



Phantasm Adventures

TMOG: Theoretical Massive Online Game

Player Races

There are **60 races** in **Advanced Phantasm Adventures, 3rd edition**, to choose from. To determine your character's race, scan the creatures below and imagine the 'general' type of character you desire to play. If you are looking to play a creature that is big and strong, then a Giant or a Centaur might be appropriate. If you're looking to play a fast, wily character, then a Halfling, Elf, or Brownie may be what you want.

The player should note that since each character is comprised of two attributes, one Racial, and one Personal, that it is quite possible to have an agile Troll or a mighty Gimp [at least to those of the relative same race].

Each race has its weaknesses and strengths, and no one creature is good in all areas. After you have decided on a race, write all information including Racial Stats, Sensory Scores, and Movement Scores to your character sheet. Each race is outlined in the same format and is broken down into fourteen entries and a paragraph of descriptions. These entries are as follows:

[Name]: This is the common name of the creature.

STR: This entry lists the race's Racial Strength value. This number is the basic chance of succeeding in any known Strength Skill and plays an important role in determining damage done by melee weapons.

END: This lists the creature's Racial Endurance value. This number is the basic chance of succeeding in any known Endurance skill and is important in deciding the number of Hit Points a starting character will have.

CUR: This entry lists the creature's Racial Courage value. This number is the basic chance of succeeding in any known Courage skill and is important in deciding the initiative in melee combat.

COR: This entry lists the race's Racial Coordination value. This number is the basic chance of succeeding in any known Coordination skill and is important in determining success in combat, and how fast the character can fire missile weapons.

INT: This entry lists the race's Racial Intelligence value. This number is the basic chance in succeeding in any known Intelligence skill and is important in determining the effects of magic on the individual, and how fast a character can cast a spell.

EGO: This entry lists the creature's Racial Ego Score. The number is the basic chance in succeeding in any known Ego Skill and is important in spellcasting.

VIS: This number is the Racial Visual score of the race and is used whenever characters try to see something hidden, small, or distant. Added to the character's Personal Visual Sense determines the Comparative Visual capabilities of the character.

OLF: This number is the Racial Olfactory score of the race and is used by characters to smell something. Creatures with high OLF can smell blood in the air, or even water carried by the winds. Added to the character's Personal Olfactory Sense determines the Comparative Olfactory capabilities of the character.

AUD: This number is the basic Auditory level of the race. It is used when characters are trying to hear an approaching enemy, listen beyond a door, or detect some kind of auditory danger.

MAGICAL: This indicates that a race is magical in nature or not. If a creature is innately magical, he has an easier time becoming an apprentice, wizard, and arch-wizard. Races that are not inherently magical may still practice magic, but the arcane studies come harder to them.

MOVE: This entry lists the number of feet, unmodified, that the race can run/swim/fly in a combat action.

BPs: This is the number of basic starting Background Picks that a character of this race starts with. A player can purchase additional abilities, money, items, powers, and capabilities with BPs.

[Description]: Herein will be specific notes on the creature. Anubins



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STR: 5 **END: 5** **CUR: 5**
COR: 5 **INT: 2** **EGO: 3**
VIS: 8 **OLF: 14** **AUD: 10**
MAGICAL: N **MOVE: 26/12/-** **BPs: 3**

Anubins are a race of upright walking canines with their front appendages evolved into hands. Anubins have small heads, with large flat ears cupping their faces and extending upwards. The race has the typical canine teeth, and the Anubins' eyes are slit like that of a cat. The creatures' hind legs are as long as their arms and thus the creature can revert to a running stance on all fours if they desire. Anubins have shaggy white to black fur affording 1 point of natural armor in their chests. The Anubins' hands have lost most of their claws and attack at -8 DFM in combat. This race is not magical. Anubins live only in the Chak Pak, Jeg, and Maldake.

Avioux

STR: 5 **END: 3** **CUR: 6**
COR: 5 **INT: 5** **EGO: 4**
VIS: 10 **OLF: 2** **AUD: 5**
MAGICAL: N **MOVE: 10/8/20** **BPs: 4**

The Avioux is a cross between hawkmen and Giant Eagles. It is unsure if the combination was produced by accident or by some demented wizard. Avioux stand around four feet tall and resemble birds in all ways except that the creatures' postures are that of humanoids. The wings of Avioux end in small hands that they can be used to grasp and work tools and weapons. Avioux' heads are small with huge yellow-disk eyes and Large hooked bills. Avioux' legs are thin and scaly and range in color from bright yellow to green. Avioux have 1 point of natural armor in their head and can attack with clawed legs with a -7 DFM. The birdmen's' feathers also range from dark browns of the female to red and bright blue for the male. This bird race is not magical by nature. Avioux live exclusively in Amagon.

Batmen

STR: 2 **END: 2** **CUR: 3**
COR: 8 **INT: 2** **EGO: 6**
VIS: 1 **OLF: 3** **AUD: 17**
MAGICAL: N **MOVE: 5/6/20** **BPs: 4**

Batmen are a small simian creatures with loose folds of skin between their arms and legs that when stretched taught can be used to glide, and awkwardly fly through the air. Batmen have small ugly faces, large pointed ears, and bodies covered in coarse black to brown hair. The gliders' speech is high and piercing and Batmen can speak in tones far above humanoid auditory ranges. Batmen have no natural armor, and their hands attack at -9 DFM. The creatures have the Racial Background Pick of **Sonar**. Batmen can be found in all parts of Monokan, but tend to live in large valleys, huge caverns, or thick and dense forests.

Brownies

STR: 1 **END: 2** **CUR: 2**
COR: 8 **INT: 10** **EGO: 3**
VIS: 8 **OLF: 3** **AUD: 5**
MAGICAL: Y **MOVE: 10/10/-** **BPs: 3**

Brownies are small plump humanoids with large knotted foreheads, small pointed ears, and short stubby fingers. Brownies, from a distance, can sometimes be mistaken for halflings. Brownies have straight brown, black, or gray hair but hardly any have beards or mustaches. Brownies have no natural armor, and their hands attack at -10 DFM in combat. The race is highly magical and any brownie becoming a spellcaster attains two circles instead of one (see Spell Casting). Brownies live in small copses or in out of the way places only in Throom, Theylar, and Maldake.

Bugbears

STR: 7 **END: 5** **CUR: 8**
COR: 3 **INT: 4** **EGO: 2**
VIS: 6 **OLF: 3** **AUD: 3**
MAGICAL: N **MOVE: 18/23/-** **BPs: 4**

Bugbears resemble gorillas with a large curving horn sprouting from their foreheads. The creatures' hair is thick and bristly and varies in color from a sickly yellow to a dingy gray. Bugbears are quite



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intelligent, yet the race on the whole seems to prefer a more barbaric way of life. Bugbears' maws are comprised of six rows of serrated teeth and several large gnarled fangs that can reach up to 12 inches in length. Bugbears have 3 points of natural armor in their heads and 1 point in each of the three other body locations. The creatures' hands attack at -4 DFM in melee combat. Bugbears live in Squal, Jeg, and the Chak Pak.

