

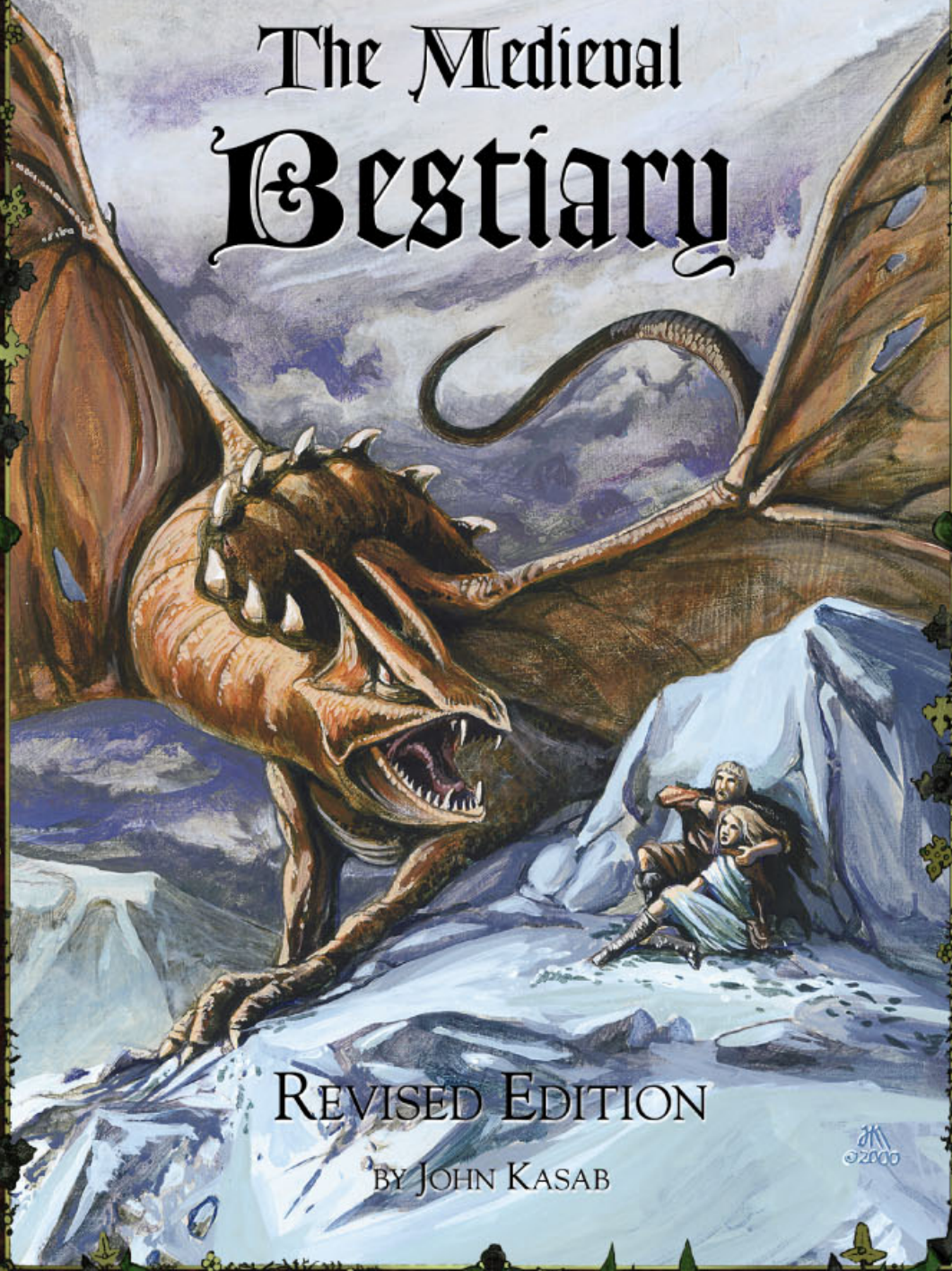
Ars Magica

The Medieval Bestiary

REVISED EDITION

BY JOHN KASAB


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The Medieval Bestiary

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Errata for the first printing of the fourth edition of **Ars Magica** is available on the Atlas Games World Wide Web site.

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The praeco peered out over the assembled magi. “Quaesitor, what was the next matter to come before us?” The presiding quaesitor coughed politely. “I believe you had decided that the charges against Caprea filia Equus Minor of House Bjornaer were to be treated next.”

“Ah, yes,” said the praeco, “will the accused please come before the Rhine Tribunal so that the case can be made?”

A young-looking woman dressed in scholar’s robes approached the praeco’s seat. “I am present, and here to answer the charges brought against me.”

The presiding quaesitor gave a quick nod to one of the other quaesitores present, who began to read from a scroll. “Caprea filia Equus Minor of House Bjornaer, member of Crintera covenant, you are charged before the tribunal of thirteen hundred and fifty-third year of the Age of Aries with the willful destruction of the familiar of Carolus of House Jerbiton. This event is alleged to have occurred last year. Is Carolus of Jerbiton here to make his case?”

A thin man stepped forward and stated, “I am here.” Carolus was dressed in ornately decorated robes, and carried a staff. A black and white bird perched on the end of the staff. “I charge that Caprea of Bjornaer did willfully destroy my familiar two years ago. It is a matter that I would gladly have settled privately with her previously, but I find myself having to take the tribunal’s time.” He glanced at the magi who had journeyed from Crintera.

“What is that on your staff? A pet?” called out one from the crowd.

“Silence!” exclaimed the praeco. “I can tell you got your manners from attending tribunals in Novgorod.” A chuckle crossed the crowd. “Carolus, please continue.”

Carolus glared in the direction of the heckler. “As I was saying, the circumstances were these: my travels took me close by Crintera, and I thought to enjoy their hospitality and the company of other magi. When I arrived, I found that my presence was unwanted, and I was ill-treated for being a visitor. Their hospitality leaves much to be desired. In particular, the maga Caprea was especially rude, and encouraged me to shorten my stay. My presence must have finally offended her so much that she destroyed my familiar, my dearest companion. It is customary to have a familiar destroyed for one destroyed, but being a Bjornaer, she has no familiar. Nor does she have an apprentice currently. Given that these remedies are unavailable, I demand her life.”

The quaesitor with the scroll turned to Caprea and said, “How do you answer these serious charges?”

Caprea smoothed her robes. “I knew Carolus was going to be trouble even before he came, for he approached with ill-will in his heart. However, courtesy demanded that we offer our hospitality to a fellow magus, and we in the covenant did as

we were able. However, as he mentioned several times during his stay, we are only Bjornaer, and as a Jerbiton his tastes are obviously more refined than what we can offer.

“Be that as it may, his bird was the most trouble. She flew about the covenant with impunity even after we requested that Carolus keep her on a shorter leash. For me, the last straw was finding the familiar in our library, perusing the volumes within. Clearly, that magpie had more than glittering baubles on her mind. To teach her a lesson on the errors of prying into a magus’ affairs, I took the liberty of hooding her through magical means.”

“Blinding her, you mean!” cried Carolus.

“A spell which even an apprentice could have undone,” replied Caprea. “It is not my fault that your deficiencies prevented you from rectifying the situation until recently. Certainly you have friends who could have helped you? For they clearly must have helped you bind your familiar in the first place.” She turned to the assembled magi and gestured at the bird on the staff, “My sodales, the familiar is unharmed, as you can see. This is a frivolous case.”

“I’ll have you for this!” Carolus sputtered. “I have spent the last two years researching a way to undo the curse you put upon my Pica!”

“My sodales, may I suggest a resolution to this dispute?” A scholarly figure spoke from the back of the assembly.

The presiding quaesitor announced, “Let Ne Lucam tuam sub Arce Occultes filius Cicero Saturni of House Bonisagus be recognized.”

Occultes said, “Clearly, Carolus has suffered injury, for he has had to spend time in research that he otherwise would not have needed to had Caprea not ensorcelled his familiar. However, clearly the injury is not as grave as his original claim made it seem. I propose that Caprea be assessed a penalty of her time as compensation for the injury made.

“As you know, bestiaries are very popular works with the mundanes in this era. And yet, there is no bestiary that we magi can call our own. I happen to know that Caprea has been collecting many fine bestiaries, including some works by the great historian Pliny. I propose that she prepare for us a bestiary that would suit the needs of the magus.”

The heckler called out again, “She will give away all of our secrets!”

Occultes responded, “Nay, that is not the case, for she need not tell us more than about the nature of beasts. She need not divulge any mysteries about the bridge between man and animal that is the nature of the Bjornaer. I move that this be brought to a vote.”

The quaesitor spoke, “Indeed. All those in favor of this remedy please signal your acceptance by placing your sigils in the container to my right. All those against, place your sigils in the container to my left.”

Chapter 1

Introduction

I dedicate this work to the magi of the Rhine Tribunal, who directed me to complete this work for the betterment of the Order of Hermes. I praise their wisdom and mercy. In addition to the traditional copy to be placed in the library at Durenmar, I have decided to share this treatise on the characteristics of animals with the Order of Hermes at large. To my brothers and sisters in the traditions of Bjornaer, I ask that you be patient where my statements seem obvious, as others will profit from the work.

I have searched far and wide to bring this information to you. I have read tomes dusty with disuse, and volumes on which the ink was barely dry. I have sought details from the great hunters and fishermen and listened to countless troubadours and raconteurs. In all this, I have worked to separate the true from the false, as one separates wheat from chaff. This work I commit to you and to posterity.

— Caprea filia Equus Minor of House Bjornaer, Crintera covenant, thirteen hundred and sixtieth year of Aries



About this Book

The *Medieval Bestiary* is an **Ars Magica** supplement for storyguide and player alike. You should buy this book if you plan to play stories that involve animals, fantastic beasts, familiars, or shape-shifting Bjornaer. The creatures described in this work are presented more from a medieval point of view, to help you set the mood for your saga.

The creatures described within this bestiary are known to the people of Mythic Europe, the setting of **Ars Magica**. Thus, there are familiar animals — horses and hounds, cats and cows — and exotic creatures — dragons, gryphons, and sirens. Each creature is presented with a description written by Caprea of House Bjornaer, which reflects her views as a maga and scholar in the Order of Hermes. Other comments, details, and story ideas are also given. Statistics compatible with the fourth edition of **Ars Magica** are presented for creatures when appropriate.

About Bestiaries

By the thirteenth century, the bestiary was one of the most popular types of books available in Europe after the Bible. The bestiary was both morality play and encyclopedia. The emphasis was on morality play, since most bestiarists were monks or other Christian scholars. From their point of view, the habits of animals provided insight into how we humans should be living our lives as Christians.

For bestiarists, the authoritative source, or auctores, was the *Physiologus*. The title means “The Naturalist” and refers to the otherwise anonymous author. *The Physiologus* was probably written by a writer living in Alexandria some time in the second or third centuries. By the late fourth century it had been translated into several languages. A religious text, it spends less time on the animal’s habits and natures than on how these habits and natures reflect sinful and virtuous ways



of living a Christian life. As for the animal habits, these were taken from current folklore as well as classical sources such as Pliny's *Historia Naturalis*.

For Christian writers, another major influence was the *Etymologiae* of St. Isidore of Seville, one of the first encyclopedias. In addition, as the *Physiologus* was translated and transmitted across Europe, it was often edited by the translator, who would add local animals or make changes based on what he thought was true. Even so, the main purpose was to illustrate proper Christian living, not to provide an accurate field guide, and sometimes the truth about the habits of animals would get in the way of a good story.

Bestiarists were more knowledgeable about some animals than others. Beasts with which they had regular contact, such as dogs or sheep, are more accurately depicted than those from exotic, distant locales. Many of the original bestiaries were written in southern Europe, and by the time they made their way to northern Europe, the information was corrupted, or unverifiable. However, these authors were theologians first and scientific accuracy was not a major concern. Sometimes the bestiarists and their illustrators knew that something was false or fanciful and would hint at that, but usually they just accepted the earlier tradition without question.

Bestiaries generally had a high degree of overlap with each other, although differences would arise as different authors adapted the material. Some, such as the popular verse *Physiologus* by Theobaldus, were not modified significantly; others, such as the bestiaries in England, were subject to more frequent revision.

The Hermetic Bestiary

For this work, the fictional author is assumed to be writing a bestiary, using the same devices as those who had come before her. However, she is not writing from a Christian perspective, but from a Hermetic one, which means that she does not draw the same parallels that her "contemporary" bestiarists would have. Thus, the habits of each beast are supposed to enlighten the magus on the proper and wise way to live for one who seeks knowledge.

Explanation of Statistics

This section describes the statistics presented for each beast in *The Medieval Bestiary*. For any creature, if a given statistic is not present, that is because it does not apply. For example, mundane beasts do not have any Might (Magical, Faerie, or otherwise), and so it is simply not listed.

Name: The name of the creature is given at the top of the listing.

Characteristics: These are the creature's Characteristics, as described in ArM4, page 31. In the case of creatures that are not intelligent, their Intelligence Characteristic is replaced with Cunning (see ArM4, page 246). Creatures with a Cunning Characteristic do not have Presence (Pre) or Communication (Com) Characteristics.

Might: This is the creature's Magical, Faerie, Infernal, or Divine Might (see ArM4, pages 74 and 246). It is a measure of the creature's magical power, and provides the basis for its resistance to magic (see ArM4, pages 72-73, and *The Wizard's Grimoire, Revised Edition*, pages 69-74).

Size: The creature's Size (see page 118 and ArM4, page 62). An average human is Size 0.

Personality Traits: The beast's Personality Traits, listed in order of decreasing magnitude (see ArM4, page 62). Personality Traits listed are for a typical creature, but may vary by individual.

Abilities: The beasts' Abilities (see ArM4, page 50), listed in alphabetical order, followed by a specialization and rating (see ArM4, page 52).

Ferocity: Ferocity is an Ability unique to beasts. It provides a bonus to combat rolls in the same way that Weapon Skills do for humans, but only under the conditions specified. The Ferocity bonus is not included in the combat listings, since it is a situational modifier. Particularly fierce animals will have a higher Ferocity rating than what is listed; whereas particularly calm animals, a lower rating. Bjornaer magi and other shapeshifters do not acquire the Ferocity specified for the animal shapes unless they have become completely bestial.

A beast's Ferocity may be increased through training. The beast's trainer encourages the beast to attack when the appropriate stimulus is provided. A beast which has had its Ferocity increased in this way will be more aggressive generally, and more likely to attack inappropriate targets, such as people.

Weapon/Attack: This section lists the creature's fighting statistics, and is presented as a grid. Each likely attack type is listed down the left side of the matrix, with the appropriate Initiative (Init), Attack (Atk), Defense (Dfn), and Damage (Dam) modifiers following it. Other attack types may be possible, although these are not easily calculated for most creatures. Unless specified, the range for all animal attacks is Touch.

The modifiers shown do not include special, situational modifiers (see ArM4, pages 163 and 166), since these will need to be determined for each specific combat. These include, for example, a bird gaining the high ground by attacking from above or a bull gaining a benefit for charging. All creatures are given combat values, since all creatures may be forced to engage in combat at some point.

Soak: The creature's Soak characteristic, used to prevent taking damage in combat (see ArM4, page 161).

Fatigue: The beast's Fatigue (Fat) modifier. Most creatures only need one value for all their attacks.

Fatigue levels: The creature's Fatigue levels and associated penalties, listed in order from least fatigued to most fatigued. Each level is separated by a comma. Extra levels, common in larger creatures, are denoted by separating two numbers by a slash within the same comma section like so: OK, 0/0, -1, -3, -5, Unconscious. (See ArM4, page 177.)

Body levels: The creature's Body levels and associated penalties, listed in order from least wounded to most wounded. Each level is separated by a comma. Extra levels, common in larger creatures, are denoted by separating two numbers by a slash within the same comma break like so: OK, 0/0, -1, -3, -5, Incapacitated. (See ArM4, pages 177-178.)

Powers: Any magical or special powers that the creature has. The powers are generally

explained in the text of the listing. See ArM4, page 246, for more information on exactly how powers work, and how they equate to Hermetic spell levels.

Vis: Any vis the creature's body contains, and the specific part in which it is located.

Sample Creature

The Bull of Ethiopia

There is a type of bull found in Ethiopia which is of monstrous proportion. He is twice the size of a normal bull. He is a speedy and savage creature, for he eats flesh. His hair is red, and his eyes blue-gray like those of the lion. Iron does not penetrate his hide, for he can bristle his hairs to ward off any blow. He has the courage of a lion, and will attack herds of horses and other animals. To catch this beast, the men of Ethiopia ambush him. They use ditches or pits baited with meat to trap the beast.

Bull of Ethiopia

Characteristics: Cun +1, Per +1, Str +9, Sta +5, Dex 0, Qik +4

Magic Might: 20

Size: +4

Personality Traits: Brave +5, Savage +5

Abilities: Athletics (running) 3, Awareness 2, Hunt 4

Ferocity: 3 (trapped)

Weapon/Attack	Init	Atk	Dfn	Dam
Horns	+11	+7	+6	+17
Trample	+6	+1	+1	+13

Soak: +16

Fatigue: +5

Fatigue Levels: OK, 0/0/0, -1/-1/-1, -3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1/-1, -3, -5, Incap.

Powers:

Warding Hide, ReTe 20, 0 points: The bull can bristle his hairs and ward off a blow from an iron weapon. The bull must be aware of the attack to use this power.

Vis: 4 Animál in horns





Chapter 2

Stories With Beasts

Animals and other creatures have long been a major part of folklore and literature, and it is only fitting that they should appear in your *Ars Magica* stories as well. Beasts may help or hinder the player characters, as needed, always with an eye on having a good time. To help you toward this end, several options are presented for stories involving beasts.

It needs to be said up front that the easiest option is the hack and slash approach — because of some flimsy pretext, a beast threatens the characters and a fight ensues. This type of story can certainly be an entertaining diversion, but it will lead to little development in the characters beyond earning them some experience and a trophy or two.

However, there are other options available to you, which may involve a little more work, but which can be much more rewarding. For example, you should consider the mythical significance of the beasts you place in your stories. This significance would not be lost on a storyteller — after all, in legend the heroes go out to slay dragons, not badgers. The text accompanying each beast in the following chapters should provide some inspiration to you, and of course, other stories should be helpful to you as well.

Some options are more appropriate for players than storyguides. Just as you may play a grog as a bit part from time to time, you should consider characterizing the familiars and other animals associated with your fellow

player's characters. People who live and work with animals know that they each have distinct personalities, and bringing this element into your games will make the animals seem more alive and real. For example, while the stereotypical cat is aloof, many cats enjoy interacting with people.

Storytelling Techniques

People have been telling stories with animals in them for as long as they have been telling stories. From the serpent in the Garden of Eden and Aesop's fables to the tales of Reynard the fox and even modern stories, animals have long been presented as humans in sheep's clothing, as it were. This tradition makes stories involving beasts powerful metaphors for the human condition. In the coded language of stories, complex and difficult ideas can be presented in a safer context.

An ambitious challenge would be to build a whole saga around animal themes, which would be rewarding if done well (and quickly abandoned if done poorly). Of course, the purpose of role-playing is to have fun, not to construct a grand literary experience. The following suggestions are ways to introduce animal elements into your saga's stories, but with the understanding that the animal storyline is a sideline to the main plot.

Action Adventure

Not every story with animals has to be of grand symbolic importance to the characters, of course. An adventure can provide a little pep to a saga, and there are certainly plenty of creatures in this book that will suit such a need.

One popular adventure is the vis hunt. This hunt is an expedition mounted by the magi and their servants in which they hunt down those rare beasts that can provide vis to fuel the magi's magical studies and projects. Vis is generally found in the corpses of Beasts of Virtue and other magical animals, and the type depends on the nature and powers of the creature in question. Naturally, tracking down a fae-tainted deer in the woods should be much easier than finding a great White Stag.

Or, the grogs may be called upon to hunt down a rampaging beast that is terrorizing the land near where the characters live. However, these stories can be made richer if the beast has some motivation for its actions. Is it looking for its lost children? Is it looking for a mate? Has it been cursed in some way?

Drawing Parallels

In the parallel story, the animal encounter relates directly to a current storyline. This type of story should be structured so that the characters can benefit from their insight into the parallel situation.

For example, a saga may have a knight who is preparing himself for an upcoming battle with a giant, which promises to be a difficult struggle. During this preparation, his squire goes hunting and engages an animal. This animal could use a tactic against the squire, which will ultimately help the knight against the giant.

As another example of a parallel story, the player's magi are visiting another covenant in their tribunal that is struggling because it lacks leadership. As the characters travel to the covenant, they could encounter animals that normally live in an orderly society running

amok in disarray. For example, a flock of cranes may be traveling aimlessly in autumn rather than following their leader south, or a hive of bees could experience a crisis when their king dies.

Allegory and Symbol

An allegorical tale is similar to the parallel story, but it works on a higher level of abstraction. Here, the animal characters involved may represent the player characters, such as the magi. More abstractly, they may represent various ideals, such as honor or lust.

For example, you might include a series of stories that revolve around defending innocent and helpless animals from the predations of other more voracious and rapacious beasts. This could provide an allegorical parallel to events in the main storyline of your saga, where your characters may be analogous to the guardian, the helpless prey, or the rapacious predator.

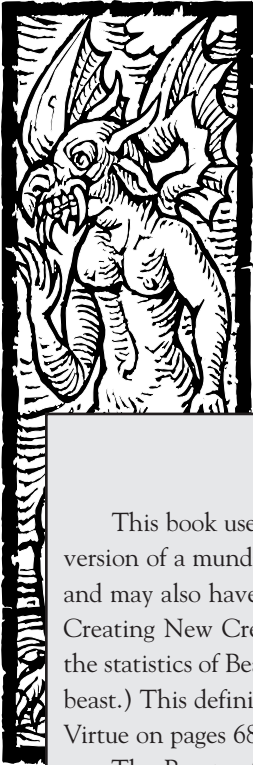


Diversions

Of course, not every side story has to have any relation to the plot at all. The story involving animals could just turn out to be a red herring, not foreshadowing. The vis hunt could just end up being a wild goose chase. What seemed like a parallel story could just be the storyguide pulling the wool over your eyes. There's a lot of animal metaphor out there, you should have fun with it.

Foreshadowing

A story involving animals could be used to foreshadow events in the human arena. These stories would be more likely to involve the major characters in your saga, although they need not do so. Ideally, the players will recognize the foreshadowing just when it becomes relevant, but not before. Discerning *Ars Magica* players may well realize the foreshadowing elements within the story, but one assumes they will be good sports about it.



For example, the storyguide knows that characters are due to encounter some trouble at the next tribunal meeting, when there will be a challenge to the praeco's leadership. To foreshadow this, the characters might encounter an elderly lion being harried by vultures. As another example, the local baron is planning to squeeze his peasants, and perhaps the covenant, for more taxes. To foreshadow this event, there could be an increase in wolf attacks on the covenant's sheep.

Beasts of Virtue

This book uses the term "Beast of Virtue" to refer to a supernatural version of a mundane beast. It will have a Might score and contain vis, and may also have supernatural powers or abilities at its disposal. (The *Creating New Creatures* appendix contains more information on how the statistics of Beasts of Virtue should differ from those of the mundane beast.) This definition differs slightly from the presentation of Beasts of Virtue on pages 68-72 of *Hedge Magic*.

The Beasts of Virtue in *Hedge Magic* are all versions of mundane beasts that are associated with the Magical realm. In the broader view of storytelling, some supernatural creatures are best described if they are associated with the Faerie, Infernal, or Divine realms. This book has therefore presented Beasts of Virtue that have, for example, an Infernal Might. However, this should not be taken to mean that a beast has only one virtuous form — it is possible to have a magically virtuous and an infernally virtuous version of the same mundane creature.

Creatures as Characters

Storytellers and bestiarists imbued their animal subjects with certain attributes and characteristics. Thus we have the regal lion, the voracious wolf, and the slippery eel. The creatures that appear in your stories should draw on this wealth of folklore in forming their personalities. This does not mean that all animals will be one-dimensional characters, caricatures of their nature. Animals were often associated with several natures, which could be contradictory. Thus, the lion could be both regal and rapacious; the serpent, deceptive and wise.

Realistic Animals

Real animals are fascinating, and can be complex in their behavior. However, the actual motivations of real animals are very transparent, which does not make them particularly "deep" characters on their own. Also, most wild animals prefer to avoid contact with humans, although the humans may be affected by the animals' actions.

When selecting their prey, real predators choose animals that can be killed with minimal risk, hence their preference for young, sickly, or old animals. Large mundane predators are unlikely to attack humans unless they are desperate for food, although children are more at risk than adults are. They should be quick to retreat if injured, since no meal is worth a mortal wound. This means that a pack of mundane wolves is not going to come close to a magus' traveling party, with its grogs and horses. On the other hand, they might try to steal a few sheep from the fold.

Real herbivores avoid trouble by running away from danger. Larger animals may take up a defensive stand; for example, herd animals such as cattle may circle up. Typically, herbivores only fight back if cornered or surprised at close range. Even in territorial challenges, they do not engage in mortal battle.

Mythic Beasts

Mythic beasts have fewer restrictions on their actions. To maintain some verisimilitude, the mythic beast should do what its realistic counterpart would do, such as flee to fight another day. However, mythic beasts are more likely to have some motivation for their actions, and ultimately, telling a good story is more important than giving a lesson in zoology.

In stories, mythic beasts are often distinguished in some way. Naturally, fantastic creatures have a fantastic appearance. However, even mythic versions of ordinary animals should also appear different. They may be larger than normal, or have an exemplary form. They may be specially or

unusually colored, such as a swan with coal-black feathers. Or, they may have distinctive marks or patterns, such as a white hound with red ears.

Note that the distinction between “real” and “mythic” here has more to do with characterization and personality. It has little to do with “mundane” versus “magical” which simply defines whether the beast in question has magical powers or not. For example, Alexander the Great’s horse Bucephalus is a mythic animal, even though he does not have supernatural powers.

Familiars

As your saga progresses, the magi may wish to find and bind familiars to them (see “Finding a Familiar” on page 13). Or, senior (non-player character) magi in your saga may have familiars already. Given that familiars are intelligent animals, having a familiar present provides the opportunity to play an animal that can interact intelligently with magi and other humans.

The familiar’s personality will be based on its animal nature, but with a flavor of its magus’ personality. (Likewise, the magus’ personality will take on characteristics of the familiar’s personality.) Also, the familiar’s personality should take into account the bond and the relationship between the magus and the familiar.

Shapeshifters

There are many traditions of shapeshifters in Mythic Europe. Certain people, through one means or another, are able to adopt the shape of some beast and shed their human nature. There is usually little physical danger involved, although some say that the peril is spiritual. For while man has a soul, the animal does not, and the disposition of the soul is not known while the shapeshifter is not in his human form.

Most shapeshifters become very strongly associated with their animal form. The physical appearance of the animal may reshape the human, so that a man-bear becomes burly and hairy. Also, the habits of the bestial side may manifest themselves when the shapeshifter is in his

human form. Ultimately, many of these people are consumed by their animal side and eventually become wholly bestial in body and action.

Within the Order of Hermes, there are the magi of House Bjornaer. They are among the most powerful shapeshifters, since they are trained in the powerful ways of Hermetic magic in addition to their inherent abilities. (See “House Bjornaer” in *Houses of Hermes* and pages 18-19 and 21 in ArM4 for more information.) There are also the Gruagach in the Loch Leglean Tribunal, who are also powerful shapeshifters, if hedge wizards. (See *Lion of the North* for details on the Gruagach and their magic.)

Generally, the shapeshifter can only assume the form of one animal, but cannot imitate another human any more than a mundane person could. Sometimes the shapeshifter is aware of his actions as an animal, although it is common for the man not to remember what was done by the beast. Such an unfortunate often denies his other side, until the evidence becomes impossible to dispute. One such case would be when the animal form is wounded, for wounds taken by the animal will show up on the human form as well. For example, if a shapeshifter in bear form had caught his leg in a trap, his leg would still be mangled when he returned to human form.

Some shapeshifters were born with the gift of transformation. It is often considered a quality inherited from the parents, and scholars within the Order believe that it follows the bloodline. Sometimes the mother is touched in some way while pregnant, and this event provides the gift to the child. The forms of the bear, the wolf, or the bird seem to be the most common, but there are tales of other shapes being taken, such as deer or swans.

Other shapeshifters have their condition forced on them by a curse. Usually a person cursed with lycanthropy suffers involuntary transformations that are tied to natural cycles, such as the phases of the moon. These curses invariably have a condition that will lift the curse, but these conditions can be difficult to meet.

It is said that wizards to the north and to the east may have found ways to train themselves in the secrets of changing their form as the Bjornaer





have done. (See pages 69 and 73 of *Ultima Thule* and pages 63-64 of *The Dragon and the Bear*, respectively.) Some hedge wizards are able to assume another form by wearing the skin of the animal (see the +2 Virtue Skinchanger on page 44 of ArM4). And, of course, there are Hermetic spells and other incantations and potions that can cause a man to change his form voluntarily or otherwise.

Heart-Beasts

The defining characteristic of a follower of House Bjornaer is the ability to adopt the shape of a beast, the heart-beast, at will. A Bjornaer magus does not choose his heart-beast any more than he would choose the color of his eyes or the sound of his voice. The heart-beast is an essential part of who the Bjornaer is. The Bjornaer's appearance and personality will both be affected by the heart-beast, and often Bjornaer will exaggerate those traits in their human form that reflect their beast form. For example, a Bjornaer with a lion for a heart-beast might have tawny hair to begin with, but would grow it out into a leonine mane to emphasize the connection.

Defining the Bjornaer

If you are interested in playing a Bjornaer magus, be sure to consider how his animal nature

will affect his human personality. A Bjornaer may have a more pragmatic view of life and death than his comrades in the Order, given his closer connection to "Nature, red in tooth and claw". The Bjornaer's personality should reflect the inner conflict of his dual nature, both animal and human.

An animal lacks free will, and its actions are constrained by its nature. This is illustrated by the tale of the scorpion. A scorpion, wishing to cross a river, asks a fox if he would carry it across. The fox agrees after gaining an assurance from the scorpion that it would not sting him. However, at the deepest point in the river, the scorpion stings the fox, and as the two are swept under the waters, the scorpion explains, "You knew it was in my nature to sting when you agreed to carry me." Similarly, a lion would be loath to engage in shady political dealings, since the noble lion is a creature of direct action.

On the other hand, a Bjornaer is also human, and he has the free will to choose his actions. This pull between his animal and human natures is an essential tension in the character of any Bjornaer.

Similarly, others will have expectations of a Bjornaer based on his heart-beast. They will assume a fox to be cunning and shifty, a deer to be timid, a cat to be aloof. As the player, you are welcome to play against type with your character, but you should take Flaws that reflect your character's conflict with his animal nature and with the assumptions of others.

The information in the following chapters should aid you in finding a heart-beast that suits your character concept.

New Heart-Beasts

The typical Bjornaer will only ever develop one heart-beast in their lifetime. Having found their true calling once, they do not seek further, nor is there any guarantee that there is anything more to find. However, it is said of Bjornaer the Founder that she had several heart-beasts, and there are rumors of other exceptional Bjornaer who have managed to repeat this task.

Given that a Bjornaer character can only start with one active heart-beast, it is possible for him to develop a second (or third) heart-beast. The player should take the +2 Virtue Latent Magical Ability (see page 43 of ArM4) for each additional heart-beast he wishes his character to develop. When the troupe is ready for the Bjornaer to develop the new heart-beast, they should develop a storyline that focuses on bringing out the new heart-beast.

Exotic Heart-Beasts

A player may be interested in playing a Bjornaer with an exotic heart-beast. This could be an inanimate “heart-shape” (see ArM4, page 21), or an inherently magical beast such as a gryphon or dragon. The troupe should approve both the concept and the statistics used for an exotic heart-beast, paying particular attention to any magical powers the beast normally possesses.

In general, the player should have a background story prepared that explains why the character has an exotic heart-beast instead of a mundane creature. One option would be for the Bjornaer to start with a regular heart-beast, and then develop the exotic heart-beast in play using the suggestions presented in the “New Heart-Beasts” insert.



Finding a Familiar

For a magus, one of the most personal and influential storylines in a saga will be the finding and binding a familiar. After all, few magi marry, and apprentices come and go: a familiar is truly a constant companion. (The rules for binding a familiar are given on pages 95-100 of ArM4.)

Given that the familiar is an intimate, personal companion of a magus, the choice of familiar reflects the magus' personality. This is particularly true because the familiar chooses the magus as much as the magus chooses the familiar — the interest and affection must be mutual for the binding ritual to be successful.

The descriptions of the beasts in the following chapters should give you an idea of how compatible the magus may be with potential

familiars. Even beasts that are traditionally considered companions to magic, such as cats or ravens, may not be a good fit, and you may find something different that would give that distinctive touch to your character.

As with finding an apprentice, there is no single recipe for what needs to be done to track down that perfect animal companion. Certainly the magus' personality and interests should guide the character toward one type of animal or another. Magi generally look in places with a Magical or Faerie aura for their familiars, since animals from these areas are more likely to be inherently magical and thus better suited as familiars.

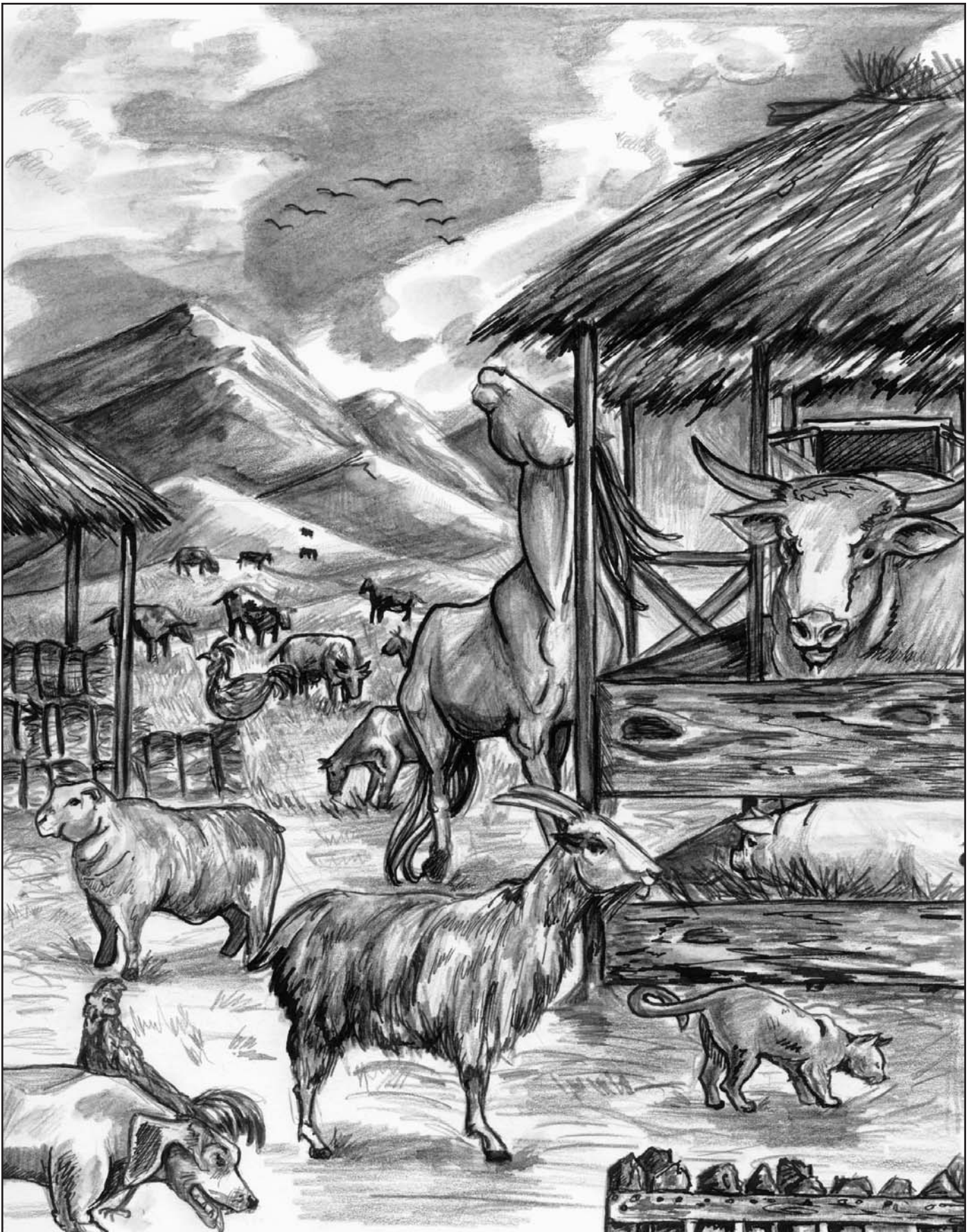
It is a lot of work to bind a familiar, both for the player and for the character, and so putting in some thought will make the experience more rewarding for you.



Other Cords

Most magi use the standard gold, silver, and bronze cords to bind their familiars to them. However, some magi have discovered cords other than these three that may be used as well. Typically, a magus who wishes to use an unusual cord must have an Animal score of 15 and a score of 5 or better in an Ability related to the cord.

For example, it is widely assumed that magi from House Criamon with a mastery of Enigmatic Wisdom use an Enigmatic Cord to bind their familiars, which assists them in their understanding of the Enigma. This cord is believed to let the magi see visions that aid their understanding of the Enigma by giving them a new riddle to contemplate. Also, the magi of House Merinita are known to use Faerie versions of the cords, as described on pages 88-93 of *The Wizard's Grimoire, Revised Edition*.



Beasts Tamed by Man

Chapter 3

Beasts Tamed by

Man

We are told that God gave Man dominion over the beasts of the earth. However, some beasts have proved to be more willing to accept this rule than others. These creatures accept the rule of man the way the peasant accepts the rule of his king. Some are faithful companions, and dwell in the master's house. Others toil in the fields or provide their bounty for Man's benefit.

— Caprea filia Equus Minor of House Bjornaer



Ass (Asinus)

The ass gets his name because men sit on him. This name would be more fitting for horses, but the ass carried burdens for men before horses were tamed, and so was named first. He is a meek animal, bearing his burdens without complaint, even if sorely treated. As such, the ass represents our loyal grogs, who tolerate their work in our service, and suffer our neglect without complaint.

The other nature of the ass is his lechery. He is a most inconstant creature, feeling the heat of his passion when in season. Only brutish creatures are so beholden to their lust, and we are thus shown the consequences of yielding to intemperate desires. For this reason, when a prisoner is being taken to his death, he is made to ride an ass backwards and hold the tail in his hands.

Ass

Use the statistics for “Large Domestic Beast (Size +2)” on page 123 with the following changes:

Characteristics: Cun -3, Qik -3

Personality Traits: Lustful +3

Ferocity: 1 (consumed by lust)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Kick	-1	+1	-4	+5

Camel (Camelis)

The camel gets his name because he has a crooked back (Greek *camur*), and because he seems shorter when laden (Greek *cami*). He is a humble beast, for he will kneel when he is being laden or when his rider is mounting. Thus, the camel reminds us of what it means to be humble, a trait which we magi all too quickly forget.

The camel will accept a heavy burden, although the swifter kind of camel only accepts a light burden. He is capable of traveling many days without water, as many as four days, and he will put up with his thirst during this time. He drinks deeply when he can, but he prefers to drink muddy water. So, if he is offered pure water, he will stir up a cloud of mud to dirty it before drinking. Thus, the camel makes a fool of himself for preferring the cloudy waters of ignorance to the pure waters of knowledge.

Camel

Use the statistics for “Large Domestic Beast (Size +2)” on page 123 with the following changes:

Characteristics: Sta +5, Qik 0

Personality Traits: Lustful +6, Humble +3, Stubborn +3



Ferocity: 1 (when in season)
Weapon/Attack Init Atk Dfn Dam
 Bite or Kick +2 +1 -1 +7
Soak: +7
Fatigue: +5

Cat (Felis)

This cat is called the mouser because she kills mice. She has such sharp sight that she can see at night. Her vision pierces the darkness with gleams of light. She is stealthy when pursuing her prey. The birds do not realize what is lurking until she pounces. The cat buries her excrement because she cannot abide the presence of foul-smelling things. The tom-cat is very lustful. He will remove the kittens from their mother so that he can seduce her without distraction.

Cat

Characteristics: Cun +1, Per +1, Str -5, Sta -2, Dex +3, Qik +1

Size: -3

Personality Traits: Curious +3, Aloof +2

Abilities: Athletics 3, Awareness 2, Hunt 2, Stealth (hunting) 4

Ferocity: 1 (versus rodents)

Weapon/Attack Init Atk Dfn Dam
 Bite or Claws +4 +4 +6 -6

Soak: -4

Fatigue: -2

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Powers:

Eyes of the Cat: can see in near-darkness.

Perfect Balance: as per the Virtue on page 42 of ArM4.

Cattle (Pecus)

The bullock (Lat. *juvencus*) gets his name because he helps (Lat. *iuvat*) men till the ground, or because bullocks, not bulls, were sacrificed to Jove by the pagans. The ox (bos) and the bull (taurus) both get their names from the Greek.

The bull is renowned for his virility and strength. He is less tame than the ox and is very defensive of his cows. The cows provide milk, but they are weak animals. The calf (Lat. *vitulus*) and heifer (Lat. *vitula*) are so called because of their green age (Lat. *viridis*) or because they are virgins.

Oxen are peaceful together. An ox will seek out his yoke-partner when it is time to work. When the ox is tired, he will low frequently. He will return to his stables if it is about to rain, but when the rain is beginning to clear, he will peer out of his stable and ready himself again for work. It is said that the ox remembers those that strike him and mistreat him, and will take his revenge, even much later. Oxen symbolize the parents, who successfully plow the soil of the apprentice's mind, and prepare them to receive the mysteries of magical understanding. The ox represents industry, patience, and strength.

Bull (Taurus)

Use the statistics for "Huge Hoofed Beast (Size +3)" on page 123 with the following changes:

Personality Traits: Fierce +4, Brave +2

Ferocity: 3 (defending herd)

Weapon/Attack Init Atk Dfn Dam
 Horns +2 +1 -2 +13
 Trample +1 0 -3 +10

Cow (Vacca)

Use the statistics for "Large Domestic Beast (Size +2)" on page 123 with the following changes:

Characteristics: Str +4, Qik -2

Personality Traits: Innocent +3, Patient +3

Weapon/Attack Init Atk Dfn Dam
 Horns or Trample -2 -1 -4 +6

Ox (Bos)

Use the statistics for "Huge Hoofed Beast (Size +3)" on page 124 with the following changes:

Characteristics: Cun -2, Sta +7, Qik -3

Personality Traits: Patient +6, Gentle +2

Abilities: Athletics 1, Awareness 2, Weather Sense (brought out to work) 3

Weapon/Attack Init Atk Dfn Dam
 Horns or Trample -3 -1 -6 +11
Soak: +10
Fatigue: +7

Dog (Canis)

The dog is a clever and faithful animal, for he cannot live without human company. He recognizes his name and his master, and his loyalty to his master is legendary. The dog will guard the dead body of his master. Some dogs have been known to follow their masters onto the funeral pyre, so great is their devotion. If a dog is a witness to misdeeds, he can provide silent testimony to indicate the guilt of the criminals.

