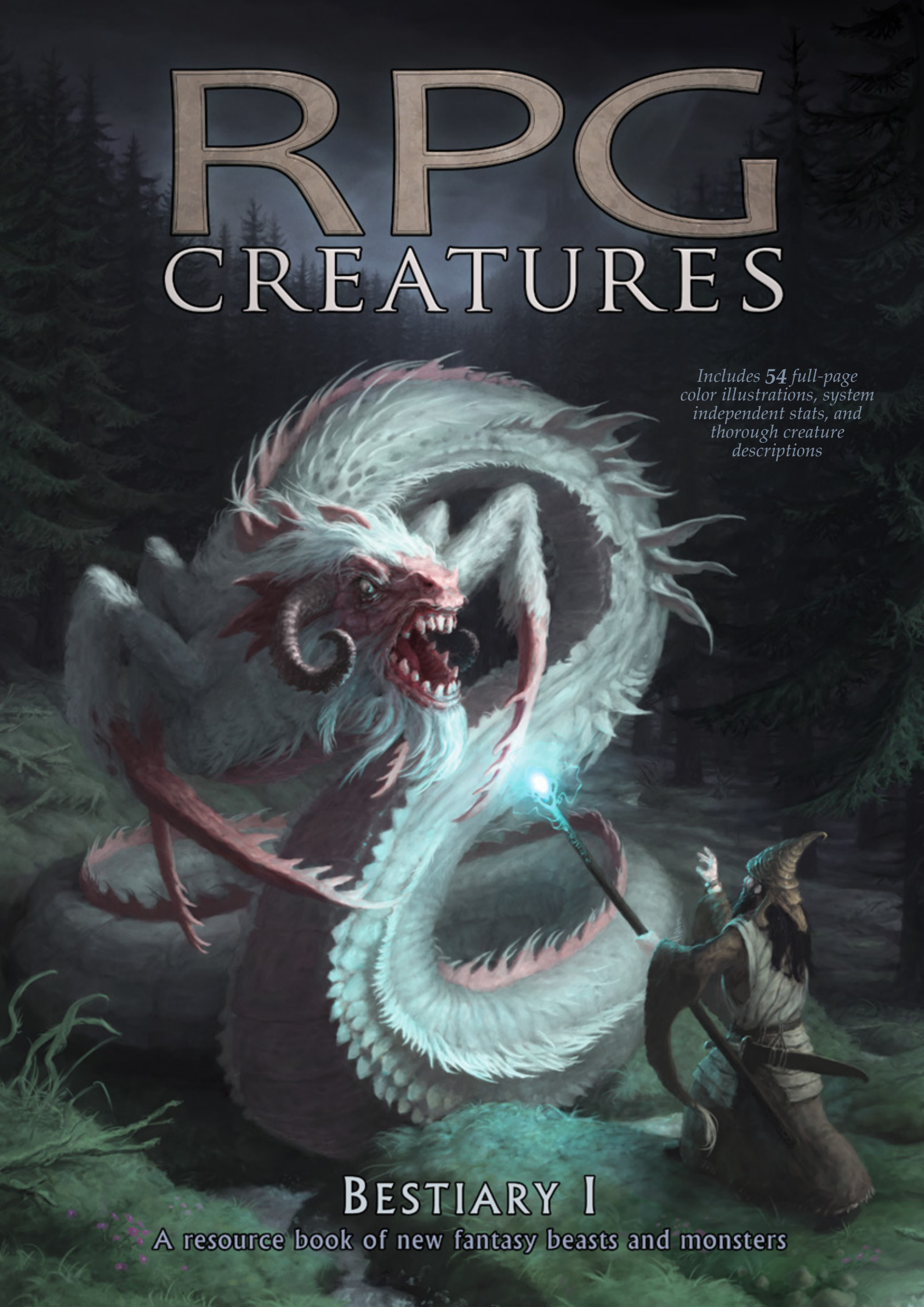
RPG CREATURES



Includes **54** *full-page color illustrations, system independent stats, and thorough creature descriptions*

BESTIARY I

A resource book of new fantasy beasts and monsters

RPG CREATURES

Bestiary I

Special Thanks To: Pär Norén, Herman Carlsson, Daniel Emgaard, Johan Axbrink, Stefan Brorsson, Hernrik Kvist, Anders Allgulin, Mattias Snygg, Tawron Dehwaro, my dear Ina and Anna, other family, and all the followers and visitors of the RPG Creatures online bestiary.

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Introduction

As I returned to fantasy illustration after a decade of abstract expressionism, I picked up the digital tools of modern day illustrators, and set off from scratch. While the fundamentals of painting were still there, I had to discover figurative art anew. Like in the old days I took an immediate liking to what had set me on the track of drawing in the first place – making and illustrating imaginary creatures.

The feedback I received from my artwork was good, but quite a few people also commented about the descriptions I added to my creatures. I have always enjoyed writing, and since I was painting a lot of monsters anyway, I thought; why not make a bestiary? My best chance of finding jobs that paid enough was to focus on creature-design anyway, and adding stats and descriptions came quite naturally, to a once ambitious Game Master. That's is the story of how RPG Creatures got started – the short version, anyway.

Having initiated carving myself a book of beasts, I decided to keep it free from the many aspects I personally disliked about bestiaries. There were to be no black oozes, bears, crocodiles, dinosaurs, or living floors in this collection of creatures. I decided to do my best with keeping the standard high, and make every life-form interesting in its own right. If I succeeded or not is up to the reader of my work so far, but I have made sure not to haste through any of these creatures.

The life-forms of this bestiary are not intended for any specific game-world. They are not meant to represent a single world fauna, and have no ambition of belonging to the same game reality, at all. These creatures were all created as single entities, available for Game Masters to pick from as they please, and to incorporate into the settings of their choice. Though they initially took form as Fantasy creatures, I can see many of them working in a Horror or Sci-Fi context as well.

Though the generic stats used, are more reminiscent of some games than others, I had no titles in mind when I wrote them. They look as they do because they made most sense to me that way, based on my own experience of role-playing games. I wanted stats that were easily understood, yet rather more interesting



than a 1-100% scale throughout. I encourage Game Masters to look at the stats as an extension of the descriptions. They are there to help visualize the creatures. When the time comes to bring them into your own game, and writing those system-specific stats, I think you will do better without consulting the figures here included. In case you are new to role-playing games, or have a special interest in creature data, there is a thorough guide to the stats on page 6.

RPG Creatures was started as on online bestiary blog in December 2009. The blog is still there, and though this book contains more creatures than its online counterpart at the time of writing, that might currently not be the case. Hopefully additional creatures have been posted, and even if the blog is not as carefully designed, and the illustrations not as large, it may be worth a visit. Only when another 50-60 creatures have been born will a second book be published.

When it comes to the art, I have aimed for clear and well-defined renderings of the creatures. Details, anatomy, and texture have been prioritized over postures, angles, and action. The backgrounds are mostly simple, mainly to save time, but also to put focus on the beasts. Still, these are creature illustrations and not blue-prints for 3D modelling, and I've done my best to add some mood to the images. I wanted the kind of rare compendium in which all the interior illustrations were given as much energy as the cover itself.

What I hope I have achieved is a collection of creatures that will inspire creativity, and make their way into many exciting campaigns. I can see them happening in dark and cozy rooms I'll never have a chance to visit – the sort of places where the air grows stale without anyone noticing, due to the excitement of being immersed in realms of endless adventure. Perhaps this book can kindle a spark of imagination, and ignite or contribute to the birth of such journeys. In any case I hope it will come to some use, and that a second bestiary will show up eventually.

Of the many creatures herein, I'd say the Jhorlar is my favorite. Something about that creature awakes me, and guides me back into the wonders of fantasy. I will let it symbolize what I attempt to attain when I paint these kind of motifs, and try to connect to that mesmerizing magic, which is so very hard to access. A few fantasy works reach that sense of genuinity, while the main majority merely imitate. I don't claim to grasp it very often, but with the Jhorlar something clicked for me. These may be fully individual emotions, but at least they keep me active, curious, and provide a goal which I will never risk fulfilling. To me, there is something deeply mysterious and strongly attractive to fantasy art and fiction. It contains a timeless dimension that contemporary stories rarely touches. While the element of escape is clearly there, it is also a tuning in, into a depth that is stimulating and developing to embrace. A successful bestiary can offer some of that. If this one can or not, only you can say, but I'll keep hunting for that stone of the philosophers, in this work, and in the next one, and in all other things I do.



So, here is my spell and best contribution to the now enormous and breathtaking library of fantasy lore. If you like it, make sure you visit **RPG Creatures** online. This is Bestiary I ...Enjoy!

- Nicholas Cloister

About the Stats

The creature data in this book has been shaped for easy access. Everyone with some experience of role-playing-games should be able to understand it quickly, and have little trouble translating it into their system of choice. Additional help has been added (in parenthesis) to directly guide readers unfamiliar with role-playing games. For those still confused, the following explanatory information may be of assistance.

GENERAL

CATEGORY: places the creatures in one of several categories, such as '*Reptile*', '*Plant*'. '*Undead*', '*Demon*' etc, and may give the reader some idea of where a creature belongs in the greater scheme of things. Unlike a scientific book of zoology, these categories are not to be taken too literally. We are dealing with imaginary beasts here, and some of them simply break the boundaries of real life biology.

TERRAIN: states in general terms, the types of climate, environment, or plane of existence that the creature is likely to be encountered in. Normally this coincides with its natural habitat, but there are exceptions.

FOOD: describes what kind of a creature we are looking at, when it comes to eating. Terms like '*Carnivore*', '*Herbivore*' and '*Scavenger*' are used, while the creature 'Description' typically gives a more detailed picture of feeding habits and diet.

AGGRESSION: gives some idea about the creature's temperament and level of aggression, ranging from *'Low'* to *'Extreme'*. *'Controlled'* means a healthy level of aggression, let loose only when necessary, or in exceptionally stressful or emotional situations.

SIZE: is put in height or length, whichever is most informative. If nothing else is stated a height value doesn't include antlers, tentacles, or other thin protrusions. The height of creatures naturally crouching represents the crouched state of the beast, while the length of a curled up snake for example informs of the full length of the creature.

NUMBERS: informs of the amount of creatures typically encountered, under normal circumstances. An additional parenthesized number states amounts possibly encountered in extraordinary or uncommon circumstances. Consult the creature's 'Powers' and 'Description' sections for further information.

CHARACTERISTICS

All attributes in this bestiary are based on **human stats ranging from 3-18** (3d6) in all characteristics. The strength of a Giant would be placed at 40-60 in this bestiary. While a Great Dragon would score 100 in Strength, powerful Gods or exceptionally huge creatures could be placed beyond 100. The scale used here isn't fully linear, and makes a curve which turns steeper as the values increase, especially beyond 50.

STRENGTH: represents the physical strength of a creature. This is the power of lifting and pressing. It doesn't include the mass of the beast, which could be put behind a charge for example, but states only the pure muscular power.

AGILITY: informs about the creature's ability to maneuver its body. How flexibly and swiftly does it move? How gracefully and simply can it dodge swords, spin around, or balance on a rope? The illustration and descriptive text of the creature will hopefully give some idea of what kind of agility the creature possesses. Some creatures may have fast and nimble digits to deal with tiny objects, while still moving rather sluggishly about.

ENDURANCE: can represent many things, but all have to do with the physical toughness of the creature. A high endurance may mean the creature can run for a long while before becoming exhausted, or that it can stand long hours of torture before yielding. The Endurance figure may inform about a creature's resistance toward poison or drugs, or how quickly its wounds heal. These traits may exist all together, but reading the 'Desciption' section will likely give some idea about the Endurance types of the specific creature.

INTELLIGENCE: states the creature's level of brainpower. How well can it solve riddles, how quickly does it process information, and how strategically can it act on a battle-field? Intelligence may represent how apt a creature is for dealing with advanced and powerful magic, how many languages it can learn, or how easily it picks up the etiquette and social codes of a newly encountered culture. A high level of intelligence doesn't necessarily suggest that a creature can do all of these things, but it will be better suited for those brain-demanding actions that are natural for its species, and more likely to learn new ones. Animals below human intelligence have been given the figure 1 or 2. The number 2 can be interpreted as the intelligence of a dog, while 1 represents more

instinctive behavior, like that of a beetle. 3 or 4 means a considerable jump in intelligence and a radical change in behavior, since the most witless of human beings are placed at 3. Intelligence comes in many forms, but a creature with an Intelligence higher than 2 considers its actions and weigh options on a conscious level, unless stupefied by hatred or similar emotions.

MENTAL RESILIENCE: indicates the stability of a creature's psyche. A resilient mind is not as easily charmed or hypnotized, and it can better withstand mentally straining situations, like the presence of demons, or keep up the spirit while outnumbered. A high number here means the creature is not as easily manipulated or controlled, and will generally endure a greater level of mental discomfort.

CHARM: is a mixture of looks and charisma. The number reflects to what degree the mere presence of the creature will generate positive attitudes toward it, and opinions about it. A very high charm value means a creature can get away with things less charming beasts couldn't, and that it can more easily persuade others to agree with its suggestions. If an ugly creature has a charm value that doesn't reflect its physical appearance, the creature is tricky by nature, and has powerful means of persuasion, or an unnaturally strong attractive presence, like vampires for example.

SPEED: is stated with a multiple, which gives a relation between the speed of the creature and a human being. *'Run x 2'* means the fastest of the creatures within the species can reach speeds that are twice of those achievable by the fastest human beings. Flying speeds are compared with an eagle, since humans don't fly much.

MAGIC POWER: is primarily a figure which represents how much magic a creature can use before it becomes magically exhausted. A high value means the creature can throw many simple spells or a few high-power spells before it runs out of Magic Power, for the time being. The figure is also (normally) an indication of how powerful a magic-user the creature is. A human low-level wizard with an intelligence of 16 would have a Magic Power of 16 in this bestiary, but could gain a lot more with experience. An ancient Dragon would have 100 in Magic Power, while Greater Demons and Deities could go beyond that. The systems of magic used in games differ a lot, and these numbers are only general guidelines to the magical abilities of the creatures in this book.

HIT POINTS: indicates how much physical damage a creature can suffer before it dies. Some creatures are less sensitive to pain and stay on their legs longer than others, but when the hit points reach zero, the creatures die nevertheless.

PROTECTION

AVERAGE: is a general figure that summarizes the overall natural protection of the creature, which could be made up of thick hide, shells, horns, scales etc. Some game systems don't use specific hit zones, and this figure is mainly intended for those.

ARMS, LEGS etc: informs of the protection value for the specific body part. A high number indicates strong natural armor. Human skin is 0, and a bull's hide is 2.

ATTACKS/DAMAGE

In this section the natural weapons of the creature can be found, as well as their ability to cause injury to other life-forms. The scale and form of the weapon has been taken into account, with only minor values added for creature weight, speed, and strength. In some cases specific information is available for charging, or swooping (for example), but if a more realistic account of the physical force behind an attack is desired, these figures should probably be modified for some creatures. Though the number and types of natural weapons are stated here, the actual number of attacks possible in any given round or situation is not.

POWERS/EFFECT

Here is described the special powers available to all creatures within the species. These are typically innate abilities, but they may also be spells or skills learned or acquired at an early age. Further information regarding these powers is often given in the 'Descripion' of the creature.

DESCRIPTION

This is the main descriptive section, but can be confusing if read by itself. In some cases the creature's background may crash with the background of the specific game-world or setting. In such cases, and all other cases for that matter, the Game Master should feel free to reinvent a more suiting creature story for the campaign at hand. Like all other parts of this book the descriptions should be read as a source of inspiration and possibilities. If you miss any desired piece of information, you know what to do. The fate of these creatures is now in your hands. Have fun with them!


Dharkhanian

Dharkhanian

GENERAL

CATEGORY: Two-legged mammal *(Demonic origins?)*
TERRAIN: Any dark woodland, preferably damp
FOOD: Carnivore
AGGRESSION: Normal/Extreme (see 'Description')
SIZE: 6' 5" (195 cm)
NUMBERS: One or several groups of 1-10 male

CHARACTERISTICS

STRENGTH: 11-24
AGILITY: 12-15
ENDURANCE: 15-20
INTELLIGENCE: 3-11
MENTAL RESILIENCE: 3-18
CHARM: 1-2
(If stats of humans range from 3 to 18)

SPEED: Run x 1,5, Climb x 3
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 12-16
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 4
CHEST: 3
BACK: 4
UPPER ARMS: 2
LOWER ARMS: 4
UPPER LEGS: 2
LOWER LEGS: 4
WING MEMBRANE: 1
(If Full Plate Armor is 10)

ATTACKS/DAMAGE

2 CLAWED HANDS: 2-5 (see 'Powers')
1 WEB PROJECTILE: 4-8
(If a Long Sword causes 1-8 points of damage)

The Dharkanian should hit rather easily with its arms, and has a lesser chance of hitting with the deadly web projectile, unless the player is held (see below). Dharkhanians have two claws at the end of their powerful legs, but they never use these for fighting.

POWERS/EFFECT

BARBED HANDS: When it manages to hit and wound there is a 50% chance that the Dharkhanian's hand sticks to the player. If so it will inflict another 2-4 points of damage every round it remains stuck. (If the game has rules for grabbing/wrestling etc these could be used here.) The Dharkhanian will try to get both its barbed hands attached to the victim to make sure its web projectile hits in the chest or face point-blank. If the Dharkhanian manages to get both hands attached to the player the projectile will hit automatically with full damage. Victims should make a roll based on strength to break loose, or attack to hit the Dharkhanian's arm. A successful hit will make the creature let go, temporarily that is.

SWOOPING ATTACK: The Dharkhanian has the ability to glide through the forest, if starting from a height, such as a tree or a cliff. In combat this can be used to get close to prey, and as an element of surprise. Add 1-4 points of damage to the claw attacks if they are combined with a swooping attack.

DESCRIPTION

Dharkhanians are dark creatures that live in damp and murky forests, preferably up in and near large trees. Like spiders they have the ability to produce vast amounts of web at great speed. The web is shot out through a hole in their chest, quick enough if needs be, to be used as a projectile in combat. Normally the Dharkhanian generates great tangles of these webs to make for a chaotic and sticky mesh between the trees of the forest. The web itself is not a dead substance but alive. It can't move about, but is able to quiver and curl up to some extent. It can also project sharp needles and does so when touched. When able it injects a potent chemical substance into the prey, which quickly changes its cell structure. The needles only do 1-2 points of damage, but any life-form infected by them will have its body odor changed for up to seven years. So even if able to break loose, the unfortunate one could be in some trouble. The special scent attracts the attention of the Dharkhanian who will hunt down whatsoever has made contact with their webs. From that moment it is considered food, and will be killed on sight. The Dharkhanian is only a moderately hostile creature, but becomes extremely aggressive toward all creatures that have been infected by its webs. It can sense this scent from fifteen miles away, and will track it whenever it is detected. The special nasal tube on the Dharkhanian's head is sensitive

enough to determine distance as well as direction. The creature hunts in groups of 3-10 males, and is known to spread out and to co-operate for tactical advantage. Once killed or captured a Dharkhanian does what spiders do and weaves a great jumble of webs around its prey, unless hungry, to save it for later. It doesn't prepare its food in any way, but eats all kinds of meat untreated, alive as well as dead.

The Dharkhanian female is somewhat smaller in size, slightly less muscular, and doesn't partake in any killing, unless attacked, or defending the offspring. They reproduce at human speed but have twins and triplets more frequently. How the young are tended is unknown, but they likely stay well protected in the big, but disorderly web structures which the Dharkhanian builds for shelter high up in the trees. Dharkhanian have occasionally been found hanging upside down from the lower parts of these nests, but only does so when anticipating possible prey. Sleeping is done inside during daytime, while hunting and other activities take place at night, unless the webs are disturbed at other hours. The Dharkanian care nothing for treasures or material possessions, but usually dispose of skeletal remains (which may include outfits and gear) in a large hole, made especially for the purpose, and usually located in the vicinity of the nest.

This creature has a fearsome look and spreads a foul stench. It is suggested that it might originate from some darker plane of existence, but the biology is basically mammal, with some bird-like features. It has good eye-sight and perfect nocturnal vision. The many ear-holes located right behind its eyes provide good hearing. Usually it stays close to its home, but in times when food is scarce, it has been known to roam and explore. The Dharkhanian has no known language but communicates through series of nasal grunts or moans, as well as through flapping with the split upper lip. If left alone it lives to be about 50 years old, and it keeps up a good physique right up until the end. Dharkhanian nests can contain anything from a few families to hundreds of creatures. They have no culture to speak of, though simple items of use have been found. The webs have several uses, but are primarily utilized for hunting and marking the territory. They can spread out for miles from the main nest. The groups are typically controlled by a large and dominant male.

Mon'thoris

GENERAL

CATEGORY: Mammal
TERRAIN: Any salty or brackish water
FOOD: Omnivore
AGGRESSION: Normal
SIZE: 26 feet (about 8 meters) long
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 35-45
AGILITY: 15-24
ENDURANCE: 15-24
INTELLIGENCE: 7-8
MENTAL RESILIENCE: 18-24
CHARM: 2-5
(If stats of humans range from 3 to 18)

SPEED: Swim x 10, Crawl x 1
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 42-52
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 6
HEAD: 7
BELLY: 5
BACK: 6
FIN LIMBS: 3
CLAWS: 6
TAIL FIN: 4
(If Full Plate Armor is 10)

ATTACKS/DAMAGE

1 TAIL: 2-12
1 BITE: 2-6
2 FINS: 1-6
4 CLAWS: 1-6
(If a Long Sword causes 1-8 points of damage)

Mon’thoris



The Mon'thoris will try to keep enemies off by using its powerful tail. Only when necessary will it fight with its fins, claws and teeth. The claws are normally used for cutting seaweed, opening great clams etc, and the mouth for eating, rather than fighting.

POWERS/EFFECT

TELEPATHIC RAY: The Mon'thoris has the ability to invoke fear into an enemy, by using its telepathic abilities. If there is a spell called fear in your game, it could be used to determine this power. Otherwise it should lessen the player's chance of succeeding with any attack or action against the Mon'thoris by 10%-30%, depending on the outcome of the saving throw vs Mental resilience. The effect lasts for as long as the creature is within the range of any sense perception. The telepathic power of the Mon'thoris can also be used to bring a great joy or delight to any intelligent being. This will increase by 20% the chance of succeeding in all throws that are dependent on confidence or morale.

DESCRIPTION

The Mon'thoris is a rare creature that spends most of its life underwater, in the great seas of the world. It is intelligent and can communicate by telepathic suggestions and images, thus getting across simple messages like '*come with me*', '*stay where you are*', and '*leave this place*'. Normally it lives a very solitary life and mates only at a full solar eclipse. It can live for several centuries, and feeds mainly on fish and various types of seaweed.

Being a mammal the Mon'thoris breathes air and must surface regularly. It can hold its breath for up to an hour if need be, but will drown if trapped under water. It can crawl slowly across land, but will not leave the water unless in great peril. Male and female look essentially the same, and act alike when encountered. Usually the Mon'thoris will avoid contact with human beings, but at times they could become curious of those who venture into the depths. On rare occasions these creatures have been known to join forces with other intelligent powers of the sea. They would do a great job as guardian creatures, but are far too clever to be trained like dogs. Rather, they should be treated kindly, or a fierce foe is to be reckoned with.

The brain of the Mon'thoris is protected by hard bone, but is highly valuable to those who know how to treat it. Great potions of various effects can be produced from extracting the interiors of the Mon'thoris's skull. The creature has the power of reading the mind of any intelligent being (no saving throw allowed), but it can only see long-term plans, dreams etc. It therefore has no use for this ability when fighting. Also, this water beast is sensitive to vibrations, warmth, and electrical fields in the surrounding water, so there is really no way of surprising it.

When inactive the Mon'thoris might rest near the surface hidden by seaweed, but the perfect place for this mammal to make its "home" is in a cave filled to the half with water – a great cave accessible only by the sea. When dying the Mon'thoris takes a deep breath and heads willingly toward the dark depths. They use no sounds for communication, but at this rare event they are said to sing, much like the whales of the old world.

Nordjarimm

GENERAL

CATEGORY: Magical creature
TERRAIN: Any
FOOD: Carnivore
AGGRESSION: Normal/Controlled
SIZE: 6' 3" (190 cm) at the head
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 15-22
AGILITY: 12-15
ENDURANCE: 13-18
INTELLIGENCE: 17-24
MENTAL RESILIENCE: 15-24
CHARM: 13-18
(If stats of humans range from 3 to 18)

SPEED: Fly (eagle x 2), Run x 1,5
(Multiple is times human speed)

MAGIC POWER: 50-100
(Ranges from 0-100)

HIT POINTS: 24-28
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 3
BODY: 3
WINGS: 2
LEGS: 3
TAIL: 2
(If Full Plate Armor is 10)

ATTACKS/DAMAGE

2 TALONS: 2-5 (+ 1-6 of frost damage)
2 TAILS: 1-6
1 BEAK: 1-4
(If a Long Sword causes 1-8 points of damage)

When fighting, the Nordjarimm primarily use magic, but when forced to physical combat they will try to stay airborne (out of range) and lash about with the long double tail. When on the ground or when facing other flying opponents they will also use their talons and beaks, if currently unable to cast spells. See 'Powers' for more info. (Swooping can increase damage by 1-4.)

POWERS/EFFECT

FROST: The Nordjarimm can create frost magic instantly with its talons at any time, without using Magic Power. This is an innate ability that does 1-6 points of extra damage whenever it strikes with the talons.

MAGICAL COLD: Instead of physically attacking, the Nordjarimm can cause a magical cold to spread through any firm surface (ground, stone, wood etc) over a circular area up to 50 feet (15 meters) from where it stands. This restults in 1-4 points of damage every round to all in contact with the area of effect (unless immune to cold) for 1-10 rounds, which is the duration of the spell. This magic is also natural, can be repeated any number of times (no double effect), without reduction of Magic Points for the Nordjarimm.

FROST MISSILE: If not attacking any other way, the Nordjarimm can produce and throw two frost missiles with its tails. The missiles can travel up to 100 yards (90 meters) and do 2-4 points of damage each. A hit roll is required. Like the others above, this power is unlimited in use. (The chance of hitting is not stated here, because of the great variety in rpg systems.)

DESCRIPTION

The Nordjarimm is a magical creature. The origins of the species is clouded, but according to the Nordjarimm themselves; they were created by a powerful Mage a long time ago, in the mythic past of the world. How many of them still remain is uncertain, but only one hundred were originally created (if these creatures are to be believed). The Nordjarimm cannot die, unless slain. They need not feed, but do so anyway to stay alert, and to avoid the drowsiness that otherwise beset them. The creatures have no genitalia and lack the power of procreation. There are no young. All were created as adults, and all are untouched by aging. Very little differ in appearance between one Nordjarimm and another.

These creatures are highly intelligent and natural magicians. Every individual has a will and a personality of its own, but there is one goal that unites them – the quest for further magical power. Why the Nordjarimm searches ever for higher levels of magic is unclear, but some suggest they look for a means to reproduce. Whatever the reason, the Nordjarimm act individually and will fight others of their species if necessary. The hunt for the arcane knowledge of magic is what drives them, and they will use many different methods to reach it.


Nordjarimm

It is not uncommon to find the Nordjarimm in the company of wizards, and other powerful beings of the world. Whatever gives them access, or hope of access, to new magic is part of their agenda. They are not in a hurry, and are masters of long-term scheming. This doesn't necessarily make them false, or untrustworthy. Like master politicians they do not need to lie to get what they desire. Most Nordjarimm avoid killing and hurting the innocent. They do not however hesitate to remove wicked beings or other evil forces that come in their way.

All remaining Nordjarimm have lived for a very long time, and possess great knowledge of magic. The power to create frost and cold is theirs from the beginning, but they may know any number of spells, including the most powerful kinds. Exactly what spells any specific Nordjarimm has mastered is up to the Game Master, but their long life-span and their magical nature should be taken into account.

The Nordjarimm can dwell and live anywhere, but prefer a base in the mountain peaks, above snow level, where they might have a cultivated cave, a small castle, or even a stronghold. The creatures care nothing for political power or dominion (as such) but are interested in protecting gathered scrolls, and magical items. Nor are they really interested in gold or treasure, but can hoard any kind of valuables to be used as bribes, or to purchase information/access. The Nordjarimm may gather followers and guards, and at times they might serve others for personal gain. They speak any number of languages and are well versed in the various cultures and societies of the world.

Marajack

GENERAL

CATEGORY: Reptile
TERRAIN: Any dark and damp
FOOD: Carnivore/Omnivore
AGGRESSION: Normal/High
SIZE: 1-2 feet (30-60 cm) tall
NUMBERS: Up to thousands

CHARACTERISTICS

STRENGTH: 4-5
AGILITY: 11-15
ENDURANCE: 15-24
INTELLIGENCE: 1-3
MENTAL RESILIENCE: 1-3
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 1,2, Swim x 1
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 4-7
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 6
BODY: 6
BELLY: 1
(If Full Plate Armor is 10)

ATTACKS/DAMAGE

1 BITE: 1-4
4 CLAWS: 1-4
(If a Long Sword causes 1-8 points of damage)

When standing, the Marajack will attack only with its front claws and mouth. In water, or when clinging to a victim, the creature will attack with all limbs if possible.

POWERS/EFFECT

OILY JET: The Marajack has the ability to spurt out an oily substance through its hollow tongue. The consistency of the black substance can be controlled by the creature, and is used for many purposes. It can be shot out to temporarily blind a creature, or gushed out to make the ground slippery when the Marajack is chased. It is also used to spray down birds to hinder them from flying, and to make the Marajack slimy to reduce its



Marajack

chance of being caught. The double jet can reach up to 20 feet (6 meters) from the creature's mouth, and a single creature can create quick puddles covering up to 10 x 10 feet (9 sq meters). It can use this ability two times a day, or four times a day when applied sparingly. If a victim is hit (in the face) by a jet, he or she will be blinded for 1-4 rounds. If moving quickly through an area covered with the oily substance, a successful saving throw vs Dexterity should be made to avoid falling.

DESCRIPTION

The Marajack is a quick reptile that moves about with little support from its front legs. Descendants of a creature living only in the watery darkness of deep grottos, this reptile has transformed to survive basically anywhere. Like its ancestors though, it is drawn to water and prefers the dampness of the underground. Completely blind, the Marajack has developed an incredible sense of smell. The forked tongue, which moves constantly in and out of its mouth, can even sense vibrations in the surrounding air. This ability is so finely tuned that the Marajack navigates in complete darkness just as well as any seeing creature would in the day. Typically these reptiles live in riverbank hollows and dark humid caves. Their favorite food is fish, a trait that has drawn them also into human settlements. In the long winters, when the inland waterways freeze, some move down along the rivers to discover the wealth of the human city. Especially coastal towns are prone to these creatures, and when they arrive it is no less than a curse. As long as the sewers and catacombs are full of rats, and gulls are still there to compete for the fish, they will barely be noticed. But when the fishermen start guarding their haul more closely, and when the rats and sea-birds are gone, the Marajacks take to the streets for food. At night they will move up in great numbers and some bolder individuals even in the day. At such a point pets and young children should be carefully looked after. A Marajack female produces between 10 to 100 eggs in a year, depending on the abundance of space and food in the area. When times are good the young will be many and reach adulthood in a couple of months. A plentiful year followed by a bad one is bound to bring a lot of Marajacks to the surface.

