

Mythos: The frikt come from the savannah of southern Al'Asahan. A strongly matriarchal society, the frikt have a caste structure with larva producing females at the top and infertile drones at the bottom. Warriors are bred for superior ability.

Frikt

Appearance: Large grass-hopper like insects, with chitinous outer armor, two sets of forelimbs and antennae.

Personality: Most frikt encountered will belong to the warrior caste and will have a cool, mechanical approach to all parties. Drones are cringingly supplicates

Attack: Frikt receive 2 melee attacks each round from the two sets of forearms.

Talents: The frikt receive a +1D3 P to see movement. The frikt may substitute their normal movement for a leap of 2D6 spaces.

Vulnerabilities: Like many insects, the frikt breath through pores in their shell. As such, poison gas receive a +2 to the skill level required to resist.

Equipment: Warriors will be dressed in armor ranging from leather to chain mail in addition to their chitin exoskeleton. Most will carry a great weapon to use with one set of arms while the other set sports a shield and hand weapon. Weaker castes may carry short bows or slings and a hand weapon.

Frikt			
Agility	2D3	Health	10+3D6
Knowledge	1D3+1	Mind	5+3D3
Perception	2D3+1	Size	2D3
Initiative	1D6	Body	2D3
Movement	1D6	Chitin	+1D3

Mythos. It is unknown if gargoyles evolved independently, or more likely, were the result of sorcerous tampering. There is no clear distinction of gender among gargoyles and so it is also unclear whether they reproduce or have a finite lifespan. Consequently, it is possible that today's gargoyles have simply continued to exist from generation to generation.

Gargoyles

Appearance: Gargoyles appear as animated stone horrors often with horns, elongated claws, and functional, bat-like wings. Gargoyles may appear delicate due to their thin, elongated limbs, but being made of stone has made them very resistant to damage.

Personality: Gargoyles are simple creatures with little in the way of needs. Consequently, rarely will characters find them a threat unless they invade the

gargoyle's territory or the gargoyle is under the direction of another. Gargoyles tend to congregate, but do not necessarily work in concert.

Attack: Though some gargoyles due employ weapons, their distorted fingers and claws make it impractical. Most will use claws, drop rocks from above, or when attacking small foes, lift them into the air and drop them.

Talents: Flight and their rocky hide provides an additional armor bonus of [+4] to resisting damage.

Vulnerabilities: None.

Equipment: Rarely due gargoyles own possessions. The more refined may possess a wallet or satchel of sorts along with a loin cloth, but little else.

Gargoyles			
Agility	1D3	Health	10+1D6
Knowledge	1D2	Mind	5+1D6
Perception	2D3	Size	1D3+1
Initiative	1D5	Body	3D3+3
Movement	1D6		



Satyrs

Personality: Lecherous drunkards. Passive if left alone.

Appearance: A small, hairy man with goat horns and legs.

Attack: A satyr will attempt to run, but if cornered will attempt to headbutt using his horns (DAM 2D3).

Talents: A satyr is the master of the small reed flutes they carry and will play a lusty tune for any travelers. Travelers must make a K [10] roll or fall under its spell. Players under the spell will cavort with the satyr for an additional hour until they successfully make the K test. Characters lose 1D2 in Health each hour under the spell from fatigue.

***Mythos.** Satyrs are divine practical jokes. Created strictly for the amusement of the gods, these capricious creatures now haunt groves and woods throughout the world looking for the ultimate party.*

Satyrs			
Agility	1D3+1	Health	5+2D6
Knowledge	1D2-1	Mind	2D6
Perception	2D3		
		Size	1D3
Initiative	1D6	Body	1D3
Movement	1D6		

Vulnerabilities: None.

Equipment: Flute, perhaps a skin of wine.

Centaur

Personality: Haughty and Civilized unless near drink, at which point they quickly degenerate into quarrelous lechers.

Appearance: Torso and head of a human blending at the waist into the fore and rump of a horse.

Attack: Centaurs can charge using a lance, but otherwise favor bows and spears or clubs.

Talents: They receive a +3 P to identifying music or playing music. Being a forest crea-

ture, centaurs also gain +2 K when attempting a wood skill or lore.

Vulnerabilities: Centaurs suffer a -6 Agility bonus when attempting to climb, crawl, or similar feats to which they are biologically unsuited. Centaurs are also notorious drunkards at must make a K[10] roll when in the presence of alcohol or binge. When bingeing, they become enraged.

Equipment: Centaurs rarely don armor or clothing, though they do use tools and equipment often slung over saddle bags.

Many will carry utensils, water skins, bows, daggers, spears, or clubs.

***Mythos:** Produced by the mating of a god and a mare, centaurs are a highly dignified race that form into roving bands centered around a stallion. A design flaw in their nature makes them highly susceptible to the effects of alcohol and many are alcoholics. The smell of alcohol can be enough to make stallions become crazed.*

Centaur			
Agility	2D3	Health	20 + 4D6
Knowledge	2D3	Mind	3D6
Perception	2D3		
		Size	4D3+2
Initiative	1D4	Body	4D3+1
Movement	2D6+1		