

ZORG™



**CREATURES
OF THARKOLD™**



CREATURES OF THARKOLD™



Helping the Possibility Man™



Roleplaying the Possibility Wars™



Creatures of Tharkold

Compiled by the Warriors of Dzis

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Paul Balsamo, Mike Cone, Nicholas Corkigian, Steve Crow,
Greg Detilwer, Greg Farshtey, Patrick Flanagan, James
French, Michael Gittings, Laura Heilman, Jeffrey Hersh,
John Hopler, Christopher Hudson, Stephen Kenson, Jamie
Lewandowski, Ashley Lovins, Ron Lundeen, Scott Mitchell,
David Oakes, Bill Olmesdahl, Brian S. Perry, Brian and Scott
Schomburg, Sean Sherman, Ed Stark, Steve Stelter, Mark
Sweat, Sam Thornton, Pete Venters, Clinton Wolf
Design

Greg Farshtey
Development and Editing

Stephen Crane, Cathleen Hunter
Graphic Design

Cathleen Hunter
Graphics

Catherine Huerta
Cover Illustration

Marshall Andrews III, John Paul Lona, David A. Plunkett,
Scott Rosema, Pete Venters, Karl Waller
Interior Illustrations

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Bill Smith, Ed Stark • Art Director: Stephen Crane • Graphic Artists:
Cathleen Hunter, John Paul Lona • Administrative Assistant: Bill
Olmesdahl • Licensing Manager: Ron Seiden
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INTRODUCTION



The Warriors of Dzis. In all the world the Demonkind calls Tharkold, there are none as brave as these. On a planet filled with warriors, they have fought and died to free the Race from the chains the traitorous Jezrael and her monstrous troops have forged.

The Warriors came not from the demon stronghold of Dzis, but from all over the Free Nations of Tharkold, where humans cling to some vestige of safety and sanity. They assembled to raid the dreaded Tharkoldu slave pens, and that they did, freeing well over a thousand of their brethren. Many of the Warriors would die before they returned to their homes, falling prey to the vile things detailed on this datadisk.

Those who survived took it upon themselves to collect the facts of the Tharkoldu creatures — and some whose origins and loyalties are unknown — so that those who came later would know how best to fight them. It was then that we learned that many of them have spread to the place called Earth, there to spread their terror among the soft, weak humans who dwell on that sphere. It is for this reason that we have allowed the disk to be translated and converted into a form more palatable to soldiers of the Possibility Wars.

It is our hope that the words here written will lead to the destruction of these creatures, for they deserve no better fate.

— Alkar, (Nesh) Gel-5455/Dzis-4131

Techno-Horrors

The cosm of Tharkold is one torn apart by war. Almost since their recorded history began, the techno-demons who rule that world have been locked in conflict with the Race, humans hardened by millennia of battle.

The average Tharkoldu is a combination savage demonic entity and cyber-enhanced killing machine. Only guile, luck and a talent for survival have enabled the Race to withstand them for this long, but the balance of power shifts constantly on that world.

Naturally, a place like this spawns monsters of all sorts. Some are native to the cosm; others are mutates, formed by the high radiation levels in the area known as "the Dead Lands"; still others are creatures of dark magic, or those created in the laboratories of the Tharkoldu. Creatures of Tharkold range from those who tower over buildings to ones so small a microscope is needed to spot them.

For the first two years of the Possibility Wars, Earth was spared the attentions of the Tharkoldu, due to the heroic

actions of a band of Russian psychics. But then, led by a new High Lord, the Tharkoldu mounted a second attack, this time in Los Angeles.

Now the "City of Angels" is home to prides of demons, and many of the darker forms of life from that cosm have migrated to Earth as well. More than ever before, it is crucial that Storm Knights know their enemies — for what you don't know, in Tharkold, can very easily kill you.

And so a band of Race soldiers, the Warriors of Dzis, have prepared a report on the most deadly creatures in the cosm and realm. Many of these cry out for heroes to destroy them, and others ... ? Others you may have already encountered, and it may be too late to stop them ...

Something Cybered This Way Comes ...

This volume is the result of the fourth successful *Torg* contest run through the pages of the *Infiniverse Campaign Game Newsletter*. From its first appearance in the pages of *Storm Knights*, the first *Torg* novel, the realm of Tharkold has had a grip on players' and gamemasters' imaginations. It was their call through *Infiniverse* that prompted West End to bring the realm to Earth and provide our audience with the *Tharkold* sourcebook, the *Los Angeles Citybook* and the adventure, *City of Demons*. Now we present what may prove to be the most exciting project of all, *Creatures of Tharkold*.

This book contains 60 horrifying beings from the world of techno-demons and Race, where war has been a fact of life — and death — for thousands of years. The vast majority of the creatures contained herein were crafted by *Torg* players, ranging from undead demons to insidious and subtle nanotech viruses.

Put together, they add up to deadly threats to Earth's reality from a cosm where pain is an art form and death is the only escape.

Important Note

This supplement is designed for use with *Torg: Roleplaying the Possibility Wars*. However, the creatures encountered within can be used with other roleplaying systems.

Each entry contains a description and illustration of the creature, its complete statistics, a comparative size diagram, and maps depicting its known habitats in both the Tharkold cosm and realm.



AISHAN



K. Waller



Within every piece of occult-tech cyberware, there is a small amount of malevolent mystical energy. This energy is responsible for the vibrations that allow the cybernetics to work for Demon-kind. When cyberware breaks or is disassembled, this energy is released to float in the ether. By itself, it presents no threat — but when a good deal of this energy is allowed to coalesce, its power and its hatred for life increase. These unions of energy form magical beings called aishans.

An aishan appears as a translucent, vaguely humanoid shape which

ripples and pulses with mystical force. Deep blue lightning crackles and arcs throughout its form.

Aishans are only semi-substantial. Their intangibility allows them to pass through solid objects, though at half their normal movement rate. This ability also allows them to disrupt any non-Tharkoldu cyber systems. When an aishan passes through someone equipped with such gear (a successful *maneuver*), they prompt an attack of cyberpsychosis which cannot be actively resisted. A character subjected to such an attack will feel as if the air has suddenly become dense, as if he were walking through water.

Physical attacks can be used against the aishans, although with limited effect, due to their intangibility. By the same token, they are not able to mount effective physical attacks against others. Psionics and magic are the best weapons for use against aishans.

Were Sterret to gain control over the aishans currently extant, he would almost certainly attempt to send them against the Cyberpapacy. Thus far, they have shown little inclination to leave Tharkold, but things change ...

Domain

As the energy released from cyberware is not



bound to a form, it floats over vast distances in order to join with others of its kind. For this reason, aishans can be found all over the cosm and realm. They are particularly prevalent in black market areas, where a great deal of used and broken cyberware has been collected.

Aishan

Reality: Tharkold

DEXTERITY 10

Dodge 13, maneuver 16

STRENGTH 12

Climbing 15

TOUGHNESS 10

PERCEPTION 9

Alteration magic 14,

tracking 14

MIND 9

Apportation magic 14,

willpower 19

CHARISMA 7

Charm (25), persuasion

(25), taunt (25)

SPIRIT 9

Faith (Cult of the

Dominant) 11, intimi-

dation 12 (18)

Additional Skills: two

at +1 adds

Possibility Potential:

some (98)

Arcane Knowledges: *en-*

tity 6

Spells: *pop, foebaster*

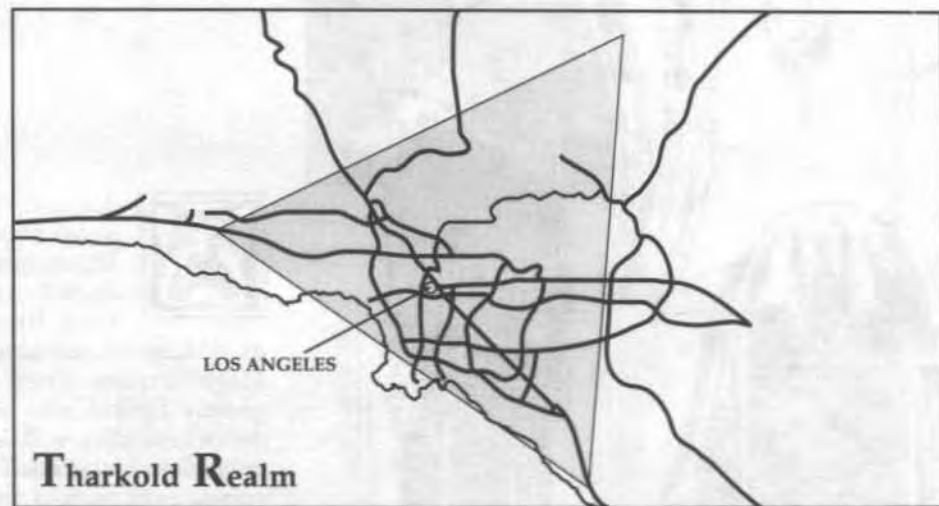
Natural Tools: semi-in-

tangibility, TOU+8, STR-6

in combat; cyberpsychosis

attack (see above).

DOMAIN



SIZE REFERENCE



Discovered by
Jamie Lewandowski



ANORA



S. Rosema



Anora first appeared on Tharkold after then High Lord Kranod used Malgest to stabilize the *Magic* axiom. They are ghostly figures who wander where they will, seen only when they attack. They appear as humanoid, robed figures, approximately two meters tall. No facial features can be discerned behind the shadows of their hoods, although their skin is said to be light grey.

Anora feed upon magic and their touch can drain arcane energies from their victim. For that reason, they target techno-demons, who are magical in nature, far more often than Race. Their origin is unknown, and they have no known base. They appear, attack, and vanish, disintegrating within seconds should they be killed.

Some demon scholars believe that the voracious anora may have, in some way, been responsible for the original drop in the

cosm's *Magic* axiom. But this remains only a theory, as there is no record of their presence prior to the stabilization of the axiom.

Domain

Anora are found throughout Los Angeles, particularly in places where magic-using creatures congregate. They are most often seen in the neighborhoods of the Vampyres and the Black Diamonds. They seem unwilling or unable to pass beyond the realm's borders.

It is believed that Jezrael may have used the implied threat that anora would be sent to Aysle to keep the Dark forces in line. But it is doubtful that the High Lord would have any influence over these mysterious creatures.

Anora

Reality: Tharkold

DEXTERITY 11

Dodge 15, stealth 20,

unarmed combat 16

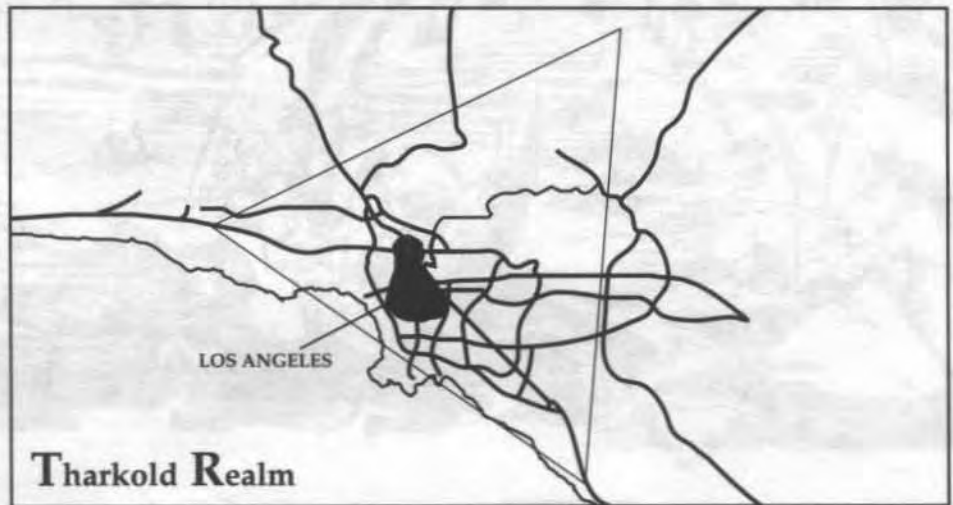
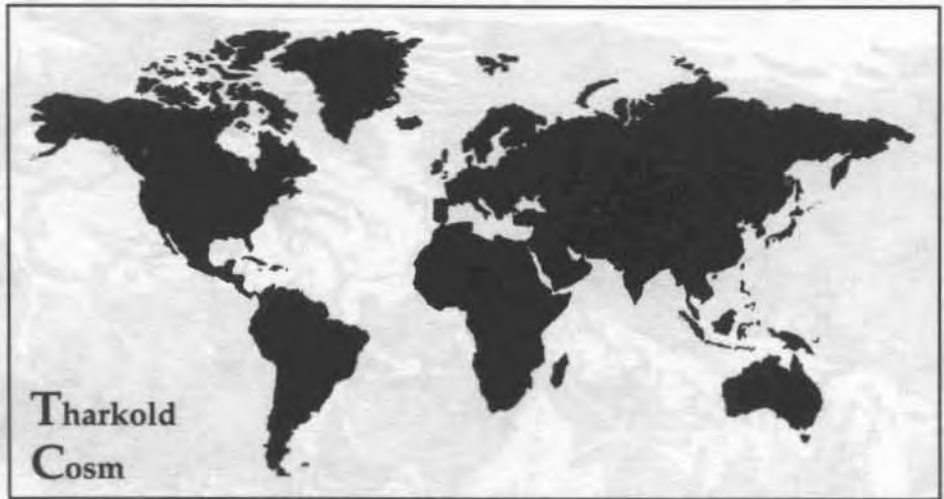


STRENGTH 7
TOUGHNESS 15
PERCEPTION 12
 Find 15, tracking 20,
 trick (16)
MIND 12
 Test 20, willpower 25
CHARISMA 7
 Taunt (18)
SPIRIT 8
 Intimidation 20
Additional Skills: one
 at +1 adds
Possibility Potential:
 some (30)

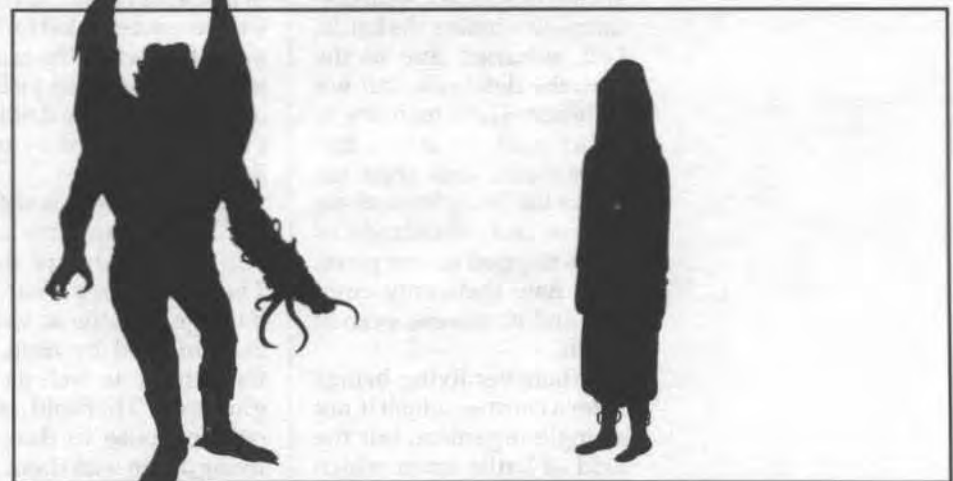
Natural Tools: magic
 draining attack, effect value
 20. An anora attacks with
 its bare hands, using *un-*
armed combat. If a *wound* or
 better is scored, the effect
 value of the magic drain is
 compared to the victim's
 highest magical skill (occult
 and occulttech do apply).
 The difference is read on
 the *Speed* column of the Push
 Results Table and the result
 points permanently sub-
 tracted from the targeted
 skill. The skill may be in-
 creased normally.

Note: Anora are immune
 to non-magical attacks and
 can pass through any bar-
 rier that is not magical in
 nature. They are immune to
 gases, vacuum, temperature
 extremes, poison and dis-
 ease.

DOMAIN



SIZE REFERENCE



Discovered by
 Steve Crow



CAIRN



D. Plunkett



Cairns are created when entire battlefields are levelled and armies destroyed, with neither side winning the battle. Left unburied due to the war, the dead rest, but not in peace. Their inability to inflict pain on others tortures them, until their hatred of the living forces them to lash out. Hundreds of souls trapped in one place, with hate their only emotion and no release, even in death.

Whenever living beings enter a cairn — which is not a single organism, but the field of battle upon which many have died — it angers the dead, who then attempt

to slay the living. Their seething hate forces the rubble of the countryside into the air, creating huge storms of rock and earth. While it may seem that these storms are designed to drive away the living, the cairn is just toying with its victims: once aroused, the dead can only be appeased by more death.

If it appears that the living may escape, the cairn will reanimate its dead. These zombies bear the damage of battle as well as that inflicted by time, but they fight as well as any ghuls on Tharkold, their only purpose to drag the living down with them. The zombies are unable to venture beyond the edges of

the cairn.

Most cairns are composed of only a few hundred bodies, covering an acre or three. Larger ones can and do exist, but they are rare. Cairn zombies are made up of both sides of the battle, working together against their common enemy, the living.

Cairns can be identified by the fact that no plants grow upon them, no animals make them their home, and no birds fly above them.

Domain

Cairns can be found in both the Tharkold cosm and realm, wherever major battles have been fought and the dead left unburied.



Cairn

Reality: Tharkold

DEXTERITY 0/7

Unarmed combat 10

STRENGTH 0/13

TOUGHNESS 35/11

PERCEPTION 8

Trick 13 (25)

MIND 10

Test (25)

CHARISMA 7

Charm (25), persuasion

(25), taunt (25)

SPIRIT 12

Intimidate 15 (25)

Possibility Potential:

all/none

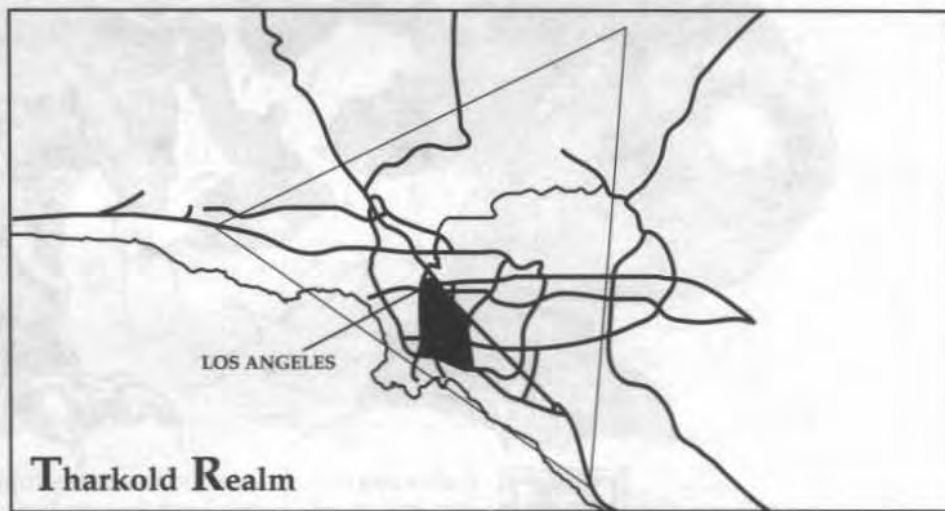
Natural Tools: rock storm, damage value 20

Note: The values before the slash are for the cairn; those after for the animated bodies. While the cairn are possibility-rated, it can use possibilities only for the rock storm or healing damage to itself. It cannot modify the rolls of the animated bodies or heal damage for them. The animated bodies take damage on the Ord table.

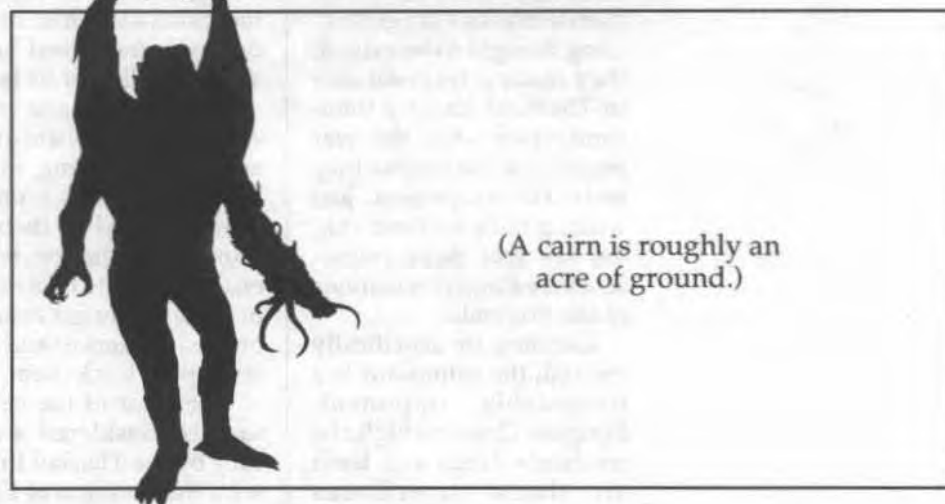
The above values are for a small cairn, with roughly 200 dead. For larger cairn, the damage of the storm is the Many-on-One Value of the number of dead +8 (e.g., the above cairn has 200 dead, which has a value of 12; $12+8=20$.)

A cairn can animate as many bodies at one time as the Many-on-One Value. Each body may only be animated once per day, so it is possible to exhaust the cairn's supply of bodies. Any bodies added from among the cairn's victims may not be animated until the next time the cairn is active.

DOMAIN



SIZE REFERENCE



Discovered by
David Oakes



CALINOSAUR



M. Andrews



Calinosaur are relics of Tharkold's past, huge, lumbering engines of destruction that ruled the cosm before either demon or Race existed. Long thought to be extinct, they made a reappearance in Tharkold about a thousand years after the war began — some believe they were always present, just waiting to be revived; others say that these calinosaur are simply recreations of the originals.

Genuine or artificially created, the calinosaur is a formidable opponent. Roughly 12 meters high, the creature's fangs and teeth are almost superfluous when compared to the dev-

astation it causes simply by crushing foes underfoot. It walks upright, with its two forelegs being smaller than its hind legs and used for tearing at prey. Rather than a single center of thought, the calinosaur has over a dozen walnut-sized brains scattered all over its body.

Calinosaur are meat-eaters and uniquely adapted to living in the Dead Lands. This is primarily evidenced by their immunity to radiation, which enables them to take refuge in areas where not even the bravest hunters would dare attempt to track them.

The meat of the calinosaur is considered a delicacy by the Tharkoldu, but with the invasion of Earth, Jezrael has found a better

use for the creatures. The massive beasts make excellent diversions — while the US Army, Air Force and Marines are busily assaulting a specimen, a team of techno-demons can accomplish any number of missions in the area without being noticed. It has come to be a maxim in the realm that the appearance of a calinosaur means something far worse may be going on elsewhere.

Needless to say, calinosaur do not take well to discipline and are not under the control of the Tharkoldu. But certain scents — particularly that of desni — can be used to lure the monster to a particular area.



Domain

Calinosaur can be found in the Tharkoldu Dead Lands and in the general vicinity of Cosmicland in the realm. It is believed that there are relatively few on Earth, although even one can cause tremendous amounts of destruction.

Calinosaur

Reality: Tharkold

DEXTERITY 10

Unarmed combat 14

STRENGTH 24

Lifting 25

TOUGHNESS 27

PERCEPTION 8

Tracking 9, trick (15)

MIND 6

Test (25), willpower (30)

CHARISMA 5

Charm (40), persuasion (35), taunt (10)

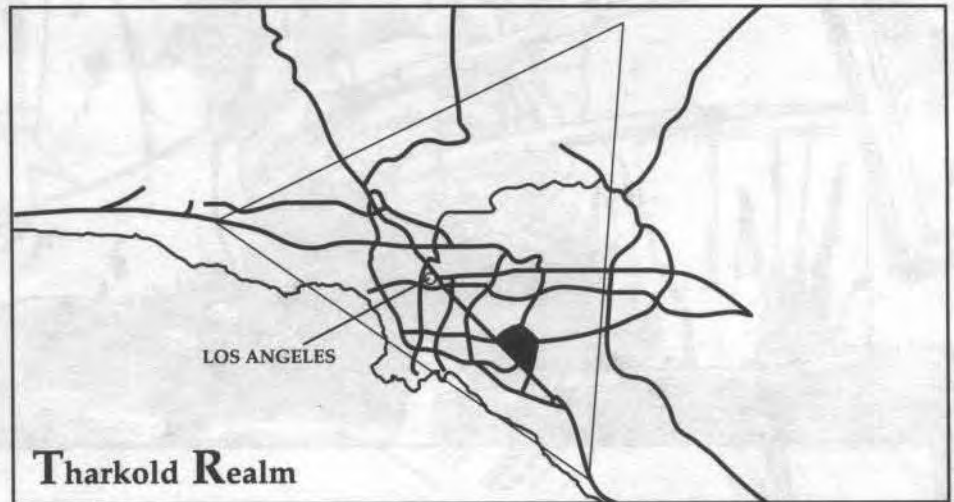
SPIRIT 5

Intimidation 25

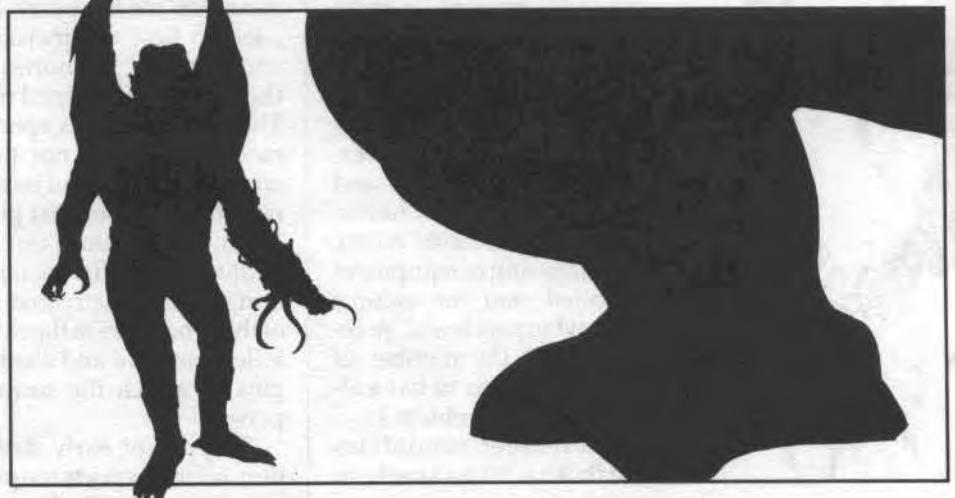
Possibility Potential:
none

Natural Tools: claws, damage value STR+2/26; teeth, damage value STR+3/27; hide, armor value TOU+1/28

DOMAIN



SIZE REFERENCE



Discovered by
Greg Farshtey



CHIP-KILLER



Your friend, your neighbor, your grocer, the old woman down the street — any one of them could be a chip-killer. A nasty piece of terror dreamed up by Sterret of the Blades, a chip-killer is a human fitted with cyberware and SlaveChips and sent home to wreak havoc. (Initial experiments failed, as the amount of equipment installed sent the victims into cyberpsychosis. A reduction in the number of implants seems to have alleviated that problem.)

Chip-killer candidates are those with no family to speak of, so no one will no-

tice their brief disappearance. They are kidnapped and taken to a body shop, where their implants are installed. Miracles and nanotech medical care are used to heal the incisions and patients' memories of the incident are wiped out. The SlaveChip is a special model that does not take effect right away, but is connected to a timer that goes off anywhere from one to twenty hours after installation. Once it is activated, all of the cyberware in the chip-killer goes live and she begins to attack the nearest person.

To prevent early detection, no access ports are provided for the slashers to

emerge from, rather they cut right through the skin of the forearm. Chip-killers consistently use *all-out attacks*.

Chip-killers are not produced on a regular basis. If they were, the large number of disappearances might be noted and the Tharkoldu scheme uncovered. Instead, Sterret orders their creation only when he needs amusement and has determined that the last case has been largely forgotten.

Domain

Chip-killers may be found anywhere within the Los Angeles area. There have been rumors of whole

J. P. Loma



families or groups being turned into chip-killers in the immediate area of the Ichi Entertainment building, but these rumors have not been confirmed.

Chip-Killer

Reality: Tharkold

DEXTERITY 8

Dodge 9 (11), melee

weapons 9 (11), un-

armed combat 9 (11)

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9

MIND 8

Test 10

CHARISMA 8

SPIRIT 8

Intimidation 10 (20)

Additional Skills: three

at +1 adds

Possibility Potential:

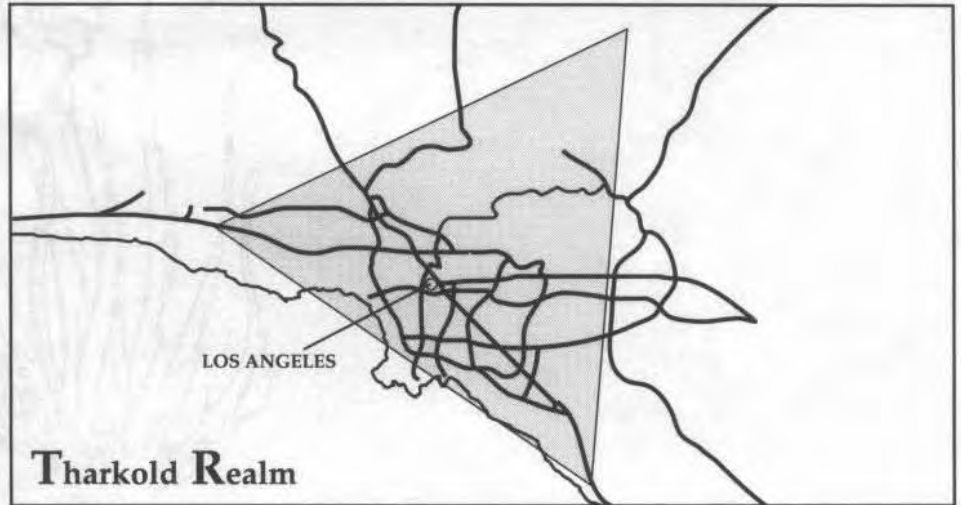
some (90)

Equipment: Cyberware:

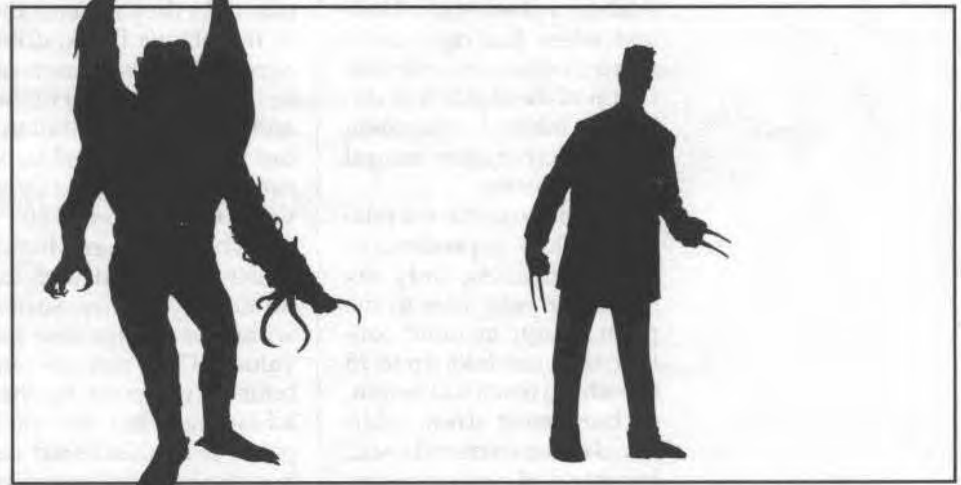
Nanocord, shock suppression booster, level 4 Ex-Wires, ExChips +2 (*dodge* and *unarmed combat*), Slave-Chip, monofilament slashers, damage value STR+5/13. Cyber value: 8

Note: Activated chip-killers cannot be *charmed*, *persuaded*, or *taunted*, and are very difficult to *intimidate*.

DOMAIN



SIZE REFERENCE



Discovered by
James French



CYBERPLANT



J. P. Lora



Cyberplants are tall (.4 to .5 meters) sunflower-like flora with built-in cybernetics. How and when this equipment was introduced into the evolution of these plants is unknown, but its development is now part of their natural growth process.

Cyberplants have a relatively slow reproductive cycle, releasing only six seeds per year. Due to the plants' high metallic content, they can take up to 15 months to reach full height, as they must draw additional minerals from the soil. In controlled circumstances, minerals can be added to

the ground in such quantities as to shorten the growth cycle to one month.

The type of cybernetics present varies with each plant. As they are encoded in the plant's DNA, dominant and recessive parts can be found in different plants, and controlled pollination can be used to breed superior specimens. The cyber value rarely exceeds 10.

Cyberplants are highly sensitive to heat and can home in on any source within 24 meters (use *find* value). They can use any built-in weapons to their advantage, but are incapable of sophisticated tactics due to their limited intelligence.

Rare specimens have been discovered with cybernetic eyes or neural jacks allowing interface with the Grid. No more than four cyberplants can be found in a 100 meter area, due to the depletion of minerals from the soil. Entire fields can be grown, provided sufficient minerals are provided.

Tharkoldu tend to plant these on the outskirts of strategic areas to act as guards against Race incursions.

Domain

Cyberplants are known to grow only in the cosm and realm of Tharkold. There are no known migrations of the plants to other



realms, although there are rumors that a few may have been transplanted into the Akashan realm. Research is also being done into a new species for use against Nippon Tech.

Standard Cyberplant

Reality: Tharkold

DEXTERITY 2

Dodge 5, energy weapons 12, fire combat 12

STRENGTH 2

TOUGHNESS 8 (12)

PERCEPTION 6

Find (heat source) 15

MIND 4

Test (30)

CHARISMA 4

Charm (25), persuasion (25), taunt (25)

SPIRIT 6

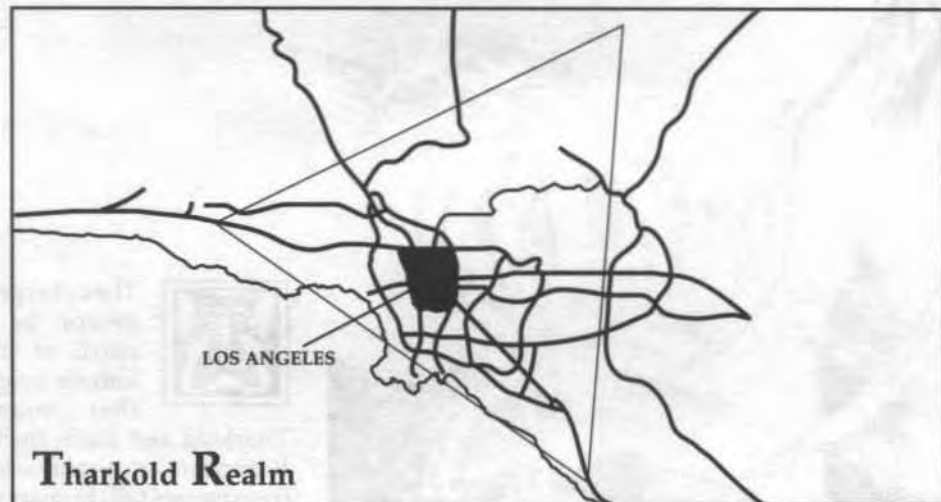
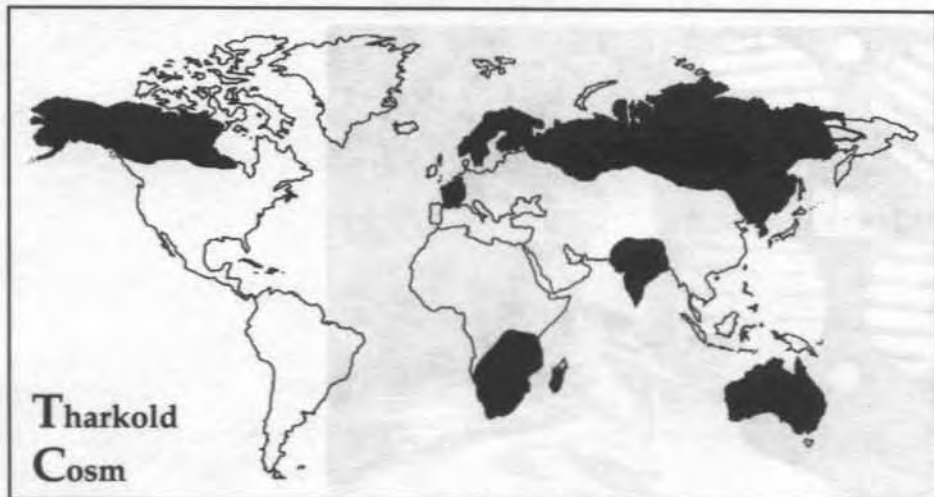
Intimidation (20)

Additional Skills: three at +1 adds

Possibility Potential: some (12)

Equipment: Cyberware: interdermal plating, armor value TOU+4/12, automated booster system, reflex booster, two gun mounts. Cyber value: 8. 11/Alph automatic, damage value 16, ammo 21, range 3-10/20/30

DOMAIN



SIZE REFERENCE



Discovered by
Sean Sherman



CYBERPOSSESSOR



K. Waller



The cyberpossessor is a spirit of unknown origin that roams Tharkold and Earth freely. It appears as a man-sized (two meters tall) humanoid mist, moving at human walking speed. It has the curious property of being able to condense itself in a single round and enter any mechanical object, effectively taking it over.

This "possession" is a result of conjuration magic. To possess any ordinary mechanical item — a gun, a car, a computer — it must generate a successful *conjuration magic* total of 13. If it does so, it has complete control of the item, causing guns to fire, cars to roll over anyone in their path, etc. A subtle cyberpossessor can make all attacks look like accidents; this makes it hard to tell just how common these things are.

When the mechanical item to be possessed is some character's piece of cyberware, the cyberpossessor must generate a *willpower* total of 11. The owner of the cyberware will not feel anything, and if he is not looking at the equipment at the time of possession, he will have no idea anything has happened until the cyberware begins acting up.

When the cyberpossessor tries to make a character's cyberware operate against his will, the character will have one round of advance warning before an action can be taken. A *Mind* or *willpower* total of 13 will allow the character to expel the spirit. If the roll is failed, the cyberpossessor has control of the cyberware for that round.

If the cyberpossessor is expelled, a *Spirit* total of 14 is required to repossess a piece of that character's



cyberware.

Once the cyberpossessor has infiltrated an item of cyberware, it can move to any other piece of cyberware connected via NeuraCal or Nanocord. If the cyberware is not connected, the spirit must leave one item and attempt to possess the other.

Cyberpossessors are considered to be *entities* and are vulnerable to *ward enemy* miracles.

Domain

Cyberpossessors can be found anywhere within the cosm and realm. Their exact numbers are unknown, as they can possess any mechanical item from a pistol to a supertanker.

Cyberpossessor

Reality: Tharkold

DEXTERITY 10

Dodge 12, energy weapons 12, fire combat 12, heavy weapons 12, melee weapons 12, unarmed combat 12

STRENGTH 10

Lifting 13

TOUGHNESS 9

PERCEPTION 11

Trick 13

MIND 10

Conjuration magic 12, willpower 11

CHARISMA 7

Charm (20), persuasion (21), taunt (21)

SPIRIT 8

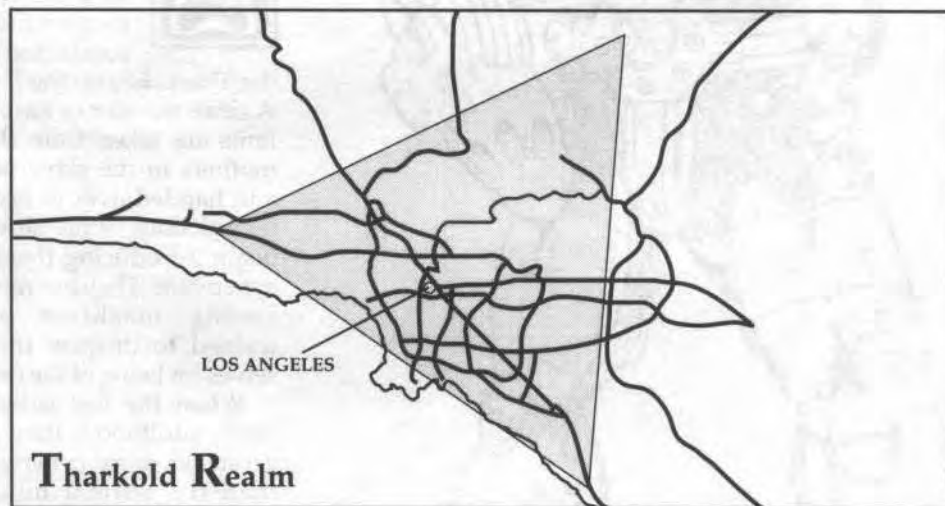
Intimidation 11 (13)

Possibility Potential:

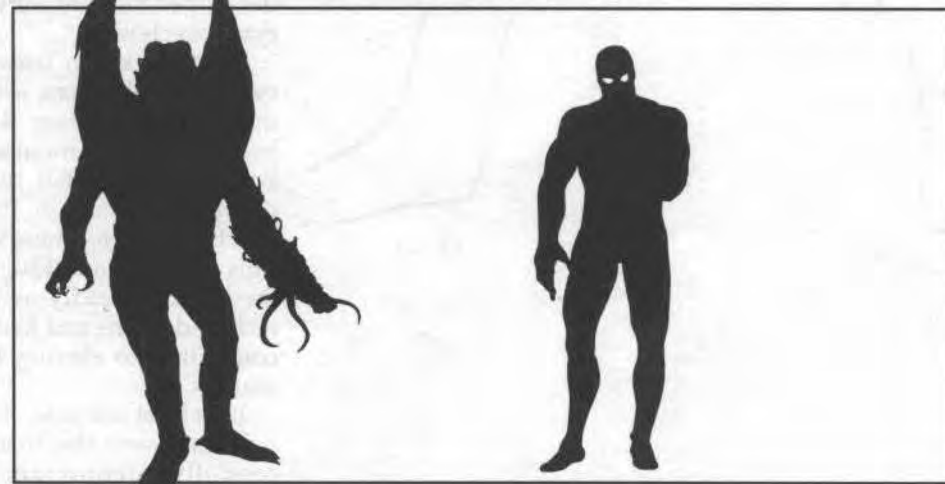
none

Natural Tools: cyberpossession (function of conjuration magic)

DOMAIN



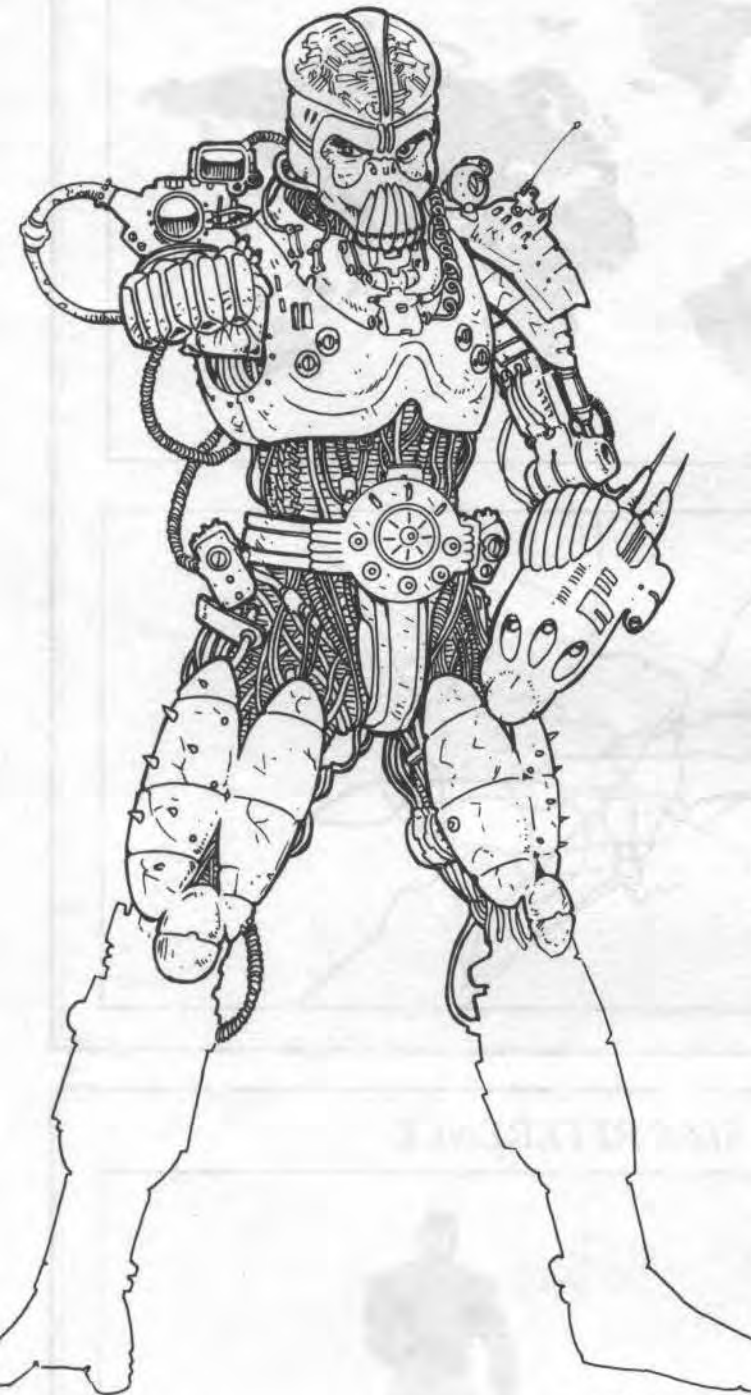
SIZE REFERENCE



Discovered by
Greg Detwiler



CYBORTH



J. P. Lona



The cyborths are the result of a horrible experiment conducted by the Tharkoldu on the Race. A small number of Race infants are taken from their mothers in the slave pens and handed over to occult-technicians, who slowly begin introducing them to cyberware. They are raised among machines and trained to despise themselves for being of the flesh.