A starving Marajack will eat almost anything and is highly aggressive. With tough bodies covered in hard slippery scales, these creatures are notoriously hard to catch and kill. Their main weakness is that they lack the soft and silent movement of the rat, and will produce an audible clatter when moving on cobbled streets, for example. Though small, they can jump really well and will usually find a way to upper floors and roofs if need be. Should a Marajack loose its tongue it will become totally disoriented and a very easy target, but otherwise it takes a lot of skill or cunning to defeat them. They do have some fear of fire and intense heat, but it will not stop these reptiles for more than a couple of minutes. Then the hissing noise of the creatures will recommence with even more fervor and the fire jumped through if need be.



Ra'Khuni

Ra'Khuni

GENERAL

CATEGORY: Mammal
TERRAIN: Sandy deserts
FOOD: Omnivore
AGGRESSION: Normal/Extreme
SIZE: 6' 5" (195 cm) upright
NUMBERS: 3-20

CHARACTERISTICS

STRENGTH: 17-24
AGILITY: 12-18
ENDURANCE: 14-20
INTELLIGENCE: 1-3
MENTAL RESILIENCE: 2-6
CHARM: 1-4
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Swim x 0,5, Climb x 2
(Multiple is times human speed)

MAGIC POWER: 5 (to 20)
(Ranges from 0-100)

HIT POINTS: 16-23
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 4
CHEST: 2
BACK: 4
UPPER ARMS: 2
LOWER ARMS: 4
LEGS: 2
TAIL: 3
(If Full Plate Armor is 10)

ATTACKS/DAMAGE

2 FISTS: 2-6
1 TAIL: 2-8
1 BITE: 1-3
(If a Long Sword causes 1-8 points of damage)

The powerful arms and fists of the Ra'khuni are its weapons of choice. When truly threatened it will also swing about with its long tail and bite at its opponents. The tail does more damage than a single fist, but is more easily dodged. The Ra'khuni avoids risking injury to it.

POWERS/EFFECT

SUMMON SAND VORTEX: The Ra'khuni has discovered the secret of the sands, and possess the ability to magically awaken it. Through rhythmically beating its fists and tail into the sand, it can cause it to rise and form a violent vortex. The vortex is about 10 feet high and 4 feet wide (3 x 1, 2 m), travels at twice the speed of a man, and lasts for 1-10 rounds. It is controlled by the will of its creator. The sands blind those in it, and do 1-2 points of damage per round to any unprotected skin. The victim should also make a Dexterity roll each round to keep standing. Bows become virtually useless, and all other attacks are made at -2. At times several Ra'khuni join together to create a single and greater vortex. These whirling storms blind all things within them, can (Game Master's choice) cause permanent eye-damage, peel off skin and clog up the ears to reduce hearing. The size of the storm increases by an additional 10 x 4 feet for every extra creature partaking in the summoning. Damage increases by 1 point per every five Ra'khuni and the Dexterity check should become harder with vortex growth. This elemental earth magic can be used once a day.

DESCRIPTION

The Ra'khuni is an ape creature dwelling in the sandy deserts of the world. Here they travel around like nomads to find what food and water there is, but can settle for some months in the same location. They live in groups of five to twenty adults, with about a third as many young. To protect themselves from the cold of the night and from the burning sunlight of the midday, they dig out holes and tunnels in the dunes. These are very simple but usually have separate rooms for sleeping, storing food, and defecating.

On the back, tail, lower arms, and head of the Ra'khuni there are tough, pointy, leathery outgrowths that can store fat and water. The colors of these lumps vary from ochre to deep red. Saturated colors mean a higher place in the group hierarchy, and are also an indication of the level of venom in the outer skin. The pointy shape and poison of the outgrowths prevent the Ra'khuni from being eaten by larger desert predators, and can also be used as a trap. These apes have been discovered semi-buried in the sand with only the very tip of their backs protruding from the surface. This technique can be used to protect the entrance of their temporary lairs, or when hunting in narrow passes. The venom is deadly, but the Ra'khuni themselves are immune.

The creatures can walk for weeks without food and water if properly prepared. They seek nothing in life, but can be temporarily enchanted by shiny objects, and might drag on a necklace or carry random treasure. In extremely hot summers they have been seen in the outskirts of human civilization, looking for food, but the main cause of conflict with these creatures is when trespassing through Ra'khuni territory. The territorial instincts of the Ra'khuni are strong, and the level of aggression displayed toward intruders knows no boundaries – a potentially dangerous trait, since the territory changes as the desert apes move along, and thus change the borders of their claimed domain.

It is said that in the past the shamans of nomad people learned from the Ra'khuni the secrets of the sand. Some of these secrets supposedly went beyond summoning the sand vortex. Legend has it that a few of these apes could turn into sand at will, and move about unobstructed through the desert dunes. A sandglass made from a Ra'khuni trapped in that form is said to hold the strangest and most remarkable powers. No one knows very much about these creatures, but it is true that they lived and walked the sandy realms ages before the dawn of man.

The Ra'khuni can live to be 50 years old. They use gorilla-like grunts and their long tails for communication, enabling them to communicate silently and when partly hidden. They prefer meat but eat everything edible, including cadaver. The females are slightly smaller, not as bright in colors, and not quite as poisonous. As young they can be held as pets, but a mature Ra'khuni will inevitable feel the call of the desert wild, and rebel fiercely against any master.

Lammathen

GENERAL

CATEGORY: Undead / Magical
TERRAIN: Deep woods
FOOD: None
AGGRESSION: Varies
SIZE: 8' 8" (264 cm) at the head
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 20-25
AGILITY: 5-10
ENDURANCE: 20-25
INTELLIGENCE: 15-18
MENTAL RESILIENCE: 3-25 (varies)
CHARM: 1-3
(If stats of humans range from 3 to 18)

SPEED: Run x 1,5
(Multiple is times human speed)

MAGIC POWER: 50-60
(Ranges from 0-100)

HIT POINTS: 40-50
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 6
CHEST: 4
BACK: 6
FRONT LEGS: 6
BACK LEGS: 6
(If Full Plate Armor is 10)

The Lammathen can only be wounded by silver or magical weapons. With silver its legs can be broken, and the head can be crushed or severed, but only the spirit core of its chest is prone to actual wounding, and termination.

ATTACKS/DAMAGE

2 CLAWS: 1-4
2 HOOVES: 2-7
1 BITE: 2-6
(If a Long Sword causes 1-8 points of damage)

The Lammathen tends to avoid physical combat, and uses primarily spells and special abilities to fight its opponents.



POWERS/EFFECT

CONTROL WOODLAND CREATURES: Though undead the Lammathen retain their ability to control the nearby woods at will. This power includes summoning and mastering all non-intelligent creatures in the vicinity, including everything from flesh-eating plants, to insects and greater beasts like bears and reptiles. The Lammathen do this instantly and without effort. Every living thing with the ability to move, within four square miles (10,5 square kilometers), is affected and follows the will of the Lammathen with no consideration for self preservation. This doesn't include the pets of player characters, or creatures temporarily visiting the area. Druids, rangers and other classes related to religion and nature can be given a chance of turning hostile creatures.

CREATE DARKNESS: This spell-like ability is also managed at will and generates a dense, black, and eerie mist that also covers four square miles. All rules applicable to blindness should be used here. The mist goes from light to fully blinding in one minute and stays as long as the Lammathen desires or lives. Spells creating winds and similar effects may be used to lessen the impact of the darkness.

DESCRIPTION

Initially blessed and wondrous creatures of the deep woods, much like the Unicorns, the Lammathen are now a twisted version of their former selves. It is said that once, a long time ago, a great power managed to win their trust and lured them out of the woods to aid in what seemed a noble cause. Betrayed and vulnerable outside their natural habitat all the Lammathen were horribly slain.

Being magical in nature the creatures never really died. One year after their doomsday all the Lammathen arose from the dead, and made their way back into the core of the woods in great confusion. To this day the minds of the Lammathen are trapped in their dark fate. They live on but with no real purpose. Befuddled and saddened they keep mostly to themselves. Schizophrenic and frightened they are fickle and erratic. Some days they remember their nature, and do what they can to keep the forest alive, and free from dark powers. While other days they charge all that come in their way and unleash mighty spells of darkness, learned from their time among the dead. Vengeful without an enemy to absorb their aggression, the Lammathen are thrown at times into a state of agony, pain and great fury.

Exactly what kind of spells the Lammathen knows, and remembers, on any certain day is up to the Game Master. It is suggested that they are a combination of druid-like healing and elemental spells, and death-related spells of destruction and summoning. Whatever the choice they should preferably reflect the two-sided temperament and tale of the Lammathen.

The Lammathen are drawn to, and intimately connected to the very center of the forest where it lives. A forest with a Lammathen at its spiritual heart is basically reflecting the creature's mood. As centuries pass, the woods turn ever more into the likeness of its Lammathen guest, and such forests turn hazardous and chaotic, especially near the Lammathen lair. This is usually close to a dark pond where the creature can mirror itself to be reminded of the truth of its story.

The creatures don't eat. They seek nothing but peace of mind, and true death. They find no likeness in other undead, and avoid mingling in the affairs of others. They might interfere with interests entering their woods, but what cause of action they'd take is very uncertain. The only way to destroy a Lammathen is to stick a powerful weapon of silver or magic into its glowing chest. As long as that spark of unnatural life still remains, the Lammathen will find no rest. Even if destroyed, it is uncertain if the Lammathen stays among the dead for very long.

Jarma-Loh

GENERAL

CATEGORY: Two-legged mammal
TERRAIN: Any
FOOD: Omnivore
AGGRESSION: Controlled
SIZE: 4-5 feet (120-150 cm) tall
NUMBERS: 1-20

CHARACTERISTICS

STRENGTH: 3-13
AGILITY: 6-24
ENDURANCE: 3-20
INTELLIGENCE: 6-18
MENTAL RESILIENCE: 6-18
CHARM: 3-18
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Swim x 0,5
(Multiple is times human speed)

MAGIC POWER: 5-10
(Ranges from 0-100)

HIT POINTS: 3-13
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 3
BODY: 2
(If Full Plate Armor is 10)

The Jarma-Loh have a thick fur and hard skin for natural protection. In addition to which they can wear armor of any kind, but usually stay away from the heavier sorts. They typically prefer swiftness and agility to a cumbersome defense.

ATTACKS/DAMAGE

1 ANTLER GORE: 1-4
2 FISTS: 1-3
2 KICKS: 1-4
1 BITE: 1-4
(If a Long Sword causes 1-8 points of damage)

The Jarma-Loh have several natural weapons but will use these only when no actual weapons are available, or when an armed attack is uncalled for, like in a common street brawl. In non-lethal situations they avoid goring and biting their opponents. The Jarma-Loh are civilized creatures that normally try to blend in with the civilization at hand.

POWERS/EFFECT

SCENT OUT MINERALS: The ability to actually smell out minerals from a distance is unique to the Jarma-Loh. It can determine the location, type, quality, and amount from about 200 yards. The creatures are often hired by mining-companies and many Jarma-Lohs start mining operations themselves.

UNDERSTAND LANGUAGES: Though normal learners when it comes to language, the Jarma-Loh have an eerie power of understanding what's being said, even though they do not speak the language in question. If a test roll of intelligence is successful 10-50% of what's being said will be understood by the creature. If the roll is really good, the full meaning of what's said will be comprehended. This ability may only be used once a day per conversation or speaker.

LEARN MINOR MAGIC: Jarma-Loh can learn simple magic, no matter what their choice of profession. This is an innate understanding of "survival magic", like starting fires, opening locks, ventriloquism, eavesdropping, and producing minor illusions. Exactly what kind of spells should be regarded as minor is up to the Game Master, but shooting fireballs, and summoning elementals are definitely out of the intended range.

DESCRIPTION

The Jarma-Loh have no culture or civilazation of their own. If there was once such a thing as Jarma-Loh societies they are now gone, and the race is scattered. Most live by themselves, while others group together in families or small clans.

The creatures have a human level intelligence and a corresponding emotional life. What differentiates them from human beings is primarily that they are quite happy by themselves, and don't mind being scattered as a race. Nor do they react nearly as strongly to mockery, harassment or even persecution, which they are quite used to. The Jarma-Loh are hardy survivors that never misses an opportunity, and most of them do well in life. Secondarily they differ from humans in their strong desire for treasure and riches. Few Jarma-Loh prioritize

Jarma-Loh

any other goal in life than wealth. Gems especially draw their attention, and with their ability to sniff out every kind of mineral, they usually find them. This obsession with treasure draws many Jarma-Loh into thievery, and excellent thieves they do make. Their short stature and agile bodies are perfect when sneaking through the darkness of night. Most Jarma-Loh also have a natural nose for business and are quick at picking up social codes and etiquette. There have been more than a couple Jarma-Loh serving as royal advisors and agents.

Perhaps it is the lack of a culture of their own that make the Jarma-Loh so keen on achievement and wealth. Whatever the cause, few beings are so well equipped for personal gain as the Jarma-Loh. The strange look of these creatures is and have been a burden for them – another cause for the way of the rouge – but unless they are banished as a race from a country, they tend to stay, survive, and accomplish what they aim for.

The Jarma-Loh live to be about 50 years old. They don't respond very well to liquor (tend to turn aggressive), and heavier drugs are not common among them. The females carry their young for three months only, but few Jarma-Loh prioritize large families. Their understanding of music is weak, and eating the meat raw instead of cooked is no big difference to them. This doesn't stop them from distinguishing a good musical performance from a bad one, and they are not ignorant when presented with a fine meal. It is just that the Jarma-Loh prefer fine clothing, jewellery, luxurious tapestries, and over-adorned furniture. They would rather eat raw potatoes with silver cutlery than having a fine steak on a pewter plate. They love and would gladly join in on any kind of adventure, just as long as there is a promise of wealth at the end of it. They simply cannot get rich enough.

These creatures are mostly found in cities and larger townships, where opportunities are many, and wealth more common. If successful the Jarma-Loh might withdraw to a countryside castle when older, since their social life is mainly a means to their personal wealth. However, just like human beings, all Jarma-Loh are different, and some differ more than others from the norm. If a player chooses to play a Jarma-Loh character, it may of course stray from typical race behavior, if that is desirable. A normal Jarma-Loh will be rather fearless of most situations, except when its valuables are at risk.

Mellion Trollfrog

GENERAL

CATEGORY: Amphibian (+Plant)
TERRAIN: Deciduous forests, jungles, marshes, and stale waters
FOOD: Carnivore
AGGRESSION: Normal to high
SIZE: 4 feet (120 cm) tall, without the weed
NUMBERS: 1-40

CHARACTERISTICS

STRENGTH: 2-9
AGILITY: 12-24
ENDURANCE: 4-24
INTELLIGENCE: 2
MENTAL RESILIENCE: 1-3
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Swim x 3
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 3-10
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 3
CHEST: 2
BACK: 3
FRONT LEGS: 2
BACK LEGS: 2
(If Full Plate Armor is 10)

The Trollfrog has a slippery, elastic skin that gives it some protection. The areas covered (usually back and head) by the weed are tougher. The weed parasite can't be killed in itself, since it is part of the genetic code of the host creature. If carved off it will grow back again.

Mellion Trollfrog



ATTACKS/DAMAGE

1 BITE: 1-6
2 SLAPS: 1-3
(If a Long Sword causes 1-8 points of damage)

The only potent natural weapon of the Trollfrog is its jaws. The Trollfrog tends to rely heavily on electrical powers when attacked by larger and armed creatures.

POWERS/EFFECT

ELECTRIC CHARGE: The Trollfrog can send out electrical charges at will. These do 4-12 points of damage to all within three feet (90 cm) of the creature. When injured a Trollfrog lets go of such a charge automatically as a means of defense. A fully charged frog can manage 9 such charges before it needs refilling in the form of lightning, or other strong electrical sources.

LIGHTNING BOLT: When desirable the Trollfrog can discharge electricity in the form of a bolt. The bolt travels up to 20 yards (18 meters) and does 8-24 points of damage. One bolt drains the same amount of power as three normal charges.

DESCRIPTION

In some of the still and murky waters of the world, a weed grows that is like no other. Dark and leathery it can live for eons, lying in wait for a suitable life-form on which to sponge upon. When that happens it ensnares it, and smothers it. In a very short time it probes and finds an entryway into the body. Once inside it starts to change the host in a remarkable fashion. Through biochemical substances it takes control, and the host creature is resurrected. Every cell goes through transformation, and within a few hours a new life-form is born. This genetic combination works much like the ensnared creature, but is now governed and kept alive by the seaweed. Strengthened by a host the weeds attract the lightning of thunder. They can store electrical power, deliver electrical charges, and shoot minor bolts of lightning. Through electricity the host is kept animated and strong, even when the brain and organs are weakened by the parasite. The weed doesn't kill its host, but makes sure it eats for two, so that the weed can grow and that the creature can mate.

This parasitic transformation affects DNA, and the offspring of the victim is born with a weed parasite inside of it. The weed attacks a number of different creatures, but has been most successful with what was once the Mellion Frog, now called Trollfrog. The original species is extinct and only the Trollfrog remain. Once a year the Trollfrogs shed parts of the parasites in a suitable watery area, so that the parasite can spread. The weed favors sponging upon land-living creatures, which enables it to multiply over wider areas. It does attack humans, but unless dazed, drowning, or otherwise weakened, fully grown humans have little problems disentangling themselves before the weed manages to smother them. Luckily, human beings rarely swim in the murky waters preferred by the seaweed.

The Mellion Trollfrog can be found mainly in leafy forested areas and big marshlands, but may roam over greater areas to find new waters for their leathery masters. They become ecstatic and join in great numbers in storms of lightning and thunder. Their intelligence is like that of a smart dog, and they move about semi-erect on land, leaping now and then to avoid obstacles, and when attacking prey. They eat mainly smaller creatures, like hares, squirrels, badgers, snakes, etc. But when in greater numbers the can attack elks, bears and other larger creatures. In some cases Trollfrogs have been known to catch victims alive, only to sink them down into the waters where the dark seaweed grows. They give off a deep bellowing sound when agitated, and they have a constantly crazed look upon their faces, as if in great pain or in a violent madness.

In the winter the Mellion Trollfrogs rest upon the bottom of lakes and deep marshes. They enter a hibernating state, and remain in it until springtime. They lay eggs in the early summer, but unlike normal sized frogs, the eggs of a Trollfrog are only five-fifteen in number. The tadpoles, which are about four inches (10 cm) at birth, can already unleash discouraging electrical charges, and are thereby safe from most predators. Unluckily, some dark guilds of man have discovered that eating only small pieces of the flesh of such a tadpole (before they reach full frog state) makes the consumer vulnerable to the weed infection. Thus infected the consumer normally dies, but in some cases the cells are transformed correctly, and the weed starts to grow out of the victim's flesh. A being transformed in such a manner looses all will and is "zombified" by the weed parasite. In this case the full transformation takes about three weeks. If there are cures or not is up to the Game Master.

The slimy skin and electrical properties of the Trollfrogs make them extremely hard to catch, and attacking them with weapons of steel can send strong electrical charges up the arm of the attacker. A Trollfrog can live for 200 years. They reach adulthood in 10 years, and male and female differ little from each other. The colors of their skin tend to darken in the autumn, and reach their most vivid at midsummer. Trollfrogs are constantly hungry, and very active as long as the temperature stays above freezing. The creatures can hold their breath for up to twenty minutes.

Rhonx Aibia



Rhonx Aibia

GENERAL

CATEGORY: Demon (Ice)
TERRAIN: Frozen Abyss
FOOD: Carnivore
AGGRESSION: Extreme
SIZE: 12 feet (365 cm) tall, when hulking
NUMBERS: 1 (to numerous)

CHARACTERISTICS

STRENGTH: 50-60
AGILITY: 20-30
ENDURANCE: 20-30
INTELLIGENCE: 6-10
MENTAL RESILIENCE: 6-10
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 4, Swim x 3
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 40-60
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 8
HEAD: 10
CHEST: 8
BACK: 12
CLAWS: 9
FRONT ARMS: 9
BACK "VENTING" ARMS: 4
UPPER LEGS: 9
LOWER LEGS: 4
(If Full Plate Armor is 10)

The unnatural and fierce inner cold of the Aibia demon spreads out through its hard body. Any non-magical weapon touching this immense cold face a 50% chance of instantly shattering. All others (including most magical weapons) will inflict 3-6 points of cold damage to the wielder. Gauntlets (not metal ones) and thick gloves can reduce the damage. The material of the weapon handle can also influence this. Note that wounding the Rhonx Aibia with cutting or piercing weapons may result in a burst of liquid ice (its blood). Such a burst may hit home and is to be treated like a vent shower (see 'Attacks'). Magical fires cause half of the usual damage to the demon.

ATTACKS/DAMAGE

1 BITE: 2-6 (+ 10-20 of ice damage)
2 CLAWS: 2-12 (+ 5-10 of ice damage)
2 POURING VENT SHOWERS: 20-30 of ice damage
2 CLAWED KICKS: 4-14
(If a Long Sword causes 1-8 points of damage)

The Rhonx Aibia is a killing machine. The liquid cold of its interior is death to ordinary life-forms. Before attacking it "dips" its scissor-like claws in liquid ice from the vents, and wielding these it destroys most in its way. When necessary it emits liquid ice in arc-like showers from the vents, effectively freezing, and killing most that it makes contact with. It can bite with some liquid bursting through its mouth, and the hind legs of this demon make a horse's kick look frail. The showers spread out 10-30 feet (3-9 m) in a 180 degree arc before the demon. A tough Agility-roll must be passed in order to avoid it.

POWERS/EFFECT

MARK OF ICE: When threatened the Aibia makes use of a trap to protect itself and its territory. By letting go of a part of its inner cold (its life energy) it can leave a mark of never melting liquid ice. This matter (usually applied as a round pool) will make the air and the surrounding ground cold and freezing. Stepping in such a mark will shatter the leg of the unlucky one, as well as causing 20-30 points of damage. Passing swiftly above it (up to three meters above) will cause 1-10 points of damage. Magical protections against cold can decrease the damage. The demon does its best to hide the mark, and place it where its enemies must pass. The place of a mark will remain in effect forever. Only the most powerful of magical fires can undo them. The surrounding area up to 1 mile (1,6 kilometers) away will turn noticeably colder for as long as the mark remains. The demon can produce 5 marks in a day. When making a mark it will loose its power to vent liquid cold as showers for an hour.

KISS OF THE FROZEN ABYSS: When desirable, enemies not instantly dying when trapped in the claws of the Aibia, may be temporarily spared and turned into allies. One of the vents is then applied to cover the victim's face and inject a great amount of liquid ice into brain and body. This quick "freeze-down" will make

the chosen body subject to the warped ice and turned instantly into a thrall of its frozen rule. The demon and the victim are made into one, and the fury of the Abyss will reign in them both alike. This transformation will last only for ten to twenty minutes. The victim then dies. For this to succeed the subject must be held for two rounds. Use your game's rules for holding/grappling etc.

AURA OF COLD: The Rhonx Aibia carries a constant aura of cold around it. All within 20 yards (18 meters) suffers 2 points of cold damage every round, unless protected properly by magic. Heat will not help against the aura. This is not a normal cold but something beyond it, rebellious and untied from the natural counterbalance of fire and ice. The only way of extinguishing this cold is to kill the demon. Preferably through crushing its bones, or through magical damage – bleeding it is far too dangerous.

DESCRIPTION

It is said that the lesser deities looked with horror upon the Abyss when it was first created. To end the horror some of them ventured there, into the pits where chaos was lord supreme. There the minor gods gathered their powers and laid a binding cold upon the deeper levels. Frozen into a state of petrification, the life-forms of the Abyss went into slumber, but chaos soon stirred again. The underworld of ice was shattered and the bondage destroyed. Still these parts of the Abyss remain in a cold warped by evil. The cold did not lessen, but was turned colder still, into an unnatural state where the ice liquefied, not into water, but into actual floating ice. This perverted and evil cold – a creation of malevolence untold – was a triumph of chaos. When the demons awoke they had a new kind of energy.

No longer did spending energy cause heat, but cold in the form of liquid ice. When eating, cold was generated inside the demons. Not a regular cold that would have their hearts stop, but a new and distorted cold that brought vigor to demonic flesh. Everything was turned upside down. The abysmal cold was now part of the demons, and in time it became their very essence. There is now little difference between the living cold and the demons themselves. The life-forms in these parts of the Abyss were changed forever, and their realms made colder than any other part of the universe.

When a demon from this underworld is summoned or escapes, it brings the warped Abyss inside of it. No longer the mere absence of warmth and energy, but a power in its own right, it cannot be destroyed by natural heat or fire. Inside of it is a sun of liquid cold, strengthened further by consumption of any life or edible matter. The surplus cold thus generated, isn't let out into the air, but concentrated and vented through special outlets in the body. The entire creature is colder than any other thing alive, but it moves with the power and agility of a predator unleashed, leaving the mark of utter cold in its path.

The Rhonx Aibia is such a demon, and one of the lesser powers from the Abyssian Ice. Still a formidable power it will slay most other creatures without effort. The authority of its cold is so vast it will move unhindered through armies, unless they're strengthened by magical power. It doesn't think much, except for short-term scheming on how to gain more energy. It moves and eats, that is about it. Like other beasts it will brand its territory with marks of ice, and usually sees no reason to limit it. It will roam, slaughter and consume all living things until blocked or killed by greater powers. When venting liquid ice in the natural world, the demonic fluid soon freezes, to be melted slowly away if the temperature is high. But inside the Aibia it remains constantly liquid and glows with cold energy. The dark creature can choose to let go of parts of it icy soul, and does so when its territory is threatened. (See 'Powers' – Mark of Ice).

The Rhonx Aibia are immortal unless slain. They obey no command if not severely wounded and helpless, or if bound by strong magic. In their home world of the icy Abyss they are numerous and pushed around by Greater Demons, but in the world of men they are a fierce and terrible power. They move over land and through water and fire unhindered. They cannot fly, but leap over two story buildings with ease.

Elor Than

GENERAL

CATEGORY: Possibly unearthly
TERRAIN: Misty plains and waterways
FOOD: Carnivore
AGGRESSION: Controlled
SIZE: 15 feet (460 cm) tall
NUMBERS: 2 (or 30-100)

CHARACTERISTICS

STRENGTH: 28-30
AGILITY: 8-10
ENDURANCE: 20-25
INTELLIGENCE: 7-9
MENTAL RESILIENCE: 20-25
CHARM: 5-7
(If stats of humans range from 3 to 18)

SPEED: Run x 3
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 30-35
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 4
MEMBRANES: 1
CHEST: 2
BACK: 6
LEGS: 4
TENTACLES: 2
(If Full Plate Armor is 10)

The Elor Than are only well protected on the back and sides of the main body. Even a frail strike toward the membranes are said to anger them, and may turn them hostile.

ATTACKS/DAMAGE

4 KICKS: 6-12
4 TENTACLE BURNS: 4-10 (+ acidic damage)
(If a Long Sword causes 1-8 points of damage)

The jellyfish-like ends, or "flowers" of the Elor Than tentacles are dexterous and lethal constructions. Once an animal is caught by the many smaller arms, the center fungus emits an acidic substance that breaks down and softens the flesh of the prey. Small creatures are digested directly by the red fungi, while others are delivered to and sucked up through the creature's elongated tongue. Any remaining hard parts are swallowed whole. A sting by these flowers results in great pain, and continues to do 1-4 points of acidic damage for an additional 4-8 rounds. If necessary the Elor Than can use all four tentacles to bring down larger beasts and patiently work their flesh into a digestible ooze.

POWERS/EFFECT

(See description)

DESCRIPTION

Rare and strange, the Elor Than can be seen walking slowly across fields covered by morning mist. Their legs move soundlessly while their tentacles scour through the soggy grass. In such a way they gather the frogs, the fat worms, the slugs, and all other life-forms drawn out by the damp. Sometimes seen striding through a course of water, they trap the fish with their deadly flowers, and then stop to unhurriedly consume them. Many have tried to pursue and track these creatures, but all return with the same story; They were there before us, and then they were suddenly gone. The Elor Than are said to travel – to journey through planes unknown. It is said that they leave for places where no man has ever been. Who knows? What is certain is that they usually appear in pairs. But there are some reports of "forests" of great legs suddenly moving through the fog.

Standing more than twice the height of a man these giants are gentle, and avoid contact with most intelligent beings. They have been worshipped as deities by druidic orders, perhaps due to their breathtaking presence. When attacked the Elor Than usually run off and soon vanishes from all sense perception. However, should they stay and fight, they make a deadly opponent.

These creatures are normally found far away from settlements and civilization. They are smart and commune with eerie series of sounds – reminiscent of the hooting song of pigeons. Some scholars have spent their entire lives hunting and studying them, most in the hope of revealing and understanding their rumored plane-traveling abilities. The big membranes on the head, back and joints of the Elor Than are extremely sensitive to

Elor Than



sound, and pick up frequencies beyond the capacity of any normal ear. In fact they hear through several worlds at once, and can sometimes pick up the noises of the future, as well as the lingering waveforms of the past. No human has of yet managed to communicate with the strange Elor Than. That is a quest still to be completed. No young or small Elor Than have ever been spotted. But ancient tomes speak of "the giants among giants" – huge creatures towering far above the others, and "great hungry flowers" descending from the sky.

Ferrenai

GENERAL

CATEGORY: Two-legged amphibian mammal
TERRAIN: Jungles, damp forests, and swamps
FOOD: Omnivore
AGGRESSION: Controlled (short-tempered)
SIZE: About 5' 6" (167 cm) tall
NUMBERS: 1-100

CHARACTERISTICS

STRENGTH: 5-15
AGILITY: 5-20
ENDURANCE: 3-18
INTELLIGENCE: 3-15
MENTAL RESILIENCE: 3-18
CHARM: 2-8
(If stats of humans range from 3 to 18)

SPEED: Run x 0,8, Swim x 1,3, Climb x 1
(Multiple is times human speed)

MAGIC POWER: 3-16
(Ranges from 0-100)

HIT POINTS: 3-16
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 2
TORSO: 1
ARMS: 2
LEGS: 2
(If Full Plate Armor is 10)

The skin of the Ferrenai is hardier and more resilient than human skin. It is not as easily charred by fire, affected by cold, or other physical phenomena. Ferrenai are immune to skin diseases and other skin disorders. The creatures prefer natural armor like leather and scales, but outside-clan individuals have been seen wearing metal

ATTACKS/DAMAGE

2 FISTS: 1-3
2 CLAWED KICKS: 1-6
(If a Long Sword causes 1-8 points of damage)

POWERS/EFFECT

READ MEMORY OF WATER CREATURES: The Ferrenai can telepathically tune in, and to some extent, listen to the memories of fish and other creatures living in water. They have a 50 percent chance of gathering the memory reflections of any water-living creature. The ability is very unreliable and the information is rarely coherent. It is suggested that a dice roll is used to see how usable and extensive the memory information may be. The same water creature can only be targeted once a day for this sort of inquiry.

DESCRIPTION

In the dampest places, where no other beings will settle, the Ferrenai tribes live and thrive. They have specialized in aquaculture, the farming of water plants and fish, and are also expert hunters.

