

## Kotothi Creatures

Athach				Shurikal			
<b>AHP</b>	70	<b>OCV</b>	22	<b>DCV</b>	2	<b>NWI</b>	+2
<b>S</b>	125(+5)	<b>St</b>	60(+3)	<b>D</b>	4(-1)	<b>A</b>	5(-1)
<b>MR</b>	11	<b>NAV</b>	1	<b>C</b>	95(+4)	<b>NF</b>	1D2*
<b>EnL</b>	111	<b>DTV</b>	-8*	<b>CDF</b>	7	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	10	<b>INT</b>	4
		<b>PR</b>	14	<b>SIZE</b>	10	<b>HC</b>	78%

**Appearance** – The Athach is a humanoid creature with an average height of 30 feet. He is heavily muscled and covered in light fur over the majority of his upper body. His eyes are small and dark. His teeth are long, pointed daggers in a pronounced jaw. The most pronounced feature of its face is its long, pendulous nose.

**Special** – Athach have extremely poor eyesight. The listed NWI above reflects this. He is not affected by Night or Obscured vision because his vision is always obscured. The Athach's primary sense is its sense of smell. It is extremely acute. They have been known to hear a footstep in soft grass at a range of sixty feet. They also have very good hearing.

Giants of this kind throw large stones in attacking their prey. They prefer to pepper the area extensively before closing (especially when the force attacked outnumbered them). The average boulder they select to throw weighs on average 30 pounds, i.e. 20-40 pounds. See the relevant section for the affect of impact.

Baobhan Sith				Paitco Sith, Angueline			
<b>AHP</b>	16	<b>OCV</b>	7(14)*	<b>DCV</b>	6(10)	<b>NWI</b>	0(-4)*
<b>S</b>	35(+2)	<b>St</b>	20(+1)	<b>D</b>	18(+1)	<b>A</b>	36(+2)
<b>MR</b>	10(28)	<b>NAV</b>	2	<b>C</b>	9	<b>NF</b>	1D3*
<b>EnL</b>	45	<b>DTV</b>	-2	<b>CDF</b>	4	<b>CL</b>	NA
<b>SS</b>	Nocturnal Parasite			<b>MDV</b>	9	<b>INT</b>	6
		<b>PR</b>	2	<b>SIZE</b>	2	<b>HC</b>	15%

\*Values in ( ) apply when attacking fascinated targets.

**Appearance** – They appear as tall Faerry with bat wings. All are females with pale skin and ruddy cheeks. They are extremely beautiful and commonly dress in diaphanous white or green garments.

**Special** – Baobhan Sith are winged flyers. They have the common knowledge of Faerry and Vampiric powers as specified for Akhharu, Lamia. They cannot take mist form. Any hit scored on them by an Iron weapon banishes them. If it scores enough damage to kill, the woman dies. No person that is affected by their powers can attack them for any reason. In using their vampiric power they drain blood until sated then kill the man if he is

still alive. They only keep a victim alive after their attack if they have a special reason to do so.

Beithir				Nebeth			
<b>AHP</b>	35	<b>OCV</b>	10	<b>DCV</b>	4(10)	<b>NWI</b>	-2
<b>S</b>	26(+1)	<b>St</b>	42(+2)	<b>D</b>	12	<b>A</b>	20(+1)
<b>MR</b>	9(36)	<b>NAV</b>	2	<b>C</b>	72(+3)	<b>NF</b>	1D2*
<b>EnL</b>	88	<b>DTV</b>	-6*	<b>CDF</b>	7	<b>CL</b>	NA
<b>SS</b>	Inter. Carnivore			<b>MDV</b>	12	<b>INT</b>	4
		<b>PR</b>	10	<b>SIZE</b>	2	<b>HC</b>	57%

**Appearance** – The Beithir is a sleek, oily serpent 9–10 feet in length. At the apex of a triangle whose base is formed by its eyes it has a scintillating blue gem. Its eyes are featureless, black coals. Its hide is oily black leather with streaks of red.

**Special** – Beithir are strong swimmers. They are totally immune to Lightning, Heat and Cold. Fire scores 50% damage (RD). All Beithir are capable of projecting Lightning Swarms at MEL6/EL3.

These serpents tirelessly hunt Elder and Sidh forces of the water. When battling a Peist, they fight with Uncontrollable Battle Fury. The only such force they do not attack are Asrai. They flee any encounter with these ladies.

The hide of the Beithir has a value of AHP/5 (RD) Silver Coins. Its jewel is worth AHP/2 Gold for its value in permanent magic. (The lightning comes from the jewel).

Border Redcap				Otthinar			
<b>AHP</b>	25	<b>OCV</b>	8	<b>DCV</b>	7	<b>NWI</b>	-4
<b>S</b>	42(+2)	<b>St</b>	28(+1)	<b>D</b>	19(+1)	<b>A</b>	16(+1)
<b>MR</b>	20	<b>NAV</b>	2	<b>C</b>	30(+1)	<b>NF</b>	1
<b>EnL</b>	66	<b>DTV</b>	-3*	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	6	<b>INT</b>	6
		<b>PR</b>	4	<b>SIZE</b>	2	<b>HC</b>	29%

**Appearance** – The Redcap is an anti-social, solitary creature that merges the worst features of Troll and Goblin appearance. They are six to seven feet tall and commonly found in deserted fens, ravines and other lonely places. They result from rare "assignments" between goblin rapists and troll women. Their cap is red because it is dipped in the blood of those they slay.

**Special** – Redcaps are cunning, insatiable killers. They possess an MEL6/EL3 Delusion power. Anyone affected is unaware of the Redcap until AFTER it attacks. The resulting attack uses the -35 modifier for attacking an unaware target from the rear. Redcaps commonly use a banded club. They have EL1D6+2 with the weapon. The club has a +1 WSB.

Bugbear				Gywn Ap Nudd, Otthinar			
<b>AHP</b>	15	<b>OCV</b>	5	<b>DCV</b>	3	<b>NWI</b>	-2
<b>S</b>	24(+1)	<b>St</b>	20(+1)	<b>D</b>	10	<b>A</b>	8
<b>MR</b>	11	<b>NAV</b>	1	<b>C</b>	16(+1)	<b>NF</b>	1D3*
<b>EnL</b>	41	<b>DTV</b>	-2*	<b>CDF</b>	2	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	3	<b>INT</b>	5
		<b>PR</b>	4	<b>SIZE</b>	2	<b>HC</b>	18%

**Appearance** - Bugbears are the result of union between a goblin and a bear. They are furry beasts four to five feet in height whose appearance merges the worst of Ursoid and goblin. Their most common garment is a ragged, filthy loincloth.

**Special** - Bugbears have a good sense of smell. They may use that sense as an EL2 Tracking spell in following the trail of an enemy. They are commonly found in association with Goblins. Rare is the Goblin hill that does not have a few in residence. Their service as guards and trackers is invaluable. The preferred weapon of Bugbears is a club.

Chimeara				Kototh			
<b>AHP</b>	40	<b>OCV</b>	11	<b>DCV</b>	6(8)	<b>NWI</b>	-1/-4/0*
<b>S</b>	48(+2)	<b>St</b>	30(+1)	<b>D</b>	14	<b>A</b>	20(+1)
<b>MR</b>	16(30)	<b>NAV</b>	2	<b>C</b>	82(+4)	<b>NF</b>	1
<b>EnL</b>	98	<b>DTV</b>	-6*	<b>CDF</b>	7	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	12	<b>INT</b>	4
		<b>PR</b>	10	<b>SIZE</b>	3	<b>HC</b>	56%

\*The NWI applies to Goat/Lion/Serpent order.

**Appearance** - The Chimaera's appearance is akin to the Chimana. Instead of the human element it has the head and neck of a Goat growing from its right side. On the average it is 4 feet at the shoulder and about 5 feet at the top of the Goat head.

**Special** - The Goat head of a Chimeara breathes fire in any direction (MEL6/EL3 Fireball). The serpent head has 8 doses of BL3 Death Poison per encounter. The attacks allowed are the same as for Chimana. Except for fire use the goat head can only attack those on the Chimaera's right flank.

Chimeara are immune to Fire Powers and Storm Powers. They are wing less but fly because of their connection to the storm. NOTE - In Mythology the Chimeara was the child of Typhon, a titan storm god. In the Powers and Perils mythos they are the creation of Utgard Geror. They never attack the giants who serve him and can be found living with Mountain and Storm Giants.

Cuca				Kotar1, Kotan			
<b>AHP</b>	16	<b>OCV</b>	4	<b>DCV</b>	4(6)	<b>NWI</b>	-5
<b>S</b>	14	<b>St</b>	10	<b>D</b>	16(+1)	<b>A</b>	11
<b>MR</b>	10(20)	<b>NAV</b>	1	<b>C</b>	40(+2)	<b>NF</b>	1-9 1 10 1D6
<b>EnL</b>	76	<b>DTV</b>	-2	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	14	<b>INT</b>	6
<b>MEL</b>	6	<b>PR</b>	4	<b>SIZE</b>	2	<b>HC</b>	25%

**Appearance** - The basic form of the woman is human. Her body is scaled and she has the powerful, toothy jaws of the crocodile. She revels in slaughtering innocent life, especially children.

**Special** - Cuca generally dwell in fens, lakes and rivers. They commonly live underwater and surface when a chance to kill comes along. All use Elder magic at MEL6/EL3. When more than one is encountered, one is a Queen.

Cuca Queen				Kotar1, Kotan			
<b>AHP</b>	24	<b>OCV</b>	6	<b>DCV</b>	6(8)	<b>NWI</b>	-7
<b>S</b>	21(+1)	<b>St</b>	15	<b>D</b>	24(+1)	<b>A</b>	17(+1)
<b>MR</b>	11(22)	<b>NAV</b>	2	<b>C</b>	60(+3)	<b>NF</b>	1
<b>EnL</b>	109	<b>DTV</b>	-3	<b>CDF</b>	6	<b>CL</b>	1
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	22	<b>INT</b>	7
<b>MEL</b>	12	<b>PR</b>	6	<b>SIZE</b>	2	<b>HC</b>	25%

The Cuca Queen is capable of adopting a completely human appearance without magic. While human her NWI is +2. She uses Elder and General magic at MEL8/EL4. They can also use 1D3 Chaos spells at EL2. Finally, a Queen has a CL of 1 and is capable of Lower World Travel. In their true form these women speak the Kotothi tongue.

NOTE - Cuca are worshippers of Kotar1. They are vile and rapacious in their actions. All are his witches and, in the view of some cosmologists, whores. They are women who sold themselves to Kotar1 and/or Kotan for power. Their lairs are sometimes (30% chance) protected by 1D6 Dae'ta Koti.

Cu Sidhe *				Paitco Sith			
<b>AHP</b>	10	<b>OCV</b>	3	<b>DCV</b>	5	<b>NWI</b>	0
<b>S</b>	12	<b>St</b>	30(+1)	<b>D</b>	10	<b>A</b>	24(+1)
<b>MR</b>	20	<b>NAV</b>	1	<b>C</b>	18(+1)	<b>NF</b>	1D6+1
<b>EnL</b>	27	<b>DTV</b>	-2	<b>CDF</b>	4	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	2	<b>INT</b>	3
<b>MEL</b>	6	<b>PR</b>	6	<b>SIZE</b>	2	<b>HC</b>	19%

\*Only Kotothi Shamans and creatures can have these creatures as servants

**Appearance** - The Cu Sidhe have a brownish or russet coat. They are exceptionally mangy and give off a foul odor. Their eyes are a sickly, purplish green. Their canines drip poison and the

mouth slavers perpetually. They are 2 feet at the shoulder and 4 feet in length.

