

Wilderness Bestiary



2002

"The wilderness presents the historians of the Core with one of the most intractable dilemmas they face. The last thing a historian like me wants to do is to talk about trees, let alone walk among them. However, to understand our history one must understand the wilderness from which we arose. The wilderness is both the boon and bane of our civilisation. It has proved to be our greatest ally. However, if we continue to grow in our ignorance of it, and preserve the current imbalance, then it will become our greatest enemy."

- Dali Karr, Frilin Historian

"What do we need to survive? Orpee? Don't be so foolish. Orpee is but a full stop at the end of a sentence. We are a part of the natural world. We rely on it to survive, yet it needs us not."

- Ghug, enslaved Throl Elder upon seeing the Core for the first time

"The inhabitants of the wilderness are more numerous and impressive than most imagine. While our scientists marvel at their inventions, they do not see the humble creatures that have already achieved the same result, much more efficiently, many generations before. Our achievements require much more effort than is necessary as we reinvent the wheel with every invention. By not taking the time to place natural achievements into our designs and plans, we are cutting off our mind in spite of our fear."

"I believe that we are destined to be the masters of Naakinis and that the many inhabitants of the wild hold the key to our success. We must learn to tap their potential. We are parasites and not participants in our world. While we remain so we are but pale reflections of even the smallest Kainasian plant or animal."

- Thag'll, Yaki explorer and war chief

"Learn from the whispers in your mind. Feel free to listen with caution but never forget that ignorance is an undefeatable foe."

- K'Thuk, Aran Beast of the Zin called Ha'agr

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Chapter Introduction

Most people believe that they understand the harsh realities of being a marauder simply because they realise that it is not the romantic life portrayed in stories. However, those people have no idea of what the members of my band experience, living day to day not knowing what is around the corner. The pressure on all of us to succeed everyday is immense. Our vigilance means not only our life but also the life of our friends.

It is this desperate lifestyle that brings us together as a group. My friendships are strong and true because they have to be. This is why many of my Emovan brethren choose the hard life as a marauder over the more comfortable but isolated life of working in the city.

It is for these reasons that many marauder bands choose to establish a separate identity. My gang calls itself the "Horned Ones" and wears horned helmets of gleaming metal. Outsiders believe that we do this for fame. Instead, we do this as a show of our strength and unity, to let others see us not as a ragtag bunch of individuals but as a part of a group.

- Bellasarr, Horned One Emovan marauder

BELONGING US

Solunos Kane looked out the window of the transport. Soft, green light filtered down between the gargantuan Kioux trees that surrounded them. Warm yellow-green fingers of light drifted through leaves large enough to cover a city block, illuminating the smaller Kañasian trees that sprouted up around the kilometer wide roots of the kioux.

In the distance a large Malekorus moved through the forest, stopping and chewing on small trees as it made its ponderous way among the kioux. The mile tall beast's thick neck was wreathed with flying Tepaniis—the small birds nesting in the folds of its skin.

Looking at the nearby root of a kioux, Solunos could not help but feel small. Insignificant. The Gnath moved away from the window and returned to his seat. Why am I here? He thought to himself.

It was obvious really. As far as CODS was concerned, he, Solunos Kane, was expendable. In all his time working in the metropolis of Khaï-Bhek he had never been promoted. Not once had he done more than the Central Orpee Distribution System had required of him as an independent advisor. So when they needed someone to travel with the new colony's initial orpee supply for the laborers building the first plates, he had been considered expendable enough. He had nothing to do on the trip. Solely hired as a watchhound—to make sure that the orpee arrived at its required location. Not one

consideration for his skills as a sociologist, even though the head of department had claimed that he'd be in charge of aiding with the organization of the new CODS office in the colony. But Solunos knew better. He had been listening to the Media announcements just before leaving...

'Spek!'

Dalsic Tess' voice echoed throughout the transport. Snapping out of his reverie, Solunos noticed that the large Volkoï was leaning over a hatchway that he presumed led into the engine room. Dalsic was a Walker of the second Sphere, a much-respected Echo within the Core. A small gray and black head popped up through the portal.

'Wazzupa Boss?'

Dalsic reached down and hauled the Odwoane out of the hatch.

'Why have we stopped?' he enquired.

Spek shrugged, his odd pupilless eyes blinking.

'Wouldn't have a clue. Reckon we've hit somethin' that caused the treads to get caught. That would then have caused the internal axle to bend and the main generator has overheated. But I could be wrong. It might have been a faulty main...'

Dalsic took a deep breath and let Spek down.

'Just fix it And quickly! We have a bay full of Orpee that must get to Menal as soon as possible.'

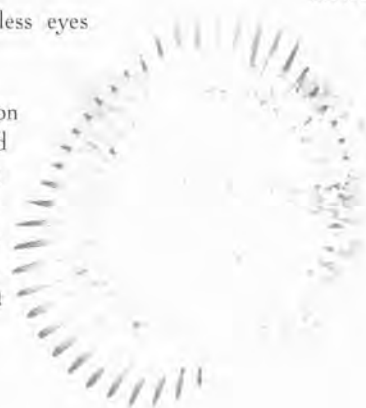
The large reptilian Volkoï's arms clenched as he reached into a pouch on his belt and pulled out a small tablet. Spek watched curiously – his eyes following the tablet's journey up to Dalsic's fanged maw. Noticing that the Odwoane was still there, Dalsic swung his tail around.

'That means NOW!' He roared as his tail knocked the smaller creature back down the hatch, the sounds of metal being knocked around rising up from the hatch.

Solunos watched as Dalsic returned to the front cockpit of the transport. That was the other problem. He had been assigned to a vessel being run by Echoes.

So far, the entire trip had been under the aegis of Ninque Mellos, an Inaïs Overlord.

Tall and beautiful, Ninque was a ruthless one. Unlike many of her kind, Ninque had shown that she was just as manipulative as any Gnath, and her gray and gold



colored skin was evidence of her adaptation to upper city life. Throughout the journey, Ninque had instructed the others of their various duties while completely ignoring Solunos. She had made it clear from the beginning that he was simply a nuisance, and that she would appreciate it if he kept out of the crew's way for the entirety of the trip.

Elina, the Yaki Guardian, had sneered at him a couple of times and bluntly stated that she was here to guard the cargo, not him. The only member who had shown any interest in him had been the Zin, Ko'san. The short muscular creature regularly checked on him and had even been civil towards him on occasion. The Zins were not renowned for their social skills, which disturbed Solunos.

Now they were trapped somewhere in the wilderness, the transport dwarfed by the towering Kioux trees. Solunos looked out the window again. The nearest Kioux he estimated to be about four to five miles in height and a good mile and a half in diameter. A young tree compared to its neighbor about four miles away. The Gnath sighed to himself as he looked outside. Ninque was currently giving orders to the Echoes. Solunos realized he didn't care.

• • •

'Emanué, what has happened exactly?'

Ninque's dark black eyes bored into the Nayan Pilot's skull. Emanué grinned.

'Well, Commander, it would appear that the engine has

burned out. Spek is the one you really want to talk to.' He shrugged lightly, 'All I can say is that there hadn't been anything in the front of us – so I'm guessing that Edan, the Engineer from the second station, really pushed this poor thing on his last run to Oce.'

Dalsic growled. 'When I get my hands on that idiot...'

'Dalsic!' Ninque turned her gaze on the Volkoï, 'That's quite enough. Why don't you and Elina scout out a perimeter around the transport. I'll wait for Spek's report here. Emanué?'

The Nayan stood up and saluted.

'Yes Commander?'

'Stop being an idiot and make yourself useful. Go down to the engine room and help Spek.'

Emanué's shoulders sagged visibly.

'Alright.'

Following Dalsic out of the cockpit, Ninque looked over to where Solunos sat in his seat, looking out the porthole. She walked over to him.

'I don't want to have to be worrying about anything, Gnath. Make sure you stay aboard the transport; I don't want you wandering off. Do you understand me?'

The Gnath picked at the skin on the edge of his skull plate then sneered at her.

'As you wish.'

Ninque frowned and walked towards the cots at the back

of the transport, where Ko'san lay in meditation.

'What is it that you wish of me?' The Zin spoke without even opening his eyes.

'Not much,' Ninque's tone of voice altered to one of respect, 'I just wondered if you'd be able to aid Dalsic and Elina outside. Unless you want to baby-sit the Gnath over there.'

Ko'san chuckled.

'Not particularly. I shall go outside and help the Walker and the Guardian.'

'Thank-you, Ko'san.' Ninque stepped aside as Ko'san gracefully jumped out of the hammock and padded across the room to the exit, his large claws clicking on the metal floor. I hope we get out of here soon, she thought to herself as her fingers traced the angry scar on the underside of one arm; I hate the wilderness...

Dalsic leapt from the top of the ladder down to the forest floor below. There was a crunch as he crushed several small insect husks that had gathered around an abandoned nest. Looking around the area he watched as a family of Tipits scampered into the nearby undergrowth, the small creatures screeching angrily at him for disturbing them.

Chuckling to himself, he began to breathe lightly while the medicine he had taken diffused itself throughout his body, calming the tension while still sharpening his senses. Elina gracefully clambered down the ladder, her soft hooves barely disturbing the nest. Remaining quiet,

the Guardian walked over to where Dalsic was concentrating. She waited patiently while he quietly sensed the movement of eflow throughout the area.

Taking another breath, Dalsic allowed the eflow to enter his body. When he exhaled his senses moved out with it, coasting along the ether and surrounding him. Behind his closed eyes he first saw the grayish image of himself and Elina, Ko'san quietly approaching, then color began to bleed into the image. First he noticed the large transport; its sharp pointed nose gradually flowed into the organic shape of its chassis.

Ninque was sitting in the cockpit, writing into her journal—I hate being trapped in the wilderness—he chuckled and allowed his senses to move on. The Gnath was still seated in his chair, watching them through the porthole. Spek and Emanué stood over the burnt out motor of the transport, methodically inspecting each segment of the engine as their powers gradually revealed the problem.

Further beyond his position, the Tipits scampered up a nearby Kaïnasian tree where a Knocker Lizard was burrowing a nest for itself; further on to the sleeping form of a Naakinis Gradiitch, the large herbivorous hog grunted in its sleep. Then something moved through the trees, faster than he could sense, a hole in the air. It was leaking eflow, as if somehow bleeding; it leapt from tree to tree, closer to where they were.

'Something approaches.' He warned.

Elina looked around, drawing her sword and raising the spines on her Armor.

'Dalsic, where is it coming from?'

'Soféwards' He pointed in the direction of the approaching creature. 'Be careful. I can't see it but it appears to be wounded, so that may make it more hostile than normal.'

Turning to look where Dalsic pointed, Elina sharpened her senses, using her Gift of enhanced awareness. The leaves of the trees moved lightly in a gentle breeze. Moving swiftly, she ran up the side of the transport, which blocked her line of sight, using her powers to grip the surface with her hooves. Soon she was standing on the top of the vehicle, looking out over the tops of the Kaïnasian trees, to the giant Kioux trunk that rose from the forest center. The smaller trees resembled a growth of weeds and moss next to the gnarled trunk of the Kioux.

Looking through the leaves of the trees, she tried to spot any approaching creatures.

'What am I looking for?' She called out.

'I can't tell—it is leaking eflow, which makes it hard for me to distinguish what it is. It's stopped. About sixty feet from you.'

Elina looked into the foliage that surrounded her.

'I can't see anything.'

'It's right there – right in front of you.'

She looked closer. There was something in the trees in front of her, a kind of patch of color on one of the branches. Whatever it was could change its color to blend with its surroundings. She raised her left arm. Sixty feet. She wasn't certain that the needles in the left arm of her

Armor could be propelled that far, even with her preternatural muscle control. She tried to make out the creature's shape—it seemed almost star-like in pattern. Yet the details were too difficult to make out. Then an eye became visible. Yellow and cold, it looked at her and she could see a hunger in that eye. An intense desire emanated from it reaching out to her across the distance between them. Then the eye gazed upon the transport, it seemed to widen and then the creature leapt back into the woods.

'It seems to have gone.' She called out.

Ko'san moved closer to the transport.

'I am concerned. I could sense a need from it. It hungers for eflow.'

Dalsic nodded. 'I can feel that as well. It bleeds eflow faster than most creatures. It needs to draw its eflow from a source, but somehow there is something different—but I couldn't make out what it was.'

'How do you mean?' Elina asked, climbing down from the roof of the transport.

'I'm not too sure yet... It left before I could ascertain its place in the ecology here. But I am certain that the orpee we have on board will be too much of a temptation for it to leave alone. I am going to suggest to Ninque that we aim to be gone before Dreamfall. It won't follow us too far from this spot.'