The Ferrenai are intelligent beings, but emotionally and socially quite different from the typical human. They never greet each other through words or gestures, but seem to take other tribe members for granted. This wordless acceptance of their fellow beings prevents many conflicts in the Ferrenai tribal life. To them it is natural that opinions differ and they never really bother with changing the minds of others, until matters of life an death emerge. The hierarchy of the Ferrenai tribal system solves most disagreements very swiftly, and if



Ferrenai

not, a ritualized fight to the death is undertaken. This trait makes the Ferrenai rather vulnerable when thrown into a human society. When regularly questioned (dishonored) or blatantly disrespected, it is in Ferrenai nature (culture) to resort to lethal force. Though great hunters, and skilled warriors, the Ferrenai are not a violence-loving people, and therefore avoid other civilizations and beings, unless driven by some uncommon motif. Some individuals have made an effort, and learned the hard way, to interact smoothly with non-Ferrenai societies, but the number of creatures outside the tribes are very small.

The Ferrenai culture is normally based around a shamanistic pantheism, and the ritualistic celebration of water, fish, and amphibians in many forms. The position of Tribe Leader and Head Shaman is always held by the same individual, and it is the level of mastery in shamanism that primarily is considered when new leaders are chosen. Ferrenai do not read and write, and resort purely to oral traditions for knowledge. This works well in simple tribal communities, but has obvious weaknesses when a wider scale of knowledge is desired. Many of the Ferrenai outside of the tribes are in fact seekers of wisdom and clearly curious about the ways of others. The Ferrenai language is hard to learn and the clicking and gurgling sounds are strenuous and tough to imitate for most other beings. It is said however, that there is much to learn about the water, and of shaman secrets, for those willing to integrate and manage to be accepted by Ferrenai societies.

Unused to the many nuances of human interaction, the Ferrenai have a hard time understanding what's communicated beyond the words. This is compensated by an intuitive judgement about the character of people and beings they encounter. It is commonly considered that it is the antennae, or the bulges at the back of the Ferrenai head, that somehow make them able to know the heart of people. Even if they can't follow a complex dialog very well, they have an instant, and far better notion than others, about who to put their trust in, and what to be expected from any person. This gift can be used quite well to tackle most beings, without having to resort to the subtleties of social masquerade. Ferrenai normally always say what they mean, and tend to stand up to their opinions. If not corrected by a higher member of their tribal order, they will defend their stand with their lives if necessary. Ferrenai are able to lie if they need to, but only do so in extreme and rare situations.

The Ferrenai are mammals with many amphibian attributes. They give birth to fully developed children, but these stay encased in a tight and soft, water-filled, and semi-translucent "egg" for the first two days. In that period they shed most of the fish-like scales acquired in the womb, and then eat their way out of it. Ferrenai breath through lungs but can stay under water for twenty minutes without much effort. Their skin is not affected or softened by it, and their vision is kept sharp while submerged, due to a thick lens that automatically covers the eyes. They live for 60-70 years.



Gohrgin

Gohrgin

GENERAL

CATEGORY: Reptile
TERRAIN: Dungeons and caves
FOOD: Carnivore
AGGRESSION: High
SIZE: 9 feet (270 cm) long
NUMBERS: 1-7

CHARACTERISTICS

STRENGTH: 25-32
AGILITY: 14-18
ENDURANCE: 20-30
INTELLIGENCE: 2-6
MENTAL RESILIENCE: 17-18
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 2, Swim x 1,5
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 26-30
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 6
HEAD: 7
BACK: 7
LEGS: 4
CHEST: 3
TAIL: 5
(If Full Plate Armor is 10)

The Gohrgin has a very thick and hardy hide that is enforced in places by bony plates and ridges. The top of its head is especially hard, and the creature has been seen ramming victims, and pinning them to the walls before biting or shredding them to pieces.

ATTACKS/DAMAGE

1 BITE: 2-6
2 DOUBLE CLAWS: 2-6
1 TAIL: 2-8
1 SKULL RAM: 1-6 (+ optional speed damage)
(4-8 TENTACLES): 1-4, see 'Powers'
(If a Long Sword causes 1-8 points of damage)

The Gohrgin is a very fast creature, and makes use of its great speed to attack prey. It normally overcomes victims from behind and tears them down much like a great lion would. When facing unusual foes the Gohrgin may approach more carefully at first, and try to observe enemy behavior. Attacks coming at it from behind are met by its great club of a tail. Though not long enough to reach in front of it, the Gohrgin often displays and raises its powerful tail in a threatening manner.

POWERS/EFFECT

SEVER OWN HEAD: The hard shell-like shape on top of the Gohrgin's head is tough for a reason. Inside this armor is not only the creature's brain, but also its heart. This strange location has its explanation in the creature's ability to loosen its own head from the body. When the main body is severly wounded, and loss of blood threatens to kill the creature, the Gohrgin can willfully detach its head from the body. The hard, and normally limp tentacles hanging from the sides of the head is then brought to animation, and functions as legs for the now much smaller life-form. The vessels of blood in the neck are automatically sealed tight and the remaining blood begins to support the brain and other head functions. The creature then normally steals off and tries to make its way into smaller tunnels, where enemies cannot follow. There it continues to exist, and more tentacles eventually grow out of the skull to make for a new and spidery revelation. Rarely however, the Gohrgin may continue attacking in this new form with bites and sharp tentacles. In any way it continues the remainder of its days as something of a large insect, rather than the powerful predator it once was.

SHRIEK OF THE UNDEAD: The Gohrgin has an eerie connection to the undead and to ghosts especially. When threatened it may invoke a shrill call to summon nearby spirits and undead to its aid. It cannot raise or wake the dead, but only command those that happen to be within 1 mile (1,6 kilometers) of it. Any undead hearing the shriek of a Gohrgin must answer. Any loyalty or binding to other powers are immediatly abandoned, and undead so summoned will do their utmost to defend the calling Gohrgin for as long as the threat remains. Vampires and other powerful undead are also subject to the shriek, but usually slay the Gohrgin once the effect is over, so as to avoid future disturbances. The origins of this power are not clear, but could possibly be explained by the rumored background of the creature (See 'Description').

DESCRIPTION

In the tunnels of the earth live the Gohrgins. There they hunt and feed upon all living things, brave or ignorant enough to enter their labyrinthine world. They speed through the subterranean pathways in search for food, and few things escape their hunger. Often in small packs, but also on their own, the Gohrgins rarely stop hunting. Their appearance and cruel strength is the stuff of goblin nightmares. With perfect night vision and relentless perseverance they are a terror of the underworld.

The dark stare and strange powers of these beasts have given rise to numerous stories, but one of the most vivid speaks of an orc warlock creating these creatures. The warlock is told to have been a two-headed freak, with horrible and morbid powers. Through hideous rituals he is said to have successfully mixed his blood with a great reptile that lived in the mountains – rituals that included the surgical removal of one of his own heads, to be magically attached to the body of the reptile. The warlock's arcane knowledge of necromancy is by this story the cause of the Gohrgin's unearthly shriek (see 'Powers')

Those fortunate enough to have survived an encounter with the Gohrgin, say the stare of the monster never leaves them. Though beastial in all behavior, the creature radiates an aura of dark intelligence, and the eyes have a magnetic power that some find hard to tear themselves from (optional saving throw vs Mental Resilience).

The Gohrgin live all of its life under ground. It draws away from daylight, if exposed to it, and its otherwise perfect vision is temporarily disabled. However, creatures in need of new hunting grounds move over land at night, and searches about for fresh dungeons in which to settle. The female – a creature twice the size of the more abundant males, never leaves a "conquered" cavern. She will remain and multiply until there is no traces of food left, and then die in her lair. Young Gohrgins grow up rapidly, but only one out of twenty is a female.

This creature is rarely found near human settlements, but are drawn at times to catacombs and other subterranean burial grounds. It seems to have an attraction to the dead and the spirit world. Though the Gohrgin normally consumes all of its prey, it tends to leave found carcasses untouched, even when plenty of flesh remain on them.

The Gohrgin live to be about 50 years old, and except for the mysterious link with the undead it has no other interest than food and reproduction.

Nemunn

GENERAL

CATEGORY: Unknown
TERRAIN: Forests and hollows
FOOD: Omnivore
AGGRESSION: None
SIZE: 6-7 feet (180-210 cm) tall
NUMBERS: 1-2

CHARACTERISTICS

STRENGTH: 15-18
AGILITY: 4-7
ENDURANCE: 5-13
INTELLIGENCE: 14-17
MENTAL RESILIENCE: 14-17
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run (Crawl) x 0,5
(Multiple is times human speed)

MAGIC POWER: 15-20
(Ranges from 0-100)

HIT POINTS: 15-25
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 2
UPRIGHT BODY: 3
SLUG BODY: 2
ARMS: 3
(If Full Plate Armor is 10)

The slug-like part of a Nemunn's body is like thick rubber with fur on top, but the inner tissue of it is soft and sensitive. The upright portion of the creature can be compared to truly hard leather, and in places to tough, solid wood. All inner organs (except for the brain) are located in the slug-like part of the body, so the front portion is more or less like a living tree, with only a single central vessel of blood running through it. This part can be chopped and damaged, disabling the Nemunn, but apart from hits to the brain, and to the very core, injuries here do not cause loss of hit points or pain to the creature.

ATTACKS/DAMAGE

2 CLAWS/FISTS: 2-6
(If a Long Sword causes 1-8 points of damage)

The Nemunn is a gentle creature, which rarely engages in any kind of fighting. The predators of the forests leave them alone due to the poisonous smell of their mollusca flesh, and otherwise inedible body. When hostile forces move into their areas the Nemunn usually moves away or makes use of skillful camouflage.

POWERS/EFFECT

REGENERATE AND EXTEND ARMS: In part the Nemunn is a plant, and the creature have inherited the plant's power to grow. When it wishes to it can extend the length of its arms up to 10 yards (9 meters) in a matter of minutes. This quick growth can't be retracted or undone, so the creature lives with the extended limbs for the rest of its life. Therefore the Nemunn only makes use of this ability in truly important situations. Some of them willfully have very long arms cut off, since new hands will grow back on the stumps. This however takes about a year, and is also preferably avoided. Growth can only be applied to the arms of the creature. Due to this power the length of the arms of Nemmuns might vary significantly.

CAMOUFLAGE: The Nemunn can shift the colors of its hair (which is actually moss) and snail-like body very swiftly, but the power is limited to the natural and common colors of the woods. The face and arms cannot be re-colored, but the creature can remain absolutely still in most positions for up to a week, without flinching.

DESCRIPTION

Tales say that the Nemunns are born from the trees. It may in fact look like it, but the egg of the creature (produced without mating) is placed within a hole of a tree. From there it goes into a larva state and eats away the interior of the tree host. Green hair-like moss then sprouts out of the larva to penetrate the shell of the tree. For some time then the larva is nourished directly by the leaves and the roots of its tree nanny. This dependence lasts for up to twenty years and during that time the cells of the Nemunn larva inherit tree-like qualities, before transforming the larva into a fully grown Nemunn. The mature creature then breaks out its tree shell and starts its life in the forest.



Nemunn

The Nemunns prefer the outdoors, but take shelter and sleep in hollows and tunnels just beneath the root ceiling of the forest. There they usually have a collection of various herbs, plants, roots, and flowers, and a space of some kind where they grind, mix, and create wondrous ointments of healing and power. The creatures are master botanists and have deep and unparalleled knowledge of plants. It uses its various mixtures for rituals of spiritual communion with the forest, but also for healing and helping creatures and other inhabitants of their leafy homelands. They may also know some wordless druidic spells.

The Nemunn doesn't speak but understand the languages it has overheard or encountered during its long life. It can also communicate with unconscious creatures and beings by sticking strands of its moss hair into the creature's flesh. This way it may get some idea of how to awaken the unconscious one from slumber, but it can not receive actual words or advanced messages.

Preferably on their own, or occasionally in pairs, these genderless creatures live their lives peacefully and avoid the worries of the greater world. At times however their compassionate nature may lure them away from their homes and security. Especially if trees, or creatures of the forest are in danger, the Nemunns may take action outside their zone of comfort.

The Nemunns make use of simple tools, but never blades or weapons. To gather the herbs and ingredients they desire from the woods, they use their flexible claws. These can be turned around 180 degrees and the Nemunns control them with great dexterity. Otherwise the creatures are slow and though they can haul themselves and crawl over challenging terrain, they prefer to remain where the ground is fairly flat and where the forest isn't too dense.

These creatures live to be about 300 years old. They feed on worms, frogs, insects, and the eggs of birds. They also receive some energy from the sun through the moss on their backs and heads. When no energy is available they can become absolutely still and survive for up ten months without eating or drinking.

Calmorock

GENERAL

CATEGORY: Crustacean
TERRAIN: Salt water coasts
FOOD: Carnivore
AGGRESSION: Normal to high
SIZE: 7-8 feet, (210-240 cm) tall
NUMBERS: 1-10

CHARACTERISTICS

STRENGTH: 24-32
AGILITY: 6-10
ENDURANCE: 17-20
INTELLIGENCE: 2-5
MENTAL RESILIENCE: 2-8
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Swim x 1, Climb x 1
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 22-32
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 9
HEAD: 6
CHEST: 10
BACK: 12
ARMS: 7
LEGS: 7
"TAIL": 11
(If Full Plate Armor is 10)

The main body of the Calmorock is held together by a hard exoskeleton that makes it very hard to kill. The many limbs are bony and very tough, but lack the outer protection of the torso and back. The weakest point is the head, which the creature holds high to keep it away from danger.

Calmorock



ATTACKS/DAMAGE

2 CLAWS: 2-6
2 SUCTION CUP SLAPS: 2-4 (+ sucking damage)
1 BITE: 1-4 (Normally not used in fighting)
(If a Long Sword causes 1-8 points of damage)

The Calmorock uses its front and hind legs to skillfully seek out food hidden in sand and crevices. In combat it may position itself on the hind legs and use the front ones for powerful slaps. When a suction cup hits unprotected skin it will inflict an extra 2-4 points of damage, while ripping the skin and flesh off the bone. The cups will attach to plate armor like ticks to hide, and drag opponents off their feet (Agility saving throw). Unless the creature willfully lets go there is no other way of seperating the cups from a smooth surface than cutting them off. When badly injured the Calmorock will seek the sanctuary of the ocean.

DESCRIPTION

The Calmorock is a wandering creature. It has no lair or area of choice, but follows the coastline ever onward in search for food. It prefers the rich and easy spoils of the sea, like wounded seals or stranded whales, but will eat anything it can get hold of. All kinds of flesh, alive or dead, fresh or rotten, is consumed with great fervor.

Though not very quick or agile the Calmorock can move over basically any terrain. Its strong fingers and suction cupped front legs enable it to haul itself up most surfaces. With great patience it slowly empties all nooks and hollows from life, seemingly unmoved by changes in climate or weather. Houses situated near the sea is treated no differently than any coastline cave, and the life-forms within will be caught and devoured if possible.

When in water the creature walks on the bottom, but can swim, if a bit awkwardly. They use the water mainly as a means of shelter and as a place for reproduction. If the short coastline of smaller islands turn out to hold little food the creature moves on by clever means to more promising shores. By attaching itself to larger beasts of the sea, or to the underside of great ships, it picks up a swift ride to new and richer “pastures”.

While the Calmorock tend to move about in families of 3-10 creatures, they have no trouble surviving on their own. In frozen and lifeless regions they turn on each other to survive, and typically the young are killed first. The creatures are often detected from a distance by their smell, which can be recognized from miles away, and is reminiscent of fish and seaweed left to decompose in the sun, but with a sour strength that no Calmorock-free shore can offer. They live for about twenty years, have a dark bluish blood, and those who know how to get rid of the smell can use parts of their exoskeleton as rather light-weight and efficient armor.



Dhondoros

Dhondoros

GENERAL

CATEGORY: Ethereal Power
TERRAIN: Any (The Ethereal Plane of Existence)
FOOD: Ethereal (spirits and souls)
AGGRESSION: Controlled
SIZE: 8-9 feet (240-270 cm) tall
NUMBERS: 1-5

CHARACTERISTICS

STRENGTH: 23-25
AGILITY: 14-18
ENDURANCE: 18-25
INTELLIGENCE: 18-25
MENTAL RESILIENCE: 18-25
CHARM: 11-12
(If stats of humans range from 3 to 18)

SPEED: Run x 2,5, Fly (eagle x 5)
(Multiple is times human speed)

MAGIC POWER: 30-100
(Ranges from 0-100)

HIT POINTS: 40-60
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 4
HEAD: 4
BODY: 4
LEGS: 3
ETHEREAL TONGUE: 0
(If Full Plate Armor is 10)

The material body of the Dhondoros is covered with thick hide and feathers, giving it sufficient protection when in physical form.

ATTACKS/DAMAGE

2 CLAWS: 2-8
1 BEAK: 2-6
(If a Long Sword causes 1-8 points of damage)

The Dhondoros never attacks with its bodily weapons, but may occasionally defend itself with these physical means.

POWERS/EFFECT

ETHEREAL COMMAND: The Dhondoros has the power to speak words of command through the ethereal dimension. On the material plane this voice is loud, deep, and bellowing. Here it contains no words, but on the ethereal level it reaches into the souls/spirits of all within the range of sound. It commands obedience. Unless a tough Mental resilience roll is passed, all beings and beast must follow. These commands are never complex, but stay in the line of '*listen*', '*halt*', '*turn back*', '*go home*', '*yield*' etc. This power may be used three times a day.

ETHEREAL WALL: Once a day the Dhondoros can conjure forth an ethereal wall, stopping all ethereal bodies (and thus the corresponding material one) The wall is a slight shimmer of bluish white that might be missed on a bright day, but to all spirits and souls it is impenetrable. It lasts for 15-20 hours and cannot be undone. The wall can be 30 feet (10 meters) high, 18 miles (30 kilometers) wide, and a single foot in breadth. It reaches through all matter and cannot be scaled on the physical plane.

ETHEREAL HUNGER: To remain materialized the Dhondoros must eat. It feeds on nothing but the souls and spirits of beings and creatures. Once every ten minutes a new human-sized soul, or an equal volume, must be consumed. This is done by throwing out a swift ethereal tube into the body of the prey. The ethereal "tongue" can be seen on the material plane, but can only be damaged by magical weapons. It is extremely fast and hard to see (especially in daylight). The whole process of eating takes a single round. Agility and speed can be used as defense, but armors are of no use. (Some spells and magical armors may offer protection.) The tube, which issues from the beak of the Dhondoros, may extend up to 165 feet (50 meters).

DESCRIPTION

Every now and then in the history of every world, minor gods interfere with the business of mortal beings and beasts. Still subjects to desire, some higher powers cannot help themselves from disturbing the ordinary fate of things.

The Dhondoros are said to be messengers of such powers. They have been witnessed to appear suddenly in the midst of great battles, and in the center of throne rooms and courts. There they have wreaked their ter-

rible powers, shortly and efficiently, only to disappear again once it is done. Occasionally they have materialized before single individuals, to turn their minds about, or to deliver powerful information. These occasions are rare and very little is known about the creatures.

The Dhondoros normally inhabit The Ethereal Plane of Existence. What they do in this, their natural abode, is unknown to the scholars here. If they are captured and brought into service, or willfully in aid of higher powers, is unclear. But always they seem to speak for someone else. At will they can create a material body, but move on ethereal wings even in earthly form. They are tall, majestic, and their presence is foreboding.

Apart from their ethereal powers the Dhondoros may know and use any amount of spells and languages. Rare stories speak of them as helpful and guiding, but most portray them as a dark and mysterious powers, feeding on random spirits to please their hunger and purpose. At times they descend upon the world from above, and at other occasions they simply appear; always with unearthly might and command.

Except for the transparant and bluish aspect, the ethereal bodies of the Dhondoros are similar to, but more graceful than, their material ones. They are rare also in the ethereal realms, but may be spotted in greater numbers once encountered. Sacred texts say they were once steeds to the Powers of Old, who rode them in the times before the making of Earth and Water. Now, though set free, they still obey their former masters – those who made them, and those who treated them well and honorably. The Dhondoros are immortal unless slain.

Nen'Guan

GENERAL

CATEGORY: Reptile
TERRAIN: Any water, and land close to water
FOOD: Carnivore
AGGRESSION: Normal to high
SIZE: 30 feet (10 m) long Manlike part: 7 feet (210 cm) tall
NUMBERS: 1-4

CHARACTERISTICS

STRENGTH: 17-23
AGILITY: 13-16
ENDURANCE: 14-18
INTELLIGENCE: 2-5
MENTAL RESILIENCE: 5-8
CHARM: 1-(?)
(If stats of humans range from 3 to 18)

SPEED: Swim x 4, Crawl x 1,5, Run x 0,5
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 25-35
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 4
BODY: 3
UPPER ARMS: 3
LOWER ARMS: 4
LEGS: 3
TAIL(S): 3
(If Full Plate Armor is 10)

The skin of the Nen'guan is smooth and slippery, but still rather thick. The arms and face are harder and scaly.

ATTACKS/DAMAGE

1 TUSK BITE: 2-4
2 CLAWS: 1-6
2 SABER CLAWS: 1-8
2 TAIL LASHES: 1-8
2 STINGING ANTENNAE: 1 (+nerve poison, see 'Powers')
(If a Long Sword causes 1-8 points of damage)

The Nen'guan has a large variety of natural weapons, but uses mainly its double pair of arms when fighting human-sized foes, and similar prey. If it can safely get close with its head it also attacks with the mouth and



Nen'Guan

its poisonous stinging antennae (See 'Powers'). The split tail of the creature is mainly used for swimming, hypnotizing, and to ward off pursuers in the case of retreat.

POWERS/EFFECT

HYPNOSIS: The Nen'guan can combine its intense stare with wave-like movements of its many body parts to hypnotize a victim. This takes one round. If a saving throw vs Mental Resilience fails the being thus hypnotized suffers a 50% penalty to all throws while the Nen'guan stays close.

POISONOUS STING: Upon the Nen'guan head are two antennae with purple, leaf-like ends. These inflict a paralyzing sting that can be lethal. If a saving throw vs poison (or Endurance) fails the victim is instantly and fully paralyzed for 5-50 minutes. If the saving throw failure is complete (5% risk) the victim is paralyzed at once, and death follows within two minutes.

DESCRIPTION

The Nen'guan is a long and powerful reptilian creature, whose front-most part has humanoid protrusions. It can drag its long body while stumbling upon the man-like legs, but usually moves like a legless sea serpent, lifting the humanoid part up into the air when necessary. In water it swims swiftly, with little use of its limbs.

While most of its day is spent idle upon the bottom, stunning and eating small prey close at hand, it submerges at dusk to hunt for larger meals. The Nen'guan is fiercely aggressive while on land, and seeks to kill and consume any kind of large beasts or beings. Stories say that the creature was once an ordinary snake of the water, that one day ate the egg of a demon queen. Thus, according to folk-lore, the serpent eats the fish of the lake, while the demonic progeny takes over by nightfall, to slay and to still its unnatural hunger.

The Nen'guans live alone or in small families. The female and the young are not as powerful, but look similar to the male. While the young have greenish skin the adults turn brown or black, except for the brighter and more vivid head and upper limbs. The scales on Nen'guan arms can shimmer like gold. Treasure hunters have been known to vanish while walking along the shores of great lakes, attracted to the glimmering of discarded scales. These can be used for jewelry and usually fetch a good price. Some warn that the creatures tear off these scales willingly, to leave them dazzling on the shoreline as bait.

In the winter of cold regions the Nen'guans turns pale. They take on a life-less look and their eyes become dark like the deep of night. Though they remain submerged most of the snowy season, they occasionally push through the ice to feed. At such seasons the hypnotizing power is gone, but the dreadful zombie-like look of the beast can be equally unsettling. Single Nen'guans have been spotted far away from any lake, moving ghoulishly through the woods, or even in the streets of snowy towns. These occasions, of seemingly lost and aimless behavior, are a mystery even to the foremost of sages.

Some claim to have heard the Nen'guan speak, or whisper, but there are no recollections of actual words. The post-traumatic nightmares of surviving hypnotized beings seem to be very disturbing. Many of them describe the creature in terms suiting a much more intelligent and charming beast. Though the majority of witnesses tell of a monstrous creature, these insist on mysterious qualities. Poetic terms like 'sensual', 'divine dancing' and 'starlight fury' have been recorded more than once.

The Nen'guan lives to be about 60 years old, and have no known aims but feeding and reproduction. It breaths through gills in water, and on land through lunges situated between the lower set of arms. It smells like the sediments of muddy lakes, and is fairly silent but for low hissing sounds when excited.

Ghondaar

GENERAL

CATEGORY: Demonic reptile
TERRAIN: Mountains (Any)
FOOD: Carnivore
AGGRESSION: High
SIZE: 7 feet (210 cm) long, without snakes
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 18-22
AGILITY: 15-17
ENDURANCE: 15-22
INTELLIGENCE: 1-3
MENTAL RESILIENCE: 0-2 (snakes: 18)
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 2, Swim x 1
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 18-25
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 5
HEAD: 5
BACK: 7
BELLY: 3
LIMBS: 4
SNAKES: 3
(If Full Plate Armor is 10)

Ghondaar skin is like that of a big reptile - durable, with leathery surfaces enforced in places by hard bone.

ATTACKS/DAMAGE

1 BITE: 2-4
2 CLAWS: 1-6
2 HIND CLAWS: 1-8
2-6 SNAKE BITES: 1-2 (+ demonic pain, see 'Powers')
(If a Long Sword causes 1-8 points of damage)

The Ghondaar typically attacks with all force, but never with its hind and front claws simultaneously.

POWERS/EFFECT

DEMONIC PAIN: When the Ghondaar snakes bite down into flesh they infect it with demonic pain. The memories of abysmal torment and suffering is infused as physical reality into the victim's nervous system. There it spreads through the body and causes 1-4 points of damage for 1-4 rounds after the attack. A successful roll vs Mental Resilience is necessary. If failed the pain will cause a 30% pentalty to all rolls for the duration of the effect.

VENOMOUS TRAIL: The breath of the snakes is venomous and leaves a shimmering green trail of smoke behind the Ghondaar. In tight places, like tunnels or very dense woods, the smoke lingers for up to 20 minutes. Breathing in such areas is highly dangerous. A saving throw vs poison (or Endurance) must be cleared, to avoid dizziness, running eyes, and 1-2 points of physical damage per round.

INNER DARKNESS: The demonic snakes can cause an inner darkness to torment intelligent beings by simply gazing at them. If a Mental Resilience roll fails the victim will suffer from an overbearing mental darkness, that brings a 20-80% penalty to all rolls. Horrid visions might occur, and morale is generally weakened.

SPINAL POSSESSION: If any of the snakes manage to bite down into the neck, or on any other place along the spine, they have a fair chance of possessing the entire vertebral column. The victim will feel as if a dark serpent has come alive in the place of the backbone, and will act accordingly. This may result in a crazed dance, rolling around screaming on the ground, or plain out madness. To avoid such humiliating actions a hard Mental Resilience roll must be passed. The possession lasts for 2-10 rounds. If the Ghondaar snakes survive, the victim may suffer reoccurring episodes of possession randomly for several years. An exorcism might be in order. If no spiritual treatment is undertaken within a year, there is a chance of 1-4 actual snakes growing out from the location of the bite.

DESCRIPTION

The Ghondaar is a pitiful and terrible creature. Possessed from birth by a number of snake demons, that grows out from the back end of its spine, the Ghondaar is eternally tormented. Forced to kill for, and to feed the demons, the creature roams through the world in a constant search for fresh meat. The snakes bite and



Ghondaar

plague the Ghondaar into obedience – lashing it on in its hellish hunt.

The fully grown Ghondaar has completely surrendered, and thus become one with its masters. As the snakes fight each other for a piece of the next meal, the Ghondaar opens its mouth to let the strongest one in. There, inside its tainted belly, a process of serpentine magic transforms the swallowed meat into dark energy, which keeps the demons alive and powerful.

Over the ages the Ghondaar has developed a thorny shield, and a double nasal spike to protect itself from the hungry serpents. This however, offers little protection in the long run, but serves mainly to keep the Ghondaar alive. The fangs of the snakes are short but their power unholy, and the pain they cause is pure and persistent.

"I want a pet", said the son of the Devil High Lord, and the Dark Power bestowed upon him the Ghondaar of the mountains – a fierce and appropriate gift to please his son. As the creature escaped and fled heedlessly through the corridors of Hell, the son of the High Lord sent out his other pets to retrieve it. As the Snake found it, it bit deep into its short tail and cursed it with eternal possession. Wild and furious, the Ghondaar escaped again, and found its way out of the lower realms. Alas, a creature transformed, it would carry Hell with it – for all times, and for every generation to come.

The Ghondaar still prefers mountainous areas, but will go anywhere to please the hunger of its masters. Sleeping hidden, in caverns or in dark places, the beast will regain its strength, but the demons never rest. All Ghondaars travel alone. The snakes do not stand the demons of another Ghondaar. Mating takes place quickly, and sometimes results in the death of one of the Ghondaars.

When a youthful Ghondaar is freed of its demonic masters (through decapitation of the snakes, for example) it immediately stops fighting and runs off in a random direction. At times such Ghondaars have returned to their "saviors" after some time, to stay with them, and to gratefully serve them for the remainder of their days. The mature Ghondaar will simply go into hiding and die slowly from lack of will and starvation.

Unless killed by its demonic tails, the Ghondaar can become 300 years old. With age the snakes grow longer, and may end up three times as long as their host. They keep aloft through dark magic, and move around in air as if it was water. They also kill and hunt what they reach, and can live on for weeks even if the main Ghondaar is killed. However, to keep strong and retain their wicked powers, they rely on the meat; processed and altered in the perverted Ghondaar belly.

From birth, two to six snakes infest the spine of the creature



Nomancuan

Nomancuan

GENERAL

CATEGORY: Unknown
TERRAIN: Mountains and highlands
FOOD: Herbivore
AGGRESSION: Low
SIZE: 5 feet (150 cm) tall, without the fungi.
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 7-11
AGILITY: 3-6
ENDURANCE: 4-8
INTELLIGENCE: 1-3
MENTAL RESILIENCE: 11-13
CHARM: 1-2
(If stats of humans range from 3 to 18)

SPEED: Run x 0,2
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 6-13
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 2
BACK: 6
BELLY: 2
LEGS: 3
FUNGI: 0
EGG: 0
(If Full Plate Armor is 10)

The Nomancuan's only natural armor is a bony shield covering its back. Being physically vulnerable, it relies on other means of protection (See 'Powers').

ATTACKS/DAMAGE

1 BITE: 1-2
2 CLAWS: 1-4
(If a Long Sword causes 1-8 points of damage)

The Nomancuan is a slow and peaceful creature. Since it usually can't outrun an enemy it will defend itself if attacked. Though equipped with formidable claws the creature is not quick enough to produce any serious damage. Its attacks are rather easily avoided.

POWERS/EFFECT

SPORE SHOWER: The fungi-like tentacles, normally clasped tight around the great egg, quickly rise up into the air when the creature is threatened. Once positioned they release a shower of almost invisible spores over and around the Nomancuan. This ghastly spray has a vile odor that in itself is enough to scare off most predators. If intent on a close encounter, the curiosity of any breathing beast or being will soon end, as the spores enter their lungs and blood-systems. Once inside the body they take chemical control of the brain and render the victim silent, still, and devoid of will and memory (no saving throw allowed). Holding one's breath will help, but if any naked body part makes contact with the spores, they will enter the blood through the skin. The effect of the Nomancuan spore lasts for fourteen days, and unless a Mental Resilience saving throw is completed, the victim will a suffer partial, but substantial and permanent loss of memory.

