

## Channeler Base List 2.4.6

### SUMMONS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Communicate	1 target	1 min/lvl	100'	U
2)	Summoning Rite I	varies	varies	100'	U
3)	Hold Entity I	5'R/lvl	C	10'	F
4)	Summons I	varies	varies	100'	U
5)	Shadow Walk	1 target	1 min/lvl	100'	U
6)	Summoning Rite II	varies	varies	100'	U
7)	Banish Entity I	1 entity	—	100'	F
8)	Summons II	varies	varies	100'	U
9)	Hold Entity II	5'R/lvl	C	10'	F
10)	Summoning Rite III	varies	varies	100'	U
11)	Banish Entity II	1-2 entities	—	100'	F
12)	Summons III	varies	varies	100'	U
13)	Hold Entity III	5'R/lvl	C	10'	F
14)	Summoning Rite IV	varies	varies	100'	U
15)	Fey Companion	1 faerië	P	touch	U
16)	Summons IV	varies	varies	100'	U
17)	Banish Entity III	1-3 entities	—	100'	F
18)	Hold Entity IV	5'R/lvl	C	10'	F
19)	Fey Aegis	1 fetus	P	touch	F
20)	Summoning Rite V	varies	varies	100'	U
25)	Banish Entity IV	1-4 entities	—	100'	F
25)	Hold Entity V	5'R/lvl	C	10'	F
30)	Summons V	varies	varies	100'	U
50)	Summoning Rite True	varies	varies	100'	U

**1. Communicate** — Allows for mental communication with ghosts and beings of the shadow world unable to communicate through voice.

**2. Summoning Rite I** — Caster may summon a Type I creature from the world of Fae (i.e the shadow world). Caster cannot decide the type of creature unless skilled in *Summoning* (i.e having developed skill ranks in the Summoning skill). The creature will arrive after 6-60 minutes (observe that some creatures may hasten or slow down their own arrival) of ritualistic spell casting. The forms of ritual needed is decided by the GM. If a creature neutral or of the same alignment as caster arrive, it will serve the caster for 10 mins/lvl *or* 1 rnd/ lvl if ordered a task it deems dangerous. If a creature of an alignment opposite to caster's arrive, it will not be beneficial: the GM must decide the amount of hostility the creature possess and how it will react on it's summoning. Unless caster is skilled in Summoning, the type of creature is determined randomly from the Faerië chart on the following pages (see Special Notes for more information). If the creature can understand the caster communication is verbal, otherwise orders are given mentally which require caster to concentrate.

**3. Hold Entity I** — For as long as the caster concentrates, one Type I entity (i.e a Demon, a Fey or other creature summoned from beyond the borders of the world) that are in the area of effect may not leave, **or** reverse, i.e a Type I entity that are outside the area of effect may not enter.

**4. Summons I** — As *Summoning Rite*, except time for creature to arrive is 1-10 rounds (time can be shortened by the use of Summoning skill, see table 10.1.6) and no ritual need be performed for the spell to work.

**5. Shadow walk** — Target enters the shadow world, seeing those that dwell therein (i.e ghosts, wights, wraiths and other entities normally invisible). The normal world appears distorted to target and all actions concerning the normal world are at -10 while shadow walking.

**6. Summoning Rite II** — As *Summoning Rite I*, except caster can summon one Type II creature *or* two Type I creatures.

**7. Banish Entity I** — Caster instantly banishes a Type I entity from this world. It is returned to its plane of existence and may not enter this world for 10-100 days.

**8. Summons II** — As *Summons I*, except caster can summon a Type II creature *or* two Type I creatures.

**9. Hold Entity II** — As *Hold Entity I*, except either a Type II entity **or** two Type I entities may be affected.

**10. Summoning Rite III** — As *Summoning Rite I*, except caster can summon one Type III creature *or* three Type I creatures.

**11. Banish Entity II** — As *Banish Entity I*, except affects one Type II entity **or** two Type I entities.

**12. Summons III** — As *Summons I*, except caster can summon one Type III creature *or* three Type I creatures.

**13. Hold Entity III** — As *Hold Entity I*, except either a Type III entity **or** three Type I entities may be affected.

**14. Summoning Rite IV** — As *Summoning Rite I*, except caster can summon one Type IV creature *or* two Type II creatures *or* four Type I creatures.

**15. Fey Companion** — The caster can make a faerië of a Type less or equal to 1/10 his level his companion (i.e a 15<sup>th</sup> lvl caster may make a Type I fey his companion, a 20<sup>th</sup> lvl caster could make a Type II fey his companion and so on). The relationship between the caster and the companion is not magical and the caster must strive to maintain good relations with the companion or it will leave him. Remember that most fey creatures are erratic in behaviour.

**16. Summons IV** — As *Summons I*, except caster can summon one Type IV creature *or* two Type II creatures *or* four Type I creatures.

**17. Banish Entity III** — As *Banish Entity I*, except affects one Type III entity **or** three Type I entities.

**18. Hold Entity IV** — As *Hold Entity I*, except either a Type IV entity **or** two Type II entities **or** four Type I entities may be affected.

**19. Fey Aegis** — Spell is cast upon a pregnant woman to form a bond between a benevolent faerië and the unborn child. The child will have the protection of a particular Fey being and will sometimes (20%) reach a half-elfs life span and receive some other beneficial abilities (stat bonuses, special abilities, skill bonuses or likewise). However the child might also be slightly deformed (i.e large ears, protruding nose, pot belly, slightly grey skin etc) and/or have a tendency to stochasticity. If unwilling the woman bearing the child may resist this spell.

**20. Summoning Rite V** — As *Summoning Rite I*, except caster can summon one Type V creature *or* five Type I creatures.

**25. Banish Entity IV** — As *Banish Entity I*, except affects one Type IV entity **or** two Type II entities **or** four Type I entities.

**25. Hold Entity V** — As *Hold Entity I*, except either a Type V entity **or** five Type I entities may be affected.

**30. Summons V** — As *Summons I*, except caster can summon one Type V creature *or* five Type I creatures.

**50. Summoning Rite True** — As *Summoning Rite I*, except caster can summon a True faerië creature (i.e the most powerful Fey beings in Middle Earth, see descriptions under Special notes) or half his level of lower *Types* of faerië (i.e a 30<sup>th</sup> lvl caster could summon fifteen Type I creatures or five Type III creatures).

### SPECIAL NOTES

1) The Faerië are immortal spirits, lesser Maiar who entered the world at its creation. They invariably powerful in mind and cannot be truly controlled, but if summoned and of neutral or same alignment as summoner, they will try to be helpful for the duration of the spell.

2) If Fey speak, their language its typically the Sindarin they learned from the first Elves to walk the world or a variant of Westron or another tongue learned from Men. Faerië have the greatest vigor possible for the fana, or body, they inhabit, seldom tiring and needing little rest. They are bound by the thoughts and emotions that come with their fana; an Istar tends to think and act like a mortal man, a Maia in wolf form has the passions of a hunting beast and so on. Faerië creatures often have a limited but heightened emotional range that might make them seem crazed or stupid by mortal standards.