There are many kinds of dogs. Some are bred for the hunt, some are bred to guard sheep, and others are bred to guard houses and wealth. Those dogs that are fit for hunting use their keen sense of smell to track prey, be it a hare or a hart. When the hound is tracking his prey and comes to a crossroads, he stops and considers the various paths to determine which is the correct one. For the quarry could have gone one way or another, and the dog pauses to reflect on his options before proceeding. The best hunting hounds will corner their prey and await their master's command before killing it, for them, the pleasure is in the victory, not in the killing. If the hound encounters the dead corpse of a hare or a bear, he will avoid it, since it would not be his capture.

The dog is known to return to his vomit and eat it, much as men are unable to avoid returning to their sinful habits. The dog's tongue will heal a wound if he licks it. If a dog swims across a river with meat in his mouth, and sees the shadow of the meat on the water, the dog will drop the meat to grasp at the shadow. Through his foolish greed, the dog loses both.

A guard dog's voice will be silenced if he is threatened with a brand from a funeral pyre. Lacking that, they can be distracted by throwing them food. The dog is known to belch as humans do when he is full.

[See the discussion of medieval hounds on pages 110-111 of *A Medieval Tapestry*. Other dogs may be found in *Ordo Nobilis*, including the Lymer, the Levrier, and the Alaunt.]

Dog

Characteristics: Cun 0, Per 0, Str -2, Sta +1, Dex -1, Qik 0

Size: -2

Personality Traits: Loyal +6

Abilities: Athletics (running) 2, Awareness (smell) 2, Hunt (tracking) 2

Ferocity: 3 (defending master)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+4	+4	+3	+3

Soak: 0

Fatigue: +1

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Powers:

Keen Smell: The dog gets a +3 bonus to all rolls involving smell, like with the Virtue Keen Vision on page 42 of ArM4.



Wolf-hound (Licisca)

Pliny describes the wolf-hound as being born of a wolf and a dog. Aelian calls them the largest dogs in the world. They are strong and fierce. They despise other animals. They are tenacious in that they will keep their bite clamped even if a leg is cut off. This was witnessed by Alexander the Great when he was the guest of a king in India.

Wolf-hound

Characteristics: Cun 0, Per 0, Str +3, Sta +3, Dex 0, Qik +3

Size: 0

Personality Traits: Fierce +6, Tenacious +6, Haughty +3

Abilities: Athletics (running) 5, Awareness (smell) 2, Hunt (tracking) 3

Ferocity: 3 (hunting lions)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+6	+3	+6	+5

Soak: +3

Fatigue: +3

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Powers:

Keen Smell: The wolf-hound gets a +3 bonus to all rolls involving smell, like with the Virtue Keen Vision on page 42 of ArM4.



Foreshadowing

A master of hounds, either at the covenant or a nearby nobleman's court, is killed when the hounds in his care turn on him during a hunt. If the magi bother to investigate, they find out that the master of hounds had been recently training the dogs. However, his methods involved rather severe treatment, leaving the dogs feeling betrayed by a leader they had trusted. This event may be used to presage trouble within the covenant, perhaps with the grog turb, or within the tribunal's politics.

Qualities of Noble Horses

After the ancients, a noble horse should have four qualities: form, beauty, temperament, and color.

The noble horse should have good form. By this I mean that his body is strong and firm and that his height is in proportion to his strength. He should have long and narrow flanks. His hindquarters should be large and well-rounded, and his forequarters should be broad. He should have a body with thick, knotted muscles. His foot should be dry, and he should have a firm frog in the hoof.

The noble horse should possess beauty. He should have a small and dry head. The skin should be tight over the body, neither taut or baggy. His ears should be short and pricked up. He should have large eyes and wide nostrils. His neck should possess a fine arch to it; his mane and tail should be thick and full of hair; and his hooves should be firm and well-rounded.

The noble horse should have good temperament. He should be bold and courageous. He should be nimble on his feet, especially when danger is about. He should be quick to rouse from rest, but also easily reined in, even from when at his full speed.

The noble horse should have good color. The horse may be bay, chestnut, golden, rosy chestnut, stag-colored, pale yellow, gray, dappled, grayish-white, white, piebald, or black. Some horses have mixed colors, and may be bay and black or some other combination. Avoid horses with colors other than these, and especially avoid those that are ash-gray in color. The ash-gray horses come from a rustic stock; they are very wild and not suitable for use by men.

— Horst of House Mercere

Horse (Equus)

Horses get their name (*equi*) because they are equally matched in size and stride when they are harnessed in a team of four. The horse is also known as “callabus” because of his hollow (Lat. *cavus*) feet. He does not tread lightly on the ground, rather, his hooves dig out the earth as they go.

Horses are lively creatures, and they love to race in the fields. Horses delight in victory, and are dismayed when defeated. They can be called out to fight by the bray of the trumpet and can be urged on in a race by the human voice. Horses can smell battle, and men can foretell the outcome of the battle by looking at their horses' spirits. Some can even smell out their enemies and will bite them if given the chance.

The male horse lives longer than the female, and is capable of reaching the age of 70 years. When the horse goes to drink water, he indicates the extent of his passions. The deeper the horse places his muzzle into the water, the hotter his desire.

Horses are anxious to appear beautiful. The mare's desire to mate fades if her mane is cut. It is believed that the mare will bring forth a foal that has the nature of the stallion she sees as she conceives. If she sees fine stallions, she will bring forth fine foals, but if she see ugly stallions, she will bring forth ugly foals. If one wishes to produce mules, one needs to mate an ass to a mare. However, the mare will refuse such a lowly mate, since she knows that she is worthy of better. If one clips her mane in a haphazard way, she loses her pride, and will allow the mating to occur.

If the foal is taken immediately from the mare, she will never offer to suckle it. Likewise, there is a love-charm called the “mare’s-frenzy” which is found on the newborn foal. It is shaped like a fig, and is found on the foal’s forehead. If it is removed, it can be used to make love charms, but the mare will forever refuse the foal.

There are many kinds of horses, but only three main kinds. The first is the warhorse, which can carry great weights and shows much courage in battle. The second is the vulgar horse, which is most useful for pulling, but less so for riding. The third is the hybrid, which may come from different varieties. The Arab steed known as the Moor is black, as the Greeks call black men “moors”. The cart-horse (Lat. *veredus*) is so called because he is used to draw (Lat. *veherent*) wagons. The lycospades are the horses found in the south of Italy, in the regions known as Calabria and Apulia. They are compact horses with a short face and a snub nose, and are said to be fond of Greeks.

[See *Ordo Nobilis* for examples of the horses nobles would use, such as the destrier and palfrey.]

Horse

Use the statistics for “Large Domestic Beast (Size +2)” on page 123 with the following changes:

Characteristics: Qik +2

Personality Traits: Spirited +2, Proud +2

Abilities: Athletics (running) 5, Awareness 2

Ferocity: 1 (in battle)

Weapon/Attack	Init	Atk	Dfn	Dam
Trample or Kick	+4	+1	+1	+7

Mule (Mulus)

The mule’s name comes from the Greek, and arises because the beast is yoked by the miller to the millstone. He is then forced to walk in circles to turn the millstone. The Jews claim that Anas, a great-nephew of Esau, was the first to have had mares mounted by asses to make the first mules. The mule is a tame beast of burden, and represents those who follow foolish ways.

There are many such hybrids that men are capable of making. The stallion may be bred with the she-ass to produce the mule sometimes known as the hinny. The wild boar may be bred with the domestic sow to produce the hybrid. The he-goat may be bred with the sheep to make the tyrius, whereas the ram produces the musimo from the she-goat. Also, the wolf may be bred with a tame bitch to produce the licisca (see “Wolf-hound” on page 17).

Mule

Use the statistics for “Large Domestic Beast (Size +2)” on page 123 with the following changes:

Characteristics: Cun -3, Sta +5, Dex -3, Qik -2

Personality Traits: Stubborn +3, Plodding +2

Weapon/Attack	Init	Atk	Dfn	Dam
Kick	0	-2	-3	+7

Soak: +7

Fatigue: +5



Pig (Porcus)

The pig is a filthy beast because of his behavior, and is not fit to eat. He sucks up filth, he wallows in mud, and he smears himself in slime. The sow (Lat. *sus*) roots for her food in the earth she has disturbed. Horace once called the sow “the lover of mud”. The pig is a gluttonous animal. If he is hungry enough, he will even eat his own piglets. There are no pigs in India, neither wild nor domesticated. Sows signify unclean people, including sinners and heretics.

On the Pig

Pigs grow quickly, and can become quite large if left to live more than a year. Pigs are omnivorous animals and are notoriously greedy. They are also known to eat human ears from time to time. A person whose ear has been eaten off needs certification to show that their lost ear is not the result of a criminal verdict. Although one assumes that covenants would never accept known criminals as grogs, I have often heard of the new recruit who lost his certification during his journey to the covenant.

— Horst of House Mercere



Domestic Pig

Characteristics: Cun -3, Per -1, Str +2, Sta 0,
Dex -2, Qik -1

Size: 0

Personality Traits: Gluttonous +2

Abilities: Athletics 1, Awareness 2

Ferocity: 1 (when stuck)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+2	-1	0	+2

Soak: 0

Fatigue: 0

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Boar (Aper)

The boar gets his name from his wild nature, and because he lives in wild places. He fattens himself up by wallowing in the mud, by drinking muddy water, and by indulging in excessive consumption of food. He is known for his voracious and gluttonous nature. The boar represents the fierce and wild nature of the rulers of this world.

The wild pig (*aper verres*) is known to the Greeks as *sugaros*. Aelian writes that the boar eats acorns. The boar was a beast sacred to Mars, god of war, and the boar was said to have killed Adonis, the lover of Venus. Before attacking a man, Aelian writes, the wild boar will whet his tusks.

Boar

Characteristics: Cun -2, Per -1, Str +4, Sta +5,
Dex 0, Qik 0

Size: 0

Personality Traits: Gluttonous +3, Stubborn +2

Abilities: Athletics (running) 3, Awareness 2

Ferocity: 4 (being hunted)

Weapon/Attack	Init	Atk	Dfn	Dam
Tusks	+4	+3	+3	+8

Soak: +10

Fatigue: +5

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Powers:

Enduring Constitution: as the Virtue on page 41 of
ArM4.

Sheep (Ovis)

The sheep is a soft animal with wool, which she provides along with her milk without complaint. She is defenseless and peaceful. She is very obedient, and will even follow goats as they graze. However, she will not wander away from the flock as a goat will. Many sheep are double-toothed, with two upper teeth in addition to their eight normal ones. The sheep eats grass voraciously in autumn, since she can foretell the onset of the hard weather ahead. When she is mating, the ewe will face away from the south wind if she wants to conceive females, and away from the north wind if she wants to conceive males.

Sheep

Use the statistics for "Large Domestic Beast (Size +1)" on page 123 with the following changes:

Characteristics: Cun -4, Str +2

Personality Traits: Obedient +3, Peaceful +3

Ram (Aries)

The ram gets his name because he is called after Ares, the Greek god of war or because he was sacrificed on the altars (Lat. *aris*) of the pagans. Aelian reports that the ram sleeps on his left side from the autumnal to the vernal equinox, and on his right side in the summer. Rams are like the Apostles, as they have powerful foreheads, and always overcome that which they strike.

Ram

Use the statistics for "Large Domestic Beast (Size +1)" on page 123 with the following changes:

Characteristics: Str +4, Sta +2, Qik +1

Personality Traits: Virile +3, Violent +2

Abilities: Athletics (charging) 3, Awareness 3

Ferocity: 2 (male rival)

Weapon/Attack	Init	Atk	Dfn	Dam
Head-Butt	+5	+3	+3	+6

Soak: +3

Fatigue: +2

Lamb (Agnus)

The lamb gets his name from being pious, or from his ability to recognize his mother. The lamb is able to recognize his mother from birth, and can seek her out by voice from the large flock. Likewise, the mother recognizes her child, and can pick out his bleat from the crowd.

Lamb

Characteristics: Cun -4, Per 0, Str -2, Sta -1, Dex -1, Qik -1

Size: -1

Personality Traits: Peaceful +3

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Head Butt	-1	-1	0	-3

Soak: -2

Fatigue: -1

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Weasel (Mustela)

The weasel gets his name from looking like a long mouse (Greek *telon*, meaning “long”). He is a cunning animal. When the mother gives birth in a house, she moves her young around, putting them in a different place each time. This way, she protects her young from discovery. She is skilled in healing, and can restore her young to health if they are badly injured.

The weasel is an enemy of the serpent and of the mouse, and will attack either when he gets the chance. The weasel prepares himself by eating rue to protect himself against poisoning before fighting a serpent. The Greeks call the larger weasel which lives in the woods, the other type lives in houses. It is said that the ancients raised weasels to hunt mice and other vermin.

Physiologus writes that the weasel is an unclean animal because of his method of conceiving. The female receives the males semen in the mouth, and gives birth through her ears. Males are born through the right

ear, and females, through the left. Others say that she conceives through her ears and gives birth through her mouth. Only wicked things are created by way of the ears. The weasel shows his wickedness by eating the eyes out of human corpses.

Weasel

Use the statistics for “Tiny Wild Beast (Size -4)” on page 123 with the following changes:

Characteristics: Cun +2, Dex +1, Qik +2

Personality Traits: Curious +3, Devoted to young +2

Abilities: Athletics (grace) 2, Awareness 3, Herb Lore (medicines) 2

Ferocity: 2 (serpents and mice)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+5	+3	+8	-9

Ermine

The ermine is also known as the white weasel. He is a symbol of purity and chastity. It is said that if the ermine is surrounded with mud, he would rather be captured than muddy his coat trying to escape. He is a creature of the northern parts, and not seen in Greece, Italy, or Iberia.

Ermine

Use the statistics for “Weasel” above, but with the following changes:

Personality Traits: Proud +3, Chaste +2



Allegory

A weasel has taken up residence in the covenant, which is welcome because she helps keep the vermin at bay. It turns out that the haven is good for her, too, as she gives birth shortly after arriving. (If she is a Weasel of Virtue, the delivery ought to occur in the way ascribed to weasels above.) After a time, the litter of young weasels shows up all over the covenant, as the mother prudently moves her family around to keep them safe. The mother weasel is like the magus, who is assumed to be wicked, and must keep a careful eye on the fruits of his labors.



Wild Beasts of the Earth

Chapter 4

Wild Beasts of the Earth



Although Man has dominion over all the beasts of the earth, there are those beasts which pay little heed to the claim. Many are the beasts on four legs that walk about in the wild places away from the dwellings of men. They range from the tiny ant, no larger than the kernel of grain he bears, to the mighty elephant, a veritable mountain of a beast.

— Caprea filia Equus Minor of House Bjornaer

Ant (Formica)

The ant is a diligent and orderly worker. The ants walk in order, each carrying a kernel of grain. If an ant does not have a kernel, he follows the line back until he finds one for himself, which he then carries back to their dwelling. They work tirelessly and without complaint, yet they know of the passage of time, for they will remain indoors on the first of the month.

Once they have brought the grain home, they separate it into two parts so that the cold and rains do not ruin it all. During harvest, the ants climb up the stalks to bear away the kernels from the ear. From the scent of the stalk they can distinguish barley from wheat. Ants prefer wheat, as barley is food only fit for brutes. They do not rest while it is warm, but instead spend their time preparing for winter. Thus, they show they are shrewd creatures, as they prepare for the hard times in the future during the good times. Likewise, divide the true from the false so that you continue to be nourished intellectually.

Statistics are meaningless for the ants found in Mythic Europe. They should have the Personality Trait of Tireless +2.

Ant-lion (Mirmicoleon)

The ant-lion is a short-lived beast, owing to the conflicting natures of his parents. His father has the face of a lion, and only eats meat, whereas the mother has the face of an ant, and only eats plants. The ant-lion has the face of a lion and the body of an ant. However, this blend produces an immiscible mixture, for the ant-lion cannot eat plants because of his father's nature, nor can he eat meat because of his mother's nature.

Similarly, we magi find ourselves torn between two natures. We are born of mortal men, and have our roots there, but we are also magi, and must obey that nature as well. If we fail to make these natures work together, we will surely die.

These creatures are the size of ants, and statistics are similarly meaningless. They should have the Personality Traits Hungry +3 and Conflicted +3.

The Ants of Ethiopia

It is said by Pliny that there lives a monstrous ant in Ethiopia. These ants are the size of dogs, and have feet like the lion's. They root out gold from the ground. They guard this gold fiercely against human thieves, and will even hound a thief to death.

— Rebecca of House Mercere



Ethiopian Ant

Use the statistics for “Small Wild Beast (Size -2)” on page 123 with the following changes:

Characteristics: Sta +2

Personality Traits: Tireless +4, Vigilant +2

Ferocity: 3 (defending gold)

Fatigue: +4

Soak: 0

Antelope (Antelops)

Physiologus writes that the antelope has the following natures. First, he is ever alert for hunters, and possesses particularly keen hearing. Second, he has long horns shaped like saws, which he uses to cut through branches and even fell trees. Third, he lives near the Euphrates River, to the east. Fourth, while they are sharp, the horns can be ensnared by the thin branches of the herecine shrub. Only once he is ensnared can he be caught.

Likewise, we should strive to be ever aware of ourselves and our surroundings. We magi have great tools at our disposal. However, as with the antelope’s horns, we too may be snared through our overconfidence.

On the Antelope

The antelope is a prophetic animal, moreso than most, and was once sacred to Hermes-Anubis of the Egyptians. Aelian writes that the antelope signals the rising of Sirius, which heralds the summer solstice, by sneezing. The antelope is believed to be the first animal to know about the summer solstice.

Those living in the lands to the east, where the antelope is found, are known to call the beast “oryx”, from which his proper Latin name derives. The antelope is a fleet animal, as attested in the Scriptures (II Samuel 2:18). The herecine shrubs in which the antelope becomes snared include what are commonly known as the heath and the arbutus.

— Ne Lucem tuam sub Arce Occultes of House Bonisagus

Antelope

Use the statistics for “Small Hoofed Beast (Size 0)” on page 124 with the following changes:

Characteristics: Per +1

Personality Traits: Alert +3, Brave -2

Abilities: Athletics (running) 4, Awareness (hearing) 4, Craft: Woodcutter 1

Weapon/Attack	Init	Atk	Dfn	Dam
Horns	+6	+2	+3	+2

Gazelle (Dorcas)

The gazelle is found in Libya and elsewhere in Africa. Aelian says that the Libyan gazelle is very fleet, but he cannot outrun Libyan horses. Hunters in Libya catch the gazelle by using nets, not arrows or spears.

The gazelle is the size of the antelope. He has a gray belly up to his flanks. A black stripe runs along each of his sides at the edge of the belly. The rest of the gazelle’s body is light brown, and his eyes are black. He has long legs and long ears. He is armed with horns on his head, which are straight and not branched like the stag’s.

Gazelle

Use the statistics for “Small Hoofed Beast (Size 0)” on page 124 with the following changes:

Characteristics: Qik + 5

Personality Traits: Brave -2

Abilities: Athletics (running) 7, Awareness (hearing) 2

Weapon/Attack	Init	Atk	Dfn	Dam
Kick	+7	+1	+6	0

Ape (Simia)

The ape is so called because he apes the behavior of rational humans. He is a foolish creature, and prefers to imitate the most foolish acts of men. The ape knows nothing of the temperate life or of moderation. Indeed, men are often called apes when they frolic imprudently in the grip of drink.

Avianus writes that the female ape acts in the following way. If the female ape gives birth to twins, she will love one at the expense of the other. She will carry her favorite in her arms, and leave the other to cling to her back.

When she is pursued by hunters, though, she quickly tires of running on two legs, and will cast away the favored babe in her arms to save herself. Likewise, we may find that holding what we love too closely to us, we may risk losing everything, and only be left with a monkey on our backs.

Ape

Characteristics: Cun +1, Per 0, Str -2, Sta 0, Dex +2, Qik 0

Size: -2

Personality Traits: Curious +3, Foolish +3

Abilities: Athletics (acrobatics) 2, Awareness 3, Climb 3, Jongleur (aping) 1

Ferocity: 1 (mocked in return)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+3	+4	+5	-2

Soak: -2

Fatigue: 0

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Baboon (*Cynocephalus*)

The dog-headed ape is a type of ape very commonly found in Ethiopia. He is capable of making great leaps and inflicting severe bites. Because of his very wild nature, he can never be properly tamed, although some men have kept baboons in their estates. In appearance, he is covered in black fur. He has the head and teeth of a dog, although with a beard under the chin. He has sharp nails, and his cry is a shrill squeal.

He is known to hunt gazelles and antelopes. Aelian writes that the baboon will strip the shells off of nuts, such as acorns or almonds, and clean out the nutmeat. He knows that the inner part is fit for eating, and discards the outer husk. He will partake of wine and eat cooked meat, and is noted to be fond of food that has been well seasoned. If he is provided with clothes, he will be careful with them.

Baboon

Characteristics: Cun +1, Per 0, Str +2, Sta 0, Dex +1, Qik 0

Size: -1

Personality Traits: Wild +3, Fierce +1

Abilities: Athletics (leaping) 3, Awareness 3, Climb 1, Hunt (antelopes) 3, Thrown Weapon 1

Ferocity: 3 (group is threatened)

Weapon/Attack	Init	Atk	Dfn	Dam	Range
Bite or Claw	+4	+4	+4	+1	Touch
Thrown Rock	+5	+1	—	+2	Near

Soak: +1

Fatigue: 0

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Monkey

Physiologus writes that the monkey makes water seven times on the 13th of March to mark the equinox. The monkey has a tail, but is otherwise similar to an ape. Thus, they imitate the actions of others and can be trained. They can learn to dance, or to play the pipes, or even to drive a chariot.

Monkey

Characteristics: Cun 0, Per +1, Str -5, Sta -2, Dex +2, Qik 0

Size: -3

Personality Traits: Curious +3, Foolish +2

Abilities: Athletics (acrobatics) 3, Awareness 2, Climb 5, Jongleur (aping) 1

Ferocity: 1 (mocked in return)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+3	+4	+5	-7

Soak: -5

Fatigue: -2

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated



Allegory

A magi has a vision regarding a suitable familiar. In the vision, the beast appears to be an ape of sorts, wearing a magnificent coat of many colors. He is interested in setting out right away to find the beast. However, the grogs who will accompany him on his trip balk once they find out that the magus dreamed of an ape which is an ill omen for their journey.



Aurochs

The monstrous cattle known as aurochs may be found from Thebes through Transylvania into the Rhine and Ultima Thule. The aurochs bears a resemblance to the ox. They stand the height of a tall man at the shoulder, and are massively built. They have huge horns, which make large drinking vessels in the halls of northern barons.

It is said by some that despite their fearsome appearance they are not aggressive animals. The bulls usually are found to be quite docile unless their herd is threatened. In this event, they turn into fearsome defenders, and a challenge for even the bravest knight. As we in the Order well know, not everything is as it seems, and those that appear docile and tame may well be fearsome and deadly opponents if roused to anger.

Aurochs

Characteristics: Cun 0, Per +1, Str +7, Sta +6, Dex -2, Qik 0

Size: +4

Personality Traits: Aggressive +3, Protective +2

Abilities: Athletics (running) 2, Awareness (smell intruder) 2

Ferocity: 4 (protecting the herd)

Weapon/Attack	Init	Atk	Dfn	Dam
Horns	+6	+2	0	+14
Trample	+3	0	-2	+11

Soak: +12

Fatigue: +6

Fatigue Levels: OK, 0/0/0, -1/-1/-1, -3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1/-1, -3, -5, Incap.

On the Badger

The badger is also known as the melot. He is an ill-tempered and vicious animal. He will think nothing of biting a man, even with little provocation. Despite this mean streak, he is actually a prudent animal, preferring to retreat under the earth than square off against an intruder.

— Horst of House Mercere

Badger (Tasso)

The badger (Lat. *meles*) is an unclean animal which lives in mountains and other rocky places. He digs out holes by scraping with his feet. Now an interesting detail is that some are servants to the others. When they are digging out a new burrow, the servant lies on his back, and pile on his belly the soil to be cleared away. When he has taken on all he can carry, he grips a piece of wood in his mouth and holds on to the dirt on his belly as he is dragged clear by his fellows.

Likewise, there are times when we should humble ourselves and act as servants to our fellows in the Order.

Badger

Use the statistics for “Small Wild Beast (Size -2)”, with the following modifications:

Characteristics: Sta +3

Personality Traits: Vicious +4, Humble +1

Abilities: Athletics 1, Awareness 3, Craft (Digging) 3

Ferocity: 3 (disturbed in burrow)

Soak: +2

Fatigue: +3

Badger of Virtue

Characteristics: Cun +2, Per +2, Str 0, Sta +6, Dex +2, Qik -1

Magic Might: 10

Size: -2

Personality Traits: Fearless +4, Cautious +1

Abilities: Athletics 1, Awareness 3, Craft (Digging) 5

Ferocity: 3 (disturbed in burrow)

Weapon/Attack	Init	Atk	Dfn	Dam
Claws	+4	+6	+5	0

Soak: +6

Fatigue: +6

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Powers:

Rock of Viscid Clay, MuTe 15, 1 point: A badger may soften even the hardest rock and burrow into it.

Vis: 2 Terram in claws

On the Bear

The strength of the bear is in his arms and loins, not in his head. Thus, he can walk upright. The male and female bear sleep through the winter. The male is such a sound sleeper that he will not wake even if wounded. The bear is said to mate facing each other, and there are stories told about bears ravishing women.

The bear is very fond of honey, and will attack a hive to get at the honeycomb. When the bear suffers wounds from arrows, he can heal himself by applying mullein. When the bear is sick, he eats ants. If the bear attacks the bull, he knows to focus on the tender nostrils of the bull.

The bears found in Numidia are said to have longer hair than the normal bear. It is said that if the hunter finds himself at the bear's mercy, he can avoid being mauled by lying still as if dead. The bear will then turn away from the hunter.

— Horst of House Mercere



Bear (Ursus)

The female bear gives birth in winter and then hibernates. In this way she stays in hiding for up to three months after giving birth. The mother bears her young only thirty days after she conceives, thus the young are still unformed when they are born. The mother therefore needs to form the young with her tongue so that they may take their proper shape.

Truly, we magi are like the mother bear. When we first take on our apprentices, they are rough and unformed. They know nothing of the world and are ignorant of the nature of magic. With our patience and devotion, the apprentice slowly takes form and is eventually remade as a magus.

Bear

Characteristics: Cun -1, Per 0, Str +5, Sta +3, Dex 0, Qik 0

Size: +2

Personality Traits: Ferocious +3, Faithful +1

Abilities: Athletics 1, Awareness (smell) 3

Ferocity: 1 (seeking honey)

Weapon/Attack	Init	Atk	Dfn	Dam
Maul	+5	+4	+2	+10
Tackle	+3	+2	0	+7*

* target must make a Strength + Size roll of 12+ to remain standing.

Soak: +8

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Beaver (Castor)

Physiologus writes that the beaver is an inoffensive and quiet animal. His genitals are useful as a medicine, which is why he is hunted. If he finds himself being pursued by a hunter, the beaver will castrate himself and throw his testes to the hunter. If at a later time, the beaver finds himself being pursued again, he will roll over and show himself to the hunter. The hunter will then move on to find fresh quarry. Likewise, you should be willing to cut away evil inclinations from yourself and throw them to the devils that pursue you. This will save you from being dragged down below.

Beaver

Use the statistics for “Small Wild Beast (Size -2)” on page 123 with the following modifications:

Characteristics: Cun +2

Personality Traits: Gentle +3

Abilities: Athletics 1, Awareness 2, Craft (build dams) 3, Swimming 3

Foreshadowing

A group of the grogs is out hunting for small game near the covenant. They have been tracking a beast and eventually realize it is a beaver. As they close in on their quarry, they observe the beaver's strange defense. If they discuss this occurrence with the others back at the covenant, it may become clear that some sort of sacrifice will be necessary in order to save the covenant.



Bonnacon

The bonnacon is about the size of a shaggy bull, and is rumored to be more frequently encountered in Asia. The bonnacon has the head and body of a bull, but with the flowing mane of a horse. Unlike the bull or the aurochs, the bonnacon's horns wind back on themselves, so that he cannot wound anyone by goring them. Aelian writes that the bonnacon voids a vile stream of fiery dung which can kill his pursuers. The stench alone covers two to three acres, and the heat of it will singe all that it touches and even set trees on fire. In this way, he keeps his pursuers at bay so that he can make good his escape.

Bonnacon

Use the statistics for "Huge Hoofed Beast (Size +3)" on page 124 with the following changes:

Characteristics: Qik +1

Magic Might: 10

Personality Traits: Cowardly +3

Abilities: Athletics (running) 1, Awareness (smell intruder) 2

Ferocity: 1 (cornered)

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Head-Butt	+1	-1	-2	+10

Powers:

Evil Fart, PeAu 20, 5 points: The bonnacon voids its fiery excrement as it flees. Those in the area must make a Stamina stress roll of 9+ or be incapacitated for three combat rounds from the stench. A botch on this roll means that the target is hit by the dung and suffers the effects of Fiery Dung.

Fiery Dung, CrIg 10, 0 points: The bonnacon voids its fiery excrement over pursuers as it flees. Those who were very close to the bonnacon (or who botched the roll for Evil Fart) may be struck by the dung and set aflame. Make a Brawling Dodge stress roll of 6+ to avoid being hit, or take +10 damage.

Vis: 2 Ignem in entrails

Catoblepas

The catoblepas is a sluggish and ponderous beast. Because his head is heavy and his neck is weak, he looks down to the ground, not ahead. This is how he gets the name "down-looking" (Greek *catoblepon*). He is the size of a bull, but with a grim expression. He has the appearance of a black buffalo with the head of a hog. He has high and shaggy eyebrows which shade his narrow and bloodshot eyes. The catoblepas has a mane like that of a horse, which starts on the crown of his head. It hangs down and covers his forehead and face.

The catoblepas lives in swamps, and likes to wallow in the mud like a hog. He prefers to eat the roots of poisonous plants. When the catoblepas glares like a bull, he raises his head and exhales a foul breath which afflicts men and animals alike. If a man should behold the eyes of the creature, he will fall dead from the sight.

Catoblepas

Use the statistics for Large Hoofed Beast (Size +2), with the following changes:

Characteristics: Dex -2, Qik -5

Magic Might: 20

Personality Traits: Slothful +5

Weapon/Attack:	Init	Atk	Dfn	Dam
Kick	-4	-2	-7	+7

Powers:

Death Glance, PeAn/PeCo 40, 1 point: The catoblepas must make a Stamina stress roll of 8+ to raise its head far enough to meet the eyes of its target. The victim only loses two Body levels if he makes a Stamina stress roll of 10+, otherwise he dies.

Foul Breath, PeAn/PeCo 30, 1 point: The catoblepas may exhale a cloud of noxious gas, which is poisoned by the roots the beast eats. Victims within 15 paces must make a Stamina stress roll of 9+ or lose two Body levels.

Vis: 4 Perdo in eyes

Chameleon

The chameleon is a beast found in Ethiopia. In form, his body is like that of the deer, his head that of a camel, and his neck like that of a horse. His feet resemble those of the ox. However, his coat is multicolored and beautiful like that of the panther (see page 39). The chameleon has white spots on his body as well. He is able to vary the colors of his body easily, which allows him to hide from the hunter. For now he will be standing next to a rock and turn gray, and now he will be in the forest and turn the green of the underbrush. As magi, we too should think about how we might take cover from those who might hunt us.

Chameleon

Use the statistics for Large Hoofed Beast (Size +2) with the following changes:

Magic Might: 20

Personality Traits: Brave -2, Malleable +2

Ferocity: 2 (discovered when hiding)

Powers:

Many-Colored Coat, MuAn 20, 1 point: The chameleon can change the color of its coat to blend in to its surroundings. Perception rolls to notice the creature are at a -6 penalty.

Vis: 4 Muto in coat

Foreshadowing

A mysterious visitor is eating grain from the fields near the covenant. Simple spells to ward off deer and other beasts appear to have no effect, and when grogs are posted to watch the fields, they see nothing. It is particularly disturbing that the visitor seems to come and go at will during the day, not at night. The magi should be facing a morale crisis as the covenant folk start talking of a mysterious curse. Of course, the mysterious visitor is a chameleon who is going after the easily obtained food in the fields. This story can foreshadow a storyline in which a mysterious and hidden danger begins eating at the heart of the covenant, or even of the Order.

Deer (Cervus)

Deer are not constant in their dwelling-places. They like to change their homeland, and will frequently seek out new pastures. As they travel, the deer will jump rapidly across a place where she might dirty her coat. If they are traveling in a group together, the deer will walk in a line. Each deer rests his front parts on the hindquarters of the one in front. This way, the deer do not lose their way, even when crossing a broad lake or swift river. When the leader becomes fatigued, she relinquishes her post, and takes up her place at the rear. Likewise, so should we bear the labors of others, for our cooperation makes us stronger as an Order.

The deer is also known to be frugal in her appetites. She will not eat more than she needs to sustain herself. We should follow her example and find ways to curb our rapacious excesses, for we risk ruining ourselves if we indulge our greed.

Doe or Hind

Use the statistics for "Hoofed Beast (Size +1)" on page 124 with the following changes:

Characteristics: Qik +2

Personality Traits: Frugal +2, Brave -1

Abilities: Athletics (leaping) 2, Awareness (hearing) 3, Swim 1

Weapon/Attack	Init	Atk	Dfn	Dam
Kick	+3	+1	+2	+4

Stag (Cervus)

The stag is the enemy of the serpent. When ill, the stag will draw the serpent from its lair, and then feed on the serpent. Once he has devoured the serpent, the stag rushes to a spring. In drinking deep of the pure waters of the spring the serpent's poison is overcome and the stag's health is restored. In the same way, the stag can recover a measure of his youth, which allows them to attain great age. Alexander the Great once put collars on stags to discover how long they lived. The stags were recaptured a century later, and they showed no





signs of old age. Thus, we can make ourselves stronger by defeating the evil that lurks within, and overwhelming it with the pure truth.

The stag is able to make himself young when he casts his antlers. However, he must hide after shedding his antlers, since he is now defenseless. Stags rage wildly with lust when they are in rut. Stags enjoy listening to music. Their hearing is good when their ears are pricked, but when their ears lie flat, their hearing is poor. The stag is special to the magi of House Merinita, for Merinita the founder had a stag as her familiar, the first such in the Order of Hermes.

Stag or Hart

Use the statistics for “Large Hoofed Beast (Size +2)” on page 124 with the following changes:

Characteristics: Qik +2

Personality Traits: Brave +2, Lustful +1

Abilities: Athletics (leaping) 2, Awareness (hearing) 3

Ferocity: 2 (versus serpents)

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Head-Butt	+6	+2	+3	+8

Stag of Virtue

Characteristics: Cun +1, Per 0, Str +7, Sta +4, Dex 0, Qik +3

Magic Might: 25

Size: +3

Personality Traits: Brave +5

Abilities: Athletics (leaping) 3, Awareness (hearing) 4

Ferocity: 4 (versus serpents)

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Head-Butt	+9	+5	+5	+13

Soak: +13

Fatigue: +4

Fatigue Levels: OK, 0/0/0, -1/-1, -3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1, -3, -5, Incap.

Powers:

Restoration of the Serpent's Bane, CrAn 30, 5 points:

To activate this power, the stag must eat a serpent and then drink deeply of pure spring water. When done, the stag will be cured of illness or healed of all wounds. The stag may also use this power as a sort of longevity potion, but only when Draco is not in the night sky.

Vis: 5 Creo in antlers

Elephant (Elephante)

Elephants are found in India, and some are said to be the size of mountains. Hence their name, which comes from the Greek *elephio*, meaning mountain. “Barritus” means the roar of an elephant, and “ivory” means his teeth. The elephant’s proboscis is called a trunk, which is like a snake protected by the ramparts of his ivory tusks. The elephant uses his trunk to place food in his mouth and to manipulate objects as if with a hand. His hind legs are shorter than his forelegs, and he has five toes on each foot, although the toes are not separated.

The elephant moves in a group like sheep when seeking new pastures. He prefers to live in swampy areas by a river, and cannot stand cold weather. He is said to flee from mice, and to fear the horned ram and the pig’s squeal. According to Pliny, when the elephant is plagued by small insects, he crushes them by wrinkling his skin.

Physiologus writes that the elephant’s copulation is free of wicked desire. The elephant only ever bears offspring once — no elephant has ever been known to bear young twice. When the female elephant wishes to bear young, she goes to the east, toward the Garden of Eden, to a mandrake tree. There she plucks the fruit and returns to her mate. She eats a part of the fruit herself, and gives a part to her mate and cajoles him to eat it. When he does, they both have sufficient desire to copulate, and the female conceives. The elephant mates back to back, and not in the normal way. The female remains pregnant for one-and-one-half to two years.

When it comes time for the female to give birth, she goes to a pond and gives birth in water as deep as her dugs. When born, the elephant’s calf is the size of a yearling bull. The calf swims around, finds the mother’s legs, and suckles. During the birth, the father stands guard to prevent the dragon from taking the child away, for the elephant is an enemy of the dragon, and will trample it to death.

Physiologus writes that elephants have no knees, and if they fall to the ground, they are unable to regain their feet without assistance.

Because of their lack, elephants lean against a tree to sleep. A hunter wishing to capture an elephant should therefore identify the elephant's sleeping tree during the night. The next day, he should cut partly through the sleeping-tree so that the tree will break and fall when the elephant leans up against it.

The elephant is intelligent and has a good memory. He can be trained to perform many tasks, both for practical purposes and for entertainment. The elephant has a sense of music, and he is said to love the fragrance of perfumes and flowers. Aelian reports that elephants once performed in ancient Rome in the days of Germanicus Caesar.

Because of their great size and wit, the Persians and Indians use them in battle. They often fight from towers mounted on the beast's back, which allows them to attack as if from ramparts. Even without a tower, the elephant's back is broad enough to support three warriors comfortably in addition to the drover. They give their war elephants rice or cane wine to drink, whereas a tame elephant will drink water only.

The Indians capture young elephants for taming, since the full-grown ones are so hard to capture. For the elephant can break that which he picks up in his trunk, and what he tramples underfoot is crushed to a pulp in a great mass of debris. The elephant is a canny beast, and can see through the ambush of the hunter. When he is pursued, the elephant flees and nothing can stand in his path. If the elephant is attacked in his herd, the herd will form a circle and hide the oldest and the youngest within. This generally deters even the boldest of hunters.

The elephant is a most constant animal. He never commits adultery. He will punish dishonesty in men, including adultery and lying. He is a merciful animal for if he finds men wandering lost in the desert, the elephant will help them back to safety and shelter. The elephant will also protect flocks of sheep from harm, and in battle, elephants gather the wounded and the exhausted men into the middle of their herd. The elephant is even known to carefully pluck spears and javelins from the wounded. He shows respect to the dead by throwing dirt on the corpses of elephants that he finds, and he is said to salute the rising sun with his trunk.

The elephant is extremely long lived. He reaches his prime at an age of sixty years, although some have been known to reach up to three hundred years of age. It is said that there is a colony of old, sage elephants that lies near the foot of the Atlas Mountains. When the elephant reaches advanced years, he yearns to travel there to join his fellow elders. If such a colony truly exists, it must harbor great secrets.

Elephant

Characteristics: Cun +4, Per 0, Str +12, Sta +7, Dex 0, Qik -1

Size: +5

Personality Traits: Lustful -5, Just +3, Merciful +3

Abilities: Athletics (running) 3, Awareness 2, Folk Ken (deceptions) 2

Ferocity: 2 (when fallen)

Weapon/Attack	Init	Atk	Dfn	Dam
Trample or Tusks	+1	+2	-5	+17*
Trunk	+4	+4	-2	+12*

*the target must make a Strength + Size roll of 15+ or be knocked to the ground

Soak: +18

Fatigue: +7

Fatigue Levels: OK, 0/0/0, -1/-1, -3/-3, -5/-5, Unconscious

Body Levels: OK, 0/0/0, -1/-1, -3/-3, -5/-5, Incapacitated

Elephant of Virtue

Characteristics: Int -1, Per +1, Pre +5, Com -3, Str +14, Sta +8, Dex 0, Qik -1

Magic Might: 20

Size: +6

Personality Traits: Lustful -6, Merciful +5, Just +4

Abilities: Athletics 4, Awareness 3, Folk Ken (deceptions) 3

Ferocity: 2 (when fallen)

Weapon/Attack	Init	Atk	Dfn	Dam
Trample or Tusks	+2	+3	-5	+20*
Trunk	+5	+5	-2	+14*

*the target must make a Strength + Size roll of 9+ or be knocked to the ground

Soak: +22

Fatigue: +8

Fatigue Levels: OK, 0/0/0, -1/-1/-1, -3/-3/-3, -5/-5, Unconscious





Body Levels: OK, 0/0/0, -1/-1/-1, -3/-3/-3, -5/-5, Incapacitated

Powers:

Trumpet of Fear, CrMe 15, 1 point: An elephant may inspire fear in an enemy, who must make a Brave Personality Trait stress roll of 9+ or flee the elephant's presence.

Inspire Fidelity, CrMe 15, 1 point: An elephant may inspire fidelity in a couple.

Weaknesses: The Elephant of Virtue must make a Bravery check of 9+ if he faces a mouse or a horned ram, or if he hears the squeal of a pig. If it fails the check, it will flee in terror.

Vis: 1 Mentem in heart, 3 Animál in trunk

Reynard the Fox

The fox figures large in the folklore of Mythic Europe. Reynard the Fox is a wily and unscrupulous rogue who fools everyone from the brutish and greedy wolves (barons) to the noble king lion. Also in common parlance is the "Reynard's confession," which is a confession made without any repentance. A common image for this phrase includes the fox, dressed as a penitent but with a fat fowl in his sack. The outstretched tail of the fox is a symbol of guile in medieval imagery.