DESCRIPTION

The life of the Nomancuan can be described simply as; finding grass, grabbing grass (with its dexterous miniature nasal trunks), cutting grass (with its front claw cutters), moving grass to its mouth, chewing grass, and swallowing grass. There is however a wider and more mysterious context to consider. During the 100 year lifespan of the Nomencuan it produces a single, living, magical power in the form of a great egg. This egg does not reproduce the species but is something in its own right. It detaches from the creature only at the Nomencuan's death. If removed earlier it never matures into power, and disintegrates within a matter of weeks.

To touch the Great Egg of the Nomancuan is a blessing for life. Luck will follow such persons for all their days, and diseases will no longer catch hold. The entire area in which such an egg is laid will be fortunate and prosperous for as long as the egg remains. Poor soil will turn green, deserts will flower, and animals will be drawn to such places. One hundred miles (160 kilometers) in all directions will be affected by the positive powers of the egg.

Nomancuans are extremely rare. For as long as the powers of the egg has been known, people have tried to

tame it, or to capture it alive. All attempts have failed. The Noamcuan refuses to eat in captivity, and if it encounters a fence it cannot round or cut through, it will stop dead in its tracks and wait until starvation kills it, or the fence is removed. It needs the grass and wind of a variety of areas to keep the egg growing.

Naturally, Nomancuans are often followed and guarded from a distance. Rulers and other powers tend to have a great interest in the destiny of the eggs. Wars have been fought around these creatures, and a lot of blood have been spilled to pay for the luck brought by possessing the laid egg. Such a treasure must be well guarded, and few things are as desirable. An egg will last for 300 years, and the glow of its blessing remains as long as it stays unharmed.

How the Nomancuans reproduce, or come into being, is unknown. Some claim they are gifts from the gods, but this is refuted by pointing to the greed and conflict they tend to bring about. For some reason they seek higher altitudes, to graze at the very edge of the grass line. They move slowly, like sloths, preserving most of their energy for growing the egg. When walking from one range of mountains to another, they keep out of sight to the best of their abilities. Despite their powerful spore protection, some vanish in the mouths of fast and large predators, but most beasts stay well clear of them.

On clear nights, the fungi caps let go of the great egg and exposes it fully to the starlight. Its red glow can then be spotted from afar. Touching the translucent shell of the egg while it still remains with the Nomancuan, has no effect. Surgical removal will kill the creature as well as the egg. Nothing is known about the biology of the egg itself.

Vornorion

GENERAL

CATEGORY: Two-legged mammal
TERRAIN: Deserts and jungles
FOOD: Carnivore
AGGRESSION: Normal (short-tempered)
SIZE: 7 feet (210 cm) tall, without horns
NUMBERS: Up to hundreds

CHARACTERISTICS

STRENGTH: 4-18
AGILITY: 3-16
ENDURANCE: 3-22
INTELLIGENCE: 3-16
MENTAL RESILIENCE: 3-14
CHARM: 3-11
(If stats of humans range from 3 to 18)

SPEED: Run x 1,2
(Multiple is times human speed)

MAGIC POWER: 0-25
(Ranges from 0-100)

HIT POINTS: 5-20
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 2
BODY: 3
ARMS: 2
LEGS: 2
(If Full Plate Armor is 10)

The skin of the Vornorion is thick and leathery, and covered partly in fur.

ATTACKS/DAMAGE

2 FISTS/CLAWS: 1-4
2 KICKS: 1-6
(If a Long Sword causes 1-8 points of damage)

If unarmed the Vornorion will kick, claw and throw fists in combat.

POWERS/EFFECT

SILENT COMMUNICATION: The Vornornion communicates through series of extremely rapid movements with their trunks. These move so fast that no human is able to follow the blur of swift Vornorion conversation.


Vornorion

Furthermore, the trunks are perforated in places by numerous tiny holes, which make some moves produce sound. The sounds are reminiscent of the howls of wind, and add depth to the Vornorion language. These also help the creatures communicate when they don't see each other, and are used when calling and taming insects (see 'Description').

DESCRIPTION

The Vornorion race makes its living in the warmest of places. They like the desert as well as the jungle and can go without water for ten days without problem. Some move around, but most Vornorion settle down in clans, ranging from a few families to a thousand strong.

The favorite food of these creatures are insects, and insects play a great role in Vornorion culture. Through strange sounds (and perhaps magical knowledge) the race has managed to command certain species of insects. Among those are the giant scarab beetles, which are used as steeds as well as in the building of Vornorion Mounds. These huge constructions of dung and sand serve as houses, and when strengthened by rock, as strongholds. A Mound can be up to 150 feet (45 meter) high and keep several large families.

As a rite of initiation the young Vornorion are sent out into the world to slay and bring home the delicacy of a giant centipede. Giant insects in general are sought after, and small bands of warriors are regularly dispatched, to venture into foreign lands in the search of such life-forms. By studying these species, some say, the Vornorion can alter common insects and breed larger ones in the pits of their great Mounds

The Vornorion trade jewellery, food, clothing, and various utilities, all manufactured by insect parts. They bring back gold, perfumes, potions, slave children of other races, and weapons of steel.

They make use of no written language, but symbols are used to convey ritual meaning. They can however learn how to read, and some individuals do to study the knowledge of other races. The creatures can use magic and many of their Elders are competent magicians. Little is known about their beliefs and faiths, but the symbolic representations of the Sun are common.

Vornorion reproduce just like human beings and have about as many children. They are organized and develop rich cultures. The jungle clans tend to remove the trees from large areas to make room for markets, games and other social activities in the open. Instead of giant scarabs, other, more colorful insects are used as steeds. In some cases, flying ones. The jungle mounds include leaves and clay. The creatures are not especially violent, but are known for their short temper, and angry haggling.

Negga - Fire Wyrm

GENERAL

CATEGORY: Reptile
TERRAIN: Volcanic mountains
FOOD: Carnivore
AGGRESSION: High
SIZE: 40-60 feet (12-18 meters) long
NUMBERS: 1 (to 100)

CHARACTERISTICS

STRENGTH: 24-48
AGILITY: 8-12
ENDURANCE: 13-18
INTELLIGENCE: 2-7
MENTAL RESILIENCE: 2-8
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run(Crawl) x 1, Swim x 2
(Multiple is times human speed)

MAGIC POWER: 25-30
(Ranges from 0-100)

HIT POINTS: 30-60
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 11
HEAD: 11
BODY: 12
UNDERSIDE: 8
ARMS: 11
(If Full Plate Armor is 10)

The natural black armor of the Negga is among the strongest and most resilient in the world. It looks like partially polished lava rock, and is tougher than steel but not as rigid. It is unaffected by all natural and (weaker) magical fires, and as light as the exoskeleton of a crustacean. Producing armor of this material is an art long lost, but with the right kind of knowledge and skill, it can be done.

ATTACKS/DAMAGE

2 CLAWS: 2-6
1 BITE: 2-8
1 FIRE-WHIP: 3-18
(If a Long Sword causes 1-8 points of damage)

The Negga Wyrm can produce and maneuvre a whip of fire as an extension of its tongue, with the same ease as a human throws a fist. This natural weapon can be wielded for as long as the Negga lives. The whip can be up to half the length of the creature's body, and it may of course set flammable objects on fire.

POWERS/EFFECT

FIREBORN: The Negga Wyrm is basically one with the element of fire. Though flesh on the inside it manages by some unknown supernatural means to stay submerged in lava and fire for any amount of time. It can produce and cast a wide variety of fire-related spells (Game Master's choice), and is unaffected by all but the most potent of magical fires.

MELT ROCK: By touch the Negga can heat up 950 cubic feet (27 cubic meters) of rock per round. The rock swiftly turns to floating lava, and remains so until it naturally returns to cold and hard stone. The feat takes three rounds. At round two the heat is enough to cause heat damage and melt boots. This is not the most common way of fighting for the Wyrm, which uses this ability only when it sees a need for it. The act of melting rock drains energy from the creature, and can be done no more than ten times per day. (This power can cause great harm to large stone structures if applied to the foundation of the construction.)

DESCRIPTION

In those times and places where volcanoes and chasms throw out fire and smoke unto the lands, one can sometimes find great rocky ellipsoids scattered upon the slopes and fields. In the wake of eruptions, as the earth quiets, these eggs of lava rock remain standing, as if spewed out with the fire from the deep bowels of the earth.

No one knows the depths where these eggs are produced, but they have been witnessed as they hatch, and when the great black Wyrms crawl out from inside of them. Usually these return to the caves and hollows of the mountainside, seeking the solace of the fiery pits, but occasionally they start wreaking havoc right away.

As the Negga move back into the earth they seek out lava streams or pools and submerge themselves in them. There they lie for centuries only to come out once in a while for a meal of flesh. It is believed that they somehow

Negga - Fire Wyrm



maintain life by drawing energy from the heat of the lava, and that they only rarely need to complement this diet with the proteins of meat.

It is further believed that the Wyrm is only a larva state of some more advanced life-form, that might never have been spotted. The theory is based upon the undeveloped wings and the long worm-like body of this dragon-like creature.

In their rare hunt for flesh the Negga are intent and relentless. They will crawl out from the deepest of places and venture any distance over land until their hunger is satiated. This happens once every decade or so.

It is unusual to encounter more than a single Wyrm at once, but if one is there as the volcanic eggs hatch, up to one hundred beasts might be present at once. At the sight of meat many of these newborn discover hunger and postpone their search for heat and hiding.

The magic of the Negga is natural, and they have no need for words, scrolls, or other means to make use of their power. They do not seem to care about their brethren, and have no interest in the affairs of others save as food. Their intelligence is greater than appearance reveal, which can be noticed in behavior, but they display little or no signs of communication.

Water will not hinder these creatures, but will of course make futile the use of fire-related spells and the whip of the tongue

Nothing indicates that the Negga are bound to the lava for survival, if there is plenty of substitute energy (prey) around. They have never been spotted mating, and gender is impossible to make out. The teeth and fingers of these creatures make excellent arrow- and spear-heads, but will not come loose easily. The beasts can live forever it seems, and millennia are probably needed for any eventual metamorphosis to set in.

Thelossian

GENERAL

CATEGORY: Mammal
TERRAIN: Woods
FOOD: Carnivore
AGGRESSION: Normal
SIZE: 5 feet (150 cm) tall, at the head
NUMBERS: 1 to 5

CHARACTERISTICS

STRENGTH: 12-16
AGILITY: 15-24
ENDURANCE: 15-22
INTELLIGENCE: 5-8
MENTAL RESILIENCE: 15-24
CHARM: 2-8
(If stats of humans range from 3 to 18)

SPEED: Run x 2, Swim x 1, Climb x 2
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 11-18
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 2
BODY: 3
LEGS: 2
TAIL: 3
(If Full Plate Armor is 10)

The skin of the Thelossian is thick and mostly covered by very thick fur, which makes for a good natural armor, in case wits and camouflage fails to protect it.

ATTACKS/DAMAGE

2 CLAWS: 1-2 (1-3 as fists)
1 BITE: 1-4
(If a Long Sword causes 1-8 points of damage)

The small claws on the hand-like paws of the Thelossian do little damage. Instead it tends to draw its fingers together in a fist-like manner in physical situations.

POWERS/EFFECT

CAMOUFLAGE: The Thelossian is a natural when it comes to hiding and camouflage. Due to its powerful



Thelossian

sense of sight it knows how to conceal itself from most gazes. It can change the colors of its fur at will, and with great speed. It can also enter into a state of cryptobiosis, within a couple of rounds. In this case that means instantly stopping its own heart and lowering the temperature of its blood to that of its surroundings. The creature will be as dead, but with the capacity to revive itself to life when it wants to. This also takes but a few rounds. In the state of cryptobiosis the creature retains a weak trace of awareness, just enough to sense and to judge if the potential danger has passed.

MASTER OF SIGHT: The five pairs of eyes of the Thelossian all have a unique way of registering the world. Besides seeing normally (like humans) it picks up heat radiation, electrical vibrations, spiritual auras, and magical fields. Heat vision allows it to move about in total darkness and make out all lifeforms from afar. Electrical vision enables it discover creatures hidden under leaves, buried in earth, or moving behind thin walls. Spiritual vision displays the spiritual aura of all living things to the Thelossian, which gives it a good idea about the nature and disposition of any creature. Finally, magical vision makes it capable of noticing and reading all magical fields emanating from spells and magic items. Thus it may know the kind and power of magic it faces.

DESCRIPTION

Usually Thelossians run about in the world rather fearlessly. Only when they are starving, or willfully makes a move toward danger, do they run the risk of being killed. Their unusual gift of sight allows them to avoid most enemies long before they are spotted, but like all creatures, their level of attention may of course vary.

The Thelossians live alone or in small families, hunting and eating creatures, like beetles, frogs, worms, birds etc. They are very intelligent and can hunt in groups as well as communicate with signs, sounds, and patterns of color. They have no spoken language but may figure out ways of making themselves understood when encountering friendly creatures or beings.

Elves, and other benign woodland folks, have been known to befriend the Thelossians for the sake of mutual interest. They make perfect guards of course, but will not enter into such service without good reason. They are also eminent trackers and have been seen in the company of elven scouts, druids, and experienced woodland rangers.

As creatures of many eyes the Thelossians have developed great wisdom and are attracted to natural harmony. They care about the surrounding forests and the diversity of life within them. The creatures may attack small bands of orcs and other disregardful forms of life, if they display ignorant or destructive behavior toward their home environment.

The Thelossians are very agile creatures. They swim well, and even if they tend to make their living at ground level, they enjoy climbing trees, and often do so when hunting. They also like to relax and enjoy life while lazily playing about with their more energetic young. Normally they sound as deep-voiced monkeys, but are not loud, and do not growl like big cats. Being intelligent they can imitate many animal sounds and do so when it suits their purposes.

Most Thelossians die before the age of 50. They keep to the same partner throughout their lives and reproduce only once. Their young tend to stay with the adults until fully mature. When meat is scarce the creatures can eat and survive for months on nutritious roots, nuts, berries, and fruit. If there is no food at all Thelossians may go into cryptobiosis and remain in such a state until food comes along. At the brink of starvation the creatures will attack and eat larger life-forms if necessary.



PanPanarih

PanPanarih

GENERAL

CATEGORY: Plant
TERRAIN: Damp places
FOOD: Carnivore
AGGRESSION: -
SIZE: 8 feet (240 cm) tall, without limbs
NUMBERS: 1 to 20

CHARACTERISTICS

STRENGTH: 15-20
AGILITY: 3-8
ENDURANCE: 20-28
INTELLIGENCE: (1)
MENTAL RESILIENCE: -
CHARM: -
(If stats of humans range from 3 to 18)

SPEED: Run x 0,01
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 40-55
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 1
FRUIT: 0
TRUNK/BRANCHES: 1
TONGUES: 0
ROOTS: 1
(If Full Plate Armor is 10)

Chopping at a PanPanarih is like chopping away at any tree in the forest. It is commonly clad with a layer of moss that gives no or little protection, but since it feels no pain it will move about until it is cut to pieces, or burned down.

ATTACKS/DAMAGE

5-8 POINTY BRANCH STABS: 1-5 (+ burning tongue damage, see 'Powers')
(If a Long Sword causes 1-8 points of damage)

The PanPanarih thrusts with the spear-like ends of its branches to kill prey. Smaller creatures are then drawn into the core, through the hollow limbs, by the tongue emerging from their centers. Insects and very small creatures are trapped directly by one of the tongues, which are fast and very sticky. Larger life-forms are stabbed repeatedly until they are still. The PanPanarih continues to attack until the flesh is loose enough for the tongue to tear it off. The burning saliva also helps disintegrating muscles and other tissue. Losing consciousness near a PanPanarih is to be avoided.

POWERS/EFFECT

ENCHANTING FRAGRANCE: The PanPanarih is usually without scent, but may release a strong fragrance to attract nearby prey. The scent can only be produced when the plant bears fruit, and that is usually when extra food is needed. The aroma of these plants is like a heavenly perfume and very hard to resist. Unless a saving throw vs Mental Resilience is successful the victim is enchanted and will seek out the source of the scent and hug the PanPanarih to fill his mind with the wonder of its fragrance. At touch the plant will attack. On a windless day the fragrance can spread up to 500 yards (457 meters) from the fruit.

TELEPATHIC VISION: The seeds of the PanPanarih are a kind of eyes. Around every seed is a mother-of-pearl like lid that can open to reveal the organ of vision. They are fully self-sufficient, like clams, but cannot eat, and live only for six months. Whenever they open they send visual information back to the PanPanarih, which may act upon this knowledge, but the ability is also for finding a good spot to sprout upon. Birds, and other creatures, attracted to the glimmering surface, takes off with the seeds and so the plants spread. If dropped nearby water the seed will settle, but otherwise it stays closed most of the time, and awaits better opportunities. A dead seed can still become a new plant, but it loses its ability to open up and see.

BURNING SALIVA: The sticky tongues of the PanPanarihs produce a burning saliva which inflicts 1-2 points of injury for 1-4 rounds when it makes contact with naked skin. It is not acidic but consists of a nerve poison that causes pain and cellular damage.

DESCRIPTION

The PanPanaris pose as common trees when they don't engage in hunting or feeding. They stretch their limbs and branches upward and hide their surveying eyes well. They may live in any place where water is available

but prefer a damp climate. Even dungeons will do if a subterranean stream can be reached and an occasional beam of sunlight manages to squeeze in. Their roots grow fast and can stretch out hundreds of yards from the main root, which is always located in, or very close to water. Within this area the PanPanarihs are mobile, and move around slowly, on shorter tentacle roots, to their position of choice.

No brain is to be found in these plants, but the instinctive innate behavior of the PanPanarihs is creepily complex. For example, they tend to hunt in groups, letting some creatures pass by while posing for harmless, only to block the opening of the cave where the creatures spent the night sleeping. They sometimes let go of some of their seed eyes to monitor a trail nearby, and they let groups of birds hack away at their big red fruits, until enough of them gather to feed all of their hollow limbs at once. Though the PanPanarih transports itself slowly, its upper structure is very flexible and its limbs can flail about at some speed. The tongues are extremely fast, and the plant gets half of its nutrition from the numerous insects landing unknowingly on the fruit, or upon the cluster of small white flowers that blooms in the center before the fruit appears.

The fruit of the PanPanarih is large and delicious. Once served at many courts as the treat of summer festivals, the plants are now eradicated from populated areas. Attempts have been made to grow them, but they are far from energy efficient, and the danger of managing them discourages most such enterprises. Once a seed has reached water, it takes at least two years for the plant to reach a full-grown state.

The human-like shape of the creature has given rise to many scary stories about the PanPanarih, whose silhouette against a moonlit sky has been used more than once in illustrated myths to symbolize dark times ahead. Folklore claims that when the plant consumes human beings, it absorbs their essence, and slowly begins the transformation into a complete replica of a humanoid.

Holath-Uhr

GENERAL

CATEGORY: Demon (Orc)
TERRAIN: The Abyss
FOOD: Carnivore
AGGRESSION: Extreme
SIZE: 6-7 feet (180-210 cm) tall, when upright
NUMBERS: Up to hundreds

CHARACTERISTICS

STRENGTH: 16-24
AGILITY: 3-13
ENDURANCE: 14-20
INTELLIGENCE: 3-10
MENTAL RESILIENCE: 4-16
CHARM: 1-5
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Fly (eagle x 0,5)
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 16-26
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 2
BODY: 3
LOWER ARMS: 5
UPPER ARMS: 2
WINGS: 3
LEGS: 2
(If Full Plate Armor is 10)

The Holath-Uhr is partly scaled and horned, but otherwise covered in sinewy and tough skin. These creatures' reaction to pain and injury is not one of screaming.



They seem to accept it as an inevitable part of their every day reality – a minor nuisance, and a slight distraction at most.

ATTACKS/DAMAGE

1 BITE: 1-4
2 CLAWED FISTS: 1-5
2 KICKS: 2-6
(If a Long Sword causes 1-8 points of damage)

The Holaths primarily make use of sharp and heinous blades forged in the chasms and pits they inhabit, but shy no means of killing.

POWERS/EFFECT

UNHOLY WORDS: In combat the Holaths utter unholy phrases and ancient words of power to dismantle the morale of the enemy. These words seem to flow out naturally from their throats in warfare and give power and strength to their attacks. All within range of hearing suffer a -2 penalty to all rolls unless a Mental Resilience test is passed. This effect lasts for the remainder of the encounter. The Holaths, and all evil forces aligned to them, gain a +2 benefit on all attacks. Clerics may neutralize these dark chantings with loud prayer and blessings.

ANCIENT LUSTER: Something in the dark second birth of the Holaths (see 'Description') brought about a mysterious glow and a mesmerizing luster to their presence. The evil and violent nature of these creatures is uncompromising and direct. Together these attributes convey an otherworldly presence. Like fallen angels, still empowered by the charisma of Heaven, the Holath-Uhr are formidable to all but the strongest of wills. Standing in their way is a testimony to the character and morale of any man or woman. In the presence of Holaths all beings must make a test of their morale or Mental Resilience to stay opposed to them. A failure may result in passivity or conflict of mind, while a disastrous roll will make the witness draw back in submission, or even fall face down in worship.

DESCRIPTION

In very old orc records one can find entries about the Holaths. They are described in a double-edged manner, portrayed mainly as strong, heroic and idealized as chief among all orcs. On the other hand they are *"those without being"*, *"the passionless ones"*, and *"the pathless spears"*. In one chronicle the following passage takes us to the point: *"The Holaths had no sense of fear, law, or limit. In winter they pierced far and deep into the realms beneath the mountains. There they blended with the reptiles of myth and joined with them in unlawful and boundless manners. As they returned and faced again the starlit lands, they were strangers to the orcs that beheld them. Winged and furious they would hear no command and hold to no oath. They had become the Uhr, and the orcs abandoned them. We faced their hatred. We conquered them. We cursed them, and bound them to the spaceless depths of their unwholesome rebirth."*

Scholars now categorize the Holaths as Demons, and place them with the other unearthly life-forms of the Underworld. Their minds have gone beyond logic and they act with the pure malevolence and senseless hunger of the Abyss.

At times desperate orc clans summon them to their service, but the power of the Holath-Uhr is almost impossible to control. A break-through into the material plane of existence, is bound to result in chaos unleashed, and the mountains teeming with the unfettered powers of the deep.

Winged, the Holaths can fly, but in a crude and clumsy manner. They cannot stay aloft for more than a minute or two, but long enough to crash down upon their enemies from above. They make no use of clothes, armor or decoration, but may carry items of power in the form of bracelets, girdles, rings etc. They normally wield dark weapons but lacking arms will not stop them from attacking.

In all, they are set on killing, eating, and to further their power, and will use whatever means they can to achieve it. Patience, and negotiations are not included. In the world of the Holath-Uhr, there is no such thing as the long way around. They serve no one, unless physically restrained and forced about. There is no fear, and nothing beneath the moon is holy or forbidden.

The Holaths naturally team up and wreak havoc in joined forces. No leader seems to be needed, but a shared interest in destruction, and the dominion of their demonic species, take them ever onward. Outside of the Abyss, they can live for 100 years.

Bhorda

GENERAL

CATEGORY: Mammal
TERRAIN: Cold water (salt and brackish)
FOOD: Carnivore
AGGRESSION: Normal
SIZE: 23 - 30 feet (7-9 meters) long
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 30-45
AGILITY: 10-12
ENDURANCE: 18-22
INTELLIGENCE: 1-2
MENTAL RESILIENCE: 3-5
CHARM: 1
(If stats of humans range from 3 to 18)

SPEED: Run (Crawl) x 0,5, Swim x 8
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 40-50
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 5
HEAD: 2
BODY: 5
FLIPPER ARMS: 5
(If Full Plate Armor is 10)

Underneath the hardy skin of the Bhorda is a thick layer of blubber, keeping it warm and protecting its vital parts. The creature is insensitive to cuts and damages to this outer layer of fat. Daggers and short axes will do little or no harm to it, unless directed specifically at the head and eyes.

ATTACKS/DAMAGE

1 BITE: 2-8
2 FLIPPER MAULS: 2-12
(If a Long Sword causes 1-8 points of damaage)

The Bhorda's favorite way of hunting is to swim with full speed from below to crash through the ice with its bony flipper ends first. The prey, surprised and often stunned by the attack, is then mauled unconscious and usually swallowed whole.

POWERS/EFFECT

ICE BREAKING SONG: In areas where the ice is too thick for the Bhorda to penetrate, the creature can apply a deep and extended bellowing roar to create cracks in the ice and break it open. The vibrations of this sound are powerful but must work on the ice for some time before it comes apart. Surface instability can be felt from above, and a deep eerie song is audible even through thick layers of ice.

JET OF WATER: As the Bhorda surfaces it can apply a single jet of water to throw down prey fleeing from the scene. Out of the water the creature is slow, and the jet is often its only chance to bring down prey still standing after its initial strike. The creature can not keep the water inside while breathing, or eating. It must be shot out as a jet or simply let out, before any serious maneuvres are undertaken on land. The jet can reach up to 45 feet (15 meters) from the Bhorda. If the water is icy cold the shock itself might bring the target to the ground. In either case a successful Agility roll is needed to stay on foot. The jet is shot out through the inner, very pliable mouth of the creature.

DESCRIPTION

Though the head and flippers of this creature are very unlike those of rest of the family, the Bhorda is a great seal. Huge and monstrous it can crush and consume a walrus without much problem, and hunts basically all life-forms on and underneath the ice. It spends most of its time in the cold polar waters but may venture anywhere in search for food. It will survive no more than a week outside of water, and must breath air at least once an hour.

Bhordas have occasionally treated ships as if they were ice, and swam straight into them, breaking great holes in the hull. The inner worm-like mouth can be extended 10 feet (3 meters) from the creatures, and have ripped out members of the crew before anyone really knew what happened. As the Bhorda leaves, cold water starts flooding the vessel, which normally results in a lot more food for the seal.

In all cases, the element of surprise is the Bhorda's main tactics. The back flippers of this creature have merged



Bhorda

completely into a large fin and it can generate impressive speed under water. Once on land it is comparatively clumsy and will only leave the ocean to pursue wounded or, confused animals, out of reach from the shore or hole.

The clawed tentacles on top of the creature's head can be moved to some extent, and are used mainly to ward off birds from the head when the Bhorda basks a few hours in the seasonal sunlight. Its skin ranges from red to black and is often speckled. Its scent is similar to that of other mammals of the sea, and the grunts and roars let out when on land have a complainant tone.

The Bhorda live for over 500 years and mate only once a century. The long life span has granted it a special reputation in folk medicine, which claims the rich fat holds life-extending powers and preserves the youthful qualities in skin. It may seem absurd in the ugly face of this beast, but some queens have ordered great hunts on the Bhordas and had royal alchemists produce anti-wrinkle ointments of beauty from their blubber.

Apart from the rare events of reproduction the Bhordas move about alone, and stay well away from other members of their species. They are nevertheless feared greatly by the seamen of the North and tend to keep ice skaters away from frivolous escapades on the open sea.

Ni-Oth

GENERAL

CATEGORY: Faerie
TERRAIN: Forest
FOOD: Sunlight and water
AGGRESSION: Controlled
SIZE: 10 inches (25 cm) tall
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 1
AGILITY: 12-15
ENDURANCE: 11-13
INTELLIGENCE: 5-15
MENTAL RESILIENCE: 18-22
CHARM: 13-20
(If stats of humans range from 3 to 18)

SPEED: Fly (Eagle x 0,2)
(Multiple is times human speed)

MAGIC POWER: 5-30
(Ranges from 0-100)

HIT POINTS: 1-2
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 0
BODY: 0
(If Full Plate Armor is 10)

The delicate physiology of the Ni-Oths is without any natural armor to speak of. They rely on magical illusions for their protection.

ATTACKS/DAMAGE

1 TENTACLE BURN: 1-6 of acidic damage
(If a Long Sword causes 1-8 points of damaage)

The Ni-Oths are equipped with several burning tentacles and pointy ends to protect them from being captured. These are used for defense only, and they normally reach only one enemy at a time.

POWERS/EFFECT

VENTRILOQUISM: The Ni-Oths are master ventriloquists. They can mimic any sounds they have ever heard, and make them appear as if coming from any spot within 100 yards from their location. This is a natural magical ability of the creatures, who may produce such tricks at will, but they cannot distort the natural volume of mimicked sounds into painful levels.

ILLUSORY PROJECTION: The Ni-Oths can project an illusory version of themselves, that may be up to 20 feet (6 m) tall. This illusion lasts for up to five minutes, and may be projected up to 30 feet (10 m) away from the real Ni-Oth. The projected image moves and acts just like the Ni-Oth itself, but has no real body or weight. This power can be used once a day.



Ni-Oth

DESCRIPTION

Every once in a while, when conditions are right, and a considerable age has been reached, it comes to pass that specific parts of a forest awaken to consciousness. This can happen to a grove, a glade, a pond, or any other special location, that makes itself distinct from the rest of the wood-land. As this occurs the place emanates a sacredness that can be sensed by sensitive minds, and a Ni-Oth is born from the soil among the undergrowth. Initially it grows, attached to the ground, like any other plant. But as it matures, it lets go and takes it first flight under the stars of night.

The Ni-Oth is the voice of the sacred location. It speaks and acts on behalf of the conscious place that raised it. It has no will on its own but is merely an animated tool, or extension, of its parent. Whatever power the Ni-Oth wields is actually the power of the grove, glade, pond, or place itself. If the location is burnt or otherwise destroyed, so is the Ni-Oth.

These creatures can move about at day-time, but normally fly during the night. They hover above the sacred ground and tend to it in secret and mysterious ways. Once in a while they leave their homes to fly slowly through the woods, and communicate silently with other faerie powers. They thus brings back tidings, and are kept alert to the events of the larger forest.

The look and color of any Ni-Oth may vary substantially, but they all have wing-like leaves and tentacles. An eerie glow surrounds them when they act, and they never fly above the tree-tops. All Ni-Oth can cast spells of illusion, but apart from their natural power of ventriloquism and projection, these vary. The might of these spells depend on the power and size of their home location.

Once it is parted from the ground, the Ni-Oth drinks water through its mouth. It requires sunlight to live, and can last no more than a week without it. The creature has no need of food, and live for as long as the sacred location remains. Desecration, in the form of black magic or blasphemous rites, may kill the Ni-Oth's source of power. If only the Ni-Oth itself is slain, the consciousness of the forest location produces a new Voice. This takes about six months.

Scholars speculate that these creatures might the first signs of a greater forest consciousness. If so, some ask, would there be more powerful Ni-Oths, or other forms of life, produced to speak for the forest as a whole? Some Ni-Oths know only elven, or similar faerie languages. Others seem able to convey their message in the language known best to the target of communication. Some kind of mind-reading ability is therefore suggested.