Centaurs

STR: 6 **END: 7** **CUR: 5**
COR: 4 **INT: 3** **EGO: 3**
VIS: 4 **OLF: 6** **AUD: 5**
MAGICAL: N **MOVE: 50/25/-** **BPs: 3**

Centaurs are large bimanious quadrupeds; they have the heads and arms of humans, but the bodies and legs of large horses. Centaurs on the average have a distaste in letting other creatures ride them or use their strength and general dynamics to pull carts or wagons; they feel that it is demeaning. Centaurs have no natural armor, but the creatures are used to all climates and rarely need furs to keep warm (All damage accrued through the environment is at half normal damage). Centaurs attack with their hands or hoofs at -4 DFM. Centaurs live in Jeg, Chak Pak, Theylar and Thaing.

Cyclops

STR: 8 **END: 8** **CUR: 5**
COR: 2 **INT: 6** **EGO: 4**
VIS: 2 **OLF: 6** **AUD: 6**
MAGICAL: Y **MOVE: 22/15/-** **BPs: 3**

Cyclops are giant humanoids with a single eye placed squarely in their foreheads. Cyclops stand around 10 feet tall and have a greenish-brown complexions. The creatures have no natural armor, and their hands attack at -2 DFM in combat. The cyclops is a mystical creature. The giant humanoids tend to live in small towns or villages neighboring large lakes or seas. Many Cyclops take up residences in out of the way islands, training in whatever art they have chosen as a profession. The Cyclops will always be deeply devoted towards their goal in life, hardly ever varying from their life's quest.

Delphians

STR: 3 **END: 3** **CUR: 1**
COR: 4 **INT: 10** **EGO: 1**
VIS: 6 **OLF: 9** **AUD: 1**
MAGICAL: N **MOVE: 16/22/-** **BPs: 5**

Delphians are a race of tall, majestic black serpentine humanoids. They have jet black to purple-black mottled scales, offering 1 points of protection to all areas. Their hands are slender, ending in long curving talons offering a -8 DFM in combat. The race also has a long, whiplike tail that can strike at -1 DFM in combat. Delphians are known to be Telepathic and pay only half the normal BP for such ability. Delphians come from Throom and Squal.

Dryads

STR: 1 **END: 3** **CUR: 2**
COR: 6 **INT: 5** **EGO: 4**
VIS: 6 **OLF: 6** **AUD: 6**
MAGICAL: Y **MOVE: 13/8/-** **BPs: 4**

Dryads are magical folk who are part mortal, part fairy, and part plant. Dryads appear to be lithe humanoids with incredible charm and charisma. All Dryads start with the BP of Charisma and Heightened Statistic Ego. The Dryads are a magical people, living primarily in enchanted forests and woods. They have a -15 DFM hand attack and no natural armor. They live in Theylar, Throom, and mystical parts of Jeg.

Dwarves

STR: 8 **END: 8** **CUR: 6**
COR: 4 **INT: 3** **EGO: 4**
VIS: 11 **OLF: 2** **AUD: 5**
MAGICAL: N **MOVE: 30/5/-** **BPs: 3**

Dwarves are one of the oldest races living on Monokan. Dwarves appear to be a squat, sturdy humans with a tough visage and large muscles that cover their bodies. Dwarves have no natural armor, and the small men fists' attack in HTH combat at -8 DFM. Dwarves normally stand about 4 to 5 feet tall, though shorter and taller ones can be found. Their hair comes in all shades ranging from auburn to white; black beards are highly regarded among noble warriors. All Dwarves (including women) have beards; they find other



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human-types repulsive without a shaggy beard of some kind. Dwarves are renown for their ability to work metal and to excavate mountains into giant underground cities. Their work is unequalled in the great nation of Thaing. Dwarves can be found living in Thaing, and other places with large rocky out cropping.

Eagles, Giant

STR: 4 **END: 4** **CUR: 5**
COR: 6 **INT: 6** **EGO: 6**
VIS: 15 **OLF: 2** **AUD: 2**
MAGICAL: Y **MOVE: 4/2/50** **BPs: 5**

Giant Eagles look exactly like their smaller brethren, the eagles and hawks, of our world. The large birds, however, are as intelligent as some humans. Because of the birds lack of manipulative appendages (hands) they have never developed a culture consisting of material wealth, although they do love shiny objects such as gems, glittering gold, and rare earth. Giant Eagles will never use weapons or armor of the general kind, though pieces of Amagon armor and weapons will be used. The great birds are magical of nature and many will work magic like we work a fork and spoon. Giant Eagles have 1 point of armor in all areas and their sharp talons can be used in combat as a +0 DFM weapon! Giant Eagles can be found living in most nations, though they favor Amagon and Jeg.

Elves, Black

STR: 5 **END: 5** **CUR: 1**
COR: 4 **INT: 10** **EGO: 5**
VIS: 12 **OLF: 3** **AUD: 3**
MAGICAL: N **MOVE: 23/10/-** **BPs: 4**

Black Elves are the only elven race that lives primarily underground. Black elves dislike sunlight and any environment that is bright (all skills are at -2 in such places). Black Elves stand around five to six feet tall and have grayish skin, violet to crimson red eyes, and hair that is as black as the skies of moonless nights! Black Elves are not a magical race, as most of his other kin are, but many spend the extra time in becoming such (those that do gain an additional 10% Manna). Black Elves and Dwarves are mutual enemies, and have warred for thousands of years. This

elf can be found in Thaing, Theylar, and distant outposts that have subterranean habitats.

Elves, Grey

STR: 1 **END: 1** **CUR: 1**
COR: 10 **INT: 10** **EGO: 6**
VIS: 10 **OLF: 10** **AUD: 10**
MAGICAL: Y **MOVE: 20/6/-** **BPs: 3**

Grey elves are the most diminutive of the elven family and hardly ever stand more than three feet tall. Their name, Grey Elf, is a slight misnomer for the race's complexion is more green than gray. The elves have silvery hair that turns to gold as they reach their elder years. Grey Elves will never be found to have a mustache or beard, unless they are of half-race origin. The elves are very magic and most of this species tend to be a magical user of some nature. This elf, as most others, has no natural armor and their fists strike at -15 DFM in combat. The Grey Elf lives exclusively in Theylar and parts of Throom.

