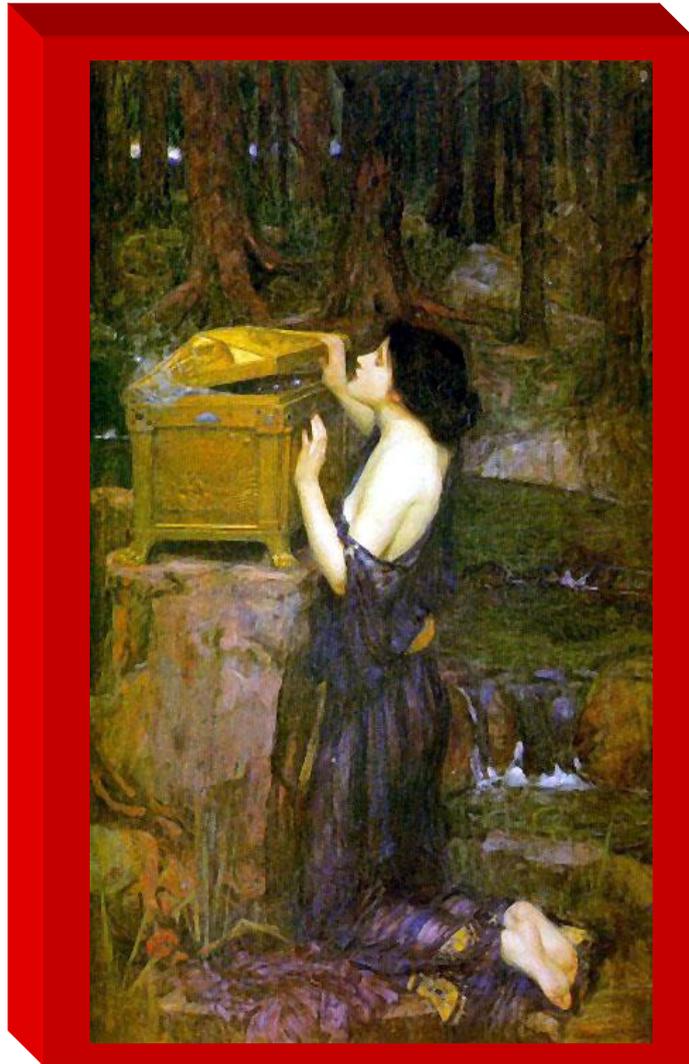


# Halberd Glorantha: Creatures and Treasures



By D. McLaughlin

Halberd Gorantha Rulebook 3

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## CREATURE ABILITIES

### Creature Personalities

The personalities of certain non-human intelligent creatures are defined by traits which are not possessed by humans. Amongst themselves their personalities are more complex but humans will be unaware of such subtle nuances. A negative trait is similar to a human disadvantage and increases the difficulty of any save required.

### Non-Intelligent Creatures

Non-intelligent creatures with IQs under 7 have personalities represented by two traits:

Personality Trait	Description
Fight (FI)	This is the tendency of the creature to attack if threatened. It is similar to Courage but is more like aggression. It is used for Fear checks.
Flight (FL)	This is the tendency of the creature to flee if threatened. It is also used for Caution checks.

As they rely on instinct rather than intelligence they make skill rolls for Survival and Nature Lore on PW rather than IQ. Their Nature Lore represents instinctive reactions rather than knowledge.

### Creature Religions

The powers of each creature religion are briefly listed. Religions are listed with those creatures who most commonly worship them.

### 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. Such a weapon requires 2 x ST, does 1D extra damage and has -1 max. A 3Club 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
<b>xName</b>	x is the size of the attack.
<b>STx</b>	x is the basic strength of the attack.
<b>rx</b>	x is the reach or range of the attack. Attacks with no listed range have a reach of 1.
<b>nx</b>	x is the armour null of the attack.
<b>mx</b>	x is the maximum chance for the attack to hit.
<b>px</b>	x is the maximum chance for a parry.
<b>effectx</b>	x is any special effect.
<b>ptsx</b>	x is the hit points of the shield.
<b>parx</b>	x is the maximum chance of parrying with the shield.
<b>cvx</b>	x is the combat value of the shield.
<b>dxx</b>	x is the adjDX penalty of the shield.

Code	Meaning
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 taken up on the ground. (e.g. 2sq). The area they take up depends a lot on their typical gait – upright creatures obviously use less area.

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.

Large creatures often have very high Strength STATS representing their great size and bulk. There is something of a diminishing return as far as the ST STAT is concerned as enormous creatures use lots of ST just to stand up. These vary but the following ST is typical. The volumes are approximate and show the number of squares taken up rather than implying that a human is a 1.5m cube! Especially strong creatures may naturally be up to 10 points stronger than this.

Volume of Figure (Cubes)	ST
½	5
1	10
1 ½	15
2	20
2 ½	25
3	30
4	35
5	40
6	45
7	50
8	55
10	60
12	65
14	70
16	75
20	80
24	85
30	90
35	95
40	100
45	105
50	110
60	115
70	120
80	125
90	130
100	135
200	160
300	180
400	185
600	195
700	200
800	205
900	210
1000	215
Each +100	+5

### Figured effects

All effects are figured for the creature (e.g. damage) but the ST of the attack is still listed in case the creatures 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 (El), Acid (Ac),
Hidden Possession	Attacks by rolling 2D and adding current PW. Target rolls 2D and adds current PW. If the attacker looses it must return to the sprit plane and cannot attack for 1 day. If the attacker wins it gains hidden possession of the victim. The victim will in this case not realise it has been possessed but some effect will manifest itself as a result of possession.
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.
Poison	Where a creature has poison listed it shows how quickly it acts, its ST and the STAT it attacks or total hits if that is attacked. If a STAT is reduced to 0 the victim looses 1 permanent point of the STAT and is paralysed. The STAT recovers at 1 per hour. Poisons which attack total hits don't cause paralysis – they are fatal in the same way as other attacks that cause damage.
Spirit Combat	Attacks by rolling 2D and adding current PW. Target rolls 2D and adds current PW. Looser has D/2-1 subtracted from current PW. Nothing happens on a draw. If reduced to 0 PW some creatures then take Dominant Possession the victim – taking control of his/her actions until the possession is

Special Effect	Result
	broken with a Remove Curse or the possessor is defeated in spirit combat. Others steal 1 permanent PW or take some other action. If the attacker is defeated it can be bound or dismissed to the spirit plane.
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
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	NV

Ability	Effect	Code
	with long range skills. The range penalties for missile attacks are doubled.	
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), Very Skilled (VS = +2), Expert (EX = +3), Master (MA= +4), Special (SP = +5).	PSk
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 enchanted iron 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).	

## Variable Abilities

These are the STATs for a typical example of many creatures as encountered. They represent reasonably experienced types. Total novices and youngsters would be worse for example.

## ANIMALS

Animals usually have IQs less than 7 and have no culture.

### Wild Carnivores

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Black Bear	20	12	6	14	11	9(12)	1D	0
Armour	3/3	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	Smaller bears.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Brown Bear	30	11	6	18	12	9(12)	2D	0
Armour	3/3	Special	DV CR(2) PSk(VS) 2 sq					
Attacks	2Bash (ST12 2 n2 m11), 3Carnivore Bite (ST8 3-1 n2 m10), 3Claw (ST8 3-1 m11), VS							
Notes	Large bears.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Leaping Bear	30	12	6	18	12	10(15)	2D	0
Armour	3/3	Special			DV CR(2) PSk(VS) 2 sq			
Attacks	2Bash (ST12 2 n2 m11), 3Carnivore Bite (ST8 3-1 n2 m10), 3Claw (ST8 3-1 m11), VS							
Notes	Predatory bears.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Hyena	16	13	5	10	11	10(14)	0	0
Armour	2/2	Special			DV NV TS PSk(VS)			
Attacks	2Carnivore Bite (ST8 2-2 n2 m11), VS							
Notes	The dominant predator of the Wastes.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Nakasa	20	14	5	16	12	10(14)	1D	0
Armour	4/3	Special			DV NV TS FE(2) PSk(VS) 2 sq			
Attacks	2Carnivore Bite (ST8 2-1 n2 m11), VS							
Notes	A predator of Southern Peloria and Maneria. Also used as a guardian for Earth temples.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Large Cat	25	16	6	16	12	9(14)	2D	1D
Armour	2/2	Special			DV NV SS ST SPD(S D10 -1) PSk(VS) 2 sq			
Attacks	3Carnivore Bite (ST8 3-2 n2 m10), 3Claw (ST8 3-2 m12), VS.							
Notes	This includes lions, panthers, leopards and tigers.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Sakkar	35	15	6	18	14	8(13)	3D	1D
Armour	3/3	Special			DV NV SS ST SPD(S D10 -1) PSk(VS) 2sq			
Attacks	4Carnivore Bite (ST8 4-2 n2 m10), 4Claw (ST8 4-2 m12), EX.							
Notes	This is a sabre tooth cat.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Wolf	10	14	6	10	12	10(14)	0	0
Armour	2/2	Special			DV NV TS SPD(S D10 -1) PSk(VS)			
Attacks	Carnivore Bite (ST8 1-2 n2 m12), VS							
Notes	Common pack hunters.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Fell Wolf	28	14	6	16	12	10(14)	2D	0
Armour	3/3	Special			DV NV R(Co) TS PSk(VS) 2 sq			
Attacks	3Carnivore Bite (ST8 3-1 n2 m10), VS							
Notes	A larger wolf found in Pent.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Giant Ant	15	12	2	10	10	10	4D	0
Armour	4/3	Special			DS SPD(S D10 -1) DR(½) PSk(S)			
Attacks	Carnivore Bite (ST8 1-1 n2 m11), Sting (ST8 1-2 n2 m12, ST24 Poison acts in 3 turns 1 hit/turn), S							
Notes	About the size of a dog.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Rubble Runner	8	14	5	8	9	10(12)	0	0
Armour	2/2	Special			DV TS PSk(VS)			
Special	DV NV PSk(VS)							
Attacks	Carnivore Bite (ST8 1-2 n2 m11) S							
Notes	Also known as Bazaks. Found in packs.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Crocodiles	35	11	3	16	12	6(14) Swim 12	2D	0
Armour	5/5	Special			DV PSk(S) 2 sq			
Attacks	4Carnivore Bite (ST8 4-2 n2 m9) with Grab VS							
Notes	Common aquatic predator.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Miniature Gargoyle	12	13	5	14	14	6	2D	0
Armour	6/4	Special	DV NV R(Fi) R(Co) DR(½) CO RE(1/hour) WB PSk(VS)					
Attacks	Claw (ST8 1-1 m14) x2 VS							
Notes	A gargoyle is a hideous stone being.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Scaled Gargoyle	60	10	5	20	20	8	3D	0
Armour	6/4	Special	DV NV R(Fi) R(Co) DR(½) CO FE(2) RE(1/hour) WB PSk(VS) 2x2sq					
Attacks	5Claw (ST8 5+2 m10) x2 VS							
Notes	A scaled gargoyle is a hideous stone being about 10' high.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Horned Gargoyle	30	12	8	16	12	6 or 16 Flying	2D	0
Armour	10/8	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	A gargoyle is a hideous stone being.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Cliff Toad	30	10	3	12	14	6 or Swim 8	2D	1D
Armour	3/2	Special	DV NV PSk(S)					
Attacks	Grab (R5 tongue, m13), Swallow (Creature grabbed with ST less than ½ that of Cliff Toad. A swallowed creature can take no actions and takes L1 Acid damage per turn as well as suffocating (as drowning). Target allowed a ST resist roll), S.							
Notes	Gigantic toads: also called Karkar.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Rock Lizard	18	11	3	12	13	8	1D	0
Armour	5/4	Special	DV NV PSk(S)					
Attacks	2Cbite (ST8 2-2 n2 m10)+Grab(with successful bite m13, cannot bite any more whilst grab held), 2Claws (1-2 m12)(ST8 2-2 m13, only vs grabbed target) x2, Gnaw (1+2 n2 m16, only vs grabbed target)x1							
Notes	Man sized lizards: also called Lavala.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Tunnel Worm	25	13	3	14	15	6 and burrow	2D	0
Armour	4/3	Special	DS T5 R(Co) PSk(VS) 2sq					
Attacks	3Cbite (ST8 3-2 n2 m10), VS							
Notes	Also called Quenlargs.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Giant Scorpion	30	12	2	12	12	9	2D	0
Armour	7/3	Special	DV NV Re(Po) PSk(S) 2sq					
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	Giant scorpions are pony-sized. 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	CH	PW	MA	FI	FL
King Cobra	12	14	3	10	12	6	0	0
Armour	4/3	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 rattlesnake attacks from ambush biting and then retreating to see if the victim dies.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Pit Viper	4	15	3	8	12	4	0	0
Armour	2/2	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 Glorantha.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Asrelia's Snake	30	12	3	12	14	6	1D	1D
Armour	5/4	Special	DV IV PSk(S) 3sq					
Attacks	Grab (m13) followed by 3Crush (ST10 3-2 r0 n2 m16), S							
Notes	A large constrictor.							

## Domestic Animals

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Small Dog	8	14	6	8	10	10(12)	0	0
Armour	2/2	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 packs.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Large Dog	12	12	6	10	10	10(12)	1D	0
Armour	2/2	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. Attack in packs.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Alynx	8	18	6	12	12	9(14)	1D	1D
Armour	1/1	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	Wild Alynx also exist called shadow cats.							

## Riding Animals

Some riding animals are listed with their habitual riders. These are ridden by humans. When domesticated these are the STATs for a cart or pack animal. Typical modifiers are:

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Riding		+2						
Cavalry	+2	+2		+2	+2		+1D	
War	+3	+2	+1	+4	+3		+2D	

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Bison, Bull, Ox	40	9	4	18	12	8(14)	2D	0
Armour	2/2	Special	DV 3sq Psk(S)					
Attacks	3Horns (ST12 3 r2 n2 m9), 3Bash (ST12 3 n2 m9), S							
Notes	Bison are ridden by a Praxian tribe.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Donkey	20	12	4	12	10	9(14)	0	2D
Armour	2/2	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.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Goldeneye	28	14	6	16	18	12(24)	0	0
Armour	2/2	Special	DV SS T(-6). 2sq PSk(VS). Can see and attack spirits.					
Attacks	2Herbivore Bite (ST8 2-1 m10), 2Bash (ST12 2 n2 m11), VS							
Notes	The special horses of the Grazers.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
High Llama	32	11	4	12	12	9(18)	-1D	1D
Armour	2/2	Special	DV SS T(-4). 2sq PSk(VS)					
Attacks	2Herbivore Bite (ST8 2 m9), 2Bash (ST12 2+2 n2 m9), S							
Notes	The animals of the High Llama Tribe of Prax. They are so tall that their riders gain a height advantage even against those mounted on other 2 square mounts.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Horse	30	10	4	10	10	10(22)	-2D	2D
Armour	2/2	Special	DV SS T(-6) 2sq PSk(VS)					
Attacks	2Herbivore Bite (ST8 2-1 m9), 2Bash (ST12 2+1 n2 m9)							
Notes	Horses are common except in Prax.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Impala	20	12	4	8	12	10(20)	-2D	2D
Armour	1/1	Special	DV SS T(-4).PSk(VS)					
Attacks	Ram or Bash(ST12 1+1 n2 m10)							
Notes	Impala are ridden by one of the pygmy tribes of Prax.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Mule	30	11	4	12	10	10(18)	-1D	0
Armour	2/2	Special	DV SS 2sq PSk(VS)					
Attacks	2Herbivore Bite (ST8 2-1 m9), 2Bash (ST12 2+1 n2 m9)							
Notes	Mules are popular riding animals and beasts of burden.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Ostrich	16	13	3	8	12	10(20)	-2D	2D
Armour	1/1	Special	DV SS T(-4) PSk(VS)					
Attacks	Bash (ST12 1 n2 m10)							
Notes	Ostriches are ridden by one of the pygmy tribes of Prax.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Pony	25	11	4	10	10	10(20)	-2D	2D
Armour	2/2	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 except in Prax. In the wastes they are ridden by the Pentans. Orlanthe hill barbarians also seldom ride anything bigger.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Rhino	50	10	4	16	12	9(14)	2D	0
Armour	5/5	Special	DV 3x2sq PSk(S)					
Attacks	4Tusk (ST12 4-1 r2 n1 m8), 3Bash (ST12 3+2 n2 m9), VS							
Notes	The riding animals of the Rhino tribe.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Sable Antelope	26	11	4	10	12	10(20)	-2D	2D
Armour	2/2	Special	DV SS T(-4) 2sq PSk(VS)					
Attacks	2Horns (ST12 2-1 r2 n1 m9), 2Bash (ST12 2-1 n2 m9)							
Notes	The animals of the Sable tribe of Prax and the Hungry Plateau.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Unicorn	30	15	8	18	20	10(22)	0	2D
Armour	2/2	Special	DV SS T(-6) 2sq PSk(VS). Can use PW 1 for 1 to heal damage on a touch: 2 hits heals a minor, 4 a major and 6 a mortal inflicted in the last 5 mins. Can make a PW vs PW to drive out a disease spirit with a touch.					
Attacks	2Horn (ST12 2 r2 m11), 2Bash (ST12 2 n2 m11) VS							
Notes	Usually wild but are ridden by Yelornan women in Prax..							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Bolo Lizard	16	12	3	8	12	10(20)	-2D	2D
Armour	2/2	Special	DV SS T(-4) PSk(VS)					
Attacks	Bash (ST12 1 n2 m10), 2Herbivore Bite (ST8 2-4 m9)							
Notes	Bolo Lizards are ridden by one of the Praxian pygmy tribes.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Zebra	30	10	4	10	10	10(22)	-1D	1D
Armour	2/2	Special	DV SS T(-6) 2sq PSk(VS)					
Attacks	2Herbivore Bite (ST8 2-1 m9), 2Bash (ST12 2+1 n2 m9)							
Notes	Zebra are found in Prax.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Giant Wasp	25	14	2	14	15	5 or 20 Flying	2D	-2D
Armour	4/3	Special	DV 2sq PSk(VS)					
Attacks	3Pincer(ST8 3-2 n1 m11), 3Stinger(ST8 3-3 n2 m11, ST 27 poison acts in 3 turns -1 DX/turn)							
Notes	Wasps are ridden by human Gorakiki worshippers.							

## Flying Creatures

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Griffon	35	17	5	18	15	8 or 24 Flying	2D	0
Armour	3/3	Special	DV BR SS, S Evade and S Dodge 2sq 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 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.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Hippogriff	40	16	5	17	18	10 or 22 Flying	1D	1D
Armour	3/3	Special	DV BR SS, 2sq creature, PSk(VS). Can see and attack disembodied spirits in spirit combat.					
Attacks	4Beak (ST8 4-2 n1 m11) x 1, 4Claw (ST8 4-2 m12) x 1, EX							
Notes	A hippogriff is about the size of a horse and has the head, wings and forelimbs of an eagle and the hindquarters of a horse.							

Type	ST	DX	IQ	CH	PW	MA	FI	FL
Skybull	40	15	4	20	15	8 or 20 Flying	0	3D
Armour	2/2	Special	DV, 3sq creature, PSk(VS).					
Attacks	3Horns (ST12 3 r2 n1 m9), 3Bash (ST12 3 n2 m9), S							
Notes	Skybulls are flying cattle sacred to the Storm Bull.							

## INTELLIGENT AND SEMI-INTELLIGENT CREATURES

These creatures have, or can have an IQ of 7+ and have some kind of culture and a religion with the ability to use magic. This section also includes some non-intelligent creatures who serve these creatures or creatures which can become intelligent.

### Aldryami

Personality Trait	Description
Song of Aldrya (SA)	This is the link of Aldryami to the forest. It represents intuition, communal action, protection of the forest, loyalty and lack of independent action. Used for all checks in the forest.
Wanderlust (WL)	This is what drives Aldryami to take independent action, have an individual personality and personal goals. Used for all checks outside the forest.

NB: Aldryami weapons are made of very hard wood from magic plants. It is as good as bronze.

Type	ST	DX	IQ	PW	CH	MA	SA	WL
Sprite	3	16	7	8	8	4 (16 Fly)	1D	-1D
Armour	None.	Special	DV NV ST SS x2 from iron, SPD(VS D11 -2), PSk(VS).					
Attacks	Sling (1-5 r3 ROF -2 m11), VS.							
Notes	A typical sprite found in Aldryami forests they will only attack if directed by an elf or dryad. They are associated with small plants.							

Type	ST	DX	IQ	PW	CH	MA	SA	WL
Runner	6	15	8	9	7	10	1D	-1D
Armour	None.	Special	DV NV ST x2 from iron., SPD(VS D11 -2), PSk(VS).					
Attacks	Dart (1 r5 ROF-2 m13), Whipstick (Target hit can not move or attack until escapes by resisting ST 6 x number of whipsticks hit by. Escape attempts are a free action at the start of the turn. If the total whipstick ST reaches double the targets ST it falls down and is helpless. Each whipstick can only be attached once and the Runner must keep hold of it and not make any other attacks. Whipsticks have a range of 2. A humanoid can use an action to pull off one whipstick hit), VS.							
Notes	A typical runner found in Aldryami forests. They attack in a screaming mass if directed by an elf or dryad but otherwise only spy on intruders and possibly throw things. They are associated with shrubs and bushes.							

Type	ST	DX	IQ	PW	CH	MA	SA	WL
Elf Guardian	10	15	11	10	10	10	2D	1D
Armour	Target Shield (pts9 p13 cv2)		Special		DV NV ST SS x2 from iron, SPD(VS D11 -2), PSk(VS), MSk(S).			
Attacks	Elf Bow (1+2 n2 r6 m14 ROF-1, +1 Max, +2 dmg, stores 12 PW), Shortsword (1+1 n1 m13 p10), Short Spear (1-1 r2 m12 p8), VS.							
Notes	A typical elf guardian found protecting elf woods. They are associated with trees.							