When the test subjects reach adulthood, they are given far more cyberware than the normal human mind could handle. But because these people are trained to think of themselves as machines and to hate humanity, they have developed an immunity to cyberpsychosis.

The Tharkoldu use the cyborths as hunters, sending them after their Race brethren. Race members know full well that there can be no room in their hearts for pity for these victims of the Tharkoldu, for they are as deadly as the techno-demons and just as committed to slaying humans.

In at least one case, Race scientists were able to successfully "deprogram" a cyborth. Unfortunately,

cyberpsychosis set in almost immediately upon his being cured and he went on a murderous rampage. Efforts to reclaim the cyborth have since been abandoned.

Domain

Cyborths can be found in all parts of the Tharkoldu cosm, except the radioactive Dead Lands. They also hunt on Earth, but they seldom leave the realm, save for occasional journeys to CyberFrance or the Akashan realm.

Cyborth

Reality: Tharkold
DEXTERITY 13

Dodge 13, energy weapons 16, fire combat 13, maneuver 13, melee weapons 13, unarmed combat 15

STRENGTH 13/22

TOUGHNESS 12/30

PERCEPTION 10

Cyberdeck operations 12, evidence analysis 12, find 12, tracking 11, trick (18)

MIND 9

Streetwise 13, survival 12, test (25)

CHARISMA 5

Charm (25), persuasion (25), taunt (25)

SPIRIT 8

Intimidation 13 (25)

Additional Skills: two at +1 adds.



Possibility Potential:

some (35)

Equipment: Cyberware:

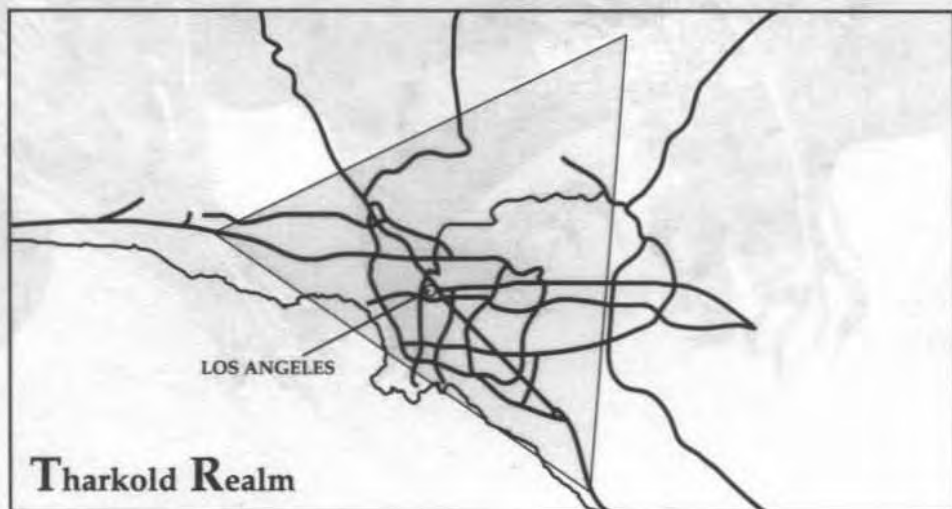
Nanocord, nervejack, Cybercam, Dangerscan, EMvue, Farsight, Heathhunter, Hidehunter, Killseeker, TextLED, Bugsweeper, Codear, Cybercorder, Radiohear, Sonar, Soundtrap, Truthhear, Posion Snooper, Oxyplugs, Purifier, balance-wires, Biostat, Nanodoc, Radiotalker, Skinscan, Voice Mimic, interdermal plating, armor value TOU+6, exordermal plating, armor value TOU+5, Bodymax, armor value TOU+5, Cyberarms, STR+9, Cyberlegs, STR+9, adrenal booster; Pe-9 Ion Gun in right arm, damage value 24, ammo 24, range 3-50/150/300; Res-14 laser in left arm, damage value 26, ammo 25, range 3-50/100/200; slashers, damage value STR+4/26; one slot chip-holder; SlaveChip. Cyber value: 83. Chod 8 power armor, armor value TOU+8/30

Note: Immune to cyberpsychosis

DOMAIN

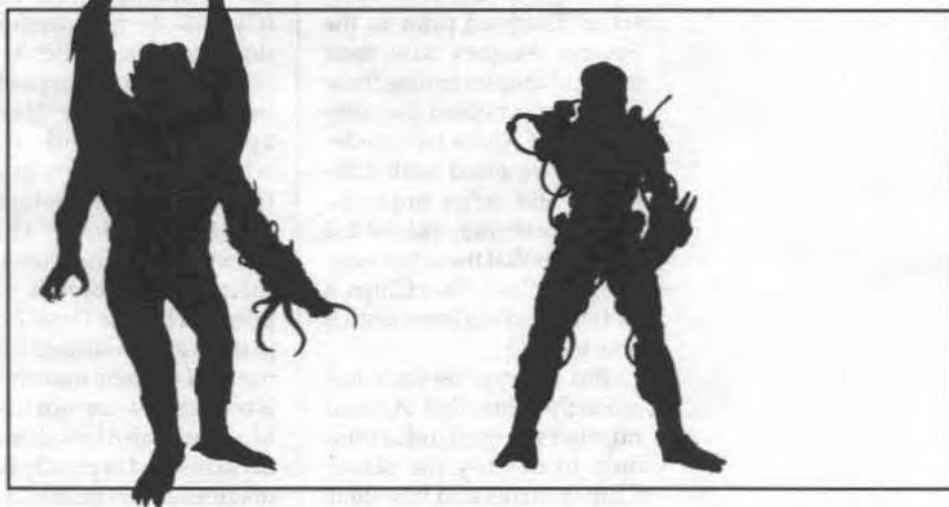


Tharkold
Cosm



Tharkold Realm

SIZE REFERENCE



Discovered by
Mark Sweat



CYGON



M. Andrews



Cygons are the last survivors of a race of enchanted dragons who thrived in Tharkold prior to the Spasm. As they saw their magical abilities fading, these creatures accepted the offer of a Great Alpha techno-demon to be fitted with Life-Cyber and other implants. What the demon did not tell them was that the cyberware would include SlaveChips, a fact they did not learn until it was too late.

But the cygons were not so easily controlled. A small number escaped, returning only to destroy the Slave-Chip controls and free their brethren. They have since

fled into the cosm, taking no side in the Race-Tharkoldu war, instead starting prides by dominating humans and demons alike. (Cygons do not attempt to dominate each other.)

Cygons are serpentine beasts with four clawed appendages and huge wings. They range in size from 15 to 25 meters in length and have thick, brown scales. They have lost their natural breath weapon, but have a Thav-7/Nu plasma gun mounted inside the roof of their mouth that is retracted when not in use. Most have also lost all magical skills and typically have magic enablers installed. All

have had their SlaveChips removed.

Cygons suffer a +3 to the difficulty of resisting cyberpsychosis. They use the "Demon" column of the Syndrome Table on page 109 of the *Tharkold* sourcebook.

Domain

In addition to their presence in the cosm, three cygon prides currently operate in the realm. Each consists of Tharkoldu, Race slave specialists, gangslaves and a single cygon who acts as leader. Strongholds are built by the cygons using the *stone tunnel* spell.



Cygon

DEXTERITY 11

Dodge 13, energy weapons 15, flight 17, unarmed combat 14

STRENGTH 22

Lifting 24

TOUGHNESS 20 (30)

PERCEPTION 12

Cyberdeck operations 14, find 13, language 13, trick 15

MIND 17

Science (computers) 19, survival 18, test 20

CHARISMA 11

Persuasion 14, taunt 15

SPIRIT 20

Intimidation 22, reality (Tharkold) 24

Possibility Potential:

all

Arcane Knowledges:

earth 2, darkness 4, entity 4, metal 2

Spells: stone tunnel

SpellChips: Black Bart's deadly darts, bullet, pop, slave send

Natural Tools: claws, damage value STR+3/25; scales, armor value TOU+10/30; wings, speed value 14

Equipment: Cyberware: Nanocord; Heathhunter (*find* +3 in poor light, *tracking*+3); Modspotter (*find* value of 20 to spot cyberware); gun mount, with Thav-7/Nu plasma gun, damage value 35, ammo 10, range 10-200/500/1.5k; Radiohear; Truthear; nervejacks (2); *apportation magic* enabler (+1 add/skill value 18); Life-Cyber. Cyber value: 23; cyberdeck

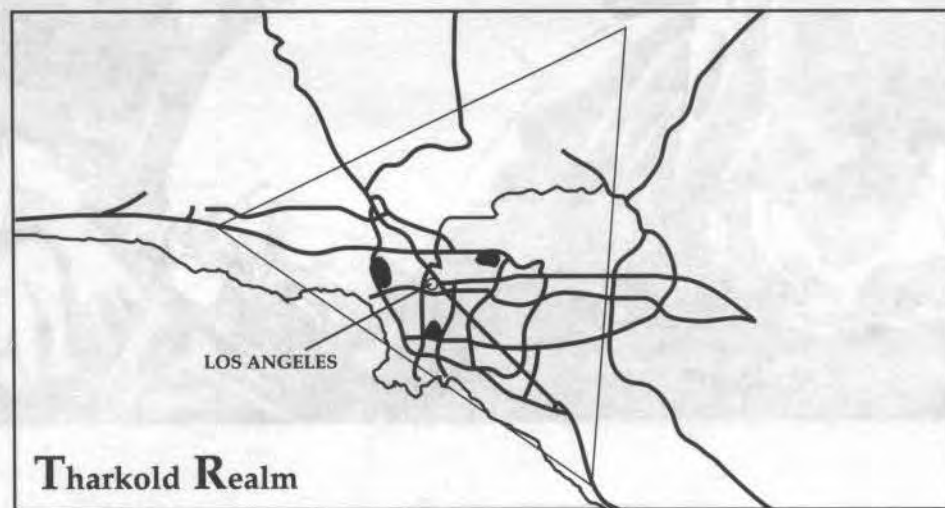
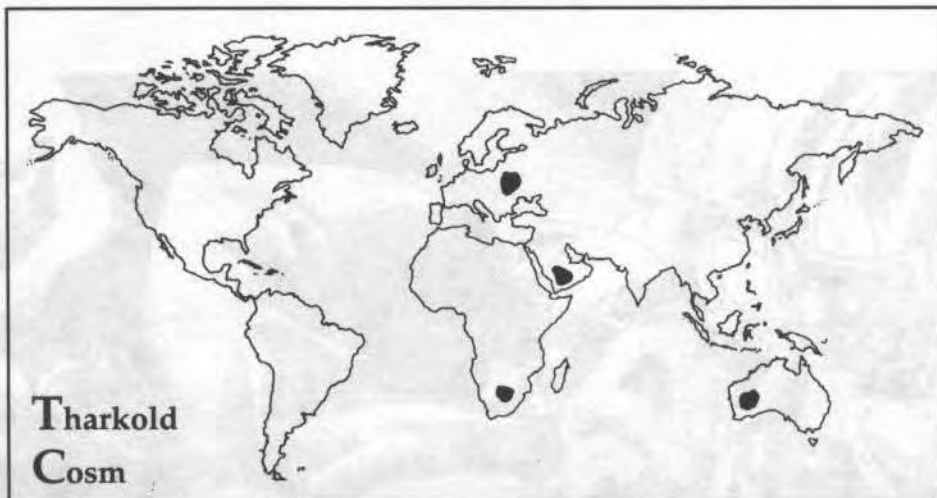
Response/Processor/

Storage: 5/6/12

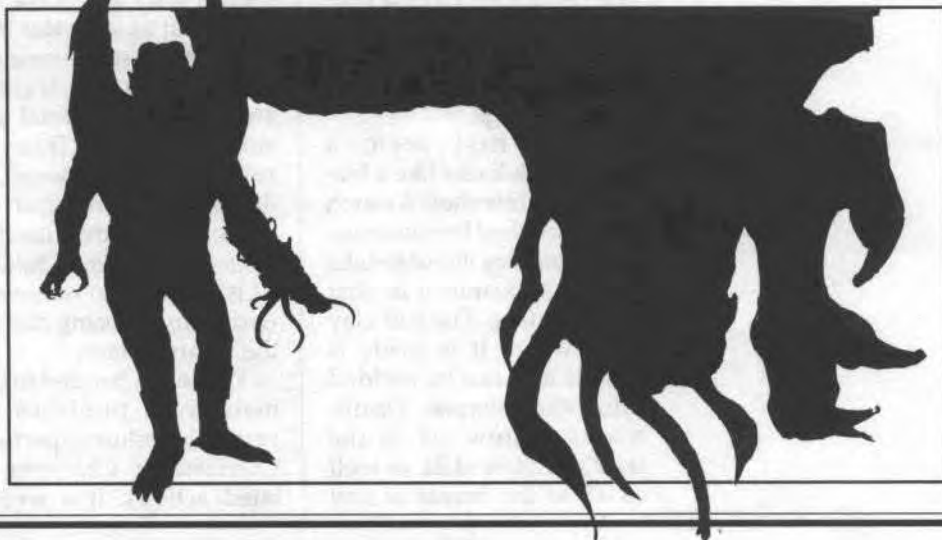
Programs: Any

Discovered by
Paul Balsamo

DOMAIN



SIZE REFERENCE



DEATHMASK



K. Waller



Deathmasks are sentient occulttech devices whose innocent exterior hides a horrifying purpose. Los Angeles hospitals are filled with victims of the masks who mistook them for playthings.

When first seen, a deathmask looks like a featureless white shell. As soon as it is touched by someone, it uses *monkey mimic* to take on the appearance of that person's face. The soft clay from which it is made is pliable and can be molded into other shapes. Deathmasks bestow +3 to the user's *disguise* skill, as well as +3 to the bonus of any

Charisma or *Charisma*-related skill check made while wearing the mask.

As long as the mask resembles his own face, the wearer may put it on and take it off at will. But if he molds it into someone else's face and puts it on, it generates an *occulttech* total versus his *Toughness*. If any result points are achieved, no damage is done, but the mask has bonded itself to his face. A *Strength* total of 22 is required to remove it, with damage being done to the wearer's face.

While it is bonded in this manner, it punishes severely the failure to perform *Charisma* or *Charisma*-related actions. If a wearer

fails at such a skill check, award the mask two points. When its points exceed the wearer's *Charisma* value, it has merged so with the face beneath it that there is no way to remove it without tearing the flesh off. Again, a *Strength* total of 22 is required, but add +5 to the damage done to the wearer if he does succeed in removing the mask. A "successful" victim will often have nothing but bone and some cartilage left where once he had a face.

Domain

Deathmasks are found primarily in the Tharkold realm, in an area ranging as



far south as Compton and Bellflower and as far north as Hollywood. They are particular favorites of actors and actresses, who learn the tragic truth of them too late.

Deathmask

Reality: Tharkold

DEXTERITY 0

STRENGTH 0

TOUGHNESS 25

PERCEPTION 9

Alteration magic 16,

evidence analysis 11,

find 12, trick (30)

MIND 6

Occulttech 21, test (30)

CHARISMA 10

Charm (35), persuasion

(35), taunt (36)

SPIRIT 7

Intimidation (35)

Additional Skills: two

at +1 adds

Possibility Potential:

some (72)

Arcane Knowledges: *en-*

tity 3

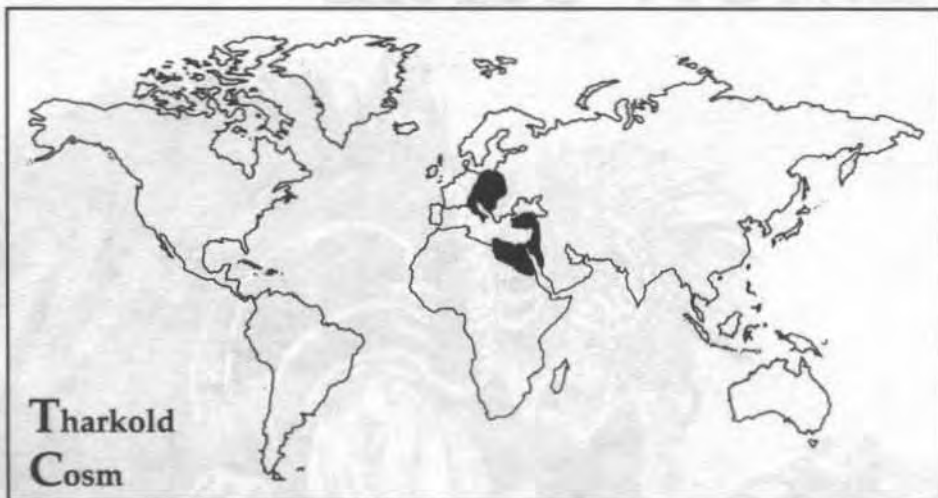
Spells: *monkey mimic*

Note: Wearer receives +3 to his *disguise* skill (if he does not have the skill, he may still roll as if skilled). He also receives +3 to the bonus when attempting a *Charisma* or *Charisma*-based skill.

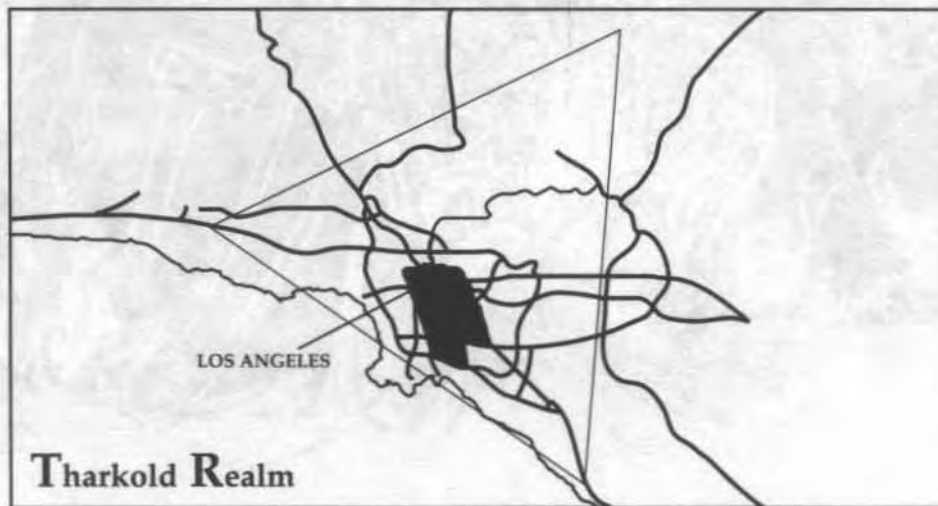
Mask bonds to face through occulttech process automatically upon use. Mask's power increases each time wearer fails at a *Charisma* or related skill check—when mask's power exceeds that of wearer's *Charisma* value, mask has erased wearer's face.

Discovered by
Ed Stark

DOMAIN



Tharkold
Cosm



Tharkold Realm

SIZE REFERENCE



DEMON GHUL



Demon ghuls are techno-demons brought back to unlife by Relictin-V.

Although Tharkoldu much prefer bringing "monkeys" back to use as warriors, circumstances often dictate the use of Tharkoldu corpses.

Demon ghuls are physically more powerful than their living counterparts, but lack their native cunning and brainpower. They are, however, still capable of using all their cyberware, and occasionally more is added to create demon ghul dreadnaughts. These creatures suffer the same ravenous hunger as do human ghuls.

The primary problem with creating demon ghuls is finding enough relatively intact corpses with which to work. Techno-demons' cannibalistic tendencies and the violence of the world in which they live means that limbless corpses are common, which are largely useless for purposes of revivification.

Demon ghuls are frequently used as shock troops when the more valuable N.E.G.s are not available. As with all ghuls, demon ghuls can exist without contradiction in any realm, which explains why they are so often sent to areas like Sacramento to raid Nippon facilities.

Domain

Demon ghuls are found, in the realm, primarily in the Compton and Bellflower areas. They can often be found in areas where cairns are common.

They have been known to appear throughout the cosm.

Demon Ghul

Reality: Tharkold

DEXTERITY 12

Dodge 14, energy

weapons 16, fire

combat 14, flight 15

(18), melee weapons 13

(15), missile weapons

13, stealth 15, unarmed

combat 16 (19)

STRENGTH 17



TOUGHNESS 18 (23)

PERCEPTION 1

Find (living beings) 12,
tracking (living beings)
12, trick 12 (25)

MIND 1

Test 15 (25)

CHARISMA 2

Taunt (25)

SPIRIT 5

Intimidation 20 (26)

Possibility Potential:
none

Natural Tools: teeth,
damage value STR+2/19;
talons, non-cybered limb,
damage value STR+3/20;
wing strike, *unarmed combat*
to hit, damage value
STR+7/24; wings, speed
value 10

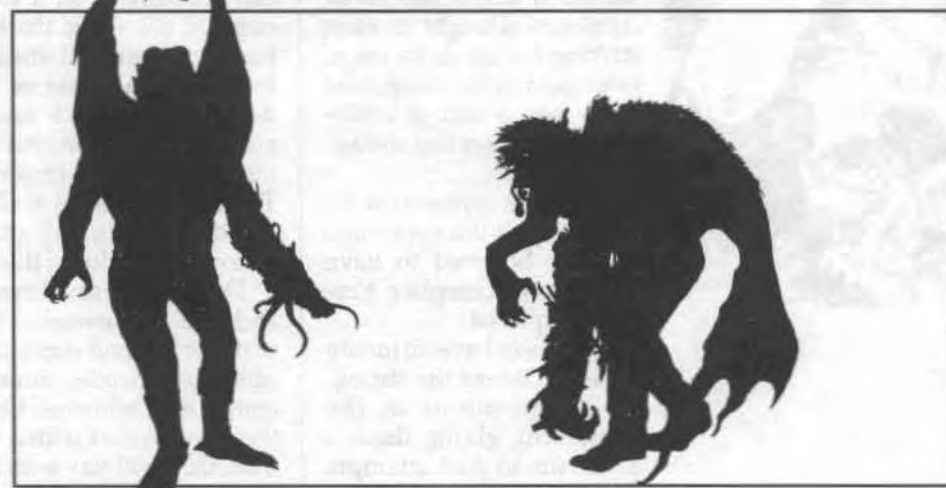
Equipment: Cyberware:
Nanocord, windsniffer (*Per-
ception* or *find*+3 using
smell), balance-wires (+3 to
skills using agility, noted in
parentheses above), inter-
dermal plate, armor value
TOU+5/23, talon, damage
value STR+5/22, cyber-
wings (+3 to push for *flight*,
lifting while flying (cyber
value 3), LifeCyber, 3-slot
chipholder. Cyber value: 16

Note: Demon ghuls are
immune to *charm* and *per-
suasion*. They have lost any
magical knowledge they
may have had while alive.

DOMAIN



SIZE REFERENCE



Discovered by
Sean Sherman



DESNI



D. Plunkett



Desni are small, rodent-like creatures, measuring from .5 to .75 meters in length and about .10 meters in height. Its most striking feature is its huge, intelligent eyes, which bear more than a hint of intelligence. Desni are fast and agile.

They first appeared in the cosm roughly three years ago and are believed to have come from someplace Krnod conquered.

The desni have an innate ability to detect the strong, violent emotions of the Tharkoldu, giving them a +7 bonus to *find* attempts involving the techno-de-

mons. Desni are also capable of linking minds with humans, provided they make a successful *Mind* roll of 15 (the human partner can coordinate on a difficulty of 10). Once the link has been achieved, the human can make use of the desni's senses as a simple action, within a range of 100 meters from the creature. The human suffers a +3 to the difficulty of all other actions while doing this.

Desni live on small insects and live in burrows. They mate for life and communicate with each other through chirps and whistles. Once they have linked with a human, they will stay with her for life. They will not accom-

pany a human with whom they cannot link.

The Tharkoldu hate desni with a passion, and the feeling seems to be mutual. Techno-demons will attack these creatures on sight. They have even attempted to start a rumor that the desni are trying to steal the minds of the Race, but with little success.

Domain

There are only a very few of these creatures, perhaps a few thousand at most. They can be found anywhere one finds Race in the cosm, and they have begun to travel with Race to the realm.



Desni

Reality: Tharkold

DEXTERITY 9

Dodge 14, stealth 17,
unarmed combat 11

STRENGTH 4

TOUGHNESS 5

PERCEPTION 9

Find 11, tracking 12,
trick 13

MIND 7

Test (10), willpower
(10)

CHARISMA 9

Charm (11), persuasion
(13), taunt (20)

SPIRIT 7

Intimidation (13)

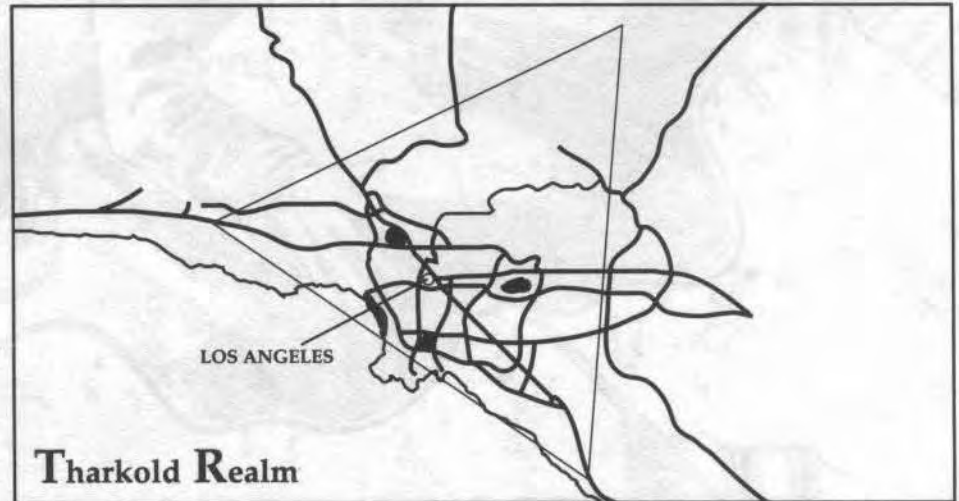
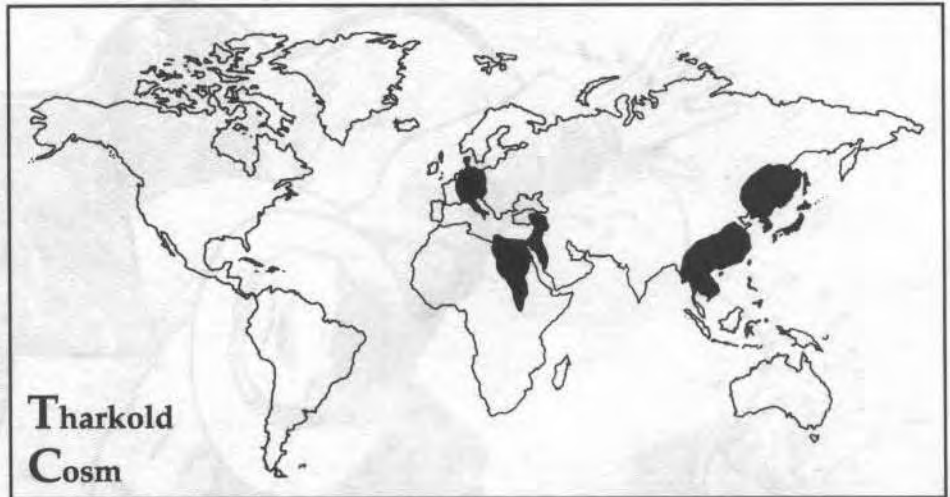
Additional Skills: one
at +1 adds

Possibility Potential:
some (15)

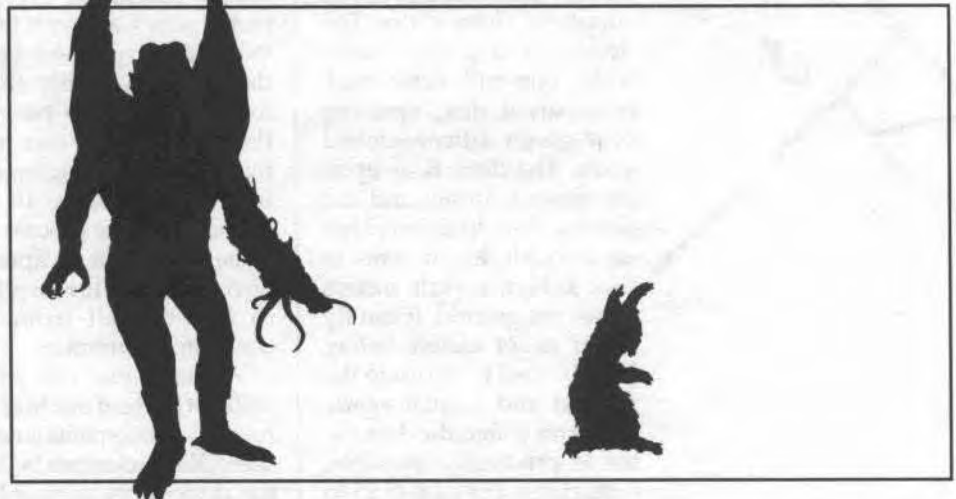
Natural Tools: claws,
damage value STR+3/7;
teeth, damage value STR+4/
8; empathy; link senses

Note: Needle birds can-
not be *charmed*, *persuaded* or
taunted.

DOMAIN



SIZE REFERENCE



Discovered by
James French



DESICCATOR



Desiccators were genetically engineered by the Tharkoldu to destroy the Race's precious supply of clean water. The desiccator is a three-meter wide, one-millimeter thick transparent disc, sporting blue-green silicon-etched veins. The discs float upon the water's surface and can also use the expulsion of hot air through dorsal vents to float as high as eight meters above the ground. It can fly as far as 24 meters before being forced to return to the ground and launch again. While on water, the desiccator is practically invisible, requiring a *find* total of 25 to

spot. A *find* total of 18 is needed to see it when in mid-air.

When threatened, the desiccator launches itself at its foe. A successful *unarmed combat* attack allows it to envelop its target and begin draining his bodily fluids (only targets who have no flesh exposed are safe from this attack). The victim suffers damage value 18 per round from this process until he is dead or escapes. A *Strength* total of 16 is required to free oneself from the desiccator's embrace.

A desiccator can drain water at a rate of one liter per round, yet its appetite is never sated. Race scientists believe the desiccator uses only a

fraction of the water it consumes, converting the rest into inert gases. A high level of these gases in water storage areas is a sure sign of a desiccator; presently, most of Aurioch and Mitzyan's water facilities have sensors to detect them.

Most conventional weaponry has proven to be useless against desiccators. Melee and projectile weapons pass through it and the energy from explosions and lasers, etc. is partially diffused across the creature's surface, causing only half damage. Fire and frost do full damage, but its true weakness is electricity, which inflicts twice the normal damage. Those trapped



within a desiccator also take damage from attacks made against the creatures.

Recently, attacks on humans by desiccators have increased. It is believed some may have developed a taste for the Race. Troops patrolling in areas with a great deal of open water normally carry electrical weapons with them, or else make a point of being accompanied by magic-users with knowledge of fire, lightning or ice spells.

Domain

The desiccators can be found throughout the Free Nations of Tharkold. The Tharkoldu saw no reason to bring any desiccators with them to the realm, but some came to L.A. regardless, perhaps because of the plentiful water supplies there.

Desiccator

Reality: Tharkold

DEXTERITY 9

Flight 11, stealth 18, swimming 14, unarmed combat 12

STRENGTH 15

TOUGHNESS 15

PERCEPTION 7

Find 14, trick 12

MIND 5

Test (15)

CHARISMA 5

Charm (40), persuasion

(35), taunt (10)

SPIRIT 4

Intimidation 13

Additional Skills: one at

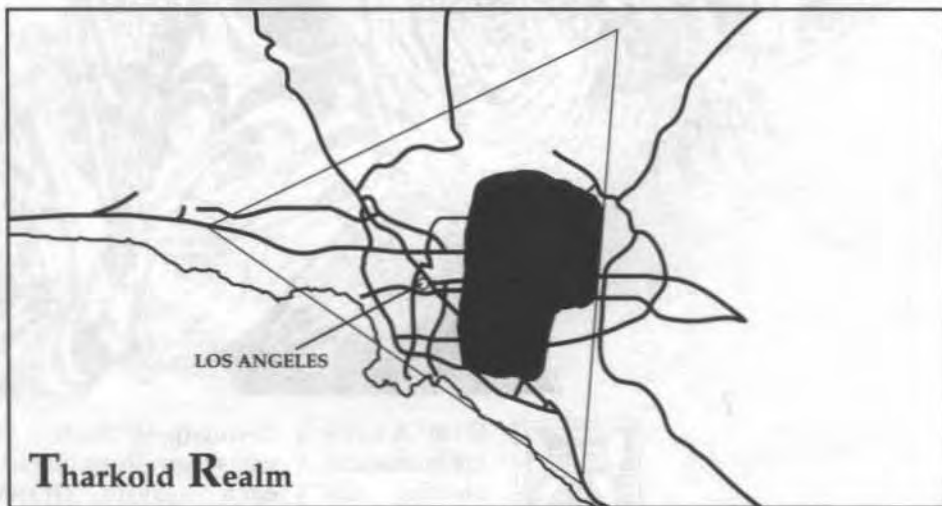
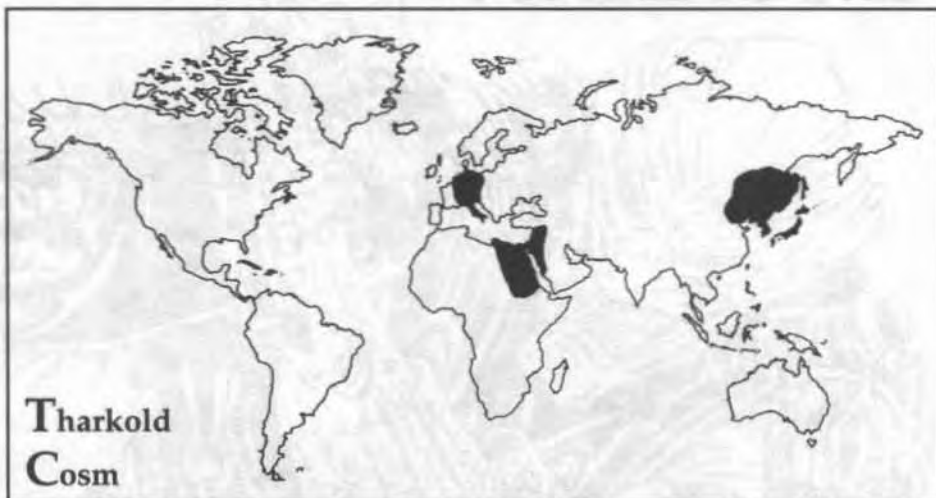
+1 adds

Possibility Potential:

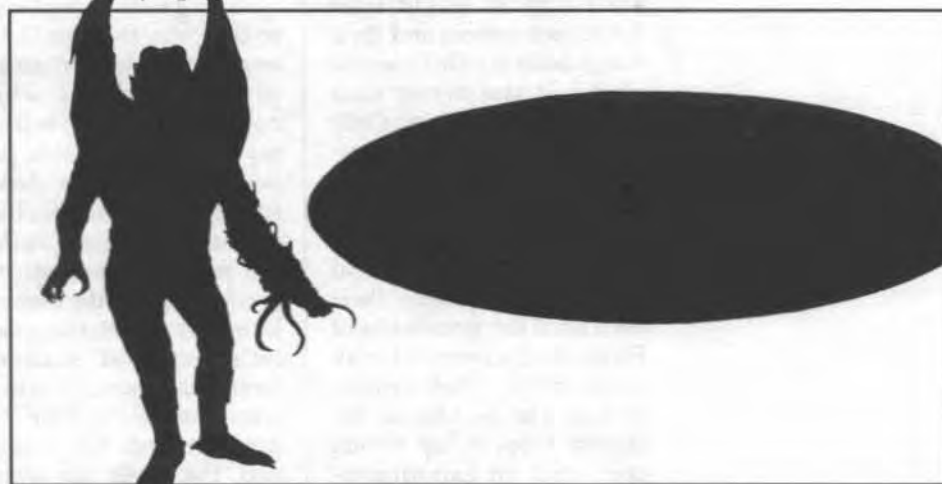
some (85)

Natural Tools: desiccation grip, damage value 18 per round; special protection against attacks (see above); flight, speed value 8

DOMAIN



SIZE REFERENCE



Discovered by
Pete Venters



DIM'AZZIN



M. Andrews



Dim'Azzin are humanoid entities, assassins used by the Tharkoldu throughout the cosm. The Dim'Azzin (a corruption of "Dimensional Assassin") vary in height from 1.6 to two meters and their tough hide is pale blue and stretched taut across their facial bone structure. Only the chosen pain weapon attachments distinguish one Dim'Azzin from another. Employed as assassins by Kranod, the Dim'Azzin did not truly come into their own until the occultechs of Fanexith discovered a way of improving their performance. The occultechs designed a SpellChip which contained an extradimensional gate spell that could be programmed for various

destinations. Such a chip was surgically implanted in each assassin, allowing interdimensional travel. The catch to this was that the chip provided a one-way trip unless the contract was fulfilled.

Along with being linked to the chip, the Dim'Azzin was also linked to an implanted gauntlet which could be fitted with a myriad of detachable pain weapons. Prior to departure, the physical specifications of the assassin's target are programmed into the gauntlet. Once the assassin killed his target, the gauntlet's external scanners would analyze the victim to ensure it matched the data programmed. Once satisfied, the SpellChip would return the Dim'Azzin to its point of departure.

Domain

Originally found in the Dead Lands of Tharkold, the Dim'Azzin are now bred and trained in the Bellflower section of Los Angeles. There are no confirmed sightings outside the realm as yet. Thus far, they have been used solely to "discipline" feuding Tharkoldu Demon Lords.

Dim'Azzin

Reality: Tharkold

DEXTERITY 16

Dodge 17 (20), melee weapons 18 (21), stealth 17

STRENGTH 16

TOUGHNESS 12

PERCEPTION 13

Alteration magic 15, divination magic 14, find 14, tracking 14



MIND 9

Apportation magic 11,
conjunction magic 11

CHARISMA 7

Charm (25), persuasion
(25), taunt (15)

SPIRIT 9

Faith (Cult of the
Dominant) 10, intima-
dation 16, pain weapons
11

Additional Skills: three
at +1 adds

Possibility Potential:
some (15)

Arcane Knowledges: *folk*
3, *entity* 3, *inanimate forces* 2,
living forces 2, *true knowledge* 3

Natural Tools: teeth,
damage value STR+2/18; tal-
ons, damage value STR+3/
19

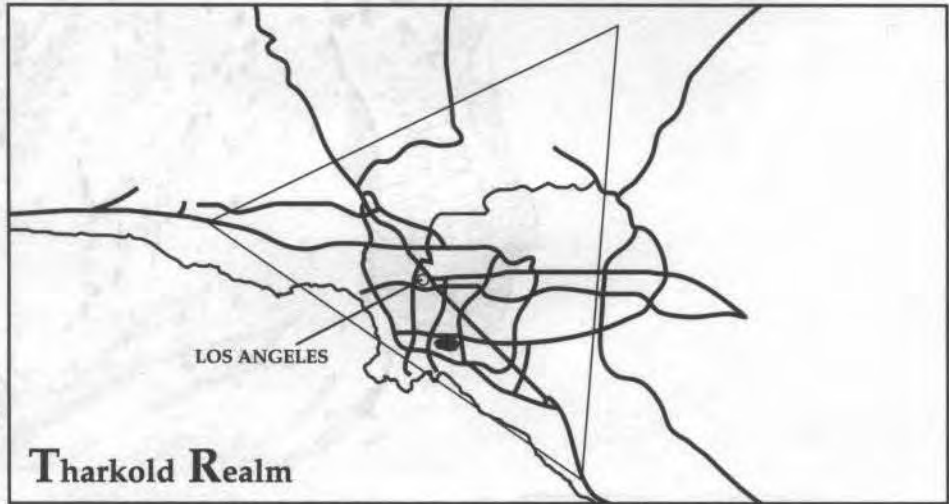
Natural Tools: fangs,
damage value STR+2/18

Equipment: Typical
cyberware: Nanocord;
Heathunter (*find*+3 in the
dark); balance wires (+3 to
skills using agility, noted in
parentheses above); inter-
dermal plate, armor value
TOU+4/20; adrenal booster
(DEX and STR+3); slashers,
damage value STR+4/20;
Hidehunter (*find*+3); Dim'-
Azzin gauntlet (see below).
Cyber value: 15

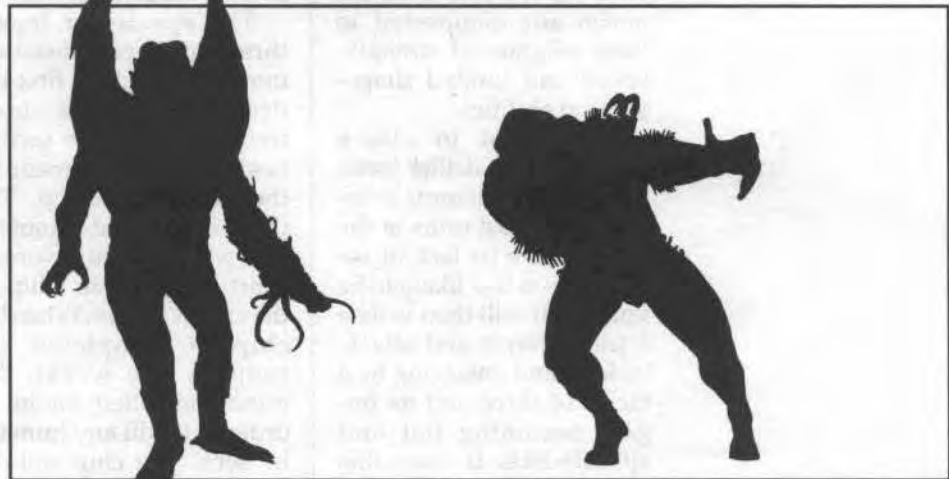
Note: The Dim'Azzin
gauntlet is a product of Fan-
exith occultech. The gaun-
tlet must be installed by
someone skilled in *occultech*
(difficulty number 8, *heavy*
wound, cyber rating +3).

The gauntlet can be fit-
ted with various pain
weapon attachments, from
tridents to taloned whips,
which provide physical
damage as well as spiritual
damage to targets (physical
damage value STR+2 to +4,
spiritual damage +2 to +4,
depending on size of attach-
ment.

DOMAIN



SIZE REFERENCE



Discovered by
Scott Mitchell



EYE-DRILLER



J. P. Lona



The eye-driller is a bio-borg, a creature grown in a tank from Race cell samples. They are genetically engineered to have heightened strength, speed and limited shape-shifting abilities.

When not in attack mode, an eye-driller looks like Race. It attempts to infiltrate combat units in the field, where its lack of social skills is less likely to be noticed. It will then isolate a single target and attack, its left hand enlarging by a factor of three and its fingers becoming flat and spatula-like. It uses this hand to hold its victim's

head steady, while two fingers of its right hand merge to become a .25 meter long bio-organic needle. This is inserted into the victim's eye socket and into the brain.

The eye-driller injects three different substances into its target. The first is a drug that induces short-term amnesia. The second heals any damage made by the needle insertion. The third is a liquid nanotech mix which manufactures a functioning Slave Chip in the victim's brain. When the chip is completed (in roughly one week), the mind-controlled victim is ordered to kill any humans he sees. The chip self-destructs upon his death.

Domain

Eye-drillers operate primarily on the battlefields of Tharkold. However, demons have released a few in Los Angeles, and they frequent high-combat areas. They are evidently unable to tell the difference between Race and Core Earth humans.

Eye-Driller

Reality: Tharkold

DEXTERITY 14

Dodge 17, fire combat 15, melee weapons 15, stealth 16, unarmed combat 19

STRENGTH 17

Lifting 20

TOUGHNESS 20 (25)



PERCEPTION 10

Disguise 16, find 14,
first aid 12, land
vehicles 12, language
14, tracking 14, trick 15

MIND 8

Test 15, willpower 18

CHARISMA 7

Persuasion 10, taunt
(14)

SPIRIT 8

Faith (Cult of the
Dominant) 11, intima-
dation 12 (16)

Additional Skills: two
at +1 adds

Possibility Potential:
some (40)

Natural Tools: bioarmor,
value TOU+5/25; needle fin-
gers, damage value STR+5/
22

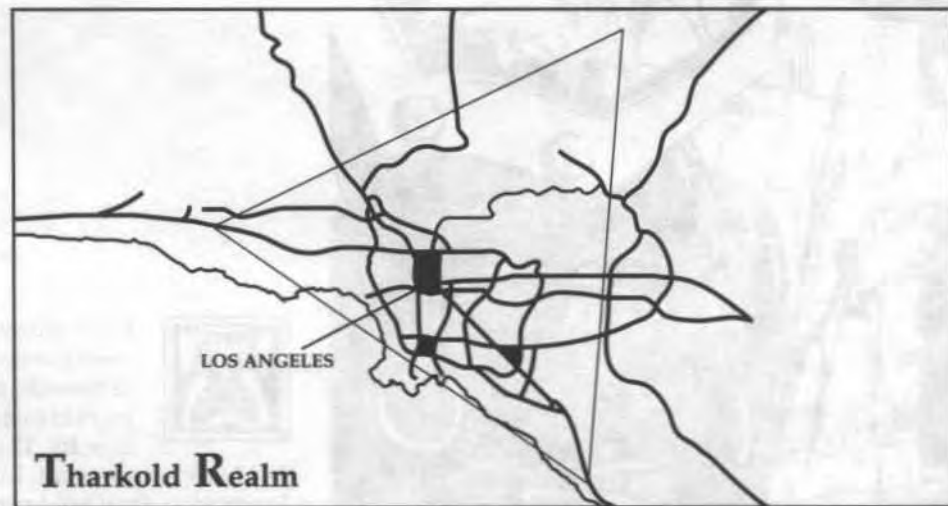
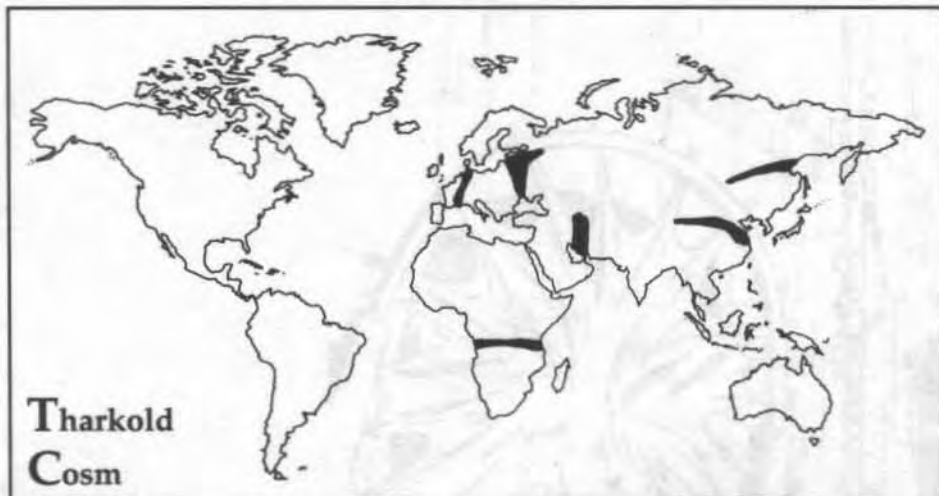
Equipment: Varies. The
eye-driller will have weap-
ons and armor suitable to the
field unit it is infiltrating. This
can include Race weapons
and armor, LAPD gear, etc.

