

Creature stats for Tirikelu

Where multiple attacks are listed, the creature can employ all attacks at full-value in every round *UNLESS* the attacks are given as alternatives. For instance, the Ru'un can use both sword and bolt-gun every round; whereas the Thunru'u can use a weapon *OR* grapple - not both.

FLYING CREATURES

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Cholokh "Flying Octopoid Creature"

|                       |              |                     |
|-----------------------|--------------|---------------------|
| BITE                  | Attack = 10  | damage: 1D10-1      |
| or THROWN ROCK        | Missile = 10 | damage: 1D6-1       |
| Armour 2              |              | Magic Resistance +2 |
| Hit Points: 5 [1/2/3] |              | Evade 9             |

These creatures prefer dry conditions and are encountered in deserts or remote mountain passes, making their lair behind boulders. A lair will typically consist of a group of some twenty or thirty Cholokh, and they will attack even if outnumbered - though they will pick off stragglers or advance scouts rather than attacking the whole of a large party.

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Dlakolel "the Steed of Sarku"

BITE	Attack = 17	damage: 1D10+3
Armour 3		Magic Resistance +7
Hit Points: 16 [4/6/9]		Evade 5

This flying titan (3-4 metres long) gets its nickname from the coppery sheen to its chitin armour, which evokes images of the mythical beetle-like servitors of the Master of the Undead.

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Gerednya "the Flying Worm"

|                        |             |                     |
|------------------------|-------------|---------------------|
| BITE                   | Attack = 12 | damage: 1D10        |
| or STING               | Attack = 16 | damage: 1D6         |
| Armour 1               |             | Magic Resistance +5 |
| Hit Points: 11 [3/4/6] |             | Evade 7             |

These creatures have a sting in their pliant tails, and any character struck by this must make a +3 Stamina check. Failure causes another 2D6 damage and induces severe muscle spasms that will reduce the victim's Dexterity to 1 for several hours. This can be counteracted with the "Eye of Healing". The Gerednya can also strike with its needle-sharp proboscis.

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Giriku "the Flying Reptile"

BITE	Attack = 15	damage: 1D10
Armour 2		Magic Resistance +5
Hit Points: 12 [3/5/7]		Evade 6

These bluish-green nocturnal beasts have long snouts set with three rows of needle-pointed teeth. Their six eyes see well even in near-total darkness, but they are blinded by full daylight or the brightest light-producing spells. They congregate in swamplands and river deltas in family-groups of ten or more. Their peculiar musty odour - somewhat like dried fish - is repellent to man, and the redolence hanging in the air around these creatures' lairs ensures they rarely take a human party by surprise.

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Kayi

"the Eye"

|                               |             |                     |
|-------------------------------|-------------|---------------------|
| TENTACLES                     | Attack = 15 | damage: see below   |
| Armour 0                      |             | Magic Resistance +8 |
| Hit Points: <b>14</b> [3/5/8] |             | Evade 3             |

These creatures hang high in the air in dark corners and drop their thin fibrous tentacle-nets down upon passersby. These nets have a 75% chance of trapping a victim (an Evade is only permitted if the character was aware of the Kayi's presence) and will then drain away life-force at the rate of 1D3 points from both Strength and Stamina each round. The victim is held paralysed while his life is drained, dying when either attribute is reduced to 0. If the net is cut away by another character on the first round, there is a chance (based on a -3 Stamina check) that with immediate rest the lost attribute points will return in a few hours; otherwise the loss is permanent. Cutting a companion free requires a character to score a Heavy Wound on the Kayi with an edged weapon such as a sword - and a +5 Weaponskill check is needed to control the blow, otherwise the enmeshed character will also be hit. Kayi can be brought down by arrows (flaming arrows are said to be particularly efficacious) but they usually remain out of reach of hand weapons shorter than a spear.