Type	ST	DX	IQ	PW	CH	MA	SA	WL
Dryad	10	18	18	30	18	10	4D	0
Armour	None		Special		DV NV ST x2 from iron, SPD(EX D12 -3), IM, DR(¼), I(Ea) IN (at will), INV (at will).			
Attacks	Gaze (r5 m16 ROF 1R Charm(4D)).							
Notes	A dryad is the embodied spirit of a region of Aldryami woodland. Her life is linked to her region and she cannot be killed unless all life in it is destroyed though she is weakened by attacks and loss of plants especially trees until she may have only the faintest shadow of her power. As an embodied spirit she is not exactly an Aldryami but is part of the Aldrya Tradition.							

Type	ST	DX	IQ	PW	CH	MA	SA	WL
Lesser Dryad	10	18	16	20	16	10	3D	0
Armour	None		Special		DV NV ST x2 from iron, SPD(VS D11 -2), IM, DR(½), I(Ea) IN (at will), INV (at will).			
Attacks	Gaze (r5 m16 ROF 1R Charm(3D)).							
Notes	A lesser dryad is the embodied spirit of a grove of Aldryami woodland. Her life is linked to her region and she cannot be killed unless all life in it is destroyed though she is weakened by attacks and loss of plants especially trees until she may have only the faintest shadow of her power. As an embodied spirit she is not exactly an Aldryami but is part of the Aldrya Tradition.							

### Aldryami Religion

Aldryami religion is animist in nature. All Aldryami worship Aldrya and various associated spirits such as Flamal and Shanasee. A few Elves with high values in WL worship Yelmalo as well.

**Spirits:** Plant Spirit, Earth Spirit, Hate Mostali Spirit, Hate Uz Spirit

#### Integreted Spirits

Animate Plant	Range: Touch	Duration: 6 hours	PW: 1, 2, 4 or 8.	SA: 4D
This ability is rarely mastered by any but dryads. It animates plants to resist intruders. PW 1 animates the grass and small plants in a 1 square area (more PW effects a wider area). They will grab enemies who will be unable to move until they resist ST 20. Such small plants can't practically be physically attacked except by digging them up or burning them. 2 PW animates a bush or shrub 2 squares by 2 squares which grabs any enemies within 1 square and holds them with a ST of 25 whilst scratching them for 1D-2 null 2 per turn (shields don't count). The bush or shrub has 30 hits and 4/4 armour. 4 PW animates a tree which can reach out 6 squares from its centre to attack up to 6 targets (1 attack each) with DX 14 (VS) as a 3Club. The tree has 80 hits and 4/4 armour. 8 PW animates a large tree which can reach out 10 squares to attack up to 10 targets with DX 14 (VS) as a 4Club. The tree has 160 hits and 5/5 armour. Once a plant is animated the caster can command it to move with MA 1.				

Arrow Trance	Range: Self	Duration: 15 mins	PW: 2	Bow: EX
The caster cannot take any actions except to move or shoot with an elf bow and to cast archery effecting magic. S/he has +2 max and +2 null with bow attacks.				

Blend with Forest	Range: Self	Duration: 15 mins	PW: 2	IQ: 15+
The caster has a +2 max to stealth and hide rolls in the forest and enemies must make a perception throw to spot them even where none would normally be required.				

Tree Runner	Range: Self	Duration: 15 mins	PW: 2	DX: 18+
The caster can run through wooded terrain with no movement penalty and can even run through the treetops.				

Tree Strength	Range: Self	Duration: 15 mins	PW: 1	CH: 18+
The caster has ½ damage reduction.				

## Spirit Spells

Silence	Range: 20	Dur: 5 mins	PW: 1
Total silence is created in a 10 square radius.			
Tangle Thicket	Range: 10	Dur: 15 mins	PW: 2
When in woodland creates a barrier of twisted plants 10 squares long and 1 square wide. It requires a ST 30 roll to force through the thicket and each attempt causes 1-2 null 2 damage. The thicket has 60 hits and 3/3 armour per square and if cut or burnt releases a ST 30 poison cloud in a 5 square radius (1 hit/turn). The poison doesn't damage plants.			
Heal Plant	Range: Touch	Dur: Instant	PW: 1/per
This spell will heal any amount of damage (1 per PW) on the target plant. It also heals wounds including mortal wounds as long as they were inflicted within the last 7 days.			
Absorb Magic	Range: Self	Dur: 5 mins	PW: 1
If magic with a resistance roll is thrown at the caster and s/he resists the PW of the spell is added to the caster's temporary PW.			
Resist Spirit	Range: Self	Dur: 5 mins	PW: 1
The caster has +6 PW to resist spirit spells and spirits.			
Barkskin	Range: Self	Dur: 5 mins	PW: 2
The character has 4/3 armour.			
Confusion	Range: 20	Dur: 5 mins	PW: 1
Target can resist. The target is confused and cannot attack. The spell is broken if the target is attacked.			
Spell Breaker	Range: 20	Dur: Instant	PW: var
If the PW placed in the spell exceeds the PW of the target spell with a duration it is cancelled.			
Speed	Range: Touch	Dur: 15 mins	PW: 1
The target has +6 MA.			
Magic Arrows	Range: Touch	Dur: 5 mins	PW: 1/per
Next time the target bow is fired magic arrows are created equal to the PW used. These arrows can be directed against any target in LOS and have the same chance of hitting and damage as the original arrow.			
Blur	Range: Touch	Dur: 5 mins	PW: 1
All attacks against the target are -2 to hit.			
Arrow Spirit	Range: Touch	Dur: 5 mins	PW: 1
The target arrow or dart is +2 max, +3 damage and +3 null. This ability can be used as part of a shoot action.			
Forest Strength	Range: Self	Dur: 5 mins	PW: 2
The caster has +4 ST and +4 toughness.			
Forest Blessing	Range: Self	Dur: 5 mins	PW: 2
The caster has +2/2 magic armour and +2 to resist any spell.			
Cast out Disease	Range: Touch	Dur: 15 min difficult ritual	PW: 1
The target plant disease spirit must resist or be banished.			

### Aramite: Tusk Riders

Personality Trait	Description
Violence (VI)	This is the urge Aramites have towards violence. It is used for aggressive action, to kill and to rob. It is used for any save required for a violent action.
Cowardice (CO)	This is the Aramite's urge for self-preservation and is used when caution is required.

Type	ST	DX	IQ	PW	CH	MA	VI	CO
Aramite	15	13	10	10	10	8	1D	1D
Armour	Medium 4/3, Target Shield (pts9 p13 cv2).			Special		DV NV TO(4) R(De) R(Po) PSk(VS)		
Attacks	Long Thrusting Spear (ST12 1 r3 m11 p7), Dagger (ST8 1+1 n1 m13 p7), Heavy Mace (ST12 1+1 n3 m12 p7), VS.							
Notes	An Aramite will be armed with metal weapons if it can get them.							

Type	ST	DX	IQ	PW	CH	MA	FI	FL
Tusker	30	12	5	14	15	12 (20)	2D	1D
Armour	Skin 3/3		Special		DV NV TO(8) PSk(VS) 2sq			
Attacks	2Tusks (ST12 2 r2 m11) VS.							
Notes	The riding animals of the Aramites are loyal and will fight violently in support of their riders.							

### Aramite Religion: The Cult of the Bloody Tusk

**Spirits:** Darkness Spirit, Tusker Spirit, Ancestor Spirit, Violence Spirit

#### Integreted Spirits

Tusker Rage	Range: Self	Duration: 5 mins/per	PW: 1/per.	VI: 3D
The aramite can go into a berserk rage. In this state s/he cannot parry and must move towards an enemy at full speed or attack an enemy each turn until no enemies are visible. Whilst berserk the character has +8 ST, treats any wound as though it were a level lower, is immune to fear and gets +2 to hit. These effects including the ST and resultant hits and the ignoring of wound states wear off with the berserk rage.				

Tusker Strength	Range: Self	Duration: 5 mins/per	PW: 1/per.	CH: 15+
The aramite has +8 ST.				

Bloody Tusk	Range: Touch	Duration: 5 mins/per	PW: 1/per.
The aramite has a tusk attack in addition to other attacks. This cannot be used when mounted. Alternatively if used on a tusker its tusks are +2 max +2 damage.			

Gouger	Range: Touch	Duration: 5 mins/per	PW: 1/per.
The target tusker is immune to all mental effects including fear and terror.			

Blood Sacrifice	Range: Touch	Duration: 4 hour difficult ritual	PW: 4.
In this ritual an intelligent creature is sacrificed at an altar of the Bloody Tusk. The caster gains the victim's temporary PW and ST (as hits). This PW or hits are not regained once used or lost but can reach up to double the normal stats. If the caster is does not have full hits the extra ST is used to heal the caster and also repairs wounds.			

#### Spirit Spells

Summon Darkness	Range: 20	Dur: 5 mins	PW: 1
Creates darkness as a dark night in a 10 square radius.			

Flying Lance	Range: Touch	Dur: 5 mins	PW: 1
The target spear, when used as a lance, is +2 charge damage and +2 null.			

Tusker Hide	Range: Touch	Dur: 5 mins	PW: 1
The target has +2/2 armour.			

Heal Tusker	Range: Touch	Dur: Instant	PW: 2
The target tusker gets 4 hits back and any major or minor wound inflicted in the last 5 mins is healed. The cater takes 2 hits.			

Speed Tusker	Range: Touch	Dur: 5 mins	PW: 1
The tusker has +4 MA.			

Drink Blood	Range: Self	Dur: 15 mins	PW: 2
The caster drinks at least a pint of blood from an intelligent creature. The blood must have been collected within the last day. The caster regains 4 hits and any minor or major wound taken is healed.			

## Beast Men

Personality Trait	Description
Natural Loyalty (NL)	This trait shows the loyalty of the beast man to the group. It is used when acting to defend or support other beastmen and to defend nature. It is used for fear checks in these circumstances.
Survival Instinct (SI)	This is used when the beastmen is trying to find food or survive personally. It is used for fear checks when the beastman needs to do something in order to eat for example.

Type	ST	DX	IQ	PW	CH	MA	NL	SI
Satyr	18	20	13	20	16	10	3D	2D
Armour	Skin 1/1.		Special		DV NV R(Co) R(Po) R(De) PSk(VS) MSk(VS)			
Magic	Each satyr can play at least one magic tune on his pipes. Anyone within 12 of the satyr when playing must resist on PW when the music is first heard and every 5 minutes thereafter or be affected by the emotion for a number of minutes equal to roll failed by. Grief (demoralised and at -2 to all actions), Lust (roll 2D or 1D if attractive over CH of each member of opposite sex sighted or attempt amorous activity), Joy (can't attack unless attacked), Anger (-3D Cautious), Sleep (fall asleep until attacked or until shaken awake), Panic (-3D Courage) or Desire (attempt to gain possession of the most valuable object in sight).							
Attacks	Club (ST8 1+1 n1 m13 p11), Horns (ST12 1 r2 n1 m12), VS.							
Notes	Satyrs are permanently embodied nature spirits but act in most respects as beast-men. They are all male and reproduce with humans, elves or dryads.							

Type	ST	DX	IQ	PW	CH	MA	NL	SI
Kentaur	30	18	13	20	19	12(24)	3D	2D
Armour	Skin 1/1.		Special		DV NV R(Co) R(Po) R(De) PSk(VS) MSk(VS) 2sq Creature			
Attacks	Club (ST8 1+3 n1 m13 p11), 2H Long Thrusting Spear (ST12 2+2 r3 n1 m11 p10) (Flint), Stave Bow (ST18 1+4 n2 r6 m10 ROF-3) (Flint Arrows), Bash, VS.							
Notes	Centaur are half horse half man and act as leaders amongst beast men.							

Type	ST	DX	IQ	PW	CH	MA	NL	SI
Minotaur	30	14	8	18	15	10	2D	2D
Armour	Skin 2/2		Special		DV NV R(Co) R(Po) R(De) PSk(VS) MSk(VS) 2sq			
Attacks	2Horns (ST12 2 r2 n1 m11), 3Club (ST8 3 n1 m11 p9), sometimes Great Axe (ST18 2+6 n1 m11 p9) if can get one, VS.							
Notes	Minotaurs are half man half cattle.							

Type	ST	DX	IQ	PW	CH	MA	NL	SI
Mantikora	35	16	6	20	18	10(20)	1D	3D
Armour	Skin 3/2		Special		DV NV R(Co) R(Po) R(De) PSk(VS) MSk(VS) 2sq Creature			
Attacks	3Claws (3-2 m12) x1, 3Stinger (ST8 3-3 n2 m11, ST 28 Poison, acts in 3 turns, -1 DX/turn) x1, VS.							
Notes	If a mantikora eats the brain of an intelligent being then for the next day it has an IQ and CH equal to its victim. If a mantikora knows spells it can only use them when its IQ is 7+.							

### Beast Man Religion: Arachne Solara

Beastmen follow the animist tradition of Arachne Solara

**Spirits:** Law Spirit, Power Spirit, Fear Spirit

#### Integreted Spirits

Nature's Rage	Range: Self	Duration: 5 mins/per	PW: 1/per.	NL: 3D
The caster has +8 ST and +1D to fear checks.				

Healing Song	Range: Self	Duration: 5 mins	PW: 3	SI: 3D
The caster regenerates 1 hit/turn.				

Empower Blow	Range: Self	Duration: 5 min	PW: 2	PW: 16+
Caster's attacks deal +2 damage.				

Scare Spirit	Range: Self	Duration: 5 min	PW: 1	CH : 18+
Any spirit attacking the caster must make an initial PW vs CH roll or flee for turns equal to number failed by.				

Bind Chaos	Range: Self	Duration: 5 min	PW: 2	DX: 18+
The first time any chaos creature attacks the caster it must resist or have an MA of 0 for the number of turns failed by.				

### Spirit Spells

Silence	Range: 20	Dur: 5 mins	PW: 1	
Total silence is created in a 10 square radius.				

Fear of Nature	Range: 20	Dur: 5 mins	PW: 1	
The target can resist. The target must make a 3D fear check.				

Blend into Background	Range: Self	Dur: 5 mins	PW: 1	
The caster adds +2 max to hide or sneak rolls.				

Bad Going	Range: 20	Dur: 15 mins	PW: 1	
A 10 square radius area becomes bad-going either muddy, or tangled vegetation for example.				

Lost	Range: 20	Dur: 1 hour	PW: 2	
The target can resist. The target loses the ability to follow a route or travel in the right direction and wanders aimlessly unable to realise s/he is going the wrong way.				

Will-o-wisp	Range: 20	Dur: 15 mins	PW: 1	
The target can resist. The target follows the will-o-wisp which travels at a speed of 8 in a direction chosen by the caster,				

Entangle	Range: 20	Dur: 5 mins	PW: 1	
The target becomes tangled in vegetation and cannot move or attack until s/he resists 28 ST.				

Float over Ground	Range: self	Dur: 15 mins	PW: 1	
The caster can move over any ground without MA penalty and does not sink into marshes for example.				

Ironhoof Curse	Range: 30	Dur: 5 mins	PW: 2	
Target riding animal must resist or have 4 MA.				

## Chaos Creatures

Personality Trait	Description
Hatred (HA)	This trait represents the creatures hatred of all creation and its desire to destroy. It is the trait that drives it towards aggression. Used for fear checks.
Survival (SU)	This trait represent a chaos creature's desirer for personal and species survival.

Many spells in this section are chaotic and cause Chaos Madness. They are marked: .

## Chaos Features

Chaotic features are common for chaotic creatures. When gaining a chaos feature usually on a roll of 1D 1-5 indicates positive and 6-10 negative. In the wild 1-7 indicates positive and 8-10 negative (the survival rate of creatures with negative features is low). Where a feature does not have an obvious physical characteristic it will still produce one on a roll of 1-6 on a D.

### Positive

D100	Feature
01-02	+2D ST
03	+3D ST
04-05	+2D TO
06	+3D TO
07-08	Gigantic 4 square creature: +3D ST.
09-10	+2D DX

D100	Feature
11-13	+2D PW
14	+3D PW
15	+1D IQ
16-17	+2D MOV
18-19	Leaps 2D squares in a move
20	Special movement type: e.g. swims, climbs etc.
21-23	Regenerates 1D hits per 10 minutes
24	Regenerates 1D hits per turn.
25-26	Regenerates 1D-5 hits per turn.
27-30	Confusing appearance: opponents -2 to hit.
31	Confusing appearance: opponents -4 to hit.
32-37	1D armour which can be nullified by 1D-5 points.
38-40	1D+4 armour which can be nullified by 1D-5 points.
41	12/9 armour.
42	Hard to kill: roll 1D 1-2. Unaffected by wounds. 3-4. Double hits. 5-6. Only damaged by rune-metal 7-8. Only damaged by spells or elements (e.g. fire). 9-10. Damage suffered is delivered to attacker also.
43-44	Immunity to: roll 1D 55- . Fire 2. Poison 3. Disease 4. Electricity 5. Magic 6. Air 7. Water 8. Cold 9. Acid 10. Earth
45	Can appear as a harmless creature or object.
46	Shows no signs of damage. All attacks seem to bounce off.
47-48	Can project energy doing Damage 1D times per day. Counts as a Ray. Roll 1D for level and 1D for type:  1-2. Level 1. 3-5. Level 2. 6-9. Level 3. 10. Level 4.  1. Fire 2. Earth 3. Water 4-6. Physical 7. Air 8. Cold 9-10. Lunar
49-50	Spits L2 Acid 1D times per day r2 m11 ROF-4.
51-52	Breath weapon. Usable 1D times per day. Range 2D squares. Roll 1D 1. Insect swarm. Deals 1 damage through armour each turn until target rolls 3D under adjDX. Target may not act until the save is made. 2-3. Spits Gorp of ST 2D. 4-5. Targets must make a 3D fear roll. 6-7. Web. Roll 3D under ST to escape each turn. 8. Smell. Roll 3D under hits or stunned for 3 turns. 9-10. Poison gas of ST 5D dealing 1D hits per turn and causing a cloud of radius 1D squares which persists for 1D turns.
53-54	Poison carnivore bite (1-5) or claws (6-10). Poison has ST of 4D. Acts in 3 turns. Deals 1 damage per turn until saved.
55-56	Bloodsucker. Drains 1D ST/turn if penetrates armour. Blood sucked through a Carnivore Bite (1-5) or a Stinger (6-10).

D100	Feature
57	Secretes dangerous substance. Roll 1D. 1-2. Acid skin. Weapons hitting it must roll 1D and add their total bonus. A score of 10+ has no effect. 4-9 reduces weapons damage bonus by 1. 3 or less destroys the weapon. If the creature grapples or is grappled it deals L2 acid damage. 3-4. Glue skin. At will anything touching it must roll to resist 24 ST or be stuck to it. 5-6. Diseased skin. Anyone within 1 square is exposed to a 2D PW disease spirit. 7-8. Acidic blood. Edged weapons penetrating armour must roll 1D and add their total bonus. A score of 11+ has no effect. 4-10 reduces weapons damage bonus by 1. 3 or less destroys the weapon. Anyone within 2 squares must roll 3D under adjDX or be hit with L2 acid damage. 9-10. Poison blood. If edged weapon penetrates armour everyone within 2 squares must roll 3D under adjDX or be hit with a ST 4D poison acting in 3 rounds causing a loss of 1 DX per turn.
58	Terrible smell. All within 2 squares roll 2D under ST or fall unconscious. All within 7 squares roll 2D under ST or at -4 adjDX.
59-60	If reduced to 0 hits explodes. Deals L4 fire in its square, L3 in the next square, L2 in the next etc.
61	Attacks killer in spirit combat. If it wins possesses victim and carries over all chaotic features.
62-63	Gaze: Mind Control (2D IQ)
64-65	Hideous. -3 Social. +1D to Fear checks.
66	Magical Power. Roll 1D: 1. Touch (1D-1 STAT drain). 2. Invisible at will. 3. Gaze (Paralysis 2D IQ). 4. Ray (1D-1 STAT Transfer). 5. Gaze (Petrifaction 3D ST). 6. Gaze (Charm 2D CH). 7. Weapon Breaker. 8. Extra Sense. 9. +10 magical resistance. 10. Shape Shifter.
67-68	Absorbs the Power of any spell cast at it.
69-72	Reflects any spell cast at it.
73-74	Damage Reduction: Roll 1D: 1-5: (1/2) 6-8: (1/4) 9-10: (1/8)
75	Undetectable by magic.
76-85	Roll 1D: 1-2. Extra forelimb. Extra attack per turn if use front limbs to attack. 3-4. Extra hind limb. +2 MOV. 5. Wings. Can fly at MOV x 1.5 6. 1D tentacles: Grab attacks at ST x ½ equal to number of tentacles. ST of tentacles combines. 7. Extra eye: -1 range penalties, +3 perception. 8. Extra head: +2 IQ, + 6 PW. 9. Extra fingers: +3 Killing. 10. Extra body from waist up. +2 IQ +6 PW +10 ST -4 DX.
86-90	Roll 1D: 1. Massive head: + 3 IQ. 2. Massive ears: +3 perception with hearing. 3. Massive eyes: night vision, -1 range penalties. 4. Massive nose: can track by scent. 5. Eyes all over body: +5 perception. Can't be surprised. 6. Suckers: +4 climbing. 7-8. Massive limbs: +4 ST. 9-10. Massive body: +6 TO.
91-92	Metal bones. +6 ST. Valuable.
93	Roll D10: 1. Aquatic 2. Heat resistant 3. Cold resistant 4. Tunnels at MOV 2. 5. Looks like a human 6. Looks like an elf 7. Looks like a troll 8. Looks like a dwarf 9. Flies at normal movement rate 10. Can eat dirt etc.