3) Faerië double the ranges and areas of effect of any spells they cast. Most Faerie have the power to affect the natural world in ways mortals cannot. In game terms this is reflected in broad spell-casting abilities, but few Faerië use this "wild magic" as often as wizards or wield it in so rational a manner.

4) Maiar spontaneously awaken the essence of things around them, causing strange and even dangerous events wherever they go. A spirit bound to a stream might cause springs to flow, lilies to grow and fish to leap in the wake of his passage. A powerful Maia like Tom Bombadil, without conscious effort brings sentience to animals he encounters, prompting them to converse, or dance, or aid him in an escape or prank. In general, the more powerful the Faerië, the more evident the wake he leaves.

5) They vary greatly in strength and force, but Maiar and Faerië are unpredictable and powerful, risky to deal with simply because of their

uneearthly nature even when not directly hostile to Man. To reflect this, and to keep the game balance, the GM might decide to add an ESF penalty equal to overcasting for every additional *Summoning* attempt performed each day. I.e 20 for the second attempt, 25 for the third, 30 for the fourth etc.

6) For the *Fey Aegis* spell, the GM must decide exactly what abilities and deformations are brought upon the child. Background options such as *Ethereal Tie* and *Eyes for the Shadow World* provide ideas for suitable abilities.

7) The Fey Chart below is not complete and the GM should feel free to add creatures to the different categories as he see fit. Creature abilities described are at a minimum, so the GM might want to add spells and abilities to the Fey described. Fey alignment should be considered while deciding how the summoned Fey act (i.e an evil Naurauk might strive to kill if ordered to frighten a village, while the neutral Trickster will avoid killing if given the same task).

8) If a summoner has no skill in Summoning (or fails his skill roll) the kind of creature summoned is entirely randomized. In that case, a good caster might summon an evil creature or vice versa, which usually result in chaos or even the death of the summoner. The normal when spell duration ends is that summoned Fey chose to leave (i.e disappear into thin air), but powerful Fey might be given the option to stay (following their own agenda). This is one of the drawbacks of summoning Fey and a good reason for summoners to know the Banishment spell for the type of creature summoned.

9) The Summoning-column in the chart below provide a maneuver difficulty to use with the *Summoning* skill. If a caster of *Summons* or *Summoning Rite* wishes for a particular creature to arrive, he rolls for *Summoning* skill, adds/subtracts the modification and check the result on the Summoning static maneuver chart 10.1.6.

10) If unique characters (marked so in their description) are summoned regularly (i.e more than once by the same caster) they will remember him and might form a relation (good or bad).

11) Fey summoned and killed will not truly die. Their mortal body will, in most cases, be left in Middle Earth while their spirits return to Aman. It usually take 10-100 days before they can find a new form and return to Middle Earth.

## Type I (lvl 1-4)

Name	Lvl	Hits	AT	DB	In	OB-melee	OB-missile	MM	Alignment	Difficulty	Natural Habitat
Dead Spirits	1	-	-	-	-	CO-Drain	25 Hurling	30	Neutral	Light (+10)	Graveyards
Invisible spirits of the dead who have not yet come to rest. Dead Spirits cannot physically attack or be attacked, but they drain 1 CO-point per round from any living being they touch and may use a <i>Hurling I</i> spell every fourth round if there are enough objects around to be hurled.											
Flits	1	10	No/1	25	-	30 we	50 we	30	Neutral	Medium (±0)	Forest glades
#2. "Flits" (S. Ramalië) are small, translucent mannish figures with dragonfly wings. They have +100 Perception bonus, used to duck into shelter and dissipate into the ground upon the approach of unwelcome strangers. If they are spoken to, they answer in riddles and bad verse – the only portions of centuries of Elvish talk they remember. They create tools and weapons out of their own substance as needed. They are naturally invisible, but turn visible to be sociable and get a better view of the glade. Flits are incapable of inflicting anything more than Tiny criticals.											
Insects	1	10	No/1	20	-	20 SSt	-	0	Neutral	Medium (±0)	Dark areas
#2. Spirits in insect or centipede form. Anyone bitten (i.e taking a critical, even if Tiny) must resist 5 <sup>th</sup> level blood poison or take the equivalent of an "A" electrical crit each round for 1-5 rounds.											
Nack-spider	1	20	No/1	5	-	30 SSt	-	5	Neutral	Medium (±0)	Caverns and ruins
Fey in spider form. Criticals confer a 5 <sup>th</sup> level Muscle poison that slows victim for 1 min/5 failure. Victim is at 50% action for the duration.											
Tendrils	1	10	No/1	0	-	20 SGr	-	5	Neutral	Medium (±0)	Forest
#3. Hanging tendrils are Faerië in plant form and can only be conjured in forested areas. They may take the form of slingering roots, hanging tendrils or strangly bush. Statistics are the same for all.											
Jeebies	2	30	No/4	0	10	40 SGr	-	0	Neutral	Medium (±0)	Forest
Minor Root Spirits. Animated by magic, they attempt to strangle whatever approaches their location.											
Mudsucker	2	30	No/2	0	-	30 MBi	-	0	Neutral	Hard (-10)	Swamps and rivers.
Fey in Salamander form. Bites anything. Criticals confer a 10 <sup>th</sup> level Muscle poison. RR failure with 1-25 results in paralysis for 1-10 rounds. Failure with 26-50 results in paralysis for 10-100 rounds. RR failure by 51+ equals death in 6 rounds.											
Daedhel	3	48	No/3	35	-	50 ls	spells	10	Neutral	Medium (±0)	Ruins
Shadow Demon in Elf-form. The Daedhel radiate fear, RR vs 3 <sup>rd</sup> lvl or flee. 24 PP. Knows a few professional Base lists (usually Warrior Mage, Magician or Illusionist). Directed spells 45, BAR 16.											