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Kūni

"the Falcon"

PECK	Attack = 20	damage: 1D3
Armour 1		Magic Resistance +2
Hit Points: 1 [-/-/1]		Evade 16

These brown bird-like creatures have a limited intelligence and the ability to speak if trained. They do not properly understand the meaning of what they say, but they can be taught to associate phrases with specific circumstances. Thus they are useful as hunters and scouts, since they can report back to their master on the disposition of troops, terrain, etc. Communication should be on a very simple level, eg: "Lots of men walking south, ten Tsan away." Wild Kūni can be lured down with aromatic Tsural buds, or shot down with blunt-headed arrows smeared with sticky gum. Training it then takes about two months until the creature is ready for falconry, plus another three months if it is to be able to speak. (Kūni would never normally attack a human, but combat statistics are given here in case one should be brought under control and ordered to attack.)

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Lri

"the Flying Stinging Creature"

|                               |             |                     |
|-------------------------------|-------------|---------------------|
| STING                         | Attack = 20 | damage: 1D6+2       |
| or BITE                       | Attack = 13 | damage: 1D6         |
| Armour 2                      |             | Magic Resistance +5 |
| Hit Points: <b>16</b> [4/6/9] |             | Evade 7             |

They sting with their long segmented tails, paralysing a victim who fails a -3 Stamina check. They will try to fly off with a paralysed victim if his combined Size plus encumbrance does not exceed 20. The Lri then follows a random route to its lair, where it feeds the hapless victim to its young. Companions of the victim must succeed in a -5 Hunter check to find the lair. If they cannot locate it within half an hour, the victim is completely eaten and cannot be restored by Revivification since no recognizable fragment remains. A paralysed victim rescued from the Lri's clutches can be cured by a Cure Major Wounds spell or an "Eye of Healing". He remains weakened and sluggish (able to perform only one half-action each round, or a full action every other round) for two days.

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Shanu'u "the Flying Carnivore"

BITE Attack = 14 damage: 1D10
Armour 1 Magic Resistance +7
Hit Points: **20** [4/7/11] Evade 5

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Teqeqmu "the Drifting Fungoid Creature"

LASH                      Attack = 16                      damage: 1D6+1/1D6+3/1D6+5  
or GAS                      [see below]  
Armour 0                                              Magic Resistance +6  
Hit Points: **20/30/40** [-/-/-]

When it encounters a victim, it drops down and exudes poisonous gas over an area 3 metres in diameter. Those caught in the gas must succeed at a -3 Stamina check or collapse immediately and die within 1-3 rounds. The Teqeqmu can also lash out with its whip-like central tentacle to a distance of 5 metres. It has a 60% chance of using its gas and a 40% chance of hitting with its tentacle on any given combat round. These beings vary in size: 40% small, 40% medium and 20% large. They are unaffected by degrees of wounding, and if struck down they will regenerate within an hour if not burned thoroughly.

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Vorodla "the Flying Undead"

CLAWS Attack = 19 damage: 1D10+3
Armour 3 Magic Resistance +13
Hit Points: **11** [3/4/6] Evade 8

At night and on overcast days they emerge to hunt for living flesh - or to do their masters' bidding, for some of these creatures are still in the command of the priests of Ksarul or Sarku. The body of a Vorodla must be burned, since it regenerates within a few minutes. They fight like all undead, taking only half Melee penalties from wounds and never needing to check Stamina. These creatures are carriers of a kind of psychic plague. After a battle with Vorodla, each character who was wounded must make a Psychic Ability check at +4. If the character fails he loses 1 from Psychic Reservoir and must attempt another check (this time at +2) after one hour. Each failure reduces the character's Psychic Reservoir still further and necessitates another hourly check, with the modifier diminishing by 2 each time. The procedure stops when the character either succeeds in one of the checks or has had his Psychic Reservoir reduced to 0 (in which case he dies and can never be restored to life). The points lost are permanent.

