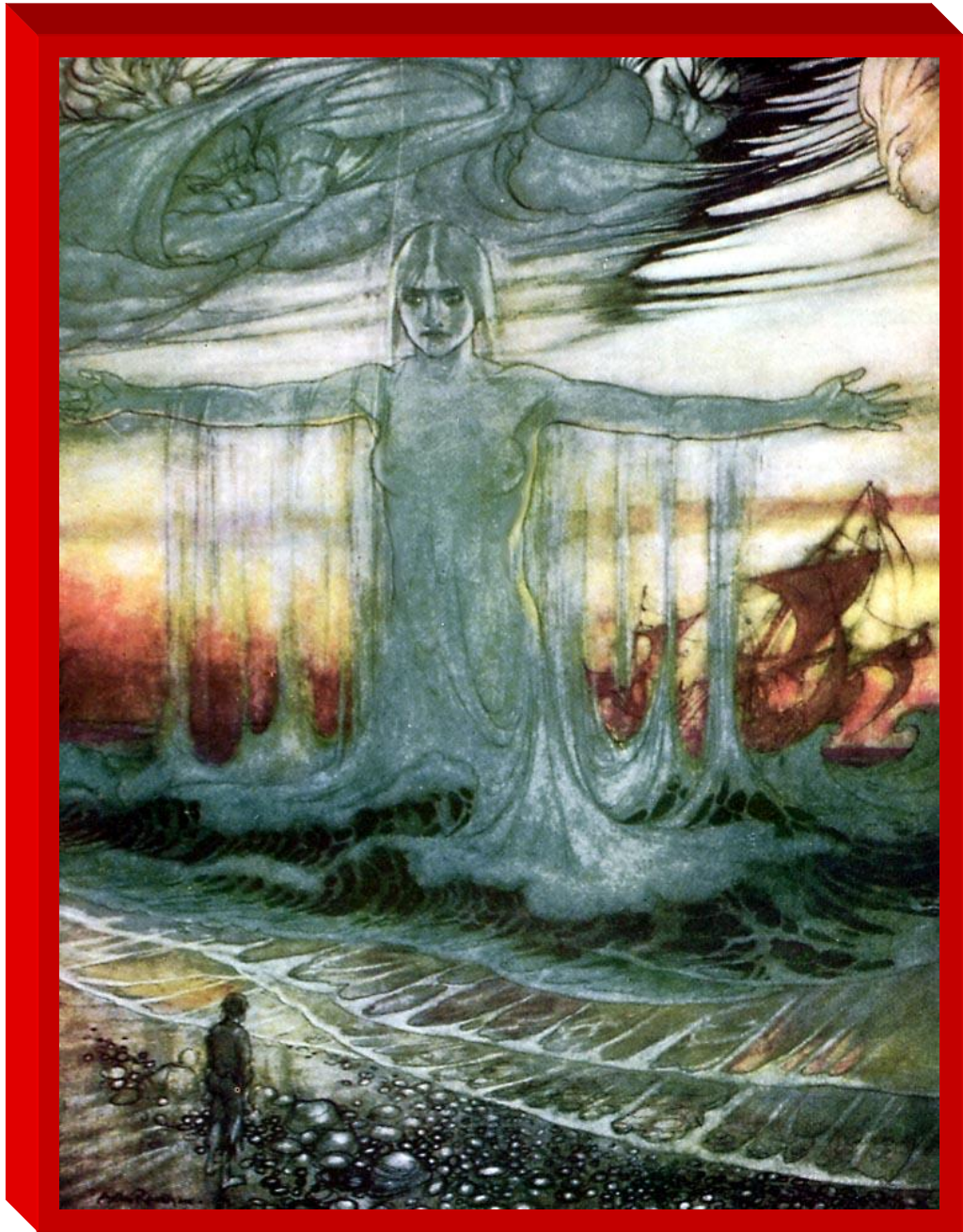


Halberd: Creatures



By D. McLaughlin

Halberd Rulebook 4

CONTENTS

Contents	2
Inhabitants of Home and other Planes.....	4
Abilities of Creatures	4
Melee Attacks.....	4
Ranged Attacks.....	4
armour and shields.....	5
Weapon and armour codes.....	5
Large Creatures	5
figured effects.....	5
Multiple Attacks	6
Movement	6
Offensive Special Effects	6
Creature Special Abilities	6
Types for Magic.....	8
Variation in Creatures.....	8
Creatures of the Real Plane.....	8
Herbivorous Animals	8
Carnivorous Animals	10
Old Ones	13
Dwarves.....	13
Gnomes.....	13
Gnolls.....	14
Giants.....	14
Natural Spirits.....	15
Humans.....	17
Hybrid Creatures	19
Orcs.....	19
Ogres	20
Composite Monsters	20
Artificial Beings.....	25
Undead.....	27
Inhabitants of the Eternal Plane.....	30
Wood Elves	30
High Elves.....	31
Dark Elves.....	33
The Imperial Army.....	33
Army Ranks	33
Unit Sizes.....	33
The Bodyguard	33
The Imperial Guard.....	33
The Magical Colleges	34
The Legions	34
The Auxiliaries	35
The Allies.....	35
Eternals.....	37
Inhabitants of the Infernal Plane.....	39
Hobgoblins	39
Goblins	40
Trolls	40
Infernals	41
Inhabitants of the Sylvan Plane	42
Halfings	44
Inhabitants of the Draconic Plane.....	45
Reptillians	45
Lizard Men	47
Dinosaurs.....	47
Dragons.....	48
Inhabitants of the Celestial Plane	54
Inhabitants of the Plane of Primal Stone	55
Inhabitants of the Ancient Plane.....	56
Inhabitants of Limbo	57
Inhabitants of Nirvana.....	61

Inhabitants of the Abyss	63
Inhabitants of the Spirit Plane.....	65
Inhabitants of the Elemental Plane	67

© 2002 D.M. McLaughlin
www.Halberdgames.com



The Sager Horde sacked the cities of Paratu

INHABITANTS OF HOME AND OTHER PLANES

This section gives a listing of the inhabitants of Home and other planes.

ABILITIES OF CREATURES

Creatures often have natural weapons beyond those of the humanoid types described in Characters and Combat.

MELEE ATTACKS

Weapon	ST	Damage	Reach	Null	Max	Par	Other
Claw	(8)	1-2	1	0	12	-	HTH
Herbivore Bite	(8)	1-4	1	0	9	-	HTH. Maximum size x2 deals 2-6.
Herbivore Bite	(8)	1-2	1	2	10	-	HTH
Beak or Pincer	(8)	1-2	1	1	11	-	HTH
Horns or Tusk	(12)	1-1	2	1	10	-	-
Ram or Bash	(12)	1-1	1	2	10	-	-
Stinger	(8)	1-3	1	2	11	-	HTH. Injects poison if deals damage.
Touch	-	-	1	0	14	-	HTH. Special Effect.
Grab	-	-	1	0	12	-	Target must resist ST vs ST or trapped and unable to act except to resist. Once grabbed count as in HTH.
Crush	(10)	1-2	0	2	15	-	Target must be grabbed first.
Whirl	(10)	1-2	1	2	12	-	-3 to opposing parry.
Strike	(10)	1	1	2	11	10	Enchanted. Parry as sword.

DMG: Damage: listed is in D10 plus adds.

Nul: Armour Null: this is an indication of a weapon's ability to penetrate armour. It is the number of armour points ignored on a hit (note that armour always has a minimum after which no reduction is possible).

Reach: is the range of the weapon. The weapon can be used this many squares away.

ST column indicates the minimum strength required to use the weapon. Each 1 ST less than this causes a -2 max and -1 damage. If used by a character with a greater ST than is required, extra damage is possible with a weapon: +1 per full 4 ST over the minimum. Weapons with ST in () are not at a penalty to hit for ST below the ST required though they are still at a penalty to damage of -1 per 2 ST below. Giant sized creatures use giant sized weapons for example a 2Club (ST8 1-1 n1 m11 p9). Such a weapon requires 2 x ST, does 1D extra damage and has -1 max. A 3Club (ST8 1-1 n1 m11 p9) would need 3 x ST, deal 2D extra damage and have -2 max and so on. The maximum ST bonus with a giant sized weapon is +4.

Max: Maximum: the maximum value for the weapon skill roll.

Par: Parry: the maximum value for the parry skill roll.

Notes: HTH indicates a weapon that can be used in HTH. All weapons in HTH get +2 null.

RANGED ATTACKS

A few creatures have a natural ranged weapons.

Weapon	ST	Damage	Range	Null	Max	ROF	Other
Natural Darts	(8)	1-1	5	0	12	-2	
Ray or Gaze	-	-	5	0	14	1R	Special Effect
Breath	-	-	Listed	-	12	1R	Special Effect, Area Effect: Cone (1 wider for each 2 forward),

ST: as listed for melee weapons.

Damage: as listed as for melee weapons.

Range: over this range –1 max and –1 each multiple thereafter.

Null: this is listed as for melee weapons.

Max: as listed for melee weapons.

ROF: this penalty applies to hit if more than one attack is made in a turn using extra actions. 1R is one shot per turn.

Any bonus from craft or enchantment is included.

ARMOUR AND SHIELDS

This section lists the armour points and minimum points and any shield carried. Any bonus from craft or enchantment is included.

WEAPON AND ARMOUR CODES

The following codes are used for weapon attacks where the characters in bold represent variables.

xName (ST**x** Dmg **rx** **nx** **mx** **px** effect**x**)

Not all attacks have all these characteristics.

Shields are listed as:

Shield (pts**x** par**x** cv**x** dx**x**)

Code	Meaning
xName	x is the size of the attack.
ST x	x is the basic strength of the attack.
rx	x is the reach or range of the attack. Attacks with no listed range have a reach of 1.
nx	x is the armour null of the attack.
mx	x is the maximum chance for the attack to hit.
px	x is the maximum chance for a parry.
effect x	x is any special effect.
pts x	x is the hit points of the shield.
par x	x is the maximum chance of parrying with the shield.
cv x	x is the combat value of the shield.
dx x	x is the adjDX penalty of the shield.
M	Masterwork
SupM	Superior Masterwork
E	Enchanted. Enchantments are listed.

LARGE CREATURES

Some creatures are so large that they take up more than 1 square. Their size is listed in squares (e.g. 2sq).

Also some creatures can use giant sized attacks. These are listed as a number before the attack e.g. 2Club or 3Club. They may not always be as large as the creature's ST would allow especially if the creature lacks the leverage to deliver them in full. The maximum ST damage bonus with a giant sized weapon is +4.

Very large attacks (6+ size) are treated differently. They are area effects taking up 1 square +2 sq per size over 6. They automatically hit the squares and must be Avoided as for any area effect.

FIGURED EFFECTS

All effects are figured for the creature (e.g. damage) but the ST of the attack is still listed in case the creature's STATs change. Max includes skill and any other effects.

MULTIPLE ATTACKS

Some creatures are allowed multiple attacks without having extra actions. This is listed as a x n after the attack showing the number of times it can be used for free each turn. If a creature has multiple actions it can choose which of these attacks to make with each extra action – it does not get them all. Attacks listed without a multiplier are made instead of all other attacks.

MOVEMENT

Some creatures have a second MA listed in (). This is the move they use for charging, fleeing or pursuing over short distances. Some creatures have an additional special MA for Flying, Burrowing or Swimming.

OFFENSIVE SPECIAL EFFECTS

Special Effect	Result
Blind (D)	Target must save on listed D under adjDX or be blinded (Day Vision, Night Vision or Infravision) for 1 turn per point failed by.
Charm (D)	A Charm attack will allow a save on a fixed number of D equal to or less than a STAT. If the roll is failed the victim is Charmed for a number of turns equal to the number the roll was failed by. A Charmed character believes the creature is a good friend and must behave as such.
Death(D)	A character hit by a Death attack must save on a fixed number of D equal to or under a listed STAT taking 1 hit per 1 failed by.
Damage (Lvl)	Attacks deals damage of a special type (other than solid): Physical (Ph), Earth (Ea), Air (Ai), Water (Wa), Fire (Fi), Electricity (EI), Acid (Ac),
STAT Drain (D)	A STAT drain affects a named STAT. When it operates the adjSTAT is temporarily reduced by the listed number. A drained STAT acts in all respects as though it were lower. A STAT cannot go below 0 and when any STAT reaches 0 a character is incapacitated and that STAT is permanently reduced by 1. The reduction of any STAT permanently to 0 results in death. Temporarily lost STATs recover a 1-point per hour.
STAT Leech (D)	Operates identically to STAT Drain except that each point of STAT drained is temporarily added to the draining creature's STAT. This can allow the creature to regain lost STATs up to their permanent value and also raise STATs to up to twice their original value fading at 1/hour.
Mind Control (D)	A Mind Control attack will allow a save on a fixed number of D equal to or less than a STAT. If the roll is failed the victim is Mind Controlled for a number of turns equal to the number the roll was failed by. A Mind Controlled character must obey the mental command of the creature but is allowed another save at a 1D advantage if ordered to hurt or injure friends or a 2D advantage if ordered to hurt self.
Paralysis (D)	A Paralysis attack will allow a save on a fixed number of D equal to or less than a STAT. If the roll is failed the victim is paralysed for a number of turns equal to the number the roll was failed by. A paralysed character cannot take any actions and any attacks against him/her are at +6 to hit.
Petrifaction (D)	A Petrifaction attack will allow a save on a fixed number of D equal to or less than a STAT. If the roll is failed the victim is petrified for a number of turns equal to the number the roll was failed by. A petrified character cannot take any actions and any attacks against him/her are at +6 to hit. However as the character and all his/her possessions are now stone s/he has 12/10 armour, counts as a Weapon Breaker and has X 10 hits. A variant of Petrifaction is Permanent Petrifaction. Any failed save results in permanent petrifaction.
Spirit Combat	Attacks by rolling 2D and adding current PW. Target (pts9 par11 cv2) rolls 2D and adds current PW. Looser has D-1 subtracted from current PW. Nothing happens on a draw. If reduced to 0 PW some creatures then Possess the victim – taking control of his/her actions until the possession is broken with a Remove Curse or the possessor is defeated in spirit combat. Others steal 1 permanent PW.
STAT Transfer (D)	Operates identically to STAT Drain except that if a STAT that was originally 12 or more is reduced to 0 then the transferring creature permanently adds 1 to the STAT.

CREATURE SPECIAL ABILITIES

Creatures may possess all of the Special Abilities available to characters but also have some additional examples.

Ability	Effect	Code
---------	--------	------

Bravery	Immunity to fear based attacks and defences and does not suffer from fear caused by supernatural creatures.	BR
Change Appearance	The creature can change its appearance at will whilst retaining approximately the same size and shape.	CA
Construct	An artificial creature is immune to Fear and all related effects. It is immune to Poison and Disease. It does not heal naturally. It cannot be made to sleep or be charmed. It does not become tired. It can only be completely destroyed by reducing it to minus its total hits using fire or a similar effect which will reduce it to particles smaller than 1mm or melt it.	CO
Courage (D)	The creature reduces Fear checks by 'D' Dice.	CR
Damage Reduction (n)	The creature multiplies all hits (through defences) it takes by the listed fraction n.	DR
Dark Sense	Acute senses such as hearing or more exotic senses which function in total darkness. Such senses have a limited range (about 3 metres) but within this range allow skill use at -2 modifier (those without it would suffer at least a -10 penalty).	IV
Day Vision	Creatures with day vision can see normally and without penalty in sunlight or very bright artificial light. A creature with both Day Vision and Night Vision can see normally in twilight. Creatures who lack a type of vision are at a 2 penalty with close range skills and 6 penalty in long range skills. The range penalties for missile attacks are tripled. In twilight conditions (e.g. early morning or evening, torch light etc.) a character who does not possess both types of vision is at a 1 penalty with close range skills and a 3 penalty with long range skills. The range penalties for missile attacks are doubled.	DV
Fear(D)	The creature causes Fear of the listed Dice.	FE
Immortal	Creature does not age and take three times as long as normal to become adults. They heal at twice the normal rate and are able to regenerate organs, limbs and scars at a rate of 1% per week e.g. if an elf had lost 50% of his arm it would regrow in 50 weeks.	IM
Immunity (To)	The creature is Immune to damage or effects produced by Solid (So), Fire (Fi), Cold (Co), Electricity (El), Earth (Ea), Water (Wa), Light (Li), Darkness (Da), Physical (Ph), Air (Ai), Acid (Ac), Magical (Ma), Disease (De), Poison (Po), All Damage – but not effects (Dmg).	I
Immunity or Half Damage from Non-Enchanted Weapons	The creature takes no (0) or half (½) damage from non-enchanted weapons.	EN
Infravision	Can see heat sources allowing detection even in complete darkness.	IR
Insubstantial	The creature is not solid and cannot take damage in any form. It has no hits and can only be destroyed by having a STAT reduced to 0. It can travel through solid objects.	IN
Invisibility	The creature cannot be seen with day vision or night vision.	INV
Light Sleeper	The creature can wake up suddenly and be ready for action immediately instead of having to wait to orientate itself. Also it can make perception rolls whilst asleep, to hear people approaching for example, more easily than others. The creature need less sleep than usual and can manage on 4 hours in 24.	LS
Long Lived	Have life spans 5 times normal and take twice as long to become adults. They heal at twice the normal rate.	LL
Magical Resistance (n)	The creature resists any magical attack as if its PW was n higher. This includes resisting PW drain for the resistance roll but not for the number of points available for reduction.	MR
Magical Sense	Can 'see' in any conditions using magic.	MS
Mental Skills (Level)	This skill level can be assumed when the creature needs to make a skill roll in a mental non-combat skill. It covers any skill appropriate to the creature – common sense is needed. They can be Skilled (SK = +1), Very Skilled (VS = +2), Expert (EX = +3), Master (MA= +4), Special (SP = +5).	MSk
Night Vision	Creatures with night vision can see normally in faint illumination such as at night or in badly lit areas. A creature with both Day Vision and Night Vision can see normally in twilight. Creatures who lack a type of vision are at a 2 penalty with close range skills and 6 penalty in long range skills. The range penalties for missile attacks are tripled. In twilight conditions (e.g. early morning or evening, torch light etc.) a character who does not possess both types of vision is at a 1 penalty with close range skills and a 3 penalty with long range skills. The range penalties for missile attacks are doubled.	NV
Physical Skills (Level)	This skill level can be assumed when the creature needs to make a skill roll in a physical non-combat skill. It covers any skill appropriate to the creature – common sense is needed (boating is pretty rare amongst animals). Mostly it covers Perception, Sneak, Athletics and Survival. They can be Skilled (SK = +1),	PSk

	Very Skilled (VS = +2), Expert (EX = +3), Master (MA= +4), Special (SP = +5).	
Regeneration (n)	The creature regains n hits at the beginning of each turn or the time indicated. Its wounds are reduced by this effect and it does not die unless completely destroyed (- total hits).	RE
Resistance (To)	Resistance to Fire (Fi) or Cold (Co) gives 6/6 armour against them and means the creature copes well with extremes of temperature of that type. Resistance to Disease (Di) or Poison (Po) means the creature has +10 ST for resisting them.	R
Shape Shift (Time/Type)	The creature can change its form taking 'Time' turns of doing nothing else into the listed Types of the same level.	SH
Sharp Senses	The creature is 2 better (aptitude and another skill) than its Physical Skills (PS) at Perception.	SS
Sonar	Can detect using sound allowing detection even in complete darkness.	SO
Speed	Some creatures have the Speed ability. This will apply to DODGE, EVADE and AVOID rolls(any MA bonus will have been included). They can be Skilled (SK = +1), Very Skilled (VS = +2), Expert (EX = +3), Master (MA= +4), Special (SP = +5).	SPD
Spell Skill	Some creatures have skill with their spells and thus have a higher max. This is listed after the spells and may be Skilled (SK = +1), Very Skilled (VS = +2), Expert (EX = +3), Master (MA= +4), Special (SP = +5).	
Spirit	A spirit is immune to Fear and related effects. It is immune to Poison and Disease. it cannot be made to sleep or be charmed. A spirit does not need to eat, drink or sleep though some do these things anyway. If it takes damage it regains 1 hit every hour.	SP
Stealthy	The creature is 2 better (aptitude and another skill) than its Physical Skills (PS) at Stealth.	ST
Toughness (n)	The creature's hits are modified by n (n could be a negative number).	TO
Tracking Scent	The creature can track by scent like a bloodhound.	TS
Weapon Breaker	Each time the creature is hit by a sharp weapon which is not made of elven glass or adamantine the weapon has its damage bonus reduced by 1. Each turn all weapons must save against breaking.	WB
Weapon Skill	Some creatures have skill with their attacks and thus have a higher max. This is listed after the attack and may be Skilled (SK = +1), Very Skilled (VS = +2), Expert (EX = +3), Master (MA= +4), Special (SP = +5).	

TYPES FOR MAGIC

The collective name for a group of creatures which can be summoned or called with magic is indicated at the start of each section.

VARIATION IN CREATURES

In each case the abilities of a typical creature are shown. A variation of at least 25% is typical in most populations. Where animals are trained e.g. Warhorses they tend to have higher skills.

CREATURES OF THE REAL PLANE

HERBIVEROUS ANIMALS

There are a wide variety of herbivores on Home. The following is a list of significant types that may be encountered.

Some wizards can use magic to summon **Animals**.

Type	ST	DX	IQ	PW	MA
Small Herbivore	3	12	4	10	8(14)
Armour	None		Level	1	
Special	DV NV SS ST PSk(VS) SPD(EX D12 -3)				
Attacks	Herbivore Bite (ST8 1-7 m9)				
Notes	Small herbivores such as rabbits are common throughout Home.				

Type	ST	DX	IQ	PW	MA
Camel	30	8	4	9	10(16)
Armour	2/2		Level	2	
Special	DV R(Fi) TO(-4) 2sq PSk(S)				
Attacks	2Herbivore Bite (ST8 2-1 m8), 2Bash(ST12 2 n2 m9)				
Notes	Camels are found in the deserts of Losith, Ananabar, the Mairaint, Yunnan and Eastern Vohn. They are often domesticated.				

Type	ST	DX	IQ	PW	MA
Donkey	20	12	4	10	9(14)
Armour	2/2		Level	2	
Special	DV SS 2sq PSk(VS)				
Attacks	2Herbivore Bite (ST8 2-3 m9), Bash(ST12 1+1 n2 m11), S				
Notes	Donkeys are widespread domestic animals on Home. There are wild donkeys in the Mairaint and Paratu.				

Type	ST	DX	IQ	PW	MA
Forest Elephant	50	10	5	12	9(14)
Armour	4/4		Level	4	
Special	DV T(-10) 6sq PSk(VS)				
Attacks	3Tusk (ST12 3+2 r2 n1 m9), 3Bash (ST12 3+2 n2 m9), S				
Notes	The forest elephant is found in Northern Aillis, Anabar and Losith and in Paratu. It is quite rare but sometimes domesticated and is used in the armies of Caragella, Parartu and Dakhla.				

Type	ST	DX	IQ	PW	MA
Jungle Elephant	65	10	5	12	9(14)
Armour	4/4		Level	5	
Special	DV T(-10) 6sq PSk(VS)				
Attacks	4Tusk (ST12 4+3 r2 n1 m8), 4Bash (ST12 4+3 n2 m8), S				
Notes	The jungle elephant is found throughout SE Vohn. It is frequently domesticated for civil and military purposes.				

Type	ST	DX	IQ	PW	MA
Bush Elephant	75	10	5	12	9(14)
Armour	5/5		Level	6	
Special	DV, T(-10) 6sq PSk(VS)				
Attacks	5Tusk (ST12 5+2 r2 n1 m8), 4Bash (ST12 4+3 n2 m9), VS				
Notes	The bush elephant is found in large numbers in Southern Anabar and Losith. It has never been successfully domesticated.				

Type	ST	DX	IQ	PW	MA
Mammoth	95	9	5	12	9(14)
Armour	6/6		Level	7	
Special	DV, T(-10) R(Co) 8sq PSk(VS)				
Attacks	5Tusk (ST12 5+3 r2 n1 m8), 4Bash (ST12 4+3 n2 m9), VS				
Notes	The mammoth is found throughout northern Vohn. It has been domesticated in the Dark Empire where it is used in war and as a beast of burden.				

Type	ST	DX	IQ	PW	MA
Horse	30	10	4	11	10(22)
Armour	2/2		Level	2	
Special	DV SS T(-6). 2sq PSk(VS)				
Attacks	2Herbivore Bite (ST8 2-1 m9), 2Bash (ST12 2-1 n2 m9), S.				
Notes	Domesticated horses are common in Vohn and northern Anabar and Losith and a variety of breeds now exist. In southern Anabar and Losith is the similar Zebra.				

Type	ST	DX	IQ	PW	MA
Mule	30	11	4	10	10(18)
Armour	2/2		Level	2	
Special	DV SS 2sq PSk(VS)				
Attacks	2Herbivore Bite (ST8 2-1 m9), 2Bash (ST12 2-1 n2 m9), S				
Notes	Mules are common domestic animals especially in western Vohn.				

Type	ST	DX	IQ	PW	MA
Pony	25	11	4	10	10(20)

Armour	2/2	Level	2
Special	DV SS T(-6). 2sq Psk(VS)		
Attacks	2Herbivore Bite (ST8 2-2 m9), 2Bash (ST12 2-1 n2 m9)		
Notes	Ponies are common throughout Vohn and Nothern Anabar and Losith. Wild ponies still exist in Sagar. They are the favoured animals of the nomadic tribes of Sager.		

Type	ST	DX	IQ	PW	MA
Small Antelope or Deer	10	12	4	11	9(20)
Armour	1/1	Level	2		
Special	DV SS Psk(VS) SPD(VS D11 -2)				
Attacks	Bash (ST12 1-2 n1 m10), Ram (ST12 1-2 n2 m10)				
Notes	A wide variety of species are common throughout Home.				

Type	ST	DX	IQ	PW	MA
Large Antelope or Deer	20	10	4	11	10(20)
Armour	1/1	Level	2		
Special	DV SS TO(-4) Psk(VS) SPD(S D10 -1)				
Attacks	Bash (ST12 1+1 n1 m10) Ram (ST12 1+1 n2 m10)				
Notes	A wide variety of species are common throughout Home.				

Type	ST	DX	IQ	PW	MA
Rhino	50	10	4	12	9(14)
Armour	5/5	Level	5		
Special	DV 6sq Psk(S)				
Attacks	4Tusk (ST12 4-1 r2 n1 m8), 3Bash (ST12 3+2 n2 m9), VS				
Notes	The rhino is found in Aillis, Anabar and Losith and in SE Vohn. It is aggressive and attacks rather than flees.				

Type	ST	DX	IQ	PW	MA
Buffallo, Bull, Musk Ox or Ox	40	9	4	12	8(14)
Armour	2/2	Level	4		
Special	DV 2sq Psk(S)				
Attacks	3Horns (ST12 3 r2 n2 m9), 3Bash (ST12 3 n2 m9), S				
Notes	Frequently domesticated the oxen or buffalo is common in Vohn, and northern Losith and Anabar. Wild examples are aggressive and attack rather than flee if cornered.				

Type	ST	DX	IQ	PW	MA
Wild Boar	24	11	5	11	6(12)
Armour	2/2	Level	4		
Special	DV 2sq Psk(VS)				
Attacks	2Tusk (ST12 2-1 r2 n1 m11)x1, 2Bash (ST12 2-1 n2 m11) x 1, VS				
Notes	A variety of similar species are common in forests and jungles throughout Home.				

CARNIVEROUS ANIMALS

Again there is a huge list of carnivorous animals on Home. These are some that characters are likely to have trouble with.

Some wizards can use magic to summon **Animals**.

Type	ST	DX	IQ	PW	MA
Rat	3	14	6	11	7(10)
Armour	1/1	Level	2		
Special	DV NV SPD(EX D12 -3) Psk(EX)				
Attacks	Carnivore Bite (ST8 1-5 n2 m12) VS				
Notes	Rats are common, small omnivores.				

Type	ST	DX	IQ	PW	MA
Small Predator	6	13	5	12	9(12)
Armour	1/1	Level	2		
Special	DV NV ST SPD(S D10 -1) Psk(VS)				

Attacks	Carnivore Bite (ST8 1-3 n2 m12) VS				
Notes	These stats represent a small predator or omnivore such as a wolverine or badger.				

Type	ST	DX	IQ	PW	MA
Black Bear	20	12	6	12	9(12)
Armour	3/3		Level	4	
Special	DV CR(1) PSk(VS)				
Attacks	Bash (ST12 1+1 n2 m12), 2Carnivore Bite (ST8 2-1 n2 m11), 2Claw (ST8 2-1 m12) VS				
Notes	These smaller bears inhabit eastern Vohn.				

Type	ST	DX	IQ	PW	MA
Brown Bear	30	11	6	12	9(12)
Armour	3/3		Level	5	
Special	DV CR(2) PSk(VS)				
Attacks	2Bash (ST12 2 n2 m11), 3Carnivore Bite (ST8 3-1 n2 m10), 3Claw (ST8 3-1 m11), VS				
Notes	These large bears inhabit northern and eastern Vohn.				

Type	ST	DX	IQ	PW	MA
Small Cat	8	18	6	12	9(14)
Armour	1/1		Level	4	
Special	DV NV SS ST SPD(VS D11 -2) PSk(VS)				
Attacks	Carnivore Bite (ST8 1-2 n2 m12), Claw (ST8 1-2 m14), VS.				
Notes	A variety of species are common in most parts of Home e.g. lynx in Anabar and Losith, Jungle Cat in Ailis, Wildcat in North and West Vohn.				

Type	ST	DX	IQ	PW	MA
Large Cat	25	16	6	12	9(14)
Armour	2/2		Level	4	
Special	DV NV SS ST SPD(S D10 -1) PSk(VS)				
Attacks	3Carnivore Bite (ST8 3-2 n2 m10), 3Claw (ST8 3-2 m12), VS.				
Notes	A variety of species are common in most parts of Home. Lions inhabit Losith, Anabar, the Mairent, Paratu and Illia. Tigers inhabit South Eastern and Northern Vohn. Leopards inhabit Ailis and western Anabar. Lions sometimes operate in prides.				

Type	ST	DX	IQ	PW	MA
Small Dog	8	14	6	10	10(12)
Armour	2/2		Level	3	
Special	DV TS PSk(VS)				
Attacks	Carnivore Bite (ST8 1-2 n2 m12) VS				
Notes	Commonly used as domestic hunting dogs they also exist wild in Anabar and Losith. Attack in packs.				

Type	ST	DX	IQ	PW	MA
Large Dog	12	12	6	10	10(12)
Armour	2/2		Level	3	
Special	DV TS PSk(VS)				
Attacks	Carnivore Bite (ST8 1-1 n2 m12), VS				
Notes	Commonly used as domestic guard or hunting dogs they also exist wild in Sager. Attack in packs.				

Type	ST	DX	IQ	PW	MA
Wolf	10	14	6	10	10(14)
Armour	2/2		Level	3	
Special	DV NV TS SPD(S D10 -1) PSk(VS)				
Attacks	Carnivore Bite (ST8 1-2 n2 m12), VS				
Notes	Common pack hunters of Vohn. They attack in packs and drag down prey.				

Type	ST	DX	IQ	PW	MA
Warg	28	14	6	12	10(14)
Armour	3/3		Level	4	
Special	DV NV R(Co) TS PSk(VS)				
Attacks	3Carnivore Bite (ST8 3-1 n2 m10), VS				
Notes	Common pack hunters of Northern Vohn. They attack in packs and drag down prey. They have also been domesticated by the Orc tribes of the north who use them as mounts.				