Elina nodded in understanding while Ko'san simply looked on impassively. Dalsic never mentioned the reason it wouldn't travel too far through the forest. He had sensed it briefly in the movement and caution of the creature. It had a nest somewhere, and it was hunting for food. They had moved right into its hunting grounds. He could only hope that the damage to the engine wasn't too serious.

◦ ◦ ◦

Spek wiped some grease from his skinny metallic arms.

'It's more serious than I thought.' He grinned.

Ninque tried to restrain her impatience.

'And this is reason to celebrate because?'

The Odwoane blinked in confusion.

'Because it gives me something to fix.' He replied in a tone that suggested the answer had been obvious from the beginning.

Ninque threw her hands into the air and swore.

'Well then how long will it take to fix?'

Spek considered this for a moment.

'Hmmm. Considering I have no tools, no supplies and no materials for a serious overhaul. I guess I could jury

rig something, especially to fix the overheating. But then that would require...'

'Spek...' Dalsic sounded impatient.

'I'd say at least ten hours. The entire engine has to be cleaned out. There was a faulty part placed in the main combustion chamber—probably broke not too long ago and they've just shoved the first piece they could find...'

'This is intolerable! Why hadn't you noticed this problem until now?' Ninque was almost screaming, her skin brightening around the cheeks and arms, a grayish burgundy color.

Spek edged towards the hatch in the floor.

'We had to depart too quickly for me to check. What am I supposed to do? Take this thing apart while it's moving? Get a grip!'

The others all remained quiet waiting to see what would happen.

Ninque glared at the Odwoane. Spek adjusted his stance and stood his ground stubbornly.

'What this comes down to, Ninque Mellos, is that you are still inexperienced—'

'Inexperienced!' Everyone could feel the eflow shift as Ninque called forth the authority of her Echo. 'I am an Overlord of the second Sphere you arrogant little creature! If you and your brethren had performed your jobs properly we would not be here now!'

Spek remained non-plussed, even though Ninque's energy made even Dalsic bow his head in respect. Only Ninque

felt the subtle shift of eflow away from the Odwoane.

'Let's get just one thing straight,' Spek began to say crossing his arms, 'You need me. It is as simple as that. I can always leave and walk home while you rot here. Now. If you had done your job effectively we'd have found out this problem before leaving Khaï-Bhek. But no. You wanted to get through this all as quickly as possible. And now here we are.'

As Ninque looked at the glowing red eyes of the Odwoane, she could hear another voice in her head... You have no idea what you are dealing with, the voice in her head seemed to say. Ninque collapsed into a seat, allowing the aura of authority to fade away.

Guessing that he was no longer required, Spek walked back to the hatch in the floor and began to climb down.

Coughing quietly, Dalsic walked over to Ninque.

'I'd recommend that we be vigilant this evening. There is something out there that is hungry, and with the Dream due to set in a few hours, I wouldn't want to take too many chances.'

Ninque looked around.

'Very well, no one leaves the transport. We'll set up warder lights around the perimeter of the vehicle— you, Elina and Ko'san can alternate watches. Kane!'

Solunos looked up
from his notes.

'Mmm?'

'Don't go anywhere without seeing me first. I
don't want you causing any trouble for me.
Understand?'

Looking at the Inaïs, Solunos felt the beginning pangs
of anger build in his throat. Swallowing them down he
shrugged.

'I wouldn't want to be a nuisance,' he began to say.

'Well it's a bit late for that. But not as if you really had
any say either. Just stay in that seat unless you
absolutely must move.' Ninque then turned her attention
away assuming that the matter was finished. Solunos
simply turned back to the porthole and watched as the
fingers of light beaming through the leaves of the two
nearby kioux lengthened with the slow movement of the
Pendulum to the east.

◦ ◦ ◦

Elina covered her mouth as she lit the Zol'gahio torches,
the acrid smell of the burning root was almost
overpowering. Dalsic had been adamant that they use
the cheap torches to keep the Dream at bay,
explaining that the e-torches would only attract the
beasts outside to the transport. Once she had lit the
eighth torch, Elina stood back to observe her
handiwork. The light had almost completely
faded. She could see a faint glow above in
the leaves that hung in the sky, but the
forest around her was already

a black shadow. Every so often wisps of greenish light
moved through the trees, little glowing insects full of
efflow moving along the flows of energy to their individual
destinations.

The eight torches surrounded the transport, bathing it in
a noxious yellow-green light as the Zol'gahio roots
burned away. Dalsic was certain that the torches would
burn throughout the Dream, as it tended to be calmer out
in the wilderness than in the cities and would possibly
only last a few hours. Moving back to the open bay doors,
she walked into the transport and closed the entrance
behind her as the Dream moved in.

◦ ◦ ◦

Solunos lay stretched out in the hammock. He had tried
to sleep, but the light from overhead had bored through
his eyelids and made sleep impossible. He shifted to
watch as Ninque walked up to the cockpit to check on
Emanué, who had fallen asleep at the controls. At the
Walker Dalsic's request, all the portholes and windows
had been covered over so as not to invite the Dream in.
Now Dalsic was sleeping in one of the chairs, waiting for
Elina to wake him for his watch. Ko'san, the Zin, had kept
himself separated from the others, lying in a corner seem-
ingly asleep, although Solunos was certain that he saw the
cold eyes of the creature look out every so often to ob-
serve when someone moved.

He felt useless. The Echoes had their powers to protect
them. Throughout the trip they had managed to efficiently
protect the small orpee shipment from marauders and
animals. Meanwhile he, Solunos Kane, had sat by and
watched. He could have been promoted to work higher up
in Khaï-Bhek. If he had worked hard and actually mat-
tered, he could have been living on the Third Plate by now.
But, instead, he was to be a bureaucrat in some colony

near the edge of the
Enclave. The survivability of
such a job was minimal. He may as
well have been sent to live in the slums.
At least there he was only likely to be killed
by meat mongers or criminals. In the colonies he
had heard of strange Dream creatures attacking
and beasts from the wild decimating entire
settlements.

But the higher ups in CODS needed someone to
operate out of there, just in case it survived. They
needed him to be expendable. Admittedly, in the
unlikely event of the colony developing he could be
looking at a promotion. But Solunos Kane knew enough
about the success rate of the colonies outside of the
Enclave. No matter how much Droliath Estolah
romanticized the prospect of life outside of Khaï-Bhek it
didn't change the reality as Solunos saw it. Life outside
the cities was harsh and cruel.

He rolled over again and tried to sleep.

>>Thump<<

Solunos opened his eyes again. He could hear a sound
above him.

>>Skittaskittaskittaskittaskiis...tick...tick...tikka tikka
skittskittskittskitt...tick... .. tick...<<

Looking over to where Dalsic slept, he watched
the Walker's eye open and gaze up to the ceiling.
Ko'san moved silently into a crouch and
carefully walked to the center of the room.





>>Tick...tick...tick...skittaskittaskitta...
whump! <<

The noise began to move to the nose of the vehicle.

'It's hungry.' Ko'san whispered. 'However it isn't orpee that it's after...'

Dalsic looked over to the Zin.

'But it can't come in, we've locked every entrance securely. What can it hope to...'

They all heard the sound of smashing glass.

Dalsic moved quickly to the door to the cockpit and opened it.

'Emanué! Ninque!'

The large figure of the Volkoï blocked Solunos' view of the adjoining room, although he could make out the faint glow of red light emanating from the open portal. A chill wind blew through the passenger section, suggesting to Solunos that the windscreen had been shattered and the cockpit was open to the outside, which meant that...

'The Dream! Walker! Close the door! Now!' he screamed, his eyes wildly turning to the hatch where Spek had disappeared. There was a crack of light visible from it, had it opened? Maybe the Odwoane was watching him even now, waiting for him to sleep before it rose from the engine room and tore

Solunos' body to shreds. The Gnath began to sweat, the faint green beads dripping across his yellowed skin. Something blocked his view. It was a face as pale as the white flowers that sometimes grew at the base of the park trees near his work office, the faint roadways of arteries slightly visible above the cheeks. The small, calculating black eyes looked directly at him. Two taloned hands gripped him and he felt a fog cloud his vision as the Zin gazed into his soul.

o o o

With a push of his elbow Dalsic closed the door to the cockpit, he was carrying Ninque's limp form in his arms.

'Where is Emanué?' Ko'san asked as he stepped back from the unconscious Gnath.

'It took him. I'm going to give chase, stay here and try to find out what is wrong with her.'

Gently placing Ninque on the floor, Dalsic then turned his attention to Solunos.

'What happened to him?'

Ko'san continued looking at Ninque.

'He was being hysterical, so I sedated him.' The Zin replied matter-of-factly.

Ninque's body was limp, as if she were asleep, yet her eyes were still open and staring wildly ahead. Every so often she would blink, but no other muscle moved.

Taking a deep breath, Ko'san placed his hands on her head and went into a trance.

Stepping over the comatose Gnath, Dalsic opened the door to the cargo hold.

'Elina!'

The Guardian turned to look at him.

'Yes?'

'We were wrong. It wasn't the orpee the creature was after. It's taken Emanué, I'm going after it now. Stay here and protect the others.'

Elina nodded.

'Be careful.'

o o o

The face before Solunos swam in and out of focus. Glowing orange eyes, no pupils. There was no emotion in those eyes, only an inhuman hatred. The face slowly coalesced into that of an Odwoane. The leathery skin, the metallic facial ridges, the small and emotionless mouth.

Solunos screamed. The Dream! The Odwoane would go mad and kill him if it was exposed to the Dream! He had to escape. The creature's hands grasped his shoulders and it muttered something to him. Clawing violently at the monster Solunos threw it off him and bolted for the nearest door. Clutching the lever that opened it the door burst open into a writhing darkness. Hands tried to pull him back in, but he didn't want to die at the hands of the insane Odwoane.

Struggling roughly he
tried to break free.

'Let him go if he wants. We don't need
him.'

The cold words were those of his superior
speaking to a colleague as he, Solunos Kane, was
shipped off to some unwanted colony.

Unwanted.

Solunos fell out the portal as the hands let go. The
mossy ground at his feet was damp from the forest's
sweat. A smell assaulted his nostrils as he stumbled out
of the circle of light and into the hideous darkness that
welcomed him...

o o o

Elina turned to look at Ninque as the Inaïs sat up
clutching her head. The Gnath had gone crazy, attacking
Spek before leaping outside. She had attempted to stop
the scientist from doing something foolish, but Ninque
had ordered her to let him go.

'He was unnecessary and not our responsibility. We
have more important things to worry about. Spek, how
have the repairs been?'

While the Engineer began his report, Elina took one
final look at the departing Gnath stumbling into the
Dream, and then closed the outer hatch.

Moving swiftly through the darkness, Dalsic allowed his
senses to encompass the entire forest. He could see the
Tipit families sleeping in their boleholes near the roots of
the trees. Far away, in the opposite direction to where he
was running, he could sense a murder of Deakaa flying
over the trees. He even saw the Gnath stumbling out of
the transport, screaming unintelligibly. Swearing under
his breath, he focused his attention on Emanué. Dalsic
Tess was a Walker, and as such he not only could see be-
yond the normal perception of others, his mind became
one with the ecology and the land often shared its secrets
with him. While the beast was invisible to his powers,
Emanué's unconscious body was not. The eflow within
the pilot's body had somehow become a closed circuit,
constantly churning around his body, which made him al-
most glow in the darkness.

Leaping from tree to tree, Dalsic closed in on the creature
and he could even see where it was headed: a nest near
the base of the nearby Kioux. He cursed himself for not
noticing it before; the glowing forms of several other
creatures in a similar state to Emanué's were easily
distinguishable.

The beast stopped moving, now obviously aware of
Dalsic's presence. Slipping the bow off his shoulder, Dal-
sic moved quietly through the trees. The large creature
was nearby, moving along a branch. Carefully, it placed
Emanué's body near the trunk of the tree while it's eyes
moved wildly around, searching for the other creature it
knew had been following it.

The Volkoř Walker knelt down and carefully aimed an
arrow at the glowing yellow eyes just as they turned to
look at him hiding in the undergrowth. Firing true, the
arrow flew through the branches and struck one of the
creature's eyes. It howled in fury, the noise causing a nest
of insects to burst from the ground, their wings laden with

latent eflow lit the
area with a luminous golden
light. Dalsic looked at the creature as
it was illuminated by the etherflies' light.

The central body was slender and pipe like, a
long neck craned out to a long slender head with
seven eyes arranged in a loose star like pattern
around its snout. Two barbed tentacles hung from the
side of its mouth, Dalsic could see venom dripping from
the barbs. Six legs splayed out from its body like the
points on a star, connected by a film of skin, like
leathery webbing or wings. The creature swung its head
around trying to see Dalsic, but the insects seemed to be
distracting it. It was then that Dalsic understood.