D100	Feature
94	Stealthy: +4 stealth.
95	Double strength chaos feature.
96-00	Something weird or roll twice.

### Negative

D100	Feature
01-02	-2D ST
03	-3D ST
04-05	-2D TO
06	-3D TO
07-08	Tiny creature (1/2 size): x ½ ST.
09-10	-2D DX
11-13	-2D PW
14	-3D PW
15	-1D IQ
16-17	-2D MOV
18-19	Unbalanced. -2 MOV and no speed abilities.
20	Immobile.
21-23	Can not be healed by magic
24	Can only be healed by magic.
25-26	If damaged takes 1 hit per turn until all damage is healed.
27-30	Bloated: +2 to hit it.
31	Crippled: +4 to hit it.
32-37	Double damage from one weapon category.
38-40	Takes an extra damage each time it is hit.
41	Takes double damage if any damage through armour.
42	Easy to kill: roll 1D 1-2. Double penalty of wounds. 3-4. Half hits. 5-6. Double damage from rune-metal 7-8. Double damage from spells or elements (e.g. fire). 9-10. Damage delivered is suffered by it also.
43-44	Double effect from: roll 1D 1. Fire 2. Poison 3. Water 4. Electricity 5. Magical damage. 6. Weapon enhancing spells 7. Acid 8. Lunar 9. Cold 10. Air
45	Appears more dangerous than it is. Inspires hatred.
46	Shows lots of signs of damage. Constantly seems on the point of death.
47-48	Easily surprised: -4 perception. Easy to ambush.
49-50	Takes a hit a turn from light.
51-52	Delicate skin. 1 hit per turn if wearing clothing or armour.
53-54	Hated by one type of creature.
55-56	Bleeds easily. If an edged weapon does it damage it bleeds 1 hit per turn until receives first aid or healing.
57	Secretes substance. Roll 1D. 1-2. Acid skin. Takes 1 damage an hour unless cleaned off taking 10 minutes. 3-4. Glue skin. Anything touching it must roll vs ST 24 to get free. 5-6. Diseased skin. Covered in hideous boils and must roll 2D + Hits for 30+ every 1D+1 days or be incapacitated for 2 days. 7-8. Ineffective blood. Becomes tired quickly and lacks endurance. If a combat lasts more than 10 rounds is at -1 adjDX per round thereafter. 9-10. Poison blood. Must resist on 2D + Hits each day or take 2 hits.
58	Terrible smell. Cannot have social skills.
59-60	If reduced to ½ hits implodes taking 4D through armour..
61	Vulnerable to spirit combat. Counts as ½ PW.
62-63	Must roll 2D + IQ for 25+ each turn or be confused and unable to act.
64-65	Laughable. CH = 1. Enemy get +2 to attacks against it.

D100	Feature
66	Spell effect. Roll 1D: 1. Deals D/5 damage through armour to itself each turn it attacks. 2. Highly visible. No stealth. 3. Any weapon it uses is -2 to hit -2 damage. 4. Any flammable thing which touches its skin must resist or be set alight. 5. Loses 1D temp PW if it hits. 6. Mad. Roll 2D + IQ each turn for 25+ or act in a random insane manner. 7. Can't use weapon enhancing spells or protection. 8. Gets 1 action every 2 turns. 9. Vulnerable to spells. Half resistance. 10. Permanent anti-Shimmer 1D (adds to chance of being hit).
67-68	Permanent anti-Absorption. When a spell is cast on it loose that many PW points.
69-72	Sucks in any offensive spell cast within 10 squares.
73-74	Sucks in any offensive spell cast within 20 squares.
75	Detectable by any magic including Detect Gold etc.
76-85	Roll 1D: 1. Missing forelimb. 2. Features randomly arranged. -2 to all skills. 3. Missing hind limb. X ½ MA. 4. Glows brightly in the dark. 5. Useless wings or other inconvenient useless appendage. MOV -1. -1 DX. 6. 1D useless limbs. 7. One less eye: +1 range penalties, -3 perception. 8. No head. Features on body: -2 IQ, -6 PW. 9. No fingers. 10. Limbs in inconvenient locations. -2 MOV -2 DX.
86-90	Roll 1D: 1. Tiny head: -3 IQ. 2. No ears: deaf. 3. No eyes: blind. 4. No nose: can't smell. 5. Feeble eyes: -5 perception. +4 to ambush attempt against it. 6. No reproductive organs. 7-8. Tiny limbs: -4 ST. 9-10. Tiny body: -6 TO.
91-92	Ghastly chaos blob with features and limbs sticking out at random. -2 to all STATS.
93	Roll D10: 11. Sinks like a brick. 12. Can't stand heat. 13. Can't stand cold. 14. Crawls at MOV 2. 15. Has to eat a valuable substance e.g. metal. 16. Makes a hideous and very loud noise constantly. 17. Lacks a normal chaos ability if any or has a random detrimental chaos feature each day. 18. Has a random detrimental chaos feature each day. 19. Can't eat solids. 20. Can only eat dirt etc.
94	Form of chaos. Constantly shifting appearance and characteristics. Roll1D-6 for bonus to all actions each turn.
95	Double strength detrimental chaos feature.
96-00	Something weird or roll twice.

### Bagogi

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Bagogi	16	14	7	10	9	10	2D	2D
Armour	Target Shield (pts9 p13 cv2), Skin 3/2		Special		DV NV R(Po) R(Fi) FE(2D), no MA penalty for rough going. PSk(VS). Roll 1D (1 = 3 chaos features, 2 = 2 chaos features, 3-4 = 1 chaos feature).			
Attacks	Club (ST8 1+1 n1 m13 p9) x 1, 2Stinger (ST8 2-3 n2 m12, ST 26 Poison acts in 3 turns -1 DX/turn), 2Pincer (ST8 2-2 n1 m12) x 1, VS.							
Notes	A typical natural born scorpion man hunter/warrior.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Reborn Bagogi	20	16	10	14	12	10	3D	3D
Armour	Target Shield (pts9 p13 cv2), Skin 3/2		Special		DV NV R(Po) R(Fi) FE(2D), no MA penalty for rough going. PSk(VS) MSk(S). Roll 1D (1 = 3 chaos features, 2 = 2 chaos features, 3-4 = 1 chaos feature).			
Attacks	Heavy Mace (ST12 1+3 n3 m12 p7) x1, 2Stinger (ST8 2-2 n2 m12, ST 26 Poison acts in 3 turns -1 DX/turn) x1, 2Pincer (ST8 2-1 n1 m12) x 1, VS.							
Notes	A typical reborn Bagogi (born from another creature eaten by a queen). They tend to be leaders. Quite variable as they depend on the abilities of the eaten creature.							

### Bagogi Religion: Bagog

Bagogi religion is animist in nature. Almost all scorpion men worship Bagog though a few worship other chaos deities. Bagog is the mother of the Bagogi scorpion people. She is the devouring scorpion.

**Spirits:** Chaos Spirit, Ancestor Spirit, Darkness Spirit.

#### Integreted Spirits

Carapace	Range: Self	Duration: 15 mins	PW: 2.	SU: 3D
The caster's carapace provides additional +3/2 armour.				

Claws	Range: Self	Duration: 15 mins	PW: 1	HA: 3D
One of the caster's arms is transformed into a large claw which s/he can use to make a Claw attacks (VS) in addition to other attacks.				

Jabbers	Range: Self	Duration: 15 mins	PW: 1	ST: 20+.
One of the caster's arms is transformed into a sharp spike which can be used to attack as though with a 1H Short Spear in addition to other attacks.				

Boost Venom	Range: Self	Duration: 15 mins	PW: 1	IQ: 13+.
The caster's poison potency increases by 8.				

Sprout Legs	Range: Self	Duration: 15 mins	PW: 1	PW: DX: 19+
The caster grows 2 more legs and gains 1 MA and +4 Toughness.				

Devouring	Range: Self	Duration: 15 min average ritual.	PW: 6/1p	CH: 20+	
A scorpion queen uses this ritual when devouring an intelligent being. The next egg laid by the queen will produce a scorpion man with some of the characteristics of the victim (IQ-2 if IQ is 9+) and an upper half resembling the victim. If the queen sacrifices 1 permanent PW the reborn bagogi will also have its memories, skills, PW and spells (if any are still usable as a Bagog worshipper) though the reborn bagogi will probably be driven mad and be a scorpion man in terms of attitudes and loyalties. However if the victim is illuminated it will be reborn as a scorpion man but in other respects be unchanged.					

#### Spirit Spells

Normal Bagogi are not intelligent enough to use spirit magic.

Seal Carapace	Range: Touch	Dur: Instant	PW: 2
The target regains 1 hit and halts any bleeding. Any wound counts as treated.			

Clubbing	Range: Touch	Dur: 5mins	PW: 1
The target blunt weapon has +1 damage and +1 null.			

Scuttle	Range: Touch	Dur: 5 mins	PW: 2
The target has +4 MA.			

Pincers	Range: Touch	Dur: 5 mins	PW: 2
The target's pincers deal +1 damage and +1 null.			

Stinger	Range: Touch	Dur: 5 mins	PW: 2
The target's stinger deals +1 damage and +1 null.			

Chaotic Horror	Range: Touch	Dur: 5 mins	PW: 2	
The target's fear is increased by 1D.				

Eat Power	Range: Touch	Dur: 15 min average ritual	PW: 2	
The caster eats an intelligent victim (whole). The victim's PW is added to the temporary PW of the eater and if the victim's IQ exceeds the eater s/he increases his/her IQ by the difference or 4 which ever is lower. This IQ fades at 1 per day. If the victim had a higher IQ the eater also gains 1 skill possessed by the victim per IQ gained. These skills are lost with the associated IQ.				

### Broo

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Broo	14	13	9	10	8	8	2D	0
Armour	Target Shield (pts11 p13 cv2), Skin 1/1		Special		DV NV PR DR FE(2D), Roll 1D (1 = 3 chaos features, 2-3 = 2 chaos features, 4-5 = 1 chaos feature). PSk(VS)			
Attacks	1H Short Spear (ST10 1-1 r2 m12 p8) (flint) or Club (ST8 1 n1 m13 p9) x 1, Ram (ST12 1-1 n2 m12)x 1, Javelin (ST8 1+1 r4 m12 ROF-3) (flint) or Sling (1+2 n3 r7 m10 ROF-3), VS.							
Notes	A typical broo warrior.							

### Broo Religion: Thed

Thed is the mother of the broos and goddess of rape. Her worshippers are all broos.

**Spirits:** Chaos Spirit, Ancestor Spirit, Hate Life Spirit, Lust Spirit.

#### Integreted Spirits

Chaos Rift	Range: Touch	Duration: 15 min difficult ritual.	PW: 5	HA: 4D	
The caste creates a chaotic rift in the fabric of the world. Any creature cast into this void is completely destroyed and from the void comes a chaos creature of a similar kind e.g. for a humanoid a broo, for an animal a gorp, for a spirit a chaos spirit. The rift stays open for 5 minutes.					

Rebirth of Chaos	Range: Touch	Duration: 15 min difficult ritual.	PW: 1p	PW: 18+	
The target gains a chaos feature. On a roll of 1-3 on 1D it is a negative feature, otherwise it is positive. If the target is not a broo roll 1D. If the score is equal to or less than the number of chaos features they have they turn into a broo.					

Chaos Guardian	Range: Self	Duration: 15 mins	PW: 2	IQ: 14+	
The caster is possessed by a chaotic spirit. S/he has +6 ST, +4 DX and +8 PW. The only actions she can take are to run towards enemies and to attack enemies. If no enemies are available s/he must beat any bodies of enemies to a pulp or destroy inanimate objects.					

Sickening Stench	Range: Self	Duration: 15 mins.	PW: 1	ST: 17+
The caster's stench is so sickening that the first time non-broos come within 5 squares they must roll 3D under total hits or be at -4 to all actions due to nausea for 5 mins. In addition if they fail the save by more than 8 they are incapacitated by vomiting for 2 turns.				

Chaotic Boils	Range: Self	Duration: 15 mins.	PW: 1	Religion: Ex
The casters skin is covered in suppurating chaotic sores. If struck by a sharp weapon some of these will burst spraying chaotic ichor. All non- broo within 2 squares are hit on a roll of 1-4 on 1D and must avoid or take L1 Acid damage.				

#### Spirit Spells

Cauterise Wound	Range: Touch	Dur: Instant	PW: 2
The target wound is reduced by 1 level and counts as treated but leaves a hideous festering scar.			

Horns	Range: Touch	Dur: 5mins	PW: 2
The targets horns become long and sharp dealing +2 damage and +2 null.			

Leaps and Bounds	Range: Touch	Dur: 5 mins	PW: 2
The target has +4 MA and can leap 4 squares further than usual.			

Horror	Range: 10	Dur: 5 mins	PW: 2	
The target can resist. It must make a 3D fear check.				
Chaos Slime	Range: Touch	Dur: 5 mins	PW: 2	
The target is covered in green slime. The slime inflicts 1 hit/turn through armour to anyone touching or in hand to hand with the target.				
Curse of Thed	Range: 10	Dur: 5 mins	PW: 2	
Target must resist or gain a negative chaos feature for the duration. This does not cause a risk of turning into a broo but does cause Chaos Madness.				
Bind Victim	Range: 10	Dur: 5 mins	PW: 2	
Target must resist or have -6 MA for the duration.				
Cruel Strike	Range: Self	Dur: 5 mins	PW: 2	
Any attack which inflicts damage through armour puts the victim at -1 to all actions due to pain for 10 turns.				
Celebrate Suffering	Range: Touch	Dur: Instant	PW: 2	
Can be cast when an intelligent victim has just been reduced to 0 hits or less or mortally wounded by the caster and only once per victim. The caster gains half the victim's current temporary PW and ¼ of its original hits.				

### Malia

Malia is the mistress of disease. Her worship is commonest amongst broos but other creatures can worship her.

**Spirits:** Disease Spirit, Chaos Spirit, Fear Spirit, Pain Spirit, Hate Healer Spirit.

#### Integreted Spirits

Create Disease	Range: Touch	Duration: 15 min dif ritual.	PW: 1p per	HA: 3D	
The target is possessed by a disease spirit of PW 8 per PW sacrificed (the PW can come from the caster or voluntarily from the target) which however has no effect on him/her. The spirit will resist any other disease spirit of the same type which tries to possess the target. Though personally unaffected the target causes disease to spread normally.					
Mallia's Blessing	Range: Touch	Duration: 15 min dif ritual and then 1 week	PW: 2	SU: 3D	
The target is not damaged by disease or plague spirit possession.					
Carry Plague	Range: Self	Duration: 6 hour vdif ritual and then permanent	PW: 1p per	PW: 18+	
The caster is possessed by a plague spirit of PW 10 x the permanent PW used.					

#### Spirit Spells

Weaken Resistance	Range: 10	Dur: 1 day	PW: 2	
The target can resist. The target has -8 to resist disease spirits and their effects.				
Increase Resistance	Range: 10	Dur: 1 day	PW: 2	
The target can resist. The target has +8 to resist the effects of disease spirits.				
Sneeze	Range: 10	Dur: 5 turns	PW: 1	
The target can resist. The target sneezes intermittently for the duration. Each turn s/he must roll 1D: on a roll of 0 s/he cannot act, and on a roll of 2-4 s/he is at -4 to all actions.				
Attach Disease	Range: Touch	Instant	PW: 2	
A bound disease spirit is attached to an object or location and will attack the first target to touch the object or enter the location.				
Cause Infection	Range: Touch	Dur: 1 hour	PW: 4	
If the caster overcomes the PW of the target disease spirit possessing a being it is now infectious causing disease in a 5 square radius.				

Infect Area	Range: 50	Dur: 4 hour edif ritual	PW: 8	
Infects an area such as a forest, clan tula, grove, river or well with a disease. Anyone using the area will be exposed to contagion. The disease spirit possessing the area must overcome the PW of its guardian entity.				

Mask Symptoms	Range: Touch	Dur: 12 hours	PW: 1
The target's visible disease symptoms disappear and s/he will seem to be cured.			

### Harpy

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Harpy	12	15	7	12	5	5 (18 Flying)	1D	1D
Armour	Feathers 2/1		Special		DV R(De) PSk(VS)			
Attacks	Claw (ST8 1-1 m14), Dropped Rock (Physical up to L3 -2 to hit per level, height 10 per level m11) VS							
Notes	Harpies are not strictly chaotic though they generally follow chaotic religion, usually Malia.							

### Krashtkids

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Krashtkid	30	16	7	16	12	8 (can move through tunnels in any direction without penalty)	2D	0
Armour	Skin 5/4		Special		IV TS FE(3D) PSk(Ex)			
Attacks	3Claws (ST8 3-1 m12) x2, Spit Pratzim (r3 ROF-3, resist on 3D under adjDX each turn (no action required) loosing 2 adjDX each time failed until escape or reach 0 adjDX in which case fall down incapacitated) or Acid Tongue (r13 L2 Acid m14) or 3Bite (3-1 n2 m10, injects ST 28 poison acts in 3 turns, -1 adjDX/turn), x 1, VS.							
Notes	A typical krashtkid.							

### Krashtkid Religion: Krasht

Krasht is the Waiting Mouth, the chaos goddess of corruption. The Krashtkids are her children and worshippers though they are not intelligent enough to gain any magic. Other creatures such as humans make up her priesthood. Krasht is also a religion of assassins.

**Spirits:** Chaos Spirit, Darkness Spirit, Krashtide, Power Spirit.

#### Integreted Spirits

Waiting Mouth	Range: Self	Duration: 15 mins.	PW: 1	HA: 3D
The caster develops a gaping fanged mouth which can be used to deliver a carnivore bite which injects ST 28 poison acts in 3 turns, -1 adjDX/turn. The caster is VS and the bite can be used in addition to other attacks.				

Tunnel Crawler	Range: Self	Duration: 1 hour.	PW: 1	SU: 3D
The caster can move through tunnels like a krashtkid.				

Tongue of Krasht	Range: Self	Duration: 1 hour.	PW: 1	DX: 19+
The caster develops an Acid Tongue like a Krashtkid which can be use in addition to other attacks except Waiting Mouth or Spit Pratzim.				

Spit Pratzim	Range: Self	Duration: 1 hour.	PW: 1	IQ: 15+
The caster develops the ability to Spit Pratzim (As thrown weapon, resist on 3D under adjDX each turn (no action required) loosing 2 adjDX each time failed until escape or reach 0 adjDX in which case fall down incapacitated) which can be used in addition to other attacks except Bite or Tongue of Krasht.				

Skin of Krasht	Range: Self	Duration: 1 hour.	PW: 2	ST: 18+
The caster develops a hard carapace worth 5/4 armour.				

#### Spirit Spells

Darksense	Range: Touch	Dur: 6 hours	PW: 1
The caster has Darksense.			

Cult Light	Range: Touch	Dur: 12 hours	PW: 1
A 10 square radius around the target point is illuminated with a light only cultists can see.			

Brew Pratzim	Range: Touch	Dur: 4 hour difficult ritual.	PW: 3 and 3 hits (blood).
The caster brews a dose of Pratzim as in Spit Pratzim that can be thrown by hand.			

True Net	Range: Touch	Dur: 5 mins	PW: 2
The target net is +2 max.			

Sweat Acid	Range: 10	Dur: 5 mins	PW: 3
The target can resist. The target's skin sweats acid which deals L2 acid anyone touching the target's skin (the target is immune). Any object touching the target's skin must save each turn or be destroyed.			

Mind Fog	Range: 10	Dur: 5 mins.	PW: 2.
The target must resist or temporarily loose 2 IQ. If this reduces the target to less than 7 it is temporarily non-intelligent and cannot use magic and must rely on instinct and cannot use weapons more sophisticated than a club. If the targets IQ is reduced to IQ 5 it cannot even use a club and if reduced to 0 it cannot do anything.			

Acidic Blood	Range: 10	Dur: Instant	PW: 1.
The target must resist or suffer damage through all protection. Roll 1D: 1-3 = 1 point, 4-7 = 2 points and 8-10 = 3 points.			

Ichors of Krasht	Range: 10	Dur: Instant	PW: var.
Places a patch of sticky ichor of ST 6 x PW used. The patch is big enough to stick any two objects up to a square in area together e.g. a hand to a weapon, a foot to the floor. To break the ichor requires a ST roll against the ichor.			

Silence	Range: 20	Dur: 5 mins	PW: 1.
A radius of 10 around the target square is completely silent.			

Call Darkness	Range: 20	Dur: 5 mins	PW: 1.
A radius of 5 around the target square is filled with darkness.			

Poison	Range: Touch	Dur: 5 mins	PW: 1/1
Target sharp weapon is coated with blade venom of ST10 +5/PW (max 30).			

### Ogre

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Ogre	16	17(16)	10	12	12	8	1D	2D
Armour	P. Metal 5/3, Theuros (pts9 p12 cv3).		Special		DV. On a roll of 1 on 1D has a chaotic feature. PSk(VS) MSk(S)			
Attacks	1H Long Thrusting Spear (ST12 1+1 r3 m11 p7), Scimitar (ST12 1+3 m13 p9), Javelin (ST8 1+3 r4 m13 ROF-3), VS.							
Notes	This is a typical ogre of the type found in civilized areas pretending to be human. It is of the Adventurer class.							

### Ogre Religion: Cacodemon

Cacodemons are the remnants of the devil and is the favoured religion of ogres. Cacodemon can have members of other chaotic races or humans and some ogres worship other religions.