Type	ST	DX	IQ	PW	MA
Crocodiles	35	11	3	12	6(14) Swim 12

Armour	5/5	Level	5
Special	DV PSk(S)		
Attacks	4Carnivore Bite (ST8 4-2 n2 m9) with Grab VS		
Notes	Crocodiles are common in Losith, Anabar, Ailis and SE Vohn.		

Type	ST	DX	IQ	PW	MA
Leaping Spider	20	14	2	12	10
Armour	6/2	Level	4		
Special	DV NV Re(Po) ST PSk(VS)				
Attacks	Grab (m12) with 2Stinger (ST8 2-2 n2 m12, Poison ST 27 acts in 3 turns, -1 DX/turn), VS				
Notes	Common throughout Home in woodland or jungle. A variety of species exist including pack and solitary hunters. Their bodies are man sized.				

Type	ST	DX	IQ	PW	MA
Web Spider	18	12	2	12	8
Armour	7/3	Level	4		
Special	DV NV Re(Po) PSk(VS)				
Attacks	2Stinger (ST8 2-3 n2 m12, Poison ST 26 acts in 3 turns, -2 DX/turn), VS. Web. To escape roll adjDX, -2 per fail.				
Notes	Web spiders live in colonies in wooded areas or caves. They trap their victims in webs before poisoning them. Their bodies are man sized.				

Type	ST	DX	IQ	PW	MA
Banded Scorpion	30	12	2	12	9
Armour	7/3	Level	5		
Special	DV NV Re(Po) 2 sq PSk(S)				
Attacks	3Pincer (ST8 3-1 n1 m11) with Grab, 3Stinger (ST8 3-2 n2 m11, Poison ST 28 acts in 3 turns, -1 ST/turn) VS.				
Notes	Banded scorpions are pony-sized scorpions that live in arid areas of Home. They attack by Grabbing with their pincers and then stinging. Once the sting has worked they usually retreat to see if their victim will die.				

Type	ST	DX	IQ	PW	MA
King Cobra	12	14	3	12	6(12)
Armour	4/3	Level	4		
Special	DV IV R(Po) SPD(VS D11 -2) PSk(S)				
Attacks	Stinger (ST8 1-2 n2 m12, Poison ST 28 acts 2 turns, -1 ST per turn), S				
Notes	Common in arid areas. The cobra attacks from ambush biting and then retreating to see if the victim dies.				

Type	ST	DX	IQ	PW	MA
Python	30	12	3	14	6
Armour	5/4	Level	5		
Special	DV IV PSk(S)				
Attacks	Grab (m13) followed by 3Crush (ST10 3-2 r0 n2 m16), S				
Notes	The python lives in the jungles of Losith, Ailis and SE Vohn. It usually attacks by dropping from a tree or by sneaking up on a sleeping or unsuspecting victim.				

Type	ST	DX	IQ	PW	MA
Krait	4	15	3	12	4
Armour	2/2	Level	3		
Special	DV IV R(Po) ST SPD(VS D11 -2) PSk(S)				
Attacks	Stinger (ST8 1-5 n2 m13, Poison ST 32 acts in 3 turns, 1 hit/turn), VS				
Notes	This is an example of the small and very poisonous snakes found in arid and jungle areas of Home.				

Type	ST	DX	IQ	PW	MA
Ursine Loper	35	12	5	12	10(15)
Armour	3/3	Level	5		
Special	DV NV 2sq PSk(VS)				
Attacks	4Carnivore Bite (ST8 4-2 n2 m9). VS.				
Notes	These large creatures come from the same family as bears but look rather like giant hyenas with Sabre (ST10 1+1 m11 p9) teeth. A variety of similar species are common throughout Home. They are specialist elephant hunting predators but are especially dangerous in regions where elephants have become rare when they prey on people and domestic animals.				

Type	ST	DX	IQ	PW	MA
Giant Rat	10	17	6	11	10
Armour	2/2		Level	4	
Special	DV NV R(De) R(Po) ST SPD(VS D11 -2) Psk(VS)				
Attacks	Carnivore Bite (ST8 1-2 n2 m12). VS.				
Notes	A gigantic predatory rat about the size of a dog. They live in colonies especially underground and emerge to forage at night. Much more aggressive than normal rats they attack in packs. They are quite common throughout Home though most creatures try to destroy infestations.				

Type	ST	DX	IQ	PW	MA
Basilisk	6	12	3	16	5
Armour	2/2		Level	6	
Special	DV NV R(De) R(Po) Psk(S)				
Attacks	Carnivore Bite (ST8 1-3 n2 m12), Gaze (r5 m16 ROF 1R, Death 5D ST), VS.				
Notes	A Basilisk is a small and unprepossessing lizard with a lethal power. Luckily they are quite rare.				

OLD ONES

The Old Ones make up the native intelligent life of Home and come in a variety of types.

DWARVES

Dwarves are the aboriginal inhabitants of the highlands of Home. Originally the least common of the settled Old Ones they are now the commonest as their regions have remained more secure from invasion than the Gnomes or Gnolls.

Colouring: pale skin with blue, green or brown eyes. Blonde, red or brown hair.

Appearance: stocky build with blunt features and slow deliberate movements. Males and females favour long braided hair. Males are usually bearded.

Height: males average 5' 2", females 4' 10".

Notes: Dwarves have a low fertility rate compensated by low infant mortality and a long lifespan. They have quite a strong male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
Dwarf Carl	15	12(11)	8	8	8	6
Armour	Medium 4/3, Theuros (pts9 par12 cv3 -1)			Level	4	
Special	DV NV IV T(4) R(Fi) R(Co) MR(4) LL Psk(VS) MSk(S)					
Attacks	Light Spear (ST8 1-1 m12 p9/1+2 r3 n1 ROF-4), War Axe (ST14 1+3 n1 m12 p7), VS					
Notes	A typical free dwarf farmer found in the highlands of Vohn. As well as farming he would serve in the local militia.					

Type	ST	DX	IQ	PW	CH	MA
Dwarf Huscarl	18	13(12)	8	8	9	6
Armour	Hauberk and Helm 6/3, Theuros (pts9 par13 cv3 -1)			Level	4	
Special	DV NV IV TO(4) R(Fi) R(Co) MR(4) LL Psk(VS) MSk(S)					
Attacks	2H Great Axe (ST18 2+3 n1 m12 p10), War Axe (ST14 1+3 n1 m13 p7), EX					
Notes	A typical huscarl. A professional soldier in the service of a king or earl.					

GNOMES

Gnomes are the aboriginal inhabitants of the hill-country of Home. Originally fairly common they are now quite rare as other races have moved into their areas. They now live on the periphery of the dwarf kingdoms.

Colouring: pale skin with blue, green or brown eyes. Black, grey or white hair.

Appearance: quite a stocky build with blunt features. Males and females favour long hair. Males are usually bearded.

Height: males average 5' 2", females 4' 10".

Notes: Gnomes have a low fertility rate compensated by low infant mortality and a long lifespan. They have quite a strong male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
------	----	----	----	----	----	----

Gnome Carl	12	13(12)	8	8	7	5
Armour	P. Medium 3/3, Theuros (pts9 par11 cv3 -1)		Level		3	
Special	DV NV IV TO(2) R(Fi) R(Co) MR(2) LL ST PSk(VS) MSk(S)					
Attacks	Light Spear (ST8 1-1 m11 p9/1+2 r3 n1 ROF-4), Heavy Mace (ST12 1+1 n3 m11 p7), S					
Notes	A typical free gnome farmer found in the hills of Vohn. As well as farming he would serve as a warrior to protect the village.					

Type	ST	DX	IQ	PW	CH	MA
Gnome Illusionist	8	13	12	12	7	7
Armour	None		Level		4	
Special	DV NV IV TO(2) R(Fi) R(Co) MR(2) LL ST PSk(S) MSk(VS)					
Attacks	Dagger (ST8 1m13 p8), S					
Spells	Blur, Image Animal, Image Object, Concealment, Dazzle, Directed Dazzle, Image Defence, Illusion Animal, Illusion Element, Invisibility, Create Staff, Mage Sight., VS.					
Notes	Illusionists are reasonably common amongst gnomes. Such an illusionist could be found protecting his or her tribal chief or serving as at the court of a dwarf noble.					

GNOLLS

Gnolls are the aboriginal inhabitants of the forests and jungles of Home. Originally common they are now rare as other races have moved into their areas. They now live on the periphery of the dwarf kingdoms and in the far west.

Colouring: pale skin with green or brown eyes. Brown hair.

Appearance: Medium build. Prominent facial features. Males often have little hair and females favour long hair. Males are beardless.

Height: males average 5' 0", females 4' 8".

Notes: Gnolls have a low fertility rate compensated by low infant mortality and a long lifespan. They have quite a strong male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
Gnoll Warrior	8	13(12)	8	8	6	5
Armour	Target (pts9 par12 cv2)		Level		3	
Special	DV NV R(Fi) R(Co) LL ST SPD(S D10 -1) PSk(VS) MSk(S)					
Attacks	Light Spear (ST8 1-2 m11 p9/1+1 r3 n1 ROF-4), Club (ST8 1-1 n1 m12 p9), Sling (ST8 1-1 n1 r5 m10 ROF-2), S					
Notes	A Gnoll warrior would defend his village but also hunt in the forest and look after his farm.					

Type	ST	DX	IQ	PW	CH	MA
Gnoll Headman	9	15(14)	10	10	8	5
Armour	Target (pts9 par12 cv2)		Level		4	
Special	DV NV R(Fi) R(Co) LL ST V. SPD(S D10 -1) PSk(VS) MSk(VS)					
Attacks	Light Spear (ST8 1-2 m10 p10/1+1 r3 n1 ROF-4), Club (ST8 1-1 n1 m12 p9), Sling, S					
Notes	A Gnoll headman would rule a village.					

GIANTS

The giants are the largest of the Old Ones.

Type	ST	DX	IQ	PW	CH	MA
Lesser Giant	30	9	7	12	5	8
Armour	Skin 2/2, Light Armour 2/2.		Level		4	
Special	DV R(De) R(Po) 4sq PSk(S)					
Attacks	3Club (ST8 3-1 n1 m11 p9) VS					
Notes	Lesser giants inhabit the wilderness of Home. They are humanoid with course features and large limbs. They are between 9 and 12 feet high. They speak a primitive form of Old One. They dress in animal skins. They usually live in small bands and subsist by hunting. Their technology is very primitive with simple stone and wooden tools. They usually live in caves or simple shelters. They are not particular about what they eat and intelligent creatures of other species are fine.					

Type	ST	DX	IQ	PW	CH	MA
Greater Giant Warrior	60	16{10}	8	12	8	8
Armour	Skin 3/3, Medium 4/3.		Level		9	
Special	DV R(De) R(Po) FE(2) LL 4sq PSk(VS) MSK(S)					
Attacks	3 2H Maul (ST16 2+1 n3 m9 p7) VS					
Notes	Greater giants are not very common. They are humanoid and resemble gigantic gnomes or gnolls. They are between 12 and 20 feet high. They speak Old One. They dress in simple clothing. They usually live in small tribes and subsist by hunting, gathering, farming and raiding. Their technology is quite simple but they have often learned metalworking. They usually live in large huts or halls within fortified villages. Greater giants are not always warriors – they can be wizards especially sorcerers or mystics.					

NATURAL SPIRITS

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

Some wizards can use magic to summon **Natural Spirits**.

Type	ST	DX	IQ	PW	MA
Invisible Servant	8	16	8	8	14 Flying
Armour	None		Level		1
Special	DV NV IV I(Co, Ea, Wa, Fi, Ac) SP IM INV PSk(VS)				
Attacks	None				
Notes	Invisible servants are weak and timid spirits. They are adept at all menial tasks but will never engage in aggressive or dangerous acts. They are called by wizards who bind them to a location.				

Type	ST	DX	IQ	PW	CH	MA
E'Serit	12	12	7	12	8	16 Fly
Armour	1/1 Magical		Level		3	
Special	DV NV R(Fi) R(Co) SP IM(EI) IM BR EN(½), SPD(VS D11 -2) PSk(VS)					
Attacks	Bash (ST12 1-1 n2 m12) VS					
Notes	A minor natural spirit tied to a location usually in an arid area. The E'Serit appears as a half man sized swirling body apparently made of cloud. They have glowing amber eyes. They can take on a loosely human form. E'Serit are both heartless and mischievous.					

Type	ST	DX	IQ	PW	CH	MA
Dust Devil	10	12	7	10	7	10
Armour	1/1 Magical		Level		4	
Special	DV NV R(Fi) R(Co) SP IM(EI) IM BR EN(½) SPD(VS D11 -2) PSk(VS)					
Attacks	Dust (Blind 3D) must move onto and stop on target, Touch (m16, Dmg(Ai) L1) VS					
Notes	A minor natural spirit found in desert regions. Dust devils are cruel and heartless.					

Type	ST	DX	IQ	PW	CH	MA
D'Yann	16	14	8	14	10	18 Fly
Armour	2/2 Magical		Level		6	
Special	DV NV R(Fi) R(Co) SP IM(EI) IM BR EN SPD(VS D11 -2) PSk(VS) MSK(S)					
Attacks	Bash (ST12 1 n2 m12) VS					
Spells	Magic Strike, Drop Weapon, Slow Movement, Clumsiness, VS.					
Notes	A minor natural spirit tied to a location usually in an arid area. The D'Yann appears as a man sized swirling body apparently made of cloud. They have glowing amber eyes. They can take on a loosely human form. D'Yann are both cruel and mischievous.					

Type	ST	DX	IQ	PW	CH	MA
Jann	24	16	11	16	12	20 Fly
Armour	4/4 Magical		Level		7	
Special	DV NV R(Fi) R(Co) SP IM(EI) IM BR EN(0) SPD(VS D11 -2) SPD(VS D11 -2) PSk(VS) MSk(VS).					
Attacks	2Bash (ST12 2-1 n2 m11) VS					

Spells	Magic Strike, Drop Weapon, Slow Movement, Clumsiness, Trip, Binding, Tornado Bolt, Break Weapon, Mage Sight., VS.
Notes	A natural spirit tied to a location usually in an arid area. The Jann appears as a twice man sized swirling body apparently made of cloud. They have glowing amber eyes. They can take on a loosely human form. Jann are cruel and violent. They enjoy causing fear and pain.

Type	ST	DX	IQ	PW	CH	MA
Efrit	36	18	14	24	14	24 Fly
Armour	6/6 Magical		Level		10	
Special	DV NV R(Fi) R(Co) SP IM(EI) IM BR EN(0) FE(2) 4 sq SPD(VS D11 -2) PSk(VS) MSk(VS)					
Attacks	3Bash (ST12 3-1 n2 m10) VS					
Spells	Magic Strike, Drop Weapon, Slow Movement, Clumsiness, Trip, Binding, Tornado Bolt, Break Weapon, Mage Sight, Gale, Stop, VS.					
Notes	A powerful natural spirit tied to a location usually in an arid area. The Efrit appears as a huge man swirling body apparently made of cloud. They have glowing amber eyes. They can take on a loosely human form. Efrit are vain, cruel and violent. They enjoy causing fear and pain.					

Type	ST	DX	IQ	PW	CH	MA
Djinn	50	20	18	34	16	24 Fly
Armour	10/10 Magical		Level		12	
Special	DV NV R(Fi) R(Co) SP IM(EI) IM BR EN(0) FE(3) 4sq SPD(VS D11 -2) SPD(VS D11 -2) PSk(Ex) MSk(Ex)					
Attacks	4Bash (ST12 4-1 n2 m10) Ex					
Spells	Magic Strike, Drop Weapon, Slow Movement, Clumsiness, Trip, Binding, Tornado Bolt, Break Weapon, Mage Sight, Gale, Stop, Counterspell, Giant Binding, Magic Missiles, Double, Hurricane, Ex.					
Notes	A mighty natural spirit tied to a location usually in an arid area. The Djinn appears as a huge man swirling body apparently made of cloud. They have glowing amber eyes. They can take on a loosely human form. Djinn are vain, cruel and violent. They enjoy causing fear and pain.					

Type	ST	DX	IQ	PW	CH	MA
Wind Stick Devil	20	18	13	16	10	16
Armour	None		Level		7	
Special	DV NV R(Fi) R(Co) SP IM(EI) IM BR SPD(VS D11 -2) PSk(VS) MSk(S).					
Attacks	2Whirl (ST10 2-2 n2 m13 -3 opposing parry) VS					
Spells	Magic Strike, Drop Weapon, Slow Movement, Trip, Tornado Bolt, Gale, VS.					
Notes	Wind Stick Devils are ten feet tall and humanoid but of skeletal and insubstantial appearance. They inhabit regions of desert and badlands and are extremely hostile. They attack with great speed and a whirl of stick like limbs or with magic. Large groups of them are often found lurking in ambush. They take prisoners to their dancing grounds where they are sacrificed in a ritual to create a new devil.					

Type	ST	DX	IQ	PW	CH	MA
Dryad	8	18	16	20	15	12
Armour	None		Level		7	
Special	DV NV MS R(Fi) R(Co) I(Ea) SP IM BR ST SS SPD(MA D13 -4) PSk(EX) MSk(EX). Can merge with trees.					
Attacks	Gaze (r5 m16 ROF 1R Charm 3D IQ) VS.					
Spells	Summon Animal, Leap, Drop Weapon, Slow Movement, Greater Avert, Thorn Wall, Control Animal, Stones Fly, Speed Movement, Reverse Missiles, Binding, Invisibility, Control Person, Lesser Healing, Create Fog, VS.					
Notes	Dryads are the natural spirits of the forest or jungle. They appear as slender beautiful women. They may choose to display greenish skin. They often display strange and capricious behaviour. They may be friendly and offer gifts to those who act properly or behave maliciously at whim. Dryads are associated with the health and fertility of their region which will be about 1 square mile. They do not go more than about 10 miles from the centre of their area. They are weakened by the destruction of the trees in their region and destroyed with the last tree. If they are 'killed' the fertility of the area will be much reduced but the dryad will be reborn from one her trees in the spring.					

Type	ST	DX	IQ	PW	CH	MA
Nereids	8	18	16	20	15	12 and 16 Swim
Armour	None		Level		7	

Special	DV NV MS R(Fi) R(Co) (Wa) SP IM BR ST SS SPD(MA D13 -4) PSk(EX) MSk(EX). Can merge with water.
Attacks	Gaze (r5 m16 ROF 1R Charm 3D IQ) VS
Spells	Magic Strike, Leap, Drop Weapon, Slow Movement, Greater Avert, Trip, Summon Animal, Speed Movement, Reverse Missiles, Binding, Invisibility, Control Person, Lesser Healing, Create Fog, Waterbolt, VS.
Notes	Nereids are spirits of water. They appear as slender beautiful women. They may choose to display bluish skin. They often display strange and capricious behaviour. They may be friendly and offer gifts to those who act properly or behave maliciously at whim. They are associated with the health and fertility of their river, stream, pool, lake or area of the sea which will be about 10sq miles. They do not go more than about 10 miles from the centre of their area or stRay (r5 m14 ROF 1R) from the banks or shore. They are weakened by the pollution of their water and destroyed if the water is poisoned beyond hope. If they are 'killed' the fertility of the area will be much reduced but the neredid will be reborn from her water in the spring.

Type	ST	DX	IQ	PW	CH	MA
Oreads	10	17	16	20	14	12 unaffected by rough terrain.
Armour	None			Level	7	
Special	DV NV MS R(Fi) R(Co) I(Ea) SP IM BR ST SS SPD(MA D13 -4) PSk(EX) MSk(EX). Can merge with rocks.					
Attacks	Gaze (r5 m16 ROF 1R Charm 3D IQ) VS					
Spells	Stones Fly, Leap, Drop Weapon, Slow Movement, Greater Avert, Trip, Summon Animal, Speed Movement, Reverse Missiles, Binding, Invisibility, Control Person, Lesser Healing, Create Fog, Stonebolt, VS.					
Notes	Oreads are spirits of hills, mountains and moorland. They appear as slender beautiful women. They may choose to display greyish or brown skin and black hair. They often display strange and capricious behaviour. They may be friendly and offer gifts to those who act properly or behave maliciously at whim. They are associated with the health and fertility of their region which will be about 10sq miles. They do not go more than about 20 miles from the centre of their area. They are weakened by the destruction of life in their area. If they are 'killed' the fertility of the area will be much reduced but the oread will be reborn from her earth in the spring.					

Type	ST	DX	IQ	PW	CH	MA
Areiads	6	19	16	20	15	20 Flying.
Armour	None			Level	7	
Special	DV NV MS R(Fi) R(Co) I(Ai) SP IM BR ST SS SPD(MA D13 -4) PSk(EX) MSk(EX). Can become IN at will.					
Attacks	Gaze (r5 m16 ROF 1R Charm 3D IQ) VS					
Spells	Tornado Bolt, Drop Weapon, Slow Movement, Greater Avert, Trip, Summon Animal, Speed Movement, Reverse Missiles, Binding, Invisibility, Control Person, Lesser Healing, Create Fog, VS.					
Notes	Areiads are spirits of the air. They inhabit open lands such as plains. They appear as slender beautiful women. They may choose to display pale skin and fair hair. They often display strange and capricious behaviour. They may be friendly and offer gifts to those who act properly or behave maliciously at whim. They are associated with the health and fertility of their region which will be about 100 square miles. They do not go more than about 200 miles from the centre of their area. They are weakened by the destruction of life in their area. If they are 'killed' the fertility of the area will be much reduced but the areiad will be reborn from the air in the spring.					

HUMANS

The exact origins of humans are open to debate. According to the scholars of the Imperial Collegium of the Dark Empire there are many theories:

1. They are actually hybrid creatures created in the factories of the early Empire.
2. They are actually aboriginal inhabitants like Old Ones who come from either central Anabar or the far east of Vohn. They were therefore not encountered in early history until some examples were captured by the early Empire.
3. Similar to 1 and 2 but the black and yellow skinned inhabitants of eastern Vohn are the aborigines whereas the white skinned inhabitants of north and west Vohn are hybrids.
4. They originated on another planet – Celestius in a similar way to the goblins or elves.
5. Option 4 combined with 3.

The analysis of the Collegium, whilst controversial, follows:

1. Whilst generally accepted in the Empire it can be countered by the wide variety of humans and their great numbers even in eastern Vohn, Anabar and Losith. It requires human adaptability and rate of population growth to be extremely high.
2. They cannot interbreed with Old Ones but they can interbreed with elves. Their languages are related to Elven rather than Old One.
3. It was thought that this argument was countered by the ability of humans to interbreed with elves until it was recently discovered that this is only true of the Orcs and Slaves of north and west Vohn.
4. If this were true why can they interbreed with elves?
5. As 3.

The Collegium therefore concluded that 3 and 5 are equally likely and are both supported to some extent by the myths of the Celestial religion.

It is worth remembering that the science of the Dark Empire is considered madness by the rest of Home.

Type	ST	DX	IQ	PW	CH	MA
Retainer Infantry	15	12	8	8	8	4
Armour	Half Plate 7/4		Level		4	
Special	DV PSk(VS)					
Attacks	Halberd (ST14 2 r2 n2 m11 p10), Heavy Mace (ST12 1+1 n3 m12 p8), VS					
Notes	A professional infantryman of the Western Kingdoms.					

Type	ST	DX	IQ	PW	CH	MA
Feudal Foot	12	12	8	8	8	6
Armour	Medium 4/3		Level		3	
Special	DV PSk(S)					
Attacks	Glaive (ST12 2-1 r2 n2 m12 p11), Broadsword (ST12 1+2 n1 m12 p11), VS					
Notes	A feudal infantryman of the Western Kingdoms.					

Type	ST	DX	IQ	PW	CH	MA
Mercenary Crossbow	12	13	8	8	8	6
Armour	Part Metal 5/3		Level		3	
Special	DV PSk(VS)					
Attacks	Crossbow (ST20 2 n4 r8 m13 ROF 2R), Shortsword (ST10 1+1 n1 m13 p12), VS					
Notes	A mercenary soldier of the Western Kingdoms.					

Type	ST	DX	IQ	PW	CH	MA
Archer	18	16	8	8	8	6
Armour	Medium 4/3		Level		4	
Special	DV PSk(VS)					
Attacks	Longbow (ST18 1+4 n3 r8 m12 ROF-3), Heavy Mace (ST12 1+1 n3 m15 p11), EX					
Notes	An elite infantryman from Bacholt in the Western Kingdoms.					

Type	ST	DX	IQ	PW	CH	MA
Man at Arms	18	15	8	8	10	3
Armour	Full Plate 10/5 (M)		Level		5	
Special	DV PSk(EX)					
Attacks	2H Great Spear (ST16 2 r3 m11 p10), Greatsword (ST18 2+2 n1 r2 m9 p9) (ST18 2+2 r2 n2 m12 p12) (M), Warhammer (ST13 1+2 n5 m12 p10) (M), Broadsword (ST12 1+3 n2 m13 p12) (M), EX					
Notes	A professional heavy cavalryman of the Western Kingdoms or a feudal knight with good military skills. He would ride on a barded warhorse.					

Type	ST	DX	IQ	PW	CH	MA
Cleric	10	11	12	12	10	8
Armour	None		Level		4	
Special	DV PSk(S) MSk(VS)					
Attacks	2H Stave (ST10 2-2 n1 m11 p10) (ST10 1 n1 m12 p10) S					
Spells	Protection Against Supernatural, Disease Protection, Calm, Prayer, Blessing, Break Curse, Summon Angel, Healing, Aid, Binding, Divine Protection, Repel Undead, VS.					
Notes	A typical magic using cleric.					

Type	ST	DX	IQ	PW	CH	MA
Citizen Soldier	14	11	10	8	9	6
Armour	Medium 4/3		Level		3	
Special	DV PSk(S) MSk(S)					

Attacks	2H Pike (ST14 2-2 r4 n1 m11 p10), Falchion (ST14 1+3 m13 p11), VS					
Notes	A citizen-soldier of the Salallian City States.					

Type	ST	DX	IQ	PW	CH	MA
Guards Man	13	16	8	8	8	4
Armour	Full Metal (M) 8/5, Target (pts9 par14 cv2).		Level		4	
Special	DV PSk(VS)					
Attacks	Long Thrusting Spear (ST12 1 r3 m12 p7), Scimitar (ST12 1+2 n1 m14 p9)(M), Composite Bow (1+1 n2 r6 m14 ROF-1) EX					
Notes	An elite guardsman of Northern Losith or Anabar. He would ride on a warhorse which could have a textile bard.					

Type	ST	DX	IQ	PW	CH	MA
Light Horse	13	13	8	8	8	6
Armour	Light 2/2		Level		3	
Special	DV PSk(VS)					
Attacks	Long Thrusting Spear (ST12 1 r3 m11 p9), Scimitar (ST12 1+2 m13 p11), Composite Bow (1+1 n2 r6 m13 ROF-1). VS					
Notes	A typical light horseman of Northern Losith or Anabar. He would ride on a cavalry horse.					

HYBRID CREATURES

Hybrid creatures display a wide variety of forms but they have in common that they were originally created in the factories of the Dark Empire using powerful magic. Many consider that humans really also belong in this category. All these hybrids have now escaped from the empire to create wild populations as well as those used in the Empire's military.

ORCS

Orcs are by far the commonest of the hybrids. They make up more than half of the population of the Dark Empire and an important component in its armies. They are also the warg riding tribes of the north of Vohn and Manghoria.

Colouring: pale skin with blue eyes. Black hair.

Appearance: Heavy build. Prominent facial features with large broad noses and wide foreheads with slight brow ridges. Hairstyles vary.

Height: males average 5' 6", females 5' 4".

Notes: Orcs have a high fertility rate and are resistant to disease so their population growth is high even if difficult conditions. They have a strong male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
Pikeman	14	13(11)	7	7	6	6
Armour	Hauberk and Helm (M) 6/4, Target (pts9 par13 cv2)		Level		4	
Special	DV NV IV TO(4) R(Fi) R(Co) R(De) R(PO) PSk(VS)					
Attacks	2H Pike (ST14 2-2 r4 n1 m11 p10), Shortsword (ST10 1+2 n2 m13 p10) (M). VS					
Notes	A typical regular pikeman of the legions of the Dark Empire.					

Type	ST	DX	IQ	PW	CH	MA
Theorophoroi	13	13(12)	7	7	6	6
Armour	Medium 4/3, Theuros (pts9 par12 cv3 -1).		Level		4	
Special	DV NV IV TO(4) R(Fi) R(Co) R(De) R(PO) PSk(VS)					
Attacks	Long Thrusting Spear (ST12 1 r3 m11 p7), Javelins (ST8 1+1 r4 m12 ROF-3), Shortsword (ST10 1+1 n2 m13 p10) (M). VS					
Notes	A typical theorophoroi of the auxiliary cohorts of the Dark Empire.					

Type	ST	DX	IQ	PW	CH	MA
Peltast	11	13	7	7	6	10
Armour	Pelta		Level		3	
Special	DV NV IV TO(4) R(Fi) R(Co) R(De) R(PO)					
Attacks	Javelins (ST8 1+1 r4 m12 ROF-3), Shortsword (ST10 1+1 n2 m13 p10) (M). VS					
Notes	A typical peltast of the auxiliary cohorts of the Dark Empire.					

Type	ST	DX	IQ	PW	CH	MA
Harquebusier	12	14	7	7	6	6
Armour	Medium 4/3		Level		4	
Special	DV NV IV TO(4) R(Fi) R(Co) R(De) R(PO) PSk(VS)					
Attacks	Harquebus (2+2 n5 r5 m13 ROF 4R), Rapier (ST10 1-1 n2 m14 p13) (M). VS					
Notes	A typical harquebusier of the legions of the Dark Empire.					

Type	ST	DX	IQ	PW	CH	MA
Tribesman	14	13	7	7	6	6
Armour	Medium 4/3, Target (pts9 par13 cv2)		Level		4	
Special	DV NV IV TO(4) R(Fi) R(Co) R(De) R(PO) PSk(VS)					
Attacks	Composite Bow (1+2 n3 r7 m13 ROF-1), Scimitar (ST12 1+2 m13 p9) VS					
Notes	Tribesmen like this ride wargs. They are also used as troops by the Empire. Auxiliary warg riders are similar.					

OGRES

Ogres are mostly found in the dark Empire but are not common. The Empire uses them as guards and heavy shock troops. Small populations also live outside the Empire in wilderness areas surviving as bandits.

Colouring: pale skin with blue eyes. Black hair.

Appearance: Heavy build. Prominent facial features with large broad noses and wide foreheads with brow ridges. Hairstyles vary.

Height: males average 6' 10", females 6' 0".

Notes: Ogres have a low fertility rate but are resistant to disease so their population growth is moderate. They have a strong male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
Shock Troop	23	12	7	7	7	4
Armour	Full Metal (M) 8/5		Level		5	
Special	DV R(De) R(Po) TO(4) MR(4) PSk(VS)					
Attacks	Bec-de-Corbin (ST19 2+3 n5 m10 p9) (M), Morningstar (ST14 1+4 n4 m12 p9) (M), VS					
Notes	Regiments of shock troops are used by the Empire to break enemy lines.					

Type	ST	DX	IQ	PW	CH	MA
Bandit	20	10	7	7	7	6
Armour	Medium 4/3		Level		4	
Special	DV R(De) R(Po) TO(4) MR(4) PSk(VS)					
Attacks	2H Maul (ST16 2+2 n3 m11 p9), Heavy Mace (ST12 1+3 n3 m12 p9), VS					
Notes	Bandits like this plague the borders of the empire.					