Its sight is hindered by eflow. The creature feeds on
eflow of other creatures and therefore can sense a
particular pattern. Focusing his mind he nudged the
collective thoughts of the insects so that they would
surround him. The Gnath was approaching quickly;
Dalsic was loath to use the poor man as a decoy... but
he had to rescue Emanué. One lowly bureaucrat was
expendable while Emanué was the only one capable of
piloting the transport – which made him a vital member
of the crew. Dalsic knew that CODS would
understand when they reached the colony.

Reaching deep within himself Dalsic released more
eflow towards the insects and sent them flying
towards the Gnath, Solunos Kane. As the eflow
drew and gathered towards the residual eflow
on the wings of the insects, they blazed
even brighter, drawing the beast's
attention.

Leaping into the air, the creature spread its legs wide, using the webbing like sails. Dalsic kept low as the large thing glided over his head, the leathery skin underneath marked with yellow stripes crisscrossing its belly. The flies continued to move in the direction of the Gnath, while Dalsic ran over to the tree where Emanué's body lay.

The Nayan was still alive, although in some paralyzed state. Dalsic knew that time was of the essence, so he picked up Emanué and hoisted him onto one arm while keeping his senses trained on the beast. He prayed that Ko'san would be able to find a way to revive the pilot so that they could depart.

Solunos Kane's scream echoed throughout the forest.

The Odwoane was right behind him, he could hear it breathing and moving through the bushes. Solunos Kane didn't want to die at the hands of that creature. Not like his mother. Torn to shreds by those hands—parts eaten by the raging monsters. He tripped over a root, scrambling madly at the mossy ground in an attempt to stand. His fingers felt raw and dirty as the earth packed itself underneath his fingernails. Swaying unsteadily as he kneeled, he looked up to see thousands of stars moving around him. What were these things?

One of the stars landed on Solunos' hand, and he saw that it was actually a small insect with glowing wings. Looking around in confusion he tried to remember what he was doing. Then it began to dawn on him. He had over-reacted to the Dream, and now he was outside. Alone.

Let him go if he wants. We don't need him.

Ninque's words came back to him. Would they still be waiting if he found his way back to where the transport was? He knew that was unlikely. A light breeze blew across his skin, causing him to look up at six glowing insects in a star like pattern. The breeze blew again carrying a slight decaying scent.

Those aren't flies... Solunos thought to himself as the long fanged snout became visible in the dying light of the departing insects.

He got one scream out before the hooked tentacles whipped out at him and silenced him.

Let him go if he wants. We don't need him.

...

Let him go if he wants. We don't need him.

...

Gradually Solunos came to consciousness again. Branches and leaves surrounded him in a vaguely bowl-like pattern. He looked up to see the majestic trunk of a kioux, the faint light of the Pendulum shone down as dawn broke. In the distance he could hear an engine starting up. They were leaving. He tried to sit, but his muscles refused to move, only his eyes could turn to look around. Before him he could see several creatures lying on the ground

obviously alive yet equally paralyzed.

The creature was curled up near the base of the kioux's trunk, asleep.

Although he wasn't quite certain, he felt at peace. The wings of the creature lifted and he saw a horde of small spider-like creatures moving forward. Children. This was a nest.

The diminutive creatures swarmed over the various beasts and seemed to settle down on them. Several moved over to Solunos and began to crawl up his body. He felt the warmth of their bodies as they settled onto his skin and began to suckle on his energy. Slowly they drew the efflow from his body, only to return it to him. At first the pain was excruciating as the efflow blazed through every cell in his body, but gradually it faded. Then it was gone. It was then that he understood. These creatures didn't need efflow itself to live... they needed the movement of it. He was like a circuit, a battery. They needed him to live. To survive. To exist.

For the first time in his life he was important to something.

Sighing and closing his eyes, he let his new children join with his life force. He had no idea how long he would live, but as long as they needed him... he would be there.

And he would be happy...

INTRO TO CREATURES

HISTORY OF THE RELATIONSHIP BETWEEN THE MHERAKIMS AND THEIR NATURAL ENVIRONMENT

Very little is known about the relationship between the Frilins and their natural environment before the arrival of the other races on Kaïnas. However, everything points to them living in harmony with their environment. As vegetal beings, "invulnerable to all carnivores", it is not difficult to understand why they remained "behind" the Gnaths and other races, in terms of technological progress. The Frilins simply didn't need technology for their survival. As for the Gnaths and the rest, they were always much more preoccupied with their basic instinct than the Frilins. Necessity being the mother of invention, the Gnaths rose in prominence.

As for the Inaïs, half-way between the Frilins and the Gnaths, they have always held Nature in the highest esteem. Their respect was compounded by a well-founded fear of the reality of Nature: an environment fertile in dangers and possibilities. In their Hearths, the Inaïs have been able to fashion an environment in which they feel comfortable: immense, with a diversity of flora and fauna, but yet secure (the access to their Hearths are limited to three or four entry points). Protected in this fashion, living in an environment in which they can feel safe, the Inaïs have thus settled close to the tunnels leading to their orpee mines.

The Emovan also live in symbiosis with their environment, on a spiritual as well as on a physical level. Since as far back as their legends relate, they have lived under water, in harmony with the Dream-and even with the Aran in certain regions. Despite the fact that the submarine fauna is as varied and as dangerous as the terrestrial fauna, the Emovans seem to have found a balance that is lacking everywhere else-even in the Inaïs Hearths, for that matter.

The Yakis, nomads for as long as we can remember, integrated themselves by force into Nature. Every year, thousands of Yakis would die in the forests, plains and jungles. They would roam all over Kaïnas, from city to city, protecting their orpee as they traveled. They adapted to life in the wilderness in the toughest of ways, preparing themselves for the ages to come. Savage, brutal and uncivilized, those are the words that characterize the Yakis. Indeed, the various races would often be afraid of them as much as they were of the creatures-often with good reason.

The Zïn, are of a powerful and aggressive nature. They are aloof and rather exceptional. Freed from the yoke of the Frilins, according to many, they came to prevail over Kaïnas. The spirit that inhabits them allows them to survive almost any situation. It is common knowledge that Tasphir, during the invasion of the Kinthaïs, reached a height of two hundred meters.

NATURE AS DOMINANT FORCE

Thus, the races who are concerned by the forces of Nature are the Gnaths and the Nayans. There are exceptional cases in the other largely sedentary races who also demonstrate an anxiety with regards to Nature. For instance, the Odwoanes arrived on the scene at some undetermined time after the construction of Khaï-Bek. The ruins of the first buildings were for the most part lost during the Age of Chaos. A few vestiges seem to suggest that several massacres took place, involving creatures from the wilderness. Ruins of ramparts, have been found underneath the roots of Kioux tress, which had been growing there for a few millennia only, thereby placing the event in some temporal context.

There were many improvements in fortifications over the centuries, while the scientific prowess of the Gnaths and the Nayans progressed in leaps and bounds. Increasingly complex social and technical innovations followed one another at a very fast pace compared to those of the Frilins, the Emovans and the Inaïs. According to the information

that has been gathered thus far, the cities were first defended by the peasants themselves. Later on they were defended by a militia which was also responsible for hunting. Still later, there was the advent of spear barricades, trenches, wooden ramparts with protruding metal spikes, trenches filled with Kioux resin, (prevented from solidifying with the addition of animal-based anti-coagulants) and so forth. The fascinating history of the defense-systems of the Mherakims can be found covered in its entirety in the weighty tome by Lalso Solla, Inaïs Truth Crafter of great renown, entitled: "The Defenses of Time."

THE DEVELOPMENT OF CITIES

As they developed increasingly safe fortifications and effective defense tactics, villagers now found themselves protected and insulated from the various creatures of Kaïnas. They needed only fear the creatures from Naakinis. The elimination of this constant menace is, of course, the ultimate aim of Droliath Estolah. The psychological effect of this threat, which is rooted in the inhabitants of Kaïnas as though it were a fatality, is devastating. Indeed, the menace itself seems to be as indestructible as a fortress. Since the Years of Chaos however - in fact, since the advent of the Core - the fortress of fear seems to be crumbling.

Since the construction of the Celestial Train - in other words the Enclave - the citizens of Khaï-Bhek are sheltered

from this danger, even though they may not fully comprehend it. They may be aware of this safety intellectually but it will take several generations living in relative security for them to fully accept it as a matter of fact. Walled-in, the populations of the cities kept increasing without the cities being able to expand. For this reason, the vertical architecture that we associate with cities such as Khaï-Bhek saw the light of day. According to most speculations, this contained expansion generated the same idea in several cities simultaneously: To build cities in the branches of the massive Kioux trees.

There are a few unusual cases of urban development that are worthy of mention: Several cities managed to construct several protective layers of fortifications around their cities. The same phenomena that we see in the platforms occurred; only this time, with a horizontal motif. The wealthier people lived in the center, protected by the poorer segments of the population who dwelled on the outskirts of the cities. Still, these configurations were seen as exceptions and by no means the rule. All across Kaïnas the people lead their lives mostly on, or below, the platforms of the Kioux trees.

The technical means for such vertical constructions were becoming more and more accessible. Meanwhile, Echoes were making appearances in more and more powerful forms. Furthermore, they were increasing in number and in renown - mostly for their heroic deeds. As for the Yakis, they were already travelling around on their Huoras at the time of the construction of the cities. The Yakis almost completely dominated Kaïnas. In the forests, jungles, deserts and mountains, the Yakis feared no one. One may have thought it was cataclysmic - this scourge of the Yakis.

Yet it was more a perception based on fear than the actual reality. The Yakis would rather lose themselves in the wind than consolidate an empire.

The Yakis' use of the Huoras as their steeds proved that the Kaïnasian Mherakims and the various creatures (even those of Naakinis) could co-exist. Of course, this was an occasion for several egos to swell to enormous proportions. Many Echoes (especially Masters) set off to the wilderness, seeking glory. Indeed, they were hoping to try their hand at dominating these Naakinian creatures. Thus far, no one has been able to accomplish this task. With time however, a general disillusionment set in. Nature, it seemed, was only at the service of the Yakis. Nevertheless, the latter paid for their success in blood. Their population remained extremely low. Millions of Yakis had lost their lives in those locales where the Gnaths, the Inaïs, the Nayans and the Emovans now proliferated.

NATURE DEFIED

These two motifs got muddled very early on in the imagination of the peoples. Everywhere, it seemed, there were Yakis on their Huoras; and all across the land, large cities proliferated with massive towers defying the skies. There was the suggestion of epic grandeur at work - the dawning of a new era. For the first time, looking at Kioux trees from a considerable height, from the vantage point of buildings

made of wood
and stone some ten
stories high, the ruling classes
felt as though they could dominate the
natural world that had frightened them for
so long.

Projects involving the "cleansing" of Kioux trees were put in place. In Khaï-Bhek it was even possible to construct three platforms in relative security. Three massive cities located to the east, to the west and to the north of Khaï-Bhek joined forces with the metropolis, knowing that they were incapable of achieving this feat on their own. Indeed, the notion of living in safety five hundred meters from the ground caught on like fire on dry wood. Once Khaï-Bhek was built, the era of the great cities had commenced. The relationship between the sedentary people and Nature was about to change forever.

Perched on their platforms above the multitudes, the ruling classes would thus cast a permanent shadow over their subjects. They reigned like never before over a world which, from this perspective, had a majestic appeal. This point of view was that of the Gods; or that of the creatures of Naakini -and only the largest ones at that ! It has been said that the first time the Gnaths saw the view from these platforms, they became insane. It was from this fateful moment that the efflow in their bodies became poisoned. It was also at this time that the Nayans saw their consciousness expand atrociously to the point of encompassing everything. From this moment forth, these two races were inextricably linked in their respective damnations for all eternity.

THE SEARCH FOR NATURAL RESOURCES

From this turning point onwards, we wanted to know everything about the world around us. Previously, we were as though imprisoned behind an impenetrable veil. Suddenly, we were able to see the world in its immensity, perched as we were on our platforms. We were finally reaching a strength-beyond what was previously thought possible. Only the Yakis smirked, as they are wont to do.

The amount of resources that were required to construct these cities was colossal. The scale of these constructions was such that they necessitated a great contribution in natural resources from neighboring forests. This quest for resources was the cause of many a bloody conflict between the people of the cities and the creatures of the forests. The city dwellers were indeed destroying the creatures' habitats in order to build theirs.

