

# Xyphus<sup>TM</sup>

*Fantasy Role-playing at its best! by Skip Waller and Dave Albert  
Macintosh version by Bob Hardy*

# What is a fantasy role playing game?

A Fantasy Role Playing Game is a game in which the player assumes the identity of a character within the fantasy world of the game itself. Such a character is usually formed by assigning random values to special characteristics such as Strength, Wisdom, Intelligence, Luck, or Charisma. These characteristics in turn determine the capability of the character in combat, negotiation, and encounters with other beings.

Once a character (or several characters, depending on the game) has been established, the player is then charged with keeping his or her character(s) alive in the face of overwhelming hazards. As the character progresses in the game, it usually will overcome enemies in combat and find some sort of monetary reward in the form of treasure. Successfully accomplishing either or both of these objectives will generally result in increased experience for the character and, consequently, increases its governing characteristics. Thus, the longer you can keep a character alive, the more powerful it will become.

In the case of computer Fantasy Role Playing Games, there is generally a specific goal for the character(s) to accomplish to win the game; and this goal can usually only be reached by carefully nurturing a character until it is of sufficient power to overcome the most assuredly dreadful guardians blocking the path to final victory.

Fantasy Role Playing Games can be set in any fantasy world, although the favored settings are usually medieval worlds in which magic is a fact of life, or outer space where advanced technology is commonplace. But in fact, a Fantasy Role Playing Game can take place in any setting and any time period, be it based on fact or fiction. The identifying marks of a Fantasy Role Playing Game are the ability to generate characters, and the ability for those characters to rise in level and thus increase in ability. This makes it hard to part with a character that has been carefully built up in prowess over several sessions, and leads to a greater degree in caring for your characters than in any other type of game. Most of all, it makes for a game that is fascinating, frustrating and almost never the same every time you play it. Enjoy.

# The world of Arroya

Ten thousand southern suns have passed since the Archmage Szhaalin tore the very heart from the demon lord Xyphus and hid it in the Arroyan continent. His life's work done, the mighty Szhaalin vanished in the western wilderness, while the grievously wounded demon lord slunk into caverns beneath the Earth to languish in eternal pain. Legend has it that pieces of the demon's heart fell to the soil and formed small, sword-shaped amulets of violet crystal from whence all magic springs. Somewhere in the very bowels of the Earth itself lies the actual heart – a gemstone the size of a human head.

'Tis said that when the demon lord bled, tribes of goblins sprang from the droplets of ichor – the Cotico, the Malakee, the Maripo, the Sedento, the Mazanti, and the dread Azulus with their companion Hellhounds. All of Arroya was forbidden to humankind by the beasts and monsters that still dwell there. Poisonous serpents and oversized vermin roam the plains, while all manner of the dead-that-walk are to be found in the hills and forests. All the men that have ventured into the lost continent have vanished without a trace, save for occasional survivors spouting half-mad ramblings that gave birth to the legends surrounding Arroya.

Some thirty years ago a conqueror was born. Some men say that Das is the descendant of the great wizard Szhaalin, while others scoff at such talk, calling it the foolish tales of old women . . . I tell you that there is much wisdom in the tongues of women, but heed what you will. In his short lifetime Das has overrun most of the known world, aye, and has brought to it order and justice, albeit with the edge of the sword and the purification of the torch. It is said that men need a strong leader to follow, one who holds little in esteem save might and force. Das is such a one, a man to be reckoned with, a mover of continents and oceans. Perhaps such a ruler is needed before poets can sing and painters can render the beauty which abounds in this world . . .

The progress of Das has come to a halt at the borders of Arroya. While his legions were easily capable of subduing the civilized world, they came not prepared to face the tribes of goblins and the forces of demonic magic that hold sway in the lost continent. Only through the use of mercenary troops recruited from the nomadic bands of humans, elves, and dwarves that live on the coastal plains of Arroya, can victory come to Das. It is told in song that a small band of wizardlings and warriors, no more than four strong, can slay the long-suffering demon lord Xyphus and open the lost continent to subjugation. As long as Xyphus lives, no matter how sorely wounded, his demon minions shall roam the land and Arroya shall never fall to mortal hands. Das has promised suzerainty over the Central Steppes of Arroya to the one that slays the demon lord. None have managed to claim the reward . . .

The kingdom waits.