Mehrog

Mehrog

GENERAL

CATEGORY: Mammal
TERRAIN: Plains and grasslands
FOOD: Carnivore
AGGRESSION: High
SIZE: 7-20 feet (2-6 m) long
NUMBERS: 1-20

CHARACTERISTICS

STRENGTH: 20-40
AGILITY: 6-9
ENDURANCE: 8-13
INTELLIGENCE: 1-2
MENTAL RESILIENCE: 1-2
CHARM: 13-20
(If stats of a humans range from 3 to 18)

SPEED: Run x 2,5
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 20-50
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 9 (+2 for mud)
HEAD: 10
BACK: 12
BELLY: 5
FRONT LEGS: 8
LEGS: 6
TAIL: 7
(If Full Plate Armor is 10)

The Mehrog is well protected by unusually tough hide. On top of that is a shield of pointy hard bone. This is sometimes strengthened further by thick layers of clay and mud, which build up and stick between the plates when the creature rolls around in the soil.

ATTACKS/DAMAGE

2 KICKS: 1-6 (+2 when stomping)
1 BITE: 2-6
1 CHARGE: 2-8
(If a Long Sword causes 1-8 points of damaage)

The Mehrog depends a lot on its sheer size and strength when hunting. It can move fast over short distances, and like to take down its prey by running straight into it. Once the prey is stunned or lying, the creature starts stomping. It never kicks with its hind legs, rarely uses its mouth for anything but eating, and the tail is only applied to fend off rear attackers.

POWERS/EFFECT

BREATH OF FOG: Inside the huge lungs of the Mehrog an unusual process takes place. Some of the moist in the air is extracted and and collected in special chambers. Once a week this water can be mixed into the outbreath of the creature to create a fog. When there is no wind a cover slowly builds up, large and dense enough to greatly improve the creature's chances of a surprise attack. When there are many Mehrogs involved, large areas can be covered with fog.

DESCRIPTION

Heavily armored, the Mehrog can still pick up some speed. It is not clumsy, but far from agile, and it gets tired quickly. It prefers to lie silent, in the long grass, or hidden in the mist. From there it charges and smashes hard into its target. Once the prey is down, the creature rears up on its hind legs and stomps the victim into a mash, before it eats. The teeth of the Mehrog are long and sharp, but its jaws are not very strong.

The creature has a unique structure to its lower legs. A series of jointed bones, that can be locked in and out of position, make its hooves very flexible, and extremely sensitive to vibrations in the ground. Completely blind and deaf, the Mehrog rely exclusively on this sensitivity, and smell, to coordinate group attacks and to make out the direction of possible prey. It can lie down, belly flat on the plain, and still keep its hooves firmly on the ground. This ability gives the Mehrog a quick start, and makes it alert to the surrounding events, even when completely hidden. Toppled over, it is prone to danger, and loses its sense of aim.

The Mehrogs vary a lot in size. They are born at the height of a large dog, and continue to grow during their entire lives. At the age of 40 they can as big as an elephant, and become a true terror to the life forms of the plains. Some animals have come to shun fog like death itself, and run away at the mere sight of it. Others have not gained that wisdom. When large animals are hard to

find, the Mehrogs kick down into the earth to pick out the rodents and frogs, easily made out by their sensitive hooves.

Moving around in families of up to 20 creatures, the Mehrogs keep to large but limited hunting areas. They tend to stay close to lakes and water holes, but never venture into the water themselves. They like rolling in the mud, but only do so when they are certain of safety. Being deaf they use no vocal sounds, but an occasional burp and hiss can sometimes expose them. The creatures make lousy steeds, but have occasionally been used as guard beasts.

Chaerim Witch

GENERAL

CATEGORY: Dark Faerie
TERRAIN: Marshes and swamps
FOOD: Omnivore
AGGRESSION: High
SIZE: 6 feet (180 cm) tall
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 16-18
AGILITY: 12-14
ENDURANCE: 11-13
INTELLIGENCE: 16-18
MENTAL RESILIENCE: 13-18
CHARM: 2-8
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Swim/Crawl x 3, Climb x 3
(Multiple is times human speed)

MAGIC POWER: 15 - 35
(Ranges from 0-100)

HIT POINTS: 18 - 24
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
BODY: 2
TENTACLES: 2
(If Full Plate Armor is 10)

The Chaerim Witch is naked and not very well protected. She relies on her many tentacles and foul magic to keep her body free from harm. The Witch can lose all of her tentacles without injuring her vital organs, and can only be slain through attacks directed toward her main body.

ATTACKS/DAMAGE

10 - 20 TENTACLE LASHES: 2 - 8
(If a Long Sword causes 1-8 points of damaage)

The many tentacles of the Chaerim can also be used for grappling and squeezing. If caught (normal successful Chaerim attack roll) a victim will suffer 2-8 points of constriction damage every following round (unyielding armor like metal offer protection), which can break ribs and damage internal organs. The victim may free himself through a normal attack to the tentacle (unless weapon arms are trapped), or a saving throw based on Strength. If several tentacles are holding the same victim the Witch may chose to tear her enemy apart, and produce 3-12 points of damage per round that way. If hit by 4 or more points of damage in a single round, a tentacle will let go. (If desired, they can be handled as separate entities, all with 6-8 hit points each.)

POWERS/EFFECT

REPULSIVE STENCH: The Chaerim smell awfully, but they also have the power to willfully strengthen this stench, and bring it into abominable levels. The perfume of all once crawling, now rotting forms of life, of the mires and bogs of the world, are summoned forth like a sickening musk, through the Witch's filthy glands. The stench spreads quickly and fills an area of 40 x 40 yards (36 x 36 m) within two rounds. This contamination last for twenty rounds and may be summoned once per day. All within the zone of repulsive stench must succeed with continuous saving throws vs Mental Resilience or

Chaerim Witch



instantly run away. If hindered from escaping into fresh air the victim will faint. Three successful rolls in a row will make the victim immune, for a while. Holding one's breath will help.

FORCE LYCANTHROPE: The Chaerim Witch likes to keep lycanthropes as company. At the encounter of a lycanthrope, which the Witch recognizes by smell, she will try to force it into service. Through a number of spells and specially designed items of silver, she commonly manages to win them over. If not, she will try any devious means available to her. At any time the Chaerim can force a lycanthrope transformation. The 'were' state lasts until the following morning and can be induced by the Witch any number of days in a row, fully independent of the lunar cycle. The lycanthrope need not be aligned to the Witch for this to happen. Within sight of the Chaerim all lycanthropes transform, whenever she so desires. But they only serve her, if she has won them over.

DESCRIPTION

In the deep and stale swamps, where no sun-loving creature would go freely, the Chaerim witches build their lairs. From rotten weed, murky branches, webs of great spiders, and moldy moss, they fashion their dark abodes. In seclusion, they work on cryptic secrets, mixing brews of power, seeking new spells, and scheming new devilry. Only rarely, when they feel ready to fulfill some heinous desire, or try out some new mischief, do they come forth into the world to set their dark plans in motion.

Robed in massive tangles of tentacles, the witches themselves are barely visible. Long strong arms reach out to maneuvre things in need of nimble fingers, but always, the long snake-like limbs move out before them. Powerful, sinister magic follow the Chaerim about, and they are masters with curses, elixirs and poisons. Toads and frogs live in their mouths and bellies, and they move unhindered through muddy waters, slithering with amphibian grace. Where giant mangrove trees grow, the witches climb effortlessly from root to high branch, with the aid of their many tentacles. Roaming the marshlands with decisive aim, they feed often on their way, swallowing with no great fuss, what most creatures would discard.

There are no male Chaerim. The witches mate with the great black eels of the marshes. Their young look a lot like brown octopus before arms and legs grow out properly. They reach maturity and full witch-hood in their early teens. The Chaerim can become truly old, and they gather new spells and new levels of witch-craft with age. Some are said to be over 500 years old. The witches can't stand each other, and no more than one ever lives in the same swamp. They fight until death to defend their territory.

The connection to lycanthropes is a mystery, but some say that the first witch was an elven maid, transformed and violated by a powerful eel. This dark fate is said to have changed her, and that during the darkest phase of the moon, she would go out naked into the night and perform pagan rituals of shape-shifting. The Chaerim send their lycanthrope servants out into the world to fetch them rare ingredients and to bring back information. Blood, and flesh of many different life-forms are common in the unholy recipes of these dark Wiccans. All Chaerim are powerful magic-users, and specialize in spells connected with decay, pestilence, nightmares, and death.

Aegarim

GENERAL

CATEGORY: Mammal
TERRAIN: Caves and mines
FOOD: Omnivore
AGGRESSION: Normal
SIZE: 5-6 feet (150 - 180 cm) tall
NUMBERS: 1- 20

CHARACTERISTICS

STRENGTH: 14-18
AGILITY: 1-14
ENDURANCE: 11-16
INTELLIGENCE: 7-10
MENTAL RESILIENCE: 6-12
CHARM: 2-4
(If stats of humans range from 3 to 18)

SPEED: Run x 1
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 13 - 20
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2 (+ 1-8 of gold cover)
HEAD: 2 (+ 1-8)
BODY: 2 (+ 1-8)
LEGS: 2 (+ 1-8)
TAIL: 1 (+ 1-8)
(If Full Plate Armor is 10)

The Aegarim has a dark skin that slightly shifts in color to blend with the rocks and minerals in the caves they inhabit. It gives little protection in itself, but is often strengthened by layers of gold (see 'Description')

ATTACKS/DAMAGE

2 CLAWS: 1-6
1 BITE: 1-4 (+1-2 of corrosion damage for 1-8 rounds)
(If a Long Sword causes 1-8 points of damaage)

The front claws of the Aegarim are strong and hard enough to scrape out the gold from veins and ores in the mountains. The bite is not very powerful in itself but the saliva of the creatures is corrosive to dissolve gold, and can cause serious damage to living tissue, as well as armor.

POWERS/EFFECT

MELT GOLD: The Aegarim have the psionic ability to heat up, and even melt, gold from afar. They can use this power once per day. When undisturbed for two rounds they can psionically produce a field of molecular instability, with a diameter of 60 feet (20 m), in which the temperature of all gold increases dramatically. Rings, bracelets and other gold in direct contact with the body will cause 1-4 points of burn injury per round, and melt completely in another 2-4 rounds, if the Aegarim is left undisturbed and allowed to focus. (The power of magic items deformed by this ability may be lost or lessened.) The field begins 10 inches (25 cm) away from the creature, and doesn't affect its own layers of gold.

DESCRIPTION

The Aegarim are highly intelligent creatures, but make no use of spoken languages or tools. They normally move about alone or in small groups, but occasionally gather in larger numbers. Their main activity, apart from feeding, is to seek out and swallow gold. They are drawn to mines, ores, underground rivers, and great treasures. Once consumed the gold enters the creatures and is transported to their skin where it is deposited in thin layers that grows into plates of natural armor.

Initially these deposits protect the creatures from outer harm, but as they thicken they burden the Aegarim and hinder their movability substantially. It is therefore believed that this process is a cultural expression rather than a purely biological one. The Aegarim, some say, believe that by leaving a permanent golden shell of themselves they attain immortality. Thus they continue to eat gold until they become fully immobile and perish from starvation. In later states, when all but the joints are covered in gold, the creatures look a lot like statues, and are known to pose as such, to avoid notice, or draw near to themselves wealthy merchants and successful adventurers.

Strange carvings and hieroglyphs have been found in caves where the Aegarim dwell. They are believed to have deep magical or symbolical meanings, rather than conveying a message. Attempts of translation speak of '*The thousand years of sleep*', and '*The great resurrection*', but the sages involved in this work stress the inad-



Aegarim

equacy of human concepts, and the high level of guesswork involved in the translations.

The Aegarim's urge for gold is great, and they have been known to gather in greater numbers to take on dragons and other formidable hoarders. When subterranean findings are scarce they may venture out of the caves and seek out gold in other places. Their eyes are sensitive to daylight and when possible they keep hidden during the day. It may take anything from 20 to 80 years for an Aegarim to cover itself close to fully in gold. If they fail in making themselves into a sculpture, they die naturally at about 100-120 years of age. Nothing but the double row of nipples distinguishes the females from the males.

Elijinn

GENERAL

CATEGORY: Mammal
TERRAIN: Salt water
FOOD: Carnivore
AGGRESSION: Normal
SIZE: 13-15 feet (4-4,5 m) long
NUMBERS: 1- 4

CHARACTERISTICS

STRENGTH: 26-32
AGILITY: 22-25
ENDURANCE: 22-25
INTELLIGENCE: 8-10
MENTAL RESILIENCE: 12-15
CHARM: 5-8
(If stats of humans range from 3 to 18)

SPEED: Swim x 8
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 28-36
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 4
BODY: 2
FRONT FINS: 3
FINS/MEMBRANES: 0
(If Full Plate Armor is 10)

The body of the Elijinn is covered by smooth thick skin, that is adapted to existence in the water. The translucent membrane-like fins are easily damaged, but held together and run through with coppery threads or veins, which are thought to generate the density altering ability of the creature (see 'Powers').

ATTACKS/DAMAGE

1 SPEAR TOOTH: 1-12
1 BITE: 2-6
(If a Long Sword causes 1-8 points of damage)

The Elijinn hunts by piercing large prey with its spear-like protrusion, which is a tooth. Smaller fish are bitten and swallowed whole.

POWERS/EFFECT

ALTER DENSITY: Six times per day, and swiftly by will, the Elijinn can alter the density of any dead matter within 100 yards (90 m) in all directions. They can affect small and specific parts of this area or the entire radius at once. The power can make air dense enough to swim in, and turn rock soft as clay. It can transform the ocean into holes of air, and make swords drip away while still cold. There are some limitations. Solids cannot be made as thin as air, nor liquids transmuted into solids. The power lasts for up to two hours, and when it ends all matter return to its normal density, sometimes more or less deformed, of course.

DESCRIPTION

The Elijinn are very powerful creatures with dolphin-like mentalities and mysterious aims. Most of their lives they swim around in the sea hunting shark, which is their favorite source of energy. But now and then they



Elijinn

enter periods, in which their behavior greatly alters. At those times they act individually and pursue interests that look highly personal, random, or even political.

It is believed that the lunar cycle is somehow involved in these rather sudden mental transformations, and that periodically dormant parts of their brains turn active. When it happens some of the Elijinn start interacting with intelligent subsurface beings, and they become generally curious about the affairs of fishermen, other species, and the strange cultures that can be found in the deep seas, and even those above occasionally. One story tells of an Elijinn which rose up out of the water, swam through an entire city, turned the walls of a castle into jelly, and passed right through them. Apparently it soon came out with a mermaid that was held captive there, and returned with her to the sea. Most of these stories imply a care for ocean life-forms, and many relate of strange interventions in events to which the Elijinn had no clear connection.

The most spoken of phenomena, and the one that the Elijinn are mainly known for, is the fantastic dance of mating. The pair involved ascend high into the air, typically in the light of a striking sunset or the vivid backdrop of aurora borealis. There they move in a dreamlike, slow, and harmonious dance that lasts for well over an hour – a performance portrayed in many poems and works of art through the ages.

The incredible power these creatures hold over density, and use basically at will, leave them few natural enemies. Surprise is the only weapon against the Ellijin, and even then they are not easily overcome. Their lives last for about two centuries, and they pose little harm, unless unfriendly action is taken toward them, or some of their hidden agendas. The females are slightly smaller than the males, and the young are thought to be brought up in the true depths, away from the eyes of others.

The sounds of the Elijinn are complex combinations of high tones, that range from lively to soft and gentle. They don't jump like dolphins, and do not leave the water unless they have specific reasons.

Hon'Gaddha

GENERAL

CATEGORY: Undead
TERRAIN: Deep Seas of Hell
FOOD: None (Carnivore)
AGGRESSION: Extreme
SIZE: Corresponding humanoid size.
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 5-20
AGILITY: 1-16
ENDURANCE: 6-36
INTELLIGENCE: 3-18
MENTAL RESILIENCE: 3-18
CHARM: 1-6
(If stats of humans range from 3 to 18)

SPEED: Fly (eagle x 0,5)
(Multiple is times human speed)

MAGIC POWER: 0-100
(equal to power possessed in life)
(Ranges from 0-100)

HIT POINTS: 12-36
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 1
BODY: 1
(If Full Plate Armor is 10)

The slimy, cold skin of the Hon'Gaddha gives little protection, and is equally thick over its twisted body.)

ATTACKS/DAMAGE

4 CLAWS: 1-6
2 BITES: 1-4
1 TENTACLE: 2-8 points of electrical damage
(If a Long Sword causes 1-8 points of damage)



Hon'Gaddha

The tentacle of the Hon'Gaddha is slow, but long enough to encircle assailants and strike from behind.

POWERS/EFFECT

TOUCH OF HATRED: Strong hate permeates every inch of the Hon'Gaddha, and as it claws and touches its victims this deep and cold emotional energy is transmitted to them. A successful saving throw vs Mental Resilience is required stay unaffected. 1-4 hate-points are acquired when the throw fails. At 10 points a general hatred toward all living things has grown bold, and the victim will attack any and all forms of life indiscriminately as long as the hatred lasts. As the Hon'Gaddha dies or leaves, the blind hatred dissipates in 1-4 rounds and the victim is returned to its normal mood. If a victim is left in the hatred of a Hon'Gaddha, and not consumed or killed, he or she is permanently affected in 24 hours, and made slave to the Hon'Gaddha's twisted will in another 24 hours. When hunted, the ghost may spare the lives of some victims to defend itself in this way, through their power.

DANCE OF SILENCE: The Hon'Gaddha may spin around, in a tornado-like dance, to summon an eerie and physical field of silence around it. The field reaches 50 yards (45 m) in all directions and takes two rounds of undisturbed dancing to complete. It brings a very uncomfortable cold, and adds the sensation of moving in water. All events in the field continue at a normal speed, but the sensation is convincing and may contribute to a change of action. Silence is total and spells based on sound are useless as long as this power lasts, which is 5-20 rounds.

DESCRIPTION

Some couples, bound to each other by ceremonies and oaths, fail to fulfill the covenant of love they have sworn upon. Instead they nag and annoy each other. They become spiteful and drain the energies from one another. They mentally and physically abuse one another, and in this downward spiral they provoke into manifestation the very worst and most malicious qualities of each other. Finally murder pulls them physically apart.

When both beings of such a couple are dead, they are rejoined post mortem in a marriage of the flesh. In the cold and utter silence of the deep seas of the Hell, they are forever bound together, in a carousel of hatred. With the last glimpse of reconciliation driven out of them, there is no return. Eternally they claw and lash at one another, furiously and violently, in the company of nothing but the other horrible creatures of the watery pits.

Now and then, in the temporary thoughtless conflicts of living couples, the negative energy peaks and summons a Hon'Gaddha ghost into the material plane of existence. Attracted to the living likeness and memory of its former life, the ghost is thus drawn back to an undead existence in the world. Here it will reach out hungrily toward the love left in the living, and try desperately to consume it. By attacking the souls and flesh of beings still alive, it hopes to extract the liberating love that would free it from its dreadful destiny. It can do no such thing, but eternal hatred keeps repeating these futile acts of ignorance, and learns no lessons.

The Hon'Gaddha ghost materializes only during the dark hours of night. In the day it remains present to behold the actions of the living, but cannot interact with them. It is invisible and without power. As night falls the body takes form and the ghost roams to find loving creatures to destroy. At times it haunts and terrorizes its victims, to make them call out desperately to loved ones, or precious deities, before attacking. It is believed the ghost puts itself in the role of the savior to somehow try savoring the love of the victims.

In the material undead form the Hon´Gaddha couple is distracted enough from one another to achieve a temporary form of cooperation, but it regularly returns to its furious tornado of hatred, where every ounce of energy is spent on achieving the impossible death of the other. At these moments it wails, screams, and roars. The symphony of these outbursts of aversion is nightmarish and bone-shivering. It can be heard for miles and have a tendency to contaminate long time listeners with its bitterness and spiteful nature.

To willfully summon, and take control of a Hon'Gaddha ghost, one requires the mixed blood of a newly wed couple, together with other more clandestine ingredients. It is a dangerous and very delicate undertaking. The Ghost is covered in a slippery layer of the waters of Hell. A 30 feet (10 m) long tentacle of electrical energy swims behind it, in constant rebellion with the laws of gravity. Like most ghosts it is immune to all weapons but those of blessed silver, or powerful enchantments. Spells and other powers known to the cursed couple in life, may be invoked by the undead Hon'Gaddha, which will cast only the dark and dreadful spells that reflect its new character and identity.



Cilluhin

Cilluhin

GENERAL

CATEGORY: Reptile
TERRAIN: Civilization
FOOD: Carnivore
AGGRESSION: Normal
SIZE: 3 feet (90 cm) tall
NUMBERS: 1-5

CHARACTERISTICS

STRENGTH: 3-7
AGILITY: 12-14
ENDURANCE: 10-13
INTELLIGENCE: 2
MENTAL RESILIENCE: 2
CHARM: 2-5
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Swim x 1,3
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 5-8
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 3
BODY: 2
LEGS: 2
TAIL: 1
(If Full Plate Armor is 10)

The Cilluhin is a feathery, leathery, hairy sort of reptile, with harder decorative scales on the head. The tail is relatively unprotected, but consists mostly of feathers and fur.

ATTACKS/DAMAGE

2 CLAWS: 1-3
1 BITE: 1-4
2 HORNS: 1-2 (+ alkaloid effect, see 'Powers')
(If a Long Sword causes 1-8 points of damaage)

The Cilluhin is not a hostile creature but will use all means available to defend itself and its master.

POWERS/EFFECT

ALKALOID SCALES: The pointy ochre-orange scales around the Cilluhin's head and front feet produce a natural alkaloid, with potent and hallucinogenic powers. A sting from any of these points will result in an opium-like high, with a short and intense rush of joy, followed by three to four hours of deep and pleasant relaxation. Normally very small amounts of this alkaloid is produced and it takes ten to twenty minutes of "cuddling" with the creature, to inject a normal and comfortable dose into the blood. When the creature is upset, as when fighting, the size of the doses produced increases manifold. At such times a single sting may be lethal. Unless a saving throw vs 'Endurance' is completed random muscles will temporarily (1-4 rounds) go limp. Critical failure (a bad throw) results in failing lungs, and the the victim will simply stop breathing. Some quick and extraordinary means of healing is then necessary to return the bodily functions to normal. Several large injections normally result in physiological breakdown and a quick death. One out of five people report vivid hallucinations from this drug, and some claim episodes of clear clairvoyance. The alkaloid produced in the Cillluhin scales is very addictive, and very damaging to health in the long run.

DESCRIPTION

Cilluhins can no longer be found in the wild. For centuries they have exclusively been in the possession of nobles, sometimes secretly kept in cellars and towers, at other times paraded openly in the streets. They are very rare, seldom for sale, and extremely expensive.

Bred not for their looks, or strength, but for the power of their biological drug, they have weakened physically with time. The Cilluhin is very much a pet, and behaves like one. Most are trained to defend their owners, but unless actual violence takes place, the Cilluhin will not know what happened. They walk with a dream-like gaze, seemingly uninterested in their surroundings. None of the curiosity and lively mood of dogs can be found in these creatures. Only when threatened, do some of their former predatory ferocity return to them.

Cilluhins live for 7-10 years, and their end usually results in more than the normal grief connected with the demise of beloved pets. Desperation is likely to follow, and dark times may commence as an addicted influential Noble run out of "Cilla". Webs of intrigue and dark politics are commonly woven around these crea-

tures, and many have perished from the side-effects of their presence.

Of great interest have been the powers of premonition and clairvoyance, claimed to come with the alkaloid injection. Some report to have seen with great distinction and clarity into future events of importance, and also to have witnessed ongoing affairs from afar. Not all beings are so affected, but those who are, are said to be so regularly, which may be considered a great threat, or an opportunity, to those in power.

To keep a Cilluhin healthy and in top condition it must be regularly exercised, have a hot place in the sun or by a fire, food, preferably in the form of living ducks or similar water birds, and company. They survive for a month without food, but produce bad or no alkaloid if starving. The creatures can give birth to one to two young per year, which reach the maturity of production at the age of two. As the creatures age the quality of the "Cilla" improves.

The alkaloid cannot be extracted without negative effects. It degenerates swiftly and the quality is strongly reduced in a matter of hours, outside of the Cilluhin body.

Mingossi

GENERAL

CATEGORY: Fungi
TERRAIN: Any moist region
FOOD: Carnivore
AGGRESSION: Low (until disturbed)
SIZE: 5-7 feet (150-210 cm) tall
NUMBERS: 1-10

CHARACTERISTICS

STRENGTH: 15-25
AGILITY: 15-20
ENDURANCE: 3-6
INTELLIGENCE: 2
MENTAL RESILIENCE: 25
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 2, Swim x 1
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 12-25
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 0
HEAD: 0
TRUNK: 0
BACK: 5-15 (fully or partially protected by rock)
BELLY 0
LEGS: 0
TAIL: 0
(If Full Plate Armor is 10)

The "fake" body of the Mingossi (see 'Description') is solid, but spongy. It is easily cut through, but the creature's reaction to pain is low. Due to its special construction it can cope with more dire wounds than ordinary creatures. It doesn't bleed as easily.

ATTACKS/DAMAGE

2 CLAWS: 1-3
1 TENTACLE TRUNK: 1-4
6 INJECTION PROJECTILES: 1-3 (+ spore infection, see 'Powers')
(If a Long Sword causes 1-8 points of damage)

The Mingossi trunk is a highly sophisticated apparatus that is primarily designed to capture and swallow small animals. When angered, the creature wields it high toward any enemy, and grabs after heads, arms, or legs. The inside of the trunk is littered with barbs and sucking devices. Once the trunk gets hold, it is virtually impossible to free oneself from the grasp. The creature may chose to let go of its grip, but if it doesn't, the many barbs will continue to work on the armor and flesh of the victim, and draw the captured part further inward


Mingossi

(A successful saving throw vs Strength/Endurance may keep the tie even, but will not break the hold). Only severe damage to the creature will make it release the grip involuntarily. The trunk, and the belly of the Mingossi, are both very expandable. Larger specimens have little problem widening these enough to swallow a fully grown man.

POWERS/EFFECT

SPORE INJECTION: On both sides of the great trunk are three thin extendible tentacles, used for injecting spores into cracks and crevices of rock. Each tentacle can be extended up to 5 feet (150 cm) from the body, and shoot out up to 10 needle-shaped capsules of spore. These are released at great speed to enter deep into the rock and to attach firmly inside of it. As a last resort the Mingossi will use most, but not all, of these to defend itself. The spore will not germinate inside a body, but are toxic to most kinds of living tissue, and may cause serious health problems. In the initial rounds after injection they will cause 1-2 points damage, for 1-5 rounds. A failed saving throw vs Endurance may result in high fever, pain, and vomiting, lasting for 1-5 days. The needles can be shot up to 45 feet (15 m) with great precision, and tend to hit their target.

DESCRIPTION

The Mingossi is a truly remarkable creature. The cycle of its life begins as a spore, wedged firmly into the cracks of a natural rock, or an architectural stone construction. In all cases it is placed with great consideration, in a spot with regular access to water and meat. Typical locations would be in the roof of a cave entrance into a sloping mountain side, or in an archway of a moss-clad ruin situated in a rainy area. Here the spore germinates, and soon every crack and tiny hole in the rock is run through with fungal threads – the mycelium.

As the fungi flourishes from nutritions brought in by the water, it begins to bear fruit. In other words a mushroom grows out of it. In this case the mushroom is nothing like the delicious or toxic little things found in the forest, but a living, hungry entity, very similar to a cephalopod mollusc – an octopus. This is only the primal state of the fruit, which soon takes more uncommon measures to generate a wide-spread fungi colony.

The mushroom, stuck to the location of its birth, feeding on insects, little birds, bats, and other life-forms passing by, soon grows too large for its initial nest. At that point a true metamorphosis begins. Just like the larva holds the genetic blueprint of a butterfly, the Mingossi initiates an equally natural process of transformation. By gathering the cells of blood, flesh, brains, and skeletal tissues of all its prey, it constructs a full body, somewhat similar to that of a large predatory cat. It doesn't really grow, but slowly manufactures a new impressive vehicle for its continued cycle of life.

Initially more of a big lump, than a clearly defined body, the creature often becomes heavy enough to tear off large chunks of the structure it hangs to. Its vital root is still embedded in the rock, and that part has to come along on the ride. If the rock doesn't fall apart due to gravity, the fungi will eventually work at it, to loosen enough of the structure to set itself free.

The final, and mobile state of the Mingossi fungi is propelled forward by an artificial heart and brain. The actual intelligence is located in the mycelium network, but the new brain, placed in the head of the mammal-like mushroom, is responsible for motor skills, and sense perception.

The Mingossi normally moves in a slow zombie-like daze, methodically harvesting the bugs and little creatures close to the ground. It can however muster short boosts of energy, where the full grace and power of a predatory cat is mimicked well. When the creature is threatened, harmed, or hindered, this mechanism of defense may set in, lasting for about a minute.

The creatures prefer a damp, rainy climate, and take shelter in moist caves and cellars on dry and sunny days. They constantly run the risk dehydration, and will bury themselves in the soil if no shelter is found. The mature Mingossi survive for three to five years, and use their time to seek out a number of suiting regions and nooks. These they inject with spores which are their only way of procreation. To truly slay a Mingossi one must crush and burn the rock in which the fungal threads live. If only the body is slain, a new fruit will grow, nurtured from the decaying left-over of the first one.

The Mingossi have weak sight and hearing, and rely a lot on their sensitive trunks to maneuvre in the world. They tend to hunt in the early and late hours of the day.

Crombhala

GENERAL

CATEGORY: Crustacean
TERRAIN: Salt water
FOOD: Carnivore
AGGRESSION: High
SIZE: 7 feet (210 cm) tall
NUMBERS: 1-12

CHARACTERISTICS

STRENGTH: 17-23
AGILITY: 5-11
ENDURANCE: 15-21
INTELLIGENCE: 2-3
MENTAL RESILIENCE: 5-7
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 0,5 (In water x 2)
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 25-30
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 7
HEAD: 7
BACK 8
BELLY: 3
LEGS: 7
(If Full Plate Armor is 10)

The exoskeleton of the Crombhala is tough, and gives good protection. The belly is softer and vulnerable to spears and long swords.

ATTACKS/DAMAGE

1 BITE: 1-6
2 HOOKS: 1-8
(If a Long Sword causes 1-8 points of damage)

Though equipped with four powerful legs, the Crombhala is too massive to use these for kicking, even underwater.

DESCRIPTION

The Crombhalas are hunter-scavenger creatures that have specialized in attacking surface-swimming prey. Their antennae are sensitive and pick up all surface disturbances, even in the unsettled waters of storm. They generally keep to the shallows, where from the bottom they can strike upward to penetrate the creatures and small vessels above. The spikes on their heads are only used for the initial surprise and puncturing. The hooks and their hideous mouths are their primary tools of killing.

Rarely do they venture on to the shore, but can breath air without problem. The heavy bodies of the creatures slow them down on land, so they only briefly come out of the water. Stranded whales and other feasts, may tempt them to linger.

The beasts are ferocious and hungry by nature. They rarely miss a chance to feed, and do so with great fervor. When there is no large prey or carcass about, they move around very slowly to save energy, and lazily pick a snack or two in the form of clams and starfish from the bottom. As winter comes, and sheets of ice claim the coastline seas, the Crombhalas seek out warmer areas, or move temporarily into the unknown depths of the ocean.

In stories and myths Crombhalas are mainly known for their eyes. These are unique constructions whose outer layer is hard as glass, and whose interior liquid is a mystery. Sorcerers have found that by gazing into these orbs, one may witness long and clear episodes from the life of the Crombhala to which they belonged. The creatures are thought to preserve memories inside their organs of vision. Staring into the eye of a dead Crombhala is not an activity suited for the weak-minded and sensitive. The memories emerging are mainly the highlights of killing and feeding, and some say the mood and blood-lust of the Crombhala is somehow communicated through these biological “crystal balls”.