**Special** – The bite of a Cu Sidhe injects BL3 Paralytic Poison on any hit that scores damage. If the Cu Sidhe hits and rolls his Strength or less on D100 he hangs onto the target. This causes an automatic hit on the next phase and another dose of the poison is administered. The victim must tear the hound off by overpowering the Cu Sidhe. When he does so, he will take 1D6 hits in removing the hound's jaws from his flesh.

Cu Sidhe are afflicted by light as specified for Rock Trolls (See Rock Trolls). They are afflicted by Iron as specified for the Alfar (see Alfar). They are exceptional trackers. They track any enemy with the equivalent of MEL6/EL3 Tracking. If the creature tracked is Sidh, or capable of using Sidh magic, they have MEL12/EL12 Tracking.

Dae'ta Koti				Nebeth, Kotan			
<b>AHP</b>	30	<b>OCV</b>	10	<b>DCV</b>	7	<b>NWI</b>	0
<b>S</b>	60(+3)	<b>St</b>	20(+1)	<b>D</b>	NA	<b>A</b>	40(+2)
<b>MR</b>	9	<b>NAV</b>	2	<b>C</b>	40(+2)	<b>NF</b>	1-6 1 7-9 1D2* 10 1D6+2**
<b>EnL</b>	65	<b>DTV</b>	-3	<b>CDF</b>	9	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	9	<b>INT</b>	5
<b>BL</b>	12	<b>PR</b>	9	<b>SIZE</b>	4	<b>HC</b>	30%

\*\*A warren of the creatures. One resident is male. The rest are female and young. The male who rules the warren has the following stats:

Warren Master				Nebeth, Kotan			
<b>AHP</b>	36	<b>OCV</b>	10	<b>DCV</b>	7	<b>NWI</b>	0
<b>S</b>	72(+3)	<b>St</b>	24(+1)	<b>D</b>	NA	<b>A</b>	36(+2)
<b>MR</b>	9	<b>NAV</b>	3	<b>C</b>	48(+2)	<b>NF</b>	See Above
<b>EnL</b>	84	<b>DTV</b>	-4	<b>CDF</b>	12	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	12	<b>INT</b>	6
<b>BL</b>	15	<b>PR</b>	9	<b>SIZE</b>	4	<b>HC</b>	36%

**Appearance** – A totally black serpent 15-20 feet in length.

It is a python jawed creature with murderous fangs and burning red eyes. Most are not overly intelligent but all are extremely cunning when they attack.

**Special** – Dae'ta Koti spit adhesive gobs of paralytic poison, BL12, at a range of 4 hexes. Use the other weapons line of the missile table to see if a hit is scored on any creature along its line of flight. Anyone along the line can be hit. A serpent can only spit its poison once per encounter.

The Dae'ta Koti has another poison it injects through its fangs. This is BL2 Magical Poison (It is BL4 for the Warren

Master). Each snake has 6 doses per encounter (The Warren Master has 9).

Anyone affected by the magical poison loses BL D6 points from their Will. If Will is reduced to zero or less the victim becomes a creature of perversity and servant of Kotan. He seeks opportunities to act in a vile and depraved manner.

Affected players who are not taken over by the poison can recover their Will loss. They must take one roll per week against W/2 (RD). If they succeed the loss is recovered. On a partial they recover CB points and have vile dreams. With failure, they have vile dreams and one night in the week they blackout. While affected, they walk the night furthering depravity as possible.

NOTE - A Negate Poison spell can correct this affect. To do so, its EL must be at least double the EL of the poison affecting the victim.

Any person affected by the serpent's paralytic poison is paralyzed for 24 hours. Dae'ta Koti have an aversion to water. They will never enter a body of water for any reason. Other than this neurosis they are quite cunning. As a rule, they prefer to attack from ambush when possible.

Dae'ta Koti are able to operate as a constrictor if they wish. See Animals, Anaconda for the rules concerning this form of attack.

Daoine Sidhe				Paitco Sith			
<b>AHP</b>	14	<b>OCV</b>	3	<b>DCV</b>	7	<b>NWI</b>	+4*
<b>S</b>	14	<b>St</b>	10	<b>D</b>	33(+2)	<b>A</b>	34(+2)
<b>MR</b>	13	<b>NAV</b>	0	<b>C</b>	22(+1)	<b>NF</b>	1-5 1D3 6-9 1D10 10 2D10
<b>EnL</b>	71	<b>DTV</b>	-2	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	12	<b>INT</b>	7
		<b>PR</b>	2	<b>SIZE</b>	2	<b>HC</b>	16%

\*Factor applies only when fighting without weapons.

**Appearance** - The Daoine Sidhe are thin, Sidhe humanoid with an average height of 6 feet. They have the general appearance of elves. All of them appear young though they are incredibly old. Daoine Sidhe commonly dress in robes of the purest whites. They have somewhat sunken cheeks and intense eyes.

**Special** - The Daoine Sidhe are among the oldest of the Sidh. They refuse to accept the current condition of their world. They are fanatical enemies of Law and Chaos. They have an aversion to forces of Balance. They treat Elder and Sidh aligned creatures with total disdain. (They consider them to be poltroons for allowing the destruction of the true world).

Daoine Sidhe treat all other creatures as lesser beings. They are totally amoral in dealing with them. They have a marked

tendency to enslave humans they find to be interesting, valuable or attractive.

All Daoine Sidhe have the following Skills:

- A) EL7 Musicians (1D3 Instruments) (EL14\*)
- B) The ability to cause MEL7/EL7 Disease with their touch. (MEL11/EL11\*)
- C) EL7 as Archers. (EL14\*) The EL in any other weapons equals OCV for magicians and DCV for others.
- D) Any hit with archery has the effect of MEL7/EL3 elf shot if it scores damage. (MEL14/EL6\*)
- E) All Daoine Sidhe encountered are armed with an Elven Bow, 1D6+4 Arrows dedicated to Elf-shot and an EL4 Magic Weapon enhanced for Hit Chance and damage plus. (EL6\*)

\* The ( ) values apply for Daoine Sidhe Magicians.

All Daoine Sidhe are afflicted by light and iron as specified for the Elf. They are also afflicted by salt as specified for Jinn Races.

Daoine Sidhe Magician				Paitco Sith			
<b>AHP</b>	18	<b>OCV</b>	5	<b>DCV</b>	9	<b>NWI</b>	+3
<b>S</b>	22(+1)	<b>St</b>	15	<b>D</b>	66(+3)	<b>A</b>	68(+3)
<b>MR</b>	14	<b>NAV</b>	0	<b>C</b>	35(+2)	<b>NF</b>	1
<b>EnL</b>	97	<b>DTV</b>	-2	<b>CDF</b>	9	<b>CL</b>	NA
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	20	<b>INT</b>	8
		<b>PR</b>	4	<b>SIZE</b>	2	<b>HC</b>	24%

Per party encountered, there is a 10% chance one is a magician. If so he can cast Elder magic at MEL OCV+1D6. His EL equals 1/2 his MEL (RD). He will have the same ability in all General magic.

NOTE - The magicians are the nobility of the Daoine Sidhe. They are obeyed by their subjects without question and are far more arrogant than others of their race.

If 2D10 Daoine Sidhe are encountered a castle is found. The castle is always located underground. The Daoine Sidhe encountered are its residents. It is always warded with permanent magic. One resident is automatically a magician.

The castle may also contain other Kotothi creatures, especially Baobhan Sith, Cu Sidhe and Sprites. The referee may determine the number of non-Daoine Sidhe inhabitants at his discretion. Any who are there obey the orders of the magician who rules the castle.

NOTE - All Daoine Sidhe are male. The females of the True Sidhe, the branch of the Sidh they came from, are the Baobhan Sith. Kototh's "gifts" split them into two races. They consider themselves to be elite warriors continuing the battles of Armageddon. For most, that is a delusion. They are little more than valuable pawns of Kototh.

Diraillata				Nebeth			
AHP	6	OCV	2	DCV	3	NWI	+3
S	10	St	8	D	NA	A	20(+1)
MR	10	NAV	0	C	6	NF	1D6+1
EnL	7	DTV	-1	CDF	6	CL	NA
SS	Nocturnal Carnivore			MDV	5	INT	1
		PR	0	SIZE	0	HC	7%

**Appearance** -A small, ornately banded serpent some 12 inches in length. They are the prime prey of the Dae'ta A'Miri.

**Special** - They have BL15 Slow Death Poison. Each serpent can inject 2 doses per combat. They must damage their target for the poison to take affect. If the poison succeeds, MEL10/EL9 Pain affects the victim while he is dying. If a healer or magic-user with the proper skills or material does not cure him he will certainly die.

Dirasa				Nebeth			
AHP	7	OCV	2	DCV	3(7)	NWI	0
S	7	St	11	D	NA	A	24(+1)
MR	8(28)	NAV	0	C	10	NF	1D3+1*
EnL	14	DTV	-1	CDF	4	CL	NA
SS	Nocturnal Carnivore			MDV	6	INT	2
		PR	0	SIZE	0	HC	11%

**Appearance** - Dirasa average one foot in length. They are banded green and red with white wings. They have fangs and teeth designed to tear flesh from their prey.

**SPECIAL** - Dirasa have the ability to sense Sidh power within a quarter mile of their location. When they do, they are drawn to it and compelled to attack. Their poison is BL6 Immediate Death poison for anyone who wields Sidh magic. For others, it is BL6 Slow Death poison.

When a choice exists, Dirasa attack Faerry before any other creature. They were created to slay that race. They cannot be detected by the Faerry Mana Sensing ability and have EL4 Immunity to Sidh magic.

NOTE - Dirasa venom and blood is a sought after commodity for a certain class of vile wizards. It is of great value in forging items to destroy Sidh creatures. A living Dirasa can be sold to such a Wizard for no less than 5GC. The materials are only of value when taken at midnight from one that is alive.



Elder Dragon				Zuriti, Kototh			
<b>AHP</b>	88	<b>OCV</b>	26	<b>DCV</b>	5(9)	<b>NWI</b>	-8
<b>S</b>	120(+5)	<b>St</b>	70(+3)	<b>D</b>	8	<b>A</b>	6
<b>MR</b>	7(28)	<b>NAV</b>	6	<b>C</b>	162(+6)	<b>NF</b>	1
<b>EnL</b>	226	<b>DTV</b>	-12*	<b>CDF</b>	18	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	30	<b>INT</b>	8
		<b>PR</b>	18	<b>SIZE</b>	11	<b>HC</b>	116%

**Appearance** – As for True Dragons except the elder dragon has 3 heads and 3 necks. They retain the “pure form” of the original dragons created by Kototh.

**Special** – The Elder dragon is the most ancient stock of dragons. They are the children of the god Kototh and his great pride. All elder dragons can breathe fire and cast elder magic. The MEL and EL are determined as specified for Dragons.

Elder dragons can use multiple fire attacks during a phase. If it chooses to do so, each attack has the characteristics for Fire Darts. If it uses one combined attack, the value for Fireball is used. In the case of multiple attacks, any person that is exposed to more than one must survive one to survive both. No double jeopardy exists. Each head is capable of using the breath weapon. Only the middle head uses magic.

