As such, Balrogs can sense the presence of magic and its effects. Since they are immortal, they have knowledge and magic that surpasses the elves, and certainly all mortals. Balrogs were mistakenly awakened by dwarves in the year 1980. Since, they have been known to tolerate and employ orcs, and Balrogs are renowned for killing several of the high kings of the elves.

Balrogs are humanoid, though much larger than a man and immensely strong and powerful. They have a mane that can be wreathed in flame and a Balrog can surround itself in darkness. The mere presence of a Balrog causes fear and inaction. In fact, Balrogs never speak or make any vocal sound at all. Above all, they do not laugh or sneer, but fire comes from their nostrils. The main weapon of a Balrog is a ‘whip of fire’, a multi-tailed whip that

flames with fire (6d8 LP damage). Occasionally, they are noted to also have a flaming sword (2d20 LP damage). If unarmed, they use demonic claws, renowned to be like steel (d8 LP per clawed hand). Ancient accounts claim that Balrogs swung black axes and maces, though this has never been reported in recent times.

Scholars only know of the name of one Balrog who is now dead – Gothmog, Lord of Balrogs. In a great elven battle, many Balrogs were killed, though many escaped, hiding themselves in caves inaccessible at the roots of the earth. Many more are buried deep and waiting to be awakened.

Demon, Cacodemon

Physique:	77	Height: 6"
Phys. Fit:	0	Weight: 0
Strength:	0	Skin Color: None
Bodily A:	0	Hair: None
Health:	310	Eyes: None
Charisma:	50	Disposition: NM
Facial:	0	Temperament: Any
Vocal:	100	Life Points: d4
Kinetic:	0	Current Armor: 10 (Special)
Rhetorical:	100	Armor: None
Dexterity:	25	Weapons: None
Hand-Eye:	0	Aim: NA
Agility:	0	Balance: NA
Rctn Speed:	0	Brawling: NA
Enunciation:	100	Language, Speak: Common
Intelligence:	100	Search: NA
Language:	100	Sight: NA
Math:	100	Silence: NA
Analytic:	100	Sound: NA
Spatial:	100	Sprint: NA
Wisdom:	100	Wrestling: NA
Drive:	100	Treasure: (NA; NA; NA)
Intuition:	100	
Common Sense:	100	
Reflection:	100	

Upon the birth of every human, two demons are assigned to them, each are the opposite of the other. One is moral and helpful, the other immoral and harmful. The moral demon is called an agathodemon; the immoral demon is called a cacodemon.

Cacodemons seem to continually offer immoral advice to the human over which they preside, though this advice is rarely heard except sometimes in dreams. Without the aid of magic, no human can hear this advice unless their Intuition is at least 160. Alternatively, each psychedelic mushroom (cap or 2 stems) ingested increases the chances of hearing the cacodemon by 10%.

By means of the spell "Hearing Voices," it is possible for a spellcaster to listen to the immoral voice of their cacodemon.

Cacodemons reside in the air and ether surrounding a person. Unless the cacodemon somehow becomes more powerful, it is unable to physically affect anything. However, they are able to affect other entities that reside in the ether. For instance, cacodemons struggle constantly against their counterpart, the agathodemon.

Cacodemons are usually significantly stron-

ger than agathodemons with immoral humans, and vice versa. However, though agathodemons and cacodemons bicker back and forth perpetually, neither one can kill the other. They are permanently connected with the human as long as the human is alive. Nonetheless, it is possible for another entity such as a spirit or demon to kill an agathodemon or cacodemon.

It is not possible for corporeal creatures to attack a cacodemon, even with a magical weapon. Only an entity such as an angel, demon, spirit, or deity can harm a cacodemon.

Demon, Incubus

Physique:	310	Height: 6' - 6'6"
Phys. Fit.:	310	Weight: 200 - 350 lbs.
Strength:	310	Skin Color: Pale to Tan
Bodily A.:	310	Hair: Brown, Black
Health:	310	Eyes: Brown, Black
Charisma:	310	Disposition: UI
Facial:	310	Temperament: Choleric-Melanch.
Vocal:	310	Life Points: 47 + 3d12 (50-86)
Kinetic:	310	Current Armor: 40
Rhetorical:	310	Armor: None
Dexterity:	192	Weapons: Fangs
Hand-Eye:	130	Aim: +10
Agility:	130	Balance: +10
Rctn. Speed:	200	Brawling: +40
Enunciation:	310	Language, Speak: Demonic, Com.
Intelligence:	127	Search: +10
Language:	150	Seduction: +140
Math:	110	Sight: +70
Analytic:	120	Silence: +8
Spatial:	130	Sound: +70
Wisdom:	147	Sprint: 300
Drive:	120	Wrestling: +40
Intuition:	150	Treasure: (+0; +50; +0)
Common Sense:	120	
Reflection:	200	

Incubi are winged demons who have the physical form of a perfect man and live to either seduce or rape. Their wingspan is 10', and they often have two small 1" horns on their forehead, usually covered by hair. Some say that incubi were formerly angels, but they fell from grace because of their insatiable lust for women.

The purpose of an incubus is to appear in the material world and impregnate human women. Appropriately, incubi have enormous penises and their sperm never fails to impregnate a human woman. The sexual organ of the incubus has been reported as painfully large, freezing cold, made of iron, or even double-pronged. Oftentimes, they will come to a woman at night, throttling her without her knowledge. In the morning the women may remember the incident as an erotic nightmare. Other times, the incubus is delighted with the act of raping a conscious and panicking victim. The powers of an incubi are stronger if they are summoned. If a woman freely admits the incubus to her bed, the incubus has the power to put everyone else in the house into a deep sleep, even her husband if he were lying next to her.

Typically, when the woman gives birth to the child, she dies. Since the child is half-demon, half-human, it belongs to the anakim race, also called cambion. Oftentimes, twins are the result. It is not uncommon for incubi to keep track of their children, plotting evil for them to do when they are old enough.

The lifespan of an incubus is eternity. They are immortal since they will not die naturally, though they may be killed. Incubi outnumber Succubi by nine to one.