Lesser Mewlip	3	50	No/1	30	-	40 da, 55 MBi		5	Evil	Medium (±0)	Swamps
Semi aquatic undead. Cursed spirit. Stalk/hide 40, Ambush 5 skill ranks. Craves blood to drink.											
Vodyanoi	3	55	No/3	35	-	60 Hbi/swallow		0	Neutral	Hard (-10)	Swamps
Fæairë in resemblance of a giant frog. Aquatic carnivore. Those caught eye-to-eye with the Vodyanoi have to roll RR vs a 5 <sup>th</sup> lvl Hold spell or be held at 25% activity. If the Vodyanoi bite attack make an "D" or "E" critical, it begins to swallow its prey. Anyone swallowed will suffocate in 2-4 rounds; but may attempt to slay the frog and crawl out in the meantime, providing a dagger or similar weapon is to hand (+100 to all attacks from the inside).											
Cockatrice	4	85	No/4	35	-	50 SPi, 30 SCl (x2)		15	Good	Very Hard (-20)	Farmsteads
Fëadagnir. Cross between a chicken and an animal spirit, the cockatrice is as tall as a man. Its squawk when frightened or angered causes all around (30'R) it to resist 2 <sup>nd</sup> level Fear or flee in panic. Its beak attack is poisoned: the victim must resist a 5 <sup>th</sup> level attack or his blood slowly turns to white crystals. The victim takes 1-5 CO loss and a "B" Unbalancing crit for 1-10 rounds. The cockatrice spontaneously generates its own luck. One random spell per round occurring around it when it is under attack. The spell should be selected by the GM; it should be minor but helpful.											
Feäcarhuan	4	65	No/3	55	-	50 MBi, 45 SCl (x2)		25	Good	Hard (-10)	Farmsteads
Fëadagnir. Spirit fox. Intelligent, but speak only Sindarin. Skills: Climb 60, Perception 50, S&H 75, Stunned Maneuver 55, BAR +8. Feäcarhuan knows 4 Channeling spell lists to 10 <sup>th</sup> lvl.											
Mewlip	4	60	No/1	35	-	60 we, 75 MBi		5	Evil	Very Hard (-20)	Swamps
Semi aquatic undead. Stalk/hide 50, Ambush 8 skill ranks. Trance spell 10'R, foe is paralysed for 1 rnd/5 failure, drain blood each round from incapacitated victim (2-20 hit points per round).											
Mossback Pike	4	130	No/3	30	-	80 LBi » 60LGr		15	Neutral	Medium (±0)	Rivers and lakes
Huge fish. Take Large criticals. On any creature of Hobbit size or smaller, the pike gains an immediate secondary grappling critical. On any round after a successful grapple and stun result, it makes a 100HGr attack to swallow the victim. The swallowed prey suffocates in 2-4 rounds; it may attempt to slay the pike and crawl out in the meantime, providing a dagger or similar weapon is to hand (+100 to all attacks from the inside).											

## Type II (lvl 5-8)

Name	Lvl	Hits	AT	DB	In	OB-melee	OB-missile	MM	Alignment	Difficulty	Natural Habitat
Animal Shade	5	60	No/1	50	-	55 LBi	-	20	Neutral	Light (+10)	Shadows
Spirit that manifests itself as black hound or large cat form. Double damage from fire, warded off by Utterlight. They do a secondary cold critical on any bite and drain 2 CO-points per round of melee combat.											
Burrow Buggle	5	80	Sl/6	30	-	60 MBi	spells	10	Evil	Hard (-10)	Graveyards
Corrupted Earth spirit that composes its fana from earth and body parts of varying degree of decay. All within 20' must resist vs 5 <sup>th</sup> lvl Fear or flee. Its Bite is infected and causes RR vs 5 <sup>th</sup> lvl bubonic disease (extreme).											
Claw Shade	5	70	No/1	40	-	50 MCl (x2)	-	20	Neutral	Medium (±0)	Shadows
Claw-shade. Hunting spirit that manifests itself as a gathering of shadows of vaguely wolf-like form. The Claw-shade radiates fear (5 <sup>th</sup> level resistance or flee in terror). Daylight or Utterlight dissipates the Claw-shade, as does the death of a single mortal victim resulting from its attack.											
Corpse Light	5	70	No/1	30	-	CO-drain	-	-	Neutral	Hard (-10)	Swamps
Undead spirit. Lower all criticals by two degrees. Uses a 5 <sup>th</sup> lvl charm attack to entrance victims within 10', victim is paralysed for 1 min/10 failure, then drains 4 CO-points per round. Also makes use of Spirit Mastery up to 5 <sup>th</sup> lvl. 30 PP.											
Nackers	5	55	Rl/11	25	-	50 da	40 da	30	Evil	Hard (-10)	Swamps and rivers
Some three feet tall, they have the general build of goblins and the skin of lizards and serpents. Their faces are broken by fringes of skin, and wattles of hide and hair fringe their earless skulls. They boast sharp claws on their hands and feet, but use stone knives and axes freely. Their pointed teeth and yellowish slit eyes are those of a hunting animal. Nackers may use a 30MCl/50SBI attack instead of a weapon, or a 50MGr spider-silk strangle cord. Their weapons are stone-tipped knives and darts. Perfect darkvision. Immediate morale maneuver versus daylight or an <i>Utterlight</i> spell. A lantern or simple <i>Light</i> spell checks them for a round as their eyes adjust. All skills at 0 in sunlight. They have the stealth skills of a Ranger twice their level. Each Nacker has 30 PP and they all know an odd collection of woodland and hunting spells (Nature's Guises and 4 other Channeling lists to 5th level), while each learns a spell list relating to sorcery (Sorcerer, Evil Magician, or Evil Cleric spell list to 10th level).											
Nakefairë	5	40	No/1	40	-	30 wp (x3)	-	20	Good	Medium (±0)	Places of grief
"Pain Lights". Softly phosphorescent floating lights. Attack with a light tendril against 1-3 opponents per round, causing additional electricity critical one level lesser in severity, draining 1-10 SD-points and 1-10 hits per touch. Any victim that reaches zero in Self Discipline will sit down and cry, unable to perform any other action. Living beings within 30' must RR vs 10 <sup>th</sup> lvl mind attack or suffer -30 morale/presence penalty. Nakefairë also has the use of Spirit Mastery up to 5 <sup>th</sup> lvl. 30 PP.											
Mensharag	5	80	Ch/16	20	10	60LCl, 50LBa, 40MBi		10	Neutral	Medium (±0)	Rocky areas
Pûkel creature, lizard-like stoneform. Lower criticals by 1 degree. Ignore bleeding.											
Seph	5	70	Pl/20	30	10	55 MBi, 40 SCl (x2)		15	Neutral	Medium (±0)	Dank cellar
Unique character. A small gargoyle. Seph's bite causes the part of the body infected to begin to turn to stone. RR vs 5 <sup>th</sup> lvl Essence or victim lose 5 hits and a receive a -5 penalty each round for 1-5 rounds. Each round the penalty increases, another RR must be made or a body part near the bite ceases to function.											
Fire Phantom	6	90	No/2	30	-	60 MGr	special	20	Neutral	Medium (±0)	Were there's a Fire
Burning Ghost. Drains 10 CO-points per round within 10'R. Grapples nearest target, if successful (i.e causing a critical), target takes a +50 Fireball attack (no QU-bonus applicable). Use Large Creature criticals. Immune to stun and bleeding. Cannot be harmed by non-magical weapons. Cold and Water attacks make x2 concussion hits on a Fire Phantom. Fire Phantoms may use spells from Fire Law up to their own level. 36 PP.											

**Shûvirth** 6 81 RI/10 58 - 105 sc/105 mg 80 sb 15 Evil Hard (-10) Underground  
 The Shûvirth are demonic warriors of a long lost Morgothic army. They are about 5' tall, pale in skin and dressed in leather armor in archaic style. They use a two-weapon combination and have shortbows for missile attacks. Weapons are onehanded edged or onehanded thrust, barbed scimitars, long daggers, maine gauches, rapiers and cutlasses. Skills: 2wC [RH edged 95, LH edged 95, Bow 80, 1H Thrust 80, 2-Handed 68, Thrown 30, Climbing 52, Perception 36 (smell 56), S&H 30, Defensive Weaving 38, Melee Scuffle 103, Stunned Maneuver 81, AM Quickdraw 61, WoW [Unconsciousness] 78, Jumping 54, Tumbling 80, Tracking 59, Sense Ambush 36. The typical Shûvirth warrior wields a +10 Black Alloy Scimitar and a +10 Maine Gauche, wears a Leather Armor (AT/10) without helm, a Shortbow with 6-12 Arrows and a Potion of Resist Stun (removes 1 round from every critical result). RR vs Essence -2; Mentalism 8; Channeling 2.

