

BRUTAL

Big Bad Ball Busting Bloody Battles

CHARACTER RACES RELEASE 2.0

BRUTAL is a Hack-and-Slash
Fantasy Horror Game
Created and freely distributed by
DAVID J. STANLEY

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ILLUSTRATORS

Originally this game had little to no images. However, thanks to the many suggestions and to the amazing talent of numerous artists, this second release looks much, much better.

David Wong, "Primary Illustrator" Original character races, and many of the initial monsters
Zac Henderson Additional drawings of the newly created character races
James Bolinger Lot's and lot's of Catlings
Andy Hopp Many more, amazing monsters to fill our pages
Larry Elmore The creator and owner of the Zeetvah character race
Eric Barnett Awesome clipart and horrific images of a fearful sort

EDITORS

Special thanks to everyone else involved, especially the editors. If you find any errors, typing mistakes, etc. PLEASE visit www.BrutalRPG.com and submit feedback to David J. Stanley.

Kristina Stanley Daughter of David, and best damn proof-reader in the world
Catherine Stanley Wife of David, beautiful lady, very supportive

BRUTAL

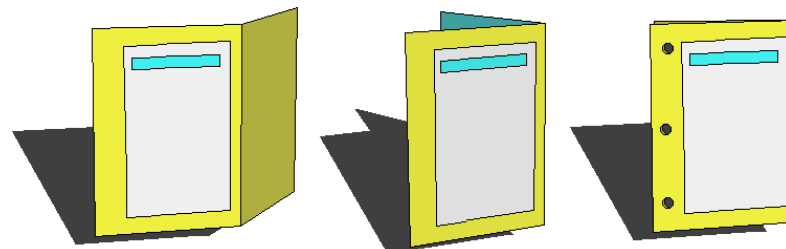
BRUTAL is a trademark of David J. Stanley.

ZEETVAH

ZEETVAH is a trademark of Larry Elmore. A special thanks goes out to Larry Elmore for allowing me (David J. Stanley) to include them in this game. Larry Elmore still owns exclusive © copyright to the Zeetvah race, All Rights Reserved. To learn more about Zeetvahs, visit the adventures of "Snarf Quest" on-line at <http://www.larryelmore.com/zGallery/AGSnarf/AGSnarf.html>

FOLDING INSTRUCTIONS

This is a FREE PRESS document, and you are responsible for any and all printing, folding, and binding of this document that you choose to implement. It is expected that you will fold each page as shown below and punch holes to add to your binder (half-sized 5.5 x 8.5). Another alternative is to fold each page as shown below and have a printer shop such as Kinko's® or OfficeMax® bind it using either comb binding or spiral binding. If you opt for the comb or spiral binding, it is highly recommended that you have them add a clear cover to the front, and a solid black cover to the back.



ADVENTURE BEETLES

Say: (ad-VEN-chur BEET-ulz)



Adventure Beetles are a small but eager people. Easily excited, and yet a bit too ambitious. They seldom exceed two feet in height, have grayish white shells, and speak by vibrating their stomach muscles with their wings, resulting in a buzzing voice.

Adventure Beetles are smart dressers. They wear fine clothes and expensive suits, typically gray.

Adventure Beetles can fly very fast (Speed = 9"). However, they can never fly when wearing anything more than full-chain armor, and under no circumstance may they ever fly higher than 18 inches. Also, they can only fly in straight lines (no turns). Then, to make matters even worse, they always land on their backs with no defense adjustments allowed while on their backs. They spin about "buzzing" their wings frantically for the rest of that round and all of the next round, ...before they finally flip back over in-between rounds with a loud "POP" sound.

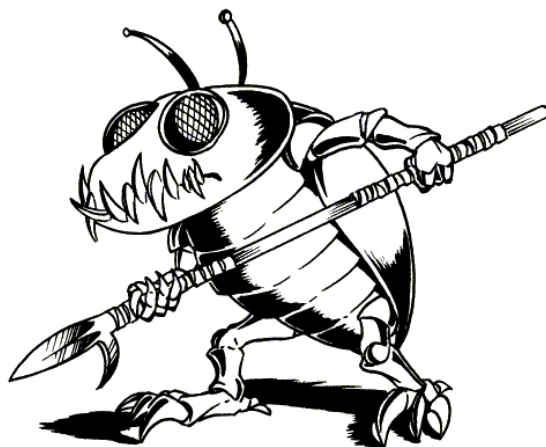
Additionally, Adventures Beetles can only fly as many consecutive rounds as they have Strength. If an Adventure Beetle has a Strength rating = 5 then they can remain flying for a maximum of 5 rounds. Massive weapons, steel shields and other heavy objects reduce their flying time by 1 round. Creatures reduce their flying time by 1 round per size.

MIND ABILITIES

Willpower	1
Intellect	2
Nature	1
Corruption	1

BODY ABILITIES

Strength	2
Movement	3
Coordination	2
Combat	3



FIXED ATTRIBUTES

Life Force	2
Size	2
Speed	3" 9"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Shell	1
Bite	2
Magic	1

SPECIAL ABILITIES

With a Strength = 8+, and Coordination = 8+, Adventure Beetles can turn and land normally, but all other restrictions still apply.

WANDERING

Buzzing by at great speeds, Adventure Beetles love to show off. They are very friendly, easy to approach, and happy to join groups of adventures. Normally they travel with a good friend so they are almost always encountered in pairs. If one is killed, the other will flee in a random direction before eventually returning home to his or her family.

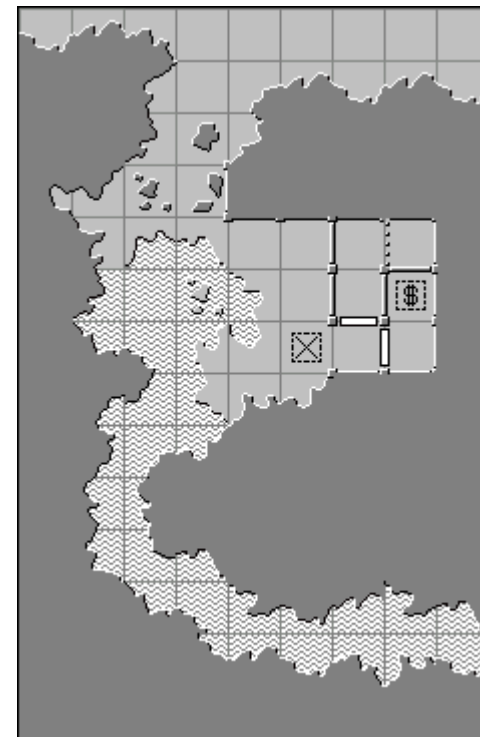
NESTS

Adventure Beetles live in nests with 2 to 12 couples, 1 to 6 singles, and 3 to 18 young. They have no leader, no king, and no government. All co-exist peacefully and work together to harvest food and fend off predators.