Elk (Tarandus)

The elk is a large animal, being the size of a bull. Solinus writes that the elk has a shaggy coat like a bear, but has branching horns like a stag. Aelian writes that the elk transforms his hair in summer and in winter. The hide of the elk is of an excellent thickness for making shields. The elk lives in the lands north of the Black Sea and across into Ultima Thule.

Nota bene: The animal known to Europeans as the elk is what North Americans call the moose.

Elk

Use the statistics for "Huge Hoofed Beast (Size +3)" on page 124 with the following changes:

Personality Traits: Mutable +2, Brave -1

Ferocity: 1 (when surprised)

Fox (Vulpis)

Physiologus writes that the fox is a wily, and crafty animal. He plays tricks the unwary, and is entirely deceitful.

When he hunts, the fox does not use prowess, but guile. He is fond of the hedgehog (see page 34) but is not mighty enough to dash it open. So, he resorts to various schemes to get at his meal. Sometimes, once the hedgehog has rolled into a prickly ball, the fox will gingerly pick the hedgehog up in his mouth and roll it over. Then, its soft underparts are exposed, which the fox attacks to gain his meal. Other times, the fox will urinate in the hedgehog's snout and drown him, since he cannot essay the frontal assault.

The fox catches the hare through persistence. Once he has spotted his prey, he keeps steadily after it. The hare, seeing the hunter, dashes off for safety, and then waits a while. The patient fox comes along after before long, which sets the hare off on another sprint. Eventually, the hare is exhausted from dashing here and there, and the fox can catch it without further ado.

When the fox is truly in need of food, he will cover himself in red earth and then lie still. In this way, he appears bloodied and dead, and thereby lures in birds who are interested in the apparent corpse. The birds will land and begin to peck at the fox, but he is patient, and waits until one is within his grasp, then he turns on the birds.

Fox

Characteristics: Cun +4, Per +1, Str -5, Sta -2, Dex 0, Qik +2

Size: -3

Personality Traits: Wily +3, Deceitful +2

Abilities: Athletics (running) 2, Awareness 3, Disguise (corpses) 1, Guile (animals) 3, Hunt 3, Stealth 1

Ferocity: 1 (attack from surprise)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+5	+3	+8	-6

Soak: -5

Fatigue: -2

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Goat (Caper)

The wild goats graze in higher and higher pasture as the season progresses. They can pick out edible plants from the inedible ones by sight, and will only graze on the ones that are fit to eat. If the goat is wounded, he can be cured by the touch of the herb dittany (pepperwort). Kids (Lat. *edus*) are fat and tasty, hence their name (Lat. *edere*, meaning “to eat”). It is said by some goatherds that goats have been made differently from other animals, and the manner of their difference is this: they are capable of breathing through their ears. However, these reports are likely to be the tall tales of ignorant folk, since it is improbable that a beast would be fashioned in this way.

She-Goat

Use the statistics for “Small Hoofed Beast (Size 0)” on page 124 with the following changes:

Personality Traits: Lustful +1

Abilities: Athletics 2, Awareness 3, Climb 4, Herb Lore (edible plants) 2

Ferocity: 1 (kids threatened)

He-Goat (Hircus)

The he-goat is a stubborn and a lecherous animal. There is never a time when he is not eager to mate. His high passion follows from his excessively hot nature. His nature is so hot that the blood of the he-goat will even soften diamonds. The he-goat gets his name from the following etymology. The eyes of the he-goat are always slitted because of his lust. Thus, he can only make sidelong glances out of the corners of his eyes (*hircus*).

He-Goat

Use the statistics for “Small Hoofed Beast (Size 0)” on page 124 with the following changes:

Personality Traits: Lustful +5

Abilities: Athletics 2, Awareness 3, Climb 5

Ferocity: 1 (romantic rival)

Hare (Lepus)

The hare runs swiftly, and thus is called “light-footed” (Lat. *levipes*). He is a swift creature and a timid one. The hare is nimble on his feet. When he is being chased by hounds, he will run this way and that, but never in a straight line, to try to elude his pursuers. The hare is vigilant, for he sleeps with his eyes open, and is thus never caught unawares. The hare of the plains is faster than the hare of the mountains. The mountain hare exercises on the plains, but takes refuge on rocky ground when he is pursued. Unlike horses and hounds, he is not bothered by the rocky ground, for his paws are coated with thick fur.

The hares make their homes in the rocks, so that they might have more places to hide from their pursuers. When he returns to his home, he obscures his tracks in order to confuse the hunter. In winter, the hare beds in sunny spots, but in summer, the hare prefers shady spots. This way, the hare stays comfortable in his home all through the year. The hare knows his limitations, respects the limits of his abilities, and manages to survive by knowing his surroundings. We can learn much about surviving among our enemies by his example. And witnessing that even that is not always enough.

The female hare carries her young half-formed in the womb, and some are more formed than others, so that she need not give birth to them all at once. She is very devoted to her children. To protect them from predators, she will distribute her young about several nests, so that they will not all be caught at once if they are caught in their home.

Hare

Use the statistics for “Small Wild Beast (Size -3)” on page 123 with the following changes:

Characteristics: Cun -1, Per +1, Qik +2

Personality Traits: Timid +3, Devoted +2

Abilities: Athletics (leaping) 2, Awareness (hunters) 5

Ferocity: 1 (defending its young)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Kick	+4	+1	+6	-8





Hedgehog (Ericius)

The hedgehog has the appearance of a ball covered in quills. Physiologus writes that he climbs up the grapevine to pluck the fruit from the vine. He throws the grapes to the ground, descends after, and then rolls on the fruit. This fastens the fruit to his quills, which he can then carry back to his young. Physiologus writes that the hedgehog is a symbol of the devil, who will scatter the fruits of your spirit, pierce them with his quills, and make you food for beasts.

When the hedgehog is threatened by his enemies, such as the fox (see page 32), he rolls himself up into a ball. His coat is covered in spines, so when he curls up, he is defended by his spiky armor. He hides among the rocks to augment his natural defenses, for he is a timid animal. He is also a spiteful animal, for he will urinate on his skin if he is caught, making it unfit to use.

The hedgehog's den has two holes in it for ventilation, one facing north, and one facing south. He will block the north entrance to keep the northerly winds from blowing unchecked into his home. Likewise, he will block the south entrance to protect against southerly winds.

Foreshadowing

One of the covenfolk sees a hedgehog collecting fruit in an orchard. With an Animal Lore roll of 6+, the character may realize that the hedgehog collecting fruit is a symbol of the devil collecting souls. There may be a spiritual threat that will menace the covenant in the near future, which may require unwelcome assistance from the Church to overcome.

Hedgehog

Use the statistics for "Tiny Wild Beast (Size -4)" on page 123 with the following changes:

Characteristics: Cun +1

Personality Traits: Devoted (to family) +3, Spiteful +2, Timid +2

Ferocity: 1 (when collecting food for young)

Weapon/Attack:	Init	Atk	Dfn	Dam
Spines	0	0	+7	-10

Soak: -6

Hedgehog of Virtue

Characteristics: Cun +3, Per 0, Str -7, Sta -2, Dex 0, Qik +1

Infernal Might: 15

Size: -4

Personality Traits: Spiteful +5, Devoted (to family) +3

Ferocity: 2 (when collecting food)

Weapon/Attack	Init	Atk	Dfn	Dam
Spines	0	0	+7	-8*

Soak: -4

Fatigue: -2

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Powers:

**Poisonous Spines*, PeCo 30/PeAn 30, 0 points:

The spines of the hedgehog may be coated with poison. If someone is pricked by the spines, he must make a Stamina stress roll of 8+ to only lose one Body level, otherwise he loses three Body levels and will expire within a few days' time.

Vis: 3 Perdo in spines

Hyena (Yena)

The hyena is an unclean animal, and is commonly known as the Brute. The animal alternates between male and female from year to year. He is an unclean beast because he contains both of these two natures. He has a rigid spine, which is all in one piece and not at all flexible. Thus, he must use his whole body to turn.

The hyena is a very cunning beast. The hyena digs up the graves of the dead and eats their bodies. Solinus relates many wonders about the hyena. The hyena will follow shepherds when they move their sheep folds so that they might mark where their prey will be. The hyena will creep around outside the houses of men under cover of night. He can imitate the sound of the human voice, and uses this talent to lure men out from their homes at night so he can devour them. He will imitate the sound of a man vomiting to lure out hounds at night and devour them.

Hounds who tread in the shadow of a hyena lose their voice. Also, any animal that looks

three times at the hyena becomes frozen in his tracks. Isidore writes that the hyena has a stone in his eye called “hyenia,” which allows a man to foretell the future if the stone is placed under his tongue. It is said that in Ethiopia, the hyena mates with the lion. The product of their union is called the leucrota (see page 36).

Hyena

Characteristics: Cun +3, Per 0, Str +2, Sta +1,
Dex 0, Qik +1

Size: 0

Personality Traits: Deceptive +2

Abilities: Athletics 3, Awareness 3, Hunt (men)
1, Stealth (tracking shepherds) 3

Ferocity: 1 (luring humans)

Weapon/Attack:	Init	Atk	Dfn	Dam
Bite	+5	+3	+4	+5

Soak: +2

Fatigue: +1

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Jackal

The jackal is a creature found in Egypt. In appearance he is much like the dog, only with finer features. He is a beast friendly to man. If he approaches a man, he will yield the path to the man. Also, if he hears a man being attacked by wild beasts, the jackal will come to the man's aid.

Jackal

Use the statistics for “Wild Beast (Size -2)” on page 123 with the following changes:

Personality Traits: Friendly +2

Abilities: Athletics (running) 2, Awareness 3,
Hunt (tracking) 2

Ferocity: 3 (defending man)

Leopard

Pliny writes that the leopard is born of an adulterous match between a lioness (see page 38) and a pard (see page 40). Thus, he is an animal

like a mule (see page 19), and being born of dissimilar parents he cannot reproduce himself. The leopard has five toes on his forepaws, but four on his rear paws. The female leopard is stronger than the male.

The leopard is an evil beast as evidenced by his variegated coat. In Mauritania, the leopard is fond of eating the monkey, but does not catch him through hunting. Instead, the leopard catches the monkey using various ruses. For example, the leopard will play dead and wait for the monkey to creep close so that he might catch it by surprise. The men of Mauritania hunt the leopard using a sturdy trap made of stone. They construct it so that it has one entrance, and then place meat inside as bait. But, like fishermen who place their bait on hooks, the hunters hide a noose inside the meat so that the leopard is snared when he takes the bait.

From his father the pard, the leopard gets a sweet fragrance to his breath. When the leopard is hungry, he opens his mouth and releases the fragrance on the air. Animals are drawn to the source of the scent, and when they arrive, the leopard devours them and has his fill.



Leopard

Characteristics: Cun +2, Per +1, Str +2, Sta 0,
Dex +2, Qik +2

Size: 0

Personality Traits: Mean +2, Deceitful +1

Abilities: Athletics 3, Awareness 4, Hunt (monkeys) 3, Stealth (stalking prey) 2

Ferocity: 2 (malicious acts)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+6	+5	+5	+6

Soak: +4

Fatigue: 0

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Leopard of Virtue

Characteristics: Cun +2, Per +3, Str +4, Sta +1,
Dex +2, Qik +2

Infernal Might: 20

Size: +1

Personality Traits: Mean +3, Deceitful +3

Abilities: Athletics 3, Awareness 4, Disguise (as corpse) 2, Hunt 3, Stealth (stalking prey) 4



Ferocity: 4 (malicious acts)
Weapon/Attack: Init Atk Dfn Dam
 Bite or Claw +7 +6 +5 +6
Soak: +5
Fatigue: +2
Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious
Body Levels: OK, 0/0, -1, -3, -5, Incapacitated
Powers:
Pleasing Breath, ReAn 30, 4 points: With its fragrant breath, the leopard can lure in all animals but dragons and snakes, which cower. The leopard can then devour what he will.
Vis: 4 Rego in tongue

Leucrota

The leucrota is also called by some the crocote, for he is called “corocottas” by the Greeks. He is a beast found in India. He does not move his territory around, but instead makes one home for himself, where he sleeps and feeds.

He is produced by the union of a hyena (see page 34) with a lion (see page 36). He is the size of an ass. His hindquarters are those of the stag, his chest and legs are those of the lion. His head is like that of the horse, but his hooves are cloven. His mouth stretches from ear to ear, and he has no gums. Instead, he has one tooth which never changes. The tooth is protected by a capsule or membrane.

He is a devious creature, for he can imitate the sound of a human voice. He will call out the name of a man at night, and when the man follows, the leucrota lures the man to his doom. Ctesias writes that he has prodigious strength, and is a fierce and deadly opponent. He is said to be swifter than all other wild beasts. He has the courage of the lion, and the strength of the bull, and he cannot be encountered successfully with weapons of steel.

Leucrota

Characteristics: Cun +2, Per +1, Str +8, Sta +2, Dex +1, Qik +6
Infernal Might: 25
Size: +2
Personality Traits: Deceitful +4, Brave +3

Abilities: Athletics (running) 6, Awareness 3, Disguise (voices) 2, Hunt (men) 2, Stealth 3
Ferocity: 2 (luring men)
Weapon/Attack: Init Atk Dfn Dam
 Bite +10 +4 +8 +12
Soak: +6
Fatigue: +2
Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious
Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated
Powers:
Mock the Word of Man, CrIm 15, 0 points: The leucrota can mimic a man’s voice.
Swift Flight, ReAn, 0 points: The leucrota moves as if it were a winged beast (see page 47).
Ward Weapons of Steel, ReTe 25, 0 points: Weapons of steel are useless against the leucrota.
Vis: 5 Imaginem in palate

Lion (Leo)

According to Physiologus, the lion has three natures. First, when the lion is hunting in the mountains, and smells a hunter in pursuit, the lion will cover his tracks with his tail, thus obscuring his path. Second, the lion sleeps with his eyes open, and is ever watchful. Third, when the lioness gives birth to her whelp, it is stillborn. The lion breathes on the whelp’s face on the third day after it is born and brings it to life. For these traits, the lion is often seen as a symbol of Christ.

The lion is also the most noble of beasts, being recognized as their king. He is proud by nature and disdains living with common animals. Pliny has reported that the lion will spare any creature that prostrates himself before him. The lion is a just and magnanimous beast, and expects the same from the others around it. Lions have been reported by Aelian to act in retribution when they witness evil acts.

There are three kinds of lion. Of these, the short ones with curly manes are peaceful and will not molest humans. The long ones with smooth hair are fierce, and are to be avoided. The brow and tail of the lion will reveal his temperament.

When the lion preys on men, he will spare the women. Also, the lion does not kill children unless he is starving. He only gets truly angry with men

when he has been wounded. It is reported that the lions in Mauritania will accompany Moors on their travels and even drink from the same springs.

The lion avoids carrion. Instead, he will only eat what he has freshly killed. The lion does not eat with the lioness. He also abstains from gorging. If he finds he has overeaten, the lion will pull out the extra meat with his own paws. Likewise, if he has need to run at full speed when his belly is full, he will pull out the contents with his paw so that he might exert himself freely. Lions eat and drink on alternate days. If he has eaten enough to be sated, the lion will become gentle. The lion may take three days to digest his meal. During this time the lion only drinks but a little water to sustain himself. It is only once the lion's belly is empty that he becomes dangerous. Old lions lose their teeth as they age. When they are stiff with age, the lion will begin hunting sheep in the fold.

A sick lion will eat a monkey to be cured of his illness. The lion fears cocks, especially white ones. He is terrified of the scorpion's sting, and he can be killed by the venomous bite of the serpent. He fears the creaking noise of wheels and the hot flames of the fire. He is particularly afraid of the fire because of his own nature is so very hot. Fire will leap forth from the bones of a lion that has been cut open.

Lion

Characteristics: Cun +1, Per +1, Str +6, Sta +3, Dex +2, Qik +1

Size: +2

Personality Traits: Regal +2, Proud +1

Abilities: Athletics 3, Awareness 4, Hunt (tracking) 2, Stealth 2

Ferocity: 3 (when wounded)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite and Claws	+7	+7	+5	+12

Soak: +6

Fatigue: +3

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Lion of Virtue

Characteristics: Cun +1, Per +3, Str +9, Sta +5, Dex +2, Qik +1

Divine Might: 30

Size: +3

Personality Traits: Brave +5, Merciful +3, Noble +3

Abilities: Athletics (pouncing) 3, Awareness 2, Folk Ken 4, Hunt (tracking) 2

Ferocity: 4 (defending innocents)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite and Claws	+9	+9	+6	+17

Soak: +15

Fatigue: +5

Fatigue Levels: OK, 0/0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0/0, -1, -3, -5, Incapacitated

Powers:

Enduring Constitution: as the Virtue on page 41 of ArM4.

King of the Beasts, ReAn 25, 1 point: The lion can command any other animal except the serpent.

Roar, CrMe 25, 3 points: When the lion roars, all those nearby must make Brave Personality Trait stress rolls of 9+ or be frozen in terror.

Vis: 6 Rego in mane

Lion of Virtue

Characteristics: Cun +1, Per +1, Str +7, Sta +3, Dex +2, Qik +1

Infernal Might: 25

Size: +2

Personality Traits: Proud +5, Regal +2

Abilities: Athletics (pouncing) 5, Awareness 3, Hunt (tracking) 2, Stealth (stalking men) 5

Ferocity: 4 (devouring)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+8	+8	+5	+13

Soak: +11

Fatigue: +3

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Powers:

The Gaping Maw, PeAn 20/PeCo 20, 3 points: When the lion bites a man or a beast on a limb, he can devour the limb whole. The lion may use this power instead of doing damage if his attack was successful.

Roar, CrMe 25, 3 points: When the lion roars, all nearby must make Brave Personality Trait stress rolls of 9+ or flee the area.

Vis: 5 Ignem in bones





Lioness

The lioness is a lecherous and unfaithful beast (see “Leopard”, page 35). She will mate in all seasons. After she conceives, she carries her young for two months and then gives birth. In her first year, the lioness gives birth to five cubs. In her second year, the number is reduced to four cubs. This continues with each litter until she gives birth to only one cub. From then on, she is infertile. The newborn cubs are small and blind as puppies once they have been revived by their father. Despite reports to the contrary, the cubs do not scratch their way through the womb to be delivered, but are born as other animals.

The lioness lurks in ditches when she goes hunting. This affords her a hiding place from which she can pounce and catch her prey unawares. Those who hunt the lioness report that she can be trapped using a sheep as bait in a narrow pit. She enters to pursue the sheep, but finds that she can neither turn nor leap out of the pit.

Lioness

Characteristics: Cun +1, Per +2, Str +4, Sta +2,
Dex +1, Qik +1

Size: +1

Personality Traits: Lustful +2, Faithful -2

Abilities: Athletics (pouncing) 3, Awareness 3,
Hunt (ambushes) 2, Stealth (ambushes) 4

Ferocity: 1 (when trapped)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite and Claws	+7	+6	+5	+10

Soak: +6

Fatigue: +2

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Lynx (Lincis)

The lynx gets his name because he is thought to be a type of wolf (Lat. *lupus*). His coat is mottled like the pard's, but otherwise he resembles the wolf. He is more snub-nosed than the pard, and the tips of his ears are hairy. He has a wonderful spring and a tenacious grip. It is said that the lynx has keen vision. His eyes are so sharp that he can even see through walls or mountains. Pliny says that lynxes only bear cubs once, and that they generally bear only a single cub in the litter.

Lynx

Characteristics: Cun +1, Per +3, Str +1, Sta +3,
Dex +2, Qik +1

Size: -1

Personality Traits: Greedy +2

Abilities: Athletics (pouncing) 3, Awareness 3,
Hunt 2, Stealth 4

Ferocity: 1 (when ligurius discovered)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claws	+4	+5	+5	+4

Soak: +3

Fatigue: +3

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Powers:

Keen Vision: as per the Virtue on page 42 of ArM4.

Lynx of Virtue

Characteristics: Cun +3, Per +4, Str +1, Sta +3,
Dex +2, Qik +1

Magic Might: 10

Size: -1

Personality Traits: Greedy +4

The Ligurius

The urine of the lynx is said to harden into a valuable gemstone called ligurius. The lynx knows that the ligurius is valuable, and so he buries it in the sand to keep humans from getting at the stone. The actions of this beast are like those of envious magi, who would bury those resources from which they themselves cannot get the use. This is counter to the spirit of our Order, which encourages us to share our knowledge, even if we may not profit from it directly.

— Ne Lu cem tuam sub Arce Occultes of House Bonisagus

Abilities: Athletics (pouncing) 6, Awareness 3, Hunt 3, Stealth 6

Ferocity: 3 (when ligurius discovered)

Weapon/Attack:

	Init	Atk	Dfn	Dam
Bite or Claws	+7	+7	+8	+4

Soak: +6

Fatigue: +3

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Powers:

Keen Vision: as per the Virtue on page 42 of ArM4.

Vision Beyond Bounds, InTe 25, 0 points: The lynx's vision is so keen that it can see through walls and rocks.

Vis: 1 Terram in ligurius

Mole (Talpa)

The mole is a blind animal, and thus he must suffer perpetual darkness. He has no eyes. He lives under the ground, and is forever digging and turning over the earth. He feeds himself not on the green leaves of a plant, but on its roots. The mole is a symbol of those who struggle in the darkness of ignorance and reject the light of true knowledge.

Mole

Use the statistics for "Tiny Wild Beast (Size -5)" on page 123 with the following changes:

Characteristics: Per -3

Personality Traits: Resistant to change +2

Abilities: Athletics 1, Awareness (hearing) 2, Stealth (hiding) 6

Mouse (Mus)

The mouse is a feeble little creature. He gets his name because he is born from the dampness of the earth. Thus, does the mouse come from the humus. He is a fearful and feeble beast. He is easily scared by noises, especially the squeak of the weasel and the mewl of the cat. When the mouse dies naturally, his limbs dissolve away, leaving nothing behind.

The mouse's liver is in sympathy with the moon. The liver grows more lobes as the moon waxes, and loses them again as it wanes. It is said that this behavior persists even once the liver is removed from the mouse. The mouse represents those greedy men who seek earthly and mundane goods. The goods held by others are coveted by these greedy men, and become their prey.

Pliny writes that the mouse is the most fecund animal of them all. So great is their fertility that even a lick between lovers can result in pregnancy. They become even more prolific when they can eat salt. The female mouse is salacious, and is forever trying to seduce the male.

Mouse

Use the statistics for "Tiny Wild Beast (Size -5)" on page 123 with the following changes:

Personality Traits: Lustful +3, Greedy +2

Ferocity: 1 (protecting young)



Panther (Panter)

Physiologus writes that the panther (*panter*) is friend to all animals except his enemies, the dragon and serpent. His coat is variegated and beautiful like Joseph's cloak. Sometimes, his coat is black and is sprinkled with spots. Sometimes, his tawny coat is marked with little circles of color that have the appearance of eyes with yellow, white, and black circles. He is a mild beast.

After eating, the panther falls asleep for three days. On rising, he roars loudly so that all can hear him, and his breath has a sweet fragrance. Those animals nearby follow the fragrance back to the panther. Once he has released his sweet breath, the animals will follow the panther wherever he goes. Of all the animals, only the dragon and the snake do not come. They fear the panther's voice and hide in caves deep beneath the ground in order to avoid the fragrance. The dragon will coil himself up and lie senseless as if dead.

The female only gives birth once to a litter of three cubs. When the cubs are ready to be born, they claw at the womb. The mother, overcome with pain, pushes them out, and thereafter is unable to conceive.



Panther

Characteristics: Cun +1, Per +1, Str +2, Sta 0, Dex +1, Qik +2

Size: 0

Personality Traits: Gentle +1

Abilities: Athletics (pouncing) 4, Awareness 3, Hunt 2, Stealth 4

Ferocity: 1 (hunters)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+6	+5	+5	+6

Soak: +1

Fatigue: 0

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Panther of Virtue

Characteristics: Cun +2, Per +2, Str +3, Sta +1, Dex +2, Qik +2

Divine Might: 20

Size: +1

Personality Traits: Gentle +3, Virtuous +1

Abilities: Athletics (pouncing) 4, Awareness 3, Hunt 1, Stealth 2

Ferocity: 3 (dragons)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+8	+7	+6	+8

Soak: +5

Fatigue: +1

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Powers:

Pleasing Breath, ReAn 30, 4 points: With its fragrant breath, the panther can lure in all animals but dragons and snakes, which cower. These animals will then follow the panther around.

Vis: 4 Rego in tongue

Pard (Pardus)

The pard is a mottled beast, like the panther, but for him the spotted coat is a sign of evil. He is swift and bloodthirsty when he hunts. If he pounces, he kills. The mystic pard represents the devil and his myriad vices. The pard also represents the sinner, spotted with his crimes and wrongdoings.

Pard of Virtue

Characteristics: Cun +2, Per +1, Str +3, Sta +1, Dex +2, Qik +2

Infernal Might: 30

Size: +1

Personality Traits: Bloodthirsty +3, Virtuous -3

Abilities: Athletics (pouncing) 5, Awareness 4, Hunt 1, Stealth (stalking prey) 5

Ferocity: 4 (malicious acts)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+6	+6	+5	+8
Mighty Pounce	+10	+10	+8	+8*

Soak: +5

Fatigue: +1

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Powers:

Pleasing Breath, ReAn 30, 4 points: With its fragrant breath, the pard can lure in all animals but dragons and snakes, which cower. The pard can then devour what he will.

Vis: 4 Rego in tongue, 2 Muto in coat

Soak: +5

Fatigue: +1

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Powers:

Pleasing Breath, ReAn 30, 4 points: With its fragrant breath, the pard can lure in all animals but dragons and snakes, which cower. The pard can then devour what he will.

Vis: 4 Rego in tongue, 2 Muto in coat

Porcupine

The porcupine is covered in spines like the hedgehog (see page 34), but his spines are finer and look more like hairs. Pliny writes that the porcupine can shoot his quills like javelins at his pursuers. When he decides to let them fly, they leap forth like a hail of arrows. The quills are sharp enough to pierce the mouths of dogs. The barbs on the porcupine remain sharp and dangerous even once the porcupine is dead.

Porcupine

Use the statistics for Small Wild Beast (Size -2) on page 123 with the following changes:

Personality Traits: Prickly +3

Abilities: Athletics 1, Awareness (hearing) 2

Ferocity: 2 (versus hounds)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claws	+3	+1	+4	-5
Quills	+7	+5	—	+3

Parallel Story

A turb sergeant worries about the covenant's defenses, especially since they are undermanned currently. He hears of the porcupine or perhaps even sees one in the wild or at a fair. He is impressed by the lone animal which can act like a squad of archers and begins to think of a solution.

Rabbit (Cuniculus)

The rabbit is originally from Iberia in the west. He is shaped like the hare, in the main, but his coat is a darker in color. He has a smaller tail. His head is shorter, and is smaller, mostly because he is less fleshy. His eyesight is poor, but his hearing is keen. If such a thing were possible, he is reported to be more lustful than the hare. According to huntsmen, the rabbit is not worthy game, but is instead something to be trapped or snared. Many timid soldiers are called rabbits by their fellows.

Rabbit

Use the statistics for Hare (see page 33) with the following changes:

Personality Traits: Timid +5, Lustful +3

Rat

The rat is much like the mouse, only larger. With his paws, he sometimes resembles the mannikin or homunculus, and is said to have some aptitude for being a familiar.

The rat known as the black rat, also called the ship rat, seems to have traveled from the Levant with returning Crusaders. The brown rat is rarely seen, but is also said to have come to Europe from afar. Rats are great collectors of things and those finding a rat's nesting place are very likely to find a wide assortment of trinkets.

Rat

Use the statistics for "Tiny Wild Beast (Size -4)", with the following changes:

Characteristics: Cun +2, Per +2

Personality Traits: Curious +2, Greedy +1

Rhinoceros

The rhinoceros (*monoceros*) is a monster whose howl is a horrible bray. He has the body of a horse, but his feet are like that of the elephant, and his tail is like that of the stag. He has a four-foot long horn which projects from the middle of his head. The horn is splendid to behold and very sharp, for anything it strikes is pierced by the blow. The rhinoceros can be killed, but is never captured alive.

Rhinoceros

Characteristics: Cun -1, Per -1, Str +15, Sta +5, Dex 0, Qik -1

Size: +5

Personality Traits: Submissive -5, Brave +3

Abilities: Athletics (running) 2, Awareness (smell) +3

Ferocity: 2 (when surprised)

Weapon/Attack	Init	Atk	Dfn	Dam
Horn	+5	+5	-1	+27
Trample	+4	+4	-2	+20*

* target must make a Strength + Stamina roll of 15+ to remain standing.

Soak: +15

Fatigue: +5

Fatigue Levels: OK, 0/0/0, -1/-1, -3/-3, -5/-5, Unconscious

Body Levels: OK, 0/0/0, -1/-1, -3/-3, -5/-5, Incapacitated



Adventure

The magi have pushed a powerful Faerie lord too far, and he decides to show them what terrible things nature can throw at them (or at least what *he* can throw at them). For example, he might show them why it's called a "crash" of rhinos.



Shrew (Sorex)

The shrew is so named because he gnaws and cuts at his food as a saw cuts at wood. Despite his small size, his bite makes him dangerous.

Shrew

Use the statistics for “Tiny Wild Beast (Size -5)” on page 123 with the following changes:

Personality Traits: Restless +3, Voracious +2

Ferocity: 1 (when eating)

Powers:

Poisonous Bite, PeCo 20/PeAn 20, 0 points: The bite of the shrew is poisonous. If bitten, the victim must make a Stamina stress roll of 6+ to only lose two Fatigue levels, otherwise he loses one Body level.

Tiger

The tiger is named for his swift flight. The Persians, Greeks, and Medes all call it “the arrow.” His coat has colorful spots on it. The tiger is found near the Caspian Sea, to the east. It is said that the River Tigris is named after the beast.

If someone should be so bold as to take the cubs from the mother tigress, she will quickly realize what has been done and pursue the thief. If the thief realizes his is being pursued, he can throw down a glass sphere onto the track behind him. The tigress comes upon the glass sphere, and is fooled by her reflection. She thinks that the image in the sphere is her cub, and will try to suckle and nurture it. Once she sees through the deception, she returns to the chase. However, the thief can distract her again with another glass sphere. Again, she sees her reflection, and tries to

nurture the sphere. She can continue to be fooled in this way until the thief reaches safety. Thus, she is betrayed by her mothering instincts, which deprives her of both her revenge and her cubs.

Tiger

Characteristics: Cun 0, Per +2, Str +5, Sta +3, Dex +1, Qik +3

Size: +2

Personality Traits: Vengeful +2

Abilities: Athletics (running) 6, Awareness 3, Hunt (thieves) 2, Stealth 4

Ferocity: 2 (acts of vengeance)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claws	+9	+6	+6	+11

Soak: +6

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Tiger of Virtue

Characteristics: Cun 0, Per +2, Str +7, Sta +3, Dex +2, Qik +5

Magic Might: 10

Size: +3

Personality Traits: Vengeful +4, Relentless +2

Abilities: Athletics (running) 8, Awareness 3, Hunt (thieves) 4, Stealth 6

Ferocity: 4 (acts of vengeance)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claws	+12	+8	+8	+15

Soak: +8

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Powers:

Flight of the Arrow, MuAn 15, 0 points: The tiger can sprint at the speed of a fast horse. This allows it to reach the engagement distance of its choosing if the terrain permits.

Vis: 2 Animál in paws

Foreshadowing

The characters are attending a fair, and find an entertainer who has young tigers on display. When asked where he had obtained such unusual animals, he explains how he managed to steal them away from the mother. This may foreshadow a similar theft from the covenant, one which will involve a ruse or deception.

Tragelaphus

The name of the tragelaphus comes from the Greek. He is an animal which is similar to the deer. However, he has hairy forequarters like the he-goat and a beard on his chin. He is only found near the River Phasis by the Black Sea. His fawns are timid and gentle creatures.

Tragelaphus

Use the statistics for “Hoofed Beast (Size +1)” on page 124 with the following changes:

Personality Traits: Brave -1, Gentle +1

Abilities: Athletics 3, Awareness (hearing) 3

Unicorn (Unicornis)

The unicorn is a creature that is sometimes called the “monoceros” by the Greeks. It is a small animal, about the size of a kid. He gets his name because he has one horn in the middle of his head. He is a strong animal. The unicorn is known to fight elephants without fear. First, he wounds the elephant in the belly with his horn, and then he kills it.

The hunters capture this animal in the following way. A chaste virgin is left alone in the forest where the unicorn dwells. When the unicorn sees her, he leaps into her lap. She

warms and nourishes the animal, and he goes to sleep there. Only then can the hunters capture him.

The unicorn is also a shrewd animal. He is said to be inscrutable to demons, and Hell cannot hold him. He cannot be comprehended by the angels: the principalities, powers, thrones, or dominations.

Unicorn

Characteristics: Cun +5, Per +3, Str +5, Sta +5, Dex +3, Qik +4

Divine Might: 45

Size: 0

Personality Traits: Tame -4 (reverse in the presence of a maid), Noble +3

Abilities: Sense Holiness and Unholiness (demons) 3

Ferocity: 7 (against would-be captors)

Weapon/Attack	Init	Atk	Dfn	Dam
Horn	+12	+16	+12	+10

Soak: +9

Fatigue: +5

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Powers:

Touch of the Divine Horn, CrAn/CrAq /CrCo 45, 10 points: A single touch of the unicorn’s horn purifies spoiled or poisoned people, animals, food, or drink. Additionally, the same touch instantly and permanently heals one Body level of damage.

Vis: 9 Creo in horn. This vis may not be used for vile purposes or against the Dominion.



The Indian Unicorn

In India, the unicorn is an animal that looks like a wild ass, although he is the size of a horse. His body white, his head purple. He has a horn two feet long which protrudes from his forehead. The base of the horn is white, the middle part is black, and the end is flaming crimson in color.

The horn has many special properties. If fashioned into a drinking vessel, the person who drinks from it will be preserved from disease. The horn will negate even the strongest poisons that it touches.

Unlike other solid-hoofed animals, the Indian unicorn has a huckle-bone. It is very heavy like lead and it is the color of cinnabar. It is very beautiful to look at.

The unicorn starts off running at a leisurely pace, but he steadily increases his speed until he is traveling at a furious pace. When he has reached his stride, he is faster than the fastest horses. For this reason, the unicorns can only be caught with their young. Since they are devoted to their young, and will not abandon them to the hunters.



Indian Unicorn

Characteristics: Cun +2, Per +3, Str +3, Sta +3,
Dex +2, Qik +3

Magic Might: 30

Size: +2

Personality Traits: Wild +5, Devoted +3

Ferocity: 5 (young threatened)

Weapon/Attack	Init	Atk	Dfn	Dam
Horn	+11	+11	+8	+12

Soak: +6

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Powers:

Purify the Fouled Body, CrAn/CrAq/CrCo 25, 1 point: The touch of the unicorn's horn removes poison and disease from the target creature, and will purify any liquid it touches. The horn retains this power even after it has been removed from the unicorn.

Vis: 6 Creo in horn

lead wild ass will castrate his colts soon after they are born so that they will produce no seed. Knowing that the lead male is jealous, though, the mothers will hide their colts to keep them from harm.

According to Job (6:5), the wild ass only brays when he is hungry. However, the wild ass is also able to keep a record of the seasons, for on the 13th of March he signals the equinox by braying twelve times. The wild ass brays once per hour day and night during the equinox, and from this people know the significance of the date.

Wild Ass

Use the statistics for Large Domestic Beast (Size +2) on page 123 with the following changes:

Characteristics: Cun 0, Per +1

Personality Traits: Jealous +4, Wild +3

Ferocity: 3 (challenged for females)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Kick	+3	+4	-1	+5

An Indian Unicorn Story

The characters have discovered that a basilisk (see page 95) has taken up residence in a desolate area near the covenant. They wish to destroy it, but have limited resources with which to counter the monster's fearsome poison. Perhaps the magi could find a horn from an Indian Unicorn with which to protect themselves? This may set the stage for an extended questing storyline, if the characters need to travel well towards India to obtain a genuine article.

Allegory

A magus, perhaps with a wild ass as a familiar, has a very promising apprentice. This fact is threatening to the magus, who does not wish to be overshadowed by his young protégé. He begins to plan to damage the apprentice's magical ability so that he will be less of a threat. Will the characters intervene for the good of the Order?

Wolf (Lupus)

The wolf is generally a ravenous and blood-thirsty beast. The only time he is docile is when he is gorged with food. The wolf can fast for a long time, but he will then devour a large meal. When they are ravenous, wolves descend like a plague and kill everything they find.

The strength of the wolf is in his chest and muzzle, not in his legs. His neck is stiff, and he cannot bend it backwards; thus, he must turn his whole body to look around. The wolf will help his fellows. If a pack is crossing a swift river, each wolf will fasten his teeth in the tail of the one in front of him.

The wolf will hunt prey a long way from his lair. When the wolf hunts by night, he will slink up to the sheepfold to get at his prey and will come from downwind so as not to alert the dogs guarding the sheep. His eyes shine in the night like lanterns. If a wolf sees a man before the man sees him, the man will lose his voice. If instead the wolf is spotted first, he becomes docile.

Wild Ass (Onager)

The wild ass is found in Africa. Those found in Mauritania are very swift, but quickly tire and are thus easily caught. Physiologus writes that the

The she-wolf only bears cubs in May, when it thunders. Their season is only twelve days long during the whole of the year. When it is time for the mother to deliver her young, her labor lasts twelve days and twelve nights.

Wolf

Characteristics: Cun +2, Per 0, Str +1, Sta +3, Dex +1, Qik 0

Size: -1

Personality Traits: Gluttonous +2, Wily +1

Abilities: Athletics 1, Awareness (smell) 5, Hunt (sheep) 3

Ferocity: 2 (when hungry)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+4	+4	+4	+2
Tackle	+3	+4	—	0*

* target must make a Strength + Size roll of 12+ to remain standing.

Soak: +2

Fatigue: +3

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Wolf of Virtue

Characteristics: Cun +3, Per +1, Str +2, Sta +4, Dex +1, Qik 0

Magic Might: 10

Size: -1

Personality Traits: Brave +4 (-4 if spotted first), Wily +3, Gluttonous +2

Abilities: Athletics 1, Awareness (smell) 5, Hunt (sheep) 3

Ferocity: 4 (when hungry)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+5	+5	+5	+3
Tackle	+3	+4	—	+1*

*target must make a Strength + Size roll of 12+ to remain standing.

Soak: +3

Fatigue: +4

Fatigue Levels: OK, -1, -3, -5, Unconscious

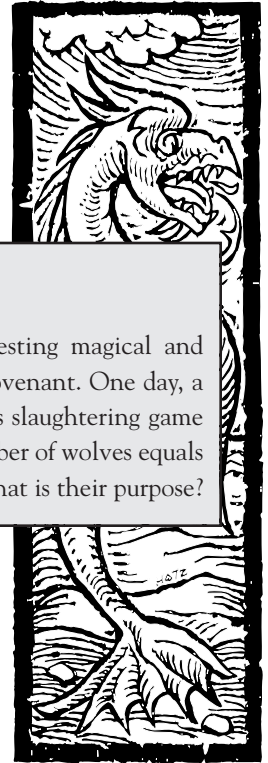
Body Levels: OK, -1, -3, -5, Incapacitated

Powers:

Strike Dumb, ReCo 15/ReAn 15, 1 point: If the wolf spots his prey first, the target cannot cry out as long as the wolf stays in the area. The victim is allowed a Stress stamina roll of 12+ to resist this effect. If the wolf is seen

first, however, the wolf becomes cowardly and its current Might score drops to zero, although it still gets its full Might to resist magic.

Vis: 2 Animál in eyes



Allegory

The magi have become accustomed to harvesting magical and mundane resources from a forested area near the covenant. One day, a pack of wolves descends upon the forest and begins slaughtering game animals with abandon. In a troubling turn, the number of wolves equals the number of magi. Who is behind this sign and what is their purpose?

Yale (Gale)

The yale is a curious animal, most often found in Ethiopia, but sometimes further north. The beast is as large as a horse and is black all over. He has the body of a horse, but has the tail of an elephant and the tusks of a boar. But this is not the most extraordinary thing about this beast. He has two large horns on his head, and he is capable of swiveling them about as he wills. When he is in combat, he puts one horn forward and the second one back. That way, if the one is damaged, the yale can replace the damaged horn with a fresh, sharp horn.

Yale

Use the statistics for Large Domestic Beast (Size +2) on page 123 with the following changes:

Characteristics: Cun -1, Dex +1, Qik +1

Magic Might: 5

Personality Traits: Brave +2

Abilities: Athletics 1, Awareness (hearing) 2

Ferocity: 1 (when challenged)

Weapon/Attack	Init	Atk	Dfn	Dam
Horn	+6	+5	+2	+7

Powers:

Adjustable Horns, 0 point: The yale may swivel his horns around in battle so that one points forward and one backward.

Vis: 1 Rego in horns



Birds of the Air

Chapter 5

Birds of the Air



The birds that soar in the skies are a source of inspiration to us all. To the mundane man, the bird may represent a divine messenger, more in communion with God by being closer to the heavens. For the magus, the bird may represent inspiration, and the heights to which he can aspire.

— Caprea filia Equus Minor of House Bjornaer

Bat (Vespertilio)

The bat is a flying creature and more like a four-footed beast than a bird. He has teeth, and he gives birth to live young. The bat gets his name because he goes out in the evenings, at vespers, to search for food. He uses the folds of his skin to fly, and he does not have feathers on his body. In their homes, bats cling to the eaves and to each other. The clusters of them hanging look much like grapes at harvest time.

Bat

Characteristics: Cun 0, Per -2, Str -9, Sta 0, Dex +1, Qik -1

Size: -5

Personality Traits: Brave -1

Abilities: Athletics (flying) 2, Awareness 2, Hunt (insects) 3

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+1	+3	+6	-14

Soak: -5

Fatigue: 0

Fatigue Levels: OK, Unconscious

Body Levels: OK, Incapacitated

Powers:

Night Vision: the bat has Perception +3 at night.

Bat of Virtue

Use the statistics for “Bat” above with the following changes:

Characteristics: Cun 0, Dex +3, Qik 0

Infernal Might: 5

Personality Traits: Malicious +3, Brave -2

Ferocity: 3 (versus Christians)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+4	+6	+8	-14

Powers:

Night Vision: the bat has Perception +3 at night.

Vis: 1 Vim per pair of wings

Diversions

Magical bats are roosting in the eaves of a covenant building. They moved in during winter and went unnoticed. As the weather warms up, the bats start flying again and scare the covenfolk. In addition, the guano generated by the bats is ruining the room they have been roosting in.