**Tavari** 6 85 No/1 45 - - 70 sl 50 Good Hard (-10) Forest  
 Minor woodland fairiës, invisible unless they want otherwise. If they chose to appear, they look like slender elflike beings, clad in green. If the Tavari are in the light of day or torch they have no power over mortals, but if anyone dances with them under the moon or stars that person must resist a 2<sup>nd</sup> level Channeling spell or disappear for 10-1000 days. The victim returns with pleasant memories, a +20 to fairy lore and a +20 perception bonus to sense shadow beings. The Tavari can be driven of by Utterlight, 2-20 rounds of negative reactions (fear or wariness will do) or violent attacks. In the last case, the Tavari in the area overwhelm the attackers with a barrage of spells from the Calm Spirits and Spirit Mastery lists. If any of them are seriously harmed they endeavor to inflict similar crits on whoever did the damage. The Tavari have no compunction about removing body parts from helpless opponents as retribution for injury or deaths caused to their own kind. They lower all criticals by 2 degrees and are immune to non-magical weapons. They do not bleed. Most Tavari have 36 PP and know Spirit Mastery, Calm Spirits and 4 other spell lists to 10<sup>th</sup> lvl.

**Wood Sprites** 6 85 No/1 45 - 54 ss 70 sl 50 Good Very Hard (-20) Forest  
 Also called Nandin. Minor woodland fairiës, the brownskins are as tall as a Hobbit, but bone-thin and straighthaired suggesting the appearance of squirrels or rabbits. They wear nicely made clothes in imitation of the best citizens of hobbit society. They can employ the spell *Nature's Awareness I* at will and generally avoid mannish contact. Each has 36 PP and knows 4 Open Essence and 4 Open Channeling spell lists to 10th level. They are flighty and seldom use their magic in combat in any coherent fashion. Their sling stones are often accompanied by a low level spell from Mystic base Confusing Ways, such as *Distraction*, *Confusion* or *Blur Vision*.

**Tree Feys** 7 115 No/3 40 - 80 cl 95 SCr 40 Good Ext. Hard (-30) Forest  
 Faerië tree spirits. Usually appear as a thin limbed tree humanoid made from tree branches. Can use their own limbs as +20 clubs or quarterstaffs (with a secondary impact critical), but usually do so as an insult. Magically throw rocks, once per round if needed, attacks are resolved on the Fall & Crush attack table. Their usual solution to a problem is to cast non-fatal spells. Each has 42 PP and knows all the non-elemental Essence spell lists. Tree feys lower all criticals by one step in severity. They have the ability to summon and control hanging tendrils (#3) if in a wooded area.

**Ancient Wel** 8 215 No/3 40 - 90 HBA » 90 HGr 0 Neutral Hard (-10) Lakes  
 Great scavenging fish. Large creature. 13' long, weighs 800lbs. Take Large criticals. On any creature of Hobbit size or smaller, the wel gains an immediate secondary grappling critical. On any round after a successful grapple and stun result, it makes a 100HGr attack to swallow the victim. The swallowed prey suffocates in 2-4 rounds; it may attempt to slay the wel and crawl out in the meantime, providing a dagger or similar weapon is to hand (+100 to all attacks from the inside).

**Hurnkennec** 8 150 PI/18 40 10 80 MPi, 65 MHo, 50 MBa 0 Neutral Very Hard (-20) Rocky areas  
 Pûkel creature. Iron giant spider-form. Lower criticals by 2 degrees in severity. Ignores bleeding.

**Warg** 8 160 No/4 60 - 85 LBi, 60 LCI 30 Evil Hard (-10) Open land  
 Undead wolves. Their fauna will disspate after slain. Wargs have AM Speed 60, WoW Pain 66 and Perception (smell) 60. They ignore stun and bleeding.

## Type III (lvl 9-12)

Name	Lvl	Hits	AT	DB	In	OB-melee	OB-missile	MM	Alignment	Difficulty	Natural Habitat
<b>Black Stalker</b>	9	144	No/4	50	-	95 LCI (x2)	-	25	Evil	Hard (-10)	Shadows
Halfdemonic semi-undead faerië creature. Skills: 2wC 1H Edged 95 (claws), Ambush <10> 68, Medium Bite 75, Tumbling 105, Stunned maneuver 90, Tackling 75, Perception (smell +25) 50, S&H 90, Climb 71, AM Landing 95, AM Speed 95, Adrenal Defense 25. The Black Stalkers attack with long claws, causing infected criticals. They lower all criticals by one degree and halves all stun and bleeding results (ignore 1 rnd of stun and 1 pt of bleeding).											
<b>Huorn</b>	9	240	RI/11	35	-	70 MGr, 80 LBa(x3)	-50		Neutral	Medium (+0)	Forest
Living tree, semi-intelligent. The "Gr" is its preferred initial attack to be followed by a 60LCr if successful. If it cannot grapple, it may make 3x 80LBA attacks against any target within 15'. It will not uproot itself until it has taken more than half of its hits. Use Huge Creature critical tables.											
<b>Fëadagnir</b>	10	110	SI/4	60	-	75 MBi, 50 MCI (x2)	50		Good	Hard (-10)	Towns & villages
Cat spirit, but may take different animal forms, possessing different stats and abilities. The Cat spirit typically has 100 PP, casting spells as 10 <sup>th</sup> level Animist. Each knows Animal Mastery, Detection Mastery, Nature's Guises, Nature's Lore, Path Mastery, Purifications and Spell Defense lists to 20 <sup>th</sup> level. Can purr Controlling Songs to 20 <sup>th</sup> level. BAR is +20.											
<b>Mendaen</b>	10	150	Ch/16	20	-	80 MGr √ 120 LCr	0		Neutral	Medium (+0)	Rocky areas
Pûkel creature, stone manlike form. If the Grapple attack scores a critical, Large Crush attack follows next round (grappled foe usually only allowed to subtract inherent DB from the attack). May also use their stone fists to make a +100 LBa attack. Take Large criticals, ignore bleeding results.											
<b>Nacker Shaman</b>	10	85	RI/11	35	-	60 da	65 da	20	Evil	Hard (-10)	Swamps and rivers
All weapons are magical +10 with a bleeding curse: 1 hit point/rnd on any crit (resist their level to avoid bleeder). 80 PP. Each knows 10 Channeling or Sorcerer spell lists to 10th level. BAR +20. Perfect darkvision. Immediate morale maneuver versus daylight or an <i>Utterlight</i> spell. A lantern or simple <i>Light</i> spell checks them for a round as their eyes adjust. All skills at 0 in direct sunlight.											
<b>Neneskelië</b>	10	44	No/3	40	-	35 da	55 sb	35	Good	Hard (-10)	Rivers and lakes
Nixies or Nenixil are water-dwelling faerië-creatures, appearing as small silvan elves mixed with frogs. A Nixy's Presence stat is calculated as 95 + 1d10. Unless a character is deliberately restraining himself he must be checked for a positive reaction during encounters with the Nenixil. The Nenixil also has the stealth skill of 10 <sup>th</sup> lvl rangers; each has 80 PP, knows one offensive essence spell list, one defensive list, and one useful woodland or alchemical list to											

20<sup>th</sup> level. In addition, each can change form at will into a single riverine animal, spending 1 PP per 10 minutes in that form. Riverine creatures include such things as frogs, fish, otters, or herons, creatures native to the area and by nature dependent on the river for life and sustenance. Each Nixy has a specific totem animal and typically makes friends with other Nenixil partial to that same creature. The nixies' body weight and volume does not change with their shape, so any fisherman who sees three 20 lb green frogs sculling in formation through the water can be fairly certain he is witnessing a supernatural occurrence.