Among those found will be from 1 to 6 retired heroes living happily among them. Each hero will have 50 gold worth of equipment, and 10 to 60 gold worth of coins and gems.

Non hero types will be armed with sling and staff, and children will have no weapons and run when threatened.

Though some nests resemble human villages, most nests are found as large tree forts or small caves near running water. There is a 2 in 6 chance that they will have a jail and a 4 in 6 chance that they will have an armory with extra armor, weapons, etc. usually donated by returning heroes. The Adventure Beetles themselves will live in small piles of clothing and fur or perhaps within a small burrow under a medium sized shrub.



LEGENDS

Adventure Beetles love songs, chanting, and telling stories about great adventures, but they have few legends of their own. More commonly, they admire Humans, Elves and Dwarves, and most of their story telling revolves around human legends where an Adventure Beetle was involved. They do however have an odd legend about two Adventure Beetles trapped in a frozen cave surrounded by piles of foaming acid. The legend speaks of these two heroes and how they have vanquished all their enemies and have amassed a rather considerable pile of treasure and magical items.

A wandering Adventure Beetle is worth 5 Experience Points.

CATLINGS

Say: (KAT-lingz)



Catlings are a patient but drowsy people. Easily amused, and yet a bit too curious, they prefer to sleep and climb up on top of things as much as possible. They are not fond of dogs (or Tundra for that matter), but they aren't afraid of them either. They typically stand between five and six feet in height and are covered with fur. Some have short hair, while others have long hair, and they come in a wide variety of colors and patterns. Catlings speak with rolling "rrrrs" and even purr when happy.

A Catling's tail is a special thing. They keep their tails well groomed and often adorn their tails with jewelry. Catlings wear very clean clothes and shiny armor. They keep their clothes and equipment clean by taking them off and licking them repeatedly.

Some Catlings tend to dress like colorful pirates, with tall black shiny boots, puffy white shirts, and a brightly colored silk sash if they can find one.

MIND ABILITIES

Willpower	1
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	1
Movement	3
Coordination	3
Combat	2



FIXED ATTRIBUTES

Life Force	2
Size	3
Speed	6"
Dark Vision	15"

NATURAL ATTACK & DEFENSE

Fur	0
Claws	1
Magic	1

SPECIAL ABILITIES

Catlings are light on their feet, and their tails help them balance. They are well adapted for speed and stealth. They gain a +2 dice modifier when Sprinting, Sneaking, Leaping, and Landing.

WANDERING

Other character races are often startled as a hidden Catling suddenly awakens from a nap nearby, ...usually followed by a goodly amount of stretching. Other times, a Catling races by as it playfully chases after some smaller creature, ...the faster the better. Regardless of how they are encountered, only 1 in 6 will be female and Catlings almost always travel alone. They are normally quite curious enough to stop and listen to a stranger for a moment, but get tired easily if the conversation gets too long. After each round of a boring conversation with a stranger, there is a 1 in 6 chance that they simply turn away and leave.

PRIDES

Catlings live in prides with 1 lion king, 2 to 12 females, and 1 to 6 young. The young males leave the pride and wander alone until they grow strong enough to challenge another lion king.

The male lion king is always a retired hero with 100 gold worth of equipment, 100 to 600 gold worth of coins and gems, and a 1 in 6 chance of owning an enchanted item as well.

The females do all the chores, the children practice fighting, and the lion king stands ready to fight to the death to protect his pride.

A pride often wanders from one hunting ground to the next and where they make their home is called a "Den". Though some dens resemble human villages, most dens are found as large tree forts or small caves near running water. There is a 2 in 6 chance that they will have a jail and a 4 in 6 chance that they will have an armory with extra armor, weapons, etc. usually donated by returning lion king hero.

The Catlings themselves will live in great heaps of sleeping fur balls piled close together for warmth. The male lion king normally lives alone on the highest branch or rocky shelf.

LEGENDS

The songs and legends of Catlings involve long love ballads where male lion kings miss their youthful wanderings but feel compelled to stay and protect their prides. Other songs sing of wise old lion kings who have to fight off young male challengers. It's not so much that the lion king Catlings want to kill the young male challengers, but they are testing the challengers to make sure the pride will be properly protected. The greatest legends of all however, are of the females who forsake the pride and take up a life of wandering like the men.

A wandering Catling is worth 5 Experience Points.



CATLING TAIL WEAPONS

Catlings are excellent jumpers and light on their feet, but they aren't the most powerful warriors by far. This new idea gives Catlings a tiny new edge when it comes to combat, without off balancing the existing combat game rules.

INTRODUCTION

A Catling's tail is a precious thing, and is always well groomed, very warm and soft, and even the poorest of Catlings manage to wrapped their tails in fancy colored strings. Most Catlings however, somehow manage to save enough gold, silver and gems to create and flaunt dazzling ornate jewelry on their tails. Their pride in their tails is matched only by a Dwarves pride in his beard.

But beware, their tails can also be quite deadly. There are at least three very different weapon types that might be used by a Catling's tail.

WEAPON TYPES

SMALL SHARP WEAPONS can easily be concealed within the fur of their tails, or perhaps disguised to appear as jewelry. These weapons are very sharp, have a base weapon rating = 1d, and can be easily sneaked into those places where weapons are not allowed. Some not so nice Catlings have even been known to design needle-like tail weapons that can be used to inject a poison.

BIG BLADE WEAPONS can not be concealed, but who needs to when your tail can wield a razor sharp hooked blade, or other freakishly horrific sword design. These weapons sharp, and have a base weapon rating = 2d and are equal to a small sword or axe.

LARGE IRON BALLS with painful spikes can also be wielded by a Catling's tail, but only if they have a minimal Strength rating = 5d or higher. These weapons are blunt, and have a base weapon rating = 3d and are far more deadly then a simple club.

WEAPON USE

Catling often wield their tail weapons by jumping and twirling so their tail whips around like a martial art circle kick, though some have been known to lean forward lash out over their shoulders in a scorpion-like maneuver.

Notes:

(1) A Catling with two shields and a big blade tail weapon (2d) get the +1d modifier for wielding one or more sword.

(2) A Catling may not hold a shield with their tails, because shields are too slow and bulky.

CESSPOOLERS

Say: (SESS-pool-erz)



Cesspoolers are a cheerful, but short tempered people. Easily brought to great fits of ferocious anger, and yet ticklish at the same time. They prefer to eat as often as possible and often laugh loudly if for no other reason then to display a large mouth full of disgusting, half chewed morsels. They typically stand between five and six feet in height, and can grow as long as twelve feet long from head to tail. Their green skin is spotted with silver and purple lumps, and they speak with a loud, throaty, gargling voice.