Demon, Succubus

Physique:	261	Height: 5'2" – 5'8"
Phys. Fit.:	310	Weight: 95 – 130 lbs.
Strength:	115	Skin Color: Pale to Tan
Bodily A:	310	Hair: Brown to Black
Health:	310	Eyes: Brown to Black
Charisma:	310	Disposition: UI
Facial:	310	Temperament: Melanch.-Choleric
Vocal:	310	Life Points: 37 + 3d12 (40-76)
Kinetic:	310	Current Armor: 40
Rhetorical:	310	Armor: None
Dexterity:	190	Weapons: Fangs
Hand-Eye:	120	Aim: +6
Agility:	130	Balance: +10
Rctn. Speed:	200	Brawling: +5
Enunciation:	310	Language, Speak: Demonic, Com.
Intelligence:	122	Search: +13
Language:	150	Seduction: +140
Math:	100	Sexual Adeptness: +116
Analytic:	120	Sight: +70
Spatial:	120	Silence: +8
Wisdom:	148	Sound: +70
Drive:	115	Sprint: 300
Intuition:	160	Wrestling: +5
Common Sense:	120	Treasure: (+0; +50; +0)
Reflection:	200	

Succubi are winged demons who have the physical form of a perfect human woman and live to seduce. Their wingspan is 10', and they often have two small 1" horns on their forehead, usually covered by hair.

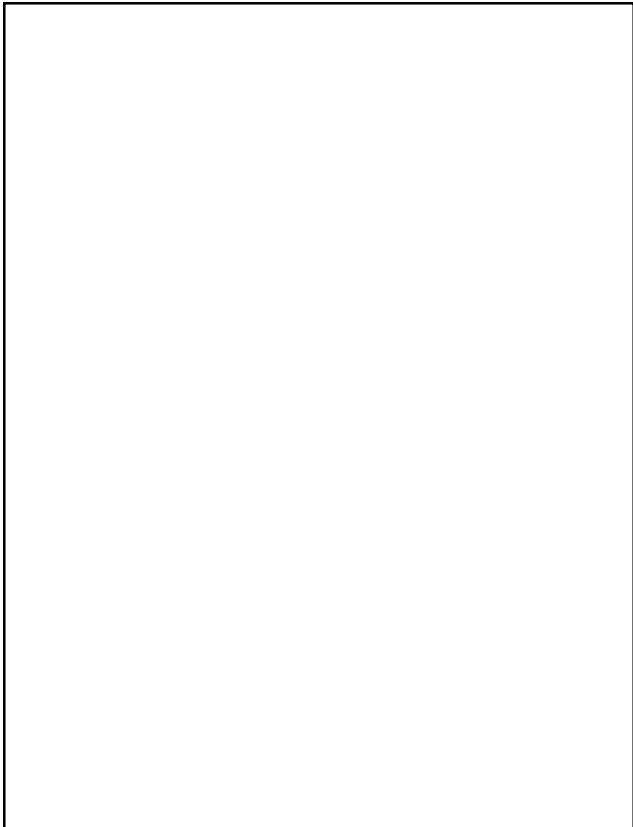
The sperm of any human male, even if infertile, will always impregnate a succubus. As a general rule, the succubus kills the male immediately after ejaculation, though sometimes they let the male live if they have an intention to manipulate him to commit evil in the future. Their powers are stronger if they are summoned.

Once pregnant, a succubus returns to the Abyss, where she will give birth to an anakim baby. The race resulting from a succubus and a human is also called Cambion. When the child grows up, they will become very attractive and charismatic.

The lifespan of a succubus is eternity. They are immortal in that they do not die naturally, though they may be killed. Incubi outnumber Succubi nine to one. All Succubi worship Nahemah, the princess of Succubi that rules the 69th layer of the Abyss.

Dragon, Cold-Drake

Physique:	Height: 400' (length)
Phys. Fit.:	Weight: 5,000 tons
Strength: 10,000	Skin Color: Greenish-black
Bodily A:	Hair: NA
Health:	Eyes: Black
Charisma:	Disposition: UI
Facial:	Temperament: Choleric-Phleg.
Vocal:	Life Points: 1,999 + d1000
Kinetic:	Current Armor: (95 base)
Rhetorical:	Armor: Iron scales
Dexterity:	Weapons: Claws, teeth, tail
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; +400; +0)
Intuition:	
Common Sense:	
Reflection:	



Cold-drakes are dragons that have no power of fire or flight, but have great strength of tooth and claw, as well as mighty armor consisting of iron scales. As far as habitat, they typically inhabit wastelands of the north and in mountains. Cold-drakes and dwarves in mountains have clashed considerably throughout history. Usually, the cold-drakes drive out the dwarves, who reluctantly leave their gold, which becomes the dragon's prize.

Dragons were wrought near the beginning of time as masterpieces of evil from flame and sorcery. Often called Great Worms, all dragons are the embodiment of the chief evils of dwarves, elves, and humans. Dragons are of a massive size and power, and are protected by scales of impenetrable iron. The tail of a dragon can crush the shield-wall of any army. A dragon's eyesight is keener than any hawk's, they have hearing that detect the slightest breath of the most silent enemy, and their sense of smell allows them to name any creature by the least odor of its flesh.

The Intelligence of dragons is renowned, as well as their love of solving riddles. However, they are not renowned for Wisdom, because their timeless and ancient Intelligence has the flaws of

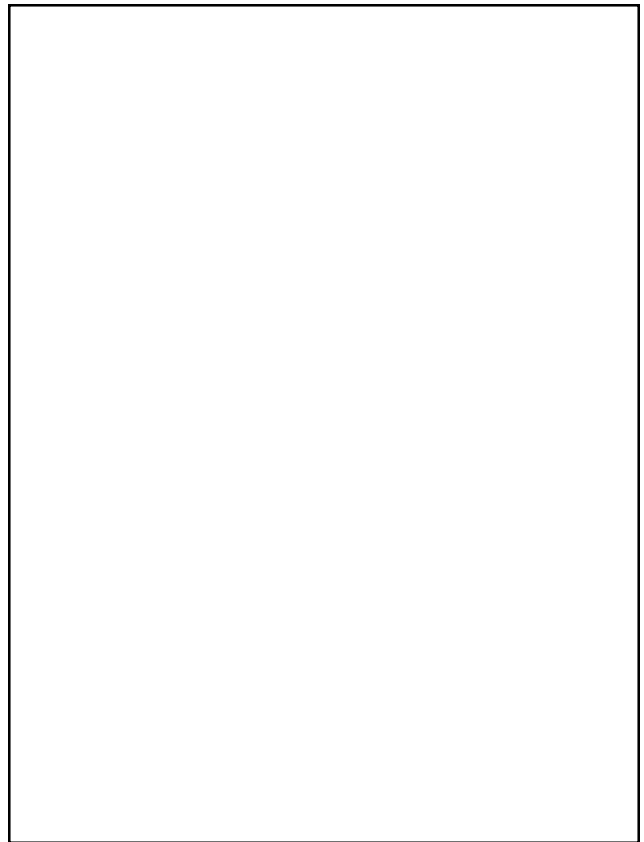
vanity, gluttony, greed, deceit, and wrath.