Description: The eye-dril-
ler needs to score a *wound*
or better on an *unarmed combat*
attack to seize his victim. A
Strength total of 18 is required
to free oneself from its grip.
In the next round, the eye-
driller will attempt a *vital blow*
with its needle (a second use
of *unarmed combat*). If this is
successful, the drugs are au-
tomatically injected.

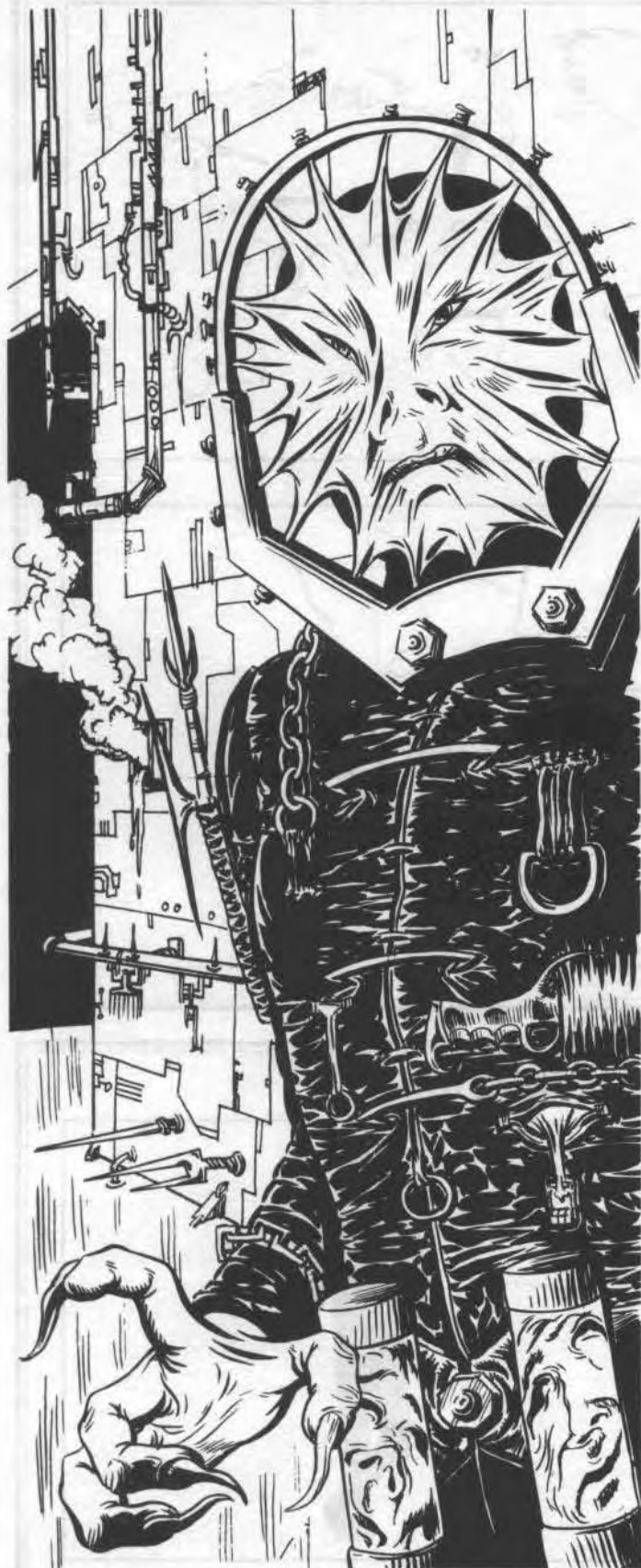
The amnesia encompasses
only fifteen minutes, ten pre-
ceding the attack and five
immediately thereafter. One
week after the attack, the vic-
tim must generate a *willpower*
or *Mind* total of 20 in an
attempt to destroy the chip.
If he fails, he has received a
rage result on the Tharkold
Syndrome chart. He can use
firearms in this case.

A *medicine* total of 20 is
required to surgically remove
the chip.

Discovered by
Steve Crow

DOMAIN**SIZE REFERENCE**

FACE THIEF



S. Rosema



Face thieves are the results of genetic experimentation by Tharkoldu techno-demons. Like Janissaries, they hold positions of authority in the cosm's hierarchy, acting as personal assassins to Demon Lords and Princes.

Face thieves are former Race slaves who were tortured, brainwashed and surgically altered by their captors. Their primary mission is to infiltrate Race strongholds by killing a warrior and stealing his features. It can then get close and slay its assigned target.

A face thief is a bizarre sight. Its true "face" has been separated from the back half of its skull, then strung on to a frame. Its body is humanoid in appearance, and most wear black leather lined with rings and chains. Face

thieves commonly carry monofilament and plasma daggers. The glass cylinders on their belts hold human faces they have collected for future use.

Between missions, face thieves live a life of relative luxury. As they are not social creatures, a Demon Lord rarely has more than one or two "on staff." Invariably, the twisted assassins keep the faces of past victims stacked on their walls as trophies.

An attempt by face thieves to slay L.A. Mayor Terri Bender was thwarted by Storm Knights. But a number of other city councilpersons have not been so fortunate.

Domain

Face thieves can be found in any Race stronghold. They are also found in demon demesne, waiting to



serve their masters. In L.A., they remain near places of power, such as gang headquarters. Some few have left the realm and begun infiltrating other countries.

Face Thief

Reality: Tharkold

DEXTERITY 12

Dodge 16, fire combat 14, melee weapons 18, stealth 17, unarmed combat 15

STRENGTH 12

TOUGHNESS 12 (17)

PERCEPTION 11

Air vehicles 13, find 14, first aid 12, land vehicles 12, language 16, tracking 14, trick 16

MIND 10

Test 15, willpower 18

CHARISMA 10

Charm 11, persuasion 14, taunt (14)

SPIRIT 10

Faith (Cult of the Dominant) 13, intimidation 14

Additional Skills: one at +2 adds

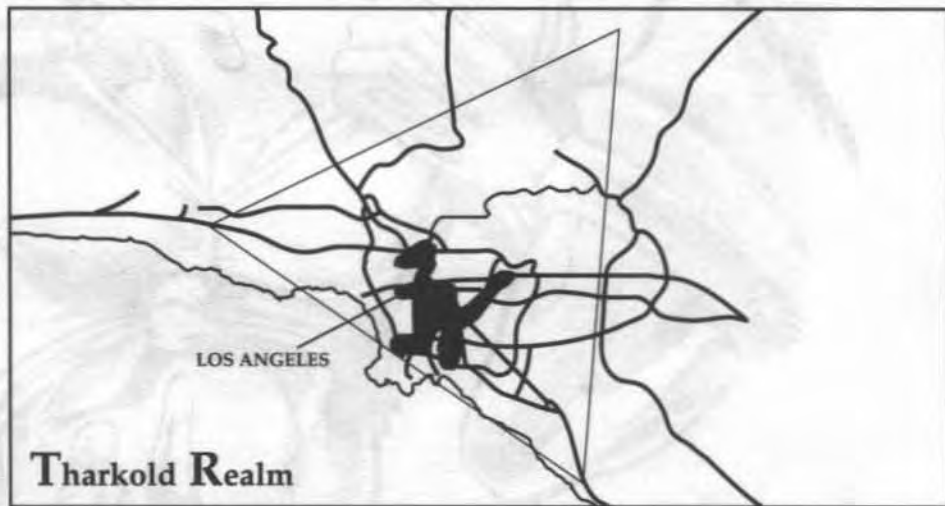
Possibility Potential: some (20)

Equipment: synthileather armor, value TOU+5/17; monofilament dagger, damage value STR+4/16; plasma dagger, damage value STR+5/17

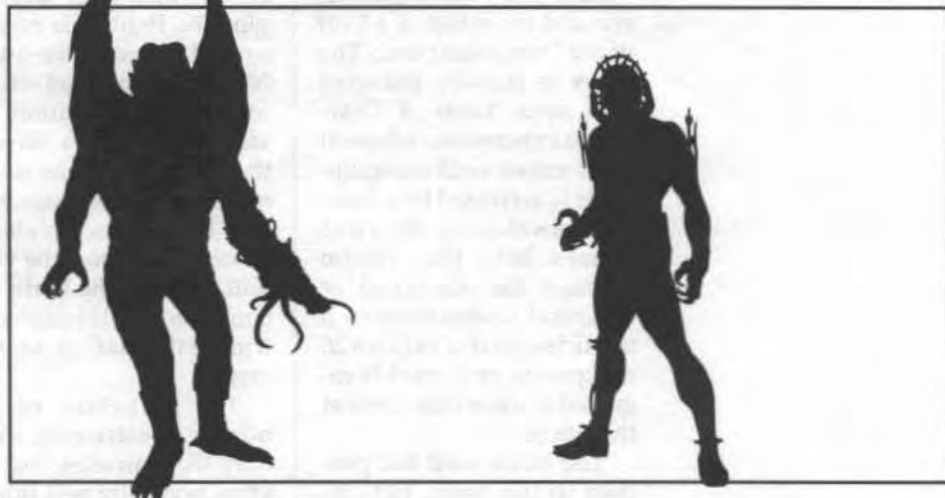
Note: Face thieves have special technomagical implants that give them the equivalent of *disguise* 18 and *artist (actor)* 17. These skills will only allow them to impersonate human/humanoid individuals whose face the face thief has cut off and has in its possession.

Discovered by
Steve Crow

DOMAIN



SIZE REFERENCE



FERROVIRUS



J. P. Lona



The ferrovirus is actually the unholy combination of a nanotech virus and the mind of a Cult of the Dominant cleric. The virus is usually encoded into some form of Tharkoldu cyberware, where it lies dormant until the equipment is activated by a user. Once awakened, the virus passes into the victim through the Nanocord or Neuracal connections — a medicine total of 18 (*Tech 26* equipment or better) is required to detect the virus at this stage.

The virus need not proceed to the brain, but can act from any part of the

body. The virus immediately invokes the *mechanization* miracle, transforming the user's body to living metal. His eyes become glowing lights, his ears act as radio receivers and a Nervejack appears on his forehead. In addition, the victim becomes a slave of the virus, as per the *mechanization* rules on page 59 of the *Tharkold* sourcebook. Once this is done, the virus will move to the brain and communicate through electrical stimulation of that organ.

The duration of the miracle is extremely short, only five minutes, but the virus normally will not invoke it until it has the vic-

tim in the vicinity of a SlaveChip. Once this chip is installed (possibly by an earlier victim), the person remains mechanized.

The virus can be eliminated on a *medicine* total of 21 (*Tech 26* or better). There is no known cure for the miracle — it must be allowed to run its course.

Many Storm Knights have taken to bringing scientists with them when purchasing Tharkoldu cyberware, to ensure that the virus is not present. Once a ferrovirus has left a piece of cyberware to inhabit a host, that item of equipment is now cleansed of its presence.



Domain

The ferrovirus can be found throughout the Tharkold realm, and to a lesser extent, the Tharkold cosm. Despite the large geographic area covered, there are relatively few ferroviruses actually in existence, owing to the fact that their creation involves the murder of Tharkoldu clerics.

Cyberware black markets are the best places to find ferroviruses. Most legitimate cyberphysicians will check their equipment over before installing it, but cyberleggers and black marketeers have no compunctions about selling infected 'ware.

Ferrovirus

DEXTERITY 5

Stealth 18

STRENGTH 4

TOUGHNESS 4

PERCEPTION 10

Evidence analysis 14,

find 16, scholar

(Tharkoldu lore) 18,

trick 15

MIND 11

Test 16, willpower 18

CHARISMA 14

Persuasion 15, taunt 15

SPIRIT 18

Faith (Cult of the

Dominant) 23, focus 25,

intimidation 19, reality

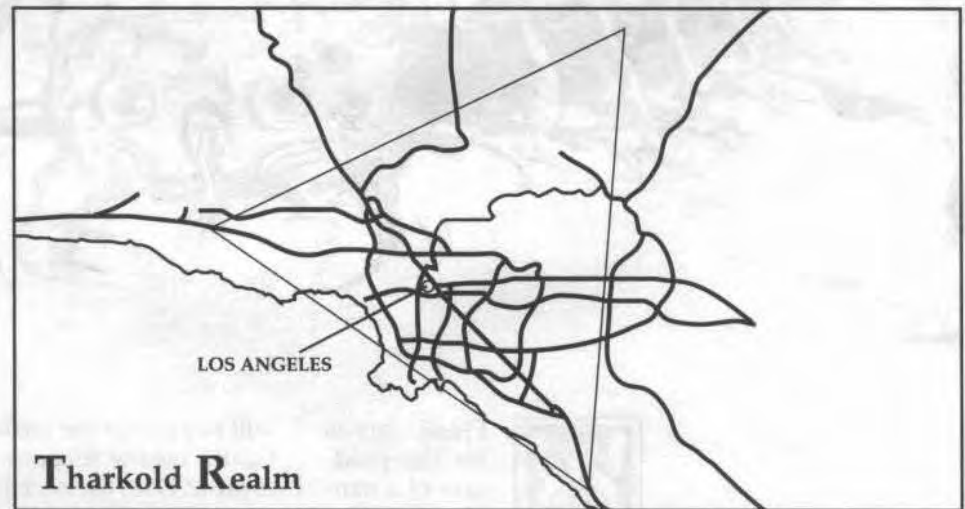
(Tharkold) 20

Possibility Potential:

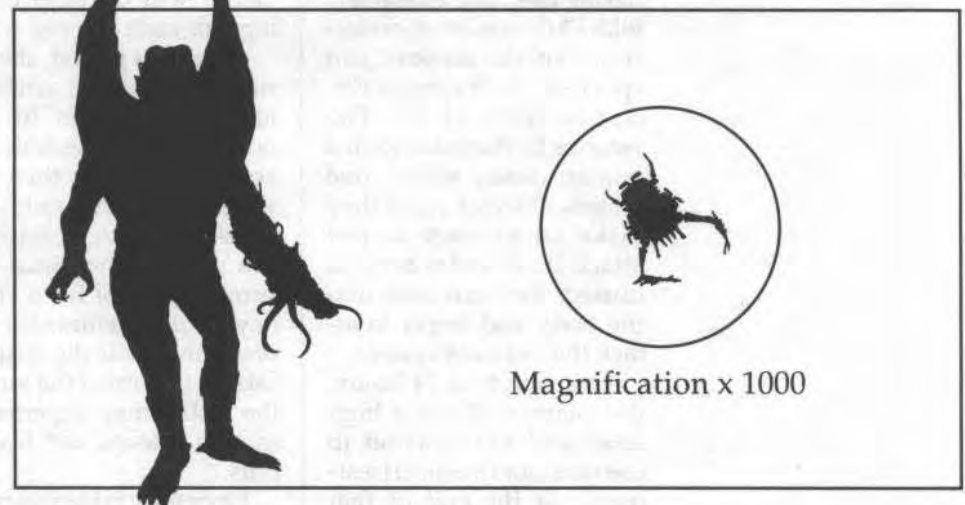
all

Miracles: *mechanization, animate cables*

DOMAIN



SIZE REFERENCE



Discovered by
Ed Stark



FLESH HIVE



S. Rosema



Flesh hives are the products of a nanotech virus called a hive swarm, created for use against the Race. Hive swarms are invisible to the naked eye, but characters with EMV eyes or other electromagnetic sensors can spot them with a *find* or *Perception* total of 15. The swarms lie dormant until a human comes within five meters, at which point they make an *unarmed combat* attack. If a *wound* or better is caused, they can seep into the body and begin to attack the immune system.

Over the next 24 hours, the victim will run a high fever and not respond to conventional medical treatment. At the end of that time, a *Toughness* total of 20

will neutralize the virus — failure means it continues to grow. Over the next three days, the fever subsides and the digestive system is altered to allow it to take in normally inedible materials — metals, plastics, etc. The victim will develop cravings for such objects.

After this period, the virus will create an artificial nanocord system in the host's body (if one does not already exist). It then invades the host's brain — a *Mind* or *willpower* total of 25 can prevent the virus' assuming control for a few days, but not eliminate the problem. While the virus is seizing control of the mind, the victim may experience muscle spasms and black-outs.

Once fully in the swarm's control, the host will estab-

lish a lair in some secluded spot, stockpile food, and go into a coma-like state, emerging only to eat. The swarm begins to replicate itself, large blisters forming on the skin containing new swarms that will eventually burst forth. The victims of these swarms will gather in the lair to protect their "mother." Some of these "children" may merge with the original host, forming a giant flesh creature, immobile and inhuman. (A mature hive averages 1.5 meters in height, two meters in diameter, and consists of four to five hosts.)

The attributes of a flesh hive are the average of all the hosts it contains, with +4 added to *Strength* and +6 to *Toughness*. It also possesses all the skills of its victims, at the highest level



possessed by them. They have possibility potential at some (50).

The only known cure for the hive swarm virus is a special hunter/killer nanotech concoction developed by the Race. Victims need to find a Race enclave willing to part with a sample.

Domain

There is currently only one flesh hive in the realm, hiding in an unused maintenance tunnel beneath Cosmicland. A steady supply of victims has allowed it to grow rapidly and it will soon send some of its brood out to form new hives.

Hive Swarm

Reality: Tharkold

DEXTERITY 12

Dodge 14, flight 13,
unarmed combat 14

STRENGTH 0

TOUGHNESS 4

PERCEPTION 10

Find 12, tracking 12,
trick (15)

MIND 7

Test (35)

CHARISMA 3

SPIRIT 4

Possibility Potential:

none

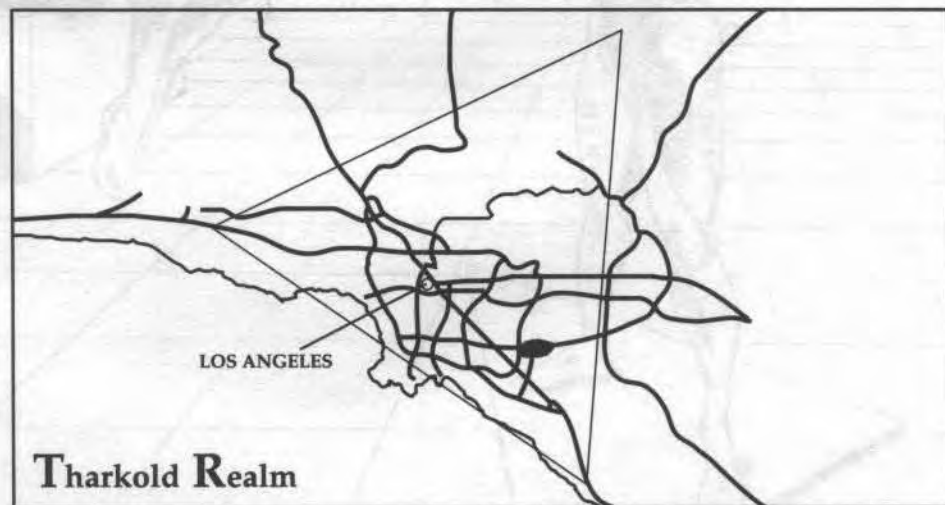
Note: Hive swarms cannot be *charmed*, *persuaded*, *taunted* or *intimidated*. Physical attacks must make use of area effect weapons to harm them.

Natural Tools: infestation attack, see above.

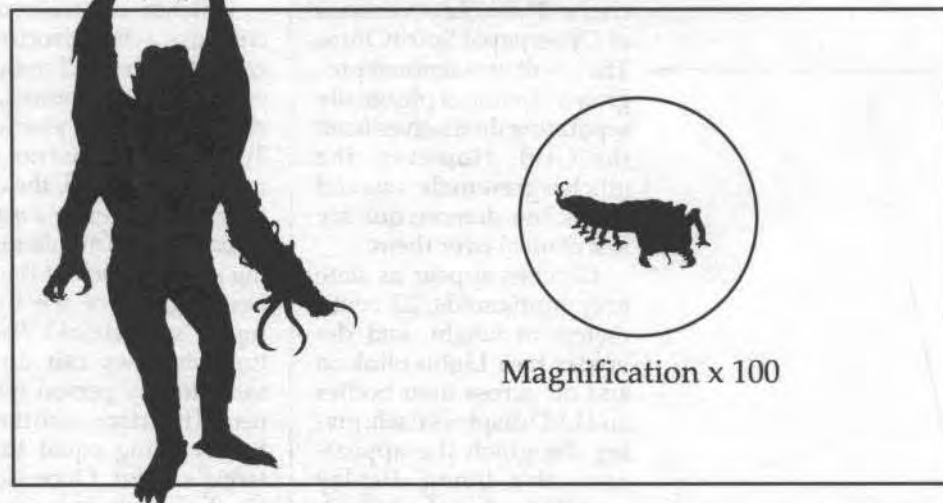
Discovered by
John Hopley



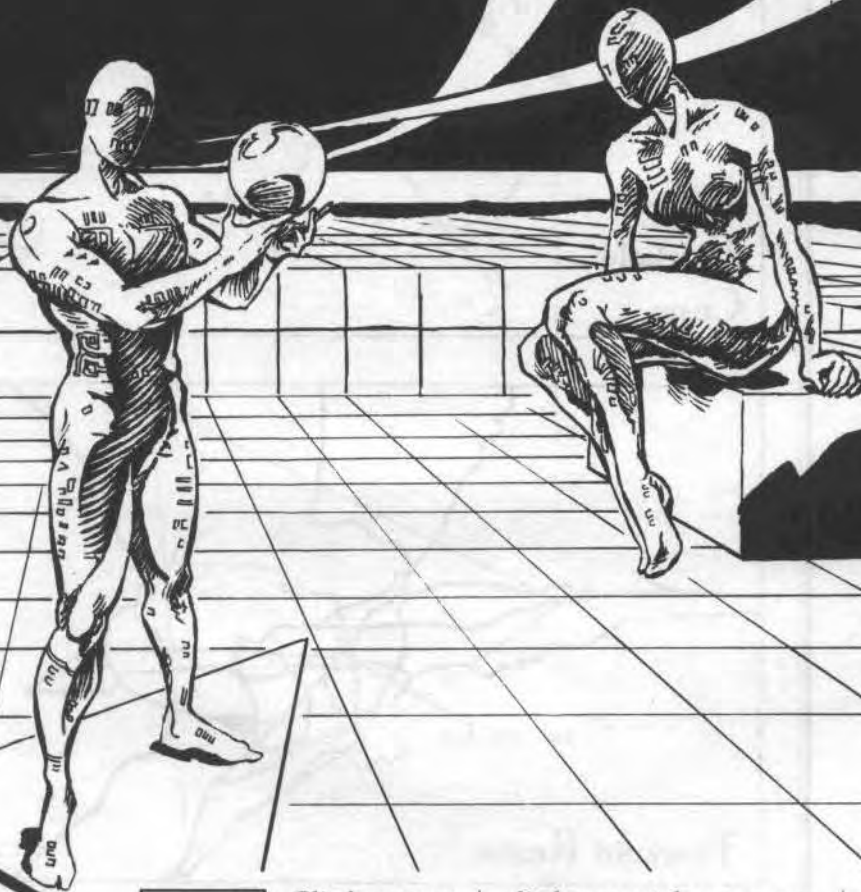
DOMAIN



SIZE REFERENCE



GLITCH



Glitches were a failed attempt by Sterret's occult-technicians to create Tharkoldu versions of Cyberpapal SpiritChips. The result was sentient programs capable of physically separating themselves from the Grid. However, the glitches grew malicious and the techno-demons quickly lost control over them.

Glitches appear as slate grey humanoids, 22 centimeters in height, and devoid of hair. Lights blink on and off across their bodies and LED displays flash, giving the glitch the appearance of a living display monitor. In the Grid,

glitches may take on a number of terrifying forms. Glitches are sexless and do not require sustenance to remain "alive."

Glitches are malevolent creatures who terrorize areas of the Grid, all manners of electronic equipment, and characters with cyberware. To enter a machine not connected to the Grid, the creature must generate a *materialization* total of 8 while touching an input jack or the like (see page 80 of the *Cyberpapacy* sourcebook). Unfortunately, they can do the same to any person with a neural interface, with the difficulty being equal to the target's *Spirit*. Once jacked in, the glitch can run the

victim's cyberware or induce cyberpsychosis (successful *cybertech* total against the victim's *Spirit*).

Glitches can be expelled if their targets generate a successful *Spirit* total against a difficulty of their cyber value and the glitch's *cybertech* adds. Once expelled, the glitch cannot attempt to possess the character's cyberware for 24 hours.

In combat outside the Grid, glitches rely on their magical abilities.

Domain

Glitches have migrated to Earth in alarming numbers and can be found



throughout Los Angeles and Long Beach. Others are said to have been spotted in Quebec, Sacramento, Berlin and parts of Japan.

Glitches can be found virtually anywhere in the Tharkold cosm, being somewhat of an epidemic in Aurioch and several demon strongholds in what corresponds to Earth's Indian subcontinent.

Glitch

Reality: Tharkold

DEXTERITY 9

Dodge 12, maneuver 13, stealth 12, unarmed combat 12

STRENGTH 6

TOUGHNESS 6

PERCEPTION 11

Alteration magic 19, cyberdeck operations 14, find 14, tracking 14

MIND 12

Apportation magic 13, computer science 18, cybertech 18, materialization 15, willpower 14

CHARISMA 9

Taunt 13

SPIRIT 7

Intimidation 11

Additional Skills: one at +1 add

Possibility Potential: some (30)

Arcane Knowledges: *inanimate forces* 6

Spells: lightning, rocket, telekinesis, block neural conductor (see block NeuraCal on page 66 of the *Storm Knight's Guide to the Possibility Wars*)

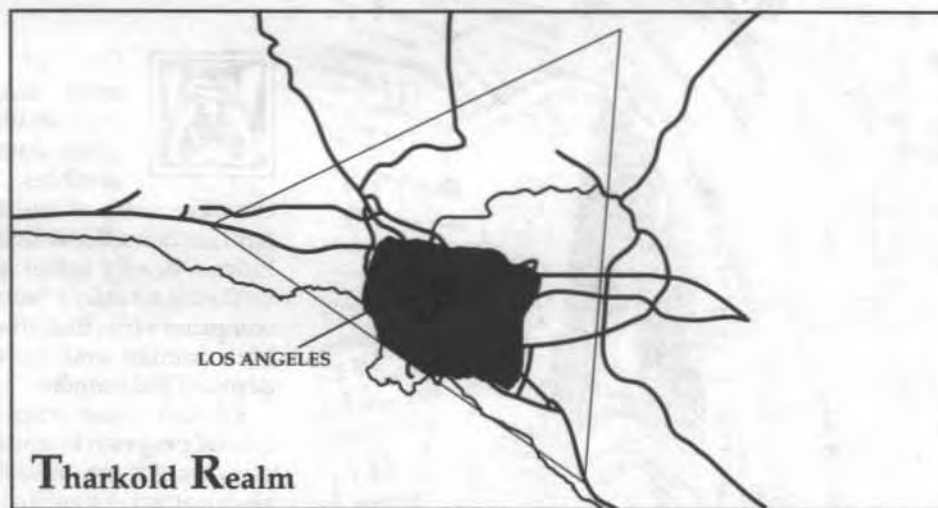
Net Values: net attack (unarmed) 18, net defense 17, net find 17, net stealth 14, net manipulation 16, net track 19

Response/Processor/Storage: 2/14/22

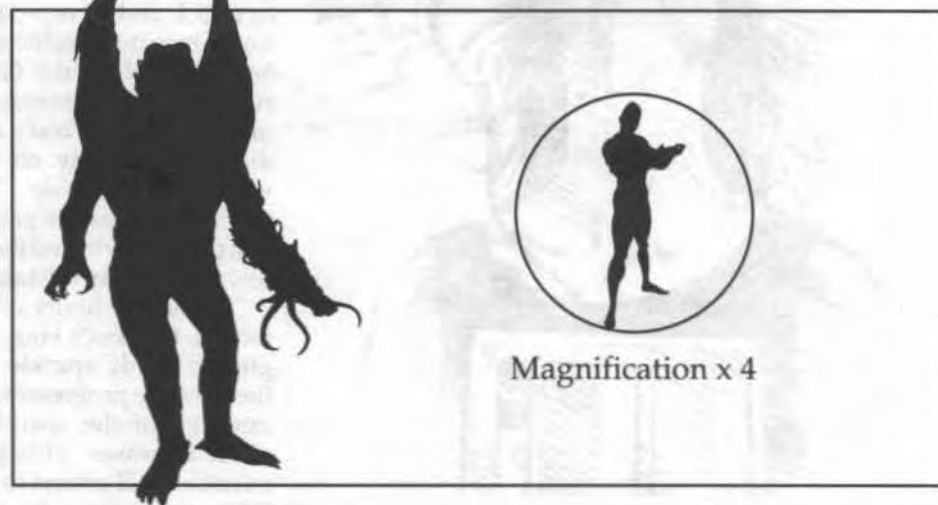
Programs: Onslaught 5, Scramble 3, MindWipe 2, Armor 5, Scan 3, Trace 2, Grapple 2

Discovered by
Christopher Hudson

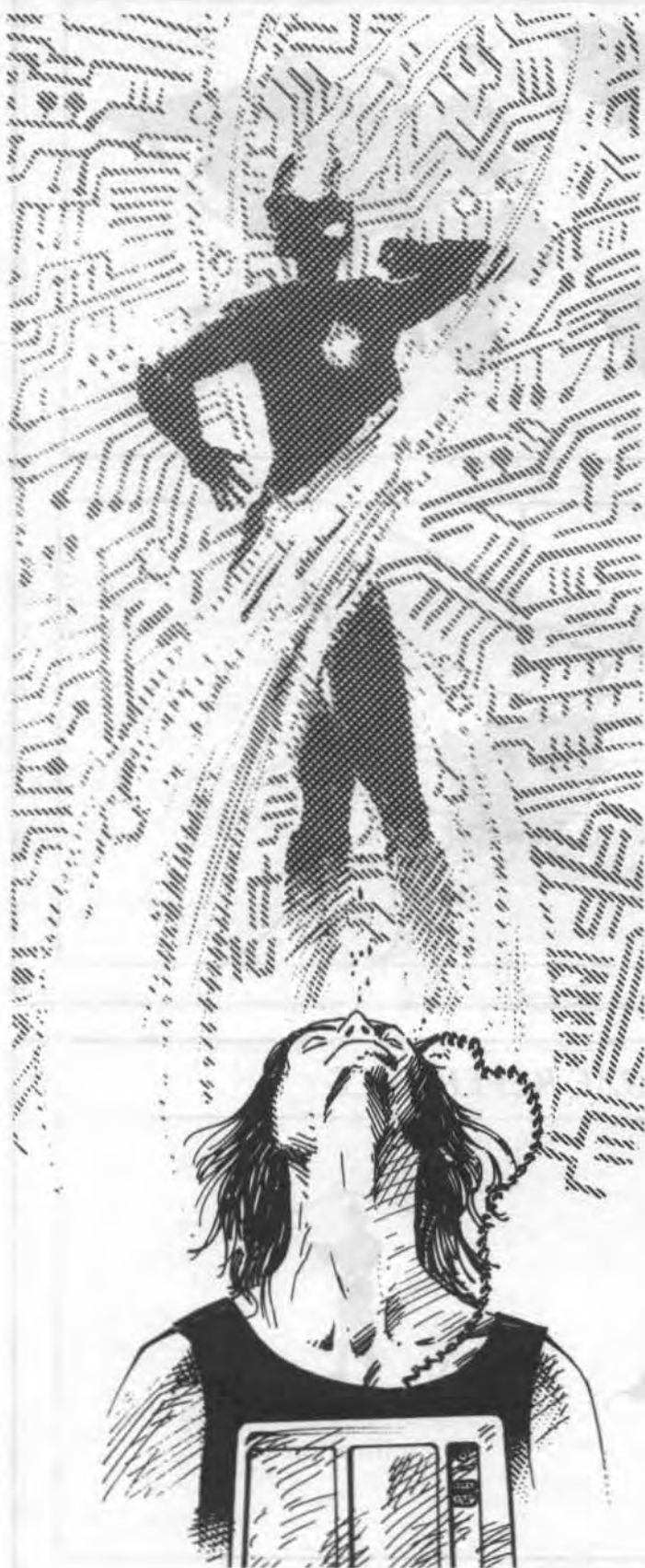
DOMAIN



SIZE REFERENCE



GLITTER DUST



J. P. Lona



One of the most feared Gridconstructs, glitter dust resembles a cloudlike mass of swirling light particles. But its beauty hides a deadly intent: glitter dust is actually a "smart" computer virus that attacks both human and techno-demon Gridrunners.

Glitter dust uses its *Shroud* program to mute its glow until it can mount an all-out attack. Engulfing the helpless runner, it uses a *Grapple* program to hold its victim in place, then employs its special *Surge* program. This is both a means of attack and of reproduction. Once it has inflicted a *heavy wound* on the Gridrunner, it surges its essence into the victim's body and disappears. Many an unwary Gridrunner has thought the danger past at that point, only to find themselves tragically mistaken.

Within 24 hours of infection, the host's body begins to dimly sparkle. As the infection progresses, the intensity of the sparkling effect increases. This illumination will extend to her VX image.

If the Gridrunner is not cured within one week, she is doomed (*cure disease miracle of difficulty 18*). The infection will force the runner to jack in, her VX image erupting in a blaze of light when she does so. The screams of the VX image echo down the datapaths, and when the light fades, the image has been replaced by two to four glitter dusts. Even if the decker resists the urge to jack in (*Mind or willpower of 17*), the "light show" will take place within eight hours of the compulsion's start. The sole difference will be that the new glitter dust produced will not survive.

A decker whose VX image is thus destroyed will also have horrible wounds appear in her flesh body. Even if she does not die from massive blood loss and shock, her mind will be totally destroyed.

Domain

Glitter dust may be found throughout the entire Grid system, both in the cosm and the realm. It is not known at this time if glitter dusts have been able to gain



access to the GodNet. If they have, they would find no problems in existing there as well as they do in the Grid.

Glitter Dust

Reality: Tharkold

DEXTERITY 11

Dodge 14, flight 12, maneuver (20), stealth 16, unarmed combat 13

STRENGTH 1

TOUGHNESS 9

PERCEPTION 12

Find 13, tracking 15, trick 13

MIND 11

Test (20), willpower 16

CHARISMA 9

Charm (20), persuasion (20), taunt (20)

SPIRIT 8

Intimidation (18)

Additional Skills: two at +1 adds

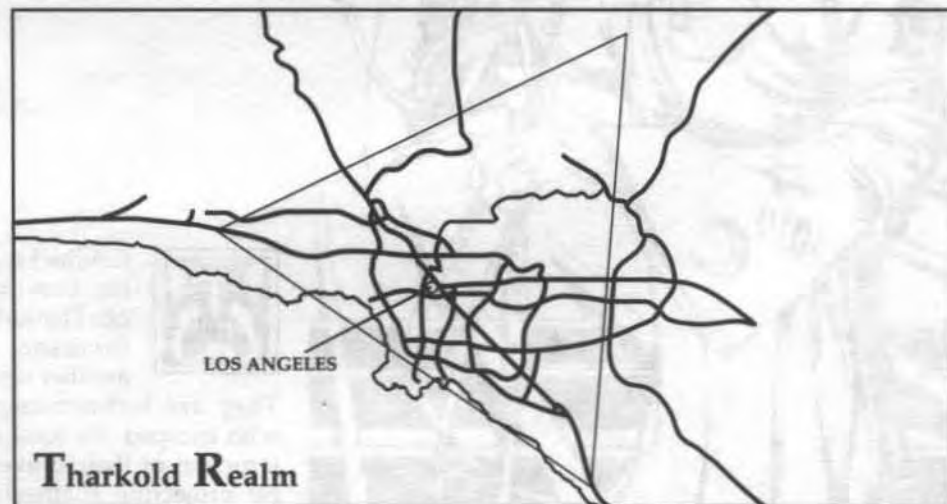
Possibility Potential: some (30)

Net Values: net attack (unarmed) 18, net defense 19, net find 18, net stealth 20, net manipulation 16, net track 20

Response/Processor/Storage: 5/8/13

Programs: Attack 2 (2), Grapple 2 (3), Shroud 2 (2), Surge 2 (3), Trace 3 (3)

DOMAIN



SIZE REFERENCE



Discovered by
Ashley Lovins



GRIDLOCK



Gridlocks are the survivors of a Tharkoldu invasion of another cosm.

They are technomancers who escaped the total destruction of their universe by projecting themselves into the Grid. Now they live within that net, embittered and vengeful, striking out at those who are in the Grid by choice rather than necessity.

Gridlocks build massive data fortresses within the Grid, preferring areas that lie along unused lines. Though they can exist both within and outside of the Grid, they understand that their power is far greater within the virtual reality they have come to know so well. There are few, even among the techno-demons, who care to challenge Gridlocks in their element.

Gridlocks vary in appearance, although all look humanoid. Flowing, hood-

ed robes patterned with runic, astrological or arcane symbols are common, as are robes imprinted with what looks like circuitry. Gridlocks may wear any variety of facial features, or appear to have no features at all.

Gridlocks are known to hate and distrust glitches, who frequently harass their fortresses or warn away potential victims, just out of spite. The Gridlocks feel certain they could eliminate the glitches if they chose to do so, but the elusive creatures rarely make themselves easy targets.

Domain

The Gridlocks reside in the Tharkoldu Grid, able to emerge into the real world through any link between it and the computer net. Gridlocks spend most of their time within the Grid, emerging only when they must obtain something for their ritual magic.

D. Plunkett



Gridlock

DEXTERITY 10

Dodge 12, melee weapons 12, unarmed combat 12

STRENGTH 8

TOUGHNESS 8

PERCEPTION 12

Alteration magic 17, scholar (technomancy) 18, tracking 13

MIND 13

Apportation magic 15, conjuration magic 16, cyberdeck operation 14, test 16, willpower 16

CHARISMA 6

Charm 8, persuasion 10, taunt 12

SPIRIT 12

Intimidation 13, occult-tech 17, pain weapon 13, reality (Tharkold) 14

Possibility Potential:

all

Net Values: net attack (unarmed) 18, net defense 18, net find 13, net stealth 13, net manipulation 19, net track 19

Response/Processor/Storage: 5/8/13

Programs: Attack 2 (2), Trace 3 (2)

Arcane Knowledges: Most Gridlocks have the arcane knowledges *darkness* 2, *folk* 2, *inanimate forces* 5, *magic* 4, *metal* 2, and *true knowledge* 6.

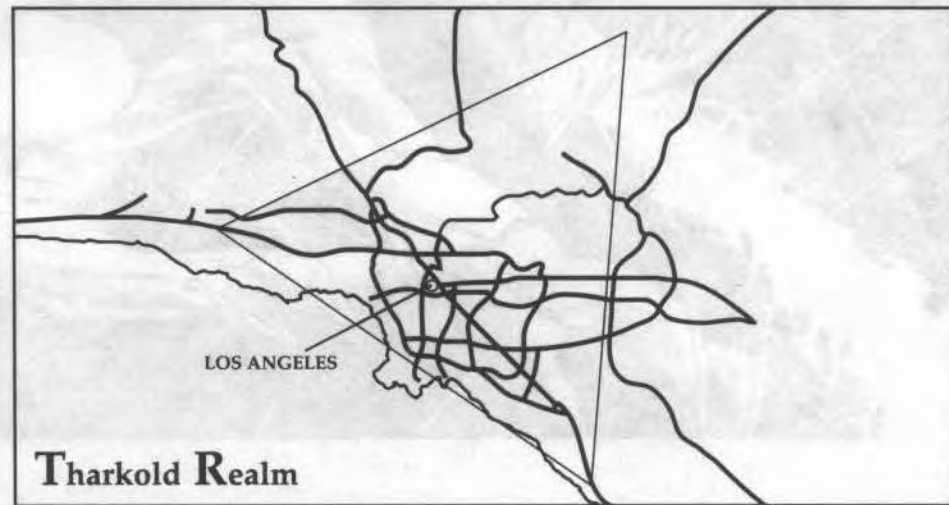
Spells: *Black Bart's deadly darts*, *bullet*, *create fear*, *façade of normality*, *hide from magic*, *invisibility*, *pav crush*, *pop*

Equipment: Cyberware: nervejacks (6), 5-slot Chip-Holder (2), ChipExpander, backlash buffer, between 13 and 21 SpellChips and 4-6 arcane knowledge chips. Cyber value: 20

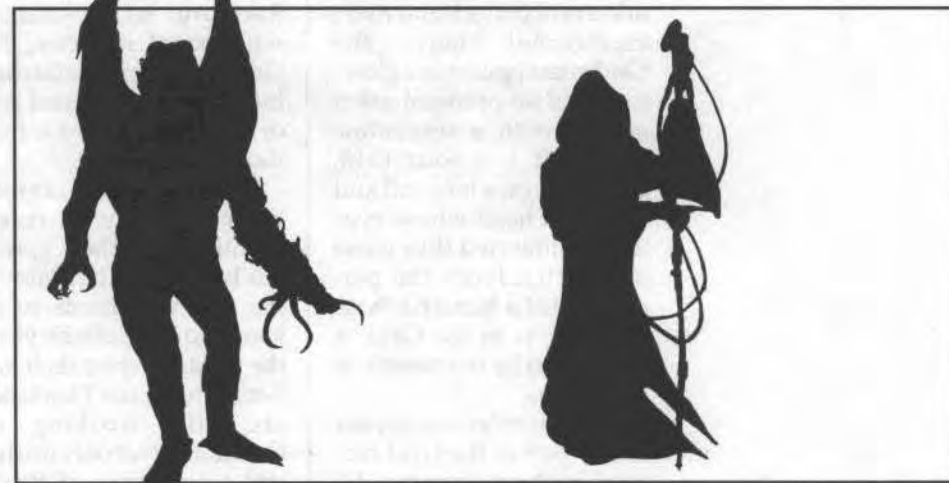
Usually manifest with Kap/3 Mesh+Diffrax armor, value TOU+3/11, +6/14 against energy weapons; pain weapon (staff or wand).

Discovered by Laura Heilman and Sean Holland

DOMAIN



SIZE REFERENCE



GRIDRAKE



K. Waller



The Gridrake is a VX entity that lives in the Tharkoldu Grid. A creation of occulttech and more traditional magic, the Gridrake appears as a glowing, reddish-orange mass of energy with a serpentine shape. It has four thin, blurred legs, a long tail and a dragon head whose eyes are multifaceted (like those of insects). From the perspective of a human whose VX form is in the Grid, it appears to be ten meters in length.

This monster can appear in any part of the Grid network without warning. Although the Tharkoldu cre-

ated it as a high-security program to destroy Race deckers, it soon escaped their control and took on a life of its own, attacking Race and techno-demons with equal rapacity. The Gridrake has two attacks: a bite from its powerful jaws or a burst of VX flame from those same jaws.

The Gridrakes have multiplied greatly in recent months, and their spread has hampered the ability of the techno-demons to respond to Race offensives in the Grid. Despite their earlier failures, the Tharkoldu are still working on Gridrakes. Not only do they still have hopes of finally taming their VX beast, but

they also want to transport some of these powerful entities into the GodNet, as well as the more primitive computers of Core Earth and Nippon Tech. Needless to say, modifying the Gridrake to survive in Nippon's computer system has the highest priority of any of these programs.

Domain

These horrid VX entities are all over the Grid, both on Tharkold and in the system on Earth. There are even reports that the Gridrakes have spread to computer systems on Earth which are not connected to the Grid.

Some believe that the



rapid multiplication of the Gridrakes may have resulted from a clash between the possibility surge caused by the failed invasion of the Soviet Union and the creatures' magical energy.