<b>Skrykalian</b>	10	140	RI/11	30	10	85 da	75 da	30	Evil	Hard (-10)	Yfel Wood
Unique character. Blood-Wight. Winged creature, capable of flight, even if cumbersome and slow. Skills: Adrenal Defense 20, 1H Thrusting 55, Thrown 45, AM Speed 76, Perception 60, Climb 40, Runes 81, S&W 88, S&H 48, Acrobatics 45, BAR +30. Skrykalian wields a +15 magical dagger, but prefers to deal with enemies through the use of spells. She wears the ring Nrauglir (+60 PP adder for any evil spell user, provide +10 BAR for the use of spells that would have pleased Morgoth and casts Black Channels 1 once per day). Skrykalian is undead, she cannot bleed and will ignore stun results. She has the capability of flight (150' rnd) and drains 10 CO/rnd with touch which she will receive those points back to her hit total if injured. Direct sunlight damage her with 4-40 hits/rnd. She has 150 PP and knows all Evil Mentalist Base lists to 10 <sup>th</sup> lvl, Sense Control, Mind Speech, Telekinesis, Speed, Gas Manipulation, Illusions, Detections, Cloaking and Anticipations to 10 <sup>th</sup> lvl.											
<b>White Ghost</b>	10	60	No/1	40	-	-	130 lb	25	Good	Ext. Hard (-30)	Open moors
Slightly glowing whitish figure. The white ghost shies away from trees. The spirit is said to judge people she meets, and she uses a ghostly bow on them. Her arrows carry curses; minor ones for lazy shepherds, banes of fear for thieves and rustlers, and ugly deaths for brigands and murderers. Arrows do ethereal wounds; they have a fuzzy quality and heal up over the course of 1-5 rounds, unless target is truly Evil. The White Ghost can only be injured by magical weapons, but being ethereal and able to use Long Door and Invisibility at will, she should seldom remain to be attacked.											
<b>Naurauk</b>	11	160	No/4	65	-	130 LCI(x2)	spells	15	Evil	Ext. Hard (-30)	The Void
Lesser fire demon. Large creature. May make two claw attacks per round, with additional Heat criticals at one degree lesser severity. The Naurauk has 66 PP, knows Fire Law to 20 <sup>th</sup> lvl (always count the Naurauk as fully prepared, i.e +20, when using spells from Fire Law) and 6 other Essence lists to 10 <sup>th</sup> lvl. BAR is +11 and directed spell bonus (Fire Bolt) is +80. A Naurauk avoid direct sunlight and take x2 concussion damage from Cold attacks.											
<b>Trickster</b>	11	80	No/1	30	-	120 brawl	spells	30	Good	Hard (-10)	Rural areas
Spirit of Joy, take the fana of a travelling artist (often arriving with a large ponycart, if possible). Fighting is usually not favored by the Trickster, but if forced into a fight he may use anything as a weapon, making Large or even Huge Brawling attacks. A typical Trickster has 95 PP and knows all Bard Base lists to 20 <sup>th</sup> lvl, as well as some other useful spell lists of either Essence or Arcane nature. BAR is +33.											
<b>Förgûr</b>	12	90	No/1	45	-	110 da, 90 LGr		30	Evil	Hard (-10)	Swamps and rivers
Unique character. 8'2" tall Mewlip Evil Mage. A horrible sight that causes anyone within 20' to make a RR vs 4 <sup>th</sup> lvl Fear. Skills: 1H Thrust 95, Large Grapple 90, Large Bite 85, Large Claw (x2) 70, Perception 50, Swim 75, S&H 75, Runes 110, S&W 110, Demon & Devil Lore 105, Spell Mastery <26> 135, Directed Spells <Smoke Net 124, Water Bolt 108>, BAR +24. 72 PP. Knows Dark Contacts, Darkness, Entity Summons, Matter Disruption, Physical Erosion, Wind Law, Water Law, Spell Enhancement and Living Change to lvl 10. Shield Mastery and Rapid Ways to 20 <sup>th</sup> lvl. Förgûr usually tries to summon a few lesser Mewlips to aid him, if given time.											
<b>Perkwell</b>	12	175	RI/12	50	-	90 MBi, 70 MTs		45	Neutral	Medium (±0)	A barn
Unique character. Perkwell is a Fey in pony form. Normally this Fëadagnir looks no different from any other animal of its breed, though it never wears horseshoes and when it is distracted, it leaves cloven hoofprints. It sometimes takes up the hay from its manger with a foot-long cloven tongue, not unlike that of a large lizard. Perkwell's bite does a secondary slash critical. His kick, if he wishes, does a secondary electrical critical. He can kick in any direction while biting to his front or side (i.e two attacks per round). Perkwell has double the movement rate and endurance of a normal pony. He can use the following spell-like powers, one per round, at will: Landing True, Leaping, Stone Running and Water running. Any cart he pulls shares in his powers of movement.											
<b>Wraith</b>	12	170	No/4	60	-	150 bs	120 lb	10	Evil	Hard (-10)	Barrows
Black cloaked and hooded figure. Loses substance outside in daylight. 96 PP, knows 6 Channeling spell lists to 10 <sup>th</sup> lvl. Can cause darkness within a 50' radius at a cost of 1 PP per round at night, 2 PP in at dusk or dawn. All within 20' are drained 1 CO-point per round and must resist vs 5 <sup>th</sup> lvl Fear. Arrows and sword do a secondary cold critical at same severity. The wraith is immune to stun and bleeding.											