The energy level listed above is also the total casting ability available to all 3 heads. When multiple attacks are used, the Mana Cost for each attack is (EL+1) mana points.

Elder Dragons enjoy the taste of human flesh (especially virginal females). They may grant aid if a bribe of this kind is offered. Within their alignment they will aid Kotothi-aligned creatures that show deference and offer a reward. They kill those that don't. All factors that are not specifically covered in this section are as specified for True Dragons.

Earth Eater				Laboth			
<b>AHP</b>	40	<b>OCV</b>	11	<b>DCV</b>	1	<b>NWI</b>	0
<b>S</b>	40(+2)	<b>St</b>	30(+1)	<b>D</b>	NA	<b>A</b>	5(-1)
<b>MR</b>	8	<b>NAV</b>	-1*	<b>C</b>	90(+4)	<b>NF</b>	1(1D3*)
<b>EnL</b>	90	<b>DTV</b>	-6*	<b>CDF</b>	4	<b>CL</b>	NA
<b>SS</b>	Diurnal Carnivore			<b>MDV</b>	8	<b>INT</b>	0
		<b>PR</b>	15	<b>SIZE</b>	Up to 33	<b>HC</b>	60%

\*Add 1 to any damage that is scored on the creature.

\*\*If the encounter occurs underground or in the Lower World 1D3 Earth Eaters are encountered.

**Appearance** – The Earth Eater is a sickly, white spongy mass of tissue up to 100 feet in length. It has a cavernous mouth and the general form of a worm.

**Special** – The Earth Eater is totally immune to Acid, Poison, Decay, Corruption, and Darkness Powers. It is drawn to the surface by the passage of heavy creatures (weight 300 pounds or

more) above it. It will attempt to swallow the creature. Any person or creature swallowed takes 2D10 hit points per phase until he is digested. It can swallow any creature that is less than 25 feet long or tall.

Creatures swallowed by the Earth Eater may attempt to carve their way out. (A Size Factor of 0 applies when trying to do so.) If they score a number of hit points greater than the creatures OCV\*2 before they are digested they escape. They must have an edged weapon, or of an NWI of -2 or less, to do so. Points inflicted by persons that are on the outside of the creature do not count towards the total the swallowed individual must inflict. Earth Eaters re-enter the ground 1D6 phases after swallowing something.

Firbolg				Kototh			
<b>AHP</b>	55	<b>OCV</b>	18	<b>DCV</b>	5	<b>NWI</b>	-4
<b>S</b>	85(+4)	<b>St</b>	71(+3)	<b>D</b>	13	<b>A</b>	8
<b>MR</b>	14	<b>NAV</b>	4	<b>C</b>	65(+3)	<b>NF</b>	1D2*
<b>EnL</b>	101	<b>DTV</b>	-7*	<b>CDF</b>	6**	<b>CL</b>	NA
<b>SS</b>	Diurnal Carnivore			<b>MDV</b>	11	<b>INT</b>	6
		<b>PR</b>	12	<b>SIZE</b>	4	<b>HC</b>	68%

\* If the Firbolg has a power, but is not a magician, his MDV is 15 and his CDF is 10.

**Appearance** - Hideous giants noted for mangy hair and a foul odor. All have serpentine eyes. The left eye is three times the size of the right. Their bodies are heavily muscled and shaggy. Firbolg run a bit smaller than other Giants. The average member of the race is twelve feet tall.

**Special** - During Armageddon the god Kototh had an assignation with a potent Demoness. The result was Balor and the Firbolg race. The great members of the race are caged on Goidan. Now and then, lesser members such as those delineated here are encountered. When one is, roll 2D6 on the table below to determine what powers they have.

ROLL	POWER (Roll 2D6)
2	MEL8/EL4 Storm & Aerial plus MEL8/EL4 Magician*
3	MEL8/EL4 Aerial Powers
4+5	MEL8/EL4 Storm Powers
6-8	None
9+10	MEL8/EL4 Withering, Slay the Tame
11	MEL8/EL4 Disease
12	All Powers from roll of 3 - 11

Firbolg Magician				Kototh			
<b>AHP</b>	67	<b>OCV</b>	22	<b>DCV</b>	6	<b>NWI</b>	-5
<b>S</b>	104(+4)	<b>St</b>	86(+4)	<b>D</b>	10	<b>A</b>	6
<b>MR</b>	13	<b>NAV</b>	5	<b>C</b>	78(+4)	<b>NF</b>	1
<b>EnL</b>	127	<b>DTV</b>	-8*	<b>CDF</b>	11	<b>CL</b>	NA
<b>SS</b>	Diurnal Carnivore			<b>MDV</b>	18	<b>INT</b>	7
		<b>PR</b>	16	<b>SIZE</b>	5	<b>HC</b>	82%

\* A Firbolg Magician can use any Elder or General spell. They are the rulers of Firbolg society.

Firbolg, to a degree, are considered to be sacred by Kotothi beings. They will never be harmed by them. In the proper situation they can command them. Sidh creatures consider them to be tainted. They kill them on sight. Kotothi sidhe feel the same way but, due to the vow that made them Kotothi, suffer Firbolg to live.

All Firbolg detest the Sidh and enjoy abusing humans. When free, they will seek both pleasures. As that amusement allows, they also seek a means to release their race from the prison the Sidh placed them in. The reward Kototh and Balor, their King, would pay for such a success is beyond imagination. (The imprisoned Firbolg are at least twice as powerful as the magician above. Balor is no less than four times stronger).

Fusin				Kototh, Fusinian			
<b>AHP</b>	15	<b>OCV</b>	4	<b>DCV</b>	8	<b>NWI</b>	+2(-5)*
<b>S</b>	16(+1)	<b>St</b>	14	<b>D</b>	20(+1)	<b>A</b>	65(+3)
<b>MR</b>	13	<b>NAV</b>	2	<b>C</b>	30(+1)	<b>NF</b>	1-6 1 7-9 1D3 10 2D10**
<b>EnL</b>	66	<b>DTV</b>	-2	<b>CDF</b>	5	<b>CL</b>	NA
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	5	<b>INT</b>	6
		<b>PR</b>	3	<b>SIZE</b>	2(0)*	<b>HC</b>	22%

\* Parenthized NWI and Size applies in spider form.

\*\* A lair. One of those present is the ruler. He or she may cast Elder Magic at MEL6/EL3. The magical power and poison BL listed in Special below do not double.

Fusin Ruler				Kototh, Fusinian			
<b>AHP</b>	30	<b>OCV</b>	9	<b>DCV</b>	13	<b>NWI</b>	+2(-8)*
<b>S</b>	32(+2)	<b>St</b>	28(+1)	<b>D</b>	40(+2)	<b>A</b>	130(+5)
<b>MR</b>	16	<b>NAV</b>	4	<b>C</b>	60(+3)	<b>NF</b>	1
<b>EnL</b>	96	<b>DTV</b>	-2	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	5	<b>INT</b>	6
		<b>PR</b>	12	<b>SIZE</b>	2(1)*	<b>HC</b>	44%

**Appearance** - The children of Fusinian are both male and female. All have two forms. The normal form is a wild eyed, unkempt human clad in dirty leathers. They are thin and no more than 65" tall in this form.

At night, when the creature chooses, it takes spider form. The resulting arachnid has black fur with thin bands of red on the torso. Its body is no more than ten inches long as are its legs. (A ruler's spider form is twenty inches long).

**Special** - In either form Fusin use MEL6/EL3 Speed. That power is not usable in combat. All Fusin have the talents of an EL60 Thief and EL4 Assassin in Human form. They will generally be armed with daggers. (Rulers are EL80 thieves and EL8 Assassins).

As spider's they have four doses per night of BL6 Paralytic Poison. Anyone affected obeys any suggestion the biter chooses to make until the next dawn. They may move or act only in response to his or her command until the sun rises. With dawn the affect of the poison is negated.

The Fusin will not give any suggestion that is, in and of itself, suicidal. Should he do so, the affect of the poison is negated at once.

NOTE - Fusin use their poison to humiliate prey. When the fun ends, they kill them in a normal manner. When truly enjoying their fun they sometimes forget themselves and are caught by the rising sun.

IMPORTANT - Any Fusin who is in spider form when the sun rises turns to dust.

**Gartula**

**Gartun**

Male							
<b>AHP</b>	26	<b>OCV</b>	10	<b>DCV</b>	5	<b>NWI</b>	-3
<b>S</b>	58(+3)	<b>St</b>	30(+1)	<b>D</b>	14	<b>A</b>	10
<b>MR</b>	14	<b>NAV</b>	3	<b>C</b>	16(+1)	<b>NF</b>	1-6 1 7-9 1D2+1 10 1D3+2**
<b>EnL</b>	41	<b>DTV</b>	-2*	<b>CDF</b>	5(7)*	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	8	<b>INT</b>	5
		<b>PR</b>	6	<b>SIZE</b>	2	<b>HC</b>	23%
Female							
<b>AHP</b>	20	<b>OCV</b>	7	<b>DCV</b>	6	<b>NWI</b>	-2
<b>S</b>	20(+1)	<b>St</b>	36(+2)	<b>D</b>	28(+1)	<b>A</b>	16(+1)
<b>MR</b>	18	<b>NAV</b>	3	<b>C</b>	24(+1)	<b>NF</b>	1 per male
<b>EnL</b>	49	<b>DTV</b>	-4	<b>CDF</b>	5	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	8	<b>INT</b>	5
		<b>PR</b>	9	<b>SIZE</b>	2	<b>HC</b>	30%

\*\* When 1D3+2 are encountered one of the males present is a Leader. He has 1D6+1 females attending him instead of 1 like other males. See Special for his attributes. Per female present there is one child as well.

EXAMPLE - 4 males are found. It is determined that three females serve the leader. Three more serve the other three males. That means there are 6 females and 6 children.

**Appearance** - Gartula are large, serpent headed apes. Males are six to seven feet tall with heavy fur, claws and massive muscles. Females are a foot shorter and are wiry. Both have long fangs that inject poison. Females are dark brown. Males are light brown with bands of white in their fur. Male leaders are pure white.

**SPECIAL** - All Gartula inject paralytic poison with their bite. Male Leaders are BL2. Males are BL4. Females are BL6. Children are BL8. Gartula use crude implements and weapons like Great Apes. Both males and females may do so. Male leaders have more sophisticated items. What is up to the Referee. The number of doses they have per day equals BL/2 (RU).

Male Leader				Gartun, Nebeth			
<b>AHP</b>	32	<b>OCV</b>	12	<b>DCV</b>	6	<b>NWI</b>	-4
<b>S</b>	60(+3)	<b>St</b>	38(+2)	<b>D</b>	16(+1)	<b>A</b>	10
<b>MR</b>	15	<b>NAV</b>	4	<b>C</b>	30(+1)	<b>NF</b>	1
<b>EnL</b>	66	<b>DTV</b>	-4*	<b>CDF</b>	7	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	8	<b>INT</b>	6
		<b>PR</b>	9	<b>SIZE</b>	3	<b>HC</b>	33%

Leaders are larger than other males. They are also more intelligent. All leaders are capable of casting Choking Moisture and Flaming Death at MEL6/EL3. They can also speak the Kotothi

tongue. A leaders rule of his clan is absolute. No order he gives will be questioned.