**Spirits:** Chaos Spirit, Power Spirit, Hate Humans Spirit.

#### Integreted Spirits

Spit Acid	Range: Self	Duration: 15 mins.	PW: 1	PW: 17+
The caster develops the ability to spit acid. This counts has r2 m10 ROF-3 L2 acid and the caster is VS.				

False Form	Range: Self	Duration: 6 hours.	PW: 1	CH: 17+
The caster appears to be human in every respect and does not register on detect enemies or chaos effects or powers. This spell cannot hide gross chaos features or effects such as wings or extra limbs.				

Wings of Cacodemon	Range: Self	Duration: 1 hour	PW: 1	DX: 17+
The caster develops large leathery wings and can fly at speed 16.				

Claws of Cacodemon	Range: Self	Duration: 15 mins.	PW: 1	ST: 17+
The caster develops claws and is VS with them.				

Skin of Cacodemon	Range: Self	Duration: 15 mins.	PW: 1	SU: 2D
The caster develops leathery 3/2 skin.				

### Spirit Spells

Summon Cacodemon	Range: 5	Dur: 6 hour v. difficult ritual.	PW: 1p.	
This spell summons a cacodemon. It requires the sacrifice of at least 6 intelligent creatures. The cacodemon can remain for 1 day plus 1 day per intelligent creature sacrificed. The cacodemon isn't controlled by the caster but may well go along with his/her plans if they involve wanton destruction.				

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Cacodemon	60	18	12	30	16	8 (16 Flying)	4D	1D
Armour	4/3 Skin.		Special		DV NV IR R(Fi) R(Co) FE(3D). 4 square creature. 1D/2 chaos features. PSk(EX) MSk(S)			
Attacks	7Claws (ST8 7-1) x2, 5Tail Bash (ST12 5-1 n2 m9) x 1, EX							
Notes	This is a cacodemon summoned by the cacodemon cult.							

Blood Sacrifice	Range: Touch	Dur: 6 hour v. difficult ritual.	PW: 1p.	
The worshipper sacrifices any number of intelligent creatures. If the ritual is a success the caster gains 1 permanent PW for every 10 PW possessed by the victims. This ritual must take place in Dark Season, Death Week, Wildday.				

Pain	Range: 15	Dur: 5 mins	PW: 1.
The target may resist. The target is at -2 to all actions due to pain.			

Mark of Chaos	Range: Self	Dur: 5 mins	PW: 1	
The caster gains a chaos feature. Roll 1D: on 1-3 it is negative otherwise positive. It does not cause a risk of turning into a broo.				

## Chaos Creatures Without Religions

These chaos creatures are not intelligent enough, or lack the will, to take part in religion.

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Chaos Goat	45	14	5	18	18	10 (20)	3D	1D
Armour	6/5		Special		DV NV Hideous Stench (3D under ST or at penalty equal to difference), Sticky Skin (anything touching it is glued on with ST 26). FE(3). 3sq. Psk(VS). On a roll of 1 on 1D has a chaos feature.			
Attacks	3Ram (ST12 3+1 n2 m10), VS							
Notes	A slimy chaos beast also called a Brindithium. Often part of a chaos gaggle.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Slime Snake	75	16	5	24	20	6	3D	1D
Armour	8/6		Special		DV NV IV FE(3). 16x1sq. On a roll of 1 on 1D has a chaos feature. Psk(VS)			
Attacks	5 C. Bite (ST8 5+2 n2 m8) x1, Grab (m14) and 7Crush (ST10 7-1 n2 m11) x1, Gaze (r5 m16 ROF 1R, Paralysis 3D PW) x1, VS							
Notes	A slimy chaos beast also called an Urgan. Often part of a chaos gaggle.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Slithering Whale	100	10	5	30	20	6 or 8 swimming	3D	1D
Armour	14/12		Special	DV NV.FE(3). 8x3sq. Magic Sparkles: everyone not tainted by chaos within 30 squares has a random effect each turn. On a roll of 1 on 1D has a chaos feature. PSk(S)				
Attacks	7Ram (ST12 8 n2 in water only), 8Bash (ST12 8 n2 Tail), 12C. Bite (ST8 12-1 n2)							
Notes	A slimy chaos beast also called a Zeech. Often part of a chaos gaggle. Roll 1D for random effect on chaos sparkles: <ol style="list-style-type: none"> <li>Nothing.</li> <li>Roll 3D on Cunning or -2 MA for the next 5 mins (Min 1).</li> <li>Roll 3D on Energetic or take no actions till next attacked.</li> <li>Roll 3D on Courage or -4 to all actions for the next 5 mins.</li> <li>Roll 3D on Cautious or take 1D damage through armour.</li> <li>Roll 3D on Inclusive or all active spells or attributes are cancelled.</li> <li>Roll 3D on Traditional or glued to the ground. Resist 2D+ST for 30 each turn to escape.</li> <li>Roll 3D on ST or fall asleep.</li> <li>Roll 3D on Cautious or attack the whale without parrying or fleeing in melee or HTH for 5 mins.</li> <li>Roll 3D on IQ or attack nearest friend for 3 turns.</li> </ol>							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Chaos Wyvern	40	16	5	18	-	10 or 22 Flying	3D	1D
Armour	10/8		Special	DV IR R(Fi) R(Co) R(De) Im(Po) FE(3). 3sq. On a roll of 1 on 1D has a chaos feature. PSk(VS)				
Attacks	5Carnivore Bite (ST8 5-1 n2 m9) x 1, 5Stinger (ST8 5-3 n2 m10, Injects ST 31 Venom acts in 3 turns, -1 DX/turn) x1, Spit (r3 ROF 1R L2 Acid m12) x1 EX							
Notes	Also known as a Bastok. Often part of a chaos gaggle.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Red Gorp	50	10	5	18	-	6	20	1
Armour	None		Special	IV I(all damage except fire or magic) I(Po) BR FE(2D). On 1 on 1D have a chaotic feature. WB 2x2sq PSk(S)				
Attacks	Grab and Dissolve (m12 L3 Acid all items carried must resist or be destroyed)							
Notes	Red Gorp are only found as part of chaos gaggles and only when the gaggle is on land.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Jack O'Bear	20	15	6	25	20	10	3D	1D
Armour	3/2		Special	DV NV FE(3) T(6). On a roll of 1 on 1D has a chaos feature. PSk(VS)				
Attacks	2Claws (ST8 2-1 m13) x 1, Gaze (r5 m16 ROF 1R, Paralysis 3D PW) x 1, VS							
Notes	Also called a Do-karal.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Dragonsnail	30	13	2	20	15	5	3D	1D
Armour	6/5		Special	DV NV FE(3D) BR. 1 chaos feature. Roll 1D (1 = +3 chaos features, 2-4 = +2 chaos features, 5-8 = +1 chaos feature) 2sq PSk(S)				
Attacks	3C. Bite (ST8 3 n2 m10) x Number of Heads, VS							
Notes	Dragonsnails often have two heads, rarely three or more.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Gorp	20	10	1	20	10	6	3D	0
Armour	None		Special	DS I(all damage except fire or magic) BR I(Po) FE(2). On 1 on 1D have a chaotic feature. WB PSk(S)				
Attacks	Grab and Dissolve (m12 L2 Acid all items carried must resist or be destroyed)							
Notes	Gorps are highly variable in ST depending on size.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Lesser Hydra	30	16	5	20	18	8	2D	1D
Armour	8/7		Special		DV NV R(Fi) R(Co) R(Po) R(De) RE(1/turn) Roll 1D (1 = 3 chaos features, 2-4 = 2 chaos features, 5-8 = 1 chaos feature). 2 sq. PSk(VS).			
Attacks	2C. Bite (ST8 2 n2 m11, Poison ST 30 acts in 3 turns 1/hit per turn) x Number of Heads , VS							
Notes	Hydra have from 2 to 12 heads.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Greater Hydra	400	21	5	60	40	8	7D	2D
Armour	14/12		Special		DV NV R(Fi) R(Co) R(Po) DR RE(1/turn) Roll 1D (1 = 3 chaos features, 2-4 = 2 chaos features, 5-8 = 1 chaos feature). 30 square by 15 square creature. PSk(EX)			
Attacks	10C. Bite (ST8 10+3 n2, Poison ST 40 acts in 3 turns 3/hit per turn) or Chaos Ray (r5 ROF 1R m17 Death(4D PW)) x Number of Heads, EX							
Notes	Hydra have from 2 to 12 heads. Even bigger hydras than this exist.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Stoorworm	45	17	6	20	20	8 or 20 Flying	4D	1D
Armour	9/7		Special		DV NV R(Fi) R(Co) R(Po) R(De) RE(2/turn) FE(3). Roll 1D (1 = 3 chaos features, 2 = 2 chaos features, 3-5 = 1 chaos feature). 6x1sq PSk(EX)			
Attacks	Breath (Cone 10, Poison Gas ST 28 acts in 1 turn 2 hits/turn) or 5CBite (ST8 5 n2 m8) EX							
Notes	Stoorworms are legless, serpentine creatures with wings.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Headhanger	30	16	3	20	18	8	3D	2D
Armour	4/3		Special		DV NV TE(3D). Roll 1D (1 = 2 chaos features, 2 = 1 chaos feature). 2sq PSk(VS)			
Attacks	3Pincer (ST8 3-1 n1 m11) x2, HBite (1-3 m11) x number of heads, VS							
Notes	Once a foe is downed the headhanger snips off and eats their head in the next round. The victim's spirit is trapped in the head and the Headhanger has the victim's memory and IQ. The headhanger devours the victim's spirit at 1 permanent PW per week (victim must have IQ 7+) until 0 PW is reached whereupon the head drops off and dies. The headhanger needs 1 PW per week to maintain its ST and loses 1 permanent ST in any week it does not get it. Excess PW is added permanently to its ST as it grows bigger.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Fang Snake	10	14	3	12	12	6(12)	2D	1D
Armour	4/3		Special		DV IV R(Po) FE(1), SPD(VS D11 -2). Roll 1D on a roll of 1 has a chaos feature. PSk(VS)			
Attacks	Carnivore Bite (ST8 1-1 n2 m12, Poison ST 30 acts 5 turns, -1 ST per turn), VS							
Notes	Often attack on mass.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Rainbow Snake	16	15	3	15	14	6(12)	2D	1D
Armour	4/3		Special		DV IV R(Po) FE(1), SPD(VS D11 -2). Roll 1D on a roll of 1 has a chaos feature. PSk(VS)			
Attacks	2Carnivore Bite (ST8 2-1 n2 m10), Aura (All within 3 squares Paralysis (3D PW -once per snake per victim), S							
Notes	Often attack on mass.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Slime Snake	30	12	3	16	18	6	3D	1D
Armour	5/4		Special		DV IV R(Po) FE(2). Roll 1D on a roll of 1 has a chaos feature. 2 sq PSk(VS)			
Attacks	Grab (m14, -6 to escape rolls because of slime) and 3Crush (ST10 3-2 n2 m17) VS.							
Notes	Often attack on mass.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Spine Snake	8	15	3	12	12	6(12)	2D	1D
Armour	4/3		Special	DV IV R(Po) FE(1), SPD (VS D11 -2). Roll 1D on a roll of 1 has a chaos feature. PSk(VS)				
Attacks	Natural Darts (ST8 1-1 r5 m14 ROF-2), VS							
Notes	Often attack on mass.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Weapon Snake	10	14	3	12	12	6(12)	2D	1D
Armour	4/3		Special	DV IV R(Po) FE(1D), SPD(VS D11 -2). Roll 1D on a roll of 1 has a chaos feature. PSk(VS)				
Attacks	Males: Short Sword (ST10 1+1 n1 m13 p12), Females: Club (ST8 1-1 n1 m13 p11), VS							
Notes	Often attack on mass.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Spit Snake	8	14	3	12	12	6(12)	2D	1D
Armour	4/3		Special	DV IV R(Po) FE(1), SPD(VS D11 -2). Roll 1D on a roll of 1 has a chaos feature. PSk(VS)				
Attacks	Spit (r3 ROF 1R m12, L1 Acid), VS							
Notes	Often attack on mass.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Stake Snake	10	14	3	12	-	6(12)	16	10
Armour	4/3		Special	DV IV R(Po) FE(1), SPD(VS D11 -2). Roll 1D on a roll of 1 has a chaos feature. PSk(VS)				
Attacks	Attack as Javelin (ST8 1+1 r4 m12) but snake flies to point of impact, VS							
Notes	Often attack on mass.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Walktapus	25	21	6	20	15	8	3D	0
Armour	4/3		Special	DV NV PR FE(3) BR TO(50), SPD (VS -2 D11). Roll 1D on a roll of 1 has a chaos feature. PSk(EX)				
Attacks	Grab (m14) and 2Crush (ST10 2-1 n2 m17) x4, Breath (Cone 8, save 3D adjDX or at penalty equal to failed by recovering at 1 per turn, save once per combat) VS							
Notes	Can only be killed by being dissolved in concentrated acid otherwise regenerates 1 hit/hour. Its huge toughness is because it is only disabled by being hacked to pieces.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Greyskin	12	10	8	10	8	8	1D	0
Armour	1/1		Special	DV. 1 chaos feature plus D-8 extra features, PSk(S).				
Attacks	Club (ST8 1 n1 m12 p10) S							
Notes	These are humans warped by chaos.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Purple Frog	6	13	2	10	8	4 jump 8	1D	0
Armour	1/1		Special	DV NV R(Po) SPD(VS -2 D11). 1 chaos feature plus D-8 extra features, PSk(VS).				
Attacks	Tongue(L1 Acid R3 m13) S							
Notes	These are frogs warped by chaos.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Leadeater	8	14	7	9	8	8	1D	0
Armour	1/1		Special	DV NV SPD (VS -2 D11). 1 chaos feature plus D-8 extra features, PSk(S), eats lead.				
Attacks	Club (ST8 1-1 n1 m12 p10) S							
Notes	These are trollkin warped by chaos.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Fog Bug	8	14	2	10	10	2 or 14 Flying	1D	0
Armour	1/1		Special	DV NV. 1 chaos feature plus D-8 extra features, PSk(S).				
Attacks	Stinger (ST8 1-3 n2 m12 Transfers 1D hits/turn) S							
Notes	These are mosquitos warped by chaos.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Crawling Hand	6	13	4	10	8	4	1D	0
Armour	1/1		Special	DV. 1 chaos feature plus D-8 extra features, PSk(VS).				
Attacks	Leap and Grab (m14) followed by Carnivore Bite (ST8 1-3 n2 Auto).							
Notes	These are severed hands animated by chaos.							

Type	ST	DX	IQ	PW	CH	MA	HA	SU
Slime Rat	6	16	6	12	8	8	1D	0
Armour	1/1		Special	DV. 1 chaos feature plus D-8 extra features, PSk(EX).				
Attacks	Slime (m16 -1 ST can be scraped off with 1 action rolling 3D under adjDX . When slime is removed ST returns).							
Notes	These are rats warped by chaos.							

## Other Chaos Cults

The following cults are not special to particular creatures and drew followers from a variety of races.

### Primal Chaos

Some followers of other chaotic cults also become followers of Primal Chaos

**Spirits:** Chaos Spirit

#### Integreted Spirits

Blessing of Chaos Power	Range: Touch	Duration: 12-hour difficult ritual.	PW: 12	
The willing target receives a random chaos feature. Roll 1D: on 1-5 it is Positive and on 6-10 Negative. Roll 1D and if the number is less than or equal to total features the target turns into a broo.				

### Krjalk

Krjalk is the lord of monsters and is worshipped by originally non-chaotic creatures that have embraced chaos and by chaos creatures who have undergone a major transformation.

**Spirits:** Chaos Spirit, Power Spirit

#### Integreted Spirits

Ritual of Conversion Power	Range: Touch	Duration: 1day	PW: 4	PW: 18+	
The willing target, which must not be chaotic or illuminated receives a random positive chaos feature for the day. It does not detect as chaotic and does not produce any obvious physical change regardless of what it is (even extra limbs are invisible). It does produce Chaos Madness. However the target must roll 2D – the number of times it has had the ritual performed. If the result is 2 or less roll 1D on the following table. Any result except 1 results in becoming tainted by chaos.					
<ol style="list-style-type: none"> <li>1. Target has 2D chaos features (randomly positive or negative) for the next 1D days.</li> <li>2. Target is tainted by chaos and detects as a chaos creature.</li> <li>3. Target turns into a broo.</li> <li>4. Target is warped into a chaos monstrosity. Each STAT randomly either goes up or down 1D. The target becomes Hideous and gains 3 chaos features. Roll randomly to see if they are positive or negative.</li> <li>5-6. Target gains a negative chaos feature.</li> <li>7-8. Target gains a positive chaos feature.</li> <li>9-10. Target gains an unusual appearance e.g. little horns, strange coloured eyes etc.</li> </ol>					

Become Krjalk	Range: Self	Duration: 2 hours/per	PW: 1/per	CH: 15+
The caster gains the ability to hide chaos features. When the spell is activated all chaos features are lost along with any physical effects though the caster still detects as chaos. All chaos features return when the spell wears off or is deactivated.				

**Spirit Spells**

Power Drain	Range: Touch	Dur: Instant	PW: 1
The target must resist or lose D/2-1 temporary PW and the caster gains the same amount.			
Dismiss Magic	Range: 10	Dur: Instant	PW: var
If the PW used in this spell exceeds that of the target spell with a duration the spell is ended.			
Wall of Chaos	Range: 10	Dur: 5 mins	PW: 1
Creates a shimmering barrier 8 squares long and 3 squares high. Any creature passing through the wall must resist the caster or gain a detrimental chaos feature for the next day. On a roll of 2 on 2D the feature is permanent. A victim can only have one such feature at a time.			
Cause Fear	Range: 10	Dur: Instant	PW: 1
The target must resist or make a 3D fear check.			
Cause Madness	Range: 10	Dur: 1 turn per	PW: 2
The target must resist or act insanely and randomly for 1 turn per point failed by. The victim rolls randomly to see which target it attacks each turn.			
Betrayal	Range: 10	Dur: 1 turn per	PW: 3
The target must resist or change sides to join the caster's side for 1 turn per point failed by. It will consider the caster to be a good friend.			

**Gark the Calm**

Gark is the god of eternal life, eternal peace and zombies

**Spirits:** Chaos Spirit, Fear Spirit, Spirit of the Dead, Power Spirit, Gullible Spirit.

**Integrated Spirits**

Eternal Life	Range: Self	Duration: Permanent	PW: 5	IQ: 18+	
The caster sacrifices a sentient creature which must be raised as a zombie in a 6 hour vdf ritual. The caster's age is reduced by 1 year. If the ritual is fumbled the caster gains a chaos feature but with no risk of turning into a broo.					
Hide Age	Range: Touch	Duration: Until Cancelled	PW: 1p	CH: 18+	
In a 1-hour dif ritual the target appears to be of the age chosen by the caster and in good health. The spell lasts until cancelled by the caster or the victim dies at which point the PW is regained.					
Preach to Crowd	Range: Self	Duration: 15 mins	PW: 2	Oratory: Ex	
Everyone in a 10 square radius must resist or stop and listen to the caster (as long as there are no obvious dangers about).					
Persuasion Spirit	Range: Self	Duration: 15 mins	PW: 2	PW: 18+	
Caster has +2 max in social.					

**Spirit Spells**

Peace	Range: 20	Dur: 5 mins	PW: 1
Target can resist. Target cannot attack or make violent actions unless attacked first.			
Animate Zombie	Range: Touch	Dur: 15 mins v. difficult ritual	PW: 5
The target spirit of the dead must resist or be bound into a corpse to become a zombie which must serve the caster.			
Bind Ghost	Range: Touch	Dur: 15 mins difficult ritual	PW: 5
The target spirit of the dead must resist or be bound as a ghost to a location.			
Hide	Range: Self	Dur: 5 mins	PW: 1
Caster has +2 max to hide.			

Paralyse	Range: 20	Dur: 1 turn/failed resistance.	PW: 2
Target can resist. Target is paralysed for 1 turn per point of failed resistance.			
Lure	Range: 20	Dur: 5 mins	PW: 1
Target can resist. Target must move toward the caster at MA 4 or as fast as possible until s/he reaches 3 squares away. She must then attempt to maintain a distance no greater than this by moving up to MA 4 each turn.			
Quiet	Range: 20	Dur: 5 mins	PW: 1
Target can resist. Target cannot speak.			
Mask Zombie	Range: Touch	Dur: 1 hour	PW: 1
Target zombie looks, feels and smells like a living person as when it was alive but whatever age the caster chooses and appearing fit and healthy.			
Speak Through Zombie	Range: 20	Dur: 5 mins	PW: 1
Caster can make target zombie speak convincingly as it would have in life. The words are transmitted from the caster via mindlink.			

### Thanatar

Thanatar is the severed god of the theft of knowledge.

**Spirits:** Chaos Spirit, Darkness Spirit, Hate Writing Spirit, Hate Lhankhor Mhy Spirit, Hate Storm Bull Spirit, Spirit of the Dead.