## Type IV (lv 13-16)

Name	Lvl	Hits	AT	DB	In	OB-melee	OB-missile	MM	Alignment	Difficulty	Natural Habitat
<b>Derdil Lubber</b>	15	120	No/4	70	-	80 brawl	spells	40	Good	Medium (±0)	Sarn Ford Castle
Unique character. Faerië scout/thief of hobbit size. Seldom let himself get into a fight, but may use anything as a weapon (chairs, jars, tables etc) and make Huge Brawling attacks if needed. Skills: Bawdy Poems 66, Puns 40, BAR +30. Derdil has 120 PP and knows 15 Open and Closed Essence lists to 20 <sup>th</sup> level, including Essence Hand. If really wanting to hurt someone he usually uses the Hurling spell.											
<b>Fëataroch</b>	15	250	Ch/13	60	-	150 LHo, 105 LCr		55	Good	Very Hard (-20)	Elven glades
Faerië horse. Unicorn horn is a "Holy" weapon and "of Slaying" evil creatures. Can use a 95MBi and kick to the rear while fighting to the front with its horn. Perception is +100, can see into the Ethereal, Dream and Shadow Realms. Very intelligent. Has 150 PP. The Fëataroch know 20 Channeling spell lists to 20 <sup>th</sup> level, as well as the movement spells from the Eagle Wings and Living Change lists. By spending 1 PP per round it can travel ethereally at 20 times its normal rate; that is, about 1 mile per round, plus a round at either end of the journey to pass between the realms. In order to do this, it must have some specific, known destination in mind.											
<b>Hurndaen</b>	15	200	PI/20	30	-	100 LGr √ 150 HCr		0	Neutral	Medium (±0)	Rocky areas
Pikel creature, iron manlike form. Skills: AM Strength 130, Tackling 160, Stunned Maneuver 200, WoW Pain 130, WoW Unconsciousness 130. If the Grapple attack scores a critical, Huge Crush attack follows next round. The Hurndaen may also use its fists to make a +130 LBa attack. Take Large criticals, ignore bleeding results.											
<b>Lassarauk</b>	15	175	RI/12	50*	-	120 HBa	120 hcb (x2)	50	Evil	Very Hard (-20)	Forest
Lesser forest demons. Attacks with "bone discs" twice per round, damaging as heavy crossbow. Absurdly fast, virtually impossible to hit while moving (DB tripled and used vs all attackers). They are medium sized creatures, but lower all criticals by 2 degrees of severity. Resemble statues while standing still. Discs are poisonous, equal to a 10 <sup>th</sup> lvl Adder Venom. If someone is hit by a running Lassarauk, treat as a +120 Huge Bash attack.											

**Naranatur** 15 180 Ch/16 30 20 150 ths 130 sh 30 Evil Very Hard (-20) Yfel Wood  
 Unique character. Winged Blood-Wight. Skills: Adrenal Defense 20, 2H edged 130, Thrown 110, AM Speed 85, AM Leaping 85, AM Landing 85, AM Quickdraw 85, Tumbling Attack 120, Tumbling Defense 120, Perception 65, Climb 55, S&W 75, S&H 65, MA Strikes III 90, Acrobatics 78, Sniping <8> 50, Ambush <7> 45. Naranatur wield an evil +20 magical twohanded sword (*slightly curved, all good within 10'R will feel its evil presence, it takes a 5<sup>th</sup> lvl RR vs Channeling for any good creature to use the sword and even then it is merely a ±0 weapon*). Naranatur also have set of ten +20 Neldils (*star-shaped throwing daggers*) and wears a +10 Scale Cuirass that provide cover as AT/16, but is unencumbering once wielder has aquired skill with it (*i.e minimum maneuver penalty, quickness penalty and missile penalty is zero*). The armor fits a slim person, ca 190 cm tall and has a hole in the back for the raven wings of Naranatur. He also has an Amulet of the Night (*provides constant Darkvision, functions as a x2 PP multiplier for Nightblades and casts Dark Control V up to 2x/day*). Since Naranatur is undead, he no longer is affected by bleeding or stun results. He has the ability of flight (150' rnd) and drains 10 CO/rnd with touch and if damaged will receive those points back to his hit total. Direct sunlight damage him with 4-40 hits/rnd. He has 120 PP and knows Attack Avoidance, Phantom Movements and a variant of Mind Control where all spells are less powerful but have a much longer duration.

**Neblins** 15 125 Pl/20 0 40 95 wh (x2) spells 0 Good Hard (-10) Old mines, rock  
 Earth spirits merged with dwarven souls. The Neblins appear to be formed out of the rock from which they manifest themselves. If their forms are slain they melt into the nearest rock surface and reconstitute themselves the next day. If slain away from an open rock surface, they are lost for 3-300 years. Each Neblin has 50 PP and knowledge of the Earth Law and Stone Mastery (Druid Base) to 30<sup>th</sup> level. Two or more of them may merge, taking one round per Neblin to do so and growing into something resembling a boulder-like elemental form. The being so formed has an effective level equal to 15 plus 5 per extra Neblin; its hits and OB gain a +25 bonus in the same fashion. No more than 8 Neblins ever manifest themselves in one place, so their combined level is never larger than 50<sup>th</sup> lvl. Neblins attack with stone fists, equal to magical warhammers, able to do two attacks per round. They are Large creatures, ignore stun and bleeding and lower all penalties from critical strikes by 10. BAR is +30.

**Mudling Annis** 15 130 No/1 40 - 70 MCl, 60 MBi 15 Evil Medium (±0) Swamps  
 Man-eating swamp monster. Lowers all criticals one degree in severity. Skills: Power manipulation <30> 120, Spell Mastery 120. The Annis has 120 PP and knows all Illusionist Base lists to 20<sup>th</sup> lvl, Calm Spirits and Spirit Mastery to 20<sup>th</sup> lvl, Curses, Diseases and Eastern Curses to 10<sup>th</sup> lvl. Anyone wounded by the monsters claws or teeth must resist a 15<sup>th</sup> lvl disease or suffer a swamp infection or fever. Death from this illness transforms the victim, on his or her deathbed, into a 5<sup>th</sup> lvl Annis.

**Pale Knight** 15 200 No/1 60 - 160 ml spells 25 Good Medium (±0) Places of injustice  
 Ghost, mounted on a spirit horse fast as the wind, appearing as a Knight in full armor; the Pale Knight will never unmount. Involuntarily drains 1 CO-point per minute from all living beings within 30'. His weapons does secondary cold criticals and is of Slaying Evil. Pale Knights have 75 PP, knows all Paladin Base lists to 20<sup>th</sup> lvl and a few other Channeling lists to 10<sup>th</sup> lvl. BAR is +15. Take Large criticals and ignores both stun and bleeding.

**Mugsnort** 15 220 No/1 60 - 125 MaSt4 120 ro 45 Evil Very Hard (-20) Old Forest  
 Unique character. A grubby little squirt, claiming to be a Wild Hobbit and an expert on attacking small animals and judging mushrooms, Mugsnort is actually a Feadagnir, an evil spirit in Hobbit form. The hair on his feet is glued to the skin; he occasionally gets blisters, something rare among Hobbits. Lower all criticals one degree in severity. Fist strike as a mace if he concentrates, rock strikes as sling bullet if he throws it hard enough. Small "worry stone" is a +30 PP adder. 120 PP. Knows the *Nature's Summons* and *Insect Mastery* to call up animals or evil supernatural creatures at double the numbers noted. Also knows 5 Evil Magician lists. BAR is +30.