That is when the use of Echoes began. We, as a society, gave the Walkers, the Nightmares, the Pilots and the War Machines a plethora of exploratory "missions", conquests, etc. We were becoming drunk with our unfolding panoramas -the rush of vertigo perhaps. We were cutting Kioux trees by the dozen to "widen the horizon", we even burned an entire forest for a "fresh point of view" (the pride and folly of the Gnaths, no doubt). The Awakeners as well as several Guardians and Truth Crafters became of course quite indignant at such a sight.

NATURE CONFRONTED

There is a harmony with nature that is enjoyed by the Frilins. There is a near harmony that has been reached by the Emovan and the Inaïs. As well, there is a balance

between predators and prey that has been maintained by the Yakis and the Zïns. By contrast, the sedentary Gnaths and Nayans have a thirst for the domination of nature that remains unrivalled. The Nayans attempted to curtail the efforts of the Gnaths, and almost succeeded in doing so while the Frilins waited in the wings, plotting their ascension. As for the Inaïs and the Emovans, they began to return to surface living, the latter being in many areas more safe. A hundred years after the completion of the first platform of Khai-Bhek, twelve other cities had built their first platform, provoking the same madness in the city dweller everywhere.

A population explosion occurred in every region, closely on the heels and sometimes even surpassing technological evolution. Technical trades of all sorts, having access to new materials, and new tools, were flourishing: new weapons, new armors, new vehicles -anything that could serve to protect oneself from Nature was welcome. It was during this period that the Yakis became a permanent fixture on the roads, transporting goods by the thousands from one city to another on their Huoras. This period foreshadowed the modern era: The liberation of the Mherakim from his environment. It set up a power dynamic in which fear was superceded by a feeling of empowerment and a poorly concealed desire for vengeance requiring the subjugation of Nature.

This period, which stretched over a three-hundred year span, is the most important one of all, perhaps rivaled only by the Years of Chaos. This Golden Age, as it were, foretold events of great magnitude, including the possibility of the complete and irrevocable domination of nature. The Frilins and other pacifists feared an "overflow" into other forms of domination. The Gnath emperor who climbed to "the top of Khaï-Bhek", once the third platform was completed, lost his mind immediately. Drunk from the spectacle that was unfolding before his eyes, he ordered the construction of yet three more platforms, because, it seemed, he wished to see from "even higher". All the natural resources for miles around had been already decimated, and to extract more- especially for increasingly large platforms- was pure madness. Nevertheless, it was an idiosyncrasy to which the architects had to obey.

It was during this period that the entire region that now forms the heart of the Enclave was "cleansed". Tens of thousands of soldiers were hired and a generalized massacre of the Kaïnasian fauna was undertaken. The campaign lasted ninety-five years. Now known as the "War of the Crazy Lunatic", this war was responsible for the death of five million soldiers - for the most part Gnaths. Its impact on people was such that a strong shift in the collective consciousness took place: the Mherakims could no longer destroy the flora and fauna of Kaïnas without destroying themselves. The few creatures from Naakinis that were

encountered during these crusades had a ravaging impact on their death-toll. The Lunatic Emperor was finally assassinated and the period of frenetic evolution saw its end in a strange mourning, under the shadow of the abandoned skeleton of skyscrapers a kilometer high.

CONSTRUCTION

The new Emperor of the newly galvanized empire, was quite distraught at inheriting the legacy of his mad predecessor. Indeed, he possessed a small margin with which to maneuver. The Frilins and the other races who had reintegrated themselves into Gnath society, settled into this world with a smoother rhythm. A certain melancholy reined over the land. The prestige of the SS (Savage Soldiers: specialized in combat with creatures in hostile regions) had diminished considerably. With time, the population at large had begun to regard them as though they were as cruel as the creatures themselves. Several individuals followed the example of the Frilin world-view and tried to live in harmony with their environment. However, this harmony, so easy for the Emovans, the Frilins, the Inaïs and the Nayans was simply impossible for the Gnaths.

The relative security that was afforded by the installation of the platforms, coupled with the increase in new technologies, allowed the birth of a culture that was beyond tribalism and mysticism: a scientific culture. The Gnaths, sublimating their aggression towards more noble aims, became thirsty for knowledge and accomplishment. The construction of cities "always further" had become something of a credo. The other races organized the structure of cities already constructed, taking advantage of the fact that the Gnaths found themselves entirely occupied with other tasks. Thus, there came to arise a certain equilibrium

between "the two clans"-that is to say the Gnaths and the non-Gnaths.

The Nayans, inextricably linked to the Gnaths, accompanied them everywhere in order to prevent any excesses. During this period in which the Gnaths explored a world increasingly vast, the other races converged towards the cities. Indeed, the cities even saw the arrival of the first Odwoanes, who were to number the tens of millions a few centuries later. As for the Yakis, for whom this massive migration was a commercial opportunity, they helped the Gnaths as best they could, protecting the new cities in construction, helping rid the Kioux trees of their leaves before the beginning of the construction, overseeing the outposts during their first years of installation, etc. The construction sites were similar to the Inaïs Hearths in that they were organized into sedentary and nomadic factions. Both clans (Gnaths and non-Gnaths) functioned thus marvelously well.

Nature was now husbanded without the previous excesses (i.e. forests entirely burnt to the ground). There was even a respect for "territories with a high density of fauna". Nevertheless, Nature still remained a dangerous force which the Gnaths were slowly learning to master; while the other races (notably the Nayans) were simply wishing to tame it. Therefore, the fear of Nature was still present, yet an increasing number of regions were deemed "safe". The region of the Enclave was a perhaps the best example of a safe haven. However, it was somewhat ambiguous

distinction: Everyone envied its peace yet were all too aware that this peace was paid for in blood.

THE GREAT TRAGEDY

Two major historical patterns emerged at this juncture. The first was linked to the massive expansion of the inhabited regions. Indeed, it had to do with the transport of orpee. Several colonies were totally annihilated on account of several orpee convoys being attacked, either by bandits, Yaki rebels, creatures from

Kaïnas or Naakinis; or by a group of particularly ruthless Echoes. The management of orpee stocks, handled for the most part by the Frilins, was slipping out of their grasp due to the rise in prominence of the Gnaths. These ambushes caused, over the course of a century, almost as many casualties as the Years of Chaos. They greatly alarmed the general populace, who withdrew into themselves. The Gnaths were eventually called upon to oversee the distribution of orpee, with the assistance of the Yakis (giving rise to SecureStock and OA). During an entire millenium, no one dared tread into new territories. The only expansion took place vertically. This change of focus renewed the interest in the construction of the platforms of Khaï-Bhek, the evolution of the four City States, the increase in the power of Yrhne Lemir, as well as that of Uchatere.

Explorers of all kinds, Echoes or otherwise, disappeared off the map. With time, the Echoes decided to concentrate their activities on the urban centers .

The second historical motif that characterized this time was subtler, yet just as important: The discovery of the sheer immensity of Kaïnas. The horizon being always hidden by Kioux trees in the distance, many explorers were at many times convinced they were finally coming to the edge of this flat world. To the south, we discovered the Sofé quite early on. However, already the world seemed a vast limitless expanse. To the west, a little later in the chronology, we discovered the Sofé once more - and the Amber Hearth. To the east and to the north there seemed to be a featureless no-man's land. Forests, jungles and plains without end... Perhaps Kaïnas had an infinite corridor towards the north-east. Nature, in its immensity, tightened its grasp on its inhabitants, for whom the idea of conquest had lost its allure. Instead of dominating their world they were quickly realizing that they were merely stumbling through it. It is only recently that the northern regions were discovered - and even then, only partially explored. Of course, this is understandable given that the problem of transporting orpee to those regions seems insurmountable.

CURRENT AFFAIRS

The power of Nature thus reaffirmed, a long adjustment period set in, giving rise to the pre-Core society as we know it. The Years of Chaos ground the population explosion to a halt. This slowing down was to a large extent foretold by all. Indeed, the second period of expansion had careened out of control at the hands of the last Empress, culminating in the death of Tasrath.

For the past several decades, the world situation has become increasingly stable. Furthermore, several expeditions had even been undertaken. The Echoes are following the model of explorers who had gone before them, venturing forth into uncharted territories. However, they are now in a much better position to accomplish their tasks. They are now sponsored by the various companies, encouraged by the government, and motivated by the masses. Indeed the people are, despite their hopeless day to day living, hungrier than ever for that "faith in the future" - suggesting that they have indeed been indoctrinated by the Core.

Nature is now more deeply understood than ever before; and yet we know that we know nothing at all. The transformations that the Dream can bring to Nature can be quite impressive. It has happened on occasion, that entire regions have been devastated to the point of bearing no resemblance to the way they were prior to the Nocturnal Storm. The possibilities for exploration are thus endless. Nowadays, newly awakened Echoes are galvanized by the success of the explorers who have graced the pages of history. Anything is possible. Entirely civilizing Kaïnas seems realistic in the times that we are living in. As for civilizing Naakinis, that is another story...



Chapter Bestiary 2

"I am the life blood of my village. Yet they fear me as they would any other predator of the wild. This suits me perfectly. As hunter I provide them with necessary sustenance in exchange for the one thing I cannot hunt, orpee. As a result, I am able to live my life in isolation in just Finnvara, my beloved child of Aran, and me.

"The people of the village believe that only a Zin can survive in the wild for long as we are no better than beasts but just as fierce. I find this amusing, as they are so very wrong. A predator is not successful simple because they are fierce or strong. They succeed on their wits. I have always understood this law of nature, instinctually. So, as a hunter I chose to use my wits to learn how to use weapons of range. This advantage makes me a very capable hunter.

"How do I hunt with such a weapon, you ask. Hah! Like all hunters, I keep my methods of hunting to myself. You never know but one day you may become my predator and I yours."

-Caal, Zin hunter of the village Gredaine

ALIOGATRIX

Aliogatrixes are 10 feet tall bird-like creatures. They are extremely intelligent and their culture dates back to before the birth of the Gnath Empire. All known Aliogatrix settlements, called Eyries, exist well outside the Core. Most are found in the forests surrounding the northern mountains. Very few people have seen an Eyrie and survived. Even the Yaki have learned from years of attacks to avoid Eyries at all costs. As a result no one really knows what the Eyries look like. It is told in legends and rumors that the Eyries are wondrous creations that combine

many natural elements with a collage of styles from numerous other civilizations, including the elements from the Core.

Aliogatrixes are invariably cruel, vicious and impatient. Their nature arises from the fact that eflow causes them excruciating pain, even beyond that which is experienced by Gnaths. To survive with this pain, Aliogatrixes learn to master it and even enjoy it. At birth, Aliogatrix parents immediately scar their young, especially on the sensitive facial tissue. This short period of intense suffering helps the newly born cope with the pain, which will be its life long companion. Aliogatrixes display their facial scars as symbols of their mind's ability to master their pain. They take great pride in their mental integrity and view species that haven't done so as inherently inferior. Aliogatrixes enjoy inflicting pain on others, often without reason. It is their obsession. Aliogatrixes are master torturers and expend great effort to draw out and increase their victim's pain.

As Aliogatrixes are obsessed with pain, they struggle to focus on mundane tasks such as building, socializing or trading. Instead, Aliogatrixes perform wide-ranging sorties to abduct others to attend to these tasks. Once a person is brought to the Eyrie, they are quickly broken by the infliction of pain and made to work as slaves. No slave has yet been able to retain any free will after this process. It is believed that the mixture of foreign cultural elements found in the Eyrie's construction is due to Aliogatrixes' indiscriminate and wide-ranging abduction of slaves.

ATTRIBUTES

STRENGTH	D10/D20+10 (M)
TOUGHNESS	D8/D12+4 (M)
AGILITY	D12/D8 (M)
QUICKNESS	D12/D12 (M)
PERCEPTION	D6

SECONDARY ATT. COMBAT SKILLS

CP	6	BALANCE	2D
REFLEXES	4	COMBAT SENSE	2D
HPS	20	DODGE	2D
SIZE	8	UNARMED	
WT	6	COMBAT	5D

ARMOR

SOFT	-2
HARD	/2

(due to their mastery of pain, CP penalties from wounds are added to CP rather than subtracted)

DAMAGE

RAZOR CLAWS	3D+2
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AZKATRON

Azkatrons are one of a very few species of Naakinis bird. As such it is one of the largest flying creatures known to the Core. Azkatrons do not like Kainas settlements such as the Core and so tend to live in the deep wilderness.

to take advantage of a resting Azkatron during the Dream by sheltering under it. If a person does this, they must remember to rise before the Pendulum does or risk being the Azkatron's breakfast.

ATTRIBUTES

STRENGTH	D10x10
TOUGHNESS	D8x10
AGILITY	D8x10
QUICKNESS	D12 + 6x10
PERCEPTION	D12x10

COMBAT SKILLS SECONDARY ATT.