#### Integreted Spirits

Atyar's Knowledge Eater	Range: Touch	Duration: Permanent	PW: 3	HA: 3D
The caster touches a piece of writing equivalent to a small book or scroll and performs a 5-minute difficult ritual. The caster then has perfect recall of the writing and the writing itself is completely destroyed.				
Head of Than	Range: Touch	Duration: Permanent	PW: 1p	Religion: EX 
The target (who must have just had its head severed) may resist. If the spell succeeds the target's spirit is trapped inside its severed head which remains as an undead. Also as the spell is cast roll 1D. On a roll of 1 the caster gains a chaos feature (randomly positive or negative). As long as the head is carried the caster can use any spirit spells or sorcery spells that the victim knew and gains any skills the victim possessed at 1 level lower ability. The caster can also use the victim's temporary PW but the victim does not regain this and if reduced to 0 temporary PW the victims spirit escapes and the head starts to decay. The owner can give PW back to the head. The spirit also escapes if the head is destroyed.				
Atyar's Consume Mind	Range: Touch	Duration: Permanent	PW: 1p	PW: 18+ 
The target may resist. In a 4 hour v. difficult ritual the target is reduced to 7 IQ and the caster gains the IQ which exceeded the caster's own.				

#### Spirit Spells

Clubbing	Range: Touch	Dur: 5 mins	PW: 1
The target blunt weapon has +2 null.			
Searing Cold	Range: 10	Dur: Instant	PW: 1
The target must resist or take L2 cold damage.			
Snuff	Range: 10	Dur: Instant	PW: 1
Puts out a small fire up to the size of a torch.			
Cause Fear	Range: 10	Dur: Instant	PW: 1
The target must resist or make a 3D fear check.			

Mind Fog	Range: 10	Dur: 5 mins.	PW: 2.
The target must resist or temporarily lose 2 IQ. If this reduces the target to less than 7 it is temporarily non-intelligent and cannot use magic and must rely on instinct and cannot use weapons more sophisticated than a club. If the target's IQ is reduced to IQ 5 it cannot even use a club and if reduced to 0 it cannot do anything.			
Animate Skeleton	Range: Touch	Dur: 15 mins v. difficult ritual	PW: 5
The target spirit of the dead must resist or be bound into a skeleton to become an animated skeleton which must serve the caster.			
Animate Zombie	Range: Touch	Dur: 15 mins v. difficult ritual	PW: 5
The target spirit of the dead must resist or be bound into a corpse to become a zombie which must serve the caster.			
Darklight	Range: Touch	Dur: 1 min average ritual	PW: 1
The target small burning light source such as a lantern, candle or torch produces Darklight – light that only a member of Thanatar can see – for as long as it burns.			
Death	Range: 10	Dur: Instant	PW: 3p
The target must resist or take 30 hits through armour.			

### Pocharngo

Pocharngo is the source of mutation and members must have a chaos feature.

**Spirits:** Chaos Spirit.

#### Integrated Spirits

Warp	Range: Self	Duration: Permanent	PW: 1p	
In a 6-hour dif ritual the caster removes one of its negative chaos features and replaces it with a new random negative feature.				
Chaos Mutant	Range: Self	Duration: Permanent	PW: -	
The creature has a positive chaos feature. Chaos features no longer cause the character to risk turning into a broo.				
Shambling Horror	Range: Self	Duration: Permanent	PW: -	
The creature has 3 positive chaos features and 1 negative chaos feature. In addition it gains the disadvantage Hideous.				

#### Spirit Spells

Consume	Range: Touch	Dur: 5 mins	PW: 3	
The target can resist. The target takes D/3 damage through armour. At the start of each turn it must roll 3D under total PW or take another D/3 damage through armour. The damage is cumulative for determining wound type. The spell ends when a resistance roll is made.				
Corruption	Range: Touch	Dur: 10 turns	PW: 5 and 1p.	
The target can resist each turn. Over the next 10 turns the target is transformed into a chaos monster. On each turn roll 1D. 1-2. Increase a random STAT by 1D. 3-4. Decrease a random STAT by 1D (min. 1). 5. Gain a positive chaos feature. 6. Gain a negative chaos feature, 7-8. Gain the disadvantage: ugly or if already ugly become hideous, if already hideous cause Fear (+1D). 9-10. Gain an unusual and distinctive feature such as unusually coloured eyes or small horn.				
Create Gorp	Range: Touch	Dur: Instant	PW: 5	
Creates a gorp out of the earth.				
Withering	Range: 10	Dur: Instant	PW: 3	
The target can resist. The target takes the effects of a mortal wound but with no damage.				

Spawn (Creature)	Range: Touch	Dur: 1 hour difficult ritual	PW: 8	
Creates a named chaos monster. Each is cast on a particular type of substance or creature. These spawn will serve their creator. Spells exist for the following: Greyskin (Humans), Purple Frogs (Frogs), Slime Rats (Rats), Lead Eaters (Trollkin), Fog Bugs (Mosquito) and many others. The creature is created with 1 chaos feature randomly positive or negative.				

### Vivamort

Vivamort is the god of vampires. Vampires are sorcerers.

#### The Vanus Credo

Ecstatic Communion	IQ	16	PW	2	Type	Instant: Dif	Time	5 mins	
The target can resist. The target will not struggle when being bitten and will offer no resistance.							Range	Touch	
Hide from Magic	IQ	15	PW	3/1	Type	Ritual: Dif	Time	1 hr/per	
The target cannot be detected by magic.							Range	Touch	
Pass Unseen	IQ	17	PW	2/1	Type	Instant: Dif	Time	5 mins/per	
The target cannot be seen by normal vision as long as it does not attack or take violent action.							Range	Touch	
Repel Spirit	IQ	14	PW	Var	Type	Instant: Dif	Time	10 mins	
No disembodied spirit may attack the caster unless its PW is more than 10 times that of the spell.							Range	Self	
Resist Theist Magic	IQ	16	PW	Var	Type	Instant	Time	10 mins	
Any theist attribute with a PW less than the spell fails to affect the target.							Range	Touch	
Create Vampire		IQ	20	PW	10	Type	Ritual: e. difficult	Time	24 hrs
The target is killed during the ritual which actually takes only 1 hour of the caster's time – the rest is for the target to rise as a vampire. The caster must sacrifice 2 permanent ST to use the spell. The target must obey direct orders from its creator.							Range	Touch	

#### The Book of Unlife

Summon Spirit of the Dead	IQ	12	PW	1 per	Type	Ritual: dif	Time	1 hour
Summons a Spirit of the Dead to use in another ritual. The cost is per 5 PW of the spirit.							Range	Touch
Create Ghoul	IQ	16	PW	8	Type	Ritual: v. difficult	Time	1 hour
Binds a Spirit of the Dead that has been defeated in spirit combat into a corpse to make a ghoul which must obey the orders of its creator.							Range	Touch
Create Zombie	IQ	13	PW	6	Type	Ritual: difficult	Time	1 hour
Binds a Spirit of the Dead that has been defeated in spirit combat into a corpse to make a zombie which must obey the orders of its creator.							Range	Touch
Create Ghost	IQ	18	PW	6	Type	Instant	Time	Permanent
Binds a Spirit of the Dead which has been defeated in spirit combat to a location as a ghost.							Range	Touch
Create Skeleton	IQ	12	PW	4	Type	Ritual: difficult	Time	1 hour
Binds a Spirit of the Dead that has been defeated in spirit combat into a skeleton to make an animated skeleton which must obey the orders of its creator.							Range	Touch

#### The Book of Foul Minions

Command Human	IQ	18	PW	2	Type	Instant	Time	10 mins
Target human must obey the caster.							Range	10
Make Servitor	IQ	18	PW	1p	Type	Ritual: edif	Time	4 hours
Target must resist or be the servant of the caster obeying any direct orders it receives without question until the spell is broken or the caster's unlife ends. Targets any living creature.							Range	Touch

## Notes on Vampires

Vampires gain the following abilities:

1.	ST x 2.
2.	Gaze (Charm 2D IQ). Increases to 3D after 100 years and to 4D after 1000 years.
3.	Carnivore Bite (Drains 1D ST and 1D temporary PW per turn after the first. The ST heals the vampire and the temporary PW is added to its own. This only works if the victim has IQ 7+). A victim reduced to 0 ST is killed otherwise it returns at 1 per day
4.	Immunity to damage caused by weapons other than rune metal weapons.
5.	+10 PW for resisting mind effecting magic.
6.	IR Vision and Nightvision.
7.	Transform to mist. If a vampire wishes to or is reduced to 0 hits it transforms into mist and is unaffected by solid damage.
8.	Immunity to aging.
9.	Undeath. A vampire's unlife can only be ended by removing its head and burning its body.

Vampires gain the following disadvantages:

1.	Curse of Stagnation: a vampire cannot learn new skills – but it can improve the skills it has and improve its stats. A vampire gains experience only very slowly.
2.	The Curse of Blood: a vampire cannot eat food or drink liquid except blood. It does not heal normally except that it may regenerate 1 hit per night if lying in its grave earth but cannot reach more than 5 hits by this method. If it does not drink blood on any given day it takes 1 hit until it reaches 5 hits.
3.	The Curse of the Spirit: a vampire does not regain lost temporary PW. If its temporary PW exceeds its PW it declines at 1 per hour.
4.	The Curse of Appearance: a vampire has pale glassy skin, sharp incisors and unusually coloured eyes (black, pale blue, red etc.).
5.	The Curse of Death: a death rune presented towards a vampire by a death cultist causes the vampire to resist the cultist's PW or be repelled for the next turn: that is unable to move within 5 squares.
6.	The Curse of Fire: a vampire takes 1 hit/turn from direct sunlight. Fire damages vampires even in mist form. Vampires have no reflection and no shadow.
7.	The Curse of Earth: a vampire must lie during the day in its grave earth or take 1 hit/day.
8.	The Curse of Water: if a vampire touches running water it takes 1 hit/turn unless the water is in a swamp or marsh. If touched by water from the River Styx it is destroyed.

## Dragons

Personality Trait	Description
Draconic Wisdom (DW)	This trait represents the extent to which the dragon's consciousness is driven by mystic draconic philosophy. The higher it is the more bizarre and apparently motiveless its actions will be.
Earthly Consciousness (EC)	This trait represents the dragon's ability to relate to other races and to the environment in a non-ritual manner.

NB: dragonewts are immune to fear. All their weapons are flint or obsidian

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Scout Dragonewt	9	15	10	10	6	8	1D	2D
Armour	None.	Special	DV SPD (VS -2 D11) PSk(VS).					
Attacks	Darts (ST6 1-1 r5 ROF -2 m12) (Chokin), Sling (ST8 1-1 n1 r5 m10 ROF -2), Dagger (ST8 1 m12 p8) (Utuma). S.							
Notes	A typical crested dragonewt. 1 <sup>st</sup> level draconic magic.							

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Warrior Dragonewt	18	18	10	12	8	8	2D	2D
Armour	Skin 4/3.		Special	DV TO(4) PSk(VS) MSk(S)				
Attacks	Broadsword (ST12 1+2 m12 p11) (Klanth), Stave Bow (ST18 1+4 n2 r6 m10 ROF-3), Darts (ST6 1+2 r5 ROF-2 m13) (Chokin), Dagger (ST8 1+2 m13 p9) (Utuma). VS.							
Notes	A typical beaked dragonewt. 2 <sup>nd</sup> level draconic magic.							

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Noble Dragonewt	16	21	18	20	16	8	3D	2D
Armour	Skin 2/1, Dragonbone Armour 7/6.		Special		DV TO(4) PSk(EX) MSk(VS).			
Attacks	Broadsword (Klanth) (ST12 1+4 n2 m14 p13), Stave Bow (ST16 1+5 n4 r5 m12 ROF-3), Darts (ST6 1+3 n2 r5 ROF-2 m14) (Chokin), RH Disarming Dagger (ST8 1+4 m13 p12) (Gami). EX: all weapons enchanted +2 damage +2 null +1 max +1 parry when used by a noble dragonewt.							
Notes	A typical noble dragonewt. The dragonewt uses the gami in the off (right) hand. If an opponent attacks it can use this weapon to parry. If the opponent misses the dragonewt can immediately attack with the gami to disarm. If successful an opponent must roll 2D under adjDX minus the amount the dragonewt hit by or drop the weapon. The save is +4 for a 2H weapon and +4 for a polearm or spear. The same drop weapon result occurs on a critical parry versus a successful attack. 3 <sup>rd</sup> level draconic magic.							

Type	ST	DX	IQ	PW	CH	MA	FI	FL
Small Demi Bird	25	15	4	15	15	12(20)	2D	1D
Armour	Feathers 3/2		Special		DV PSk(VS).			
Attacks	3Beak (3-2 n1 m10), S							
Notes	This is the mount of a scout dragonewt.							

Type	ST	DX	IQ	PW	CH	MA	FI	FL
Large Demi Bird	35	14	4	20	20	12(20)	2D	1D
Armour	Feathers 4/3		Special		DV PSk(VS) 2sq.			
Attacks	4Beak (4-2 n1 m10) VS							
Notes	This is the mount of a warrior dragonewt.							

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Ruler Dragonewt	28	28	25	30	24	8 (20 Flying)	4D	2D
Armour	Skin 10/8		Special		DV T4 PSk(MA) MSk(MA) 2sq.			
Attacks	Broadsword (Klanth) (ST12 1+7 n2 m15 p14), Stave Bow (ST18 1+6 n4 r6 m12 ROF-3), Darts (ST6 1+6 n2 r5 ROF-2 m15) (Chokin), RH Disarming Dagger (Gami) (ST8 1+7 m14 p13) MA: all weapons enchanted +2 damage +2 null +1 max +1 parry when used by a ruler dragonewt.							
Notes	A typical ruler dragonewt. 4 <sup>th</sup> level draconic magic.							

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Magisaur	30	11	16	25	8	8	1D	2D
Armour	Skin 6/5		Special		DV TO(4), 2sq PSk(S) MSk(EX).			
Attacks	2Hbite (ST8 2-4 m10), 2Bash (Tail) (ST12 2 n2 m11), S.							
Notes	A typical magisaur. They use 2 <sup>nd</sup> level draconic magic.							

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Wyrm	40	16	18	30	18	4 (20 Flying)	2D	3D
Armour	Skin 9/8		Special		DV TO(4), 5sq PSk(VS) MSk(EX).			
Attacks	4 C. Bite (ST8 4 n2 m9), 3Bash (ST12 3 n2 m10), VS.							
Notes	A typical wyrm. They use 3 <sup>rd</sup> level draconic magic.							

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Dream Dragon	90	15	10	30	20	8 (20 Flying)	0	2D
Armour	Skin 12/10		Special		DV NV R(Fi) Re(Co) R(Po) FE(3) 8x2sq PSk(VS)			
Attacks	8 C. Bite (ST8 8+2 n2) or Breath (Cone 12- Elemental Attack L4 or Poison Gas ST 34 Acts in 1 turn, 2D) x 1, 8Claws (ST 8 8+2) x 1, 7Bash (ST12 7 n2) x 1.							
Notes	Dream Dragons occasionally use Draconic Magic.							

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Dragon	250	30	40	45	40	8 (20 Flying)	6D	2D
Armour	Skin 30/25		Special		DV NV R(Fi) R(Co) R(Po) FE(6) IM 50x8sq PSk(MA) MSk(MA).			
Attacks	12 C. Bite (ST8 12+2 n2) or Breath (Cone 30- Elemental Attack L8 or Poison Gas ST 50 Acts in 1 turn 4D) x 1, 12Claws (ST8 12+2) x 1, 10Bash (ST12 10+3 n2) x 1.							
Notes	Dragons use 4 <sup>th</sup> level Draconic Magic but also have their own 5 <sup>th</sup> level with abilities which are specific to the dragon. This is a hero level dragon.							

Type	ST	DX	IQ	PW	CH	MA	DW	EC
Greater Dragon	1450	30	80	85	80	8 (20 Flying)	8D	2D
Armour	35/30		Special		DV NV R(Fi) R(Co) R(Po) FE(6) IM 100x16sq PSk(MA) MSk(MA).			
Attacks	24 C. Bite (ST8 24+2 n2) or Breath (Cone 30- Elemental Attack L10 or Poison Gas ST 70 Acts in 1 turn 5D) x 1, 24Claws (ST8 24+2) x 1, 20Bash (ST12 20+3 n2) x 1.							
Notes	Dragons use 4 <sup>th</sup> level Draconic Magic but also have their own 5 <sup>th</sup> and 6 <sup>th</sup> level with abilities which are specific to the dragon. This is a superhero level dragon.							

Type	ST	DX	IQ	PW	CH	MA	FI	FL
Darvan	135	8	3	18	12	8(12)	2D	1D
Armour	8/6		Special		DV TO(-10) 8x4sq PSk(S)			
Attacks	8 Horns (ST12 8+3 r2 n1), 8 Bash (8+3 n2), S							
Notes	The Darvan is a large herbivore with a beak and long horns. They are used by Dragonewts as war animals and beasts of burden. They are quite aggressive if threatened or approached too closely but don't go looking for trouble.							

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

### Draconic Religion

Draconic religion and magic is of a fourth type. Each stage of dragonewt gains particular powers. Dragonewts try to use magic as little as possible to avoid damaging their spiritual development but other types don't worry about this. Every 100 PW spent on magic causes the dragonewt to loose 1 DW. The spells shown below are those the players will encounter and understand. Dragonewt nobles and rulers can also perform complex rituals which alter the landscape, create magical sites, create focuses of power and the enchanted roads.

#### 1<sup>st</sup> Level Draconic Spells

Avoid Detection	Range: Self	Dur: 1 hour.	PW: 1.
The caster has +2 max to sneak and hide and perception rolls are required to spot it even when none would normally be needed.			
Frightful Visage	Range: Self	Dur: 1 hour.	PW: 1.
The caster causes Fear (2D).			
Sinuous Body	Range: Self	Dur: 1 hour.	PW: 1.
The caster puts all opponents at -3 to hit.			

#### 2<sup>nd</sup> Level Draconic Spells

Breath Flame	Range: self.	Dur: 1 hour	PW: var.
The caster can breath fire in a cone of length 3 per PW used. The fire deals L1 fire per PW used (PW increases both range and damage together). The caster cannot use more PW in this spell than its draconic wisdom.			
Dragon Might	Range: self.	Dur: 1 hour	PW: 1.
The caster has +8 ST.			
Dragon Claw	Range: self.	Dur: 1 hour	PW: 1.
The caster can attack with Claws x 2 or 2Clawsx2 if it has 16 ST or more. Alternatively it can attack with a weapon and 1 claw. It is VS.			
Scorn Wounds	Range: self.	Dur: permanent	PW: 1.
Each PW used in this spell will stop 4 damage and avoid wounds as they occur. The pool of power in this spell cannot exceed the dragonewt's PW at any time but can be added to at any time.			

Sprout Wings	Range: self.	Dur: 1 hour	PW: 1.
The caster grows wings and can fly at speed 20.			

**3<sup>rd</sup> Level Draconic Spells**

Don Dragonbone Armour	Range: self.	Dur: 1 hour	PW: 1.
Using this spell when putting on dragonbone armour gives the armour +4/4 magical protection.			

Heroic Leap	Range: self.	Dur: 1 hour	PW: 1.
The caster can leap 20 squares further than normal.			

Lightning Fast Action	Range: self.	Dur: 1 hour	PW: 1.
The caster has an extra action on DX.			

Reflect Magic	Range: self.	Dur: 1 hour	PW: var.
If any spell with a resistance is directed at the caster with less PW than the spell it will be reflected back at the caster.			

Strike Soul	Range: 20.	Dur: Instant	PW: 1.
The target can resist. The target loses 1D temporary PW. If it reaches 0 PW it is unconscious.			

**4<sup>th</sup> Level Draconic Spells**

Deflect Energy	Range: self.	Dur: 1 hour	PW: var
Each PW placed in this spell will deflect 10 points of elemental damage (e.g. fire, cold or electricity).			

Show Dragon Soul	Range: self.	Dur: 1 hour	PW: 1.
The caster causes Fear (3D).			

Summon Dream Dragon	Range: 10	Dur: 1 hour	PW: 1.
The caster summons a dream dragon to help it.			

## Giants

Personality Trait	Description
Giant Purpose (GP)	This is the extent to which giants perform incomprehensible actions such as staring at things for no obvious purpose, sitting still for years and so on.
Relations (RE)	This is the giant's ability to relate to other beings.

Type	ST	DX	IQ	PW	CH	MA	GP	RE
Dringi	60	10	8	30	18	8	3D	0
Armour	Skin 10/9		Special		DV NV IV TO(8) R(Fi) R(Co) I(Po) I(EI) I(De) WB 2x2sq. PSk(VS) MSk(S)			
Attacks	3Maul (4+4 n3 m9 p7) x1, 5Bash (5-1 n2 m8) x 1VS.							
Notes	Dringi were once Mostali tamestones.							

Type	ST	DX	IQ	PW	CH	MA	GP	RE
Mountain Giant	60	9	7	20	6	8	1D	1D
Armour	Skin 5/4		Special		DV R(Fi) R(Co) 2x2sq PSk(VS)			
Attacks	6Stave (ST10 6n1 n1 m8 p6) x1, 5Bash (ST12 5-1 n2 m8) x 1, VS.							
Notes	Large, aggressive and primitive.							

Type	ST	DX	IQ	PW	CH	MA	GP	RE
True Giant	300	13	24	50	20	10	5D	1D
Armour	Skin 12/10		Special		DV R(Fi) R(Co) CR on ground feet take up two 8x3sq areas Psk(VS) MSk(EX).			
Attacks	Stamp Flat (12Bash (12+3 n2, target under giant, area effect 8 x 3)), 10Bash (Hand Swat 10+3 n2).							
Notes	True giants are massive creatures, often incredibly ancient and often move very little.							

## Intelligent Animals

These animals are intelligent and have other unusual characteristics.

Personality Trait	Description
Tribal Loyalty (TL)	This is the loyalty of the creature to its tribe, band or people. It shows how likely it is to fight for its group and to obey orders
Survival (SU)	This is the creatures sense of self-preservation.