**Wyrms** 15 350 Pl/19 0 20 90HBi, 100HBa, 80HHo 10 Neutral Ext. Hard (-30) Caverns, stone lands  
 The Wyrms appears as a 30' long Cave Worm, moderately fast, but capable of two attacks per round, either with Bite, Bash or Horn. The powerful Bash attack deliver x2 concussion hits and no DB except quickness is applicable. Skills: Skills: AM Strength 85, Perception (Vibration Sense 85, Hearing 35, Smell 55), Melee Scuffle 150, Stunned Maneuver 170, Body Damage Stabilization 55, Frenzy 60, WoW Pain 85 (may use it as a 25% action), WoW Unconsciousness 85 (may use it to convert stun no parry results as a no action). The Wyrms is a Super Large Creature.

## Type V (lvl 17-24)

Name	Lvl	Hits	AT	DB	In	OB-melee	OB-missile	MM	Alignment	Difficulty	Natural Habitat
<b>Dindae</b>	17	170	No/1	100	-	180 da	150 da	50	Evil	Hard (-10)	Shadows & Fog
A hideous, foggy looking creature capable of disguising itself in shadows and moving with utmost silence. Disturbing to look upon because of its vagueness of form (anyone beholding it constantly must strain their eyes as they gaze, convinced that there is something in that mist; actually, of course, the Dindae is the mist). This demonic entity is in addition a sadist given to sneaking up on things and half-strangling them, then leaving them to jump at shadows forever after. Lower all critical results by 2 steps, immune to stun, bleeding, gases and poisons. 132 PP. Knows Nighblade Base lists Adrenal Focus and Distractions to 20 <sup>th</sup> lvl, Speed, Telekinesis, Illusions and Detections to 10 <sup>th</sup> lvl.											
<b>Tormin</b>	17	220	No/3	20	-	155 we	-	-5	Neutral	Sheer Folly (-50)	Mistvale
Unique character. Undead dwarven Alchemist that resemble a mix between an extremely ugly old man and a mossy trunk. Tormin is surrounded by a bad smell. Lower all critical results by 2 steps, immune to stun and bleeding as well as gases and poisons. Electrical criticals (if they do not burn parts of him off) repair him as 1-10 levels of healing spells. 151 PP. Knows Spirit Mastery to 10 <sup>th</sup> lvl, all Alchemist Base lists to 20 <sup>th</sup> lvl, plus Mind Mastery and 3 other Mentalist Base lists to 10 <sup>th</sup> lvl. Is studying sorcery, but experiments have produced mainly dead rabbits and bad smells.											
<b>Colbran</b>	18	200	Ch/16	70	25	150 LBa	100 bolt	30	Neutral	Very Hard (-20)	Rocky areas
Pikel creature, created out of rock. Glowing manlike form, hard to gaze upon. 25% chance that any non-magical weapon shatters upon impact. Large Bash attacks make additional electricity criticals at same severity. May also fire a +100 Lightning bolt without preparation (as an ability rather than spell) at any target within 100' every other round. Take Large criticals and ignore stun and bleeding results.											
<b>Gaurhithoth</b>	18	185	No/1	70	-	170 bs	-	20	Evil	Very Hard (-20)	Barrows
Unique character. Broadsword (Morhith, a +25 Durang blade, casts Shadows 5x/day, delivers an extra cold crit of 2 levels less severity). Robe/cloak (+30 to stalking/hiding, +20 to DB). Skills: Directed Spells (Darkfirebolt) 92, Stalk & Hide 120, Divination 85, Perception 80, BAR +46. 108 PP. Knows the Necromancer Base lists Animate Dead, Dark Law, Summon Dead and Undead Mastery to 20 <sup>th</sup> lvl, Commune and Death Mastery to 10 <sup>th</sup> lvl. Drains 10 Con pts/rnd from all within 30'. Takes Large Creature Crits, immune to both bleeding and stun results, can only be harmed by magical weapons.											

**Cüce-cebbar** 20 200 RI/12 50 20 210 sc 180 da 20 Neutral Sheer Folly (-50) Deserts of Harad  
 Unique character. Appear as a 10' tall Haradan warrior. Sand-spirit. Skills: Adrenal Moves (all) 150, Climb 120, Runes 120, S&W 120, Directed spells (Firebolt) 145, (Lightning Bolt) 125, Stunned Maneuver 180, Tackling 225, Weapon Brawling 195, WoW Pain 165, WoW Unconsciousness 165 and BAR is +30. Take Large criticals, ignore heat criticals. All clothing and gear of +20 material. Any weapon he uses does double damage and extra Heat criticals at same severity. 160 PP, Cüce-cebbar knows all Open and Closed Essence spell lists to 20<sup>th</sup> level, all Magician, Illusionist and Astrologer lists to 10<sup>th</sup> lvl.

**Giant Chicken** 20 170 RI/11 20 - 150 HPi, 100 HCl (x2) 15 Good Hard (-10) Farmsteads  
 Fëadagnir. Resemble a 6' tall rooster. Skills: Stunned Maneuver 110, Tackling 110. Take Large criticals. Its squawk when frightened or angered causes all around (30°R) it to resist 5<sup>th</sup> level Fear or flee in panic. Its beak attack is deadly poison: the victim must resist a 20<sup>th</sup> level attack or his blood quickly turns to white crystals. The victim takes 2-20 CO loss (per round) and a "D" Unbalancing crit for 1-10 rounds. The Fëadagnir spontaneously generates its own luck. One random spell per round, up to 20<sup>th</sup> lvl, occurring around it when it is under attack.

**Glade Guardian** 20 210 No/1 0 50 - spells 50 Neutral Very Hard (-20) Forest glades  
 Earth spirit. Skills: BAR is +40. Super Large crits. Immune to non-magical weapons. Buried underground, but sees, acts, and casts spells through its flits. Can create one per round from its substance, at a cost of 10 PP per flit, never creates enough to allow itself to be killed. 200 PP. Can use Essence Hand, Essence Perception, Dispelling Ways, Spell Reins and Wind Law to 20<sup>th</sup> level.

**Kanemmekir** 20 150 No/1 30 - 130 we, 95 LBi 30 Evil Ext. Hard (-30) Umbar  
 Unique character. Vampiric undead. All within 20' must resist a 10<sup>th</sup> lvl Charm attack or be paralysed for 1 rnd/5 failure. Blood-taking drains up to 21-30 hits and 4 CO-points/rnd, although he can take less. Kanemmekir's semi-enshadowed body takes no more than "A" crits from non-magical weapon attacks. He has 120 PP, knows all Open Mentalism and Evil Mentalist Base lists to 20<sup>th</sup> level, plus all Closed Mentalism lists to 10th level. His mist form can only be attacked by those able to detect invisible entities; it has a perception of 20, takes no body criticals, and cannot engage in combat. It can cast spells on anyone previously charmed or bled by the wraith.

**Well Guardian** 20 130 No/2 90 - 120 LGr 150 waterbolt 35 Good Hard (-10) Water/cisterns  
 Super Large crits. Appears as swirls of water rising from the roof cistern or wellhead. Grapples and throws hostile intruders - those polluting the well - or fires +150 Water bolts at 1-3 targets per round. Immune to non-magical weapons, magical weapons do only ¼ concussion hits. Fire attacks are useless against it, but light (electrical) crits are of slaying.