BALANCE	6D	CP	18
COMBAT SENSE	8D	REFLEXES	10
DODGE	10D	HPS	625
UNARMED		SIZE	500
COMBAT	4D	WT	30

ARMOR

SOFT	-15
HARD	/4

DAMAGE

BEAK	4d + 2
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Azkatrons stand almost 100 feet tall. Their wings and bellies are covered in intricate patterns. These patterns are geometric and have led people to speculate whether they are artificial in nature. In the light of the Pendulum, these designs shimmer as if they were made from a rare metal. If a person approaches an Azkatron they experience the gentle brush of the invisible flow of energy. This energy is centered on the designs. Azkatrons also have many folds of flesh on their upper neck, which are the openings of wide but thin tunnels that stretch under their back and wings. When hunting, the Azkatron glides almost completely silently, using the long slices of openings in their backs as wind tunnels to boost their lift. When attacking their prey, they close these openings and drop from the air with an immense burst of speed.

During the day, an Azkatron can be found either stalking prey or flying above the Kioux canopy. The Azkatron is one of the few creatures that are known to venture beyond the Kioux canopy. With the Pendulum's light shining directly on them unimpeded, their designs literally hum and gleam with the Pendulum's power. After Dream-fall, the Azkatron becomes docile and stands still in one spot on the ground. The Azkatron protects itself from the Dream by illuminating its designs with the Pendulum's light that they capture during the day. The designs shine on the immediate vicinity with light as bright as that of the Pendulum. This pushes the Dream back. Many experienced travelers in the wilderness have learned



BISSILMO

Bissilmos are 4-foot tall bipeds with a saucer-like head and an elongated mouth that dominates their body.

Bissilmos have no eyes and are blind, sensing movement with fine hairs that cover their heads. These hairs are capable of sensing the swift movement of flying bugs, these being the Bissilmos' most common prey. However, these hairs do not sense slower movements, such as the wind blowing or larger animals, as they are desensitized to these in order to filter them out.

Bissilmos' natural habitat is wherever their favored diet of flying bugs can be found. Swamps, slow moving rivers, jungles and the Core's garbage heaps are the most common. Bissilmos must eat almost constantly to gather enough nutrients from their tiny meals. When hunting, Bissilmos bend their legs to considerably reduce their height and from a distance, they look like wide and short flat fungi. When they sense swift movement, Bissilmos use their long, flexible legs to leap into action. They run and jump in the air with their large mouths open. The interiors of Bissilmos' mouths are coated in a sticky substance to catch the bugs. Bissilmos are also known to attack the nests of flying bugs. Bissilmos have a remarkable resilience to most known poisons used by flying bugs and are safe from any such attack.

A person's first experience of a Bissilmo will often be having one run at you with its mouth open. It is likely that the Bissilmo won't even detect the presence of the person attracting the flying bugs. Though the Bissilmo presents no danger to this person, the experience can be shocking. Also, the Bissilmo can be difficult to chase away, making it a nuisance.

Wild Bissilmos are quite rare, as citizens of the Core have taken to taming them. Bissilmos' ability to rid areas of pesky flying bugs proves a valuable comfort for which many are willing to pay. Not only can Bissilmos keep houses free of flying bugs, they can also be used to keep meat fresh and free of bug larvae. Most Core eateries employ tamed Bissilmos to keep their clients free from bugs, their meat fresh and their garbage piles smelling a little better. In large numbers, Bissilmos can become pests: Some of the Core's garbage heaps have become unmanageable, with hundreds of Bissilmos running, leaping and otherwise getting in the way.

ATTRIBUTES

STRENGTH	D6
TOUGHNESS	D4
AGILITY	D12
QUICKNESS	D12 + 4
PERCEPTION	D4 (D12 + 2 for flying bugs)

SECONDARY ATT. COMBAT SKILLS

CP	7	BALANCE	1D
REFLEXES	6	COMBAT SENSE	3D
HPS	8	DODGE	4D
SIZE	4	UNARMED	
WT	6	COMBAT	3D

ARMOR

SOFT -2

DAMAGE

STICKY BITE 1D+2



BRAXUS

Braxus are solitary behemoths that roam Naakinis, so large and powerfully built that they have very few natural predators.

Braxus have peculiar feeding requirements: They gain nutrition from the mental energies and chemical processes that are activated when a living being experiences fear. This means that Braxus feed only from creatures that are scared. Fortunately, due to their enormous size, Braxus find that nearly all animals are in an edible state. Braxus prefer to eat smaller animals that they can scare more easily, as the more fear the more nutritious the meal. Braxus often approach Kaïnas settlements and devour all the unfortunate residents that try to flee or are unable to escape.

Another frightening aspect of a Braxus is that its tail is capable of splitting into a wide vicious maw. Inside this mouth, the Braxus excretes a clear liquid similar to saliva. The sight of this tail often increases the fear of the Braxus' potential meal. However, despite the mouth's size, it is not used for eating. Instead, a Braxus' tail mouth has an advanced sense of taste and with which it is able to track prey by literally tasting their fear.

This is not to say that just because one does not fear a Braxus that one is safe. In fact, the opposite is true. Braxus are renowned for having ill tempers. Nothing annoys a

Braxus more than a person who doesn't fear it, as this denies the Braxus its meal. Many Braxus have been known to kill such a person out of anger, leaving their body shattered but uneaten.

Most people do not bother to learn anything more about the Braxus. However, those that do may discover that Braxus are actually intelligent and capable of communicating in the Frilin language. Unfortunately, Braxus don't tend to be very communicative, especially with people that they want to eat, so any conversation with a Braxus tends to be brief and lethal. Braxus constantly maintain their grumpy attitude and kill most that approach them. This has the advantage of keeping people in fear of them and providing the Braxus with a larger selection of food for their diet.



ATTRIBUTES

STRENGTH D20 + 6x10/D12x5 (M)
TOUGHNESS D20 + 10 x10/D12x5 (M)
AGILITY D10 x10/D10x5 (M)
QUICKNESS D12 x10/D12x5 (M)
PERCEPTION D10x10

COMBAT SKILLS SECONDARY ATT.

BALANCE	6D	CP	16
COMBAT SENSE	8D	REFLEXES	4
DODGE	2D	HPS	825
UNARMED		SIZE	650
COMBAT	8D	WT	35

ARMOR

SOFT -30
HARD /5

DAMAGE

STOMP & BITE 5D

DONDINGONPIRDODENDRON

Dondingonpirdodendrons have long become unique and strange from their overexposure to the Dream. Through construction of elaborate underground lairs, they found "a world unto themselves": several ecologists regularly go live amongst them. A faithful creature, the Dondingonpirdodendron, should it leave his lair and his friends, will seek the company of strangers in the outside world. For a long time already, those capable of feeding them have in their care one or often several Dondingonpirdodendrons. The latter, seldom exceeding two meters in length once mature, are accepted in the cities the same way they were in days of old in the villages and towns- Dondingonpirdodendrons are mostly dangerous in groups. Thus, there are many Dondingonpirdodendrons born and raised in the cities, bought and sold at considerable prices by those who raise them. Omnivorous creatures, they are quite equipped to fend for

themselves in the forest but in an urban environment, they become other mouths to feed.

The Dondingonpirdodendron have a strong sense of "justice". He will defend a victim and attack an aggressor without hesitation, with or without the approval of his master. If the master should manage to hold the Dondingonpirdodendron back, the latter will begrudge him for a long time. Indeed, the master may even lose the Dondingonpirdodendron's faithfulness. Judges, Judicators and any person thirsty for justice will find in the Dondingonpirdodendron a loyal companion. Organized in packs, the Dondingonpirdodendrons are an almost disturbing model of functionality. Each individual performs his assigned role (scout, hunter, guard, head of the pack, etc.) to a tee. Only the Soleks and the Yakis rival their sense of organization. During nights in which the Dream is particularly powerful, the Dondingonpirdodendron, being extremely susceptible to the mutations caused by the Dream and very sensitive to its presence, can acquire strange habits and accomplish impressive feats that their superiors may have been preparing in silence for several years...

It has been said that their terriers hold the treasures of all their "holy hunts" and that Droliath Estolah himself would have modeled certain aspects of his "Core" after their organization. It has even been said that his Highness' Crusade was inspired from a long dream that he made in which Dondingonpirdodendrons led him through an immense labyrinth that he could have never crossed without their help.

ATTRIBUTES

STRENGTH	D10/D10 (M)
TOUGHNESS	D10/D10 (M)
AGILITY	D10/D8 (M)
QUICKNESS	D8/D8 (M)
PERCEPTION	D12 +2

SECONDARY ATT. COMBAT SKILLS

CP	7	BALANCE	3D(2)
REFLEXES	4	COMBAT SENSE	4D
HPS	22	DODGE	3D
SIZE	6	UNARMED	
WT	5	COMBAT	4D

ARMOR

SOFT	-3
HARD	/2

DAMAGE

BITE & CLAWS	2D
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THE DRAGONET

One may encounter dragonets in swampy forests containing bodies of water. Indeed, the dragonet's refuge is built under water, where he is protected from most of his predators. As a powerful amphibian, he is equally at home slithering around above or below water. A masterful swimmer, the dragonet will, at a moment's notice, harpoon a victim and drag it under water. In this manner, the combat will quickly become to his advantage. Conversely, should a combat on land prove to be too trying, the beast can always dive in the water to safety. Indeed, the predator's favorite mode of operation is to attack its prey when they are on land; and he is in the water. The dragonet can strike at incredible speeds, his legs propelling him 15 feet into the air.

Many areas of his body (claws, jaws, back, fins and elbows) are covered in spikes that inject debilitating venom. As he lies sleeping under water, his body absorbs the necessary quantities of water and mud, mixed with some of his "own substances" yet to be known, for the creation of his venom. Careful hunters often throw the creature a few samples of his favorite prey before they close in on him, so the dragonet can waste his venom by mauling the prey with his deadly spikes. Without venom, the Dragonet is really less dangerous. The dragonet is a very primitive animal and his territory is precious to him. He hunts in order to eat and will never attack if he is well-fed or resting. Equipped with a huge stomach, he can swallow up to three times his body weight, bringing about a long resting period, lasting sometimes several weeks. Dwelling in small families, dragonets produce offspring with their partners once every 10 years. After a coupling, a newborn dragonet (sometimes two) joins the family. The female dragonet is responsible for the protection of the lair (often a large crevice or underwater cavern adopted as a

living-space by the dragonet family).

As for the male, he is involved in hunting and protection of the territory. The legendary manner in which dragonets eat is a heinous affair—perhaps too blood-curdling to relate... At any rate, after having swallowed his prey whole and partially digested it, the male dragonet will locate the female dragonet and literally vomit a portion of the prey into her mouth, which she then swallows in one gulp.

ATTRIBUTES

STRENGTH	D10
TOUGHNESS	D8
AGILITY	D10
QUICKNESS	D10
PERCEPTION	D12

COMBAT SKILLS SECONDARY ATT.

BALANCE	4(2)	CP	9
COMBAT SENSE	1	REFLEXES	6
DODGE	3	HPS	28
UNARMED		SIZE	15
COMBAT	2	WT	7

ARMOR

SOFT	-4
HARD	-3

DAMAGE

CLAWS OR TAIL	4D
POISON	4(2)D10

(Tail attack is increased as per the Charge rule when the Dragonet charges).
(brain damage: each success reduces Mental attributes Die types by -1. Res.: Toughness).





ETYLOSEED

Etyloseeds are, at their simplest, a Naakinisian parasite. Their bodies are normally 60 feet in length, though they can fold and bend themselves to reduce their size considerably. Their bodies are very flexible as they are designed to travel in "small" cramped passages. Their limbs have many as six double joints and their bodies are also covered in a thick chitinous shell, which allows them to survive in extreme conditions such as digestive acid.

There are two types of Etyloseeds. The original Etyloseeds, found in the wilderness, are called Intestinal Etyloseeds. These Etyloseeds are carrion eaters of Naakinisian beasts and are the color of rotting meat. They swarm to any large carcass they find and bury themselves in the flesh. This provides the Etyloseed with a meal but, more importantly, access to their preferred habitat. Young Etyloseeds look to be eaten by huge Naakinis scavengers that also feed off the carcass. Their thick shells protect them being chewed and from the strong digestive acids in the creature's stomach. Once in the shelter of the stomach and the intestines, Etyloseeds are able to feed off the digesting meals of the creature. If the feeding is good, Etyloseeds spawn rapidly. Etyloseeds regulate their numbers so that they do starve their host. If their host dies, the Etyloseeds will devour the creature from the inside out, hoping to be picked up by another large Naakinis scavenger—unless it has attained it's adult size.