Flight

Except where noted, all of the beasts described in this chapter can fly. If a beast attacks while flying, it should get the benefit of holding the High Ground. From the tables on pages 163 and 166 of ArM4, this grants a +3 bonus to Initiative, Attack, and Defense totals.



Diversion

The magical area surrounding the covenant is also home to a hive of bees. The magical bees make superb honey, which may also happen to contain vis. The covenfolk wish to use this exceptional honey to flavor their food or even make mead. The magi will likely want to tap into this vis source so close to home. The bees, of course, will prefer to be left alone. Perhaps the covenant will be able to sign a treaty with the king bee to help settle the matter.

Bees (Apes)

The bee-hive is full of eager workers at the task of making honey. They make honey with the nectar of different blossoms, and these flowers sustain them. If they forage on a windy day, they will carry a pebble to use as a ballast stone so that they are not blown off course. They flee smoke and are angered by noise. Bees fear heavy rain and snow more than they fear frost. They work all through the year when it is warm, and take shelter from the frost from when the Pleiades set in mid-November to the vernal equinox.

They are also skillful builders, constructing an elaborate home within their hive. They then fill their wax castles with many offspring. The bee has been observed to be born from the corpses of oxen. One can beat the corpses of dead calves to bring forth the worms from the rotting blood. These worms grow to become bees. Similarly, hornets are born from horses, drones are born from mules, and wasps are born from donkeys. The bee starts his life without feet. Only later does he grow feet and wings. New bees, that is, those under a year old, have coats that glisten and they are the color of olive oil. Older bees are rougher and wrinkled.

Each hive has its own king, and fields an army. The bees choose their king, and are faithful to him. Some say that the king bee lacks a sting, and rules because he has the respect of his subjects. Others claim that the king bee has a mighty sting that he never uses, so that he can make a show of force. The bees serve their king reverently and cherish him. Bees will not leave the hive to forage for nectar in new pastures unless the king bee leads the way for them. However, should the king desert his post, the bees will swarm after him and kill him.

The king sets some portion of his subjects to work searching for new pastures, and some collecting the nectar from flowers. He has some guard the hive and others watch the weather. Some will make wax and build, and some will clear out the dead from the hive. Bees have stings, and can produce poison if provoked. However, they sacrifice themselves to wound others, and because of their devotion to their king they are willing to die for him. The bee is strong in the vigor of wisdom and the love of virtue. A swarm of bees can be enough to sting men and their horses to death, although singly they are no match for a man.

Statistics are not meaningful for individual bees or for a swarm. Each round that a creature is attacked by a swarm of bees, it should make a Stamina stress roll of 3+ or lose a Body level. Until the swarm is dispersed (e.g., using smoke) or the creature can escape (e.g., by diving underwater) it should continue making rolls. Should the creature manage to botch more than once on these rolls, it suffers an allergic reaction to the stings on top of the normal effects, and will die within 20 minutes unless it receives magical medical attention.

The hive of magical bees may contain pawns of Creo vis, typically 2.

Parallel Story

The covenant has been suffering through a bad year — perhaps the animals have taken ill. An ally of the covenant also falls deadly ill. If the magi should investigate, they will find that he was cursed by a charadrius. In addition to curing the disease, the magi should investigate why God was punishing the ally this way. It may help reveal the cause of their own problems.

Charadrius

The charadrius is a bird mentioned in Deuteronomy (14:18), and is called “caladrius” by some. He is the size of a heron, but has the curved beak of a raptor. In color, he is completely white with no black part at all.

The charadrius is an unclean animal, but there are many animals which are both noble and unclean. Physiologus writes that the charadrius prefers to live in the halls of kings, although he prefers homes near rivers.

Physiologus writes that the excrement of the charadrius can cure weak eyes resulting from progressive blindness. Also, the bird is himself capable of miraculous cures. If the bird is in the presence of a man who is ill, he will either look toward the man or away from him. If the illness is fatal, the charadrius will turn away. But if the man will recover, the bird stares in his face and takes the illness upon himself. He then flies up to the sun and burns off the illness.

Charadrius

Use the statistics for “Large Bird (Size –2)” on page 122 with the following changes:

Characteristics: Cun +3

Divine Might: 21

Personality Traits: Secretive +5, Timid +5

Abilities: Athletics (flying) 4, Awareness 3, Folk Ken 4

Ferocity: 1 (if abused)

Powers:

Cure the Cursed Body, CrCo 25, 3 points: The charadrius can cure the diseases of any person that it looks upon. After imparting its gift, it must be free to fly up in the noonday sun, or it will die.

Curse of the Healthy Body, PeCo 30, 3 points: The charadrius can inflict a major disease on a person by pointedly looking away. This disease will resist magical treatment with the Might of the charadrius because of its Divine power.

Vis: 3 Corpus in body. This vis cannot be used for vile purposes.

Chicken

Cock (Gallus or Gallinus)

The cock is so named because he is sometimes castrated, and thus is made a eunuch. Eunuchs were once called *cockerels*. The crow of the cock is a herald of good tidings. It encourages the downhearted, comforts travelers, causes robbers to leave their ambushes, wards off evil spirits, causes evening storms to calm, and sailors to take heart.

Cock

Use the statistics for “Bird (Size –3)” on page 122 with the following changes:

Personality Traits: Virile +1, Devoted +1

Ferocity: 1 (versus other cocks)

Weakness: The cock is only capable of limited flight.

Cock of Virtue

Use the statistics for “Bird (Size –3)” on page 122 with the following changes:

Characteristics: Cun 0

Magic Might: 15

Personality Traits: Noble +3, Devoted +2

Ferocity: 3 (versus evil spirits)

Weapon/Attack	Init	Atk	Dfn	Dam
Beak	+4	+3	+7	–6

Powers:

Ward Against Evil, ReVi 20, 1 point: The cock’s crow will ward off evil spirits and other Infernal creatures within earshot. Compare a quality die + effect level – 10 to the evil spirit’s Might to see if the ward is effective.

Weakness: The cock is only capable of limited flight.

Vis: 3 Intéllego in entrails

Hen (Gallina)

The hen is a symbol of divine wisdom. She is a practical bird, and provides us with eggs for us to use. However, she can be weakened by constantly laying eggs and tending to them.





Hen

Use the statistics for “Fowl (Size -3)” on page 122 with the following changes:

Personality Traits: Devoted +1

Weakness: The hen is only capable of limited flight.

Foreshadowing

The hens are beginning to fall ill or even die. It turns out that the hens have been laying more eggs than usual because the other food sources at the covenant have not been as plentiful of late. This could signal some future trouble with a well-cultivated vis source that the magi depend upon for their work.



Cinnomolgus

The cinnomolgus is found in Arabia. He builds his nests from the twigs of the cinnamon tree, and his home is fragrant with the sweet smell of the spice. Men covet the nests, since the spice found there will bring a high price. However, the cinnomolgus builds his nests in places where men cannot climb. Some build their nests in the tops of tall trees, where the branches are brittle and quick to break. Others build their nests on the faces of cliffs and steep crags. So to obtain the nests, the men shoot arrows weighted with lead into the nests, which causes them to fall to the ground. Beware those who covet your goods, for they too may destroy your home for their profit.

Cinnomolgus

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Personality Traits: Cautious +2

On the Coot

Physiologus writes that the coot is a prudent beast, for he settles on one nest rather than sleeping here one time and there another. It feeds and sleeps at his nest. The coot is also to be admired, for he does not feed on carrion, nor does he fly off to many different places. Like the coot, do not seek the many places of heretics.

— Cicero Saturni of House Bonisagus

Coot (Fulica)

The coot is called *fene* by the Greeks. He is a clever and intelligent bird. He takes up and rears the rejected chicks of the eagle (see page 53) as if the chicks were the coot’s own children. He nurtures these adopted chicks as if they were of his own blood. The coot has foresight, and can plan for the future. Be you like the coot in your careful planning. We are like the coot, in that we take on the children of others as our apprentices and train them as if they were our own.

Coot

Use the statistics for “Bird (Size -3)” on page 122 with the following changes:

Characteristics: Cun +3

Personality Traits: Prudent +3

Purple Coot

The purple coot is beautiful. He bathes in dust as pigeons do to keep a sheen on his feathers. He cannot bear to be seen when he eats, and prefers to feed in secret. He is a very jealous bird, and keeps a close watch on his mate. If he finds that she has been unfaithful, he will strangle himself. He is very devoted to his kin. The purple coot flies low to the ground as he travels.

Purple Coot

Use the statistics for “Bird (Size -3)” on page 122 with the following changes:

Personality Traits: Jealous (of mate) +1, Devoted +1

Crane (Grus)

The crane gets his name from the creaking sound of his voice. The crane will swallow sand and gravel to give him ballast so that the wind will not blow him off course. As the crane ages, his feathers turn black. In this way, one can estimate the age of the crane.

When winter approaches, cranes prepare to fly to warmer lands, such as Egypt. Before the flock leaves, the oldest in the flock circles the rest three times and then expires on the spot. Then the flock leaves. Cranes fly very high, to see where they are going. Once they have started, they follow a leader to reach their destination. The leader knows the way, and will scold lazy fliers or keep the line in order with his calls. If the leader loses his voice, another bird in the flock will take over.

Cranes keep a careful watch at night while the flock sleeps. The watchmen patrol around the flock and looking for enemies. They relieve each other for duty willingly and without complaint, which is not the way humans relieve each other on watch. The cranes on watch hold stones in their claws so that if they do nod off, they will awaken to the sound of the stones dropping.

Crane

Use the statistics for “Large Bird (Size -2)” on page 122 with the following changes:

Personality Traits: Watchful +2

Ferocity: 2 (on watch)

Crow (Cornix)

The crow is very long-lived. The parents love their children and are devoted to them. When their young are learning to fly, they will follow to provide assistance. They do not give up feeding their children for a long time. The parents are also devoted to each other. The crow is not promiscuous, and will not remarry if widowed.

They are capable of revealing the purpose of men’s actions, particularly in the future. For example, the crow may reveal the presence of an ambush. However, it is offensive to God to believe that a crow can foretell the future, especially where it affects men’s lives.

Crow

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Characteristics: Cun +1, Per +1

Personality Traits: Faithful +3, Devoted +3

Ferocity: 2 (family threatened)

Crow of Virtue

Use the statistics for “Bird (Size -3)” on page 122 with the following changes:

Characteristics: Cun +3, Per +1

Magic Might: 13

Personality Traits: Faithful +3, Devoted +3

Ferocity: 3 (family threatened)

Powers:

Reveal the Hidden Purpose, InMe 15, 1 point: The crow can determine the intent of the human it focuses on.

Vis: 2 Intéllego in feathers



Allegory

A maga finds that her familiar has been strangled to death. She accuses the characters (or an ally of theirs) of killing the bird. In the course of their investigation, the characters find out that she had been consorting with a magus and the bird strangled himself in his jealousy.

Cuckoo

The cuckoo is a bird of the forests. He can be seen by men only from the start of spring, at the equinox, to when the Pleiades rise in mid-July. He does not build his own nest or raise his own young. Instead the female cuckoo lays her eggs in the nests of other birds that have similar looking eggs, such as the lark, the ring-dove, and the greenfinch. If she thinks that her egg will be crowded, she will roll out the original eggs. When the owner of the nest returns, she is none the wiser, and tends to the eggs and nurtures the chicks thinking they are her own. When the cuckoo’s chicks are grown, they abandon those that raised them and return to their own kind. Beware the cuckoo’s egg, for the thankless child may spurn you as an adult.

Cuckoo

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Characteristics: Cun +1

Personality Traits: Devious +2



Dove (Columba)

The dove is a simple bird and a peaceful one. He dotes on his mate, and his song is more of a sigh than a tune. The dove will raise the chicks of other birds selflessly. The dove chooses his grain carefully, and is particular with his food. The dove flies in flocks, as he enjoys the company of others.

The dove nests in holes in the rock, as this provides a shelter easily secured against enemies. When he is out feeding, he prefers to sit by the edge of a running stream or river. If the hawk dives at him, the dove can then dive under the water to escape his talons. If he cannot flee, the dove will use his wings to defend himself. It is also said that the dove can recover from blindness.

There are several kinds of dove. The ring-dove is an extremely faithful bird, and values this virtue in others of his kind. The ring-dove will punish even an adulterous glance with death. The rock-dove is a kind which is larger than the ring-dove but smaller than the pigeon.

Dove

Use the statistics for “Songbird (Size –4)” on page 121 with the following changes:

Personality Traits: Peaceful +2, Devoted +1

Dove of Virtue

Characteristics: Cun 0, Per +2, Str –7, Sta –1, Dex 0, Qik 0

Divine Might: 21

Size: –4

Personality Traits: Peaceful +6, Devoted +3

Weapon/Attack	Init	Atk	Dfn	Dam
Wings	+1	0	+5	–11

Soak: –5

Fatigue: –1

Fatigue Levels: OK, –3, Unconscious

Body Levels: OK, –3, Incapacitated

Powers:

Peace of the Dove, PeMe 20, 3 points: The dove can cause a group of people to become calm and peaceful. All people affected gain the Personality Trait Peaceful +3, or should make appropriate adjustments to traits they already have. This effect lasts until the next sunrise or sunset.

Restoration of Sight, CrAn 20, 7 points: The dove can recover from blindness.

Vis: 4 Mentem

Pigeon

Use the statistics for “Songbird (Size –4)” on page 121 with the following changes:

Personality Traits: Devoted +3, Gregarious +3

Duck (Anas)

The duck is named for his love of swimming (Lat. *natandi*). The female duck lays her eggs on the land near the water or in marshy ground. The ducklings are able to start swimming almost immediately after hatching. The duck is hunted by the eagle, which is especially fond of the duckling. The duckling dives underwater to take cover from the swooping eagle. But if the eagle is persistent, it will lead to a bad end for the duckling, for either the eagle will catch the duckling, or the duckling will tire from his diving and drown.

There are many types of ducks. Ducks found in German lands tend to fatten better than the rest. There is another kind called *graminia* which gets his name because he prefers to feed on couch-grass (Lat. *gramen*).

On the Pigeon

Aelian writes that the pigeon is a temperate bird, and sexually restrained. He is devoted to his mate, and will never separate from her unless widowed. The pigeon congregates with humans in the cities and is very tame. Being out in the crowds gives them courage, for they do not like being alone. The fathers will return the young pigeons to the nest if they fall out, and will help warm the chicks while the mother tends to other matters.

Allegory

A character is out fishing or doing other work near the water. She spies a family of ducks out swimming in the water, all in a row. She may think about how to get her figurative ducks in a row in her own life. Or, she may realize that she could let her problems go like water off a duck’s back.

Duck

Use the statistics for “Fowl (Size -3)” on page 122 with the following changes:

Personality Traits: Brave -2

Abilities: Athletics (flying) 3, Awareness 3, Swim (diving) 3

Ferocity: 1 (versus eagles)

Eagle (Aquila)

Physiologus writes that the eagle is the king of the birds. Like the lion, the eagle is both a noble and an unclean beast. Although the eagle is a noble animal, and proud in form, his beak is twisted so that he cannot peck at his food. He then has to rub his beak sideways against his food as if he were shaving it in order to eat. Sometimes the upper beak grows so long that it wraps around the lower beak and the eagle cannot open his jaws at all. If this comes to pass, the eagle will break his beak on a rock so that he can eat.

As the eagle ages, his wings grow heavy and his eyes dim. Physiologus writes that the aged eagle will find a fountain, and then fly up to the sun. There he burns away his wings and his blindness. He then descends to the fountain and bathes three times in its waters. After this ritual, the eagle is restored to youth.

The eagle's sight is so keen that he can see fishes swimming in the sea from such a great height that men cannot see him flying. Once he has marked his prey, he will plunge down like a thunderbolt and seize his prey. He then carries it ashore so that he can make his meal. The eagle needs little water or rest. Those that have been tamed as hunting birds show affection for their keepers.

The eagle tests his young by carrying them aloft, high into the air, and placing them in the sun's rays. The true offspring of the eagle can stare into the sun without fear. The false offspring look away, and the parent drops them at once without remorse. So are we right to test our young, our apprentices, to see if they are the true progeny of our Founders or if they are false.

Eagle

Use the statistics for “Large Raptor” on page 121 with the following changes:

Characteristics: Str 0, Sta +1, Qik +3

Size: -2

Personality Traits: Merciful +2

Ferocity: 2 (versus the unjust)

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Talon	+7	+5	+9	+1

Soak: -1

Fatigue: +1

Eagle of Virtue

Use the statistics for “Large Raptor” on page 121 with the following changes:

Characteristics: Str 0, Sta +5, Qik +3

Magic Might: 20

Size: -2

Personality Traits: Royal +5, Merciful +3

Abilities: Athletics (flying) 4, Awareness 6, Hunt (fish) 5

Ferocity: 5 (versus the unjust)

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Talon	+8	+6	+11	+2

Soak: +4

Fatigue: +5

Powers:

Keen Vision: see the Virtue on page 42 of ArM4.

Immune to Heat and Cold, ReIg 20, 0 points:

The eagle is not affected by extremes in temperature.

Vis: 4 Ignem



Golden Eagle

The type of eagle called the golden eagle is also called the starred eagle. He is the largest of eagles, but he is rarely seen. He will hunt cranes, tame geese, hares, and fawns. The golden eagle will even take a bull for his meal if he is ravenous. He attacks the bull by landing on its back and pecking at its neck. The bull, seeing that it cannot reach the eagle, begins to run to try to escape. But the eagle continues harrying the bull until they have come close to a cliff. Then the eagle will return to the bull's back and cover its eyes with his wings so that the bull will run off the cliff unawares. Through this clever application of strategy, the eagle is able to make a meal of a larger opponent. So too can we magi use our sometimes limited resources to achieve our goals.



Golden Eagle

Characteristics: Cun +2, Per +3, Str +1, Sta +3,
Dex +2, Qik +3

Magic Might: 10

Size: -1

Personality Traits: Royal +3

Abilities: Athletics (flying) 3, Awareness 3,
Hunt 5

Ferocity: 3 (versus bulls)

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Talon	+7	+6	+8	+4

Soak: +3

Fatigue: +3

Fatigue Levels: OK, 0, -3, -5, Unconscious

Body Levels: OK, 0, -3, -5, Incapacitated

Powers:

Keen Vision: see the Virtue on page 42 of ArM4.

Falcon

The falcon is a raptor that is more easily tamed than the eagle. An excellent hunter, he can be used against many types of small game. The falcon tends to fight with the fox, the eagle, and the vulture, so one should not hunt with both an eagle and a falcon at the same time, for each will try to confound the other. The falcon knows to show respect for the dead, and he will heap earth on an unburied corpse.

Falcon

Use the statistics for "Small Raptor" on page 121 with the following changes:

Personality Traits: Merciful +2

Ferocity: 2 (versus the unjust)

Flies

There are many kinds of flies to be found. Aelian writes of the fire-fly, which is born of fire and can only live in the flames. If they leave the heat of the fire, they perish in the cold air. The flies called vinegar flies are like fruit flies, but are born in wine or vinegar. They are ephemeral, and only live for one day. The gadfly is a large fly with a

compact body. It has a loud buzz and can sting. The horse-fly is another large fly like the gadfly. It has a louder buzz than the gadfly, but a smaller sting.

There are no meaningful statistics to be presented for flies. The bite of the gadfly or horse-fly may distract a creature and force a Concentration stress roll.

Goose (Anser)

The goose gets his name by derivation from the duck's name. Because of his hot nature, the goose seeks out cool and moist foods. Thus, he prefers grasses and lettuces.

The goose is watchful, especially at night. He marks the hours of the night with his voice. He can smell men easily, and will call out at night if he does. He is said to make a better guardian than the dog, for the dog can be silenced by distracting it with meat, whereas the goose chatters away as he eats. This the Romans knew, for the cackling of the geese in the dead of night warned the citizens of the invasion of the Gauls.

The wild goose flies high and maintains order in his ranks. He is always of an ash-gray color. The Egyptian goose is smaller, but is also braver. He will draw off hunters who threaten his nest and young, as the partridge does. A tame goose can be white, gray, or multicolored. He lives in the villages, and will call all through the day.

Goose

Use the statistics for "Large Fowl (Size -2)" on page 122 with the following changes:

Personality Traits: Watchful +2

Abilities: Athletics (flying) 2, Awareness 5,
Swim (diving) 2

Ferocity: 2 (when on guard)

Wild Goose

Use the statistics for "Large Fowl (Size -2)" on page 122 with the following changes:

Personality Traits: Orderly +2

Abilities: Athletics (flying) 2, Awareness 5,
Swim (diving) 2

Ferocity: 1 (nest threatened)

Barnacle Geese

The barnacle goose is like a marsh goose, but smaller. He is found in Ireland. The female bird does not lay eggs when she mates, nor does she sit on a nest. Instead, the young barnacle geese first appear as growths on pine driftwood. As they grow, the young later hang from the seaweed on the log. They are nourished by the wood and the seawater in a mysterious way as they grow. The young goose's body is protected by a shell. When they are almost fully-grown, they shed their shells and grow feathers. Eventually, they can fly or swim freely. They may be eaten during times of fasting, as they are neither flesh nor born of flesh.

Barnacle Goose

Use the statistics for "Large Fowl (Size -2)" on page 122 with the following changes:

Magic Might: 5

Personality Traits: Ornery +1

Abilities: Athletics (flying) 2, Awareness 5, Swim (diving) 3

Ferocity: 1 (cornered)

Vis: 1 Aquam

Gryphon

The gryphon is a monstrous creature found in many places. He can be found in India and in Ethiopia in great numbers, but he has also been seen in the mountains.

He is both feathered and four-footed. His hindquarters have the form of the lion, as do his claws; however, he is winged, and he has the beak and head of an eagle. Thus, he combines the most royal of the beasts and birds. His eyes are like fire. His rear parts are a tawny color, but his front parts sport many colors. His wings are covered in white feathers. He has black feathers on his back and red feathers on his front. Those on his neck are dark blue.

The gryphon lives in the dreary wilderness where gold may be found. He digs up the gold and makes his nest of it. He guards his nest fiercely and tenaciously, for he know that men covet the

gold. The Indians who live near Bactria, where the gryphon is found in greater numbers, will use various ways to get at the gold. Some will creep close when the moon is new, and under cover of darkness carry off what falls out of the nests. The braver ones will mount a raid against the gryphon's nest and fight them for their gold.

The men in India capture gryphons when they are young, for only then can they be captured alive and tamed. The gryphon hates the horse bitterly, and has no reservations about attacking men. The gryphon is a symbol of knowledge, for he has the experience of his two natures to draw on.

Gryphon

Characteristics: Cun 0, Per +3, Str +9, Sta +6, Dex +2, Qik +3

Magic Might: 45*

Size: +3

Personality Traits: Brave +6, Fierce +6

Ferocity: 5 (defending nest)

Weapon/Attack	Init	Atk	Dfn	Dam
Claw or Beak	+9	+7	+6	+15

Soak: +16

Fatigue: +6

Fatigue Levels: OK, 0/0/0, -1/-1, -3/-3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1, -3/-3, -5, Incap.

Powers:

**Mantle of Bravery:* The gryphon's nature makes it especially resistant to magical attacks that target its Strength, bravery, or hunting prowess. It gets an additional +10 to resist these effects.

Keen Vision: see the Virtue on page 42 of ArM4.

Vis: 6 Animál in heart, 3 Auram in wings

Halcyon (Altion)

The halcyon is a sea bird. The female lays her eggs in the sand of the shore near midwinter, when the sea is fiercest. Once the eggs are laid, they take seven days until they are ready to hatch. She raises her young on the shore, and they need another seven days to mature. All during this time, the storms of winter subside. Thus, sailors call this time the "halcyon days" because they are assured of a fortnight of calm weather.





Halcyon

Use statistics for “Songbird (Size -4)” on page 121 with the following changes:

Personality Traits: Nurturing +2, Enduring +1

Abilities: Athletics (flying) 3, Awareness 3, Swim 4

Ferocity: 2 (protecting offspring)

Harz Bird (Ercinee)

Named for the Harz Mountains in Germany. He is also called “ercinee” because he is also found in the Hercynian Forest of the same lands. The feathers of the Harz bird shine in the darkness. They shine brightly enough that he can light the way even in the darkest night. As he flies, his wings shed light, so one can follow the path of his flight. Be you like the Harz, a shining example to others, even in the dark nights of ignorance.

Harz Bird

Use statistics for “Songbird (Size -4)” on page 121 with the following changes:

Personality Traits: Hopeful +1

Powers:

Shimmering Feathers: feathers reflect enough light at night to make it seem as if they glow.

Harz Bird of Virtue

Use statistics for “Songbird (Size -4)” on page 121 with the following changes:

Magic Might: 5

Personality Traits: Peaceful +2

Powers:

Glowing Feathers, CrIg 10, 0 points: The feathers of the Harz bird shine brightly with light. It sheds enough light to serve as a lantern, and it can easily be followed at night.

Vis: 1 Ignem in feathers

Adventure

The magi decide that they want a source of magical light that won't require vis to maintain. If they investigate, they may hear of the Harz bird. This should lead to a minor adventure for the characters as they track down the birds and then as they attempt to capture a breeding pair.

Hawk (Raptor)

There are many kinds of raptor, including the eagle (see page 53), the kestrel, the buzzard, the vulture, the night-hawk or night-raven, the sparrowhawk (see page 66), the lesser hen-harrier, the lammergeyer, the shearwater, the dove-killer, the wide-wing hawk, the orites hawk, and the mermnus. Of these, the most special to us is the dove-killer, for he was once dedicated to Mercury, namesake of our Order.

When his eyes become injured or infirm, the hawk knows to use the astringent juice of the wild lettuce to heal them. The hawk, like the eagle, can face the rays of the sun without pain, and is not dazzled in the least. This allows him to fly at a great height above the earth. It is said that the hawk will even fly upside down when he is high in the heavens so that he might contemplate the sun more intently.

The hawk is the bitter enemy of the snake and other venomous creatures. No snake, no scorpion, no venomous creature of any sort will escape his view. He will not touch fruits or seeds, for the hawk delights in eating flesh and drinking blood. He will feed these to his young as well, so that they develop the taste from an early age. It is said that the hawk is passionate in his lechery.

Hawk

Use the statistics for “Small Raptor” on page 121 with the following changes:

Personality Traits: Fierce +3

Ferocity: 3 (venomous creatures)

Buzzard

The buzzard is a type of hawk. He is a large bird, for he carries a burden of flesh about with him. He does not fly high in the air, nor is he a swift bird, for he is loaded with his own bulk. For this reason, the buzzard fears the hound. When the buzzard hears the first distant bark, he flies off and seeks shelter in the woods. Of all the hawks, the buzzard is fond of the horse. If he should hear

the horse's whinny, he will fly up and accompany the horse, for he likes its company.

Nota bene: This bird is also known as the bustard, and is not the turkey buzzard of North America.

Buzzard

Use the statistics for "Large Raptor" on page 121 with the following changes:

Characteristics: Qik -2

Personality Traits: Plodding +1

Abilities: Athletics (flying) 2, Awareness 3, Hunt 3

Ferocity: 1 (hounds)

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Talon	+2	+2	4	0

Heron (Ardea)

The heron gets his name because he flies to great heights (Lat. *ardua*). Many herons are white, but some are ash-gray in color. He hates the rain, and can predict its arrival. He will take flight in advance of a storm if he can. Otherwise, he will fly above the clouds to avoid the storms.

Like the coot (see page 50), the heron is a prudent bird, and settles on one nest. The heron prefers to nest in the woods, among the trees. If his nest is attacked, he will defend his chicks with his beak to keep other birds from carrying them off. Although he lives on land, the heron seeks his food in the water. He loves oysters, and will eat them whole to get at the flesh. The oyster opens in the heat of the heron's gizzard, and then the heron can digest the flesh. He will later disgorge the shell.

Heron

Use the statistics for "Large Bird (Size -2)" on page 122 with the following changes:

Personality Traits: Prudent +1

Abilities: Athletics (flying) 4, Awareness 3, Weather Sense (rain) 1

Ferocity: 2 (defending nest)

Powers:

Weather Sense: as per the Virtue on page 43 of ArM4.

Hoopoe (Epopus)

The hoopoe gets his name from his cry, although it is said that the Greeks named him hoopoe because he lives among human waste and feeds on filth and excrement. He is a revolting bird, for he will dig in graves and dig up dung-heaps searching for food. He is said to love sorrow. He is a savage bird, especially towards women because of the legacy of Tereus. He has a distinctive crest on his head formed from feathers which stick up. If a person is smeared with the blood of the hoopoe, he will suffer nightmares about suffocating devils.

Hoopoe

Use the statistics for "Small Songbird (Size -5)" on page 121 with the following changes:

Personality Traits: Gentle +2, Respectful +2

Ferocity: 1 (protecting elders)

Hoopoe of Virtue

Use the statistics for "Small Songbird (Size -5)" on page 121 with the following changes:

Infernal Might: 5

Personality Traits: Savage +2, Sad +1

Ferocity: 3 (women)

Powers:

Retreat in Shadow, Mulm 10, 1 point: The hoopoe is never seen in full light.

Vis: 1 Muto in wings



The Tale of Tereus

Tereus married Procne and later, under false pretenses, her sister Philomena. Tereus cut out Philomena's tongue, but she wove a tapestry that depicted Tereus' crimes and smuggled it out to her sister. To punish Tereus, Procne slew their son Itys and fed his body to Tereus for dinner. Procne then fled with her sister. Tereus pursued them, and during the chase all three were changed into birds. Procne was changed into a swallow, Philomena, a nightingale, and Tereus, a hoopoe, although some claim a hawk.

— Ne Lucem tuam sub Arce Occultes of House Bonisagus



Ibis

The ibis is a bird found in Egypt. He makes his nest in the tops of date palms. According to scripture, the ibis is unclean beyond all other birds. He feeds on dead fish and carrion along the shores of the seas and rivers and in the swamps. The ibis does not know how to swim, so he wades in the shallows where the unclean little fish swim.

He is a voracious and foul feeder. If he is gorged on food, he will purge his bowels using his beak so that he can eat more. He enjoys eating animal corpses and snake eggs, and will share these with his young. You should learn how to swim spiritually so that you can enter the sea of knowledge and travel to the depths of wisdom.

Ibis

Use the statistics for “Large Bird (Size -2)” on page 122 with the following changes:

Personality Traits: Choosy -3

Ferocity: 2 (when feeding)

Parallel Story

The characters become involved in a storyline that will eventually require them to delve deeply into some mystery, perhaps even Twilight. As a parallel story to the main story, the characters could encounter an ibis as it fishes in the shallow waters near the shoreline. The characters should notice that the ibis is making do with little, unpalatable fishes, when there are large and tasty-looking fish just a little farther out in deeper waters.

Jackdaw (Graculus)

From Greece through Illyria, the jackdaw eats the eggs and young of locusts. However, he can be a plague himself, for he will attack the crops and seed in the field unless he can be placated or scared off. One can catch the jackdaw by setting out a deep basin that is filled with oil. The jackdaw lands on the basin and peers inside, where he sees his reflection. He thinks he sees a fellow jackdaw trapped in the basin, and will enter to pull out his

kin. Once he enters the oil, his feathers become coated and he is unable to fly away.

The jackdaw gets his name because he is garrulous, not because he is gregarious. He is a talkative bird with a grating voice. He flies through the woods from tree to tree and caws as he goes. He will chatter if someone should pass by, and he will chatter if he finds something. The jackdaw can learn to say a few words in human speech if he is caught and trained. Although some say the jackdaw’s chatter represents the empty talk of heretics, it more properly represents the self-important speeches of philosophers.

Jackdaw

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Characteristics: Cun 0

Personality Traits: Talkative +3, Gregarious +1

Ferocity: 1 (silenced)

Kite (Milvus)

The kite is a daring thief. He is rapacious in nature, but he weak in strength and flight, so he must resort to ruse to get what he covets. He is known to attack tame birds, and he will even steal meat from the market. He is an enemy of the raven (see page 64), but a friend of the shearwater.

Kite

Use the statistics for “Small Raptor” on page 121 with the following changes:

Personality Traits: Greedy +3, Daring +2

Ferocity: 1 (stealing food)

Kite of Virtue

Use the statistics for “Small Raptor” on page 121 with the following changes:

Infernal Might: 6

Powers:

Ruse of the Kite, CrIm 5, 1 point: The kite can create a momentary distraction so that it can swoop in and grab something it wants.

Vis: 1 Imáginem in feathers

Lark (Alauda)

The lark's name tells of songful praise, and she will herald the dawn with song. The appearance of the lark is a good omen, for it suggests an improvement in station or a reversal of fortune. It is said that the lark's music can banish evil spirits as effectively as the dawn. Happy is he who hears the lark's song, happier still he who gazes upon her.

Lark

Use the statistics for "Small Songbird (Size -5)" on page 121 with the following changes:

Personality Traits: Hopeful +3

Abilities: Athletics (flying) 3, Awareness 2, Sing 3

Lark of Virtue

Use the statistics for "Small Songbird (Size -5)" on page 121 with the following changes:

Magic Might: 10

Personality Traits: Hopeful +6

Abilities: Athletics (flying) 3, Awareness 3, Sing 6

Powers:

Ward Against Evil, ReVi 20, 2 points: The lark's happy song will ward off evil spirits and other Infernal creatures within earshot. Compare the total of a quality die + effect level - 10 to the evil spirit's Might to see if the ward is effective.

Vis: 2 Mentem in beak

Linnet

The linnet is also known as the acanthis, because it feeds on the flower known as acanthus. He has a harmonious voice and a pleasant song. He was once sacred to Hermes, who guards travelers.

Linnet

Use the statistics for "Small Songbird (Size -5)" on page 121 with the following changes:

Personality Traits: Harmonious +2

Abilities: Athletics (flying) 3, Awareness 3, Sing 4

Magpie (Pica)

The magpie can imitate the sound of human speech, and thus he gets his name "imitator". He is a garrulous bird, like the jackdaw (see page 58). The magpie can be trained to speak the words of men with different sounds. He is a chattering bird, and talks to himself as he goes about his day. The magpie is also a thief, for his eye is drawn to coins and other shining items.

Magpie

Use the statistics for "Bird (Size -3)" on page 122 with the following changes:

Personality Traits: Talkative +3, Mocking +2, Cautious -1

Abilities: Athletics (flying) 4, Awareness 3, Hunt 1

Ferocity: 1 (mocked in return)



Mynah

The Mynah is a bird found in India which is said to be related to the thrush. He is about the size of a starling. He is usually black in color, although some are other colors as well. He has a musical voice, and he will use his song to captivate smaller birds before pouncing on them. He will not sing in captivity, although he can be trained to speak words like men do. In fact, the mynah is more talkative and intelligent than the parrot (see page 62).

Mynah

Use the statistics for "Songbird (Size -4)" on page 121 with the following changes:

Characteristics: Cun +1

Personality Traits: Musical +1

Abilities: Athletics (flying) 2, Awareness 2, Hunt 1, Sing 4

Ferocity: 1 (catching birds)

Powers:

Speech of Man: The mynah can be trained to speak a few words.



Mynah of Virtue

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Characteristics: Cun +2

Magic Might: 10

Personality Traits: Musical +2, Talkative +2

Abilities: Athletics (flying) 2, Awareness 3, Hunt (songbirds) 3, Sing 6

Ferocity: 3 (catching birds)

Powers:

Enchanting Song, ReAn 20, 2 points: singing captivates the attention of smaller birds.

Mock Man’s Speech, CrIm 15, 0 points: The mynah can imitate the human voice.

Vis: 2 Imáginem in tongue

Nightingale (Lucina)

The nightingale has a clear and lovely voice. Her song signals the end of night and the coming of the dawn. She is an alert and watchful bird. When tending her nest, she warms her eggs in a hollow in her breast singing sweetly to herself while doing so.

The nightingale loves her freedom, and the caged adult will not sing. Thus, her owner must release the bird as she ages, or forego her song. However, the nightingale is also fond of her fame, and her songs are more complex in captivity than they are in the wild. For so anyone can be charmed by the gilded cage, but the wise will recognize the bars for the prison they are.

Nightingale

Use the statistics for “Small Songbird (Size -5)” on page 121 with the following changes:

Personality Traits: Melancholy +3

Abilities: Athletics (flying) 2, Awareness 3, Sing (sweet tunes) 3

Parallel Story

One of the covenant’s skilled craftsman has begun to realize that the magi are using him for his talents. He may even be preparing to leave. Meanwhile, one of the magi receives a nightingale as a gift, but soon after the bird refuses to sing as she pines for her freedom.

Osprey

The osprey is a sea bird found in Ireland. He is smaller than the eagle (see page 53), but larger than the hawk (see page 56). One of his feet has talons like the hawk’s for seizing prey, and the other is closed like the duck’s for swimming. The osprey flies high above the sea, and can stay aloft in one place by gently moving his wings. His vision is keen, and he can see a fish under the waves. When he spots a fish for his meal, he quickly swoops down to dive into the waves and seize his prey, which he then carries off to eat. The osprey is an enemy of the raven (see page 64).

Osprey

Use the statistics for “Small Raptor” on page 121 with the following changes:

Personality Traits: Patient +3

Abilities: Athletics (flying) 4, Awareness 3, Hunt (fish) 3, Swim 2

Ferocity: 2 (ravens)

Owl

The owl is not found on the island of Crete, and he will die if he is taken there. It is an ill omen to see an owl when starting a journey. The owl is a wily animal. He sometimes bears a resemblance to a witch. He can captivate other birds by changing his expression. If he is captured, the owl will charm his captors into releasing him.

Little Horned Owl

The little horned owl is smaller than the little owl. He has feathers which rise at his temples and give the appearance of horns. His feathers are the color of dark lead, although his wings have white speckles on them. It is possible to catch him with dance, for if one knows the correct dance, he will be lured in. However, the flesh of the little horned owl is only palatable for one or two days late in autumn. Otherwise, he is an unpalatable bird.

Little Horned Owl

Characteristics: Cun 0, Per -3, Str -8, Sta -1, Dex 0, Qik 0

Size: -4

Personality Traits: Graceful +1

Abilities: Athletics (flying) 3, Awareness 3, Hunt 2, Stealth 4

Ferocity: 1 (in the dark)

Weapon/Attack	Init	Atk	Dfn	Dam
Talon	+3	+3	+6	-9

Soak: -5

Fatigue: -1

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Powers:

Night Vision: The owl has a Perception score of +3 at night.

Little Owl (Noctua)

The little owl gets his name because he flies around at night (Lat. *nox*). He is a smaller bird than the eagle owl. He cannot see by day, since his eyes are weakened by sunlight.

Little Owl

Use the statistics for "Little Horned Owl", above, with the following changes:

Personality Traits: Dim +1

Eagle Owl (Bubo)

Physiologus writes that the eagle owl loves the darkness more than the light. He flies around at night, and is unable to see by day. The sun burns his eyes, and the rising sun makes him weak. He is an unclean bird. He is like the screech owl, but larger.

Eagle Owl

Use the statistics for "Small Raptor (Size -3)" on page 121 with the following changes:

Characteristics: Per -5

Personality Traits: Secretive +2

Abilities: Athletics (flying) 4, Awareness 3, Hunt 3, Stealth (at night) 5

Ferocity: 1 (those lost at night)

Powers:

Night Vision: The eagle owl has a Perception score of +4 at night.

Screech Owl (Ulula)

The screech owl gets his name from the sound of his cry of mourning and lamentation. He is a bird associated with death, for he hovers near the graves of the dead both day and night. His cries imitate the sounds of weeping or groaning. He is said to foreshadow evil events, and his lamentations spell disaster. However, his silence indicates prosperity.

The owl is an unclean bird, as the Scriptures tell. He lives in caves. He is loathsome because his roost is filthy with his excrement. He is a bird burdened with feathers and with laziness.

Screech Owl

Use the statistics for "Small Raptor" on page 121 with the following changes:

Characteristics: Per -3

Personality Traits: Morbid +1, Lazy +1

Abilities: Athletics (flying) 3, Awareness 3, Hunt 2, Stealth 4

Ferocity: 1 (near the dead)

Powers:

Night Vision: The owl has a Perception score of +3 at night.

Screech Owl of Virtue

Use the statistics for "Small Raptor" on page 121 with the following changes:

Characteristics: Per 0

Magic Might: 10

Personality Traits: Morbid +3, Lazy +1

Abilities: Athletics (flying) 3, Awareness 3, Hunt 2, Stealth (at night) 5

Ferocity: 2 (near the dead)

Powers:

Night Vision: The owl has a Perception score of +5 at night.

Sense of Death, InCo 10, 1 point: The screech owl can sense where corpses are buried so that it can fly near them.

Vis: 2 Intéllego in eyes





Parrot (Psittacus)

The parrot is a bird which is only found in India, where he is considered a sacred bird and not eaten. He is green in color, although his neck is pumice-gray or sometimes red. His tongue is very large, for he is broader than that of most birds. He has a hard beak, which can protect him from falls.

The parrot can speak distinct words and can greet a man naturally. If you could not see the speaker, you would think it was a man speaking. In the forests the parrot only sings, and he must be taught speech. It is easier to teach the parrot when he is young, preferably before he reaches two years of age. The older parrot is forgetful and can be difficult to teach. The parrot is quite headstrong, and the trainer must sometimes strike him about the head with an iron rod to beat the knowledge of speech into him.

Parrot

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Characteristics: Cun +1

Personality Traits: Headstrong +3

Abilities: Athletics (flying) 4, Awareness 3, Sing 1

Powers:

Speech of Man: The parrot can be trained to speak a few words.

Parrot of Virtue

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Characteristics: Cun +3

Magic Might: 15

Personality Traits: Headstrong +5, Talkative +2

Abilities: Athletics (flying) 4, Awareness 3, Sing 1

Ferocity: 1 (being challenged)

Powers:

Beak of Stone, MuAn 25, 1 point: The parrot’s beak can cushion a strong blow. Increase the parrot’s Soak to +10.

Mock Man’s Speech, CrIm 15, 0 points: The parrot can imitate the human voice.

Vis: 3 Imáginem in tongue

Partridge (Perdix)

The partridge is a cunning and unclean bird. There are three kinds of partridges. The first kind are those that sing, and have clear and musical voices. The second kind are fighting birds, who have a fiery spirit. The third kind fear capture, for they neither sing nor fight, and are only good for eating. These partridges eat garlic to make their flesh less palatable.

Tamed partridges will lure other ones into the flock, although if a hen is luring in a cock, the other hens in the flock will try to warn him off. He is a very lustful and promiscuous bird. When it is the mating time for the partridge, the males will fight, and the loser must submit to sex as if female, so great is their lust. The male will even steal the eggs out of the nest and destroy them so that the female is not distracted from coupling by the need to rear chicks.