Dragons shun water and prefer darkness to the light of day. Dragon-blood is black and deadly poison. Their laughter is deeper than well-shafts and makes mountains quake. The eyes of dragons emit rays of ruby light or in anger flash red lightning. Their cruel voices are harsh whispers, and combined with the intensity of their eyes, invokes a spell that binds unwary foes, surrendering them to the beast's will.

The greatest of the cold-drakes was called Scatha the Worm.

Dragon, Fire-Drake

Physique:	Height: 400' (length)
Phys. Fit.:	Weight: 4,000 tons
Strength: 10,000	Skin Color: Greenish black
Bodily A:	Hair: NA
Health:	Eyes: Black
Charisma:	Disposition: UI
Facial:	Temperament: Choleric-Phleg.
Vocal:	Life Points: 1,999 + d1000
Kinetic:	Current Armor: (95 base)
Rhetorical:	Armor: Iron scales
Dexterity:	Weapons: Breath, claws, teeth, tail
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; +400; +0)
Intuition:	
Common Sense:	
Reflection:	



Fire-drakes, also called Uroloki, are winged dragons that vomit leaping scarlet and green flames from their foul bellies. These winged dragons fly overhead, producing hurricane winds below.

Dragons were wrought near the beginning of time as masterpieces of evil from flame and sorcery. Often called Great Worms, all dragons are the embodiment of the chief evils of dwarves, elves, and humans. Dragons are of a massive size and power, and are protected by scales of impenetrable iron. The tail of a dragon can crush the shield-wall of any army. A dragon's eyesight is keener than any hawk's, they have hearing that detect the slightest breath of the most silent enemy, and their sense of smell allows them to name any creature by the least odor of its flesh.

The Intelligence of dragons is renowned, as well as their love of solving riddles. However, they are not renowned for Wisdom, because their timeless and ancient Intelligence has the flaws of vanity, gluttony, greed, deceit, and wrath.

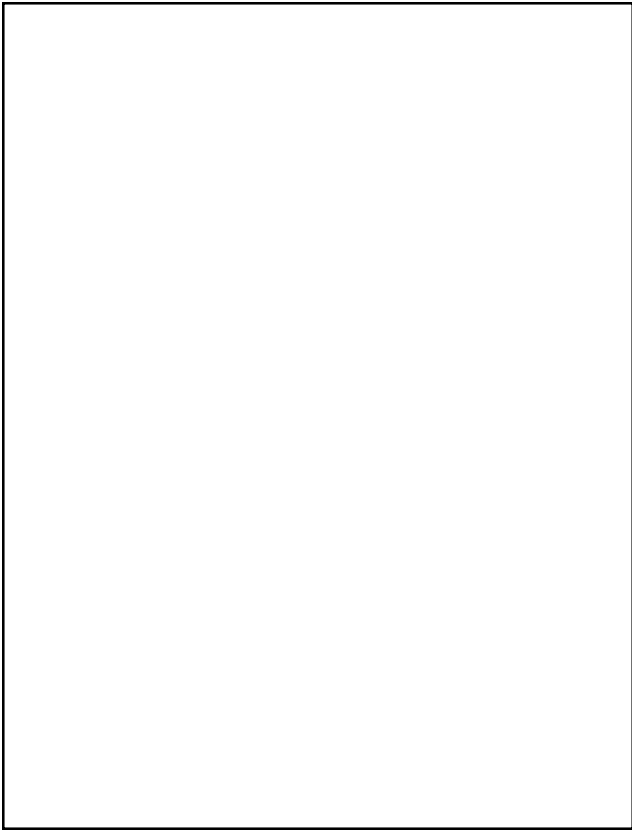
Dragons shun water and prefer darkness to the light of day. Dragon-blood is black and deadly poison. Their laughter is deeper than well-shafts

and makes mountains quake. The eyes of dragons emit rays of ruby light or in anger flash red lightning. Their cruel voices are harsh whispers, and combined with the intensity of their eyes, invokes a spell that binds unwary foes, surrendering them to the beast's will.

Some of the greatest fire-drakes are named here: Glaurung (Father of Dragons), Ancalagon the Black (said to have been the mightiest dragon of all times), and Smaug the Golden (nearly as mighty as Ancalagon the Black).

Dumbledor

Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	



Dumbledors are a ferocious race of winged insects.

Dwarf

Physique:	108	Height:	4' 6"
Phys. Fit.:	100	Weight:	150 lbs.
Strength:	135	Skin Color:	White
Bodily A:	90	Hair:	Brown
Health:	110	Eyes:	Brown
Charisma:	93	Disposition:	EN
Facial:	95	Temperament:	Choleric-Melanch.
Vocal:	100	Life Points:	20 + 2d4 (22-28)
Kinetic:	90	Current Armor:	10 (,)
Rhetorical:	90	Armor:	None (6-in-1 Chain., Plate)
Dexterity:	97	Weapons:	F. Battle Axe, Warham.
Hand-Eye:	100	Aim:	-
Agility:	90	Balance:	-12
Rctn. Speed:	100	Brawling:	-
Enunciation:	100	Language, Speak:	Khuzdul
Intelligence:	103	Search:	-6
Language:	100	Sight:	-
Math:	100	Silence:	-6
Analytic:	100	Sound:	+3
Spatial:	115	Sprint:	150
Wisdom:	102	Wrestling:	-
Drive:	120	Treasure:	(+0; +0; +0)
Intuition:	90		
Common Sense:	100		
Reflection:	100		

Dwarves are stout and strong, unaffected by cold and fire, stubborn, persistent in labor and hard-ship, and sturdier than other humanoid races. Indeed, dwarves are able to withstand the fire of a dragon, provided they wear steel helmets to protect their faces. Dwarves are brave in battle and their pride and will cannot be broken. Dwarves are deep-delving miners, masons, metal-workers, and the most wondrous stone-carvers. They are long-bearded and tough, but are only four to five feet in height. As their toil is long, they are each granted a mortal lifespan between two and two and a half centuries. They have their own language called Khuzdul, who guard their language jealously from others. Not all the deeds of dwarves are praiseworthy. They have been known to sack citadels and kill kings. Dwarves are renowned for closing the doors to their homes or realms to the troubles of the world. None can force entry into a dwarven realm.