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Vringalu "the Feathered Snake"

BITE                      Attack = 20                      damage: 1D10+1  
Armour 2                                              Magic Resistance +8  
Hit Points: **18** [4/7/10]

These ropy, feathered snake-like creatures habituate the tree canopy of dense jungle, from where they glide down to attack their prey noiselessly and viciously. (Some smaller varieties are adapted to desert conditions, drifting low over the dunes in search of prey.) Their plumage is of a startlingly metallic hue - usually blue-black, green or gold with black patterning for camouflage. A Vringalu's bite induces rapid gangrene which kills within an hour if the wound is not treated with Tsural buds (make a +5 Physician check or a +10 Hunter check to be aware of this remedy) or by a spell of Cure Disease. If untreated, a Stamina check at -10 is allowed to shake off the infection, but the victim will still be weakened and feverish for several days: temporarily reduce Strength, Stamina, Dexterity and Intelligence by half. A victim who is treated with Tsural buds remains giddy and nauseous (Strength, etc, reduced by 25 percent) for a day or so.

## NONHUMANS

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Ahoggya "the Knobbed Ones"

WEAPON Melee = 15 damage: 1D10+3
Armour Magic Resistance
Hit Points: **20** [4/7/11] Evade 6

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Hlaka "the Furred Flyers"

WEAPON                      Melee = 9                      damage: 1D10  
or TAIL                      Melee = 9                      damage: 1D6  
Armour                                              Magic Resistance  
Hit Points: **8** [2/3/5]                      Evade 8

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Hlutrgu "the Swamp Frogs"

WEAPON Melee = 10 damage: 1D10
Armour Magic Resistance
Hit Points: **10** [2/4/6] Evade 9

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Hlöss "the Spawn of the Old Ones"

WEAPON                      Melee = 12                      damage: 1D10+1  
STING                      Melee = 12                      damage: 1D6+1 & poison  
Armour                                              Magic Resistance  
Hit Points: **15** [3/6/8]                      Evade 5

The tail ends in a sting, and anyone wounded must attempt a -3 Stamina check. Ordinary failure reduces the victim to one half-action a round; a critical failure (or a second sting) causes paralysis. Popular belief has it that paralysed captives are carried off back to the Isle of the Hlöss, there to serve as food for the great Hlöss Mother and her young.

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Pachi Lei "the Forest Dwellers"

WEAPON Melee = 10 damage: 1D10
Armour Magic Resistance
Hit Points: **11** [3/4/6] Evade 6

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Pe Choi "the Listeners"

WEAPON           Melee = 10           damage: 1D10  
Armour                                Magic Resistance  
Hit Points: **12** [3/5/7]               Evade 6

Pe Choi have sensitive fan-shaped ears and their broader range of hearing enables them to detect even very faint sounds at a range of 60 metres or more. Their intuition and vestigial telepathy allows them to detect traps or hidden beings, etc, within a few metres. They can also tell if any member of their species is slain within a radius of up to 3 Tsan (four kilometres) and if they can determine the murderer's identity they will be implacable in their pursuit. This does not apply to Pe Choi soldiers slain in battle, of course - only to unlawful killing.

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The Pygmy Folk [own name unpronounceable by humans]

WEAPON Melee = 9 damage: 1D10-1
Armour Magic Resistance
Hit Points: **6** [2/3/4] Evade 10

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Shen "the Demon Warriors"

WEAPON           Melee = 16           damage: 1D10+3  
or TAIL CLUB      Melee = 16           damage: 1D6+3  
Armour                                Magic Resistance  
Hit Points: **19** [4/7/10]               Evade 3

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The Shunned Ones [own name unpronounceable by humans]

WEAPON Melee = 10 damage: 1D10
Armour Magic Resistance
Hit Points: **12** [3/5/7] Evade 6

Any party of Shunned Ones encountered will include at least one individual with between 8 and 17 levels in the Sorcerer skill (roll 1D10 and add 7), and this being may have "Eyes", scrolls or other paraphernalia.

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Ssu "the Enemies of Man"

|                       |            |                  |
|-----------------------|------------|------------------|
| WEAPON                | Melee = 12 | damage: 1D10+1   |
| Armour                |            | Magic Resistance |
| Hit Points: <b>14</b> | [3/5/8]    | Evade 7          |

The eyes are large and milky-white with no pupils, and the mouth is a stark black slit; there are no other facial features. The usual stance for a Ssu is to stand upon its four rear limbs and hold weapons, etc, in its triple-digeted hands. In this way it can stalk quietly or scuttle quickly in any direction. When fighting, however, Ssu sometimes rear up onto their back legs and use the middle pair of limbs to wield a shield or additional weapon. This allows the creature two blows (or parries) a round, though the second blow is made with the base Melee value and is -1 on damage. For battle they wear a harness of black leather studded with copper plaques and bear black wood shields with raised copper bosses.