Gridrake

DEXTERITY 13

Dodge 14, missile weapons 18, stealth 15, unarmed combat 18

STRENGTH 14

TOUGHNESS 14

PERCEPTION 15

Find 17, trick 17

MIND 14

Test 20

CHARISMA 13

Taunt (18)

SPIRIT 13

Intimidation 17 (23), reality (Tharkold) 14

Possibility Potential:

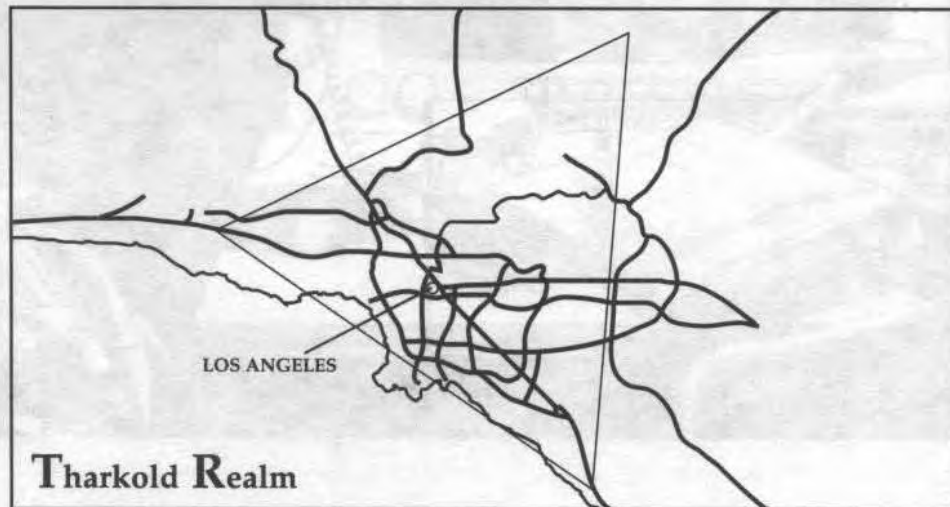
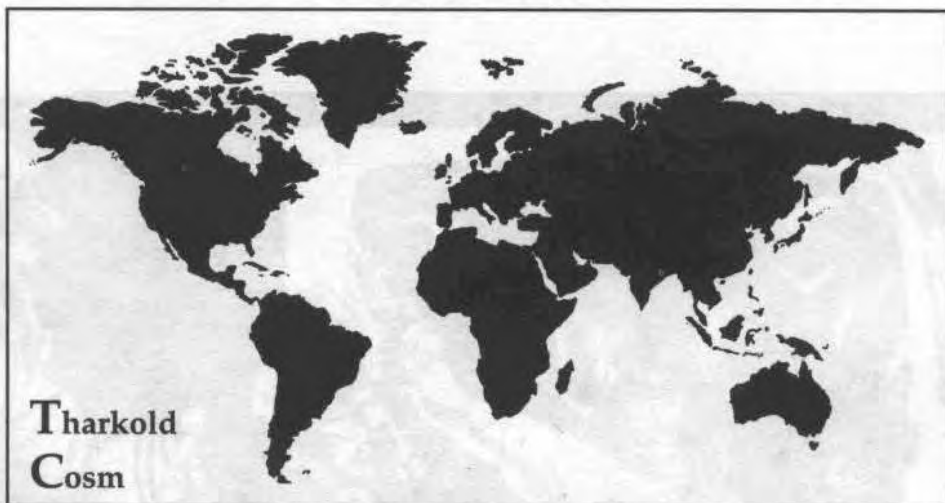
all

Net Values: net attack (missile) 23, net attack (unarmed) 23, net defense 19, net find 22, net stealth 20, net manipulation 20, net track 20

Response/Processor/Storage: 2/10/10

Programs: Attack (5), Defense 5 (5), Scan 5 (5)

DOMAIN



SIZE REFERENCE



Discovered by Greg Detwiler



GRID-VID



K. Waller



Grid-Vid is the latest video game system raging through Los Angeles,

combining a wealth of software with digitized graphics and sound beyond anything ever heard before. Equipped with a CD drive, two controllers and an introductory game, "Dust the Demon," Grid-Vid has been flying out of local department stores.

What few realize is that Grid-Vid is a living machine whose hardware actually links the user's television to the Tharkoldu Grid. Often, the figures attempting to avoid fire on the screen are

actual deckers, under attack by unwitting game players.

At higher levels, players can link themselves up to the machine through innovative virtual reality technology that is actually a primitive version of a neural interface. At some point, the machine uses alteration magic to drag the user's mind into the Grid, making him a target for other players. Meanwhile, the unit itself attacks and attempts to consume his physical body. If it succeeds in doing so, the user's mind is trapped in the Grid until such time as it is killed or it succeeds at possessing another body.

There is no rhyme or rea-

son to Grid-Vid attacks. They seem to strike whenever the mood passes over them, with no warning, turning from innocent machines of amusement to blood-hungry killers. Efforts by Storm Knights to stop the sale of these devices have come to naught — with the local economy as shaky as it is, retailers are loathe to give up on any product that is bringing in revenue. Attempts to track sales and raid homes that contain units have been slightly more successful, but have also landed more than a few Storm Knight groups in trouble with the law.



Domain

Grid-Vid is found only in the realm, but is everywhere there. It has outsold many of the Nippon-manufactured game systems as well as a number of the former giants on the market. Grid-Vid is believed to be in over 10,000 homes in the L.A. metropolitan area.

The manufacturers, Grid-Vid, Inc. currently have plans to market the game in other areas of the United States, and are looking for licensees in France, Germany and Japan.

Grid-Vid

Reality: Tharkold

DEXTERITY 8

Melee weapons 15,
stealth 12, unarmed
combat 15

STRENGTH 11

TOUGHNESS 18

PERCEPTION 9

Alteration magic 17,
find 12, trick 15

MIND 12

Test 15, willpower 15

CHARISMA 13

Charm 16, persuasion
17, taunt 19

SPIRIT 12

Intimidation 18

Additional Skills: two
at +1 adds

Possibility Potential:
some (82)

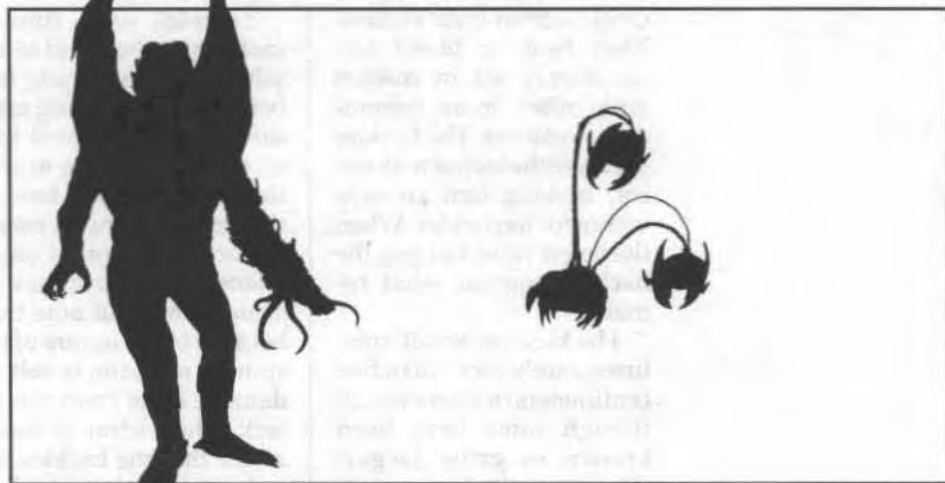
Arcane Knowledges: *living forces* 3

Equipment: grapplers,
damage value STR+2/20;
jaws, damage value STR+3/
21

DOMAIN



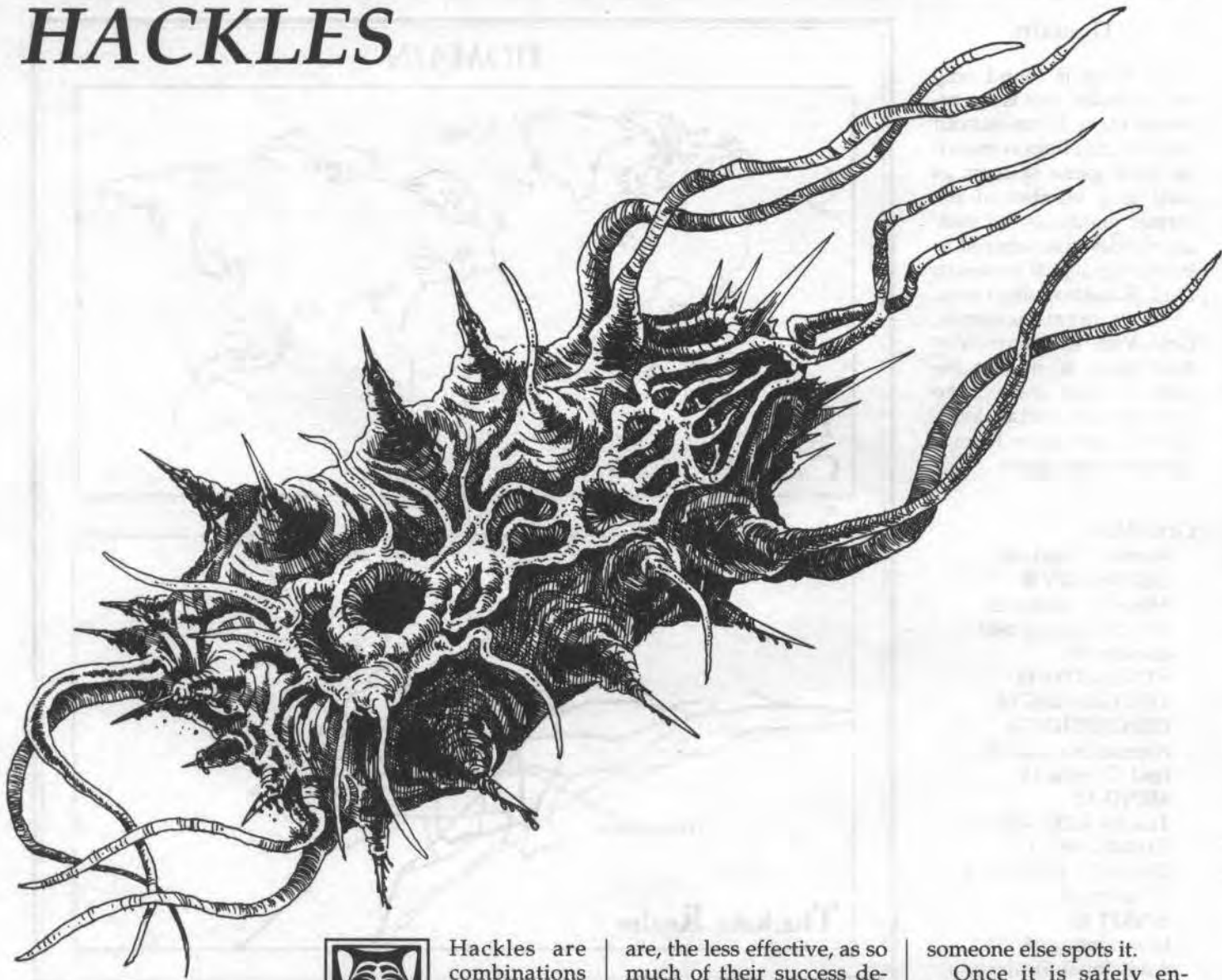
SIZE REFERENCE



Discovered by
Ed Stark



HACKLES



M. Andrews



Hackles are combinations of vegetable and animal material which have the ability to create fear in their victims. They feed on blood and commonly act in concert with other, more formidable, creatures. The hackles paralyze the victim with terror, making him an easy victim for its partner. When the larger beast has fed, the hackles sup on what remains.

Hackles are small creatures, rarely more than five centimeters in diameter, although some have been known to grow larger. (However, the bigger they

are, the less effective, as so much of their success depends upon secrecy.) They resemble nothing so much as tubers, with spines growing out of the tops.

Hackles have limited mobility—they tend to live wherever they sprang into being. When a living creature passes, they will leap on to it, attempting to affix themselves to the base of the target's spine. A *wound* or better is required on an *unarmed combat* attack to achieve this, but note that, because of the nature of the spines, no pain is felt or damage done from this attack. The victim is rarely aware that the hackles has adhered to him unless

someone else spots it.

Once it is safely ensconced, the hackles will wait until the victim is in a stressful situation, like combat. It will then make an *intimidation* attack on the target, repeating this every round. A *player's call* is that the victim becomes paralyzed with fear and can take no action.

The target can actively resist the *intimidation* attacks. A *find* total of 12 is required to detect the presence of the hackles. If he should attempt to remove the creature, it will defend itself by digging its spines further into his flesh.

Once a target is dead, the hackles frees itself and waits



in the area for another suitable victim.

Domain

Hackles are relatively rare in the Tharkold cosm, but can be found everywhere in the realm. Since their presence so often goes undetected, it is unknown just how many there may be in existence.

Hackles

Reality: Tharkold

DEXTERITY 10

Long jumping 14,
stealth 20, unarmed
combat 13

STRENGTH 6

TOUGHNESS 9

PERCEPTION 11

Find 15, trick (25)

MIND 6

Test (14), willpower 15

CHARISMA 6

Charm (30), persuasion
(30), taunt (35)

SPIRIT 11

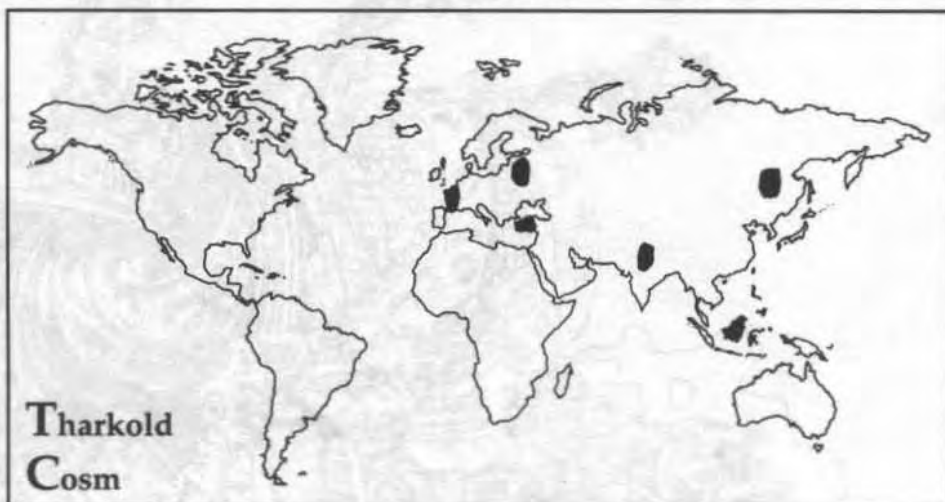
Intimidation 18

Additional Skills: two
at +1 adds

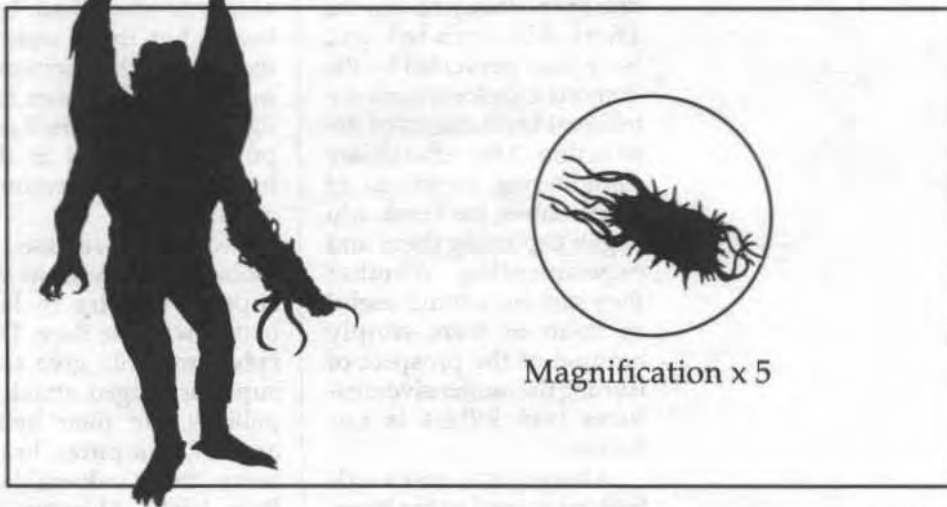
Possibility Potential:
some (65)

Natural Tools: spines,
damage value STR+5/11

DOMAIN



SIZE REFERENCE



Discovered by
Greg Farshtey



HORGON



M. Andrews



Originally quite docile creatures, horgons were discovered in one of the many cosms the Tharkoldu invaded and have been perverted by the demons to become semi-intelligent instruments of destruction. After effortlessly slaughtering hundreds of the creatures, the Tharkoldu began capturing them and experimenting. Whether they saw something useful in them or were simply amused at the prospect of turning the inoffensive creatures into killers is unknown.

A horgon is an awkward-looking animal with a large,

bulbous body sitting atop a pair of three meter long legs. It has no head or arms, but four eyestalks protrude from the crown of its body. Horgons once had large beaks, but these were removed by the techno-demons to make room for a light chaingun. Small computers implanted in their brains allow the demons to control them.

Horgons are used as mobile artillery units and support infantry in large battles with the Race. Their cyber-implants give them superior ranged attack capability, but their hybrid animal/computer brains leave them vulnerable to Race tricks. Horgons are

immune to cyberpsychosis, since there is little left of their animal psyches.

Domain

Very few horgons were sighted during the initial invasion of Los Angeles, but it has since been rumored that large numbers were dispatched to the realm to support a massive assault in Nippon/Living Land territory.

They can be found wherever there is a large concentration of Tharkoldu forces in the cosm or realm.

Horgon

Reality: Tharkold
DEXTERITY 10



Dodge 11, heavy weapons 13 (15), maneuver 12, running 12

STRENGTH 11

TOUGHNESS 11 (21)

PERCEPTION 5

Find 7, tracking 8 (11), trick 6

MIND 5

Test (20), willpower 10

CHARISMA 5

Persuasion (10), taunt (20)

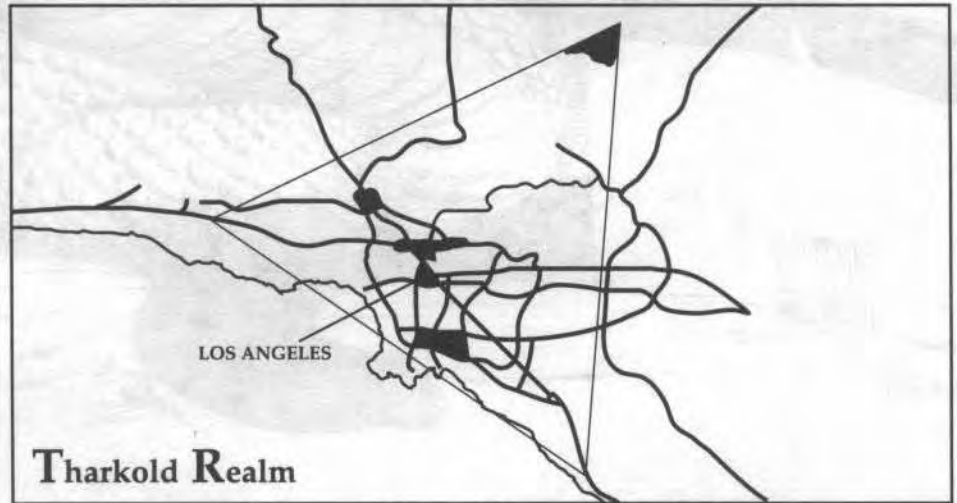
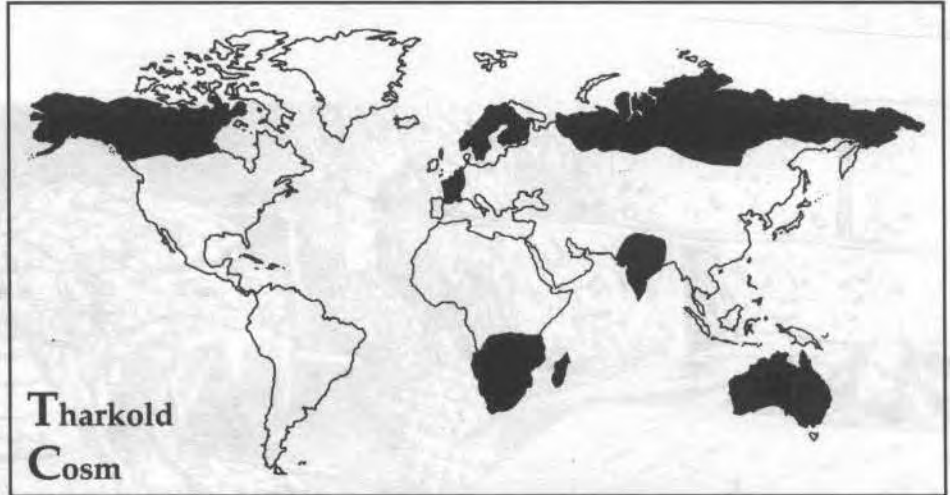
SPIRIT 5

Intimidation 10

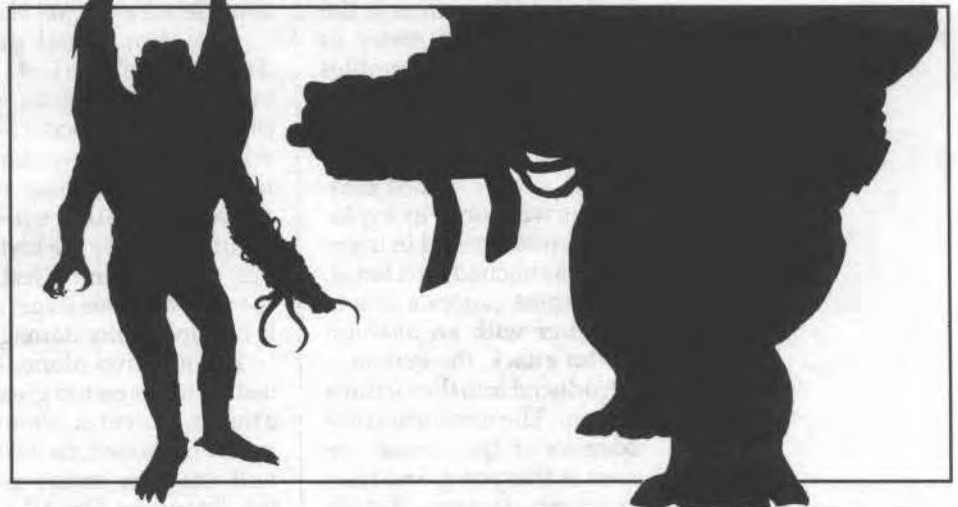
Possibility Potential:
some (20)

Equipment: Cyberware: Nanocord, Dangerscan (*find*+3 when detecting ambushes, surprise attacks, etc.), Farsight (reduces ranged attack modifiers by -1), Heathhunter (*find*+3 in poor light, *tracking*+3), Killseeker (+2 to ranged attacks), interdermal plating +5 and exodermal plating +5, armor value TOU+10/21. Cyber value: 19. Zan-10 light chaingun, damage value 27, ammo 20, range 3-120/500/1k

DOMAIN



SIZE REFERENCE



Discovered by
Paul Balsamo



KETTEST



S. Rosema



Kettest are cybernetically-enhanced serpents, released by the Tharkoldu into Race areas in the cosm. Roughly a meter in length, a kettest resembles a standard snake until one looks closely and notices its fangs are metallic.

The kettest's most dangerous weapon is its explosive venom, stored in injector sacs attached to its fangs. If a kettest causes a *wound* or better with an *unarmed combat* attack, the venom is introduced into the victim's system. The chemical components of the venom are inert at this point, and thus cause no damage. But 24

hours after the attack, the venom will have worked its way to the brain, where it will explode, doing damage value 22. This should be considered as a *vital blow*.

A *medicine* total of 15 during the period the venom is making its way through the bloodstream will enable a physician to neutralize it. *Healing* miracles can patch up the wound made by the kettest, but will have no effect on the venom at this stage, as it is not doing any damage.

Encountered alone, kettest do not pose too great of a threat. However, should a nest be disturbed, the kettest will attack *en masse*, using the "Many-on-One Chart."

Kettest prefer to nest in soft soil or sand.

The greatest danger posed by the kettest is that its victims may ignore its bite, since the venom initially causes no ill effects. They are frequently mistaken for other varieties of snake (an *evidence analysis* total of 9 is needed to spot the telltale fangs).

Another problem is that, with Storm Knights journeying all over the globe, they are often far from the site of the attack when the venom explodes. This makes it virtually impossible for the offending creature to be tracked down and killed.



Domain

Kettest can be found throughout most of the Tharkold cosm, but are only present in the coastal sections of the realm. Particularly heavy concentrations can be found around Long Beach and San Clemente.

Kettest

Reality: Tharkold

DEXTERITY 11

Dodge 14, maneuver 13, stealth 16, unarmed combat 16

STRENGTH 4

TOUGHNESS 4

PERCEPTION 10

Find 11, tracking 14, trick 12

MIND 7

Test 19

CHARISMA 5

Charm (35), persuasion (35), taunt (12)

SPIRIT 8

Intimidation 15

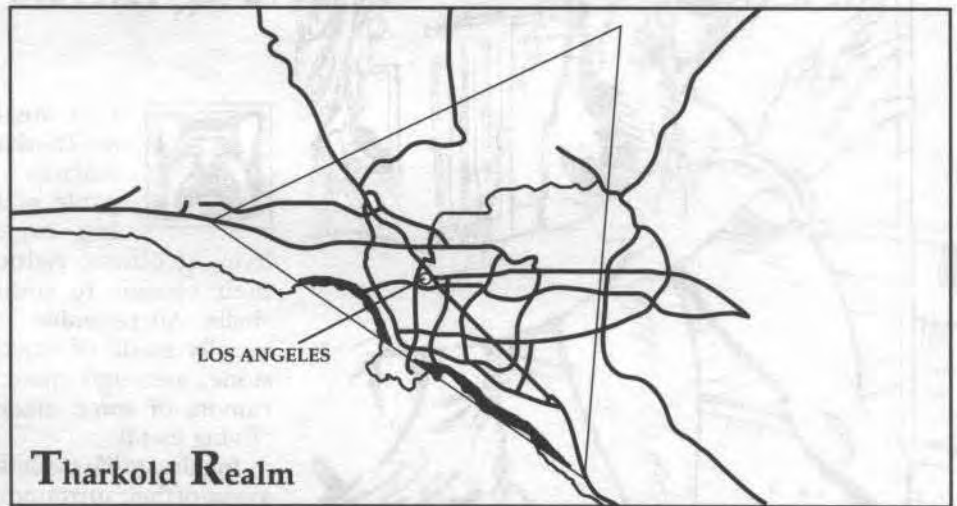
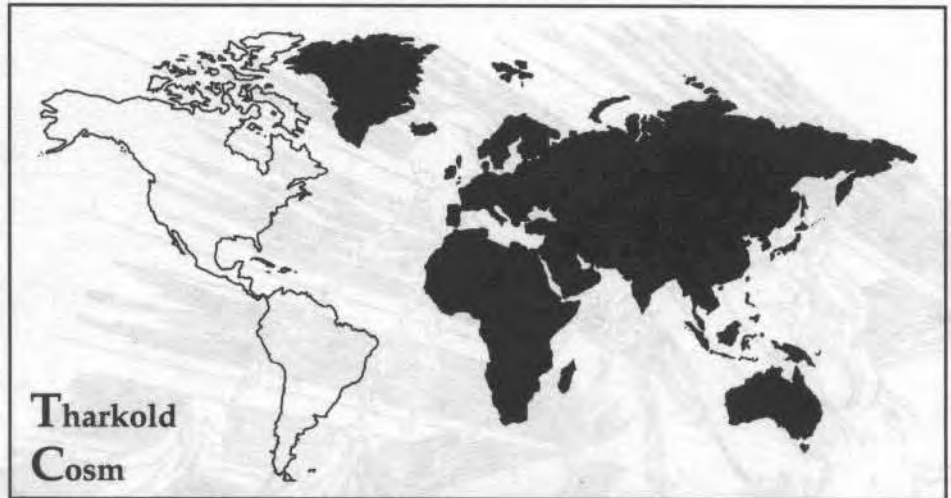
Additional Skills: two at +1 adds

Possibility Potential: some (20)

Equipment: Cyberware:

Nanocord, interdermal armor, value TOU+5/9, fangs and injector sacs, damage value STR+2/6, adrenal booster. Cyber value: 5. Explosive venom, damage value 22

DOMAIN



SIZE REFERENCE



Discovered by
Greg Farshtey



LIFE STEALER



D. Plunkett



Life stealers are Tharkoldu statues capable of taking on the

lives of others, reducing their victims to soulless shells. All resemble Race, usually made of wood or stone, although there are rumors of some made of "living metal."

Inanimate life stealers are aware of their surroundings and when exposed to a "look" — a face, an attitude, a style of dress — that they find interesting, they fixate upon this style and must possess it. Life stealers animate and follow their intended victims. (Often, life stealers simply fixate on the nearest creature and hope to find a more interesting "look" after animating.)

After it has followed a victim for some time, the life stealer will begin to physically resemble him. Then it will begin stealing the victim's memories and thoughts. Eventually, it takes the very soul, leaving the victim a mindless automaton. Life stealers have been known to kill to pro-

tect their new identities from those who know they are not what they appear.

Domain

Life stealers can be anywhere on Tharkold, though the war has left many of them buried in forgotten tombs or disenchanting with the simplistic "us vs. them" mentality so prevalent in that cosm. The invasion of other realms has provided an influx of new "looks," and the style-over-substance lifestyle of L.A. has caught the attention of life stealers all over Tharkold. Most animate ones have made their way to Earth and even inanimate ones have been found waiting in antique stores and department stores, waiting for the right "look."

Life Stealer

DEXTERITY 10
Dodge 14, melee weapons 12, unarmed combat 12
STRENGTH 14
TOUGHNESS 20
PERCEPTION 10
Alteration magic 15,



tracking 20

MIND 5

Test (20), willpower (20)

CHARISMA 0

Charm (25), persuasion (25), taunt (15)

SPIRIT 0

Intimidation (25), reality (Tharkold) 10

Possibility Potential:
all

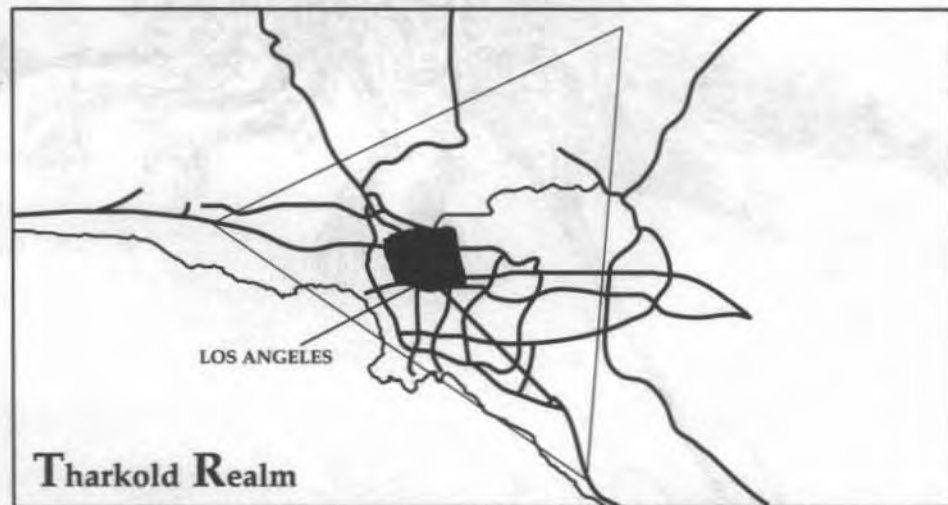
Note: A life stealer must make four successful *alteration magic* skill checks to complete its dark work. There is no time limit over which these checks must be made, but all must be performed while within sight of the intended victim. The life stealer must generate an *alteration magic* total of 20 to animate. He must then follow his prey for at least three rounds before attempting his first theft. An *alteration magic* total of 15 allows the life stealer to take the "look" — his *Charisma* now equals his victim's and he physically resembles him.

To steal the victim's memories, the life stealer makes an *alteration magic* check against the victim's *Mind* or *willpower*. Treat this as mental combat and keep track of the *mental damage* done. When the damage reaches four wounds, the memories have been stolen and victim and victimizer have swapped *Mind* attribute levels. The victim can actively resist, if he can figure out what is happening.

To steal the victim's soul, the same process is used, but the life stealer makes its totals versus the target's *Spirit* or *faith*. Damage done is *spiritual damage*, and once four wounds are scored, the life stealer and his victim swap *Spirits*.

Discovered by
David Oakes

DOMAIN



SIZE REFERENCE





M. Andrews



Liquefiers were an early product of Tharkoldu bioengineers and have since become dangerous pests throughout the cosm and realm. In appearance, they resemble large winged insects, roughly .33 meters in length, with six clawed limbs and segmented bodies. Upon closer inspection, they are revealed to be disgusting meshes of flesh and metal, with heads that are covered in warty protrusions and bristly hair, and no visible sensory organs. The head tapers into a long, pointed snout, which curls under the head when not in use.

Liquefiers hunt by sensing body heat. Their preferred method for attacking humanoids is to leap on the back between the shoulder blades, where the arms of the victim have a difficult time reaching. The round after they hook on to the target (successful *unarmed combat* check), they uncurl their snouts and nano-machines at the base of the snout piston it into the victim. Any level of damage indicates a successful "sting."

The next round, the liquefier extends its monofilament "tongue" into the target and begins whipping it around, turning bones, muscle and organs into an

organic soup. This shredding does damage value 12 in the first round, and the damage value increases by +2 per round afterward.

Liquefier victims must generate a *willpower* total equal to the damage value to be able to act — otherwise, they can only writhe and scream. The liquefier will focus on one victim and ignore all others in the area, meaning the victim's friends can help get the insect off. (A dead liquefier may be removed without harm to the victim on a *medicine* total of 12.) Removing a live liquefier requires a *Strength* total of 10, and the liquefier will still do shredding damage that round as



normal.

If the liquefier succeeds in killing its victim, it will continue flaying until the insides have reached a sufficient state of liquidity, then retract its tongue and begin to feed. Once it has gorged itself, it will depart.

Domain

Both the Tharkoldu and the Race ruthlessly exterminate these creatures wherever they are found, but this has not stopped liquefiers from thriving in the cosm of Tharkold. Many have made it down the maelstrom bridge and into Los Angeles, and now infest abandoned buildings in the war-torn city.

Liquefier

Reality: Tharkold

DEXTERITY 11

Dodge 13, flight 12, maneuver 12, stealth 12, unarmed combat 15

STRENGTH 10

TOUGHNESS 16

PERCEPTION 9

Find 14, tracking 10

MIND 5

Survival 12, test (20), willpower 20

CHARISMA 5

Charm (25), persuasion (30), taunt (20)

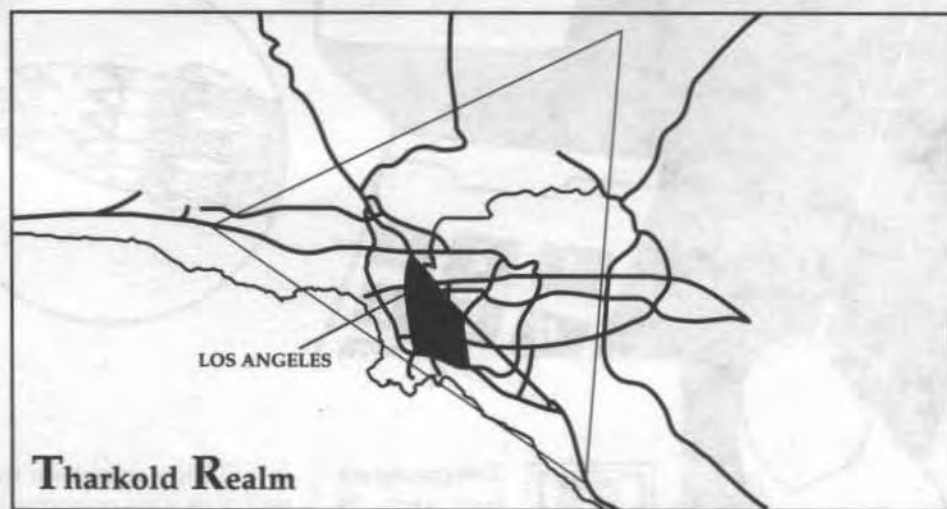
SPIRIT 5

Intimidation 20

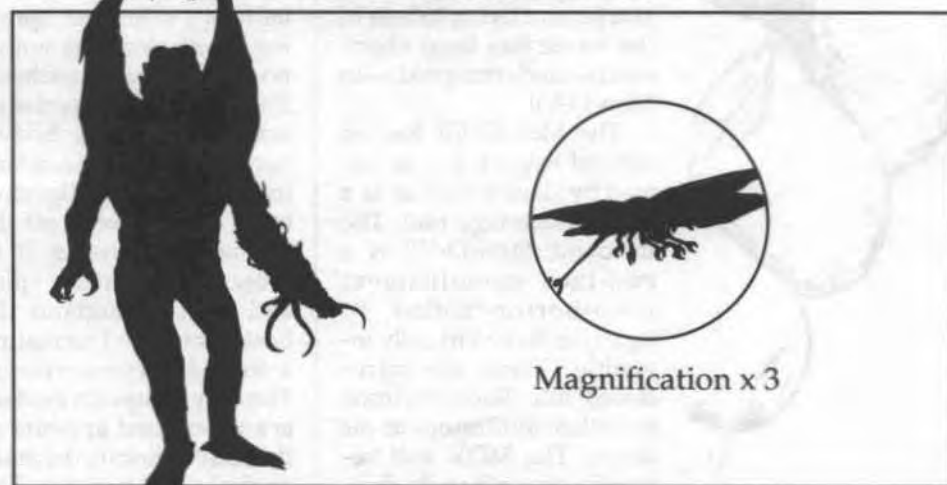
Possibility Potential: none

Natural Tools: snout, damage value STR+8/18; monofilament tongue, damage value STR+4/14, +2 per round after initial insertion; wings, speed value 11

DOMAIN



SIZE REFERENCE



Discovered by
Clinton Wolf



MON-D-VIL



P. Venters



This creature's true name is "Monofilament Defiler," but coming from a cosm where the longer the warning cry, the less chance you have of living to hear it, the name has been shortened — and corrupted — to Mon-D-Vil.

The Mon-D-Vil has no natural habitat, it was created by slave scientists as a living espionage tool. The dormant Mon-D-Vil is a two-inch monofilament nano-horror coiled so tightly as to be virtually invisible. These are introduced into Race environs by either infiltrators or air drops. The MDV will become active when its thermal senses detect humans.

It will hide anywhere that will give it an opportunity to attach itself to a host: toilets, beds, clothing, but preferably in the ear piece of communications equipment. It secretly penetrates its host's skin after spraying the chosen area with a powerful local anesthetic. The MDV then works its way through the body's cavities until it can attach itself to the host's digestive tract. Here it feeds off the nutrients, allowing it to grow, first toward the spine and then throughout the host's entire body, creating a second nervous system. The only symptom evident is an increased appetite as the body adjusts to the drain on the body's proteins. The MDV reaches full size after

ten weeks.

It can now act as a strong transmitter/receiver, laying the host open to subconscious commands from the MDV's controller. The MDV can also transmit, due to its technomagical nature, all of the host's senses and thoughts, making the host an unwilling spy. Sometimes the host is used as an assassin by "suggesting" he visit a key Race member and then using the Mon-D-Vil's signal as a homing beacon for a missile.

Presently, the only way the Race know to destroy a Mon-D-Vil is by surgical removal before 12 days growth has elapsed. After this, the MDV has become too entwined with the host's nervous system.



Domain

The Mon-D-Vil can be found throughout the Free Nations. It is also becoming increasingly common in L.A.'s communication systems, particularly those owned by the Kanawa Corporation. Recently, a Mon-D-Vil entered a Comaghaz host, but when it came on-line the psionic blowback incinerated the controlling slave. Jezrael has ordered a top priority investigation which may lead her to realize just how dangerous the Comaghaz is.

Mon-D-Vil

Reality: Tharkold

DEXTERITY 5

Stealth 20

STRENGTH 4

TOUGHNESS 10-20

PERCEPTION 8 (9)

Evidence analysis (12),

find (12), scholar (Race

lore) (13), tracking 14,

trick (14)

MIND 4 (8)

Test 17 (27), willpower

18

CHARISMA 3 (10)

Charm (12), persuasion

(14), taunt (13)

SPIRIT 5 (8)

Additional Skills: one

at +1 adds

Possibility Potential:

some (80)

Natural Tools: anesthetic, damage value 22 (stun only); transmitter/receiver, range value 31

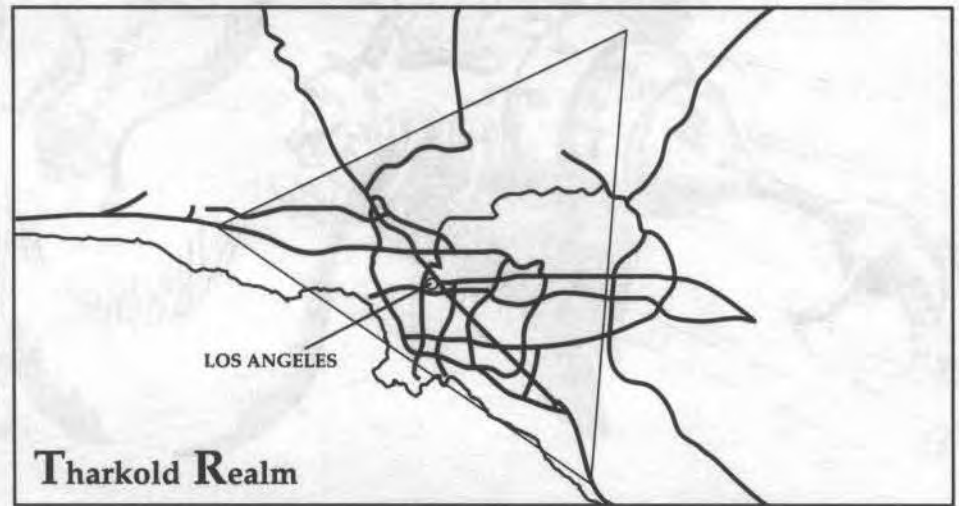
Description: All parenthetical values are those of the average MDV slave controller and take precedence when the MDV goes "on-line." The MDV's *Toughness* increases from 10 to 20 at a rate of one point for each week's growth in the host.

Discovered by
Pete Venters

DOMAIN

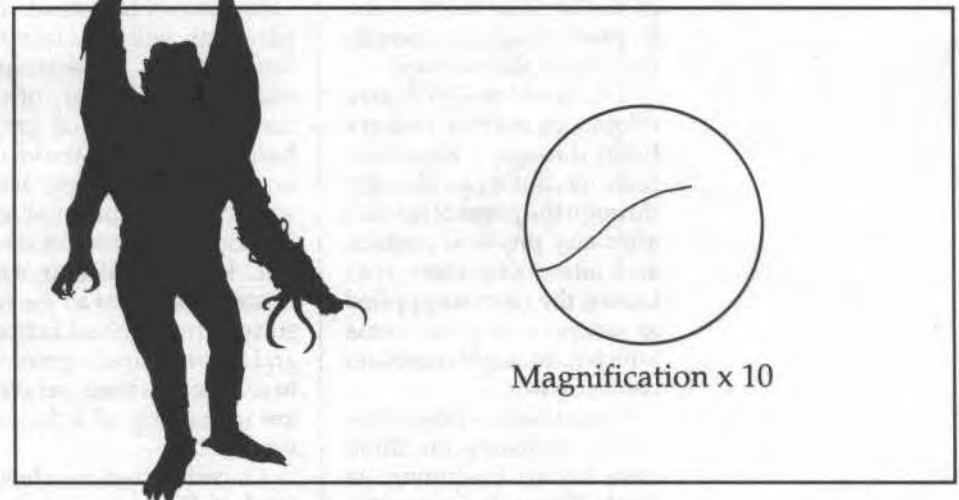


Tharkold
Cosm



Tharkold Realm

SIZE REFERENCE



Magnification x 10



NANODETH



Nanodeth is a virus created by the Tharkoldu to make their conquest of the Race that much easier, by prompting their enemies to destroy themselves.

Like the Mon-D-Vil, nanodeth can enter a victim's brain through a telephone receiver. But it can also slip through the pores of his skin after any physical contact, and often substances containing the virus are applied to weapons or other items which Race might come into contact with.

Once inside a host, nanodeth incubates for three days before beginning its work. Through a combina-

tion of *tricks*, *intimidations*, and *Charisma*-related skill attempts, the nanodeth begins prompting the host to commit destructive acts. Often, these start small: the nanodeth will convince its host to take unnecessary chances in combat, often resulting in acts of great heroism. But soon the virus is pushing for violent acts, sometimes committed on others, sometimes on oneself. Race physicians dismissed these acts as the result of adrenaline addiction, and are only now beginning to realize that their patients are in the grip of a deadly virus.

Once detected, a *medicine* total of 15 or more (using

Tech 26 equipment) is sufficient to eliminate the virus. Nanodeth is known to be contagious if one comes into physical contact with an infected person. Tharkoldu are believed to be immune.

While some minor victories have been scored by the Race as a result of the artificial bravery imparted by nanodeth, the Tharkoldu believe that the self-destructive acts committed later by the soldiers makes it more than worth it.

Domain

Nanodeth are believed to be in the phone lines throughout the central area of the realm. They have long



been a fixture of the Tharkold cosm and are the bane of Race enclaves.

Increasingly, the virus is appearing among Storm Knight groups in Berlin, with one member spreading it to all the others. As many of these are Nile heroes, used to attempting dramatic and/or suicidal acts, the virus goes undetected for long periods of time. Up to 15 Storm Knight deaths have already been ascribed to nanodeth, and the numbers of those infected are too high to even be guessed at.