# The geography of Arroya

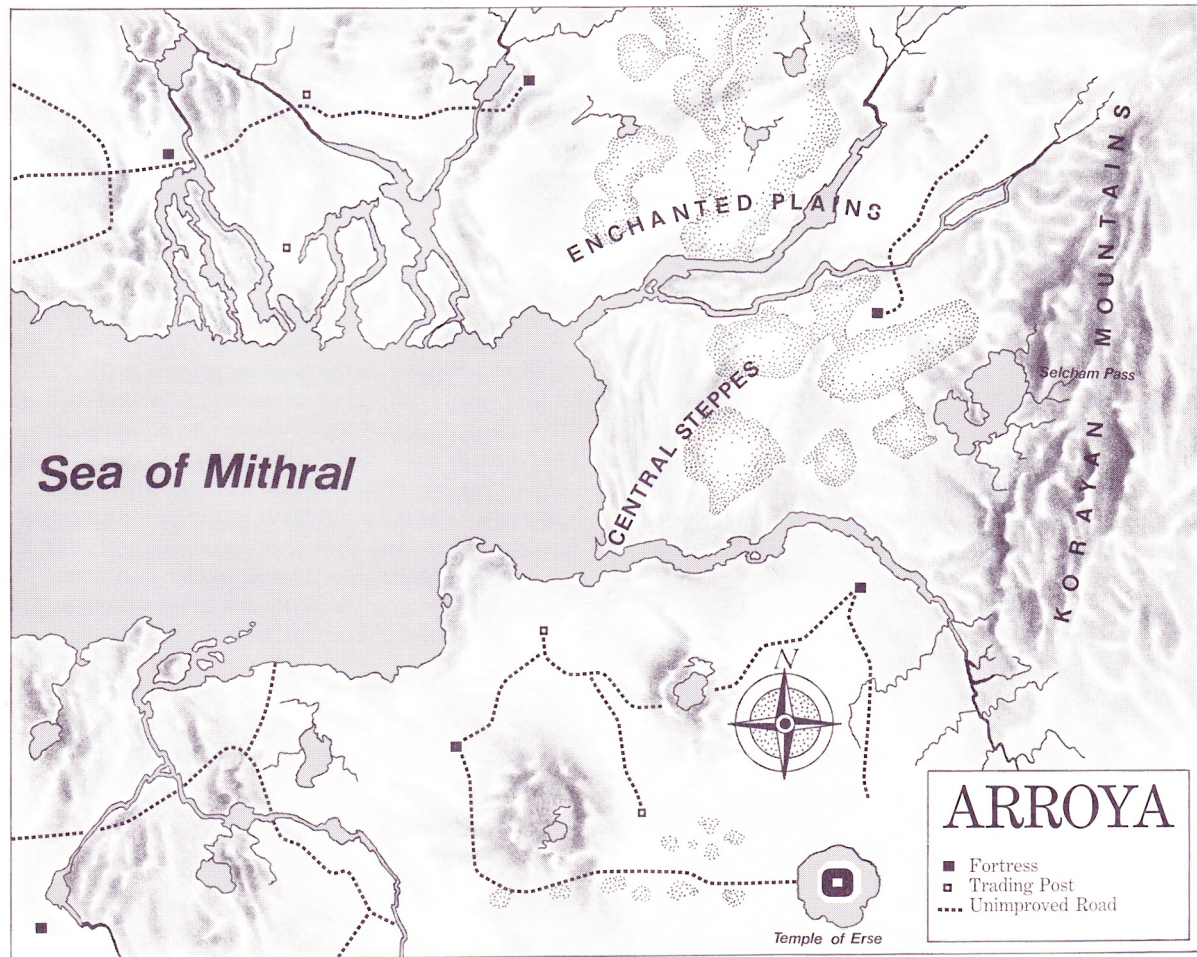
The Lost Continent of Arroya is a subtropical wilderness consisting of vast plains and sweeping forests dotted with lakes and crisscrossed with swift-flowing rivers. The inland Sea of Mithral is populated with rather large serpents and krakens, rendering it impossible to cross unless one has wings. There are several major mountain ranges around the continent, as well as a few small mountains and dormant volcanos.

At certain times of the year, some of the rivers can be crossed, but the force of their flow is such that there are no clearly marked fords. There are also rumors of underground rivers and lakes, but no one who has ventured underground has survived long enough to map them. Many of the rivers are surrounded by dismal swamps inhabited by some rather unpleasant creatures. While the marshes can be crossed, it is rather slow going.