Ssu are fearful magic-users and every group met outside Ssu territory will include at least one with 11-20 levels in the Sorcerer skill. Each Ssu also has the power to hypnotise 1-3 people, who must be within 10 metres and looking in the Ssu's direction. There is a 20% chance of a Ssu attempting to use its hypnotic power in any given round. This counts as its action for the round, and requires the Ssu to make an unmodified Hypnotist skill check. (Assume any Ssu met in human territory will have 7-12 levels in this special skill.) Victims can attempt to resist by making a check based on the average of their Cleverness and highest Complex skill. Failure means that the victim will fight as the Ssu directs, and he can only be freed by the death of the Ssu commanding him. Fortunately the neuter worker-fighters who make up the bulk of Ssu society do not possess this hypnotic ability.

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Swamp Folk [own name unpronounceable by humans]

WEAPON	Melee = 10	damage: 1D10
Armour		Magic Resistance
Hit Points: 11	[3/4/6]	Evade 6

Although unable to master sorcery, they have a natural ability to detect when things are awry; this extends to sloping passages, hidden chambers and dimensional nexus points. On average the referee should allow a 70% chance of this sense working, though it varies according to unpredictable factors.

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Tinaliya "the Curious Ones"

|                      |           |                  |
|----------------------|-----------|------------------|
| WEAPON               | Melee = 8 | damage: 1D10-1   |
| Armour               |           | Magic Resistance |
| Hit Points: <b>6</b> | [2/3/4]   | Evade 9          |

## ANIMALS

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Chlen "the Armour Beast"

BITE	Attack = 8	damage: 1D6+1D10
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Magic Resistance +5

Anyone hunting Dzor should be armed with a reinforced spear. This is grounded and must be guided into the creature's throat as it charges (it lifts its head as it does, to get the full power of its neck muscles into the beak-strike). This requires a cool head and a steady hand: a Dexterity check at -5 is needed to hit the right spot. If you fail to kill a charging Dzor, you must

try to Evade its charge. This is because the charge adds +D6 to its damage bonus, and it will trample you to death if it fells you.

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Feshenga "the Many-Legged Serpent"

BITE Attack = 22 damage: 2D6-1  
Armour 3 Magic Resistance +3  
Hit Points: **15** [3/6/8] +8 initiative

Their ophidian heads have three rows of needle-sharp teeth, and anyone bitten must make a +5 Stamina check. Failure means that the character will die within five minutes if not treated with a Detoxify spell or an "Eye of Healing".

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Hyahyu'u "the Whooper"

BITE Attack = 16 damage: 1D6 +1
or CLAWS Attack = 14 damage: 1D10
Armour 3 Magic Resistance +4
Hit Points: **13** [3/5/7] +5 initiative

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Kuruku "the Small Giggler"

BITE Attack = 13 damage: 1D2  
Armour 1 Magic Resistance +4  
Hit Points: **2** [-/1/2] +10 initiative

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Mnor "the Shaggy Insect Creature"

CLUB Attack = 15 damage: 1D10
Armour 4/0 Magic Resistance +4
Hit Points: **12** [3/5/7] +5 initiative

Their huge faceted eyes are their most vulnerable spot, and a Mnor will turn and flee if a blow shatters an eye. (Assume this for any special hit doing more than a Light Wound in damage.)

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Renyu "the Loyal Follower"

CLAWS Attack = 10 damage: 1D6-1  
or BITE Attack = 13 damage: 1D3  
Armour 0 Magic Resistance +2  
Hit Points: **7** [2/3/4] +3 initiative

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Serudla "the Pale Murderer"

SPIT Missile = 12 (see below)
or BITE Attack = 24 damage: 2D6-2+1D6
or WEAPON Attack = 22 damage: 1D10+5
Armour 5 Magic Resistance +13
Hit Points: **23** [5/9/12] +2 initiative

There is a 30% chance of it spitting acid on any given combat round. It can spit accurately to a distance of 40 metres, and this hits anything within an area three metres across. Characters hit by a Serudla's acid take damage over several rounds: 2-7 points immediately, then 1 point less each round. Armour gives half protection against this, and Chlen-hide armour splashed by the acid will need re-lacquering at the very least.