On the other hand, the female is so lustful that even the scent of males on the wind can impregnate her. The mother partridge makes her nest in a hollow and covers it with twigs to better hide it from intruders and predators. She will defend her nest with a palisade of thorn twigs and disguise her eggs by covering them with dust. The eggs of the partridge become sterile if they become damp or wet, so the mother must cover them when the weather is inclement. She uses many different paths to return to her nest to confound pursuers. The mothers will often carry off their chicks to a new nest to protect them from jealous males. If a hunter approaches her nest, the mother partridge will pretend to be wounded to draw him away. For their part, the chicks will avoid detection by falling on their backs and disguising themselves with dirt held in their claws.

Partridge

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Characteristics: Cun 0, Per +1

Personality Traits: Lustful +3

Abilities: Athletics (flying) 3, Awareness 4, Sing 1

Ferocity: 1 (fighting for females)

On the Partridge

Physiologus writes that the partridge will warm the eggs of other birds, and will raise their chicks as if they were the partridge's own. But when the adopted chicks are grown, they return to their own kind. Likewise, the devil may seize little ones, but as they grow, they return to Christ and the church.

We must learn to be more like the coot, training our apprentices with tenderness and care, so that our apprentices will cherish us when they become magi. If we are like the partridge, and pander to our lusts while raising our filiae, surely they will reject us as the chicks reject the partridge.

— Cicero Saturni of House Bonisagus

Parallel Story

One of the apprentices at the covenant is about ready to be gauntleted. Around that time, one of the covenfolk, perhaps a servant of the parens, finds the nest of a partridge. She discovers that the mother partridge has been raising the chicks of another bird of ill omen — perhaps a screech owl (see page 61). How will this discovery affect the relationship between apprentice and parens?

Peacock (Pavo)

The peacock gets his name from his cry. He is a beautiful bird. He has many and varied colors in his feathers, and he is often killed for them. He is not killed for eating because his flesh is so dense that it scarcely putrefies. The flesh is difficult to cook tender because it is so hard.

He is vain and haughty, since he knows his own beauty. The peacock does not recognize his own feet as being part of his body, and is startled by the sight of them. The peacock will scare others by shaking his raised tail and shrieking.

Peacock

Use the statistics for “Fowl (Size -3)” on page 122 with the following changes:

Personality Traits: Proud +3, Vain +3

Abilities: Athletics (flying) 1, Awareness 3

Ferocity: 1 (envies another peacock's looks)

Pelican (Pelicanus)

The pelican is found in Egypt. He lives in solitude along the River Nile. The pelican is fond of the mussel, but cannot pry the shell open with his beak. Therefore, he swallows the shell whole.

As the mussel warms itself in the heat of the gullet, it opens its shell, whereupon the pelican disgorges the mussel and eats the meat from the shell.

Physiologus writes that the pelican loves his children. As they age, the young pelicans take to striking the parents in the face. The parents suffer this for a time, but eventually they retaliate, and in returning the strike, they kill their young. The female pelican weeps over her young for three days. On the third day, the mother pierces her side and spills her blood over her chicks, which revives them.

Pelican

Use the statistics for “Bird (Size -3)” on page 122 with the following changes:

Personality Traits: Remorseful +2, Vengeful +2

Abilities: Athletics (flying) 4, Awareness 3, Hunt (shellfish) 3

Ferocity: 3 (retaliating)



Diversion

The covenant has been hosting an important guest. However, the cook is desperate for a new dish to serve so that the covenant will maintain its hospitality. She decides to try roasting or stewing a peacock, but she accidentally takes one that was slightly magical. Now, the time for the dinner is approaching, and the meat is far from tender. What is she to do?



Phoenix (Fenix)

Physiologus writes that the phoenix lives in India, although some believe him to live in Arabia. His plumage has a reddish-purple color (Lat. *phoeniceus*), which gives the bird his name.

He lives for 500 years. When he grows old, he enters the wood of Lebanon and bathes his wings in the fragrance. Then, he signals the priest of the city of the sun in Egypt, Heliopolis, who prepares a pyre on the altar there. The pyre is constructed of twigs from aromatic plants and woods. The phoenix then enters the city and turns his body to face the sun. He ignites the pyre, and is burned up by the flames. The next day, the priest finds a worm in the ashes. On the second day, the priest finds a birdling. On the third day, the priest finds a huge eagle, which greets the priest and then leaves for the east.

The Regeneration of the Phoenix

It is said by some that the phoenix is reborn in fire. But I am here to say that this account contradicts the authoritative sources of antiquity. Instead, when the phoenix's time is upon him, he gathers up many spices, such as frankincense and myrrh. He builds a chrysalis of these fragrant spices for himself, and when he is about to die he enters it. From his flesh emerges a worm, which grows up and eventually becomes the new bird. For we can clearly see that the caterpillar is reborn when he emerges from his cocoon, but when the moth is immolated on the flame, he does not rise again from the ashes.

— Rebecca of House Mercere

Phoenix

Characteristics: Cun +2, Per +3, Str +1, Sta +3,
Dex +2, Qik +3

Magic Might: 40

Size: -1

Personality Traits: Royal +3

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Talon	+9	+7	+9	+3

Soak: +4

Fatigue: +3

Fatigue Levels: OK, 0, -3, -5, Unconscious

Body Levels: OK, 0, -3, -5, Incapacitated

Powers:

Keen Vision: see the Virtue on page 42 of ArM4.

Vis: 8 Creo in body.

Quail (Coturnix)

The quail gets his name from his cry. The Greeks call him “ortigias” because he was first found on the island of Ortygia. The quail is the only creature other than man to suffer from the falling sickness. The quail also loves to eat poisonous seeds, thus the ancients forbade men from eating them lest they be poisoned. At the end of summer, the quail travels south across the sea. The flock is led by a female known as the quail mother, or as the Greeks call her, “ortycumetra”. When the flock approaches land, the leader of the flock is targeted by sparrowhawks (see page 66). Seeing this, the others try to protect her from the predation of the hawks. So should we choose good leaders, who can steer us safely and help us avoid the predations of our enemies.

Quail

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Personality Traits: Self-sacrificing +3

Abilities: Athletics (flying) 4, Awareness 3, Sing 1

Ferocity: 2 (as martyr)

Quail of Virtue

Use the statistics for “Quail” above with the following changes:

Magic Might: 5

Powers:

Poisonous Flesh, PeAn/PeCo 15, 0 points: The flesh of the quail is poisonous from eating poisonous seeds, although the flesh does not taste any different. Anyone eating the flesh must make a Stamina stress roll of 6+ or lose one Body level.

Vis: 1 Perdo in flesh

Raven (Corvus)

The raven gets his name from his raspy voice. He can even be taught to speak, although he is not as talkative as the parrot. It is said that the parents do not feed their young until their

black color comes in and they are shown to be true progeny. Once the young change color, the parents feed them generously. When the parents become withered with age, they will offer themselves to their young as food.

The raven is a daring and cunning beast. He will attack asses and bulls by pecking at them. He lands on their necks, where their hooves and teeth do not reach, and will harry them from this perch. Ravens will reveal the wealth of the land. Ravens travel in pairs in poor, barren lands, but travel in flocks in rich, prosperous lands. He prefers to peck the eyes out of corpses before eating any other part.

The ravens of Egypt will beg for food from the ships sailing on the River Nile. If they are fed, they are grateful for the offering. If their requests are refused, they will attack the ropes on the ship and try to peck them apart. The ravens of Libya will drink from men's water jugs. If the water level drops below where the raven can reach it with his beak, he will pick up stones in his beak and drop them into the jug. He continues doing this until the water level has risen again, and the raven continues drinking.

Raven

Use the statistics for "Bird (Size -3)" on page 122 with the following changes:

Characteristics: Cun +2

Personality Traits: Nurturing +3, Orderly +1

Abilities: Athletics (flying) 4, Awareness 3

Ferocity: 2 (offspring endangered)

Raven of Virtue

Use the statistics for "Bird (Size -3)" on page 122 with the following changes:

Characteristics: Cun +3

Infernal Might: 10

Personality Traits: Daring +3

Abilities: Athletics (flying) 4, Awareness 3, Hunt 1

Ferocity: 2 (versus innocents)

Powers:

Raspy Call, CrMe 15, 1 point: The croaking call of the raven can cause fear in another creature. Each creature should make a Brave Personality Trait roll of 6+, or flee the area. For this effect to work on a group, there must be as many ravens as targets. If there are two ravens per target, increase the target number to 9.

Night Vision: The raven can see as well at night as during the day.

Vis: 2 Mentem in tongue

Raven of Virtue

Use the statistics for "Bird (Size -3)" on page 122 with the following changes:

Characteristics: Cun +3

Magic Might: 15

Personality Traits: Insightful +3

Abilities: Athletics (flying) 4, Awareness 3, Folk Ken 3

Ferocity: 1 (versus fools)

Powers:

Sight of the Transparent Motive, InMe 10, 0 points:

The raven sees the general motivation for the target, such as anger or love, as for the spell of the same name (see page 145 of ArM4).

Whispers through the Black Gate, InCo(Me) 15, 5

points: The raven can converse with the spirit of a freshly dead corpse, as for the spell of the same name (see page 124 of ArM4).

Vis: 3 Intéllego in eyes



Roc

The Roc (called *ruk* in the east) is a gigantic bird, his wings each span 30 paces, and his wing feathers are up to 12 paces long. He is large enough that he can seize elephants, and carry them back to his nest to feed on them. The roc's egg has often been mistaken for a smooth, domed building, for it is 50 paces around. This monstrous bird is typically only found in the Indian Ocean, and does not threaten our homes.

Roc

Characteristics: Cun -1, Per 0, Str +18, Sta +11,

Dex -1, Qik 0

Magic Might: 35

Size: +7

Personality Traits: Graceful +1

Abilities: Athletics (flying) 1, Awareness 2, Hunt (elephants) 3

Ferocity: 2 (intruders near nest)

Weapon/Attack	Init	Atk	Dfn	Dam
Talons	+4	+6	-4	+24*



Soak: +20
Fatigue: +11
Fatigue Levels: OK, 0/0/0, -1/-1/-1, -3/-3/-3, -5/-5, Unconscious
Body Levels: OK, 0/0/0, -1/-1/-1, -3/-3/-3, -5/-5, Incapacitated
Powers:
 **Massive Talons:* The roc's talons are so large that it attacks multiple targets within 5 paces of where its blow lands. The roc's talon attack uses the combat range Close, not Touch (see ArM4, page 162).
Vis: 7 Animál in body

Sparrow (Passeres)

The sparrow is small and weak. But, he is also swift, and he will run from a fight rather than defend himself. He loves to build his home in places that are safe from his enemies. Thus, he will build his home in the cracks in walls, and let the sturdy walls of men protect him. Or, he will build his nest on slender branches which cannot support the weight of the hunter.

Sparrow

Use the statistics for "Small Songbird (Size -5)" on page 121 with the following changes:
Personality Traits: Prudent +3, Brave -2

Parallel Story

The magi are looking for a new home, or to rebuild their old one. They observe several sparrows building their nests in secure places. One builds on an inaccessible, slender branch. Another builds in the small openings in the stone walls, or in small openings in a rock face. Perhaps this will inspire their thinking?

On the Cicada

The cicada is an insect which feeds on the dew. The female is mute, but the male sings and chatters from his loins. He is silent from dawn to midday, but sings out loudest with the sun is hottest.

Sparrowhawk

The sparrowhawk gets his name "accipiter" because he seizes (Lat. *capiendo*) what he wants. The sparrowhawk is stronger in his spirit than in his talons, but nonetheless has great strength in his small body. He seizes other birds for food, and is thus reckoned a hawk or raptor. As soon as the sparrowhawk sees that his young trying to fly, he drives them out of the nest. Then, he dares his children to hunt for themselves, rather than grow soft and lazy from being served by the parents. So should we magi be firm with our apprentices. For we can coddle them overmuch and make them soft, or we can send them out to fend for themselves so that they will be made strong.

Sparrowhawk

Use the statistics for "Small Raptor" on page 121 with the following changes:
Personality Traits: Fierce +4
Abilities: Athletics (flying) 4, Awareness 3, Hunt (small birds) 3
Ferocity: 2 (peaceful birds)

Sparrowhawk of Virtue

Use the statistics for "Small Raptor" on page 121 with the following changes:
Magic Might: 10
Personality Traits: Fierce +4, Merciful -2
Abilities: Athletics (flying) 4, Awareness 3, Hunt (small birds) 3
Ferocity: 3 (peaceful birds)
Powers:
Reserves of Strength: as per the Virtue on page 44 of ArM4.
Vis: 2 Animál in talons

Stork (Ciconie)

The stork gets his name *ciconie* because his cry is like that of a cicada. Unlike other birds, the stork makes his cry with his beak and not his voice. The stork is a gregarious bird, and prefers to fly in flocks. He is the enemy of the snake.

When the weather cools, storks fly across the seas toward Asia in great flocks. However, as the seasons turn, the stork returns as a herald of spring. When traveling, a crow flies in front of them and leads the way for them.

The stork has extraordinary affection for his young. The parents incubate their nests so tirelessly that they lose their feathers. As the young storks become fully grown, they will spend as much time caring for the parents as the parents did raising the young. The storks volunteer for this familial duty, for there is no law that compels them to do so. Would that our children be so dutiful without the threat of the law!

Stork

Use the statistics for “Large Bird (Size -2)” on page 122 with the following changes:

Characteristics: Cun +1

Personality Traits: Nurturing +3, Gregarious +2

Ferocity: 1 (serpents)

Stymphalian Birds

The Stymphalian birds are man-eating birds. They are said to have been destroyed or driven off by Hercules. It is said that if any survived, they fled to Arabia. However, it is difficult to confirm this story, for the birds would not be called Stymphalian birds in Arabia, but would be called something else.

The birds are the size of a crane, although they have the straight and powerful beaks of the ibis. They attack men with these beaks, for they eat the flesh of men. Their beaks will pierce armor of bronze or iron. The only protection against them is to wear armor of cork, for the birds' beaks become caught in the cork when the attack.

Stymphalian Bird

Use the statistics for Small Raptor on page 121, with the following changes:

Characteristics: Qik +2

Magic Might: 5

Personality Traits: Fierce +3, Bloodthirsty +2

Weapon/Attack	Init	Atk	Dfn	Dam
Beak	+7	+6	+9	-2

Powers:

Piercing Beak, PeTe 15, 0 points: Metal armor is pierced by the beak of the Stymphalian bird, so it affords no protection against the bird's attack.

Vis: 1 Animal in beak

Swallow (Hirundo)

The swallow is a small bird, and she is friendly to man. She flies in swift turns and circuits, and catches and eats her food in the air. She is a talkative bird, but does not sing. She is not hunted by raptors as the other small birds are. In the winter, the swallow migrates across the sea, but her return is a sign of the good part of the year.

When it is the mating season, the swallow mates in reverse, with the hen mounting the cock. This is not the usual way of things, but it is said that the swallow remembers the treatment of Procne at the hands of Tereus (see page 57), and fears some fresh misdeed. The swallow builds her nest low, so that her children will not be hurt if they fall. She builds a sturdy nest by daubing the straw of the nest with mud. The mud she makes by placing dust on the straw, dipping her wing in water, and then sprinkling the water on the dusty straws. This mud is used to glue the nest together.

Her young are slow to open their eyes. If they should damage their sight, the swallow can restore it. The parents are devoted to their children. They will pluck the wool off of a sheep's back and bring it back to make the nest softer. Because she is a small bird, and gives birth to five young, she must distribute the food she brings back in equal measure. She starts by giving a portion to the first-born after her first trip, to the second-born after her second trip, and so on. Thus, she teaches her offspring how to share.

Swallow

Use the statistics for “Small Songbird (Size -5)” on page 121 with the following changes:

Personality Traits: Devoted +3, Fair +2

Abilities: Athletics (acrobatic flying) 6, Awareness 3





Allegory

A magus senses that a swallow would be a good fit as a familiar, for the swallow is a devoted parent and a thorough builder. However, when he goes out looking for a suitable match, all he can find are female swallows, who do not trust him. He comes to the area near the covenant during his search, and asks the magi for assistance, or at least, permission to search in their territory.

Swan (Olor)

The swan gets his name because his feathers are completely white, for there are no black swans. The Greeks call him *cygnus* because of his sweet singing. The swan has a good voice for singing because his neck is long and curved. This neck produces a good tone. The swan appreciates the music of others as well. It is said that in the far north, when the troubadours sing accompanied by stringed instruments, great numbers of swans will gather and sing together in harmony. When the swan dies, he sings his sweetest song and then expires.

Sailors regard the swan as a good omen, for he does not plunge beneath the waves. The swan prefers to live near springs, pools, meres, and other watery places with a tranquil flow. He is a peaceful animal, but he will defend himself from the predations of the eagle and other raptors.

Swan

Use the statistics for "Large Fowl (Size -2)" on page 122 with the following changes:

Personality Traits: Calm +4, Gentle +2, Majestic +2

Abilities: Athletics (flying) 3, Awareness 3, Sing 4, Swim 3

Ferocity: 1 (versus eagles)

Turtle-dove (Turtur)

The turtle-dove is a shy bird, and prefers to live in the wilderness in seclusion. She lives on the mountaintops and in lonely places in the desert. She will also make a home in the woods, although she avoids living near people. In the winter, she lives in hollow tree trunks. In all

seasons, she will cover her nest with quill leaves to ward off wolves.

Physiologus writes that the turtle-dove lives chastely and faithfully with her mate. If she becomes widowed, she will not remarry because she feels betrayed by the loss of her loved one. She pines away, and grows bitter with her pining.

Turtle-dove

Use the statistics for "Songbird (Size -4)" on page 121 with the following changes:

Personality Traits: Faithful +3, Shy +2, Calm +1

Vulture

Physiologus writes that the vulture is found in lofty and high places. She sleeps on lofty rocks and on the pinnacles of temples. She is a large bird, so she cannot fly quickly. Like the eagle sees his prey from afar, the vulture can smell corpses from high above the land and seas. She flies very high up, and she can see much which is obscured by mountains.

The vulture eats the dead: the corpses of men, the corpses of animals, and other animals. She can predict the death of men by signs. The vulture follows armies as they march over the land. Many will gather near a battlefield and wait for the soldiers to fall in battle.

The vulture can live up to 100 years of age, and she rarely dies young. All vultures are females, so she does not mate, and she does not need semen to conceive. Instead, she is impregnated by the wind. She does not make a nest, but remains pregnant for three years. When it comes time for her to give birth, the vulture goes to India for the eutocius stone, which is the size of a nut but has a loose stone inside so that it sounds like a bell if shaken. The vulture sits on the eutocius stone to give birth without pain.

Vulture

Use the statistics for “Bird (Size -3)” on page 122 with the following changes:

Characteristics: Cun 0

Personality Traits: Morbid +1

Ferocity: 1 (when feeding on a corpse)

Powers:

Keen Nose: The vulture has a keen sense of smell, giving her a +3 bonus to Perception rolls involving smell.

Vulture of Virtue

Use the statistics for “Bird (Size -3)” on page 122 with the following changes:

Characteristics: Cun +1, Per +2

Magic Might: 10

Personality Traits: Morbid +3

Ferocity: 2 (near the dead)

Powers:

Keen Nose: The vulture has a keen sense of smell, giving her a +3 bonus to Perception rolls involving smell.

Reveal the Hidden, InIm 20, 0 points: When the shadow of the vulture falls on a person who is hiding, that person is revealed to all in view.

Vis: 2 Corpus in wings

Water-ouzel

The water-ouzel (*martineta*) is commonly found in Ireland, but is rare elsewhere. He is a small bird, smaller than a blackbird, and he bears a resemblance to the quail. The water-ouzel in Ireland has a different color from those found elsewhere. The feathers on his belly are black and white mottled together. The rest of him is a brilliant green color, like that of the parrot or peacock. He lives on the banks of rivers. When he hunts for his food, he dives into the water to catch little fish for his meal.

If the water-ouzel is carefully killed, his corpse has many uses. It can be placed among clothes or linens or similar, and it will give them a pleasant scent and preserve them from moths. If the body is hung by the beak in a dry place, it will renew its plumage each year.

Water-ouzel

Use the statistics for “Small Songbird (Size -5)” on page 121 with the following changes:

Personality Traits: Persistent +1

Abilities: Athletics (flying) 5, Awareness 2, Hunt (fish) 2, Swim (diving) 2

Ferocity: 2 (little fish)

Woodpecker (Picus)

The woodpecker gets his vulgar name from what he does, but he gets his Latin name because Saturn’s son Picus is said to have used them for divining the future. The woodpecker has a curved beak, which he uses to forage for food. He digs his nest out of the trunks of trees. If a woodpecker is nesting in a tree, nails and other fastenings will not stay put in the tree. For as soon as the bird returns to his nest, they fall out.

Woodpecker

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Personality Traits: Headstrong +1

Abilities: Athletics (flying) 4, Awareness 3

Woodpecker of Virtue

Use the statistics for “Songbird (Size -4)” on page 121 with the following changes:

Magic Might: 10

Personality Traits: Headstrong +3

Abilities: Athletics (flying) 4, Awareness 3

Powers:

Purify the Tree, ReTe(He) 15, 1 point: When the woodpecker returns to his nest, all nails and similar fastenings fall out of the tree.

Vis: 2 Intéllego in entrails



Diversion

A woodpecker builds his nest in a tree or a wooden tower at the covenant. Over time, the woodpecker becomes more magical, and the tower starts falling apart. The challenge is to encourage the magical beast to stay without having him ruin the building.



Fishes of the Sea

Chapter 6

Fishes of the Sea



Fishes (Lat. pisces) get their name from the word for grazing (Lat. pascere). The fishes of the sea were named later than the beasts of the earth. Thus, some fish are named after a land animal that they look or act like. Some are named for their color, or after some other peculiarity of their appearance.

There are also reptiles that swim. They move in a creeping motion as they swim, as they would on the land. Some fishes, like seals, crocodiles, and hippopotamuses, are amphibians. They live on both the sea and the land equally well.

— Caprea filia Equus Minor of House Bjornaer

Anthias

The anthias was once a sacred fish. Sailors rejoice to find him in the seas, for the area around him will be free of savage creatures. If the anthias is wounded while being captured by fishermen, he will die imploring his captors for mercy. He will throw himself out of the net onto the shore or onto the barbs of harpoons rather than suffer an ignominious death.

Anthias

Use statistics for “Fish (Size -3)” on page 125 with the following changes:

Personality Traits: Proud +2

Aspidoceleon

The aspidoceleon is the living island. Physiologus writes that when ignorant sailors come across him, they believe they have found land. They are confused because the winds blow sea-sand onto the beast’s back, which makes him look more like an island. They tie their ships to him as if he were an island, and also set their anchors and stakes. When the sailors light their cooking fires on the beast’s back, the beast urinates and plunges into the depths. All those on the beast and the ships anchored nearby are lost. The aspidoceleon has the form of the devil, and this was the same beast that swallowed Jonah.

Slippery

Most fish are difficult to grasp. Those attempting to hold a fish barehanded must make a successful Brawl attack to immobilize, but the first Body level is ignored rather than replaced as normal. Eels are especially slippery, and are thus nearly impossible to catch barehanded. Those attempting to grasp an eel must make a successful Brawl attack to immobilize, but the first three Body levels are ignored, rather than replaced as normal. See the Brawling Maneuvers Table on page 169 of ArM4 for an explanation of immobilizing in combat.



Aspidoceleon

Characteristics: Per -2

Magic or Infernal Might: 80

Size: +25

Soak: +50

Nota bene: For each Body level of damage done to the aspidocoleon by an attacker, add +2 to a Perception stress roll. On a roll of 20+, the aspidocoleon finally notices the attacks, and plunges beneath the waves.

Harvesting Vis

There are rumors of a book in the possession of House Bjornaer that proves the existence of at least one aspidocoleon. The book claims that the beast subsists on a diet of whales. The book goes on to say that before the monster finally returned to the depths, a Bjornaer magus managed to harvest half a dozen rooks of vis.

— Cremate Spurios of House Flambeau

The curious nature of the aspidocoleon allows wizards to collect large amounts of Animál vis from its exposed portions — provided they do not disturb it. A magus who spends a season on the beast's back may extract vis in much the same fashion that Vim vis is harvested from magical auras. The magus generates a total of his Creo + Vim + Magic Theory + 18, and for every ten full points in the result, he gathers one pawn of Animál vis.

However, each season, the aspidocoleon rolls a quality die, adding its Perception of -2 and the cumulative number of pawns of vis that have been extracted, including the current total. If the result exceeds 20, the monster becomes aware of the drawing off of its essence and plunges into the deep during the season. This will almost certainly drown any living things on its back at the time. (See page 94 of *The Mythic Seas* for more details.)

Allegory

A magus, who is no friend of the covenant, has an aulopias as his familiar. The characters are planning to hook him on a risky scheme that will land him in political trouble in the tribunal. Will he go for it, hook, line, and sinker, or will he show that he has some fight in him as the trap begins to close?

Aulopias

The aulopias is a large fish, being about the size of a tuna. He has a strong jaw and neck. His jaw adds to his attractiveness. His eyes are wide open, like those of an ox. His back is a dark lapis lazuli in color. His belly is white, and there is a golden stripe that starts at the head and ends in a circle on the tail.

He has more fight in him than a tuna, and struggles longer when caught. He will dive deep when hooked. Fishermen report that so-called crow-fish are an effective bait.

Aulopias

Use statistics for "Fish (Size -3)" on page 125 with the following changes:

Characteristics: Str +1, Sta +1

Personality Traits: Feisty +3

Abilities: Awareness 2, Hunt 2, Swim 6

Ferocity: 2 (when hooked)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+5	+2	+6	+2

Clam

There are several types of clam. Some have a rough shell, and some a smooth one. Some are fragile and some are very sturdy. Their color can range from a deep black to a silvery shade, and can take any of the colors in between. They can even take a mix of colors. Each type has its preferred place to live. Some live in the sand of the seashore and others cling to the reefs. Some take shelter among the plants of the seas.

The pinna is a kind of bivalve. He uses a small part of his flesh as a lure for small fish. He dangles the lure out, and as the fish approach he pulls the lure back into his shell. Once the fish has entered, the pinna catches the fish between his shells. A crab will often work with the pinna to help him catch fish in return for a share. The mussel (*musculus*) is a type of bivalve that is sometimes mistaken for a water-snail. Oysters are said to conceive from the milt of mussels.

The oyster gets its name (*ostrea*) from the sturdy shell which protects its flesh like a wall of stone. The oyster which is found in the Red Sea has the vibrant coloring typical of beasts in Arabia. His shell is circumscribed with an ornate band that glows with a fiery hue. The kind known as the red thorny oyster is found in the Mediterranean Sea. The red thorny oyster empties his shell as the moon wanes, and fills it again as the moon waxes.

Clam

Characteristics: Cun -5, Per -5, Str -3*, Sta -4, Dex -4, Qik -5

Size: -5

Personality Traits: Taciturn +1

Abilities: Swim 1

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Shell Clamp	-4	-2	+1	-8

Soak: -5

Fatigue: -4

Fatigue Levels: OK, Unconscious

Body Levels: OK, Incapacitated

Weakness: *The clam can only use its strength to close its shell or hold it closed.

Pearl-Oyster (Occeolae)

The pearl forms in the flesh of this oyster. He approaches the shores at night, and the pearl is conceived from the celestial dew.

Those who harvest pearls from the Red Sea say that the pearl is produced when lightning flashes upon the opened shells of the oysters. The size of the shell cannot be used to predict the size of the pearl within. And some shells will contain no pearls, with some may containing several. If the oyster dies before the pearl is fully formed, both the pearl and the flesh will rot away.

There are pearl-oysters in the Indian Ocean as well, but their shells are the size of the conch's. These oysters have a king as the bees do, who leads them about the oceans and directs them. The leader is larger, and is a prize catch on his own merit. However, with his capture, the school of oysters stops swimming for they lack direction, and the rest are easily caught.

On the Pearl-Oyster

The best pearls are the large and pure white ones that come from the Red Sea and from the Indian Ocean. There are pearl-oysters found in the waters near Britain, but their pearls have an unattractive golden color, and they have a duller sheen and dusker color. Very poor quality pearls are also available in the waters of the Bosphorous, near Constantinople, but these are hardly worth the trouble of harvesting.

— Edward the White, filius James of Lincoln, of House Jerbiton

Pearl-Oyster

Use statistics for "Clam" above.

King Pearl-Oyster

Characteristics: Cun +1, Per 0, Str -2*, Sta +1, Dex -2, Qik -2

Magic Might: 10

Size: -4

Personality Traits: Royal +3

Abilities: Awareness 1, Leadership 3, Swim 2

Weapon/Attack	Init	Atk	Dfn	Dam
Shell Clamp	-4	-2	+1	-8

Soak: +1

Fatigue: +1

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Powers:

Gentle Tug of the Waves, ReAq 15, 0 points:

The king of the pearl-oysters can direct the currents nearby to help guide his subjects through the waters.

Weakness: *The oyster can only use its strength to close its shell or hold it closed.

Vis: 2 Rego in shell



Foreshadowing

A magus of House Tremere is traveling by ship, and while he is on board, the sailors manage to capture a King Pearl-Oyster as he is leading his subjects through the waters. While the sailors proceed to bring in the rest of the pearl-oysters, the magus examines the king, only to discover that the king's pearl is marked with the symbol of House Tremere! This could be a sign of an impending crisis within the house.



Conch (Concha)

The conch is a shellfish. It grows hollow as the moon wanes, but fills its shell as the moon waxes.

Aelian writes that the conches known as whelks have a king. The whelks follow their king obediently, and it is he who leads them in rising and sinking. The king is large and beautiful, which makes it a prize catch for fishermen.

Conch

Characteristics: Cun -5, Per -3, Str -6, Sta -4, Dex -2, Qik -3

Size: -4

Personality Traits: Moody +1

Abilities: Swim 1

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Tongue	-2	-1	+2	-10

Soak: -4

Fatigue: -4

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

King Whelk

Characteristics: Cun -1, Per 0, Str -4, Sta -1, Dex -2, Qik -2

Magic Might: 5

Size: -4

Personality Traits: Regal +2

Abilities: Awareness 1, Leadership 3, Swim 3

Ferocity: 1 (when moon is full)

Weapon/Attack	Init	Atk	Dfn	Dam
Tongue	-2	-1	+2	-8

Soak: +2

Fatigue: -1

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Vis: 1 Aquam in shell

Parallel Story

The characters have an enemy who is too well defended to be assaulted. While worrying about the state of affairs, the characters observe the crab's strategy for extracting the flesh from the oyster.

Crab (Cancer)

The crab is one of the shellfish that has legs. Fishermen know that he can be lured in by music. He is cunning because of his greed. The crab is fond of the flesh of oysters (see page 72), which is hard to get because the oyster can hold fast his strong shells while he is alive. To get at the oyster, the crab hides himself nearby and waits for the oyster to relax. When the shells have opened, the crab throws in a pebble to keep the shells from closing on his claws while he feasts on the oyster's flesh.

There are several types of crabs, including ones that live in the sea and others that live in rivers. The runner crab runs about here and there. The flying crab has small wings on his back. If startled, he can fly for short hops, although he usually walks about. The hermit crab has no shell of his own to defend him, so he seeks a discarded shell to live in. The largest hermit crabs can inhabit the shell of a whelk or a purple-shellfish.

The crab sheds his shells as a snake sheds its skin. When it comes time to molt, he will wriggle about to loosen his shell. Once the old shell is off, there is a time while the new shell is soft. During this time, the crab is nervous and timid since he lacks his armor.

Crab

Use statistics for "Small Fish (Size -4)" on page 124 with the following changes:

Characteristics: Dex 0

Personality Traits: Ill-tempered +1, Greedy +1

Ferocity: 2 (when caught)

Weapon/Attack	Init	Atk	Dfn	Dam
Claw	+4	+3	+8	-9

Soak: -5 (-7 with soft shell)

Cuttlefish

The cuttlefish will release ink if he is about to be caught. He escapes through the water while the angler's view is obscured. Although he has several tentacles, he only uses two to feed himself, as the

squid does. The cuttlefish will grip rocks with his tentacles to keep from being thrown about by the waves during a storm. The bite of the cuttlefish is poisonous, and his teeth are concealed.

Cuttlefish

Characteristics: Cun 0, Per +2, Str -3, Sta +1, Dex +2, Qik 0

Size: -4

Personality Traits: Tenacious +2

Weapon/Attack	Init	Atk	Dfn	Dam
Beak	-4	+2	+2	-4*
Tentacles	+1	+3	+5	-7

Soak: -2 in head, -3 in tentacles

Fatigue: +1

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Powers:

Camouflage: see insert, page 80.

Ink: see insert, page 80.

**Poisonous Bite*, PeCo 20/PeAn 20, 0 points: The bite of the cuttlefish is poisonous. If a victim is bitten, he must make a Stamina stress roll of 9+ or lose one Body level.

Dolphin

There is nothing swifter in the sea than the dolphin (*dolphinus*). With a group of his fellows, he leaps in the waves in front of ships as they travel through the seas. The dolphin can even leap over ships in his flight. The dolphin tries to sleep on the surface of the water, but sinks down in his slumber. Reawakened when he bumps against the bottom, he swims back up to the surface to get a fresh breath of air and tries sleeping again.

The female dolphin has milk for her young. She is very affectionate with her young. She usually delivers two young dolphins in a litter, and is very devoted to both of them. If one of her young is captured, the mother will drive off the second, lest he also be captured. However, she cannot bear to leave her young one behind, so she will let herself be caught as well.

The dolphin follows the sound of men's voices. There are many tales of dolphins befriending men, and remaining loyal to them.

The dolphin is scrupulous about showing his gratitude to men. For example, a dolphin which has been caught in a net and then released will later return a favor to the fisherman should he have need. The dolphin is known to gather in the shallows to listen to music, as he is very fond of music. The dolphin can also foretell bad weather. He will bring his dead to shore for men to bury, for he wishes to show respect.

If a dolphin is caught in the fisherman's net, he will eat the other fish that are trapped in the net until he has eaten his fill. Then, he will escape by biting through the net. Some dolphins will help fishermen by herding fish into their nets. In return for this service, they receive a share of the catch. Should the fishermen renege on their part of the bargain, the dolphins will drive the fish away from the nets and so punish the fishermen.

Dolphins are found in most seas. However, there is a species of dolphin that lives in the Nile River. He has a serrated dorsal fin, which he uses to cut open crocodiles (see page 95).

Dolphin

Characteristics: Cun +3, Per +1, Str +5, Sta +3, Dex -1, Qik +4

Size: +2

Personality Traits: Brave +2, Curious +2

Abilities: Athletics (leaping) 3, Awareness 4, Swim (underwater maneuvers) 6

Ferocity: 2 (rudely treated)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite*	+5	0	+3	+8
Ram**	+10	+5	+8	+7

*this attack is rarely used in combat

**this attack includes the benefits of Charging (see ArM4, pages 163 and 166)

Soak: +6

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated



Adventure

Fishermen near the covenant have a long-standing arrangement with local dolphins. In return for herding fish into nets, the fishermen give the dolphins a share of the catch. However, recently the dolphins have disappeared, and the fishing village's food supply is in peril.



Dolphin of Virtue

Use statistics for “Dolphin” above with the following changes:

Characteristics: Cun +5, Per +2

Magic Might: 15

Personality Traits: Brave +2, Curious +2

Abilities: Athletics (leaping) 5, Awareness 4, Folk Ken 2, Swim (underwater maneuvers) 8

Powers:

Part the Waves, ReAq 20, 1 point: The dolphin can travel very quickly through the waters when it wishes. Each Might point spent lets it double its speed for two rounds.

Dugong

The dugong (*porcus marinus*) is found in the coastal ocean waters south of Mauritania. He is truly named the “sea-pig” for he snouts up the earth under the water when he eats in the same way that pigs do on land. His mouth is under his chin, and he must plunge his snout into the mud to eat.

Dugong

Characteristics: Cun -1, Per 0, Str +2, Sta +3, Dex -1, Qik -2

Size: +1

Personality Traits: Gentle +3

Weapon/Attack	Init	Atk	Dfn	Dam
Ram*	+3	+4	+2	+3

*this attack includes bonuses from Charging (see ArM4, pages 163 and 166)

Soak: +4

Fatigue: +3

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Diversion

A magus with a snake familiar or heart-beast (or, for that matter, any male character with some association with snakes) is traveling by sea. In one area during the trip, the waters become thick with female lampreys as they swarm near the boat. The sailors fear that the eels are actually remoras (see page 85), and are ready to throw someone overboard if it means they can escape.

Eel (Anguilla)

The eel gets its name from his similarity to the snake (Lat. *anguis*). The eel is born of mud, and thus he is very slippery. The eels of the River Ganges in India are said to grow to a length of 30 feet. If one drowns an eel in wine, those that later drink of the wine develop a loathing for liquor of any kind.

Eel

Use statistics for “Fish (Size -3)” on page 125 with the following changes:

Characteristics: Dex -1, Qik +2

Personality Traits: Slippery +2

Ferocity: 1 (when grasped)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+4	+1	+7	-7

Powers:

Slippery (see page 71). Eels are especially slippery.

Lamprey (Murena)

The lamprey gets his name because he rolls himself into a circle. The female is so consumed with lust that she will seek unions with serpents. Thus, fishermen can lure in lampreys by hissing like snakes. The lamprey has life in his tail. He can only be killed by striking the head and the tail at the same time.

Lamprey

Use statistics for “Eel” above with the following changes:

Personality Traits: Lustful +3

Moray (Murena)

The moray eel is the mutual enemy of both the octopus (see page 80) and the spiny lobster (see page 78). If the moray is caught in a net, he will search about until he finds an opening and slip through. Others caught in the same net will follow the leader out of the net using the same opening.

Moray

Characteristics: Cun -1, Per -1, Str 0, Sta +1,
Dex +2, Qik +1

Size: -2

Personality Traits: Vicious +4

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+5	+5	+7	+2

Soak: -1

Fatigue: +1

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Powers:

Slippery (see page 71). Eels are especially slippery.

Frog (Rane)

The frog croaks among the marshes where he is born. His cry is harsh and not pleasing to the ear. It is this cry that gives the frog his name. If the frog increases the volume of his song, this indicates that rain is coming. The male frog croaks to attract the female when they are in their season. They do not mate in the water, but on the land. However, for their safety they wait until the cover of darkness to mate.

There are several different types of frogs. Some frogs are aquatic while others live in marshes. The toad (Lat. *rubeta*) lives in bramble bushes. He is larger than other frogs. He has ruddy color, and is venomous. It is said that one who handles the toad will later develop warts.

The green frogs (Lat. *calamites*) live among reeds (Lat. *calami*) and in little trees. Egreduleae are very small frogs. They live in dry places or fields. Aelian writes of the fishing frog, which has long eyelashes which he uses as bait. He wiggles his eyelashes to lure in insects or small fish. When they are close enough, he strikes and captures his meal. The fishing frog lays eggs. These eggs are rough and scaly, and when they hatch, the young have a large, rough head.

Physiologus writes of the frog called *cerseus*, meaning "the one from the dry place". The *cerseus* frog is not troubled by heat. However, he dies when it rains. The *cerseus* are like hermits, living in abstinence and dying if caught in worldly desires.

Frog

Characteristics: Cun -2, Per 0, Str -10, Sta -3,
Dex 0, Qik +1

Size: -5

Personality Traits: Discreet +1

Abilities: Athletics (leaping) 2, Awareness 1,
Swim 2

Weapon/Attack	Init	Atk	Dfn	Dam
Kick	+1	0	+6	-15

Soak: -8

Fatigue: -3

Fatigue Levels: OK, Unconscious

Body Levels: OK, Incapacitated

Globe-Fish

The globe-fish is the size of a goby, but he has an ill-formed body. If he is taken from the water, the globe-fish begins to swell up. If he is handled further, he will eventually swell so large that his skin becomes translucent, and then he will burst. When the globe-fish is released, he will float on the surface until he has deflated enough to begin swimming around again. He is a poisonous fish to eat.

Globe-Fish

Use the statistics for "Fish (Size -4)" on page 124 with the following changes:

Personality Traits: Brave -2

Hippopotamus

The hippopotamus is an amphibious beast. He lives in Egypt, in the River Nile. When he is hungry, he will first assess the farmlands by the rivers before eating the crops from the fields. By making this preparation, he knows how to maintain a retreat to the river should the farmers come upon him while he is eating. The hippopotamus is a greedy animal, for he will gorge itself on crops if he is not stopped. It is said that the male hippopotamus kills his father so that he can mate with his mother.





Hippopotamus

Characteristics: Cun +1, Per 0, Str +9, Sta +4,
Dex -1, Qik 0

Size: +4

Personality Traits: Greedy +3, Gluttonous +2

Abilities: Athletics 2, Awareness 3, Stealth 1,
Swim 3

Ferocity: 2 (when feeding)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+2	+1	-3	+14
Trample	+3	+2	-1	+13*

* target must make a Strength + Size roll of 12+
or be knocked to the ground

Soak: +12

Fatigue: +4

Fatigue Levels: OK, 0/0/0, -1/-1, -3/-3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1, -3/-3, -5, Incap.

Lobster

There are many kinds of lobster found in the waters around Europe. The spiny lobster is also called the crayfish, although he is not like the small crayfish found in fresh waters. He is found in many seas, from the warm waters of the Mediterranean to the cold seas of Ultima Thule. He lacks large claws, but has a very spiny shell. The spiny lobster is the mutual enemy of the moray eel (see page 82) and the octopus (see page 80), and will attack either on sight.

The sea-lion is a large lobster, although he is somewhat slimmer than the spiny lobster. He has a dark blue color, and large claws like a crab. The sea-lion has a tender flesh called lobster lard which lies under membranes attached to his shell. This lobster lard can be used to make an ointment which is good for the complexion and which improves the appearance.

The smooth lobster has the dark green color of sea plants. He also has large claws like those of the crab. If he is removed from its habitual spot and displaced along the shoreline, the smooth lobster will return to his home.

Lobster

Characteristics: Cun -3, Per 0, Str -7, Sta -3,
Dex 0, Qik +1

Size: -4

Personality Traits: Adventurous -1

Abilities: Awareness 1, Swim 3

Ferocity: 2 (versus octopus or moray)

Weapon/Attack	Init	Atk	Dfn	Dam
Claws	+4	+2	+7	-9

Soak: -5

Fatigue: -3

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Lobster of Virtue

Characteristics: Cun -3, Per 0, Str -5, Sta -3,
Dex +1, Qik +1

Magic Might: 5

Size: -3

Personality Traits: Adventurous -2, Brave +1

Abilities: Athletics 2, Awareness 2, Swim 3

Ferocity: 2 (versus octopus or moray)

Weapon/Attack	Init	Atk	Dfn	Dam
Claws	+5	+4	+7	-7

Soak: -3

Fatigue: -3

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Powers:

Direction Sense: as per the Virtue on page 42 of
ArM4. The lobster always knows where
home is.