According to some scriptures, there are complicated rituals, in the case that one manages to steal away with a single eye of a living Crombhala, that enables the gazer to gain access to the live sight and mind of the giant crustacean, and thus control the beast through telepathy.

The creatures grow to be several centuries old. In some cases their eyes have revealed the locations of wrecked



Crombhala

ships, taken down long ago by groups of hungry Crombhalas. Though events like these are rare, and the crustaceans typically hunt alone, they are not unheard of. Once dozens of small holes are made in the hull, the creatures clamber up the ship and gunwale to come down upon the crew. As they attack they cough out water and let out series of course and loud hissing sounds. In the sea, they kill silently.

Jhorlar

GENERAL

CATEGORY: Two-legged mammal
TERRAIN: Forests
FOOD: Omnivore
AGGRESSION: Normal
SIZE: 5 feet (150 cm) tall without crest
NUMBERS: 1-3

CHARACTERISTICS

STRENGTH: 7-13
AGILITY: 5-14
ENDURANCE: 7-18
INTELLIGENCE: 5-14
MENTAL RESILIENCE: 7-14
CHARM: 3-9
(If stats of humans range from 3 to 18)

SPEED: Run x 0,3
(Multiple is times human speed)

MAGIC POWER: 5-20
(Ranges from 0-100)

HIT POINTS: 5-18
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 3
BODY: 2
TAILS: 2
(If Full Plate Armor is 10)

The skin of the Jhorlars, which ranges from muddy green to clay red, is thick and provides some protection from the sticky branches, insects, and the general hardships of forest life. (The Jhorlar face and the very end of its tails are sensitive and may be counted as 1 and 0 respectively, if desired.)

ATTACKS/DAMAGE

2 FISTS: 1-2
(If a Long Sword causes 1-8 points of damage)

Though able to throw an awkward punch, the Jhorlars trust mainly to magic for protection. They are tough and resilient creatures but have virtually no means of physical fighting.

POWERS/EFFECT

MACRAMÉ MAGIC: Though this skill is passed down from parent to child, it is so central to the life of the Jhorlars, that all adults master it. Through complex and intricate series of knots, made of straw, leaves, and vines, the Jhorlars access the force of magic, and control it with their craftsmanship. By releasing single knots, making new ones, or breaking the straws of these structures, they are able to wield strange powers. Typically these are spells of concealment and distraction, used for the protection of their lives and homes, but these macramé works of the forest undergrowth, may be used to invoke or conjure magic of true power. Some of the elder Jhorlars know the ways of this mystery well. Long structures, or webs of macramé work, may be hanged from the trees or bushes, to make spells affect larger areas. Smaller series of knots may be shaped into figures for voodoo-like powers, or tied into strange symbols and used as amulets. Bizarre masks or robes may be produced, to affect the abilities or psyche of wearer. Though all Jhorlars are proficient with the knot-work, the strength and width of their magic skills vary. (The exact spells and kinds of magic available to any Jhorlar is up to the Game Master.)

ATTRACT INSECTS: In the tunnels beneath the huts of the Jhorlars, are chambers, where the creatures store up grass and leaves of various kinds. Here they slowly decompose before they are mixed together with yeasts and consumed. Inside the Jhorlar body these mixtures produce a luminous and radiant gas that gather in the nose and tail ends of the creature. As the Jhorlar moves

Jhorlar



its tail along the ground, or rubs the underside of its nose against the bark of trees, insects are lured to the surface. These constitute the primary source of food for the Jhorlars. Normally, with a careful caressing of the ground, the tails glow weakly, and cause myriads of insects to surface. When agitated, or in real danger, the Jhorlars can enhance the power of the glow, by more violent movements. The radiation then goes deeper, and the larger and more dangerous bugs of the earth may be summoned to the surface. The Jhorlars can't control these, but will not be harmed by the insects, which take an instant liking to their glow. Any threats to the radiant creature, is likely to be treated as hostile.

DESCRIPTION

Like strange lizard-like gnomes, the Johrlars move through the woods with their hands in constant contact with the ground. Their fingers work nimbly through the moss, grass, and leaves of the forest floor, to feel out the kind and energy of the undergrowth. They seek out plants for the production of luminous gas, and the materials from which to create their mysterious knot-work (see 'Powers').

The size of their crests reveal their age, and if their tails or noses glow red, one can see that they are hunting. They live alone or in small families. Couples never keep more than a single child at once, but the Johrlars live for 200 years, so as one child leaves home, birth can be given to another. They live in huts of grass or moss, and beneath these are extensive cellars. Most Jhorlars are peaceful and quiet creatures, but can be over-protective, and resort to needless force, when frightened. Few have been known to turn greedy, but in rare cases ambition have made individuals leave their homes to pursue interests of power in the wider world.

Though the creatures move slowly, their fingers are fast and dexterous. They smell like dry old earth, and speak with series of grunts parted by fairly long pauses. The creatures use no written language, and no other race has ever learned their macramé magic. Their language is still a mystery to the sages, and the creatures are truly hard to find. They tend to live in places where the woods are dark and secret, but longer excursions are frequently made to gather plants in the larger forest.

There seems to be very little communication between Jhorlar families, and no tribes have ever been spotted. Ancient stories mention large woods completely covered by labyrinthine weaves, even towers, of macramé structures, but no such phenomena have been witnessed for ages.

The large crests of the Jhorlars have no other known function but to attract a partner. The creatures cannot swim. They lose this ability at the age of three, when their legs and arms grow longer, and their two tails fatten. The initial lizard-like appearance of their young, then becomes a more up-right figure, whose dark eyes start glimmering with the intellect of larger brain mammals.



Nothnock

Nothnock

GENERAL

CATEGORY: Mammal
TERRAIN: Mountains and highlands
FOOD: Omnivore
AGGRESSION: High
SIZE: 5' 4" (160 cm) tall
NUMBERS: 1-10

CHARACTERISTICS

STRENGTH: 25-30
AGILITY: 10-15
ENDURANCE: 18-22
INTELLIGENCE: 2
MENTAL RESILIENCE: 2-6
CHARM: 1-2
(If stats of humans range from 3 to 18)

SPEED: Run x 2, Climb x 5
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 25-30
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 2
BODY: 3
(If Full Plate Armor is 10)

The hide of the Nothnock is unusually thick and hardy, and the creature is extremely insensitive to pain.

ATTACKS/DAMAGE

2 CLAWS: 1-5
1 BITE or TUSK ATTACK: 2-6
(If a Long Sword causes 1-8 points of damage)

The Nothnocks prefer to come charging down the mountainsides, or to jump down upon their prey from higher grounds. Though very strong from a firm position, they try to benefit from their great mass when charging. They are good climbers but take advantage of their rock-like bodies for camouflage, when hunting quick and agile animals like mountain goats and monkeys.

POWERS/EFFECT

MUSCULAR GROWTH VIRUS: All Nothnocks are born with a potent virus which disrupts the hormonal balance and causes severe growth of muscle. This virus halves their natural life span, but has been part of their biology for countless generations. Their bodies are hard and resistant, which suits their violent life-style and the tough terrain of the mountains. The Nothnock's teeth, tusks, and claws may cause infection and result in uncontrolled muscle growth. The victim's strength is increased by 2-5 points, which are added gradually during a couple of weeks. With this change of physique follows a greater tendency for violence and weakened Mental Resilience (-2). All effects are permanent, and to all knowledge incurable. The virus seems to have no contagious power in other life forms.
Some barbarian mountain tribes have been known to seek out and fight Nothnock beasts in rites of initiation. The men of these tribes usually die young or return physically stronger.

DESCRIPTION

In Nothnock groups and families fights are regular events. Both males and females resolve even the smallest of conflicts through bloody battles. Often entire groups engage in King of the Hill-like brawls. These are fierce and may end in the death of several group members. Though powerful creatures of the mountains, Nothnock groups rarely grow beyond ten members.

The creatures are omnivores but prefer freshly killed meat to cadavers, mushrooms, roots, and berries. They hunt in teams when possible and can plan and synchronize attacks well, despite their short-tempered violent nature. During the sun of day they tend to rest in great caves, and like to move about and seek out food from dusk to the early hours of morning. Nothnocks are territorial creatures and rarely move further than 12 miles (19 km) from their main lair.

Young Nothnocks grow up quickly, and reach full maturity in less than two years. Attempts have been made to tame them, but few have succeeded. The foul smell and loud growls of these creatures make their company undesirable, even when they're not attacking.

The Nothnocks recover quickly from injuries. This might have something to do with the virus, but no increase in the rate of healing have been spotted among other infected life forms. Some Nothnock specimens

are said to have regenerated lost limbs – a rumor which has made the species interesting to physicians and other healers. Many of these creatures are more or less dressed in scars, and must have some powerful resistance to infections. With all the battles among themselves, more Nothnocks should be seen limping or disabled, but such creatures are only rarely reported.

The cold air of northern highlands suit the Nothnocks perfectly. They stay out of forests and they can't swim. Like bears, they can still be found catching fat salmon from the rivers, and looting eggs from the nests of birds. They chase the agile foxes down the slopes, and they terrorize the goblins, when they emerge from their tunnels in the mountainsides.

Nothocks live to be 25 years old. They are gray to brown in color, and partly furred. Their hands and feet are dexterous tools, and their bodies are pure strength. They move about in a gorilla-like fashion, but are more closely related to boars.

Myraclion

GENERAL

CATEGORY: Undead
TERRAIN: Catacombs and crypts
FOOD: Spirits and souls
AGGRESSION: High
SIZE: 13 feet (390 cm) long, with tail
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 12-18
AGILITY: 12-18
ENDURANCE: - (see 'Powers')
INTELLIGENCE: 3-6
MENTAL RESILIENCE: 3-18
CHARM: 2-4
(If stats of humans range from 3 to 18)

SPEED: Fly (eagle x 0,1)
(Multiple is times human speed)

MAGIC POWER: 3-18
(Ranges from 0-100)

HIT POINTS: 18-24
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 2
CHEST: 2
BACK: 0
TENTACLES: 2
TAIL: 1
(If Full Plate Armor is 10)

When in material form, the Myraclion is covered in an amphibian-like skin, which is highly flexible and gives only minor protection. Its back is softer still and very vulnerable to injury. Enchanted weapons or arms forged from silver are required to cause harm to the Myraclion. The creature can turn from ethereal to material form in a single round, but once a physical revelation it needs at least ten rounds to return to a fully spectral state.

ATTACKS/DAMAGE

1 FLAMING TAIL: 1-6 (+ unholy flame, see 'Powers')
8-12 TENTACLES: 1-3 (+ unholy flame, see 'Powers')
(If a Long Sword causes 1-8 points of damage)

The Myraclion favors its tail when attacking, and uses the many short tentacles only when it deals with unarmed prey, or defending itself against several opponents at once.

POWERS/EFFECT

UNHOLY FLAME: The searing fire of the Myraclion, which burns red at the end of every tentacle, can cause great physical harm, but also bites into the soul energy of those touched by its evil. The unholy fire is twice as hot as any normal flame, and causes 2-12 points of fire damage at touch. In addition to this it drains the victim of energy. The drainage causes a temporary 1-4


Myraclion

point reduction in Strength, Endurance, and Mental Resilience, which lasts for 6-12 rounds. Half of these points are immediately added to the Myraclion's hit points (but not beyond its maximum). The rest goes to energize its fire. The victim must complete a successful saving throw for each of these characteristics, or the loss will last another 1-2 weeks. Each following touch causes additional harm and requires new saving throws. A severe failure (5% chance) with these throws causes a permanent 1 point reduction in the respective characteristic. Good clerics, rangers, druids, and similar character classes are less prone to the Unholy Flame and should be offered a bonus to these throws depending on level/experience. Holy robes, magical armors, and spells may offer various degrees of protection, but typical charms vs fire are insufficient. When fully saturated, the Myraclion can stay in physical form for about forty-two hours, before the flame fades. As long as the flame burns, it doesn't get tired.

POSSESSION: If any characteristic is drained completely by the burning touch of the Myraclion, the victim collapses. When that happens the unholy force of the ghost gains access to the soul of the victim and possesses it. As the afflicted person regains consciousness nothing special can be sensed or noticed, but henceforth whenever on the brink of death, such a possessed being will start glowing with a ghostly fire, and by touching other life-forms he or she may use the power of drainage to regain lost energy and hit points. By fueling the flame the possessed being may be fully restored. The flame will burn until the person calms down, and it will not return until the possessed one is once more acutely weakened and faces the risk of dying. Every time this flame is revived the carrier risks losing control to it. A simple saving throw vs Mental Resilience should be performed each time the flame flares into power, with a penalty of 1-2 points added for every time the fire is awakened. At first failure the victim is completely lost to the flame, and is no longer in control of the body. He or she is now fully a slave to the unholy fire and – unless a serious high-level exorcism is performed – a permanent tool and extension of the Myraclion ego.

DESCRIPTION

The Myraclion is a Ghost – the soul of a dead being trapped in the material plane. In a warped body, reflecting its sorry state, it feeds on the life force of the living to energize short periods of materialization. The Myraclion transforms the soul energy of its victims into an unholy flame which upholds its physical body and grants it the power of drainage. The flame of the Myraclion is the source of its existence. When the flame is extinguished, the Myraclion is destroyed.

The back of the creature is flat, like the slimy belly of a slug. It attaches itself to the roofs or misty floors of crypts and catacombs. There it can remain in spectral form for decades of stillness, to preserve energy. The flame is kept a tiny spark as the Myraclion hopes for new careless victims to move within range. With every fresh kill, new unholy vigor is added to the flame and power of the ghost.

The only way to release a Myraclion from its spiritual entrapment is to starve or kill it. Only silver or magic will cause it harm. Weapons of steel enter the undead flesh of the creature, but cannot touch the reddish fire – its blood. Severed tentacles swiftly grow out anew and the physical body will re-materialize as long as the flame remains.

A Myraclion keeps underground, but when food is scarce the ghost may embark on night-time hunts, to find fresh souls to deplete of energy. On such raids it seeks civilization and easy victims, but may be tempted to attack big, when restored to power. Inns, brothels, and other places of late hour activity have been known to attract undesired attention. Though able to fly, Myraclions always keep a low altitude, fearful of soaring into the immaterial heights. The unholy fire cannot be quenched by rain or water, but the ghosts still avoid it.

No one really knows why some souls end up in the odd and twisted form of the Myraclion. Other ghosts seem to shy away from them. Theories say that extremely self-centered individuals, who thrive on a leach-like exploitation of others, are doomed to this form. When left to themselves at death, they are unable to handle the situation, and throw out spiritual tentacles to connect to some sort of source which can keep them together, prolonging their self-celebration and manifestation.

The Myraclion have lost most of its intelligence and is a highly automated form of hunger and dark rage. It may still moan out its despair and glow with fierce self-proclamation, but the skill to interact intelligibly with the surrounding world is altogether forgotten. Abandoned in the morbid state of undead existence it cares for naught but its own continuation.

Con'Laih

GENERAL

CATEGORY: Mammal
TERRAIN: Glaciers, polar ices, and deep snow regions
FOOD: Carnivore
AGGRESSION: Normal
SIZE: 5 feet (150 cm) tall
NUMBERS: 5-100

CHARACTERISTICS

STRENGTH: 9-12
AGILITY: 13-16
ENDURANCE: 15-18
INTELLIGENCE: 3-7
MENTAL RESILIENCE: 3-8
CHARM: 2-4
(If stats of humans range from 3 to 18)

SPEED: Run (Leap) x 1,2
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 10-15
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 2
BACK: 5
BELLY: 3
ARMS: 2
LEGS: 2
(If Full Plate Armor is 10)

Beneath the thick fur the back of the Con'laih is covered in a segmented bony shell which gives good protection of the inner organs and spine. The delicate tentacles are fully unprotected but when severed these grow out again in about six months.

ATTACKS/DAMAGE

2 JAGGED CLAWS: 2-7
1 KICK: 1-8
(If a Long Sword causes 1-8 points of damage)

The formidable front claws of the Con'laihs are their main weapon, but as a means of defense they may also use powerful kicks to keep enemies at bay.

POWERS/EFFECT

ICE CONTROL: Through their thin tentacles the Con'laihs wield a strange energy. Though the creatures can cut through the ice with their saw-like claws it is mainly this energy they use to control and shape their beautiful abodes. The energy manipulates the quality and properties of the ice and makes possible the fantastic architectural constructions inside the glaciers. As the creatures wiggle, their tentacle ends start glowing and a sound like a thousand tiny bells is produced. The energy enters the ice which transforms according to the will of the Con'laihs, who may quickly melt and reform great section of their lairs. If working in unison, the creatures can easily confuse or trap any unwanted intruders. The energy is also used to prevent undesired cellular damage to any still breathing catching as it is frozen and stored in the ice (see 'Description').

DESCRIPTION

In deep burrows, inside the great glaciers and polar ice sheets, live the Con'laihs. The natural cracks and shafts produced by water are intersected by extensive mazes of Con'laih crafted tunnels and caves. They hunt in the areas surrounding these ices, and occasionally send out groups to scout and find food in regions further away. These smaller parties cave out temporary lairs in deep snow or frozen lakes. Birds, seals, foxes and bears are common on their menu, but the Con'laihs take down anything within their power. They are not especially aggressive, but due to a strong instinct of gathering, they tend to attack even when not hungry.

What the Con'laihs don't eat at once they store deep frozen in the ice. In great chambers, far beneath the ice surface, they create museums of meat, which some speculate are not only for eating. When possible, prey is frozen alive and restored to life before eaten. Only the mysterious Con'laih energy can revive a life-form so frozen. All things stored are marked by complex patterns of burns, and many captures are saved for millenia in the freezer. Truly ancient creatures and beings have been found preserved in the Con'laih reserves. These facts have led to the theory that the creatures freeze prey not only for preservation, but also to communicate in some manner with future generations.

Con'laihs are not great climbers, and tend to keep the

Con'Laih

floors of their lairs even. They are however natural jumpers and effortlessly leap straight across the crevices and cold rivers of the subterranean ice worlds. Jumping down upon their prey is also their favorite way of striking.

Ranging from golden yellow, to brown and dark gray, the fur color of the Con'laihs vary greatly between specimens. The eyes are always dark green and glimmer with an otherworldly kind of intelligence. They communicate through rasping sounds which are sometimes contrasted by high-pitched squeals.

The last stage of the Con'laih fetus development takes place outside the womb, in translucent cocoons, which are normally attached to the roof of ice tunnels. These glow gently with the mysterious energy of to the adult tentacles, and are spread out across the vast burrows to function as lamps in important sections. The young reach full maturity in three years and begin to weaken from old age about 60 years later.

Gendrohka

GENERAL

CATEGORY: Magical
TERRAIN: Deserts and dry areas
FOOD: Carnivore (barely eats)
AGGRESSION: Normal to high
SIZE: 5-6 feet (150-180 cm) tall
NUMBERS: 1-6

CHARACTERISTICS

STRENGTH: 6-9
AGILITY: 3-7
ENDURANCE: 5-11
INTELLIGENCE: 6-9
MENTAL RESILIENCE: 9-15
CHARM: 1-2
(If stats of humans range from 3 to 18)

SPEED: Run x 0,5
(Multiple is times human speed)

MAGIC POWER: 30-40
(Ranges from 0-100)

HIT POINTS: 17-25
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 5
HEAD: 2
BACK: 12
BELLY: 3
ARMS: 2
LEGS: 3
(If Full Plate Armor is 10)

The main body of the Gendrohka is covered by a thick iron-like shell, and the rest is reminiscent of a fish left to dry in the sun – a ridgy sort of skin, glimmering in some places, and pale dead in others. Its lower legs are strengthened by further segmented shell growth.

ATTACKS/DAMAGE

2 SHARP DIGITS: 1-3
1 BITE: 1-6
1 KICK: 1-4
(If a Long Sword causes 1-8 points of damage)

The Gendrohka can kick, bite and claw, but usually avoid physical combat. In close encounters they try scratching and stabbing their enemies with their umbrella-like "hands", but may also use their teeth.

POWERS/EFFECT

HALO MAGIC: Though weak of intelligence, the Gendrohka possess the innate power of halo magic, and can produce a wide variety of spells which affects the "wearer" of the weakly luminous sphere(s). The halos are created in a field of energy between the pointy digits of the Gendrohka and released immediately into the air. Flying by themselves they seek to immerse the head of the intended target. They move swiftly but cannot keep up with a running human being. However, once created,



Gendrohka

a halo will not dissipate unless dispelled, and it will continue to chase its target for as long as it remains. A halo is unable to pass through walls, but thinner obstacles like armor and shields will not hinder it. It can sense the location of the designated being or creature wherever it is, and will move ceaselessly to attach itself to its head. Once the head is embraced, the halo stays in place until it has run out of energy, or is dispelled. The Gendrohka can produce halos that seek out the nearest possible life-form, and they often create halos for their own personal use. The number of spells/halos possible per day varies with the power of the individual creature. Common spells are mind-warping, draining, protective, and strengthening halos, but all spells that affect a single being (the wearer) may be infused into a halo sphere of magical energy. Powerful halos tend to have negative effects upon the wearer's vision. Up to three halos may be operative at once. Further spheres will circle the target until any worn halo is drained.

GLOVES OF UNMAGIC: The strange anatomical constructions of elongated bones and membrane that are the Gendohka's hands are flexible and used to parry and disarm all forms of visible magic aimed at the creature. Like antennas these giant "gloves" attract and capture all bolts, balls, missiles, beams, breaths, and darts of magic aimed at the Gendrohka. All such low level spells are immediately dispelled. The effect of all mid-level spells are reduced by 50%, and high level spells are weakened by 30%. This applies to effect as well as range and duration. The creatures must be able to see the spell in order to parry it, but need to do little more than to raise a glove in order to capture and weaken all spells directed toward them. With appropriate spells the energy may be collected and reshaped into a halo sphere and thrown back toward the caster.

DESCRIPTION

As the mystics and wizards of the old desert cultures invoked the powers of rain and water, something vile and hideous stumbled out of the sea in answer to their rituals. A strange species, made by the deities of the ocean, sat foot upon the dry lands, and brought a new kind of magic with them.

The Endrokk, later known as the Gendrohka (Sea Warlocks), produced for the people of the desert powerful spheres of magic. Like halos these surrounded the heads of the natives and made them immune to thirst and hunger. Immersed in the translucent orbs, their minds were eventually thrown off balance, and the Endrokk seized control over the lands. These new rulers from the sea were later overthrown, but some remain in hidden communities, in the remote and dry areas of the world.

The Gendrohka are immortal. Spawned from dark divine magic they cannot die by age. They may be weakened by lack of food, but need no water, and will go on living until physically destroyed. The small groups that remain cave out upside-down spiral towers in the sand or dry earth to protect themselves from undesired attention. What they want or seek is unknown, but once in a while they leave their lairs to attack caravans or remote villages. It is believed that they search for opportunities to enslave and lay beneath them greater areas of culture, but in the meantime they surface now and then to investigate the state of the world, and to unleash some of their dark magic. Others claim that they are just the sorry left-overs from an ancient plot, unable to retire or perish, and with no remaining purpose or aim to guide them.

The vertical horn on top of the creatures' shells is a spike of power which can pierce and destroy undesired halos directed toward the Gendrohka themselves, and other halos which they no longer desire. On two feet the creatures walk bent over like old men, often supporting themselves on their long digits. They have a vacant sort of look but are well aware of their surroundings. Always silent, and without speech, they produce halos of telepathy to communicate with other beings. Pitch black blood fills their veins, but hardly run at all, so the creatures barely bleed when wounded. A mysterious sort of air surrounds these creatures, which radiate a sense of antique magic and living death.



Enjirach

Enjirach

GENERAL

CATEGORY: Undead
TERRAIN: Ruins and caves
FOOD: (Carnivore)
AGGRESSION: Very high
SIZE: 8 feet (240 cm) tall
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 21-27
AGILITY: 10-15
ENDURANCE: 22-25
INTELLIGENCE: 3-4
MENTAL RESILIENCE: 7-11
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 1,5
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 27-33
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 0 (1)
BODY: 0 (1-2)
(If Full Plate Armor is 10)

The Enjirachs have no skin or natural armor left to speak of. The rare specimens with richer patches of feathers left, may keep 1-2 points of protection on certain parts of their bodies. The bones of the creatures are unusually hard, and can stand quite a substantial amount of damage before breaking apart.

ATTACKS/DAMAGE

1 BITE: 1-10
2 HOOK CLAWS: 1-12
2 CLAWED KICKS: 1-8
(If a Long Sword causes 1-8 points of damage)

Though dead, the force of the Enjirachs' natural weapons have kept their former strength, and are used with great skill and ferocity. The magical life-force of the creatures moves their skeletons as if invisible muscles were still surrounding their ancient bones.

POWERS/EFFECT

FEATHERS OF LIFE: The main life-force of the Enjirach was not located in the heart or the brain, but rather in its legendary feathers. Touching a single feather of the Enjirach reptile will restore several hit points and heal minor wounds, with no scarring. A night in a full bed of them can restore a two day dead person to life, with no observable traces of death. If the corpse is older still, minor brain damage, or more severe zombie-like side effects are probable. Torn off the Enjirach, the feathers fade after 10-20 healing touches, or 2-3 times of full resurrection. They then lose color as well as their power to heal. If untouched by injured beings the magical feathers will last forever, and are easily preservable. Naturally, they are extremely rare.

The undead reptiles can heal themselves (or others if so inclined) by simply caressing themselves with their remaining feathers. The skeletal structures of bones will become whole again as long as they are held together and not completely crushed. 2-6 hit points are restored automatically each round as long as some feathers are still attached to the Enjirach. When the hit points of the creatures reach zero they are considered damaged enough to go still. However, if not properly destroyed, or stripped of feathers, the beasts may rise again the next day.

DESCRIPTION

Once great feathered reptiles walked the lands. Purple and proud, their plumes played in the wind – a spectacular impression of beauty on the green prairies where they hunted. It is said that the grazers were drawn to these displays of color, like moths to light, and that the Enjirachs could feed with little exertion, as they took down the enchanted prey with hooks and jaws of dreadful power.

Men would have killed these creatures for the beauty of their feathers alone, but when they learned of their life-giving power, the fate of the Enjirachs was sealed. In less than a century the last living Enjirach was slain and stripped of its purple treasure. Despite the value of the Enjirach feathers, some creatures were sloppily plucked. When the sacks were full, the hunters cared little for the last remaining feathers. Why spend the strength it took to rip these out of the bone, when they had all the gold

they would ever need anyway? Also, some creatures managed to escape. When considered dead, the bird-like reptiles simply rose half stripped in the night and ate their sleepy captors.

The remaining Enjirachs cannot naturally die. What few feathers they retain keep them alive, but are not enough to restore them to a life of breathing. A long time ago their flesh fled their bones, and cold blood dripped out of dissolving veins. Flies and worms took care of the sinews and left-overs while their hardy skeletons stayed erect and mobile, enforced and animated by the magical power of the feathers.

Thus they hide, ashamed to display themselves in the open air. Lurking in places where a glimpse of sunlight is still available, they welcome all chances to take down the two-legged creatures that caused their living death. Patiently they harness their wrath, intelligent enough to know with certainty, that in time, people will enter their hide-outs, for shelter or curiosity, often in small groups, easily slain and devoured. Yes, eaten, not for the sake of nutrition, but for a taste of the old days, and for the humiliation of those still watching.

A few terrible stories however, speak of Enjirachs still surprisingly rich in plumes, which by stroking their kills with their remaining feathers, restores them to life only to slay them again. In such a way they keep them imprisoned in a limbo of pain, re-enacting their retribution until there is nothing left of the body to revive.

Ardhamma

GENERAL

CATEGORY: Mammal (bred)
TERRAIN: Any (temperate to tropical)
FOOD: Carnivore
AGGRESSION: Very high
SIZE: 11 feet (330 cm) long, without tail
NUMBERS: 1-3

CHARACTERISTICS

STRENGTH: 26-30
AGILITY: 25-28
ENDURANCE: 22-25
INTELLIGENCE: 2
MENTAL RESILIENCE: 4-7
CHARM: 1
(If stats of humans range from 3 to 18)

SPEED: Run x 3, Swim x 2
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 27-30
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 4
BACK: 4
BELLY: 2
FRONT LEGS: 3
BACK LEGS: 3
TAIL: 4
(If Full Plate Armor is 10)

The bony, teeth-like spikes, and partially thick leathery armor of the Ardhamma body, protects it from scratches and minor attacks. The great horn upon its head is used to steer off spears and stabbing weapons, while the hardened bony areas of its lower front legs keeps its claws cutting and ripping even in the midst of daggers and swords.

ATTACKS/DAMAGE

1 HORN: 1-8
1 BITE: 1-8
2 CLAWS: 2-6
1 SCYTHE TAIL: 4-16
(If a Long Sword causes 1-8 points of damage)


Ardhamma

The Ardhamma knows how to use all of its weapons with efficiency and deadly dexterity. Unlike many other creatures, and despite its aggressive character, it takes the time to avoid and skillfully parry attacks thrown at it. It can rise up on its hind legs supported by its heavy tail, but usually keeps a low profile, close to the ground, minimizing its vulnerable areas, and moving swiftly on all fours. With great grace its jumps, rolls, spins, dodges and charges, all the while with its scythe of a tail whistling high and low through the air.

DESCRIPTION

When a culture falls, so does the walls of its prisons. A civilization might crumble, but its legacy remains. In the lower levels, in the pit fighting arenas of the old world, the darker side of entertainment industry flourished and gave birth. Tired of lions, starved canines, and bears, the audience demanded new horrors unleashed upon the combatants and slaves fuelling their thrills. So races were crossed, new experiments of breeding commenced, and with the amount of gold pumped in, results came quickly.

Shaped and bred entirely for killing, the Ardhamma was the perfect combination of agility, speed, and strength. Its powerful tail, lashing about in a blur of blood and separated limbs, was the finest, but not its only means of slaying – a commercial success, both feared and readily celebrated. In the chaos of the great wars that followed, brave and ruthless men tamed these beasts, and made them guard their strongholds, but some were left to roam the wild. As these multiplied and chopped themselves a place among the more natural inhabitants of nature, peace came, but now with a new cause to nightmare established. Where most wild beasts shy away from human settlements and beings, the Ardhamma were created to kill at the mere sight of them.

Fortunately the Ardhamma have no tendency for cooperation. They move with individual intent, and prefer a solitary existence. Tamed specimens may suffer the company of one or two more Ardhamma creatures, but in larger groups rivalry will result in carnage.

There are no female Ardhamma, but the artificial nature of the beasts ensures unaltered offspring to emerge from the wombs of impregnated lions and great wolves. The creatures make their lairs in caves and dungeons, or in any other place similar to the dark cellars of their origins. They move comfortably through all terrains, at any hour of day, but avoid cold and snow. They live for 30 years, fear basically nothing, are great swimmers, and eat all things that move. They may sneak upon their victims with great skill, or jump down upon them from higher ground. They are cunning in all situations of fighting, but show no other signs of intelligence. They may roar loudly, though not as deeply as a lion, but remain utterly silent when the situation calls for it. In other words; sometimes a frightened victim is an easier kill, while at other times, stealth is the more lethal approach.