In the beginning, though elves were made first, Seven Fathers of Dwarves were created in unison. It is said that each of the Seven Fathers made a great mansion under the mountains of the earth, but elven histories speak of only three. Over the course of dwarven history, they are renowned for

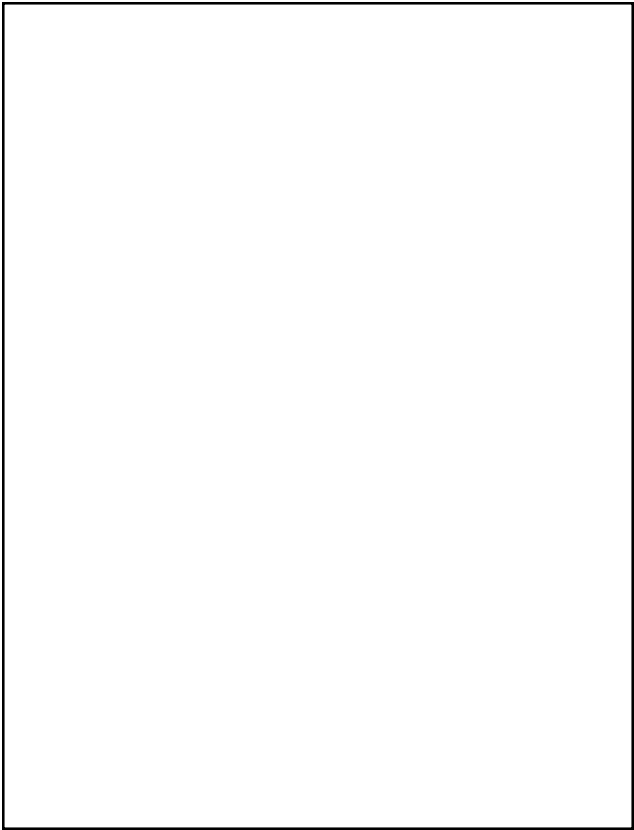
combating cold-drakes and orcs.

Grey-elves think dwarves are unlovely, calling them stunted people. For some time, trade between the elves and dwarves flourished. Dwarf-mail of linked rings is famous, and so is mithril, a precious metal.

Sample names of dwarves include: Thorin, Fili, Kili, Dori, Ori, Nori, Oin, Gloin, Balin, Dwalin, Bifur, Bofur, and Bombur.

Eagle, Golden

Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	



Since ancient times, the golden eagle has been regarded as the symbol of courage and power. It is a large eagle, has superb aerial skills, and most nest sites are inaccessible in wild and mountainous country. Females attain a length from beak to tail of 3 feet and have a wingspan of 7 feet. Males are smaller, as is true for most birds of prey. The body

plumage is dark brown with a distinct golden wash over the back of the head. If live food is in short supply, golden eagles will eat carrion.

Eel, Giant

Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	



Eels thrive in cold, dark waters as voracious predators and scavengers. Often called sea serpents, giant eels have measured from twelve feet to just over one hundred feet in length.

Elf, Deep

Physique:	Height: 5' 6"
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A:	Hair:
Health:	Eyes:
Charisma:	Disposition: UM
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	

Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as does the world. If the elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body, basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. All elves are immune to disease and love wine. Their hair is like spun gold or woven silver or polished jet, and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry.

Also called Noldor, deep-elves may be the most famous in the songs of humans because of their great knowledge of crafts. Indeed, Noldor means knowledge. When wars of elves against evil are referenced, usually they involve the ancient tales

of the deep-elves. These elves greatly love to build with stone and they delve deep into mountains for it. They were first to find the bright gems of earth. Very few underground and mountainous kingdoms remain, though the deep-elves once were very numerous. Along with green-elves and wood-elves, deep-elves are considered one of the races of dark-elves. These elves speak Grey Elven.

Popular names of deep-elves include Aegnor, Amras, Amrod, Angrod, Aredhel, Caranthir, Celebrimbor, Curufin, Curufinwe, Elrond, Feanor, Fingolfin, Fingon, Finwe, Maedhros, Maglor, Miriel, Orodreth, and Turgon.

Elf, Fair

Physique:	Height: 5' 6"
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	

Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as does the world. If the elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body, basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. All elves are immune to disease and love wine. Their hair is like spun gold and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry.

Of all the races of elves, the wisest elves are fair-elves. Their eyes burn more brilliantly with light than other elves. They are a blond race, and their hair and skin is fairest among the elves. They seem golden and powerful. These elves speak Grey Elven.

A popular name among fair elves is Ingwe.

Elf, Green

Physique:	Height: 5' 6"
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor: (10 base)
Rhetorical:	Armor:
Dexterity:	Weapons: Darts, arrows
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	

Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as does the world. If the elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body, basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. All elves are immune to disease and love wine. Their hair is like spun gold or woven silver or polished jet, and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry.

Also called Laiquendi and considered to be one of the races of dark-elves along with deep-elves and wood-elves, green-elves speak High Elven and wear garments of forest green so that they may be invisible to their foes in the woodland. They are

not a great or powerful people, but they survive by their knowledge of the land. Green-elves have love and knowledge of all things that are green and grow. Only the ents are more closely connected with the trees than green-elves. Green-elves do not hunt the creatures of the woodlands. Surpassing other elves, their singing is very beautiful and constant. In fact, their land has been nicknamed by other elves "land of song".

Long ago, green-elves and grey-elves fought armies of orcs, trolls, and wolves. Though they were victorious over the immoral army, the lord of green-elves, Denethor, was slain. The people were overcome with sorrow and would take no new king. They swore to never again come into open battle with the enemy, but would always remain under cover of the forest, where they could ambush their foes with darts and arrows.

Thereafter, the people kept their pledge and became a tribal people. Their enemies were harassed but could not defeat the green-elves, since they have made no cities that the enemy could find and destroy. These people are like the wind in the trees, which sometimes can be heard but never seen.

Elf, Grey

Physique:	Height: 5'10"
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition: UM
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	

Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as does the world. If the elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body, basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. All elves are immune to disease and love wine. Their hair is like woven silver and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry.

One of the race of elves called light-elves, the grey-elves and sea-elves were once the same people. As the race migrated, their king, tallest of the elves, entered woods and fell under a timeless spell. His people searched for him, but as years

passed many gave up hope and gave the kingship to his brother as they resumed their migration. But, many would have no other king and refused to leave. These elves that remained called themselves the "forsaken", and thereafter were divided from the sea-elves. In time, the king emerged from the woods, but a great change had occurred in his people. The king wished to make a kingdom there. The name of the people changed from the "forsaken" to grey-elves. Protected from immortality by powerful magic, grey-elves have a hidden kingdom; evil will never find their kingdom.