Vis: 1 Aquam in tail

Mullet

Gray Mullet (Magil)

The gray mullet is named for his agility (Lat. *multum agilis*), for he will leap over the fisherman's net once it has been set. One can watch him flip through the air. The gray mullet lives in pools. He leads a very temperate life and is peaceful by nature. He prefers to eat dead fish, and he will check a potential meal to be sure that it is dead before he starts to eat in earnest. He can be successfully fished at night. Fishermen find that they can catch males by trolling a female gray mullet as bait.

Gray Mullet

Use the statistics for "Fish (Size -3)" on page 125 with the following changes:

Characteristics: Dex +1, Qik +2

Personality Traits: Peaceful +2, Faithful +1

Abilities: Athletics (leaping) 2, Awareness 2, Swim 3

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+2	+1	+5	-8

Red Mullet (*Mullus*)

The red mullet gets his name by being soft (Lat. *mollis*) and tender. The red mullet eats the poisonous sea-hare. It is said that the red mullet can be caught using beet leaves as bait. A man who eats the flesh of the red mullet will cool his lust; however, it can also dull the eyesight. People who frequently eat mullet tend to smell of fish.

Red Mullet

Use statistics for "Fish (Size -3)" on page 125 with the following changes:

Personality Traits: Tender +1

Red Mullet of Virtue

Use statistics for "Fish (Size -3)" on page 125 with the following changes:

Magic Might: 5

Personality Traits: Peaceful +3, Calming +2

Ferocity: 1 (threatened with netting)

Powers:

Cooling Flesh, ReMe 15, 0 points: Eating the flesh of the red mullet soothes the mind. The eater gets the Personality Trait Calm +3, or has this modify his existing Personality Traits.

Slippery (see page 71)

Vis: 1 Mentem in flesh

Narwhal

The narwhal is also known as the sea-unicorn. He is found in the far northern waters of the oceans, and even there is rarely encountered. He has a long, spiral horn which sprouts from his head, which is a sort of tusk. He will drill holes in ships and sink them when he is threatened.

Narwhal

Characteristics: Cun +1, Per 0, Str +7, Sta +3, Dex +1, Qik +2

Size: +3

Personality Traits: Brave +3

Abilities: Awareness 3, Swim (underwater maneuvers) 2

Ferocity: 1 (hunting boats)

Weapon/Attack	Init	Atk	Dfn	Dam
Horn	+8	+5	+3	+13

Soak: +7

Fatigue: +3

Fatigue Levels: OK, 0/0/0, -1/-1, -3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1, -3, -5, Incap.

Narwhal of Virtue

Use statistics for "Narwhal" above with the following changes:

Magic Might: 25

Powers:

The Piercing Horn, PeHe 20, 2 points: The narwhal may pierce the side of a boat with ease. With enough punctures, the boat will take on water and begin to founder.

Vis: 5 Animál in horn



Sprats and the Sea-Hare

The sprat is a small fish, and is one kind of the fish known as the herring. They are born of mud of the sea-floor as worms are from the mud of the earth. Sprats are good swimmers. They know where to seek shelter from storms and from large and ravenous fish. It is said that they do not need food, but rather that they subsist on licking their fellows in the school. Sprats can be caught with a hook if a fine fishing line is used, or with a net with a fine mesh.

The sea-hare is a sea-creature that looks something like a snail without its shell. His flesh is poisonous; he is not safe to eat. The sea-hare is often caught with sprats.



Nautilus

The nautilus is also known as the argonaut. He has but one shell, but he is a polyp, so he has many tentacles. He rises to the surface by turning his shell upside down and expelling the water. While the seas are calm, he will float on the surface and use his tentacles as oars to row himself about. If the weather turns or something dangerous approaches, the nautilus will fill his shell with water to descend into the safer deeps.

Nautilus

Characteristics: Cun -3, Per -1, Str -8, Sta -2, Dex 0, Qik -2

Size: -4

Personality Traits: Intrepid +1

Abilities: Awareness 3, Swim 3

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Tentacles	-1	+1	+3	-12

Soak: -6

Fatigue: -2

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Octopus (Poilippus)

The octopus gets his name because of his many legs. He is a very clever beast. Fishermen report that the octopus will circle the fishhook in his grip and gnaw the bait right off of the hook. Thereby he avoids being caught. He can also assume the color of the rocks in the sea to disguise himself and thus hide better from his enemies.

The octopus is the mutual enemy of the moray eel (see page 76) and the spiny lobster (see page 78). Although his mouth and teeth are hidden, the octopus is given to biting with his beak. Fortunately, he is not as venomous as the cuttlefish, and so his bite is less hazardous.

The octopus is an incontinent creature. The male will copulate until he is weakened. He then becomes easy prey for others, and is vulnerable to attack from his enemies. The female becomes exhausted by giving birth so frequently. For these reasons, the octopus rarely lives long. However, he grows larger with age, and so the more temperate octopus can reach a monstrous size.

While the octopus is clever, he is also greedy and omnivorous. He will even eat one of his own legs if he is starving. This allows the octopus to survive until he can find a more substantial meal. Once he has found enough food to be sated again, his limb will grow back. The octopus has been known to enter the sewers of seaside towns in search of food. He will crawl out of the sewer and seize food from the bundles of cargo waiting to be shipped. If large enough, he will crush earthenware containers to get at the food inside. If there are fruit trees close to the water, the octopus will emerge from the water and pick the ripe fruit off of the trees for his meal. The octopus is also said to sun himself on the rocks above the water from time to time.

Octopus

Characteristics: Cun +1, Per +2, Str -7, Sta -2, Dex +3, Qik +1

Size: -4

Personality Traits: Patient +3, Lustful +3, Greedy +2

Abilities: Athletics (contortions) 1, Awareness 2, Swim 4

Powers of the Octopus

Octopuses, cuttlefish, and squid all have the following special abilities:

Camouflage: The octopus can choose to change the color of its skin to hide against the rocks and reefs. When camouflaged, others have a -3 penalty to their Perception rolls to spot it.

Ink: When surprised, the octopus expels a cloud of black, inky fluid and simultaneously swims away. Attacking sea-creatures are generally fooled into going after the cloud of ink. Any creature that wishes to attack the octopus must make a Perception + Awareness stress roll of 9+ to locate it.

Weapon/Attack	Init	Atk	Dfn	Dam
Beak	-4	+4	+3	-8
Tentacles	+3	+4	+6	-11

Soak: -5

Fatigue: -2

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Powers:

Camouflage: see insert, page 80.

Escape: In conjunction with releasing a cloud of ink, the octopus can move at rapid speeds by taking water in through an opening in its head, and expelling it from a separate opening. An octopus using this ability gains an additional four points of Quickness, though it loses one Fatigue level after every two rounds it does so. Usually it will be well out of sight of its predator by the time it becomes fatigued, however.

Ink: see insert, page 80.

Octopus of Virtue

Characteristics: Cun +3, Per +3, Str 0, Sta +1, Dex +3, Qik +2

Magic Might: 20

Size: -3

Personality Traits: Greedy +5, Patient +1

Abilities: Athletics (contortions) 4, Awareness 3, Hunt 1, Swim 4

Weapon/Attack	Init	Atk	Dfn	Dam
Beak	-3	+4	+3	0*
Tentacles	+6	+6	+8	-3

Soak: -2

Fatigue: +1

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Powers:

Camouflage: see insert, page 82.

Escape: In conjunction with releasing a cloud of ink, the octopus can move at rapid speeds by taking water in through an opening in its head, and expelling it from a separate opening. An octopus using this ability gains an additional four points of Quickness, though it loses one Fatigue level after every two rounds it does so. Usually it will be well out of sight of its predator by the time it becomes fatigued, however.

Inky Simulacrum, CrIm 15, 1 point: When the octopus releases its ink to escape, the ink takes the shape of an octopus and begins swimming about in the water. Creatures that wish to keep track of the octopus must make a Perception + Awareness stress roll of 12+, or otherwise be distracted by the inky image.

**Poisonous Bite*, PeCo 20/PeAn 20, 0 points: The bite of the octopus is poisonous. If a victim is bitten, he must make a Stamina stress roll of 6+, or lose one Body level.

Tenacious Grip, MuAn 15, 2 points: If the octopus has something solid to hold on to, such as part of a reef, not even the strongest creature can dislodge it.

Vis: 2 Perdo in beak, 2 Imáginem in ink sac

Kraken

The kraken is a sea-monster found only in the cold waters of the northern seas. When it surfaces, it does not give the appearance of an animal, but rather of an island in upheaval. It is believed to be an octopus or squid of great size by those sailors who have seen it and lived to tell the tale. The kraken is a fierce beast, and ravenous. It will not hesitate to attack anything in the water that looks as though it might provide a meal. Pliny tells of a similar beast, albeit of less monstrous proportion, which stole salted tuna from the curing ponds at Rocardillo in Iberia.

Kraken

Characteristics: Cun 0, Per -1, Str +20, Sta +9, Dex 0, Qik -3

Magic Might: 48

Size: +10

Personality Traits: Voracious +6

Abilities: Awareness 2, Hunt (whales) 3, Swim 6

Weapon/Attack	Init	Atk	Dfn	Dam
Beak	-6	+1	-12	+35
Tentacle	0	+3	-8	+30

Soak: Head +20, Tentacles +12

Fatigue: +9

Fatigue Levels: OK, 0/0/0, -1/-1/-1/-1, -3/-3/-3/-3, -5/-5/-5, Unconscious

Body Levels: OK, 0/0/0, -1/-1/-1/-1, -3/-3/-3/-3, -5/-5/-5, Incapacitated





Powers:

Camouflage: see insert, page 80.

Ink: see insert, page 80.

Crush: The kraken attacks large foes, such as whales or ships, with its ten sinuous tentacles and uses its beak to devour its victims. When a kraken attacks a vessel, its beak will tear holes in the ship's hull, but the tentacles cause the real structural damage with their sustained squeezing. (See pages 14 and 92 of *The Mythic Seas* for how to track this damage.)

Vis: 3 Intéllego in eye, 6 Animál in two main tentacles

Otter (Lutra)

The otter is an animal with the appearance of a small dog with a hairy tail. His fur is generally a dark color. He makes his home in the rivers and is amphibious. The otter has a playful and frivolous disposition. Although he is an enemy of the crocodile, he is also a voracious animal.

Otter

Use statistics for "Small Wild Beast (Size -3)" on page 123 with the following changes:

Characteristics: Cun +1, Per +1

Personality Traits: Fun-loving +5, Curious +3, Voracious +2

Abilities: Athletics 3, Awareness 3, Hunt 1, Swim (diving) 3

Ferocity: 1 (crocodiles)

Niluus

Physiologus writes that the niluus lives in the River Nile, from which he gets his name. He is an amphibious animal with the shape of a dog. The niluus is an enemy of the crocodile. If the crocodile falls asleep with his mouth open, the niluus will seize on the opportunity to do in his rival. The niluus coats himself with mud, then enters the crocodile's mouth. Once inside the crocodile, the niluus tears at the crocodile's entrails from within, and eventually emerges from the side of the dead beast. In this, the niluus represents Jesus, and the crocodile hell, for Jesus was harrowed for our sake.

— Cicero Saturni of House Bonisagus

Niluus

Characteristics: Cun +2, Per +1, Str -5, Sta -1, Dex +1, Qik +2

Divine Might: 10

Size: -3

Personality Traits: Noble +3, Curious +2

Abilities: Athletics 3, Awareness 3, Hunt (crocodiles) 2, Swim 3

Ferocity: 3 (crocodiles)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+6	+4	+8	-6

Soak: -4

Fatigue: -1

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Powers:

Armor of Mud, MuTe 15, 1 point: The niluus can coat himself with mud and fashion armor from it. The armor provides a Protection bonus of +6.

Vis: 2 Animál in pelt

Pike (Lapis)

The pike gets its name from his wolfish greed and rapaciousness. He is a difficult fish to catch. He plows up the sand of the bottom, and then lies still and hidden on the bottom. This lets the pike avoid the fisherman's net. However, he can be caught using a hook if the fisherman waits until the pike becomes ravenously hungry.

Pike

Use statistics for "Fish (Size -3)" on page 125 with the following changes:

Personality Traits: Greedy +3

Ferocity: 1 (when caught)

Pilot-fish

The pilot-fish lives in the open seas. He prefers to swim in the deep waters of the open sea, and dislikes shallower waters near land. The pilot-fish swims in schools. When a ship is

crossing the open waters, a group of pilot-fish will swim up next to the ship and will attend the ship as if bodyguards. As the ship approaches land again, the pilot-fish sense the shallower water, and will leave the ship to return to deep water. The pilot-fish is an enemy of the dolphin.

Pilot-fish

Characteristics: Cun 0, Per +1, Str +8, Sta +4, Dex -1, Qik +2

Size: +4

Personality Traits: Protective +2

Abilities: Athletics 2, Awareness (shallow waters) 3, Swim 6

Ferocity: 1 (dolphins)

Weapon/Attack	Init	Atk	Dfn	Dam
Ram*	+8	+5	+4	+12

*includes bonuses for Charging (see ArM4, pages 163 and 166)

Soak: +9

Fatigue: +4

Fatigue Levels: OK, 0/0/0, -1/-1, -3/-3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1, -3/-3, -5, Incap.

Purple-fish

The purple-fish, or purple-shellfish (*murica*), is a type of sea snail, like the conch or the whelk. He gets his name from the spike (Lat. *murex*) on his shell and from his sharp vision.

The purple-fish is also a gluttonous creature. He has a long tongue that he uses to draw in food so that he can gorge himself. He is particularly fond of the flesh of the whelk, and will hunt them. One can catch the purple-fish by using a whelk for bait in a trap. The purple-fish extends his tongue, trying to reach the whelk and bring it close. Eventually, his tongue becomes swollen with the exertion, and the purple-fish is unable to draw it back out of the trap and becomes stuck.

He is also called conchylium because his blood is used to make the purple dye used to color the clothes of emperors and kings. One must be careful when extracting the purple dye from the creature, for if it is not done properly, the purple-fish will be wasted. The only way to get the dye is to smash the creature, shell and all, all in one blow.

If the first blow is not mighty enough to kill the creature, the dye will rot away.

Purple-fish

Characteristics: Cun -3, Per -3, Str -6, Sta +1, Dex -2, Qik -2

Size: -4

Personality Traits: Gluttonous +2

Abilities: Awareness 2, Hunt 1, Swim 2

Ferocity: 1 (hunting whelk)

Weapon/Attack	Init	Atk	Dfn	Dam
Tongue	0	0	+4	-10

Soak: -4

Fatigue: -4

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Ram-fish

The ram-fish is found in many seas, but spends his winters in the waters near Corsica and Sardinia. He is often attended by large dolphins. The male ram-fish has a white band on his forehead which is like a tiara. The female has curls much like wattles below her neck.

The ram-fish will eat dead bodies and living prey. He hunts seals when he can. The ram-fish has been known to seize living men when he is hungry. Sometimes, he will do so by capsizing a boat and throwing the crew into the water where they can be easily devoured. The ram-fish capsizes the boat by swimming with speed and power through the water and pushing up a large wave in front of it. He is capable of this because he is a large and bulky creature. The ram-fish can even seize prey from the shore by creating a wave in this fashion and riding it in to the shore.



On the Ram-Fish

Once, a man was thrown from his ship off the coast of Corsica into the waters where the ram-fish swims. He was able to swim back to land, and was resting on the shore after his ordeal. At that moment, a ram-fish emerged from the waves and caught the man, and dragged him off into the deep.

— Edward the White, filius James of Lincoln, of House Jerbiton



Ram-Fish

Characteristics: Cun +1, Per 0, Str +11, Sta +6,
Dex 0, Qik +1

Size: +5

Personality Traits: Regal +3, Daring +2

Abilities: Athletics (leaping) 2, Awareness 3,
Hunt (seals) 2, Swim (riding waves) 5

Ferocity: 2 (hunting)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+5	+4	0	+19
Ram*	+7	+6	+2	+16

* includes bonuses for Charging (see ArM4,
pages 163 and 166)

Soak: +12

Fatigue: +6

Fatigue Levels: OK, 0/0/0, -1/-1/-1, -3/-3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1/-1, -3/-3, -5, Incap.

Powers:

Ram: The ram-fish is capable of ramming itself into small boats, and does so with an attack bonus of +8 and a damage bonus of +7. (See page 32 of *The Mythic Seas* for details on ship-to-ship combat.)

Waves of Drowning and Smashing: The ram-fish can raise a bow wave, which is capable of submerging swimmers, overturning rowboats, and damaging larger ships. The ram-fish must spend three rounds building the wave up to its full strength. The ram-fish may also use this power to be able to attack a target standing on the seashore.

Ray

There are many types of ray in the seas. Regardless of his type, the ray is a long and flat fish. He hunts in the shallow waters for his meals.

Horned Ray

The horned ray is a small creature at birth. Given the time to grow, he will attain an enormous size. In appearance, his belly is white, but he is a black color on its back, head, and sides. This ray has a small mouth filled with small teeth.

As for his habits, the horned ray feeds mostly on fish; however, he prefers to eat men when he can. The horned ray catches men in the following way. When a man is swimming in the water, the horned ray will position himself above the man in the water. When he is ready to strike, he closes in, wraps himself around the man, and descends to the bottom. Not only is the man smothered in the folds of the ray, but also he is kept away from the surface where he might receive assistance.

Horned Ray

Characteristics: Cun 0, Per +1, Str +1, Sta 0,
Dex +2, Qik +1

Size: 0

Personality Traits: Aggressive +2

Abilities: Awareness 3, Hunt (men) 2, Swim 6,
Stealth (swimming) 2

Ferocity: 3 (when attacking men)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+4	+3	+3
Smother	+5	+6	+4	+1*

* this attack is used to immobilize the target (see the Brawling Maneuvers Table on page 169 of ArM4)

Soak: 0

Fatigue: 0

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Stingray

The stingray may be found swimming in muddy shallows and around rocky reefs. The stingray is armed with a barb in his tail. This is a fearsome weapon, for the barb contains a deadly poison. Merely touching the barb of a live stingray is enough to make one ill, and woe betide the man who is stung. If the barb is carefully removed and then stuck into a plant, the poison is so virulent that it will cause the plant to wither and die.

The stingray can be caught safely, though. He is attracted to sweet sounds and to music. So, instead of using a fish for bait, fishermen use a maiden's voice or a happy tune to lure in the ray. Once the stingray has come close, the fishermen can snare him in their nets, and safely dispatch him without fear of the barb.

Stingray

Characteristics: Cun -1, Per 0, Str -4, Sta -1,
Dex -1, Qik 0

Size: -2

Personality Traits: Music-loving +1

Abilities: Awareness 3, Stealth (swimming) 1,
Swim 5

Ferocity: 1 (when hunted)

Weapon/Attack	Init	Atk	Dfn	Dam
Barb	+3	+1	+4	-4*
Bite	+2	0	+3	-6

Soak: -3

Fatigue: -1

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Powers:

**Poisonous Barb*, PeCo 20/PeAn 20, 0 points:
When a ray strikes a creature with the barb in its tail, the victim must make a Stamina stress roll of 12+ or lose one Body level. If the roll botches, the victim loses an additional Body level.

Stingray of Virtue

Characteristics: Cun 0, Per +1, Str -1, Sta 0,
Dex 0, Qik +1

Magic Might: 20

Size: -1

Personality Traits: Aggressive +5, Music-loving +1

Abilities: Athletics 1, Awareness 3, Hunt 2,
Stealth (swimming) 2, Swim 6

Ferocity: 3 (when attacking men)

Weapon/Attack	Init	Atk	Dfn	Dam
Barb	+4	+2	+4	0*
Bite	+3	+1	+3	-2

Soak: -1

Fatigue: 0

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Powers:

**Poisonous Barb*, PeCo 35/PeAn 35/PeHe 20, 0 points: When a ray strikes a creature with the barb in its tail, the victim must make a Stamina stress roll of 12+ or lose two Body levels. If the roll botches, the victim loses an additional two Body levels. The poison will also wither plants.

Vis: 4 Perdo in barb

Remora (Echeneis)

The remora, also called the sucking-fish, lives in the open sea. He is a little creature, being the size of a small eel, and is black in color. His name means ship-holder, and he gets it from what he does. When the remora fastens his teeth onto a ship, it is as if the ship were suddenly reined in by a rider with vigorous application of the bit and tightening of the reins. The ship may have been traveling at a good speed before the wind, but it is for naught once the remora takes hold. He will hold the ship fast despite the action of wind or wave. The passengers will be dismayed, but the sailors know what has happened. Pliny writes that Marc Anthony's flagship was held fast by a remora at the Battle of Actium.

Remora

Use statistics for "Small Fish (Size -4)" on page 124 with the following changes:

Characteristics: Sta +1

Magic Might: 15

Personality Traits: Tenacious +5

Abilities: Awareness 2, Swim 4

Ferocity: 2 (holding a ship fast)

Soak: -3

Fatigue: +1

Powers:

Anchor and Stake, ReAq 20, 0 points: The remora can stop a ship from moving through the water by gripping the prow in its teeth. If the ship is being magically propelled, the level of the effect must be greater than the remora's Might for the ship to be able to proceed.

Vis: 3 Rego in teeth



Adventure

The covenant is expecting a series of messages to arrive from a covenant in another tribunal (or, from a character who is traveling abroad). However, the messages are not arriving. As the characters investigate, it is revealed that an enemy has been using remoras to delay the messengers' ships. This could have political repercussions if the enemy is a magus and the messengers are Redcaps.



Sea-Horse

The sea-horse (*hippocampus*) is called by the Greeks *hydrippus*. The front part of this creature has the shape of a horse, the rear part the shape of a fish. His scales are silver-green or gold-green in color. His foreparts are the color of sea-foam, and his mane is the dark color of a stormy sea.

He swims about in the open sea, and is rarely seen. He is the leader of all the fishes. When the fishes decide to make a pilgrimage, they will come to the sea-horse, and have him lead the way. The sea-horse represents Moses, the first of the prophets, who showed us the way of the Lord.

Sea-Horse

Characteristics: Cun 0, Per 0, Str +5, Sta +3, Dex 0, Qik +2

Magic Might: 20

Size: +2

Personality Traits: Noble +3, Spirited +2

Abilities: Athletics 3, Awareness 3, Swim 6

Ferocity: 2 (versus false prophets)

Weapon/Attack	Init	Atk	Dfn	Dam
Kick	+6	+3	+3	+7

Soak: +5

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Vis: 2 Rego in mane, 2 Aquam in tail

Seal

The seal is a creature that can also live out of the water, for he sleeps on the shore at midday. He has the face of a dog, but the hinder parts of a fish. His body, though, is not covered in scales. The female seal gives birth to live young, and uses a safe spot on the shore as her birthing-place. She has milk for her young. She takes several days to introduce her cubs to the ocean waters. She takes them into the water for a short time, gradually acclimating them.

Seal

Characteristics: Cun 0, Per 0, Str 0, Sta +1, Dex -2, Qik +2

Size: 0

Personality Traits: Playful +2

Abilities: Athletics 1, Awareness 3, Hunt (fish) 3, Swim (diving) 4

Ferocity: 1 (versus fish)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+4	0	+4	+2

Soak: +2

Fatigue: +1

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Shark

Many types of shark swim the seas of Mythic Europe. Some are small, passive, and quite benign. Others are large, vicious, man-eaters.

Dogfish

The dogfish is a small shark that generally grows half a yard in length. He prefers to live in the mud. The female gives birth to live young. Such is their instinct that they become strong swimmers in no time. The speckled dogfish has softer skin and a flatter head. The pale or white one has harder skin and a tapered head. Both of these types have spines on their body. The dogfish is armed with one spine on the dorsal fin and one in the tail: both spines are venomous.

Dogfish

Characteristics: Cun -1, Per 0, Str -5, Sta +1, Dex -1, Qik +2

Size: -3

Personality Traits: Bloodthirsty +2, Aggressive +1

Abilities: Awareness (blood) 3, Hunt (fish) 3, Swim (in combat) 5

Ferocity: 1 (smells blood)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+5	+2	+8	-6

Soak: -2

Fatigue: +1

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Powers:

Poisonous Spines: The dogfish has two poisonous spines on its body — one in the dorsal fin and one in the tail. A creature must make a Dexterity stress roll of 6+ when biting or grasping the dogfish to avoid being pierced by the spines. If poisoned, the victim must make a Stamina stress roll of 9+ or lose one Body level in damage.

Giant Shark

Characteristics: Cun -1, Per +3, Str +7, Sta +4, Dex 0, Qik 0

Infernal Might: 20

Size: +3

Personality Traits: Bloodthirsty +6, Aggressive +3

Abilities: Awareness (blood) 4, Hunt (men) 3, Swim (in combat) 7

Ferocity: 4 (smells blood)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+6	+5	+2	+14

Soak: +9

Fatigue: +4

Fatigue Levels: OK, 0/0/0, -1/-1, -3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1, -3, -5, Incap.

Powers:

Blood-frenzy: If a creature is bleeding in the water near a shark, it should make a Bloodthirsty stress roll. On a result of 8+, the shark will immediately attack the creature, gaining the bonus from its Ferocity score. If the water near the shark has a lot of fresh blood, the shark may also enter blood-frenzy, and will attack any likely target.

Shipworm

The shipworm is a worm of the water (see “Worm”, page 105), which is found in all waters. He feeds on the wood of ship’s hulls and of the piers they moor to. In color he is pale and gray. He has the body of a worm, although he has the flat tail of a whale. His mouth is full of tiny, sharp teeth. He gnaws through the wood of the hull, and only the holes he leaves behind evidence his presence.

The shipworm has been said to reach the length of a man, or even more. Like his smaller brethren, he is sustained by wood, not flesh. In concert, these worms can gnaw their way through the hull of even the stoutest ship. Similarly, our combined efforts can let us complete tasks that would be beyond what one of us could do.

Nota bene: This creature originally appeared in *The Mythic Seas*, page 92.

Shipworm

Use statistics for “Tiny Fish (Size -5)” on page 124 with the following changes:

Characteristics: Cun -3, Per -3

Personality Traits: Persistent +1

Shipworm of Virtue

Characteristics: Cun -3, Per -2, Str -1, Sta 0, Dex -2, Qik +1

Magic Might: 5

Size: -1

Personality Traits: Voracious +3

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+2	+5	+1	+4

Soak: 0

Fatigue: +1

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated



Siren (Sirene)

Physiologus writes that sirens are deadly creatures who live in the seas. Their upper half is like a beautiful maiden, and the rest of them is like a bird. Although creatures of the sea, they do not dwell in the waters.

They cry out with odd, inhuman voices. The sweetness of their voices can charm sailors and draw these ignorant, imprudent men to their ruin. For as the sailors approach, they are lulled by the pleasant song of the sirens. When the sirens see that the sailors have fallen asleep, they attack them and rend them to pieces. So must we be careful, lest we are lulled senseless by pleasures of the flesh and become exposed to peril.



Siren

Characteristics: Int 0, Per 0, Pre +3, Com +6,
Str 0, Sta +1, Dex +2, Qik +2

Faerie Might: 20

Size: 0

Personality Traits: Seductive +5, Vain +2

Abilities: Athletics (flying) 2, Awareness 3, Play
Flute 3 or Play Lyre 3

Ferocity: 3 (sleeping men)

Weapon/Attack	Init	Atk	Dfn	Dam
Claws	+3	+2	+5	+3

Soak: +2

Fatigue: +1

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Powers:

Breathe Water, 0 points: A siren may breathe water and not drown.

Enchanting Voice, ReMe 35, 3 points: When the sirens sing, all who hear must travel toward the sound as long as they are able. The siren sings a wordless song that draws in mortals like moths to flame. As long as a mortal can hear the song, he must make a Stamina stress roll of 12+ or become hopelessly infatuated with the singer. Women receive a +9 bonus to this roll. At the storyguide's discretion, certain Personality Traits can modify this roll.

Vis: 4 Mentem in tongue

On the Siren

It is believed that the island dwellings of the sirens are located within mild (+2) Faerie or Magical regions. The sirens use their gift of enchanting song to lure in men — and occasionally women — into their realm. There the sirens bask in the attentions lavished on them by the hapless mortals. Few are able to resist the allure of the sirens long enough to escape, and even those who do resist generally find themselves trapped in the regio.

— Rebecca of House Mercere

Sturgeon

The sturgeon is rarely seen. Thus, it is very good fortune to catch a one. He was once a fish sacred to the pagan gods. All through the winter, the sturgeon lies quiet. When the vernal equinox

has come, only then does he begin to stir and hunt for his food. The sturgeon is a muscular fish, but very fat along the sides and the belly. His skin is covered with rough scales. If the skin is preserved, it can be used to polish spear-points.

Sturgeon

Use the statistics for “Large Fish (Size -1)” on page 125 with the following changes:

Personality Traits: Abrasive +1, Discreet +1

Ferocity: 2 (threatened with capture)

Swordfish (Gladius)

The swordfish gets his name from its appearance. He has a sharp, pointed beak which is part of his jaw. When he is small and goes hunting for food, he pierces its prey with his pointed beak, and then eats his fill. As the fish grows large, the beak grows as well. On the largest swordfish, the beak resembles the pointed prow of a trireme used in war.

Swordfish

Use the statistics for “Large Fish (Size -1)” on page 125 with the following changes:

Characteristics: Sta +1

Size: -1

Personality Traits: Aggressive +1

Abilities: Awareness 2, Swim 5

Ferocity: 2 (versus boats)

Weapon/Attack	Init	Atk	Dfn	Dam
Beak	+6	+2	+6	+3

Soak: 0

Fatigue: +1

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Triton

The triton is a sea-creature whose female is commonly called the mermaid. He is like the siren in his hybrid form: he is like a man down to his navel, and below that he has a fish's tail. There is no positive proof of the existence of this

creature, although there have been reports so numerous that it is impossible to dismiss the claims out of hand. Aphrodite, goddess of love, once had tritons as her attendants. They served both as her bodyguards and helped convey her through the seas.

As for the mermaids, the poet Homer told of Ino of the Fair Ankles, the daughter of Cadmus who had once been human, who saved Odysseus from a raging storm during his journeys home. The mermaid seems to seek the notice of mortals, but rarely long enough to be observed clearly. In appearance, the mermaid is a slender and graceful young maiden down to the navel and is a fish below. It is said that those mortal men who have stolen a kiss from a mermaid have slipped beneath the waves, never to be seen again.

Triton

Characteristics: Int 0, Per +1, Pre +1, Com -1,
Str +1, Sta +1, Dex +1, Qik +1

Magic Might: 10

Size: 0

Personality Traits: Mercurial +2

Abilities: Athletics 2, Awareness 2, Brawling
(fist) 2, Spear 2, Hunt (fish) 2, Swim 6

Weapon/Attack	Init	Atk	Dfn	Dam
Brawling (fist)	+5	+4	+4*	+1
Spear	+8	+4	+5	+4

* +11 in open water

Soak: +2

Fatigue: +1

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Mermaid

Characteristics: Int 0, Per +1, Pre +3, Com -1,
Str 0, Sta 0, Dex 0, Qik +1

Magic Might: 12

Size: 0

Personality Traits: Shy +2, Gentle +2, Sad +1

Abilities: Athletics 1, Awareness 3, Charm 3,
Swim 6

Weapon/Attack	Init	Atk	Dfn	Dam
Brawling (dodge)	+2	0	+1*	0

* +10 in open water

Soak: +1

Fatigue: +1

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Powers:

Infatuation, ReMe 15, 8 points: If a mermaid finds a man pleasing, she can catch his eye and compel him to come to her, against all sense.

Deep Embrace: Once a mortal is within her reach, a mermaid can wrap her arms about the hapless soul and draw him underwater. Those of pure heart (and without such Virtues as True Faith) can accompany the mermaid to an underwater regio where they can breathe the water as easily as air. Mortals who have entered the regio can leave whenever they so desire, provided they are escorted out by a mermaid. Leaving is a rejection of the one who brought the mortal there originally, though, and she literally dies of a broken heart. Those not of pure heart who manage to take the mermaid's embrace find themselves several fathoms underwater, suddenly rejected by the mermaid and drowning.

Vis: 2 Aquam in heart, which requires a Callous Personality Trait roll of 8+ to remove from the mermaid.



Tuna

The tuna is a large and powerful fish that can reach immense size. He is also sluggish and not daring. He is found in the southern seas, and even into the Black Sea. He is aware of the changes in the seasons and of the arrival of the solstices. He stays at rest from the winter solstice through the vernal equinox, but is active the rest of the year.

If hooked, the tuna will try to free himself. Either by diving to the sea floor and forcing the fisherman to release him, or by widening the wound made by the hook so that he can withdraw it.

Allegory

A magus is trying to match up a rival with a tuna familiar. The magus is hoping that his rival will adopt the tuna's lack of initiative, and so be less of a threat. The characters may choose to help either side, depending on the politics of the situation.



Tuna

Use the statistics for "Large Fish (Size -1)" on page 125 with the following changes:

Characteristics: Str +1, Qik -4

Personality Traits: Daring -2, Slothful +1

Ferocity: 2 (when hooked)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	-2	0	-2	+1

Walrus

The walrus is found in the cold waters of the north. In form, he is like a seal. He has great tusks like those of the elephant. The walrus has an ominous cry and also a very deep roar.

Walrus

Characteristics: Cun 0, Per 0, Str +7, Sta +4, Dex -1, Qik -1

Size: +3

Personality Traits: Territorial +3

Abilities: Athletics 1, Awareness 3, Swim 4

Ferocity: 2 (pursuing ship)

Weapon/Attack	Init	Atk	Dfn	Dam
Gouge	+4	+6	+2	+8

Soak: +8

Fatigue: +5

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Powers:

Bellow: The bellow if a walrus is unnerving, sounding like the roar of some Infernal beast. Mortals who hear it must make a Brave Personality Trait stress roll of 6+ or flee the immediate area.

Adventure

One of the magi is having disturbing dreams about an elephant drowning in deep, cold water. His research into the meaning of this reoccurring dream turns up stories of a fantastic sea-elephant which can only be found in the remote waters off of Ultima Thule. When the dreams become finally unbearable he decides to travel north to unravel the mystery and ease his nightmares.

Whale (Cetus)

The whale is a creature of a huge size. He can draw in and spout out water when he surfaces. It is because of this that the Greeks called the whale *balenae* because he expels (Greek *ballein*) the waters from within himself. He rises to the top of the waves during strong storms that stir the oceans to their depths, such as the equinoctial gales. If the whale lies still at the surface, sailors sometimes believe they have come across a promontory in the water. However, if they try to anchor or come ashore, they pay dearly for their mistake.

Physiologus writes that when the whale is hungry, he opens his mouth wide and issues forth a sweet fragrance. Like the sweet fragrance of the leopard's breath (see page 35), the whale's fragrance lures the smaller fishes into the whale's mouth. However, the larger fishes turn away from the whale's mouth as they swim by. When the whale's mouth is full, he swallows all the fishes therein. The large fish represent those who have grown in their wisdom, and they know to avoid the deceptions that trick the small-minded and the foolish.

Whale

Characteristics: Cun +2, Per 0, Str +11, Sta +8, Dex 0, Qik +1

Size: +5

Personality Traits: Deceptive +1

Abilities: Awareness 3, Swim 6

Ferocity: 2 (harpooned)

Weapon/Attack	Init	Atk	Dfn	Dam
Tail-smash	+4	+3	-3	+16

Soak: +15

Fatigue: +8

Fatigue Levels: OK, 0/0/0, -1/-1, -3/-3, -5/-5, Unconscious

Body Levels: OK, 0/0/0, -1/-1, -3/-3, -5/-5, Incapacitated

Powers:

Ram: If someone attacks a whale from a vessel and provokes the whale, it will strike back. It does so by ramming the offending vessel with an attack bonus of +8 and a damage

bonus of +12. (See the ship-to-ship combat rules on page 32 of *The Mythic Seas*.)

Swallow: Most whales eat only plankton, but a few larger varieties of whale have been known to swallow larger objects, such as people. However, the whale's stomach is ill-suited to digest anything more difficult than brine shrimp. The unlucky soul will likely find themselves regurgitated, alive and largely unharmed aside from the unsettling memories.

Great Whale

Characteristics: Cun +2, Per 0, Str +15, Sta +8, Dex 0, Qik 0

Magic Might: 35

Size: +6

Personality Traits: Deceptive +3

Ferocity: 4 (harpooned)

Weapon/Attack	Init	Atk	Dfn	Dam
Tail-smash	+5	+2	-4	+21

Soak: +16

Fatigue: +8

Fatigue Levels: OK, 0/0/0/0, -1/-1/-1, -3/-3, -5/-5, Unconscious

Body Levels: OK, 0/0/0/0, -1/-1/-1, -3/-3, -5/-5, Incapacitated

Powers:

Ram: If someone attacks a whale from a vessel and thereby provokes the whale, it will strike back. It does so by ramming the offending vessel with an attack bonus of +8 and a damage bonus of +14. (See the ship-to-ship combat rules on page 32 of *The Mythic Seas*.)

Swallow: Most whales eat only plankton, but a few larger varieties of whale have been known to swallow larger objects, such as people. However, the whale's stomach is ill-suited to digest anything more difficult than brine shrimp. The unlucky soul will likely find themselves regurgitated, alive and largely unharmed aside from the unsettling memories.

Pleasing Fragrance, ReAn 30, 4 points: The whale can release a sweet fragrance from its mouth, which draws in small fishes. When its mouth is full, the whale devours all.

Vis: 3 Rego in tongue, 4 Animál in heart

Wrasse

The wrasse lives near rocks and in undersea burrows. The male wrasse keeps many wives. He is jealous of his wives, and is forever checking on them to convince himself of their fidelity. He is particularly jealous when the wives are giving birth, and he will wait at the entrance to their homes during this time. The wrasse can be caught using a prawn as bait; he will be enticed if the prawn is wriggled back and forth.

Wrasse

Use the statistics for "Fish (Size -3)" on page 125 with the following changes:

Personality Traits: Jealous +2

Ferocity: 2 (suspects infidelity)

Rainbow Wrasse

The rainbow wrasse is a poisonous fish, and not fit to eat. Moreover, the fish they nibble on also become inedible and poisonous. Fishermen catch the rainbow wrasse not to eat, but to keep him from spoiling the rest of the catch. In addition to being a problem for fishermen, he will molest divers by gathering his fellows to surround and nibble at them.

Rainbow Wrasse

Use the statistics for "Fish (Size -3)" on page 125 with the following changes:

Personality Traits: Noisome +2

Ferocity: 1 (against divers)

Rainbow Wrasse of Virtue

Use the statistics for "Fish (Size -3)" on page 125 with the following changes:

Magic Might: 20

Personality Traits: Malicious +3, Noisome +2

Ferocity: 2 (against men)

Powers:

Taint the Catch, PeAn 20, 1 point: The fish nibbled on by the rainbow wrasse becomes poisonous and unfit to eat.

Vis: 4 Perdo in mouth





Those That Creep

Chapter 7

Those that Creep

There are many beasts that creep. Some go about on their bellies, some go on four legs, and some on more legs still. Some are evil, some not, but all are dangerous. Their cursed lot has poisoned their hearts, which is the source of their venomous nature.

— Caprea filia Equus Minor of House Bjornaer



Amphisbaena

The amphisbaena is an evil and venomous serpent. He has a head where his tail should be, giving him two heads. When he is ready to move, he grasps one head with the other and moves like a hoop. He can move first the one way and then the other. He has a hotter nature than most serpents, and so he can move about in the frost. He is the first of the serpents to emerge from the winter sleep. Because of his nature, the skin of the amphisbaena is recommended as a cure for frostbite.

Amphisbaena

Characteristics: Cun 0, Per +1, Str -3, Sta 0,
Dex -2, Qik +3

Magic Might: 10

Size: -2

Personality Traits: Malicious +3, Hot-headed +3

Ferocity: 2 (in cold weather)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+7	+1	+8	0*

Soak: -1

Fatigue: 0

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Powers:

Multiple Attacks: The amphisbaena may attack with both heads each round, giving it two attacks total. Each head may attack a different target, or both may attack the same target.

***Poisonous Bite:** The bite of the amphisbaena is poisonous. The victim must make a Stamina stress roll of 6+ to avoid taking poison damage, otherwise he loses one Body level. If both heads strike the same victim, the target number is increased to 10 for both rolls.

Vis: 1 Animal in each head

Poison

Many beasts are venomous in Mythic Europe, especially serpents and other reptiles. When a character is hit for damage by the poisoned part of a venomous beast, he will suffer the effects both of the attack and of the poison.

Once poisoned, the character will need to make a Stamina stress roll against some target number to avoid the worst of the poison. If the victim Botches this stress roll, the effect should be even more severe than usual — although if the victim Botches against a lethal poison, there's not much worse that can happen.

The storyguide may decide that in certain circumstances, the beast should be able to poison the character even without doing damage. This should be decided on a case-by-case basis; the descriptions in this book assume that damage also needs to be done.



Asp (Aspis)

The asp is a cunning and deadly beast, for he kills with his venom. When he bites a man, his poison flows in and is spread throughout the body. When the asp moves, he keeps his mouth open and steaming. Even the vapor of his breath is enough to injure other animals. The asp is the only snake whose venom has no remedy. Solinus writes that the asp has a precious carbuncle in his head, but the stone must be removed while the serpent lives or else it will dissolve away in the corpse.

There are many different kinds of asp; none are harmless, but some are more dangerous than others. The bite of the ypnalis, or hypnale, will first send his victim to sleep and then to death. This was the asp used by Cleopatra when she clutched a serpent to her breast in her despair. The Libyan asp is capable of blinding a man with his breath. The venom of the prester causes the victim's whole body to swell up like a globe-fish (see page 77). Then the victim dies, and his body begins to rot away at once. Likewise, the bite of the spectaficus consumes his victim at once, and then the body starts to putrefy without delay. The seps is a very small snake. His poison consumes the bones and the body. He can change his color to hide better and surprise his prey. He has four hollow fangs in his lower jaw.

Asp

Characteristics: Cun 0, Per 0, Str -7, Sta -3, Dex -2, Qik +2

Size: -4

Personality Traits: Cruel +1

Abilities: Athletics (slithering) 1, Awareness 3, Stealth (creeping) 2

Ferocity: 1 (unsuspecting victim)

Adventure

An enemy of the covenant manages to place an ypnalis in the covenant's well. As the ypnalis struggles, it releases its narcotic venom. The water does not become so poisonous that it kills, but it is enough to make the covenfolk drowsy much of the time.