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Tsi'il "the Giant Herbivore"  
  
BITE Attack = 10 damage: 1D6+1D10  
or TAIL Attack = 8 damage: 1D10+1D10  
Armour 4 Magic Resistance +6  
Hit Points: **36** [8/13/19]

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Zrne "the Barbed One"

BITE Attack = 20 damage: 1D6+3
Armour 2/2 Magic Resistance +5
Hit Points: **21** [5/8/11] +5 initiative

The teeth come out easily and remain fixed in a victim's flesh, taking one combat round to remove. If all cannot be removed (60% chance of this) the victim must succeed in an unmodified Stamina check, as the venom these teeth contain will otherwise first make him sluggish (halve normal rate of actions immediately) and then kill him within a minute.

AQUATIC CREATURES

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Akho "the Embracer of Ships"

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Chashkeri "the Water Maiden"

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Ghar "the Armoured River Monster"  
  
BITE Attack = 18 damage: 1D10 (& see below)  
or TAIL Attack = 12 damage: 1D10+5  
Armour 6/2 Magic Resistance +8  
Hit Points: **32** [7/12/17]

They possess three powerful sets of jaws hidden in protected cavities beneath their carapace, and they can extrude these to a distance of 3 metres. They can thus hit three times in one round - ie, the Ghar gets a single Attack roll but if successful it scores three separate hits on the target, each for 1D10. It also has a spiked tail which it uses against any attacker approaching from the rear.

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Haqel "the Toothed Dweller Below"

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Krua                                "the Slasher of the Deeps"
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Nenyelu                             "the Eel Fish"
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Ngrutha                             "the Leech"
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Qaqtla                             "the Swamp Snake"
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Sro                                 "the Dragon"
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Tletlakha                          "the Mouth with Eyes"
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Tsoggu                             "the Drowned One"
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UNDERWORLD CREATURES

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Aqaa                                "the Worm of the Catacombs"
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      BITE          Attack = 16      damage: 1D10+6
      TAIL          Attack = 13      damage: 1D6+2D6
      Armour 4/2
      Hit Points: 40 [8/14/21]      Magic Resistance +10
                                   Evade 2

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Anyone bitten has a 30% chance of being swallowed: the victim takes no immediate damage from the bite, but is instead sucked into the maw. He must try to cut his way out through the beast's horny hide before its digestive juices reduce him to mush. This is only possible if he has an edged weapon to hand and can succeed in a Strength/Dexterity check at -5. Each round he remains inside the Aqaa, he takes 1D10 damage with armour giving no protection. The victim can also be cut out from the stomach by companions at the side, if they are armed with cutting weapons and can inflict wounds exceeding half the Aqaa's Hit Points in a single round. Even after getting free, the victim will continue to take 1 HP damage per round for the next 1-6 rounds while the digestive juices are cleaned off him; vinegar or wine are particularly suitable for this. Scarring is very probable, and must be treated with a Restoration spell or the Eye of Regeneration. Revivification is possible for a slain victim, but a -3 modifier is applied to the caster's chance of success.

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Biridlu                             "the Mantle"
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      BITE          Attack = 16      damage: 1D6+3
      or ENVELOP    Evade = 10      damage: see below
      Armour 3/2
      Hit Points: 13 [-/-/-]      Magic Resistance +7
                                   +5 initiative