**Fëathor** 24 250 RI/11 90 - 150 HPi, 110 HCl (x2) 50 Good Very Hard (-20) Open/Mountains  
 Fey in Giant Eagle form. Super Large crits. Fëathor favor repeated diving and slashing attacks and may attempt to dislodge non-winged foes from precipices to fall to their deaths, or simply lift them high into the air and drop them. Such maneuver is decided by the Fëathor before attacking: the attack is made as a single Claw attack (instead of the usual two) and a critical result indicate that the Giant Eagle has caught the target in his claws.

## Type True (lvl 25+)

Name	Lvl	Hits	AT	DB	In	OB-melee	OB-missile	MM	Alignment	Difficulty	Natural Habitat
<b>Lassaraukar</b>	25	225	RI/12	50*	10	150 bolt	150 hcb (x2)	50	Evil	Ext. Hard (-30)	Forests

Greater forest demons. Attacks with "bone discs" twice per round, damaging as heavy crossbow. Absurdly fast, virtually impossible to hit while moving (DB tripled and used vs all attackers). They are Large creatures, resemble statues while standing still. Discs are poisonous, equal to a 20<sup>th</sup> lvl Adder Venom. If someone is hit by a running Greater Lassarauk, treat as a +150 Huge Bash attack (x3 concussion damage). They have emerald eyes that project spells and create bolt attacks, usually Lightning Bolt, but the attacks may vary depending on "eye color".

<b>Old Willow</b>	25	450	PI/20	0	25	75 HGr	√ 95 HCr	0	Neutral	Ext. Hard (-30)	Old Forest
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Unique character. Super Large. Old man Willow make three full attacks per round at either the same or different targets. The Huge Crush attack that follows the round after a non-tiny critical was made by the Grapple attack cannot be parried or defended. Ignore criticals from anything less than large axes, picks and fire. Can cast 15<sup>th</sup> lvl *Sleep*, *Confusion* or *Fear* with 100' range as an innate ability.

<b>Barrow spirit</b>	30	300	No/4	50	20	200 HBi/150 HCl		0	Neutral	Sheer Folly (-50)	Barrows
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Takes Super Large crits; all witnessing it or its manifestation must resist a 4<sup>th</sup> level Fear effect or flee in terror, seeking to hide and chant ancient Quenya poetry in an attempt to erase the memory from their consciousness. The windstorm surrounding the spirit does a +30 Large Unbalancing attack on all within a 40' radius each round. The Maia has 200 PP and knows all Channeling spell lists to 20th level. However it never uses spells save to counter other spells.

<b>Red Ruddy</b>	30	170	No/3	60	-	115 MBI/45 SCl		55	Good	Ext. Hard (-30)	Places of injustice
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Unique character. Appear as a Large red fox. Takes Large crits. 240 PP. Red Ruddy knows all Open and Closed Essence and Channeling lists to 20<sup>th</sup> level and have the ability to get all animals within 300' to cooperate with him in any endeavors.

<b>The Gullion</b>	35	230	RI/11	35	-	110 MaSt4, 105 LGr		50	Good	Ext. Hard (-30)	Ponds
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Unique character. Troll sized creature resembling an "Ogre". He is a Large creature. If the Gullion is truly angry at an opponent, his 105 strength is summoned and he can throw anything he grapples that is smaller than a Great-horse up to 40' away after getting a firm grip. +160 OB if he is forced to pick up and use a weapon. All attacks make x3 concussion damage. Spells might occur around him as a subconscious action.

<b>The Eath</b>	50	235	No/4	60	-	110 MaSt4	spells	0	Neutral	Sheer Folly (-50)	Girdley Island
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Unique character. This lesser Maia, the Eath, is powerful beyond even the knowledge of the Elves with whom he occasionally dances in the glade; he may, in fact, be the spirit of the Baranduin personified, although no one has drawn such information from him in living memory. The Eath usually takes the form of a Northman or Silvan youth or maiden, blond, young, beautiful, whatever form might be most appealing to any strangers it encounters. When the Eath is attacked or accosted in an unfriendly manner, torn clothing or skin reveals beneath it the slippery green skin of a river fish. The Eath's fana, when he is angered, becomes muscular and masculine, regardless of his adopted form, and his eyes turn black and hard as a serpent's. The spirit does not press an attack against intruders, preferring to frighten them off. If hard-pressed, the Eath runs behind a tree or a boulder and vanishes into the rock of the island. If his opponents flee, he is indifferent in any pursuit. If serious violence has been done against anyone in his care the Eath may take the form of the Gulper (see stats below) and exact revenge in this form. Take Super Large crits, immune to stun and bleeding. Skills: Channeling 200, Directed Spells 210, Magnitude 210, BAR +60. Can pick up any weapon at +110 OB if it appeals to his sense of irony. 500 PP; knows Nature's Law, Water Law and Wind Law to 50<sup>th</sup> level, and several other spell lists to lvl 30, but never uses magic save to counter other magic or when no other means will suffice (i.e. calming a storm, healing an innocent victim).

Fey Entity 15 100 Pl/20 0 10 50 LBa - -5 Neutral - Trees and rocks  
 Spirits making their fauna of tree branches and rocks, these lesser Fey are often controlled by a greater entity. The Eath can keep 3 of these active during a round.

Fercha 50 400 RI/12 90 - 150 HBi 30 Evil Sheer Folly (-50) Places of Anger  
 Unique character. Fercha, the Spirit-wolf (S. Fëadraug), known to Men as the Feir Craich (Du. "Bane of Discord") is the evil remnant of a Maia, a spirit loyal to the oldest enemies of Arda. He has never been truly subjugated by the Dark Lord, but is willing to serve an evil purpose, if summoned magically and offered the proper sacrifices. Once he served as messenger for Morgoth, possibly even the shapechanger, described in Silmarillion, who sought to use lies and treachery to turn the people of Beor against the Eldar of Beleriand. With the fall of Morgoth, the power of many minions of Darkness was lessened or destroyed. Fercha now leads a tenuous existence, flitting back and forth across the boundaries of worlds, ever searching to complete his original mission of dissension and deceit. Fercha's fana resembles a great black wolf, as tall and lean as a race horse, eyes shining lucid red or gleaming black, depending on his mood. However, the spirit-wolf has no substance capable of withstanding the light of the sun. With its rising, he fades into the earth, with its setting he arises in some dark shadow. In his physical fauna he takes Super Large crits, can attack two opponents at his front at a -20 penalty to each, 3 at a -40, etc. Cannot be held, slowed or mentally influenced.

The Gulper 50 400 Ch/13 40 - 100 HBi, 80 Hba 0 Neutral Sheer Folly (-50) Lakes  
 Unique character. Take Super Large crits. 300HBi engulfing attack when surfacing against a boat or swimmer. Anyone attacked in this fashion must resist 5<sup>th</sup> level Fear or be paralyzed and await judgement. Anyone bitten also takes an equal grappling crit. One round after a successful body grapple, the victim is swallowed and takes an "E" Crush critical each round until he is dead.