The Korayan Mountains in the eastern part of Arroya are so tall and steep that they have traditionally been considered to be an insurmountable barrier. These mountains are the home of the fierce Korayan Falcon and the famed Spider People of Selcham Pass, a particularly nasty tribe of four-armed mutant orcs.

But perhaps the most striking aspect of Arroya is the northeastern part – the Enchanted Plains. These are broad expanses of sand and sawgrass where inexplicable forces seem to be at work. There are areas of these plains that no human can cross, yet monsters roam about them freely. Philosophers have debated the reasons for such phenomena over the centuries, but none has found the solution to the mystery posed by this landscape.

There are also rumors of large areas of underground tunnels and caverns, where it is said the once-great Demon civilization still resides. There may be some truth to these rumors as not very many Demons are spotted above ground . . . Nevertheless, it is common knowledge among the Arroyan Dwarves that there are, indeed, numerous tunnels in the southwest of the continent, some quite large, while others are so narrow that only a human child can pass through them.



## Outposts

Throughout the Lost Continent there are scattered forts and trading posts. The forts are the only signs of the invasion of Arroya by Das the Conqueror, who you serve. In these forts you can rest, be healed by skilled conjurors (at no charge) and purchase supplies. Most of the forts are hard-pressed by the local tribes of goblins, orcs, and Demons. Often you will be called upon by the commanders of these garrisons to carry messages to other similar outposts.

The trading posts are scarce and hard to find. These wilderness stores are manned by those who can live with either side in the great war, and who pledge allegiance to no ruler. They are permitted to exist by Das because they aid his troops and scouts, while the local tribes find them to be the only source of good metal weapons and armor. Healing services are provided at the trading posts as well, at no charge to the wounded character.



## Character races

There are three races in Arroya from which player characters can be recruited. They are Elf, Human, and Dwarf. Each race has its strengths and weaknesses, some of which may not become apparent until later in the campaign. Choose your party carefully.

*Elf* The Arroyan Elf is not a true native of the continent, but rather is a descendant of a band of Elves that came to Arroya centuries earlier under the leadership of the warrior-king Ellanyl. An outcast from his homeland, Ellanyl led his colony to the Lost Continent in search of a new home. He rashly burnt his three long ships immediately upon his arrival on the coastal plains of Arroya and subsequently was killed, along with all of his skilled carpenters, in a Demon raid within a year of his landing. The surviving Elves established small settlements in the coastal forests and have managed to eke out a meager existence until the present.

Elves are small people, averaging perhaps five feet in height. They are very quick and agile, and are most at home in the woods. They are good fighters and spellcasters, although they tend to tire quickly if using heavy weapons.

*Human* The Human is the only truly Arroyan race from which characters may be recruited. For hundreds of centuries they were the slaves of the Demon civilization, and their numbers diminished yearly under the harsh treatment they received at the hands of their cruel masters. The slave race of Humans eventually died out, but not before runaways had escaped into the mountains and formed small outlaw bands that still survive to this day. The Humans of Arroya hate Demons above all else and will fight them to their dying breath.

The Human stands between five and a half and six and a half feet tall, usually weighs 150–250 pounds, and is at his or her best wielding heavy weapons. They are not as hardy as Dwarves, but a lot tougher than Elves.

*Dwarf* The Dwarves of Arroya are recent arrivals to the Lost Continent. They first touched her shores a paltry two hundred years ago, in search of precious minerals. The Dwarves are a race of miners, and thrive in rocky, mountainous terrain. They are also at home underground and are valued for their acute sense of direction in subterranean passages. They have no love for Demons or any of the goblin tribes that inhabit Arroya, and are handy in a fight.



The tallest dwarf is but four feet from head to toe. They are uniformly stocky, usually outweighing their Eleven counterparts. Common wisdom is that a Dwarf can stand three blows for every two another race receives in a fight. However, they have very short legs and are not fond of running, a trait that makes them laggards on any expedition. Dwarves are poor spellcasters, though they do excel at those spells which deal with healing or with lycanthropes.

## Character professions

There are two classes of player characters in *Xyphus*: Fighter and Spellcaster.

The Fighter can use any weapon except the Xiphoid Amulet, but may not cast spells or use magic other than in the form of magical weapons and armor enchantments.