Elves, High

STR: 3 **END: 2** **CUR: 2**
COR: 8 **INT: 10** **EGO: 5**
VIS: 8 **OLF: 8** **AUD: 5**
MAGICAL: Y **MOVE: 25/10/-** **BPs: 2**

High Elves are the tallest of all the elves of Monokan. Their name is not attributed to their size, although many of the commoners of the world think so; actually High Elf is a derivative term referring to a class of elves who first arose from the mists of time from an ancient blood line of noble elves. The High Elves are stronger and more durable than the Grey Elves, but no less magical. The High Elf is far more outgoing and personable than other elves, especially compared to the Dark Elf, and can pass, more often than not, as a human, at social gatherings (as long as their ears are hidden from view). The High Elf is magical in nature, and attacks with his hands at -12 DFM. They have no natural armor or special abilities beyond being of magical nature. High Elves must originate from Theylar!



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Felzinti

STR: 5 **END: 5** **CUR: 9**
COR: 1 **INT: 3** **EGO: 6**
VIS: 4 **OLF: 6** **AUD: 8**
MAGICAL: Y **MOVE: 25/10/-** **BPs: 3**

Felzinti are large, intelligent feline creatures that walk on their hind legs and stand upright reaching heights of up to ten feet tall! The large cats have strong front paws that have flexible fingers, giving them the ability to grasp objects such as weapons and field equipment. The large cats can use their sharp talons to inflict a -3 DFM attack in melee. The great felines are mottled in fur of white, yellow, orange, and stripes of black, green, and blue. They are not a magical race, and few of these mighty warlike creatures have ever become a wizard of any great power. The Felzinti has 1 point of armor in all areas. The Felzinti live only in the Chak Pak!

Gillmen

STR: 4 **END: 3** **CUR: 2**
COR: 5 **INT: 4** **EGO: 3**
VIS: 3 **OLF: 1** **AUD: 10**
MAGICAL: Y **MOVE: 10/32/-** **BPs: 4**

Gillmen are also known by the name of mermen. They appear to be humanoid in appearance out of the water, but in the water they transform into half man and half fish. On dry land they can pass as any normal human. Gillman can breathe air or water, preferring the latter. If a gillman is out of water for more than 48 hours, all Racial Statistics are reduced 1 point. Gillmen hands attack at -10 DFM in combat. In the water they have 1 point of armor in all areas; on dry land they have no natural armor. They are a magical race and many underwater realms hire gillmen as magicians.

Gimps

STR: 4 **END: 3** **CUR: 3**
COR: 7 **INT: 5** **EGO: 6**
VIS: 6 **OLF: 9** **AUD: 3**
MAGICAL: N **MOVE: 11/15/-** **BPs: 5**

Gimps are close relatives of the gargoyle and share their looks and misfortunes, except that they

cannot fly. In some past eon, the race lost their wings in a whisk of a wizard's hand wave. They have gained over a thousand years the ability to jump with amazing speed and deftness, always landing on their feet. Gimps can jump twice as far in both running and standing jumps of any type. Gimps have 1 point of protection in their heads and chests, and fight at a -12 DFM in combat with their hands. Gimps live only in Amagon and Southern Jeg.

Gargoyles

STR: 3 **END: 3** **CUR: 2**
COR: 5 **INT: 8** **EGO: 6**
VIS: 10 **OLF: 6** **AUD: 3**
MAGICAL: N **MOVE: 12/15/35** **BPs: 3**

Gargoyles are strange looking humanoids that are naked of all hair and skin pigmentation. Gargoyles are gray to off-white in appearance, with a flat face and small-cupped ears. Sprouting from their backs is a set of huge leathery wings. These creatures have 3 points of natural armor in the head and 1 point of armor in the chests, arms, and legs. The fliers on the whole are thought to be evil, like the sinister Black Elves or the bleak Tatyboce, but many have found service in the lords of good and one must suspect that gargoyles, like humans, come in many varieties. For eons demented wizards and monks who have forced them to raid and pillage mercilessly have enslaved the Gargoyles. It has been only in the last several hundred years that the cloud of repression have been lifted from this kind and noble race. Gargoyles aren't magical and their hands attack in combat at a meager -12 DFM. Gargoyles can be found only in Amagon and Thaing.

Gnolls

STR: 6 **END: 7** **CUR: 4**
COR: 5 **INT: 3** **EGO: 3**
VIS: 4 **OLF: 6** **AUD: 5**
MAGICAL: N **MOVE: 30/18/-** **BPs: 4**

Gnolls are tough creatures that resemble something between lions and bears. This race stands on large clasped feet. They use two burly arms to wield weapons of awesome destruction. The Gnolls' head appears to be that of a bear, with freakish pointed ears and a pair of dark brooding eyes. Gnolls are warlike in



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culture and personality, preferring to fight than talk. Gnolls live in the Chak, the deep outer regions of the Jeg, and the Wild Lands. Gnolls are not magically inclined, and no great wizard was ever spawned from a gnoll mother. The gnoll has no natural armor and their hands attack at +0 DFM. Also Gnolls gain a +1 to hit and damage with any polearm or spear used in combat.

Gnomes

STR: 6 **END: 7** **CUR: 6**
COR: 6 **INT: 6** **EGO: 4**
VIS: 4 **OLF: 3** **AUD: 4**
MAGICAL: N **MOVE: 36/6/-** **BPs: 3**

Gnomes are a close relative of the Dwarves. This race is ever so slightly taller than the deep dwelling dwarves. They have dark tanned skin, short beards, and small black eyes. Gnomes have long thin, pointed noses, large bulbous lips, and seem to care less of their looks or hygiene than dwarves do. Gnomes' have hair ranging from dusty brown to white. The largest difference between the cousins is that the Gnomes fear and loathe caves and underground passages. Gnomes, however, like to work with metal, but rather than crafting it into arms as Dwarves do, they prefer to work it into mechanical objects. Many Gnomes work willingly, and under servitude, in the workshops of Squal. There is much in common with Gnomes and Dwarves, but both peoples hate each other with great passion. More than one war has started from a slur uttered between these two races. Gnomes live in Amagon, Squal, Thaing, and an in the mountains surrounding the Wild Lands.

Goblins

STR: 6 **END: 5** **CUR: 10**
COR: 4 **INT: 2** **EGO: 2**
VIS: 1 **OLF: 6** **AUD: 5**
MAGICAL **MOVE:** **BPs: 5**

Goblins are a sub-race of the orc, though their appearance is little like the pig-faced brutes. The Goblin generally stand 6 feet tall, having a dark greenish complexion, flat face with small beady black eyes, and black tufted head of scraggly hair. From the lower jaw two ivory tusks jut yellow and pitted, up at freakish angles. Many of these horns are adorned with jewelry or honed into head-butting, lethal weapons!