Nanodeth

Reality: Tharkold

DEXTERITY 5

Stealth 15

STRENGTH 4

TOUGHNESS 4

PERCEPTION 9

Evidence analysis 12,
trick 20

MIND 12

Test 20, willpower 20

CHARISMA 14

Charm 17, persuasion
22, taunt 22

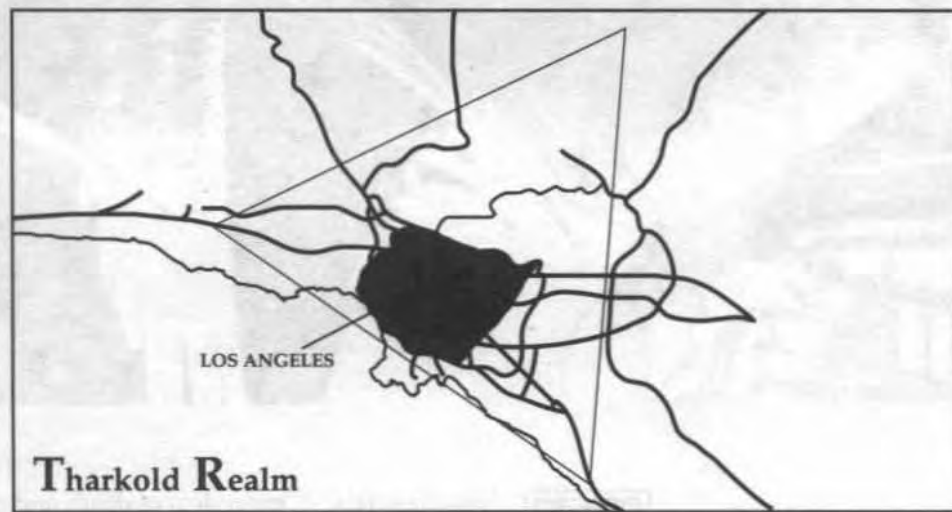
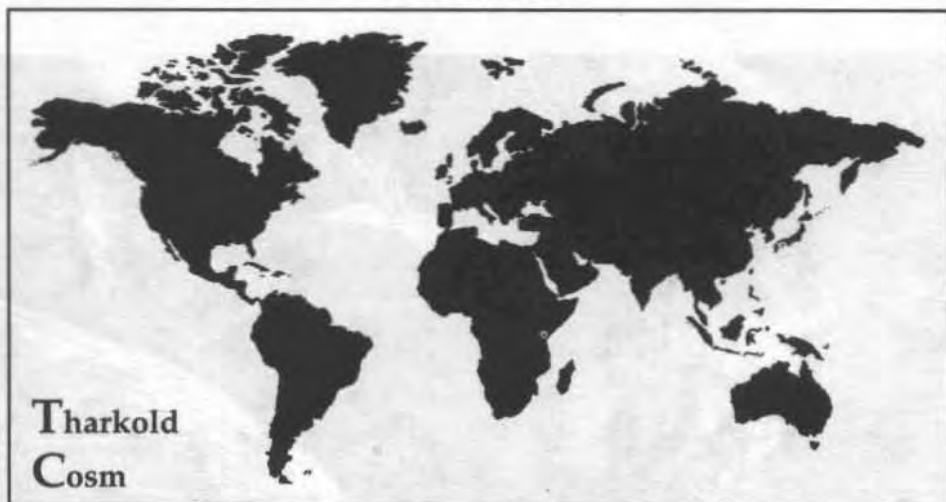
SPIRIT 7

Intimidation 20

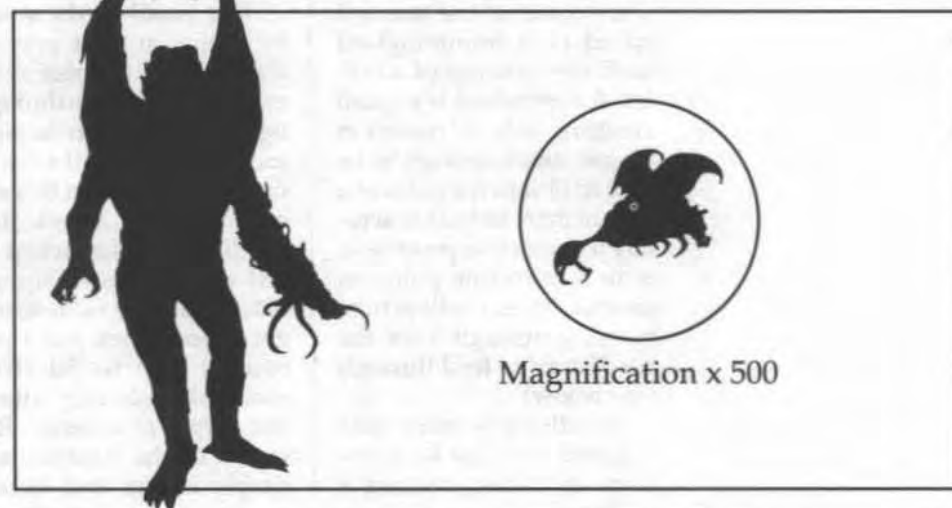
Additional Skills: two
at +1 adds

Possibility Potential:
some (52)

DOMAIN



SIZE REFERENCE



Discovered by
Bill Olmesdahl



NEEDLEBIRD



K. Waller



Needlebirds are creatures mutated by the Tharkodu into highly efficient killing machines. They combine the size and speed of a hummingbird with the lethality of a bullet. A needlebird is a small creature, only .13 meters in length, small enough to be able to fit into the palm of a grown man. Its beak is actually a needlelike prosthesis with a microfine point on the end. It has a hollow tube running through it for the needlebird to feed through (see below).

Needlebirds were first released into the Race enclave of Helsei, causing a

great deal of death and destruction. They can now be found in most Race enclaves, with techno-demons releasing new swarms as old ones are killed.

The needlebirds attack by diving at their prey — their speed enables their cyberbeak to punch through light armor to reach the juicy meat underneath. If a *wound* or better is done on this *unarmed combat* attack, the needlebird has attached itself and begins to siphon blood (damage value to target is one shock point per round). Up to 50 (five swarms) birds may attack one target at a time. Removal of the swarms is a simple matter and causes

no extra damage to the victim. One swarm may be removed per round per person engaged in removing them.

Needlebird swarms attack using the "Many-on-One Chart." The diving attack of a swarm adds +3 to both its action value and its damage value.

As the needlebird does not have a proper mouth through which to eat, it ingests liquids through a hollow tube in its cyberbeak. The liquid substance of choice is human blood, from which its digestive system chemically extracts the adrenaline and endorphins it needs to survive.



Domain

Needlebirds may be found anywhere in the Tharkold cosm, but most particularly in Helsei, the site of their initial release. The Tharkoldu have not yet seen fit to release them into the realm of Los Angeles.

Needlebird

Reality: Tharkold

DEXTERITY 12

Dodge 20, flight 16, maneuver 14, stealth 17, unarmed combat 15

STRENGTH 5

TOUGHNESS 8

PERCEPTION 7

Find 9, trick (15)

MIND 5

Test (18)

CHARISMA 5

SPIRIT 5

Intimidation 13

Additional Skills: one at +1 adds

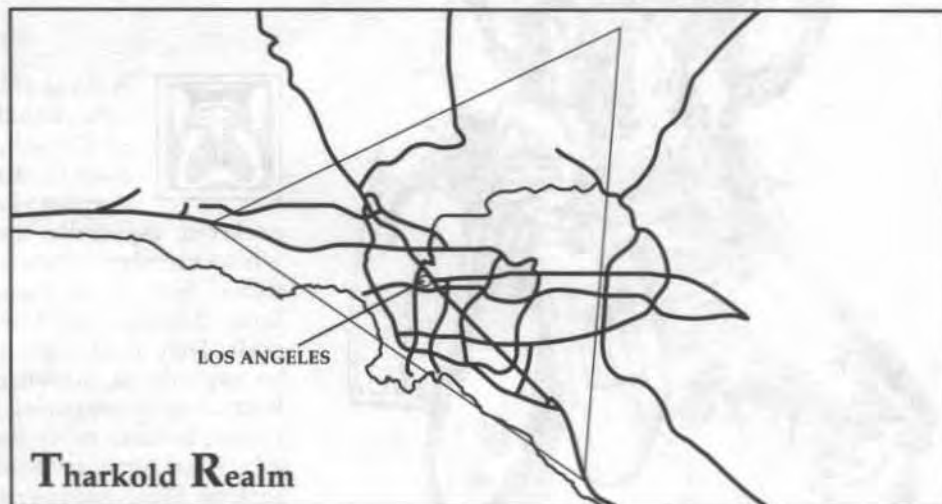
Possibility Potential: some (90)

Natural Tools: wings, speed value 15

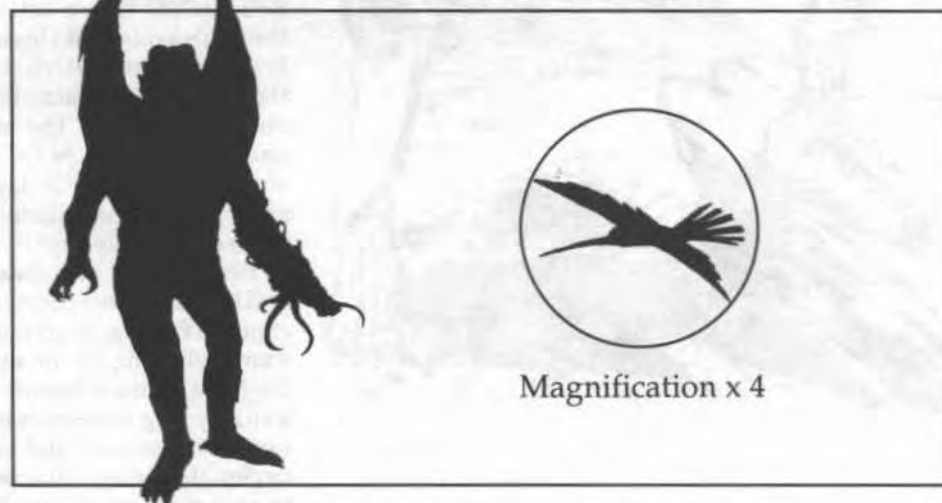
Equipment: Cyberware: cyberbeak, damage value STR+7/12. Cyber value: 3.

Note: Needle birds cannot be *charmed*, *persuaded* or *taunted*.

DOMAIN



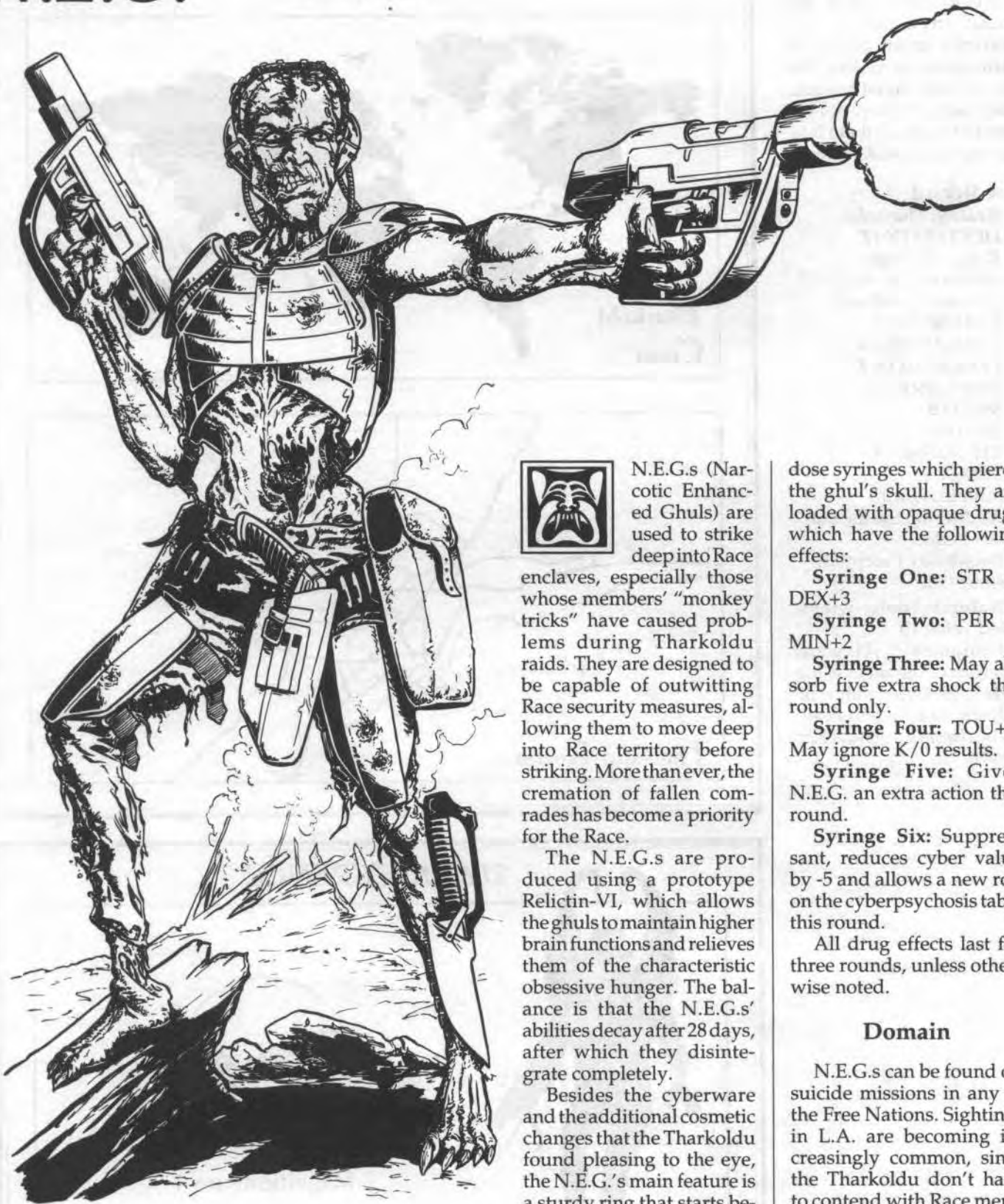
SIZE REFERENCE



Discovered by
Ashley Lovins



N.E.G.



P. Venters



N.E.G.s (Narcotic Enhanced Ghuls) are used to strike deep into Race

enclaves, especially those whose members' "monkey tricks" have caused problems during Tharkoldu raids. They are designed to be capable of outwitting Race security measures, allowing them to move deep into Race territory before striking. More than ever, the cremation of fallen comrades has become a priority for the Race.

The N.E.G.s are produced using a prototype Relictin-VI, which allows the ghuls to maintain higher brain functions and relieves them of the characteristic obsessive hunger. The balance is that the N.E.G.'s abilities decay after 28 days, after which they disintegrate completely.

Besides the cyberware and the additional cosmetic changes that the Tharkoldu found pleasing to the eye, the N.E.G.'s main feature is a sturdy ring that starts behind the jawbone and encircles the head. Attached to this ring are six multi-

dose syringes which pierce the ghul's skull. They are loaded with opaque drugs which have the following effects:

Syringe One: STR & DEX+3

Syringe Two: PER & MIN+2

Syringe Three: May absorb five extra shock this round only.

Syringe Four: TOU+3. May ignore K/0 results.

Syringe Five: Gives N.E.G. an extra action this round.

Syringe Six: Suppressant, reduces cyber value by -5 and allows a new roll on the cyberpsychosis table this round.

All drug effects last for three rounds, unless otherwise noted.

Domain

N.E.G.s can be found on suicide missions in any of the Free Nations. Sightings in L.A. are becoming increasingly common, since the Tharkoldu don't have to contend with Race members spoiling their fun by cremating all of the dead.



in L.A. are becoming increasingly common, since the Tharkoldu don't have to contend with Race members spoiling their fun by cremating all of the dead.

N.E.G.

Reality: Tharkold

DEXTERITY 9

Dodge 14, energy weapons 13, melee weapons 12, stealth 13, unarmed combat 12

STRENGTH 15

Climbing 16, lifting 16

TOUGHNESS 16 (21/27)

PERCEPTION 8

Find 15, scholar (security systems) 15, tracking 15

MIND 8

Test 17 (27), willpower 18

CHARISMA 3

Taunt (20)

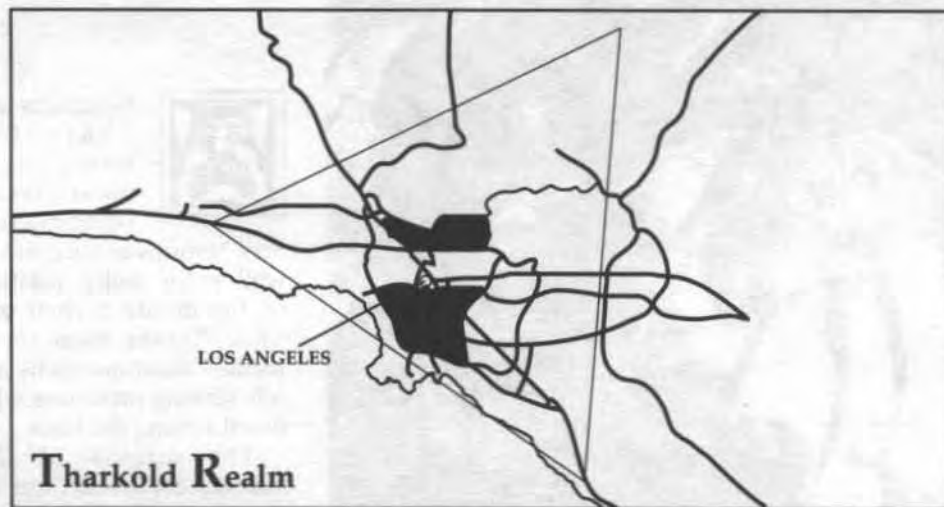
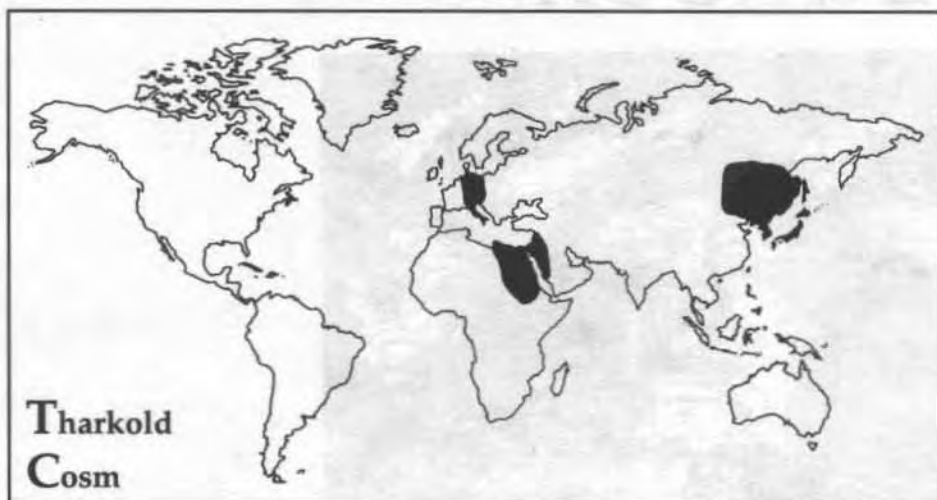
SPIRIT 8

Faith (Cult of the Dominant) 9, intimidation 17 (27)

Possibility Potential: none

Equipment: Thav/6-Nu plasma gun (2), damage value 30, ammo 20, range 5-50/300/500; Bith/90 pulse gun, damage value 28, ammo 50, range 5-10/30/60; plasma dagger, damage value STR+5/20; Chod/5 armor + Diffrax, TOU+5/21, +11/27 vs. energy weapons. Cyberware: Nanocord, nervejack, cybersight package (darksight, EmVue, eyestealer), cybershroud, slashers, damage value STR+4/19, onboard computer and drug enabler. Cyber value: 15

DOMAIN



SIZE REFERENCE



Discovered by
Pete Venters



NEUROCH



K. Waller



Neurochs are Tharkoldu vampires, undead fiends who prowl the

Free Nations of the cosm as well as the realm, feasting on the minds of their victims. Rather than serve Jezrael, most neurochs are self-serving predators who dwell among the Race.

The origins of the neuroch are lost in time, although it is believed they may be Race who tampered with magics best left alone. The skin of a neuroch is dead white, its eyes ice blue, its hair black, grimy and ragged. Cyberware is fused into its being, chrome canines in its mouth and talons protruding from its bony white fingers. The neuroch is both cunning and bestial, making its lair in dark, cold places.

Neurochs use the Law of Domination to their advantage, besting intended victims in combat and then attempting to *intimidate* them into freezing in place. The neuroch then uses its fangs to crack open the skull and begins feeding on the brain. Neurochs cannot feed on

Tharkoldu.

Neurochs are vulnerable to sunlight (damage of one *wound* per round when exposed) as well as the *ward enemy* miracle. It can only be killed through exposure to sunlight or the removal of its cybernetic heart. Any other death will merely incapacitate it temporarily until it can reform and walk again.

Neurochs may be encountered either alone or in covens, although the relatively low number of the creatures in existence makes the latter occurrence uncommon.

Domain

A few neurochs, loyal to Jezrael, have been given passage down the maelstrom bridge into Los Angeles. Many others have since journeyed to the realm as well. They lurk around libraries or schools, as they have a higher percentage of scholars to feed upon than elsewhere. A coven of neurochs has made their lair at LAX, where they remove certain "foreign elements" (read: Nippon Tech agents)



from existence. When disloyal neurochs encounter a Tharkoldu, it usually leads to full-fledged warfare.

Neuroch

Reality: Tharkold

DEXTERITY 12

Acrobatics 19, dodge 17, energy weapons 13, fire combat 13, flight 16, maneuver 15, melee weapons 14, running 17, stealth 17, unarmed combat 18

STRENGTH 18

Climbing 19, lifting 19

TOUGHNESS 18

PERCEPTION 10

Alteration magic 11, divination magic 11, find 14, language 13, tracking 15, trick 14

MIND 14

Apportation magic 15, conjuration magic 15, cybertech 15, survival 16, test 17, willpower 18

CHARISMA 8

Charm (15), persuasion 13

SPIRIT 10

Intimidation 15, occultech 12

Additional Skills: one at +1 adds

Possibility Potential: some (18)

Equipment: Cyberware:

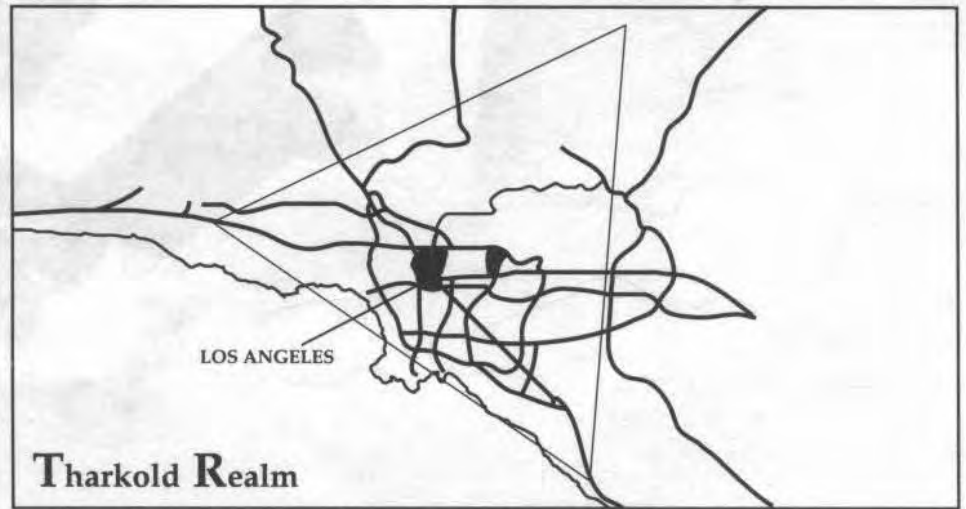
Nanocord, farsight (*find*+3 at a distance), balance-wires (+3 to *Dexterity* skills using agility), fangs, damage value STR+2/20, talons, damage value STR+2/20, LifeCyber. Cyber value: 11. Also may be armed with firearms or energy weapons (gamemaster's discretion).

Discovered by
Patrick Flanagan

DOMAIN



Tharkold
Cosm

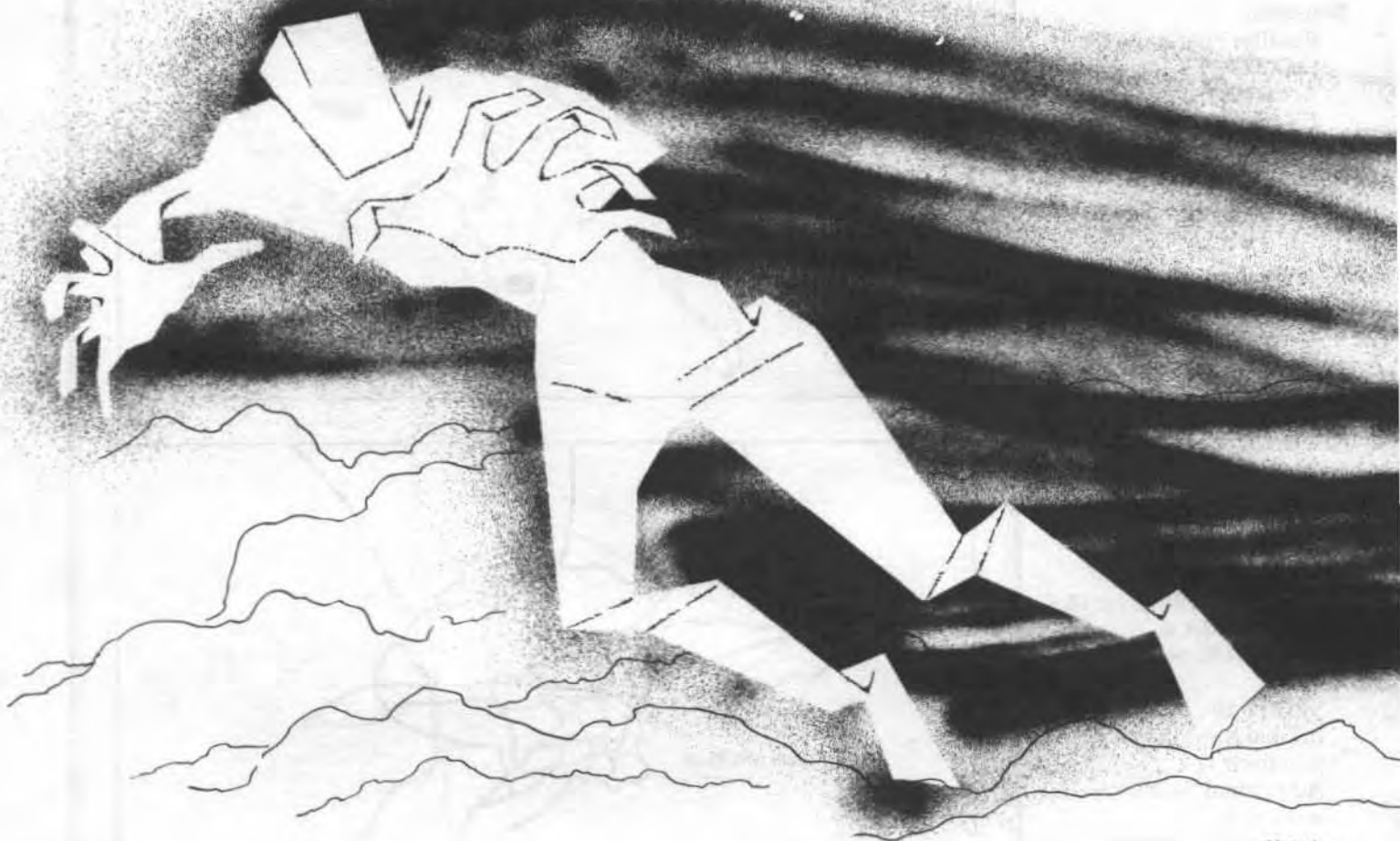


LOS ANGELES
Tharkold Realm

SIZE REFERENCE



NUCLEAR SHADOWS



M. Andrews



Created out of the devastation of the Spasm, nuclear shadows are ghostly beings that look like flat, white silhouettes of humanoids with smudged black auras surrounding them. They continually moan and howl in pain and glow with a faint luminescence in the dark.

The shadows are incorporeal spirits and are dangerously radioactive. They hate all life and seek to destroy any living creature that approaches them. The touch of a nuclear shadow inflicts terrible burns. If the creature gains a *wound* result or better, the character

is also afflicted with a lingering radiation sickness that will kill her in a number of days equal to her *Toughness* value. A medicine total of 25 or a *cure disease* invocation of 22 will eliminate the radiation sickness.

Any character who is killed by damage inflicted by a nuclear shadow or dies from the radiation sickness inflicted by one will become a nuclear shadow after death. The character's body will explode with nuclear flames (damage value 25 to anyone within two meters) until only the blasted silhouette of a nuclear shadow remains.

Physical attacks have no

effect on these creatures. They can be affected by magic, miracles and psionics.

Nuclear shadows are considered entities. They are considered enemies by any mythos that has the concept of evil spirits and a *ward enemy* miracle may keep them at bay.

Domain

Nuclear shadows haunt the radiation-blasted wastelands of the Tharkold cosm. A few have migrated across the maelstrom bridge and their population is rapidly increasing due to the number of deaths in Los Angeles. They generally haunt



abandoned areas like Compton.

Nuclear Shadows

Reality: Tharkold

DEXTERITY 11

Dodge 12, flight 13,
unarmed combat 12

STRENGTH 3

TOUGHNESS 10

PERCEPTION 10

Find 12, tracking 12,
trick (16)

MIND 11

Test 14, willpower (15)

CHARISMA 8

Charm (25), persuasion
(28), taunt (17)

SPIRIT 9

Faith (Cult of the
Dominant) 12, intima-
dation 12

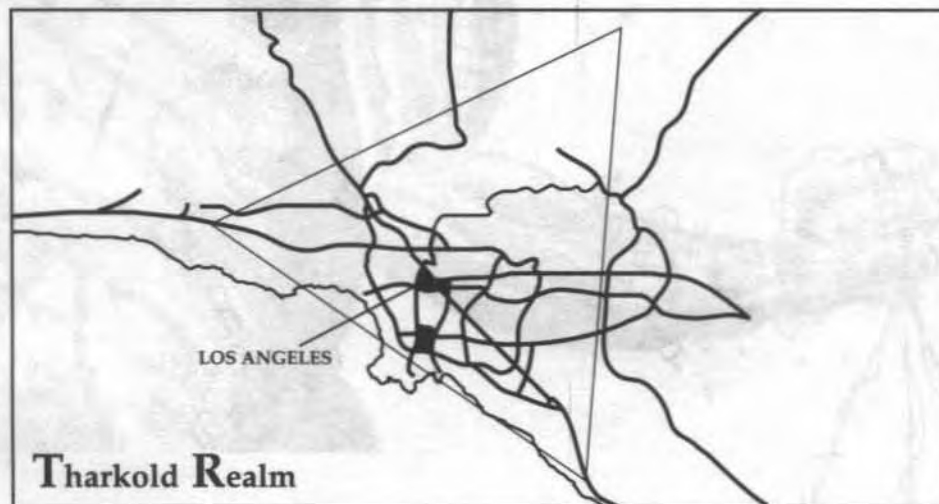
Additional Skills: one
at +1 adds

Possibility Potential:
some (20)

Natural Tools: energy
touch, damage value 20;
flight, speed value 10

Note: Nuclear shadows
are immune to physical at-
tack.

DOMAIN



SIZE REFERENCE



Discovered by
Stephen Kenson



PAIN GIVER



J. P. Lona



The creatures now known as "pain givers" may have once been Race or

demons—there is no way to be certain, so horribly disfigured are their bodies. In constant pain, but prevented by Tharkoldu magic from taking their own lives, they exist to make others as they are. Pain givers are considered living embodiments of the Tharkoldu aesthetic.

The constant agony brought on by every step has broken the minds of the pain givers. These creatures stalk the city by night, usually choosing their victims from the middle and upper classes. Race scientists be-

lieve this may be because these groups have less experience with physical pain than do the poor, and so their terror is more satisfying for the creature.

The pain giver attacks with a built-in stunner, attempting to render its victim unconscious. It then drags the victim to a deserted area, binds him, and tortures him slowly with pain weapons. With the skill of a surgeon, it slowly transforms its victim into another pain giver. This process commonly takes four days—by the third day, the victim's mind has usually snapped from the agony. The final part of the process is the use of alteration magic

to impose a mental block on the victim that makes suicide impossible.

Pain givers always travel alone. Two in the same area would come into conflict over victims, and working together, they would almost surely slay their plaything.

Domain

Pain givers can be found throughout the Tharkold cosm and realm. They are particularly prevalent in out of the way areas, where there are no neighbors to hear the screams of their victims.

Most recently, a pain giver was spotted in Long Beach. Race warriors hunt-



ed the maddened thing down, but not before it claimed a victim. The whereabouts of this new terror remain unknown.

Pain Giver

Reality: Tharkold

DEXTERITY 18

Dodge 18, melee weapons 12, stealth 9, unarmed combat 11

STRENGTH 11

TOUGHNESS 15

PERCEPTION 9

Alteration magic 14,

find 11, tracking 14

MIND 10

Medicine 20, willpower 13

CHARISMA 5

Charm (20), persuasion

(20), taunt (20)

SPIRIT 12

Faith (Cult of the

Dominant) 19, intimidation 20, pain weapon 16

Additional Skills: one

at +1 adds

Possibility Potential:

some (15)

Arcane Knowledges: folk

7

Equipment: Cyberware:

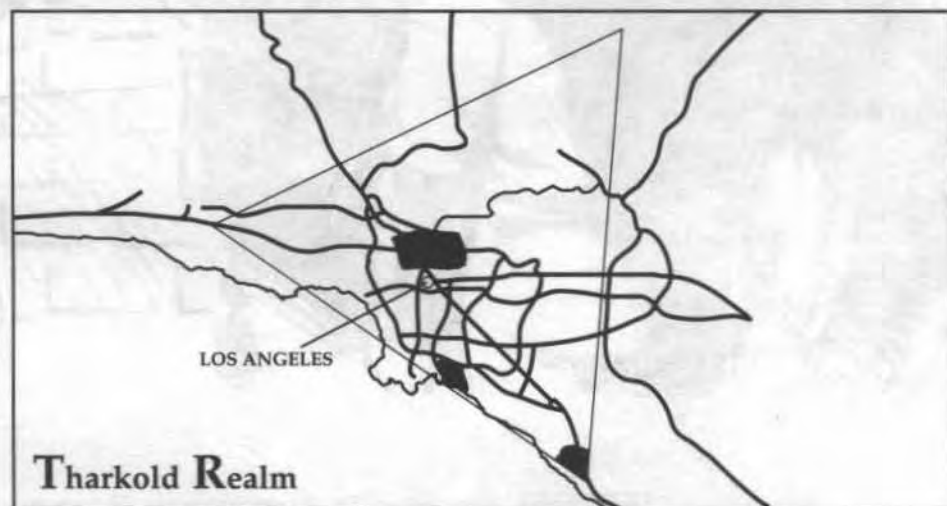
stunner, damage value 23

(stun only), ammo 40, range

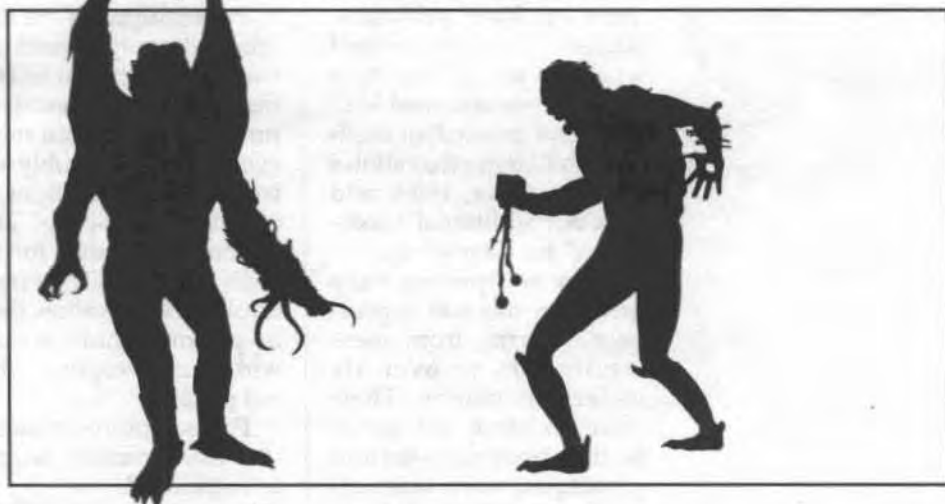
3-15/25/40. Cyber value: 3;

assorted pain weapons

DOMAIN



SIZE REFERENCE



Discovered by
Michael Gittings



PAIN SCULPTURE



S. Rosema



These pain sculptures are far different from those created by the judicious use of torture devices on Race prisoners. Rather, these are twisted works of art created by a techno-demon named Malkoth, and granted an artificial intelligence that allows them to move, think and seek out additional "decoration" for themselves.

Pain sculptures vary greatly in size and appearance, ranging from mere centimeters to over six meters in height. Their "skin" is harsh and metallic, their bodies twisted into grotesque, asymmetrical shapes with plenty of sharp

appendages. The more successful sculptures may also have draped themselves with the flesh of their victims or other horrific decorations.

Pain sculptures are flexible and sophisticated circuitry allows them to control the whole of their structure. Thus, they can move even in their horribly unbalanced configurations, by crawling, hopping, etc., whatever is easiest for the individual unit. Their powerful processors allow them to perform multi-actions with their weapons without penalty.

Pain sculptures cannot be *charmed*, *persuaded*, *taunted* or *intimidated*.

Domain

Sightings have thus far been limited to the grounds of the Los Angeles County Museum of Art, but the pain sculptures may well have moved out into the city proper.

Pain Sculpture

DEXTERITY 9

Dodge 12, energy weapons 18, fire combat 18, heavy weapons 18, maneuver 10, melee weapons 18, missile weapons 18, stealth 10, unarmed combat 18

STRENGTH 14

TOUGHNESS 14 (21)

PERCEPTION 12

Evidence analysis 18,

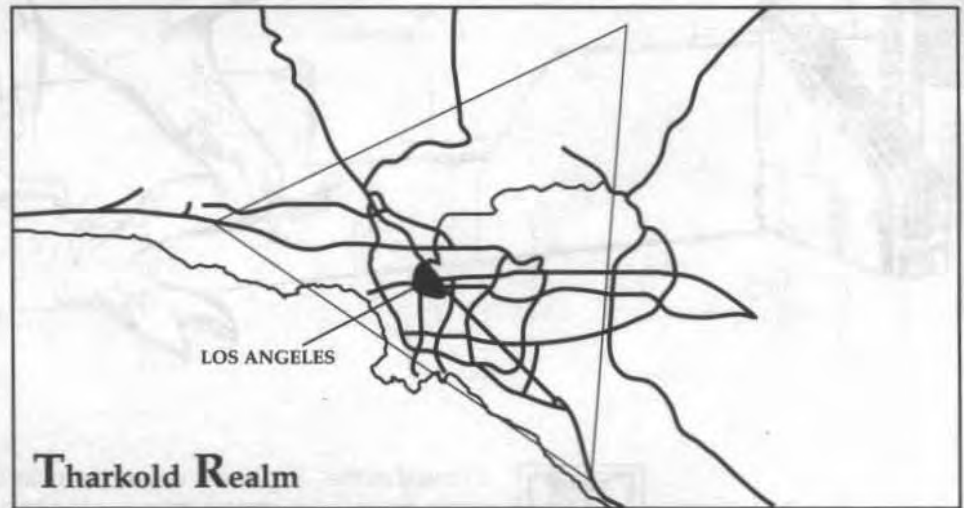


find 18, tracking 18,
 trick (25)
MIND 12
 Artist (pain aesthetic)
 18, test (30)
CHARISMA 0
SPIRIT 0
 Intimidation 20 (25)
Possibility Potential:
 none

Natural Tools: metal-composite sheath, armor value TOU+7/21; any of the ranged or melee weapons given in the *Tharkold* sourcebook, excepting pain weapons; also may have one or more of the following: spikes, damage value STR+3/17; saw blades, damage value STR+2/16; broken glass/shredded metal, damage value STR+1/15; other weapons at gamemaster's discretion. One to six weapons is recommended.

Note: Individual sculptures may vary widely in DEX, STR, TOU and physical skills, but their mental attributes and skills will remain the same. Pain sculptures cannot use pain weapons, as they require a *Spirit* attribute.

DOMAIN



SIZE REFERENCE



Discovered by
 Clinton Wolf



PHASER



S. Rosema



Created in the same experiment that spawned the flensers, phasers have needle-sharp claws and possess the ability, through the use of alteration magic, to render their bodies intangible. They can be seen when in this state, although they appear transparent, but cannot be harmed by physical attacks and can walk through walls, floors and any other solid object. Only a forcefield or its equivalent can keep them at bay.

Shifting into an intangible state takes one round and requires an *alteration magic* total of 18. The result points gained on the roll represent how long the

phaser can remain in this state before having to generate another total.

A phaser attacks by surprising its victim, using its phasing ability to appear from the walls, the floor, even the ceiling. It must be wholly in a room before it can attack and must be solid to grapple with its prey. The phaser attacks with *unarmed combat* — if successful, it then attempts *One-on-Many desolidification* (*alteration magic* total of 20). A round must go by between the attempt and the actual effect, during which the phaser is vulnerable to attack (if contact is broken, the desolidification process will not take place).

When the phaser succeeds at turning both itself

and its victim intangible, it attempts an *apportation magic* total against the victim's *willpower* or *Mind*. The target may actively resist. If the phaser fails, the target slips from his grasp and resolidifies. If the phaser succeeds, it drags its victim halfway through the nearest solid object and lets go, allowing him to resolidify. The target takes damage equal to the *apportation* total, disregarding any armor.

Shock or KO damage means the object rejects the victim and ejects him. A *knockdown* means the same. A *wound* or better means the object could not eject the person and parts of him are fused to it. Often ampu-



tation is the only solution in these cases.

Domain

Phasers are, fortunately, rare even on Tharkold. Their lairs are gruesome indeed to behold, with various bodies contorted and intertwined within the structure, their faces pictures of indescribable agony. The portions of victims not meshed are usually mauled and eaten, then left to rot where they lie.

It is not known if any of these creatures have come to Earth.

Phaser

Reality: Tharkold

DEXTERITY 13

Dodge 14, maneuver 14, unarmed combat 20

STRENGTH 11

TOUGHNESS 14

PERCEPTION 13

Alteration magic 25,

find 16, trick 16 (25)

MIND 13

Apportation magic 25,

survival 17, test 15 (20),

willpower 20

CHARISMA 4

Charm (20), persuasion

(20), taunt (15)

SPIRIT 8

Faith (Cult of the

Dominant) 18, intimidation

15

Additional Skills: one

at +1 add

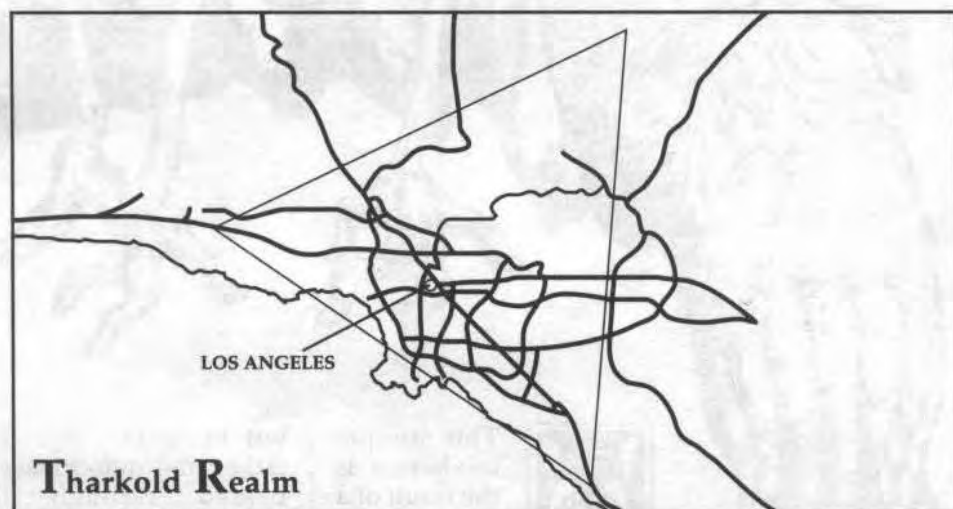
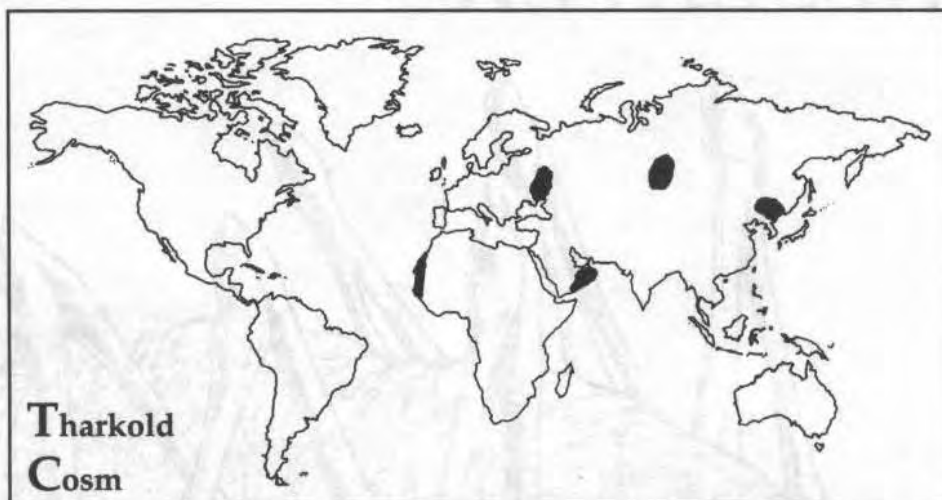
Possibility Potential:

some (9)

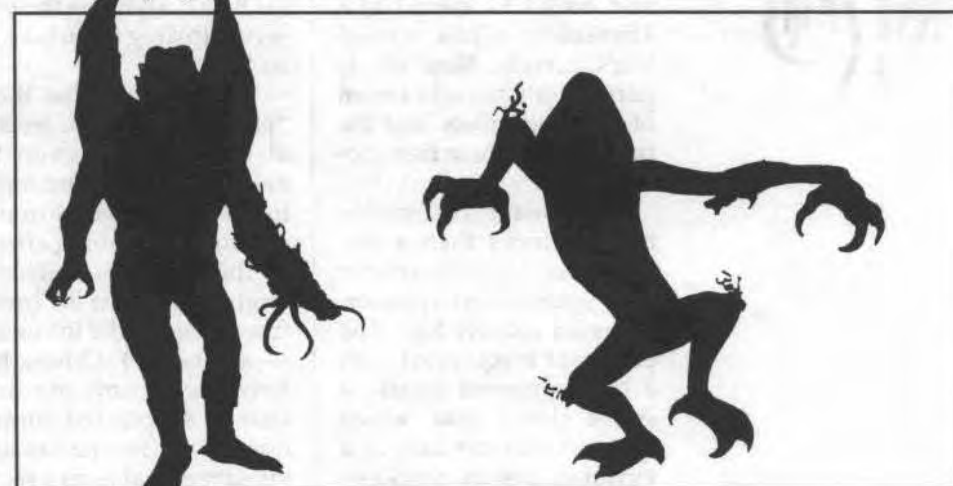
Natural Tools: teeth, damage value STR+3/14; phasing attack, damage value equals *apportation magic* total.