It is difficult to find clothing to fit a Cesspooler, and for this reason alone, most Cesspoolers are found nude, or wrapped in large sheets. In some areas however, Cesspoolers are far more common, and very large clothing and leather armor is easy to find. Chain shirts are also available, but 3 times as expensive. Either way, they don't care about their appearance, don't care if their clothes are dirty, and don't care if they stink profusely.

The eyes of a Cesspooler are set, very far apart and move independently. This makes them appear somewhat stupid, but provides them with all-around, 360-degree vision. Cesspoolers can not be surprised unless the attacker is invisible, or the Cesspooler is blind or sleeping.

MIND ABILITIES

Willpower	1
Intellect	2
Nature	1
Corruption	1

BODY ABILITIES

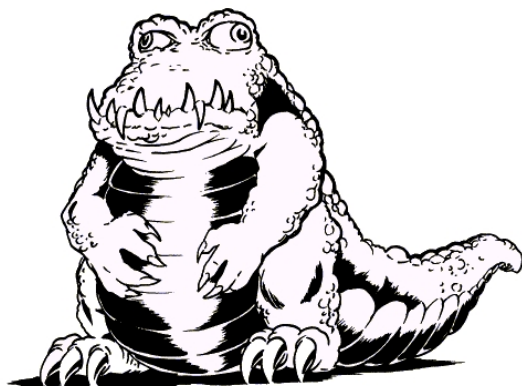
Strength	3
Movement	3
Coordination	2
Combat	4

FIXED ATTRIBUTES

Life Force	2
Size	4
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Skin	0
Bite	2
Magic	1



SPECIAL ABILITIES

Cesspoolers are too large to be trapped by normal nets. Four large nets will need to be sewn together, and a large trap will need to be set. And with a Strength = 8+ and a Combat = 8+, a Cesspooler's bite attack becomes a 5d weapon.

WANDERING

Pounding the earth with heavy stomping, but not slow by any means. These huge larva-like beast can lean forward, lift their tails, and run as fast as a human, ...sometimes faster! When a Cesspooler is encountered it's because they are so hungry they decided to get up and do something about it, or because they had a sense of adventure and got into a bit of trouble or something. There is a 2 in 6 chance that two Cesspoolers are traveling together, and for each Cesspooler there is a 1 in 6 chance that a Warrior Fly is with them.

TRASH PILES

Cesspoolers live in groups of 2 to 7. It's very difficult to determine the difference between the males and females. If the group has 4 or more members, then there is a 2 in 6 chance that there will be a young Cesspooler as well.

Among them will be 1 or 2 retired heroes with 100 gold worth of equipment and 10 to 60 gold worth of coins and gems.

They are almost always found living within huge piles of trash, just outside a small village perhaps. They dig down deep into the trash to sleep and roll around in it as they search it for bits that can be eaten.



LEGENDS

The songs and legends of Cesspoolers are very similar to drinking songs and games that involve eating. They laugh and belch almost constantly when telling a really good story and during heavy laughing there is a 1 in 6 chance they fart as well, ...after which comes more laughing where others may fart as well, ...and this can carry on for such a long time that they forget what they were originally singing about. The stories aren't as important as the telling, and having a good time is what it's all about.

A wandering Cesspooler is worth 5 Experience Points.

CYCLOPS TURTLES

Say: (SY-KLOPS TURT-ulz)



Cyclops Turtles are a paranoid, but untrusting people. Quick to fight, yet even faster with insults. They prefer the company of other Cyclops Turtles, and loath long conversations about topics other than battle plans and stories of war. Cyclops Turtles rarely grow larger than three feet in height. Their brown shells are studded with black spikes, and they speak with a wet, raspy voice.

Cyclops Turtles don't normally wear clothing. They are after all, turtles and their shell serves as both a portable home and a natural suit of armor.

Many Cyclops Turtles carry a pair of steel shields (the more spike the better) and attack with their bites.

Cyclops Turtles are fierce creatures with a fiery temper, yet they are still awkward runners. No matter how great their Movement rating gets, they can never attempt the "Sprint" Action for more than 3".

MIND ABILITIES

Willpower	1
Intellect	2
Nature	1
Corruption	1

BODY ABILITIES

Strength	3
Movement	3
Coordination	3
Combat	4



FIXED ATTRIBUTES

Life Force	3
Size	2
Speed	3"
Dark Vision	6"

NATURAL ATTACK & DEFENSE

Shell	2
Claws and Bite	1
Magic	1

SPECIAL ABILITIES

Cyclops Turtles are excellent swimmers, can breathe under water, and suffer no movement penalties caused by water. Their speed is not reduced (divided by 3) when swimming so they can in fact swim at their normal Speed = 3" per round.

WANDERING

Like a lynch mob, Cyclops Turtles are mostly encountered traveling in groups of 2 to 7 searching for renegade Cyclops Turtles who willingly co-existing with other creatures and character races. How the lynch mob reacts when encountered, depends on if you have a Cyclops Turtle among your party of adventures or not. If not then they only attack you if they think they can take you. But if you do have one or more Cyclops Turtle in your party, then they immediately attack without hesitation. In any case, they run away as soon as a fight goes badly, but they always return quickly, and in larger numbers.

Occasionally a solo Cyclops Turtle will be found, ...a renegade who has left the others and wanting to adventure with others. These Cyclops Turtles are usually found hiding, tend to be a bit skittish and often get startled very easily.

CLANS

Cyclops Turtles live in groups of 3 to 18 males, 3 to 18 females, and 3 to 18 young. They don't have families and the eggs are left to hatch and grow up on their own.

Cyclops Turtles live under the water. After all, they can breathe underwater and can move just as fast in the water and on land. They usually live in underwater caves, rocky shallow waters, and places where boats can't easily reach.

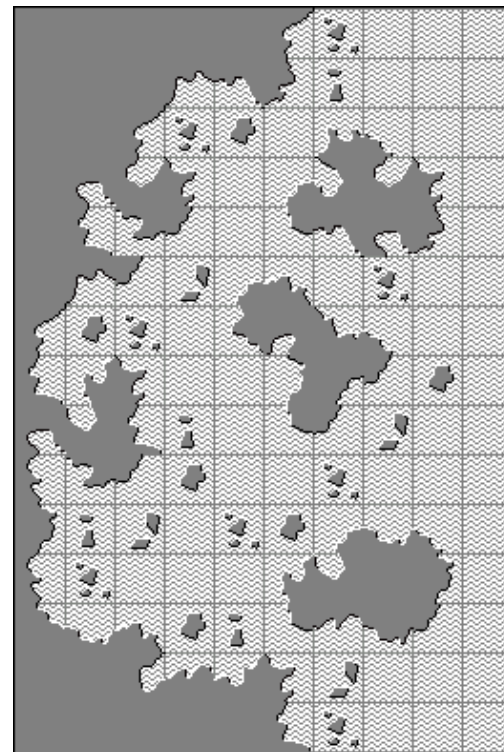
Some of the more aggressive tribes live very close to human villages where ships make dock. They love to terrorize the humans by attacking and sinking their ships, killing all aboard, and keeping all the treasure down in their deepest, darkest underwater labyrinths.