### Baboons

Type	ST	DX	IQ	PW	CH	MA	TL	SU
Baboon	14	12	10	12	10	6(10)	1D	1D
Armour	Skin 2/1		Special		DV PSk(VS).			
Attacks	Carnivore Bite (ST8 1-1 n2 m12), 2H Short Spear (ST10 2-3 n1 r2 m12 p11) (Flint), VS							
Notes	Baboons can only use the second MA on all fours which stops them carrying anything.							

### Baboon Religion: Grandfather Baboon

Spirits: Ancestor Spirit.

#### Integreted Spirits

Baboon Strength	Range: Self	Duration: 15 mins	PW: 1	TL: 3D
The baboon has +6 ST.				

Iron Fur	Range: Self	Duration: 15 mins	PW: 1	SU: 3D
The baboon has +2/2 skin.				

Iron Tooth	Range: Self	Duration: 15 mins	PW: 1	DX: 18+
The baboon's bite deals +2 damage and is +2 null.				

Terrible Howl	Range: Self	Duration: 15 mins	PW: 1	CH: 18+
Cause 2D Fear.				

Quick Healing	Range: Self	Duration: 15 mins	PW: 1	ST: 18+
Regain 1 hit per minute and over duration heals minor and major wounds.				

#### Spirit Spells

Fight Praxian Magic	Range: Self	Dur: 5 mins	PW: 1
The caster has +4 to resist Praxian spirits and spells.			

Rally Band	Range: Self	Dur: Instant	PW: 1
All baboons within 8 squares can make a 2D roll on TL to rally if suffering from fear.			

Howl of Courage	Range: Self	Dur: 5 mins	PW: 4
All baboons within 8 squares get a +1 max to hit. Each babon can do no more than one howl per day and the maximum bonus is +4.			

Hurt from a Distance	Range: 20	Dur: Instant	PW: 1
The target must resist or take D/3 damage through armour.			

Run Faster	Range: Self	Dur: 5 mins	PW: 1
The caster has +4 MA.			

### Durulz

Type	ST	DX	IQ	PW	CH	MA	TL	SU
Durulz	8	13	10	10	8	6(6 swimming)	1D	2D
Armour	None.		Special		DV PSk(VS)			
Attacks	Dagger (ST8 1 n1 m12 p8), Throwstick (1 n1 r3 ROF -3), S.							
Notes	Durulz can swim at normal MA and are always expert swimmers.							

### Durulz Religion

Durulz follow theist gods such as Humakt, Orlanth and Ernalda and especially river gods.

### Morakanth

Type	ST	DX	IQ	PW	CH	MA	TL	SU
Morakanth	16	9	10	11	10	8	1D	1D
Armour	Skin 1/1, Leather 2/2		Special		DV NV TO(4) PSk(VS)			
Attacks	Claws (1-2 m12) VS, 2H Short Spear (ST10 2-3 n2 r2 m10 p9) (Flint), S.							
Notes	Morakanth lack thumbs and are not therefore very good at using weapons.							

### Morakanth Religion: The Dark Eater

The Morakanth cult is a version of the Praxian Waha tradition.

Spirits: Power Spirit, Hate Human Spirit, Pain Spirit, Darkness Spirit.

#### Integreted Spirits

Despise Praxian Spirit	Range: Self	Duration: 15 mins	PW: 1/per	CH: 19+.
Gives the character +1 chance of success on any action versus a human Praxian nomad as long as within Prax or the Wastelands.				

Cactus Desert Spirit	Range: Self	Duration: 1 hr.	PW: 1/per	Tribal Loyalty: 3D.
The character has +6 toughness and needs only ¼ of the usual food or water with no ill effects. The character has +1 on all survival skills.				

Jackal Spirit	Range: Self	Duration: 15 mins	PW: 1/per	Cunning: 3D
The character has a +2 on Sneak and Hide and a +2 on social skills which involve lying and deceit.				

Herdbeast Hater Spirit	Range: self	Always On	PW: 0	ST: 16+
The character can smell herdbeasts within ½ mile, can hear their approach at up to 10 miles by listening to the ground and knows their direction, distance and numbers.				

Terrify Enemy	Range: Self	Duration: 15 mins	PW: 1	Religion: EX
Cause 2D fear in humans or herdbeasts.				

#### Spirit Spells

Peaceful Cut	Range: Touch.	1 minute average ritual.	PW: 1
The spell is cast as part of the killing of a herd animal. It ensures that the spirit of the animal will not be able to exact retribution on the killer and that its spirit will return to the herd mother.			

Make Animal	Range: Touch.	1 hr difficult ritual.	PW: 6
Reduces the IQ of an intelligent creature to 6, turning it into an animal reliant on instinct (though quite a clever animal). The effect is permanent unless the Make Person ritual is used or some other curse breaking magic.			

Make Person	Range: Touch.	1 hr difficult ritual.	PW: 6
Increases the IQ of a 6 IQ animal to 7 or its former value if it was transformed by a Make Animal Spell. This turns it into an intelligent creature. The effect is permanent unless the Make Animal ritual is used or some other curse breaking magic.			
War Paint	Range: Touch.	30 minute difficult ritual	PW: 3
The target has war paint painted on his body and gains 2/2 magical armour and +2 resistance to spirit magic spells or spirits for the next 6 hours.			
Tortoise Spirit	Range: 20.	10 turns	PW: 2
Target is allowed to resist. Target has its MA reduced by 4 (min 1).			
Herd Man Spirit	Self.	5 mins	PW: 2
Character has +3 DX.			
Summon Shadow	Range: Touch.	2-minute difficult ritual. Duration 15 mins per	PW: 3/1
Creates an area of darkness with a radius of 10+1 per PW lasting for 15 mins and 15 mins per extra PW used.			
Summon Dark Eater	Range: 100.	15-minute edif ritual.	PW: 10/1
Creates a shadow of radius 30+5 per PW lasting 15 mins and 15 mins per extra PW used. Anyone in the radius (or their guardian if any) must resist a PW of 25 as the spell is created and then once every 5 minutes or take d/5-1 PW drain.			
Poison	Touch	15-minute dif ritual.	PW: 4
The target weapon is covered in ST 25 Blade Venom.			

### Newtling

Type	ST	DX	IQ	PW	CH	MA	TL	SU
Newtling	9	14	9	10	8	7(6 swimming)	1D	1D
Armour	Fishskin Armour 2/2, Target Shield (pts9 p12 cv2).					Special	DV PSk(VS)	
Attacks	Trident (ST8 1-2 m11 p9), Sling (ST8 1-1 n1 r5 m10 ROF -2), S.							
Notes	Newtlings are expert swimmers and boaters.							

### Newtling Religion

Newtlings usually follow river gods.

### Spiders

Type	ST	DX	IQ	PW	CH	MA	TL	SU
Great Spider	20	16	11	14	12	10 can move on vertical surfaces	2D	1D
Armour	Skin 5/3		Special		DV NV R(Po) Spins webs: if attached to a web -1 adjDX/turn save 2D on adjDX each turn to escape. Spiders are immune to webs. PSk(VS)			
Attacks	Grab (m14) and 2Stinger (ST8 2-2 n2 m13, ST 26 poison acts in 3 turns, -1 DX/turn), VS.							
Notes	Great spiders often command lesser unintelligent spiders.							

### Spider Religion: Aranea

Aranea is the spider goddess worshipped by giant spiders and some others: especially uz.

Spirits: Darkness Spirit, Spider Spirit, Power Spirit.

#### Integreted Spirits

Transform Head	Range: Self	Duration: 1 hour	PW: 2	TL: 3D
The caster's head is transformed into that of a giant spider. The caster gains the spider's senses and stinger at VS. If the caster already has a spider's head then it gains +2 damage +2 null and +4 poison potency.				

Transform Body	Range: Self	Duration: 1 hour	PW: 2	SU: 3D
The caster's body is transformed into that of a giant spider. The caster gains 5/3 skin. PR and the ability to spin webs. If the caster has less than 20 ST and 16 DX its STATs are increased by up to 8 but not exceeding these values. If the caster already has a spider's body it has +4 ST, +3 DX and +3/2 armour.				

Transform Limbs	Range: Self	Duration: 1 hour	PW: 2	PW: 18+
The caster's limbs are transformed into those of a giant spider and any additional limbs required are grown. The caster gains 10 MA, the ability to move on vertical surfaces, the spider's grab ability at VS and is immune to being stuck in webs. If the caster already has spider limbs it gains 4 MA and +1 max at grab.				

### Spirit Spells

Speak with Spiders	Range: Self	Dur: 15 mins	PW: 1
The caster can speak with spiders.			

Web	Range: 10	Dur: -	PW: 2
The target is covered in web. Its adjDX drops by 1 and it must immediately resist on 2D under adjDX (no action). Each turn it is trapped it can resist but each time it fails its adjDX drops by 1.			

Web of Darkness	Range: 10	Dur: 5 mins	PW: 2
The target can resist. The target is unable to see using DV.			

Fear of Spiders	Range: Self	Dur: 5 mins	PW: 1
The caster causes Fear (2D).			

Seal Carapace	Range: Touch	Dur: Instant	PW: 2
The target spider or worshipper of Aranea regains 2 hits and any minor or major wound inflicted in the last 5 mins counts as treated.			

## Mostali

Personality Trait	Description
World Machine (WM)	Mostali with a high value in this stat are attuned to the world machine to the extent that they are like machines themselves. As long as they are performing their exact function they use this trait for any checks.
Independent Action (IA)	Mostali with a high value in this trait are capable of thinking for themselves. They use this trait if they need to innovate or deal with unpredictable things like outsiders.

A few mostali have very high values in IA and low values in WM. These are Individualists and have traits similar to humans and act as independent beings. They are outcasts from mostali society and often live amongst humans and worship other gods.

Type	ST	DX	IQ	PW	CH	MA	WM	IA
Iron Mostali	18	14	10	10	10	6(5)	3D	0
Armour	Masterwork Iron Full Metal 8/5 or Enchanted 11/8		Special	DV NV IV TO(4) R(Fi) R(Co) I(Po) I(EI) I(De) Psk(VS).				
Attacks	Iron Masterwork Greataxe (ST18 2+3 n2 m11 p9)/Enchanted (ST18 2+6 n5 m11 p9), Handgun (2 n4 r4 ROF 8R ignores non-metal shields) or Crossbow (ST22 2+1 n4 r9 m14 ROF 1R) or Arbalest (ST30 3 n5 r11 m11 ROF 4R), VS.							
Special	Unenchanted iron means that the mostali has +20 magical resistance but also that it never uses magic.							
Notes	Iron Mostali are the only members of mostali society likely to be encountered as they sometimes go on missions on the surface and also defend mostali sites. Anyone who steals from the mostali or possesses any of their equipment will be hunted down mercilessly by iron dwarves and tamestones.							

Type	ST	DX	IQ	PW	CH	MA	WM	IA
Individualist Dwarf	17	12(11)	12	12	10	6	-	2D
Armour	Part Metal (M) 5/4 Hoplon (M) (pts12 p13 cv3)				Special	DV NV DIV TO(4) R(Fi) R(Co) I(Po) I(EI) I(De) Psk(VS)		
Attacks	Masterwork Warhammer (1+2 n5 m11 p7), Crossbow (ST20 2 n4 r8 m14 1R), VS.							
Notes	This is an individualist dwarf of the type found in human society. They almost never have gunpowder weapons and are no more likely to have iron equipment than anyone else.							

Type	ST	DX	IQ	PW	CH	MA	WM	IA
Gobbler	30	13	6	16	15	8	2D	0
Armour	Skin 8/7		Special	DV NV IV TO(8) R(Fi) R(Co) I(Po) I(EI) I(De) 2sq. Detect (Substance). PSk(VS)				
Attacks	3Claws (ST8 3-1 m14) x4 VS.							
Notes	A gobbler is a tamestone created by the Mostali and keyed to a particular substance. It relentlessly hunts down and devours this substance. They are released to hunt down things stolen from the mostali such as gunpowder.							

Type	ST	DX	IQ	PW	CH	MA	WM	IA
Small Jolanti	30	11	8	20	15	8	2D	0
Armour	Skin 10/9		Special	DV NV IV TO(8) R(Fi) R(Co) I(Po) I(EI) I(De) WB PSk(VS)				
Attacks	2Bash (ST12 2 n2 m11) x2 VS.							
Notes	Jolanti are animated statues and are a type of tamestone created for a variety of tasks.							

Type	ST	DX	IQ	PW	CH	MA	WM	IA
Medium Jolanti	60	10	8	25	18	8	2D	0
Armour	Skin 10/9		Special	DV NV IV TO(8) R(Fi) R(Co) I(Po) I(EI) I(De) WB PSk(VS) 2x2sq PSk(VS)				
Attacks	5Bash (ST12 5-1 n2 m8) x2 VS.							
Notes	Jolanti are animated statues and are a type of tamestone created for a variety of tasks.							

Type	ST	DX	IQ	PW	CH	MA	WM	IA
Large Jolanti	105	9	8	30	20	8	2D	0
Armour	Skin 10/9		Special	DV NV IV TO(8) R(Fi) R(Co) I(Po) I(EI) I(De) WB PSk(VS) 3x3sq PSk(VS)				
Attacks	8Bash (ST12 8+1 n2) VS.							
Notes	Jolanti are animated statues and are a type of tamestone created for a variety of tasks.							

### Mostal

Mostal is the god of the mostali. Mostali are sorcerers. Each caste of mostali have their own specialist grimoires. The spells of the Iron Mostali are listed below:

#### The Book of Iron

Chop Trees	IQ	10	PW	2	Type	Instant	Time	5 mins
The target weapon deals an extra 3 damage and 3 null against any plant (e.g. Aldryami).							Range	Touch

Immovable Body	IQ	12	PW	1	Type	Instant	Time	5 mins
The target mostali or tamestone cannot be knocked back or forced back.							Range	Touch

Incandescent Hammer	IQ	14	PW	3	Type	Instant	Time	5 mins
Creates a glowing, white-hot, hammer which hovers in the air. Each turn it can be directed (using an action) to attack a target. It will then continue to attack the target until its orders are changed. It has an adjDX of 12 and a m12. It deals 1+2 null 4 damage and L2 fire damage. It has an MA of 8. Any attack against the hammer is at -4 to hit. The hammer takes no damage but if it is knocked down by 18+ damage it is dispelled.							Range	Touch

Shred Darkness	IQ	12	PW	var	Type	Instant	Time	Instant
A sudden flash of light illuminates a radius of 5 x PW squares. All darkness creatures must resist or be blinded for 2 turns if they have IV or 5 turns if they only have NV. All darkness spirits must resist or flee for 10 turns and all darkness magic with a duration is dispelled unless its PW exceeds the spell.							Range	Touch

Unstoppable Advance	IQ	10	PW	2	Type	Instant	Time	5 mins
The target mostali or tamestone can advance 1 square a turn forcing back any creature in front of it to do so as long as it does not have a ST more than double the target.							Range	Touch

Stabilise Weapon	IQ	10	PW	1	Type	Instant	Time	5 mins
The target weapon has +5 to resist breakage. If any weapon is used to parry against it then it must resist or break.							Range	Touch

Stabilise Armour	IQ	10	PW	1	Type	Instant	Time	5 mins
The target armour is +2/2.							Range	Touch

Enchant Iron	IQ	17	PW	1p	Type	Ritual: E. Difficult	Time	6 hours
The target iron weapon or armour counts as Enchanted.							Range	Touch

### Nar Sylla: Wind Children

Personality Trait	Description
Inquisitive (IN)	This drives a Nar Sylla to investigate new things and to take action.
Caution (CA)	This stops a Nar Sylla from dangerous acts such as closing to fight in melee.

Type	ST	DX	IQ	PW	CH	MA	IN	CA
Nar Sylla	8	18	10	12	10	6 (20 Flying)	2D	2D
Armour	None		Special		DV NV R(Co) I(EI) I(Ai) SPD(EX -3 D12) PSk(EX) MSk(S)			
Attacks	Sling (1-1 n1 r5 m11 ROF-2), VS.							
Notes	A typical Nar Sylla (Wind Child) hunter.							

### Nar Sylla Religion

Nar Sylla usually worship Orlanth or Kolat.

### Uz: Trolls

Personality Trait	Description
Hunger (HU)	This is what drives Uz to action. The desire to eat subsumes human traits such as Courage. Used for fear checks.
Ancestral Loyalty (AL)	This is what drives the Uz to survive, produce young and defend their tribe. It subsumes human traits such as Caution and Traditional.

Type	ST	DX	IQ	PW	CH	MA	HU	AL
Enlo Warrior	8	13	8	7	6	8	1D	0
Armour	Target Shield (pts9 p12 cv2), Skin 1/1		Special		NV IV ST R(Co) x2 from iron, SPD (S -1 D10). PSk(S). -1 to all actions in sunlight.			
Attacks	Flint Javelin (ST8 1 r4 m11 ROF-3), Flint Light Spear (ST8 1-3 m11 p9) Club (ST8 1-1 n1 m12 p9), S.							
Notes	A typical enlo (trollkin) warrior.							

Type	ST	DX	IQ	PW	CH	MA	HU	AL
Uzko Warrior	16	14(13)	10	10	10	6	2D	1D
Armour	Theuros (pts9 cv3 par12), P. Medium 3/3, Skin 1/1		Special		NV DV IV SO IV TO(4) R(Co) x2 from iron Psk(VS) MSk(S) -1 to all actions in sunlight.			
Attacks	Heavy Mace (ST12 1+2 n3 m12 p7), 2H Maul (ST16 2+1 n3 m11 p9), VS.							
Notes	A typical uzko (dark troll) warrior.							

Type	ST	DX	IQ	PW	CH	MA	HU	AL
Uzko Priestess	14	14	12	18	14	8	1D	2D
Armour	Skin 1/1		Special		NV DV IV SO TO(4) R(Co) x2 from iron Psk(S) MSk(VS) -1 to all actions in sunlight.			
Attacks	2H Quarterstaff (ST12 2-2 r2 n1 m11 p10) S							
Notes	A typical uzko (dark troll) priestess.							

Type	ST	DX	IQ	PW	CH	MA	HU	AL
Uzdo Warrior	24	13	8	10	9	6	2D	0
Armour	P. Medium 3/3, Skin 2/2		Special		NV DV IV TO(4) R(Co) x2 from iron Psk(VS) -1 to all actions in sunlight.			
Attacks	2H Maul (ST16 2+3 n3 m11 p9), VS							
Notes	A typical uzdo (great troll) slave warrior.							

Type	ST	DX	IQ	PW	CH	MA	HU	AL
Romal	24	11	6	10	9	8	2D	0
Armour	Skin 2/2		Special		NV DV IV TO(4) R(Co) x2 from iron RE(1/turn unless in sun light) Psk(VS) -1 to all actions in sunlight.			
Attacks	2 2H Club (ST8 3-1 n1 m12 p11), VS.							
Notes	A typical romal (cave troll) hunter.							

Type	ST	DX	IQ	PW	CH	MA	FI	FL
Karrg Beetle	45	11	2	15	10	10 or 8 Flying	1D	1D
Armour	5/4	Special		DV NV 3x2sq PSk(S)				
Attacks	3Horns (ST12 3+1 r2 n1 m9) S							
Notes	Uz riding animal.							

Type	ST	DX	IQ	PW	CH	MA	FI	FL
Watch Beetle	20	12	2	13	12	10 or 8 Flying	2D	1D
Armour	4/3	Special		DV NV 2sq PSk(VS)				
Attacks	2Pincer(ST8 2-1 n1 m12), VS							
Notes	Uz use these like dogs.							

Type	ST	DX	IQ	PW	CH	MA	FI	FL
Giant Fly	20	14	2	13	10	5 or 20 Flying	0	2D
Armour	3/2	Special		DV 2sq R(De) PSk(VS)				
Attacks	None							
Notes	Some trollkin ride giant flies.							

## Uz Religions

Uz religion is animist in nature.

### Argan Argar

Argan Argar is the god of surface darkness and the Uz god of trade and foreign contact.

**Spirits:** Darkness Spirit, Power Spirit, Messenger Spirit.

#### Integrated Spirits

Resist Aether	Range: Self	Duration: permanent	PW: -	HU: 2D
The troll can function in daylight without penalty, sunburn etc.				

Resist Iron	Range: Self	Duration: 15 mins	PW: 1	AL: 3D
The troll takes no extra damage from iron weapons.				

Vigour Spirit	Range: Self	Duration: permanent	PW: -	PW: 16+
The troll has +5 Toughness.				

Understand Stranger	Range: Self	Duration: -	PW: -	IQ: 16+
The troll can use social skills without penalty on other races.				

Enchant Lead	Range: Touch	Duration: 6 hour vdif ritual	PW: 1p	Religion: EX
Enchant one lead weapon or set of armour.				

#### Spirit Spells

See Magic	Range: Self	Dur: 5 mins	PW: 1
The caster can see active spells and magic items a glow around objects.			

Sense Lead	Range: 50 radius	Dur: Instant	PW: 1
Detects all lead within range and gives weight to the nearest bolg.			

Blow Away Wind	Range: 20	Dur: Instant	PW: Var
If PW used in spell equals or exceeds that of target storn spell or attribute it is cancelled.			