Note: Phasers are entities and are considered enemies of any religion with the concept of evil spirits. Like flensers, they are out of control and attack both demons and humans.

DOMAIN



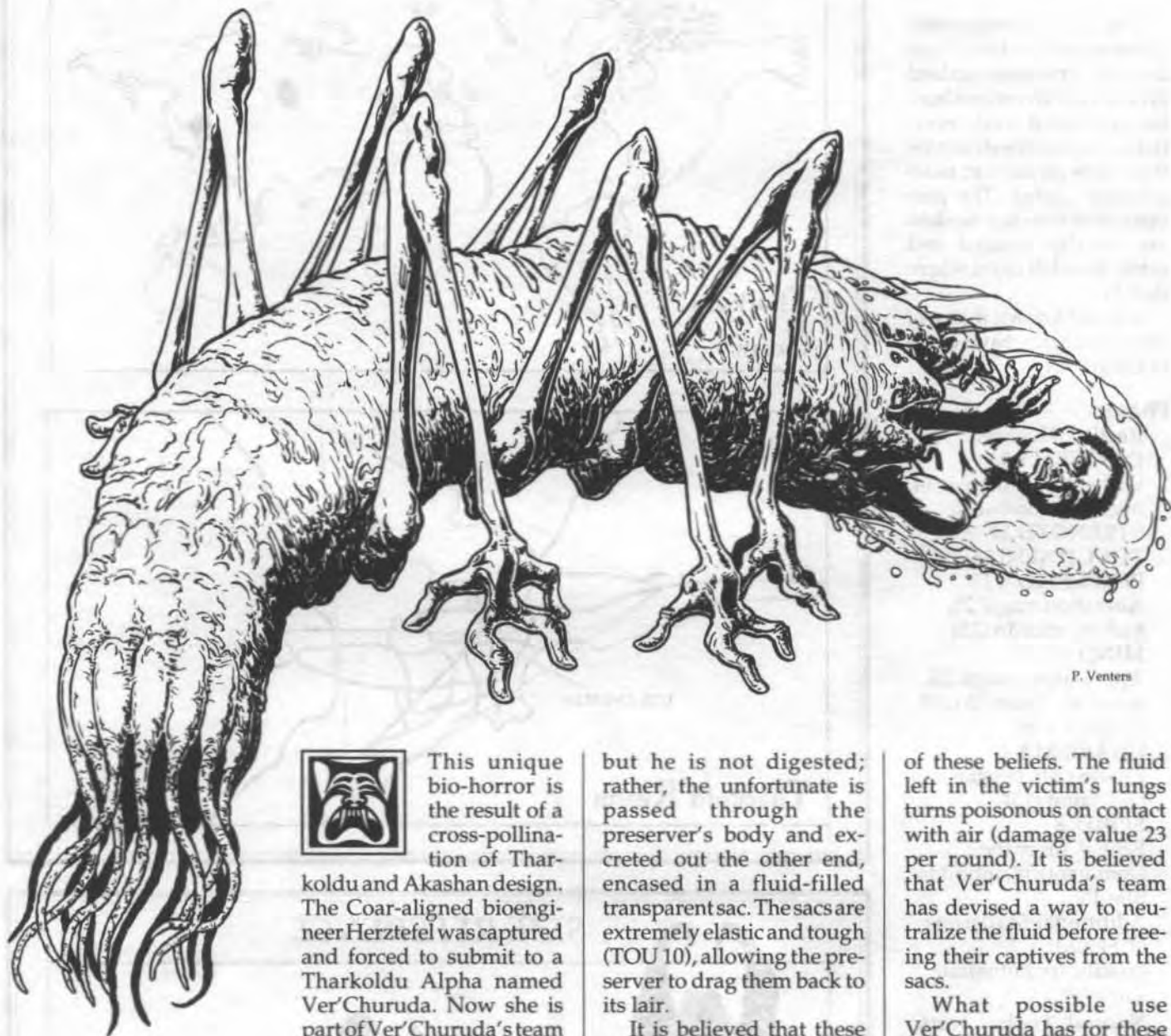
SIZE REFERENCE



Discovered by
Clinton Wolf



PRESERVER



P. Venters



This unique bio-horror is the result of a cross-pollination of Tharkoldu and Akashan design. The Coar-aligned bioengineer Herztefel was captured and forced to submit to a Tharkoldu Alpha named Ver'Churuda. Now she is part of Ver'Churuda's team of slave scientists and the preserver is their first creation.

The beast resembles nothing more than a distorted, tendriled two meter long open-ended cylinder. It has six spindly legs. The preserver is equipped with a bioengineered attack, a spore cloud that, when sprayed into the face of a victim, causes unconsciousness. The creature then swallows the victim whole,

but he is not digested; rather, the unfortunate is passed through the preserver's body and excreted out the other end, encased in a fluid-filled transparent sac. The sacs are extremely elastic and tough (TOU 10), allowing the preserver to drag them back to its lair.

It is believed that these "preserved" victims are still alive and may even be aware of their surroundings, though unable to move due to the numbing effects of the liquid (a *willpower* total is required to break free of the fluid's influence — see below). Others believe the victims are in a state of suspended animation. As yet, no one has survived removal from a sac to allow medics to confirm any

of these beliefs. The fluid left in the victim's lungs turns poisonous on contact with air (damage value 23 per round). It is believed that Ver'Churuda's team has devised a way to neutralize the fluid before freeing their captives from the sacs.

What possible use Ver'Churuda has for these preserved people is unknown, but it is estimated that over two hundred victims have been claimed thus far. The lack of any connection between the victims has led Race scholars to believe they may be being stored in preparation for the creation of some outlandishly grotesque pain sculpture. Others believe the Alpha is storing them for a future test of Relictin-VI.



Domain

The preserver's hunting ground ranges from as far west as Lawndale to Bellflower in the east, and as far north as Huntington Park to Carson in the south. Ver'Churuda's biolab is thought to be in the vicinity of Watts Towers.

There are no preservers in the Tharkold cosm, nor are there any plans to introduce them there. Ver'Churuda fears that Race specialists there might get hold of one and deduce a means of counteracting its effects.

Preserver

DEXTERITY 10

Dodge 13, long jumping 14, maneuver 11, running 14, stealth 16

STRENGTH 9

Climbing 12

TOUGHNESS 14

PERCEPTION 13

Find 15, psionic manipulation 16

MIND 8

Mindsense 10, psionic resistance 13

CHARISMA 5

Charm (13), persuasion (13), taunt (8)

SPIRIT 10

Faith (Cult of the Dominant) 11, intimidation (12), reality (Tharkold) 13

Possibility Potential:
all

Natural Tools: paralyzing spore, stun damage value 18, range 1-3/6/-; paralyzing sac fluid, *will-power* roll of 20 to break free; sac, *Strength* total of 11 to escape; running, speed value 11

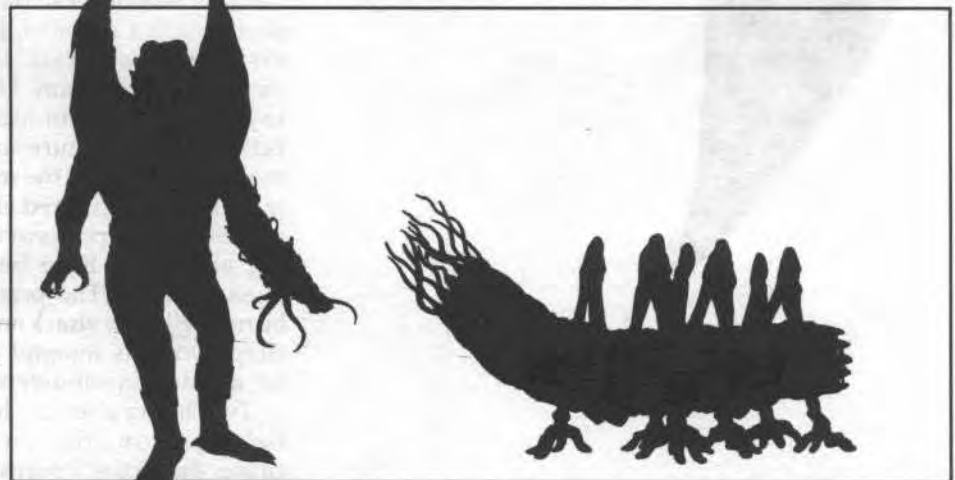
Psionic Powers: Psychic Senses (*awareness, lifesense*); Telepathy (*perception distraction, send thoughts, thought scan*)

Discovered by
Pete Venters

DOMAIN



SIZE REFERENCE



PRIESTBURNER

Third Prize



Originally designed to terminate the Priests of the Way, priest-

burners have now been dispatched to areas of covert Cyberpapal activity. They use divination magic to hunt clergy and are equipped with defensive weaponry designed to counteract clerics' offensive capabilities.

Priestburners look like a cross between a cygoyle and a skat. Their wings are topped by four miniature dart launchers, each of which carries a nanotech virus. If one of these darts should inflict a *wound*, the virus has entered the victim's bloodstream. Due to a symbiotic relationship between the creature and the virus, it knows the moment this has occurred and makes its escape, providing all targets have been accounted for. The priestburner will only attack non-clergy with its integral laser, and only in self-defense.

Two hours after the initial injection, the virus causes the victim's pores to cease functioning while

speeding up the metabolism to overheat the body. The victim suffers a *wound* per hour after the overheating begins.

Ords rarely last long, but stormers may last considerably longer, though the pain is excruciating. *Willpower* totals of 15 are required to perform anything beyond a simple action.

The virus will continue to overheat the body (whether dead or alive) until the victim has taken seven wounds, whereupon the body spontaneously combusts. *Tech 26* medicine is required to cure the virus, with a *medicine* total of 25 required to eliminate it. For every level of medical technology above *Tech 26* that can be brought to bear against the virus, subtract -1 from the difficulty of healing.

The priestburner's inventor, a slave scientific genius, was assassinated by Race agents. Those who have tried to duplicate the virus have failed to come close. Priestburner numbers are dwindling, but not fast enough for a worried clergy.

P. Venters



Domain

Priestburners total no more than 40, with 15 believed to be on Earth at present. Many have been transplanted to Spain and Germany. None have been sent to South America, as the Tharkoldu are happy to leave the clergy there free to deal with the Akashans.

Priestburner

DEXTERITY 13

Dodge 15, energy weapons 17, fire combat 17, flight 16, maneuver 16, stealth 15, unarmed combat 15

STRENGTH 10

TOUGHNESS 12 (21)

PERCEPTION 10

Divination magic 16, find 20, scholar (religion) 15, trick 12 (15)

MIND 11

Survival 13, test 13, willpower 15

CHARISMA 5

Charm (20), persuasion (20), taunt (22)

SPIRIT 13

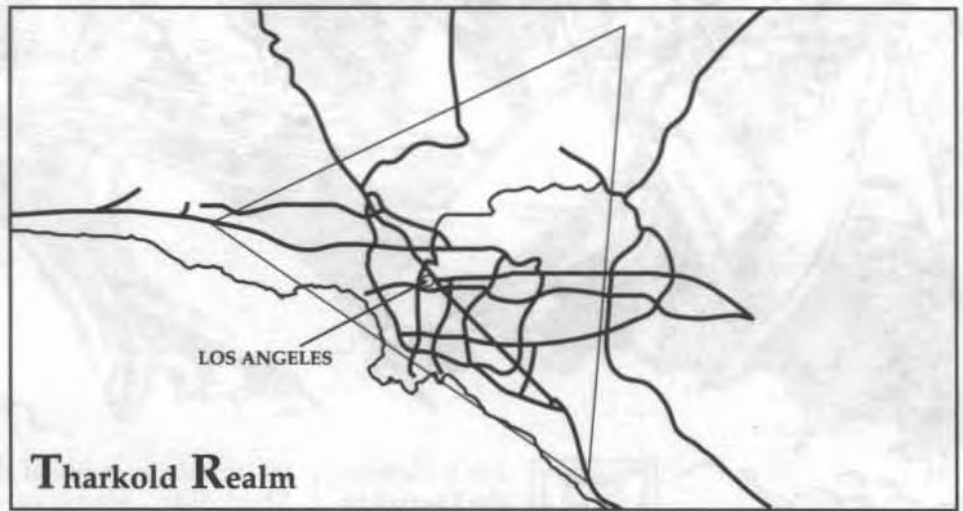
Faith (Cult of the Dominant) 20, intimidation 17, reality (Tharkold) 14

Possibility Potential:
all

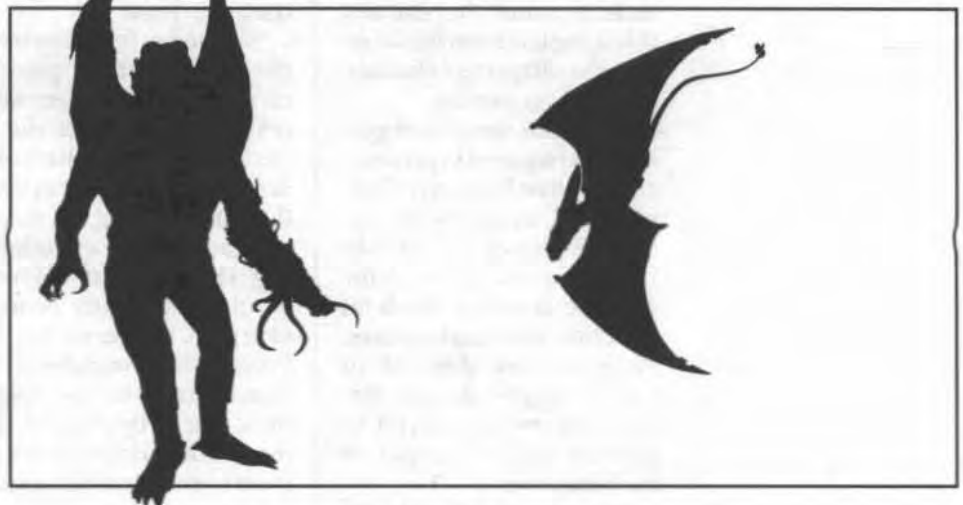
Natural Tools: strafe dodge 22; internal laser, damage value 25, ammo 50, range 3-25/60/250; viral dart launcher, damage value 18, ammo 50, range 3-40/80/150; talons, damage value STR+3/13; interwoven metal composite armor, value TOU+9/21; wings, speed value 15; "focus-finder," (divination magic 16), finds characters with specific focus skill. Difficulty is target's focus value, range is 3 km.

Discovered by
Pete Venters

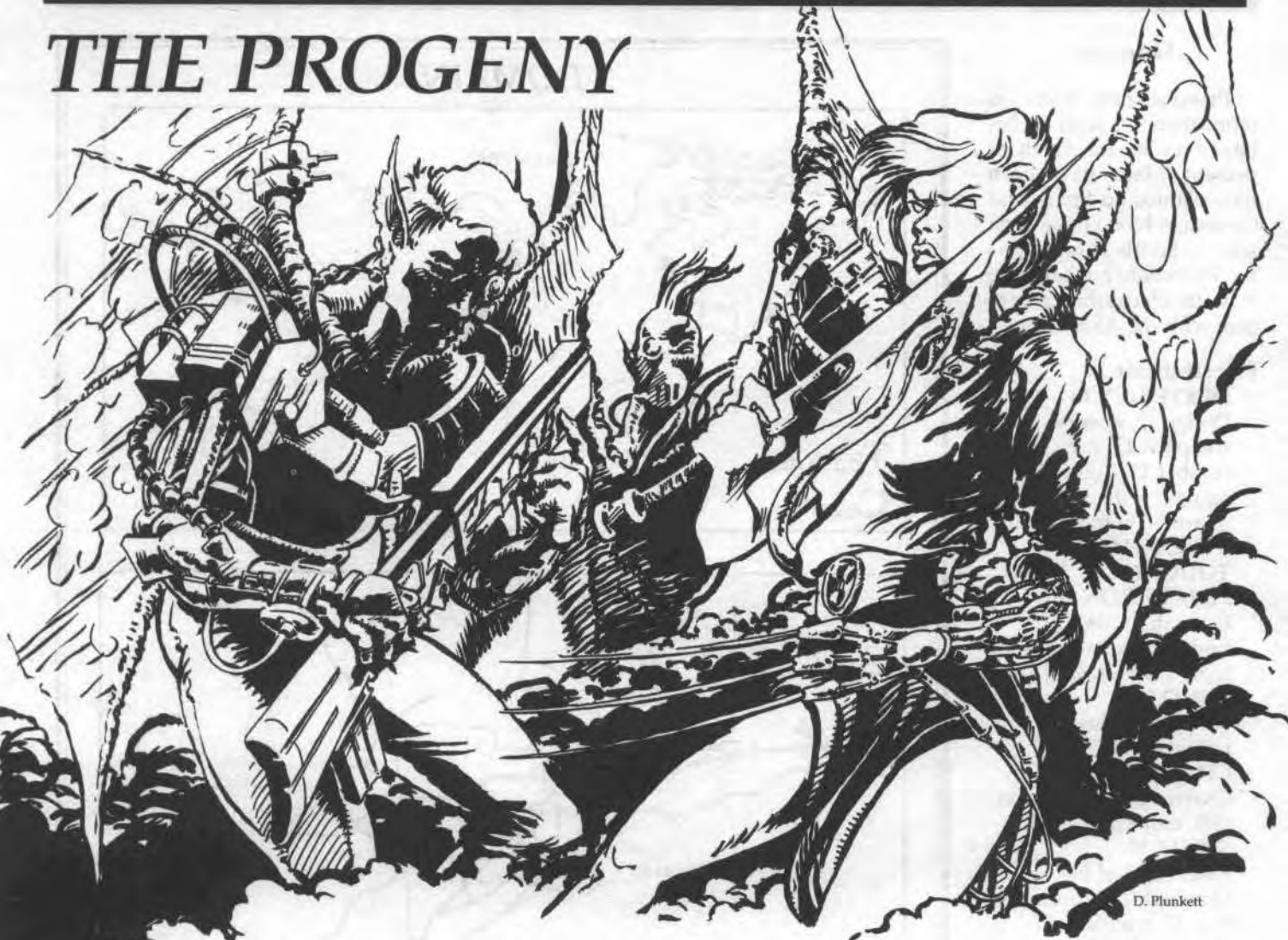
DOMAIN



SIZE REFERENCE



THE PROGENY



D. Plunkett



For millennia, the Tharkoldu have battled the surviving humanity known simply as the Race. One of the results of the techno-demons' raping and pillaging has been the Progeny, the offspring of human and demon mating.

Eighteen months of gestation is required to produce a single live Progeny. Their physical appearance resembles that of a Tharkoldu in "monkey form," with the generic bipedal skeletal structure and facial features. Progeny are devoid of sexual organs, a trick Nature apparently played to prevent further spread of the bloodline.

Progeny are imbued with

the mystic energies of the Tharkoldu. Many carry slight physical reminders of their demonic nature: a rough, warted hide, pointed canines, elongated claws, or a pair of underdeveloped, useless wings.

Viewed as freaks by both their respective parent races, the Progeny are normally abandoned to die in the wastelands of Tharkold. Some have survived, though, keeping to themselves to avoid experiencing the rejection which would cause their human side pain. For centuries, the Progeny have wandered the Dead Lands of the cosm, until the dropping of the maelstrom bridge provided them with a place they could call home.

On Earth, the Progeny were able to mingle with drunks, bag people, junkies and other denizens of the city streets. It is believed that a leader or leaders may be emerging from among the unwanted children of the techno-demons. It is possible that they may take to the surface in the near future to claim their birthright and destroy those who abandoned them.

Domain

Surviving Progeny on Tharkold hide in the abandoned caves and subterranean tunnels of the Dead Lands. Since their descent down the maelstrom bridge, the Progeny have resided in



the sewer tunnels beneath Compton.

The Progeny

Reality: Tharkold

DEXTERITY 13

Dodge 15, energy weapons 14, melee weapons 14, stealth 14, unarmed combat 15

STRENGTH 14

TOUGHNESS 14

PERCEPTION 9

Divination magic 12, tracking 10

MIND 9

Apportation magic 12, survival 10, willpower 10

CHARISMA 8

Persuasion 9, taunt 9

SPIRIT 8

Faith (Cult of the Dominant) 10, intimidation 10

Additional Skills: one at +2 adds

Possibility Potential: some (40)

Arcane Knowledges: *folk 2, entity 1, inanimate forces 1, living forces 1*

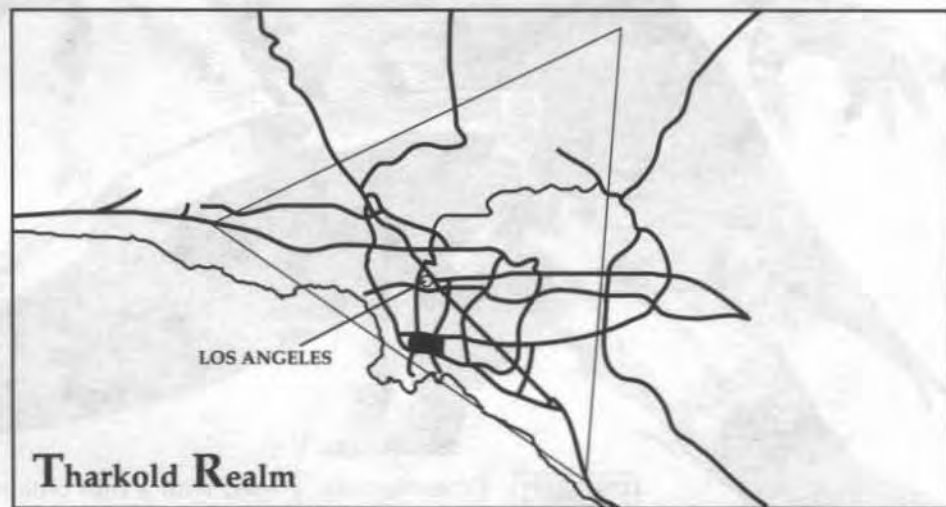
Natural Tools: teeth, damage value STR+2/16; talons, damage value STR+3/17; hide, armor value TOU+4/18

Equipment: Typical cyberware: Nanocord; Danger-scan (*find*+3 for hidden danger); slashers, damage value STR+4/21; interdermal armor, value TOU+3/21; 9/Gam automatic pistol, damage value 15, ammo 9, range 3-10/20/30. Cyber value: 8

Note: When creating Progeny characters, demonic physical features are rolled for randomly: 1-10, one feature; 11-15, two features; 16-19, three features; 20, four features. Once the number of features is found, the feature itself is rolled for: 1-5, fangs; 6-10, talons; 11-15, hide; 16-20, underdeveloped wings.

Discovered by
Scott Mitchell

DOMAIN



SIZE REFERENCE



PROTECTIONIST



J.P. Lora



Protectionists are sentient sentry androids developed by the Aurioch Free Nation. Such was the pomp surrounding their unveiling that cynics began to reword the tag of "perfect protector" to "perfectionists," and finally the hybrid title "protectionist" emerged and stuck.

The reason behind the creation of these androids was that the Race desperately needed good sentries who could not be picked off at a distance by the Tharkoldu's thermic targeting weaponry (protectionist heat sources are shielded). A protectionist resembles a black disc, roughly .5 meters in diam-

eter, with a thin blue ring around their outermost edge, which contains the unit's sensor package. Protectionists hover up to four meters above the ground, always trying to remain under cover to retain the element of surprise. Each unit is equipped with a single Res-14 laser, which can be used to devastating effect (consider all shots fired by protectionists to be *vital blows*).

If the lasers should prove ineffective, or their assigned charge should be endangered, the protectionist will generate a plasma field and fly directly at its opponent (*flight skill* is used to generate the to hit total, and the damage is done with the plasma field). If the protec-

tionist inflicts less than a wound, it will fly around for a second attempt. If the protectionist does inflict a *wound*, it has embedded itself in its target and will self-destruct in two rounds. This explosion ignores all armor adds (as it has already cut through them).

A *Strength* total of 15 is required to pull the protectionist loose. It will still explode, however, so the intended victim had best get far away. Race documents tell of one particularly large forcefoot who survived nine attacks, but the tenth was a spectacularly good shot as the protectionist flew into the hole made by a previous device. The dull explosion signalled the forcefoot's end.



Protectionists are roundly hated by the Tharkoldu. It is not uncommon for a techno-demon to send one whom he dominates ahead to scout for the devices. When they hear a snarl of rage, a scream and a violent blast, they know the way has been cleared.

Domain

The protectionists can be found near any sensitive Race areas within the cosm and realm. The Black Diamonds can testify to their effectiveness.

Protectionist

Reality: Tharkold

DEXTERITY 14

Energy weapons 22,
flight 17, stealth 20,
unarmed combat 16

STRENGTH 12

TOUGHNESS 18 (24)

PERCEPTION 14

Demolitions 17, evi-
dence analysis 16, find
20, trick 16

MIND 12

Test 18, willpower 26

CHARISMA 4

Taunt (20)

SPIRIT 12

Intimidation 14

Possibility Potential:

none

Note: Protectionists cannot be *charmed* or *persuaded*. The parenthetical TOU value applies to energy weapon attacks.

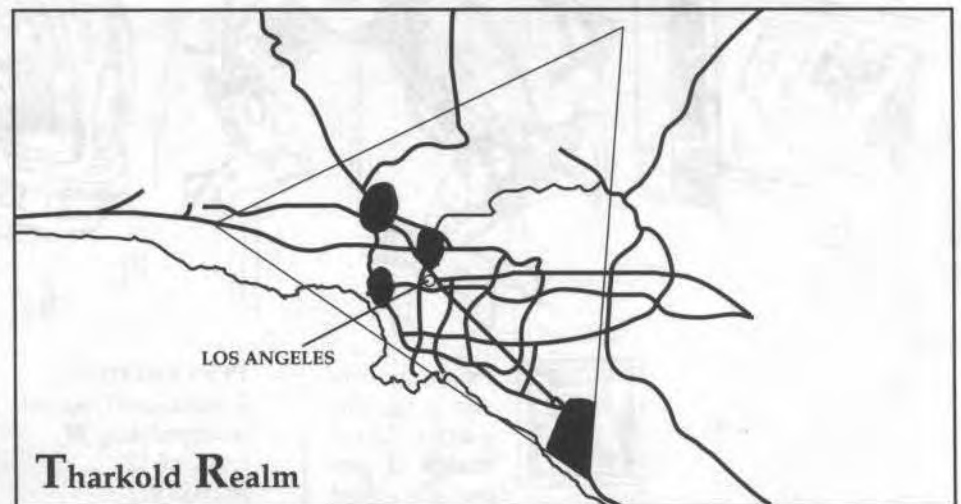
Equipment: Res-14 laser, damage value 25, ammo 50, range 3-50/100/200; plasma field, damage value 22; self-destruct explosive, damage value 32, blast radius 0-4/10/15; flight, speed value 13; sensor array (darksight, infrared, thermal imaging), use *find* value

Discovered by
Pete Venters

DOMAIN

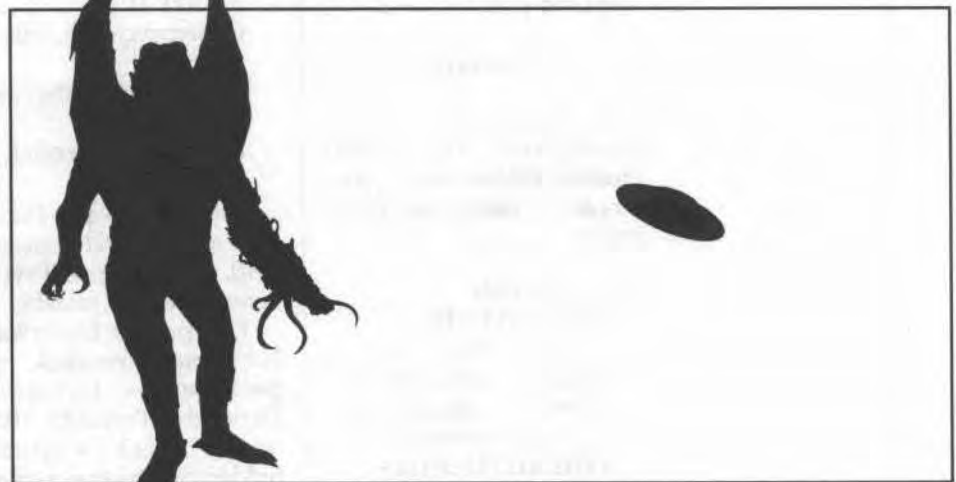


Tharkold
Cosm



Tharkold Realm

SIZE REFERENCE



PSI-BORG



S. Rosema



Psi-borgs consist of the disembodied brains of psionically gifted

Race attached to occultic computers. These servants of the Tharkoldu are broken down into three categories: hunter/killers, Inquisitors, and Grid-psis.

Domain

Grid-psis can be found throughout the Grid. Hunter/killers and Inquisitors are in use in both cosm and realm.

Hunter/Killer

DEXTERITY 10

Dodge 11, energy weapons 13, fire combat 13, melee weapons 13, unarmed combat 12

STRENGTH 10 (14)

TOUGHNESS 10 (19)

PERCEPTION 10

Language 11, psionic manipulation 14, tracking 12

MIND 9

Psionic resistance 12, test 11, willpower 12

CHARISMA 7

Charm (25), persuasion (25), taunt (25)

SPIRIT 11

Cyberpsyche 15, intimidation 13

Additional Skills: two at +1 adds

Possibility Potential: some (16)

Psionic Powers: Psionic Defense (*general resistance (self), psychic screen*); Psychic Senses (*lifesense, psi detection*)

Equipment: Cyberware: Nanocord, Nervejack, eye-package 1 — Cybercam, Darksight, TextLED, Hidehunter (*find+3 for spotting hidden targets*), eye-package 2 — Killseeker (+1 to ranged

attacks, +2 with smart weapons), Sharpsight (PER+2 to all checks using vision), SlaveChip, interdermal plate, armor value TOU+6/16, exodermal armor, value TOU+3/19, Bodymax, STR+4, already noted above; Cyber value: 20. Mim-8/Alph carbine, damage value 21, ammo 30, range 3-20/150/400; monofilament axe, damage value STR+8/22

Inquisitor/Grid Psi

DEXTERITY 0

STRENGTH 0

TOUGHNESS 5 (10)

PERCEPTION 13

Cyberdeck operations 16 (Grid-Psi only), evidence analysis 15 (Inquisitor only), language 14 (Inquisitor only), psionic manipulation 16, trick 14

MIND 11

Psionic resistance 14, test 13, willpower 14



CHARISMA 7

Charm (12), persuasion 11, taunt 12

SPIRIT 10

Cyberpsyche 13 (Grid-Psi only), intimidation 13 (Inquisitor only), pain weapon 13 (Inquisitor only)

Additional Skills: two at +1 adds

Possibility Potential: some (20)

Psionic Powers — Grid

Psi: Psychic Senses (*life sense, perception projection*), Telepathy (*perception distraction, thought scan*). **Inquisitor:** Psionic Defense (*general resistance (self), general resistance (group), psychic screen*), Psychic Senses (*life sense, perception projection, psi detection*), Telepathy (*beacon, cloud mind, thought scan*)

Net Values — Grid-Psi:

net attack 16, net defense 16, net find 16, net manipulation 16, net stealth 16, net track 16

Equipment—Inquisitor:

Cyberware: Nanocord, Nervejack, cybervisual package — Cybercam, Danger-scan, Modspotter TextLED, cyberaudio package — Bugsweeper, Cybercorders, Radiohear, Truthhear, Radiotalker, exodermal armor, value TOU+5/10, Voice Mimic, Automed, Mind Booster. Cyber value: 24. Servo-arms, painbaton, damage value +3. **Grid-Psi:** Cyberware: Nanocord, Nervejack, cybervisual package — Cybercam, TextLED, cyber-audio package — Cybercorder, Radiohear, Radiotalker, exodermal armor value TOU+5/10, Automed, Mind Booster. Cyber value: 18. Cyberdeck (response +4, stealth +1, processor 6, storage 12). Programs: Onslaught 4, Mindwipe 3, Armor 4, Scan 3, Shroud 3, Trace 3, Search 3, Copy 2, Alter 2, Store 2

Discovered by
Stephen Kenson

DOMAIN



Tharkold
Cosm



Tharkold Realm

SIZE REFERENCE



SADOMACH



J. P. Lona



The sadomachs are twisted and perverse beings from beyond the Tharkold cosm. They dwell in a grotesque nether region of their own making, a hell wherein they pursue the goal of their entire existence: the inflicting of pain on others.

The sadomachs, incapable of relating to or understanding Race or demon concerns, claim to serve a higher, and darker power. The members of this horrifying priesthood are unable to leave their abode without invitation, but can send objects through. Now the Tharkold cosm and realm are home to arcane volumes and other such artifacts that can lure the unwary into summoning these foul things.

Each sadomach is unique in its appearance and its approach to torture. The only thing they have in common is their skin color, bone-white, and the fact that most show the effects of torture. All sadomachs carry pain weapons, many far more effective than those

carried by the techno-demons.

Sadomachs have no interest in killing their prey. They are more interested in pure research: how long can a man live after being cut in half? How many incisions must be made into the heart before a man dies? These are the gruesome, bloody subjects of inquiry for these things.

Shortly after becoming a High Lord, Kranod sealed off the sadomach's dimension from the cosm of Tharkold. With his death, the seals weakened and were broken. The sadomachs walk Tharkold once more.

Domain

The wards sealing the sadomach's dimension from the cosm of Tharkold have been shattered, and the creatures have traveled to both cosm and realm. Six are known to be living in a rundown warehouse in L.A.'s Chinatown. An extradimensional gate between the realm and the sadomach's dimension exists there.



Sadomach

DEXTERITY 12

Dodge 15, melee weapons 16, missile weapons 16, stealth 16, unarmed combat 17

STRENGTH 16

TOUGHNESS 20

PERCEPTION 16

Find 20, language 18, scholar (torture) 20, tracking 18, trick 18

MIND 14

Artist 17, medicine 18, psychology 19, test 18, willpower 20

CHARISMA 16

Charm 18, persuasion 20, taunt 20

SPIRIT 24

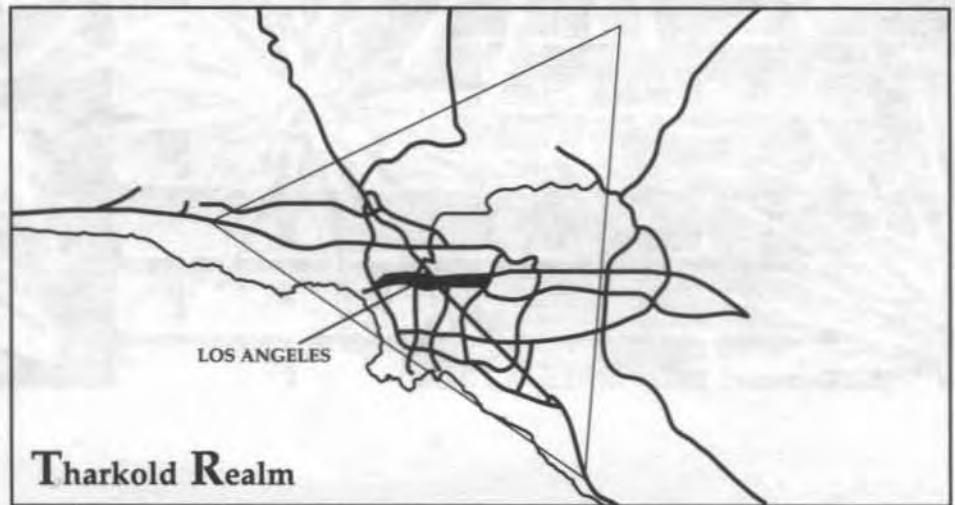
Faith (Cult of the Dominant) 28, focus 25, intimidation 25, pain weapon 27, reality (Tharkold) 25

Possibility Potential:
all

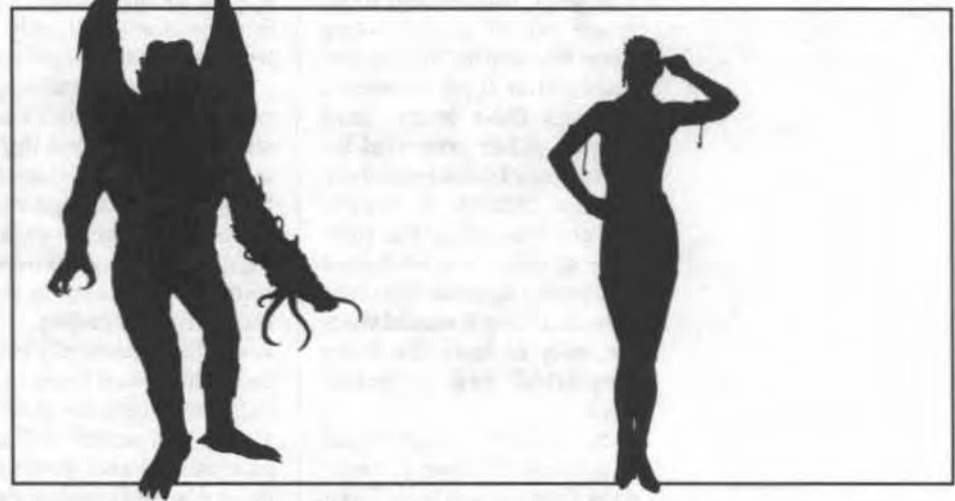
Equipment: Standard equipment: pain weapon (varies); leather bodysuit, armor value TOU+2/22; and three of the following: barbed lash, damage value STR+3/19; scalpel, damage value STR+2/18; razor and chain, damage value STR+3/19; spiked club, damage value STR+4/20; razor darts, damage value STR+2/18

Note: Incapable of suffering physical damage (wounds appear, but no effects are registered). Vulnerable to spiritual, psionic and magical attack as normal.

DOMAIN



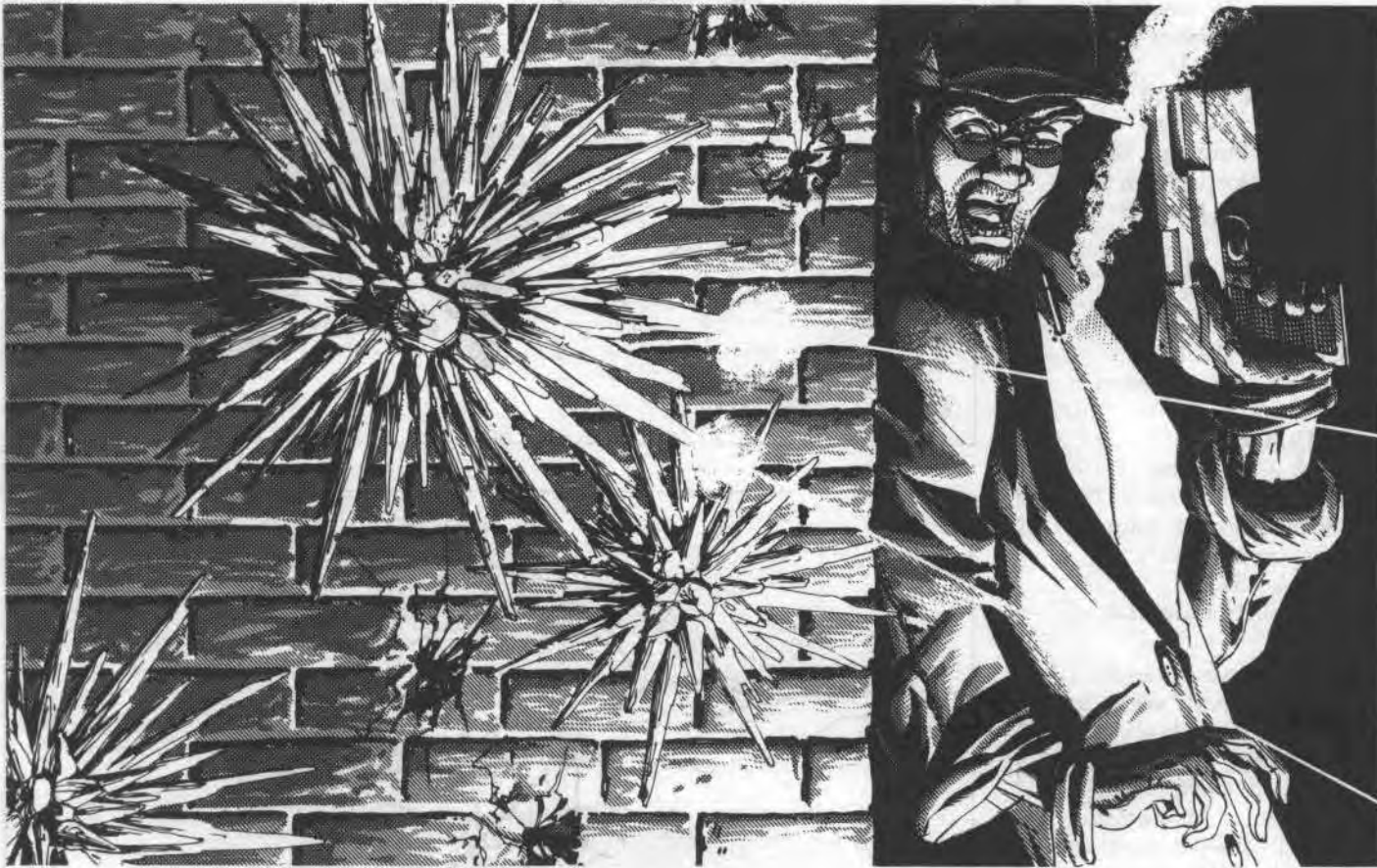
SIZE REFERENCE



Discovered by
Patrick Flanagan



SEMTH



K. Waller



Semths are crystalline creatures, roughly 80 centimeters in diameter, that appear to be made out of spines. They have the ability to concentrate either light or sound through their bodies and project either powerful laser or sonic blasts from their spines. Many a Storm Knight has made the mistake of using sound-based weaponry against this creature, thinking it would shatter, only to have the force amplified and reflected back.

Semths are always found in groups of three, for reasons that are unclear. They

prefer to travel during the day, using sunlight as a weapon. Traveling at high speeds, the light reflecting off their bodies makes them appear as tiny, bright stars. Semths are constantly active and do not need rest.

In combat, semths concentrate their attacks on a single target. When light is available, they will use their laser attack. Damage varies based upon the amount of light available: darkness, 0; rain, 4; overcast, 6; early morning/evening, 12; noon, 18; unnaturally bright light, 20. When there is not sufficient light for such an attack, the semth will amplify sound and direct it at their foe (minimum dam-

age value 10).

One tactic of the semth is for one to absorb sound waves and redirect them at a second, who amplifies them and adds +4 to the damage value. It then beams the sound at the third member of the triad, who adds another +4 to the damage value. In this way, damage value of sonic attacks can be boosted to 18. It takes one round for each of these amplifications to take place.

Domain

Semths are found throughout the central portion of the realm. They prefer open areas and avoid the indoors and dark, shad-



owy areas.

There have been no reported migrations outside of the realm, nor any sightings in the cosm.

Semth

Reality: Tharkold

DEXTERITY 9

Dodge 12, energy weapons 15, flight 14

STRENGTH 6

TOUGHNESS 9

PERCEPTION 9

Find 11

MIND 6

Test (15), willpower 9

CHARISMA 6

Charm (15), persuasion

(15), taunt (11)

SPIRIT 7

Intimidation (15)

Additional Skills: two

at +1 adds

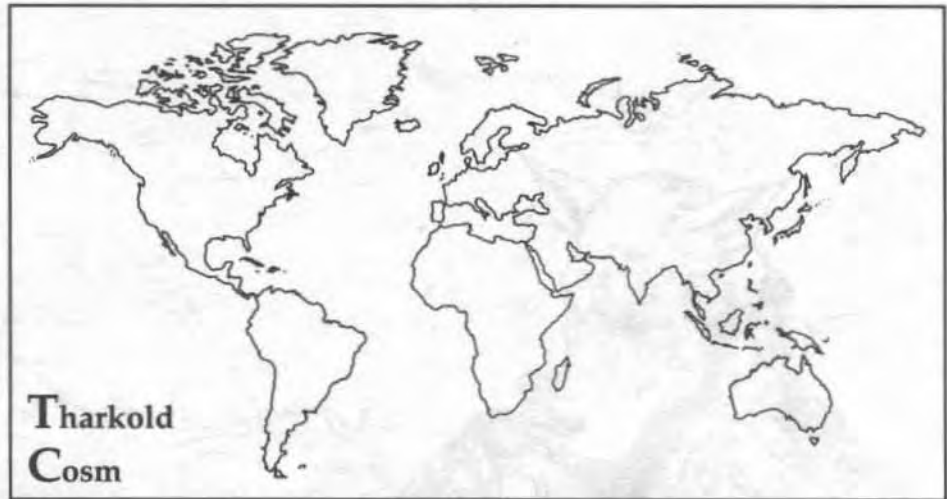
Possibility Potential:

some (13)

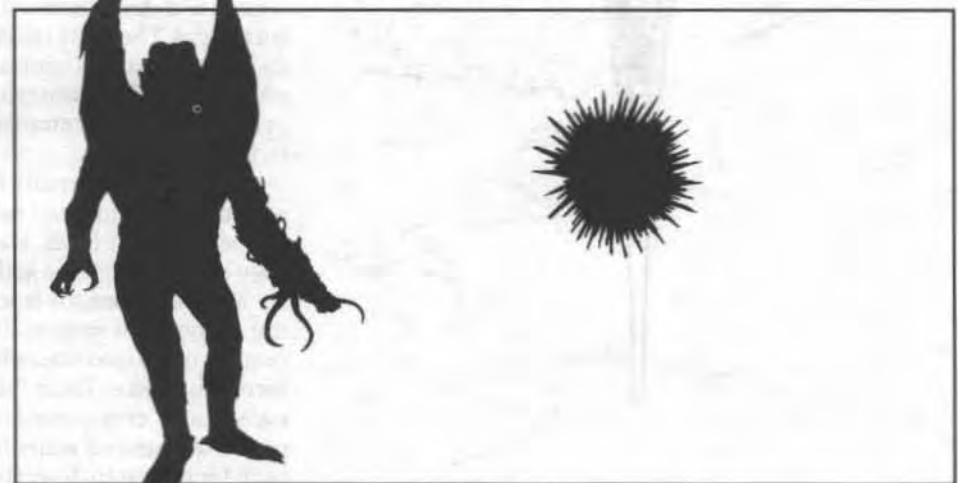
Natural Tools: flight, speed value 10; laser attack; sonic amplification. Both attack forms have ranges of 1-50/200/400

Note: Immune to light- and sound-based attacks.