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These ancient treasure guardians nearly always surprise their victim (-10 Psychic Ability check to see if a premonition warns him) and then attempt to suffocate him in their powerfully muscled folds. Enveloping a victim involves a close combat attack based on the Biridlu's Evade score, and this cannot be parried unless the opponent has a steel edged weapon. Biridlu cannot be cut by Chlen-hide weapons but only by steel. Steel edged weapons do full damage; steel maces, etc, and all chlen hide weapons do half damage (after deduction for the creature's tough hide); missile weapons score quarter damage if not steel tipped, and cannot impale. Once the Biridlu has caught a victim it begins to crush the life out of him, gibbering and shrieking as it does. The character takes 1D6 damage on the first round, 2D6 on the second, and 3D6 on the third; armour gives half its regular protection against this. If the victim has a steel dagger he may be able to fight the creature off - this requires a Dexterity check at -2 on the first round, -4 on the next, etc. Colleagues at the side can also try to cut their friend free. This requires a normal hit and is successful only when the beast is slain. The Biridlu's body must be burned, otherwise it regenerates within 6 combat rounds.

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Dlaqo

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Hli'ir "the Beast with the Unendurable Face"

TALONS	Attack = 22	damage: 1D6+3	
BITE	Attack = 26	damage: 1D6+1	
Armour 3/2			Magic Resistance +9
Hit Points: 25 [5/9/13]			+5 initiative

These mad creatures are hideous to look upon, and anyone who does so may go insane. Characters encountering a Hli'ir must attempt a Dexterity check at -10 to look away in time; a character can choose to average his Dexterity with his Sorcerer or Demonologist skill for the purpose of this check. Characters who fail the Dexterity check have looked into the Hli'ir's face. They must make a Psychic Ability check (at +5 if the character was taken by surprise) and if successful they go insane. (This represents the fact that the horror instilled by this creature's mad visage will affect a psychic character more acutely.) In the case of a critical success the insanity is permanent; otherwise the victim recovers in 2-12 days, though persistent phobias and nervousness are probable. A person who is driven mad is most likely to turn on his comrades in a berserk rage - alternatively he might follow the Hli'ir in an insane prancing dash through the catacombs. Hli'ir sometimes rush right by or through a party without stopping to melee. If a Hli'ir does fight, it must be slain with steel weapons. Chlen-hide weaponry will not actually inflict wounds (ie remove Hit Points) but can still cause pain to the Hli'ir and may stun it. For chlen-hide weapons, figure the damage for the blow normally but do not deduct this from the monster's Hit Points - however, if the damage would have been sufficient to cause a Heavy or Grievous Wound, the Hli'ir will need to make the appropriate Stamina check to avoid being immobilised for 1-6 rounds.

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Hra

|            |             |                |                      |
|------------|-------------|----------------|----------------------|
| SWORD      | Attack = 23 | damage: 1D10+5 |                      |
| or LANCE   | Attack = 20 | damage: 2D5+5  |                      |
| Armour 6/2 |             |                | Magic Resistance +18 |

+1 initiative

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Huru'u "the Howler"

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Kurgba

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Marashyalu "the Whimperer"

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Mrur "the Undead"

|                              |             |                      |
|------------------------------|-------------|----------------------|
| SWORD                        | Attack = 14 | damage: 1D10         |
| Armour 4/0                   |             | Magic Resistance +10 |
| Hit Points: <b>9</b> [-/-/-] |             | Evade 4              |

These are the corpses of warriors who perished in the Underworld and were reanimated by the Priests of Sarku or Ksarul for their own purposes. Scarcely more than age-yellowed bones held together by clumps of mouldering skin and cartilage, Mrur retain little of the intelligence they possessed in life, and must usually be controlled by a Jajgi overseer.

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 Ngayu

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 Ngoro

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 Qol "the Serpent-Headed Ones"

|                               |             |                      |
|-------------------------------|-------------|----------------------|
| WEAPON                        | Melee = 13  | damage: 1D10 & venom |
| BITE                          | Attack = 16 | damage: 1D6 & venom  |
| Armour 4/0                    |             | Magic Resistance +3  |
| Hit Points: <b>11</b> [3/4/6] |             | +5 initiative        |

These bluish-white mutants from human stock were created in the Latter Times and employed by the Priests of Ksarul, Hru'u and Sarku. They are roughly humanoid except for a slender reptilian neck with a flat diamond-shaped ophidian head, and the fact that their arms end in tentacles in place of hands. They use poisoned weapons (including arrows) and can also bite with deadly effect on the same combat round. A character who is wounded must make a Stamina check to avoid taking an extra 2D6 damage from the venom. This check is unmodified in the case of a bite, and at +2 if wounded by a poison-coated weapon.