## Giants                      Utgard Geror

(The forms of Giants that can be encountered)

*NOTE – If you wish to determine the height and weight values for these creatures, Height equals AHP\*4 in inches. Weight equals Height\*4 in pounds.*

*EXAMPLE – The average Earth Giant is, 50\*4, 200 inches tall with a weight of, 200\*4, 800 pounds. A maximum size Mountain Giant, HPV 130 is 520" and weights 2080 pounds.*

<b>Earth Giant</b>				200", 800 lbs			
<b>AHP</b>	50	<b>OCV</b>	16	<b>DCV</b>	4	<b>NWI</b>	-2
<b>S</b>	100(+4)	<b>St</b>	40(+2)	<b>D</b>	8	<b>A</b>	8
<b>MR</b>	12	<b>NAV</b>	2	<b>C</b>	60(+3)	<b>NF</b>	1
<b>EnL</b>	85	<b>DTV</b>	-5*	<b>CDF</b>	9	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	14	<b>INT</b>	5
		<b>PR</b>	10	<b>SIZE</b>	6	<b>HC</b>	50%

**Appearance** – Earth Giants are immense, single-eyed creatures with a disheveled appearance. They are powerfully muscled, hairy and extremely vicious.

**Special** – Earth Giants have EL4 Immunity to Earth Powers and Storm Powers. They enjoy the flavor of human flesh. If they are hungry, roll 1-3 on 1D10, they attack with uncontrollable battle fury when humans are encountered.

Earth Giants use Earth Powers at MEL7/EL4. They are capable of passing through the earth as if it were air. Per phase that they are not in contact with the earth they lose 1D6 energy points. If the energy level reaches 0 they die.

While they remain in contact with the earth the Giants regenerate 4 hit points, 4 energy points and 4 mana points per phase when any of these factors have been reduced. They may not regenerate in any phase that they cast magic. They never regenerate or cast magic when they are not in contact with the earth.

Finally, when an Earth Giant is encountered underground his DCV is doubled. For the average specimen, this yields a DCV of 8 instead of 4.

**NOTE** – Earth Giants may be wearing studded gauntlets (40% chance). If so, they are EL3 magic enhanced for hit chance only and grant a +1 WSB.

<b>Fire Giant</b>				224", 896 lbs			
<b>AHP</b>	56	<b>OCV</b>	18	<b>DCV</b>	4	<b>NWI</b>	-2
<b>S</b>	90(+4)	<b>St</b>	50(+2)	<b>D</b>	9	<b>A</b>	6
<b>MR</b>	13	<b>NAV</b>	1	<b>C</b>	84(+4)	<b>NF</b>	1
<b>EnL</b>	133	<b>DTV</b>	-7*	<b>CDF</b>	10	<b>CL</b>	NA
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	16	<b>INT</b>	7
		<b>PR</b>	12	<b>SIZE</b>	7	<b>HC</b>	67%

**Appearance** – Fire Giants are large humanoids with a reddish hue. Its eyes are burning flame and its hair is smoke. They are strongly muscled and often armored and armed.

**Special** – Fire Giants have EL4 immunity in Fire Powers. They are invariably hostile to humans and members of the Sidh. They use Flaming Death at MEL8/EL4.

All Fire Giants are highly intelligent. When they are encountered they may be armed and armored with up to EL4 magical equipment (50% chance). The MEL, for determining the MDV of any items, is 2D6+2. They favor heavy swords as weapons and plate mail as armor.

<b>Forest Giant</b>				192", 768 lbs			
<b>AHP</b>	48	<b>OCV</b>	15	<b>DCV</b>	3	<b>NWI</b>	-2
<b>S</b>	88(+4)	<b>St</b>	30(+1)	<b>D</b>	6	<b>A</b>	5(-1)
<b>MR</b>	12	<b>NAV</b>	2	<b>C</b>	74(+3)	<b>NF</b>	1D2*
<b>EnL</b>	90	<b>DTV</b>	-5*	<b>CDF</b>	5	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	14	<b>INT</b>	4
		<b>PR</b>	8	<b>SIZE</b>	6	<b>HC</b>	52%

**Appearance** – Repulsive, boar-tusked humanoids. Forest Giants are lightly furred, heavily muscled and stupid. The average Giant of this type is 16 feet.

**Special** – Forest Giants are voracious. They favor Human and Sidh flesh. When fighting these creatures they fight until the enemy is killed or they die. When not hunting, Forest Giants enjoy destroying trees. Ripping off branches and tearing them out of the ground is fine sport. They often carry large branches and use them as clubs.

<b>Frost Giant</b>				240", 960 lbs			
<b>AHP</b>	60	<b>OCV</b>	19	<b>DCV</b>	4	<b>NWI</b>	0
<b>S</b>	105(+4)	<b>St</b>	55(+3)	<b>D</b>	9	<b>A</b>	6
<b>MR</b>	14	<b>NAV</b>	2	<b>C</b>	80(+4)	<b>NF</b>	1
<b>EnL</b>	116	<b>DTV</b>	-8*	<b>CDF</b>	9	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	17	<b>INT</b>	6
		<b>PR</b>	14	<b>SIZE</b>	7	<b>HC</b>	68%

**Appearance** –Frost Giants are composed of frost and ice. They have angular bodies composed of ice with hair formed from frost. In rare cases, usually the larger Giants, they have the appearance of a Giant Humanoid that is cold to the touch. Their

composition in this case is not visibly obvious. Both types have an average height of 20 feet.

**Special** – Frost Giants are totally immune to Cold. They innately use Cold at MEL6/EL6. They are intelligent and can be outfitted as specified for the Fire Giants. They prefer spears and polearms.

When the Giant uses its Cold spell, it is used as a breath weapon. It has the normal range for its EL at all times. All Frost Giants suffer +50% (RD) damage from any Fire spell except Astral Fire.

EXAMPLE – A Smokeless Flame spell hits for 23 hit points. The Giant will take 34.

<b>Hill Giant</b>				208", 832 lbs			
<b>AHP</b>	52	<b>OCV</b>	18	<b>DCV</b>	2	<b>NWI</b>	-2
<b>S</b>	92(+4)	<b>St</b>	60(+3)	<b>D</b>	6	<b>A</b>	4(-1)
<b>MR</b>	12	<b>NAV</b>	1	<b>C</b>	56(+3)	<b>NF</b>	1D2*
<b>EnL</b>	72	<b>DTV</b>	-7*	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Diurnal Carnivore			<b>MDV</b>	8	<b>INT</b>	4
		<b>PR</b>	12	<b>SIZE</b>	6	<b>HC</b>	58%

**Appearance** – As for the Forest Giant. Hill Giants have a brownish hue and are somewhat gnarled in appearance with an average height of over 16 feet.

**Special** – As for the Forest Giant. Hill Giants prefer to hunt in close proximity to their lairs, i.e. within 1 mile. The area is generally a twisted maze of broken vegetation and gouged earth. They enjoy damaging both. These giants fashion spears with large stone heads as weapons.

<b>Mountain Giant</b>				260", 1040 lbs			
<b>AHP</b>	65	<b>OCV</b>	21	<b>DCV</b>	4	<b>NWI</b>	-3
<b>S</b>	150(+6)	<b>St</b>	45(+2)	<b>D</b>	11	<b>A</b>	7
<b>MR</b>	14	<b>NAV</b>	1	<b>C</b>	65(+3)	<b>NF</b>	1
<b>EnL</b>	129	<b>DTV</b>	-6*	<b>CDF</b>	12	<b>CL</b>	NA
<b>SS</b>	Inter. Omnivore			<b>MDV</b>	25	<b>INT</b>	8
		<b>PR</b>	10	<b>SIZE</b>	8	<b>HC</b>	55%

**Appearance** – Mountain Giants are completely humanoid in appearance. They are heavily muscled with brilliant eyes that reflect the immensity of their power.

**Special** – The lair of a Mountain Giant is generally located in an immense cavern at the root of a mountain. They are the smiths of the Kotothi and are devoted to the work.

Mountain Giants can use any Elder Magic when they use Permanent Magic to create a magic item. Their value in Permanent Magic is MEL10/EL8. All are EL80 armorers and EL 2D10+60 jewelers. All have EL5 immunity to Elder spells.

The Giants cast any Illusion Power at MEL10/EL5. Their lairs are warded by 1D3 permanent illusions and (60% chance)



vicious Kotothi creatures. Within them immense treasures are always found.

Mountain Giants are always outfitted with various items of equipment. The weapons, armor or other items they wield are up to the Referee.

<b>Storm Giant</b>				220", 880 lbs			
<b>AHP</b>	55	<b>OCV</b>	19	<b>DCV</b>	3	<b>NWI</b>	-2
<b>S</b>	92(+4)	<b>St</b>	76(+4)	<b>D</b>	5(-1)	<b>A</b>	8
<b>MR</b>	13	<b>NAV</b>	1	<b>C</b>	52(+3)	<b>NF</b>	1
<b>EnL</b>	101	<b>DTV</b>	-7*	<b>CDF</b>	10	<b>CL</b>	NA
<b>SS</b>	Diurnal Omnivore			<b>MDV</b>	22	<b>INT</b>	7
		<b>PR</b>	14	<b>SIZE</b>	10	<b>HC</b>	64%

**Appearance** – Storm Giants are large, heavily muscled humanoids. Their eyes flash with lightning. Their hair has the substance of thunderheads. They are always armed and armored when encountered.

**Special** – Storm Giants dwell in magnificent, floating castles. They are highly intelligent though somewhat gullible. All Storm Giants have EL5 immunity to Storm Powers and Aerial Powers. They use Storm Powers at MEL7/EL5 and can use Flight or Teleportation at MEL7/EL3. Flight and Teleportation are only used to travel from sky to ground and vice versa. They are seldom used for any extensive traveling.

The arms and armor of the Storm Giants (standard) are:

<b>Type</b>	<b>Factor</b>
Great Sword	+4 WSB / 24 FV / Weight 30 pounds
Spear	+2 WSB / 16 FV / Weight 15 pounds
Chainmail	AV 3 / Weight 120 pounds

NOTE – The referee may vary the equipment. If the Giant has magical equipment their increases are based on the values above. The EL of the item should not exceed EL8.

#### **General Notes**

Mountain Giants are the children of Utgard Geror. Kototh created the other Giants using their essence to a varying degree. They were intended to exceed Elementals and show the power of their creator. All Giants are capable of entering the Lower World. Their MEL and EL equal their intellect. None can enter the Upper World. The more intelligent the Giant race, the higher they rank in Giant society and the Kotothi realms.

Goblin				Gwyn Ap Nudd			
AHP	6	OCV	2	DCV	3	NWI	+1
S	6	St	8	D	13	A	16(+1)
MR	10	NAV	0	C	10	NF	1-6 2D10 7-9 3D10 10 D100+20*
EnL	35	DTV	-1	CDF	1	CL	NA
SS	Nocturnal Carnivore			MDV	2	INT	5
		PR	0	SIZE	1	HC	9%

\*A Clan village. It is located in a cavern or forest thicket. Where possible, the important areas are underground. There is an 80% chance Bugbears reside there. If so, there are 1 per 20 Goblins (RU).

**Appearance** – Goblins are small, agile, generally hideous creatures 2-3 feet in height. Many are tusked. Their skin has a dark green cast. They are always armed when encountered.