Emphaerian Goat

GENERAL

CATEGORY: Higher power
TERRAIN: Higher planes of existence
FOOD: Herbivore
AGGRESSION: None
SIZE: 5' 5" (160 cm) tall
NUMBERS: 1 (Unique)

CHARACTERISTICS

STRENGTH: 8
AGILITY: 15
ENDURANCE: 40
INTELLIGENCE: 18
MENTAL RESILIENCE: 40
CHARM: 19
(If stats of humans range from 3 to 18)

SPEED: Run x 2
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 30
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 0 (1)
HEAD: 2 (1-2)
BODY: 1 (1-2)
(If Full Plate Armor is 10)

The fur of this legendary goat is of normal thickness and kind. It gives no special protection. The head is slightly better shielded due to the horns.

ATTACKS/DAMAGE

1 BITE: 1-10
1 BUTT: 1-4 (+ Emphaerian might, see 'Powers')
2 REAR KICKS: 2-7
(If a Long Sword causes 1-8 points of damage)

The Emphaerian goat is not a fighting creature, but will act to defend those in its company.

POWERS/EFFECT

MENTAL HEALING: At sight the Goat of Emphaeron heals all undesired mental afflictions. This includes lingering spells, curses, and the effects drugs and diseases. Physical wounds are not affected, but restrictions caused from pain may be partly removed.

BLESS: All who behold this creature are temporarily blessed, and gain a +2 bonus on all rolls during 24 hours.

GRANT DREAMWALKING: See 'Description'.

EMPHAERIAN MIGHT: In the emerald matter of the creature's horns is infused the strength of their creator. The actual force of butting isn't increased, but the horns radiate waves of physical tremor that cause 2-12 points of injury to those smitten by their power.

DESCRIPTION

So infatuated with the elven shepherdess was the Titan Emphaeron, that to please her he laid his hand on her favorite goat and bestowed immortality upon it. He crafted for it new horns from his emerald heart, and made two fine instruments of the old ones. One such horn of calling he gave to the shepherdess, and the other he kept for himself. Whenever the horns were blown the immortal goat would appear and calm the spirit of all who beheld it, and by the power of the Titan's heart, it would let them see. Thus Emphaeron revealed his unspoken love for the elf-maid.

INSTRUCTION
At dusk, blow the horn, and the goat will come. In the early hours it will come. While still sleeping you will find yourself in its warm presence. There, make a journey of your desire. The Goat will lead you dreaming through the real world. No man, creature, or woman will behold you, but you will witness them, and all other things, as they are at that moment. While dream-walking thus you are safe in your place of sleeping. Still, you must take care. In this in-between existence those of ethereal nature, those magically born, and those with a piercing unnatural gaze may perceive thee. Seeing, they may attack. Fight them then, or run. The goat will aid you. If the Goat is slain, your journey is over, and if you die there you will never wake up again.

Wander with the cloven hooves of Emphaeron. For some hours you may walk with it. Gaze into the strongholds of your enemies, and look into the nature of their hearts. All is visible and strange in the realm of the Goat. All is eerie and true. As you awake and return to your place

Emphaerian Goat



of rest, do not sound the horn again for seven days. The Goat is weary and will not heed your call.

If the quest is dire, the immortal beast may summon to itself not only the wielder of the horn, but also his companions. It has happened, though rarely, that even uncalled the Goat has appeared. Take care at such occasions. It could be that your path has crossed the highways of the Gods. You will not know then for certain, who the Goat has come to serve. The Titan still keeps the second horn, and he is the true shepherd of this power.

The Emphaerian Goat, one of its kind, grazes the rich and heavenly grasslands, where demigods and giants move and flourish. When summoned it projects itself into a twin existence where it holds some physical power. The real Goat however is beyond reach and remain undisturbed in the wonder of Elysian pastures. Should it ever be encountered in this, its actual form, the Game Master is recommended to add powers to its immortal presence.

While much is to be seen and learned by summoning the Goat, the truth can be very demanding. A few travels with this creature tend to be enough for the psyche of mortals. Countless times the instrument of summoning has changed hands. Many times it has been bitterly discarded. Through it, many have discovered the value of surprises, and learned the hard way to delicately balance between chaos and control.

Ghord

GENERAL

CATEGORY: Invertebrate
TERRAIN: Tropical and subtropical oceans
FOOD: Carnivore
AGGRESSION: Normal
SIZE: 10 feet (3 m) long / Shell is 7 feet (210 cm) tall
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 15-18
AGILITY: 9-12
ENDURANCE: 13-16
INTELLIGENCE: 2-4
MENTAL RESILIENCE: 5-7
CHARM: 1-2
(If stats of humans range from 3 to 18)

SPEED: Walk (on the bottom) x 1, Swim x 1
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 19-24
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 5
HEAD: 1
BODY: 10 (0 without shell)
LIMBS: 0
(If Full Plate Armor is 10)

The body of the Ghord is soft and unprotected. The head and mouths have developed hardenend areas, which pose as horns and teeth. These are softer than regular skeletal structures, and have to be renewed regularly, as they break comparatively easily. The shells of the giant clams used by the Ghords are strong and thick, though not as hard as metal.

ATTACKS/DAMAGE

1 BITE: 2-5
6 TENTACLE MOUTH BITES: 1-6 (+ possible stinging cells, see 'Powers')
(If a Long Sword causes 1-8 points of damage)

The protective shell, stinging cells, and size of the Ghord, make most predators leave it alone, The Ghord is not used to fighting, nor fleeing. It will do what it can to ward off potential enemies, but will not pursue to kill.



Ghord

POWERS/EFFECT

STINGING CELLS: The red stinging cells growing on the Ghord's limbs and body are poisonous and will paralyse all beings (and most creatures) they come in contact with. These serve as a means of defense for the Ghord, which, though fairly intelligent, doesn't use them deliberately when attacking. However, any successful attack by a limb mouth may result in an involuntary (20% chance) and painful contact with the stinging cells. Areas protected by armor or clothes are not prone to the cells. The sting inflicts great pain and paralyzation, but causes no cellular damage. A normal sized being stay immobilized for 10-40 rounds. A succesful saving throw vs Endurance may half that period. Holding the breath during paralyzation is impossible. Breathing is slow and frail.

REFLECTIVE CLOUD: The Ghord can eject a cloud of reflective ink. The substance looks a lot like water, but with a much greater reflective quality. Bursting out in a random shape, slightly larger than the Ghord itself, the cloud is confusing to behold, and will hide the Ghord's action for some time. Depending on the currents of the water, a cloud will last 2-5 rounds, but even drawn apart the drops and curtains of ink may confuse and blind the beholder. Unlike the octopus, Ghords rarely use the clouds to escape predators, but rather to attack them. Mouthed tentacles will come shooting through the ink, targeted by the creatures' sensitive antennae, which grant them the ability to sense movement even when visually blinded. The Ghords may produce up to three clouds in a day.

DESCRIPTION

The Ghords are large invertebrates, typically "walking" around slowly on the ocean floor. There they filter large amounts of water for plankton and other minute forms of life, sucking it all in through six great inlets. These mouths, at the edge of wide retractable tentacles, may also trap a careless fish or two, and will happily consume any other moving thing in the water. Though impressive creatures, Ghords protect themselves by seeking out the shells of giant clams. These are pierced for extra holes and made into custom fit armors. All limbs may be drawn back into the shell at great speed, and can reappear with equal velocity. When moving around the Ghords are not as swift. They can swim, even inside the shell, but do so in a rocking fashion, paddling themselves forward with two shovel-like limbs, while pushing for altitude with their big sluggish "foot".

It may be the innate mode of survival, to look out for suiting shells of protection, that is behind the Ghords' habit of hoarding. The creatures are unusually interested in all things uncommon to the natural forms of the sea. Hollow items, like canoes, coffins, and amphorae strongly attract their attention, and especially the gilded and decorated ones, reminiscent of the surface of clams and mother of pearl. Coins and trinkets may be found discarded on the floors of the caves in which the Ghords keep their collections, which suggests a specific interest in the vessels themselves.

As the hoard grows the Ghord becomes increasingly reluctant to leave its cave of treasures, and will try to find what food it needs in the immediate surroundings of the entrance. In rich waters, the creatures may well be posted, like a sentry, just outside the cave, refusing to leave its valuable collection. Most Ghords will fiercely protect every piece of their findings, but some specimens are reported to have engaged in trade. It seems a few of these creatures are intelligent enough to evaluate the threat level, the offers, and the desires of visitors, to the extent that they present one item in return for another. Persistence, repeated sign-language, and a great sense of balance are said to have done the trick in these reported cases.

Ghords are solitary creatures, which live for 60-70 years. They mate early, while only 5-10 years of age. They then redraw from reproduction, and spend their time standing, or walking slowly, in search for food and other items of interest. They change shells 3-5 times during the span of their lives.



Sarranath

Sarranath

GENERAL

CATEGORY: Mammal (magical)
TERRAIN: In or nearby great thickets and brushwood
FOOD: Carnivore
AGGRESSION: High
SIZE: 7 feet (210 cm) tall, without facial horns
NUMBERS: 1-2

CHARACTERISTICS

STRENGTH: 24-30 (Shrinked: 2-3)
AGILITY: 7-11 (Sh: 8-12)
ENDURANCE: 15-20 (Sh: 5-7)
INTELLIGENCE: 4-9
MENTAL RESILIENCE: 7-11
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 1 (Sh: Run x 0,4)
(Multiple is times human speed)

MAGIC POWER: 5-10
(Ranges from 0-100)

HIT POINTS: 25-29 (Sh: 2-5)
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3 (*Sh*: 0)
HEAD: 4 (Sh: 0)
BODY: 3 (Sh: 0)
(If Full Plate Armor is 10)

The hide of the Sarranath is tough to withstand the many thorns and nettles of the great thickets in which they hunt. The facial skin is especially hardened by years of rooting around in the undergrowth, and through thorny magical kingdoms.

ATTACKS/DAMAGE

1 TUSKS ATTACK: 2-24 (Sh: 1-3)
1 BITE: 1-4 (Sh: 1)
2 CLAWS: 1-8 (Sh: 1-2)
2 CLAWED HANDS: 1-6 (Sh: 1)
(If a Long Sword causes 1-8 points of damage)

The giant tusks, or facial blades of the Sarranath are formidable weapons. They move up or down with the jaws of the creature, but cannot be wielded separately. The Sarranath uses these to swiftly penetrate thick shrubbery, and similar faerie hide-outs. The claws are used for more methodical cleansing, and the powerful hands to dig into hidden burrows, or to crush and squeeze the secrets and life out of the Sarranath's prey. With an arsenal of natural weapons the creatures see no real use for crafted arms and tools.

POWERS/EFFECT

DETECT INVISIBILITY: The Sarranath eyes have turned sharp and can perceive invisible things and creatures with the same clarity as the rest of the world.

SHRINK: Once a day the Sarranath can cast a powerful spell of shrinking, and turn swiftly into a rabbit-sized version of itself. The spell lasts for two hours and may be used without restrictions. The increased vulnerability of this state, means the Sarranath uses this power rarely, and only when it can think of no other way of discovering new faerie-rich hunting grounds. (See parenthesized characteristics for small size values.)

DESCRIPTION

In the greater thickets, where pixies, brownies, and faeries make their kingdoms, there hunt the Sarranath. Once a group of sly trolls discovered that by eating the wee folk, they could extract their magic and reshape it for their own warped purposes. From that day they would feed solely on the faerie kind, and utilized their new enchantments to this very aim. With faerie magic pulsing through their dark blood, the trolls transformed into the Sarranath, and tore through the thorns and brushwood with previously unparalleled efficiency. No longer mere muscular brutes, the Sarranath trolls developed powers of faerie-like mischief and trickery, and new strategies in their hunt for fae flesh.

The magic power of the Sarranath is limited, but they can cast minor spells of concealment and illusion, and produce a variety of magical traps. Still, they delight in charging through the bushes and ripping the fabric of the faerie worlds to pieces. The acquisition of subtler and more sophisticated ways of hunting, have not reduced their trollish nature. Rather, they have turned even greedier and more bestial in their hunger for further faecraft.

The Sarranath live and hunt solitary or in pairs. Competition tears any group apart. They move about on all

fours. Being forward heavy, they must use at least one hand for support. The strange petal collars work as partial camouflage, and some Sarranath are all but fully covered in this bodily foliage, which change colors periodically to emulate seasonal flowers and plants.

The creatures sleep in great dugouts close to their hunting grounds. Sleeping inside the thickets would make them too exposed to the faerie powers. They can live for 200 years, and occupy themselves with little but hunting. Faeries are hard to catch and doing so requires the single minded attention and the day long devotion of the Sarranath trolls – who unlike their distant relatives can roam freely in full sunlight.

Darratha

GENERAL

CATEGORY: Reptile (demonic)
TERRAIN: Mountains and caves (Any)
FOOD: Carnivore
AGGRESSION: High
SIZE: 3' 5" - 3' 7" (100-120 cm) tall
NUMBERS: 1-4

CHARACTERISTICS

STRENGTH: 13-16
AGILITY: 8-10
ENDURANCE: 18-20
INTELLIGENCE: 2-4
MENTAL RESILIENCE: 7-8
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run (Hop) x 1, Swim x 2
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 14-17
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 5
HEAD: 6
BACK: 11
BELLY: 3
FRONT LEGS: 5
BACK LEGS: 3
(If Full Plate Armor is 10)

The overlapping leathery shells, strengthened by bony spikes, that cover the back of the Darratha, give a natural protection like few others in the animal world. Underneath these shields is a soft and feathery structure to protect the Darratha from its own razor sharp physique.

ATTACKS/DAMAGE

1 BITE: 2-5
2 FRONT CLAWS: 2-4
(If a Long Sword causes 1-8 points of damage)

The sharp teeth of the Darratha are short but with its bite comes an infection that few withstand (hard saving throw vs Endurance). The blood of the victim is injected by a demonic bacterium that reproduces and permeates the blood system in two day's time (see 'Powers'). The dagger-like claws of the front legs are used as pointy hooks toward soft throats, or cutting devices, ripping up into the guts from below.

POWERS/EFFECT

CALLING THE BLOOD: The Darratha usually waits a while before attacking, to scan the state of creatures or beings. The blood of an infected one may be called from afar. The Darratha can produce a third magical eye hovering between the horns of its back. Within sixty yards (54 m) this eye can gaze into the body of the infected and control the blood in the victim's vessels. To uphold this abysmal magic the Darratha must remain focused. Attacks causing more than 2 points of damage thwart the call for the round to come, and keep the creature busy defending itself. When successful, the magic generates a great increase in the blood temperature, and cause an instant fever in the infected targets, affecting all within range with a -4 penalty on all rolls. The Darratha may use a second undisturbed round to further this power, and cause arteries to blow from within (2-8 points of damage). A third round will suffer the hearts of all victims to explode and blood to burst out through



Darratha

all orifices. A successful roll vs Endurance may stall this graphical finale for another round, and reduce the effect to another 3-9 points of internal damage. If the Darratha is disturbed the call fails and the blood is immediately returned to initial temperatures. It may also deliberately keep the effect low to force or control its targets. The Darratha can use this power at will, but unless the bacteria have had two days to reproduce the call will cause nothing but a warm and uneasy sensation. The infection only spreads further if the blood of a victim is intermingled with another's. An exchange of saliva, or other intimate ways of relation are not enough, as the bacteria never reaches these bodily fluids, as it does in the Darratha.

DESCRIPTION

When the Darratha are young they are limbless. Born in the waters of cold subterranean lakes, they swim around like armored ray-fish for some years before they crawl ashore. There they develop legs and haste through the tunnels and mountains like curious dogs, but by hopping, like rabbits do. Restlessly they hunt and eat, killing indiscriminately, and eventually, leave to examine the greater world.

Ages ago some Darratha young are said to have entered into this world from the dark waters of the Abyss, finding a passageway of sorts, leading eternally upwards, until it connected with water-filled caves far beneath the weight of ancient mountains. Now, folklore proclaim, they are trapped like misfits in a landscape foreign to them – lost in regions too bright and lush for their nature.

With senses always alert to the smell of evil, seeking eagerly for a trace of their cradle, some Darratha mysteriously manage to find a master to guide them. Several adept mages of demonology and necromancy have found a Darratha waiting on their doorstep, anxious to be led, submitting to the role of familiar, for guidance, for company, or a hope perhaps of one day being channeled back into the depths where they once dwelt.

These creatures have been closely connected with death in several cultures, and the way they often stand still at a distance watching, with a blood-red gaze piercing the darkness, has a fearful impact on most beings. They have served many dark powers through time, and have a deservedly bad reputation. Seeing a Darratha in the streets typically means trouble. Wicked men have used their saliva to contaminate drinks, and water-supplies, and one infamous cleric went as far as breeding a small army of them in great tubs of copper beneath his temple, in an attempt to control his unwilling disciples.

The layered shields of the Darratha are highly flexible and shift as soon as the creature moves its head or bends its double spine. The front legs grow a softer but similar structure as the creature matures, while the back legs remain comparatively bare. Along the back of the creature are needle tubes full with the red venom that is also abundant in the saliva of the creature, when it attacks.

Darrathas hiss and produce unsettling rattling sounds with their back-shields, but have no advanced means of communication. They live for 30-40 years and return into the mountains to breed and lay 4-6 eggs in lakes hidden to most. No one has ever seen them asleep.

Tharágim

GENERAL

CATEGORY: Celestial
TERRAIN: The Lofty Aeries
FOOD: -
AGGRESSION: Controlled
SIZE: 8 feet tall
NUMBERS: 1-7

CHARACTERISTICS

STRENGTH: 60-80
AGILITY: 18-25
ENDURANCE: 100
INTELLIGENCE: 35-40
MENTAL RESILIENCE: 25-30
CHARM: 25-45
(If stats of humans range from 3 to 18)

SPEED: Run x 5, Fly (eagle x 4), Swim x 5
(Multiple is times human speed)

MAGIC POWER: 70-90
(Ranges from 0-100)

HIT POINTS: 70-90
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 8
HEAD: 9
TORSO: 7
UPPER LEGS: 7
LOWER LEGS: 9
(If Full Plate Armor is 10)

In layers of the finest and hardiest feathers under the sun, the Tharágim are very well protected. Many swords and axes simply slide off their reslilient feathering.

ATTACKS/DAMAGE

2 CLAWS: 4-24
2 HOOVES: 6-36
1 ANTLETS: 6-36
(If a Long Sword causes 1-8 points of damage)

The Tharágim possess a divine, supernatural strength. A power which makes their claws and antlers formidable forces upon the battlefield, should they chose to attack physically.

POWERS/EFFECT

CELESTIAL PRESENCE: The presence of a Tharágim is such that it penetrates to the depth of ones being. Many fail to remain active and fall to their knees in fear or awe (failed saving thow vs Mental Resilience), while others are so dazzled that their limbs weaken (barely successful saving throw, -4 on all physical actions). Those strong of heart tend to be strengthened by their presence, (clearly successful saving throw, +3 on all actions) but only if the Tharágim is kindly disposed towards them. The creature can chose to lessen this power at will.

COMMAND: Through the expression of single words the Tharágim can command lesser beings and creatures. A hard saving throw (50% penalty) vs Mental Resilience is needed to disregard the command. If such a throw is successful new commands can be equally disregarded for 10 rounds, then a new saving throw is required to stay unaffected. Any single word may be used as command, for example, '*Kneel*', '*Flee*', '*Rest*', '*Disarm*', '*Come*', '*Kill*' etc. Commands are extremely powerful but can't cause biological effects like '*Faint*' or '*Die*'. Commanding words may send someone off into a battle of hopeless odds, but cannot cause self-inflicted suicide. All Tharágim can Command at will, and they also know the majority of all spells ever discovered.

DESCRIPTION

When the Oceans gave way to Land, and the Mountains rose from the Waters in majesty, the Tharágim lit down on the summits to behold the creation and evolution of the lands. So stunned were they by the beauty of the World, that they lingered to watch as Life emerged from the Seas. The Creator saw this, and forbade the Tharagim to remain among the creatures of the soil – but as they swore not to intervene, and keep to their lofty aeries, they were permitted to stay. As the first major wars came to happen, the Tharágim broke their oath, and descended upon the lands, but the Highest One blocked their path and bound them to the great heights. There they would abide, and only if invited by the creatures of the World, were they ever again to interfere with the ways of mortals.

From the top of all things the Tharágim watches, awaiting a brave climber to come and call them. For a righteous cause they would answer. They would fly with the climber, back down the precipices and the vast walls of the mountains. They would dive through hours of chilly air and through moist clouds to finally emerge in the



Tharágim

wondrous events of mortal life.

With the long ages some of the Tharágim have grown impatient, and bitter. They so long to interact with the events of the world below them, that they would answer any climber's call to freedom. Set free, they would serve whatever aim they were called to support, and use their immense powers for that purpose. With intelligent beings watching the skies, the Great One would not so openly thwart them again. No, they would be free to act, at least for a while, before any higher plans could be set in motion. It would be worth it. Such are the thoughts of some of the Tharágim.

Once true celestial creatures, the Tharágim were reduced when first bound. Still powerful, and blessed with heavenly air, they are a mighty presence to behold. Some still radiate compassion, while the aura of others have darkened. Though free from aging, the Tharagim can now be slain.

There are 70 Tharágim upon the roofs of the world. They are spread out, so only some would hear the call of a visitor. The aeries they inhabit are strange for the eyes of men – otherworldly places, so far from the level of the sea, that they are governed by other laws. Men cannot stay there for long. They were never meant to walk through such places. The Tharágim do not need to eat, they can breath the thinnest air, and remain eternally under water.

They know all languages ever made, and can communicate mentally with willing creatures. They do not speak unless spoken to, except to Command with words of power. Once freed they will stay only until their presence is needed no longer. Then they will ascend again and return to their muted watchtowers, far above in the mysterious and inaccessible places of the world.

Ohrdjonn

GENERAL

CATEGORY: Invertebrate
TERRAIN: Caves and tunnels
FOOD: Carnivore
AGGRESSION: None
SIZE: 8-9 feet (240-270 cm) long
NUMBERS: 1-5

CHARACTERISTICS

STRENGTH: 8-14
AGILITY: 5-7
ENDURANCE: 7-12
INTELLIGENCE: 3
MENTAL RESILIENCE: 7-9
CHARM: 1
(If stats of humans range from 3 to 18)

SPEED: Run (Crawl) x 0,5, Swim x 3
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 9-13
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 0
BODY: 0
(If Full Plate Armor is 10)

The Ohrdjonn has a thin and delicate skin which offer no protection from physical harm.

ATTACKS/DAMAGE

4 TENTACLES: 1-2
6-8 FLAT TENTACLES: 1-2
1 HOOKED TENTACLE: 1-7
1 BITE: 2-6
(If a Long Sword causes 1-8 points of damage)

The many tentacles of the Ohrdjonn are not primarily used as weapons, but as devices for restraining still moving parts of its victims. They are also effective with keeping bats and other parasites away from the creature. The hook and the toothed mouth are applied for direct attacks when necessary.

POWERS/EFFECT

ANESTHETIC GUSH: The Ohrdjonn produces a highly



Ohrdjonn

anesthetic fluid which it can release in substantial quantities through its tubular mouth. The fluid gushes out, and may be dispersed over a greater area, or focused, by maneuvering the tube. The anesthetic is powerful and penetrates drenched skin in a single round. In another round anesthesia sets in and all body-parts exposed are affected. If completely soaked any human-sized limb turns fully paralyzed. If moderately showered the victim suffers a 50% penalty on all rolls in which the body-part is involved. Lesser exposure may cause effects of -3 to -1 on specific skills and actions. A fully drenched head will temporarily go lame. Vision and taste disappear and the neck may slack and fail to keep the head up. A fully anesthetized torso is unable to hold the spine erect and breathing may falter. If the fluid is swallowed, the heart and the lungs will quickly collapse. Clothing do nothing to shield from these gushes . Leather and thick robes offer a certain degree of protection. Plates and scale armor will keep some areas dry, but few outfits are completely water-proof. The anesthetic effect lasts for 1-3 hours.

BLOOD CONTROL:

An Ohrdjonn in wait is amost transparent. When inactive it withdraws 95 percent of all blood from its body, and keeps it in a central bladder. Rolled up around itself, in a fully still and color-less figure, strategically placed, it is incredibly hard to spot. When prey is close the blood of the creature fills all veins, and quickly mobilizes the Ohrdjonn's muscles for attack. When the creature is discovered it is usually through the droplets and haze of anesthetic fluid.

DESCRIPTION

Attached to the roof of dungeons and other underground tunnels, the Ohrdjonn is a still and energy preserving creature. Without a single bone in its body it is soft and vulnerable. By surprising and stunning passer-by creatures, the Ohrdjonn can drop down upon them, expand its worm-like mouth-tube and swallow them whole. The creature can last a year on a single kill. As the prey is slowly digested inside the Ohrdjonn, its metabolism transforms the body fluids of the victim into new liquid anesthetics. During this process the creature goes into hiding.

The Ohrdjonns are self-fertilizing hermaphrodites. The tiny young are secretly inserted into the throats of fully sedated victims. There they attach and exude small doses of anesthetics to avoid discovery. When grown large enough to block food from reaching the stomach of the host, the Ohrdjonn young crawls into the trachea (wind-pipe) and rolls up into a ball. This causes the victim to suffocate. When breathing stops the small but now fully developed Ohrdjonn crawls out of the mouth. From there is seeks out rocks, crevices, and tunnels. In cities it may end up in large cellars or sewers, feeding on rats, small prey, and the the occasional larger visitor.

It may take decades for the Orhdjonn to become full-grown. When the location allows it they draw together and hang in groups of 2-5 creatures. Thus they can direct their fluid over larger areas, to anesthetize groups of prey, or concentrate their gushes to take down ogre-sized victims. If they are too large to swallow whole, the creatures bite off limbs or rip them apart with their hooks. When the Ohrdjonns are grouped together and confident, smaller pieces of meat are sometimes baited on the hooks to attract carnivores to their location.

The creatures are mute and deaf. They rely on vibrations in the tunnel roof and vision, to make out approaching life-forms. They have no emotions or other mental concerns than staying alive, and procreation. Completely fearless, they use instinct and simple logic to make decisions. The anesthetic fluid is highly flammable, so fire and heat is avoided at all times. A spark penetrating the creatures' fragile skin would cause a virtual explosion.

The Ohrdjonns can live for 200 years. They are void of smell, and do not move unless they have to. When a dungeon runs out of prey, the creatures prefer to change location by swimming through underground rivers. If forced outdoors, they stay hidden during daytime.

Nor’Vuil



Nor'Vuil

GENERAL

CATEGORY: Two-legged mammal, shape shifter (bird)
TERRAIN: Mountains and dark woods
FOOD: Carnivore
AGGRESSION: High
SIZE: 3 feet (90 cm) tall, when crouching
NUMBERS: 1 (to hundreds)

CHARACTERISTICS

STRENGTH: 3-3
AGILITY: 3-11
ENDURANCE: 5-15
INTELLIGENCE: 3-14
MENTAL RESILIENCE: 5-15
CHARM: 1
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Swim x 0,7, Climb x 1
(Crow: Run x 0,4, Fly (eagle x 1,5))
(Multiple is times human speed)

MAGIC POWER: 7-25
(Ranges from 0-100)

HIT POINTS: 3-13
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 1 (*Crow*: 2)
HEAD: 1 (Cr: 2)
BODY: 2
ARMS: 1 (Cr: 2)
LEGS: 1 (Cr: 2)
(WINGS: 1)
(If Full Plate Armour is 10)

Partly goblin skin and partly dark feathers, the Nor'vuil body is rather tough. Rows and layers of metal ring piercings are common, which add to the creature's natural protection. In its crow shape the creature is all feathers (see parenthesized values).

ATTACKS/DAMAGE

2 "CLAWS": 1-4
1 BITE: 1-3
(2 CROW CLAWS: 1-6)
(1 BEAK: 2-5)
(If a Long Sword causes 1-8 points of damage)

The ends of the Nor'Vuil front limbs are not really claws, but a disarray of sharp feather shafts and pointy bone structure. The creature has limited control over these "digits" which lack the dexterity of fingers, but can "claw" into enemies yet the same. In its crow form the creature's hind leg claws turn into longer and sharper bird's claws, while the front limbs transform into wings. Generally, the Nor'Vuil prefers magic to raw force in combat.

POWERS/EFFECT

BLACK FEATHERED WIND: When twenty or more Nor'Vuil gather, they can move together into tight clusters and summon the Black Wind. The strength and magic of this spell lifts the Nor'Vuil into the air, transforms them into giant hideous crows, and sets off as a black feathered wind across the landscape. There is a density and power to this wind, which makes it hard to separate one Nor'Vuil from another. The revelation is more like a single dark storm of beaks, feathers, and lightning, speeding with great destruction over the land. The Game Master can treat this power as a single entity, or as separate Nor'Vuil crows. In the latter case the creatures maintain the stats of their goblin form, but a +2 bonus should be added to all attack rolls and spell effects. The storm causes darkness and inflicts fear. Saving throws vs Mental Resilience should be completed to stay unaffected by the furious impact, and penalties are to be applied to actions dependant on vision. The size and power of the storm as a single entity varies with the number of Nor'Vuil involved.

BLACK SHADOW: Apart from the shapeshifting that the Nor'Vuil are capable of in groups, the creatures also possess the power of spiritual travel. As a black ethereal crow, all Nor'Vuil shamans can fly across the material world to spy upon the lands. A black shadow, or hazy presence may be spotted in the sky, but this crow is out of range for material weapons. Spells and strong magical arms might injure it, but it moves with great speed and is extremely hard to follow. In this shape the Nor'Vuil can fly through any matter and flesh unless its is guarded by magic or strong blessings. Flying through living beings and creatures, it induces a chilly and eerie feeling which may cause great doubt, loss of morale, and depression. A roll vs Mental Resilience is in order to decide the outcome of such a shadowy visit. The flight of the spirit may last for up to twelve hour. Should the ethereal Nor'Vuil die, the physical one dies as well.

DESCRIPTION

As the goblin shaman beheld his totem beast, he knew at once that something was wrong. This was no ordinary crow that had come to him, but something born out of pure darkness. The shaman trembled once, then the bird stepped right into him. As the goblin screamed a storm rose, and in its eye he could see his destiny. A new race was given birth that night. He was to father the Nor'Vuil.

Among the shamans of all goblin clans, the Nor'Vuil are the most feared and powerful. They are marked from birth as dark enchanters, and unless accepted by a goblin tribe they pick the hermit way of life, and explore the spiritual black dimensions for their own individual purposes. These are not the wise and benevolent shamans of other tribal societies, but minds cruder and more deceitful than the others. Though not officially the leaders of the clans they join, the Nor'Vuil often manipulate and govern the goblin tribes in secret. Patiently they push them even further towards the darkness and into the bestial spirituality of the Nor'Vuil nature.

The Nor'Vuil may know any number of shamanistic prayers, spells, and rituals, but they are masters of all elemental spells associated with wind and lightning. In these areas they should have access to magic above their level, and cast it with comparative ease and great power. They naturally befriend common crows, jackdaws, and ravens, and may use these as messenger birds, or have them posted in high trees to scout for approaching dangers.