Popular names among grey-elves are: Elu, Elwe, Greymantle, Melian, Singollo, and Thingol. Their hair is silver and they are slightly taller than other elves. These elves speak Grey Elven.

Elf, High

Physique:	Height: 5' 6"
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (+0; +0; +0)
Intuition:	
Common Sense:	
Reflection:	

Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as does the world. If the elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body, basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. All elves are immune to disease and love wine. Their hair is like spun gold or woven silver or polished jet, and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry.

High-elves are the mightiest of the elves and have been granted great wisdom and many skills. The realm of high-elves is far removed from humans and cannot be reached by devices of humans. These elves speak High Elven.

Elf, Leprechaun

Physique:		Height: 2 ½' tall
Phys. Fit.:	100	Weight: 65 lbs.
Strength:	100	Skin Color: Green
Bodily A.:	70	Hair: Gray to White
Health:	330	Eyes: Red
Charisma:		Disposition: NI
Facial:	85	Temperament: Choleric-Phleg.
Vocal:	110	Life Points: 18 + d4
Kinetic:	100	Current Armor: 10
Rhetorical:	130	Armor: None
Dexterity:		Weapons: Dagger
Hand-Eye:	120	Aim:
Agility:	90	Balance:
Rctn. Speed:	120	Brawling:
Enunciation:	130	Language, Speak: Grey Elven
Intelligence:		Search:
Language:	115	Sight:
Math:	120	Silence:
Analytic:	115	Sound:
Spatial:	130	Sprint:
Wisdom:		Wrestling:
Drive:	70	Treasure: (NA; +0; +0)
Intuition:	125	
Common Sense:	135	
Reflection:	100	

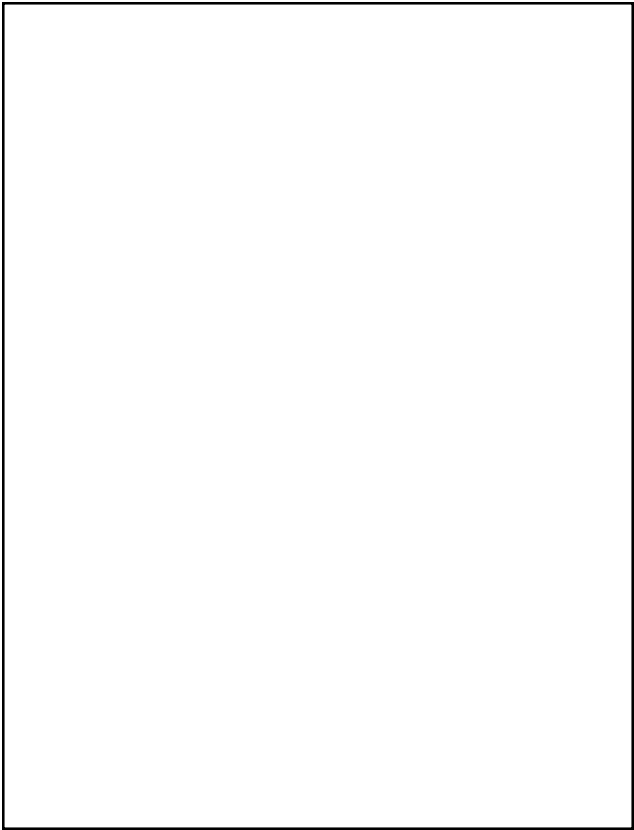
Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as does the world. If the elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body, basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. All elves are immune to disease and love wine. Their hair is like spun gold or woven silver or polished jet, and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry.

Leprechauns, also called Luchorpan and Cluricaune, are evil elves. These elves are often reputed for having treasure hoards. Since the name 'Luchorpan' means "little body", Leprechauns have bodies smaller than the average elf. However, they

also appear as an old man, never young. They are known to live in remote places. Leprechauns are solitary creatures and all are skilled at making shoes. Each leprechaun has a hidden crock of gold. Those fortunate enough to capture a leprechaun might successfully bargain his freedom for his pot of gold. But, if a steady eye is not kept on him, he will vanish. They dress in old-fashioned clothing and speak in poetry. They are fond of causing mischief. These elves speak Grey Elven.

Elf, Sea

Physique:	Height: 5' 6"
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (+0; +0; +0)
Intuition:	
Common Sense:	
Reflection:	



Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as does the world. If the elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body, basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. All elves are immune to disease and love wine. Their hair is like spun gold or woven silver or polished jet, and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry.

Sea-elves, also called Teleri, have lived along the shore for so long that they exceed all others in wisdom and lore concerning the sea, and so they are known as sea-elves. They were the first people to build ships. The ships of sea-elves are white and

shaped like great swans. They sail and sing with voices like the rippling waves. Beyond the reckoning of the wisest of men, sea-elves know the language of the sea. Sea-elves live in mansions of pearl. Other races have learned only a little of the knowledge of ship-building and the sea. Other peoples do not have the skill of language nor the subtlety of voice and ear to know the ways of the sea as well as sea-elves. These elves speak Grey Elven.

Elf, Wood

Physique:	Height: 5' 6"
Phys. Fit:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (+0; +0; +0)
Intuition:	
Common Sense:	
Reflection:	

Often called the firstborn, elves are the first humanoid race to become literate and begin recording their history. Elves are bound to the world and cannot leave it. In a sense they are immortal, because they will live as long as the world and do not age. However, they may be killed. If they are killed, their soul departs to a land across the sea where it may live as long as does the world. If the elf was immoral in life, the soul will not return, but otherwise, the soul may be placed into a new elven child's body, basically reincarnation. Once reborn, they do not remember their previous lives until knowledge and experience grows. Then, their lives are double-rich. Few elves have been reincarnated more than once, though no one knows why. All elves are immune to disease and love wine. Their hair is like spun gold or woven silver or polished jet, and starlight glimmers all about them on their hair, eyes, silken clothes and jeweled hands. Of all the arts, they best excel at speech, song, and poetry.

Also called avari and silvan elves, these elves typically wear grey-elven cloaks that function like a chameleon's coat, hiding them in the forest. Wood-elves are considered to be one of the races called dark-elves, along with the green-elves and deep-elves.