**Special** – Goblins use spears, clubs, daggers and bows. The bows have 1/2 the base range of a bow. 1D6\*5% of the Goblins encountered (RD) are armed with one. The rest have spears and clubs. Ten percent of the Goblins encountered (RD) are elite. Elite Goblins are armed with spear and dagger. Each wears AV2 armor. When a village is found a King is present. He wears AV3 armor and has a magic weapon.

Elite Goblins				Gwyn Ap Nudd, Kototh			
AHP	12	OCV	4	DCV	6	NWI	0
S	12	St	16(+1)	D	26(+1)	A	32(+2)
MR	12	NAV	0	C	20(+1)	NF	NA
EnL	56	DTV	-2	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	6	INT	6
		PR	4	SIZE	1	HC	18%
Goblin King				Gwyn Ap Nudd, Kototh			
AHP	15	OCV	5	DCV	5	NWI	0
S	16(+1)	St	20(+1)	D	21(+1)	A	26(+1)
MR	11	NAV	0	C	24(+1)	NF	NA
EnL	73	DTV	-3	CDF	3	CL	NA
SS	Nocturnal Carnivore			MDV	12	INT	7
		PR	4	SIZE	1	HC	22%

If more than 2 elite Goblins is present one is a King. In addition to the equipment above, Kings use Elder magic at MEL2/EL2. Their casting ability equals EnL.

Goblins dislike the Sidh and are rabidly hostile toward Dwarfs. They sometimes make pacts with humans. In general, the person is betrayed when his usefulness is at an end. Goblins enjoy tricking, torturing, eating and enslaving the human race (in that order).

When a village is found there will be 1D3 + (Population/10 (RD)) human prisoners and slaves present. As a general rule females are kept as slaves for salacious purposes. Male slaves are used as laborers and craftsmen. They rarely last long.

If the village has a population greater than 100 there is a 25% chance 1D3 Sidh prisoners are present. If so, there is a 75% chance each prisoner is female. They can be Faerry, Elf or Hob. Roll 1D3\*. If the prisoner is a Faerry its wings have been removed. If it is a Hob it is being used as a craftsman and laborer.

NOTE – Goblins were created by Kototh to prove he could outdo the Dwarf in excellence. It is his wish that Goblins exterminate all Dwarves. This command, and dwarf fury over the creation of Goblins, is the root of the racial hatred between the races. If Kototh retracted his command, and dwarves lightened up, most Goblins would leave dwarves alone. They like slaying the Sidh and plaguing humans more than they enjoy killing dwarves.

Goblins are fertile with all humanoid lifeforms except elf and faerry forms. They have also been known to sire progeny with certain kinds of animals (bears for example). In all cases, the goblin is the sire and the member of another race is the mother. The resulting child merges the attributes of his goblin father and his mother's race. It can make for a strange being indeed.

Gorgon (Blind)				Kotan, Otthinar			
AHP	12	OCV	4	DCV	3	NWI	0
S	12	St	18(+1)	D	12	A	14
MR	9	NAV	1	C	18(+1)	NF	1D3*
EnL	43	DTV	-2*	CDF	5	CL	NA
SS	NA			MDV	6	INT	5
MEL	5	PR	4	SIZE	2	HC	18%
Gorgon (Sighted)				Kotan, Otthinar			
AHP	16	OCV	6	DCV	4	NWI	0
S	16(+1)	St	30(+1)	D	14	A	16(+1)
MR	11	NAV	1	C	18(+1)	NF	1
EnL	54	DTV	-2*	CDF	6	CL	NA
SS	NA			MDV	8	INT	6
MEL	8	PR	4	SIZE	2	HC	18%

**Appearance** – All Gorgons are female. Their hair is writhing serpents and their eyes glow with petrifying intensity. They are of a basically human form with warped, hideously distorted faces.

**Special** – If one or two Gorgons are encountered both are blind. Blind Gorgons track their prey with their sense of smell. If 3 Gorgons are encountered, one has sight and finds its prey visually.

During an encounter with Gorgons, a Character will look at the creature if he rolls higher than his Will, or Will\*2 if the circumstances make it easy to avoid looking. Eye contact allows the Gorgon to use powers of petrification. If the Gorgon viewed is sightless, these powers are MEL5/EL5. If it has sight, they are MEL8/EL8.

Sightless Gorgons are immortal. They can only be killed by magical weapons dedicated to their destruction. Gorgons with sight are more powerful but they are mortal. They can be damaged and slain with any weapon.

The head of a Gorgon with sight (Medusa) retains MEL4/EL3 after it has been severed from the creature's body. The heads of a blind Gorgon retain nothing.

If a Gorgon is killed, there is a 40% chance that a Pegasus is born from its blood. It is full grown on birth. If it is captured it can be tamed and used as a mount. All Gorgons are hostile to humans. They are especially hostile to human males with an appearance of 40 or higher.

NOTE – Sighted Gorgons are cursed women. If a wizard wishes to dispel this curse, it has an MDV of 32. Any failure kills him and the woman. Success yields a Character class woman with an Appearance of 4D10+70. All other attributes and abilities are at the discretion of the Referee.

### Great Ape

### Gartun

Male							
<b>AHP</b>	28	<b>OCV</b>	9	<b>DCV</b>	4	<b>NWI</b>	-4
<b>S</b>	34(+2)	<b>St</b>	24(+1)	<b>D</b>	12	<b>A</b>	8
<b>MR</b>	12	<b>NAV</b>	1	<b>C</b>	54(+3)	<b>NF</b>	1-5 1D3* 6-9 1D6+1 10 2D6+2**
<b>EnL</b>	79	<b>DTV</b>	-4*	<b>CDF</b>	3	<b>CL</b>	NA
<b>SS</b>	Inter. Carnivore			<b>MDV</b>	4	<b>INT</b>	5
		<b>PR</b>	8	<b>SIZE</b>	3	<b>HC</b>	39%

\*\*The lair of an Ape clan. One male, the clan leader, will be larger than average size. See Creature Variation.

Female							
<b>AHP</b>	12	<b>OCV</b>	4	<b>DCV</b>	4	<b>NWI</b>	0
<b>S</b>	8	<b>St</b>	17(+1)	<b>D</b>	16(+1)	<b>A</b>	10
<b>MR</b>	11	<b>NAV</b>	0	<b>C</b>	23(+1)	<b>NF</b>	1D2+1 per male
<b>EnL</b>	39	<b>DTV</b>	-3*	<b>CDF</b>	4	<b>CL</b>	NA
<b>SS</b>	Inter. Carnivore			<b>MDV</b>	3	<b>INT</b>	4
		<b>PR</b>	6	<b>SIZE</b>	1	<b>HC</b>	20%

**Appearance** – The male is a large, heavily muscled ape 7-8 feet in height. He has long, powerful claws and fangs and often walks upright. The female is small and weak with an average height of

four feet. She has thin, needle-sharp, poisonous fangs and weak claws. Females cannot maintain an upright posture for extended periods of time.

**Special** – Males are intelligent in a barbarous fashion. They are capable of making crude artifacts from stone and wood. They will be armed 50% of the time. Their weapons are heavy clubs and stone-tipped spears with a +1 WSB and FV of 9. Their EL with these weapons is 2.

Females are the thralls of their males. They follow and obey him. If he dies they fight with uncontrollable battle fury against his killer. All females inject BL10 Paralytic poison when they hit. Any creature that is affected is unconscious for twenty hours. Per encounter, each female can inject two doses of poison. It is injected when damage is scored on the target hit.

When a lair is found there is a 30% chance it contains a Great Serpent in addition to the Apes. If it is present, the Apes obey every command. It is a Living God to them. There is a 50% chance a lair will contain victims of the Apes in some type of cage.

Great Apes prefer to keep their victims for 2D6 days before they consume them. All victims are stripped and disarmed before being placed in the cage. If a serpent resides with them the equipment is kept in a room in their cavern. If not, roll the male INT for each item. If the roll is less than his INT, they kept the thing. If not it was discarded. (This roll does not apply for anything edible. They never discard food).

The poison of the female ape can be sold for 1 Silver coin per dose. It must be milked from the fangs of a living female to be of value. A living female is worth 2GC.

NOTE – The Great Apes, or Pithachi, were created by Kototh to excel humanity. They prey on, and despise, humans. They take pains to show this fact to humans they capture.

Great Serpent				Nebeth, Kototh			
<b>AHP</b>	50	<b>OCV</b>	15	<b>DCV</b>	4	<b>NWI</b>	-5
<b>S</b>	74(+3)	<b>St</b>	33(+2)	<b>D</b>	NA	<b>A</b>	6
<b>MR</b>	6	<b>NAV</b>	4	<b>C</b>	93(+4)	<b>NF</b>	1D2*
<b>EnL</b>	142	<b>DTV</b>	-7*	<b>CDF</b>	9	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	20	<b>INT</b>	7
<b>MEL</b>	7	<b>PR</b>	18	<b>SIZE</b>	5	<b>HC</b>	63%

**Appearance** – Great Serpents are immense, intelligent Serpents at least 30 feet in length. Above their eyes they have the mark of the Elder Dragon denoting their status as the favored children of Kototh. They have a dark, slimy hide that deflects damage well.

**Special** – Great Serpents, or Ma'koti'kuerls, are immune to Acid, Poison, Storm Powers, Fire Powers and Astral Fire. They take double damage from Dark Lightning and Desert Powers. Great

Serpents use Fascination at MEL7/EL4. They do not require eye contact to use this spell. If it is used without eye contact, the defender doubles his MDV in resisting.

Any Great Serpent with an HPV of 50 or more exudes acidic slime. This slime corrodes any metal it comes in contact with except for Silver and Gold. Reduce the FV of any weapon that strikes the Serpent by 2. If the weapon is magic, a BL8 roll is taken to see if it is affected. If it is reduce the FV by 1. The weapon adds its MDV to the roll.

A weapon that is dedicated to destroying Great Serpents, or made with a silver or gold alloy, is immune to the acid. Any animate creature in melee range of the creature suffers the damage above as hit points each phase unless he is protected by armor or immunity. Armor that is in the slime takes the damage above against its damage resistance each phase.

Great Serpents inject BL8 paralytic poison. Any person affected is unconscious for 16 hours. They can spit the poison with a base range of 2. When it is spit it only affects targets with open wounds.

Great Serpents shun the daylight. When they are encountered during the day they are automatically in their lair. There is a 20% chance the lair is also the lair of a clan of Great Apes.

Great Spider				Kototh, Fusinian			
<b>AHP</b>	28	<b>OCV</b>	8	<b>DCV</b>	3	<b>NWI</b>	-6
<b>S</b>	18(+1)	<b>St</b>	76(+4)	<b>D</b>	10	<b>A</b>	13
<b>MR</b>	10	<b>NAV</b>	1	<b>C</b>	18(+1)	<b>NF</b>	1D6
<b>EnL</b>	99	<b>DTV</b>	-5*	<b>CDF</b>	12	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	5	<b>INT</b>	9
		<b>PR</b>	15	<b>SIZE</b>	4	<b>HC</b>	47%

**Appearance** -A heavily furred, large-eyed spider with a body length of 5-6 feet. Great Spiders have major eyes in their head and eyes spaced around their body giving them a 360 degree field of vision. Their legs are bony, lightly furred and 9-10 feet in length. They have black fur with red or green mottling (red for males, green for females).