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 Qumqum "the Thunderer"

POLEARM	Attack = 24	damage: 1D10+7
Armour 2		Magic Resistance +26
Hit Points: 40 [8/14/21]		Evade 6

This spectral creature is invisible to humans but not to a Pe Choi. It can be driven off by an Eye of Detestation or controlled by the Incomparable Eye of Command (if it fails a Magical Resistance roll) but is otherwise immune to mind-influencing devices or spells. It can be repelled by fire (10%-40% chance, depending on the size and intensity of the blaze) and can also be forced to retreat if it fails a Stamina check due to wounds - it cannot be rendered unconscious. Since it is invisible, creatures other than a Pe Choi melee it at -6.

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 Ru'un "the Demon of Bronze"

|          |              |                |
|----------|--------------|----------------|
| SWORD    | Melee = 32   | damage: 1D10+4 |
| BOLT GUN | Missile = 16 | damage: 1D6+4  |

Armour 4/2  
Hit Points: **30** [6/11/16]

Magic Resistance +22  
Evade 6

An opponent striking the Ru'un must make an unmodified Stamina check to avoid taking 1D3 damage (no armour protection) and being stunned for 1-3 rounds. The following modifiers apply: -1 for using a shortsword or smaller weapon, +2 for a long weapon (spear or polearm), -3 if weapon is made of steel rather than chlen-hide.

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Sagun "the Fungus"

TENDRILS Attack = 29 damage: 1D10+1D6
Armour 2 Magic Resistance +10
Hit Points: **35** [-/-/-] Evade 1

It emits spores (60% chance of doing this on any combat round) and opponents in melee must make an unmodified Dexterity check to avoid breathing them in. These spores are poisonous, and a -2 Stamina check is needed by anyone inhaling them; if this fails, they will germinate inside the victim's lungs unless a Cure Disease spell or the Eye of Healing is applied within three rounds. The effect is to permanently reduce the victim's Stamina by 1D10 points - killing him if this reduces the Stamina score to zero.

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Shedra "the Eater of the Dead"

WEAPON                  Melee = 16          damage: 1D10  
Armour 4/0                                  Magic Resistance +13  
Hit Points: **11** [-/-/-]                  +5 initiative

A person slain by one of them will himself become a Shedra unless a Lift Curse spell is applied within six rounds.

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Thunru'u "the Eater of Eyes"

WEAPON                  Attack = 16          damage: 1D10+4  
or GRAPPLE              Attack = 24          damage: 1D10-1D6+4  
Armour 2                                  Magic Resistance +8  
Hit Points: **23** [5/9/12]                  Evade 9

Immensely strong, they fight either with weapons or by attacking a foe with their bare hands. Assume them to be equivalent to 8th level Wrestlers when grappling (see Section 471). They always attack, but can sometimes (40% chance) be repelled by the odour of fresh Tsural buds, a common aphrodisiac on sale in most Tsolyani marketplaces. (Characters ought to make a +5 Sorcerer or Scholar check to be aware of this aversion, which is hardly common knowledge.) Thunru'u are associated with the Temples of the Dark Trinity (Ksarul, Sarku and Hru'u) and are occasionally found as servitors of a magician or priest of one of these deities.

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Tsu'uru "the Illusion-Master"

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Yeleth                                     "the Angel of Doom"
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These androids were created to look like beautiful maidens or handsome youths. They have paper-white skin and hair the colour of polished ebony. Their main weapon is the ability to hypnotise 1-6 beings per combat round, who must be within 6m and looking in the Yelet's direction. The attempt to hypnotise takes one full round, and the attempt to resist is rolled for at the end of the round. This requires a check based on the average of the character's Intelligence and highest Complex skill. The modifier is -1 for each Yelet that is trying to hypnotise the character in that round. The victim of a Yelet's hypnosis can be caused to fight his own companions, or the creature may simply paralyse him forever. Only a Harmonize spell or a charge from the Eye of Healing, can remove the hypnosis.