COMPOSITE MONSTERS

These creatures were originally created by magic and the dark Empire still keeps forces of them but in the Years of Terror many escaped and now whole populations survive to plague the world. They generally hate humanoid creatures and have a taste for their flesh. In return most humanoids despise them and wipe them out when they can.

Type	ST	DX	IQ	PW	CH	MA
Bazil	18	16	7	12	10	10
Armour	6/4		Level		5	
Special	DV R(Po) BR ST TO(4) SPD(VS D11 -2) PSk(VS)					
Attacks	2Stinger (ST8 2-3 n2 m13, Injects ST 28 poison which acts after 3 turns reducing DX by 1/turn), 2Pincer (ST8 2-2 n1 m13). VS.					
Notes	Bazils have a human like body covered in hair and chitin plates but with a wasp's abdomen and a hideous face which is an amalgam of wasp and stoat. They live in nests of 10-50 individuals and attack in swarms. They inhabit many wilderness areas.					

Type	ST	DX	IQ	PW	MA
Chimera	45	15	6	15	10
Armour	5/4		Level		11
Special	DV NV IR R(Po) BR TO(5) F2 DR(½). 2sq creature. PSk(VS)				

Attacks	3Ram (ST12 3+1 n2 m10) x 1, 4Carnivore Bite (ST8 4+1 n2 m9) x 1, 4Carnivore Bite (ST8 4+1 n2 m9) or Breath (m14 ROF 1R r12) L4 Fire) x1, facing rear 4Stinger (ST8 4 n2 m10) (ST 30 poison acts in 3 turns 1 hit/turn) or Ray (r5 m16 ROF 1R L3 Electricity) x1, 4Claw (ST8 4+1 m11) x 1, VS.
Notes	Chimera have the hindquarters of a large black goat, the forequarters of a lion, a lion's head, a dragonette's head and a goat's head and a tail which is the head of a large viper. The whole bizarre creature is the size of a bison. Chimera's are usually solitary and inhabit wild areas or the fringes of poorly defended populated areas. They can attack once with each head each turn and also with their claws.

Type	ST	DX	IQ	PW	MA
Cockatrice	8	14	4	18	6 or 12 flying.
Armour	1/1		Level	4	
Special	DV NV IV R(Po) BR F2 SPD(VS D11 -2) PSk(S)				
Attacks	Beak (ST8 1-2 n1 m11, Permanent Petrification (3D ST)), VS				
Notes	A cockatrice has the body, head and legs of a chicken, the tail of a lizard and the wings of a bat. Any creature damaged by the cockatrice must resist permanent petrification. It is the petrification process which feeds the cockatrice. They are usually found alone or in pairs in wild areas.				

Type	ST	DX	IQ	PW	CH	MA
Deodand	25	15	7	14	12	12
Armour	5/4		Level	6		
Special	DV NV BR ST TO(4) SPD(VS D11 -2) PSk(Ex)					
Attacks	2Carnivore Bite (ST8 2 n2 m11), 3Claw (ST8 3-2 m11) x 2, VS					
Notes	Deodands are humanoid in shape though covered with a hard black carapace. They stand about 8 feet high. Their faces are human but with large fangs and feral amber eyes. Deodands are either solitary or work in small groups of up to six. They inhabit many wilderness areas and exhibit a startling ferocity.					

Type	ST	DX	IQ	PW	CH	MA
Echidnae	18	20(18)	14	24	14	8
Armour	3/2 Skin and hoplite panoply (M) 6/5, Hoplon (pts12 par10 cv3 dx-2) (pts12 par13 cv3 dx-2)		Level	8		
Special	DV NV IV R(Fi) R(Po) BR PSk(VS) MSk(VS)					
Attacks	Long Thrusting Spear (ST12 1+1 n1 r3 m12 p7) (M), Shortsword (ST10 1+3 n2 m14 p10) (M), EX					
Spells	Gale, Magic Darts, Lightning Bolt, Deflections, Spell Shield, Nain's Greater Protection, Break Weapon, Reverse Missiles, Mage Sight, Invisibility, Speed Movement, Strong Weapon Chant, Clumsiness, Control Animal, EX.					
Notes	Echidnae have a human upper body which divides into two pythons tails. Originally armed by the Empire as hoplites their descendants still often possess the ancestral armour and weapons or acquire more. They have mystic powers to support their fighting abilities. Echidnae normally live in caves in wilderness areas and survive by hunting and gathering. They do not seek out trouble but will attack those who trespass in their territory especially if they seek to clear woodland or engage in mining.					

Type	ST	DX	IQ	PW	CH	MA
Erb	20	20	7	14	12	12
Armour	4/3		Level	4		
Special	DV NV BR ST TO(4) SPD(VS D11 -2), PSk(EX).					
Attacks	Grab (m14) followed by 2Crush (ST10 2-2 r0 n2 m16), VS					
Notes	Erbs are humanoid in shape but covered in scales and with a demonic face with lots of small needle like teeth. They are about 7 feet high. They are usually solitary and prefer to drop on travellers from trees or rocks – grabbing and crushing them. They are experts at silently killing their victims and often travellers fail to notice that the last member of their group is missing until far too late.					

Type	ST	DX	IQ	PW	CH	MA
Ezza	9	14	8	6	6	7
Armour	1/1		Level	4		
Special	NV ST IV TO(4) SPD(VS D11 -2) PSk(VS)					
Attacks	2H Light Spear (ST8 2-4 n2 m12 p12/1+1 r3 n1 ROF-4), Club (ST8 1-1 n1 m13 p11), VS					

Notes	Ezzas have a goblin like body with a rat's head and paddle like digging hands. They stand about 4'0" high. They are expert burrowers digging underground warrens. They live in large groups of a hundred or more. They emerge onto the surface only to hunt, rob and kill and only in the hours of darkness. As many areas have found it is very difficult to remove an Ezza infestation.
-------	---

Type	ST	DX	IQ	PW	CH	MA
Gid	25	18	7	14	10	6
Armour	8/7		Level		5	
Special	DV NV ST BR TO(4) PSk(VS)					
Attacks	Grab (m14), followed by 3Carnivore Bite (ST8 3-2 n2 m10), VS					
Notes	A gid is humanoid but is covered by a tough green carapace. It has long front arms like a preying mantis and the head of the same insect. It stands about 10 feet high but is quite thin and attenuated. Usually solitary it attacks from ambush snatching up unwary passing creatures with its arms and then holding them still as it bites. Few lone travellers can escape its clutches. It prefers to inhabit forested or jungle regions with plenty of cover.					

Type	ST	DX	IQ	PW	MA	
Griffon	35	17	5	15	8 or 24 Flying	
Armour	3/3		Level		6	
Special	DV BR SS, S Evade and S Dodge 2sq creature PSk(VS)					
Attacks	4Beak (ST8 4-2 n1 m11) x 1, 4Claw (ST8 4-2 m12) x 1, EX					
Notes	A griffon is about the size of a pony and has the head, wings and forelegs are those of an eagle whilst the hindquarters are those of a lion. Prides of 8 to 15 griffons inhabit mountainous regions and moor land where they will prey on any large creature. Some Dark Empire guard units ride on griffons.					

Type	ST	DX	IQ	PW	CH	MA
Grue	12	14	7	10	10	10 or 20 Flying
Armour	2/2		Level		4	
Special	NV SO R(Co) TO(2) SPD(VS D11 -2) PSk(VS)					
Attacks	Carnivore Bite (ST8 1-1 n2 m12), VS					
Notes	A grue has a dog's head, a man's body and large bat-like wings. They live in packs roosting in caves, ruins or large hollow trees during the day and emerging at night to hunt.					

Type	ST	DX	IQ	PW	CH	MA
Gryph	40	14	7	18	12	10
Armour	9/7		Level		6	
Special	DV NV BR R(Fi) R(Co) T(10) FE(2) 4sq					
Attacks	5Claw (ST8 5-2 m11), 5Beak (ST8 5-2 n1 m10), EX					
Notes	A gryph is a gigantic humanoid with the head of an eagle and eagle's claws on hands and feet. It is covered in bronze feathers. They either inhabit wilderness areas or serve as guards in the Dark Empire or for powerful wizards. They are quite useful in this regard as loyalty tempers their natural ferocity.					

Type	ST	DX	IQ	PW	CH	MA
Harpy	12	13	7	12	10	8 or 20 Flying
Armour	2/2		Level		5	
Special	DV R(De) R(Po) TO(2) SPD(4) Paralysing Cry (2D under IQ when first heard – 30 sq radius one roll for all Harpies) PSk(VS)					
Attacks	Claw (ST8 1-1 m14), Dropped Rock (Physical up to L3 –2 to hit per level) VS					
Notes	Harpies have the heads and torsos of humans but the rest of their body is that of a huge vulture. Whilst not necessarily ugly to look at they are aggressive and spiteful. They like to paralyse victims with their cries and close in with claws. Against unparalysed targets they tend to drop rocks. The higher they are the more damage this does but the harder it is to hit.					

Type	ST	DX	IQ	PW	MA	
Hippogriff	40	16	5	15	10 or 22 Flying	
Armour	3/3		Level		6	
Special	DV SS R(Co) 2sq creature PSk(Ex)					
Attacks	4Beak (ST8 4 n1 m10), 4Claw (ST8 4 m11) VS					

Notes	A hippogriff is about the size of a horse and has the head and wings of an eagle, the forequarters of a panther and the hindquarters of a horse. Prides of 8 to 15 hippogriffs inhabit plains where they will prey on any large creature. They get on badly with griffons and they are not found in the same areas. Some Dark Empire guard units ride on hippogriffs.					
-------	---	--	--	--	--	--

Type	ST	DX	IQ	PW	CH	MA
Kentaur	31	15	7	15	14	10(22)
Armour	2/2		Level		5	
Special	DV CR(2) R(Co) TO(4). 2sq Psk(VS)					
Attacks	2H Long Thrusting Spear (ST12 2+2 r3 n2 m11 p9) (used as lance), Javelins (ST8 1+5 r4 m12 ROF-3), 2H Club (ST8 2+2 n1 m13 p12), VS					
Notes	A kentaur has the upper body of a man replacing the head and neck of a horse. They are usually bearded and longhaired. They have a primitive stone age culture but frequently acquire metal-headed spears. They never wear clothes or armour. They live in wild areas and survive by hunting and gathering. They are not man-eaters but can be violent if their territory is entered. The Dark Empire has settled tribes of them on the borders with Sager to irritate the nomads.					

Type	ST	DX	IQ	PW	CH	MA
Kerberus	30	16	6	16	10(14)	
Armour	3/3		Level		10	
Special	DV NV IR R(Fi) R(Co) R(Po) SS R(De) LS 2sq DR(½), MS, TS, EN(0) Psk(EX).					
Attacks	3Carnivore Bite (ST8 3-1 n2 m11, Paralysis (3D ST if deals damage)) x 3, 3Stinger (ST6 3-3 n2 m12, ST 30 Poison acts in 3 turns 1 hit/turn) x1 to rear. EX					
Notes	A kerberus is a huge three headed hound whose tail is a large viper. A kerberus never sleeps and has infra-vision and mage sight. Kerberus are used as watchdogs for important sites in the Dark Empire and some other powerful wizards employ them. In the wild they are dangerous predators but quite rare.					

Type	ST	DX	IQ	PW	CH	MA
Lamiae	20	22(21)	8	16	15	8
Armour	4/3 Skin, Part Metal (M) 5/4, Heater (pts12 p14 cv2 dx-1).		Level		5	
Special	DV NV IV R(Fi) R(Po) BR TO(4) MR(4) Psk(EX)					
Attacks	Composite Bow (ST20 2 n4 r9 m13 ROF-2) (M) or Grab (m14) x1 and Falchion (ST14 1+4 n1 m14 p9) (M) x1, EX					
Notes	Lamiae have the upper body of a human and the lower body of a boa constrictor. Usually dressed by the Empire in mail-shirts and open helmets they are generally armed with bow and sword. The Empire uses them as temple guards but some live outside the empire as bandits. In melee they like to grab opponents with their snakes tail and then hold them still to be killed with the sword.					

Type	ST	DX	IQ	PW	CH	MA
Leucomorph	22	16	7	15	10	10 no rough terrain penalties
Armour	7/6, Target (pts9 par13 cv2)		Level		5	
Special	DV NV IV R(Fi) R(Co) R(Po) BR TO(8), 2sq Psk(EX).					
Attacks	2Carnivore Bite (ST8 2-1 n2 m11) x1, 2Club (ST8 2 n1 m12 p9) x1, VS					
Notes	A leucomorph has a jackal's head, a man's torso and the thorax, abdomen and legs of a huge beetle. They can scuttle across the sand and rocky areas they inhabit with great speed. They live in small bands of 20-30 and subsist by hunting and gathering. They also like to eat and rob passing travellers though they can be bought off with gifts of weapons, armour and food. The Empire uses them as desert scouts.					

Type	ST	DX	IQ	PW	CH	MA
Lomer	12	14	7	12	10	10 no terrain penalties
Armour	2/2, Target (pts9 par13 cv2)		Level		3	
Special	DV NV R(Fi) R(Co) R(Po) R(De) TO(2) Psk(EX)					
Attacks	Ram (ST12 1-1 n2 m12) x1, Light Spear (ST8 1-1 m12 p9/1+2 r3 n1 ROF-4) or Club (ST8 1 n1 m13 p9) x1, VS					

Notes	Lomer have the head and back legs of a goat and the torso and arms of a large goblin. They inhabit hills and mountains where they get on badly with goblins and Old Ones. They live in bands of 20-40 individuals and subsist by hunting, gathering and banditry. They will devour intelligent creatures with enthusiasm. The Empire used them as border guards.					
-------	--	--	--	--	--	--

Type	ST	DX	IQ	PW	CH	MA
Mantikora	35	15	7	15	14	8(12) Flying 20.
Armour	4/3		Level		5	
Special	DV R(Fi) R(Po) BR TO(5), 2sq PSk(VS)					
Attacks	4Claw (ST8 4-2 m11) x 1, 4Stinger (ST8 4-3 n2 m10, ST 29 Poison, acts in 3 turns -1 ST/turn) OR 4Natural Darts (ST8 4-1 r5 m11 ROF-2) 10 times/day x1, 4Claws(4-2 m11) x1 VS					
Notes	A mantikora has the head of man with a lion's body, a scorpion's tail and giant bat's wings. In combat they tend to begin by bombarding the enemy with poisoned darts from their tails before closing to finish them off with claw or stinger. They may be solitary or live in bands of up to 8. They are fierce predators.					

Type	ST	DX	IQ	PW	CH	MA
Merman	12	13	8	12	10	12 swimming
Armour	1/1		Level		4	
Special	DV NV Breathe Underwater SPD(VS D11 -2) in water only, PSk(VS).					
Attacks	2H Short Spear (ST10 2-3 r2 n2 m12 p11), Dagger (ST8 1+1 m14 p9), VS					
Notes	Mermen troops support the Dark Empire's naval operations and engage especially in commando operations. Many have left the empire since the Years of Terror and are now common in the sea.					

Type	ST	DX	IQ	PW	CH	MA
Minotaur	36	12	7	15	16	10
Armour	3/2 Skin, Medium 4/3.		Level		6	
Special	DV BR 4sq PSk(VS)					
Attacks	2Great Axe (3+3 n1 m10 p8), 3Horns (ST12 3-1 r2 n2 m11) VS					
Notes	Minotaurs have a human body and a bull's head and attitude. They usually use huge double bladed axes. The Empire uses them as guards and shock troops. Outside the empire they tend to be bandits.					

Type	ST	DX	IQ	PW	CH	MA
Naga	20	20	8	15	9	8
Armour	4/3.		Level		8	
Special	DV NV IV R(Po) R(Fi) BR ST SPD(EX D12 -3) PSk(EX)					
Attacks	Gaze (r5 m17 ROF 1R, Mind Control 2D IQ), 2Carnivore Bite (ST8 2-1 n2 m12, Poison ST 20 acts in 3 turns 1 hit/turn), EX.					
Notes	Naga have the bodies of gigantic snakes with humanoid heads (though with large fangs). The Empire tends to use them as assassins but in the wild they are dangerous and vindictive creatures that inhabit ruins and caves.					

Type	ST	DX	IQ	PW	CH	MA
Pegasus	30	17	4	12	10(22) or 24 Flying	
Armour	2/2		Level		3	
Special	DV TO(-4) SS 2sq PSk(Ex)					
Attacks	2Herbivore Bite (ST8 2-6 m9), 2Bash (ST12 2 n2 m10) S					
Notes	A pegasus is a horse with giant falcon's wings. The Dark Empire uses them as cavalry mounts and others do the same if they can catch them. In the wild they are elusive herbivores.					

Type	ST	DX	IQ	PW	CH	MA
Pelgrane	30	16	7	14	15	4 or 24 Flying
Armour	4/3.		Level		5	
Special	DV BR TO(-4) SS PSk(VS)					
Attacks	3Beak (ST8 3-1 n1 m11), VS					
Notes	Pelgranes have a face and body similar to both a pterodactyl and a human. The Empire uses them as aerial scouts but in the wild they are dangerous predators favouring open country and coastlines.					

Type	ST	DX	IQ	PW	CH	MA
Selkie	14	12	8	11	12	12 swimming
Armour	2/2		Level		5	

Special	DV NV LL Hold Breath Underwater, SH (3 turns/Human), SPD(VS D11 -2) in water PSk(VS).
Attacks	Gaze (r5 m16 ROF 1R, Charm 3D CH), 2H Light Spear (ST8 2-3 n2 m12 p12/1+2 r3 n1 ROF-4), Dagger (ST8 1+1 m14 p9), VS
Notes	Selkies have the upper bodies of humans though with webbed hands and the lower bodies of seals. They live in coastal areas where they hunt for fish and gather shellfish and sea plants. They are not aggressive and will usually try to flee if attacked. They are able to transform themselves into humans at will and often pretend to be human for days or years at a time but must in the end return to the sea.

Type	ST	DX	IQ	PW	CH	MA
Sphinx	25	16	16	25	18	10(20)
Armour	3/3			Level	8	
Special	DV SS IM R(Fi) IM(De) IM(Po) EN(0) DR(½) MR(4) MS PSk(VS) MSK(Ma)					
Attacks	3Claw (ST8 3-2 m12) x 2, EX					
Spells	Magic Seal, Break Seal, Cancel, Spear of Light, Greater Avert, Giant Binding, Greater Stop, Gale, Magic Darts, Deflections, Reverse Missiles, lassia's Ray, Protection, Leap, Light Fall, Binding.					
Notes	A sphinx has a human head and a lion's body. It is a highly magical creature with great powers. The Dark Empire commands them to disrupt communication by attacking travellers between enemy towns. Those that live free of the enemy still stop travellers but may well let them go in exchange for knowledge from far places, which they love.					

Type	ST	DX	IQ	PW	CH	MA
Gorgon	14	16	12	18	16	10
Armour	4/4			Level	9	
Special	DV NV R(Fi) R(Co) IM(De) IM(Po) IM EN(0) DR(¼) TO(8) PSk(VS)					
Attacks	Composite Bow (ST14 1+5 n4 r8 m17 ROF 0) (SupM) (Arrows SupM E +2 max +2 damage. Inject poison ST 30 Acts in 3 turns -1 DX/turn) or Scimitar (ST12 1+5 n1 m17 p13) (SupM E +2 max +2 damage), Gaze (r5 m14 ROF 1R, Permanent Petrification 4D vs DX) MA					
Notes	Gorgons are the only type of hybrid not created by the Dark Empire. A Gorgon was once a normal humanoid but a curse from the Eternal Gods resulted in the victim's hair being replaced by snakes. The gorgon has the ability to turn those who look at its face to stone. Usually the gorgon is abandoned at an isolated spot where some go mad and become aggressive.					

ARTIFICIAL BEINGS

These creatures are created by magic to serve their creators though once their creators are gone many are left to their own devices.

Type	ST	DX	IQ	PW	MA
Lesser Construct	16	9	7	10	6
Armour	7/5 can have a Heater (pts12 p11 cv2 dx-1)		Level	4	
Special	DV NV IR R(Fi) R(Co) TO(6) DR(½) CO PSk(S)				
Attacks	1H weapon and Heater or 2H weapon VS.				
Notes	A construct is an animated metal figure like a suit of armour with built in weapons. It obeys the orders of its creator without question and is often used as a guard.				

Type	ST	DX	IQ	PW	MA
Construct	22	11	7	12	6
Armour	8/6			Level	6
Special	DV NV IR R(Fi) R(Co) T6 DR(½) CO PSk(S)				
Attacks	2H Weapon x 1 and Crossbow ST 18 ROF 2R x 1, VS.				
Notes	As above but more powerful.				

Type	ST	DX	IQ	PW	MA
Greater Construct	36	13	7	14	6
Armour	9/7			Level	7
Special	DV NV IR R(Fi) R(Co) T6 DR(½) CO PSk(S)				
Attacks	2Great Hammer or 2Greataxe x 1 and Crossbow ST 18 ROF 2R x 1, VS.				
Notes	As above but more powerful.				

Type	ST	DX	IQ	PW	MA
------	----	----	----	----	----

Type	ST	DX	IQ	PW	MA
Flesh Golem	24	11	7	12	6
Armour	Part Medium 3/3		Level	7	
Special	DV R(Fi) R(Co) TO(4) IM(EI) DR(½) CO FE(2) RE(1/hour) PSk(S)				
Attacks	2H Maul (ST16 2+3 n3 m11 p9), VS				
Notes	A flesh golem is made up of a mixture of body parts stitched together and animated by magic.				

Type	ST	DX	IQ	PW	MA
Clay Golem	24	11	7	12	6
Armour	None		Level	5	
Special	DV R(Fi) R(Co) TO(4) DR(½) CO FE(2) IM(Piercing or Bashing Damage) RE(1/hour)				
Attacks	2Bash (ST12 2-1 n2 m11), VS				
Notes	A clay golem is a humanoid soft clay statue animated by magic.				

Type	ST	DX	IQ	PW	MA
Stone Golem	36	10	7	14	6
Armour	8/6		Level	6	
Special	DV R(Fi) R(Co) TO(4) DR(½) CO FE(2) RE(1/hour) WB PSk(S)				
Attacks	3Bash (ST12 3-1 n2 m10), VS				
Notes	A stone golem is a humanoid stone statue animated by magic.				

Type	ST	DX	IQ	PW	MA
Steel Golem	40	10	7	16	6
Armour	10/8		Level	7	
Special	DV R(Fi) R(Co) TO(8) DR(½) CO FE(2) RE(1/hour) WB PSk(S)				
Attacks	3Bash (ST12 3 n2 m10), VS				
Notes	A steel golem is a humanoid steel statue animated by magic.				

Type	ST	DX	IQ	PW	MA
Obsidian Golem	40	12	7	18	7
Armour	12/4		Level	8	
Special	DV R(Fi) R(Co) TO(8) DR(½) CO FE(2) RE(1/hour) WB PSk(S)				
Attacks	3Bash (ST12 3 n2 m10), VS				
Notes	An obsidian golem is a humanoid obsidian statue animated by magic.				

Type	ST	DX	IQ	PW	MA
Coal Golem	36	11	7	16	6
Armour	4/2		Level	7	
Special	DV R(Fi) R(Co) DR(½) CO FE(2) RE(1/hour), WB(vs any weapon with a wooden component).				
Attacks	3Bash (ST12 3-1 n2 m10), Fireballs (Fire L1-3 costs hits equal to level – area effect. R5 m12) VS				
Notes	A coal golem is a humanoid coal statue animated by magic. In battle it glows red-hot and can create fireballs.				

Type	ST	DX	IQ	PW	MA
Lesser Gargoyle	12	12	8	12	6 or 16 Flying
Armour	6/4		Level	4	
Special	DV NV R(Fi) R(Co) DR(½) CO FE(2) RE(1/hour) WB PSk(VS)				
Attacks	Claw (ST8 1-1 m14) VS				
Notes	A gargoyle is a hideous animated winged statue.				

Type	ST	DX	IQ	PW	MA
Gargoyle	24	12	8	12	6 or 16 Flying
Armour	8/6		Level	5	
Special	DV NV R(Fi) R(Co) DR(½) CO FE(2) RE(1/hour) WB PSk(VS)				
Attacks	2Bash (ST12 2-1 n2 m11) VS				
Notes	As above but more powerful.				

Type	ST	DX	IQ	PW	MA
Greater Gargoyle	30	12	8	12	6 or 16 Flying
Armour	10/8		Level	6	
Special	DV NV R(Fi) R(Co) DR(½) CO FE(2) RE(1/hour) WB PSk(VS)				
Attacks	2Horns (ST12 2 r2 n2 m11) VS				
Notes	As above but more powerful.				

UNDEAD

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

Type	ST	DX	IQ	PW	MA
Small Skeleton	8	11	7	8	7/5
Armour	Armour Skill 3.		Level	2	
Special	DV NV TO(-4) R(Fi) R(Co) CO FE(1D) IM(Spears, Daggers, Thrusting Swords, Arrows ignored on 1-7 on 1D) PSk(VS)				
Attacks	Claw (ST8 1-2 m14), Weapon VS				
Notes	A small skeleton is a small set of animated humanoid bones such as those of a goblin, gnoll or human child animated by a necromancer A skeleton may be equipped by its owner or may possess weapons and equipment.				

Type	ST	DX	IQ	PW	MA
Lesser Skeleton	12	13	7	8	8/6
Armour	Armour Skill 5.		Level	3	
Special	DV NV TO(-4) R(Fi) R(Co) CO FE(2) IM(Spears, Daggers, Thrusting Swords, Arrows ignored on 1-7 on 1D) PSk(VS)				
Attacks	Claw (ST8 1-1 m14), Weapon VS				
Notes	A lesser skeleton is a medium sized set of animated humanoid bones such as those of a female human or a gnome, wood elf or dwarf animated by a necromancer. A skeleton may be equipped by its owner or may possess weapons and equipment.				

Type	ST	DX	IQ	PW	MA
Skeleton	14	15	8	10	8/6
Armour	Armour Skill 7.		Level	4	
Special	DV NV TO(-4) R(Fi) R(Co) CO FE(2) IM(Spears, Daggers, Thrusting Swords, Arrows ignored on 1-7 on 1D) PSk(VS)				
Attacks	Claw (ST8 1-1 m14), Weapon VS				
Notes	A skeleton is a medium sized set of animated humanoid bones such as those of a human male or high elf animated by a necromancer A skeleton may be equipped by its owner or may possess weapons and equipment.				

Type	ST	DX	IQ	PW	MA
Greater Skeleton	19	18	9	12	8/6
Armour	Armour Skill 9.		Level	5	
Special	DV NV TO(-4) R(Fi) R(Co) CO FE(2) IM(Spears, Daggers, Thrusting Swords, Arrows ignored on 1-7 on 1D) PSk(VS)				
Attacks	Claw (ST8 1 m14), Weapon VS				
Notes	A greater skeleton is a large set of animated humanoid bones animated by a necromancer such as those of an orc or ogre. A skeleton may be equipped by its owner or may possess weapons and equipment.				

Type	ST	DX	IQ	PW	MA
Skeletal Giant	40	12	7	16	10
Armour	Armour Skill 4.		Level	5	
Special	DV NV TO(-4) R(Fi) R(Co) CO FE(2) IM(Spears, Dagger (ST8 1m12 p7)s, Thrusting Swords, Arrows ignored on 1-7 on 1D). 4sq PSk(VS)				
Attacks	4Claw (ST8 4-1 m11), 3Bash (ST12 3 n2 m10), Weapon VS				
Notes	A skeletal giant is a set of giant bones animated by a necromancer. A skeleton may be equipped by its owner or may possess weapons and equipment.				

Type	ST	DX	IQ	PW	MA
Small Zombie	8	9	6	8	6
Armour	1/1 and Armour Skill 3.		Level	2	
Special	DV NV TO(4) R(Fi) R(Co) CO FE(1D) PSk(S)				
Attacks	Bash (ST12 1-3 n2 m11), Bashing Weapon or Mace, S				
Notes	A small zombie is a small humanoid corpse such as a goblin, gnoll or human child animated by a necromancer. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon or mace.				

Type	ST	DX	IQ	PW	MA
Lesser Zombie	14	9	6	8	6

Armour	2/2 and Armour Skill 4.	Level	3
Special	DV NV TO(4) R(Fi) R(Co) CO FE(2) PSk(S)		
Attacks	Bash (ST12 1-1 n2 m11), Bashing Weapon or Mace S		
Notes	A lesser zombie is a medium sized humanoid corpse such as that of a wood elf, female human, dwarf or wood elf animated by a necromancer. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon or mace.		

Type	ST	DX	IQ	PW	MA
Zombie	24	9	6	10	6
Armour	2/2 and Armour Skill 5.	Level	4		
Special	DV NV TO(4) R(Fi) R(Co) CO FE(2) PSk(S)				
Attacks	2Bash (ST12 2-1 n2 m10), Bashing Weapon or Mace S				
Notes	A zombie is a humanoid corpse such as that of a male human or high elf animated by a necromancer. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon or mace.				

Type	ST	DX	IQ	PW	MA
Greater Zombie	36	9	6	12	6
Armour	3/3 and Armour Skill 5.	Level	5		
Special	DV NV TO(4) R(Fi) R(Co) CO FE(2) PSk(S)				
Attacks	3Bash (ST12 3-1 n2 m9), Bashing Weapon or Mace S				
Notes	A greater zombie is a large humanoid corpse such as that of an ogre animated by a necromancer. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon or mace.				

Type	ST	DX	IQ	PW	MA
Zombie Giant	50	8	6	16	8
Armour	3/3 and Armour Skill 5.	Level	6		
Special	DV NV TO(4) R(Fi) R(Co) CO FE(2) 4sq PSk(S)				
Attacks	4Bash (ST12 4-1 n2 m8), Bashing Weapon or Mace S				
Notes	A zombie giant is a giant corpse animated by a necromancer. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon or mace.				

Type	ST	DX	IQ	PW	MA
Lesser Ghoul	12	13	6	8	10
Armour	2/2	Level	3		
Special	NV IV TO(4) R(Fi) R(Co) CO FE(2) PSk(VS)				
Attacks	Grab (m14) and Carnivore Bite (ST8 1-1 n2 m12, Poison ST 28 acts in 3 turns draining 1 PW/turn. If PW reaches 0 then victim will become a ghoul), VS				
Notes	A ghoul appears as a pale corpse with glowing eyes and long fangs. They feed on corpses and can regain hits by eating (1 hit/2ST eaten). Ghouls tend to operate in packs. They may have originally been created by a magical curse but are now self-reproducing.				

Type	ST	DX	IQ	PW	MA
Ghoul	15	15	6	10	10
Armour	3/3	Level	4		
Special	NV IV TO(4) R(Fi) R(Co) CO FE(2) PSk(VS)				
Attacks	Grab (m13) and Carnivore Bite (ST8 1-1 n2 m12, Poison ST 30 acts in 3 turns draining 1 PW/turn. If PW reaches 0 then victim will become a ghoul), VS				
Notes	A lesser ghoul becomes a ghoul by surviving for 10 years.				

Type	ST	DX	IQ	PW	MA
Greater Ghoul	20	16	6	12	10
Armour	4/4	Level	5		
Special	NV IV TO(4) R(Fi) R(Co) CO FE(3) EN(½) PSk(VS)				
Attacks	Grab (m14) and 2Carnivore Bite (ST8 2 n2 m11, Poison ST 32 acts in 3 turns draining 1 PW/turn. If PW reaches 0 then victim will become a ghoul), VS				
Notes	A ghoul becomes a greater ghoul by surviving for 100 years.				