Ancient history states that wood-elves mostly lived in forests. They were a tribal people that built no cities and had no kings. Centuries later, however, their numbers dwindled and high-elves took wood-elves as their subjects. In this way, wood-elves learned much of the High Elven language and culture, and many of their skills. For a time, wood-elves grew strong and prosperous under these lords. Eventually, a concealed city of wood-elves developed deep in a large forest. It is beautiful and magical, and has withstood many dark invasions. The kingdom of these elves has a king and a queen. Their forest is protected from immorality by a force. This force emanates from the elf ring Nanya. These elves speak Grey Elven.

Fastitocalon

Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	

This is a vast turtle-fish that humans in the past mistook for an island in the seas. All seemed well when humans made a dwelling place on the beast's back until they lit their fires and in alarm the beast dived deep beneath the sea, drowning the encampment.

Ghoul

Physique:	167	Height:	5' 10"
Phys. Fit:	85	Weight:	130 lbs.
Strength:	150	Skin Color:	Chalky-white
Bodily A.:	70	Hair:	Black
Health:	300	Eyes:	Black
Charisma:	67	Disposition:	UI
Facial:	60	Temperament:	Choleric
Vocal:	70	Life Points:	19 + d10 (20-30)
Kinetic:	80	Current Armor:	(10 base)
Rhetorical:	60	Armor:	None
Dexterity:	85	Weapons:	Claws (d6 each hand)
Hand-Eye:	90	Aim:	-6
Agility:	80	Balance:	-21
Rctn. Speed:	90	Brawling:	-3
Enunciation:	80	Language, Speak:	NA
Intelligence:	37	Search:	-35
Language:	0	Sight:	-
Math:	50	Silence:	-30
Analytic:	50	Sound:	+63
Spatial:	50	Sprint:	170
Wisdom:	67	Wrestling:	-3
Drive:	100	Treasure:	(NA; NA; NA)
Intuition:	70		
Common Sense:	60		
Reflection:	40		

Ghouls are immoral beings, neither man nor woman and neither brute nor human, that rob graves and feed on corpses. Oftentimes, they have one eye, wings, and an animal shape. Ghouls have lanky bodies and chalk-white skin. Originally, the word ghul meant to seize.

Giant, Cyclops

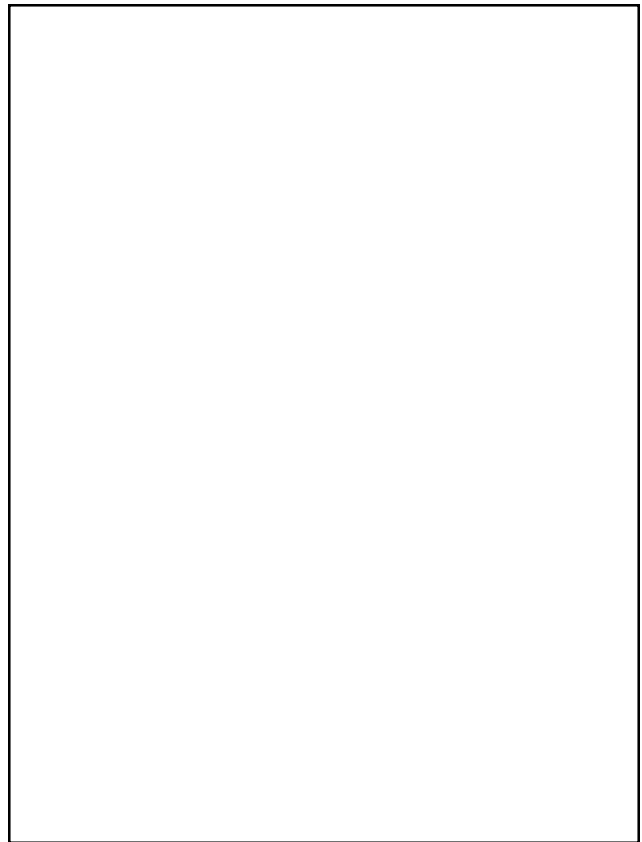
Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (+0; +0; +0)
Intuition:	
Common Sense:	
Reflection:	

Giants with only one enormous eye in the middle of the forehead, Cyclops are a lawless, savage, and cannibalistic race fearing neither gods nor men.

Common names for Cyclops have been Arges, Brontes, and Steropes.

Giant, Ent

Physique:	Height: 14'
Phys. Fit.:	Weight:
Strength:	Skin Color: Brown, bark
Bodily A.:	Hair: Green leaves
Health:	Eyes: Brown
Charisma:	Disposition: NN
Facial:	Temperament: Phlegmatic
Vocal:	Life Points:
Kinetic:	Current Armor: 70
Rhetorical:	Armor: Bark
Dexterity:	Weapons: None
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	



Ents are strange forest giants, being half-human and half-tree. Few can tell them apart from trees. Ents are fourteen feet tall and can live as long as 900 years. Hands of ents have seven gnarled fingers, resembling little branches. Their heads are peculiar and almost neck-less, tall and thick as the trunk. Their eyes are brown, wise, and seem to glint with a green light. Their wild gray beards are like a thatch of twigs and moss. The legs of ents are unbending, but their feet seem like living roots. Ents have become natural shepherds and guardians. Entish wrath is terrible and they can crush stone and steel with their hands alone. Justly, they are feared, but they are also gentle and wise. Ents love trees and guard them from immorality.

Long ago, the elves taught ents how to speak. Ents delighted in learning many tongues. Most of all, they love the language they devised themselves, and none but ents ever mastered it. It rolls deep and full from their tongues as slow thunder or the timeless booming of waves on forgotten shores. In the slow passing of entish time they formed their thoughts in unhurried meditation, and framed them into rolling speech.

For the most part, ents are solitary, though

at times they have great gatherings called Entmoots. For food, they enjoy magical clear liquid stored in great stone jars; it glows with a gold and green light and is called Ent-draught. Ents are roused to anger by the presence of orcs and dwarves – dwarves are axe-bearers.

Ents are either male or female. Entwives prefer open lands, tending lesser fruit trees, shrubs, flowers, grasses, and grains. Male ents love the trees of the forests. Children are called entings.

Famous names for ents are Fangorn and Treebeard.

Giant, Spider

Physique:	Height:
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	

Spiders are among the foulest of beings. They are dark and filled with envy, greed, and the poison of malice. Some great spiders travel about, driven by their gluttony to kill and eat all they find. As a race, they breed in mountain passes, but prefer forests, where they can spin many webs. These spiders speak both the Black Speech of the Orcs and Common Speech, but in the Orkish fashion, full of evil words and slurring rage. Great spiders also vomit darkness from their belly, have powerful venom. Their bloated bodies are black and thick-skinned. There is no vulnerable place except for their great, globed cluster of eyes.