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+5	0	+8	-7*

Soak: -7

Fatigue: -3

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Powers:

**Poisonous Bite:* The bite of the asp is deadly poison. The victim must make a Stamina stress roll of 12+ to only lose one Body level, otherwise he dies. Also, the venom of the asp has no natural remedy and magic must be used if the victim is to survive.

Emorrosis

The emorrosis is a small snake. He is one foot long and his body tapers down from his broad head to his tail. He is a sluggish and feeble serpent. However, his bite is lethal, for once bitten, the victim will sweat blood copiously — he issues blood from all over his body. So virulent is the venom that even old wounds will reopen and weep blood.

Emorrosis

Characteristics: Cun 0, Per +1, Str -7, Sta -3, Dex -3, Qik -2

Magic Might: 25

Size: -4

Personality Traits: Bloodthirsty +3, Slothful +3

Abilities: Awareness 3, Stealth (ambushes) 5

Ferocity: 2 (smells blood)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+1	0	+5	-6*

Soak: -7

Fatigue: -3

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Powers:

**Poisonous Bite,* PeAn 35/PeCo 35, 0 points: The bite of the emorrosis is deadly poison. If a victim is bitten, he begins bleeding copiously. He must make a Stamina stress roll of 9+ or lose a Body level from blood loss. The victim must continue rolling until he is dead or the venom is magically neutralized.

Vis: 5 Perdo in body

Basilisk (Regulus)

The basilisk gets his name from the Greeks, for they call him the little king. This name is a true description, for he is the king of the creeping things. He is a small creature, being only a half-foot in length. In appearance, he is striped lengthwise and covered in white spots. He lives in the desert and the dry places, as the scorpions do.

He is venomous by nature. Living things flee at his approach, since even his scent will kill them. His breath and his glance will kill even the largest of the serpents — the dragons — and he can kill a man by looking at him. He burns the birds as they fly past with his fiery breath, and then swallows them where they fall to ground. When he drinks water, he poisons it so that all others who later drink from the same source develop rabies.

It is said that he can kill a man by biting the stick in his hand. Pliny tells of a spearman who had closed on a basilisk and lanced him. The man was himself killed when the poison traveled up the shaft. Alexander the Great once saved the lives of his troops by inducing the basilisk to gaze at himself in a mirror, for the deadly rays from his eyes were turned about and used against him. The only animal that can stand against him is the weasel (see page 21), and men will use the weasel to kill the basilisk. The weasel must prepare himself by eating of the herb rue so that he will be immune to the poison.

Basilisk

Characteristics: Cun 0, Per 0, Str -6, Sta +1,
Dex 0, Qik +1

Magic Might: 50

Size: -4

Personality Traits: Regal +5, Merciless +4

Abilities: Athletics 1, Awareness 4, Hunt 2

Ferocity: 2 (when challenged)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+6	+10	+12	+8*

Soak: +7

Fatigue: +1

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Powers:

Death Glance, PeAn 40/PeCo 40, 1 point: The glance of the basilisk can be deadly when it wishes. If the target is a person or animal, the victim does not have to meet the glance of the basilisk to be affected; the basilisk only needs to see the victim. The target must make a Stamina stress roll of 10+ to only lose two Body levels, otherwise he dies.

Fiery Breath, PeAn 40/PeCo 40, 4 points: The basilisk can expel an acrid plume of venom, which will burn those in a room-sized area. The plume does +35 points of damage, and armor only provides half its Protection value against this attack.

**Poisonous Bite*, PeAn 40/PeCo 40, 0 points: The bite of the basilisk is deadly poison. The target must make a Stamina stress roll of 10+ to only lose two Body levels, otherwise he dies.

Poisonous Touch, PeCo 25, 0 point: The touch of the basilisk, like its gaze, is deadly. Use the same effects as for *Death Glance* above. Anyone striking the basilisk with a weapon must resist the effects of the poison, and armor offers no protection.

Vis: 10 Perdo in body



Allegory

An eagle of virtue (see page 53) asks the covenant to help him prepare for an upcoming battle. He has challenged the basilisk to the right to rule the beasts, for the basilisk despoils his realm and is therefore an unfit ruler. What aid can the magi provide and what can the eagle offer in return?

Crocodile (Crocodilus)

The crocodile is found in Egypt. He gets his name from his color, which is like that of the crocus or of saffron. He is an amphibious animal, for he is four-footed and equally at home in the water or on the land. He goes into the water at night and rests on the land during the day.

The crocodile often accumulates leeches in his gums and between his teeth. He will permit the Egyptian plover to enter his mouth and pick



the leeches out, but no other safely enters those jaws. Once she conceives, the female is pregnant for 60 days, and will then lay 60 eggs. She lays her eggs in a nest on the land. Both the male and the female will help hatch them.

He is a monstrous beast. The crocodile grows to the length of 30 feet, but there are tales of some as long as 40 feet. He is armed with enormous teeth and claws. His tough skin wards off hefty blows, and will repel all stones and slings. He is the only animal that moves his upper jaw and keeps his lower jaw still.

The crocodile is villainous and cowardly. He will conceal himself at the water's surface by covering himself with driftwood so that he might seize unwary people who come to the river to gather water. He will carry water up from the river in his mouth and spill it on the track to make it muddy and slippery so that men will slide into his maw. However, if he is threatened, he will quickly flee. It is said that the crocodile sheds tears when he eats a man, but there is no remorse in his heart.

Crocodile

Characteristics: Cun +1, Per 0, Str +6, Sta +4, Dex -2, Qik 0

Size: +3

Personality Traits: Sneaky +3, Brave -2

Abilities: Athletics (running) 2, Awareness 3, Stealth (in water) 4, Swim 3

Ferocity: 2 (hungry)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+4	+2	+1	+13*
Claws	+2	0	-1	+11

*The crocodile will attempt to Immobilize his victim (see the Brawling Maneuvers Table, page 169 of ArM4) and drag him underwater.

Soak: +16 (+7 for underbelly)

Fatigue: +4

Fatigue Levels: OK, 0/0/0, -1/-1, -3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1, -3, -5, Incap.

Adventure

One of the magi is conducting Animál research, and is particularly interested in learning more about the crocodile. He charges the covenfolk with finding and recovering a crocus, but not just any will do. The magus wants a crocus flower which is shaped like the crocodile as well.

Dragon (Draco)

The dragon is the largest of the serpents, and is larger than all other animals. He usually lives in caves or caverns. When he comes out of his cave into the air, he is often carried into the sky, and the air is shaken by him. He is most often found in Ethiopia and India because the heat there agrees with his hot nature.

In appearance, he is often adorned with a crest. He has a small mouth and narrow nostrils. He puts out his tongue and tastes the air as the serpent does. Some have wings, some have claws, and some have both; all are fearsome. In color, the dragon is sometimes black, sometimes green, and sometimes golden.

The dragon inspires terror, for he is an evil creature. The only thing he is known to fear is the Peridexion tree which is found in India. The dragon fears not only the tree but its shadow.

He is a ravenous monster, and will rampage across the countryside in search of food to fill his enormous belly. The dragon often eats poisonous herbs before fighting men to make his blood poisonous. His breath is frequently venomous as well, and his mouth steams with the poison like the asp's does.

The dragon is not always a destroyer. His eyesight is keen and he is a vigilant guardian of valuable treasure. They are long-lived, and the more intelligent of them are privy to great secrets and wisdom. One treasure that the dragon bears within him is the stone called the Draconites. It is a precious stone with great powers that is formed within the head of the dragon. However, the stone must be removed while the dragon still lives, or the stone will soften and dissolve away.

Infernal Serpent

Characteristics: Cun +3, Per +2, Str +10, Sta +6, Dex 0, Qik 0

Infernal Might: 36

Size: +5

Personality Traits: Vicious +3

Abilities: Athletics (running) 3, Awareness 2, Sense Holiness and Unholiness 3, Hunt (men) 2

Ferocity: 4 (versus lapsed Christians)

Weapon/Attack Init Atk Dfn Dam
 Bite or Claw +8 +7 +1 +20
Soak: +20
Fatigue: +6
Fatigue Levels: OK, 0/0/0, -1/-1, -3/-3, -5/-5, Unc.
Body Levels: OK, 0/0/0, -1/-1, -3/-3, -5/-5, Incap.
Powers:

Tongues of Hell, CrIlg 25, 3 points: The breath of the dragon is similar to the Hermetic spell Arc of Fiery Ribbons, ArM4, page 135.

Weakness: This worm cannot harm anyone who has Faith Points. The touch of a holy person automatically causes one Body level of damage to the beast and renders it docile, a condition which remains until the holy person leaves the worm's vicinity. In this docile state, an Infernal worm can only defend itself, so it is easily slain.

Vis: 6 Animal in corpse

Land-worm

The land-worm is the most commonly encountered dragon, for he is found in all places. In shape, he has the appearance of a great serpent. All land-worms lack claws, although some may have wings with which they can fly. Some are black in color, others green. They have shining scaly armor that gives them the look of being wet. Those land-worms that are found near the water are often amphibious, and can live below the water as easily as they do above.

The breath of the land-worm brings death. Some may breathe forth fire, others expel venom, others spit acid. However, the strength of the land-worm is not in his jaw, but in his tail, which he uses to bash opponents. He kills by crushing in his coils, and even the mighty elephant is not safe from his constriction.

There are stories of many different land-worms. The oldest is Python, a great serpent who was slain by Apollo. Descendants of Python live on in India, as attested by Pliny. He writes that they reach lengths of 30 feet or more. Some of these are crested; others are not.

Another is the land-worm Fafnir of the Nibelungenlied, who was slain by Siegfried. Fafnir guarded the Nibelungen hoard, and many land-worms are guardians of treasure.

Land-worm

Characteristics: Cun 0, Per +2, Str +9, Sta +5, Dex 0, Qik +1

Magic Might: 20

Size: +4

Personality Traits: Cruel +3, Greedy +3

Abilities: Athletics 3, Awareness (hearing) 3, Hunt 2

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+8	+6	+3	+18
Tail	+9	+5	+2	+13*

*The target must make a Strength + Size roll of 15+ to remain standing.

Soak: +20

Fatigue: +5

Fatigue Levels: OK, 0/0/0, -1/-1, -3/-3, -5, Unc.

Body Levels: OK, 0/0/0, -1/-1, -3/-3, -5, Incap.



Tales of the Dragon

All across Europe, people tell tales of dragons.

In Scripture, there is the seven-headed dragon described by St. John at Padma in the Book of Revelations.

Another story tells of two dragons living in a cave near Lucerne in France. A man fell into the cave and could not climb out, for the hole was too steep. The man realized he was sharing the cave with two sleeping dragons, and waited quietly and patiently for them to rouse so that he might cling to their tails and be carried to freedom.

A dragon was once ravaging Poland in the time of King Krakus. The people had hoped to appease him with an offering of oxen each day, but in time the dragon's greed exceeded what the people could give. However, even Krakus could not defeat such a mighty beast in combat, so he filled a calf skin with an alchemical mixture and offered that to the dragon in place of an ox. When the dragon ate the false calf, he was ignited from the inside.

In England, they tell the tale of the Laidley Worm. As a youth, Lord Lambton regularly defied the prohibition of the Sabbath and went fishing. One day, he hooked a worm, but tossed it aside without thinking further about it. The worm grew and grew and eventually became a fearsome dragon. During this time, Lambton had repented of his callous ways, and had gone on Crusade. On his return, he realized that the dragon terrorizing the countryside was a consequence of his earlier sins. The dragon was a fierce opponent, for as each part was cut off, it would rejoin the whole. Eventually, Lambton had a coat of mail fashioned that was studded with blades. He then drew the dragon out to fight in a swift river. As the worm coiled around him, it was cut to pieces, and the pieces were washed downstream in the fast current before they could rejoin the worm. Eventually, Lambton outlasted the dragon, and it was defeated.

— Rebecca of House Mercere



Powers (one of the following):

Tongues of Hell, CrIg 25, 3 points: The breath of the dragon is similar to the Hermetic spell *Arc of Fiery Ribbons*, ArM4, page 135.

Breath of the Basilisk, PeCo 40, 5 points: The dragon can expel a noxious cloud of poison, roughly 10 paces long by 3 paces wide. Those caught within the cloud take +20 damage. Armor gives only half-protection against this attack.

Breath of Dissolving Fluid, PeAq 20, 3 points: The acid breath of a dragon is sprayed out at a single target. The target must make a Quickness – Encumbrance roll of 10+ or else take +15 damage. Each hit reduces the target's armor Protection rating by 5 points. The damage is permanent but may be repaired. Soft materials decay within a round when touched by the fluid unless quickly doused with water.

Vis: 2 Animál in body, 2 Perdo in fangs

Tatzlwurm

Characteristics: Cun –1, Per +2, Str +11, Sta +8, Dex 0, Qik –1

Magic Might: 40

Size: +5

Personality Traits: Marauding +5, Rapacious +3

Abilities: Athletics (flying) 2, Awareness 3, Climb 3

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or claws	+6	+9	0	+20

Soak: +20

Fatigue: +8

Fatigue Levels: OK, 0/0/0, –1/–1, –3/–3, –5/–5, Unc.

Body Levels: OK, 0/0/0, –1/–1, –3/–3, –5/–5, Incap.

Powers:

Fiery Breath, CrIg 35, 1 point: The dragon's fiery breath can extend out 30 to 40 paces. It forms a cone which reaches its widest point, about 5 paces, at the maximum range. All those who lie within this conical area are affected, taking +35 damage. Metal armor is not effective against this fire damage.

Tatzlwurm

You want to take on a real challenge, try the tatzlwurm. It's a type of dragon found in Germanic lands; a real tough one at that. The first problem is finding one. Of course, just keep wandering around until you hear of a village where the peasants are offering up their livestock to some horrible monster, or a deserted pass where lost children are rumored to be eaten up. Or, just go out into the mountains, out into the rocky lands with caves and steep crags. They like to make their nests in such places.

The tatzlwurm is a mighty beast in his appearance. He has wings and a fiery breath. He has four legs, each of which is armed with large and deadly claws. His maw is filled with teeth of great size, and he uses them to rend his prey when he feeds. As with others of his kind, he tends to prefer young animals from the herds and flocks, so you may have some luck drawing one out by using a lamb or kid as bait.

Good luck and happy hunting, my sodales.

— Cremate Spurius of House Flambeau

The Great Wurm of the Pyrenees

There are many things which have been said and could be said about the Great Wurm of the Pyrenees, but even all those words together would not be enough to truly describe the full monstrosity of this beast. He exceeds all other dragons in vileness and power. His breath is a corrosive poison that defeats all opponents. When he is enraged, his fury alone is enough to make even the bravest lion freeze up like the most timid rabbit.

Should a knight be doughty enough to strike the monster and pierce the scales, his joy will not last long. For the dragon heals even the deepest of wounds in but an instant. He cares nothing for magi, or indeed for anything of man. There are few rewards which are worth daring the power this one wields once aroused. We are indeed fortunate that the monster chooses to sleep.

— Erat Caecus of House Tytalus

Terrible Roar, ReAn/ReMe 20, 1 point: The dragon's roar causes groups of animals and men to flee in terror. Those in the area may stand their ground if they make a Brave Personality Trait stress roll of 11+.

Wings: The dragon can fly using his wings, which are shaped like the wings of a bat.

Vis: 5 Animál in claws, 3 Ignem in tongue, 10 Vim in Draconites.

The Great Wyrm

Characteristics: Cun +5, Per +3, Str +20, Sta +10, Dex 0, Qik 0

Magic Might: 75

Size: +9

Personality Traits: Destructive +5, Energetic -5

Abilities: Hex (fear) 15

Ferocity: 5 (when awakened)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+10	+9	-3	+35*
Claws	+9	+8	-4	+32
Tail	+2	+10	-5	+29**

**The target is also knocked down unless a Strength + Size roll of 18+ is made.

Soak: +29

Fatigue: +10

Fatigue Levels: OK, 0/0/0/0, -1/-1/-1, -3/-3/-3, -5/-5/-5, Unconscious

Body Levels: OK, 0/0/0/0, -1/-1/-1, -3/-3/-3, -5/-5/-5, Incapacitated

Powers:

Acrid Spray, PeAn/PeCo 40, 0 points: The Great Wyrm can spray its poison at any target within 15 paces, losing 2 Fatigue levels in the process. The target of this attack can avoid it with a Brawling (dodge) stress roll of 10+ or by taking cover behind a large shield. The dragon must rest for a combat round after spraying its poison.

Fly: The Great Wyrm can fly. The beat of its wings makes a sound like thunder; its force can blow people over. Those within 20 paces must make a Strength + Athletics stress roll of 10+ to remain standing. Characters who manage to stay standing still suffer a -3 penalty to all other rolls; magi must make a Concentration stress roll of 6+ to cast spells. Rolls to remain standing must continue every round the dragon is flying within 20 paces.

Poisonous Bite, PeAn/PeCo 40, 0 points: The bite of the Great Wyrm is deadly poison. If a victim is bitten, he must make a Stamina stress roll of 12+ or die instantly. If he makes the roll, he still loses two Body levels. The poison is also corrosive and will permanently damage armor, weapons, and supplies not protected by magic.

Regeneration, CrAn 45, 0 points: As long as it is alive, the Great Wyrm heals 2 Body levels at the end of each combat round.

Scream, PeAn/PeCo/PeHe/PeTe 40, 10 points: The scream of the Great Wyrm has dire effects on the people and the land. It causes mothers to miscarry, earthquakes, and other disasters. Treat this ability as a particularly powerful Hex.

Terrible Visage: The dragon is truly horrible to look upon. Those in the area may attack the Great Wyrm if they make a Brave Personality Trait stress roll of 12+, otherwise they are paralyzed with fright.

Vis: 40 Perdo in the body, 20 Creo in the heart. The scales may be used to fashion armor that would be nearly impervious to normal weapons (roughly +20 protection), but powerful magic would be needed to remove them. If the heart is eaten, it cures all ills and removes all Decrepitude points and other ravages of aging. (If the heart is eaten by more than one person, it still cures all ills, but does not remove Decrepitude.)



Lizard (Lacertus)

The lizard is a kind of reptile that has limbs, unlike the serpent. There are many kinds of lizard, including the botrox, the salamander (see page 100), the newt, the admoditae, the elephantia, and the camedracontes. Most lizards are poisonous, but their poison is stronger in the day than in the night, for they are cold by nature. Thus, they can only harm when warm. Lizards sleep in nests in the winter and go out in the summer.



One type of lizard is known as the botrox, or frog-lizard. He gets his name because he has a frog's face, and the frog is called *botraca* by the Greeks. The newt (Lat. *stellio*) gets his name from his coloring, for his back is spotted with white like stars in the night sky. The newt is the enemy of scorpions, and he strikes fear into them.

It is said that if a lizard is cut in half, the parts will scramble about. If the two parts find each other while they still have life in them, they will rejoin and reform the lizard. The lizard will eventually recover, but he will have a scar like a seam around his middle as a reminder of the experience. Likewise, we magi may become divided amongst ourselves, but when we rejoin, we are restored to our full power.

Lizard

Use statistics for "Tiny Wild Beast (Size -5)" on page 123 with the following changes:

Characteristics: Cun -3

Personality Traits: Cold +1

Abilities: Athletics 2, Awareness 3

Ferocity: 2 (when warm)

Sun-lizard (Saura)

The sun-lizard is also called the "sun-eel" by some. As he ages and grows old, the sun-lizard's eyes fail. When this happens, he seeks out an east-facing wall. He will enter a crack in the wall and gaze to the east. The sun-lizard's eyes are made new and his sight restored by the rising sun. So you too should seek out the rising sun known as Jesus, if your eyes should become clouded with pride.

— Cicero Saturni of House Bonisagus

Foreshadowing

One day, some of the covenantfolk are doing work in a marshy area near the covenant when they find unusual animals. They find a family of 12 newts, which is unusual enough; moreover, the white spots on their backs mark out the constellations of the Zodiac. Can they be used to cast horoscopes? Do they have some other purpose?

Lizard of Virtue

Use statistics for "Tiny Wild Beast (Size -4)" on page 123 with the following changes:

Characteristics: Cun -3

Magic Might: 10

Personality Traits: Cold +2

Abilities: Athletics 3, Awareness 3

Ferocity: 2 (when warm)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+1	+6	-11*

Powers:

**Poisonous Bite:* The lizard has a poisonous bite.

The victim should make a Stamina stress roll of 6+ or lose a Body level.

The Severed Body Made Whole, CrAn 30, 5 points:

If the lizard is cut in half, it can restore itself to full health if the parts can be rejoined.

Vis: 2 Creo in tail

Salamander

The salamander (*salamandra*) is called the "dea" by some. The salamander will stop up the mouth of the lion. He is a most poisonous creature and is capable of killing several at once. His nature is such that if he climbs a tree, he will poison all the fruit; if he falls into a well, he will poison all the water.

Physiologus writes that the salamander will quench a fiery furnace or hot oven if he is placed within the flames. The salamander is proof against fire. He is as marvelous as Shadrach, Meshach, and Abednego, who withstood the flames of the furnace in which they were placed, as attested by Daniel. Like the salamander, we should be able to stand the fiery flames that test us.

Salamander

Characteristics: Cun -2, Per +2, Str -3, Sta +5, Dex +1, Qik +1

Magic Might: 20

Size: -4

Personality Traits: Timid +3

Ferocity: 2 (dropped into flames)

Weapon/Attack	Init	Atk	Dfn	Dam
Claws	+3	+2	+6	-6

Soak: +1**Fatigue:** +5**Fatigue Levels:** OK, -3, Unconscious**Body Levels:** OK, -3, Incapacitated**Powers:**

Extinguish Flames, PeIg 20, 1 point: The salamander can extinguish any fire at will, by touching it. Larger fires may require expending extra Might points.

Poison: The touch of a salamander is poisonous. Even armor is of little protection against the virulent poison. One Body level is lost each round until a Stamina stress roll of 10+ is made; at least one Body level will always be lost to this poison.

Resistance to Fire, ReIg 40, 0 points: This creature is completely unaffected by the heat of fire.

Vis: 4 Ignem in skin

Scorpion

The scorpion is a land-worm (see “Worm”, page 105), and is neither reptile nor serpent. He gets his name from the Greek, for he is armed with a venomous stinger on his tail. He pierces his victim with his stinger, and then spreads poison in the wound. The stinger has a small hollow core through which the poison is fed into the wound. Pliny says that the scorpion prefers to sting his victim in the palm of the hand. The male is exceedingly ferocious, while the female is milder in temperament. The female does not lay eggs, but gives birth to live young. The heat causes the scorpion to be exceedingly prolific.

The scorpion is found in the deserts and other dry places. For example, they are found in multitudes in Persia, such that when the king is to travel there, he orders that all the scorpions be killed so that his horses and men may pass unmolested through the land. It is said that there are eleven kinds of scorpions. One kind is white, another is smoke-colored, a third kind is black. There is a kind which is green, and one which resembles a crab. It is generally agreed that the fiercest kind has a fiery color.

The kind of scorpion called the sibritae is found in Ethiopia. He feeds on lizards, asps, beetles,

cockroaches, and other animals that he can hunt. Scorpions of immense size may be found in Coptos in Egypt, and there are winged scorpions said to live in Egypt and India.

Scorpion

Use statistics for “Tiny Wild Beast (Size -5)” on page 123 with the following changes:

Personality Traits: Fierce +3**Abilities:** Athletics 1, Awareness 2, Climb 3, Stealth 3**Ferocity:** 3 (can strike the palm)

Weapon/Attack	Init	Atk	Dfn	Dam
Sting	+3	+1	+7	-14*

Powers:

**Poison Sting:* When the scorpion strikes a victim with its tail, it also spreads poison in the wound. The victim should make a Stamina stress roll of 3+ or lose a Body level.

Scorpion of Virtue

Characteristics: Cun 0, Per 0, Str -6, Sta -3, Dex +2, Qik 0**Magic Might:** 10**Size:** -3**Personality Traits:** Fierce +5**Abilities:** Athletics 2, Awareness 3, Climb 4, Stealth 5**Ferocity:** 3 (can strike the palm)

Weapon/Attack	Init	Atk	Dfn	Dam
Claws	+3	+5	+6	-6
Sting	+6	+6	+7	-5*

Soak: -3**Fatigue:** -3**Fatigue Levels:** OK, -3, Unconscious**Body Levels:** OK, -3, Incapacitated**Powers:**

**Poison Sting:* When the scorpion strikes a victim with its tail, it also spreads poison in the wound. The victim should make a Stamina stress roll of 6+ or lose a Body level.

Vis: 2 Perdo in sting

Serpent (Serpens)

The serpent gets his name “serpens” because he creeps (Lat. *serpito*) by stealthy approaches, not





by open steps. For the serpent is a reptile which crawls quickly on his belly and breast using small movements of his scales. The serpent is also called “anguis” because he can contort himself through many angles, and because he always travels in a curving track, never in a straight path. The snake is a supple beast, and can fold himself back and roll up in a coil. He also has the name “coluber” because he lives in the shadows (Lat. *colit umbras*) and because he slithers from place to place. He is a slippery beast, and twists and turns in the grasp.

The serpent retreats from a naked man as he would from a fire. However, he fears not a clothed man, and he will fiercely attack him. The serpent is a greedy and voracious beast. When the serpent goes to drink water, he spits out his poison into his pit. When the man comes to attack the serpent, he will shield his head with the rest of his body, and will sacrifice the body to save the head.

The serpent has but one tongue. He appears to have a triple tongue because he flickers his tongue so quickly. The serpent suffers from poor eyesight and does not see forward very well. He can hear better than he sees. If a man comes to charm a serpent with song to draw him out of his cave, the serpent lays his head on the ground and stops up his other ear with his tail to avoid the song of the enchanter.

There are many kinds of serpent. The hydrus is a water snake. When he strikes, his victims swell up. The iaculus is a flying serpent mentioned by Lucan, and he is called *acontias* by the Greeks. He perches in the limbs of trees and flings himself down on passing prey.

Another flying serpent is the sirens, which is found in Arabia. In appearance, he is white and has wings. Not only can he fly, but he can

run faster than horses. He has a very fast-acting poison, for the victim is dead before he can feel the bite. He usually builds his nest atop rocky bluffs or on the cliff-faces.

The boas is also called the “goat-sucker” and is found in Italy. He follows flocks of sheep and cattle, and hangs from their udders. He kills by sucking animals dry, although he may just dry out the udders without killing his prey.

The serpent called the “scitalis” has a brightly colored back that causes all to pause and look at him. His skin is covered in speckles of many colors, and glows and shimmers in the light. He uses the captivating power of his appearance to catch his prey without working at hunting. He is a hot beast and will display himself even in the cold of winter.

Serpent

Characteristics: Cun 0, Per 0, Str -6, Sta -3, Dex -2, Qik 0

Size: -3

Personality Traits: Slippery +1

Abilities: Athletics (slithering) 2, Awareness (hearing) 2, Hunt 1, Stealth 3

Ferocity: 1 (ambush)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+1	+5	-8

Soak: -6

Fatigue: -3

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Iaculus

Use statistics for “Serpent” above with the following changes:

Characteristics: Per +1, Qik +3

Personality Traits: Patient +2

Abilities: Athletics (leaping) 6, Awareness 3, Climb 4, Hunt 2, Stealth (ambush) 5

Ferocity: 2 (leaping)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+6	+5	+9	-7

Powers:

Leaping: The iaculus can leap up to ten paces, ending the movement with an attack. (Add the bonuses for Charging, see ArM4, pages 163 and 166.) The iaculus also gets the benefit of its Ferocity score during this initial attack.

The Serpent Is Reborn

Physiologus writes that when the serpent grows old and his eyes grow dim, he will fast for forty days until his skin is loosened. He will then wriggle through a narrow crack in the earth to slough off his old skin. The serpent is rejuvenated by shedding his skin and he can thus live a long time. Thus the snake is a wise animal, for he knows the secret to long life.

— Cicero Saturni of House Bonisagus

Scitalis

Characteristics: Cun 0, Per 0, Str -3, Sta -2, Dex -1, Qik 0

Magic Might: 15

Size: -2

Personality Traits: Hot-blooded +3, Vain +3

Abilities: Athletics (slithering) 4, Awareness (hearing) 3, Hunt 2

Ferocity: 1 (against those resisting enchantment)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+2	+5	-5

Soak: -2

Fatigue: -2

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Powers:

Glowing Scales of Impeccable Beauty, ReAn 15/ReMe 15, 0 points: All who gaze on the scales of the scitalis are struck motionless by its great beauty. An Intelligence + Concentration stress roll of 13+ must be made to perform any sort of action. This effect lasts as long as the scitalis can be seen.

Vis: 3 Imáginem in scales

Horned Snake (Cerastes)

The horned snake gets his name because he has four little horns on his head. These horns have the shape of a ram's horns. The horned snake is much more flexible than other snakes, so much so that he appears to lack a spine. The horned snake lies hidden in the dust, and uses his horns as bait to lure in other animals. When his prey has approached, he strikes out and kills them. He lies hidden in the dust of the road and will bite the heels of horses, which causes them to rear and throw their riders.

Horned Snake

Characteristics: Cun +2, Per 0, Str -5, Sta -2, Dex +1, Qik +1

Size: -3

Personality Traits: Flexible +1, Patient +1

Abilities: Athletics (contortions) 6, Awareness (hearing) 2, Hunt 1, Stealth 4

Ferocity: 2 (ambush)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+5	+4	+4	-6

Soak: -5

Fatigue: -2

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Spider (Araneus)

The spider is a worm of the air (see "Worms", page 105). She produces long threads from her body which are thinner than human hairs. Not only can she spin, but she knows innately how to weave the threads as well. She works industriously at her spinning and weaving, and is always hard at work. She is proud of her webs for they are woven tight. When her web is complete, she sets it out to snare flying insects. Because her web is fragile, it is in constant need of repair. It is sometimes possible to divine some hidden message in the webs of a spider.

Spider of Virtue

Characteristics: Cun +1, Per 0, Str -10, Sta -5, Dex +3, Qik 0

Magic Might: 10

Size: -5

Personality Traits: Industrious +3

Abilities: Athletics 1, Awareness 2, Climb 3, Craft Weaving (webs) 3

Ferocity: 3 (creatures trapped in web)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+2	+5	+7	-14

Soak: -10

Fatigue: -5

Fatigue Levels: OK, Unconscious

Body Levels: OK, Incapacitated

Powers:

Arachne's Trap, CrAn 10, 0 points: The spider weaves her web, and once placed it is capable of catching creatures. The spider's web may be up to two paces across, and needs a Perception + Awareness stress roll of 7+ to be seen. Anyone crossing it must make a Strength + Size stress roll of 9+ or be stuck to the webs.

Vis: 2 Creo in spinnerets





Tortoise (Testudo)

The tortoise gets his name because his shell arches over him like a pot (Lat. *testa*). There are several kinds of tortoise, including sea tortoises, land tortoises, river tortoises, and mud tortoises, which live in marshes. The male land tortoise is very lustful. However, the tortoises couple facing each other, and the female does not wish to be left stranded upside down, for she would be easy prey. So, she remains coy until she is assured of her safety.

Tortoise

Use statistics for “Tiny Wild Beast (Size -4)” on page 123 with the following changes:

Characteristics: Dex -2, Qik -3

Size: -4

Personality Traits: Testy +2, Lustful +1

Ferocity: 1 (when disturbed)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	-1	-1	+2	-11

Soak: -3

Turtle

The turtles found in the Red Sea are much in demand. Their eyes are bright and white, and when removed they can be polished to make the gem known as tortoise-stone. However, those who hunt him must be careful, for he has a fierce bite. Also, his head still sees and bites if cut off, so even in death he can seek revenge on his hunter. Be careful even when you think you have defeated an opponent, for he may yet have some fight in him and bite you if you are careless.

— Horst of House Mercere

Viper

The viper is a most despicable creature. It is said that the viper is the most evil creatures and more cunning than all other serpents. The male viper has the face of a man and the body of a serpent. The female viper has the form of a woman to her navel and has a crocodile’s tail. If the female lies with the male, he spills his seed into her mouth, but in her passion she bites off

his organ. However, the female has no genitals for giving birth, so when the young are ready to be born, they pierce the mother’s side and kill her in their escape.

If the viper is overcome by lust, he will go to the seashore. There he will hiss to attract the lamprey (see page 76) and entice her onto the shore. Once the eel comes ashore, they are able to satiate his lust. Thus the viper leads others into temptation.

Viper

Use statistics for “Asp” on page 94 with the following changes:

Personality Traits: Malicious +3

Viper of Virtue

Characteristics: Cun +2, Per 0, Str -2, Sta 0, Dex +1, Qik +2

Magic Might: 10

Size: -1

Personality Traits: Lustful +5, Malicious +3

Ferocity: 2 (in lust)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+6	+5	+7	-1

Soak: 0

Fatigue: 0

Fatigue Levels: OK, -1, -3, -5 Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Powers:

Seductive Hiss, ReAn 15, 0 points: The viper may attempt to seduce any other animal. The other animal should make a Chaste or Faithful Personality Trait roll of 7+ to resist.

Vis: 2 Animal in tail

Worm (Vermis)

A worm is any animal which is born of any material thing, such as flesh or wood, without mating. They may be also hatched from eggs. Worms may be considered to be of a certain material, for example, the spider is a worm of the air, since she lives on the air. Other worms may be of earth or of water, of leaves or of flesh, of wood or of clothing, as their nature dictates. When a worm crawls, he does not move like the

serpent. Instead, he stretches his body out, then pulls his hinder parts forward. He repeats this motion to creep forward.

There are many different kinds of worms. The termite (*teredo*) is a worm of wood known as the wood-eater. He gets his name because he bores (Lat. *tereo*) through the wood as he eats. Another common one is the worm of clothes known as the moth (*tinea*). He tunnels into the clothing and eats holes in tunic and raiment alike.

There are several types of worms of the flesh. The enigramus is a flesh-worm found in the head. Lice (*pediculi*) are so called because they have feet (Lat. *pedes*). Fleas (*pulices*) are flesh-worms which come from dust. The tick (*ricinus*) is another worm of flesh. He attacks dogs, and is fond of chewing on the ear. The cimex gets his name from his offensive smell, which is like the stench of young cabbage. He is a flesh-worm born on rotting meat. The tarnius is a flesh-worm which often attacks the pig. The usia is another flesh-worm often found in pigs. His bite is so irritating to the skin that blisters are raised where he has even nibbled.

The caterpillar (*eruca*) is a worm of leaves. He gets his name because he erodes leaves. He is found on cabbages or vines. He rolls up the vine shoots and then devours them. He rolls himself up if threatened. He does not fly, instead he crawls with purpose. He eats with purpose, and does not leave things half-eaten. So too should you abstain from leaving your tasks half-done, but instead go about them with purpose.

The centipede (*scolopendra*) gets his name because of his many feet. When he is threatened, he rolls up into a ball. He is seen living in jars.

The leech (*sanguissuga*) gets his name from being a blood-sucker. He is a worm of the water. He lies in wait in the water for a victim to come by. He gorges himself on blood. When he is full, he vomits up what he has eaten so that he might draw out more.

The scarab beetle is a creature found in Egypt. He is not unlike the vulture, for where there are only female vultures (see page 68), there are only male scarab beetles. The males

inseminate dung heaps, which then gestate their young. The warriors there wear the symbol of the beetle, since he is a masculine animal.

The silkworm (*bombocis*) is a worm of leaves. His weavings are used to make silk. As he weaves his cocoon, he empties himself to make the thread. Thus, when he is done, only air remains inside the cocoon.

The tapeworm (*lumbicus*) is a worm of the flesh, which lives in the stomach. He gets his name because he lives in the lumbar region, low in the body. If he is not checked, he will grow and grow until he becomes a monster in the intestines. He can be killed by consuming wormwood.



Spontaneous Generation

The medieval concept of spontaneous generation is, at best, quaint to a modern viewpoint. Many people believed that inanimate matter could spontaneously generate living creatures. So, for example, we have dung heaps bringing forth scarab beetles, moist earth (*humus*) bringing forth mice (*mus*), and the carcasses of oxen bringing forth bees. One consequence is that it is nigh impossible to rid an area of a type of worm if the area has the right conditions to spontaneously generate the worm. For example, Infernal areas are believed to spontaneously generate flies.

Snail

There are several types of snail. One type is the Red Sea snail, which is very large and beautiful. He has a purple shell with a grand spiral. Another is the aerion snail, which is hunted by the partridge (see page 62) and the heron (see page 57). He leaves his shell to feed. While he is out foraging, the birds swoop on his shell and seize it. But, seeing that the shell is empty, the birds discard it. The snail then returns to his shell when he is done eating, and avoids being eaten in turn.

— Horst of House Mercere

Diversion

A magical tapeworm infests a member of the covenant. He eats generously (perhaps even gluttonously), but loses weight. Eventually, the worm leaves his host — perhaps to eventually become a fearsome land-worm.



Beasts of Legend

Chapter 8

Beasts of Legend



There are certain beasts that lie outside the convenient categories laid out by mundane bestiarists. These beasts are generally from exotic lands far from the Order; faraway places such as Egypt, Ethiopia, Arabia, and India. Other creatures have been described in the epics of antiquity, but are rarely reported in contemporary accounts. Often, these beasts are hybrids, blending the parts of different animals into a horrible beast. Still others are monsters that merge human and beast in a joining of parts, rather than the more subtle way that Bjornaer bridge human and beast.

— Caprea filia Equus Minor of House Bjornaer

Centaur

The centaur is a creature that is like a man from the navel up but has the body of a horse. The ancients in Greece were familiar with these creatures, and it is recorded that the centaurs were driven from Mount Pelion into the Peloponnese (southern Greece) by the hero Theseus and others. Their descendants live in small herds. They are good hosts of willing guests, and entertain their visitors by playing the flute and dancing.

Some centaurs, such as noble Chiron who was poisoned by Hercules and placed in the skies by Jove, are intelligent and wise, and can be learned on many subjects. From Chiron, men and centaur alike learned the art of archery, it is said, and many centaurs today still practice that art. They enjoy the chase, and their preferred quarry is the hart (see “Deer”, page 29). In these days, many centaurs have forgotten their roots, and are simply slaves to their passions.

Brutish Centaur

Characteristics: Int -2, Per 0, Pre +3, Com -3,
Str +5, Sta +4, Dex 0, Qik 0

Magic Might: 5

Size: +2

Abilities: Athletics (running) 3, Awareness 2,
Bows 2, Brawling (kick) 3, Hunt (deer) 3,
Play Flute 2

Personality Traits: Rash +1, Violent +1

Weapon/Attack	Init	Atk	Dfn	Dam
Brawling (kick)	+5	+4	+2	+7
Short Bow	+2	+5	—	+4

Soak: +5

Fatigue: +5

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Vis: 1 Animal in corpse

On the Centaur

In my travels, I have heard of magi profiting from discussions with centaurs. As they do not commonly write, I have heard that they use stories to keep their history all straight. Just know to be a bit careful — while a centaur may act educated, they are still beasts at heart.

— Horst of House Mercere



Educated Centaur

Characteristics: Int +2, Per +2, Pre +3, Com 0,
Str +5, Sta +3, Dex 0, Qik 0

Magic Might: 5 (or more)

Size: +2

Abilities: Athletics (running) 2, Awareness 2,
Bows 3, Brawling (kick) 1, Herbalism 3,
Hunt (deer) 3, Medicine 1, Speak Greek 5

Personality Traits: Wise +2

Weapon/Attack	Init	Atk	Dfn	Dam
Brawling (kick)	+3	+2	0	+7
Short Bow	+3	+6	—	+4

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Powers:

Herbalism, as the Virtue on ArM4, page 41.

Vis: 1 Animál in corpse

Chimera

The chimera is described by the poet Homer as a hybrid monster with the head of a lion, the tail of a serpent, and the body of a she-goat in between. Its breath raged forth in a fiery stream. The scholar Isidore of Seville writes that each part has its own head. The monster is difficult to slay regardless of how it is formed. The ancient hero Bellerophon required the assistance of Pegasus (see page 112) to defeat the monster.

Chimera

Characteristics: Cun +1, Per +3, Str +6, Sta +4,
Dex +2, Qik +3

Magic Might: 35

Size: +2

Abilities: Athletics 2, Awareness 3, Hunt 2

Personality Traits: Lustful +5, Fierce +4

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claw	+10	+8	+7	+12

Soak: +15

Fatigue: +4

Fatigue Levels: OK, 0/0, -1/-1, -3/-3, -5,
Unconscious

Body Levels: OK, 0/0, -1/-1, -3/-3, -5,
Incapacitated

Powers:

Tongues of Hades, Crlg 35, 1 point: This power is like the spell *Arc of Fiery Ribbons* (ArM4, page 135), but it does +30 damage. The breath of the chimera is hot enough to ignite almost everything in the area.

Vis: 7 Animál in body

Giant

Across the reaches of Europe are the races of large men collectively referred to as giants. Once the giant could be found most anywhere in Christendom, but in these days he is more commonly found in the north and to the east.

Like mortal men, giants can vary quite considerably from one to the next. However, there are some general rules that apply. The giant is inhumanly strong and large. Some giants have the appearance of a very large person, whereas others have a more monstrous appearance. The giant often has power over the earth and a rocky invulnerability to many weapons. Frequently, the giant has the power to change his shape into the most common element in his environment, such as rock, earth, water, or mud, and move through this element effortlessly. There are rumors that the giant does not see well, but hunts by smell as the hound does.

The giant often lives with his brothers. In the stories about these families of giants, one often encounters the smallest giant first and ends with the largest. In addition, the older siblings may have a multiplicity of heads. For example, the youngest may have three heads, the next eldest, six heads, and the eldest giant, nine heads. It is said that those giants with more heads are harder to kill.

[For descriptions of the mighty Frost Giants and Fire Giants of the far north, see page 119 of *Ultima Thule*.]

Ogre

Characteristics: Int -3, Per 0, Pre -3, Com -3,
Str +5, Sta +4, Dex -1, Qik -1

Magic Might: 7

Size: +2

Personality Traits: Murderous +3, Greedy +3

Abilities: Athletics 1, Awareness 3, Brawling (fist) 3, Hunt (men) 2, Single Weapon 3

Weapon/Attack	Init	Atk	Dfn	Dam	Range
Brawling (fist)	+4	+3	+1	+7	Reach
Mattock	+7	+4	+2	+17	Close

Soak: +13

Fatigue: +4

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious*

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated*

Powers:

**Might of Antaeus:* Any ogre in contact with its natural terrain regains one Fatigue level and one Body level per round, even if slain.