A few Etyloseeds have wandered in from the wilderness into the Core's urban landscape. Over time, these smaller Etyloseeds have evolved into Urban Etyloseeds. These Etyloseeds come in a variety of colors, normally metallic gray and brown. They infest garbage shoots and elevator shafts. Their chitinous shell also allows them to live inside normally toxic efflow power tunnels and cramped machine engines. If not removed, the Etyloseed infestation can cause all kinds of urban chaos such as

brownouts and Skyrail breakdowns. Removing an urban Etyloseed infestation is both difficult and dangerous, as an Etyloseed will react aggressively if threatened. In response to this urban gremlin, the CERM and CSRM have combined their resources to form special Etyloseed eradication teams. Though the wide scale eradication efforts have been partially successful, they have also forced more persistent Etyloseeds deeper into the urban landscape to areas where others cannot follow. The problems continue and a new Etyloseed eradication policy is being reviewed.

ATTRIBUTES

- STRENGTH D4 x 5
- TOUGHNESS D6 x 5
- AGILITY D8 x 5
- QUICKNESS D8 x 5
- PERCEPTION D8 x 5

COMBAT SKILLS SECONDARY ATT.

- | | | | |
|--------------|-------------|----------|----|
| BALANCE | 4D (keep 2) | CP | 8 |
| COMBAT SENSE | 2D | REFLEXES | 6 |
| DODGE | 6D | HPS | 90 |
| UNARMED | | SIZE | 60 |
| COMBAT | 2D | WT | 8 |

ARMOR

- SOFT -4
- HARD /4

DAMAGE

BITE 4D+2
 (this is doubled to /6 against environmental damage such as fire, acid and cold)

Note: Every statistic of the Urban Etyloseed is half those of the normal Etyloseed (Attributes, CP, skills, etc.)



THE EVIL MÉCHAND

The Evil Méchand is a truly brutal creature. He is totally destructive in his innermost nature. He deserves to be pursued, slain and cut to pieces (with much enjoyment and delectation, one might add!). Indeed, he is at his best once skinned and dismembered. This beast's legendary hatred of the Mherakims makes adults and children tremble alike. Tall, strong, stout, stupid and mean are the words that best characterize the Evil Méchand. Nevertheless, he is a formidable foe and much strength, strategy and courage is required to vanquish this beast. If he seems crude on the surface it is because he is in his very nature. It is this crudeness, down to his very core,

which enables him to make other beings suffer without an inkling of remorse. When excited, his ferociousness turns him into a crazed lunatic, affording him great speed in combat. Once unbridled and completely berserk, the Evil Méchand becomes truly treacherous. He shrugs off any wound that he may suffer, oblivious to the pain. He is also completely impervious to any manipulation (illusion, fear, etc.) and lives only to see his opponent dead. His paws equipped with dagger-like claws, his incredibly powerful muscles, his unequalled ferociousness and his otherworldly skill in combat, all conspire to make him an unwelcome opponent.

The Evil Méchand's mother abandons him to live on his own as soon as he is old enough to learn the meaning of the words "prey" and "predator". His mother justifies this abandonment on account of the child's propensity for extreme violence. So the Evil Méchand is solitary by nature. Yet if the forest is large and Evil Mechands abound, it is possible to see a small pack of Evil Mechands together, acknowledging one another as equal. If, upon entering a forest, one sees a sign picturing several Evil Mechands holding hands, may one who is heroic plunge to his tragic destiny, and may one who is wise change his course.

Fortunately, the Evil Méchand is a shy creature when he finds himself in large open spaces, only really at home in the forest. Unfortunately, the Evil Méchand can be found everywhere there is forest. Indeed, the Evil Méchand is a nomad that rides the winds of destruction.

ATTRIBUTES

STRENGTH	D12+2	(double all Strength results while in Frenzy)
TOUGHNESS	D12+4	
AGILITY	D12+2	
QUICKNESS	D12+4	(double all Quickness result while in Frenzy)
PERCEPTION	D8	

SECONDARY ATT.

CP	16	(Double CP while in Frenzy)
REFLEXES	4	(Double Reflexes while in Frenzy)
HPS	60	
SIZE	25 to 30	
WT	8	(Ignore wounds while in Frenzy)

ARMOR

SOFT	-2
HARD	/2

DAMAGE

RAZOR CLAWS	3D+2
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COMBAT SKILLS

BALANCE	2D
COMBAT SENSE	2D
DODGE	2D
UNARMED	
COMBAT	5D



FUSHREK

Fushrek are fearsome hunters with razor sharp teeth and claws. They are physically powerful and athletic despite their small size. They are also renowned for being fearless and relentless. The Fushrek roam the forest floor in large packs and hunt using complex tactics. It is these characteristics that allow the Fushrek to attack creatures much larger than themselves.

Fushrek are completely blind. They sense and hunt by sound and touch only. They can sense the footfalls of prey over great distances, persistently chasing them down until exhaustion. The Fushrek communicate with each other using a complex pattern of guttural noise. These noises range from the barely perceptible to the loud shriek for which they are named after. The Fushrek have been known to display a vast array of sounds to confuse prey that are sensitive to noise.

The Fushreks' acute hearing has one prominent side effect for those of the Core. The Fushrek are attracted by rhythmic noises. Machine based noises with large amounts of repetition have the strongest effect on them. Fushrek have known to have been called from up to 10 miles away, unable to resist. When the Fushrek first encounter the source of the noise they appear calm, as if just curious. But as the noise continues, their curiosity quickly turns to agitation and then to aggression. Eventually the Fushrek will attack and destroy the machine with their infamous ferocity.

The best plan when using machines in the wilderness is to use them only in small bursts, always keeping lookouts watching for approaching Fushrek. When the Fushrek approach, the machine is turned off. However, this is inefficient and is not always possible. So to counter the problem of continuously using machinery in the

forest many Economic Societies have developed a variety of counter-devices. The cheapest of such machines include mufflers that reduce sound and dummy machines that use even louder noises to divert the Fushrek elsewhere. The most effective counter-device is one that emits a high pitch noise, which effectively blinds the Fushrek. Unfortunately, this device is in high demand, expensive, and is known to cause headaches and increased mental fatigue even to those who can't hear it.

ATTRIBUTES

STRENGTH	D12
TOUGHNESS	D10
AGILITY	D12+2
QUICKNESS	D12+4
PERCEPTION	D20

COMBAT SKILLS SECONDARY ATT.

BALANCE	4D (keep 2)	CP	8
COMBAT SENSE	4D	REFLEXES	6
DODGE	4D	HPS	25
MELEE WEAPON	-	SIZE	9
UNARMED		WT	7
COMBAT	5D		

ARMOR

SOFT	-3
HARD	/2

DAMAGE

BITE AND CLAWS	3d+3
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GAAL

Gaals are night dwelling creatures. Though the devastation caused by Gaals is widely known, they are rarely seen and thus are the subject of horror stories and nightmares.

A Gaal's body consists of two parts and is normally 25 feet in length. Its skeleton is reinforced and incredibly strong, making the Gaal very heavy. The top

Mherakim half is an incredibly strong chitinous torso with head and arms that end with wicked bone hooks. Its jaw can be unhinged to allow it to bite whole something its own size. It can also lock its jaw in a vice like grip. The lower worm-like half is slow and cumbersome, made of densely packed and powerful muscle.

Gaals are too slow to hunt or even move about during the day. They prefer to hunt under the cover of Dream, when it becomes easier for them to move underground by digging through—often—softened earth and rock with their hooked forearms. Due to Gaals' lack of speed, they don't chase down their prey. Instead, they lie in ambush underground—Gaals' favorite place to set an ambush. They are also

known to exploit the confusion caused by the Dream to assist them in catching their prey.

Gaals kill by grabbing their prey with their mouth and locking their jaw to prevent escape. The force of their bite can knock the prey unconscious and dislocate limbs. They then use their mighty muscled worm-like bodies to thrash their prey to death. For greater impact, Gaals will anchor the tip of their tails (which are covered with a bony spike) into rock. Gaals also lash at the prey with their hooked forearms in a blur of motion to sever muscle from cartilage and bone. Within seconds the prey's skin and bones are literally ripped apart and its organs eviscerated.

So while walking in forest at in suspected Gaal territory, one can die very quickly and gruesomely.

If one becomes aware that a Gaal is nearby, the sensible plan is to evacuate immediately. Gaals have a ferocious appetite and are capable of catching and devouring a whole unsuspecting hunter group in one night.

ATTRIBUTES

STRENGTH	D20/D8 (M)
TOUGHNESS	D20 + 4/D10 (M)
AGILITY	D12/D6 (M)
QUICKNESS	D4/D10 (M)
PERCEPTION	D10

SECONDARY ATT. COMBAT SKILLS

CP	6	BALANCE	6D
REFLEXES	2	COMBAT SENSE	6D
HPS	75	DODGE	-
SIZE	20	UNARMED	
WT	15	COMBAT	6D

ARMOR

SOFT	-6
HARD	/3

DAMAGE

THRASH ATTACK 5(2)D



GHOYAN

Ghoyans are small, misunderstood creatures. They look like little people stooped over and staring at the ground with intense concentration. Their torso and abdomen are covered in a soft downy fur. Their faces are emotionless though their eyes show focus and vigilance. From their backs sprouts what most people assume are two large wings. However, Ghoyans are unable to fly. The wings are actually large highly evolved ear structures for sensing eflow.

Ghoyans feed from the residual eflow bleed left after the passing of a sentient being. The Ghoyan sense these traces by using their large ears. They place their heads toward the ground and move forward slowly. Their ears, like nets, gather the minuscule amounts of eflow left behind like nets. Ghoyans tend to follow the same person until they come across a stronger eflow trail, which led them—long ago—to be despised by many as omens of ill luck. Their constant silent vigil is unsettling to most people. One common superstition to stop a Ghoyan following you is to leave it a piece of Orpee. Many do this but do not understand why it works. The piece of Orpee contains so much eflow that the Ghoyan will lose the faint eflow track it is following. The Ghoyan cannot eat the Orpee. Instead, the Ghoyan will wait until someone else picks up the valuable Orpee and follow that person. This in turn has led to a superstition that picking up a stray piece of Orpee is bad luck and will bring you to the attention of a Ghoyan.

These strange ways have had a significant spin off for Echoes who reside close to Ghoyans. As Echoes are strong in eflow they are much more likely to attract Ghoyans. A powerful Echo may collect as many as ten Ghoyans at one time. Some Echoes use the number of Ghoyans that they are able to attract as a symbol of their power. Smart Echoes have learnt to evaluate the power of other Echoes that they intend to fight from the number of Ghoyans they attract. One group of Echoes has even adopted a form of conflict resolution using Ghoyans. The two Echoes meet and the winner is the one who leaves with the most Ghoyans following them. Unfortunately, it is possible to cheat at this contest by carrying Orpee to the meeting or using “eflow flare” powers. A stricter version of the contest is being explored.

ATTRIBUTES

STRENGTH	D6
TOUGHNESS	D4
AGILITY	D10
QUICKNESS	D8
PERCEPTION	D12+4

COMBAT SKILLS SECONDARY ATT.

BALANCE	2D	CP	4
COMBAT SENSE	1D	REFLEXES	2
DODGE	4D	HPS	8
UNARMED		SIZE	4
COMBAT	1D	WT	4

DAMAGE

GRIP	1D+1
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GOTA

Gota are solitary animals that dwell high up in the branches of tall Kioux trees. They make homes in holes in the trunk from which they can see great distances. Though no one knows for certain, they appear to be intelligent. This is guessed from the fact that they sing ordered tunes, even though they are incapable of communication. These tunes filter down from the lonely canopy to those further down the trunk signalling a Gota's presence.

Gota have four sets of eyes. Biologists have been able to determine the purpose of three of these sets. The first set perceives light in a way common to that of most known creatures. The second set

perceives the strength of reality and as a result the Dream. The third set perceives a person's emotional state through a combination of factors such as the Mind, body temperature and biochemical processes. The fourth set of eyes remains a mystery. Many believe that these eyes see something entirely new and as of yet unknown, something that no other creature is able to see. Some believe that this set can see into the future. Others believe that the set combines what the other three sets perceive and provide a unique insight into all things.

As a result of this remarkable vision many people seek out Gota for answers to questions to which no answers can be found elsewhere. Though the Gota is unable to provide verbal responses they do react to whatever they are presented with and it is through these reactions that people look for their answers. Interpreting these reactions is a difficult and precise skill that cannot be verified by any objective means. A select few individuals, called Speakersayers, have dedicated their lives to interpreting Gota. Speakersaying is an esoteric vocation that requires that the person live his or her entire life in the same place with a single Gota. Each Gota has different reactions and so a Speakersayer must stay with and observe the same one in their lifetime. The Speakersayer also looks after the Gota and will interpret the Gota's reactions for any that seek it out. Many Speakersayers take offerings from visitors and are able to live off these offerings alone.