The Spellcaster can fight a little, using clubs or maces, but is unable to wield an edged or advanced weapon. A Spellcaster can, however, cast spells, provided that he or she possesses a Xiphoid Amulet (See Spell Notes below). There are no restrictions on the armor that a Spellcaster may use, but both armor and spells are expensive in Arroya and gold is scarce.

## Character creation

One may have up to four characters in *Xyphus*, although that number is not required. To create characters, simply type in their names when asked to do so by the program, and choose their professions. Depending on their race and profession, they will be given their proper hit points, skill factors, and movement abilities.

Should you succeed in winning the game with a party of four, you might consider tackling it with fewer player characters . . .

## Movement, endurance, and dexterity factors

Each character and creature in *Xyphus* is rated for movement, endurance, and dexterity. What this means is that each creature will move better on certain types of terrain and worse on others, as is the case for the different races of player characters.

Furthermore, depending on the weapon used, each character or creature will strike more frequently during the length of a fight, or less often. For example, a Dwarf wielding a two-handed longsword will not strike nearly as frequently as an Elf using a hunting knife. (He will do a lot more damage per blow, however.) Different monster types will strike at different rates as well.

Finally, each character and creature is rated for endurance. That means that depending on the weapon being used and the spell being cast, the player will tire out more quickly or at a slower pace. The effects of fatigue on player characters is that there will be reduced damage on blows struck or the character may cease to be able to fight at all, and fatigued Spellcasters may not be able to cast some of the most demanding spells.



## A armor and weapons

Metal is very scarce in Arroya – the Dwarves are the only true miners and smiths in the whole land and there are only a few of them. A warrior's wealth is often measured by the armor and weapons he or she owns. There is no plundering of corpses for weapons. In fact, when possible, the weapons and armor are buried with the corpse in accordance with the dictates of Arroyan culture. However, weapons which are lost and have no rightful owner may be claimed by an Arroyan. Legends tell of many magical weapons which are scattered about the Lost Continent.

The Arroyan warrior uses only one kind of armor, and only the most powerful warriors have full suits. The armor consists of a padded jerkin of cloth, covered with a leather tunic that protects the waist and hips. The tunic is in turn covered with a hauberk of chain mail that covers the torso and protects the arms. Finally, a breastplate of polished bronze is placed over the hauberk. Most

Arroyans, however, cannot afford this much armor and they must collect it piece by piece. Fortunately, each component of the armor does provide an additional degree of protection as it is accumulated. Custom (and practicality) dictates that a warrior first purchase a shield, then begin building his or her armor collection. No armorer will sell armor to a warrior without a shield.

Should a warrior manage to purchase a full suit of armor, there is yet another way of increasing his or her armor class. This is through the purchase of an enchantment available through any armorer. The enchantment is a two-part affair called the Veils of Szhaalin. The first part is called the Inner Veil, and must be in place before the second part – the outer Veil – can be purchased.

There are many types of weapons available in Arroya, some of which cannot be purchased anywhere. The forts and trading posts in different parts of the continent may offer weapons particular to that locale as well as common weapons such as swords, maces, and morningstars. Many of the special weapons are outlawed in other parts of the Lost Continent and may be confiscated by garrison commanders there. (The program will take care of these simply by eliminating them when you move to a new scenario).

Many of the creatures found in Arroya are enchanted by nature, and may only be wounded with magical or silver weapons. Most Lost Continent veterans will tell you that if the creature seems unusual, it will probably require the use of a special weapon to destroy it.

At some time your party may come across enchanted weapons useable either by Fighters or Spellcasters. Be thankful and grab them! Some of these weapons will last throughout the campaign, while others will vanish when their enchantment is used up. Be warned that there are cursed weapons around . . .

## Spellcasting and magic

The use of magic in Arroya is governed by some fairly strict rules. To begin with, the source of magic is the Xiphoid Amulets – small, sword-shaped, violet gemstones that are found in the wilderness of the Lost Continent. Legend says that these stones are pieces of the Heart of Xyphus, torn from the breast of the Lord of Demons by the great wizard Szhaalin thousands of years ago. Legend also says that the Heart itself still exists and must be found before Xyphus can be slain.

What is known about the Xiphoid Amulets is that they seem to be the catalyst for the casting of spells. Once a Spellcaster has purchased a magic scroll or spell, he or she has that spell memorized and can use it forever *provided they hold in their hand a Xiphoid Amulet with which to focus and magnify the energy that brings into being an actual spell*. Without the amulet, the spell is nothing more than a meaningless chant.