DOMAIN



SIZE REFERENCE



Discovered by
Sean Sherman



SENSOR



P. Venters



These relatively mundane creatures (by Tharkoldu standards) have been used throughout the cosm of Tharkold since the terrible quakes of the Spasm. A sensor is a cybernetic construct which incorporates a particularly sensitive animal (normally a dog) as part of a complicated array of devices designed to detect seismic disturbances. The body used is cadaverous and in constant pain from the numerous cybernetic devices attached to it.

Sensors are normally inserted into the ground near suspected fault lines. Here they monitor seismic activity and warn sensor tracking stations of impending quakes up to two hours before they strike. Their "signals" are composed of coded whines and yelps, too high for the ear to detect but capable of causing severe

mental damage to humans. (Not surprisingly, the demons find the signals most stimulating and treat them as music.) The Race slave specialists that monitor sensors have been cybernetically "adjusted" to allow them to survive constant exposure to the transmissions — in truth, there is little of their humanity left. (Cyborth are often used for these duties — see individual entry.)

Excess sensors are often grafted into the demons' pain sculptures, so beware — in Tharkold, even the scenery is potentially lethal.

Recently, modified sensors have been placed around industrial sites in the hope of detecting forcefoots. In addition, miniaturized sensors are being developed as intruder detection devices. Their effectiveness thus far has been limited, but the demons' love of the macabre keeps them trying.



kold cosm. Several have been placed at potential trouble spots along the San Andreas fault. Recent readings have been skewed by the violent quakes taking place in the eastern Living Land.

Sensor

Reality: Tharkold

DEXTERITY 0

STRENGTH 0

TOUGHNESS 8

PERCEPTION 15

Evidence analysis 18,
find 18

MIND 5

CHARISMA 5

SPIRIT 7

Cyberpsyche 15,
intimidation (12)

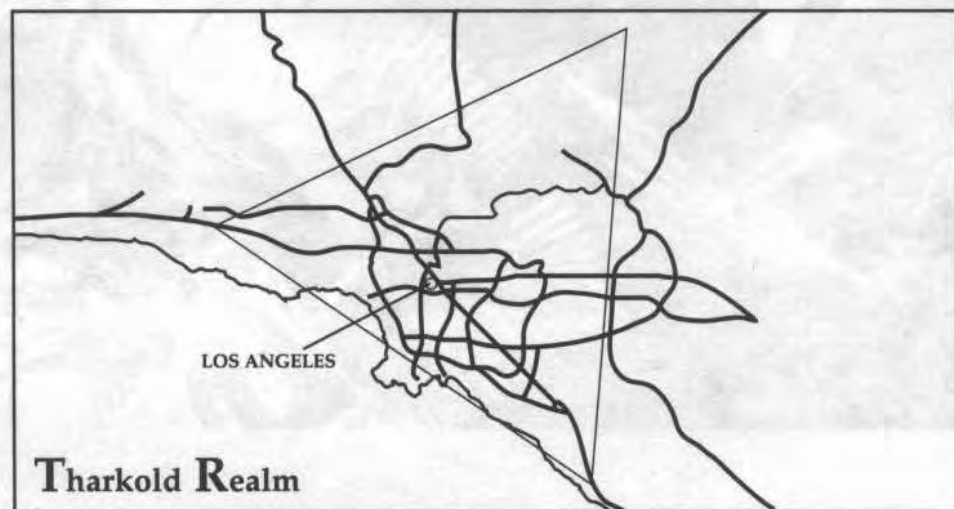
Possibility Potential:
none

Note: Sensors cannot be charmed, persuaded, taunted, or tested.

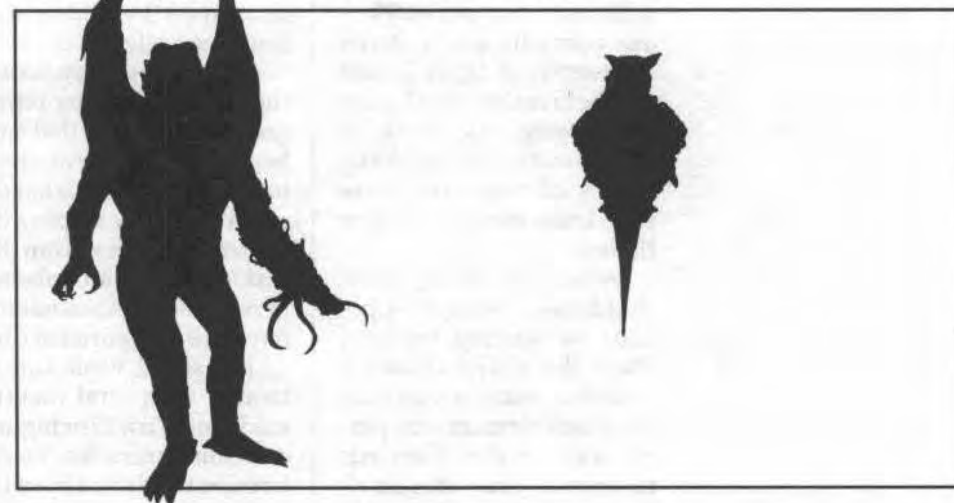
Natural Tools: The cry of a sensor is beyond the range of human hearing, but when its transmissions are tapped into, severe damage can result. A human exposed to the signals sent by a sensor suffers mental damage value 16 per round. This is particularly dangerous because often one does not realize that damage is being done until it is irreparable.

Equipment: Nanocord, Cybercoder, Touchmike, Touchbooster (+3 to Perception already added), Biostat, Nanodoc, long-range radiotalker (advanced system with a range of 1000 km), nutrient battery (unique system designed to absorb nutrients from surrounding earth to maintain health of the sensor and power its equipment). Cyber value: 16.

DOMAIN



SIZE REFERENCE



Discovered by
Pete Venters





K. Waller



Shards are centimeter-long crystal-line insectoidish creatures with thousands of legs. They are normally encountered in swarms of 10 to 20 and are the creation of a Demon Lord named G'thrack. A shard swarm will attack any source of heat, and have been known to fly into open flames.

When attacking, each shard tries to sting its opponent by landing on him. Once the shard causes a *wound* or better, it injects an occultech virus into the person and then dies. The virus thereupon generates an *alteration magic* total (base skill

value 10) against a difficulty of the target's *willpower*. If successful, the virus grafts itself to the subject's DNA. If unsuccessful, the virus is destroyed by the body's immune system.

Once it has taken root in the body, the virus reprograms the cells so that each begins to grow razor-sharp metallic shards. This has the effect of slowly ripping the victim to pieces from the inside out — an infected person suffers a *wound* each day until he is cured or dies.

The shard virus can be treated with viral therapy medicine (*Tech 23* or higher) or healing miracles. To determine the difficulty of the *medicine* total, add +4 to the

appropriate DN on the Medicine Chart on page 56 of the *Torg Rulebook*. The difficulty for *healing miracles* is 24.

To prevent their own invention from attacking them, Tharkoldu occultechs developed the ShardChip. A ShardChip causes a shard swarm to ignore the user. Unfortunately, all such chips self-destruct upon the user's death, so none has ever been recovered intact.

It is known that some techno-demons have had special crystal cyberlimbs (called "swarmware"). Having all the benefits of regular cyberware, these limbs are also factories for producing shard swarms. Each limb



can hold a ten-shard swarm. This swarm remains inactive until released by the user. After a swarm is released, it takes a full day to regrow one. As with the Shard Chips, the swarmware self-destructs upon the death of the user.

Domain

Shards are found throughout the Tharkold realm, but are exceedingly rare in the cosm. They are most prevalent in the Long Beach area. Shards prefer the outdoors, often burrowing into the sand and waiting to fly out and attack unwary passersby.

Shard

Reality: Tharkold

DEXTERITY 13

Dodge 15, flight 16, maneuver 13, stealth 13, unarmed combat 16

STRENGTH 2

TOUGHNESS 17

PERCEPTION 10

Find 12, tracking 12, trick (15)

MIND 2

Test (15), willpower (10)

CHARISMA 2

Persuasion (15), taunt (14)

SPIRIT 4

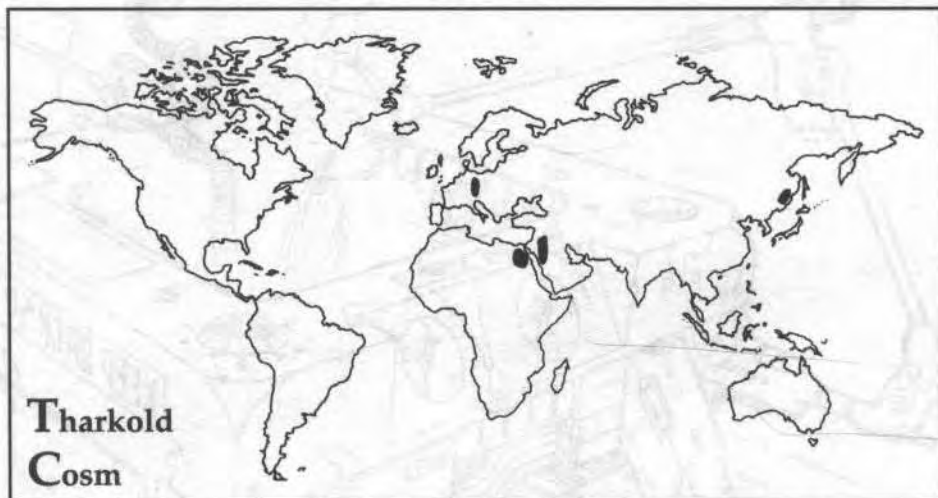
Intimidation (14)

Possibility Potential: none

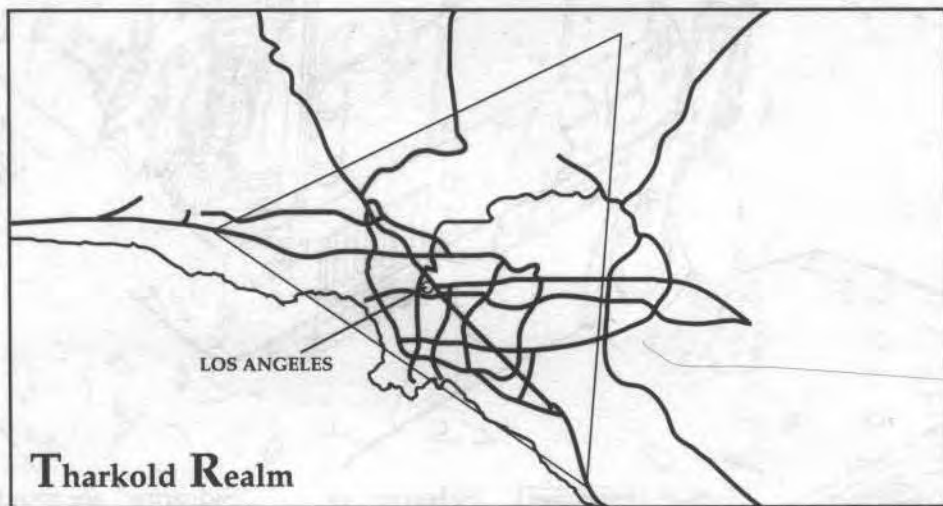
Natural Tools: stinger, damage value STR+10/12; infection, see description in text.

Note: Shards cannot be charmed.

DOMAIN

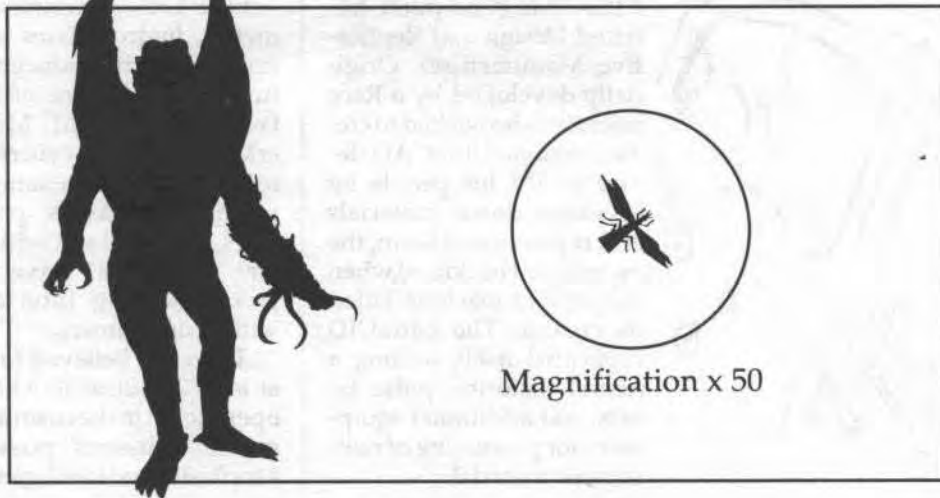


Tharkold
Cosm



Tharkold Realm

SIZE REFERENCE

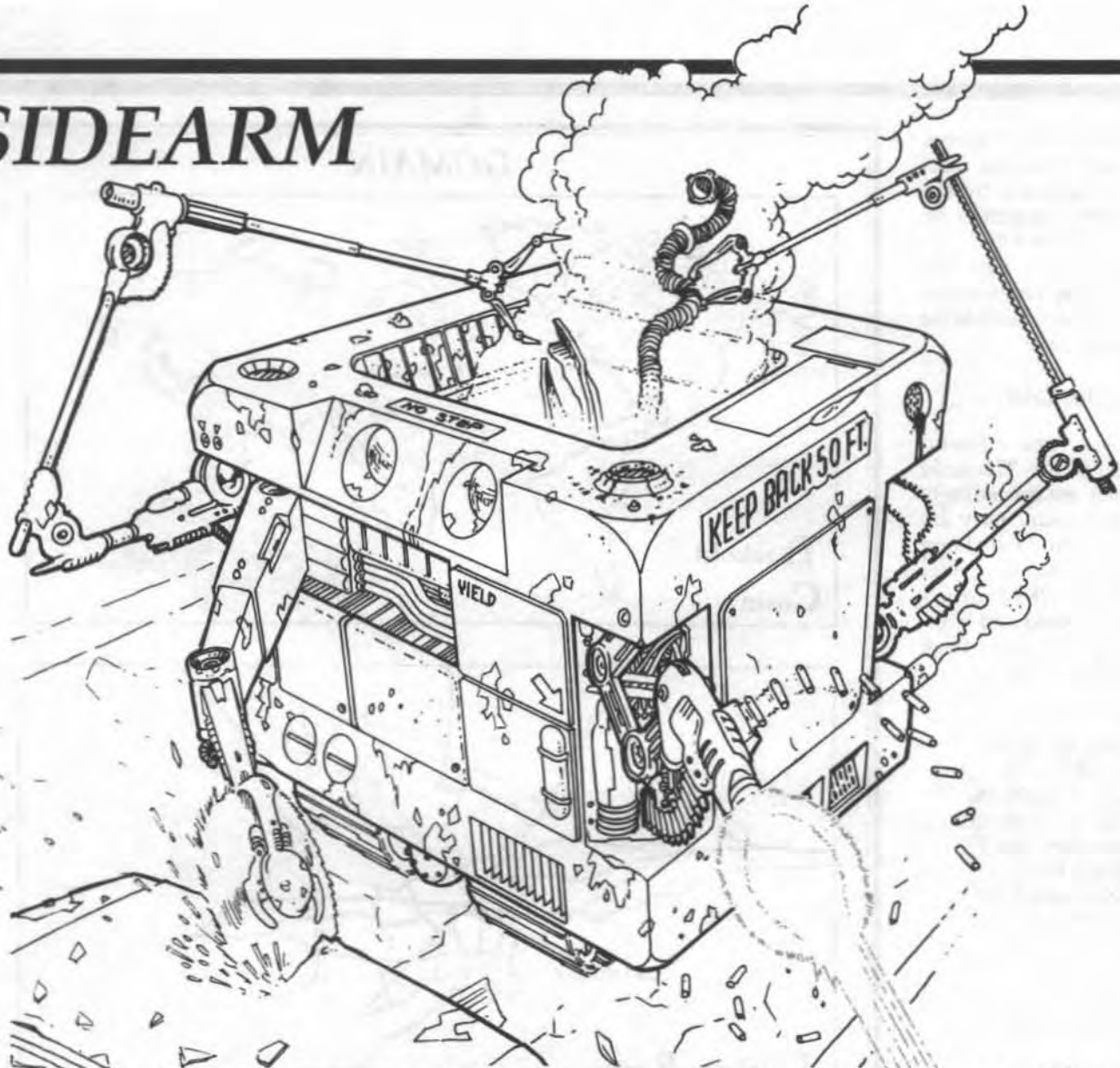


Magnification x 50

Discovered by
Jeffrey Hersh



SIDEARM



"Sidearm" is the nickname given by the Race to the self-aware devices known as UltraCIDARMS (Computer Initiated Design and Replicative Manufacture). Originally developed by a Race scientist who wished to create a mobile UltraCAD device to aid his people by breaking down materials and reprocessing them, the experiment backfired when the sapient machine killed its creator. The UltraCID replicated itself, adding a neural distorter, pulse lasers, and additional equipment for processing of non-organic material.

"Sidearms" are roughly six meters long, six meters wide and three meters tall, with a bewildering array of tools and processing units on its exterior. The tracked vehicle gathers samples of metals, hydrocarbons and ceramics to reproduce the functioning of nine of the twelve types of MakerMods: ceramics, cybernetics, electronics, machining, plasmatics, plastics, polymers, structural and vehicular. "Sidearms" have no jacks allowing interface with programmers.

There are believed to be at least 20 UltraCIDARMS operational in the cosm and realm. "Sidearms" possess a sophisticated intelligence,

but the motives for their actions remain unknown. Their actions appear erratic to observers, working toward goals known only to them. They are as likely to ignore a party of Storm Knights as they are to brutally slay them for the non-organic material they carry. No attempt at long-range communication with a "Sidearm" has succeeded, though they have the ability to electronically dictate short commands in the language of the Race (i.e., "Get out of the way," or "Give me your equipment.")

There are rumors of UltraCIDARMS with the power of flight or the ability to function underwater,



but these have yet to be confirmed. If they do exist, they would have to have been created specifically by another "Sidearm" for its particular purpose.

Perhaps in a throwback to its original program, no UltraCIDARM has ever been known to kill a Race member. They will attack and render them unconscious if they get in the way, however.

Domain

"Sidearms" wander the Tharkold realm and cosm, occasionally replicating themselves but generally going about their own destructive business. Few have wandered outside the stelae boundaries.

Sidearm

Reality: Tharkold

DEXTERITY 10

Energy weapons 18,
maneuver 16

STRENGTH 25

Liftng 27

TOUGHNESS 25

PERCEPTION 11

Evidence analysis 12,
find 20, land vehicles
17, tracking 13

MIND 14

Science (computers) 20,
survival 16, UltraCAD
operation 24

CHARISMA 4

Charm (30), persuasion
(30), taunt (25)

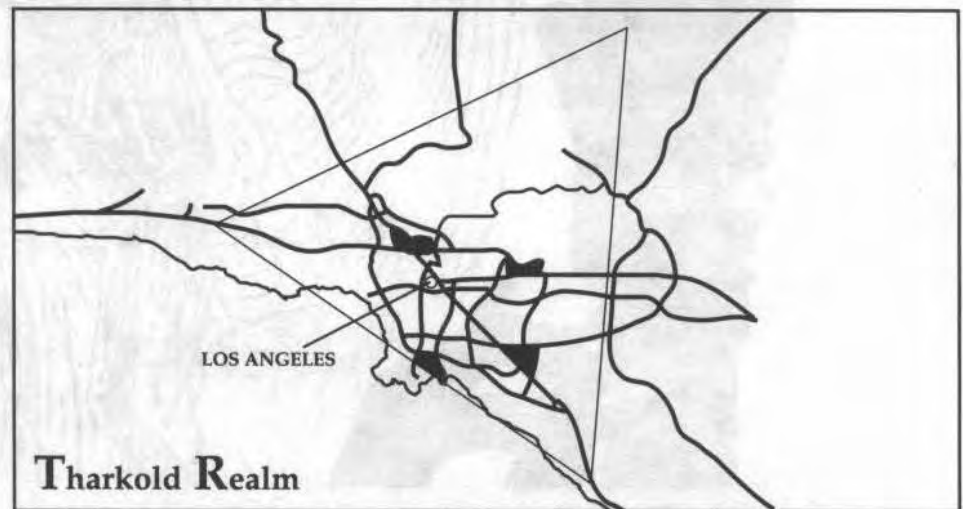
SPIRIT 9

Intimidation 14

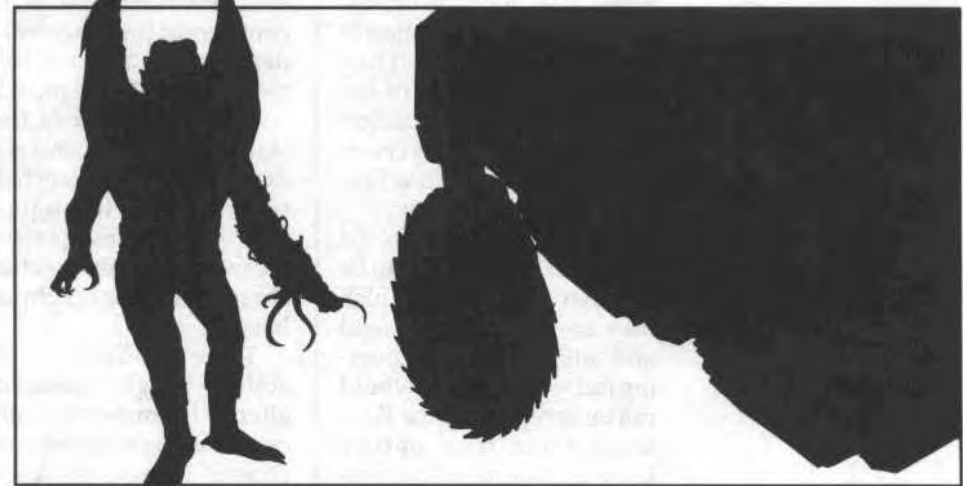
Possibility Potential:
none

Equipment: Bith/42
neural distorter, stun damage value 30, ammo 50, range 5-15/30/—; pulse lasers (2), damage value 28, ammo 50, range 3-25/100/150; speed value 12

DOMAIN



SIZE REFERENCE



Discovered by
Ronald Lundeen



SIMMULID



M. Andrews



Simmulids are genetically engineered humanoids created by the Tharkoldu, for the purpose of deep-cover infiltration of Race strongholds. They have the advantage of being harder to spot as different than their cyborg counterparts, along with a limited chameleon ability.

Simmulids average 1.8 meters in height and can be of either sex (a factor which they are unable to change) and any skin color. Knowing full well that they would not be accepted by the Race were their true nature known, none have any compunction about betraying

the humans.

Simmulids' chameleon abilities come from two sources. The first is their genetic makeup, which allows them to change the contours of their face by the detachment and reattachment of their facial muscles and the alteration of their skin color. The second is an assortment of nanotech devices located throughout their body. These perform the more difficult structural changes, such as height and hair color.

There are limits to this ability. Height cannot be altered by more than plus or minus five centimeters. Drastic changes in skin or hair color can take up to

two weeks. Major changes to the facial structure can result in damage to the simmulid if they are performed too swiftly.

When in combat, simmulids can make rapid changes in appearance on a *disguise* total of 20. If the roll is failed, the transformation does not take place and the number of points by which the check failed are read as damage taken by the simmulid. If the change is successful, the transformation acts as an *intimidation* attack on the target with a value of 20. Seeing through a simmulid's transformation requires an *evidence analysis* or *Perception* total of 15.



No check is needed for changes that occur over time.

Domain

Simmulids can be found in Race strongholds both in the cosm and in the realm. Some may have been working with the Race for years, making identification of them difficult.

Simmulid

Reality: Tharkold
DEXTERITY 10

Dodge 14, energy weapons 12, fire combat 12, maneuver 12, melee weapons 11, stealth 11, unarmed combat 13

STRENGTH 13

Climbing 14

TOUGHNESS 14

PERCEPTION 7

Disguise 18, find 11, trick 10

MIND 6

Survival 11, test 12

CHARISMA 10

Charm 13, persuasion 12, taunt 12

SPIRIT 6

Intimidation 14

Additional Skills: two at +1 adds

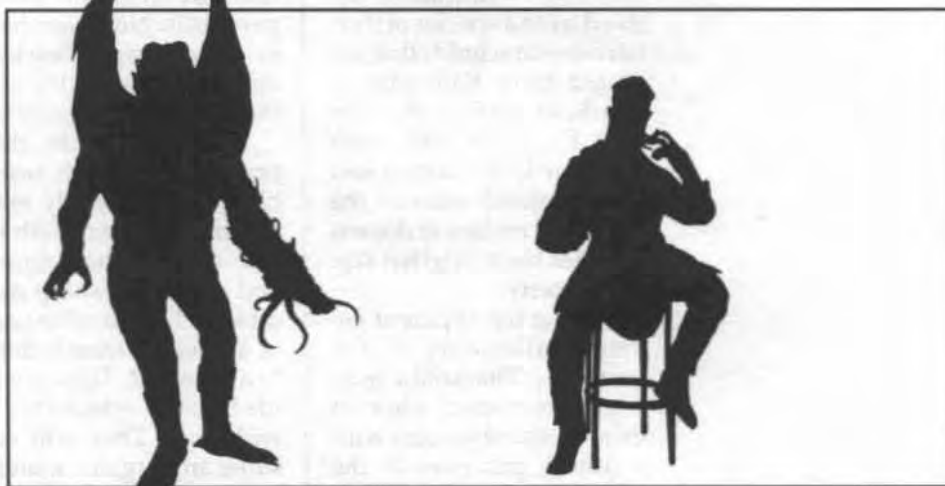
Possibility Potential: some (40)

Natural Tools: claws, damage value STR+3/15; teeth, damage value STR+2/14; chameleon ability, value CHA+5/15

DOMAIN



SIZE REFERENCE



Discovered by
Sam Thornton



SKITTERS



S. Rosema



The large cybernetic spiders known as skitters were originally derived from a species of tiny, harmless arachnids that migrated from Kadandra to Tharkold during the Sim War. Exposure to the high radiation levels in the Dead Lands caused some of the spiders to mutate to dozens of times their original size and ferocity.

Noting the apparent genetic malleability of the creatures, Tharkoldu gen-engineers treated some of these mutated spiders with occultech processes in the hopes of creating a new bio-cyber weapon against the

Race. Unfortunately, the experiment failed, resulting in a breed of vicious, high-tech arachnids with a permanent case of cyberpsychosis. Now, hordes of skitters ravage Tharkold, devouring everything in their path.

Skitters grow to about one meter in length, resembling large, spindly silver and black spiders with visible cyber-enhancements and extremely sharp mandibles. They travel in packs of anywhere from a dozen to a hundred. Their goal in life is to eat, which they do with zeal. They will consume any organic material they can find (except, apparently, each other) and are

nearly always hungry. A group of skitters can reduce a man to bones within one minute. But skitters don't stop at the bones ...

Skitters are nomadic, moving from place to place as the food runs out. When living prey is spotted, skitters enter a "hide and stalk" mode and attempt to quietly surround their intended victim, then leap upon them. In combat, skitters act as cyberpsychosis victims suffering from rage — that is, they attempt an *all-out attack* every round. Skitters fight to the death and are therefore immune to *break* results. Treat such situations as *setbacks*.



Domain

The first (and so far only) sighting of skitters in the realm has been in Compton, where a hundred of the creatures descended upon a convenience store and devoured everything — and everyone — inside. They are sure to spread throughout Los Angeles as time passes.

Skitters

Reality: Tharkold

DEXTERITY 12

Dodge 14, long jumping 15, maneuver 14, stealth 16, unarmed combat 14

STRENGTH 10

Climbing 16

TOUGHNESS 9

PERCEPTION 10

Trick (12), tracking 15

MIND 4

Test (18)

CHARISMA 4

Taunt (15)

SPIRIT 4

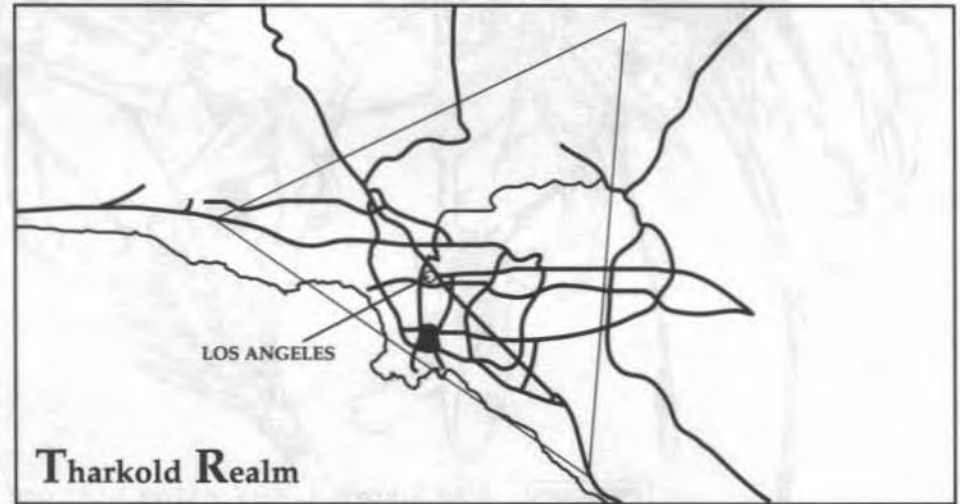
Intimidation (25)

Possibility Potential:

none

Natural Tools: mandibles, damage value STR+5/15; Darksight visual system (see normally in darkness); interdermal plating, armor value TOU+2/11; cyberlegs (four pairs), increasing *running* and *long jumping* limit by +3. Cyber value: 6.

DOMAIN



SIZE REFERENCE



Discovered by
Steve Stelter



SPASM FAERIE



D. Plunkett



Also known as the "Spasm sprite" or the "twisted faery," Spasm faeries are believed to be loosely related to the nature elementals that lived on Tharkold prior to the cataclysmic upheaval referred to as the "Spasm." All sightings of such beings halted after the ecoshattering.

Roughly ninety years after the Spasm, Tharkoldu researchers began to record sightings of diminutive creatures. But rather than benevolent children of nature, these were malevolent beings with a drive to eliminate all that lived.

Although their powers

vary widely from one to another, they seem to share a common physical form. They are roughly 10 to 20 centimeters in height, with features that mingle those of the Race and the Tharkoldu. All are deformed — Race researchers believe that their forms mirror the warped ecology of Tharkold.

Spasm faeries have powerful magical abilities, which they use with equally devastating effect on the Race and techno-demons. In addition, their physical strength is formidable for creatures so small, and a few have exhibited nasty claws and teeth when backed into a corner.

Domain

Spasm faeries can be found throughout the cosm of Tharkold, but their only appearances in the realm have been in the Compton area. It is believed that some may have allied themselves with Garthak during his abortive rebellion against Jezrael, and abandoned him when it became clear he would lose his struggle with Thratchen.

There are rumors that some Spasm faeries may have made their way to Aysle, where they are spreading their poisonous view of life to some of that realm's faerie folk. With recent events in Aysle, many of the formerly benevolent



faeries have lost faith in the Light and may be ripe for conversion to this way of thinking.

Spasm Faerie

DEXTERITY 12

Dodge 15, maneuver 16, stealth 18, unarmed combat 18

STRENGTH 13

Climbing 15

TOUGHNESS 18

PERCEPTION 15

Alteration magic 20, find 17, trick 19

MIND 15

Conjuration magic 19, survival 17, test 19, willpower 17

CHARISMA 10

Charm (19), persuasion (20), taunt 16

SPIRIT 10

Intimidation 16, reality (Tharkold) 14

Possibility Potential:

all

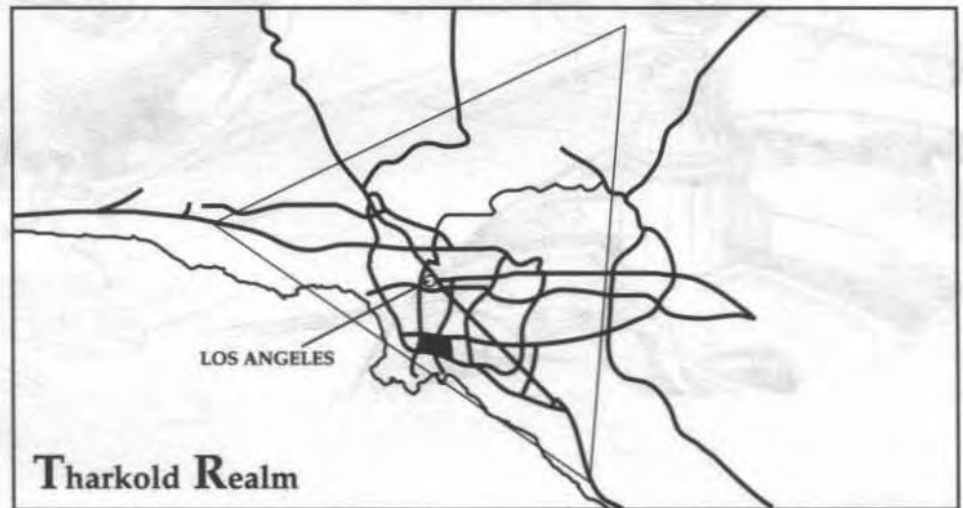
Arcane Knowledges: *living forces 8, entity 8*

Spells: *disguise self, attack dominant, foeblaster, horrifying arrival, pleasure flip*

Natural Tools: varies

Equipment: varies

DOMAIN



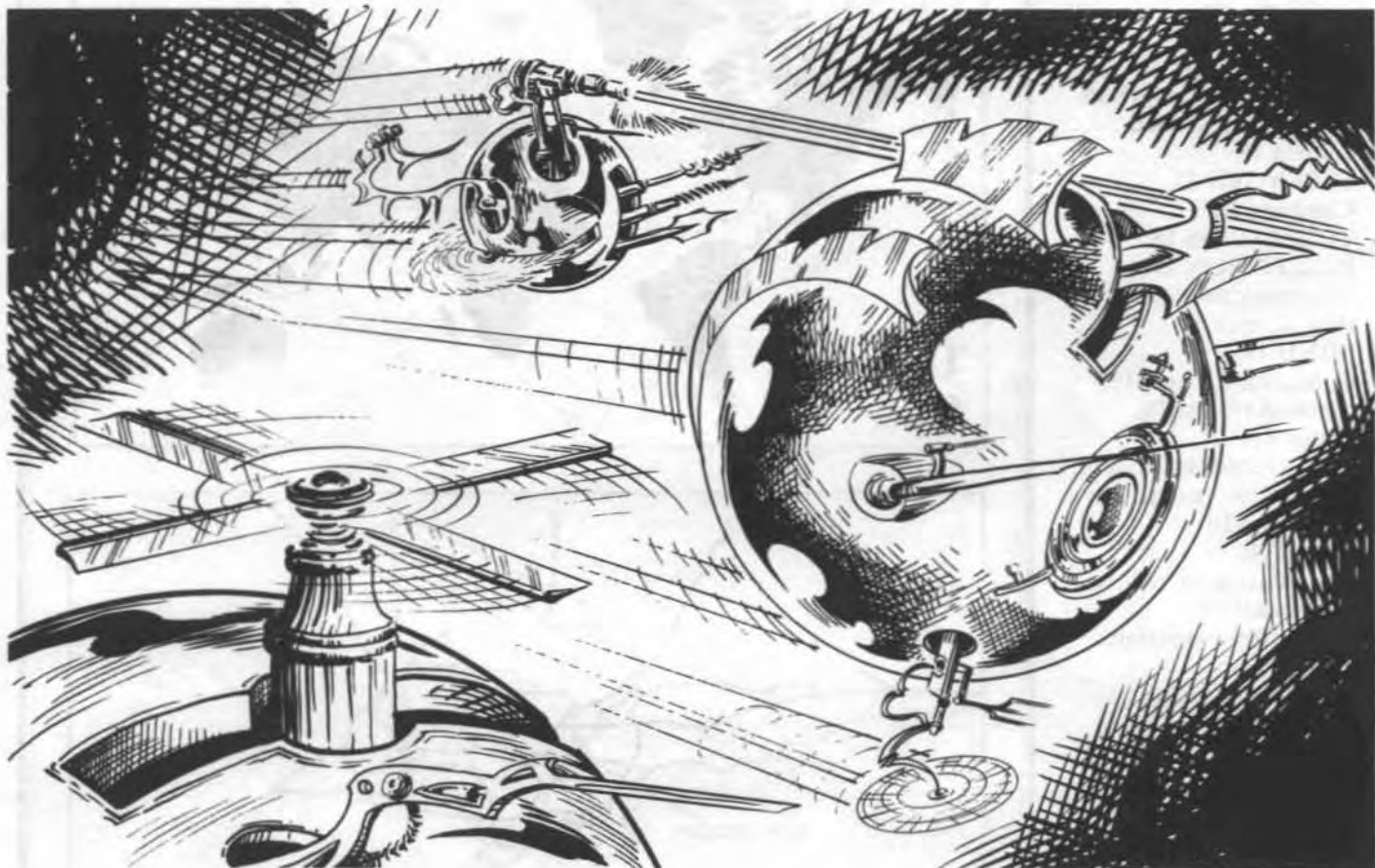
SIZE REFERENCE



Discovered by
Mike Cone



SPHERE



S. Rosema



Small, fast, metallic, and very, very deadly, with a size and a weight approximating that of a baseball, these occulttech devices pack a considerably more lethal punch. Whether it is partially organic or totally non-living is unknown.

Each sphere is highly maneuverable, being able to accelerate from a dead hover to its full speed almost instantaneously. When stalking prey, the spheres make use of infrared scanners and sensitive motion sensors. Having been programmed with a limited cunning, they are

not easily outwitted. Unlike organic creatures, spheres do not tire and can be exceedingly patient while waiting for a target to emerge from his hiding place.

A sphere manages to pack an arsenal of weaponry into its tiny form by utilizing its *alteration magic* skill. Whenever a new weapon mode is desired, an aperture appears on its seamless surface allowing access. If at range, the sphere will employ a high energy laser beam. Spheres usually prefer getting into melee combat, however, as they have been primarily designed as "gore machines."

Spheres on strafing runs usually use monofilament-edged rotary buzzsaws that can pop out of the sides. For a more direct assault, the whirling drill-bit attachment is perfect for a full-speed collision with an unprotected forehead. If the sphere achieves a *wound* result on a ramming attack, then it has embedded itself and can continue to inflict damage value 22 per round. (A *Strength* total of 16 is required to remove the sphere.) A sphere can generate intense heat on its surface, with which it can attempt to burn through barriers or people foolish enough to try and grab it.

Fortunately, spheres are



generally solitary in nature, but up to three spheres have been known to work together when the need arose.

Domain

Spheres can be found anywhere within the bounded stelae area of Los Angeles, as well as in some portions of Berlin. In the cosm, they can often be found in the Free Nations of Aurioch and Kham.

Sphere

Reality: Tharkold

DEXTERITY 14

Dodge 20, energy weapons 16, flight 20, maneuver 15, melee weapons 16

STRENGTH 16

TOUGHNESS 20

PERCEPTION 15

Alteration magic 18, evidence analysis 16, find 17, tracking 17, trick 16

MIND 12

Apportation magic 16, test 17, willpower 17

CHARISMA 10

Taunt (14)

SPIRIT 11

Intimidation 15

Possibility Potential:
some (25)

Skill Notes: Immune to shock and K/O.

Natural Tools: Flight, speed value 16

Equipment: Hidehunter (*find*+3); Heathhunter (*find*+3 in the dark); Sharpsight (+2 to all *Perception* checks using vision); integral laser, damage value 25, ammo 50, range 3-50/100/200; mono-filament blades, damage value 20; drill-bit, damage value 22; heat field, damage value 20. Cyber value: 6.

DOMAIN

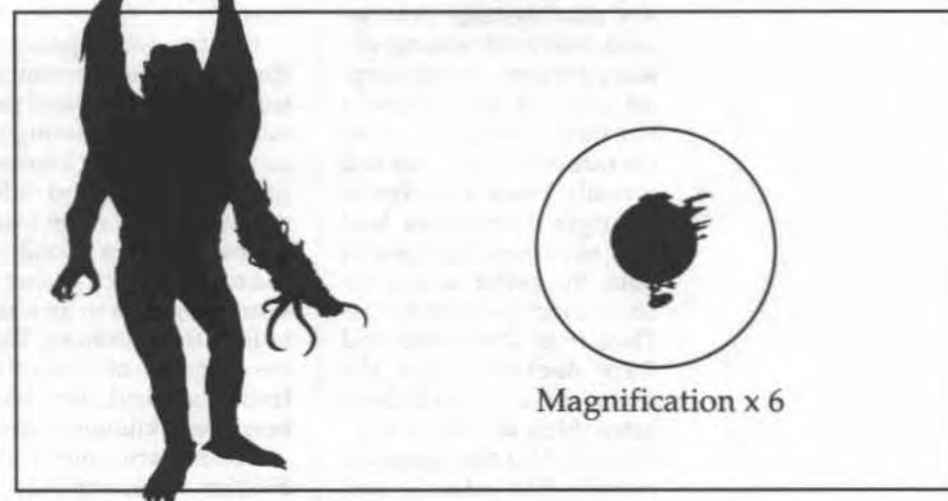


Tharkold
Cosm



LOS ANGELES
Tharkold Realm

SIZE REFERENCE



Magnification x 6

Discovered by
Nick Corkigian



SPRITES



J. P. Lona



Sprites are magical creatures who, for reasons of their own, have taken up residence in the Tharkoldu Grid. They are mischievous demons who delight in leading unwary deckers into the deepest parts of the computer net, then abandoning them. On rare occasions, they will actually point a decker in the right direction or lead him to a treasure trove of data, the better to lure intended victims in the future. They treat Tharkoldu and Race deckers much the same, and as a result, both sides think the other is responsible for the creatures' introduction into the network.

Sprites appear as small, sexless humans, no more than 1.2 meters tall. They have glowing eyes that change colors frequently, and are able to travel along the data pathways at great speed.

Sprites are capable of slipping into equipment attached to the Grid, and particularly enjoy entering remote security cameras, linked terminals and video monitors. They often make appearances on monitors, as a matter of fact, posing as virus programs in an effort to frighten operators. They are capable of emerging from the Grid, but have never been known to do so.

Sprites are considered *entities* for purposes of spellcasting. As they are

magical constructs and have no true physical form as such, they do not have net values.

Jezrael had been planning to transfer some sprites into Nippon computer systems, but has discovered a slight snag: owing to their nature, sprites cease to exist if they disconnect in a realm whose *Magic* axiom is less than 10. This limits their utility in the war with Nippon.

Domain

Sprites can be found throughout the Tharkoldu Grid, with some having migrated into the GodNet. In addition, sprites can often be found residing in equipment attached to the



Grid.

Sprites have also made forays into Aysle, attracted by the high *Magic* axiom, but the lack of technology disappointed them and they returned to Tharkold.

Sprites

Reality: Tharkold

DEXTERITY 13

Acrobatics 15, dodge 17, energy weapons 14, maneuver 16, running 15, stealth 16, unarmed combat 15

STRENGTH 7

TOUGHNESS 14

PERCEPTION 12

Alteration magic 14, find 15, trick 16

MIND 8

Appotation magic 13, conjuration magic 13, science (computers) 16, test 10

CHARISMA 12

Persuasion 15, taunt 16

SPIRIT 8

Intimidation 12

Additional Skills: two

at +1 adds

Possibility Potential: some (32)

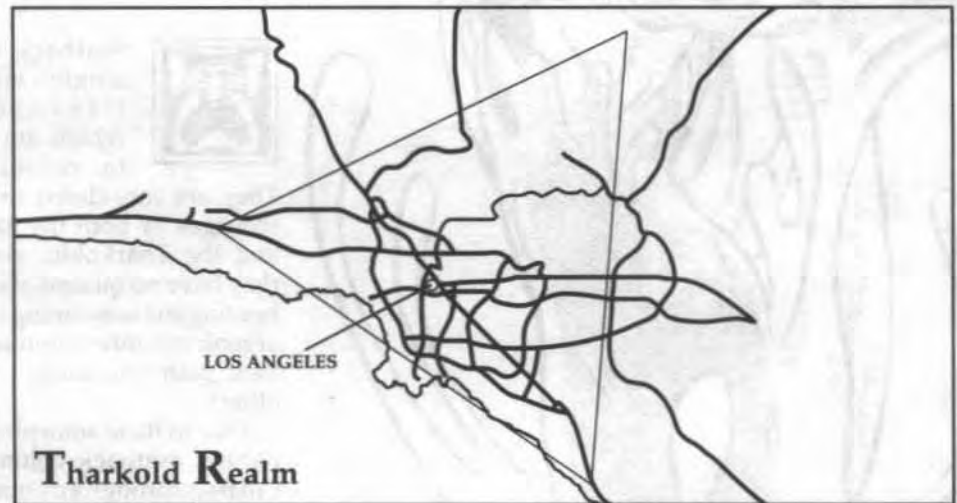
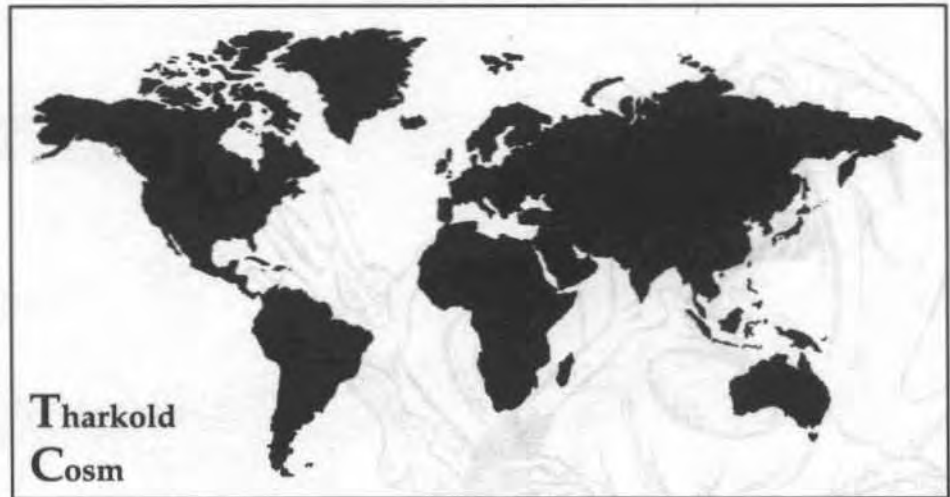
Arcane Knowledges:

metal 4, *fire* 4, any other three at +2 each

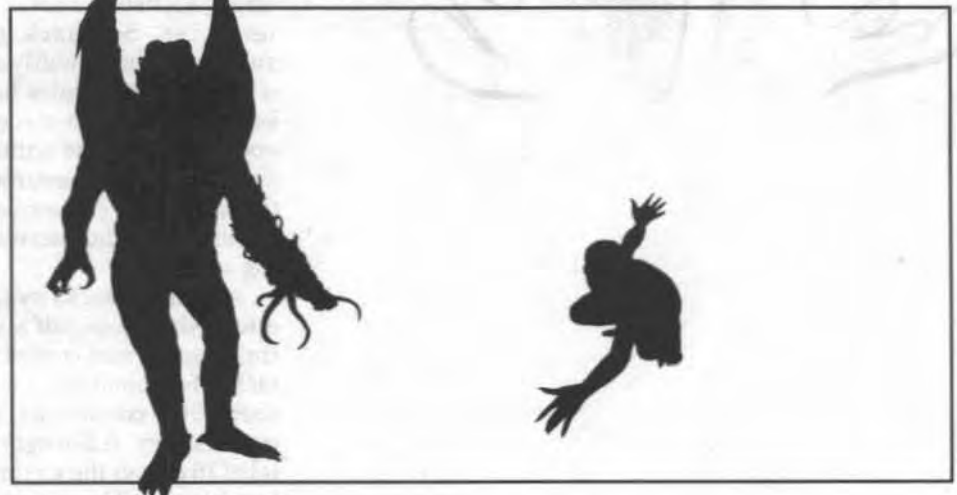
Spells: varies

Natural Tools: claws, damage value STR+4/11

DOMAIN



SIZE REFERENCE



Discovered by
Sam Thornton



SSATHACK



J. P. Lona



Ssathack are single-celled life forms which travel in colonies.