Type	ST	DX	IQ	PW	MA
Lesser Ghast	14	15	6	12	8
Armour	2/2	Level	5		
Special	NV IV TO(4) CO FE(2) EN(0) PSk(VS)				

Attacks	Touch (m16, Drain DX 1D), Claw (ST8 1-1 m14) x 2 VS
Notes	A ghastr appears as a skeletal figure with pale greenish skin stretched tight over visible bones. They survive by devouring living intelligent creatures (1 hit/2ST eaten). A ghastr is created when a humanoid is drained to 0 DX by a ghastr. It will then begin to transform – a process taking 3 turns. Ghastrs usually try to avoid this as they would prefer to kill and eat their victims. Nevertheless they tend to hunt in packs. Ghastrs may have originally been created by a magical curse but are now self-reproducing.

Type	ST	DX	IQ	PW	MA
Ghastr	20	18	6	16	9
Armour	3/3		Level	7	
Special	NV IV TO(4) CO FE(2) EN(0) PSk(VS)				
Attacks	Touch (m16, Drain DX 1D), 2Claw (ST8 2-1 m13) x 2 VS				
Notes	A lesser ghastr becomes a ghastr by surviving for 10 years.				

Type	ST	DX	IQ	PW	MA
Greater Ghastr	36	20	6	22	10
Armour	4/4		Level	9	
Special	NV IV TO(4) CO FE(3) EN(0) PSk(VS)				
Attacks	Touch (m16, Drain DX 1D), 4Claw (ST8 4-1 m11)s x 2 VS				
Notes	A ghastr becomes a greater ghastr by surviving for 100 years.				

Type	ST	DX	IQ	PW	MA
Lesser Wight	20	18	7	14	10
Armour	4/4		Level	7	
Special	NV IV TO(4) R(Fi) R(Co) CO FE(3) EN(0) DR(½) RE(1) PSk(VS)				
Attacks	Touch (m17, Drain PW 2D), 2Strike (ST10 2 n2 m13 p12 - parry as sword) EX				
Notes	A wight appears as a pale corpse wearing the shadowy remnants of armour or clothing. They are created when a cursed burial mound or tomb sacred to the Celestial gods is entered and are the animated corpses of the powerful dead.				

Type	ST	DX	IQ	PW	MA
Wight	25	20	8	16	10
Armour	5/5		Level	9	
Special	NV IV TO(4) R(Fi) R(Co) CO FE(3) EN(0) DR(½) RE(1) PSk(EX)				
Attacks	Touch (m17, Drain PW 3D), 2Strike (ST10 2+1 n2 m13 p12 - parry as sword) EX				
Notes	See above.				

Type	ST	DX	IQ	PW	MA
Greater Wight	30	22	9	18	10
Armour	6/6		Level	10	
Special	NV IV TO(4) R(Fi) R(Co) CO FE(3) EN(0) DR(½) RE(1) PSk(EX)				
Attacks	Touch (m17, Drain PW 3D), 3Strike (ST10 3 n2 m13 p12 - parry as sword) MA				
Notes	See above.				

Type	ST	DX	IQ	PW	CH	MA
Lesser Vampire	18	14	10	15	14	10 Leap 6 sq
Armour	2/2 and Armour Skill 6		Level	6		
Special	NV IV CO R(Co) FE(2) EN(0) DR(½) Takes 1D hits/turn from daylight. PSk(VS)					
Attacks	Weapon, Gaze (r5 m16 ROF 1R, 2D CH Paralysis), Carnivore Bite (ST8 1 n2 m12, Drain ST 1D Heals damage 1/1), VS					
Notes	A vampire was originally a human or orc. No other race can become a vampire. A vampire appears as a human or orc but with pale glassy skin, pale blue eyes and sharp canine teeth. A vampire can only be healed by draining ST from an intelligent victim (IQ 7+) and can only live by drinking fresh blood. Any victim drained to 0 ST is dying and will take 1 hit/turn until death. Any human or orc killed in this way will rise as a lesser vampire after burial. Vampires take damage from daylight and usually go out only at night resting during the day. Vampires are not obviously undead and can pass for the living in most circumstances unless examined closely. It is believed that the curse of vampirism came originally from the Infernal Gods.					

Type	ST	DX	IQ	PW	CH	MA
Vampire	25	19	12	18	18	12 Leap 8
Armour	3/3 and Armour Skill 8		Level	7		
Special	NV IV CO R(Co) FE(2) EN(0) DR(½) Takes 1D hits/turn from daylight PSk(EX)					

Attacks	Weapon, Gaze (r5 m17 ROF 1R, 2D CH Paralysis), Carnivore Bite (ST8 1+2 n2 m13, Drain ST 1D Heals damage 1/1), EX
Notes	A vampire gets more powerful as it gets older. A lesser vampire that survives for 100 years will become a vampire.

Type	ST	DX	IQ	PW	CH	MA
Greater Vampire	30	20	14	20	22	14 Leap 10
Armour	4/4 and Armour Skill 10		Level		8	
Special	NV IV CO R(Co) FE(3) EN(0) DR(½) Takes 1D hits/turn from daylight. PSk(MA)					
Attacks	Weapon, Gaze (r5 m18 ROF 1R, 2D CH Paralysis), Carnivore Bite (ST8 1+3 n2 m14, Drain ST 1D Heals damage 1/1), MA					
Notes	A vampire gets more powerful as it gets older. A vampire that survives for 300 years will become a greater vampire.					

Type	ST	DX	IQ	PW	CH	MA
Master Vampire	35	24	16	24	16	16 Leap 12sqs
Armour	5/5 and Armour Skill 11		Level		10	
Special	NV IV CO R(Co) FE(3) EN(0) DR(½) Takes 1D hits/turn from daylight. PSk(SP)					
Attacks	Weapon, Gaze (r5 m19 ROF 1R, 3D CH Paralysis), Carnivore Bite (ST8 1+4 n2 m15, Drain ST 1D Heals damage 1/1), SP					
Notes	A vampire gets more powerful as it gets older. A greater vampire that survives for 300 years will become a master vampire.					

Type	ST	DX	IQ	PW	CH	MA
Vampire Lord	40	26	18	28	18	16 or Fly 16
Armour	6/6 and Armour Skill 11		Level		11	
Special	NV IV CO R(Co) FE(4) EN(0) DR(½) Takes 1D hits/turn from daylight. PSk(SP)					
Attacks	Weapon, Gaze (r5 m19 ROF 1R, 3D CH Paralysis), Carnivore Bite (ST8 1+6 n2 m15, Drain ST 1D Heals damage 1/1) SP					
Notes	A vampire gets more powerful as it gets older. A master vampire that survives for 500 years will become a vampire lord.					

Type	ST	DX	IQ	PW	CH	MA
Lich	16	14	21	20	14	8/6
Armour	Part Metal (SupM E) 7/6		Level		9	
Special	DV NV TO(4) R(Fi) R(Co) CO FE(2) DR(½) PSk(VS)					
Attacks	Sabre (ST10 1+4 n3 m14 p11) (SupM) (E +1 damage +2 null +1 max), VS					
Items	PW store 6, Spell store 4 and assorted other magical items.					
Spells	Ritual of Lich, Create Undead, Friord's Spell of Terror, Death Spell, Magic Burn, Heddera's Summoning Guard, Drain Life, Damage Lash, Magic Burn, Fear Ward, Demoralise, Call Undead, Skull Guard, Long Aid, Strong Aid, Spirit Shield, Freeze, Control Undead, Call Bone Wall, Repair Undead, Fear Defence, Shrivelling, Summon Greater Skeleton, Summon Greater Zombie, Summon Skeletal Giant.					
Notes	This is an example of a new lich. It would appear as a wizened and shrivelled corpse dressed in fine clothes and armour. Liches can be much more powerful than this. The lich would be attended by several undead servants.					

INHABITANTS OF THE ETERNAL PLANE

This section describes the creatures of the Eternal Plane who may be encountered: either because they have migrated to the real plane or because they are summoned by wizards. The Eternal Plane is a large civilized world with many beautiful cities. High Elven lands on Home are like a poor reflection of life on the Eternal Plane. Creatures tend not to leave the Eternal Plane voluntarily and many of its former inhabitants wish they could return.

WOOD ELVES

Wood Elves are the inhabitants of several forested or jungle regions of Home. They migrated to Home from the Eternal Plane in the distant past.

Colouring: pale skin with blue, green or brown eyes. Black or brown hair.

Appearance: slender build with thin features and angular bone structure. Movement has a rapid, nervous quality. Males and females favour long hair. They do not have facial or body hair.

Height: males and females average 5' 10".

Notes: Wood Elves have a low fertility rate compensated by very low infant mortality and a long lifespan. They have little male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
Wood Elf Chief	14	21	10	12	15	6
Armour	Part Metal (M EN) 6/6, Theuros (pts10 par13 cv3 dx-1) (M)		Level		5	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM SPD(EX D12 -3) PSk(EX) MSk(VS)					
Attacks	Light Spear (ST8 1-1 n1 m16 p9/1+2 r3 n2 ROF-4) (M) (EN), Broadsword (ST12 1+2 n2 m13 p9) (M) (EN), Javelins (ST8 1+2 r4 m13 ROF-3) EX					
Notes	A typical Wood Elf chief. S/he would lead the retinue of warriors of his or her village in war either alone or in the service of a king in wartime and in peacetime would run the village, hunt in the woods and supervise work on his/her farm					

Type	ST	DX	IQ	PW	CH	MA
Wood Elf Warrior	12	17(16)	9	11	11	12
Armour	Part Light 1/1, Theuros (pts9 par13 cv3 -1)		Level		4	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM, SPD(EX D12 -3) PSk(EX)					
Attacks	Light Spear (ST8 1-1 m13 p9/1+2 r3 n1 ROF-4), Broadsword (ST12 1+2 n2 m13 p9) (M), Javelins (ST8 1+2 r4 m13 ROF-3) EX					
Notes	A typical Wood Elf warrior. S/he would serve in the retinue of his or her tribal chief or king in wartime and in peacetime would guard the village, hunt in the woods and supervise work on his/her farm. In battle they favour guerrilla tactics and skirmishing in the woods followed by sudden fierce attacks preferably from ambush.					

Type	ST	DX	IQ	PW	CH	MA
Wood Elf Ranger	11	18(17)	10	10	10	12
Armour	Part Light 1/1, Target (pts9 par14 cv2)		Level		4	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM, SPD(EX D12 -3) PSk(EX)					
Attacks	Shortsword (ST10 1+1 n2 m14 p10) (M), Composite Bow (ST10 1 n2 r7 m14 ROF-1) (M) EX					
Notes	A typical Wood Elf ranger. S/he would serve in the retinue of his or her tribal chief or king in wartime and in peacetime would guard the edges of the forest and hunt or gather in the woods. In battle they favour shooting enemies whilst hidden in the woods and disappearing before any retribution is possible.					

Type	ST	DX	IQ	PW	CH	MA
Wood Elf Animist	10	15	14	16	12	10
Armour	None		Level		5	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(VS) Msk(VS)					
Attacks	Dagger (ST8 1 m14 p9), Composite Bow (ST10 1 n2 r7 m13 ROF-1) (M) VS					
Spells	Small Rain, Animal Form, Power of Arianak, Power of Belatanos, Plant Guard, Gale, Create Food, Cachewn's Bounty, Fog, Power of Managylf, Power of Lir, Wood Runner, Call Sidhe, Call Sylvan Animal, Bark Skin, Animal Sleep, Discorporation, Hero Light of Belak, Control Animal, Bless Iron, Summon Sidhe, Summon Sylvan Animal, Summon Thorn Wall, Regeneration, Life Channel, Life Giving, Cure Poison, Prot. Supernatural, Peace with Nature, Elemental Shield, Weather Prediction (not all in mind). VS					
Notes	A typical Wood Elf animist. S/he would serve in the retinue of his or her tribal chief or king in wartime and in peacetime would protect the village, lead religious ceremonies and serve as a healer.					

HIGH ELVES

High Elves are the inhabitants of several civilised regions of Home. They migrated to Home from the Eternal Plane in the distant past.

Colouring: olive to mid-brown skin with brown eyes. Black or dark brown hair.

Appearance: tall but slender build with thin features and angular bone structure. Movement has a fluid grace. Males and females usually have curly hair which males cut short whilst females favour long hair often tied up. They do not have facial or body hair.

Height: males and females average 6' 2".

Notes: High Elves have a low fertility rate compensated by very low infant mortality and a long lifespan. They have little male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
High Elf General	18	24	16	10	18	6
Armour	Hoplite Panoply (SupM Elven Glass EN) 9/8		Level		6	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(EX) MSk(EX)					
Attacks	2H Long Thrusting Spear (ST12 2+4 n7 r3 m14 p13 Init +1 Charge+1) (SupM) (Elven Glass EN +1 max +2 damage +2 null), Javelins (ST8 1+3 n1 r4 m10 ROF-3) (M), Sabre (ST10 1+8 n5 m17 p15 Init+1 Charge+1), (SupM) (EN Elven Glass+1 max +2 damage +2 null), MA					
Notes	A High Elven General would lead his/her city's forces or his/her regiments in battle. If from a city-state s/he would have been elected from amongst the oligarchs or citizens. A city would have several generals (around 10). In Illia or Caragella s/he would be a professional soldier. In battle s/he would ride a warhorse with part metal barding.					

Type	ST	DX	IQ	PW	CH	MA
High Elf Hoplite	16	18(16)	11	10	12	6
Armour	Hoplite Panoply (M Bronze) 6/6, Hoplon (pts14 par13 cv3 dx-2) (M Bronze)		Level		4	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(VS) MSk(VS)					
Attacks	Long Thrusting Spear (ST12 1+1 n1 r3 m12 p7) (M), Sabre (ST10 1+2 n1 m14 p9) (M) EX					
Notes	A high elf hoplite, either a citizen-soldier or a professional from Caragella or Illia, would be the mainstay of the army.					

Type	ST	DX	IQ	PW	CH	MA
High Elf Cavalry	16	19	11	10	12	6
Armour	Hauberk and Helm (SupM) 7/4		Level		4	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(EX) MSk(VS)					
Attacks	2H Long Thrusting Spear (ST12 2-1 n3 r3 m12 p11) (M), Composite Bow (ST16 1+4 n3 r8 m13 ROF-2) (M, M Arrows), Sabre (ST10 1+2 n1 m14 p12) (M) EX					
Notes	Typical High Elven cavalry fight with the composite bow whilst riding warhorses with part metal barding. They carry a long spear on their backs for shock combat. They could be professionals or citizen-soldiers drawn from the upper classes.					

Type	ST	DX	IQ	PW	CH	MA
High Elf Archers	16	19	11	10	12	6
Armour	Hauberk and Helm (M) 6/4		Level		4	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(VS) MSk(VS)					
Attacks	Composite Bow (ST16 1+4 n3 r8 m13 ROF-2) (M, M Arrows), Sabre (ST10 1+2 n1 m14 p12) (M) EX					
Notes	High elven archers, soldiers or citizen-soldiers form close order units firing massed volleys of archery fire in support of the hoplite regiments.					

Type	ST	DX	IQ	PW	CH	MA
High Elf Priest	16	17	16	18	15	6
Armour	Hoplite Panoply (SupM Elven Glass EN) 11/9		Level		7	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(VS) MSk(EX)					
Attacks	2H Long Thrusting Spear (ST12 2-1 n3 r3 m12 p11) (M), Sabre (ST10 1+2 n1 m14 p12) (M) EX					
Spells	Big Rain, Face of Eyanasha, Hero of Battle, Make Whole, All Seeing, Translate Writing Advanced Healing, Body Repair, Small Rain, Might of Enator, Gale, Create Food, Resist Charge, Madness, Bless Weapon, Phalanx, Call Eternal, Repel Undead, Strength of Enator, Summon Eternal, Break Curse, Poison Protection, Divine Protection, Prayer, Blessing, Prot. Supernatural, Elemental Shield, Weather Prediction, Cure Poison, Long Aid, Strong Aid, Life Giving, Cure Disease, Divine Resistance, Great Prayer, Reverse Missiles, Mage Sight, Magic Lock, Open Door. Not all in mind.					
Items	Vary but probably 6 PW store and 4 IQ store at least.					
Notes	High elven priests are part of the nobility and the ruling class of the cities. In battle they fight as armoured cavalry giving magical support to their regiments. In peacetime they manage their civic duties which include offering sacrifices to the gods, organising the religious festivals such as processions, athletic events, public dramaa and sports events. Priests of less martial tendencies are often found in separate religious sanctuaries such as temples of healing.					

DARK ELVES

High Elves are the inhabitants of the Dark Empire. They migrated to Home from the Eternal Plane in the distant past and separated from the High Elves over religious differences.

Colouring: pale skin with grey-blue eyes. Fair hair.

Appearance: tall but slender build with thin features and angular bone structure. Movement has a fluid grace. Males and females usually have straight hair which males cut short whilst females favour long hair often tied up. They do not have facial or body hair.

Height: males and females average 6' 2".

Notes: Dark Elves have a low fertility rate compensated by very low infant mortality and a long lifespan. They have little male/female role specialisation.

THE IMPERIAL ARMY

The Dark Empire's forces are organised into the Imperial Army and as Dark Elves (and Orcs) encountered will be frequently part of this organisation it is worth describing in detail. At present the Imperial Army consists of:

- The Bodyguard (Excubitores)
- The Imperial Guard (Scholae)
- The Magical Colleges (Collegium)
- 30 Legions (Legiones)
- 400 Auxiliary Cohorts (Auxillia)
- The Allies

Army Ranks

The head of the army is the Dark Emperor. The official ranks are a Duke (commanders of the Excubitores, the Scholae, the Collegium or a Full Army of at least 4 Legions), a Comes (commanders of a Half Army of at least 2 Legions), a Legate (Commander of a Legion or a Cohort of the Excubitores, Scholae or Collegium), a Tribune (commander of a cohort of the Legions or Auxillia or a century of the Excubitores, Scholae or Collegium), a Centurion (a commander of a century of the Legions or Auxillia) and a Decurion (a commander of a decany).

Unit Sizes

- A Decany = 10.
- A Century = 100.
- A Cohort = 500.
- A Legion = 5000.

The Bodyguard

The Bodyguard are the 5 000 troops of the Emperor's personal guard. They always accompany the emperor and are never used without him or her. They are commanded by the Duke Excubitorium and consist of 10 cohorts of 500 troops. Each cohort has 5 Sky Galleys on which it travels. The bodyguard wear enchanted elven glass hoplite panoplies and hoplons and are armed with elven glass spears which double as rods of lightning.

The Imperial Guard

The Imperial Guard are around 24 500 elite troops. They are used to stiffen armies and are deployed usually by the regiment. The guard is commanded by the Duke Scholarium.

Scholae Immunitas: 5 cohorts. Each cohort has 5 Sky Galleys. The troops are half hoplites and half archers.

Scholae Equites Siquares: 5 cohorts. Each cohort has 20 mobile land castles. The troops are half hoplites and half archers.

Scholae Ultrasque Klibonophoros: 2 cohorts. Each cohort has 20 elven glass sky boats. The troops wear elven glass full plate and are armed with elven glass spears which double as lances of plasma balls. They also have rings of Light Fall and are used as paratroops.

Scholae Equites Cataphractarii: 2 cohorts. They are elite cataphracts.

Scholae Scutorium: 4 cohorts. They are elite hoplites.

Scholae Ultrusique Militae: 4 cohorts. Elite armoured archers.

Scholae Equites Mages: 6 cohorts. Elite light cavalry warrior-sorcerers.

Scholae Milites Victrix: 3 cohorts. Elite ogre infantry armed with great hammers.

Scholae Gigantium: 1 cohort. The cohort has 50 mammoths each with crew in the howdah and 5 escort infantry with Javelins (ST8 1+1 r4 m10 ROF-3).

Scholae Incendarium: 1 cohort. Infantry in elven glass hoplite panoplies armed with elven glass spears which double as rods of fiery blast.

Scholae Artillarii: 1 cohort. 20 Energy Lances mounted on powered wagons each with 25 crew and escort troops.

Scholae Equites Mystici: 1 cohort. Elite light cavalry warrior-mystics.

Scholae Equites Pistolarii: 2 cohorts. Elite cavalry equipped as cuirassiers each with 8 pistols.

Scholae Equites Geminus: 3 cohorts. Elite light cavalry equipped with rods of Fire Darts each horse equipped with a bridle which acts as a rod of Speed of Movement.

Scholae Gryphanni: 2 cohorts. Elite troops equipped as light cavalry and armed with spears which acts as rods of lightning. They ride on griffons.

Scholae Pegassi: 2 cohorts. Elite troops equipped as horse archers with enchanted arrows of various types. They ride of pegassi.

Scholae Hippogryphanni: 2 cohorts. Elite troops equipped as heavy cavalry with elven glass armour and lances. They ride on hippogryphs.

Scholae Millites Minoturii Victrix: 2 cohorts. Minotaurs armed with great axes and used as shock troops.

Scholae Maximus Artillarii: 50 heavy siege guns each with 10 crew and supporting troops. They are transported on gun carriages pulled by teams of heavy horses.

The Magical Colleges

The Magical Colleges are the wizards of the Dark Empire. Each college is capable of sending a field force to fight for the Empire and each has a military arm which provides battlefield protection. The Colleges are commanded by the Duke Collegium.

Collegium Demonii: 2 cohorts. Half Conjurers supported by half hoplites.

Collegium Elemantii: 4 cohorts. Half Sorcerers supported by half hoplites.

Collegium Arcanii: 6 cohorts. Half Clerics supported by half hoplites.

Collegium Magi: 4 cohorts. Half Magicians supported by half hoplites.

Collegium Mysticii: 2 cohorts. Half Mystics supported by half hoplites.

Collegium Necromancii: 10 cohorts. 2 cohorts of Necromancers supported by 8 cohorts of undead.

Collegium Militai Equites: 40 cohorts. Half Warrior-Clerics, half Paladins all equipped as cataphracts.

The Legions

A Legion is commanded by a Legate. Each legion consists of 10 cohorts and support troops. They are:

4 cohorts of pike.

3 cohorts of harquebusiers.

1 cohort of archers.

1 cohort of lancers.

1 cohort of horse archers.

10 warmammoths each with a crew of driver, 2 pike, 1 javelin and 2 bow with five javelin armed escort infantry.

35 fire-siphons each with 2 crew and 1 escort.

20 rocket batteries mounted on carts each with 10 crew.

10 light guns each with 5 crew.

5 heavy guns each with 10 crew.

Legions each have a name and a number:

I: Emperor's Own
 II: Moonglitter
 III: Children of Steel
 IV: Arcane Appears
 V: Empire's Glory
 VI: Strong in Bows
 VII: Fortunate and Loyal
 VIII: Manghorian
 IX: Destroyer of Sager
 X: Strength of the Army
 XI: Pacifier of Gods
 XII: The Phoenix
 XIII: Manifest-in-Justice
 XIV: Plentiful in Valour
 XV: Beloved of the Arcane
 XVI: Victory Over Death
 XVII: Emperor's Image
 XVIII: Twin in Glory
 XIX: Hope of Ages
 XX: Steel Vanguard
 XXI: Iron Will
 XXII: Besiegers
 XXIII: Standfast
 XXIV: Victory in the South
 XXV: Valerian's Victory
 XXVI: Juggernaut
 XXVII: Divine Fire
 XXVIII: Imperial Spears
 XXIX: Citizens of the Marches
 XXX: Eastern Vanguard

The Auxiliaries

The 400 auxiliary cohorts are recruited from the Imperial Provinces. They generally contain few Dark Elves except as officers. Auxiliary troopers are usually Orcs or Humans. Auxiliary cohorts are often stationed in forts where they provide local security but in battle 10 auxiliary cohorts support each legion. There are three types of auxiliary cohort. One foot and one mounted cohort are often brigaded together:

Warganni: orcs mounted on wargs and equipped as medium cavalry with composite bows. There are 40 such cohorts.

Equites: humans mounted on light warhorses, dressed in hauberk and helm and armed with a Long Thrusting Spear (ST12 1 r3 m9 p7), a large oval shield and Javelins (ST8 1+1 r4 m10 ROF-3). There are 100 such cohorts.

Theurophoroi: four centuries of humans or orcs in medium armour armed with Long Thrusting Spear (ST12 1 r3 m9 p7)s, Javelins (ST8 1+1 r4 m10 ROF-3) and large oval shields supported by one century of light infantry peltasts with pelta and Javelins (ST8 1+1 r4 m10 ROF-3). There are 260 such cohorts.

Each auxiliary cohort is named by the province in which it was first raised, its type and a number to identify if more than one such cohort comes from the region. E.g. Cohors II Assanammi Equites, Cohors III Taba Theurophoros.

The Allies

Allied troops are organised in their traditional manner and commanded by their own chiefs or officers. Each unit of allies has a small staff of Imperial officers to supervise them. They include Orc Tribal Wolfriders, troops from Baden, Northern Marechs and tribes from the north.

Type	ST	DX	IQ	PW	CH	MA
Dark Elf Tribune	18	24	16	10	16	6
Armour	Hoplite Panoply (SupM Elven Glass EN) 11/9		Level		6	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(EX) MSk(EX)					

Attacks	2H Long Thrusting Spear (ST12 2+4 n5 r3 m15 p13 Initiative+1 Charge+1) (SupM Elven Glass EN +2 dmg +2 max), Composite Bow (ST18 1+4 n5 r9 m13 ROF-1) (SupM, SupM Arrows), Broadsword (ST12 1+8 n4 m16 p14 Initiative+1 Charge+1) (SupM Elven Glass EN +2 dmg +2 max) EX
Notes	A Dark Elf Tribune usually commands a cohort of the Imperial Army or a cohort of the Auxiliaries. A Tribune is a professional soldier who has risen from the ranks by demonstrating ability and passing military exams. S/he would have attended the Imperial War College. In battle the tribune would ride a warhorse with superior masterwork full metal barding.

Type	ST	DX	IQ	PW	CH	MA
Dark Elf Centurion	17	21	15	10	15	4
Armour	Full Metal (SupM) 9/5		Level		5	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(EX) MSk(EX)					
Attacks	2H Long Thrusting Spear (ST12 2 n3 r3 m12 p11) (SupM), Composite Bow (ST16 1+4 n3 r8 m13 ROF-1) (SupM, M Arrows), Broadsword (ST12 1+4 n2 m13 p12) (SupM) EX					
Notes	A typical Dark Elf Centurion usually commands a century of the Imperial Army or of the Auxiliaries. In battle the centurion would ride a warhorse with masterwork full metal barding. Some Centurions, especially those of light units, have lighter equipment to allow them to keep up with their units and may be on foot.					

Type	ST	DX	IQ	PW	CH	MA
Dark Elf Cataphracts	17	19	10	10	10	4
Armour	Full Metal (SupM) 9/5		Level		5	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(EX) MSk(VS)					
Attacks	2H Long Thrusting Spear (ST12 2 n3 r3 m12 p11) (SupM), Composite Bow (ST16 1+4 n3 r8 m13 ROF-1) (SupM, M Arrows), Broadsword (ST12 1+4 n2 m13 p12) (SupM) EX					
Notes	The cataphracts make up the heaviest cavalry of the legions. Each legion has 5 cataphract centuries making up Cohort 1. Each ten man decany is commanded by a Decurion with better IQ and CH. In battle cataphracts ride warhorses with masterwork full metal barding.					

Type	ST	DX	IQ	PW	CH	MA
Dark Elf Lancers	16	19	10	10	10	6
Armour	Part Metal (SupM) 6/4		Level		5	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(EX) MSk(VS)					
Attacks	2H Long Thrusting Spear (ST12 2 n3 r3 m12 p11) (SupM), Broadsword (ST12 1+4 n2 m13 p12) (SupM) EX					
Notes	The lancers are the legions medium cavalry and are also frequently used on detached duty. Each legion has 5 lancer centuries making up Cohort 2. Each ten man decany is commanded by a Decurion with better IQ and CH. In battle lancers ride warhorses.					

Type	ST	DX	IQ	PW	CH	MA
Dark Elf Horse Archers	16	19	10	10	10	6
Armour	Part Metal (SupM) 6/4		Level		5	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(EX) MSk(VS)					
Attacks	Composite Bow ((M, M Arrows), Sabre (ST10 1+1 m11 p9) (SupM) EX					
Notes	The horse archers are the legion's light cavalry and are also frequently used on detached duty. Each legion has 5 horse archer centuries making up Cohort 3. Each ten man decany is commanded by a Decurion with better IQ and CH. In battle horse archers ride light warhorses.					

Type	ST	DX	IQ	PW	CH	MA
Dark Elf Archers	16	19	10	10	10	6
Armour	Full Metal (SupM) 9/5		Level		4	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(EX) MSk(VS)					
Attacks	Composite Bow (ST16 1+4 n3 r8 m13 ROF-1) (SupM, M Arrows), Shortsword (ST10 1+3 n2 m14 p13) (SupM) EX					
Notes	The archers are the legions elite foot missile troops. Each legion has 5 archer centuries making up Cohort 4. Each ten man decany is commanded by a Decurion with better IQ and CH.					

Type	ST	DX	IQ	PW	CH	MA
Scholae Ultrasque Klibonophoros	20	28	12	12	10	6

Armour	Full Plate 15/10 (SupM Elvenglass E)	Level	7
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(MA) MSk(VS)		
Attacks	2H Long Thrusting Spear (ST12 2+5 n7 r3 m14 p14 Initiative+1 Charge+1) (SupM Elvenglass, E +2 dmg, +2 null, Lance of Plasma Balls PW 50/5 max 4 r5 m14), Shortsword (ST10 1+6 n3 m16 p16 Initiative+1 Charge+1) (SupM Elvenglass, E) MA		
Magic Items	Ring of Light Fall, Ring of Spell Shield		
Notes	The best troops of the Scholae. The two cohorts of the Utrusque Klibonophoroi are used mostly in special operations.		

Type	ST	DX	IQ	PW	CH	MA
Dark Elf Chaplain	12	17(16)	14	17	12	6
Armour	Full Metal (SupM) 9/5, Heater (pts14 p14 cv2 dx-1) (M)		Level		7	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM PSk(VS) MSk(EX)					
Attacks	Heavy Mace (1+2 n4 m12 p7) (SupM), Dagger (ST8 1+1 n1 m14 p7) (M) VS					
Items	Power Store 5					
Spells	Summon Archon, Stunning, Healing, Divine Protection, Wound, Prayer, Call Archon, Control Person, Protection Against Supernatural, Skull Guard, Curse Weapon, Banish. VS					
Notes	Each century of Imperial troops has three chaplains who serve as magical support and medics. They usually ride light warhorses.					

ETERNALS

Eternals are the servants of the Eternal gods. Wizards can sometimes summon them to the real plane.

Some wizards can summon **Eternals**.

Type	ST	DX	IQ	PW	CH	MA
Etterling	4	14	12	12	12	8 or 20 Flying
Armour	None		Level		1	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) SPD(VS D11 -2) PSk(EX) MSk(VS)					
Attacks	None					
Notes	An Etterling appears like an elven child of perfect appearance with large white-feathered wings.					

Type	ST	DX	IQ	PW	CH	MA
Etterling Scout	6	14	12	12	12	8 or 20 Flying
Armour	None		Level		3	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) SPD(VS D11 -2) PSk(EX) MSk(VS)					
Attacks	Composite Bow (ST6 1-1 n1 r6 m13 ROF-1) (M, M Arrows) VS					
Notes	An Etterling appears like an elven child of perfect appearance with large white-feathered wings.					