Giant, Troll

Physique:	225	Height:	12'
Phys. Fit.:	150	Weight:	2,000 lbs.
Strength:	400	Skin Color:	Green
Bodily A.:	50	Hair:	Black
Health:	300	Eyes:	Black
Charisma:	48	Disposition:	UI
Facial:	10	Temperament:	Choleric
Vocal:	150	Life Points:	125 + 5d10 (130-175)
Kinetic:	30	Current Armor:	(85 base)
Rhetorical:	5	Armor:	Natural hide
Dexterity:	72	Weapons:	Claws (d10 each)
Hand-Eye:	80	Aim:	NA
Agility:	100	Balance:	-
Rctn. Speed:	100	Brawling:	+45
Enunciation:	10	Language, Speak:	None
Intelligence:	60	Search:	-60
Language:	55	Sight:	-
Math:	55	Silence:	-30
Analytic:	55	Sound:	+63
Spatial:	75	Sprint:	250
Wisdom:	70	Wrestling:	+45
Drive:	150	Treasure:	(+0; -50; +0)
Intuition:	50		
Common Sense:	40		
Reflection:	40		

Trolls are powerful giants that are enemies of humans. Trolls live in caves, in castles on hill-tops, beneath bridges, and rob and eat travelers foolish enough to stray into their domain after dark. Huge, hard-skinned, stone-scaled, and virtually indestructible, they seem to only be vanquished by sunlight, which either turns them to stone or makes them explode. Occasionally, trolls that live beneath bridges will exact a toll for passage. When daylight disappears, they emerge to scour the dark. Long-armed and powerful, they are covered with earth and moss. Their eyes bulge, their loose mouths gape and drool, and their swollen noses twitch at the scent of human blood. They are creatures of the cold, and the heat of humanity warms their flesh. Trolls are black-blooded, cannibalistic, and unintelligent. Trolls fear light and they do not have souls. Due to stupidity, many trolls cannot be taught language; others learned the barest rudiments of the Black Speech of Orcs.

Sometimes, trolls will kidnap women, seize them in their claws, and drag her off to its cave or home. There, she may be forced into slavery as a cook or made to be its wife. With time, she will begin to look like a troll, develop superhuman

strength, and her voice will deepen to guttural grunts. Thereafter, she will never see the sunlight again, and she will be as greedy, lecherous, loathsome, and feared as her mate. In their lair, they hoard treasure taken and amassed from victims.

It is not uncommon for trolls to go to war alongside wolves and orcs. In combat, they know nothing of fear. Many people consider there to be stone-trolls, cave-trolls, hill-trolls, mountain-trolls, and snow-trolls.

Giant, Troll, Olog-hai

Physique:	225	Height: 12'
Phys. Fit.:	150	Weight: 2,000 lbs.
Strength:	400	Skin Color: Green
Bodily A.:	50	Hair: Black
Health:	300	Eyes: Black
Charisma:	48	Disposition: UI
Facial:	10	Temperament: Choleric
Vocal:	150	Life Points: 125 + 5d10 (130-175)
Kinetic:	30	Current Armor: (100 base)
Rhetorical:	5	Armor: Natural hide + round shield
Dexterity:	72	Weapons: Foot's warhammer, claw
Hand-Eye:	80	Aim: NA
Agility:	100	Balance: -
Rctn. Speed:	100	Brawling: +45
Enunciation:	10	Language, Speak: Black Speech
Intelligence:	100	Search: -60
Language:	100	Sight: -
Math:	100	Silence: -30
Analytic:	100	Sound: +63
Spatial:	100	Sprint: 250
Wisdom:	70	Wrestling: +45
Drive:	150	Treasure: (+0; +0; +0)
Intuition:	50	
Common Sense:	40	
Reflection:	40	

Bred by sorcery, these trolls are superior to ordinary trolls, in that they can endure the sun without becoming petrified, they are great beasts with reasoning Intelligence of immoral men. These trolls are armed with fangs (d8 damage), rending claws (d10 damage), and stone-scaled as others of the troll race, they also carry round and huge black shields and swing mighty hammers. Olog-hai hunger for the flesh of their foes. They are armored with stone-hard scale. Non-magical weapons cannot pierce their hide to release their foul black blood.

Gnome

Physique:	Height: 2 ½' tall
Phys. Fit.:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition:
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (+0; +0; +0)
Intuition:	
Common Sense:	
Reflection:	



Gnomes are earth elementals, nature spirits linked with the earth. They live in caves and in mountains and avoid sunlight at all costs, which turns them to stone. These fairy folk live in the bowels of the earth and mine precious minerals. They have always been kindly disposed toward mortal miners. Gnomes may turn invisible at will, and they are a sorrowful race.

Goblin

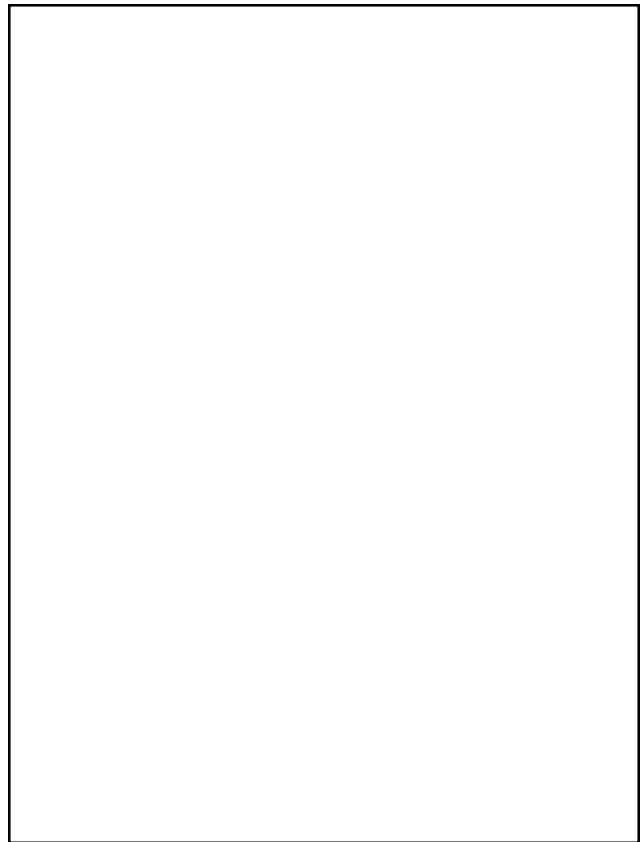
Physique:	96	Height:	5'
Phys. Fitness:	120	Weight:	100 lbs.
Strength:	85	Skin Color:	Greenish-hue
Bodily A.:	80	Hair:	Black
Health:	100	Eyes:	Red
Charisma:	85	Disposition:	UI
Facial:	80	Temperament:	Choleric-Phleg.
Vocal:	80	Life Points:	14 + d6 (15-21)
Kinetic:	90	Current Armor:	(10 base)
Rhetorical:	90	Armor:	Varies
Dexterity:	110	Weapons:	Varies (see below)
Hand-Eye:	110	Aim:	+1
Agility:	110	Balance:	+3
Rctn. Speed:	110	Brawling:	-6
Enunciation:	110	Language, Speak:	Black Speech
Intelligence:	82	Search:	-6
Language:	80	Sight:	-
Math:	85	Silence:	-4
Analytic:	80	Sound:	-
Spatial:	85	Sprint:	185
Wisdom:	95	Wrestling:	-6
Drive:	90	Treasure:	(+0; +0; +0)
Intuition:	100		
Common Sense:	90		
Reflection:	100		