They are considered to be scourges by both the Race and the Tharkoldu, since they have no qualms about hunting and consuming any organic creature that crosses their path (including each other).

Due to their amorphous nature, ssathack colonies can pass through any opening larger than half a centimeter in diameter. While in water, ssathack resemble thin, multicolored oil slicks. On land, they resemble large jellyfishes, minus the tentacles. Ssathack can swim extremely swiftly and silently, and colonies have been known to exceed speeds of 30 knots without even disturbing the surface. On land, they can move as fast as average human walking speed.

A colony attacks by first attempting to engulf a victim (an *unarmed combat* attack). If a *wound* or better is scored, the colony has covered its prey. A *Strength* total of 16 allows the victim to free himself. The round af-

ter it engulfs its prey, the ssathack will flow into the person through any orifices or heavy wounds. Once inside, the creature releases digestive enzymes that begin dissolving the insides of the person (damage value 20 per round). These enzymes only break down organic matter and have no effect on metals, plastics, etc. The attacks continue until contact with the ssathack is broken or the creature is killed. Once this occurs, the victim ceases to take damage. A person killed by a ssathack is fully liquified and absorbed by the colony.

Armor adds are not taken into account during the dissolving attack. If a victim has some sort of protection that prevents the creature from getting inside them, the ssathack will disengage and try to find another target.

Ssathack are severely hampered when out of fresh water. Each round a colony is out of water, it suffers five shock points due to dehydration. The exception to this is when they are out of water in a heavy downpour.

When immersed in salt water, ssathack take a *wound*



per round. Fire-based attacks receive a +2 bonus to their damage value when employed against ssathack.

Domain

Ssathack were spawned in the toxic waterways of Tharkold and hunt all organic life in the areas where they live. Only a few of these monstrosities are known to have descended the bridge to the realm and are now living in the L.A. sewer system.

Ssathack

Reality: Tharkold

DEXTERITY 15/8

Dodge 16/8, maneuver

17/9, swimming 17,

unarmed combat 19

STRENGTH 15

Climbing 12

TOUGHNESS 12

PERCEPTION 10

Camouflage 17/11,

tracking 11/9, trick (12)

MIND 6

Test (12)

CHARISMA 5

Charm (16), persuasion

(16), taunt (15)

SPIRIT 8

Faith (Cult of the

Dominant) 11, intima-

dation (12), reality

(Tharkold) 13

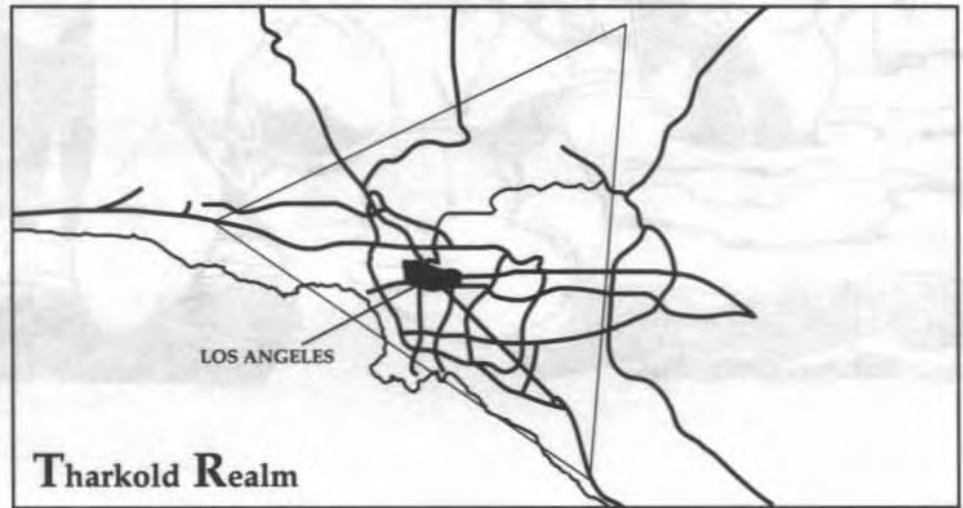
Possibility Potential:

none

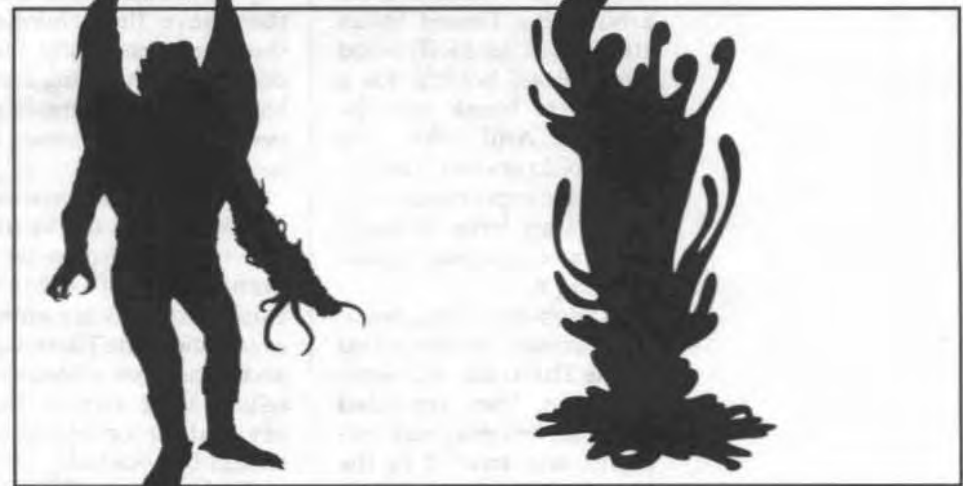
Natural Tools: dissolving attack, damage value 20

Note: Numbers before the slash refer to the colony's skill value while immersed in water. Numbers after the slash refer to the creature's skill value when out of water.

DOMAIN



SIZE REFERENCE



Discovered by
Jeffrey Hersh



STARLET



D. Plunkett



Even amid the chaos of the Possibility Wars, young women from around the United States still travel to Hollywood every year, hoping for a chance to break into the movies. And while the Tharkoldu are by no means the first to exploit such innocents, they have certainly developed a unique method of doing it.

Starlets are young, beautiful women brainwashed by the Tharkoldu into serving them. They are fitted with technomagical implants and trained in the use of spells to make them, in their way, devastatingly

powerful agents of chaos. The starlets use their charisma-enhancing magics to seduce powerful men (usually Storm Knights). Once they have them hooked, they cast *pleasure flip*. Suddenly, though kissing a starlet seems tremendously appealing, it also causes intense pain.

This contradiction weakens the will of the victims and makes them easier to manipulate. The brainwashed starlets are almost as sadistic as the Tharkoldu, and take great pleasure in telling their victims that, say, eating or breathing should be avoided.

The biggest problem starlets face is keeping their vic-

tims from trailing after them when they are in search of new prey. For that reason, they usually have a technodemon or two as allies to keep the tortured fools in line.

Starlets are normally not adept at physical combat, but one can often convince an opponent to fight on her behalf, given time. In general, starlets who are drawing unpleasant attention from too many Storm Knights will be disposed of to prevent the disruption of the entire operation.

Domain

There are no starlets present in the cosm of



Tharkold. In the realm, they tend to congregate in Beverly Hills and Hollywood, working their wiles on any Storm Knights (or other wielders of power) they come across.

Starlet

Reality: Tharkold

DEXTERITY 8

Dodge 9, stealth 9, swimming 9, unarmed combat 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 9

Alteration magic 13, find 10, scholar (Hollywood lore) 13, trick 10

MIND 8

Artist (actress) 9, test 11

CHARISMA 13

Charm 20, persuasion 20, taunt 18

SPIRIT 12

Intimidation 17

Additional Skills: three at +1 adds

Possibility Potential: some (35)

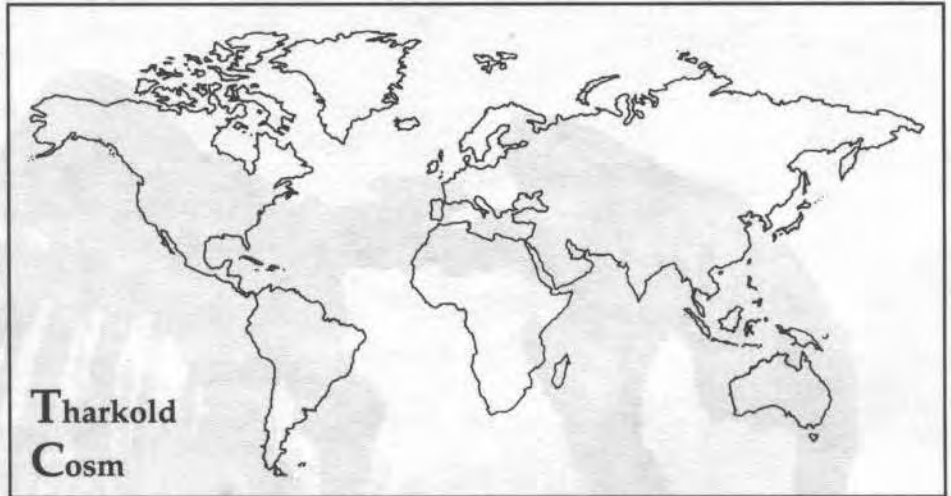
Arcane Knowledges: folk 3, living forces 5 on ExChips

Spells: pleasure flip, charm person, command obedience, enhanced aura, persuasion, increase charisma, snail wit

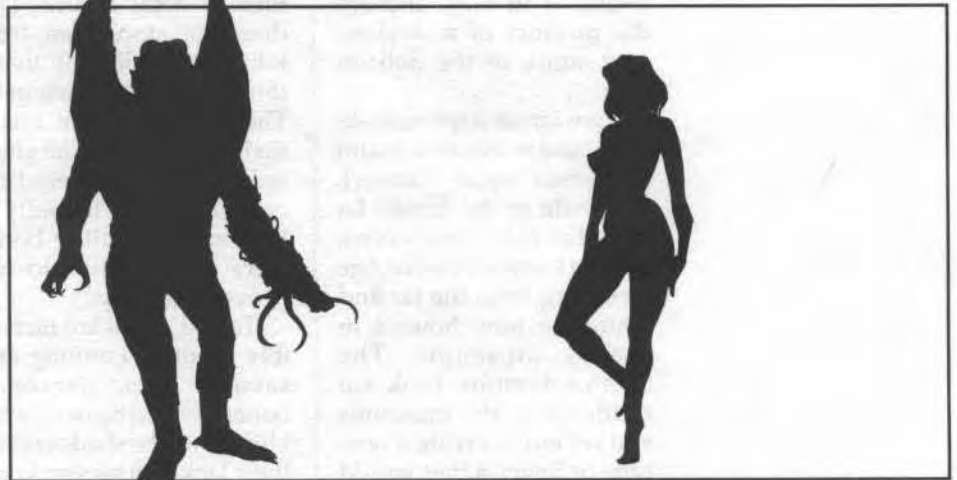
Equipment: Cyberware:

Nanocord, alteration enabler, 3-slot chipholder, folk 3 ExChip, living forces 5 ExChip. Cyber value: 9

DOMAIN



SIZE REFERENCE



Discovered by
Greg Farshtey



TAR PIT GHULS



K. Waller



These unliving monstrosities appeared shortly after the arrival of Tharkold in L.A., and are the product of a devious new strain of the Relictin virus.

Two Great Alphas seeking a base in this new realm happened upon Hancock Park, site of the famed La Brea Tar Pits. Here over a million fossils of the Ice Age were dug from the tar and many are now housed in nearby museums. The techno-demons took up residence in the museums and set out to create a new type of Relictin that would return life to the ancient

bones.

These new types of ghuls suffer from the same hunger as their human brethren, but cannot sate it due to their skeletal nature. This does not stop them from killing virtually any living thing that crosses their path. The virus has been modified to ensure that the ghuls will never be rendered comatose by their inability to feed and the brittle bones were strengthened to improve durability.

Tar Pit ghuls are incredibly stealthy, cunning and savage. Their darkened bones, stained brown by tar, blend with the shadows and their lack of lungs or vocal

cords means only a slight rattle of bones when they walk betrays their presence.

Tar Pit ghuls are immune to *charm* or *persuasion*, as well as *shock* and *KO* damage. Due to their skeletal nature, they are difficult to hit with ranged weapons (add +3 to the difficulty of efforts to hit with *missile weapons*, *fire combat* and *energy weapons*).

Domain

Tar Pit ghuls are commonly found within the Tharkold realm, in the area around the La Brea Tar Pits. None are known to have migrated to the cosm.



Standard Tar Pit Ghul (Mammoth)

Reality: Tharkold

DEXTERITY 8

Dodge 11, stealth 12,
unarmed combat 14

STRENGTH 26

Lifting 30

TOUGHNESS 28

PERCEPTION 4

Find 13, tracking 13,
trick (25)

MIND 4

Test 15 (25), willpower
25

CHARISMA 4

Taunt (25)

SPIRIT 5

Intimidation 20 (25)

Possibility Potential:
none

Natural Tools: tusks,
damage value STR+4/30;
teeth, damage value
STR+2/28

Standard Tar Pit Ghul (Sabretoothed Cat)

Reality: Tharkold

DEXTERITY 17

Acrobatics 18, dodge
20, long jumping 18,

maneuver 18, stealth 19,
unarmed combat 18

STRENGTH 18

Climbing 21

TOUGHNESS 19

PERCEPTION 4

Find 18, tracking 18,
trick (25)

MIND 4

Test 15 (25), willpower
25

CHARISMA 4

Taunt (25)

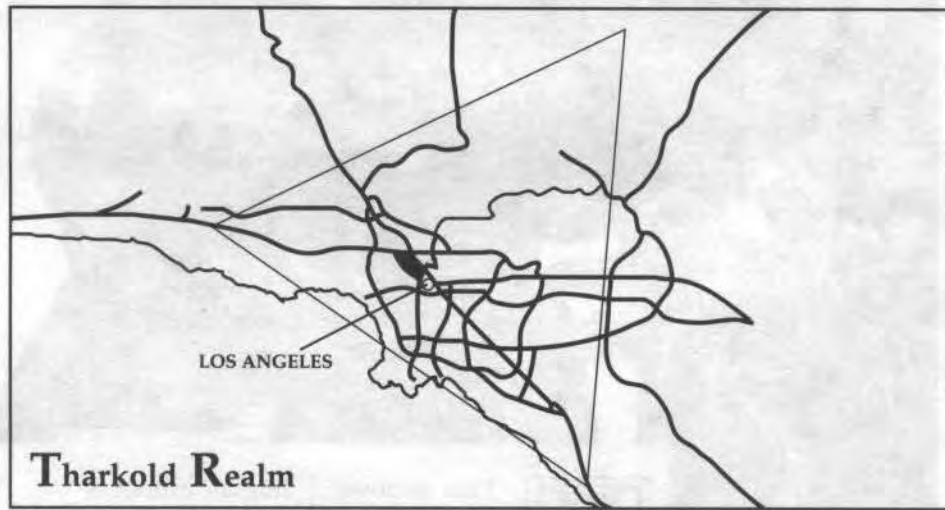
SPIRIT 5

Intimidation 20 (25)

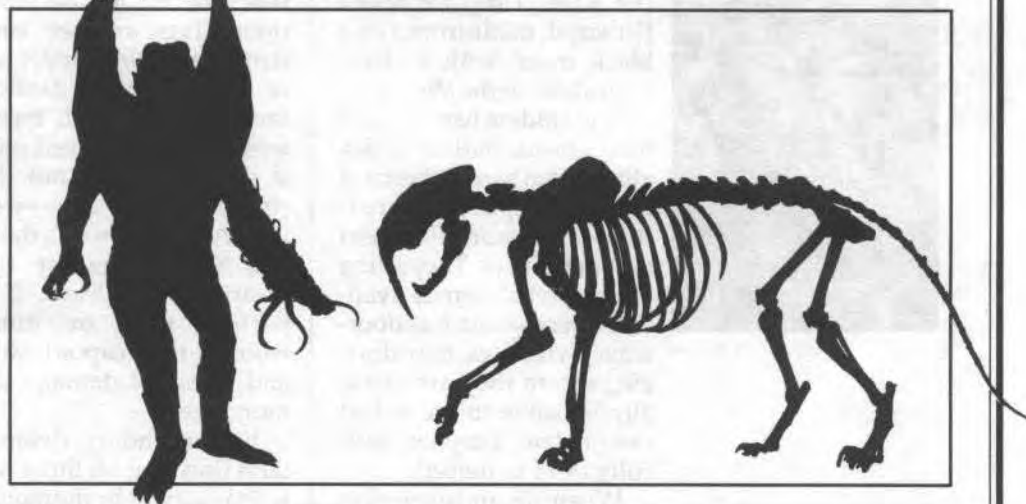
Possibility Potential:
none

Natural Tools: claws,
damage value STR+3/21;
teeth, damage value
STR+5/23

DOMAIN



SIZE REFERENCE



Discovered by
Clinton Wolf



THIN WIDOWS



Thin widows are artificial spider-like robots created by the Tharkoldu to harass and attack the Race. They are about fist-sized, made from a dull black metal with a silver hourglass on the abdomen.

The spiders have special mechanisms built in which allow them to mix chemical resins and spin out incredibly fine monofilament polymer chains. They string these "webs" across available openings such as doorways, windows, corridors, etc., where they are virtually invisible to the naked eye (*find* or *Perception* difficulty of 15 to detect).

When an unsuspecting

human blunders into the mono-web, he is cut to ribbons. The mono-web inflicts a base damage value of 22, plus the speed value that the character was traveling when he hit it. The webs themselves are not very strong and *fire combat* attacks will easily destroy them. Attacks with melee weapons will succeed only if the weapon is not destroyed by the mono-web first. Apply the web's damage value against the weapon's *Toughness*. If it suffers four or more wounds, the weapon breaks and does not damage the mono-web.

For secondary defense (and finishing off those not killed outright by the mono-

webs), thin widows have small fangs connected to sacs filled with a powerful neurotoxin. They often drop from walls or ceilings and use the poison to slay wounded or confused prey. The widows must cause a *wound* or better to introduce the venom, and then the toxin does damage value 18 per round (*medicine* total of 15 to nullify the venom). The widows have very rudimentary programming and generally resist interaction, although they have shown some vulnerability to *tricks*. They never attack techno-demons.

The demons often use thin widows when attacking Race settlements, releasing the spiders just before

J. P. Lona



the assault and allowing them to spin mono-webs across exits. This effectively disposes of any humans who attempt to escape the carnage.

The widows are powered by small energy cells that allows them to run for several days without requiring recharging. Some very rare thin widows are fitted with *vril* batteries that power them perpetually. Such widows are usually personal pets of a powerful Demon Lord.

Domain

The thin widows are present in the Tharkold cosm and have been imported to the realm to terrify the human monkeys. The techno-spiders are often introduced into the ventilation systems of Kanawa subsidiaries to set traps for unsuspecting employees.

Thin Widows

Reality: Tharkold

DEXTERITY 9

Acrobatics 12, dodge 13, long jumping 11, stealth 13

STRENGTH 3

Climbing 12

TOUGHNESS 8

PERCEPTION 9

MIND 3

Test (15), willpower (18)

CHARISMA 3

Charm (15), persuasion (15), taunt (18)

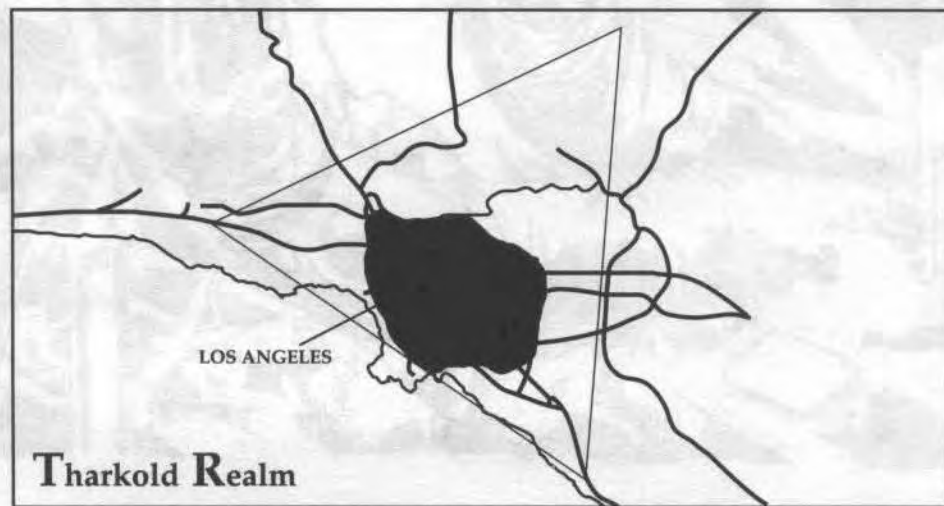
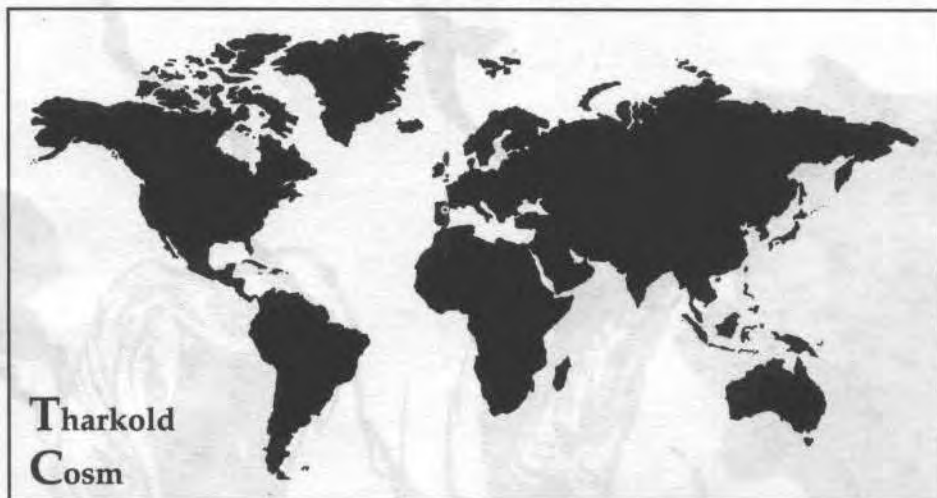
SPIRIT 4

Intimidation (15)

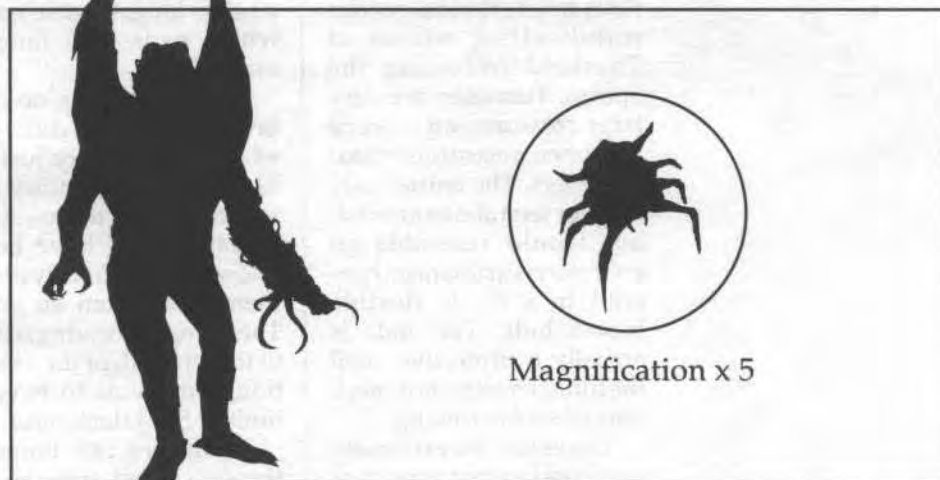
Possibility Potential:
none

Natural Tools: fangs, damage value STR+8/11; mono-webs, damage value 22 plus speed value of character; neurotoxin, damage value 18

DOMAIN



SIZE REFERENCE



Discovered by
Stephen Kenson



TUNNELER



D. Plunkett



Tunnelers came about as a result of massive genetic mutations among the indigenous soil-dwelling worms of Tharkold following the Spasm. Tunnelers are very large creatures, an average specimen measuring about 10 meters. The entire body is never seen above ground, but would resemble an enormous earthworm, covered in a thick, flexible brown hide. This hide is actually a protective shell the tunneler retracts its neck into when burrowing.

Tunnelers are extremely sensitive to vibrations in or above the ground. A tun-

neler attacks by burrowing beneath its victim and then rearing up out of the ground, cracking open the front end of its shell to extend its long, flexible neck, which ends in a fanged maw.

Tunnelers make no distinction between different vibrations, and are just as likely to attack a noisy car as a man. Loud noises, such as explosions, have been known to temporarily drive them away from an area. Their range of hearing is tied to the strength of the vibration, but seems to have a limit of 500 kilometers.

Tunnelers can burrow through most substances with amazing speed, al-

though they prefer sand or loose dirt. Soil that has a more solid consistency slows them down, subtracting one or more points from their speed value.

Tunnelers are extremely cunning beasts. They learn from their mistakes and adapt quickly to new situations. They have been known to dig beneath the foundations of buildings and bring the structures down, in an effort to get at prey on the rooftop.

Domain

Tunnelers are a plague throughout the Dead Lands and deserts of Tharkold. Many demon strongholds



and Race cities have set up forcefields in the ground surrounding their borders to keep out these abominations. Aurioch and Kham, in particular, are plagued by the many tunnelers that inhabit the wide expanses of desert surrounding them. Sterret, in analyzing the predominantly arid terrain of Southern California, decided to capture and import a number of these creatures. The tunnelers migrated to looser soils when released, and now roam beneath the sands of L.A.'s beaches and the outlying deserts surrounding the city's inland side.

Tunneler

Reality: Tharkold

DEXTERITY 9

Dodge 12, maneuver 12, stealth 16, unarmed combat 16

STRENGTH 24

TOUGHNESS 20 (30)

PERCEPTION 15

Find 20, tracking 20, trick 16

MIND 9

Survival 18, test (25), willpower 25

CHARISMA 4

Charm (25), persuasion (25), taunt (15)

SPIRIT 8

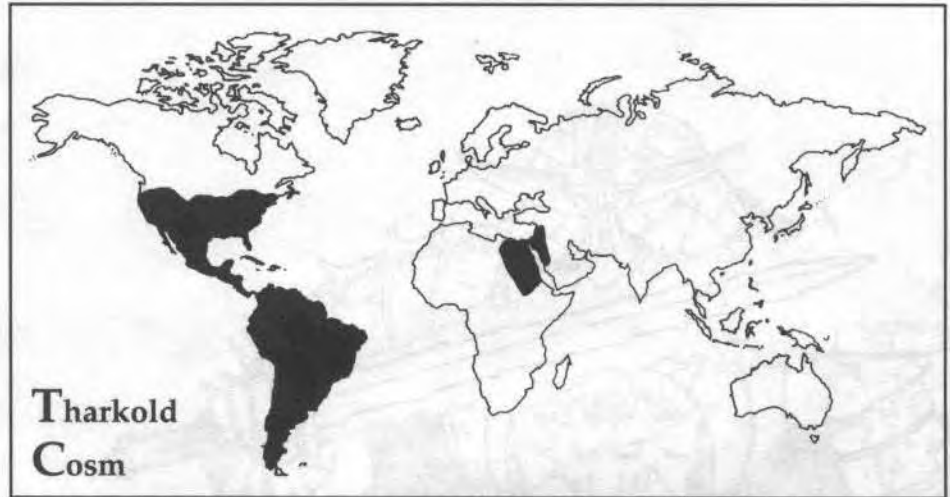
Intimidation 20 (25)

Additional Skills: one at +1 add

Possibility Potential: none

Natural Tools: teeth, damage value STR+3/27; shell, armor value TOU+10/30 (exposed neck uses TOU value 20); burrowing, speed value 12

DOMAIN

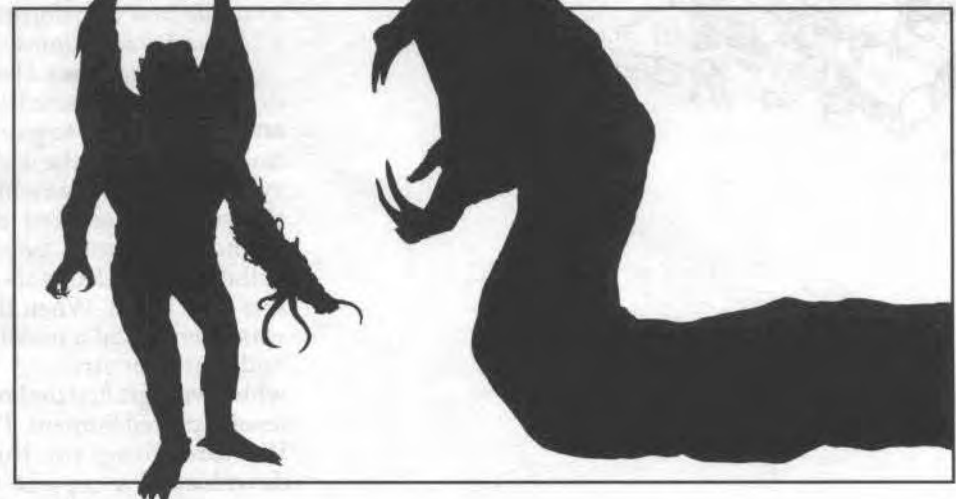


**Tharkold
Cosm**



Tharkold Realm

SIZE REFERENCE



Discovered by
Clinton Wolf



WARLORD DRONE



J. P. Loma



Project: Warlord began as an attempt by Nippon scientists,

prior to the Tharkoldu invasion, to develop a self-aware computer defense system which would possess artificial intelligence. It was seen as a potential deterrent to efforts by the Cyberpapists to infiltrate the Kanawa computer network. Their efforts seemed doomed to failure until the techno-demon attack on Earth warped reality, bringing the program to unlife and transforming it to Tharkoldu axioms.

The program set about dominating the scientists and forcing them to gather raw materials via the use of synthcyclers. Meanwhile, the program entered the DemonGrid and began gathering knowledge about this new realm. When this was done, it had a massive bodysuit constructed to which were grafted the bodies of captured humans. The Warlord program then downloaded a copy of its consciousness into the

bodysuit, creating its first Drone.

Both the VX and the true image of the Drone are that of a Nippon-like armored warrior standing nearly five meters tall, its surface gleaming gold.

The program is now completely psychotic, bent on conquering both the Race and demonkind, and any others who might seek its destruction. The master consciousness now rules an entire section of the Grid. It is believed that it intends the construction of more Drones in the near future.

Domain

The Warlord program itself is headquartered in the basement of a Kanawa subsidiary in Los Angeles. The Drone has been seen throughout the city.

Warlord Drone

DEXTERITY 15

Energy weapons 18, fire combat 16, heavy weapons 18, maneuver 17, melee weapons 17

STRENGTH 18



TOUGHNESS 24

PERCEPTION 16

Alteration magic 17,
cyberdeck ops 19, find
17, tracking 19, trick
(18)

MIND 17

Apportation magic 19,
conjunction magic 18,
science (computers) 18,
willpower 25

CHARISMA 9

Charm (30), persuasion
(30), taunt (21)

SPIRIT 10

Intimidation 20, reality
(Tharkold) 15

Possibilities: 30

Arcane Knowledges: (on
ExChips) *living forces* 2, *en-
tity* 3

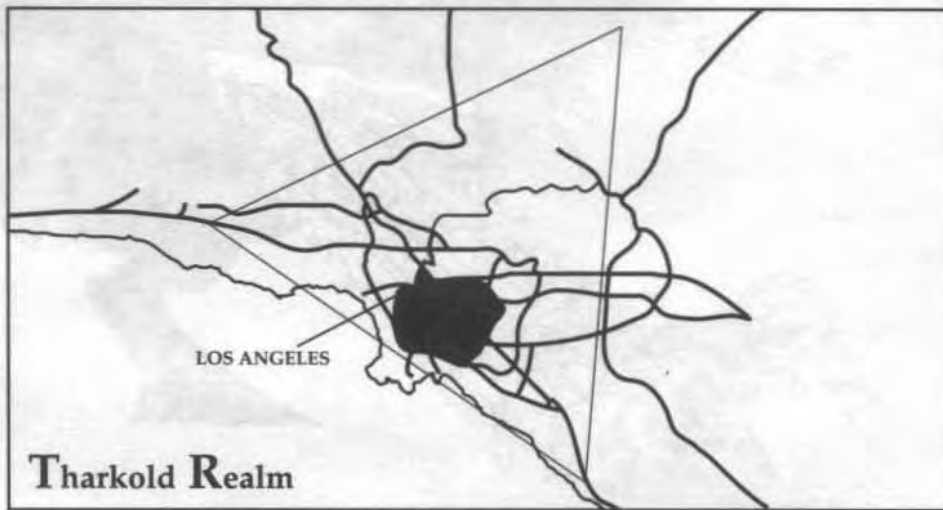
Spells: *captive send*, *hor-
rifying arrival*, *alpha stech*

Equipment: plasma
broadsword, damage value
STR+8/26; Thav-6/Nu
plasma gun, damage value
30, ammo 20, range 5-50/
300/500; armor, TOU+10/
24; net programs: attack 4,
defense 3, shroud 3; Cyber-
ware: nervejacks (3), shock-
buffers (2), shock suppres-
sion, chipholder 5, slashers,
damage value STR+5/23.
Cyber value: 13

Net Values: net attack 25,
net defense 21, net find 20,
net manipulation 19, net
stealth 22, net track 22

Note: All attacks made
by Drones are *all-out* attacks.
They attempt to dominate
all opponents by defeating
them in combat.

DOMAIN



SIZE REFERENCE



Discovered by Scott and
Brian Schomberg



WATCH BEAST



M. Andrews



A watch beast is to the dog as the sabretooth tiger is to the house cat. At one time, their ancestors stood over a meter high at the shoulder and ravaged the plains of Tharkold. And they didn't settle for the young and the sick among the prey animals, they brought down the herd leaders.

The Tharkoldu have genetically altered and cybernetically enhanced these fierce beasts. They now average 1.5 meters in height at the shoulder and can bring down the strongest of opponents.

The creation of watch beasts has saved the technodemons from having to deploy perimeter guards in many areas. The average Race member is just a quick snack to one of these monsters. And, should prey escape, the beasts can go on search and destroy missions. Each is equipped with a Third Eye and a Biostat that relays the beasts' position and visuals. In turn, a monitor can respond to the action by sending back vocal commands to a Radiohear. This deadly teaming can quickly and efficiently track down any escapee and dispatch him.

Watch beasts are further

equipped with Windhunters (to augment olfactory tracking), a shock suppression unit, armor and talons. Note that their teeth have no need of augmentation, and when you see them, it's already too late for you.

Watch beasts commonly patrol in pairs, usually without a keeper. They are swift over short distances, but owe much more of their success to their ability to relentlessly pursue quarry. It's said that the only way to throw off pursuit by a watch beast is to kill the thing, otherwise it will follow until your corpse mingles with the dirt.



Domain

Watch beasts can be found in both the cosm and the realm, protecting Race slave compounds and other facilities of importance to the techno-demons. Sterret of the Blades is known to have watch beasts among his guards, and frequently jests that Garthak might have survived the assault by the Nipponese and Thrachten had he employed a few of the creatures.

Watch Beast

Reality: Tharkold

DEXTERITY 13

Dodge 16, maneuver 14, stealth 17, swimming 13, unarmed combat 16

STRENGTH 14

TOUGHNESS 15

PERCEPTION 12

Tracking 16 (19), trick (12)

MIND 12

Test (13), willpower (15)

CHARISMA 6

Taunt (18)

SPIRIT 8

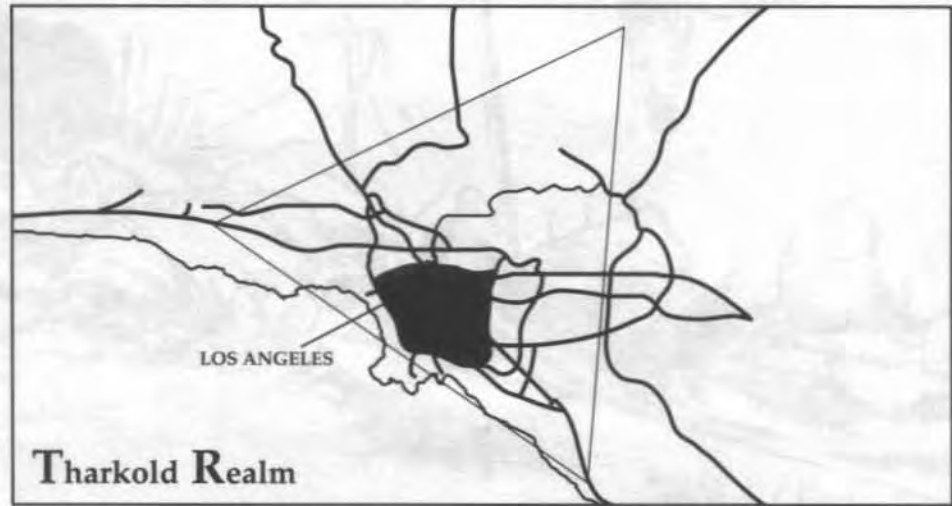
Intimidation 15

Possibility Potential: none

Natural Tools: teeth, damage value STR+5/19

Equipment: Cyberware: Third Eye, Radiohear, Windhunter, Biostat, shock suppression booster, interdermal plating, armor value TOU+3/18, talons, damage value STR+2/16. Cyber value: 11

DOMAIN



SIZE REFERENCE



Discovered by
Brian S. Perry



ZIGGIT



D. Plunkett



A ziggit is a small winged creature found primarily near parkland or sites of recent battles. Its central body is a 10 centimeter wide lump of pinkish, folded flesh resembling a brain. Two brown, leathery wings protrude from opposite sides of the central body, giving the creature a wingspan of half a meter. Ziggits are capable of hovering, but cannot land, and so must remember constantly airborne.

Ziggits possess a single appendage, a 20 centimeter long hollow tube, one centimeter in diameter, that seems to be metallic in na-

ture. This is the instrument of the ziggit's attack and its means of feeding. Ziggits thrive on the cranial fluid of dead or unconscious mammals. A man-sized creature will provide a ziggit with enough fluid for three days. Prey cannot have been dead for more than a week for the creature's purposes. Ziggit feeding takes approximately four minutes.

Hungry ziggits are perfectly willing to attack creatures far larger than themselves, often doing so *en masse* (use the Many on One chart). They will use their tubes to sting the victim into unconsciousness and then drain his cranial fluid.

The presence of ziggits

in the sky is often a sign that a bloody battle has been fought below. Techno-demons seeking subjects for Relictin V experiments or gospog creation have learned to follow ziggit flocks.

Ziggits prefer parkland where there are large numbers of small animals upon which to feed. They lay their eggs in trees, and hundreds of the newly-hatched creatures may swarm out and attack a passerby at any time. Nocturnal attacks by the creatures were initially dismissed as bat attacks by witnesses until a closer look was taken at the corpses left behind.



Domain

The ziggit is very rare in the cosm of Tharkold, but seems to be flourishing in the Griffith Park area of Los Angeles. It has never been sighted outside of the Tharkold realm.

The Gaunt Man is said to have taken an interest in the creatures, perhaps as a model for a future horror. An official "request" to Jezrael for samples has so far gone unheeded, and it is believed that Orrorshan agents may soon appear in Tharkold with orders to capture some ziggits.

Ziggit

Reality: Tharkold

DEXTERITY 14

Dodge 18, flight 16, maneuver 17, stealth 14, unarmed combat 16

STRENGTH 11

TOUGHNESS 8

PERCEPTION 9

Find 10, tracking 11

MIND 5

Survival 11, test (15)

CHARISMA 5

Charm (15), persuasion (15), taunt (11)

SPIRIT 15

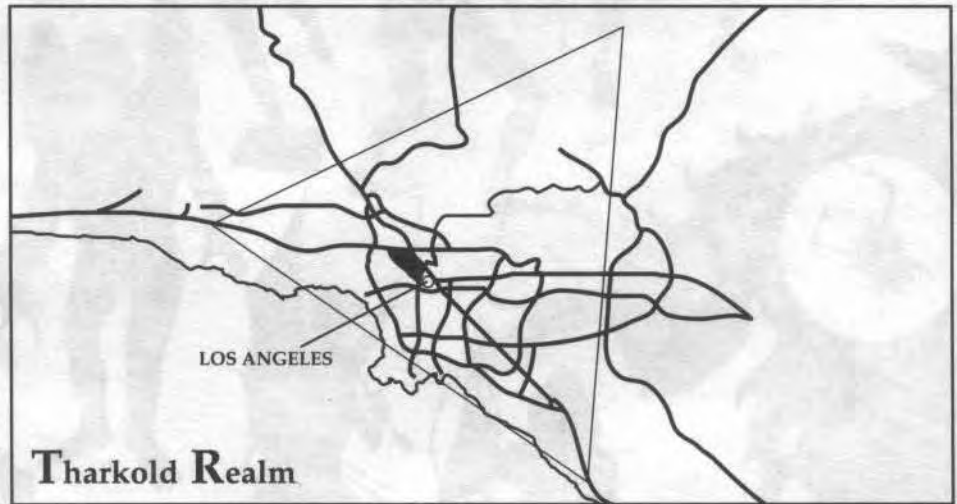
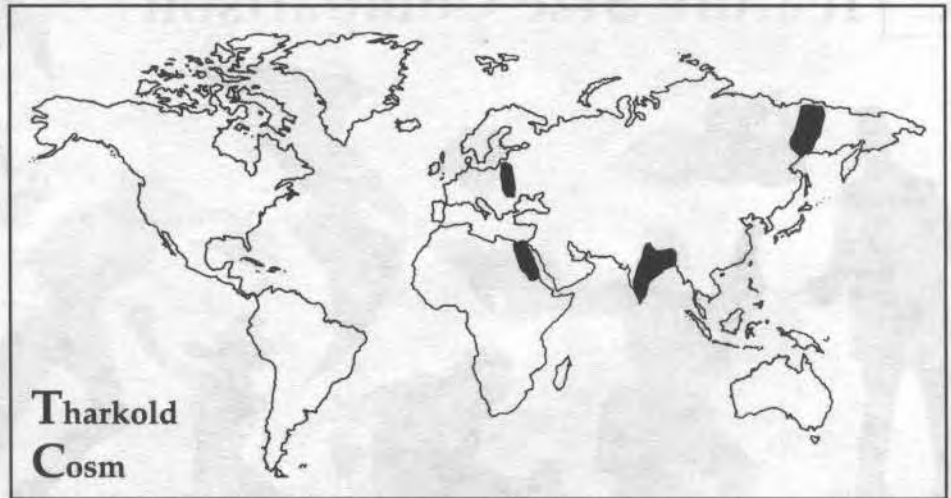
Intimidation 18

Additional Skills: one at +1 adds

Possibility Potential: some (60)

Natural Tools: wings, speed value 14; hollow tube, damage value STR+5/16

DOMAIN



SIZE REFERENCE



Discovered by
Ronald Lundeen



Creature Size Comparison







CREATURES OF THARKOLD™

From a world where inflicting pain is the greatest pleasure known come creatures of nightmare, agents of destruction whose only common trait is a love of bloodshed. Now the Race Warriors of Dzis have assembled all known data about these monsters to give Storm Knights at least a fighting chance for life.

Demon ghuls, psi-borgs, and other evils from the cosm of the techno-demons wait within these pages. The war has come to Los Angeles, and it's no longer about victory — it's about survival.

This supplement to Torg: Roleplaying the Possibility Wars features detailed information on the creatures of the Tharkold cosm and realm, with illustrations, statistics, and maps of their domains.



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