Hide Item in Earth	Range: Touch	Dur: Instant	PW: 1
The caster pushes an item of up to 6 ENC into the earth. It leaves no trace on the surface but the caster can see exactly where it is and pull it out as 1 action.			
Glamour Spirit	Range: Self	Dur: 15 mins	PW: 1
The caster has +1 max to all social skills.			
Mindspeech	Range: Touch	Dur: 15 mins/per	PW: 1/per
The caster and the target may speak telepathically (if they understand each other's language).			
Dark Walk	Range: Self	Dur: 5 mins	PW: 2
The caster has +3 advantage to stealth rolls in darkness or twilight.			
Safe	Range: Touch	Dur: 5 min dif ritual.	PW: any
This spell seals a box or door. For the next 8 weeks anyone but the caster or someone in Mindspeech with him/her must resist the PW used when the spell is cast or be forced back taking D-1 damage through armour.			
Summon Shadow	Range: 20	Dur: 5 mins	PW: 2/per
In a radius of 5/per creates a shadow like twilight.			
Suppress Aether	Range: 20	Dur: 5 mins	PW: 2
Creates a sphere of total darkness with a radius of 2. Any member of a fire or light cult who crosses the boundary must resist or take 2D-2 damage through armour.			
Suppress Fire	Range: 20 and 5 radius	Dur: 5 mins	PW: var
Within the target sphere all fire deals 1 level less damage per PW and all fire magic requires PW extra to use.			
Cure Iron Burn	Range: Touch	Dur: Instant	PW: var.
This spell can cure any wound caused by an iron weapon with in the last 5 minutes. It requires 1 PW per point of damage.			

### Gorakiki

Gorakiki is the goddess of insects. She is often worshipped by uz who use insects extensively but is also worshipped by some other species such as humans. Gorakiki is divided into subcults: one for each type of insect.

Spirits: Darkness Spirit, Insect Spirit.

#### Integrated Spirits

Transform Head	Range: Self	Duration: 1 hour	PW: 2	Religion: Ex
The caster's head is transformed into that of the sub-cult's insect. The caster gains any abilities associated with the giant form of that insect's head (e.g. bite, pincers, senses). Use the abilities for that type of giant insect.				
Transform Body	Range: Self	Duration: 1 hour	PW: 2	DX: 16+
The caster's body is transformed into that of the sub-cult's insect. The caster gains any abilities associated with the giant form of that insect's body (e.g. armour, toughness, resistances, stinger) and if the giant insect has better STATs in ST or DX than the caster its STATs are increased by up to 8 but not exceeding those of the giant insect. Use the abilities for that type of giant insect.				
Transform Limbs	Range: Self	Duration: 1 hour	PW: 2	PW: 16+
The caster's limbs are transformed into those of the sub-cult's insect and any additional limbs required are grown. The caster gains any abilities associated with the giant form of that insect's limbs (e.g. MA, Flight). Use the abilities for that type of giant insect.				

#### Spirit Spells

Speak with Insects	Range: Self	Dur: 15 mins	PW: 1
The caster can speak to the cult insect.			
Strengthen Insect Form	Range: Self	Dur: 5 mins	PW: 1
The caster's natural weapons have +1 damage and +1 null.			

Harden Carapace	Range: Self	Dur: 5 mins	PW: 1
The caster's skin is +3/2 and becomes tough and chitinous.			

Insect Eye	Range: Self	Dur: 5 mins	PW: 1
The caster gains night vision and ultra violet vision. Its eyes become like those of the cult insect.			

Seal Carapace	Range: Touch	Dur: Instant	PW: 2
The target insect or worshipper of Gorakiki regains 2 hits and any minor or major wound inflicted in the last 5 mins counts as treated.			

### Kargg: Master of Weapons

Kargg is the main troll warrior cult and male troll god. This cult includes Vaneekara the Hurler and Boztakang Chaos Fighter.

Spirits: Power Spirit, Darkness Spirit, Hate Chaos Spirit, Law Spirit.

#### Integreted Spirits

Mighty Leap	Range: Self	Duration: 15 mins	PW: 1	DX: 18+
Leap 30 squares.				

Bark Commands	Range: Self	Duration: 15 mins	PW: 1	CH: 18+
Caster can shout commands clearly up to 50 squares and gains +2 leadership.				

Eat Magic	Range: Self	Duration: 15 mins	PW: 1	PW: 18+
If the caster resists a spell or attribute he gains its temporary PW.				

Hurl Boulder	Range: Self	Duration: Instant	PW: 1	ST: 21+
Caster can pick up boulders up to 3 tons in weight and hurl them up to 40 squares. They count as avoidable attacks with a radius of 1-2 and deal L4 physical damage.				

Drain Chaos	Range: Self	Duration: 15 mins	PW: 1	AL: 3D
If an attack by the caster hits a chaos creature it drains D/2-1 PW.				

#### Spirit Spells

Crushing Blow	Range: Touch.	Duration: 5 mins	PW: 1
Caster's blunt weapon deals +2 damage and +2 null.			

Enchant Lead	Range: Touch	Dur: 6 hour vdfif ritual	PW: 1p
Enchants a lead weapon or set of armour.			

Sense Intruder	Range: Self	Duration: 6 hours	PW: 1
Caster can sense any attacker who enters the home area of the clan unless sit can resist,			

Stand Fast	Range: Self	Duration: 5 mins	PW: 1
Caster cannot be knocked back or forced back.			

Summon Darkness	Range: 20	Duration: 5 mins	PW: 1/1
Creates an area of total darkness unless sin direct sunlight when it creates twilight of radius 5 +2 per PW			

Darkshield	Range: Touch.	Duration: 5 mins	PW: 1
Caster's shield causes a square of total darkness in front of it unless in direct sunlight when it is twilight.			

Control Cave Troll	Range: 20	Duration: 5 mins	PW: 1
Target cave troll must resist or obey the caster's commands.			

Enforce Discipline	Range: 20	Duration: Instant	PW: 1
Target can resist. Target Uz who has disobeyed a legitimate order takes 2D through armour.			

Stiffen Moral	Range: 10 radius	Duration: 5 mins	PW: 1
Subordinates in radius gain +1D to resist Fear.			

Call Mace to Hand	Range: 30	Duration: Instant	PW: 1
Caster's mace returns to his hand.			
Hurl Mace	Range: 30	Duration: Instant	PW: 1
Caster can make a mace attack within the spell's range – the mace flies to hit the target.			
Rip Chaos	Range: 30	Duration: Instant	PW: 2
Target can resist. Target chaos creature takes L3 Physical.			
Cancel Chaos	Range: 30	Duration: 5 mins	PW: 1
Target can resist. One positive chaos feature at random is cancelled for the duration.			
Resist Chaos	Range: Self	Duration: 5 mins	PW: 1
Caster has +6 to resist chaos magic and spirits.			

### Kygor Litor

The main Uz religion. Included in the tradition are Korasting the Mother of Many, Jakaboom: the Dancer in Shadows, Jeset the Ferryman and Hombobobom: the Great Drummer. Worshipers are female trolls especially shamans.

Spirits: Ancestor Spirit, Darkness Spirit, Fear Spirit, Spirits of the Dead.

#### Integrated Spirits

Ancestral Protector	Range: Self	Duration: 15 mins per	PW: 1/per	AL: 3D
Gives the troll +6 resistance to spirit attacks.				
Sister of Darkness	Range: Self	Duration: 15 mins	PW: 1/per	HU: 3D
If the troll is in darkness or twilight s/he puts opponents at –3 to hit and has +3 to resist spells.				
Ancestral Guardian	Range: Self	Duration: 15 mins	PW: 1/per	PW: 18+
The troll has +3/3 armour.				
Resist Chaos Ancestor	Range: Self	Duration: 15 mins	PW: 1/per	Magical Ritual: Ex
Creatures of chaos are at –3 to hit the troll and deal –3 damage.				
Command Uz	Range: 20	Duration: 15 mins	PW: 1	Religion: Ex
Target Uz must resist or obey the commands of the caster.				

#### Spirit Spells

Free Ghost	Range: Touch.	5 minute difficult ritual.	PW: 1
This spell frees ghosts which are bound into an area. The ghost is allowed a resistance roll.			
Bind Ghost	Range: Touch.	5 minute difficult ritual.	PW: 3
This spell binds a spirit of the dead to a location as a ghost. The spirit is allowed a resistance roll.			
Summon Shade	Range: 5	5 minute difficult ritual.	PW: 3
Summons a shade to serve the caster for 15 mins.			
Lead Mace	Range: Touch.	Dur: 5 mins	PW: 1
The target blunt weapon is +2 to hit and +2 damage.			
Dark Eyes	Range: 10	Dur: 5 mins ritual.	PW: 3
The target may resist. The target loses Day Vision.			
Cowardice	Range: 10	Dur: 5 mins	PW: 1
The target may resist. The target has –2D Courage.			
Demoralise	Range: 10	Dur: 5 mins	PW: 1
The target may resist. The target must make a 2D Fear check.			
Spirit Sight	Range: Self	Dur: 5 mins	PW: 1
The caster can see spirits.			

Night Whisper Spirit	Range: 50	Dur: 5 mins	PW: 1
The caster can whisper to the target without anyone else hearing.			
Lead Foot	Range: 10	Dur: 5 mins	PW: 1
The target may resist. The target has -2 MA.			
Counter Chaos	Range: 10	Dur: 5 mins	PW: 1
The target may resist. Any bonus for the target chaos feature is negated.			
Day Vision	Range: 10	Dur: 15 mins	PW: 1
The target gains Day Vision.			
Gerak's Leap	Range: Self	Dur: 5 mins	PW: 1
The troll can jump an extra 8 squares.			
Stone Biter	Range: Self	Dur: 5 mins	PW: 1
The troll can chew through rock and has a C. Bite with +2 damage that can only be used on Mostali.			

### Xiola Umbar

The Uz goddess of healing and compassion.

Spirits: Healing Spirit, Darkness Spirit.

#### Integreted Spirits

Shield of Darkness	Range: Self	Duration: 15 mins	PW: 1	AL: 3D
The troll has +2/2 armour and all opponents are -2 to hit it. The square the troll occupies is in total darkness unless in direct sunlight when it is twilight.				
Evade Attack	Range: Self	Duration: 15 mins	PW: 2	PW: 18+
The caster gets an extra free parry or dodge against any attack – one per attack.				
Attract Attention	Range: Self	Duration: 15 mins	PW: 2	IQ: 18+
All enemies within 20 squares must resist or concentrate only on the caster. They may not attack anyone but her.				
Turn Blow	Range: Self	Duration: 15 mins	PW: 2	Religion: Ex
If the caster parries or dodges an attack then the attack automatically hits the attacker instead.				
Rally Trollkin	Range: 10 radius	Duration: 15 mins	PW: 2	CH: 18+
All trollkin within radius get +2D to Fear checks.				

#### Spirit Spells

Resist Magic	Range: Touch.	Dur: 5 mins	PW: 1
The target has +3 to resist magic.			
Summon Darkness	Range: 10	5 mins	PW: 2
Creates a block of total darkness 6 by 3 by 1.			
Heal Minor Wound	Range: Touch	Dur: Instant	PW: 1
Heals 2 hits and a minor wound inflicted in the last 5 mins.			
Guard	Range: Touch.	Dur: 5 mins	PW: 1
The target has +2/2 magic armour.			
Hide	Range: Touch	Dur: 5 mins.	PW: 1.
Enemies are -2 to hit the target and it has 2 max on hide rolls.			
Block Spirits	Range: Touch	Dur: 5 mins	PW: 1
The target has +3 to resist spirits.			
Command Shade	Range: 10	Dur: 5 mins	PW: 1
The target shade must resist or obey the caster.			

Couvade	Range: Touch	Dur: -	PW: 3
The target may resist. The target father suffers all the pain of childbirth (but no actual damage) and the mother experiences none (and no damage).			
Group Defence	Range: Self	Dur: 5 mins	PW: 3/per
Creates a spherical barrier 3 squares in radius around the caster. Each friend inside the barrier must use 1 temp PW per 3 PW the caster uses. Each 1 PW provided by others causes the barrier to deal 1 damage to enemies crossing it who fail to resist the caster's PW.			
Healing Trance	Range: Touch	Dur: 15 min difficult ritual	PW: 3
The caster and the target fall into a deep trance and must be cared for by others. The target heals any wound, or the effect of disease at 8 times the normal rate.			
Regrow	Range: Touch	Dur: 30 min difficult ritual	PW: 1p
The target mortal wound is healed.			
Comfort Song	Range: 20	Dur: 15 mins	PW: 1
Target suffers no adjDX penalty for wounds.			
Sooth Anger	Range: 20	Dur: 15 mins	PW: 1
Target has +2D on Caution rolls.			

### Zorak Zoran

The Uz god of hatred and destruction. It is usually worshipped by male Uz outside the mainstream of Uz society.

Spirits: Fear Spirit, Violence Spirit, Darkness Spirit, Hate Mostali Spirit, Hate Aldryami Spirit, Hate Human Spirit, Hate Dragonewt Spirit, Hate Chaos Spirit, Spirit of the Dead, Fire Spirit.

#### Integreted Spirits

Beserker Spirit	Range: Self	Duration: 5 mins/per	PW: 1/per	HU: 2D
The troll can go into a beserk rage. In this state it cannot parry and must move towards an enemy at full speed or attack an enemy each turn until no enemies are visible. Once no enemies are visible the character must attack nearest friend who is not a Zorak Zoran worshipper until no such friends or visible, the rage duration wears off, the character manages to roll 2D under IQ or the character is calmed by a Xiola Umbar member. Whilst beserk the troll has +8 ST, treats any wound as though it were a level lower, is immune to fear, gets +2 to hit and has +2 MA. These effects including the ST and resultant hits and the ignoring of wound states wear off with the beserk rage.				
Lead Guardian	Range: Self	Duration: 15 mins/per	PW: 1	ST: 20+
The troll has +2/2 magical armour.				
Fire Protector	Range: Self	Duration: 15 mins	PW: 1	PW: 18+
The troll has +8/8 armour against fire damage.				
Resist Chaos	Range: Self	Duration: 15 mins	PW: 1	Religion: Ex
Creatures of chaos are at -3 to hit the troll and deal -3 damage.				
Fight to the Death	Range: Self	Duration: 15 mins	PW: 1	CH: 16+
The caster is not disabled by mortal wounds or being reduced to 0 hits (though he suffers other effects as normal). He must be killed outright to be stopped.				

#### Spirit Spells

Lead Mace	Range: Touch.	5 mins	PW: 2
Target bashing weapon has +2 damage and +2 null.			
Summon Darkness	Range: 10	5 mins	PW: 2
Creates a block of total darkness 6 by 3 by 1.			
Fear	Range: 10	Instant	PW: 1
Target must resist or make a 3D fear check.			

Find Enemy	Range: 50	Dur: Instant	PW: 1
All enemies within range must resist or be detected.			
Blunting	Range: 10	Dur: 5 mins.	PW: 2
The target may resist or any sharp weapon s/he is using deals -2 damage and has -2 null (min 0),			
Suppress Mahome	Range: 10	Dur: Instant	PW: 1
The target fire up to the size of a campfire (1 radius) is extinguished.			
Flame Mace	Range: Touch	Dur: 5 mins	PW: 3
The target blunt weapon is surrounded in flames and deals L2 fire damage in addition to normal damage.			
Summon Mahome	Range: 10	Dur: Instant	PW: 1
The character ignites a fire up to the size of a campfire (radius 1, L1 fire damage) or a single flammable, non-living object such as a weapon haft or some clothing. If the item is being carried or worn the target may resist. If it is left burning it will need to resist breakage after 3 turns. Anyone wearing or holding the item will take L1 fire damage per turn until they get rid of it or put it out. To smother the flames requires an action and a 3D throw under adjDX if the object is in hand or 2D if it is on the ground.			
Command Ghost	Range: 10	Dur: 5 mins	PW: 1
The target ghost must resist or obey the caster.			
Command Shade	Range: 10	Dur: 5 mins	PW: 1
The target shade must resist or obey the caster.			
Bind Ghost	Range: Touch	Dur: 15 mins difficult ritual	PW: 5
The target spirit of the dead must resist or be bound as a ghost to a location.			
Animate Skeleton	Range: Touch	Dur: 15 mins v. difficult ritual	PW: 5
The target spirit of the dead must resist or be bound into a skeleton to become an animated skeleton which must serve the caster.			
Animate Zombie	Range: Touch	Dur: 15 mins v. difficult ritual	PW: 5
The target spirit of the dead must resist or be bound into a corpse to become a zombie which must serve the caster.			
Crushing Blow	Range: Self	Dur: 5 mins	PW: 1/per
For every 1 PW used the caster deals an extra 1 damage with a blunt weapon (max +6).			
Seal Wound	Range: Touch	Dur: 5 mins	PW: 3
Any damage dealt by the target blunt weapon cannot be healed by magic.			
Break Shield Wall	Range: Self	Dur: 5 mins	PW: 2
The caster can make a charge move through squares containing other figures unless they resist on ST. They are still allowed opportunity attacks but if they fail the ST roll they are knocked down 1 square to the side of the charge move.			
Break Weapon	Range: Touch	Dur: 5 mins	PW: 2
The caster's blunt weapon makes any weapon used to parry it save at -2 or break.			
Enchant Lead	Range: Touch	Dur: 6 hour vdiff ritual	PW: 1p
Enchants a lead weapon or set of armour.			
Hate Light	Range: Self	Dur: 5 mins	PW: 1
Caster suffers no penalty in daylight.			
Blind Foe	Range: 20	Dur: 5 mins	PW: 3
Target must resist or be blind for the duration.			
Dark Might	Range: Self	Dur: 5 mins	PW: 2
If in darkness the caster has +6 ST.			
Hate Sky	Range: Self	Dur: 5 mins	PW: 2
Caster deals +2 damage and has +2 max against fire or sky cultists.			

Conquer Demon	Range: Self	Dur: 5 mins	PW: 2
Caster has +2 max and +2 damage against otherworld entities and can damage them even if they are not damaged by a type of attack.			

Crushing Pain	Range: 20	Dur: Instant	PW: 2
Target must resist or take L2 Physical.			

## SPIRITS

Spirits have only two stats IQ and PW. They live on the spirit plane and can usually only interact with creatures there e.g. disincorporate shamans, fetches. A few spirits, called Ghosts, are able to appear and act in the Real Plane or the Godplane. Spirits which are controlled by a shaman either as a fetch can appear and act in the Real or Godplane. Spirits do not have personality traits, are immune to fear and act according to their nature. Some spirits have variable PW and/or IQ. Roll 1D100 on the following table to determine their PW or IQ: When bound spirits are ordered to attack a target it must be within 20 squares of the caster.

Roll	PW/IQ
01-20	1D
21-70	2D
71-90	3D
91-97	4D
98-99	5D
100	6D

Type	IQ	PW	MA
Allied Spirit	10	12	Varies
Special	An allied spirit can 'see' active magic and spirits. It is in mindlink with its master within 1 km who can use its temporary PW for magic.		
Notes	The MA of an allied spirit depends on the creature or object it inhabits. It gains PW and IQ from its master.		

Type	IQ	PW	MA
Fetch	8	1	10
Special	A fetch can 'see' active magic and spirits. It is in mindlink within 1 km of its master who can use its temporary PW for magic. It can use spirit combat and if it wins can have dominant possession but it uses 1 temporary PW per hour to maintain it and cannot regain PW whilst possessing a victim.		
Notes	Fetches gain IQ and PW from their master.		

Type	IQ	PW	MA
Disease Spirit	8	Variable	10
Special	A disease spirit uses Hidden Possession. The victim is infected with the disease that the spirit carries. Anyone who touches the victim will be attacked by a disease spirit 6 PW weaker and may in turn get a hidden disease. Once a day someone possessed by a disease spirit must resist its PW +2D using ST+TO+2D or lose 1 point of the STAT the disease targets. If the STAT reaches 0 the victim dies. The STAT cannot be regained until the spirit is driven out at which point it recovers at 1 per week but each 5 temporary loss causes 1 permanent. Some magic also heals disease damage, Most diseases have other symptoms too.		

Notes	<p>A bound disease spirit can be ordered to attempt to use hidden possession on a target. If it fails it returns to the spirit plane. The following disease spirits can be summoned to attack animals:</p> <p>Wasting: the victim becomes pale, listless and is easily tired. If the disease is active that day the victim is at -4 to all action involving physical activity. Attacks ST.</p> <p>Brain Fever: the victim has a temperature and if the disease has caused IQ drain that day incapacitated. Attacks IQ.</p> <p>Soul Waste: the victim is despairing and fearful suffering a 1D penalty on fear checks. Attacks PW.</p> <p>Creeping Chills: the victim feels cold and constantly seeks heat. When the disease is active the victim is at -4 to all actions unless kept very warm. Attacks Total Hits.</p> <p>The Shakes: the victim trembles uncontrollably. When the disease is active the victim is at -4 to all actions involving precise movement. Attacks DX.</p> <p>Black Boils: the victim is covered in evil-smelling black pustules. If the disease is active that day the stench and running sores put all social skills at a 2D penalty. Attacks CH.</p> <p>Blood Lung: the victim coughs up blood. If the disease is active that day the victim must roll 2D under hits to engage in physical activity or be incapacitated by a coughing fit. Attacks total hits.</p> <p>The disease spirits that afflict plants (such as Aldryami) are:</p> <p>Leaf Rot: the leaves of the plant go brown and begin to rot. If the disease is active that day the victim is at -4 to all action involving physical activity. Attacks ST.</p> <p>Spirit Waste: the victim is despairing and fearful suffering a 1D penalty on fear checks. Attacks PW.</p> <p>Stem Weakness: The victim loses the ability to stand straight and gradually droops to the ground. When the disease is active the victim is at -4 to all actions unless kept off the ground Attacks Total Hits.</p>
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Type	IQ	PW	MA
Plague Spirit	8	Variable	10
Special	A plague spirit is a special class of disease spirit which attacks its target STAT every hour rather than every day.		

Type	IQ	PW	MA
Healing Spirit	8	Variable	10
Special	A bound healing spirit can be commanded to attack a disease spirit possessing a victim in Spirit Combat. If it succeeds the disease spirit must return to the spirit plane. The healing spirit will return to the spirit plane whether it succeeds or not.		