Goblins are descendants of orcs. They are dwellers in darkness spawned for evil purposes. Goblins are black-blooded, red-eyed, and hateful in nature. Goblins are smaller and weaker than humans, and they are afraid of light. Goblin leaders are renowned for their cruelty.

Regarding combat, goblins tend to make use of three weapons: the spear, dagger, or hand-axe.

Griffon

Physique:	Height:
Phys. Fitness:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition: NN
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (+0; +0; +0)
Intuition:	
Common Sense:	
Reflection:	



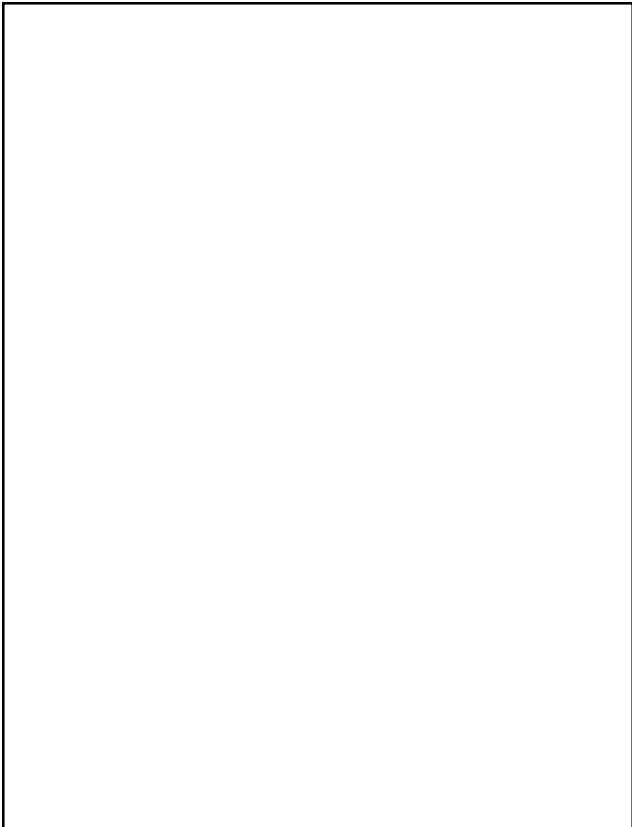
Also spelled griffin, grifon, and gryphon, the griffon is a half-lion, half-eagle, though far more than merely a combination of the two creatures. It has the body and tail of a lion, though it is eight times as large; it has the head and wings of an eagle, but a hundred times stronger.

Griffons are awesomely fierce. They dwell in the mountains and occasionally swoop down on its prey, snatching up even a horse and its rider, its favorite meal, and carrying them back to its nest to eat. Otherwise, griffons have been known to snatch oxen yoked together.

Parts of griffons bodies are valued as talismans against evil and misfortune. Its claws, the size of oxen horns, darken at the merest touch of poison. Griffons nests often are filled with gold.

Gulon

Physique:	Height:
Phys. Fitness:	Weight:
Strength:	Skin Color:
Bodily A.:	Hair:
Health:	Eyes:
Charisma:	Disposition: NN
Facial:	Temperament:
Vocal:	Life Points:
Kinetic:	Current Armor:
Rhetorical:	Armor:
Dexterity:	Weapons:
Hand-Eye:	Aim:
Agility:	Balance:
Rctn. Speed:	Brawling:
Enunciation:	Language, Speak:
Intelligence:	Search:
Language:	Sight:
Math:	Silence:
Analytic:	Sound:
Spatial:	Sprint:
Wisdom:	Wrestling:
Drive:	Treasure: (NA; NA; NA)
Intuition:	
Common Sense:	
Reflection:	



The gulon is a beast described as a lion-hyena with mottled fur and the tail of a fox. Having sharp claws, they are carrion-feeders. They often symbolize gluttony, and their fur is prized in hat-making.

Half-Orc

Physique:	100	Height:	5' 11"
Phys. Fitness:	95	Weight:	195 lbs.
Strength:	115	Skin Color:	often greenish hue
Bodily A.:	93	Hair:	Dark brown/black, curly
Health:	100	Eyes:	Brown
Charisma:	90	Disposition:	NI
Facial:	88	Temperament:	Choleric-Phleg.
Vocal:	90	Life Points:	15 + 3d4 (18-27)
Kinetic:	95	Current Armor:	(10 Base)
Rhetorical:	90	Armor:	Varies
Dexterity:	99	Weapons:	Any (see below)
Hand-Eye:	100	Aim:	-
Agility:	98	Balance:	-3
Rctn. Speed:	100	Brawling:	+1
Enunciation:	98	Language, Speak:	See below
Intelligence:	94	Search:	-4
Language:	95	Sight:	-
Math:	93	Silence:	-4
Analytic:	93	Sound:	-
Spatial:	95	Sprint:	190
Wisdom:	97	Wrestling:	+1
Drive:	100	Treasure:	(+0; +0; +0)
Intuition:	98		
Common Sense:	95		
Reflection:	98		

By sorcery, some humans and orcs were interbred. Half-orcs continue to breed with humans and orcs, furthering the new race. Half-orcs are large humanoids, lynx-eyed and immoral. Half-orcs are rare. For more information, see *Human* and *Orc* entries. The falchion, dagger, and broadsword are popular weapons among half-orcs. Depending on whether half-orcs are raised in a human or orkish culture, they may respectively speak either common or black speech.