Control Element: Terram XxTe 2: The ogre can duplicate any Hermetic Terram effect up to the 2nd magnitude (level 10) by spending an equal number of Might points. See page 93 of *Faeries* for details.

Vis: 1 Terram in head

Three-Headed Ogre

Characteristics: Int -2, Per 0, Pre 0, Com -3, Str +8, Sta +4, Dex -2, Qik -3

Magic Might: 21

Size: +3

Personality Traits: Murderous +4, Greedy +3

Abilities: Athletics 1, Awareness (smell) 3, Brawling (fist) 3, Hunt (men) 2, Single Weapon 3

Weapon/Attack	Init	Atk	Dfn	Dam	Range
Brawling (fist)	+2	+2	-1	+11	Reach
Mattock	+5	+3	0	+21	Close

Soak: +18

Fatigue: +4

Fatigue Levels: OK, 0/0, -1/-1, -3/-3, -5, Unconscious*

Body Levels: OK, 0/0, -1/-1, -3/-3, -5, Incapacitated*

Powers:

**Might of Antaeus:* Any ogre in contact with its natural terrain regains one Fatigue level and one Body level per round, even if slain.

Control Element: Terram XxTe 8: The ogre can duplicate any Hermetic Terram effect up to the 8th magnitude (level 40) by spending an equal number of Might points. See page 93 of *Faeries* for details.

Vis: 3 Terram in heads

Small Giant

Characteristics: Int -3, Per -1, Pre +2, Com -2, Str +9, Sta +6, Dex -2, Qik -2

Magic Might: 30

Size: +3

Personality Traits: Suspicious +3, Devious +2

Abilities: Athletics 1, Awareness 3, Brawling (fist) 3, Hunt (men) 2, Single Weapon 3

Weapon/Attack	Init	Atk	Dfn	Dam	Range
Brawling (fist)	+2	+2	-1	+12	Reach
Sword	+7	+5	+2	+20	Close

Soak: +15

Fatigue: +6

Fatigue Levels: OK, 0/0, -1/-1, -3/-3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3/-3, -5, Incapacitated

Powers:

Control Element: Terram XxTe 5: The giant can duplicate any Hermetic Terram effect up to the 5th magnitude (level 25) by spending an equal number of Might points. See page 93 of *Faeries* for details.

Vis: 3 Corpus in body, 3 Terram in bones



Harpy

The harpy is an odious and ravenous bird. She has the head and breasts of a woman, but below she has the body and talons of an eagle. She is continually tormented with the pangs of an insatiable hunger. In ancient times, they tormented Phineus, blind king of Salmydessus, by befouling his food so that he was slowly starving to death. The Argonauts, companions of Jason, drove the harpies off.

Harpy

Characteristics: Cun +2, Per +1, Str +1, Sta +1, Dex 0, Qik +1

Magic Might: 13

Size: -1

Personality Traits: Ravenous +3

Ferocity: 2 (against men)

Weapon/Attack	Init	Atk	Dfn	Dam
Talons	+5	+4	+4	+5

Soak: +4



Fatigue: +1
Fatigue Levels: OK, -1, -3, -5, Unconscious
Body Levels: OK, -1, -3, -5, Incapacitated
Vis: 2 Perdo in stomach

Hydra

The Hydra of Lerna was a true monster that was defeated by Hercules as one of his labors. She is a vile beast of the water and prefers to live in marshy places, such as the Island of Lerna or the marshy provinces of Greece. It is said that the beast started with nine heads, although some reports say seven. Of these many heads, one is immortal while the rest are mortal. The immortal head may be severed, but it can never be killed. Even mighty Hercules had to hide the immortal head under a rock when he defeated the beast.

The beast is venomous to the core and even her blood can kill. It is so vile that the blood retains its potency even after the beast is slain. It may be used to coat weapons and arrows, and the poison continues to burn as if it were from the monster's bite (see page 93). Some say that the beast can breathe forth a cloud of venom like the basilisk or the dragon, but this is not confirmed.

Hydra

Characteristics: Cun +1, Per +1, Str +13, Sta +8, Dex +1, Qik 0

Magic Might: 50

Size: +6

Personality Traits: Patient +3

Abilities: Awareness 3, Swim 3

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+6	+6	0*	+16**

Adventure

One of the magi is interested in studying the Art of Creo — perhaps for his longevity potion. The immortal head of a hydra should provide great insights into this art, since it is preserved against decay. There is only the small matter of finding a hydra and removing the immortal head in such a way that it is still useful for magical research.

*The heads have a Defense modifier of +6

Soak: +24 body, +12 head

Fatigue: +8

Fatigue Levels: OK, 0/0/0, -1/-1/-1, -3/-3/-3, -5/-5, Unconscious

Body Levels (Body): OK, 0/0/0, -1/-1/-1, -3/-3/-3, -5/-5, Incapacitated

Body Levels (Head): OK, 0, Incapacitated

Powers:

Immortal Head: One of the hydra's heads is immortal. (Typically, this will be the last head struck off of the hydra.) Thus, the hydra can be defeated, but never truly killed through mundane means.

Multiple Attacks: Each of the hydra's heads may attack separately, and may either gang up on one opponent or engage several opponents simultaneously.

****Poisonous Bite,** PeCo 30, 0 points: The bite of the hydra is poisonous. Anyone bitten by the hydra loses one Body level each round until a successful Stamina stress roll of 10+ is made. At least one Body level will always be lost to the poison.

Regeneration, CrAn 40, 0 points: Whenever the head of the hydra becomes Incapacitated, three grow back in its place after the current combat round. These heads are as powerful as the first. The hydra's body only has room for about 30 heads, after this number is reached, none regenerate until more have been cut from the body. If flame is applied to the stub of the neck before the end of the current round, no heads grow back.

Vis: 5 Creo in body, 5 Perdo in blood

Lamia

The lamia is an evil and unnatural beast. In appearance, she has the head and breasts of a woman, the body of a quadruped, and a long and flowing tail. Her rear feet have cloven hooves. She enjoys feeding on the blood of humans. She is particularly fond of the taste of children, for the original Lamia was the common-law wife of Jupiter whose children were killed by Juno. The lamia will also sleep with young men and suck

their blood out at night. She can change her appearance to seduce the unwary victim, so that he does not realize her true monstrous nature until it is too late.

If she has lured a victim back to her lair, and her lair is discovered, the lamia will use her illusions to make an escape. She rarely stands and fights and will always flee from an opponent armed with True Faith.

Lamia

Characteristics: Int +2, Per +2, Pre 0, Com +3, Str +2, Sta +2, Dex 0, Qik 0

Infernal Might: 25

Size: +1

Personality Traits: Bloodthirsty +4, Seductive +4

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+6	+6	+6	+7*

Soak: +4

Fatigue: +2

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Powers:

Disguise of the Hideous Form, MuIm 30, 0 points:

The lamia may take on the appearance of a beautiful and seductive woman. The lamia's seduction may be resisted with an appropriate Personality Trait stress roll of 8+. Only True Faith or previous knowledge of the lamia's true form are proof against her magic.

Illusions: The lamia may reproduce any *Imáginem* spell effect up to level 15 at the cost of 1 Might point per spell level. Generally, these spells are used to disguise her lair.

Weakness: The touch of a person or object with Faith Points is painful to the lamia, and causes the immediate loss of one Body level.

Vis: 5 *Imáginem* in hide

Manticore

The manticore is a creature found in India. He is called *martichoras* by the Greeks. He is a fierce animal and enjoys eating the

flesh of men. He has powerful feet and can easily jump over the largest of ditches and the broadest of obstacles. However, he is not as mighty as the lion.

In color he is red like cinnabar or like blood, although sometimes his eyes are gray instead. He is the size of a lion, but has shaggy hair like a dog. He has the feet and claws of a lion. He has the face of a man, and his ears are like a man's, too, but they are shaggy. He has a triple row of teeth. He has a shrill and sibilant voice, which is like the notes of flutes.

His tail is pointed and has a scorpion's sting on its end. His sting is fatal. There are also stings along the tail at intervals on either side, although the young manticores do not have stings. If he is pursued, he will launch these stings sideways from his tail like arrows. He can launch the sting forward by curling his tail over his head, or launch it backward by stretching out his tail. The stings travel a long way when they are launched. They are about one foot long and as thick as a bulrush. These stings are fearsome, but they cannot kill the elephant.

Manticore

Characteristics: Cun +1, Per +1, Str +6, Sta +4, Dex 0, Qik 0

Magic Might: 20

Size: +2

Personality Traits: Bloodthirsty +3, Vicious +3

Abilities: Athletics (leaping) 4, Awareness 3, Hunt (men) 3

Ferocity: 3 (hunting)

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claws	+5	+4	+2	+12
Tail	+8	+7	—	+4*

Soak: +12

Fatigue: +4

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Powers:

**Poisonous Sting:* The tail-sting of the manticore is poisonous. Anyone stung by it must make a Stamina stress roll of 9+ or lose 2 Body levels. This damage is separate from the damage done by the sting itself.

Vis: 4 Animal in body





Pegasus

Pegasus was the winged horse that was tamed by Bellerophon, and helped him defeat the chimera (see page 108). Later, Bellerophon tried to ride Pegasus up to the heights of Olympus, but to punish his pride, Jupiter sent a gadfly to sting Pegasus, and Bellerophon was thrown and dashed on the rocks. He is also the steed of the Muses. Pegasus created the sacred well of the Muses, Hippocrene, on Mount Helicon in Boeotia when he struck the mountain with his hoof.

There are many winged horses, but there is only one Pegasus. However, the name has been applied by some scholars to his lesser kin. The winged horses, like their famous namesake, are fond of music, poetry, and the arts. They may be tamed and used as a steed, but they are very spirited mounts and are not suitable steeds for knights.

An unworthy rider should think twice before trying to tame a pegasus, for if his mount finds him unworthy, he may well meet a final fate resembling Bellerophon's.

Pegasus

Characteristics: Cun +2, Per 0, Str +6, Sta +4, Dex 0, Qik +1

Magic Might: 20

Size: +2

Personality Traits: Spirited +4, Appreciates the Arts +2

Ferocity: 3 (against serpents)

Weapon/Attack	Init	Atk	Dfn	Dam
Hooves	+5	+4	+3	+8

Soak: +8

Fatigue: +4

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Powers:

Wings: The pegasus can fly, and can carry as much through the air as a horse can on the ground. Attacks made while flying against those on the ground receive the benefits of High Ground (see ArM4, page 166).

Vis: 4 Auram in wings

Satyr

The satyr is known by some as the faun. He is hairy all over, and has a beard and a broad tail. His legs are like those of the goat, with their cloven hooves. He has an agreeable appearance, but he is ceaseless in his gestures and motions.

Pliny writes that the satyr is a lusty man of the woods. He lives in caves. He does not eat meat, but eats vegetables, and is fond of the fruit of the fig tree. He is also fond of indulging in fornication and strong wine, for he is very lascivious. The satyrs keep to themselves and avoid the company of men.

Satyr

Characteristics: Int -1, Per 0, Pre +2, Com 0, Str 0, Sta +1, Dex +1, Qik 0

Magic Might: 10

Size: 0

Personality Traits: Lascivious +5, Restless +2

Abilities: Athletics (dancing) 2, Awareness 3,

Brawling (kick) 3, Carouse 6, Play Flute 3

Ferocity: 3 (drunken rage)

Weapon/Attack	Init	Atk	Dfn	Dam
Brawling (kick)	+4	+4	+3	+1

Soak: +2

Fatigue: +1

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Vis: 2 Animál in tail

Sphinx

Aelian writes that the sphinx has fused the body of a maiden with that of a lion. For she has the face and breasts of a human woman, but below, she has the body, legs, and claws of a lion. The most famous sphinx appeared in the story of the king Oedipus, who challenged the doomed hero with a riddle. It is this sphinx who is memorialized in stone in Egypt. It is said that the sphinxes in Persia may also have wings, although these are rarely seen.

Sphinx

Characteristics: Int +1, Per 0, Pre +3, Com +3, Str +6, Sta +3, Dex -2, Qik +2

Magic Might: 40

Size: +3

Personality Traits: Patient +4, Honorable +2

Abilities: Athletics (leaping) 3, Awareness 3, Folk Ken 7, Storytelling (riddles) 7

Ferocity: 5 (against oath-breakers)

Weapon/Attack	Init	Atk	Dfn	Dam
Claws	+6	+1	+2	+12

Soak: +8

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3/-3, -5, Unc.

Body Levels: OK, 0/0, -1/-1, -3/-3, -5, Incap.

Powers:

Binding Word, ReCo 30, 5 points: If the sphinx enters a contest with a person or a group, it will generally set stakes on the outcome. If the sphinx wins, he can compel them to fulfill their end of the bargain by forcibly controlling the loser's body. The control ends when the bargain is fulfilled.

Vis: 8 Mentem in brain

Vampire

Many things have been said and written about the vampire in our Order, but most accounts contain more speculation than truth. What is known is that vampires are more common in the east, especially in Slavic lands (see pages 94-96 of *The Dragon and the Bear*). It seems that vampires are unable to make other vampires by biting them, and though they can kill by biting, they more commonly attack by strangling.

The vampire is not some creation of man; rather, a vampire is a mortal who has entered into an Infernal pact which gives him a semblance of immortality, but which forfeits his soul. At the end of his natural life, the damned mortal dies and is buried normally. After a few nights he rises from the grave to stalk living prey.

Vampires are very difficult to destroy. This is typical of the persistence of evil, and serves to remind us of how thoroughly we must take up our charges to keep the Order clean of malefactors.

Bestial Vampire

Characteristics: Cun +5, Per +1, Str +2, Sta +2, Dex +1, Qik +2

Infernal Might: 10-15

Size: 0

Personality Traits: Bloodthirsty +5, Murderous +5

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+4	+4	+2	+5*
Strangle	+5	+5	+5	+7**

* Once a vampire has bitten a victim, inflicting at least one Body level of damage, it can cling to him (a Strength contest is required to break this grip) and automatically drain one Body level's worth of blood at the beginning of each round.

** Once a vampire has gotten a grip on his victim, inflicting at least one Body level of damage, it can automatically cause one Body level's worth of additional strangulation damage at the beginning of each round.

The vampire may employ Infernal Powers while engaged in either of these struggles with no effect on its grip.

Soak: +5

Fatigue: +2

Fatigue Levels: OK, 0, -1, -3, -5, Fall into dust

Body Levels: OK, 0, -1, -3, -5, Fall into dust

Powers:

Confusion of the Numbed Will, ReMe 15, 2 points: See page 148 of ArM4.

Shape of the Furred Slinker, MuCo 25, 3 points: The vampire transforms into a rat.

Broom of the Winds, ReAu 15, 2 points: See page 121 of ArM4.

The Iron Grasp, MuCo 15, 2 points: The strength of the vampire's grip is increased by +3, which adds to its Strength, Strangle Attack modifier, and Strangle Damage modifier.



Diversión

A companion of the covenant has returned from a pilgrimage to Jerusalem, via the Transylvanian Tribunal. Perhaps the companion was given messages to deliver to colleagues along the way, since he would be a more direct messenger than the Redcap network. After his return, strange deaths start to occur in the region, perhaps appearing to be some sort of plague hitting first one village and then another. By the time it spreads to the covenant, the magi should be aware that the mundanes are beginning to point fingers at them.



Weaknesses:

Natural Sunlight: Any vampire exposed to natural sunlight loses 3 Infernal Might points per round. When all Infernal Might points are lost it loses one Body level per round until it falls into dust.

Bright Light: If attacked with powerful artificial light (such as a CrIg spell) lose 1 point of Infernal Might per round of exposure per magnitude of the spell minus one. (For example, a vampire confronted with a CrIg 20 spell for one round would lose 3 points of Might.) Treat very strong lantern light as being magnitude 2 and a bonfire as magnitude 3.

Holy Ground: Vampires cannot trespass on holy ground.

Roads: Vampires have an antipathy for the center of a road. Attacking anyone on a pathway

with an Infernal Power requires one point more Might than normal, and physical assaults are conducted at a -3 Atk penalty. If the target stands at the center point of a crossroads it requires three points more Might than normal and physical attacks are at -6 penalty.

After Burial: A vampire is at its most vulnerable on the first three nights after burial, assuming it has been buried in holy ground or laid out in a church. During this time anyone who had genuine affection for the vampire in life can keep a vigil over the body. If a vigil-keeper successfully stays awake the full three nights, despite the distractions of the vampire's patron demon, the vampire is prevented from rising from his grave.

Vis: 1 Perdo, 1 Corpus, and 1 Vim, all Infernally tainted.

Vampire Mechanics

The Infernal Might of a vampire can be expended to use its powers. Might expended in this way recovers normally. If a vampire rests for a full day in its sanctuary, all Might points are restored at the next dusk. Even complete exhaustion of Might by spending it on powers does not kill the vampire.

However, the Infernal Might of a vampire rises and falls gradually, depending on whether it continues killing mortals. Every night that a vampire fails to kill a mortal, it loses a tiny portion of its Infernal Might. In this regard and only in this regard, the Infernal Might is treated like an Ability composed of experience points in the normal pyramid scale fashion. A vampire that fails to kill in a given night loses one "experience point" in Infernal Might. Conversely, for every mortal a killed, it gains one "experience point" in Infernal Might. For example, if a new vampire with an Infernal Might of 12 goes through a night without killing and loses an experience point, its Might drops to 11, with 11 experience points. Until something changes, it will only have 11 Might points to use on its Powers. On the following night, the vampire slays someone and regains a point, rising back to a full 12 Infernal Might points. If it kills one person a night for the next 13 nights, the vampire will gain enough points to increase its Infernal Might to 13. This Infernal Might score is known as the vampire's Permanent Infernal Might. If the Permanent Infernal Might ever drops to zero because it has not killed enough people, its soul descends to Hell.

Killing a vampire by conventional or magical means is very difficult. When wounded severely by muscle or magic — even to the point of having no Body levels left — a vampire collapses into a dank, grayish grave dust. This is not death, but a resting state. Unless the dust is thoroughly dispersed, such as by throwing it into running water, the vampire revives at the next dusk. If the dust is not dispersed and has spent the day out of sunlight, the vampire revives with its full Permanent Infernal Might. If the dust has spent any part of the day exposed to sunlight, the vampire lacks its Might, but is otherwise unharmed. If the dust is effectively dispersed, the vampire's dust will take many days to recombine. During this time, the vampire will continue to lose Permanent Infernal Might because it cannot kill new victims, which may even result in the vampire's final death.

Perdo Vim spells are the best way to avoid having the vampire fall into grave dust and reform, but the spell must have been invented for this purpose.

Walking Dead

Grave Guardian

There are reports of a fearsome creature, which is found in those northern areas that have only recently converted to Christianity. It is called *hagbui* by those living in Ultima Thule, but there are similar creatures elsewhere. This creature is prepared through sorcerous means from the slaves of ancient kings and warlords. Its purpose is to serve as a tireless guardian of the burial hoards of those ancient kings and warlords. Should grave robbers remove the treasures, it will ceaselessly search out the thieves in an attempt to retrieve the goods. It can only be stopped by being destroyed.

It is a creature of fearsome countenance. It has the appearance of a disgusting and bloated corpse. Its skin is tough and black; its fingernails long and like the claws of beasts. Beware this creature, for it cannot be reasoned with nor scared off. Even the Aegis that surrounds and protects our homes may not be enough if we are not prepared.

Grave Guardian

Characteristics: Cun +3, Per +1, Str +7, Sta +10, Dex -3, Qik -1

Magic Might: 18

Size: +1

Personality Traits: Territorial +5, Angry +2

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+4	+1	0	+12
Claws	+3	0	0	+12

Soak: +15

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Powers:

Dull Weapon, PeTe 5, 1 point: The barrow-dweller may reduce the damage bonus of any sharpened weapon to zero.

Fall of Darkness, PeIg 30, 2 points: The barrow-dweller darkens one room (or, if outdoors, an area 20 paces in diameter). No light may enter or exist in this circle.

Reanimation, CrCo 45, 0 points: The barrow-

dweller recovers one Body level per round, even when the creature appears slain. The method to permanently kill it varies from creature to creature, such as burning, dismemberment, or drowning. Unless the creature's body is disposed of properly, it continues to recover.

Rock Swimming, MuCo 40, 3 points: The barrow-dweller may "swim" through stone or earth. It must make a Stamina stress roll of 15+ to enter or leave the earth. It moves at half walking speed.

Stink, CrAu 10, 0 points: As the spell Stench of the Twenty Corpses, page 118 of ArM4.

Vis: 5 Corpus in one organ, such as the liver, heart, or stomach

[Originally appeared as "Hagbui" in *Ultima Thule*, pages 120–121.]



Adventure

A member of the covenant has recently returned from a fair where he had obtained some golden items, perhaps some goblets, for his own use, or because the magi would be interested in these items. It turns out that these items were stolen from a barrow, and the grave guardian has been patiently tracking down the items that were taken. How will the covenant deal with a magical collections agent?

Lesser Walking Dead

A favorite pastime of those magi who learn the secrets of the body is to create magical servants. Because each is made according to the Art of its maker, the appearance of these creatures, these walking corpses, may vary. Some prefer to use fresher corpses, whereas others prefer to use flensed bones or older, cleaned corpses. No matter what their appearance, they are mindless automatons, and are unaffected by magic in the Art of Mentem.

Drier Walking Corpse

Characteristics: Cun -4, Per -3, Str +1, Sta +3, Dex 0, Qik 0

Magic Might: 5



Size: 0
Abilities: Brawling (claw) 1, Single Weapon 1
Weapon/Attack

	Init	Atk	Dfn	Dam
Brawling	+3	+2	+2	+2

Soak: +8 (+13 against puncture damage)
Body Levels: OK, Destroyed

Fresher Walking Corpse

Characteristics: Cun -6, Per -3, Str +3, Sta +5,
 Dex -3, Qik -3

Magic Might: 5

Size: 0
Abilities: Brawling (fist) 1, Single Weapon 1
Weapon/Attack

	Init	Atk	Dfn	Dam
Brawling	0	-1	-1	+3
Club	+1	-1	+3	+8*

Soak: +9
Body Levels: OK, 0, -1, -5, Immobilized
 *The club attack is at Reach range.

Werewolf

There are men who have found the ability to change their form into that of a beast. To some in the Order, these shapechangers may appear similar to those of us in House Bjornaer. However, there are important differences between us and them. For one, we are able to retain some portion of our human selves when we assume the form of our heart-beasts, whereas the shapechanger becomes consumed by the bestial nature of their animal half.

Adventure

There are many tales that involve an unfortunate nobleman who finds that a loved one is actually the werewolf who has been ravaging his fief. In this telling, the nobleman is reluctant to do what honor dictates and is shielding his loved one from destruction.

If the nobleman is basically a good man, perhaps he is trying to protect his loved one by shutting him or her up when the moon is full (or at night, generally, depending on the nature of the curse). If the nobleman is not very noble, he might be devising ways to use this curse to his advantage — perhaps he even intends to use the werewolf as a weapon against a magus! It will be up to the magi to decide what course of action will benefit them best in the long run.

One particularly common shapechanger is called the werewolf. He is found all across Europe, although there seem to be more reports of this menace in the Slavic lands. In his human form he maintains the customs and habits of his place of birth, although is often noted for a bestial nature. When he assumes the form of the wolf, he takes on the personality of his alter ego, and becomes as rapacious and voracious as the beast would be. He will attack men without hesitation and is fond of the taste of human flesh. It is said that the corpse of the werewolf found in the Transylvanian Tribunal must be handled properly, or else the former shapechanger will return from the dead as a vampire.

Wolf Form of Werewolf

Characteristics: Cun +3, Per +1, Str +2, Sta +4,
 Dex 0, Qik +1

Magic Might: 21

Size: 0

Personality Traits: Brave +4, Ravenous +4

Abilities: Athletics (running) 3, Awareness (smell) 3, Hunt (men) 2, Stealth 3

Ferocity: 2 (faced with silver)

Weapon/Attack

	Init	Atk	Dfn	Dam
Bite or Claw	+6	+4	+5	+5
Tackle	+3	+2	+3	+2*

*target is also knocked down; these totals do not include the bonuses from Charging (see ArM4, page 166).

Soak: +10

Fatigue: +4

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Powers:

Call of the Wild, ReAn 30, 3 points: By baying at the moon, the shapechanger may call a pack of wolves (see page 44) to aid her or do her bidding. The actual number of wolves in the pack is random; roll a stress die + 5 (to a maximum of 30) to see how many wolves respond. A botch means that there are no wolves in the area.

Weakness: The werewolf is vulnerable to silver. Silver weapons do extra damage; multiply the damage done by 3/2. The werewolf will shun silver objects in any form.

Vis: 4 Muto in tongue

Appendix A

Creating New Creatures



As comprehensive as this bestiary is, it is likely that the exact beast you were hoping to find within is absent. Or, perhaps you would like to create a monstrous version of a mundane beast presented earlier. This appendix provides information that should help you assign *Ars Magica* statistics to your beast.

The appendix presents guidelines that you can use to flesh out your own creatures. However, the limits presented are not absolute, and you should feel free to adapt them to your needs. *Ars Magica* is not a point-driven exercise in min-maxing. The beasts presented earlier in this book should be used as a starting point for your own creatures.

Creature Statistics

Most of the statistics you will need are given in the creature descriptions, presented elsewhere in this book. They are described in “Explanation of Statistics” on page 6 and also on pages 246-248 of *ArM4*. The following sections give some guidance to making a plausible medieval monster.

Concepts

Here are some ideas for developing your own new creatures using the themes that appear in medieval bestiaries.

“They grow them bigger in ...”

Even the most ordinary creatures gain a luster to them when they come from farther away. While in India or Ethiopia they may have beasts that are more or less like ours here, the beasts in faraway lands often are exceptional in some way. They may have cows that run as fast as the wind, or dogs that grow as big as a house.

“Mix and Match”

This is a time-honored technique for creating monsters. Take parts from various animals and blend them together into a new creature. Sometimes a monster was invented because someone was trying to describe a real but otherwise unknown animal in terms of the familiar. (Think of how you might describe a giraffe to someone who had never seen one before.) The description of the rhinoceros on page 41 shows an example of how an exotic animal was described to Europeans.

Another option is to take a known creature and add features to it to make it monstrous. For example, you could assume that the ancients made images of winged bulls because they really exist.

Characteristics

As with human characters, typical beasts have Characteristic values in the range of -3 to $+3$. Exceptional beasts should have values in the -5 to $+5$ range or beyond. However, it is usually Strength values that will fall outside the typical range because of how the *Ars Magica* mechanics work.



Cunning: Creatures that are not intelligent enough to talk in human speech should be given Cunning instead of Intelligence (see ArM4, page 246). Beasts with a Cunning Characteristic should not have Communication (Com) Characteristics, as they do not interact intelligently with people. Some beasts may reasonably be given Presence scores, if they are imposing enough that the sight of the beast might cow the characters.

Size: Most creatures will have a Size rating between -5 and +5. The below table demonstrates guidelines. For each value, a typical mass and a representative creature or two is presented. Because of their relatively low density, birds should have a Size rating one larger than their mass would indicate. The Sizes given are not exclusive — creatures may be larger or smaller as needed. The listed mass is an approximate upper limit for the Size.

Size Chart

Size	Mass	Representative Creature
-6	1/16 lb	Large insect
-5	1/8 lb	Mouse
-4	3 lb	Weasel
-3	10 lb	Cat, Rabbit
-2	50 lb	Dog
-1	80 lb	Baboon, human child, large dog
+0	160 lb	Normal adult
+1	250 lb	Large human, pony
+2	500 lb	Bear, Deer, horse
+3	1000 lb	Ox, Elk
+4	2000 lb	Buffalo
+5	4000 lb	Elephant
+6	10000 lb	Small dragon, giant

Personality Traits

The Personality Traits listed for the creatures in this book are based on stereotypes about the beasts presented. If you are designing a specific creature, you should give it Personality Traits that describe its particular personality. In general though, you should pick Personality Traits that represent the underlying personality of the type of creature. Values for Personality Traits should be

assigned as they are for human characters — the stronger the trait, the larger the magnitude.

Abilities

Creatures will typically have Abilities that reflect what they should naturally be able to do. Because this book is a role-playing supplement and not a zoology text, use your judgment in assigning values and restrictions. Typical Abilities include Athletics, Awareness, Climb, Hunt, Stealth, and Swim. It is assumed that creatures inherently have a suitable Survival skill that allows them to live in their home environment, much as human characters do not have specified Survival skills for living in human habitats.

Ferocity

Ferocity is an Ability that is unique to beasts. The Ferocity score is added to the beast's combat scores in a given, limited, situation. This situation should be defined when the value is assigned, and should be a reasonably limited trigger, such as "when hunting deer" for example. Broader circumstances, such as "when in combat" should be disallowed.

Combat Abilities

Beasts usually have an inherent skill with their natural weaponry, such as beaks or claws, however limited it may be. This is not usually spelled out as a specific skill, since most beasts do not hone their combat skills. The values are implicit in the combat scores listed for the beast. When creating your own beast, use the scores for something similarly dangerous (or not) as a starting point for your values. For natural attacks, you may wish to give an Initiative bonus of +1 to +3 for attacks with a better reach, and a Damage bonus of +2 to +6 for particularly sharp claws or teeth.

Special Abilities

Virtues and Flaws

Creatures may have Virtues or Flaws. Most creatures will only have Virtues or Flaws that relate to physical conditions.

Powers

If the creature is magical, it may have supernatural powers available to it. Some suggested powers are listed on page 247 of ArM4. Many powers are best described in terms of a Hermetic spell. Use the guidelines in the Spells chapter of ArM4 to assign a value for the level, if the effect does not already exist as a spell.

In addition, you will have to decide how many Might points the creature must expend in order to activate the power. This is a mechanism that allows less powerful creatures to have access to a mighty power once or twice a day. Once the power and its Hermetic level have been determined, the beast's Might should be assigned.

Might and Vis

If a creature is magical, it should be assigned a Might score. The value of the Might depends on how powerful the creature's powers are and how well it should be able to resist magical effects. Generally, a creature has one point of vis per five points of Might. The vis is often located in a specific body part in the beast, but the exact location should depend on the powers the beast has. For example, a beast that breathes fire might have Ignem vis located in its tongue or stomach.

Movement

Animals can move at a wide variety of speeds. This is primarily a function of the animal's size — larger creatures generally move faster. The Movement Table (page 120), gives typical base speeds for creatures using different modes of movement. Creatures that are particularly fast or slow should be given larger or smaller values, respectively. For example, since tigers are known to be faster creatures, their base speeds would be increased from the values given below. This table supplements the Movement Table given in ArM4 on page 163.

There are three paces given in the Movement Table below. Walking means a cautious walking pace, and the creature moves at its base speed plus its Quickness. Hustling is the most common pace in combat, being a faster pace that still keeps the

creature sure-footed in more difficult terrain. The speed is the creature's base speed + Quickness + Encumbrance. Sprinting is a flat-out run, and in a round a creature can cover its base speed + Quickness + Athletics + Encumbrance + (Wound and Fatigue penalties). Storyguides may have sprinting creatures make Athletics checks to avoid falling or injuring themselves, especially when sprinting on uneven terrain. Likewise, birds moving at a sprinting pace through branches and similar obstacles should make checks to avoid hitting anything in flight.

Beasts of Virtue

Another way to create new creatures for your saga is to take a mundane beast and create a beast of virtue. Here are some general guidelines for your use, so that you can create your own beasts of virtue. In addition, please refer to the beasts of virtue that are presented in the text, as they demonstrate the approach presented below.

Might and Powers

A beast of virtue is primarily characterized by the fact that it is magical. This means that it should have a Might score, powers, and be invested with vis, following the above guidelines. The powers possessed by the beast of virtue should follow in some way from the description of the beast. For example, if the bestiary's description mentions some supernatural ability, that would be a natural power for the beast of virtue. Alternatively, other logical powers to include are those that follow from what the beast normally does.

Statistics

Generally, beasts of virtue exaggerate the nature of the mundane beast. Aggressive beasts become fierce and wild in their virtuous form, whereas timid beasts become calm and placid.





Depending on how powerful the beast will be, you may increase some Characteristics by a point or two. The beast of virtue may be a Size point larger, although this suggests that it is at least

twice as large as a mundane beast of the same type. The Personality Traits should have magnitude altered (positive or negative), and Abilities may have their scores increased in some cases.

Movement Tables

The following tables give the base speed of a beast at various paces (e.g., cautious walk, full sprint). To calculate exactly how far a beast can move in a given round, use the following formulae:

Walking: Base Walking Speed + Qik

Hustling: Base Hustling Speed + Qik + Enc

Sprinting: Base Sprinting Speed + Qik + Athletics + Enc + (Wound and Fatigue penalties)

Four-Legged Creatures

Size	Base Speed (paces per round)		
	Walking	Hustling	Sprinting
-6	1	1	4
-5	2	3	8
-4	3	5	14
-3	6	8	24
-2	9	12	37
-1	11	15	46
+0	12	16	50
+1	14	18	57
+2	15	21	65
+3	17	23	71
+4	19	25	79
+5	21	29	89
+6	24	32	100

Winged Creatures

Size	Base Speed (paces per round)		
	Walking	Hustling	Sprinting
-6	2	11	23
-5	4	23	45
-4	5	32	64
-3	6	39	78
-2	9	55	111
-1	10	64	128
+0	12	75	150
+1	13	82	163
+2	15	92	185
+3	17	109	218
+4	20	123	245
+5	22	138	275
+6	25	154	309

Two-Legged Creatures

Size	Base Speed (paces per round)		
	Walking	Hustling	Sprinting
-6	1	2	3
-5	2	3	6
-4	3	5	10
-3	5	8	17
-2	6	11	22
-1	8	13	26
+0	9	15	30
+1	10	16	33
+2	12	19	38
+3	13	22	44
+4	15	25	50
+5	17	28	56
+6	19	31	63

Swimming Creatures

Size	Base Speed (paces per round)		
	Walking	Hustling	Sprinting
-6	2	4	8
-5	3	7	15
-4	4	12	24
-3	7	19	38
-2	9	26	50
-1	11	30	58
+0	12	33	65
+1	13	36	71
+2	15	42	82
+3	17	47	92
+4	19	52	103
+5	21	59	116
+6	27	74	145

Appendix B

Statistics for Beasts

Statistics are given in this chapter for broad classes of creatures presented earlier in the text. The Personality Traits for each beast are given in the text when the beast is described. The Abilities presented with each beast are typical values, but may be superceded by the specific listing in the text. The Creating New Creatures appendix describes how to turn mundane beasts, such as those presented below, into beasts of virtue.

Birds

Small Raptor (Size -3)

Characteristics: Cun 0, Per +3, Str -4, Sta 0, Dex +2, Qik 0
Size: -3

Personality Traits: (see specific specific beast)

Abilities: Athletics (flying) 4, Awareness 3, Hunt 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Talon	+4	+6	+7	-4

Soak: -3

Fatigue: 0

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Powers:

Keen Vision: see the Virtue on page 42 of ArM4.

Large Raptor (Size -2)

Characteristics: Cun 0, Per +3, Str -1, Sta 0, Dex +1, Qik +1
Size: -2

Personality Traits: (see specific specific beast)

Abilities: Athletics (flying) 4, Awareness 3, Hunt 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Talon	+5	+5	+7	0

Soak: -2

Fatigue: 0

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Powers:

Keen Vision: see the Virtue on page 42 of ArM4.

Nota bene: Raptors get bonuses to Initiative, Attack, and Defense totals for holding High Ground and for Charging if it stoops (dives) to attack.

Small Songbird (Size -5)

Characteristics: Cun -1, Per 0, Str -8, Sta -3, Dex 0, Qik +1
Size: -5

Personality Traits: (see specific beast)

Abilities: Athletics (flying) 3, Awareness 3, Sing 2, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Claw	+2	0	+6	-12

Soak: -8

Fatigue: -3

Fatigue Levels: OK, Unconscious

Body Levels: OK, Incapacitated

Songbird (Size -4)

Characteristics: Cun -1, Per 0, Str -6, Sta -2, Dex 0, Qik +1
Size: -4

Personality Traits: (see specific beast)

Abilities: Athletics (flying) 4, Awareness 3, Sing 2, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Claw	+2	0	+5	-10

Soak: -6

Fatigue: -2

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Fowl (Size -3)

Characteristics: Cun -2, Per 0, Str -6, Sta -2, Dex 0, Qik 0
Size: -3

Personality Traits: (see specific beast)

Abilities: Athletics (flying) 2, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Claw	+1	0	+3	-9

Soak: -5

Fatigue: -2

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Large Fowl (Size -2)

Characteristics: Cun -2, Per 0, Str -4, Sta -1, Dex 0, Qik 0
Size: -2

Personality Traits: (see specific beast)

Abilities: Athletics (flying) 2, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Claw	+1	0	+3	-6

Soak: -3

Fatigue: -1

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Bird (Size -3)

Characteristics: Cun -1, Per 0, Str -5, Sta 0, Dex 0, Qik +1
Size: -3

Personality Traits: (see specific beast)

Abilities: Athletics (flying) 4, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Claw	+2	+1	+5	-7

Soak: -3

Fatigue: 0

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Large Bird (Size -2)

Characteristics: Cun -1, Per 0, Str -3, Sta 0, Dex 0, Qik +1
Size: -2

Personality Traits: (see specific beast)

Abilities: Athletics (flying) 4, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Beak or Claw	+2	+1	+4	-4

Soak: -2

Fatigue: 0

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Domestic Beasts

Small Domestic Beast (Size -3)

Characteristics: Cun 0, Per 0, Str -5, Sta -2, Dex 0, Qik +1
Size: -3

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+1	+5	-8

Soak: -5

Fatigue: -2

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Small Domestic Beast (Size -2)

Characteristics: Cun 0, Per 0, Str -3, Sta -1, Dex 0, Qik +1
Size: -2

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+1	+4	-5

Soak: -3

Fatigue: -1

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Large Domestic Beast (Size +1)

Characteristics: Cun -2, Per 0, Str +3, Sta +1, Dex 0, Qik 0
Size: +1

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Head-Butt	+1	0	-1	+4

Soak: +2

Fatigue: +1

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Large Domestic Beast (Size +2)

Characteristics: Cun -2, Per 0, Str +5, Sta +3, Dex -1, Qik -1
Size: +2

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Kick	0	-1	-3	+7

Soak: +5

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Wild Beasts

Tiny Wild Beast (Size -5)

Characteristics: Cun 0, Per 0, Str -9, Sta -4, Dex 0, Qik +1
Size: -5

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+1	+7	-14

Soak: -9

Fatigue: -4

Fatigue Levels: OK, Unconscious

Body Levels: OK, Incapacitated

Tiny Wild Beast (Size -4)

Characteristics: Cun 0, Per 0, Str -7, Sta -3, Dex 0, Qik +1
Size: -4

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+1	+6	-11

Soak: -7

Fatigue: -3

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Small Wild Beast (Size -3)

Characteristics: Cun 0, Per 0, Str -5, Sta -2, Dex 0, Qik +1
Size: -3

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	+1	+5	-8

Soak: -5

Fatigue: -2

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Wild Beast (Size -2)

Characteristics: Cun 0, Per 0, Str -3, Sta -1, Dex 0, Qik +1
Size: -2

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite or Claws	+3	+1	+4	-5

Soak: -3

Fatigue: -1

Fatigue Levels: OK, -1, -5, Unconscious

Body Levels: OK, -1, -5, Incapacitated

Small Hoofed Beast (Size 0)

Characteristics: Cun 0, Per 0, Str +1, Sta +1, Dex 0, Qik +1
Size: 0

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Head-Butt	+3	+1	+2	+1

Soak: +1

Fatigue: +1

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Body Levels: OK, 0, -1, -3, -5, Incapacitated

Hoofed Beast (Size +1)

Characteristics: Cun -1, Per 0, Str +3, Sta +2, Dex 0, Qik 0
Size: +1

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Bite	+2	+1	0	+4

Soak: +3

Fatigue: +2

Fatigue Levels: OK, 0/0, -1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1, -3, -5, Incapacitated

Large Hoofed Beast (Size +2)

Characteristics: Cun -1, Per 0, Str +5, Sta +3, Dex -1, Qik -1
Size: +2

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Head-Butt	+1	0	-2	+7

Soak: +5

Fatigue: +3

Fatigue Levels: OK, 0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0, -1/-1, -3, -5, Incapacitated

Huge Hoofed Beast (Size +3)

Characteristics: Cun -1, Per 0, Str +7, Sta +4, Dex -1, Qik -1
Size: +3

Personality Traits: (see specific beast)

Abilities: Athletics 1, Awareness 3, (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Kick or Head-Butt	+1	0	-3	+10
Trample	0	0	-3	+10

Soak: +7

Fatigue: +4

Fatigue Levels: OK, 0/0/0, -1/-1, -3, -5, Unconscious

Body Levels: OK, 0/0/0, -1/-1, -3, -5, Incapacitated

Fishes

Tiny Fish (Size -5)

Characteristics: Cun -1, Per 0, Str -9, Sta -4, Dex -2, Qik +1
Size: -5

Personality Traits: (see specific beast)

Abilities: Awareness 1, Swim 3 (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	-1	+7	-14

Soak: -9

Fatigue: -4

Fatigue Levels: OK, Unconscious

Body Levels: OK, Incapacitated

Powers:

Slippery (see page 71)

Small Fish (Size -4)

Characteristics: Cun -1, Per 0, Str -7, Sta -3, Dex -2, Qik +1
Size: -4

Personality Traits: (see specific beast)

Abilities: Awareness 2, Swim 4 (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+2	-1	+6	-11

Soak: -7

Fatigue: -3

Fatigue Levels: OK, -5, Unconscious

Body Levels: OK, -5, Incapacitated

Powers:

Slippery (see page 71)

Fish (Size -3)

Characteristics: Cun -1, Per 0, Str -5, Sta -2, Dex -2, Qik +1
Size: -3

Personality Traits: (see specific beast)

Abilities: Awareness 2, Swim 5 (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+2	-1	+5	-8

Soak: -5

Fatigue: -2

Fatigue Levels: OK, -3, Unconscious

Body Levels: OK, -3, Incapacitated

Powers:

Slippery (see page 71)

Large Fish (Size -1)

Characteristics: Cun -1, Per 0, Str 0, Sta 0, Dex -1, Qik +2
Size: -1

Personality Traits: (see specific beast)

Abilities: Awareness 2, Swim 5 (see specific beast for others)

Ferocity: 0

Weapon/Attack	Init	Atk	Dfn	Dam
Bite	+3	0	+4	0

Soak: 0

Fatigue: +1

Fatigue Levels: OK, -1, -3, -5, Unconscious

Body Levels: OK, -1, -3, -5, Incapacitated

Powers:

Slippery (see page 71)

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