Luckily, they rarely have retired heroes living among them, because they hunt down and kill all who leave the clan.

LEGENDS

They don't sing or dance at all, but they do love to tell serious stories about magnificent battles, or perhaps review their existing battle plans over and over.

A wandering Cyclops Turtle is worth 5 Experience Points.



CYCLOPSLINGS

Say: (SY-KLOPS-lingz)



Cyclopslings are a gentle giant, yet powerful people. Often alone, yet rarely in groups, they prefer the company of other character races and avoid their own kind. Cyclopslings always reach heights of at least six feet, and often grow as large as 7 or 8 feet in height. They have tan skin and are prone to baldness, but only on the top and front of their heads. They rarely speak, but when they do their booming voice naturally echoes.

Cyclopslings are casual dressers. They wear hides and furs (less is more), and wield massive clubs or large nets.

In some areas, Cyclopslings are far more common, wear as much armor as they can get their hands on, and prefer to wield massive stone war hammers which can be used for both combat and as a powerful siege weapon for bashing down doors and such.

MIND ABILITIES

Willpower	2
Intellect	2
Nature	1
Corruption	1

BODY ABILITIES

Strength	3
Movement	2
Coordination	2
Combat	2



FIXED ATTRIBUTES

Life Force	3
Size	5
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Skin	0
Fist	1
Magic	1

SPECIAL ABILITIES

Cyclopslings are too large to be trapped by normal nets. Four large nets will need to be sewn together, and a large trap will need to be set. Additionally, Cyclopslings love to operate heavy equipment, especially large siege weapons, and a Cyclopsling with a Strength = 9+ can act as two people when operating a siege weapon. This means that a very strong Cyclopsling could possibly wield and carry their own 2-man balista without any assistance.

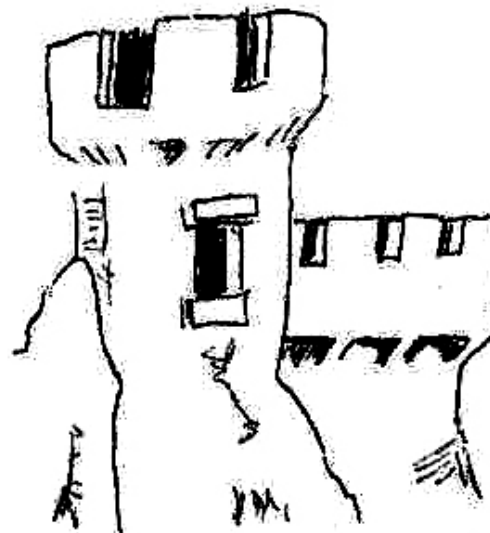
WANDERING

A wandering Cyclopsling is always alone, and though calm and peaceful, they will not willingly join a group that already has a Cyclopsling. If threatened, they will try to leave, but will turn and fight to the death if cornered. If a group without a Cyclopsling really, really wants them to join, then they gladly do so, but only if they feel wanted.

HOMES

Cyclopslings come from distant lands, where a mom will raise her child alone for the first 8 years, then the father will take over and raise the child for the next 8 years. The mom and dad don't live together and the child is out on their own as soon as they turn 16.

Their homes are solitary, lonely dwellings like old castle towers, small caves, or perhaps a simple brick home within a human village, but only if there are no other Cyclopslings living there, and only if they feel wanted.



LEGENDS

The mightiest Cyclopsling to ever walk this realm is without a doubt, the famous and wise "Xyrth". He lives and travels alone and only joins groups that really want him and so it is that all other Cyclopslings live as he does. No one knows how old Xyrth really is, but his many legends date back over a century ago. It is believed by many that he is an immortal deity.

In truth, Xyrth is an idiot who got lucky and managed to acquire two legendary magical items. One of these makes him immune to all non-magical attacks and the other creates a sphere of protection around him that protects him from all magic. Together, these two items make him invulnerable, and he has become bored with adventuring, and now suffers from a severe case of melancholy, where he wanders aimlessly and cares about nothing. However, if bumped, nudged, or looked at in a funny manner, he has been known to burst into great fits of anger and recently, single-handedly devastated an entire army of 500 Orcs, ...or so the legend says.

A wandering Cyclopsling is worth 5 Experience Points.

DWARVES

Say: (DWARVZ)



Dwarves are a small but militant people. Always training for war, and sharpening their blades. Dwarves prefer a front-on attack, with nothing to hide. Dwarves seldom exceed four feet in height, are normally quite portly, and have tan to dark colored skin. Their voices are a bit throaty and they tend to speak a bit slowly, but with much confidence.

Dwarves love armor, almost as much as they love body hair. Hairy arm pits, hairy ears, hairy toes, and oh yes, thick long beards. Even their females have beards. Most Dwarves take a lot of time to groom their beards, tie them in braids, fancy Celtic knots, and perhaps even string beads and add pretty bows. A Dwarf with no beard is considered ugly, while, a Dwarf with a large beard is considered attractive.

Some rare Dwarves have been known to rejoice in the challenge of building sturdy boats on the water and call themselves Viking Dwarves. They have wiry unkempt beards, and wear helmets sprouting a pair of large, white horns.

MIND ABILITIES

Willpower	3
Intellect	2
Nature	1
Corruption	1

BODY ABILITIES

Strength	3
Movement	2
Coordination	2
Combat	3



FIXED ATTRIBUTES

Life Force	3
Size	2
Speed	3"
Dark Vision	15"

NATURAL ATTACK & DEFENSE

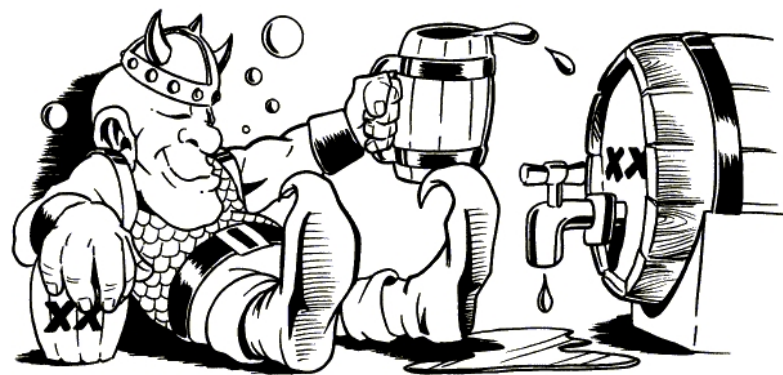
Skin	0
Fist	0
Magic	1

SPECIAL ABILITIES

All Dwarves are most comfortable when near large amounts of solid stone, or large sturdy wooden structures. They have a natural ability towards building massive walls and castles, and digging deep dark mines. They gain a +2d modifier when detecting secret doors and hidden treasure. They also get a +2d modifier when resisting Impact and Crushing Blow. Dwarves are immune to the effect of alcohol and can never get drunk, ...though they do tend to get just a tiny bit tired. Dwarves also gain a +2d modifier when avoiding attacks with nets. And finally, Dwarves get a +2d modifier when attacking with any axe.