Goblins have 2 points of armor in all areas and their short stubby hands attack at a -5 DFM in combat. Goblins can be found about anywhere.

Gzol-Uk

STR: 5 **END: 5** **CUR: 3**
COR: 5 **INT: 5** **EGO: 2**
VIS: 3 **OLF: 1** **AUD: 2**
MAGICAL: Y **MOVE: 18/8/-** **BPs: 3**

The Gzol-uk is a distant cousin to the Tuffyboce, but tend to be smaller and more agile. They also have the capability to work magic. Many believe that the Gzol-uk is the Monokan species of the alien Tuffyboce. The Gzol-uk has 2 points of armor in all areas, but will never wear fabricated armor. They do like using small shields or parrying blades. As the Tuffyboce, the Gzol-uk is a strange looking beast with three arms and three legs, a pear-like body, with no visible head, and a maw where the groin should be. Its hands attack at -4 DFM in combat. The Gzol-uk are very rare and only a few have been seen in Squal, the Wild Lands, and the Skull Isles.

Halflings, Flatfoot

STR: 4 **END: 3** **CUR: 4**
COR: 9 **INT: 5** **EGO: 2**
VIS: 10 **OLF: 6** **AUD: 5**
MAGICAL: N **MOVE: 10/5/-** **BPs: 4**

Flatfoot Halflings are small, thin humanoids with sandy to black colored hair, round faces, small pointed ears, and flat wide feet. Unlike the Hairfoot, the Flatfoot have absolutely no hair on their legs or feet. Flatfoot Halflings have no natural armor and their hands attack at an -8 DFM in combat. Flatfoot Halflings aren't naturally magical, but gain an unusual amount of Background Picks because of the natural luck their race has. Flatfoot Halflings live in all parts of Anis, though they prefer to live in colder climates such as northern Maldake, Jeg, and surprisingly enough the Skull Islands. The major population of Maldake is comprised of Flatfoots, and their knowledge of the sea and shipping is incomparable.



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Halflings, Hairfoot

STR: 2 **END:** 3 **CUR:** 3
COR: 9 **INT:** 5 **EGO:** 4
VIS: 10 **OLF:** 6 **AUD:** 5
MAGICAL: Y **MOVE:** 10/5/- **BPs:** 4

The Hairfoot Halflings are small chubby looking humans with rosy colored cheeks and curly brown or red hair. Hairfoots are always cheery and full of joy...so much so that many races are reviled by their endless happiness. The race can be distinguished by other halflings, by their hairy little feet. The hairfoot has no natural armor and their hands attack at -9 DFM. They are naturally magical and many have become great wizards. They live in Maldake, along the shores of Jeg and in the huge palaces of Throom and Theylar.

Harpies

STR: 4 **END:** 4 **CUR:** 3
COR: 3 **INT:** 5 **EGO:** 6
VIS: 5 **OLF:** 5 **AUD:** 6
MAGICAL: N **MOVE:** 3/3/35 **BPs:** 5

Harpies have bodies of large vultures or condors and the heads and arms of Humans. Some Harpies tend to have more hawkish looking faces and have feathers rather than hair covering their heads. Typically Harpies have a mean and short temper and have no recognizable morals. The race has no natural armor and their claws strike at -5 DFM in combat. The bird creature can also screech once per day causing all creatures within 50 feet who fail their Poison Stamina roll to halve their PSN score for 1d6 turns. Harpy males are rarely seen and are thought to be rather mentally weaker than the females (treat as a Racial Int of 3 but having an End 6). All harpies are not magical. Harpies live in Amagon, Thaing, Skull Isles, and some parts of the Wild Lands.

Hawkmen

STR: 4 **END:** 3 **CUR:** 6
COR: 5 **INT:** 4 **EGO:** 6
VIS: 10 **OLF:** 2 **AUD:** 4
MAGICAL: N **MOVE:** 13/8/35 **BPs:** 3

Hawkmen are normal appearing humanoids with a pair of giant-feathered wings sprouting from the shoulder. Hawkmen have two normal arms to work tools, weapons, and equipment but also have the capability of full flight. Hawkmen, in general, are half the weight of other persons of the same build (hollow bones). Hawkmen gain +2 Hit Points above the normal calculations. Hawkmen have no natural armor, and their hands attack at -9 DFM. Hawkmen are also not magically inclined, but there have been some potent hawkmen wizards, in the past. These people live only in Amagon, Thaing, and the high-forested regions of Throom.

Hobgoblins

STR: 4 **END:** 3 **CUR:** 5
COR: 5 **INT:** 6 **EGO:** 2
VIS: 6 **OLF:** 7 **AUD:** 8
MAGICAL: N **MOVE:** 8/5/- **BPs:** 6

The race of the Hobgoblin is a cousin of the Goblin. They have the same basic appearance but Hobgoblins have large fins cresting their heads and running the length of their spines. The race also has a long prehensile tail that they can use as a third hand. The tail is awkward and all coordination skills are at half value. Some Hobgoblins have become wizards, though the race is not magical in origin. Hobgoblins have 3 points of armor in the head, 2 points in the chest, and 1 point in the arms and legs. Hobgoblins can swing their arms in combat for a -7 DFM. Hobgoblins live within Goblin communities.



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Humans, Keltek

STR: 4 END: 5 CUR: 5
COR: 6 INT: 6 EGO: 5
VIS: 5 OLF: 3 AUD: 4
MAGICAL: N MOVE: 16/12/- BPs: 4

Keltek humans are fair skinned, with blond to golden hair. Unlike the other races of man, the Keltek are the only people to grow large, full beards and mustaches. By the age of ten, most of the males can braid a full beard. The Keltek people have no natural armor, nor are they magical. Their hands attack at -7 DFM. The Kelteks can be found in Jeg, the Chak, the Skull Islands, and in a few spotted towns in Squal.

Humans Hyborak

STR: 6 END: 6 CUR: 7
COR: 4 INT: 4 EGO: 5
VIS: 4 OLF: 4 AUD: 4
MAGICAL: N MOVE: 18/13/- BPs: 4

Hyboraks stand much taller than other human strains and are equally stronger and more durable. The Hyborak people stand, on the average, six feet tall and have dark complexions, with straight black hair. Hyboraks live in large wooded and mountainous regions; the race on the whole prefers a more secluded tribal existence. Hyboraks seem to have a tradition of sending both males and females out amongst the world as mercenaries, returning only after attaining a degree of wealth (many, however, never return). Hyboraks have no natural armor, and attack in HTH at -6 DFM. Hyboraks can be found in any kingdom.