Another known fact about the Xiphoid Amulets is that they *shatter*. They do so when their power has been consumed. There is no getting around the fact that the amulets are finite, and that they wear out. Thus, the Spellcaster that conserves his or her spells usually lives to raise children and discuss philosophy late into the evening.

One last fact about the amulets: These gemstones can and often are used as weapons. The amulets are small and do very little damage, but do affect normal and enchanted beings alike.

The casting of a spell is not an easy task for the Spellcaster. Regardless of the success or failure of a spell, it requires a great deal of concentration and energy from the magic user. The amount of endurance necessary to cast a particular spell is noted on the lists of spells throughout the game.

The wizards of Arroya commonly use a dozen spells, although rumors circulate about the existence of scrolls with unknown spells etched on them in magical writing that fades after a short time. Should a player encounter one of these scrolls, they must determine its effect and purpose through experimentation. The well-known spells are:

## Casting spells

Unlike a Fighter who must be next to an opponent in order to strike a blow, the Spellcaster may strike from a distance.

As a Spellcaster advances in level due to experience point gain, his or her effective range for casting spells will increase. So will the probability for successful casting of a spell. Practice makes perfect, even in magic.



## Attack spells

*Abeja* This spell produces a profusion of livid welts to appear on the recipient, severe enough to slay small creatures and wound humans gravely. This spell has a high probability of succeeding, although it will only work on normal living creatures.

*Matamosca* This spell delivers a sharp blow to its recipient, causing about as much damage as the *Abeja* spell. It has a relatively good chance of being cast successfully, but will not affect Demons and certain types of enchanted beings.

*Bendicca* This spell affects only shapechangers and lycanthropes. It causes a great deal of damage by acting on the life force of the dormant shape of the creature, e.g., if a werewolf in its human shape is the recipient of a *Bendicca* spell, its latent wolf shape will suffer the damage. The spell has a good probability of being cast successfully.

*Hela* This spell is a staple of the Demon-fighter's bag of tricks. It causes an area of intense cold to briefly materialize around its recipient, causing serious damage. This spell does not always work, but is successful more often than not.

*Tirayama* This spell is only effective against Undead creatures such as Zombies and Liches. This spell does not always work, but is relatively successful for the skilled Spellcaster.

*Tirayela* This spell is similar to the *Hela* spell in its effect, i.e. its damage is rendered by intense cold. However, it is not effective against Demons or certain enchanted creatures. Furthermore, it is an extremely difficult spell to cast correctly and often does not work.

## Hindrance spells

*Ciega* This spell works against all normal (not enchanted or Undead) creatures, and renders them blind for a limited period of time.

*Piedra* This spell paralyzes its victims. It works against shapechangers and lycanthropes only.

*Lubrika* This spell slows down Demons by turning the ground beneath their feet into extremely slippery clay. Unfortunately, the effects of the spell are rather short-lived.

*Cieno* This spell slows down Undead creatures by turning the ground beneath their feet to a fine, powdery substance. The effects do not last very long.

## Healing spells

*Sana* Sana is a high-powered healing spell that will completely cure an injured character, even if that character has been poisoned.

*Goza* Goza will cure some damage to all members of a party, but is ineffective where poison is concerned.

## The inhabitants of Arroya

Throughout *Xyphus* your party will encounter a variety of creatures, almost all of them hostile. Some monsters are slow and ponderous, while others are quick and fierce. Some of them are enchanted by nature and can only be harmed by magical or silver weapons. Others can be dealt with by more ordinary means.

The following is an alphabetical listing of most of the hostile creatures one might encounter on the continent of Arroya. The descriptions are general – there is little direct information about their movement factors or dexterity, nor their armor class or the damage they can inflict with a single blow. Nevertheless, a good deal of useful information is to be found here.

*Anthrodon* Large, short-tempered bipedal creature that is reminiscent of an upright, shaggy elephant with rather large tusks. They are slow, tough and very strong.



*Arachnoid* Known to the local tribes as "The Spider People of Selcham Pass," these mutant orcs have four arms and a great deal of agility, enabling them to travel up vertical cliff faces and through mountainous terrain at a rapid pace. Their long talons make them unpleasant in an encounter.



*Azulus* A warrior race of reptilian ancestry, the Azulus are tough opponents who pack a powerful wallop. They often travel with companion Hellhounds and prefer dark, damp places.