**Special** - The Ma'Ara'Koti, or Great Spider, are brilliant creatures that are highly imitative. They immediately learn any language they hear and retain the knowledge. All have BL20 paralytic poison, the most potent form of poison of this type in existence. It can be injected when it bites its victim. Any victim affected is paralyzed for 40 hours. The spider has 3 doses per encounter. To inject its poison, a Spider must move on top of its victim. If it scores damage rolling on the Combat Table, the poison can take effect.

Per phase that a spider is not trying to bite, it may make 2 attacks with its legs. They have the range of Polearms. They

do not have increased effectiveness against cavalry and charging targets.

Spider poison is worth 3 Gold Coins per dose. It must be taken from the spider and placed in a crystal vial. If not, it is worthless. Their fur is valued for its beauty. A raw fur sells for 5 Gold Coins. It cannot be taken without killing the spider.

NOTE – Kototh created the Great Spider when the Sidh gods complained about his creation of humanoid monstrosities aping their children. In his way, this was a jest. It has proven to be unfunny.

Grundwergen				Kotar1, Shurikal			
<b>AHP</b>	27	<b>OCV</b>	10	<b>DCV</b>	4(7)	<b>NWI</b>	-7
<b>S</b>	40(+2)	<b>St</b>	45(+2)	<b>D</b>	9	<b>A</b>	18(+1)
<b>MR</b>	10(24)	<b>NAV</b>	3	<b>C</b>	23(+1)	<b>NF</b>	1D2*
<b>EnL</b>	48	<b>DTV</b>	-4*	<b>CDF</b>	5	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	9	<b>INT</b>	5
		<b>PR</b>	6	<b>SIZE</b>	2	<b>HC</b>	34%

**Appearance** – Grundwergen are heavily furred, slimy, anthropoid creatures. Their eyes burn red and their breath is incredibly foul. They have an average height of 5.5 to 6 feet. Their fur is dark brown.

**Special** – Grundwergen despise light, bells, music and laughter. Any of these things place the creature in a cold-blooded killing frenzy. It attacks the creators of the disturbance in a cunning, calculated manner until they are destroyed, it is killed or the disturbance ends.

Grundwergen are immune to normal damage. For a weapon to hurt them it must have a WSB equal to or higher than the NAV of the Grundwergen. If it is less it does nothing regardless of the wielder's strength or the type of hit scored.

Grundwergen are afflicted by magical light. Any damage causing light spell does double damage to them. The blood of the Grundwergen has an acidic effect on metal. The affect is identical to Great Serpent slime. No metals are exempt from being affected by Grundwergen blood.

These creatures loathe the dwellings of man. They attack these places in the night if they consider them to be built in their territory. They kill at least 1D3 people per night. The assaults continue, night after night, until everyone there is dead.

NOTE – A great example of the Grundwergen is Grendel from the Beowulf saga. If they aren't bothered they confine themselves to their normal lives, i.e. killing Afanc, dissolving Asrai, raiding Sidh areas, etc.

Herensuge				Kototh			
<b>AHP</b>	60	<b>OCV</b>	18	<b>DCV</b>	4(8)	<b>NWI</b>	-4
<b>S</b>	70(+3)	<b>St</b>	70(+3)	<b>D</b>	NA	<b>A</b>	10
<b>MR</b>	6(26)	<b>NAV</b>	4	<b>C</b>	100(+4)	<b>NF</b>	1D3*
<b>EnL</b>	149	<b>DTV</b>	-8*	<b>CDF</b>	10	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	10	<b>INT</b>	7
<b>MEL</b>	8	<b>PR</b>	14	<b>SIZE</b>	7	<b>HC</b>	85%

NOTE - When more than one is found, the extras are immature serpents. Reduce all values 50% (RU).

**Appearance** - An immense serpent up to forty feet in length with seven horned heads on as many necks. Their scales are green with streaks of red. The horns on the center head are platinum. All others are bone.

**Special** - The Herensuge is a wingless serpent. It is capable of flight as specified for a flight spell (MEL8/EL4). The seven heads may strike at individual targets. No more than three may attack any one target. Unlike the Hydra, none of them is immortal and none regrow if they are lost.

Herensuge revel in consuming herds of animals. They also enjoy dining on a human now and then. Hill and plains areas with large caves are their primary home. Rarely, they are encountered in badlands and desert also. Its home is always subterranean.

If character variation is used, any Herensuge that is larger than normal size is MEL8/EL4 in Elder magic. Any that is less than normal size has yet to master flight magic. It is not able to fly without the aid of a larger Herensuge. This rule applies to the young encountered as specified in the note above.

Hobgoblin				Gwyn Ap Nudd			
<b>AHP</b>	10	<b>OCV</b>	3	<b>DCV</b>	4	<b>NWI</b>	0
<b>S</b>	16(+1)	<b>St</b>	10	<b>D</b>	13	<b>A</b>	16(+1)
<b>MR</b>	11	<b>NAV</b>	0	<b>C</b>	14	<b>NF</b>	1-6 1D3 7-9 1D6 10 3D10*
<b>EnL</b>	50	<b>DTV</b>	-1	<b>CDF</b>	1	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	4	<b>INT</b>	6
		<b>PR</b>	0	<b>SIZE</b>	1	<b>HC</b>	12%

\* A Hobgoblin village.

**Appearance** - The general appearance of this race is as specified for Goblins. All have tusks and their skin tone is a lighter green. They average four feet in height.

**SPECIAL** - 20% of the Hobgoblins encountered (RD) have an MEL4/EL4 innate power. Those who do rule the hobgoblins. Roll on the Elder Magic table to determine what the power is if one does. The stats for such hobgoblins are given below:



Magical Hobgoblin				Gwyn Ap Nudd			
<b>AHP</b>	15	<b>OCV</b>	5	<b>DCV</b>	5	<b>NWI</b>	-1
<b>S</b>	23(+1)	<b>St</b>	16(+1)	<b>D</b>	16(+1)	<b>A</b>	20(+1)
<b>MR</b>	12	<b>NAV</b>	0	<b>C</b>	21(+1)	<b>NF</b>	Varies
<b>EnL</b>	57	<b>DTV</b>	-3	<b>CDF</b>	4	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	10	<b>INT</b>	6
<b>MEL</b>	4	<b>PR</b>	4	<b>SIZE</b>	1	<b>HC</b>	19%

Hobgoblins are born from the rape of hob women by goblins. The vast majority of goblins (70%) view them as pariahs. Others trade and work with them. When a Hobgoblin village is found there is a 30% chance that 2D10 Goblins are there as friends. If not, 1D10 are present as slaves and whores. There will also be 1D6 human slaves.

The basic personality and armament of hobgoblins is like goblins. They are crueler and devilishly cunning in their application of that personality. Torture is a pleasant diversion for goblins. With hobgoblins, it is a treasured art form.

Hobgoblin King				Gwyn Ap Nudd			
<b>AHP</b>	22	<b>OCV</b>	8	<b>DCV</b>	6	<b>NWI</b>	-2
<b>S</b>	35(+2)	<b>St</b>	24(+1)	<b>D</b>	20(+1)	<b>A</b>	28(+1)
<b>MR</b>	13	<b>NAV</b>	1	<b>C</b>	29(+1)	<b>NF</b>	Varies
<b>EnL</b>	65	<b>DTV</b>	-3	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	12	<b>INT</b>	6
<b>MEL</b>	6	<b>PR</b>	4	<b>SIZE</b>	2	<b>HC</b>	27%

NOTE - Magical hobgoblins have equipment as specified for a Goblin King. Some (20% chance per village) are trained magic-users. If one is present, he is a King and has MEL6/EL3 with all Elder magic and MEL6/EL6 with their innate power.

Hydra				Kototh			
<b>AHP</b>	44	<b>OCV</b>	13	<b>DCV</b>	2	<b>NWI</b>	-1(-8)*
<b>S</b>	44(+2)	<b>St</b>	35(+2)	<b>D</b>	10	<b>A</b>	12
<b>MR</b>	10	<b>NAV</b>	**	<b>C</b>	NA	<b>NF</b>	1
<b>EnL</b>	25	<b>DTV</b>	-7*	<b>CDF</b>	7	<b>CL</b>	NA
<b>SS</b>	Inter. Carnivore			<b>MDV</b>	12	<b>INT</b>	3
		<b>PR</b>	NA	<b>SIZE</b>	4	<b>HC</b>	NA

\*() NWI used when more than one attack is made on a single target or when a neck with more than one head attacks a target.

\*\*See special for details on Hydra Armor.

**Appearance** - The Hydra is a serpent-bodied creature up to 20 feet in length. It has 9 heads, each on its own neck. The center head is twice the size of the others. The creature is heavily armored. Both its appearance and scent are hideous.

**Special** - Hydras can only be damaged from the front. Its body is totally impervious to any weapon or magic. It can only be killed by severing all 9 heads from its body and searing the stumps of the necks.

The HPV of each mortal head, i.e. the 8 small heads, is AHP/10 (RD). The rest of the hits the creature can take are the HPV of the immortal head. The immortal head is immune to damage until every mortal head has been struck off. All heads have an AV of 0.

EXAMPLE – The standard Hydra has 8 heads with HPV 4 and one with HPV 12.

All damage a head takes must be scored in one phase with a single blow. If not it regenerates before the start of the next phase. If the Hydra has an AHP greater than 44 the mortal heads regenerate on a 2 for 1 basis unless the stumps of the neck are seared with fire. Each new head will take the damage normal for a mortal head. The immortal head is the only head that does not regenerate.

Head regeneration is completed one phase after a head is struck off. The chance that a Character bearing fire can sear the stump before this equals **A+D**. When he is attempting to do this he can do nothing else.

Hydras are allowed one attack per neck. Up to 3 necks can attack the same target. If a neck has more than one head on it, the parenthesized NWI applies when it attacks. Beyond this, the modifier for the attack of multiple necks is as specified for Hellhounds.

The breath of the Hydra's immortal head is BL4 Slow Death poison. On success, it reduces the victim's energy level by 1D10 points per turn. When the energy level reaches 0 the person is dead. Any person that is in melee range of the Hydra must roll to be affected in the first phase of each turn he is there.

The Hydra's immortal head cannot die. Even when it is severed from its body it retains life. Over a period of years it can grow a new Hydra from itself. If the party wishes, the poison spewing head can be sold for 25 Gold Coins.

The teeth of the Hydra, 12 per head, can be sold for one Silver Coin each. When magically enhanced they are used to create the Children of Hydra. The stats below apply for Children of Hydra. If the Creature Variation system is used, the modifiers that applied for the Hydra should be used to modify the statistics of the Children (if the Hydra is twice normal size, so are the children).

Children of Hydra							
AHP	8	OCV	2	DCV	3	NWI	0
S	10	St	12	D	12	A	24(+1)
MR	14	NAV	0	C	10	NF	NA
EnL	2*	DTV	0	CDF	1	CL	NA
SS	NA			MDV	5	INT	1
		PR	NA	SIZE	2	HC	NA

\*The EnL is the number of mana points required to activate a single tooth. It has no other applications.

**Appearance** - The children are humanoid skeletons who grow from the earth. All are armed with the weapons common for the human culture that resides in the area the tooth is buried in. The WSB of their weapon, regardless of type, is zero. If the residents are shield users, the child will have an AV 4 Buckler.