Humans, Stygian

STR: 5 END: 5 CUR: 4
COR: 4 INT: 6 EGO: 5
VIS: 7 OLF: 7 AUD: 4
MAGICAL: Y MOVE: 10/6/- BPs: 3

The Stygian race are tall, ebon-skinned humans with curly black hair, that stand slightly smaller than the Hyborak people. Stygians have no natural armor and attack in HTH at -8 DFM. Stygians live in the southern latitudes of Monokan and live in a number of cultural settings. They can be found both in the large city states of Throom and Theylar but also in the tribal societies of the southern isles. The Stygian people are the only race of humans that are inherently magical and many become powerful wizards.

Imlors

STR: 1 END: 3 CUR: 3
COR: 7 INT: 4 EGO: 7
VIS: 7 OLF: 7 AUD: 2
MAGICAL: N MOVE: BPs: 6

Imlors are a race of teddy bear like creatures. These little furry humanoids have large yellow eyes and a moppet coat of silky brown to white hair. Imlors have 1 point of protection in all areas. Their hands are softly clawed and do a -6 DFM in combat. Imlors are not a magical race. In fact, they are nearly magically inert. All forms of magic may not affect Imlors. The race automatically starts the game with the background pick of **Magic Resistance at +4 levels**. Imlors live mostly on the Island of Maldake, but can also be living in the Wild Lands and Jeg.

Imps

STR: 2 END: 2 CUR: 4
COR: 6 INT: 5 EGO: 8
VIS: 7 OLF: 7 AUD: 2
MAGICAL: N MOVE: 18/13/- BPs: 6

Imps are devilish little fiends that are distant relatives to Sprites and Gargoyles. The Imp race doesn't have wings but does have the capability of jumping three times their movement rate once every other turn. The faces of this creature are baggy and rippled with extraneous skin. Their leathery exterior is



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gray and bland, and no hair can be found anywhere on their tiny bodies. Imps have in inborn talent for the thieving arts and gain +2 levels in Hide, Climb, Pick Locks, Pick Pockets, and Black Marketing. The race has 1 point of armor in the head, and their hands attack at -9 DFM. These tiny little guys are not part of the mystical community, but they do gain the Telepathy Background Pick for free. Imps can be found in any large cities or in deserted ruins scattered through Anis.

Kobolds

STR: 4 **END: 5** **CUR: 9**
COR: 6 **INT: 1** **EGO: 1**
VIS: 11 **OLF: 11** **AUD: 7**
MAGICAL: N **MOVE: 8/12/-** **BPs: 4**

The Kobold race is a small warm-blooded reptile with tufts of green and orange hair doffing the body. They are covered in light scales giving them 1 point of natural armor in the chest and arms and 2 points in the head. Kobolds aren't very bright and thus tend to have wild swinging emotional outbursts. A Kobold in general is greedy and selfish. The creatures' clawed hands attack at -7 DFM in combat. This race lives in Squal and the Wild Lands, and in small cavern communities of Thaing.

Lionmen

STR: 5 **END: 5** **CUR: 6**
COR: 5 **INT: 5** **EGO: 4**
VIS: 8 **OLF: 10** **AUD: 4**
MAGICAL: N **MOVE: 30/15/-** **BPs: 5**

Lionmen have the same hereditary relationship with the Feizinti as man has with the lesser apes (or the reverse depending who you are talking to). Lionmen are quadruped (they runs on all fours) and rarely will stand on their hind legs. The lionman race is much more feline shaped; it looks like that of a big cat. The race has flexible claws but no true hands. The large feline can grasp items with difficulty (appropriate skills are at -4 to succeed), but would prefer to use their own natural weapons to crafted ones. Lionmen have 2 points of natural armor in all areas, and the creatures' hands can attack in HTH at a +3 DFM. If the lionmen can grapple with their opponents they can bite and gouge for a total

attack DFM of +5. Lionmen can be found on any open grass plain or savanna.

Lizardmen

STR: 6 **END: 6** **CUR: 6**
COR: 4 **INT: 2** **EGO: 6**
VIS: 2 **OLF: 5** **AUD: 2**
MAGICAL: N **MOVE: 9/14/-** **BPs: 3**

Lizardmen are large sentient reptiles that resemble upright walking alligators. The creatures' two front legs have developed into three-fingered manipulative appendages, though they still sport large claws; Lizardmen can attack in HTH combat at -3 DFM. Their skin is mottled in dark black and bright red splotches and has a natural armor value of 5 points in all areas. Lizardmen will never wear armor, preferring to show off their own scale as a badge of honor. Lizardmen will also shy away from crafted weapons, but will use them if they are magical. Lizardmen are cold blooded and will take double damage from fire or cold spells. The creatures live in Squal and Throom.

Manticoras

STR: 7 **END: 8** **CUR: 4**
COR: 5 **INT: 5** **EGO: 5**
VIS: 5 **OLF: 5** **AUD: 3**
MAGICAL: N **MOVE: 35/15/30** **BPs: 3**

Manticora are large lion-like beasts with a pair of black bat wings, enabling the large creatures to fly at respectable speeds. Manticoras have no flexible hands and they are unable to craft or use any tool or object. Thus, the Manticora sees no need for materialism and lives in nests or caves. Their art and culture are comprised of songs, ballads, and esoteric paintings that only the Manticora can reason. Manticoras never use weapons or armor, and rely on their large claws that attack at +5 DFM. The race also has a poison breath that it can use three times a day and inflict 2d6 damage (halve damage if Poison Stamina roll is made) which infects all who stand anywhere within a cone shaped pattern out to 8 hexes in front of the creature. The Manticora have three points of natural armor in all locations. The fliers live in all lands that sport large open cliff faces.



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Minotaurs

STR: 6 **END: 6** **CUR: 4**
COR: 6 **INT: 4** **EGO: 4**
VIS: 3 **OLF: 3** **AUD: 4**
MAGICAL: N **MOVE: 40/12/-** **BPs: 3**

Minotaurs are large humanoid shaped creatures with bulls' heads and rear hooves. The race has flexible hands like humans, but have thick hides like bovines. The creature has 3 points of armor in the head and 1 point in the chest. They can kick, gouge, or strike in combat for a -4 DFM in combat and gain a +1 Level in HTH combat skill. Minotaurs can be found living in most areas of Anis.

Mousemen

STR: 1 **END: 1** **CUR: 3**
COR: 7 **INT: 6** **EGO: 6**
VIS: 6 **OLF: 8** **AUD: 11**
MAGICAL: ? **MOVE: 5/3/-** **BPs: 4**

Mousemen are slightly larger than normal mice and walk on their hind legs, with the race's two front paws used as hands. Mousemen are furred in various colors but their coat of fine hair doesn't afford them any natural armor. The Mousemens' hands attack at -14 DFM in combat. Mousemen are either magically attuned (as other mystical races) or gains the **Improved Sense** Background Pick for all three senses. Mousemen can be found anywhere in Monokan but tend to favor large habitations (cities, castles, etc.) rather than the wilderness.