ATTRIBUTES

STRENGTH	D6
TOUGHNESS	D10
AGILITY	D4
QUICKNESS	D4
PERCEPTION	D20x10

SECONDARY ATT. COMBAT SKILLS

CP	3	BALANCE	3D
(a Gota does not subtract dice from their Cp for Combat Sense)		COMBAT SENSE	15D20 x10
REFLEXES	1	DODGE	1D
HPS	28	MELEE WEAPON	-
SIZE	10	UNARMED	
WT	5	COMBAT	1D

ARMOR

SOFT -1

DAMAGE

HEAD BUTT 2d

THE GPL

The GPL is, according to many, the malodorous creature par excellence. Possessing few means by which to survive, his only weapon is his atrocious odor, a metablend of mold and rotting meat. Furthermore, this odor serves as armor and deterrent, together with his impressive stature. Creatures with a sensitive sense of smell can easily be paralyzed by such a pungent odor—in the worst cases, they may even suffer a fatal traumatic shock. In the best case scenario, the odor will merely cause nausea and serve to keep enemies at a safe distance. His wings allow him to fly but only once he has reached the age of twenty (Gpls can live to fifty years of age). Only then will his wings be large and strong enough to carry him. From this crucial age of maturity, the Gpl will be able to reproduce. Before that, the Gpl is but a dangerous prey... The Gpl live in herds usually rounding thirty beasts. Birthing is sporadic, yet the Gpl survive thanks to their odor and their capacity to fly.

Hunters who are able to hit a target from a distance are indeed a threat to the Gpl. It is conceivable that a few millennia ago, the Gpl abounded far and wide. However, hunters of every race equipped with bows and arrows have grown in number; and their bows have become increasingly powerful—not to mention the advent of guns of every possible variety under the Pendulum. Consequently, the GPL have seen their numbers decline over the years. Many ecologists fear their extinction, but protecting them is no small task for several reasons...

It has been said that he who can overcome the Gpl's foul loathsome odor has made a friend for life. What's more, as legend has it, there are Yaki tribes living high up in the Kioux trees that use these beasts as their steeds, living amongst the Gpl's nests. It has been said that they

developed a sophisticated level of nasal adaptation with their armor. At more than six meters in height, the GPL constitutes a perfect steed for these tribes or for any solitary creature. When trained for combat, the Gpl becomes a powerful ally, especially in a group context.

ATTRIBUTES

	YOUNG	MATURE
STRENGTH	D8	D12
TOUGHNESS	D8	D10
AGILITY	D6	D10
QUICKNESS	D6	D8
PERCEPTION	D6	D10

SECONDARY ATT.

	YOUNG	MATURE
CP	3	5
REFLEXES	2	2
HPS	25	35
SIZE	10	20
WT	6	8

ARMOR

	YOUNG	MATURE
SOFT	-2	-4

DAMAGE

BITE	2D
STINK (POISON)	4(2)D12
(Stunning : - 2 to Cp per success, Res. : Toughness).	
10 meters radius.	

COMBAT SKILLS

	YOUNG	MATURE
BALANCE	2D	4D
COMBAT		
SENSE	1D	2D
DODGE	2D	4D
UNARMED		
COMBAT	2D	3D





HARG TASS'RI TUA (HTT)

ATTRIBUTES

STRENGTH **D12 + 10**
 TOUGHNESS **D12 + 8**
 AGILITY **D12**
 QUICKNESS **D8**
 (D12 + 2 for purpose of attack)
 PERCEPTION **D6**

SECONDARY ATT.

CP **10 (young) to 20 (ancient)**
 REFLEXES **4**
 HPS **40 (young) to 80 (ancient)**
 SIZE **30 (young) to 50 (ancient)**
 WT **9**

COMBAT SKILLS

	YOUNG	ADULT	OLD	ANCIENT
BALANCE	3(2)D	4(2)D	5(3)D	6(3)D
COMBAT				
SENSE	3D	4D	5D	6D
DODGE	3D	4D	5D	6D
UNARMED				
COMBAT	5D	7D	9D	11D

ARMOR

	YOUNG	ADULT	OLD	ANCIENT
LEATHER	-2	-3	-4	-5
CARAPACE	/2	/3	/4	/5

DAMAGE

	YOUNG	ADULT	OLD	ANCIENT
BLADES(2)	3D+2	4D+4	5D+6	6D+8

The Harg tass'ri tua, or HTT, has been known for long as one of the greatest dangers of the forests of Kaínas. A solitary predator, it will never leave its hunting grounds except to reproduce, although its territory covers a vast distance (around three kilometers). Whoever or whatever enters it uninvited is undesirable, and probably edible. Left alone, the HTT will not harass anyone. During his reproductive periods (once every three years, at precise occasions), the HTT male will lash out in a fury and destroy everything in his path until he finds his mate (who never leaves her territory), who will give birth to two to five cubs. As it is too dumb to remember its previous destination three years ago, the HTT's chase can take months. The forests of the wilds should be avoided during these periods... Small of stature, the HTT initially has but four legs. While growing up, another pair of legs or perhaps two will develop, according to need (the HTT's size). When adult, the HTT's length is usually from five to six meters long. Beyond its brutal capacity, the HTT has rather few assets: its intelligence is minimal, its sight is poor, it operates mostly using hearing and smell, and its carapace provides its only protection. However, this sheer brutality is most of the time sufficient to ensure its survival, considering that the more a HTT ages, the more it gains in strength and resilience. The Harg Tass'ri Tua is probably the only real kaínasian threat to the Evil Beast, as the longer it lives, the stronger it becomes.

In combat, the HTT is direct, violent, and resilient. Its blades strike at full speed, much more rapidly than the rest of its body (it also uses its claws to dig underneath trees, for example). Meanwhile, the rest of its body (head, legs, and overall body when charging an opponent to slam it down to the ground) is used to 'prepare' the victim for the next assaults of its blades: Simple and effective.



JAGGERNAK

The Jaggernak is very calm, very slow, and very patient. Its life goes on without problems. It's not especially violent but like any other creature it has to eat. When were first constructed the Volkois, their "builders," freely used Jaggernaks as inspiration. Three to four meters tall, Jaggernaks have become the stuff of legends: many wilderness expeditions have come to hear a Jaggernak's heavy footsteps (the heaviest denoted specimen weighting nearly ten tons...), to see it walk past them with a look of indifference, never stopping its stride... Some say Jaggernaks are eternal, that if

left to their own devices they would simply pursue an inner existence impervious to external observers, philosophers and Frilins, reincarnated in their new bodies to 'think unbothered'.

If they are gifted with intelligence and sentience, these creatures must absorb orpee like the other sentient races, unless they can meditate like Frilins. One thing about them is certain however: there are times when these creatures are no longer peaceful, and need "something" they can only find in the bodies of other living beings. Maybe it is their flesh, their blood or their eflow, but in any case Jaggernaks literally drain their victims during these episodes. Most of the time, they seize their victims between their arms, protected from blows by their armor, their strength powerful enough to immobilize their victims and perforate their victims on their tusks. These tusks open like two jaws, sucking blood, flesh and guts, with such a strength that viscera are squashed to liquids in the Jaggernak's very jaws. The frequency of these attacks is unknown, and since they eat and drink like all creatures, it appears this need is of eflow. If this is the case, then it could well be possible that Jaggernaks are gifted with thought...

ATTRIBUTES

STRENGTH	D12 + 2
TOUGHNESS	D12 + 10
AGILITY	D10
QUICKNESS	D10
PERCEPTION	D8

SECONDARY ATT. COMBAT SKILLS

CP	12	BALANCE	8(4)D
REFLEXES	3	COMBAT SENSE	3D
HPS	90	DODGE	3D
SIZE	25	UNARMED	
WT	10	COMBAT	6D

ARMOR

SOFT	-5
HARD	/6

DAMAGE

PAW POW GRASP	4D (succeeds upon inflicting a deep wound)
HUSK ATTACK	3D (twice) : must have succeeded at a Paw pow grasp, no dodge.



JESHIDO

Jeshidos are nocturnal hunters. Due to their connection to the Dream, some regard them with fear. However, everyone finds them repulsive. Their bodies are pale and bloated without arms or a discernible head. Their mouths, which can open to a size almost equal to the width of their bodies, are surrounded with bulbous dark colored lips. Their pale, fleshy skin is often slick and damp due to the dense fog of the Dream. They can belch forth a sticky black smoke that seems to thicken up fog created by the Dream and also provide them with cover. This belch creates a loud gurgling noise. Some people have learnt to use this noise as a warning to seek shelter from the impending Dream.

Jeshidos are at home in the Dream especially where there is a thick fog. The Dream seems to have little effect on Jeshidos, as they seem to be able to predict the Dream's chaotic and subtle patterns and movements with the long greasy hairs that cover their backs. In effect, they can see right through the Dream and avoid its worst effects. A person confused by the Dream may never see an approaching Jeshido, but the Jeshido will see them without impediment.

Jeshidos have a very simple anatomy. Their bodies consist primarily of a mouth, gullet and a gut. They swallow their prey whole. Their insides are reinforced so as to hold prey immobile and alive while they digest them over a period of a few hours. Every part of the prey is consumed. Many parents tell their children horror stories that the Jeshido also consumes the mind of its prey, leaving it in a form of limbo where it is tortured for eternity. Though this is not true as far as anyone has proven, it does provide a valuable lesson to young children to avoid the Jeshido at all costs. So, here again, young Mherakims are "granted" another reason to fear nighttimes in the forests around their town or village...

Though most avoid the repulsive Jeshidos, an innovative Yaki Nightmare Echo called Albinus Khark once captured one. Albinus then used the Jeshido as a companion, riding beast and disposal system for his enemies. Some speculate that this bond shows that the Jeshido may actually be an intelligent animal. However, most suspect that it was actually the similar nature of the Echo and the Jeshido that made the bond possible.

ATTRIBUTES

STRENGTH D12
TOUGHNESS D10
AGILITY D8
QUICKNESS D8
PERCEPTION D8

(not impeded by the Dream)

COMBAT SKILLS SECONDARY ATT.

BALANCE	2D	CP	5
COMBAT SENSE	3D	REFLEXES	2
DODGE	4D	HPS	32
MELEE WEAPON	-	SIZE	12
UNARMED		WT	8
COMBAT	4D		

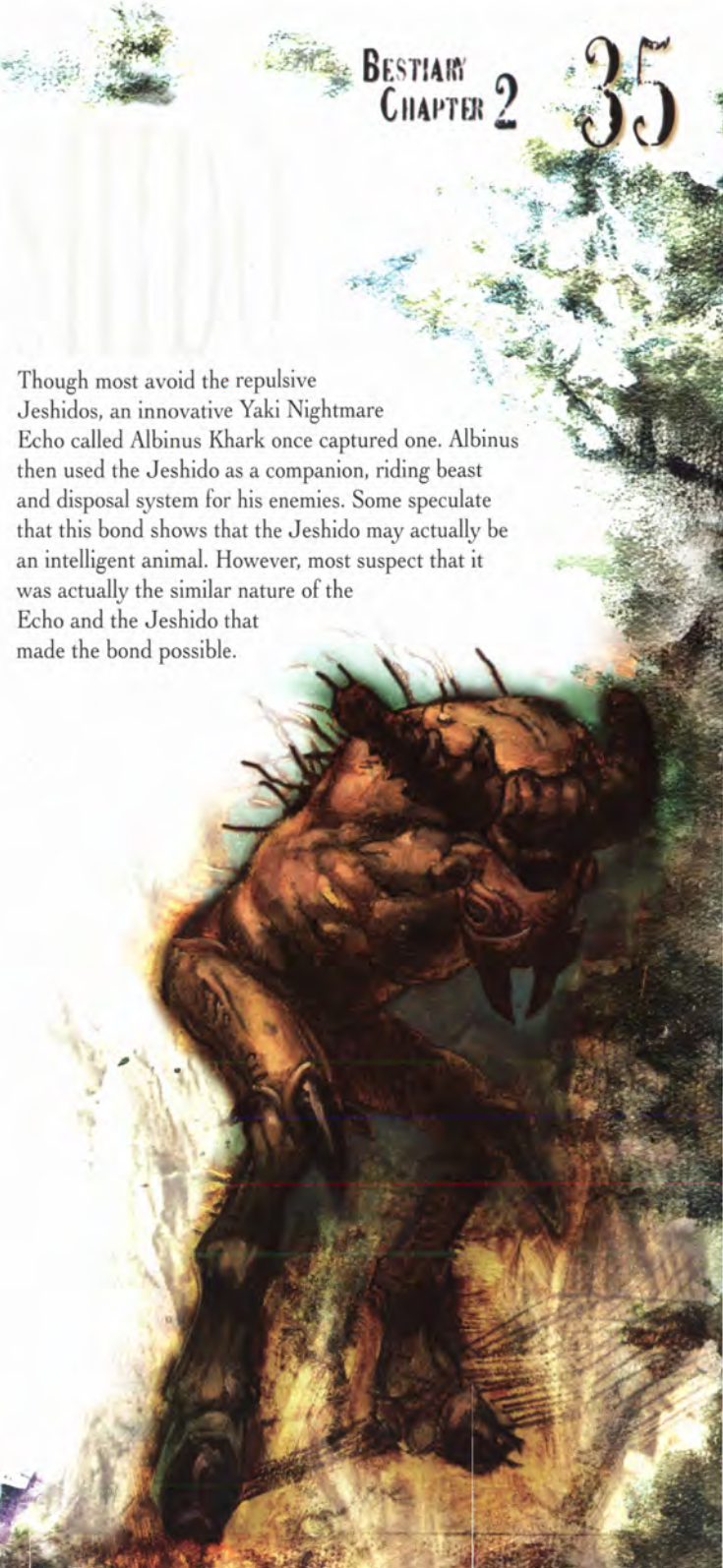
ARMOR

SOFT -4

DAMAGE

GULP 3d+2

(After a successful Gulp the target is swallowed. The target loses all Cp until they free themselves with a successful Strength check (Dn 15). The target takes Gulp damage every round that they remain swallowed. When the target has lost all Cp they fall unconscious and will be digested unless freed within 2 hours.)