WANDERING

Underground, a wandering Dwarf encounter typically includes 2 to 7 of them cheerfully whistling or singing "Hi Ho, Hi Ho" as they head to and from their underground mines. Above the ground, they are more commonly found drinking beer in human villages.



CITIES

Despite the belief that a Dwarf lives under the ground, many Dwarven villages appear similar to human villages, ...but perhaps with a bit less wood, and a bit more brick. And better construction of course. Still there are those Dwarves who live in caves, renovated dungeons, and great underground halls.

LEGENDS

Dwarves loving drinking, dancing and telling stories. They have a great many legends including a Dwarf who bet an Elf that he could finish a bottle of wine without getting drunk. But the joke was on him for the bottle of wine was magical and can never be emptied, so the poor Dwarf has been trying to drink and win that bet ever since.

The Viking Dwarves have many different legends, including one of their ancient king, "Lord Codiack" who lead them against the Elves and Dragons over a century ago. Legend speaks of his mighty walled city where many of the buildings were literally plated with gold. His treasure became so vast they say, that it's weight eventually became more then the land could bear. The earth shook, the ground cracked, and his might city and all its wealth were sucked down far below where the buried alive survivors became undead ghosts that haunt this treasure still, ...but not before setting many deadly traps whilst they were still among the living.

A wandering Dwarf is worth 5 Experience Points.

ELVES

Say: (ELVZ)



Elves are a quiet but deadly people. They are the origins of magic, the way of nature, and yet sly and sneaky. Elves are just a bit smaller than humans, are a tad thinner. Their skin is either very light or very dark. Elves love to sing, and speak in soft whispers

Elves love nature and feel at home in any place where water flows, plants grow, and/or animals can be found. An elf would be just as comfortable in a fungi-filled cavern as it would be in the forest.

There are some Elves who wear dark clothing, tie their hair back, wield sharp weapons, and are very, very sneaky. Never trust an Elf is what the Dwarves always say.

Elves were the original masters of magic, and many of the greatest magical items of all times were created by Elves long, long ago. But the Elves of today remember very little of the ancient magic. Almost all spells have been forgotten, ...all but the ability to create light and darkness. Like all other character races, Elves begin with a Magic Rating = 1d. (See the book of "Magic").

MIND ABILITIES

Willpower	2
Intellect	2
Nature	3
Corruption	1

BODY ABILITIES

Strength	2
Movement	2
Coordination	2
Combat	3



FIXED ATTRIBUTES

Life Force	3
Size	3
Speed	3"
Dark Vision	15"

NATURAL ATTACK & DEFENSE

Skin	0
Fist	0
Magic	1

SPECIAL ABILITIES

Elves are known for their skill with the bow. They gain a +1d modifier when attacking with the Bow.

BLINDING LIGHT ACTION

The Blinding Light Action may only be attempted by an Elf with light skin, and may only be attempted 3 times each day. The character attempting the Blinding Light action will use one action and roll their Magic rating vs. the Willpower rating of every creature in a 6" radius. Those who fail are blinded for 1 to 6 rounds, and Vampires suffer who fail suffer 2d of real and immediate damage.

ACTION	ATTEMPT	RESIST
Blinding Light	Magic	Willpower

SHADOWY DARKNESS

The Shadowy Darkness Action may only be attempted by an Elf with dark skin, and may only be attempted 3 times each day. The character attempting the Shadowy Darkness action will use one action to instantly create a foggy, cloud-like sphere of darkness that either sticks with them or stays put. The cloud lasts 1 to 6 rounds and provides a +2d modifier when attempting the Hide and Sneak actions.

ACTION	ATTEMPT	RESIST
Shadowy Darkness	Magic	None

WANDERING

Elves wander alone and in pairs. They love to track other character races and sneak up on them.

CITIES

Elves live in amazing cities in the deepest forest. But they also have been known to live in the deepest caves where fresh water runs and all sorts of strange and magnificent plants and animals can be found.

LEGENDS

There are thousands of Elven legends, but two of them are a bit more current and meaningful. The first, and perhaps most important legend describes the swelling animosity between the "light" elves and the "dark" elves.

The second legend speaks of Hodowhanitz, a beautiful, elf maiden who unfortunately came to be one of the tortured concubines of the Viking Dwarf king, Lord Codiad. When finished with her, he tied her to a large stone and tossed her frail limp body into the sea. There she found djinni bottle, wished to be safely relocated to a the largest unguarded magical treasure in the realm, and wound up deep in some forgotten Necromancy crypt. She now roams the world as a floating Torso (see the book of "Monsters"), and is rumored to hold the Legendary Staff of Necromancy. She hates all life, and her power is matched only by her cruelty.



A wandering Elf is worth 5 Experience Points.

HALF ELVES

Say: (HAFF-elvz)



Half-Elves are a shy yet aggressive people. They are the result of the love between a Human and an Elf. Though not exactly a race unto themselves, they are a well known racial mix. Most of them are elf-like in appearance but 1 in 6 of them appear human. When speaking, most of them sound like humans, but 1 in 6 of them speak in soft whispers like an elf.

Half-Elves love to explore and hunt. They often carry bows, and are comfortable almost anywhere. Half Elves move over the most difficult terrain with instinctual prowess. They wear camouflage, earth tones, and dark clothing. Their hair is almost always pulled back behind their head and tied into strange Celtic-like knots.

Half-Elves do not have their ancestors skill bonus with the bow.

Half-Elves who appear as elves will retain their parents Dark or Light appearance, but they do not have any ability to create light or darkness. Neither do they have the skill bonus with the bow like the elves, or the ability to lie, cheat and refuse death as humans. However, they do retain some of their elf-parent's ability to see in the dark.

MIND ABILITIES

Willpower	2
Intellect	2
Nature	2
Corruption	2

BODY ABILITIES

Strength	2
Movement	2
Coordination	2
Combat	3



FIXED ATTRIBUTES

Life Force	3
Size	3
Speed	3"
Dark Vision	6"

NATURAL ATTACK & DEFENSE

Skin	0
Fist	0
Magic	1

SPECIAL ABILITIES

Half-Elves are excellent hunters and spend a lot of time moving through the bush, under logs, and over thorny shrubs. They are also excellent climbers racing up trees and down cliff sides. They gain a +1d modifier to all Movement rolls and treat all ground Terrain ratings of 3d or higher as 2d.