Ogres

STR: 10 **END: 9** **CUR: 6**
COR: 2 **INT: 1** **EGO: 4**
VIS: 4 **OLF: 2** **AUD: 2**
MAGICAL: N **MOVE: 40/25/-** **BPs: 4**

Ogres are huge loathsome beasts that stand more than 10 feet tall and can weigh several thousand pounds. The race has a face of a grisly bear with several twisting horns growing from their foreheads. The creatures' mouth is larger than normal with row upon row of deadly teeth. Ogres' bodies are covered in thick fur and leather-like skin that affords it 3 points of protection in all areas. Ogres can attack with their

hands at +2 DFM and have been known to topple city walls. Ogres, however, are probably the stupidest sentient creature known to live on Anis. Because of the stupidity, the race must pay double costs for all Intelligent and Ego skills purchased. Ogres are rare and can only be found in the Wild Lands and in secluded parts of Thaing.

Orcs

STR: 5 **END: 7** **CUR: 2**
COR: 4 **INT: 1** **EGO: 5**
VIS: 3 **OLF: 3** **AUD: 8**
MAGICAL: N **MOVE: 22/14/-** **BPs: 5**

Orcs are a primitive humanoid creature that was created several thousand years ago by warring wizards in the Chak Pak. They were originally created to be quick breeding war-machines that could be rapidly trained and used in combat. A few survived the final war between the wizards and started their own civilization (if you dare call it that). Orcs care nothing of culture or intellectual pursuits; they only desire war and conquest. Orc settlements are simple structures holding hordes of Orcs and their slaves. The Orc race has 2 points of natural armor in the head and 1 in the chest. Their hands attack at -5 DFM in combat. Orcs live in almost every part of Anis, though they favor Squall and the Chak Pak.

Orc-magi

STR: 3 **END: 5** **CUR: 2**
COR: 4 **INT: 8** **EGO: 5**
VIS: 1 **OLF: 3** **AUD: 8**
MAGICAL: Y **MOVE: 20/13/-** **BPs: 4**

In the last years of the great Wizard Wars, Keylor the Great forged a new creature with his ungodly powers. He joined, in body and spirit, a savage Orc and a Grey Elf, creating the Orc-Magi. These creatures have the outward appearance of typical Orcs, but the fiery mystical blood of the elves surges within their veins; the Orc-Magi are a mystical race for the purpose of becoming a magic caster. Orc-Magi live amongst the Orcs and are usually chosen as shamans, medicine men, or even leaders. The Orc-Magi has no natural armor, and their hands attack at -6 DFM in combat. The



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Orc-Magi lives in all parts of Anis, but they favor Squal and the Chak Pak.

Pixies

STR: 1 **END: 1** **CUR: 4**
COR: 9 **INT: 6** **EGO: 4**
VIS: 7 **OLF: 3** **AUD: 4**
MAGICAL: Y **MOVE: 5/3/28** **BPs: 3**

Pixies are small creatures that appear to be half-human and half-insect. The race stands hardly more than a foot tall. Their body and head are that of a small green skinned men, but the creatures also sport small antenna, two large dragonfly wings, and insect multi-faceted eyes. Pixies are the only intelligent creatures that can speak both normal speech and Thras. Many pixies make their living as translators between Thras and other creatures. The race has no natural armor, and their hands attack at -12 DFM in combat. Pixies are endowed with magic and should be considered to be a mystical race for purposes of becoming a wizard. Pixies live in all parts of Anis, but favor warm climates.

Rabbitmen

STR: 3 **END: 2** **CUR: 1**
COR: 7 **INT: 5** **EGO: 3**
VIS: 6 **OLF: 8** **AUD: 12**
MAGICAL: N **MOVE: 35/10/-** **BPs: 4**

Rabbitmen look very much like common hares. The biggest difference between wild rabbit and the sentient race is the size (and the intelligence, of course), the latter can measure more than seven feet tall. Rabbitmen normally moves on all fours, but can jump for short periods of time on their hind legs. The Rabbitmen have a warm coat of white, brown, or black fur which affords it 1 point of natural armor in all areas. Rabbitmen automatically start with Running at +6 levels and Acrobatics at +2 levels. The creatures' hands attack at -10 DFM in combat. Rabbitmen live in all areas of Monokan.

Rammons

STR: 5 **END: 7** **CUR: 4**
COR: 5 **INT: 4** **EGO: 4**
VIS: 5 **OLF: 5** **AUD: 4**
MAGICAL: N **MOVE: 30/10/-** **BPs: 3**

Rammons are a close relative to the Minotaur except that Rammons have a head of a goat rather than that of a bull. Rammons have 2 points of natural armor in the head and 1 point everywhere else. The race can attack in close combat with their horns for a +1 DFM but doesn't gain the +1 to hit like the Minotaur. Rammons aren't a magical race and only a few of these creatures have ever become a wizard. Rammons live only in the Chak Pak and the skull Isles.

Ratmen

STR: 3 **END: 3** **CUR: 3**
COR: 4 **INT: 2** **EGO: 4**
VIS: 7 **OLF: 3** **AUD: 4**
MAGICAL: N **MOVE: 25/18/-** **BPs: 3**

Ratmen are small furry humanoids with the body and tail of a mean, nasty rat. They stand are four to five feet tall, with huge whiskers and a naked tail as third as long as their height. Ratmen excel in the arts of thievery, gaining +3 to succeed in all Criminal Skills. They also gain a +2 on all Critical Success rolls on such skills. Ratmen have 1 point of natural armor in all areas. The races taloned hands attack at -6 DFM in combat. The Ratman can be found in all regions of Monokan.

Rock Giants

STR: 9 **END: 10** **CUR: 7**
COR: 2 **INT: 2** **EGO: 4**
VIS: 4 **OLF: 5** **AUD: 3**
MAGICAL: N **MOVE: 30/20/-** **BPs: 3**

Rock Giants are massive humanoids standing anywhere from 9 to 12 feet tall. They resemble humans in all appearances except that their skin is thick as, some believe, rock. Rock Giants have 2 points of natural armor in all areas, and can smash and punch with its fists for +1 DFM in combat. The race lives only in secluded rocky terrain; they favor rather remote areas and only congregate during mating seasons and



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festivals. Rock Giants will on occasion live or travel in inter-racial groups, but on the whole the race feels inferior to the rest of the world and tends to live secluded lifestyles. Rock Giants live in Thaing and the Wild Lands

Satyrs

STR: 2 **END: 2** **CUR: 3**
COR: 7 **INT: 7** **EGO: 3**
VIS: 6 **OLF: 4** **AUD: 4**
MAGICAL: Y **MOVE: 20/8/-** **BPs: 4**

Satyrs are a mystical (magical) race that have the hind legs of a goat and the chest, arms, and head of a child. Some Satyrs have small goat horns sprouting from their foreheads, while others seem to have goat-like ears. The race is noted for its ability to play music and compose ballads of great emotion; all Satyrs start with +3 levels in Play Instrument and in Write Poetry. Satyrs can also talk to woodland animals (those normal animals found in woods and forests). Satyrs have no natural armor protection, and their hands attack at -10 DFM. Satyrs can be found living in Maldake, Throom, Theylar, and ever so rarely in secluded copses in the Wild Lands.