Since they have no real hands, the Nor'Vuil shy away from tools and clothing. They use assistants or slaves to aid them with the preparation of rituals, materials, brews, carvings, and similar matters. Their backs are not shaped for the up-right position of other goblins, but their skeletons are long, and in disputes they can temporarily force themselves into an upright position to tower above the others for a while.

Twai-Noh

GENERAL

CATEGORY: Mammal
TERRAIN: Any
FOOD: Omnivore
AGGRESSION: High
SIZE: 5 feet (150 cm) tall
NUMBERS: 1-20

CHARACTERISTICS

STRENGTH: 14-22
AGILITY: 14-22
ENDURANCE: 13-22
INTELLIGENCE: 3-5
MENTAL RESILIENCE: 3-11
CHARM: 2-8
(If stats of humans range from 3 to 18)

SPEED: Run x 1, Swim x 0,5, Climb x 4
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 5-18
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
HEAD: 1
TORSO: 3
AMRS: 2
LEGS: 2
TAIL: 2
(If Full Plate Armour is 10)

The main body of the Twai-Noh is covered with a thick feathery kind of fur, which offers some protection, The head, tail, arms, and legs are only partially and not as richly dressed in it. Underneath the fur is a hardy skin, which ranges from brown to orange in color. The majority of Twai-Noh males wear metal armor on top of their natural protection.

ATTACKS/ DAMAGE

2 FISTS: 2-4
1 BITE: 1-4
(If a Long Sword causes 1-8 points of damage)

The strong arms of the Twai-Noh can be used to throw some heavy punches, and its fangs bite painfully into vulnerable flesh. The savage Twai-Noh wield weapons


Twai-Noh

of steel, but equally enjoy biting and bashing at their enemies with teeth and fists to get a taste for the adrenaline of blood and muscle.

POWERS/EFFECT

METAL GAZE: The secret to the Twai-Noh's progress in the crafts of metal is their ability to gaze straight into it. The sometimes luminous eyes of the creatures can behold any kind and piece of metal and know its deeper structure. They can instantly make out weak areas in metal armor, and the feeblest point of any sword. They can visually access the character, strength, and texture of all metal items, from the surface to the core. When a Twai-Noh strikes at an enemy with metal armor, its value of protection is reduced by 20%, and it will know to attack the part of the body least protected from its weapon of choice.

DESCRIPTION

It is said that the Twai-Noh were once simple and peaceful creatures, and that they lived in the wild, behaving much like other apes and monkeys. However, the warlords of the south saw great potential in the Twai-Noh, and had the court-gnomes tutor them in forging and metalwork. This new knowledge utterly changed the creatures, who embraced the craft, as well as the weapons and armor produced from it. They excelled as blacksmiths, and armed the Twai-Noh accompanied their new masters onto the battlefield. From that day no wild Twai-Noh can be found in the jungles and forests of the south. They are known for their violent nature, their skill with the hammer, and their unforgiving efficiency in battle. Some have grouped together in outlawed, warmongering bands, while most serve as mercenaries or blacksmiths.

While in the past, conflicts and rank were settled by flaunting displays of vivid fur, cheek-flaps, tufts, and crests, the Twai-Noh now resolve all disputes through armed battle, The creatures consider helmets and armor to be part of their physical selves, and typically keep them on as a sign of their stature. Hammers, maces, flails, and other bludgeoning weapons are preferred over axes and swords, but some wield long armor-piercing daggers. The creatures can live for forty years, though most male Twai-Noh die as adolescents in combat.

Females and the very young stay away from the violence and take care of hunting, gathering fruit, and preparing meals, as well as tending to the huts, tents, or rooms supplied by their current master. The Twai-Noh are fairly intelligent and able to use rudimentary tools and utilities. They can learn language to the point of understanding basic instructions, and they manage simple interaction with humanoid beings. Though generally looked upon as lesser creatures, or spectacular pets, the Twai-Noh are impressive and dangerous enough be treated carefully and honorably by those who know them.

Normally the Twai-Noh communicate between themselves by repeated short vowels and muted grunts, but turn into loud shrieking and growling apes when fighting begins. The gifted and most prominent among them may end up as personal bodyguards to royal lords, or as companions to generals of war. A few stay with their beloved metals in the smithy. Though great climbers the Twai-Noh prefer a life on the ground, and build huts of wood, mud, and straw, when no other accommodation is given them.

Poppra

GENERAL

CATEGORY: Mammal
TERRAIN: Grasslands and sparse forests
FOOD: Carnivore
AGGRESSION: Normal
SIZE: 2-3 feet (60-90 cm) tall
NUMBERS: 1-20

CHARACTERISTICS

STRENGTH: 4-7
AGILITY: 13-17
ENDURANCE: 11-13
INTELLIGENCE: 3
MENTAL RESILIENCE: 5-9
CHARM: 1
(If stats of humans range from 3 to 18)

SPEED: Run x 2
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 5-8
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
BODY: 2
(If Full Plate Armour is 10)

The hide and feathers of the Poppra give it some protection from scratching claws and minor bites.

ATTACKS/DAMAGE

2 CLAWS: 1-4
1 BITE: 2-4
2 CLAWED KICKS: 1-4
(If a Long Sword causes 1-8 points of damage)

The Poppras like to attack at great speed and throw their claws into the eyes and neck of their prey. The feet are rarely used for killing, but when the creatures jump up to attach themselves onto the back of larger animals, these are sometimes kicked into the underside of the beasts. Though lacking fangs, their broad side-way jaws are strong and can get a vise-like hold of noses and necks, and free claws for more lethal, punctuating strikes.

POWERS/EFFECT

IMITATION: The Poppras are master imitators. Any sound or odor ever registered by these creatures can be perfectly imitated. Mimicked sounds issue from their throats, and odors are released from the fruit-like outgrowths on top of their heads. Both techniques are used frequently when the Poppras hunt or are hunted, to attract and confuse prey, or to discourage larger predators. The tufts, the red wing-like flaps, and tails of the creatures are applied to direct and spread the scents. If one of the outgrowths are chopped off or opened, a nauseating bomb of mixed odors emerge, and invisible spore-like particles enter the airways and lungs of all nearby creatures and beings. Such exposure causes a drug-like effect on the brain and strong hallucinations are likely to follow (check severity by a saving throw vs Mental Resilience). Balance is greatly affected and all actions dependent on physical maneuvering suffers (-50% on all rolls) for 1-2 hours. The Poppras can't deliberately produce such overwhelming effects, but the scents created may be stark and highly unpleasant.

DESCRIPTION

There are many birdlike features to the Poppras, including their nervous, agitated, and curious sort of behavior. There are however no Poppra eggs on the grasslands and light forests they inhabit, and the young are born well-developed, albeit a bit clumsy during the initial hours of life.

The creatures are fast runners, that keep hidden until it's time to strike. They are not as powerful as wolves, or great cats, but they are a lot smarter, and their special abilities keep them alive. When cooperating they do so extremely well, and often circle the plains for a long while, to methodically and invisibly direct prey into an advantageous ambush situation. The bright reds of their outgrowths and flaps shift to black when the creatures prowl, and return to alarming red when their pulse increases and the chase begins.

The genuine smells and sounds of the Poppras are unknown. Even when they're only socializing and moving about, they produce a variety of complex expressions to distinguish their individual character from the others in the flock. Sounds and smells seem to be of great interest to them, even beyond the contexts of survival. Smaller groups are regularly dispatched into the greater world, to find and collect new sense impressions to enjoy and utilize. Though the creatures can imitate



Poppra

the pure tones of musical instruments, no full songs or long melodies have ever been heard from a Poppra. When not mimicking for the sake of food or protection, they tend to mix different kinds of sounds into an often noisy and inharmonious sort of chattering.

The Poppras are not aggressive unless hungry, and may approach other creatures with only inquisitive intentions. Easily scared off, they quickly return to look again, seemingly trying to learn something. Though uncommon, it happens that the Poppras take an over-investigative approach, and decide to open the object of investigation with their sharp thumbs, to examine the scents within.

Poppras live for 20-30 years. They sleep under trees, or hidden in long grass. Unable to swim, the creatures are careful around water, but in all other situations their curiosity wins, and often gets the better of them. Clashes with human civilization are not uncommon. The Poppras are naturally attracted to the fascinating and easily felled livestock of farmland pastures. Some peasants have learned to be careful. Bleating in the streets doesn't always mean sheep on the loose.

Darwandir

GENERAL

CATEGORY: Mammal
TERRAIN: Forests and mountains (any)
FOOD: Omnivore
AGGRESSION: Normal (to high)
SIZE: 6' 5"- 8' 1" (195-245 cm) tall
NUMBERS: Up to hundreds

CHARACTERISTICS

STRENGTH: 7-21
AGILITY: 5-19
ENDURANCE: 5-18
INTELLIGENCE: 3-16
MENTAL RESILIENCE: 3-14
CHARM: 3-15
(If stats of humans range from 3 to 18)

SPEED: Run x 1,3, Swim x 1,2, Climb x 2
(Multiple is times human speed)

MAGIC POWER: 0-50
(Ranges from 0-100)

HIT POINTS: 5-20
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 1 (*hard*: 3)
BODY: 1 (hard: 3)
(If Full Plate Armour is 10)

The skin of the Darwandir is more resilient than human skin, and will turn harder still when the creatures throw themselves into action (see 'Powers').

ATTACKS/DAMAGE

2 FISTS: 1-4
2 KICKS: 1-6
(If a Long Sword causes 1-8 points of damage)

The legs and arms of the Darwandir are long and powerful. They can deal out bone-breaking punches and kicks, and will fight unarmed if required, even when facing armored enemies.

POWERS/EFFECT

HARDEN SKIN: When the Darwandir go into battle their skin hardens to protect them from harm. With adrenaline rushing their joints and muscles stay flexible, while the outer layers turn tough and wood-like. This cellular change is quick and swiftly subsides as the creatures calm down again. The color of their skin shifts a bit when it hardens, towards gray, brown, or green, and may turn dappled, and textured, like the surface of bark.

FINAL RAGE: In a situation where the Darwandir find themselves outnumbered, betrayed, or otherwise near death, they can decide to summon the full power of the inner rage. At such times their entire biology and character transform into a vessel of elemental fury. They quickly darken into the blackest wood, and their horn-like outgrowth lengthen. In their eyes flash the chaos



Darwandir

and power of an untamed world, where lightning and violent storms raise the seas and whip mountains into sand and earth. The crude power of the past soars up from their soul and into the living flesh of their current being. This causes a +10 bonus to Strength (and +3 to all damage rolls), + 5 to all attack rolls, and adds 15 to their Magic Power. If the Darwandir still live when the danger is over, they are unable to return to their previous selves. They lose all bonuses, but their nature is morphed into a dark sort of beast, with little or no memories of its previous existence. Tired and confused they usually escape far into the deep woods. There they merge with the trees, or join up with orcs or other creatures more similar to their new nature. Needless to say, the Darwandir do not use this power unless they expect to perish.

DESCRIPTION

Savages with a taste for elegance. That's what many see when they look at the Darwandir. Tall and graceful, yet with a core of primordial wilderness – a raw essence, that despite the ornaments of culture, howls in unison with the beasts at night.

The Darwandir adore the feast and the dance, but have no desire for the comforts of the city. They are drawn to the arts and the wisdom of the sages, but care little for novelties, and require no empires. Like ancient gypsies, rooted in the soil of the past, they intermingle with modern cultures. Though socially apt, they are restless when far from home. Among the highest of trees they build their huts, but some carve halls in the deep mountains.

They are children of the earth, sprung from the roots of the first trees. Inside of them, the elemental forces have not yet settled. Their skins and muscles must always move, or their bodies will stiffen and turn back into wood. An hour of stillness is all they can endure, before the earth calls them back, and draws them into a state of eternal petrification. Void of sleep and dreams they walk beneath the stars, singing songs of moons and magic.

The Darwandir live in matriarchal tribes. The females are a full foot (30 cm) taller than the males. The men are wilder, but receive no training in the arts and sciences. Most are hunters or warriors, while the women govern the social and political affairs. All Darwandir tribe leaders, druids, sages, and magicians are female, and most prominent fighters too. These constitute an elite in the Darwandir societies and are called the Darwa'an. The largest tribes are about 500 strong, but many Darwa'an meet up with the elite of other tribes to learn from one another.

A Darwandir must learn at a young age to tame the wilderness within. Even adults regularly fight to harness the ancient rage, forever present in the depth of them. There is no inherent evil to this inner power, but an uncultured directness, that will not succumb to reflection. It screams for absolute freedom and to tear through every obstacle without thought, and without conscience. There are within all Darwandir tribes those who would have it otherwise, and who wishes to celebrate and unleash the dark rage in all of them. The Darwa'an do their best to keep such forces subdued and pacified. The elders teach that the Wild One within serves them well with energy and strength, but unfettered it would destroy them, and turn them into something degraded and demonic.

Managing this yearning is a great part of Darwandir upbringing and education. When a Darwandir loses temper it can be seen not only in the eyes but in their entire appearance. They seem possessed and may momentarily turn bestial in their choice of words and actions. In Darwanidir societies this is part of daily life, and dealt with, but in other cultures, these sudden displays of primoridal rage are not always well handled. Most Darwandir quickly return to their normal selves, and make sure to resolve the situation, as well as they can.

Music and food are great sources of pleasure for the Darwandir. Most play some instrument or sing. They keep no pets, and use no steeds or beasts of burden. The Darwandir loath bows, crossbows, and javelins, and will not even throw their daggers. When the time comes to fight they do so face to face with their enemies in a dance of dirt, sweat, and blood. They never wear shoes or boots, and dress light even in the winter. Some wear armor of leather, scales, or horn, but shields, helmets, and suits of steel are extremely rare.

The Darwandir worship the heavenly bodies and various spirits of the earth. Their magic is based around songs weaved in the forlorn past, and they have great knowledge about all things that grow. They all have black hair, live for 200-300 years, and don't care much for swimming.

Han’Marak



Han'Marak

GENERAL

CATEGORY: Reptile
TERRAIN: Forests and jungles
FOOD: Carnivore
AGGRESSION: Normal to high
SIZE: 4-5 feet (120-150 cm) tall
NUMBERS: 1-4

CHARACTERISTICS

STRENGTH: 8-14
AGILITY: 13-18
ENDURANCE: 14-20
INTELLIGENCE: 3
MENTAL RESILIENCE: 5-9
CHARM: 1
(If stats of humans range from 3 to 18)

SPEED: Run x 1,5
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 8-13
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 5
HEAD: 7
BACK: 9
BODY: 2
(If Full Plate Armour is 10)

A flexible ridge of double bone plates shields the creature. Moving in a crouched manner, this extended skeleton protects the Han'Marak very well.

ATTACKS/DAMAGE

2 CLAWS: 1-4
1 BITE: 1-6
2 CLAWED KICKS: 2-5
(If a Long Sword causes 1-8 points of damage)

Apart from the tusks on the sides of the creature's head, which are mainly used to establish superiority between individuals of the species, the Han'Marak frequently use all of its natural weapons.

POWERS/EFFECT

PARALYZING POISON: The needles on the neck and arms of the Han'Marak are poisonous and may cause termporary paralyzation (2-4 rounds) if a saving throw vs Endurance is failed. The creatures rarely use these as a means of attack, but they are meant to stall grabbing or biting predators, and allow some time to escape.

DESCRIPTION

The Han'Maraks are fast reptiles which have developed fur and an impressive extension of their skeletal structure. Though powerful predators they use great cunning to bring down prey, and are, in a deadly kind of fashion, rather playful.

Moving about by themselves, or in small groups, they cover great areas of forest, to find new and suitable locations for an ambush. Though these may be fast and direct, the Han'Maraks often rely on patience when attracting food. Covering themselves with fallen leaves, moss, or hiding beneath other vegetation, they emulate and emit a strong smell of carcass. By displaying only their backs, they manage to draw near to themselves, the great scavengers of the forest and the sky. Through the element of surprise the beasts can take down prey many times larger than themselves, and they are not very picky. In such a way, they can wait for days if need be, and may sleep while doing so. The sensitive, hairlike protrusions upon the heads of the creatures, keep them alert to nearby movement.

To escape danger, and occasionally to speed swiftly down a slope, the Han'Maraks can curl into a ball and roll away, pushing with their tails. They prefer to move about normally, but may land with a somersault when missing a leap attack, for example. Being heavy, they consume a lot of energy, and are constantly on the lookout for food, but on very hot days they enjoy basking in the sun, to gather warmth, and preserve their strength. The marks and colors on the wrists and hands of the creatures are only found on the jungle variation of the species. These mimic the patterns of the double headed Cheemaik parrot, which is a fat and delicious scavenger, often found by discarded kills.

The Han'Maraks live for about 20 years. The females wait for the eggs to hatch, and then stay with their young until they are grown, while the slightly larger males typically roams about alone.

Norghim

GENERAL

CATEGORY: "Insect"
TERRAIN: Grasslands
FOOD: Herbivore
AGGRESSION: Normal
SIZE: 2 inches (5 cm) to 16 feet (5 m) tall
NUMBERS: Up to thousands

CHARACTERISTICS

STRENGTH: 0-40
AGILITY: 8-12
ENDURANCE: 5-30
INTELLIGENCE: 1-3
MENTAL RESILIENCE: 1-10
CHARM: 1-5
(If stats of humans range from 3 to 18)

SPEED: Up to Run x 3
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 0-50
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 0-5
HEAD: 0-6
BACK: 0-6
BELLY: 0-3
LOWER LEGS: 0-6
UPPER LEGS: 0-3
(If Full Plate Armour is 10)

Most of the Norghim is covered by a metallic exoskeleton, but the upper legs and the underside of body are softer.

ATTACKS/ DAMAGE

4-16 KICKS: 0 to 2-10
(If a Long Sword causes 1-8 points of damage)

The kicks of large Norghims are very powerful. Due to its unusual anatomy, the creature can keep supporting on a leg, while kicking with one "toe" of it. It may however stay balanced with only three toes in the ground, and can thereby free several for fencing off hostiles. Though they have strong jaws the Norghim don't bite in battle, but use those only for cutting and conuming grass.

DESCRIPTION

Nobody knows what causes the first Norghim to hatch and crawl up into the sunlight, but it is clear that the reddish glands on its front lakes discharges drops of some substance, which makes the rest of them stir in the ground. As they escape their eggs and follow the growing horde, even more Norghim start hatching in their wake. When the creatures are born they stand about two inches, but feeding they grow at impressive speed, and may reach a full 16 feet in two years.

The hoards move as one, including all size specimens, ranging from tiny to huge. On their way they feed solely on grass, natural as well as planted crops. All is consumed. Some say they will even eat your straw hat if you wear one. The Norghim are meticulous and feed ceaselessly. During the night one can hear their clasping jaws from afar, and witness a galaxy of fluorescent eyes, as they lay bare the prairies and the farmlands. There is little stopping them.

Some villages and towns have long since banned roofs of straw, and learned to keep their horses and cattle well away from the main settlements. Norghim hoards are rare, but devastating enough not to be forgotten. When finally there is no more grass to find, the oldest Norghim use their remaining energy to spread out. Finding a suitable location, they inject an oily substance into the earth, which will secure their continuation. The black and sticky goo, consisting of tiny eggs, will slowly absorb the nutrients of the soil, and come to grow into a new potential hoard. It can wait for centuries for the enigmatic call, which will make it sprout up like living weed from the earth.

The Norghim aren not especially aggressive, but will attack who hinder them from feeding. The small are just as eager as the tall ones.

All characteristics of the Norghim increase with with size except for Charm which is reduced. It is not uncommon for small Norghim to ride the larger ones for the sake of speed, and for some reason the hoards seem to have a limited amount of fully grown creatures. Norghims do not die as long as there is grass to sustain them.


Norghim



Volthyrian Mistlord

Volthyrian Mistlord

GENERAL

CATEGORY: Ethereal Power
TERRAIN: Misty, moist areas, and water
FOOD: None/Omnivore
AGGRESSION: Normal to high
SIZE: 6-8 feet tall
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 17-23
AGILITY: 13-18
ENDURANCE: 20-25
INTELLIGENCE: 17-22
MENTAL RESILIENCE: 17-22
CHARM: 4-12
(If stats of humans range from 3 to 18)

SPEED: Crawl x 1,5, Swim x 2, Fly (the mist) x 0,5
(Multiple is times human speed)

MAGIC POWER: 20
(Ranges from 0-100)

HIT POINTS: 20-24
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 2
BODY: 2
STAFF: 2
(If Full Plate Armour is 10)

In physical form these beings have a smooth, black skin, resembling that of sharks or dolphins. In ethereal form it can only be wounded by magic weapons and spells.

ATTACKS/DAMAGE

2 FISTS: 1-4
6 TENTACLE LASHES: 2-5
1 TAIL LASH: 2-5
1 STAFF: 1-7 (+ 1-3 points of punishment, see 'Powers')
(If a Long Sword causes 1-8 points of damage)

The Volthyrian Mistlords have to run out of other options and be seriously angered to make use of natural weapons in combat, apart from their staff. The weapon is actually part of, and ethereally connected, to their physique.

POWERS/EFFECT

PHYSICAL FORM: The Lords can take physical form at will but require two rounds to complete the transformation either way. They can continue all other actions while doing so.

CONTROL MIST: Wherever there are tiny droplets of water the Volthyrians can control them. They can move, spread, and draw them together, to hide, blind, soak and dry targets of interest. They can even force a large amount of body water through the pores in the skin of creatures and beings, leaving the victims weak and dehydrated, even dead if they are allowed to continue. This power requires concentration, and the only way to avoid it is by disturbing the Mistlord. They control, by will, an area up to 500 yards in all directions from their location, and can turn a normal fog into jets and whirlwinds of water, to knock enemies off balance or throw them to the ground. However, they can't make the droplets merge fully into larger bodies of water, and they can't control any mass of water larger than a droplet, nor create or extract mist from lakes or rivers. Where there is mist, the Volthyrians can also ride it, even in physical appearance. Somehow they manage to bind together the mist with their ethereal nature and powers.

STAFF OF ETHEREAL LIGHT:
All Volthyrians are born with a body part, which is visually disconnected from the rest of their bodies. Ethereally, there is no distance as such, and the "staffs" of the Mistlords pulsate with the same life, and are upheld by the same ethereal energy. This weapon of power cannot be sustained for more than a few hours on the physical plane. The Volthyrian needs to regularly go back and "breath" in order to keep its staff-like limb alive. Though able to survive without it, it will not willingly sacrifice its most effective body part. These are the powers of the staff:
Ethereal Light of Vision: By the light of the staff the Vyltherion can see through physical matter like walls and rock. The light reaches 300 yards and has no restrictions, other than the will of the Mistlord wielding the staff.
Ethereal Light of Knowledge: At contact with another intelligent being the staff absorbs all knowledge and memories about its target. The knowledge doesn't include skills or abilities that require practice, and may be done without the victim's awareness
Ethereal Light of Punishment: When it hits the staff infuses into the target ethereal light, which disrupts the balance of body energies and causes pain (1-3 hit

points) as well as jolts of great mental suffering. A failed saving throw vs Mental Resilience causes a 50% penalty on all rolls for 10-20 rounds.
When a staff is stolen it quickly dies, and its powers require ethereal communication. It will function like a regular staff or club for a few weeks, before it decays.

DESCRIPTION

These creatures, also known as Lords of the Mist, are exiles from the Volthyrian Realms, which are located in the Ethereal Plane of Existence. Judged as a threat to the native communities, they are banished forever, and forced to seek out other worlds to accommodate their undesirable character. The traits of a Mistlord vary greatly between individuals, and just as human prisoners can have a change of heart while still locked away, some Mistlords improve with time. Typically though, they are the most powerful and dangerous of Volthyrian outlaws, and breakers of The Sanctified Oaths of Wisdom.

Their powers allow them to gather information very efficiently, and apart from their natural abilities, they typically know a great number of spells. While they strive for different things, many have a tendency to seek power, and to find the means to avenge their former communities. If they dare not act out such desires, they will try to make up for it by building power, or bring great misery upon some other civilization.

Like phantoms they move in with the mist at night to spy on those who might be of service, or an obstacle to their agenda. Some steal and kill without second thought, while others prefer a more civilized conduct, and enjoy seeing the demise of their enemies by sophisticated and delicate plotting. Due to their appearance they cannot act unnoticed in the open, and tend to spin their invisible strings of power from the shadows. As ethereal ghosts they see and pass through walls unhindered, and can appear suddenly in the sleeping quarters of those who oppose or entertain them.

Aware of their unearthly attributes they sometimes descend from the mist to set terror into their chosen victims. In such ways they bind the frightened ones to their service, and when the time comes to strike, it is not uncommon that legions of terrified followers obey their command.

Fortunately, the Mistlord is a rare phenomenon, which few beings has ever seen or encountered knowingly. Even when observed they may hide their faces behind tentacles, to appear like a dark and swirling cephalopoda dream, visible for just a little while in the ephemeral bowels of the mist.

The Volthyrians live for about three centuries, and are unable to mate outside their native realms. They need only eat in physical form, and they need very little. They stand all climates, and can live under water as easily as on land. No oxygen is required to uphold their physical form, which is replenished by their bond to the Ethereal Plane. They also heal at twice the human rate, and are immune to disease, poison, and infections.

All Mistlords avoid contact with other Volthyrian exiles, who like a mirror remind them of their banishment.

Ashkharan

GENERAL

CATEGORY: Demonic mutant
TERRAIN: Dark forests and dungeons
FOOD: Carnivore
AGGRESSION: Very high
SIZE: 5 feet (150 cm) tall
NUMBERS: 1

CHARACTERISTICS

STRENGTH: 12-16
AGILITY: 6-10
ENDURANCE: 14-20
INTELLIGENCE: 2
MENTAL RESILIENCE: 3-8
CHARM: 0
(If stats of humans range from 3 to 18)

SPEED: Run x 1
(Multiple is times human speed)

MAGIC POWER: 0
(Ranges from 0-100)

HIT POINTS: 12-18
(If a human commoner has about 11 hit points)

PROTECTION

AVERAGE: 3
HEAD: 3
BODY: 3
FRONT LEGS: 2
FRONT LEGS (thin): 0
BACK LEGS: 4
TAIL: 3
(If Full Plate Armour is 10)

The front part of the Ashkharan body is covered by a mane of thick hair, and hardened in some places by a bony panzer. Their leathery skin is thickest by the tail, and stengthened along the upper back legs with layers of strange crystal needles.

ATTACKS/DAMAGE

2 CLAWS: 2-4
2 CLAWS (thin): 1-3
1 BITE: 1-3
2 KICKS: 2-5
1 TAIL SLASH: 2-4

The Ashkharan will normally try to immobilize its victims before it bites down into their flesh and starts feeding. The thin limbs, ending in a single claw, help making holes of entry for the tongue, where no natural orifice will serve.

POWERS/EFFECT

DISTRUPTIVE FIELD: The Ashkharan radiates a permanent disruptive field, which destabilizes the natural laws and causes erratic lights, colors, sounds, and irregularities in gravity and magnetism. Unforeseeable and beyond its control, this field can relocate and alter the effects of spells and natural phenomena, like fire, voices, wind, and friction. The strength and effects of the field varies randomly (and follows the the whims of Game Masters and dice), but covers a distance of approxomately 20 yards (18 m) from the creature in all directions.

DESCRIPTION

The Ashkharan spilled out from the depths of the Abyss ages ago, when a fracture in the order of things tore through reality, and darkened it. They have since mutated to somewhat appear like the natural beasts of the world, but in a disorderly, unbalanced fashion, which bear witness of their unholy origins.

The chaotic blend of traits is unnerving to behold, and watching its twisted movements, which variably resembles those of a fly and a frog, is a sallow experience. Combined with the creature's unnatural impact upon the laws of physics and magic, the Ashkharan is an unfortunate and nightmarish encounter.

Like mosquitoes, and many other insects, they do not consume their prey, but suck their juices straight out of them. While holding on with claws and specialized teeth, their tongues help clean out the inside.

Though leaping is part of the creatures repertoire, it doesn't do so very well. It often lands clumsily, but with enough balance to apply their razor sharp tail-claws on any biological tissue.

The Ashkharan do not sleep regularly, but fall unconscious to the ground wherever they run out of energy. When they awake again they quickly reassume a constant search for food and the occasional mating partner. The creatures seem to prefer dark areas, where they can



Ashkharan

move about undisturbed by other lights and sound, as if the constant fluctuations of their own making were enough to deal with.

Always aggressive, the Ashkharan may still pause reluctantly at bad odds. Though far from intelligent, they have come to rely on their involuntary powers to scare off most enemies, and since they are long since used to the chaos, they often manage to play it out to their advantage.

The roars of the Ashkharan are like those of a great lion, but filtered through the disruptive field, they come out like an abyssmal cacophony, sounding like anything from the screams of possessed children, to fighting cats, and muted thunder.

Living for a maximum of twenty years these creatures have for obvious reasons never been tamed. Their damaged minds are unsusceptible to charms, rewards, and even threats. Their presence is simply too dangerous to tamper with, and their company exceedingly unwholesome.

Ashkharan offspring are on their own from day one, and the female will attack them, and any other Ashkharan on sight, as soon as the initial bond is broken, which is about a day after birth.

The beasts which never made it



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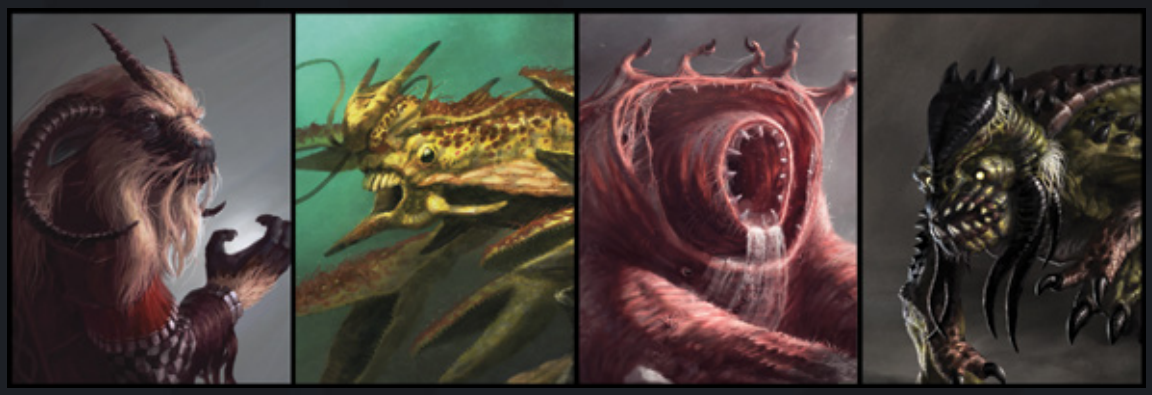
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This book contains 54 original creatures, made primarily for fantasy role-playing games. Unlike many other manuals of monsters, the artwork of this book has been given a major role. Every creature is professionally illustrated and occupies a full color page for visual presence. The statistics are system-independent, easily understood, and the descriptions are imaginative and thorough.

'RPG Creatures - Bestiary I' is an improved publication of the first 45 creatures initially in the blog 'RPG Creatures'. It features nine additional beasts, exclusive to the book, and a balanced, easier to read lay-out.

This resource was created to enrich the games, campaigns, and settings of those who seek new and inspiring creatures, but non-gaming fans of fantasy monsters, and imaginary life-forms, are also likely to find this book rewarding.

/Nicholas Cloister - author, designer and illustrator



CLOISTER ART
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