Type	ST	DX	IQ	PW	CH	MA
Eternal Messenger	10	17	12	12	12	8 or 20 Flying
Armour	None		Level		4	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) SPD(VS D11 -2) PSk(EX) MSk(VS)					
Attacks	Composite Bow (ST10 1+1 n3 r7 m13 ROF 0) (SupM, SupM Arrows), Shortsword (ST10 1+2 n2 m13 p12) (SupM) VS					
Notes	An Eternal Messenger appears like an elf of perfect appearance with large white-feathered wings. They are the messengers of the Eternal gods.					

Type	ST	DX	IQ	PW	CH	MA
Eternal Soldier	14	18(16)	10	10	12	8
Armour	Hoplite Panoply (SupM), Hoplon (pts12 par13 cv3 dx-2) (SupM) 11/9		Level		4	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) PSk(EX) MSk(VS)					
Attacks	Long Thrusting Spear (ST12 1+1 n1 r3 m12 p7) (SupM), Shortsword (ST10 1+3 n2 m14 p10) (SupM) EX					

Notes	An Eternal Soldier appears as an elf of perfect appearance. They are the soldiers of the Eternal gods.
-------	--

Type	ST	DX	IQ	PW	CH	MA
Eternal Herald	10	17	10	12	12	10
Armour	None		Level		5	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) SPD(VS D11 -2) PSk(EX) MSk(EX)					
Attacks	2H Stave (ST10 2-2 n1 m11 p10) (2-2 n2 m13 p12) (M) VS					
Spells	Strength of Enator, Repel Undead, Fear Defence, Stones Fly, Concealment, Aid VS					
Notes	An Eternal Herald appears like an elf of perfect appearance. They are the heralds of the Eternal gods.					

Type	ST	DX	IQ	PW	CH	MA
Eternal Champion	18	24(22)	12	16	16	8
Armour	Hoplite Panoply 11/9 (SupM Elven Glass E +2/2), Hoplon (pts18 par15 cv3 dx-2) (SupM Elven Glass)		Level		6	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) EN(0) FE(2) PSk(EX) MSk(VS)					
Attacks	Long Thrusting Spear (ST12 1+6 n5 r3 m15 p9 Initiative+1 Charge+1) (SupM Elven Glass E +2 Dmg +2 Null +2 Max), Shortsword (ST10 1+6 n4 m15 p12 Initiative+1 Charge+1) (SupM Elven Glass E) EX					
Notes	An Eternal Champion appears as an elf of perfect appearance. They are the champions of the Eternal gods.					

Type	ST	DX	IQ	PW	CH	MA
Eternal Acolyte	10	17	14	17	15	10
Armour	None		Level		7	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) EN(0) SPD(VS D11 -2) PSk(EX) MSk(EX)					
Attacks	2H Stave (ST10 2-2 n1 m11 p10) (2-2 n2 m13 p12) (M) VS					
Spells	Might of Enator, Resist Charge, Madness, Strength of Enator, Repel Undead, Fear Defence, Stones Fly, Concealment, Aid VS					
Items	Staff stores 6 PW					
Notes	An Eternal Acolyte appears like an elf of perfect appearance dressed in the robes of a Mantis. They are the lesser priests of the Eternal gods.					

Type	ST	DX	IQ	PW	CH	MA
Eternal Mantis	10	17	17	23	16	10
Armour	None		Level		8	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) SPD(VS D11 -2) PSk(EX) MSk(EX)					
Attacks	2H Stave (ST10 2-2 n1 m11 p10) (2-2 n2 m13 p12) (M) VS					
Spells	Face of Eyanasha, Hero of Battle, Might of Enator, Resist Charge, Madness, Strength of Enator, Repel Undead, Fear Defence, Stones Fly, Concealment, Aid, Divine Resistance, Elemental Shield. VS					
Items	Staff stores 8 PW					
Notes	An Eternal Mantis appears like an elf of perfect appearance dressed in the robes of a Mantis. They are the priests of the Eternal gods.					

Type	ST	DX	IQ	PW	CH	MA
Fury	20	21	12	18	16	8 or 20 Flying
Armour	8/7		Level		8	
Special	DV NV R(Co) R(De) R(Po) BR SS LS ST IM MR(4) EN(0) DR(½) FE(3) SPD(S D10 -1) PSk(EX) MSk(VS)					
Attacks	Whip (Counts as Touch (m17) R2 1D ST Drain), Torch (Counts as Touch (m17) L3 Fire) EX					
Notes	A Fury is a woman with black skin and hair made of snakes. They wear grey robes. The furies inflict suffering on those who fail to respect the Eternal Gods.					

Type	ST	DX	IQ	PW	CH	MA
Fate	12	21	18	30	18	10
Armour	None		Level		9	
Special	DV NV R(Co) R(De) R(Po) BR SS LS ST IM MR(4) EN(0) DR(¼) FE(3) RE(10) SPD(VS D11 -2) PSk(EX) MSk(VS)					
Attacks	Gaze (r5 m17 ROF 1R, 4D ST Death) EX					

Notes	A Fate appears as a beautiful but pale elven woman with grey eyes and dark hair. They dress in dark robes. They bring death to those whose life is ended by the decree of the gods.					
-------	---	--	--	--	--	--

Type	ST	DX	IQ	PW	CH	MA
Winged Victory	12	21	17	23	20	10 or 20 Flying
Armour	None		Level		11	
Special	DV NV AR R(Co) R(De) R(Po) BR SS LS ST IM MR(4) R(De) (½) EN(0) SPD(EX D12 -3) PSk(EX) MSk(VS)					
Attacks	Gaze (r5 m17 ROF 1R, Paralysis 3D IQ) EX					
Spells	Face of Eyanasha, Hero of Battle, Might of Enator, Resist Charge, Madness, Strength of Enator, Repel Undead, Fear Defence, Stones Fly, Concealment, Aid, Divine Resistance, Elemental shield. EX					
Items	Necklace stores 8 PW					
Notes	A winged victory appears as a perfect elf woman with large white wings. Their appearance is a sign of victory in battle.					

Type	ST	DX	IQ	PW	CH	MA
Argos	100	24	10	30	18	10
Armour	10/8		Level		11	
Special	DV NV R(Co) R(De) R(Po) BR SS LS ST IM MR(4) EN(0) DR(½) FE(2) 4sq PSk(EX)					
Attacks	12Club (ST8 12 n1 AUTO), 8Bash (ST12 8 n2 AUTO)					
Notes	Argos is a gigantic humanoid with one hundred eyes all over his body. Only half of the eyes sleep at a time so he is ever watchful. He is used as a watchman by the eternal Gods.					

Type	ST	DX	IQ	PW	CH	MA
Titan	120	24	16	40	24	12
Armour	16/14		Level		14	
Special	DV NV R(Co) R(De) R(Po) BR SS LS ST IM MR(4) EN(0) DR(½) FE(2) 9 square PSk(EX) MSk(VS)					
Attacks	10 2H Long Thrusting Spear (ST12 11-2 n2 r3 AUTO) (E), 10Bash (ST12 10-1 n2 AUTO)					
Notes	The Titans appear as gigantic perfectly formed humanoids. They are usually armed with long spears made entirely of bronze. They were originally enemies of the Eternal Gods but were bound into their service.					

INHABITANTS OF THE INFERNAL PLANE

The inhabitants of the Infernal Plane are often encountered on Home because many now permanently inhabit it. Some are also summoned by wizards. The Infernal Plane is a large world notable for its rugged terrain, grim climate and lack of civilised amenities. Barbaric Infernals abound in this harsh environment but are often enthusiastic about escaping to the Real Plane.

HOBGOBLINS

Hobgoblins inhabit the steppes of Sager on Home as well as surrounding regions they have conquered. They migrated to Home from the Infernal Plane in the distant past.

Colouring: yellowish-brown skin with black eyes. Black hair.

Appearance: short and stocky. Face has prominent bone structure and skull is elongated with a high sloping forehead. They have a stooped, bow-legged stance. Males and females usually have long hair tied in a topknot.

Height: males average 5'6"; females average 5' 4".

Notes: Hobgoblins have a high fertility and low infant mortality. Population growth is swift and only curbed by war or starvation. They have weak male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
Sager Nomad	12	13(12)	8	8	7	6
Armour	P. Medium 3/3, Target (pts9 par13 cv2)		Level		3	
Special	DV NV TO(4) R(Fi) R(Co) R(De) R(Po) CR(1D) PSk(VS)					
Attacks	Comp Bow (ST12 1+1 n2 r6 m13 ROF-1), Sabre (ST10 1+1 m13 p9), VS.					
Notes	A typical Sager nomad would have a number of war-ponies which s/he would ride in turn. S/he would also survive by drinking their blood mixed with milk.					

Type	ST	DX	IQ	PW	CH	MA
Sager Noble	14	17(16)	9	11	12	6

Armour	Hauberk and Helm 6/3, Target (pts9 par14 cv2)	Level	4
Special	DV NV TO(4) R(Fi) R(Co) R(De) R(Po) CR(1D) PSk(EX)		
Attacks	Comp Bow (ST14 1+2 n3 r7 m14 ROF-1), Sabre (ST10 1+2 m14 p9), EX.		
Notes	A Sager noble would have a number of war-ponies which s/he would ride in turn. S/he would also survive by drinking their blood mixed with milk.		

GOBLINS

Goblins inhabit highland regions on Home. They migrated to Home from the Infernal Plane in the distant past.

Colouring: olive-brown skin with black eyes. No hair.

Appearance: short and stocky. Face has prominent bone structure and skull is elongated with a high sloping forehead. They have prominent canine teeth and a stooped, bow-legged stance.

Height: males average 4'8"; females average 4' 2".

Notes: Goblins have a high fertility and relatively low infant mortality. Population growth is swift and only curbed by war or starvation. They have strong male/female role specialisation.

Type	ST	DX	IQ	PW	CH	MA
Goblin Herder	8	12	7	7	7	8
Armour	Level			2		
Special	NV ST TO(2) R(Fi) R(Co) R(De) R(Po) Psk(VS)					
Attacks	Sling (ST8 1-1 n1 r5 m10 ROF-2), Club (ST8 1-1 n1 m12 p10), S.					
Notes	A lower class goblin goatherd.					

Type	ST	DX	IQ	PW	CH	MA
Goblin Warrior	9	13	7	7	8	8
Armour	Target (pts9 par13 cv2), P. Light 1/1			Level		3
Special	NV ST TO(2) R(Fi) R(Co) R(De) R(Po) PSk(VS)					
Attacks	Javelins (ST8 1+1 r4 m12 ROF-3), Club (ST8 1-1 n1 m13 p9), VS.					
Notes	A typical goblin warrior.					

Type	ST	DX	IQ	PW	CH	MA
Goblin Retinue Warrior	11	14	7	7	9	6
Armour	Target (pts9 par13 cv2), Hauberk and Helm 6/3			Level		3
Special	NV ST TO(2) R(Fi) R(Co) R(De) R(Po) Psk(VS)					
Attacks	Light Spear (ST8 1-2 m12 p9/1+1 r3 n1 ROF-4), Javelins (ST8 1+1 r4 m12 ROF-3), Hatchet (ST8 1 n1 m13 p8/1+1 r2 n1 ROF-3), VS.					
Notes	A retinue warrior is part of the personal guard of a goblin chief.					

TROLLS

Trolls are large Infernals and whilst they are common on the Infernal Plane many migrated to the Real Plane where they have a relatively large population.

Type	ST	DX	IQ	PW	CH	MA
Hill Troll	25	10	7	12	7	10
Armour	2/2 skin and 1/1 hides.			Level		3
Special	NV R(Fi) R(Co) R(De) R(Po) PSk(VS)					
Attacks	3Club (ST8 3-1 n1 m10 p8), 2Bash (ST12 2-1 n2 m10), S.					
Notes	Hill trolls are nocturnal hunters who dislike daylight. They stand nine to eleven feet in height. They are not especially brave and quite stupid. They live in extended family groups of 5 to 18 individuals in rough terrain and hunt in large bands. Their material culture is primitive and they normally dress in uncured hides and are armed with simple clubs. They usually inhabit caves or make simple shelters from tree branches.					

Type	ST	DX	IQ	PW	CH	MA
Stone Troll	36	9	7	14	7	8
Armour	7/6			Level		5
Special	NV R(Fi) R(Co) R(De) R(Po) 4sq PSk(VS)					
Attacks	3Bash (ST12 3-1 n2 m10) VS.					

Notes	Stone trolls have stony skin. They stand 11 to 14 feet high. During the day they hide in caves and direct sunlight turns them to stone. At night they emerge to hunt. They live in extended family groups of 4 to 12 individuals in mountain areas.					
-------	---	--	--	--	--	--

Type	ST	DX	IQ	PW	CH	MA
Snow Troll	36	10	7	14	7	8
Armour	5/4		Level		4	
Special	NV IM(Co), IM(Po) IM(De) CR(1D) 4sq PSk(VS)					
Attacks	3Bash (ST12 3-1 n2 m10) VS.					
Notes	Snow Trolls have hard icy skin. They stand 11 to 14 feet high. Snow Trolls inhabit the icy tundra of the north. In daylight they merge with the permafrost becoming like ice themselves but at night they come to life to hunt for food. They tend to live in groups of 3 to 10 individuals.					

Type	ST	DX	IQ	PW	CH	MA
War Troll	25	13	8	12	8	6
Armour	6/5 and Hauberk and Helm 6/3		Level		6	
Special	DV NV R(Fi) R(Co) R(De) R(Po) TO(5) CR(2D) PSk(VS)					
Attacks	2H Maul (ST16 2+3 n3 m11 p9), VS					
Notes	War Trolls are fierce creatures who may serve as mercenaries or guards to goblin chieftains. They are quite rare.					

INFERNALS

These Infernals have never migrated to the Real Plane in sufficient numbers to make up a significant population. Isolated examples and those summoned by Shamans may be encountered.

Some wizards can summon **Infernals**.

Type	ST	DX	IQ	PW	CH	MA
Infernal Groveller	6	11	7	7	5	8
Armour	1/1		Level		1	
Special	NV ST TO(2) R(Fi) R(Co) R(De) R(Po) PSk(VS)					
Attacks	None					
Notes	Looks like a goblin with thick leathery skin.					

Type	ST	DX	IQ	PW	CH	MA
Infernal Minion	6	10	7	7	6	8
Armour	1/1		Level		2	
Special	NV ST TO(2) R(Fi) R(Co) R(De) R(Po) PSk(VS)					
Attacks	Claw (ST8 1-3 m14), VS					
Notes	Looks like a goblin with thick leathery skin.					

Type	ST	DX	IQ	PW	CH	MA
Infernal Servitor	9	11	7	8	6	8
Armour	2/2		Level		3	
Special	NV ST TO(2) R(Fi) R(Co) R(De) R(Po) PSk(VS)					
Attacks	2H Light Spear (ST8 2-4 n2 m12 p12/1+1 r3 n1 ROF-4) VS					
Notes	Looks like a goblin with thick leathery skin.					

Type	ST	DX	IQ	PW	CH	MA
Spindle Hag	8	12	8	14	6	8
Armour	None		Level		3	
Special	NV IM(Po) IM(De) FE(2) PSk(VS)					
Attacks	Touch (m16, CH Drain 1D), VS					
Notes	A spindle hag appears as a gaunt, withered female figure dressed in black rags.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Wraith	8	14	8	14	8	10
Armour	None		Level		4	
Special	NV IM(He) IM(Co) IM(EI) IM(Po) IM(De) EN(0) DR(¼) FE(2) PSk(VS)					
Attacks	Touch (m16, Hits Leech 1D), VS					

Notes	A wraith is appears as a black robed figure with a shadowy body and glowing red eyes. They survive by leeching life.					
-------	--	--	--	--	--	--

Type	ST	DX	IQ	PW	CH	MA
Wraith	10	16	10	16	10	10
Armour	None		Level		5	
Special	NV IM(He) IM(Co) IM(EI) IM(Po) IM(De) EN(0) DR(¼) FE(2) PSk(VS)					
Attacks	Touch (m16, Hits Leech 1D), VS					
Notes	A wraith is appears as a black robed figure with a shadowy body and glowing red eyes. They survive by leeching life.					

Type	ST	DX	IQ	PW	CH	MA
Greater Wraith	12	18	12	18	10	10
Armour	None		Level		6	
Special	NV IM(He) IM(Co) IM(EI) IM(Po) IM(De) EN(0) DR(¼) FE(2) PSk(VS)					
Attacks	Touch (m16, Hits Leech 2D), EX					
Notes	A wraith is appears as a black robed figure with a shadowy body and glowing red eyes. They survive by leeching life.					

Type	ST	DX	IQ	PW	CH	MA
Creeping Horror	25	16	7	20	8	8
Armour	5/4		Level		7	
Special	NV R(Fi) R(Co) IM(EI) IM(Po) IM(De) EN(0) DR(½) FE(2) BR INV PSk(VS)					
Attacks	3Claw (ST8 3-2 m13) x 2 EX					
Notes	Appears as a shadowy monstrous humanoid shape to those with mage-sight or other senses but is otherwise invisible.					

Type	ST	DX	IQ	PW	CH	MA
Watching Devil	30	20	7	24	8	12 or 24 Flying
Armour	9/8		Level		8	
Special	NV IM(He) IM(Co) IM(EI) IM(Po) IM(De) EN(0) SS AR TO(10) FE(2) BR PSk(VS)					
Attacks	3Claw (ST8 3-1 m13) x 2, 3Natural Darts (ST8 3 r5 m13 ROF-2, Injects ST 28 Poison –1 DX/turn acts in 3 turns) x 1, EX					
Notes	Appears as a lion like creature with a goblins face and large leathery wings. Its neck and back are covered with long spines which it can shoot at its enemies.					

Type	ST	DX	IQ	PW	CH	MA
Flame Devil	25	20	18	26	14	10
Armour	8/7		Level		10	
Special	DV NV IM(He) IM(EI) IM(Po) IM(De) EN(0) FE(3) BR PSk(EX) Msk(VS)					
Attacks	3Claw (ST8 3-2 m13) x 2, Breath (m15 ROF 1R r8 L3 Fire), EX					
Spells	Terror, Eternal Fire, Violent Rage, Fear Ward, Curse Weapon, Destroy Object, Greater Skill, Skull Guard, War Drums, Blend into Background, Torture, Igzorg's Cloak, Fear Defence, Discorporation, Control Goblin, Skill, Speed of Movement VS					
Notes	Appears as a large humanoid with red skin and glowing eyes. Flames come from its mouth and nose. Flame Devils are embodied Infernal Spirits.					

Type	ST	DX	IQ	PW	CH	MA
Balrog	60	26	20	40	15	14 or 14 Flying
Armour	14/12		Level		15	
Special	DV NV IM(He) IM(Po) IM(De) EN(0) FE(4) BR 4sq PSk(EX) Msk(EX).					
Attacks	5Scimitar of Fire (ST12 5+2 n1 and L3 Fire m13 p9 (M E +2 Max, L3 Fire), Whip of Fire (Touch m18 R4 L3 Fire and save Dif balance or fall), MA.					
Spells	Hvorag's Chains, Terror, Eternal Fire, Violent Rage, Fear Ward, Curse Weapon, Destroy Object, Greater Skill, Skull Guard, War Drums, Blend into Background, Torture, Igzorg's Cloak, Fear Defence, Discorporation, Control Goblin, Skill, Speed of Movement EX					
Notes	Balrog's are powerful, embodied, Infernal spirits. They appear as 20 foot, black skinned humanoids with fiery eyes.					

INHABITANTS OF THE SYLVAN PLANE

Inhabitants of the Sylvan Plane rarely migrate entirely to the Real Plane but are often seen there. This is because, as well as being summoned by wizards, Sylvan Creatures can travel easily to the Real Plane. At many places, especially in forests and wild areas the Sylvan Plane overlaps with the Real Plane and here it is possible to cross

from one to the other. At these places one or more Sylvan creatures will always be watching. Included in this section are Halflings. Halflings are half human and half sylvan and can be found in either the Sylvan or Real Planes.

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

Some wizards can summon **Sylvans**.

Type	ST	DX	IQ	PW	CH	MA
Pixie	6	13	8	16	10	7
Armour	None		Level		2	
Special	DV NV MS ST MR(6) SS R(Co) LS IM IM(De) IM(Po). SPD(VS D11 -2) PSk(VS) MSk(S)					
Attacks	Stave Bow (ST6 1-2 n1 r5 m12 ROF-1) VS					
Spells	Healing, Curse. VS					
Notes	Pixies are tiny humanoids with pointed ears and upturned noses. They are mischievous but not aggressive or cruel.					

Type	ST	DX	IQ	PW	CH	MA
Sylvan Raven	4	16	8	10	8	5 or 24 Flying
Armour	1/1		Level		2	
Special	DV NV MS MR(6) SS R(Co) LS IM(De) IM(Po) SPD(VS D11 -2) PSk(VS) MSk(S)					
Attacks	Beak (ST8 1-4 n1 m13), VS					
Notes	Sylvan Ravens are larger and more intelligent than normal birds. They are the spies of the gods and can talk and take messages.					

Type	ST	DX	IQ	PW	CH	MA
Fairy	3	20	10	20	12	4 or 20 Flying
Armour	None		Level		4	
Special	DV NV MS ST MR(6) SS R(Co) LS IM IM(De) IM(Po) INV CA SPD(EX D12 -3) PSk(EX) MSk(VS)					
Attacks	None					
Spells	Healing, Curse, Stones Fly, Aid, Break Curse, Poison Protection, Prayer, Blessing, Summon Sylvan Animal, Summon Thorn Wall, Control Animal, Animal Sleep. VS					
Notes	Fairies are small and weak appearing as tiny, winged humanoids. They are encountered in large groups where the Sylvan Plane and the Real Plane meet and are unpredictable and capricious. They may respond well to flattery and compliments but enjoy playing tricks on mortals. They can change their appearance and turn invisible at will.					

Type	ST	DX	IQ	PW	CH	MA
Sylvan Warrior	11	16(15)	10	10	12	6
Armour	Medium (M) 4/4, Theuros (pts9 par13 cv3 dx-1)		Level		4	
Special	DV NV MS BR MR(6) SS R(Co) LS IM IM(De) IM(Po) PSk(EX) MSk(VS)					
Attacks	Short Spear (ST10 1 n2 r2 m13 p8) (M E +1 dmg, +1 null), Javelins (ST8 1+1 r4 m10 ROF-3), Shortsword (ST10 1+2 n3 m14 p10) (M E +1 Damage +1 Null), EX					
Notes	Sylvan Warriors look like wood elves but with pointed ears. They are the warriors of the Sylvan Plane.					

Type	ST	DX	IQ	PW	MA
Sylvan Wolf	20	18	7	10	11(15)
Armour	4/4		Level		4
Special	DV NV MS BR MR(6) SS R(Co) LS IM IM(De) IM(Po) TS PSk(EX)				
Attacks	2Carnivore Bite (ST8 2-1 n2 m11), VS				
Notes	Larger and more dangerous than normal wolves.				

Type	ST	DX	IQ	PW	MA
Sylvan Boar	30	15	6	10	7(13)
Armour	4/4		Level		4
Special	DV NV MS BR MR(6) SS R(Co) LS IM IM(De) IM(Po) 2sq PSk(VS)				
Attacks	2Tusk (ST12 2 r2 n1 m11) x1 and 2Bash (ST12 2 n2 m11) x1, VS				
Notes	Sylvan Boars are larger and superior to normal animals.				

Type	ST	DX	IQ	PW	CH	MA
Sylvan Champion	15	22(21)	12	12	15	6
Armour	P. Metal (SupM) 6/4, Theuros (pts10 par13 cv3 dx-1) (M)		Level		5	
Special	DV NV MS BR MR(6) SS R(Co) LS IM IM(De) IM(Po) PSk(EX) MSk(VS)					
Attacks	Short Spear (ST10 1+2 n3 r2 m13 p8) (M E +2 dmg, +2 null), Javelins (ST8 1+2 r4 m13 ROF-3), Broadsword (ST12 1+4 n 4 m13 p9) (M E +2 Damage +2 Null), EX					
Notes	Sylvan Champions look like wood elves but with pointed ears. They are usually mounted on light warhorses.					

Type	ST	DX	IQ	PW	MA	
Sylvan Bear	45	16	7	14	10(13)	
Armour	5/5		Level		6	
Special	DV NV MS BR MR(6) SS R(Co) LS IM IM(De) IM(Po) 2sq PSk(EX)					
Attacks	3Bash (ST12 3+1 n2 m11), 5Carnivore Bite (ST8 5-1 n2 m9), 5Claw (ST8 5-1 m11) EX					
Notes	These bears are larger than those which inhabit northern and eastern Vohn, fiercer and more intelligent.					

Type	ST	DX	IQ	PW	CH	MA
Sidhe	9	20	14	24	14	10
Armour	None		Level		9	
Special	DV NV MS BR ST MR(6) SS R(Co) LS IM IM(De) IM(Po) EN(0) DR(¼) INV, CA, SPD(MA D13 -4) PSk(EX) MSk(EX).					
Attacks	2H Light Spear (ST8 2-2 n5 m14 p14/1+3 r3 n4 ROF-4) (M E +2 dmg, +2 null), Composite Bow (ST8 1+2 n3 r6 m15 ROF-1) (M) (Arrows M E +2 dmg +2 null), MA					
Spells	Healing, Stones Fly, Aid, Break Curse, Prayer, Blessing, Summon Sylvan Animal, Summon Thorn Wall, Control Animal, Animal Sleep, Bless Iron, Hero Light of Belak, Power of Lir, Woodrunner, Fog, Power of Mangyff. EX.					
Items	Amulet stores 6 PW and 4 IQ of spells.					
Notes	Sidhe come in two types known as Light and Dark Sidhe. They usually appear as beautiful humanoids resembling wood elves but can change their appearance at will. They are more logical than fairies but are still unpredictable and have little natural sympathy. They tend to take a casual interest in mortals but will communicate more readily with elves. They can turn invisible at will but cannot attack or cast magic in this state. Dark Sidhe are identical except for a cruel and heartless personality. They enjoy causing pain and suffering especially to mortals.					

Type	ST	DX	IQ	PW	CH	MA
Sidhe Noble	14	24(23)	17	28	16	10
Armour	P. Metal (E SupM) 8/6, Theuros (pts11 par14 cv3 dx-1) (SupM)		Level		10	
Special	DV NV MS BR ST MR(6) SS R(Co) LS IM IM(De) IM(Po) EN(0) DR(¼) INV CA PSk(MA) MSk(MA)					
Attacks	Short Spear (ST10 1+3 n4 r2 m16 p8) (M E +3 dmg, +3 null +2 Max), Composite Bow (ST14 1+5 n7 r8 m11 ROF-1) (M) (Arrows M E +3 dmg +3 null), MA					
Spells	Healing, Stones Fly, Aid, Break Curse, Prayer, Blessing, Summon Sylvan Animal, Summon Thorn Wall, Control Animal, Animal Sleep, Bless Iron, Hero Light of Belak, Power of Lir, Woodrunner, Fog, Power of Mangyff, Elemental Shield, Divine Resistance, Power of Badra, Power of Bellaena, Cachewn's Winter Blast, Gellidon's Magical Modification, Fire of Belak, Gobinnan's Greater Bless Iron, Change of Lir. EX.					
Items	Amulet stores 10 PW and 6 IQ of spells.					
Notes	Sidhe Nobles come in two types known as Light and Dark Sidhe. They usually appear as beautiful humanoids resembling wood elves but can change their appearance at will. They are more logical than fairies but are still unpredictable and have little natural sympathy. They tend to take a casual interest in mortals but will communicate more readily with elves. They can turn invisible at will but cannot attack or cast magic in this state. Dark Sidhe are identical except for a cruel and heartless personality. They enjoy causing pain and suffering especially to mortals.					

HALFLINGS

Halflings are born of one Sylvan Parent and one human parent. They are not very common but can be found living in human society or occasionally on the Sylvan Plane. They are also sometimes caused changelings because of the Sylvan habit of exchanging them for human children.

Colouring: pale, sometimes freckled skin with green eyes. Brown, red or fair hair.

Appearance: Slender build. Tend to be good looking. Delicate features and pointed ears. They have quick, nimble movements.

Height: males average 5'11", females average 5' 8".

Notes: Halfling's children with humans are human, halfling's children with elves are halflings.

Type	ST	DX	IQ	PW	CH	MA
Halfling Warrior-Sorcerer	12	17(16)	12	16	10	6
Armour	P.Metal (M E +1/+1) 6/5 Theuros (pts9 par12 cv3 – 1dx)		Level		6	
Special	DV NV R(Co) R(Po) SS ST LL PSk(VS) MSk(VS)					
Attacks	Broadsword (ST12 1+3 n3 m12 p9) (M E +1 dmg, +1 null), Javelins (ST8 1+2 r4 m10 ROF-3), VS					
Items	Ring Stores 6 PW, Wand of Firebolts (max 3 24 charges), Ring of Protection					
Spells	Summon Element, Shock Shield, Ice Weapon, Astrid's Burning Hands, Firebolt VS					
Notes	Halflings often take up the profession of warrior-wizard.					

INHABITANTS OF THE DRACONIC PLANE

Inhabitants of the Draconic Plane have migrated to the real Plane in fairly large numbers. Reptillions and Half-Birds live in the jungles of Losith whilst dragonettes and dragons are widespread, though rare. Reptilian Adepts also summon dragons.

The Draconic Plane is a large world with a climate warmer than Home covered in steaming jungles, swamps, deserts and grassland. It also has extensive volcanic activity. It has the cities of the Reptilians but ruling over the world and the enormous forms of the draconic Gods as big as mountains.

REPTILILLIANS

Colouring: Scales are coloured in two colours indicating the city and warrior house or temple of origin. Outcasts are black and white. Reptilians do not have hair and their eyes are yellow.

Appearance: Reptilians have a bipedal gait. Their legs bend the opposite way to humanoids at the knee. As they walk they lean forward and are balanced by a long, heavy tail sticking out horizontally behind them. They have long heads with an arRay (r5 m14 ROF 1R) of small, sharp teeth used for tearing meat. Reptilians have no external ears. Adults have tall, coloured crests. Their front limbs end in flexible hands with opposed thumbs.

Height: males average 6'5", females average 6' 3" but get bigger with age.

Notes: Reptilians are warm blooded but are adapted to a warm environment. They have good eyesight and sense of smell (+1perception) but poor hearing and Touch (m14) (-1 perception). They breed seasonally (once per year in spring) and females lay 4 to 12 eggs 2/3 of which produce small, weak (but not helpless) hatchlings. Three out of four hatchlings are male. Reptilians grow throughout their life reaching a height of 5' for males and 4'10" for females on reaching maturity after 12 years. They grow a further 1" per year until the age of around 29 where after growth slows to ½" per year until at the age of 61 they reach a height of 8'3" for males and 8'1" for females. Growth then slows to around ¼" per year and by 121 males are 9'6". Reptilians over this age are rare as a result of wear and tear and disease but a few live to over 300 when they will be more than 13' high. Their scales also thicken with age.

Type	ST	DX	IQ	PW	CH	MA
Apprentice	14	10	7	7	7	6
Armour	Medium 4/3		Level		4	
Special	DV IV TO(8) R(Fi) LL PSk(S)					
Attacks	2H Bastard Sword (ST16 2+2 n1 m10 p10), Javelins (ST8 1+2 r4 m11 ROF-3), S					
Notes	An apprentice is training to be a warrior and lives in a Warrior Hall.					

Type	ST	DX	IQ	PW	CH	MA
Warrior	18	14	8	7	9	6
Armour	Skin 1/1, Medium 4/3		Level		4	
Special	DV IV TO(8) R(Fi) LL PSk(VS)					
Attacks	Greatsword (ST18 2+2 n1 r2 m11 p11), Javelins (ST8 1+3 r4 m12 ROF-3), VS					
Notes	Warriors are the mainstay of the military of each city. They live in the Warrior Halls.					