Saurigs

STR: 5 **END: 8** **CUR: 4**
COR: 5 **INT: 3** **EGO: 4**
VIS: 5 **OLF: 3** **AUD: 3**
MAGICAL: N **MOVE: 36/22/-** **BPs: 4**

Saurigs are cold-blooded reptiles that resemble the Centaur or Ursoid, except that its body is that of a gilla monster and upper half of a scaled human. Like the Centaur, the Saurig is a huge creature with the entire torso of a gilla monster; with all of its clawed four legs and long swishing tail. The Saurig then has the upper torso of a man, including his chest, arms, and head. This part of the Saurig is manlike in appearance except that its skin is snakelike. It has 2 points of armor in all locations, with hands attacking at -4 DFM. Its tail attacks at +1 DFM, but may attack only once per combat turn. The Saurig is not magical in nature, and few become wizards. They live only in the deserts of Squal and the hot wetlands of Throom.

Slidges

STR: 1 **END: 4** **CUR: 3**
COR: 5 **INT: 6** **EGO: 4**
VIS: 0 **OLF: 12** **AUD: 17**
MAGICAL: ? **MOVE: 4/6/-** **BPs: 6**

Slidges are large boneless amorphous blobs that resemble giant amoebas. The race is tinted red, black, or blue and is sometimes covered in long snakelike feelers. The creatures have several olfactory and auditory antennas poking from their constantly rippling bodies. The creatures have no natural armor and no hands. It can spit stomach acids from one of its many mouths. It has a range equal to that of a sling and a +8 DFM (use missile damage calculations). Slidges also can fit through the smallest of spaces, cracks, or holes since they have no skeletal structure and can change their bodies to any shape at will. The race can speak by burping gases through their many orifices, but it is hard to understand and any language is at -4 to succeed. It can speak its own special language flawlessly. Slidges never need to roll for Shock since they have no central nervous system. A Slidge also gains either the ability of magic or **double** the basic Hit Points.

Sprites

STR: 1 **END: 1** **CUR: 4**
COR: 6 **INT: 9** **EGO: 4**
VIS: 6 **OLF: 4** **AUD: 4**
MAGICAL: Y **MOVE: 6/4/30** **BPs: 3**

Sprites are a close relative of the Pixie but is not endowed with the speech of the Thras and the race is not so much like an insect rather more like small birds. Sprites have a slight yellow complexion and small feathered wings. The race can chirp and whistle as well as any bird and can be found in any large wooded area. The race are usually a lover of nature and will build their cities around towering trees or natural outcroppings, Sprites have no natural armor, and their hands attack at -9 DFM. Sprites are a mystical race for the purpose of becoming a wizard. Sprites can be found in Throom, Theylar, and the Wild Lands.



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Stone Giants

STR: 10 **END: 9** **CUR: 4**
COR: 2 **INT: 4** **EGO: 5**
VIS: 6 **OLF: 2** **AUD: 5**
MAGICAL: N **MOVE: 25/15/-** **BPs: 4**

Stone Giants are quite similar to Rock Giants but tend to be somewhat smaller. The races' complexion ranges from a dusty gray to muddy brown. They have a natural armor of 1 point in all areas except the head which they have 2 points. They attack in HTH combat at -2 DFM. A few breeds of stone giants can be found having a single curving horn growing from their forehead. Stone Giants gather in small towns made of huge slabs of stone and breathtakingly huge timber. Stone Giants live in Thaing, the Wild Lands, and Jeg.

Tafyboce

STR: 5 **END: 5** **CUR: 3**
COR: 4 **INT: 5** **EGO: 2**
VIS: 4 **OLF: 1** **AUD: 2**
MAGICAL: N **MOVE: 13/10/-** **BPs: 6**

The Tafyboce are aliens to Monokan. The creatures are a trimanius triped (three arms and three legged creature) with an inverted body, with their heads at the bottom and its stomach and groin topping their egg-shaped frame. Three long tentacles dangle from the creatures' bodies ending in three-pronged fingers. The races' feet are large mangled lumps that can propel the creature, surprisingly, quickly across the ground. The Tafyboce came to Monokan more than 9,000 years ago bent on total domination and conquest. As their starships blasted through the atmosphere, unknown energy beams that totally crippled their fleet hit them. Their initial probes hadn't taken serious the populations believe in a force called 'magic'. Today, the creature has lost all of its former memory of a star-faring culture and lives a life of barbarism and cruelty on Monokan. Tafyboce have 2 points of natural armor in all areas and can attack with their hands for a -5 DFM. The creature, of course, isn't a magical-race and none have ever become a wizard. Although barbaric, technology comes easier to them than any other race on the planet, and they will always gain the upper hand when dealing with such devices. Tafyboce need to spend only half as

much to raise technological skills. Tafyboce live only in Squal.

Tharcs

STR: 5 **END: 6** **CUR: 4**
COR: 8 **INT: 4** **EGO: 5**
VIS: 4 **OLF: 5** **AUD: 4**
MAGICAL: N **MOVE: 36/-/-** **BPs: 4**

Tharcs are a race of tall intelligent insectoid creatures with two arms and legs, and a tiny head with long antenna. Its body, segmented like that of any bug, has a crystalline carapace ranging from red to blue offering 1 point of protection in all areas. All Tharcs are independent thinkers, unlike the Thras. They can exist in the harshest conditions and have been seen in the arctic waste and in the great endless desert. The tharc starts with the BPs **Fast Draw** and **Jack of All Trades**, freely. Tharcs are not magical in nature, but some have become wizards. They attack at -3 DFM in combat with their pincher like hands.