WANDERING

Half-Elves often wander alone or in pairs. In pairs, they are often siblings with the same human and elf parents. They are typically found in the midst of hunting.

CITIES

Most half-elves live in human cities. Though no elf would be so rude as to openly look down upon a half-elf, the half-elves simply do not feel welcome in ancient, magnificent, magical elf cities.

LEGENDS

There are thousands of Elven legends, but two of them are a bit more current and meaningful. The first, and perhaps most important legend describes the swelling animosity between the "light" elves and the "dark" elves.

Being not a race unto themselves, they have few legends of their own and tend to learn a little bit of history from both their parents.

A wandering Half-Elf is worth 5 Experience Points.



HALF TROLL

Say: (HAFF-troll)



Half-Trolls are an ugly yet aggressive people. They are almost always the rare result of unwanted affection by a male troll who attacked a humanoid female and got a little over excited. Their humanoid half may be of any other character race, and has no effect other than the occasional pointed ears or hairy feet. When speaking, they tend to spit and droll from time to time.

Half-Trolls love to explore dungeons and ruins. They love the dark realm below the surface and get annoyed very easily when forced to explore fluffy trees and shrubs.

Half-Troll stand a bit shorter than Humans but have very dense bodies. Their skin has a slightly greenish hue, and feels thick yet clammy to the touch. They love to smile and show off their square, over-sized yellow teeth.

MIND ABILITIES

Willpower	2
Intellect	1
Nature	1
Corruption	4

BODY ABILITIES

Strength	2
Movement	2
Coordination	4
Combat	1

FIXED ATTRIBUTES

Life Force	3
Size	4
Speed	3"
Dark Vision	18"

NATURAL ATTACK & DEFENSE

Skin	2
Fist	0
Magic	1



SPECIAL ABILITIES

Half-Trolls do not regain lost hit points like the other character races. Sleeping, Resting, Chicken Soup, Healing Potions, Healing Magic, and Binding wounds all have no effect on a Half-Troll. However, a Half-Troll naturally regenerates 1d6 lost hit points at the beginning of every hour.

If a fully healed Half-Troll gets harmed in battle, they immediately gain 1d6 lost hit points at the instant they are harmed. The next 1d6 of regeneration doesn't come again for another hour.

WANDERING

Half-Trolls often wander alone. They are rare creatures, ...usually an outcast from humanoid societies. Half-Trolls often run away as children. Others get sold to a circus, or are kept locked up in the basement by their own parents who are ashamed of their existence.

LEGENDS

Being not a race unto themselves, they have few legends of their own and tend to learn a little bit of history from only their mother.

A wandering Half-Ogre is worth 5 Experience Points.

HUMANS

Say: (HYOO-manz)



Humans typically stand from 5 to 6 feet tall, and come in a variety of skin colors. Humans came to this land only recently. Their history is not important to them and they have already forgotten from where they came.

Humans love armor and weapons almost as much as they love war, battles, and killing each other. They have no obvious advantage over the other races. They can't breath under water, they can't fly, and they can't see in the dark. Yet in just a few centuries, they have forged some of the most inspiring legends, both good and bad, and are now the most common of all the races. Some of the greatest wizards, kings, and queens of all times were human.

Humans love to get involved, love to join forces, and love to brag of their mighty deeds. They also create chaos with false tales of deeds never done. They lie, cheat, and steal almost naturally, and are perhaps the most dangerously unpredictable of all the creatures in the realm.

MIND ABILITIES

Willpower	1
Intellect	1
Nature	1
Corruption	3

BODY ABILITIES

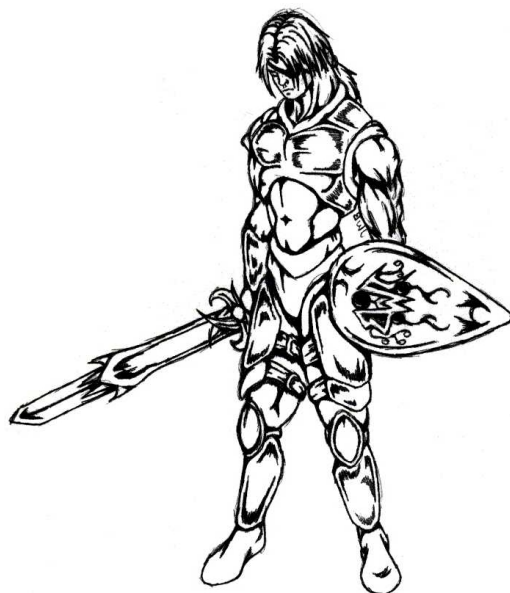
Strength	2
Movement	2
Coordination	2
Combat	1

FIXED ATTRIBUTES

Life Force	4
Size	3
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Skin	0
Fist	0
Magic	1



SPECIAL ABILITIES

Humans may at any time select a +1d or -1d modifier to their Corruption rolls. Humans may freely pretend to be more good, or more evil then they truly are.

With a Nature = 8+, Humans may Refuse Death. This allows Humans to survive past death for 2 additional rounds, during which time they may continue to attack regardless of any damage they may sustain, but after which time they immediately die. During this time they may also attempt to heal themselves.

WANDERING

Humans wander alone, in pairs, and in groups of 3 to 18 known as bandits. Some love to help those in need, some like to explore, and others like to rob and kill. The "evil" ones are so cruel and sick that they will even steal from and murder other humans.

CITIES

Some Humans prefer to live in small farming villages, while others would rather live in the largest, dirtiest, smelliest cities possible.

LEGENDS

There are plenty of legends of pirates, assassins, kings, knights, champions, generals, etc. etc. But it seems their legends are just as full of lies and chaos as they are.

One of the most controversial legends of all is the famous Rick-a-Staad, ...or is that infamous?

Some people believe Rick-a-Staad is the leader of a secret mercenary guild that plots to defeat the evil necromancer elf, Hodowhanitz, but others believe Rick-a-Staad is an assassin lord, not to be trusted, and perhaps a vampire as well.

Whether Rick-a-Staad is a good guy or a bad guy is unclear, but all agree that it was he who first found Xyrth the Cyclopsling and trained him to fight, and together they did come face to face against the evil elf maiden and lived to tell about it.

Another not so well known truth about Rick-a-Staad is his network of beggars, who he pays to live on the street and keep an eye on things. This network of spies must cost him over 1000 gold per month so we know he has some serious financial backing, but it's well worth the expense because he has a 5 in 6 chance of knowing who's who, where they came from, and where they are going.