*Bandits* These are human highwaymen who are fond of separating travellers from both their wallets and lives.



*Banshee* These invisible river spirits dwell both above and below ground. Little is known about them, but many an adventurer has been lost to their predations.



*Bear* The Arroyan Hill Bear is known far and wide for its ferocity and razor-sharp claws. A cornered Hill Bear is particularly frightening, seeming to fight with an endurance rarely seen in mundane beasts of an unenchanted nature.



*Bushmaster* The Bushmaster is a particularly venomous serpent. They are greatly feared and often used by Goblin mothers to frighten their children. Most local tribes offer sacrifices to a mythical King Bushmaster, reputedly a 30-foot snake whose very glance is fatal



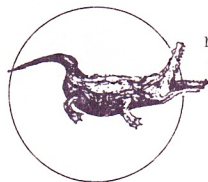
*Centaur* Half-horse and half-man, the Centaurs of Arroya usually travel in pairs and are markedly antisocial. The weapon of choice for the Centaur is the Azulus lance, although clubs and maces are sometimes used.







*Cotico* The Cotico are a tribe of goblins that lived for many generations beside the Well of Coti, an oasis in the Enchanted Plains. Due to the current upheaval in Arroya, they are scattered about the land in search of other goblin tribes with which to unite. They are fierce fighters whose primary livelihood formerly was extortion from thirsty travellers.



*Crocodile* The Arroyan crocodile is noted for its exceptionally tough hide and its voracious appetite. It has been known to mistake small trees for possible prey and to knock them down with one swipe of its powerful tail.



*Cyclops* These one-eyed giants are of Demonic origin and temperament. They have long dominated the plains tribes and terrorized wayfarers. Local inhabitants avoid the ill-tempered monsters at all costs.

*Demons* The Demons of Arroya constitute the ruling class and are the main reason the continent has never been subjugated by humankind. They are a highly organized society of enchanted warrior-beings armed with weapons of varying sophistication. Travellers are likely to encounter any one of three classes of Demons, or a combination of them. They are:



*Demon Guards* The infantry of the Demon military, the Guard usually fights with a two-handed sword or three-foot long, curved knife.



*Demon Captains* The Demon Captain is almost always a seasoned fighter trained in the art of fighting with poison tridents.



*Demon Warriors* The elite fighters of the Demon world, the Warriors are invariably armed with the dreaded Scorpion Lash, an extremely toxic whiplike weapon. The presence of Demon Warriors often signifies the nearness of a Demon Lord or Prince.

Demons come in a variety of shapes and sizes, although they are most commonly humanoid with distinctly reptilian features. Some species lack legs and travel by means of levitation or undulation. These kind are no less dangerous than the Demons with legs.

*Dwarf Zombie* See Zombie.

*Elf Zombie* See Zombie.

*Ernagh, Prince of Demons* According to Arroyan legend, Ernagh is the son of Xyphus, Lord of Demons. He is said to have the body of a giant serpent, with a diamond pattern running down the middle of his back. When angered, a hood much like that of a cobra, will appear on his neck. He has two hands, one of which is empty while the other wields a terrible whip. Some say that Ernagh wanders Arroya in search of his sword, a weapon lost when he fought on the side of Xyphus in the battle against the wizard Sshaalin.



*Erse, Tribal Shaman of the Cotico* Erse is the spiritual leader of the Cotico tribe (see above) and is said to be the possessor of a terrible artifact of great magical power. His actual skill as a magician is unknown but he is apparently quite charismatic and the focal point of a growing unity among the goblin tribes.



*Flame Golem* These monsters are the result of wizards practicing animation spells on campfires rather than on the humanoid corpses used in the creation of zombies.



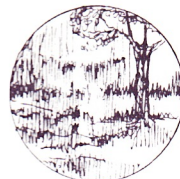
*Flame Lizards* These giant lizards, often the size of small horses, are the inseparable companions of the Inamatos. Their exceptionally high rate of metabolism makes them radiate intense heat, causing anyone near them to suffer severe discomfort.



*Ghoul* These grave-robbing humanoids are slow-moving and foul-smelling creatures that frequent the lowlands of Arroya. Travellers generally avoid them at all costs.



*Glass Gods* Not much is known about the creatures Arroyan natives call "Glass Gods." They are invisible, and nearly impossible to fight except in very close quarters. Their presence is usually first noticed when gaping wounds appear unexpectedly on one's travelling companions.