**Special** - Once a tooth is activated it cannot be changed back. Teeth must be buried in the ground for the spell to work. If the Children see no other target they attack the person that activated them. If they see no one they attack the first person they see. They appear one turn after the spell to activate them is cast.

The children attack any living creature that is in their line of sight. They raised remains for a number of turns equal to three times the MEL of the caster. They continue killing whatever they can catch until this time ends. When it does they turn to dust.

NOTE - The Children of Hydra are not controllable. They come to kill and attack as they see fit.

Minotaur				Kotar1			
AHP	26	OCV	8	DCV	4	NWI	-3
S	28(+1)	St	24(+1)	D	10	A	12
MR	12	NAV	1	C	52(+3)	NF	1-7 1 8+9 1D3 10 1*
EnL	61	DTV	-4	CDF	3	CL	NA
SS	Nocturnal Carnivore			MDV	7	INT	3
		PR	8	SIZE	2	HC	38%
Bullman				Kotar1, Kototh			
AHP	39	OCV	12	DCV	5	NWI	-4
S	42(+2)	St	36(+2)	D	15	A	18(+1)
MR	15	NAV	2	C	78(+4)	NF	1
EnL	103	DTV	-6*	CDF	4	CL	NA
SS	Nocturnal Carnivore			MDV	10	INT	5
		PR	12	SIZE	3	HC	57%

\* The Minotaur is one of the original Bull-men created by Kototh. They can only die if they are killed.

**Appearance** -A heavily muscled, humanoid creature with the head of a bull and lightly furred upper body, i.e. light fur on the shoulders and back. Bull-men are distinguished from Minotaurs by the fierce gaze of their burning red eyes. The Minotaur is 6-7 feet tall. A Bull-man is 8-9 feet in height.

**Special** - All Minotaurs are male. They eat humans and attack them (with uncontrollable battle fury) on sight. Bull-men do not suffer from battle fury and may be cunning in their attack.

Nebora				Nebeth, Gartun			
<b>AHP</b>	30	<b>OCV</b>	10	<b>DCV</b>	2	<b>NWI</b>	-2
<b>S</b>	44(2)	<b>St</b>	42(+2)	<b>D</b>	NA	<b>A</b>	13
<b>MR</b>	6	<b>NAV</b>	4	<b>C</b>	36(+2)	<b>NF</b>	1D2*
<b>EnL</b>	72	<b>DTV</b>	-4*	<b>CDF</b>	5	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	13	<b>INT</b>	6
		<b>PR</b>	12	<b>SIZE</b>	3	<b>HC</b>	38%

**Appearance** - Nebora are ape headed serpents with black and red iridescent scales. They average fifteen feet in length. Their cunning and sadism is noteworthy. If 2 are encountered they are in their den and 1D6+2 eggs are present.

**SPECIAL** - Nebora wield a fiery poison. Each time they score damage in combat roll BL4. If the poison affects the victim, he takes damage appropriate for EL2 Flaming Death in addition to any the attack scored. A Nebora may only use poison once per turn (i.e. once per four phases) and three times per encounter.

There is a 50% chance that 2D6 goblins are encountered with the Nebora. The serpent enjoys overpowering its enemies and watching them die under slow torture. Having goblins around helps with its enjoyment. When it is safe to do so, Nebora always subdue enemies for later torture. This is especially true of females. Nebora speak the Kotothi tongue.

Ogre				Kototh, Utgard Geror			
<b>AHP</b>	36	<b>OCV</b>	13	<b>DCV</b>	3	<b>NWI</b>	-6
<b>S</b>	60(+3)	<b>St</b>	40(+2)	<b>D</b>	6	<b>A</b>	6
<b>MR</b>	10	<b>NAV</b>	2	<b>C</b>	44(+2)	<b>NF</b>	1D3
<b>EnL</b>	53	<b>DTV</b>	-5*	<b>CDF</b>	4	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	5	<b>INT</b>	3
		<b>PR</b>	8	<b>SIZE</b>	4	<b>HC</b>	42%

**Appearance** - Ogres are repulsive, boar-tusked humanoids 9-10 feet tall. They are lightly furred, heavily muscled and stupid.

**Special** - Ogres are man-eaters. They will never pass up the opportunity to attack and consume humans unless they are under some form of compulsion that prevents them from doing so.

NOTE - Scholars of Kotothi cosmology insist the Ogre was the first giant humanoid created. From the lesson learned in this creation, giants and trolls were formed.

Spriggans				Kotar1, Mab'Ac'Kota			
AHP	30	OCV	11	DCV	2(4)	NWI	0(-3)
S	52(+3)	St	40(+2)	D	12	A	10
MR	9(14)	NAV	0(2)*	C	28(+1)	NF	1
EnL	64	DTV	-4	CDF	6	CL	NA
SS	Nocturnal Omnivore			MDV	13	INT	6
		PR	6	SIZE	1(7)	HC	34%

\* ( ) NAV is Av as Giant.

**Appearance** - His normal appearance is a small, grotesque man with large ears and a pendulous nose. He is about three feet in height. The creature has immense strength and is capable of altering his size to that of a giant.

**Special** - When the Spriggans chooses he can increase his height from three feet to twenty. When he does he uses the parenthesized values above and attack as a Hill Giant. In addition to this power, the Spriggans can use Whirlwinds at MEL6/EL3 to attack others. He does not ride in them. He is also capable of using Desiccation at MEL6/EL3. The power is usable against any living enemy.

Sprite				Paitco Sith, Kotan			
AHP	6	OCV	1	DCV	6(11)	NWI	+3
S	5(-1)	St	10	D	20(+1)	A	60(+3)
MR	6(32)	NAV	0	C	9	NF	1-5 1D6 6-9 2D6 10 D100*
EnL	43	DTV	-1	CDF	3	CL	NA
SS	Nocturnal Omnivore			MDV	6	INT	6
		PR	0	SIZE	1	HC	10%

\*A tribe of Sprites is encountered. If less than 50 are found they are flying about looking for things to molest. If more than 50 the party has discovered the tribe's lair.

**Appearance** - Sprites have the general appearance of Faerry. They are smaller (under 2 feet in height) and their features are contorted with evil and mischief.

**Special** - Sprites were Faerry Sidh enticed into the service of Kototh. They are hated by Faerry and return the emotion three fold. All Sprites have innate powers in Sleep Touch and Elf-shot at MEL4/EL2. They use one or the other when they hit in combat. (Depending on whether they want to capture the target or kill it).

If a tribe is encountered 5% of those encountered (RU) are MEL 1D6+4, and EL 2D6+2 in the above powers. These are the elders of the tribe. No sprite uses any power other than its innate power.

NOTE - Sprites enjoy mischievous interference with the actions of men and the Sidh. When they are present in force they try to

kill men and capture the Sidh for a slow death. They are cunning, somewhat sadistic and definitely amoral. The key to their psyche is selfish disregard of anything that does not bring satisfaction or pleasure.

Tatzlwurm				Kototh			
<b>AHP</b>	21	<b>OCV</b>	8	<b>DCV</b>	11	<b>NWI</b>	-3
<b>S</b>	24(+1)	<b>St</b>	40(+2)	<b>D</b>	32(+2)	<b>A</b>	21(+1)
<b>MR</b>	16	<b>NAV</b>	8	<b>C</b>	20(+1)	<b>NF</b>	1-5 1 6-9 1D3 10 2D6*
<b>EnL</b>	36	<b>DTV</b>	-3*	<b>CDF</b>	6	<b>CL</b>	NA
<b>SS</b>	Inter. Carnivore			<b>MDV</b>	5	<b>INT</b>	4
		<b>PR</b>	9	<b>SIZE</b>	1	<b>HC</b>	30%

\*20% (RU) are adult, 30% (RU) are young. The rest are eggs.

**Appearance** - This lizard has a worm like body and two (male) or four (female) short legs. They tend to be pale colored, white, tan, etc, and are two to three feet long.

**Special** - The Tatzlwurm is an extremely aggressive, poisonous creature. It attacks anything that enters its territory without exception. The creature is highly toxic. Its breath is BL6 Death poison to any human and BL3 to all other lifeforms. A roll to be affected must be taken each phase that a character is within melee range.

The creatures are noted for two other things. Their segmented body has a special heavy armor. The NAV above applies against any non-magical weapon. No non-magical missile weapon can penetrate it UNLESS a deadly hit is scored. All missile fire automatically bounces off. This includes elven weapons. Magical weapons work against an NAV of 2 and the missile fire restriction does not apply.

The second noteworthy item is the creature's ability to jump. A Tatzlwurm can jump a number of feet equal to its Strength without difficulty. If they take a full phase to make the leap, they can jump twice that distance. They are only encountered in hills, mountains and their lairs.

Troid Folk				Mab'Ac'Kota			
AHP	10	OCV	3	DCV	4	NWI	+1
S	8	St	17(+1)	D	12	A	20(+1)
MR	12	NAV	0	C	15	NF	1-5 1D6 6-9 2D10 10 2D10**
EnL	40	DTV	-2	CDF	1	CL	NA
SS	Nocturnal Carnivore			MDV	4	INT	5
		PR	2	SIZE	2	HC	16%
Troid King				Mab'Ac'Kota, Kototh, Kotarl			
AHP	16	OCV	6	DCV	5	NWI	+1
S	16(+1)	St	25(+1)	D	18(+1)	A	30(+1)
MR	14	NAV	0	C	23(+1)	NF	1
EnL	72	DTV	-3	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	12	INT	7
		PR	4	SIZE	2	HC	24%

NOTE - Troid Kings are skilled herbalists, executioners, dancers and poisoners. All are cunning with skill in Rhetoric. They are also EL5 with their weapons and (25% chance) may know 1D3 Elder spells at MEL4/EL2.

\*\*A clan of Troid Folk in their lair. The lair is generally underground. Its major exit is in the water. Other exits present are well hidden or camouflaged by undergrowth. The King is generally in the lair (80% chance).

**Appearance** - Troid Folk are tall, angular creatures. They have unnaturally long arms and legs. They have long, pendulous noses and ears. They represent Kototh's last effort to surpass the Elf Sidh. They have an average height of 6 feet. Their arms are 4-5 feet in length.

**Special** - Troid Folk delight in dancing, other artistic pursuits and torturing enemies. They hate all Sidh creatures and are extremely cunning.

As a rule, Troid Folk favor human women and have been known to keep human slaves. To some extent they are known as man-eaters. In general, however, they subsist on fish. When they are encountered they will be armed with spears and weighted throwing nets.

In their lair, Troid Folk will initially be unarmed. The Referee should place their weapons somewhere in the lair. To arm they must get to that place. There is a 60% chance they will have 1D6 human slaves and another 1D6 prisoners.

**Trolls**                      **Mallen Trow**  
**(The Troll forms that can be encountered)**

<b>Eld Troll</b>							
<b>AHP</b>	17	<b>OCV</b>	6	<b>DCV</b>	5	<b>NWI</b>	0
<b>S</b>	28(+1)	<b>St</b>	18(+1)	<b>D</b>	16(+1)	<b>A</b>	20(+1)
<b>MR</b>	13	<b>NAV</b>	0	<b>C</b>	22(+1)	<b>NF</b>	1
<b>EnL</b>	71	<b>DTV</b>	-3	<b>CDF</b>	*	<b>CL</b>	NA
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	15	<b>INT</b>	7
		<b>PR</b>	4	<b>SIZE</b>	2	<b>HC</b>	20%

\* CDF = 2 + (MEL/2 (RU))

**Appearance** - The Eld Troll is rare. They average five to five and a half feet, have the lithe musculature of Trolld Folk and the basic facial features of their Troll cousins. They are commonly well dressed and often wear a fine red cap on their heads.