Type	ST	DX	IQ	PW	CH	MA
Warrior Master	36	19	10	9	17	6
Armour	2/2, skin of armour 2/2 and Medium (M) 4/4		Level		7	
Special	DV IV TO(8) R(Fi) LL. 2sq PSk (EX)					
Attacks	2Greatsword (ST18 3+2 n2 r2 m11 p11) (M), 2Javelins (ST8 2+5 n1 r4 m10 ROF-3) (M), EX					
Notes	Warriors Masters are the lords of each Warrior House. They are over 60 and more than 8' high.					

Type	ST	DX	IQ	PW	CH	MA
Warrior Lord	45	19	12	10	18	6
Armour	3/3, skin of armour 4/4 and Medium (E SupM) 7/6		Level		8	
Special	DV IV TO(8) R(Fi) LL. 2sq PSk(EX)					
Attacks	2Greatsword (ST18 3+5 n2 r2 m14 p12) (E SupM, +2 max), 2Javelins (ST8 2+5 n1 r4 m13 ROF-3) (M) MA					
Items	Ring of Divine Protection					
Notes	Warrior Lords are the greatest warriors of their city. At over 120 years of age they are at least 9'6" high.					

Type	ST	DX	IQ	PW	CH	MA
Acolyte Adept	10	10	9	9	7	8
Armour	None		Level		4	
Special	DV IV TO(8) R(Fi) LL PSk(S) MSk(S)					
Attacks	2H Stave (ST10 2-2 n1 m12 p11), Shortsword (ST10 1+1 n1 m12 p11), S.					
Spells	Slow Movement, Drop Weapon, Create Staff, Stones Fly, Protection, Healing, Curse, Concealment, Aid, Summon Dragon. S					
Items	Staff stores 3 PW.					
Notes	An acolyte is training to be an adept and serves in a city's temple.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Adept	10	13	11	12	8	8
Armour	None		Level		5	
Special	DV IV TO(8) R(Fi) LL PSk(S) MSk(VS)					
Attacks	2H Stave (ST10 2-2 n1 m12 p11), Shortsword (ST10 1+1 n1 m12 p11), S.					
Spells	Slow Movement, Drop Weapon, *Create Staff, Stones Fly, *Protection, Healing, *Curse, Concealment, *Aid, Summon Dragon, *Break Curse, *Poison Protection, *Divine Protection, Prayer, Blessing, *Izez's Tireless Travel Chant, *Call Dragon, Scales of the Fire Dragon. VS					
Items	Staff stores 3 PW.					
Notes	A lesser adept is one of the minor functionaries in a city's temple.					

Type	ST	DX	IQ	PW	CH	MA
Adept	12	13	14	16	9	8
Armour	1/1.		Level		6	
Special	DV IV TO(8) R(Fi) LL PSk(S) MSk(EX)					
Attacks	2H Stave (ST10 2-2 n1 m12 p11), Shortsword (ST10 1+1 n1 m12 p11), S					
Spells	Slow Movement, Drop Weapon, *Create Staff, *Stones Fly, *Protection, Healing, *Curse, Concealment, *Aid, Summon Dragon, *Break Curse, *Poison Protection, *Divine Protection, Prayer, Blessing, *Izez's Tireless Travel Chant, *Call Dragon, Scales of the Fire Dragon, *Weather Prediction, Cure Poison, Long Aid, Claws of the Earth Dragon, Summon Earth, Summon Fire, Summon Darkness, Summon Air, Gaze of the Darkness Dragon, Breath of the Fire Dragon, Wings of the Light Dragon, Scales of the Earth Dragon. EX.					
Items	Staff stores 6 PW, Amulet hold 4 IQ of spells.					
Notes	An adept is one of the functionaries in a city's temple.					

Type	ST	DX	IQ	PW	CH	MA
Greater Adept	14	13	18	24	14	8
Armour	2/2		Level		7	
Special	DV IV TO(8) R(Fi) LL. 2sq creature PSk(S) MSk(MA)					
Attacks	2H Stave (ST10 2-1 n1 m12 p11), Shortsword (ST10 1+2 n1 m12 p11), S.					

Spells	Slow Movement, Drop Weapon, *Create Staff, *Stones Fly, *Protection, Healing, *Curse, Concealment, *Aid, Summon Dragon, *Break Curse, *Poison Protection, *Divine Protection, Prayer, Blessing, *Izez's Tireless Travel Chant, *Call Dragon, Scales of the Fire Dragon, *Weather Prediction, Cure Poison, Long Aid, Claws of the Earth Dragon, Summon Earth, Summon Fire, Summon Darkness, Summon Air, Gaze of the Darkness Dragon, Breath of the Fire Dragon, Wings of the Light Dragon, Scales of the Earth Dragon, Cure Disease, Great Prayer, Sanctify Area, Life Giving, Spell Breaker, *Skin of Armour, Wings of the Storm Dragon, Wings of the Darkness Dragon, Gaze of the Dragon of Justice, Breath of the Storm Dragon. EX.
Items	Staff stores 9 PW, Ring Stores 8 PW, Amulet hold 8 IQ of spells.
Notes	A greater adept is one of the chief functionaries in a city's temple.

Type	ST	DX	IQ	PW	CH	MA
High Adept	16	13	21	26	16	8
Armour	3/3		Level		8	
Special	DV IV TO(8) R(Fi) LL. 2sq creature PSk(S) MSk(MA)					
Attacks	2H Stave (ST10 2-1 n1 m12 p11), Shortsword (ST10 1+2 n1 m12 p11), S.					
Spells	Slow Movement, Drop Weapon, *Create Staff, Stones Fly, *Protection, Healing, Curse, Concealment, Aid, Summon Dragon, Break Curse, Poison Protection, Divine Protection, Prayer, Blessing, *Izez's Tireless Travel Chant, *Call Dragon, Scales of the Fire Dragon, Weather Prediction, Cure Poison, Long Aid, Claws of the Earth Dragon, Summon Earth, Summon Fire, Summon Darkness, Summon Air, Gaze of the Darkness Dragon, Breath of the Fire Dragon, Wings of the Light Dragon, Scales of the Earth Dragon, Song of the War Dragon, Wisdom of Izez, Summon Ifux the Earthshaker EX.					
Items	Staff stores 12 PW, Ring Stores 12 PW, Amulet hold 10 IQ of spells.					
Notes	A high adept is the ruler of a city. Massive and ancient she will rarely leave the temple.					

LIZARD MEN

Type	ST	DX	IQ	PW	CH	MA
Lizard Warrior	12	13	7	8	6	8
Armour	Skin 2/2, Target (pts9 par13 cv2)		Level		3	
Special	DV IV T6 Re(Fi) PSk(VS)					
Attacks	Short Spear (ST10 1-1 r2 m12 p8), Javelins (ST8 1+2 r4 m12 ROF-3), Club (ST8 1 n1 m13 p9), VS.					
Notes	Lizard Men are humanoid in general shape but with long pointed faces and sharp teeth. Their skin is scaly. Lizard Men are quite variable in appearance with different scale colours, crests etc. Lizardmen are cold blooded and therefore need little to eat but tend to act in short quick bursts and easily overheat with extended exertion. They are also sluggish at night and early in the morning. They are common on the Draconic Plane where they are often slaves of the Reptilians. On Home Reptilians prefer human slaves and Lizardmen mostly exist as hunting bands in rugged jungle terrain.					

Type	ST	DX	IQ	PW	CH	MA
Lizard Adept	10	13	9	12	7	8
Armour	Skin 2/2.		Level		4	
Special	DV IV T6 Re(Fi) PSk(VS) MSk(S)					
Attacks	Club (ST8 1-1 n1 m12 p10), S.					
Spells	Healing, Slow Movement, Concealment, Curse S					
Notes	Each Lizard Man band usually has an adept. Lizard Men are not very skilled at magic and their abilities are minor. Unable to read runes they are limited to a few spells passed on orally.					

DINOSAURS

Dinosaurs are the animals of the Draconic Plane where there is a wide variety filling various ecological niches. A few joined the migration to Home as domestic animals of the Reptilians and have since escaped to form wild populations also.

Type	ST	DX	IQ	PW	MA
Horn Face	100	8	3	16	8(12)
Armour	8/6		Level		7

Special	DV, TO(-10) 8sq PSk(S)				
Attacks	8Horns (ST12 8 r2 n2 AUTO), 8 Bash (ST12 12 n2 AUTO)				
Notes	The Horn Face is a large herbivore with a beak and long horns. The Reptilians use it as a beast of burden and for war. In war it is fitted with a howdah and used like an elephant. In the wild they live in large herds in savannah areas. They are quite aggressive if threatened or approached too closely but don't go looking for trouble.				

Type	ST	DX	IQ	PW	MA
Duckbill	60	9	3	12	8(14)
Armour	4/3		Level	5	
Special	DV, TO(-10) 4sq PSk(S)				
Attacks	5Bash (ST12 5-1 n2 m7) (tail) S				
Notes	The Duckbill is a large herbivore capable of standing on two legs but generally moving on all fours. They are used by the Reptilians as a domestic meat animal. In the wild they live in large herds in jungles and swamps.				

Type	ST	DX	IQ	PW	MA
Raptor	20	17	4	12	10(15)
Armour	4/3		Level	4	
Special	DV PSk(VS)				
Attacks	2Claw (ST8 2-1 m14), 2Carnivore Bite (ST8 2-1 n2 m12) VS				
Notes	Raptors are man sized two legged predators with long stiff tails held behind them as they run. They hunt in packs by leaping on their prey and using their claws to bring them down before finishing them with a bite. The Reptilians use them rather in the manner of dogs – for hunting and as guards.				

Type	ST	DX	IQ	PW	MA
Dagger Mouth	80	13	4	16	9(12)
Armour	6/5		Level	9	
Special	DV 6sq PSk(VS)				
Attacks	10Carnivore Bite (10-2 n2 AUTO), 6Bash (ST12 6+1 n2 AUTO) (Tail)				
Notes	Dagger (ST8 1m12 p7) Mouths are large bipedal predators with long tails. They hunt large game either alone or in small groups. The Reptilians founded a wild population in nearby jungles as it is a point of honour for warriors to hunt them!				

DRAGONS

Dragons are common on the Draconic Plane and may have also migrated to Home.

Some wizards can summon **Dragons**.

Type	ST	DX	IQ	PW	MA
Venom Lizard	4	14	6	8	4 or 20 Flying
Armour	1/1		Level	3	
Special	DV IR R(Fi) R(Co) R(De) Im(Po) SPD(VS D11 -2) PSk(VS)				
Attacks	Carnivore Bite (ST8 1-4 n2 m12, Injects ST 26 Venom acts in 3 turns, 1 hit/turn) VS				
Notes	Venom Lizard is the name given to small wyverns. They tend to hunt in small packs of 4 to 10 individuals.				

Type	ST	DX	IQ	PW	MA
Small Dragonet	30	20	6	16	8 or 20 Flying
Armour	8/6		Level	7	
Special	DV IR R(Fi) R(Co) R(De) Im(Po) 2sq PSk(VS)				
Attacks	3Carnivore Bite (ST8 3-1 n2 m10, Injects ST 29 Venom acts in 3 turns, 1 hit/turn) x1, 3Claw (ST8 3-1 m12) x1, 2Bash (ST12 2 n2 m11) (tail) x1, VS				
Notes	A small dragonet tends to be a solitary predator. They are about the size of a horse though longer and thinner, covered in hard green scales and with large leathery wings.				

Type	ST	DX	IQ	PW	MA
Large Dragonet	60	20	6	20	8 or 20 Flying
Armour	10/8		Level	11	
Special	DV IR R(Fi) R(Co) R(De) Im(Po) 4sq PSK(VS)				
Attacks	7Carnivore Bite (ST8 7-1 n2 AUTO Injects ST 31 Venom acts in 3 turns, 1 hit/turn) x1, 7Claw (ST8 7-1 AUTO) x 1, 5Bash (ST12 5-1 n2 m9) (tail) x 1, EX				

Notes	A larger dragonet tends to be a solitary predator. They are about the size of a small elephant though longer and thinner, covered in hard green scales and with large leathery wings.					
-------	---	--	--	--	--	--

Type	ST	DX	IQ	PW	MA	
Wyvern	30	16	6	14	10 or 22 Flying	
Armour	8/6		Level	8		
Special	DV IR R(Fi) R(Co) R(De) Im(Po) 2sq PSk(VS)					
Attacks	3Carnivore Bite (ST8 3-1 n2 m11) x 1, 3Stinger (ST8 3-1 n2 m12, Injects ST 31 Venom acts in 3 turns, -1 DX/turn) x1, EX					
Notes	A wyvern is a two legged creature with large leathery wings and a scorpion like tail. They tend to hunt in pairs.					

Type	ST	DX	IQ	PW	MA	
Hydra	80	24	6	25	10	
Armour	12/10		Level	13		
Special	DV IR R(Co) R(De) Im(Po), RE(5) 4sq PSk(VS)					
Attacks	5Carnivore Bite (ST8 5-2 n2 m9, Injects ST 31 venom -1 ST/turn) x 7, EX					
Notes	A hydra is a fearsome creature which inhabits swamplands. It has seven heads attached to long necks each of which can attack in any direction. It can also regenerate any damage not caused by fire.					

Type	ST	DX	IQ	PW	CH	MA
Infant Fire Dragon	30	16	12	20	10	8 or 20 Flying
Armour	10/8		Level	9		
Special	DV IR MS R(Co) Im(De) Im(Po) Im(He) RE(1) IM TO(10) MR(10) FE(2) BR 2sq PSk(S)					
Attacks	3Carnivore Bite (ST8 3-1 n2 m10) or Breath (m14 ROF 1R r6 L2 Fire) x1, 3Claw (ST8 3-1 m12) x 1, 2Bash (ST12 2 n2 m11) (tail) x 1, VS					
Notes	An infant fire dragon is normally found with 4 to 10 others. They are ferocious predators and can devastate whole regions as they need large amounts as food to grow quickly.					

Type	ST	DX	IQ	PW	CH	MA
Young Fire Dragon	60	20	16	25	12	8 or 20 Flying
Armour	12/10		Level	15		
Special	DV IR MS R(Co) Im(De) Im(Po) Im(He) RE(1) IM TO(10) MR(10) FE(3) BR 6sq PSk(VS) MSk(S)					
Attacks	5Carnivore Bite (ST8 5+2 n2 m9) or Breath (m15 ROF 1R r10 L4 Fire) x1, 5Claw (ST8 5+2 m11) x 1, 5Bash (ST12 5-1 n2 m9) (tail) x 1, EX					
Spells	Summon Fire S					
Notes	A fire dragon is an enormous, ferocious creature of great cunning and violent temperament. They enjoy collecting beautiful objects such as gold and jewels. Fire dragons usually live in caves or ruined buildings and spend much of their time sleeping. They emerge to hunt for food and loot.					

Type	ST	DX	IQ	PW	CH	MA
Mature Fire Dragon	120	24	20	50	18	8 or 20 Flying
Armour	16/14		Level	22		
Special	DV IR MS R(Co) Im(De) Im(Po) Im(He) RE(1) IM TO(10) MR(10) FE(4) BR 8sq PSK(EX) MSk(VS)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r15 L6 Fire) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Fire, Call Fire VS					
Notes	Similar to a young fire dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Ancient Fire Dragon	160	24	24	80	20	8 or 20 Flying
Armour	20/18		Level	26		
Special	DV IR MS R(Co) Im(De) Im(Po) Im(He) RE(2) EN(0) DR(½) IM TO(10) MR(10) FE(4) BR 10sq PSK(EX) MSk(VS)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r8 L7 Fire) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Fire, Call Fire					
Notes	Similar to a young fire dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Infant Earth Dragon	40	15	12	20	10	10

Armour	12/10	Level	9
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Ea) RE(2) IM TO(10) MR(10) FE(2) BR 2sq		
Attacks	4Carnivore Bite (ST8 4 n2 m9) or Breath (m14 ROF 1R r6 ST 28 Poison Gas acts immediately 1 hit/turn and blinded) x1, 4Claw (ST8 4 m11) x 1, 3Bash (ST12 3 n2 m10) (tail) x 1, VS		
Notes	An infant earth dragon is normally found with 4 to 10 others. They are ferocious predators and can devastate whole regions as they need large amounts as food to grow quickly.		

Type	ST	DX	IQ	PW	CH	MA
Young Earth Dragon	80	19	16	25	12	10
Armour	15/13	Level	15			
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Ea) RE(2) IM TO(10) MR(10) FE(3) BR 6sq PSk(VS) MSk(S)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r10 ST 30 Poison Gas acts immediately 1 hit/turn and blinded) x1, 8Claw (ST8 8+2 AUTO) x 1, 7Bash (ST12 7+1 n2 AUTO) (tail) x 1, EX					
Spells	Summon Earth S					
Notes	An earth dragon is an enormous, ferocious creature of great cunning and violent temperament. They enjoy collecting beautiful objects such as gold and jewels. Earth dragons usually live in caves or ruined buildings and spend much of their time sleeping. They emerge to hunt for food and loot.					

Type	ST	DX	IQ	PW	CH	MA
Mature Earth Dragon	140	23	20	50	18	10
Armour	20/18	Level	22			
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Ea) RE(2) IM TO(10) MR(10) FE(4) BR 8sq PSk(Ex) Msk(VS)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r15 ST 32 Poison Gas acts immediately 1 hit/turn and blinded) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Earth, Call Earth. VS					
Notes	Similar to a young earth dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Ancient Earth Dragon	180	23	24	80	20	10
Armour	24/22	Level	26			
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Ea) RE(4) EN(0) DR(½) IM TO(10) MR(10) FE(4) BR 10sq PSk(Ex) Msk(Ex)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r15 ST 34 Poison Gas acts immediately 1 hit/turn and blinded) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Earth, Call Earth Ex					
Notes	Similar to a young earth dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Infant Air Dragon	20	20	12	20	10	8 or 26 Flying
Armour	8/6	Level	9			
Special	DV IR MS R(Co) Im(De) Im(Po) IM(EI) RE(1) IM TO(10) MR(10) FE(2) BR 2sq PSk(S)					
Attacks	2Carnivore Bite (ST8 2-1 n2 m11) or Ray (r5 m16 ROF 1R L2 Electricity) x1, 2Claw (ST8 2-1 m13) x 1, Bash (ST12 1+1 n2 m12) (tail) x 1, VS					
Notes	An infant air dragon is normally found with 4 to 10 others. They are ferocious predators and can devastate whole regions as they need large amounts as food to grow quickly.					

Type	ST	DX	IQ	PW	CH	MA
Young Air Dragon	40	28	16	25	12	8 or 26 Flying
Armour	10/8	Level	15			
Special	DV IR MS R(Co) Im(De) Im(Po) IM(EI) RE(1) IM TO(10) MR(10) FE(3) BR 6sq PSk(VS) MSk(S)					
Attacks	4Carnivore Bite (ST8 4 n2 m10) or Ray (r5 m17 ROF 1R L4 Electricity) x1, 4Claw (ST8 4 m12) x 1, 2Bash (ST12 2+2 n2 m12) (tail) x 1, EX					
Spells	Summon Air. S					
Notes	An air dragon is an enormous, ferocious creature of great cunning and violent temperament. They enjoy collecting beautiful objects such as gold and jewels. Air dragons usually live in caves or ruined buildings and prefer high, lofty places. They spend much of their time sleeping. They emerge to hunt for food and loot.					

Type	ST	DX	IQ	PW	CH	MA
Mature Air Dragon	80	28	20	50	18	8 or 26 Flying
Armour	14/12		Level		22	
Special	DV IR MS R(Co) Im(De) Im(Po) IM(EI) RE(1) IM TO(10) MR(10) FE(4) BR 8sq Psk(Ex) MSk(VS)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Ray (r5 m17 ROF 1R L6 Electricity) x1, 8Claw (ST8 8+2 AUTO)s x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Air, Call Air. VS					
Notes	Similar to a young air dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Ancient Air Dragon	120	28	24	80	20	8 or 26 Flying
Armour	18/16		Level		26	
Special	DV IR MS R(Co) Im(De) Im(Po) IM(EI) RE(2) EN(0) DR(½) IM TO(10) MR(10) FE(4) BR 10sq Psk(Ex) MSk(Ex)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Ray (r5 m17 ROF 1R L7 Electricity) x1, 8Claw (ST8 8+2 AUTO)s x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Air, Call Air. Ex					
Notes	Similar to a young air dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Infant Water Dragon	30	16	12	20	10	8 or 14 Swimming
Armour	10/8		Level		9	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Wa) RE(1) IM TO(10) MR(10) FE(2) BR 2sq PSk(S) MSk(S)					
Attacks	3Carnivore Bite (ST8 3-1 n2 m10) or Ray (r5 m16 ROF 1R L3 Acid) x1, 3Claw (ST8 3-1 m12) x 1, 2Bash (ST12 2 n2 m11) (tail) x 1, VS					
Spells	Summon Water. S					
Notes	An infant water dragon is normally found with 4 to 10 others. They are ferocious predators and can devastate whole regions as they need large amounts as food to grow quickly. They are usually found in the sea, lakes or coastal areas.					

Type	ST	DX	IQ	PW	CH	MA
Young Water Dragon	60	20	16	25	12	8 or 14 Swimming
Armour	12/10		Level		15	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Wa) RE(1) IM TO(10) MR(10) FE(3) BR 6sq PSk(VS) MSk(VS)					
Attacks	6Carnivore Bite (ST8 6+2 n2 AUTO) or Ray (r5 m17 ROF 1R L4 Acid) x1, 6Claw (ST8 6+2 AUTO) x 1, 4Bash (ST12 4+2 n2 m10) (tail) x 1, EX					
Spells	Summon Water, Call Water VS					
Notes	A water dragon is an enormous, ferocious creature of great cunning and violent temperament. They enjoy collecting beautiful objects such as gold and jewels. Water dragons usually live in caves under the water and spend much of their time sleeping. They emerge to hunt for food and loot.					

Type	ST	DX	IQ	PW	CH	MA
Mature Water Dragon	120	24	20	50	18	8 or 14 Swimming
Armour	16/14		Level		22	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Wa) RE(1) IM TO(10) MR(10) FE(4) BR 8sq PSk(EX) MSk(EX)					
Attacks	8Carnivore Bite (ST8 8+2 n2 m10) or Ray (r5 m17 ROF 1R L5 Acid) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Water, Call Water EX					
Notes	Similar to a young water dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Ancient Water Dragon	160	24{14}	24	80	20	8 or 14 Flying
Armour	20/18		Level		26	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Wa) RE(2) EN(0) DR(½) IM TO(10) MR(10) FE(4) BR 10sq PSk(EX) MSk(EX)					
Attacks	8Carnivore Bite (ST8 8+2 n2 m10) or Ray (r5 m17 ROF 1R L6 Acid) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Water, Call Water EX					
Notes	Similar to a young water dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Infant Cold Dragon	30	16	12	20	10	8 or 20 Flying
Armour	12/10		Level		9	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Co) RE(1) IM TO(10) MR(10) FE(2) BR 2sq PSk(S) MSk(S)					
Attacks	3Carnivore Bite (ST8 3-2 n2 m10) or Breath (m14 ROF 1R r6 L2 Cold) x1, 3Claw (ST8 3-1 m12)s x 1, 2Bash (ST12 2 n2 m11) (tail) x 1, VS					
Spells	Summon Cold S					
Notes	An infant cold dragon is normally found with 4 to 10 others. They are ferocious predators and can devastate whole regions as they need large amounts as food to grow quickly. They usually live in cold regions of the north or south or high in the mountains.					

Type	ST	DX	IQ	PW	CH	MA
Young Cold Dragon	60	20	16	25	12	8 or 20 Flying
Armour	14/12		Level		15	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Co) RE(1) IM TO(10) MR(10) FE(3) BR 6sq PSk(VS) MSk(VS)					
Attacks	6Carnivore Bite (ST8 6+1 n2 AUTO) or Breath (m15 ROF 1R r10 L4 Cold) x1, 6Claw (ST8 6+1 AUTO) x 1, 4Bash (ST12 4+2 n2 m10) (tail) x 1, EX					
Spells	Summon Cold, Call Cold .VS					
Notes	A cold dragon is an enormous, ferocious creature of great cunning and violent temperament. They enjoy collecting beautiful objects such as gold and jewels. Cold dragons usually live in ice caves and spend much of their time sleeping. They emerge to hunt for food and loot.					

Type	ST	DX	IQ	PW	CH	MA
Mature Cold Dragon	120	24	20	50	18	8 or 20 Flying
Armour	18/16		Level		22	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Co) RE(1) IM TO(10) MR(10) FE(4) BR 8sq PSk(EX) MSk(EX)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r15 L6 Cold) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Cold, Call Cold. EX					
Notes	Similar to a young cold dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Ancient Cold Dragon	160	24	24	80	20	8 or 20 Flying
Armour	20/18		Level		26	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Co) RE(2) EN(0) DR(½) IM TO(10) MR(10) FE(4) BR 10sq PSk(EX) MSk(EX)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r15 L7 Cold) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Cold, Call Cold EX					
Notes	Similar to a young cold dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Infant Darkness Dragon	30	16	12	20	10	8 or 20 Flying
Armour	12/10		Level		9	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Da) RE(1) IM TO(10) MR(10) FE(2) BR 2sq PSk(S) MSk(S)					
Attacks	3Carnivore Bite (ST8 3-1 n2 m10) or Breath (m14 ROF 1R r5 ST Drain (1D)) x1, 3Claw (ST8 3-1 m12) x 1, 2Bash (ST12 2 n2 m11) (tail) x 1, VS					
Spells	Summon Darkness S					
Notes	An infant Darkness dragon is normally found with 4 to 10 others. They are ferocious predators and can devastate whole regions as they need large amounts as food to grow quickly.					

Type	ST	DX	IQ	PW	CH	MA
Young Darkness Dragon	60	20	16	25	12	8 or 20 Flying
Armour	14/12		Level		15	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Da) RE(1) IM TO(10) MR(10) FE(3) BR 6sq PSk(VS) MSk(VS)					
Attacks	6Carnivore Bite (ST8 6+1 n2 AUTO) or Breath (m15 ROF 1R r8 ST Drain(1D)) x1, 6Claw (ST8 6+1 AUTO) x 1, 4Bash (ST12 4+2 n2 m10) (tail) x 1, EX					
Spells	Summon Darkness, Call Darkness VS					

Notes	A Darkness dragon is an enormous, ferocious creature of great cunning and violent temperament. They enjoy collecting beautiful objects such as gold and jewels. Darkness dragons usually live in caves and spend much of their time sleeping. They emerge to hunt for food and loot.
-------	--

Type	ST	DX	IQ	PW	CH	MA
Mature Darkness Dragon	120	24	20	50	18	8 or 20 Flying
Armour	18/16		Level		22	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Da) RE(1) IM TO(10) MR(10) FE(4) BR 8sq Psk(EX) MSk(EX)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r10 ST Drain(2D)) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Darkness, Call Darkness EX					
Notes	Similar to a young Darkness dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Ancient Darkness Dragon	160	24	24	80	20	8 or 20 Flying
Armour	20/18		Level		26	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Da) RE(2) EN(0) DR(½) IM TO(10) MR(10) FE(4) BR 10sq PSk(EX) MSk(EX)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r15 ST Drain(2D)) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Darkness, Call Darkness EX					
Notes	Similar to a young Darkness dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Infant Light Dragon	30	16	12	20	10	8 or 20 Flying
Armour	12/10		Level		9	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Li) RE(1) IM TO(10) MR(10) FE(2) BR 2sq Psk(S) Msk(S)					
Attacks	3Carnivore Bite (ST8 3-1 n2 m10) or Breath (m14 ROF 1R r5 Blind 2D) x1, 3Claw (ST8 3-1 m12) x 1, 2Bash (ST12 2 n2 m11) (tail) x 1, VS					
Spells	Summon Light S					
Notes	An infant Light dragon is normally found with 4 to 10 others. They are ferocious predators and can devastate whole regions as they need large amounts as food to grow quickly.					

Type	ST	DX	IQ	PW	CH	MA
Young Light Dragon	60	20{14}	16	25	12	8 or 20 Flying
Armour	14/12		Level		15	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Li) RE(1) IM TO(10) MR(10) FE(3) BR 6sq Psk(VS) MSk(VS)					
Attacks	6Carnivore Bite (ST8 6+1 n2 AUTO) or Breath (m15 ROF 1R r8 Blind 3D) x1, 6Claw (ST8 6+1 AUTO) x 1, 4Bash (ST12 4+2 n2 m10) (tail) x 1, EX					
Spells	Summon Light, Call Light VS					
Notes	A Light dragon is an enormous, ferocious creature of great cunning and violent temperament. They enjoy collecting beautiful objects such as gold and jewels. Light dragons usually live in caves and spend much of their time sleeping. They emerge to hunt for food and loot.					

Type	ST	DX	IQ	PW	CH	MA
Mature Light Dragon	120	24{14}	20	50	18	8 or 20 Flying
Armour	18/16		Level		22	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Li) RE(1) IM TO(10) MR(10) FE(4) BR 8sq Psk(EX) MSk(EX)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r10 Blind 4D) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					
Spells	Summon Light, Call Light EX					
Notes	Similar to a young Light dragon but older and tougher.					

Type	ST	DX	IQ	PW	CH	MA
Ancient Light Dragon	160	24{14}	24	80	20	8 or 20 Flying
Armour	20/18		Level		26	
Special	DV IR MS R(Co) Im(De) Im(Po) Im(Li) RE(2) EN(0) DR(½) IM TO(10) MR(10) FE(4) BR 10sq Psk(EX) MSk(EX)					
Attacks	8Carnivore Bite (ST8 8+2 n2 AUTO) or Breath (m15 ROF 1R r15 Blind 5D) x1, 8Claw (ST8 8+2 AUTO) x 1, 6Bash (ST12 6+3 n2 AUTO) (tail) x 1, EX					

Spells	Summon Light, Call Light EX
Notes	Similar to a young Light dragon but older and tougher.

INHABITANTS OF THE CELESTIAL PLANE

The Celestial Plane is a world similar to Home but more perfect. It is the abode of the Celestial Gods and their servants. Some people believe that humans originally came from the Celestial Plane. Other than this possibility Celestials are only found on Home when summoned by magic.

Some wizards can summon **Celestials**.

Type	ST	DX	IQ	PW	CH	MA
Celestial Falcon	4	18	7	12	8	4 or 26 Flying
Armour	None		Level		3	
Special	DV SS R(Co) SPD(VS D11 -2) PSk(VS)					
Attacks	Beak (ST8 1-4 n1 m13), VS					
Notes	An elegant and quick flyer, the Celestial Falcon is a messenger of the gods.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Celestial Warrior	11	13(12)	10	14	10	10
Armour	Theuros (pts9 par12 cv3 -1)		Level		3	
Special	DV R(Co) BR SPD(S D10 -1) PSk(VS)					
Attacks	Short Spear (ST10 1-1 n1 r2 m12 p8)(M E), Shortsword (ST10 1+1 n2 m13 p10) (M E), VS					
Notes	A Celestial Warrior looks like an elegant human warrior.					

Type	ST	DX	IQ	PW	CH	MA
Celestial Warrior	11	15(14)	10	15	11	8
Armour	Medium 4/3, Theuros (pts9 par13 cv3 -1)		Level		4	
Special	DV R(Co) BR PSk(VS)					
Attacks	Short Spear (ST10 1-1 n1 r2 m13 p8) (M E), Shortsword (ST10 1+1 n2 m14 p10) (M E), EX					
Notes	A Celestial Warrior looks like an elegant human warrior.					