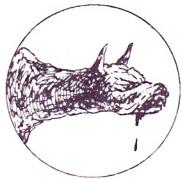


*Goblin* The goblin is the true native of Arroya. There are many tribes of goblins – The Cotico, Malakee, and Maripo – to name but a few. Each tribe has its own social organization and there are striking differences between them. The only thing all the tribes have in common is their hatred for Human, Elven, and Dwargen invaders.



*Goblin Zombie* See Zombie.

*Hawkman* These creatures are birds of prey with sharp talons. They are exceptionally quick and dangerous.



*Hellhound* These large, savage dogs are named for their bright orange fur and their nasty dispositions. They are the boon companions of the Azulus, and will fight fiercely to protect their masters.



*Hobgoblin* The Hobgoblin is a distant relative of the goblin tribes of Arroya. Most species are arboreal, inhabiting the forests, while occasionally some will be found in the flatlands. Despite their innocuous appearance, Hobgoblins are fierce fighters and dangerous adversaries.

*Human Zombie* See Zombie.



*Hyena* The Arroyan Hyena is a dog-like scavenger possessed of insatiable curiosity. It will approach travellers with no hesitation, viewing most other living creatures as potential meals.



*Ice Dragon* The Ice Dragon is a 20-foot long poisonous lizard so named because of the effect of its venom. When bitten by one, the victim is seized by chills and will often shiver so violently that he cannot hold onto anything.



*Inamato* An intelligent, close cousin of the crocodile, the Inamato has a ridge of vertical plates down its back and a reputation for savagery unsurpassed in Arroya.



*Korayan Falcon* This bird is actually a rather large specimen of falcon that is the bane of Arroyan farmers, raiding their flocks and carrying off sheep and small cattle, as well as the occasional youngster. Legend says they can split the edge of a knife blade with their beaks.



*Lich* A Lich is the reanimated corpse of a long-dead and very powerful wizard. They are quite rare and not at all pleasant in an encounter.



*Lizardman* Lizardmen of Arroya are a tribe of carnivorous, bipedal reptiles possessed of long snouts filled with pointed teeth. Quite canny and employing sophisticated weapons and armor, they are dreaded by the local tribes and invaders alike.



*Loupgarou* The Loupgarou is a particularly vicious (and large) variety of werewolf that is able to shapechange at will. They usually live near bodies of water and delight in ambushing travellers.



*Malakee* The Malakee are a tribe of goblins from the Arroyan plains. They were a peaceful agricultural group until word of Das' invasion of Arroya reached them, whereupon they took up weapons and formed an alliance with the Maripo tribe.



*Maripo* A goblin tribe from the plains, the Maripo are a warlike people that have survived for ages as marauders. They are universally despised by the inhabitants of Arroya, with the possible exception of other goblin tribes with whom they are forming alliances to fight the invaders.

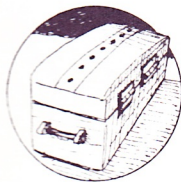


*Maripo Zombie* See Zombie.

*Mazanti* The Mazanti are a nomadic goblin tribe whose customs are shrouded in mystery. Devastated by battles with other goblin tribes, the Mazanti are dedicated to the cult of Byrrzuntia, a minor deity whose worshippers are called Spirit Dancers.



*Mimic* The Mimic is a tough creature with slight intelligence that has one special talent: It can assume the appearance of inanimate objects. Fortunately, the Mimic will return to its normal shape when someone gets near to it, and often gives away its true nature before it can surprise the curious.



*Nekebnee Orcs* The Nekebnee Orcs are the other tribal inhabitants of Arroya. They are much less common than goblins, and belong to a much more primitive culture. They are led by a Hetman, a warlord of great physical prowess.



*Nightstalker* A creature of darkness, the Nightstalker is a minor form of vampire. The utmost care must be used in dealing with these creatures.





*Ogre* The Arroyan Ogre stands about eight feet tall and typically wields a nasty, spiked club. While they are tolerant of goblins, they loathe humans, elves, and dwarves and will try to kill them whenever they encounter a group.

*Orcish Hetman* The leader of a tribe of orcs (see above).

*Orc Zombie* See Zombie.



*Puma* The Arroyan Puma is a large member of the cat family. Long the scourge of local farmers for its predatory raids on their flocks, the Puma is famous for the fury of its attack and the sharpness of its claws.