Type	IQ	PW	MA
Violence Spirit	8	Variable	10
Special	A violence spirit uses Hidden Possession. Whilst possessed the victim will gain the Aggressive disadvantage and have a bonus to CH for Fear checks equal to half the spirit's PW.		

Type	IQ	PW	MA
Pain Spirit	8	Variable	10
Special	A pain spirit uses hidden possession. Whilst possessed the victim will have a penalty to all actions equal to 1/10 of the spirit's PW due to constant pain.		

Type	IQ	PW	MA
Hatred Spirit	8	Variable	10
Special	A hatred spirit uses hidden possession. Whilst possessed the victim will gain the disadvantage Hatred against the thing or creature that the spirit hates.		

Type	IQ	PW	MA
Fear Spirit	8	Variable	10
Special	A fear spirit uses hidden possession. Whilst possessed the victim will have the Cowardly disadvantage.		

Type	IQ	PW	MA
Love Spirit	8	Variable	10
Special	A love spirit uses hidden possession. Whilst possessed the victim will have the Love disadvantage against the first target s/he sees of the correct race and gender which succeeds in a roll of CH + ½ spirits PW + 10 if appearance (attractive) or less on 3D.		

Type	IQ	PW	MA
Lust Spirit	8	Variable	10
Special	A lust spirit is a servant of Thed goddess of rape and uses hidden possession. Gives the victim the Lustful disadvantage with the added penalty that each if s/he goes 1 day without sex s/he must roll 1D under CH or use force adding 1D to the difficulty of the save each day.		

Type	IQ	PW	MA
Madness Spirit	8	Variable	10
Special	<p>A madness spirit uses hidden possession. Whilst possessed the victim has a particular type of madness. Every 15 minutes the victim must resist the spirit's PW with IQ or act according to the effects of the madness.</p> <p>Paranoia Spirit: move so no friends to rear. Look out only for self and don't help friends.            Catatonia Spirit: lapse into a catatonic state falling to the floor and rocking unless attacked in which case recover till the next roll.            Delusion Spirit: attack nearest friend until friend is downed then act normally.            Confusion Spirit: choose combat target at random until downed then choose a new random target.            Mania Spirit: +8 ST, +4 MA, -2 to all skills.            Depression Spirit: -1 action on all STATs (min 1).            Compulsion Spirit: engage in repetitive compulsive activity unless attacked in which case defend self until attack ceases and then return to compulsive activity.</p>		

Type	IQ	PW	MA
Lunar Spirit	Variable	Variable and subject to the lunar cycle	10
Special	A lunar spirit is like a power spirit but with PW dependant on the Lunar cycle.		

Type	IQ	PW	MA
Power Spirit	0	Variable	0
Special	A bound power spirit is in mindlink to its master who can use its temporary PW for spells. The spirit cannot regain PW whilst bound unless bound into a power crystal and escapes when reduced to 0 PW. If it is attacked in spirit combat and wins it steals 1 permanent PW from its attacker.		

Type	IQ	PW	MA
Chaos Spirit	8	Variable	10
Special	<p>A chaos spirit uses hidden possession. There are two types: positive and negative. Whilst possessed the victim has a random positive or negative chaos feature as appropriate and will detect as chaotic (for 1 hour). Only one chaos spirit can possess a victim at once and a second chaos spirit will attack another in spirit combat. If attacked in spirit combat a victorious chaos spirit causes dominant possession of its attacker and then acts in a bizarre and unpredictable manner. When a figure gains a chaos feature roll 1D and if the result is equal to or less than the number of features s/he is transformed into a broo. Casting any spell involving a chaos spirit is chaotic.</p>		

Type	IQ	PW	MA
Law Spirit	8	Variable	10
Special	A law spirit can attack a chaos spirit in spirit combat and destroy it if it wins removing any chaos feature it produces. It can use hidden possession on a chaos creature to suppress one of its chaos features. If attacked in spirit combat it steals 1 permanent PW if it wins.		

Type	IQ	PW	MA
Ancestor Spirit	Variable	Variable	10
Special	<p>An ancestor spirit cannot be bound. Instead when it is summoned a descendent can ask it for aid by sacrificing 1 permanent PW to it for each 10 PW it has and performing a vdfif ritual taking 4 hours to gain its help. Once the support of the ancestor is gained it can be called on at any time by sacrificing 1 temporary PW and taking a spell casting action. The spirit will aid its descendent for 15 minutes. The ancestor spirit will know one of their traditions spirit spells for every 4 IQ it has and can cast these to help its descendent. The ancestor can also attack the descendents enemies. This attack is like a hidden possession that puts the target at -2 to all actions and forces a 3D Fear check. An ancestor can also possess its descendent in order to let the descendent speak with ancestral knowledge. The ancestor can engage other spirits which are not possessing a target in spirit combat and drive them off if it wins. If attacked by an embodied target which is then defeated the ancestor takes 1 permanent PW from the attacker.</p>		

Type	IQ	PW	MA
Creature Spirit	As the creature	Variable	10
Special	<p>A bound animal spirit possesses 1 trait and one skill appropriate to its type. The trait has a value equal to the spirit's PW/10 D and the skill is +1 for a PW of 15+, +2 for 20+ and +3 for 25+. Lower PW spirits can only make the character S if not so already. A bound spirit can be commanded to take hidden possession of its master who for the next hour has the skill and the trait. If attacked by an embodied target which is then defeated the spirit takes 1 permanent PW from the attacker. Alternatively an animal spirit can be used like a power spirit but is lost when half its PW is used. Example spirits:</p> <p>Bird (Cautious, Scan)            Bull (Courage, Foraging)            Dog (Courage, Tracking)            Herd Beast (Cautious, Foraging)            Horse Spirit (Cautious, Running)            Insect (Ancestral Loyalty, Foraging)            Jackal (Cunning, Outdoor Living)            Lion (Courage, Sneak)            Plant (Song of Aldrya, Plant)            Seal (Cautious, Swimming)            Spider (Hunger, Climb)            Tusker (Violence, 1H Spear)            White Bear (Courage, Tracking)            Wolf (Cunning, Tracking)</p>		

Type	IQ	PW	MA
Elemental Spirit	8	Variable	10
Special	<p>A bound elemental spirit can be commanded to use hidden possession on its master. The possession lasts 1 hour and gives certain bonuses depending on type:</p> <p>Darkness (Darksense, Nightvision, opponents without Darksense or Nighvision at – ¼ PW to hit)            Wind (Cold Resistance, can fly with MA equal to ½ PW in no armour)            Fire (Heat Resistance, deal L1 fire damage per 10 PW or part thereof fire damage to opponents in HTH)            Star (Nightvision, add ¼ PW to hits)            Earth (Add ¼ PW to hits and add 1/5 PW/ 1/6 PW to armour)            Ice (Cold resistance, add 1/5 PW/ 1/6 PW to armour)            Water (Breathe Underwater, opponents at –1/4 PW to hit)</p>		

Type	IQ	PW	MA
Spirit of the Dead	As in life	As in life	10
Special	<p>Can only be summoned over the corpse it belonged to. Usually if bound it can be persuaded to answer some questions before departing. Some magic can bind it into the corpse as an undead. Can't be used on a corpse which has had the correct funeral ritual of their religion.</p>		

Type	IQ	PW	MA
Krashtide	8	Variable	10
Special	Can use spirit combat and if it wins can steal 1 permanent PW from its victim.		
Notes	Servants of Krasht. Casting any spell involving a Krashtide is Chaotic.		

Type	IQ	PW	MA
Messenger Spirit	10	Variable	10
Special	When commanded can carry a message to any known target.		
Notes	Servants of Argan Argar.		

Type	IQ	PW	MA
Gullible Spirit	10	Variable	10
Special	Uses hidden possession. The victim loses 1D Cunning (can become negative ) for every 10 PW or fraction thereof of the spirit.		
Notes	Servants of Gark the Calm.		

## OTHERWORLD ENTITIES

These are creatures which may be encountered on the Godplane or are summoned by magic. They do not make fear checks.

Personality Trait	Description
Service (SE)	The degree to which the creature serves a greater power such as a deity or its summoner
Independence (IN)	The degree to which the creature is capable of independent action.

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Certamus	20	26	16	25	20	10 or 24 Flying	4D	2D
Armour	Celestial Armour 12/10, Celestial Shield (Pts14 CV3 p14)		Special		DV NV I(Po) R(Fi) R(Co) R(De) PSk(Ex) Msk(Ex)			
Attacks	1H Long Thrusting Spear (ST12 1+5 n3 r3 m14 p7, Gold, +3 damage +3 null +2 max, Fire L2), Composite Bow (ST20 2+1 n5 r10 m14 ROF-2) EX.							
Notes	This is servant of the Celestial Pantheon.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lesser Salamander	6	10	6	8	6	8 Flying	1D	0
Armour	None		Special	IR I(He) I(EI) I(De) I(Po) I(Ac) EN(0) DR(½) Double damage from Water PSk(VS).				
Attacks	Touch (m16 L1 Fire), Move Through (L1 Fire), VS							
Notes	A salamander is a servant of the gods of fire							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Salamander	20	14	8	14	8	10 Flying	1D	0
Armour	None		Special	IR I(He) I(EI) I(De) I(Po) I(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	SE	IN
Greater Salamander	30	14	9	16	9	11 Flying	2D	1D
Armour	None		Special	IR I(He) I(EI) I(De) I(Po) I(Ac) EN(0) DR(½) Double damage from Water. 4sq. PSk(VS)				
Attacks	Touch (m16 L3 Fire), Move Through (L3 Fire), VS							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lesser Ice Elemental	6	10	6	8	6	8 Flying	1D	0
Armour	None		Special	IR I(Co) I(EI) I(De) I(Po) EN(0) DR(½) Double damage from Fire PSk(VS)				
Attacks	Touch (m16 L1 Cold), Move Through (L1 Cold), VS							
Notes	An ice elemental is a servant of the gods of cold.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Ice Elemental	20	14	8	14	8	10 Flying	1D	0
Armour	None		Special	IR I(Co) I(EI) I(De) I(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	SE	IN
Greater Ice Elemental	30	14	9	16	9	11 Flying	2D	1D
Armour	None		Special	IR I(Co) I(EI) I(De) I(Po) EN(0) DR(½) Double damage from Fire. 4sq. PSk(VS)				
Attacks	Touch (m14 L3 Cold), Move Through (L3 Cold), VS							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lesser Sylph	12	12	6	8	6	10 Flying	0	0
Armour	None		Special		IR I(Co) I(EI) I(De) I(Po) I(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	A sylph is a servant of the gods of air.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Sylph	16	15	8	14	8	14 Flying	1D	1D
Armour	None		Special		IR I(Co) I(EI) I(De) I(Po) I(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	SE	IN
Greater Sylph	18	16	9	16	9	16 Flying	1D	2D
Armour	None	Special	IR I(Co) I(EI) I(De) I(Po) I(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							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lesser Gnome	20	9	6	8	6	5	1D	0
Armour	6/5	Special	IR I(Ea) I(De) I(Po) EN(0) DR(½) Double damage from Air. PSk(VS)					
Attacks	Touch (m16 L1 Earth), Move Through (L1 Earth), VS							
Notes	A Gnome is a servant of the gods of the earth.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Gnome	28	11	8	14	8	7	1D	0
Armour	10/9	Special	IR I(Ea) I(De) I(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	SE	IN
Greater Gnome	32	12	9	16	9	8	2D	1D
Armour	12/11	Special	IR I(Ea) I(De) I(Po) DR(½) Double damage from Air. 4sq. PSk(VS)					
Attacks	Touch (m16 L3 Earth), Move Through (L3 Earth), VS							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lesser Undine	16	12	6	8	6	10 Swimming	1D	0
Armour	None		Special		SO I(He) I(Wa) I(De) I(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	An Undine is a servant of the gods of water.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Undine	20	15	8	14	8	14 Swimming	1D	0
Armour	None		Special		SO I(He) I(Wa) I(De) I(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	SE	IN
Greater Undine	22	16	9	16	9	16 Swimming	1D	0
Armour	None		Special		SO I(He) I(Wa) I(De) I(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							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lesser Lucifer	6	10	6	8	6	8 Flying	1D	0
Armour	None		Special		IR I(He) I(EI) I(De) I(Po) I(Ac) EN(0) DR(½) PSk(VS)			
Attacks	Touch (m16 Blinding 2D), Move Through (Blinding 2D), VS							
Notes	A lucifer is a servant of the gods of light.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lucipher	20	14	8	14	8	10 Flying	2D	1D
Armour	None		Special		IR I(He) I(EI) I(De) I(Po) I(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	SE	IN
Greater Lucipher	30	14	9	16	9	11 Flying	3D	2D
Armour	None		Special		IR I(He) I(EI) I(De) I(Po) I(Ac) EN(0) DR(½) 4sq PSk(VS)			
Attacks	Touch (m16 Blinding 4D), Move Through (Blinding 4D), VS							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lesser Shade	6	10	6	8	6	8 Flying	8	4
Armour	None		Special		IR I(Co) I(EI) I(De) I(Po) I(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	A shade is a servant of the gods of darkness.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Shade	20	14	8	14	8	10 Flying	12	8
Armour	None		Special		IR I(Co) I(EI) I(De) I(Po) I(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	SE	IN
Greater Shade	30	14	9	16	9	11 Flying	16	12
Armour	None		Special		IR I(Co) I(EI) I(De) I(Po) I(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							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lesser Lune	6	10	6	8	6	8 Flying	1D	0
Armour	None		Special		IR I(Co) I(EI) I(De) I(Po) I(Ac) I(Ai) EN(0) DR(½) PSk(VS). ST and PW subject to Lunar Cycle.			
Attacks	Touch (m16 L1 Lunar, Paralysis 2D PW), Move Through (L1 Lunar, Paralysis 2D PW), VS							
Notes	A shade is a servant of the gods of darkness.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Lune	20	14	8	14	8	10 Flying	2D	0
Armour	None		Special		IR I(Co) I(EI) I(De) I(Po) I(Ac) I(Ai) EN(0) DR(½) PSk(VS). 4sq. ST and PW subject to Lunar Cycle.			
Attacks	Touch (m16 L2 Lunar, Paralysis 2D+2 PW), Move Through (L2 Lunar, Paralysis 2D+2 PW), VS							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Greater Lune	30	14	9	16	9	11 Flying	3D	1D
Armour	None		Special		IR I(Co) I(EI) I(De) I(Po) I(Ac) I(Ai) EN(0) DR(½) PSk(VS). 4sq. ST and PW subject to Lunar Cycle.			
Attacks	Touch (m16 L3 Lunar, Paralysis 3D PW), Move Through (L3 Lunar, Paralysis 3D PW), VS							
Notes	As above but more powerful.							

Type	ST	DX	IQ	PW	CH	MA	SE	IN
Vecor	24	24	15	28	18	10	4D	2D
Armour	Red Lunar Armour 12/10, Lunar Shield (Pts14 CV3 Par 15)		Special		DV NV I(Po) I(De) DR(½) Psk(Ex) MSk(VS) ST and PW subject to Lunar Cycle.			
Attacks	Scimitar (ST12 1+5 m17 p9, Silver, +3 max +3 null, L2 Lunar in addition), EX.							
Notes	This is servant of the Lunar Pantheon.							

## UNDEAD

Undead are corpses animated by magic. The magic used traps a spirit in the body. The abilities shown are typical but are related to the size of the corpse. Undead do not have personalities but act according to their type – skeletons and zombies obey orders and ghouls seek to eat corpses. They have the IQ and PW of the spirit trapped in them but are essentially automatons and don't use the IQ of the spirit which is often driven mad in any case by being trapped in a corpse.

Type	ST	DX	IQ	PW	MA
Small Skeleton	8	11	7	8	7/5
Armour	Armour Skill 3.		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 durulz or trollkin animated by magic. A skeleton may be equipped by its owner or may possess weapons and equipment.				

Type	ST	DX	IQ	PW	MA
Lesser Skeleton	12	13	10	10	8/6
Armour	Armour Skill 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 1-1 m14), Weapon VS				
Notes	A lesser skeleton is a medium sized set of animated humanoid bones such as those of a female human or mostali animated by magic. A skeleton may be equipped by its owner or may possess weapons and equipment.				

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

Type	ST	DX	IQ	PW	MA
Large Skeleton	19	13	10	10	8/6
Armour	Armour Skill 9.		Special	DV NV T(-4) R(Fi) R(Co) CO FE(2) I(Spears, Daggers, Thrusting Swords, Arrows ignored on 1-7 on 1D) PSk(VS)	
Attacks	2Claws (ST8 2-2 m13), Weapon VS				
Notes	A greater skeleton is a large set of animated humanoid such as a dark troll.				

Type	ST	DX	IQ	PW	MA
Small Zombie	10	9	7	7	6
Armour	2/2 and Armour Skill 3.			Special	DV NV TO(4) R(Fi) R(Co) CO FE(2) PSk(S)
Attacks	Bash (ST12 1-2 n2 m11), Bashing Weapon or Mace S				
Notes	A zombie is a small humanoid corpse such as that of a trollkin animated by magic. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon.				

Type	ST	DX	IQ	PW	MA
Lesser Zombie	14	9	10	10	6
Armour	2/2 and Armour Skill 5.			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 zombie is a small humanoid corpse such as that of human female animated by magic. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon.				

Type	ST	DX	IQ	PW	MA
Zombie	24	9	10	10	6
Armour	2/2 and Armour Skill 5.			Special	DV NV TO(4) R(Fi) R(Co) CO FE(1D) 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 human male animated by magic. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon.				

Type	ST	DX	IQ	PW	MA
Greater Zombie	36	9	10	10	6
Armour	3/3 and Armour Skill 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 dark troll animated by magic. A zombie may be equipped by its owner or may possess weapons and equipment. A zombie is S with any bashing weapon.				

Type	ST	DX	IQ	PW	MA
Ghoul	15	15	10	10	10
Armour	3/3		Special	NV IV T(4) 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 is a corpse animated by a ghoul spirit. They feed on corpses and can regain hits by eating (1 hit/2ST eaten).				

## MAGICAL ITEMS

These magical items found in Glorantha are left over from the godtime and can be found in the godplane or the normal world.

### Magic Crystals

These are made from the blood of gods. They are generally used by attuning them. To attune a crystal resist the PW of the crystal with PW. This can only be attempted once per day. Unpowered crystals do not need to be attuned. A character can use only have one crystal of a particular type and the total PW of the crystals cannot exceed the owner's PW. An exception is where an unpowered crystal is used as a store for a bound spirit. This does not count as the character's unpowered crystal and the character can have 5 PW of bound spirits in crystals for every 1 PW s/he has.

D100	Type	Description
01-04	Chaotic	Roll two abilities on 2D. Anyone who attunes the crystal will detect as chaotic and on a roll of 1 on 1D get a chaotic feature. If they get a feature roll 1D equal to or under total features to turn into a broo.
05-07	Healing Focussing	PW 1D/2. Any healing spell or attribute cast by the owner heals extra hits equal to the PW of the crystal.
08-09	Sensitivity	PW 1D/2. Any spell or attribute which involves detection or perception has its PW cost reduced by the crystal's PW.
10-12	Power Enhancing	PW 1D. This crystal has PW which the owner can use as temporary PW. It regains PW itself.
13-14	Spell Reinforcing	PW 1D. The crystal's power is added to the caster's temporary PW for resistance rolls when attacking with magic.
15-16	Spell Resisting	PW 1D. The crystal's power is added to the caster's temporary PW for resistance rolls when attacked with magic.
17-18	Spirit Supporting	PW 1D. Adds to the caster's temporary PW when making rolls in spirit combat.
19-25	Flawed	Roll again for type but there is a disadvantage associated with the crystal.
26-30	Combination	Roll for two types and combine. The PW is totalled for attuning.
31-70	Unpowered	PW 1D. The crystal stores PW but must be refilled by its owner. It can also hold a bound spirit up to its PW.
71-90	Unpowered	PW 2D. The crystal stores PW but must be refilled by its owner. It can also hold a bound spirit up to its PW.
91-95	Unpowered	PW 3D. The crystal stores PW but must be refilled by its owner. It can also hold a bound spirit up to its PW.
96-00	Power Enhancing	PW 2D. This crystal has PW which the owner can use as temporary PW. It regains PW itself.

## Truestone

Truestone is a very rare piece of the spike. It comes in two types. Blank truestone can be set when found. Up to 6 characters who can touch the stone simultaneously can cast any theist attribute into the stone (all power use rules apply) and attributes must be used one after another with no pauses. The stone then contains those attributes and whoever holds the stone can use them once. The stone is then fixed and can only be refilled with exactly those attributes at exactly the same PW cost. To refill a stone requires touching the stone and casting the attribute. Most stones found are already set with a group of attributes.

## Spirit Spell Matrixes

A shaman can create a spirit spell matrix by casting a spirit spell into a fetish and sacrificing 1 permanent PW during a 3 hour v. difficult ritual. The spell can then be used by anyone who hold the fetish. Using fetishes belonging to other religions is often considered sacrilegious but some religions (such as Lunars) are unconcerned by this.

## Potions and Ointments

Poison and antidote potions are relatively common as are those that help in the treatment of wounds or diseases. Rare potions produced by unique processes or gained on heroquests provide stat bonuses or instant healing for example.

## Sorcery Items

Some sorcery spells create magical items but they are rare and produced for special purposes. Mass production of magical items ended with destruction of the God Learners and anything they produced is hated and feared.

## Unique Magical Items

Powerful magical items are not manufactured. They are either left over from the godtime or found in the godtime on heroquests. They have a variety of powerful abilities but each is unique.