Type	ST	DX	IQ	PW	CH	MA
Greater Celestial Warrior	15	19(18)	10	16	12	8
Armour	Medium (SupM) 5/4, Hoplon (pts14 par14 cv3 dx-2) (SupM)		Level		5	
Special	DV R(Co) BR PSk(EX)					
Attacks	Short Spear (ST10 1+3 n3 r2 m15 p8) (E SupM +2 damage +2 null +2 tmax), Shortsword (ST10 1+5 n4 m16 p10) (E SupM +2 damage +2 null +2 max), EX					
Notes	A Celestial Warrior looks like an elegant human warrior.					

Type	ST	DX	IQ	PW	MA
Celestial Lion	35	18	7	16	10(16)
Armour	4/4		Level		6
Special	DV NV R(Co) BR S Evade and Dodge. 2sq PSK(EX)				
Attacks	4Carnivore Bite (ST8 4-2 n2 m10) (E), 4Claw (ST8 4-2 m12) (E), EX.				
Notes	A Celestial Lion is especially large and fierce. They often guard the temples of the gods.				

Type	ST	DX	IQ	PW	MA
Bull of Heaven	50	13	7	20	10(16) or 20 Flying
Armour	5/5		Level		7
Special	DV NV R(Co) BR, En(0) DR(½) 2sq PSk(EX)				
Attacks	4Horns (ST12 4-1 r2 n2 m10) (E), 4Bash (ST12 4-1 n2 m10) (E), EX				
Notes	A Bull of Heaven is a large bull with huge feathered wings. They are the Guardians of Celestial Royalty.				

Type	ST	DX	IQ	PW	CH	MA
Lesser Winged Genius	32	16	14	25	20	10 or 20 Flying
Armour	6/6		Level		10	
Special	DV NV R(Co) BR, En(0) DR(½) 4sq PSk(EX) MSk(EX)					

Attacks	2Great Scimitar (ST16 3+5 n3 m15 p11) (E SupM +2 damage +2 null +2 max), 2Bash (ST12 2 n2 m12) (E), EX
Spells	Make Whole, Advanced Healing, Body Repair, Greater Skill, Gale, Bless Weapon, Calm, Summon Air, Summon Light, Cosmic Dance, Directed Dazzle, Celestial Light, Bless Iron, Control Animal, Dazzle. EX
Notes	A Lesser Winged Genius is a huge man like being with an eagle's head and four large feathered wings. They are the protective genii of Celestial Crown Princes.

Type	ST	DX	IQ	PW	MA
Winged Genius	40	18	16	30	10 or 20 Flying
Armour	8/8		Level	12	
Special	DV NV R(Co) BR, En(0) DR(½) 4sq PSk(EX) MSk(EX)				
Attacks	2Great Scimitar (ST16 3+7 n3 m15 p11) (E SupM +2 damage +2 null +2 max), 3Bash (ST12 3 n2 m11), EX				
Spells	Summon Storm, Earth Fire, Make Whole, Advanced Healing, Body Repair, Greater Skill, Gale, Bless Weapon, Calm, Summon Air, Summon Light, Cosmic Dance, Directed Dazzle, Celestial Light, Bless Iron, Control Animal, Dazzle. EX				
Notes	A Winged Genius is a huge man like being with four large feathered wings. They are the protective genii of Celestial Monarchs.				

Type	ST	DX	IQ	PW	MA
Greater Winged Genius	50	22	18	40	10 or 20 Flying
Armour	10/10		Level	14	
Special	DV NV R(Co) BR, En(0) DR(½) 4sq PSk(EX) MSk(EX)				
Attacks	3Great Scimitar (ST16 4+5 n3 m14 p10) (E SupM +2 damage +2 null +2 max), 4Bash (ST12 4-1 n2 m10), EX				
Spells	Incarnate War God, Summon Storm, Earth Fire, Make Whole, Advanced Healing, Body Repair, Greater Skill, Gale, Bless Weapon, Calm, Summon Air, Summon Light, Cosmic Dance, Directed Dazzle, Celestial Light, Bless Iron, Control Animal, Dazzle. EX				
Notes	A Greater Winged Genius is a huge man like being with four large feathered wings. They are the protective genii of Celestial Emperors.				

INHABITANTS OF THE PLANE OF PRIMAL STONE

The Plane of Primal Stone consists of endless echoing halls under the earth. It is the home of the Gods of Primal Stone and their servants the Stone Guardians.

Some wizards can summon **Stone Guardians**.

Type	ST	DX	IQ	PW	CH	MA
Minor Stone Guardian	12	8	7	10	6	6
Armour	4/2		Level	3		
Special	DV NV IV TO(8) IM(He) IM(EI) R(Co) RE(1) MR(4) IM BR PSk(S)					
Attacks	Bash (ST12 1-1 n2 m12), VS					
Notes	A Stone Guardian looks like an animated statue of a dwarf.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Stone Guardian	18	8	7	10	6	6
Armour	6/5		Level	4		
Special	DV NV IV TO(8) IM(He) IM(EI) R(Co) RE(1) MR(4) IM WB BR PSk(S)					
Attacks	Bash (ST12 1 n2 m12), VS					
Notes	A Stone Guardian looks like an animated statue of a dwarf.					

Type	ST	DX	IQ	PW	CH	MA
Stone Guardian	24	10	8	12	7	6
Armour	8/6		Level	5		
Special	DV NV IV TO(8) IM(He) IM(EI) RE(1) R(Co) MR(4) IM WB BR PSk(VS)					
Attacks	2Bash (ST12 2-1 n2 m11), VS					
Notes	A Stone Guardian looks like an animated statue of a dwarf.					

Type	ST	DX	IQ	PW	CH	MA
Greater Stone Guardian	36	12	9	14	8	6

Armour	10/8	Level	6
Special	DV NV IV TO(8) IM(He) IM(EI) RE(1) R(Co) MR(4) IM WB BR PSk(VS)		
Attacks	3Bash (ST12 3-1 n2 m10), VS		
Notes	A Stone Guardian looks like an animated statue of a dwarf.		

Type	ST	DX	IQ	PW	CH	MA
Mighty Stone Guardian	48	12	9	16	8	6
Armour	12/10	Level	8			
Special	DV NV IV TO(8) IM(He) IM(EI) RE(1) R(Co) MR(4) IM WB BR. 4sq PSk(VS)					
Attacks	4Bash (ST12 4-1 n2 m9), VS					
Notes	A Stone Guardian looks like a huge animated statue of a dwarf.					

INHABITANTS OF THE ANCIENT PLANE

The Ancient Plane is a place of twisting primal forces out of which can be summoned primal snakes to do the bidding of a Power Eater.

Some wizards can summon **Ancients**.

Type	ST	DX	IQ	PW	MA
House Snake	4	12	3	10	5
Armour	None	Level	1		
Special	DV IV. SPD(VS D11 -2) PSk(VS)				
Attacks	Carnivore Bite (ST8 1-4 n2 m12), VS				
Notes	A small green snake.				

Type	ST	DX	IQ	PW	MA
Lesser Guardian Viper	4	12	3	10	5
Armour	None	Level	2		
Special	DV IV IM(Po) SPD(VS D11 -2) PSk(VS)				
Attacks	Stinger (ST8 1-5 n2 m13 Injects ST 26 Poison acts in 3 turns -1 DX/turn), VS				
Notes	A small orange snake.				

Type	ST	DX	IQ	PW	MA
Guardian Viper	6	14	3	10	5
Armour	2/1	Level	3		
Special	DV IV IM(Po) SPD(VS D11 -2) PSk(VS)				
Attacks	Stinger (ST8 1-4 n2 m13 Injects ST 28 Poison acts in 3 turns -1 DX/turn), VS				
Notes	A small black snake.				

Type	ST	DX	IQ	PW	MA
Greater Guardian Viper	10	14	3	10	5
Armour	3/2	Level	4		
Special	DV IV IM(Po) SPD(VS D11 -2) PSk(VS)				
Attacks	Stinger (ST8 1-3 n2 m13 Injects ST 30 Poison acts in 3 turns -1 DX/turn), VS				
Notes	A medium sized red snake.				

Type	ST	DX	IQ	PW	MA
Lesser Guardian Serpent	20	12	3	12	5
Armour	4/3	Level	4		
Special	DV IV PSk(VS)				
Attacks	Grab (m14), 2Crush (ST10 2-2 r0 n2 m16), VS				
Notes	A large snake banded in black and green.				

Type	ST	DX	IQ	PW	MA
Guardian Serpent	30	12	3	14	6
Armour	5/4	Level	5		
Special	DV IV PSk(VS)				
Attacks	Grab (m14), 3Crush (ST10 3-2 r0 n2 m15), VS				
Notes	A huge snake banded in black and red.				

Type	ST	DX	IQ	PW	MA
Greater Guardian Serpent	40	12	3	16	6
Armour	7/5		Level	6	
Special	DV IV. 2sq.				
Attacks	Grab (m14), 4Crush (ST10 4-2 r0 n2 m14), VS				
Notes	A huge snake banded in black and yellow.				

Type	ST	DX	IQ	PW	MA
Lesser Giant Serpent	50	12	3	18	6
Armour	9/7		Level	7	
Special	DV IV. 3sq PSk(VS)				
Attacks	Grab (m14), 5Crush (ST10 5-2 r0 n2 m13), VS				
Notes	A huge snake banded in red and yellow.				

Type	ST	DX	IQ	PW	MA
Giant Serpent	60	12	3	20	6
Armour	11/9		Level	8	
Special	DV IV. 4sq PSk(VS)				
Attacks	Grab (m14), 6Crush (ST10 6-2 r0 n2 AUTO), VS				
Notes	A huge snake banded in black and red.				

Type	ST	DX	IQ	PW	MA
Greater Giant Serpent	70	12	3	20	6
Armour	13/11		Level	9	
Special	DV IV. 4sq PSk(VS)				
Attacks	Grab (m14), 7Crush (ST10 7-2 r0 n2 AUTO), VS				
Notes	A huge snake banded in black and red.				

INHABITANTS OF LIMBO

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

Some wizards can summon **Demons**.

Type	ST	DX	IQ	PW	CH	MA
Lesser Imp	4	14	8	8	8	6 or 18 Flying
Armour	1/1		Level	2		
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. SPD(VS D11 -2) PSk(VS) MSk(S)					
Attacks	Claw (ST8 1-4 m13) S					
Spells	Summon Elemental, Summon Element, Mage Light, Mage Dark, Shock Shield S					
Notes	A small (¼ man sized) winged humanoid. Imps have slanted yellow eyes, sharp teeth and small horns. They have animal-like legs with, sometimes with hooves and a barbed tail.					

Type	ST	DX	IQ	PW	CH	MA
Imp	4	14	10	12	9	6 or 18 Flying
Armour	1/1		Level	4		
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. SPD(VS D11 -2) PSk(VS) MSk(S)					
Attacks	Claw (ST8 1-4 m13) S					
Spells	Summon Elemental, Summon Element, Mage Light, Mage Dark, Shock Shield, Waterbolt, Astrid's Burning Hands, Coldbolt, Firebolt VS					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Greater Imp	4	14	12	16	10	6 or 18 Flying
Armour	1/1		Level	5		
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. SPD(VS D11 -2) PSk(VS) MSk(S)					

Attacks	Claw (ST8 1-4 m13) S
Spells	Summon Elemental, Summon Element, Mage Light, Mage Dark, Shock Shield, Waterbolt, Astrid's Burning Hands, Coldbolt, Firebolt Stone Flesh, Control Elemental VS
Notes	As above.

Type	ST	DX	IQ	PW	CH	MA
Lesser Claw Demon	10	10	8	8	8	8
Armour	1/1		Level		2	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM PSk(VS)					
Attacks	Claw (ST8 1-2 m13), VS					
Notes	A man-sized humanoid with reddish skin, no hair, slanted yellow eyes, sharp teeth and small horns. The Claw Demon's hands are tipped with long claws They are usually employed in packs.					

Type	ST	DX	IQ	PW	CH	MA
Claw Demon	16	14	8	10	10	8
Armour	2/2		Level		3	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. SPD(S D10 -1) PSk(VS)					
Attacks	2Claw (ST8 2-2 m13), VS					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Greater Claw Demon	16	18	8	12	12	8
Armour	3/3		Level		4	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. SPD(S D10 -1) PSk(VS)					
Attacks	2Claw (ST8 2-2 m13) x 2, VS					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Horn Demon	30	10	7	12	8	8(16)
Armour	3/3		Level		4	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) IM. 4sq PSk(VS)					
Attacks	2Horns (ST12 2 r2 n2 m11), 2Bash (ST12 2 n2 m11), VS					
Notes	A large humanoid with greyish skin, no hair, slanted amber eyes, sharp teeth and long curved horns. The horn demon charges with head down using its front arms as well as it runs.					

Type	ST	DX	IQ	PW	CH	MA
Horn Demon	45	10	7	14	10	8(16)
Armour	5/5		Level		4	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) IM. 4sq PSk(VS)					
Attacks	3Horns (ST12 3+1 r2 n2 m10), 3Bash (ST12 3 n2 m10), VS					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Greater Horn Demon	45	13	7	16	12	8(16)
Armour	7/7		Level		5	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) IM. 4sq PSk(VS)					
Attacks	3Horns (ST12 3+1 r2 n2 m11), 3Bash (ST12 3+1 n2 m11), EX					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Power Demon	8	12	12	16	10	8
Armour	None		Level		4	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) IM(EI) MR(4) ST IM EN(0) PSk(VS) MSk(VS)					
Attacks	Claw (ST8 1-2 m13), S					
Spells	Summon Elemental, Summon Element, Mage Light, Mage Dark, Shock Shield, Waterbolt, Astrid's Burning Hands, Coldbolt, Firebolt Stone Flesh, Control Elemental S					
Notes	A man-sized humanoid with black skin and yellow eyes. A Power demon's face is an expressionless mask and they dress in long black robes.					

Type	ST	DX	IQ	PW	CH	MA
Power Demon	10	14	14	20	12	8
Armour	3/3		Level		6	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) IM(EI) MR(4) ST IM EN(0) PSk(VS) MSk(VS)					
Attacks	Claw (ST8 1-2 m13), S					

Spells	Summon Elemental, Summon Element, Mage Light, Mage Dark, Shock Shield, Waterbolt, Astrid's Burning Hands, Coldbolt, Firebolt Stone Flesh, Control Elemental, Lightning Bolt, Coldball, Iassia's Burning Ray, Blast VS
Notes	As above.

Type	ST	DX	IQ	PW	CH	MA
Greater Power Demon	12	14	14	24	14	8
Armour	5/5		Level		7	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) IM(EI) MR(4) ST IM EN(0) PSk(VS) MSk(VS)					
Attacks	Claw (ST8 1-1 m13), S					
Spells	Summon Elemental, Summon Element, Mage Light, Mage Dark, Shock Shield, Waterbolt, Astrid's Burning Hands, Coldbolt, Firebolt Stone Flesh, Control Elemental, Lightning Bolt, Coldball, Iassia's Burning Ray, Blast VS					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Winged Demon	13	14	8	10	8	8 or 20 Flying
Armour	2/2		Level		4	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. SPD(VS D11 -2) PSk(VS)					
Attacks	2H Short Spear (ST10 2-2 r2 n4 m12 p11) (E M +1 damage +1 null), Claw (ST8 1-1 m14), VS					
Notes	A man-sized humanoid with red skin, no hair, slanted yellow eyes, sharp teeth and small horns. The winged demon has large leathery wings. Winged Demons carry tridents.					

Type	ST	DX	IQ	PW	CH	MA
Winged Demon	17	16	8	12	10	8 or 20 Flying
Armour	3/3		Level		5	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. SPD(VS D11 -2) PSk(VS)					
Attacks	2H Short Spear (ST10 2-1 r2 n4 m12 p11) (E M +1 damage +1 null), 2Claw (ST8 2-2 m14), VS					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Greater Winged Demon	21	22	8	14	12	8 or 20 Flying
Armour	4/4		Level		6	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. SPD(VS D11 -2) PSk(VS)					
Attacks	2H Short Spear (ST10 2 r2 n4 m13 p12) (E M +1 damage +1 null), 2Claw (ST8 2-1 m15), EX					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Warrior Demon	12	13	8	10	6	6
Armour	2/2 skin, Medium (M) 4/4 and Target (pts9 par13 cv2)		Level		4	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) IM PSk(VS)					
Attacks	Scimitar (ST12 1+3 n1 m13 p9) (E M +1 damage +1 null), VS					
Notes	A man-sized humanoid with white skin, long black hair, slanted yellow eyes and sharp teeth.					

Type	ST	DX	IQ	PW	CH	MA
Warrior Demon	16	18	8	12	8	6
Armour	2/2 skin, Medium (M) 4/4 and Target (pts9 par14 cv2)		Level		5	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) IM PSk(VS)					
Attacks	Scimitar (ST12 1+4 n1 m14 p9) (E M +1 damage +1 null), EX					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Greater Warrior Demon	20	23	8	14	10	6
Armour	3/3 skin, Medium (SupM) 5/4 and Target (pts11 par15 cv2) (SupM)		Level		6	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) IM PSk(VS)					
Attacks	Scimitar (ST12 1+6 m14 p9) (E M +2 damage +2 null), EX					
Notes	As above.					

Type	ST	DX	IQ	PW	CH	MA
Demon Hound	12	14	8	10	12	12(24)
Armour	2/2		Level		3	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST TS IM PSk(EX)					
Attacks	Carnivore Bite (ST8 1-1 n2 m12), VS					
Notes	A large, jet-black, hound with glowing red eyes.					

Type	ST	DX	IQ	PW	CH	MA
Hell Hound	30	18	12	20	14	12(24)
Armour	5/5		Level		9	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST TS IM EN(0) DR(½) 2sq PSk(EX)					
Attacks	3Carnivore Bite (ST8 3-1 n2 m11) (E), Gaze (r5 m17 ROF 1R Paralysis 3D IQ), Breath (m15 ROF 1R r8s L3 Fire) EX					
Notes	A huge, jet-black, hound with glowing red eyes. Expert tracker.					

Type	ST	DX	IQ	PW	CH	MA
Demon Horse	40	12	8	12	14	12(24)
Armour	2/2		Level		5	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM. Can run across air. 2sq. PSk(EX)					
Attacks	2Carnivore Bite (ST8 2+2 n2 m11), 3Bash (2 n2 m10), VS					
Notes	A jet-black horse with glowing red eyes and sharp fangs. Demon Horses can run on air and so are not affected by rough terrain and can run across chasms and rivers but can't gain altitude without something to run on.					

Type	ST	DX	IQ	PW	CH	MA
Succubus or Incubus	12	21	16	30	25	10 or 25 Flying
Armour	2/2		Level		9	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) ST IM EN(0) DR(½) CA. SPD(EX D12 -3) PSk(EX) MSk(S)					
Attacks	Gaze (r5 m17 ROF 1R 4D IQ Charm), Touch (m16 CH Transfer 1D), EX					
Notes	Succubi and Incubi have the power to travel from Limbo to the Real Plane at will for a cost of 5 permanent CH. They can remain for 14 days at a time. They are demons of lust and prey on humans taking on whatever appearance their victim finds most attractive. The children of a Succubus or Incubus and a human appear as humans until they reach puberty at which time they become like their demonic parents.					

Type	ST	DX	IQ	PW	CH	MA
Fire Demon	36	16	18	30	16	8 or 16 Flying
Armour	6/5		Level		9	
Special	DV IR TO(2) Im(He) R(Co) IM(De) IM(Po) MR(4) IM EN(0) DR(½) FE(3). 4sq PSk(EX) MSk(S)					
Attacks	4Claw (ST8 4-1 m12) x 2 (E), 3Horns (ST12 3-3 r2 n1 m11), 4Carnivore Bite (ST8 4-1 n2 m10) EX					
Spells	Call Fire, Summon Fire, Firebolt, Fire Ball, Astrid's Burning Hands, Fire darts, Fire Cracker. VS					
Notes	A Fire Demon is a gigantic, winged, humanoid with tough, leathery, skin. They have horns and long muzzles full of sharp teeth.					

Type	ST	DX	IQ	PW	CH	MA
Ice Demon	36	14	18	30	10	8 or 16 Flying
Armour	8/6		Level		9	
Special	DV IR TO(2) R(Fi) Im(Co) IM(De) IM(Po) MR(4) IM EN(0) DR(½) FE(3). 4sq PSk(EX) MSk(S)					
Attacks	4Claw (ST8 4-1 m12) x 2 (E), 3Horns (ST12 3-3 r2 n1 m11), 4Carnivore Bite (ST8 4-1 n2 m10) EX					
Spells	Call Cold, Summon Cold, Coldbolt, Coldball, Thessalonika's Dart of Ice, Slippery Floor					
Notes	An Ice Demon is a gigantic, winged, humanoid with tough, leathery, skin. They have horns and long muzzles full of sharp teeth.					

Type	ST	DX	IQ	PW	CH	MA
Limbo Knight	20	28	20	30	20	10
Armour	1/1, Half Plate (E SupM, Of Any Appearance) 10/7		Level		13	
Special	DV IR TO(2) R(Fi) R(Co) IM(De) IM(Po) MR(4) IM EN(0) DR(½) CA FE(3) PSk(EX) MSk(EX)					
Attacks	Greatsword (ST18 2+6 Electricity L2 n5 r2 m15 p12) (E SupM +3 max, +3 damage, +3 null, Sword of Electricity L2), EX					

Spells	Summon Elemental, Summon Element, Astrid's Burning Hands, Call Elemental, Control Elemental, Lightning Bolt, Iassia's Burning Ray, Flight, Disrupt, Bernard's Air Boots, Elemental Shield, Nain's Impressive Shock Shield, Plasma Bolt, Fiery Blast, Plasma Ball, Freezing Cone, Thessalonika's Spear of Ice, Disintegration, Fire Sparks, Serrick's Steed of Air, Chain Lightning, Kleon's Effective Prison, Attanana's Icy Volley VS
Items	Amulet stores 10 PW and 6 IQ of spells, Ring of Diamond Flesh, 3 Power Stones, Rod of Lightning 50/5 PW max 4,
Notes	This is a typical Limbo Knight. Obviously they vary a great deal especially with regard to equipment.

INHABITANTS OF NIRVANA

Nirvana is a peaceful world inhabited by the servants of the Spiritual God.

Some wizards can summon **Angels**.

Type	ST	DX	IQ	PW	CH	MA
Divine Messenger	3	14	8	8	8	4 or 20 Flying
Armour	None		Level		1	
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR. SPD(VS D11 -2) PSk(VS) MSk(VS)					
Attacks	None					
Notes	A small (¼ man sized) humanoid with white-feathered wings and possessing unearthly beauty. They are servants of the Spiritual God.					

Type	ST	DX	IQ	PW	CH	MA
Cherubim	3	14	10	10	10	4 or 20 Flying
Armour	None		Level		3	
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR. SPD(VS D11 -2) PSk(VS) MSk(VS)					
Attacks	None					
Spells	Healing, Aid, Poison Protection, Divine Protection, Detect Undead, Repel Undead, Prayer, Blessing, Break Curse VS					
Notes	A small (¼ man sized) humanoid with white-feathered wings and possessing unearthly beauty. They are servants of the Spiritual God.					

Type	ST	DX	IQ	PW	CH	MA
Seraphim	6	14	12	12	12	6 or 20 Flying
Armour	None		Level		4	
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR. SPD(VS D11 -2) PSk(VS) MSk(VS)					
Attacks	None					
Spells	Healing, Aid, Poison Protection, Divine Protection, Detect Undead, Repel Undead, Prayer, Blessing, Break Curse, Control Person, Bless Weapon, Protection Against Supernatural, Disease Protection, Calm VS					
Notes	A small (½ man sized) humanoid with white-feathered wings and possessing unearthly beauty. They are servants of the Spiritual God.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Angel	10	14	12	12	12	8 or 20 Flying
Armour	None		Level		6	
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR. SPD(VS D11 -2) PSk(VS) MSk(VS)					
Attacks	Comp Bow (ST10 1+3 n2 r7 m14 ROF 0) (SupM) (E Arrows M +2 dmg), Shortsword (ST10 1+4 n4 m16 p13) (E SupM +2 damage +2 null +2 max), EX					
Spells	Healing, Aid, Poison Protection, Divine Protection, Detect Undead, Repel Undead, Prayer, Blessing, Break Curse, Control Person, Bless Weapon, Protection Against Supernatural, Disease Protection, Calm VS					
Notes	A man-sized humanoid with white feathered wings and possessing unearthly beauty. They are servants of the Spiritual God.					

Type	ST	DX	IQ	PW	CH	MA
Minor Angel	12	15(14)	13	16	17	8 or 20 Flying

Armour	P. Metal (E SupM) 7/6, Heater (pts14 p15 cv2 dx-1) (E SupM) 4/4	Level	7
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR PSk(VS) MSk(VS)		
Attacks	Comp Bow (ST12 1+4 n2 r7 m14 ROF 0) (SupM) (E Arrows M +2 dmg), Broadsword (ST12 1+4 n3 m15 p9) (E SupM +2 damage +2 null +2 max), EX		
Spells	Healing, Poison Protection, Divine Protection, Detect Undead, Repel Undead, Prayer, Blessing, Break Curse, Control Person, Bless Weapon, Protection Against Supernatural, Disease Protection, Calm, Cure Poison, Long Aid, Strong Aid VS		
Notes	A man-sized humanoid with white-feathered wings and possessing unearthly beauty. They are servants of the Spiritual God.		

Type	ST	DX	IQ	PW	CH	MA
Angel	12	17(16)	13	20	19	8 or 20 Flying
Armour	P. Metal (E SupM) 7/6, Heater (pts14 p15 cv3 dx-1) (E SupM) 4/4		Level	8		
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR FE(2) PSk(EX) MSk(EX)					
Attacks	Comp Bow (ST12 1+4 n2 r7 m14 ROF 0) (SupM) (E Arrows M +2 dmg), Broadsword (ST12 1+4 n3 m15 p9) (E SupM +2 damage +2 null +2 max), EX					
Spells	Healing, Poison Protection, Divine Protection, Detect Undead, Repel Undead, Prayer, Blessing, Break Curse, Control Person, Bless Weapon, Protection Against Supernatural, Disease Protection, Calm, Cure Poison, Long Aid, Strong Aid VS					
Notes	A man-sized humanoid with white-feathered wings and possessing unearthly beauty. They are servants of the Spiritual God.					

Type	ST	DX	IQ	PW	CH	MA
Greater Angel	15	19(18)	13	24	24	8 or 20 Flying
Armour	Hauberk and Helm (E SupM) 8/7, Heater (pts14 p15 cv3 dx-1) (E SupM) 4/4		Level	9		
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR FE(2) PSk(EX) MSk(EX)					
Attacks	Halberd (ST14 2+3 r3 n4 m15 p12) (E SupM +2 damage +2 null +2 max, Weapon of Light), Longsword (ST14 1+6 n4 m15 p9) (E SupM +2 damage +2 null +2 max, Weapon of Light), EX					
Spells	Healing, Poison Protection, Divine Protection, Detect Undead, Repel Undead, Prayer, Blessing, Break Curse, Control Person, Bless Weapon, Protection Against Supernatural, Disease Protection, Calm, Cure Poison, Long Aid, Strong Aid EX					
Notes	A man-sized humanoid with white-feathered wings and possessing unearthly beauty. They are servants of the Spiritual God.					

Type	ST	DX	IQ	PW	CH	MA
Angel Captain	18	24(23)	16	24	26	8 or 20 Flying
Armour	Full Metal (E SupM, Armour of Light) 11/9, Heater (pts14 p15 cv3 dx-1) (E SupM)		Level	10		
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR FE(3) PSk(EX) MSk(EX)					
Attacks	Halberd (ST14 2+3 r2 n5 m15 p12) (E SupM +2 damage +2 null +2 max, Weapon of Light), Longsword (ST14 1+6 n4 m16 p9) (E SupM +2 damage +2 null +2 max, Weapon of Light), EX					
Spells	Poison Protection, Detect Undead, Blessing, Break Curse, Control Person, Bless Weapon, Protection Against Supernatural, Cure Poison, Long Aid, Strong Aid, Advanced Healing, Destroy Undead, Cure Disease, Make Whole, Holy Strength, Exorcism, Damage Lash, Divine Resistance, Big Calm, Great Prayer EX					
Notes	A man-sized humanoid with white-feathered wings and possessing unearthly beauty. They are servants of the Spiritual God.					

Type	ST	DX	IQ	PW	CH	MA
Angel Lord	20	26	18	30	30	8 or 20 Flying
Armour	Full Metal (E SupM, Armour of Light) 13/11, Heater (pts14 p16 cv3 dx0) (E SupM)		Level	12		
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(¼) BR FE(3) PSk(MA) MSk(MA)					

Attacks	Halberd (ST14 2+4 r2 n5 m17 p13) (E SupM +2 damage +2 null +3 max, Weapon of Light), Longsword (ST14 1+7 n4 m18 p9) (E SupM +2 damage +2 null +3 max, Weapon of Light), MA
Spells	Poison Protection, Detect Undead, Blessing, Break Curse, Control Person, Bless Weapon, Protection Against Supernatural, Cure Poison, Long Aid, Strong Aid, Advanced Healing, Destroy Undead, Cure Disease, Make Whole, Holy Strength, Exorcism, Damage Lash, Divine Resistance, Big Calm, Great Prayer, Joining, Sanctify Area EX

Type	ST	DX	IQ	PW	CH	MA
Angelic Duke	24	30	20	40	35	8 or 20 Flying
Armour	Full Metal (E SupM, Armour of Light) 15/13, Heater (pts15 p16 cv3 dx0) (E SupM)		Level		14	
Special	DV MS R(Fi) R(Co) IM(De) IM(Po) MR(6) IM EN(0) DR(¼) BR FE(4)) PSk(MA) MSk(MA)					
Attacks	Halberd (ST14 2+6 r2 n6 m17 p13) (E SupM +3 damage +3 null +3 max, Weapon of Light), Longsword (ST14 1+9 n5 m18 p9) (E SupM +3 damage +3 null +4 max +4 max, Weapon of Light), MA					
Spells	Poison Protection, Detect Undead, Blessing, Break Curse, Control Person, Bless Weapon, Protection Against Supernatural, Cure Poison, Long Aid, Strong Aid, Advanced Healing, Destroy Undead, Cure Disease, Make Whole, Holy Strength, Exorcism, Damage Lash, Divine Resistance, Big Calm, Great Prayer, Joining, Sanctify Area, Great Healing, Divine Fury, Divine Intervention MA					

INHABITANTS OF THE ABYSS

The Abyss is a large world covered with the ordered civilization of the Archons – followers of the Arcane. There are many cities, fortresses and temples.

Some wizards can summon **Archons**.

Type	ST	DX	IQ	PW	CH	MA
Abyssal Servant	8	11	8	8	8	7
Armour	1/1		Level		1	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM DR(½), SPD(S D10 -1) PSk(VS)					
Attacks	Punch (ST6 1-4 m13 p9), Kick (ST6 1-2 m11) S					
Notes	A man-sized humanoid possessing unearthly beauty. Abyssal servants have pale skin, black hair, totally black eyes and small horns. They are servants of the Archons.					

Type	ST	DX	IQ	PW	CH	MA
Abyssal Soldier	12	12	8	8	8	6
Armour	1/1, Half Plate (M) 7/5		Level		4	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM DR(½) BR PSk(VS)					
Attacks	2H Glaive (ST12 2+2 r2 n3 m14 p11) (E SupM +2 max +2 dmg), VS					
Notes	A man-sized humanoid possessing unearthly beauty. Abyssal soldiers have pale skin, black hair, totally black eyes and small horns. They are soldiers of the Archons.					