A wandering Human is worth 5 Experience Points.



NIGHTSTALKERS

Say: (NITE-stalk-erz)



Nightstalkers are a small yet savage people. Cruel and vicious, often attacking in "wolf-like" packs. They typically stand only 2 feet tall, with dark blue skin and shiny black shells, but they are very fast runners. They speak using wet, raspy, drooling growls.

Nightstalkers wear no armor and carry no weapons. They rely on their natural armor, claws and sharp teeth to get the job done. However, recently more and more Nightstalkers have been found using two shields and attacking only with their bite.



MIND ABILITIES

Willpower **1**
Intellect **1**
Nature **2**
Corruption **1**

BODY ABILITIES

Strength **1**
Movement **6**
Coordination **3**
Combat **6**

FIXED ATTRIBUTES

Life Force **1**
Size **1**
Speed **6"**
Dark Vision **18"**

NATURAL ATTACK & DEFENSE

Shell **2**
Claws and Bite **3**

Magic **1**

SPECIAL ABILITIES

Nightstalkers are vicious beasts, howling and drooling, who do not know fear. They are in fact, immune to fear and horror at all times. Also, with a Willpower = 8+ and a Nature = 8+, Nightstalkers may attempt the Howling action.

HOWLING ACTION

The Howling Action may only be attempted by a Nightstalker with a Willpower 8+ and a Nature 8+. The character attempting the Howling action will use one action, and roll their Willpower causing all Nightstalkers within 9" to roll their own Willpower to resist the Howling or else stop what they're doing and follow their new "howling" leader. The followers move, follow, and attack whoever their new "howling" leader attacks. This can even be used to control Nightstalkers on opposing armies. The Nightstalkers who are following the leader are permanent followers. They remain with the character until killed, lost, or stolen away by another "howling" leader.

ACTION	ATTEMPT	RESIST
Howling	Willpower	Willpower

WANDERING

Nightstalkers are encountered as 2 to 7 vicious beast moving together in a pack and all attacking the same poor fool chosen randomly, then destined to die a most gruesome death.

NESTS

Nightstalkers don't have homes or villages, but they do make temporary nests and reproduce from time to time.

Little is known about how, when, where or why, but it is believed that when only two Nightstalkers remain in a wandering group, they sneak off to a dark secluded place and quickly lay form 3 to 18 eggs, which hatch even quicker. The pair of Nightstalkers then feed and protect their "cubs" until the day when they cubs rise up against their parents and instinctively devour them. With the parents now dead, no new food is delivered and they begin to fight and feed off each other until only 2 to 7 remain. These surviving Nightstalkers then leave the cave and begin to wander about on their own. This entire process is believed to only last 3 to 4 months.



LEGENDS

They have no story telling, singing, or dancing of their own, and so they don't yet have any legends. After all, they've barely evolved to a civilized state, ...or at least they're getting close.

A wandering Nightstalker is worth 5 Experience Points.

TUNDRAS

Say: (TUN-draz)



Tundras are a barbaric yet colorful people. They have dog-like features, yet they are afraid of frogs. They typically stand 5 to 6 feet tall and are covered with very short soft fur. Most of them are white to tan though a few are dark brown or even black. They are prone to fits of barking and their voices are very rough and scratchy.

Tundras live in swamps, jungles and grass lands. They travel in small colorful wagon trains, like nomadic gypsies, with shaman priest and gypsy fortune tellers. Tundra are not fond of felines (or Catlings for that matter), but they're not afraid of them either. Tundra tend to wear leather pants with cotton shirts, and wield a club in one hand and a sword in the other.

Some Tundra prefer very colorful silk clothing, while others prefer black leather and paint their armor black as well.

MIND ABILITIES

Willpower	2
Intellect	2
Nature	1
Corruption	1

BODY ABILITIES

Strength	2
Movement	2
Coordination	2
Combat	4

FIXED ATTRIBUTES

Life Force	3
Size	3
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Skin	0
Fist	0
Magic	1



SPECIAL ABILITIES

Tundra are naturally proficient at wielding two weapons at the same time and gain a +1d modifier to each attack when wielding two weapons (even if they only attack once per round). Later, with a Coordination = 6+ and a Combat = 6+, other character races gain a +1d modifier to each attack when wielding two weapons, but Tundra already have a +1d modifier, so they "up" their modifier to +2d.

Tundra have a 3 in 6 chance of automatically knowing when to check for invisible creatures and gain a +2d modifier when attempting to Spot Invisible creatures.

WANDERING

Tundras are encountered as 2 to 7 warriors on patrol somewhere on the perimeter of a local village. They will ask questions, then attempt to send you away or detain you as prisoners.

VILLAGES

A Tundra village appears to be less modern than most villages, ...thrown together over night with simple buildings and no roads or street signs.

Each Tundra village will have a tribal chief, a champion, 3 patrols, and from 3 to 18 families. Each family will have 2 to 7 individuals (mom + dad + 0 to 5 children).

There is a 2 in 6 chance that a village also has a medicine woman who will live in her own hut with 3 or 4 young girls in training. These medicine women are believed to be gifted with "The Sight" and capable of seeing into the future, speak with dead spirits, and stuff like that.

1 in 6 of these women actually have the gift, and if so then use the table below to determine results:

Roll d6	Results
1 or 2	They know the whole truth
3 or 4	They know most of the truth
5 or 6	They know nothing

However, even if they have the gift, and even if you get them to read your palm or something, and even if they know the whole truth, most of these old witches don't believe the characters are ready to hear it.

LEGENDS

All of the tribes all share the same odd legend of an ugly, hairy, lumpy boy child who they believe to be the child of the Viking Dwarf king Codiack and a female Orc slave girl. The mother Orc and her Dwarf-Orc child or "DORK" as they came to call it, was found by these people and secretly lives among them to this day. It is rumored that he moves from one tribe to the next., and he is believed to know great secrets about the king's treasure and has grown up to be a furious, vicious warrior easily able to defeat the champions of any and all of their villages.

A wandering Tundra is worth 5 Experience Points.