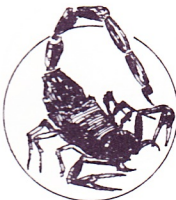
*Rhinotaur* This creature is an extremely large, three-horned member of the cow family. While neither particularly bright or fast, they can take a lot of punishment in a fight and dish out an equal amount.



*Sand Asp* A very poisonous lizard, the Sand Asp inhabits the sandy plains and deserts of Arroya and is virtually impossible to spot amid the dunes. Their bite is invariably fatal unless quickly treated.



*Sandskimmer* These small, dwarf-like creatures dwell in the bogs and marshes of the Lost Continent. They are very light and can move rapidly over terrain that hampers the movement of most full-sized beings. While not very dangerous in single combat, they tend to travel in groups which can overpower the unwary traveller.



*Scorpion, Giant* The common wisdom of Arroya is that if you see a Giant Scorpion coming, step aside. The poisonous stinger of this six-foot behemoth inflicts a painful wound that often incapacitates the victim. Their tough shells make them quite hard to wound with edged weapons.



*Sedento* The Sedento goblins are a tribe native to the Enchanted Plains. Famed for their seemingly endless stamina in battle, they move about freely in areas that humans find hard to penetrate. They are also one of the few remaining tribes that believe in human (or elf/dwarf) sacrifice.



*Siam Weretiger* This lycanthrope prefers to maintain the shape of a very large tiger, and is rarely seen in its human form. It is a voracious carnivore and a single one has been known to attack and destroy entire goblin war parties.



*Skater* The Skater is a small and quite vicious humanoid that lives in the desert. They are called Bigfeet by the desert tribes for obvious reasons . . . Their huge feet enable them to move across the top of the sand with alarming speed and they can deliver a wicked blow with a short lance when provoked.



*Toothpaw* The Toothpaw is so named because to its victims, it seems to be mostly teeth. In fact, the goblin name for them translates literally as "the teeth that walk." They are members of the rodent family.



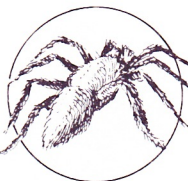
*Slug, Giant* The Giant Slug is an innocuous, if somewhat large, inhabitant of Arroya. While some goblins consider their flesh a delicacy, most people leave them alone. When attacked, however, the Giant Slug can put up a tough fight.



*Treant* The Treant is a woodsman's nightmare; a living tree. They cannot move very far or very quickly, but they are very tough and impervious to virtually all known weapons.



*Spider, Giant* The Arroyan Spider is about three feet in diameter and possesses large and powerful mandibles. Their bite is sometimes poisonous and always very painful.



*Tusker* The Tusker is a dull-witted beast with large tusks. A staple in the diet of some of the plains tribes, the Tusker will fight ferociously when cornered.



*Succubus* A minor Demon, the Succubus often appears in the form of a ravishing beauty, only to assume its real shape when it gets another being in its embrace. Succubi are famous for the delight they take in torturing their victims.



*Vampire* The most feared of the Undead, the Vampire is both extremely rare and quite deadly. Little is known about these creatures because none who has encountered them has ever survived.





*Water Sprite* The Water Sprite inhabits lakes and ponds on the Lost Continent. While cute and elf-like in appearance, they are quite savage and will attack without any provocation.



*Werefalcon* This shapechanger is practically indistinguishable from a normal falcon when in the shape of a bird. Its apparent immunity to most weapons is the first clue one gets to its true nature. The swiftness and deadliness of its attack is another indicator.



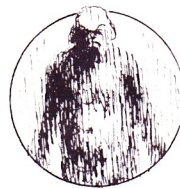
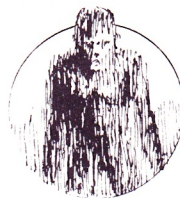
*Werewolf* The Arroyan Werewolf is noted for its viciousness and unnerving howl. Unless quickly treated, anyone wounded by a Werewolf stands a better than even chance of becoming a lycanthrope as well.



*Xyphus, Lord of Demons* Little is known about Xyphus other than that he often assumes the appearance of humanity, has the powers of all demons and was supposedly wounded by the great wizard Szhaalin hundreds of years ago. It is local belief that before Arroya can be subjugated, Xyphus must die.



*Zombie* Zombies are simply reanimated corpses of living creatures. They are slow, tough, and impervious to normal weapons. The more such creatures at his behest, the more powerful a tribal shaman is considered.



## HINTS

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