Type	ST	DX	IQ	PW	CH	MA
Abyssal Cleric	10	12	10	12	8	8
Armour	1/1		Level		5	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM DR(½) BR PSk(S) MSk(VS)					
Attacks	2H Stave (ST10 2-1 n1 m13 p11) (E +1 max +1 damage), S					
Spells	Curse, Stunning, Healing, Repair Undead, Divine Protection, Wound, Detect Undead, Prayer, Break Curse, Staff VS					
Items	Staff Stores 3 PW					
Notes	A man-sized humanoid possessing unearthly beauty. Abyssal clerics have pale skin, black hair, totally black eyes and small horns. They are worshippers of the Archons.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Archon	11	14	10	12	12	8 or 20 Flying
Armour	1/1, P. Metal (E SupM) 6/5		Level		6	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR PSk(VS) MSk(VS)					
Attacks	2H Short Spear (ST10 2 r2 n4 m15 p12) (E SupM +2 max +2 dmg +1 Null), Sabre (ST10 1+4 n1 m16 p12) (E SupM +2 max +2 dmg +1 Null) EX					

Spells	Curse, Stunning, Healing, Repair Undead, Divine Protection, Wound, Detect Undead, Prayer, Break Curse VS
Notes	A man-sized humanoid possessing unearthly beauty. Archons have pale skin, black hair, totally black eyes, large black leathery wings and small horns.

Type	ST	DX	IQ	PW	CH	MA
Minor Archon	11	15	12	16	17	8 or 20 Flying
Armour	1/1, Half Plate (E SupM) 8/7		Level		7	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR PSk(VS) MSk(VS)					
Attacks	2H Short Spear (ST10 2-3 r2 n2 m10 p9) (E SupM +2 max +2 dmg +1 Null), Sabre (ST10 1+1 m11 p9) (E SupM +2 max +2 dmg +1 Null) EX					
Spells	Curse, Stunning, Healing, Repair Undead, Divine Protection, Wound, Detect Undead, Prayer, Break Curse, Control Person, Protection Against Supernatural VS					
Notes	A man-sized humanoid possessing unearthly beauty. Archons have pale skin, black hair, totally black eyes, large black leathery wings and small horns.					

Type	ST	DX	IQ	PW	CH	MA
Archon	12	17	13	20	19	8 or 20 Flying
Armour	1/1, Half Plate (E SupM) 9/8		Level		8	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR PSk(VS) MSk(VS)					
Attacks	2H Glaive (ST12 2+2 r2 n5 m15 p12) (E SupM +2 max +2 dmg +2 Null), Sabre (ST10 1+4 n2 m16 p12) (E SupM +2 max +2 dmg +2 Null) EX					
Spells	Curse, Stunning, Healing, Repair Undead, Divine Protection, Wound, Detect Undead, Prayer, Break Curse, Control Person, Protection Against Supernatural, Skull Guard VS					
Notes	A man-sized humanoid possessing unearthly beauty. Archons have pale skin, black hair, totally black eyes, large black leathery wings and small horns.					

Type	ST	DX	IQ	PW	CH	MA
Greater Archon	15	19	14	24	24	8 or 20 Flying
Armour	1/1, Half Plate (E SupM) 10/9		Level		9	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR FE(2) PSk(EX) MSk(VS)					
Attacks	2H Halberd (ST14 2+3 r2 n5 m15 p12) (E SupM +2 max +2 dmg +2 Null +2 Max, Weapon of Darkness), Sabre (ST10 1+5 n2 m16 p12) (E SupM +2 max +2 dmg +2 Null +2 Max, Weapon of Darkness) EX					
Spells	Curse, Stunning, Healing, Repair Undead, Divine Protection, Wound, Detect Undead, Prayer, Break Curse, Control Person, Protection Against Supernatural, Skull Guard, Destroy Undead, Curse Weapon VS					
Notes	A man-sized humanoid possessing unearthly beauty. Archons have pale skin, black hair, totally black eyes, large black leathery wings and small horns.					

Type	ST	DX	IQ	PW	CH	MA
Archon Centurion	16	24	16	28	26	8 or 20 Flying
Armour	1/1, Half Plate (E SupM, Armour of Darkness) 11/10		Level		11	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM EN(0) DR(½) BR FE(3) PSk(EX) MSk(VS)					
Attacks	2H Halberd (ST14 2+3 r2 n5 m16 p12) (E SupM +2 dmg +2 Null +3 Max, Weapon of Darkness), Sabre (ST10 1+5 n2 m17 p12) (E SupM +3 max +2 dmg +2 Null +3 Max, Weapon of Darkness) EX					
Spells	Curse, Stunning, Healing, Repair Undead, Divine Protection, Wound, Detect Undead, Prayer, Break Curse, Control Person, Protection Against Supernatural, Skull Guard, Destroy Undead, Curse Weapon, Unholy Strength, Divine Resistance, Terrible Wound, Drain Life VS					
Notes	A man-sized humanoid possessing unearthly beauty. Archons have pale skin, black hair, totally black eyes, large black leathery wings and small horns.					

Type	ST	DX	IQ	PW	CH	MA
Archon Lord	16	26	18	30	28	8 or 20 Flying
Armour	1/1, Half Plate (E SupM, Armour of Darkness) 13/12		Level		12	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM EN(0) DR(¼) BR FE(3) PSk(EX) MSk(EX)					

Attacks	2H Halberd (ST14 2+3 r2 n5 m17 p13) (E SupM +2 dmg +2 Null +3 Max, Weapon of Darkness), Sabre (ST10 1+5 n2 m18 p13) (E SupM +3 max +2 dmg +2 Null +3 Max, Weapon of Darkness) MA
Spells	Curse, Stunning, Healing, Repair Undead, Divine Protection, Wound, Detect Undead, Prayer, Break Curse, Control Person, Protection Against Supernatural, Skull Guard, Destroy Undead, Curse Weapon, Unholy Strength, Divine Resistance, Terrible Wound, Drain Life, Sanctify Area, Power of the Pit EX
Notes	A man-sized humanoid possessing unearthly beauty. Archons have pale skin, black hair, totally black eyes, large black leathery wings and small horns.

Type	ST	DX	IQ	PW	CH	MA
Archon Duke	20	30	20	40	30	8 or 20 Flying
Armour	1/1, Half Plate (E SupM, Armour of Darkness) 15/14		Level		14	
Special	NV MS R(Fi) R(Co) IM(EI) IM(De) IM(Po) MR(6) IM EN(0) DR(¼) BR FE(4) PSk(EX) MSk(EX)					
Attacks	2H Halberd (ST14 2+5 r2 n6 m18 p14) (E SupM +3 dmg +3 Null +3 Max, Weapon of Darkness), Sabre (ST10 1+7 m19 p14) (E SupM +3 dmg +3 Null +3 Max, Weapon of Darkness) SP					
Spells	Curse, Stunning, Healing, Repair Undead, Divine Protection, Wound, Detect Undead, Prayer, Break Curse, Control Person, Protection Against Supernatural, Skull Guard, Destroy Undead, Curse Weapon, Unholy Strength, Divine Resistance, Terrible Wound, Drain Life, Sanctify Area, Power of the Pit, Create Undead, Divine Fury EX					
Notes	A man-sized humanoid possessing unearthly beauty. Archons have pale skin, black hair, totally black eyes, large black leathery wings and small horns.					

INHABITANTS OF THE SPIRIT PLANE

The Spirit Plane is a confusing and shifting area of disembodied spirits which exists parallel to the Real Plane. Usually the inhabitants of each are unaware of each other but wizards can travel to the Spirit Plane in a discorporate state and spells can bridge the gap between the planes. A few inhabitants of the Spirit Plane are able to connect with the real Plane through their own violation and it is possible to create or discover gates between the two planes.

Some wizards can summon **Spirits**.

Type	ST	DX	IQ	PW	CH	MA
Animal Spirit	-	10	6	8	6	8
Armour	None		Level		2	
Special	MS SP IN INV FE(2)					
Attacks	Spirit Combat					
Notes	A spirit has no physical form and cannot normally be seen or interacted with. When summoned using magic it takes on a shifting form, becomes visible and can attack in spirit combat. In this form striking the spirit with an enchanted weapon causes 1 point of PW drain. A special class of spirit is a ghost which is able to manifest in the real plane at will but which is bound to a region or location which it cannot leave. Such a ghost may be motivated by insane violence or by a wish to cause some change in the world such as redressing a wrong. Some ghosts do not realise they are even dead.					

Type	ST	DX	IQ	PW	CH	MA
Least Spirit	-	12	7	10	7	9
Armour	None		Level		3	
Special	MS SP IN INV FE(2)					
Attacks	Spirit Combat					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Spirit	-	13	8	12	8	10
Armour	None		Level		4	
Special	MS SP IN INV FE(2)					
Attacks	Spirit Combat					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
------	----	----	----	----	----	----

Minor Spirit	-	14	9	14	9	11
Armour	None		Level		5	
Special	MS SP IN INV FE(2)					
Attacks	Spirit Combat					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Spirit	-	15	10	16	10	12
Armour	None		Level		7	
Special	MS SP IN INV FE(3)					
Attacks	Spirit Combat					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Spirit	-	16	11	18	11	13
Armour	None		Level		8	
Special	MS SP IN INV FE(3)					
Attacks	Spirit Combat					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Master Spirit	-	17	12	20	12	14
Armour	None		Level		9	
Special	MS SP IN INV FE(3)					
Attacks	Spirit Combat					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Spirit Lord	-	18	13	22	13	15
Armour	None		Level		10	
Special	MS SP IN INV FE(3)					
Attacks	Spirit Combat					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Figment	8	18	10	8	10	10
Armour	None		Level		1	
Special	DV NV MS SP EN(0) DR(½) PSk(S)					
Attacks	None					
Notes	A figment is a spirit manifested as a humanoid at the command of a wizard. It takes on a chosen appearance. A figment can seem like a living being. They are often summoned or called by wizards as servants or entertainers.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Corporeal Spirit	10	12	8	8	8	8
Armour	4/3		Level		4	
Special	DV NV MS SP EN(0) DR(½) FE(2) PSk(VS)					
Attacks	Strike (ST10 1 n2 m13 p12 - parry as sword), VS					
Notes	A corporeal spirit has been manifested by magic as a physical presence. It takes on a humanoid or animal shape but with shadowy features and glowing eyes. It can appear to be wearing armour and carrying weapons. A special class of Corporeal Spirit is a Corporeal Ghost. Similar in motivation to a normal ghost they can manifest a physical presence. Whilst some look like a corporeal spirit others can convincingly take on the form of the living and only magical senses can identify such a creature.					

Type	ST	DX	IQ	PW	CH	MA
Minor Corporeal Spirit	14	14	10	10	10	8
Armour	6/5		Level		5	
Special	DV NV MS SP EN(0) DR(½) FE(2) PSk(VS)					
Attacks	Strike (ST10 1+1 n2 m13 p12 - parry as sword), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Corporeal Spirit	20	16	12	12	12	8
Armour	8/7		Level		6	

Special	DV NV MS SP EN(0) DR(½) FE(2) PSk(VS)
Attacks	2Strike (ST10 2 n2 m12 p11 - parry as sword), VS
Notes	As above but more powerful.

Type	ST	DX	IQ	PW	CH	MA
Greater Corporal Spirit	24	20	14	14	14	8
Armour	10/9		Level		7	
Special	DV NV MS SP EN(0) DR(½) FE(2) PSk(VS)					
Attacks	2Strike (ST10 2 n2 m12 p11 - parry as sword), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Shade	6	12	7	10	8	10
Armour	None		Level		4	
Special	NV MS SP EN(0) DR(½) FE(2) SPD(S D10 -1) PSk(S)					
Attacks	Touch (m15 ST Drain D-2) S					
Notes	A Shade is a spirit which manifest as a shadowy insubstantial shape. Shades hunger for the life force of the creatures of the Real Plane. They are summoned by wizards or travel to the Real Plane through a portal.					

Type	ST	DX	IQ	PW	CH	MA
Shade	10	14	8	12	10	10
Armour	None		Level		5	
Special	NV MS SP EN(0) DR(½) FE(2) SPD(EX D12 -3) PSk(VS)					
Attacks	Touch (m16 ST Drain D) VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Shade	12	16	9	14	12	10
Armour	None		Level		6	
Special	NV MS SP EN(0) DR(½) FE(3) SPD(EX D12 -3) PSk(VS)					
Attacks	Touch (m16 ST Drain D+2) VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Shadow	12	12	10	16	14	10 Flying
Armour	None		Level		8	
Special	NV MS SP EN(0) DR(½) FE(3) SPD(VS D11 -2) PSk(VS)					
Attacks	Touch (m16 Death 2D+2 ST, Paralysis 2D+2 DX) VS					
Notes	A Shadow is a spirit which manifests as a humanoid figure apparently made of darkness and wrapped in black robes. A shadow has glowing amber eyes and hungers for the life force of creatures of the real Plane. They are summoned by wizards or travel to Home via portals.					

Type	ST	DX	IQ	PW	CH	MA
Shadow	14	14	12	18	16	10 Flying
Armour	None		Level		9	
Special	NV MS SP EN(0) DR(½) FE(3) SPD(VS D11 -2) PSk(VS)					
Attacks	Touch (m16 Death 3D ST, Paralysis 3D DX) VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Shadow	16	16	14	20	18	10 Flying
Armour	None		Level		11	
Special	NV MS SP EN(0) DR(½) FE(4) SPD(VS D11 -2) PSk(VS)					
Attacks	Touch (m16 Death 4D ST, Paralysis 4D DX) VS					
Notes	As above but more powerful.					

INHABITANTS OF THE ELEMENTAL PLANE

The Elemental Plane is a realm consisting of regions of pure elements: earth, water, fire, air, cold, darkness and light. Its inhabitants are called elementals which are creatures whose physical forms are made of their element.

Some wizards can summon **Elementals**.

Type	ST	DX	IQ	PW	CH	MA
Least Salamander	4	8	5	6	6	6 Flying
Armour	None		Level		3	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Water PSk(S)					
Attacks	Touch (m15 L1 Fire), Move Through (L1 Fire), S					
Notes	A Salamander is a Fire Elemental. It appears as a hovering, vaguely humanoid, shape made of fire. It can attack by moving through Target (pts9 par11 cv2)s or Touch (m14)ing them. It is not solid and does not have to stop when it moves through but a move through costs 2 MA. They cannot move through walls etc. They also take 1 point of damage per pint of water thrown on them.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Salamander	6	10	6	8	6	8 Flying
Armour	None		Level		4	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Water PSk(VS).					
Attacks	Touch (m16 L1 Fire), Move Through (L1 Fire), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Minor Salamander	12	12	7	12	7	9 Flying
Armour	None		Level		5	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) PSk(VS)					
Attacks	Touch (m16 L2 Fire), Move Through (L2 Fire), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Salamander	20	14	8	14	8	10 Flying
Armour	None		Level		6	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Water. 4sq. PSk(VS)					
Attacks	Touch (m16 L2 Fire), Move Through (L2 Fire), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Salamander	30	14	9	16	9	11 Flying
Armour	None		Level		8	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Water. 4sq. PSk(VS)					
Attacks	Touch (m16 L2 Fire), Move Through (L2 Fire), VS					
Spells	Summon Fire S					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Master Salamander	35	16	12	20	10	12 Flying
Armour	None		Level		9	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Water. 4sq. PSk(VS)					
Attacks	Touch (m16 L3 Fire), Move Through (L3 Fire), VS					
Spells	Summon Fire, Firebolt VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lord Salamander	40	16	14	24	11	12 Flying
Armour	None		Level		10	

Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Water. 4sq PSk(VS)
Attacks	Touch (m16 L3 Fire), Move Through (L3 Fire), VS
Spells	Summon Fire, Firebolt, Fireball VS
Notes	As above but more powerful.

Type	ST	DX	IQ	PW	CH	MA
Grand Salamander	40	18	16	30	12	12 Flying
Armour	None		Level		11	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Water. 4sq PSk(VS)					
Attacks	Touch (m16 L4 Fire), Move Through (L4 Fire), VS					
Spells	Summon Fire, Firebolt, Fireball, Fiery Blast VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Least Ice Elemental	4	8	5	6	4	6 Flying
Armour	None		Level		3	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½) Double damage from Fire. PSk(S)					
Attacks	Touch (m16 L1 Cold), Move Through (L1 Cold), S					
Notes	An Ice Elemental is a Cold Elemental. It appears as a hovering, vaguely humanoid, shape made of shimmering cold in which ice crystals can be seen to form. It can attack by moving through Target (pts9 par11 cv2)s or Touch (m14)ing them. It is not solid and does not have to stop when it moves through but a move through costs 2 MA. They cannot move through walls etc. They also take damage from non-magical fire.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Ice Elemental	6	10	6	8	6	8 Flying
Armour	None		Level		4	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½) Double damage from Fire PSk(VS)					
Attacks	Touch (m16 L1 Cold), Move Through (L1 Cold), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Minor Ice Elemental	12	12	7	12	7	9 Flying
Armour	None		Level		5	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½) Double damage from Fire. PSk(VS)					
Attacks	Touch (m16 L2 Cold), Move Through (L2 Cold), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Ice Elemental	20	14	8	14	8	10 Flying
Armour	None		Level		6	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½). Double damage from Fire. 4sq. PSk(VS)					
Attacks	Touch (m16 L2 Cold), Move Through (L2 Cold), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Ice Elemental	30	14	9	16	9	11 Flying
Armour	None		Level		8	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½) Double damage from Fire. 4sq. PSk(VS)					
Attacks	Touch (m14 L2 Cold), Move Through (L2 Cold), VS					
Spells	Summon Cold S					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Master Ice Elemental	35	16	12	20	10	12 Flying
Armour	None		Level		9	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½) Double damage from Fire. 4sq. PSk(VS)					

Attacks	Touch (m16 L3 Cold), Move Through (L3 Cold), VS
Spells	Summon Cold, Coldbolt VS
Notes	As above but more powerful.

Type	ST	DX	IQ	PW	CH	MA
Lord Ice Elemental	40	16	14	24	11	12 Flying
Armour	None		Level		10	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½) Double damage from Fire. 4sq. PSk(VS)					
Attacks	Touch (m14 L3 Cold), Move Through (L3 Cold), VS					
Spells	Summon Cold, Coldbolt, Coldball VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Grand Ice Elemental	40	18	16	30	12	12 Flying
Armour	None		Level		11	
Special	IR IM (He) IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½) Double damage from Fire. 4sq. PSk(VS)					
Attacks	Touch (m16 L4 Cold), Move Through (L4 Cold), VS					
Spells	Summon Cold, Coldbolt, Coldball VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Least Sylph	10	10	5	6	4	8 Flying
Armour	None		Level		3	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) EN(0) DR(½) Double damage from Earth. PSk(S)					
Attacks	Touch (m16 L1 Air), Move Through (Resist ST vs ST or thrown 2m into air), S					
Notes	A Sylph is an Air Elemental. It appears as a hovering, vaguely humanoid, shape made of Whirl (ST10 1-2 n2 m12 -3 opposing parry)ing air and lightning It can attack by moving through Target (pts9 par11 cv2)s or Touch (m14)ing them. It is not solid and does not have to stop when it moves through but a move through costs 2 MA. They cannot move through walls etc.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Sylph	12	12	6	8	6	10 Flying
Armour	None		Level		4	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Earth. PSk(VS)					
Attacks	Touch (m16 L1 Air), Move Through (Resist ST vs ST or thrown 3m into air), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Minor Sylph	14	14	7	12	7	12 Flying
Armour	None		Level		5	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Earth. PSk(VS)					
Attacks	Touch (m16 L2 Air), Move Through (Resist ST vs ST or thrown 4m into air), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Sylph	16	15	8	14	8	14 Flying
Armour	None		Level		6	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½). Double damage from Earth. 4sq. PSk(VS)					
Attacks	Touch (m16 L2 Air), Move Through (Resist ST vs ST or thrown 5m into air), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Sylph	18	16	9	16	9	16 Flying
Armour	None		Level		8	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Earth. 4sq. PSk(VS)					
Attacks	Touch (m16 L3 Air), Move Through (Resist ST vs ST or thrown 6m into air), VS					

Spells	Summon Air S
Notes	As above but more powerful.

Type	ST	DX	IQ	PW	CH	MA
Master Sylph	20	17	12	20	10	18 Flying
Armour	None		Level		9	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Earth. 4sq. PSk(VS)					
Attacks	Touch (m16 L3 Air), Move Through (Resist ST vs ST or thrown 7m into air), VS					
Spells	Summon Air, Tornado Bolt, Lighting Bolt					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lord Sylph	22	18	14	24	11	20 Flying
Armour	None		Level		10	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Earth. 4sq. PSk(VS)					
Attacks	Touch (m16 L4 Air), Move Through (Resist ST vs ST or thrown 8m into air), VS					
Spells	Summon Air, Tornado Bolt, Lightning Bolt VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Grand Sylph	24	19	16	30	12	22 Flying
Armour	None		Level		11	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) Double damage from Earth. 4sq. PSk(VS)					
Attacks	Touch (m16 L4 Air), Move Through (Resist ST vs ST or thrown 9m into air), VS					
Spells	Summon Air, Tornado Bolt, Lightning Bolt VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Least Petroander	16	8	5	6	4	4
Armour	4/3		Level		3	
Special	IR IM(Ea) IM(De) IM(Po) DR(½) Double damage from Air. PSk(S)					
Attacks	Touch (m15 L1 Earth), Move Through (L1 Earth), S					
Notes	An Petroander is a Earth Elemental. It appears as a vaguely humanoid shape made of churning earth and stones. It can attack by moving through Target (pts9 par11 cv2)s or Touch (m16)ing them. It is not solid and does not have to stop when it moves through but a move through costs 2 MA. They cannot move through walls etc.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Petroander	20	9	6	8	6	5
Armour	6/5		Level		4	
Special	IR IM(Ea) IM(De) IM(Po) EN(0) DR(½) Double damage from Air. PSk(VS)					
Attacks	Touch (m16 L1 Earth), Move Through (L1 Earth), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Minor Petroander	24	10	7	12	7	6
Armour	8/7		Level		5	
Special	IR IM(Ea) IM(De) IM(Po) DR(½) Double damage from Air.					
Attacks	Touch (m16 L2 Earth), Move Through (L2 Earth), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Petroander	28	11	8	14	8	7
Armour	10/9		Level		6	
Special	IR IM(Ea) IM(De) IM(Po) DR(½). Double damage from Air. 4sq. PSk(VS)					
Attacks	Touch (m16 L2 Earth), Move Through (L2 Earth), VS					

Notes	As above but more powerful.					
-------	-----------------------------	--	--	--	--	--

Type	ST	DX	IQ	PW	CH	MA
Greater Petroander	32	12	9	16	9	8
Armour	12/11		Level		8	
Special	IR IM(Ea) IM(De) IM(Po) DR(½) Double damage from Air. 4sq. PSk(VS)					
Attacks	Touch (m16 L3 Earth), Move Through (L3 Earth), VS					
Spells	Summon Earth S					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Master Petroander	36	13	12	20	10	9
Armour	14/13		Level		9	
Special	IR IM(Ea) IM(De) IM(Po) DR(½) Double damage from Air. 4sq. PSk(VS)					
Attacks	Touch (m16 L3 Earth), Move Through (L3 Earth), VS					
Spells	Summon Earth, Stonebolt VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lord Petroander	40	14	14	24	11	10
Armour	16/15		Level		10	
Special	IR IM(Ea) IM(De) IM(Po) DR(½) Double damage from Air. 4sq. PSk(VS)					
Attacks	Touch (m16 L4 Earth), Move Through (L4 Earth), VS					
Spells	Summon Earth, Stonebolt, VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Grand Petroander	44	15	16	30	12	11
Armour	18/17		Level		11	
Special	IR IM(Ea) IM(De) IM(Po) DR(½) Double damage from Electricity. 4sq. PSk(VS)					
Attacks	Touch (m16 L4 Earth), Move Through (L4 Earth), VS					
Spells	Summon Earth, Stonebolt VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Least Undine	14	10	5	6	4	8 Swimming
Armour	None		Level		3	
Special	SO IM(He) IM(Wa) IM(De) IM(Po) EN(0) DR(½) PSk(S)					
Attacks	Touch (m15 L1 Water), Move Through (Resist ST vs ST or pulled 2m under the water), S					
Notes	An Undine is a Water Elemental. It appears as a vaguely humanoid, shape made of Whirl (ST10 1-2 n2 m12 -3 opposing parry)ing Water. It can attack by moving through Target (pts9 par11 cv2)s or Touch (m16)ing them. It is not solid and does not have to stop when it moves through but a move through costs 2 MA. They cannot move through walls etc.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Undine	16	12	6	8	6	10 Swimming
Armour	None		Level		4	
Special	SO IM(He) IM(Wa) IM(De) IM(Po) EN(0) DR(½) PSk(VS)					
Attacks	Touch (m16 L1 Water), Move Through (Resist ST vs ST or pulled 3m under the water), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Minor Undine	18	14	7	12	7	12 Swimming
Armour	None		Level		5	
Special	SO IM(He) IM(Wa) IM(De) IM(Po) EN(0) DR(½) PSk(VS)					
Attacks	Touch (m16 L2 Water), Move Through (Resist ST vs ST or pulled 4m under the water), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA

Undine	20	15	8	14	8	14 Swimming
Armour	None		Level		6	
Special	SO IM(He) IM(Wa) IM(De) IM(Po) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 L2 Water), Move Through (Resist ST vs ST or pulled 5m under the water), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Undine	22	16	9	16	9	16 Swimming
Armour	None		Level		8	
Special	SO IM(He) IM(Wa) IM(De) IM(Po) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 L3 Water), Move Through (Resist ST vs ST or pulled 6m under the water), VS					
Spells	Summon Water S					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Master Undine	24	17	12	20	10	18 Swimming
Armour	None		Level		9	
Special	SO IM(He) IM(Wa) IM(De) IM(Po) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 L3 Water), Move Through (Resist ST vs ST or pulled 7m under the water), VS					
Spells	Summon Water, Water Bolt VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lord Undine	26	18	14	24	11	20 Swimming
Armour	None		Level		10	
Special	SO IM(He) IM(Wa) IM(De) IM(Po) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 L4 Water), Move Through (Resist ST vs ST or pulled 8m under the water), VS					
Spells	Summon Water, Water Bolt VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Grand Undine	28	19	16	30	12	22 Swimming
Armour	None		Level		11	
Special	SO IM(He) IM(Wa) IM(De) IM(Po) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 L4 Water), Move Through (Resist ST vs ST or pulled 9m under the water), VS					
Spells	Summon Water, Water Bolt VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Least Lucifer	4	8	5	6	4	6 Flying
Armour	None		Level		3	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) PSk(S)					
Attacks	Touch (m15 Blinding 2D), Move Through (Blinding 2D), S					
Notes	A Lucifer is a Light Elemental. It appears as a hovering, vaguely humanoid, shape made of Light. It can attack by moving through Target (pts9 par11 cv2)s or Touch (m16)ing them. It is not solid and does not have to stop when it moves through but a move through costs 2 MA. They cannot move through walls etc.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Lucifer	6	10	6	8	6	8 Flying
Armour	None		Level		4	
Special	IR IM(He) IM(EI) IM(De) Im(Po) Im(Ac) EN(0) DR(½) PSk(VS)					
Attacks	Touch (m16 Blinding 2D), Move Through (Blinding 2D), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Minor Lucifer	12	12	7	12	7	9 Flying
Armour	None		Level		5	
Special	IR IM(He) IM(EI) IM(De) Im(Po) Im(Ac) EN(0) DR(½) PSk(VS)					

Attacks	Touch (m16 Blinding 2D), Move Through (Blinding 2D), VS
Notes	As above but more powerful.

Type	ST	DX	IQ	PW	CH	MA
Lucifer	20	14	8	14	8	10 Flying
Armour	None		Level		6	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 Blinding 3D), Move Through (Blinding 3D), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Lucifer	30	14	9	16	9	11 Flying
Armour	None		Level		8	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 Blinding 3D), Move Through (Blinding 3D), VS					
Spells	Summon Light VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Master Lucifer	35	16	12	20	10	12 Flying
Armour	None		Level		9	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 Blinding 3D), Move Through (Blinding 3D), VS					
Spells	Summon Light VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lord Lucifer	40	16	14	24	11	12 Flying
Armour	None		Level		10	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 Blinding 4D), Move Through (Blinding 4D), VS					
Spells	Summon Light VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Grand Lucifer	40	18	16	30	12	12 Flying
Armour	None		Level		11	
Special	IR IM(He) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) 4sq PSk(VS)					
Attacks	Touch (m16 Blinding 4D), Move Through (Blinding 4D), VS					
Spells	Summon Light VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Least Nux	4	8	5	6	4	6 Flying
Armour	None		Level		3	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) PSk(S).					
Attacks	Touch (m15 ST Drain 1D-1, Blinding 1D), Move Through (ST Drain 1D-3, Blinding 1D), S					
Notes	A Nux is a Dark Elemental. It appears as a hovering, vaguely humanoid, shape made of Dark. It can attack by moving through Target (pts9 par11 cv2)s or Touch (m16)ing them. It is not solid and does not have to stop when it moves through but a move through costs 2 MA. They cannot move through walls etc.					

Type	ST	DX	IQ	PW	CH	MA
Lesser Nux	6	10	6	8	6	8 Flying
Armour	None		Level		4	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½) PSk(VS).					
Attacks	Touch (m16 ST Drain 1D, Blinding 1D+1), Move Through (ST Drain 1D-2, Blinding 1D+1), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Minor Nux	12	12	7	12	7	9 Flying
Armour	None		Level		5	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½). PSk(VS).					
Attacks	Touch (m16 ST Drain 1D+1, Blinding 2D), Move Through (ST Drain D-1, Blinding 2D), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Nux	20	14	8	14	8	10 Flying
Armour	None		Level		6	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½)PSk(VS).. 4sq.					
Attacks	Touch (m16 ST Drain 1D+2, Blinding 2D), Move Through (ST Drain 1D, Blinding 2D), VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Greater Nux	30	14	9	16	9	11 Flying
Armour	None		Level		8	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½)PSk(VS). 4sq.					
Attacks	Touch (m16 ST Drain 1D+3, Blinding 2D), Move Through (ST Drain 1D+1, Blinding 2D), VS					
Spells	Summon Dark VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Master Nux	35	16	12	20	10	12 Flying
Armour	None		Level		9	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½)PSk(VS). 4sq.					
Attacks	Touch (m16 ST Drain 1D+3, Blinding 3D), Move Through (ST Drain 1D+1, Blinding 3D), VS					
Spells	Summon Dark VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Lord Nux	40	16	14	24	11	12 Flying
Armour	None		Level		10	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½)PSk(VS). 4sq.					
Attacks	Touch (m16 ST Drain 2D, Blinding 3D), Move Through (ST Drain 1D+2, Blinding 3D), VS					
Spells	Summon Dark VS					
Notes	As above but more powerful.					

Type	ST	DX	IQ	PW	CH	MA
Grand Nux	40	18	16	30	12	12 Flying
Armour	None		Level		11	
Special	IR IM(Co) IM(EI) IM(De) IM(Po) IM(Ac) EN(0) DR(½)PSk(VS). 4sq.					
Attacks	Touch (m16 ST Drain 2D+1, Blinding 3D), Move Through (ST Drain 1D+3, Blinding 3D), VS					
Spells	Summon Dark VS					
Notes	As above but more powerful.					