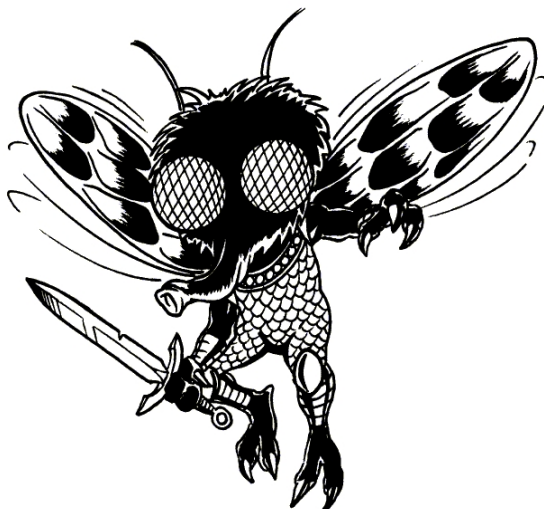
WARRIOR FLIES

Say: (WAR-yer FLIIZ)



Warrior Flies are a dark, but hairy people. They don't like being called a "bug", but they do possess a great sympathy for smaller insects. They seem to have difficulty understanding the difference between an open window, a closed window, and a mirror. Warrior Flies typically stand only 2-feet tall (when not flying). They have dark, black skin covered with thick black hair. They speak with a high pitched, squeaky voice.

Warrior Flies prefer to live where they can find rotting stuff, decay, or high quantities of sugar. They eat by vomiting up on their food, which dissolves it. Then they suck up the liquid results through their straw-like mouth. They rarely wear armor and can't fly when wearing anything heavier than leather with no shield. Some Warrior Flies have been known to join parties of adventurers who often abuse them as advance scouts.



MIND ABILITIES

Willpower	2
Intellect	2
Nature	1
Corruption	1

BODY ABILITIES

Strength	2
Movement	2
Coordination	2
Combat	2

FIXED ATTRIBUTES

Life Force	3
Size	1
Speed	3" 6"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Skin	0
Fist	0
Magic	1

SPECIAL ABILITIES

Warrior Flies can fly all day long without resting, move at a rate of 6" when flying, and gain a +2d modifier to their Defense when flying, but their wings and body mass won't let them fly higher than 24 inches. Additionally, Warrior Flies can't swim. In fact, they hate the water and are unable to fly for 1 to 6 rounds after their wings get wet.

With a Nature = 8+ and a Combat = 8+, Warrior Flies may become Invisible for 1 to 6 rounds while flying. They can only do this once every 10 rounds of combat. Their Invisible rating is equal to their Nature rating.

WANDERING

Warrior Flies are rarely found wandering, and when it happens, they are usually alone and serving as advanced scouts for a group of adventurers, bandits, pirates, etc.

DUNG HEAPS

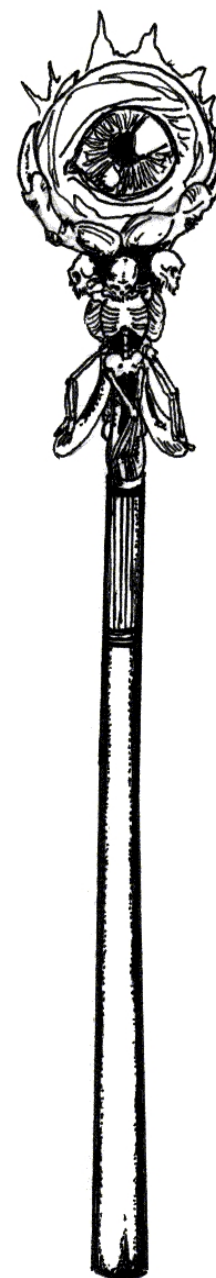
Warrior Flies make their home around cesspools, refuse, and large piles of dragon poop. They occasionally bond with a Cesspooler, living off its filth and waste.

LEGENDS

They don't have any legends, songs, or anything, but there are a few human legends that involve Warrior Flies. The most famous of all Warrior Flies was "Tinker Buzz", a female with a magical "stick" that could zap things and make them open, or zap pants and make them fall off, etc. Though there are many stories about old Tinker Buzz, none of the other Warrior Flies have ever heard of her. Some believe that Tinker Buzz eventually became absorbed by the magic of the "stick" and that is why the magic wand now "buzzes" when moved through the air.

Another, not so famous Legend involves "Zipp" the snatch purse who was a not so well liked, but very well known thief. He sneaks up while invisible and cuts off your purse, belt, etc. then quickly flies off before you realize it's missing. He would never have been caught if he hadn't tried to rob some guy in a bar. Because wouldn't you know that dumb bar had a gigantic mirror hanging on the wall behind it, and poor, confused Zipp thought the mirror was a window and flew straight into it.

A wandering Warrior Fly is worth 5 Experience Points.



ZEETVAHS

Say: (ZEET-vaz)



Created by: Larry Elmore Special Thanks!

Zeetvahs are a small yet greedy people. Quick to hide, but lousy to sneak, they only grow as big as 3 to 4 feet in height. They have tan colored skin with patches of gray spots, large soft eyes, and are prone to blushing. Their ears are large floppy dragon wings, which they can lift and flap but still, they can not fly. They speakz wit da zzz's a lotz and day dontz know many of da wordz.

Zeetvah males are very lucky with the ladies, especially the very beautiful Human females and Elf females who don't seem to wear much clothing. However, Zeetvahs are totally unaware of their charming effect on them. All Zeetvahs care about is fancy armor, magic swords, and big bags of gold.

MIND ABILITIES

Willpower	1
Intellect	1
Nature	1
Corruption	1

BODY ABILITIES

Strength	1
Movement	4
Coordination	4
Combat	1

FIXED ATTRIBUTES

Life Force	2
Size	2
Speed	3"
Dark Vision	0"

NATURAL ATTACK & DEFENSE

Skin	0
Fist	0
Magic	1



SPECIAL ABILITIES

Zeetvahs love mushrooms and are immune to all effects of all mushrooms.

Zeetvahs get a +3d bonus to Hide, but a -2d to Sneak.

With a Nature = 8+ and a Coordination = 8+, a Zeetvah gains a 5 in 6 chance of avoiding all traps. The traps still spring, slam, zip, etc. but the "lucky" Zeetvah somehow manages to get out of the way just in time.

WANDERING

A wandering Zeetvah is not all that uncommon, and it's more difficult to get them to stop following you, then it is to find one. Every 5 years or so, all of the young Zeetvahs leave their small villages and head out on their own in seek of fame and fortune. He (or she) who returns the most famous and "wit do most loot" gets to be king of the village for the next five years.

VILLAGES

Zeetvah villages are small, but very busy. Plenty of Zeetvahs moving about doing their chores, making bread and cheese, milking cows, and everything seems perfect, almost too perfect.

LEGENDS

The Zeetvahs surprisingly have a legend about a Zeetvah hero who died saving his friends. The Zeetvah, "Tofu-Yoga" is believed to be one of the greatest warriors of all times. So much in fact, that humans, elves and dwarves all pay tribute to him and have built a shrine in his honor.

This shrine is believed to hold the remains of Tofu-Yoga and is protected day and night. Many Zeetvahs go on to believe that Tofu-Yoga will rise again one day to vanquish all enemies and rule the entire world in an age of peace, love, music, and of course, lots of GOLD.



A wandering Zeetvah is worth 1 Experience Points.