**Special** - Eld Trolls, unlike other members of the race, are noted for cleverness, intelligence and craftsmanship. They have little to do with trolls (or other Eld Trolls). Except as nature or the gods demand they prefer solitude.

Eld Trolls are only encountered in the cave or cavern they call home. That residence is trapped, mechanically and magically, in clever ways. The older and more powerful the troll, the more extensive and deadly the traps.

60% of Eld Trolls use Elder magic. The MEL is 2D6 + 2. The EL is half the MEL (RD). Those who have the skill use Elder and general spells. There are no limits to how they are used. The Eld Troll tends to use power for defense and craftsmanship only.

All Eld Trolls are skilled dancers and acrobats. Humans who are exceptionally skilled in either area have a chance to influence them by exhibiting their skill. (The best case yields a boon or potential friend. The worst results in life as a captive instructor. Roll on the Entertainment table to determine success.)

Eld Trolls have 1D3+1 craftsmanship skills. The referee may decide which the individual troll possesses. They gravitate toward skills that produce items of great beauty. If said item is also useful in some way all the better.



Eld Trolls sometimes have pets and prisoners. The table below applies:

<b>CHANCE</b>	<b>SPECIES</b>	<b>NF</b>	<b>STATUS</b>
<b>60%</b>	Cu Sidhe	1D6	Pet
<b>20%</b>	Great Ape Male	1	Pet
<b>25%</b>	Daeta Koti	1D3	Pet
<b>20%</b>	Human	1D3	Prisoner*
<b>10%</b>	Faerry Sidh	1	Prisoner**

\* If only one is found there is a 30% chance he or she is the troll's friend, not a prisoner.

\*\* If such a prisoner is present he or she is the troll's special project. It will last 2D6 weeks before the torment and humiliation the Eld inflicts takes its life. (Eld trolls do not care for faerry in the least).

Any "pets" present are devoted to the Eld Troll. They will do what is needed to serve and protect. Any harm done to them earns the ire of the troll. Gaining vengeance for the slight becomes a priority to him, even if it means he has to leave home.

Eld Trolls have little in the way of combat skills. They prefer to best adversaries with traps, magic and clever subterfuge. They are masters at doing so. They tend to look down on those who must resolve problems with overt physicality. They are cultured and a bit effete.

Though Eld of both sexes exist 75% are male. If the one encountered is not male, she is automatically a magician. In addition, she has 1D3 - 1 young Eld Trolls in her home. Some are those she bore. Some are children saved from exposure. Female Eld tend to be forceful and are not as strongly tied to the Kotothi as males. You may vary their home and pets accordingly.

<b>Eld Troll (Female)</b>							
<b>AHP</b>	17	<b>OCV</b>	6	<b>DCV</b>	5	<b>NWI</b>	0
<b>S</b>	25(+1)	<b>St</b>	16(+1)	<b>D</b>	20(+1)	<b>A</b>	24(+1)
<b>MR</b>	13	<b>NAV</b>	0	<b>C</b>	27(+1)	<b>NF</b>	1
<b>EnL</b>	91	<b>DTV</b>	-3	<b>CDF</b>	2+(MEL/2)	<b>CL</b>	NA
<b>SS</b>	Nocturnal Omnivore			<b>MDV</b>	15+MEL	<b>INT</b>	8
<b>MEL</b>	2D6+2	<b>PR</b>	4	<b>SIZE</b>	2	<b>HC</b>	22%

NOTE - Eld trolls were not created. The first was the dwarf child of Mallen Trow. That god was about to bash its brains out when Kototh intervened. He was left alone in a cavern to fend for himself instead.

With his survival Kototh made such a law for all Trolls. About one in ten thousand of their infants are Eld. They are left to fend for themselves far from their parents. Those who survive make that place their home. Few have any love for their large, bellicose cousins.

<b>Troll</b>							
<b>AHP</b>	30	<b>OCV</b>	10	<b>DCV</b>	4	<b>NWI</b>	-2
<b>S</b>	50(+2)	<b>St</b>	35(+2)	<b>D</b>	8	<b>A</b>	10
<b>MR</b>	11	<b>NAV</b>	2	<b>C</b>	35(+2)	<b>NF</b>	1-6 1D2 7-9 1D6(1)@ 10 2D10+10**
<b>EnL</b>	51	<b>DTV</b>	-4*	<b>CDF</b>	3	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	6	<b>INT</b>	4
		<b>PR</b>	8	<b>SIZE</b>	3	<b>HC</b>	35%

\*\*Lair of trolls. 10% of those encountered (RD) are Elite  
@ One of those encountered is an elite troll

**Appearance** – Trolls are heavily muscled humanoids. They have large heads and somewhat pendulous ears. Their hands are clawed and they have vicious fangs. On the average they are 7.5 to 9 feet in height. They represent Kototh's first effort to better the Elf Sidh. Common trolls dress in ragged skins. Elite trolls are finely dressed and armored.

**Special** – Trolls are devoted to the destruction of Elf Sidh and the consumption of Humans. The common troll has no other drives. When encountered they may be unarmed or armed with heavy clubs, stone-tipped spears, etc.

<b>Elite Troll (Middle World)</b>							
<b>AHP</b>	45	<b>OCV</b>	15	<b>DCV</b>	4	<b>NWI</b>	-4
<b>S</b>	75(+3)	<b>St</b>	52(+3)	<b>D</b>	5(-1)	<b>A</b>	20(+1)
<b>MR</b>	12	<b>NAV</b>	1	<b>C</b>	52(+3)	<b>NF</b>	NA
<b>EnL</b>	88	<b>DTV</b>	-6*	<b>CDF</b>	5	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	12	<b>INT</b>	6
		<b>PR</b>	12	<b>SIZE</b>	3	<b>HC</b>	52%

Elite trolls are the masters of Trollldom. They are obeyed without question by any common troll. When encountered they are armored in Scale Mail and armed with a well-made weapon of the Referee's choice. When more than one Elite troll is encountered, one is a King Troll.

<b>King (Middle World)</b>				<b>Mallen Trow, Kototh</b>			
<b>AHP</b>	60	<b>OCV</b>	19	<b>DCV</b>	4	<b>NWI</b>	-2
<b>S</b>	100(+4)	<b>St</b>	70(+3)	<b>D</b>	8	<b>A</b>	10
<b>MR</b>	12	<b>NAV</b>	1	<b>C</b>	70(+3)	<b>NF</b>	NA
<b>EnL</b>	106	<b>DTV</b>	-7*	<b>CDF</b>	6+(MEL/2)	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	15+MEL	<b>INT</b>	6
		<b>PR</b>	12	<b>SIZE</b>	3	<b>HC</b>	70%

Kings are the maximum size for the world the encounter takes place in. They are capable of using all Elder spells at MEL 2D6, EL 1/2MEL (RU).

All trolls are afflicted by iron and light as specified for the Elf Sidh. For trolls, the iron affliction does not stop them

from handling iron weapons but will cause additional damage if they are injured by an iron or steel weapon.

**Wood Troll**

**Mallen Trow, Kotarl**

<b>Male</b>							
<b>AHP</b>	24	<b>OCV</b>	7	<b>DCV</b>	4	<b>NWI</b>	-1
<b>S</b>	24(+1)	<b>St</b>	20(+1)	<b>D</b>	10	<b>A</b>	15
<b>MR</b>	12	<b>NAV</b>	1	<b>C</b>	52(+3)	<b>NF</b>	1D6
<b>EnL</b>	68	<b>DTV</b>	-4	<b>CDF</b>	3	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	4	<b>INT</b>	4
		<b>PR</b>	8	<b>SIZE</b>	2	<b>HC</b>	36%
<b>Female</b>							
<b>AHP</b>	20	<b>OCV</b>	6	<b>DCV</b>	4	<b>NWI</b>	0
<b>S</b>	18(+1)	<b>St</b>	30(+1)	<b>D</b>	14	<b>A</b>	18(+1)
<b>MR</b>	13	<b>NAV</b>	0	<b>C</b>	32(+2)	<b>NF</b>	1D6
<b>EnL</b>	57	<b>DTV</b>	-3	<b>CDF</b>	5	<b>CL</b>	NA
<b>SS</b>	Nocturnal Carnivore			<b>MDV</b>	6	<b>INT</b>	5
		<b>PR</b>	6	<b>SIZE</b>	2	<b>HC</b>	31%

**Appearance** – Male Wood Trolls are bestial, hairy and horrible creatures that combine the appearance of Troll and Goblin. They are 5-6 feet tall. Female Wood Trolls have the appearance of Troid Folk except their limbs are not abnormally long. They are as large as the male but not as heavily muscled. They have ragged, unkempt hair and are only furred on the back of their neck.

**Special** – When Wood Trolls are encountered roll 1D10 on the table below:

**Roll Encounter**

- 1-5 Males only
- 6-9 Females only
- 10 Males and Females

Male Wood trolls enjoy human flesh. They kill males and capture females. They have the ability to camouflage themselves in Forest and Swamps. (As specified for Elf Common Knowledge in book 1).

Female Wood Trolls kill human women on sight. They can use powers of Illusion and Fascination on human males at MEL6/EL3. Any male that succumbs to these powers spends 2D10 days enjoying the wonderful beauty of the land unless forcibly prevented from doing so. After this time, he is released in a random place with an EL5 disease. Regardless of his attributes, if he is not cured within 7 days he dies.

Wood Trolls are hostile to all non-Kotothi life. They prefer to capture Elves, Faerries and Dwarves for slow torture. When females are encountered alone there is a 40% chance they are riding wolves. Wolves in this state are under the control of

the rider. They cannot be communicated with or commanded by any force other than the Wood Troll.

Wyvern				Zuriti, Kototh			
<b>AHP</b>	27	<b>OCV</b>	7	<b>DCV</b>	5(8)	<b>NWI</b>	-1(-4)*
<b>S</b>	30(+1)	<b>St</b>	20(+1)	<b>D</b>	8	<b>A</b>	13
<b>MR</b>	15(27)	<b>NAV</b>	3	<b>C</b>	58(+3)	<b>NF</b>	1D3
<b>EnL</b>	83	<b>DTV</b>	-4*	<b>CDF</b>	7	<b>CL</b>	NA
<b>SS</b>	Inter. Carnivore			<b>MDV</b>	8	<b>INT</b>	5
		<b>PR</b>	12	<b>SIZE</b>	3	<b>HC</b>	36%

\*The () NWI applies when the tail attacks. The other value is used in all other cases.

**Appearance** – Wyverns are winged, two-legged, draconic creatures whose bodies taper to poisonous scorpion tails. They were created to destroy Chaos in the Desert. They no longer restrict themselves to that prey. Excluding their large tails, Wyverns average 6-8 feet in length.

**Special** – The tail of the Wyvern carries BL7 Death Poison. It is used in the front by striking over the head. In any phase the Wyvern will attack with its tail or in some other manner. The chance for either, while the poison lasts, is 50/50. In all cases the poison has no effect unless damage by the tail is scored on the target. Each Wyvern has 4 doses of poison per encounter. When it no longer has poison, it will not attack with its tail and, if possible, will drag away prey and feed.