Thras

STR: 1/7 **END: 6** **CUR: 4**
COR: 6 **INT: 7/1** **EGO: 5**
VIS: 6 **OLF: 8** **AUD: 4**
MAGICAL: N **MOVE: 22/5/-** **BPs: 4**

Thras are tall, intelligent insects that walk on two grasshopper legs. The race has four arms that end in eight stubby fingers, which can grab and manipulate objects. Thras heads are like that of praying' mantises with large sparkling insect eyes and vertical jaws. Topping the races' heads is three tiny antennas that are constantly twitching and sensing the surrounding area. Thras live in a strict caste system with Master-Thras and Warrior-Thras (sometimes referred to as drones or workers) composing the two elements of society. Master-Thras perform only administrative duties, never venturing far out of the hive or city complexes (except for a few misfit 'rogues'). The Master-Thras have a Racial Strength of 1 but a Racial Intelligence of 7. The Warrior-Thras serve the hive only as a protector and guard; it is not permitted, no matter how intelligent, to perform clerical or administrative duties—Warrior-Thras have never become a sage or wizard. Neither of the Thras is magical in origin. The Master-Thras are



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immune to psionic or telepathic attacks or probes. They have 3 points of armor in the head, and they attack in HTH combat at -10 DFM. The Warrior-Thras have a Racial Strength of 7 and a Racial Intelligence of 1. They can be harmed by psionic/telepathic attacks or probes as normal, but they have 3 points of armor in the head, 2 points in the chest, and 1 point in the arms and legs. They attack in HTH combat at -5 DFM. Both kinds of Thras can jump twice the basic jumping distances every third turn, and both are fragile to cold base attacks (double all damage).

Treants

STR: 9 **END: 8** **CUR: 1**
COR: 1 **INT: 8** **EGO: 1**
VIS: 6 **OLF: 6** **AUD: 6**
MAGICAL: Y **MOVE: 25/25/-** **BPs: 2**

Treants are intelligent plants that resemble any number of coniferous trees. Treants can easily blend into any forest on Monokan and in these situations the creature's Hide skill increases +5 levels. Treants stand anywhere from 10 to 20 feet tall. The race has 3 points of natural armor, and they are to be considered a magical race. Treants can attack with their huge flexible branches inflicting a +7 DFM. The race has no use of weapons, armors, or other materialistic objects. Three times a day, for up to an hour each time, the Treant can transform into a lithe, young humanoid (use Keltek statistics). This ability can be increased by 1 hour per 2 EXP spent in the ability. Treants can be found in all areas of Monokan.

Trolls

STR: 7 **END: 10** **CUR: 7**
COR: 2 **INT: 3** **EGO: 4**
VIS: 5 **OLF: 5** **AUD: 5**
MAGICAL: N **MOVE: 25/17/-** **BPs: 3**

Trolls are large cumbersome creatures with mottled green and black complexion, dark black or brown hair, and a maw filled with row after row of serrated teeth and fangs. Trolls have an intellect that fall between the Rock and the Stone Giant, but tends never to reveal that intelligence. It said that more Troll children die from abusive parents than all the Trolls that have died in all the wars ever waged. Trolls are taught

at an early age to protect their own interest and to kill anyone getting in their way. Trolls have no natural armor, and their hands attack at -5 DFM. Trolls have the Background Pick of **Regeneration** whereby it can heal in an hour what normally requires a day. Trolls live in all nations on Monokan, though they tend to live in Thaing, Amagon, and the wild Lands.

Troglodytes

STR: 8 **END: 6** **CUR: 4**
COR: 4 **INT: 1** **EGO: 4**
VIS: 6 **OLF: 1** **AUD: 3**
MAGICAL: N **MOVE: 10/5/-** **BPs: 5**

Troglodytes are smaller cousins to lizardmen, and live almost totally underground. Troglodytes have 3 points of natural armor, and their clawed hands attack at -8 DFM in combat. Troglodytes in general prefer to use weapons and bits of armor and in this way differ from their larger counterparts. With their massive strength, a Troglodyte is a gruesome foe to be reckoned with. Whenever exposed to strong light, like that of the noonday sun, all skills are reduced 3 Levels. Troglodytes live exclusively in Thaing; living in the hundreds of thousands of miles of caves, caverns, and unknown subterranean grottos.

Turtlemen

STR: 4 **END: 5** **CUR: 4**
COR: 5 **INT: 6** **EGO: 7**
VIS: 3 **OLF: 2** **AUD: 4**
MAGICAL: N **MOVE: 6/25/-** **BPs: 4**

Turtlemen resemble large tortoises that walk upright. The race has a large shell that acts as 10 points of natural armor in the chest only. Turtlemen will wear no other armor in the chest. Turtlemen rarely wear any clothing, but tend to paint their bodies in various colored pigments to accentuate their feelings and personalities. Turtlemen have small claws and medium sized beaks that they can attack for at -6 DFM. Turtlemen live in all warm climates, but tend to favor the coasts of Throom and Squal. Turtlemen are not a magical race, but many become scholars, sages, and acolytes.



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Unicorns

STR: 10 **END: 3** **CUR: 4**
COR: 4 **INT: 10** **EGO: 4**
VIS: 5 **OLF: 10** **AUD: 5**
MAGICAL: Y **MOVE: 60/30/-** **BPs: 3**

Unicorns are proud equine creatures that resemble a horse in all manners except for a shining straight silver horn that rests majestically on their foreheads. Unicorns are either colored white, if they follow the path of good, or black, if they follow the road of evil. The race lives only in quite restful areas, always far from large cities and population centers. Unicorns will only enter a city if they must, and finds the stench of city life sickening; a Unicorn caged or trapped in a city will take 1 point of damage every third day and it will not be able to heal this type of damage (as the skill Recuperation). Unicorns are one with nature and her animals and should be able to talk to normal woodland creatures (those found in typical earth-like forests). The race has no natural armor except that its horn is magical giving the head a natural armor protection of 15. The creature can use its horn to attack in combat at a +3 DFM, or Parry for 5 points. Unicorns will rarely wear any armor, and when they do will be only chain or plate. Unicorns are mystical creatures for the purpose of becoming wizards. The race lives only in Theylar.

Ursoids

STR: 8 **END: 7** **CUR: 5**
COR: 3 **INT: 3** **EGO: 3**
VIS: 4 **OLF: 6** **AUD: 5**
MAGICAL: N **MOVE: 50/23/-** **BPs: 3**

Ursoids resemble Centaurs in all ways except that its body frame is that of bears rather than horses. The Ursoids' upper half is covered in light brown to black fur and the head of the creature is more dog-like than human is. For countless generations Ursoids have been friends and mounts to elves in Theylar and elsewhere. The Ursoids have 2 points of natural armor in all areas except the legs that have 3 points. Ursoids will rarely wear fabricated armor. The large creatures can attack HTH with a -2 DFM in combat. Ursoids aren't a magical race for becoming wizards and with its generally low intelligence, only a few Ursoids take up the practice of spellcasting. Ursoids live in all areas.