KAKKAPAN

Kakkapans are large chitinous bugs with four hardened spike-like forearms that roam the sides of Kioux trunks. They have retractable spikes and hooks on the soles of their feet that allow them to stand and move on any vertical surface.

Kakkapans eat bugs found in the Kioux trunks, hunting them by tapping their forearms on the trunk in intricate patterns. Through the vibration of their tapping and sensitive pads on their feet, Kakkapans may track the tunnels in the trunk made by their prey.

Kakkapans then use more vibrations to entice their prey to the surface. It is believed that Kakkapans achieve this by mimicking the pattering of footsteps of



smaller creatures. It is also possible that the tapping scares or confuses their prey to come to the surface. Once the prey ventures close to the surface, the Kakkapan drives a forearm through the trunk, spearing the curious creature.

Kakkapans are solitary and highly territorial. It is rare to find more than one Kakkapan on the same Kioux. A Kakkapan can sense another Kakkapan at great distances by detecting and recognizing the vibration of its tapping on the trunk. When this occurs, a Kakkapan will immediately confront the trespasser. Though some confrontations are resolved by tapping matches, the Kakkapans' aggressive nature means that many result in violence. Kakkapans attack with reckless abandon and tear at their opponent with their forearms. The activities of lumberjacks are known to attract Kakkapans in the same manner as a trespassing Kakkapan. As Kakkapans have poor eyesight they will attack such lumberjacks as quickly as they do another Kakkapan.

The ferocity of Kakkapans has made them ideal for blood sport. The most popular version of these sports is the Kakkapan Labyrinth, which attracts large crowds and betting. Two Kakkapans are put into a small labyrinth normally made from an enormous piece of wood riddled with tunnels. The Kakkapans are able to travel on the walls and ceilings of the tunnels. The fight is immediate and brutal.

A few brave Volkoï have also tried to train Kakkapans as riding beasts for war. These attempts have only been successful where the Kakkapan has been trained from birth. However, Kakkapans remain volatile and their riders must constantly monitor them. Also, if the Kakkapan comes into the presence of another Kakkapan, it will attack without hesitation, no matter how well trained.

ATTRIBUTES

STRENGTH	D12+4
TOUGHNESS	D12+2
AGILITY	D8
QUICKNESS	D12
PERCEPTION	D4

(D12+4 to detect vibration)

SECONDARY ATT. COMBAT SKILLS

CP	6	BALANCE	5D (keep 3)
REFLEXES	4	COMBAT SENSE	3D
HPS	40	DODGE	2D
SIZE	10	MELEE WEAPON	-
WT	8	UNARMED	
		COMBAT	5D

ARMOR

SOFT	-4
HARD	/3

DAMAGE

GASH & SLICE	3D+4
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KYMN'DERS

Somewhat intelligent creatures known to set traps around their territories, Kymn'ders live in large communities—sometimes up to many thousand members—and greatly puzzle Echoes and scientists alike by an exceptional characteristic: Kymn'ders have developed—as everything seems to indicate—a distinct culture. Everywhere Kymn'ders exist, the environment and surroundings have been arranged in a style specific to the location and “tribe”. What are they? Endowed with intelligence and cultural organization, capable of using orpee without the need for it, Kymn'ders could very well be, according to some, a new race in awakening as were the first Frilins.

As such, it would be possible for a courageous observer to live in their proximity; the innumerable traps set all around their territory, which they know from the first to the last, can demand some time for the newcomer to adapt. The Awakeners' telepathy, fully functional with the Kymn'ders, can greatly help with survival in these circumstances... The Yaki tribes have learned long ago to elude the Kymn'ders' territories: the latter need not resort to physical force to attain their goals... Indeed, almost every military strategist of importance will have, at least once in his lifetime, observed the Kymn'ders' tactics. Obeying a strict hierarchy, being united in a common and permanent telepathic link, Kymn'ders are capable of a common efficiency the likes of which are rarely seen. At “war”, Kymn'ders show the full extent of their virtuosity: camouflage, traps, poisoned weapons, Powers...

Peaceful creatures, Kymn'ders only become aggressive when in presence of massive quantities of orpee. Indeed, the orpee that Kymn'ders relentlessly seek lends them powers similar to Echoes. The weakest in the hierarchy have none, the ‘average’ groups have powers equivalent to Ecatims, and leaders can seem as powerful as Echoes of the second Sphere or more (in rare cases).

ATTRIBUTES

STRENGTH	D6 / D8
TOUGHNESS	D8 / D6
AGILITY	D8 / D10 + 2
QUICKNESS	D8 / D8
PERCEPTION	D10

COMBAT SKILLS SECONDARY ATT.

BALANCE	2D	CP	6 to 12
COMBAT SENSE	2D	REFLEXES	3
DODGE	2D	HPS	15 to 25
MELEE WEAPON	3D	SIZE	4 to 8
UNARMED		WT	5
COMBAT	2D		

ARMOR

SOFT -3

DAMAGE

As per weapon



NOTE: As Kymn'ders are an almost completely sentient race, they may very extremely ome from another, ranging, as for the Mherakims, showing a great difference as to the skills and attributes they develop.

LAGAROU

Lagarou are creatures that inspire awe and mystery. They are very rare and appear benevolent to all that encounter them. They only appear to travellers who have lost their way. The Lagarou silently checks the traveller for wounds. Its presence heals all wounds, slacks thirst and hunger and rejuvenates tired muscles. On occasion, the Lagarou even leads or carries the traveller on its back to the nearest safe civilisation.

There are three theories about the nature of the Lagarou. These theories are that it is just a benevolent creature that senses suffering; that it is a Legendary Dream Creature created by the many tales of journeys; or that it is a manifestation of the spirit of travel and adventure found within each true traveller. The Lagarou is closely linked to Walkers who

see the Lagarou as a kindred spirit. No matter what a traveller believes is the nature of the Lagarou, they will pay homage to it before undertaking a journey in hope of a safe journey. For example those saying goodbye to a loved one will often say, "May Lagarou watch your path."

The Core's official view (which coincides with many academics) is that the Lagarou is nothing more than a reclusive, benevolent creature found in the wilderness. Those who encounter it are simply lucky. This view dismisses the notion that those who encounter it are somehow blessed because of a true wandering spirit. The Core frowns on those suffering from wanderlust and does not wish to see the Lagarou inspire its citizens to leave and go elsewhere.

Most people believe that the Lagarou is created from the tension that arises from the competing energies of the inspiration of amazing journeys told in tales and the desire for safe journeys. This energy manifests in the form of a Dream Creature that helps out travellers in need so that the desire for exploration never fades.

Most Walkers and accustomed travellers who have encountered a Lagarou believe that the Lagarou is actually something that comes from within. It is a physical manifestation of their desire to travel and a natural process of protection. This idea would be dismissed except that it is so common amongst those who have actually encountered a Lagarou. It is difficult to dispel first hand knowledge with speculation and conjecture.

ATTRIBUTES

STRENGTH	D6 x10
TOUGHNESS	D6 x10
AGILITY	D6 x10
QUICKNESS	D4 x10
PERCEPTION	D10 x10

SECONDARY ATT. COMBAT SKILLS

CP	18	BALANCE	6D (keep 3)
REFLEXES	10	COMBAT SENSE	12D
HPS	150	DODGE	10D
SIZE	15	MELEE WEAPON	-
WT	15	UNARMED	
		COMBAT	10D

ARMOR

SOFT	-8
HARD	/4

DAMAGE

HORNS	3d+3
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LAUDOLING (MALE)

Male Laudolings look vastly different to their female counterparts. They are much smaller and their bodies are built for just one thing: breeding. Male Laudolings have a unique breeding ability. When they breed, they are able to genetically alter their breeding partner to be receptive to their mating. This allows the male Laudoling to mate with a variety of different species beyond their own. It also allows them to breed with infertile partners. Male Laudolings will normally not breed outside their own species unless there are no female Laudolings present.

This bizarre ability has led biologists to speculate that the female and male Laudolings are actually two entirely different species. The common theory is that the original male Laudolings died out many years ago, as they were not effective breeders. Rather than the whole species suffering, female Laudolings evolved a secure and symbiotic breeding process to attract more efficient breeding partners (the species that we see today as the male Laudolings).

The result of mating with a male Laudoling is normally a new-born of the same species as its mother. However, in rarer cases (where the population of male Laudolings is low) the new-born will be a male Laudoling. This genetic process remains latent in all future generations. For example, a male Laudoling who mates with a Tchidoo will normally father Tchidoo new-borns. However, if these Tchidoo offspring mate with other Tchidoo they then may give birth to male Laudolings. The trigger to this process seems to be the same for every generation: when the male Laudolings' population is threateningly low. How this process works remains a mystery.

It has been known for Mherakims to use male Laudolings for breeding purposes when their bloodlines are threatened due to infertility. This practice is frowned upon. However, the risks in-

involved are normally considered a sufficient deterrent. Some rich and powerful families are rumoured to have been desperate enough to continue their line by dabbling with male Laudolings. This imposes a curse on the family as all subsequent generations must keep the fact secret and be in constant fear that their offspring will be a male Laudoling. If this ever became public knowledge then it would bring shame and ruin on the family. So such families will do anything to keep this fact secret. Speculation of a Laudoling birth always arises when a child dies in childbirth.

ATTRIBUTES

STRENGTH	D4
TOUGHNESS	D6
AGILITY	D10
QUICKNESS	D10
PERCEPTION	D6

COMBAT SKILLS SECONDARY ATT.

BALANCE	2D	CP	4
COMBAT SENSE	4D	REFLEXES	2
DODGE	3D	HPS	18
MELEE WEAPON	-	SIZE	5
UNARMED		WT	5
COMBAT	5D		

ARMOR

SOFT
HARD

DAMAGE

CLAW 1d+1





LAUDOLING (FEMALE)

Female Laudolings are a common animal found on the forest floor. Female Laudolings look vastly different to the male of their species. It is speculated that this is because in fact they are entirely different species able to procreate due to the male Laudolings unique breeding abilities.

The female is large and muscular. She has powerful arms and jaws. Her only interaction with the male is for procreation. The female Laudoling has evolved tiny openings on her back for mating. The male attaches his small facial trunk to these openings. Once attached the male never moves again. Its body withers away. After a few weeks the male is little more than a braid or strand on the female's back. The male gains all his sustenance through the female as they share blood and other internal processes. In exchange the female gets a guaranteed mate.

Female Laudolings are renowned for their burrowing. This activity increases dramatically when a female becomes pregnant. The burrow she digs is not particularly deep or large. After the burrow is complete the Laudoling will clear the entire area of all undergrowth. These areas often extend up to a mile from the burrow. The female Laudoling is powerful enough to move most trees with her arms. For those trees she cannot move she will use her jaws to break them into pieces. The clearing provides the Laudoling an impeded view of her surroundings, making it very difficult for predators to sneak upon her offspring. The trees cleared also provide the Laudoling with material to reinforce her burrow. Laudolings are also known to clear paths in the underbrush to provide them and their offspring with escape routes.

Female Laudolings are an integral part of the Core's ever increasing expansion. The Core uses female Laudolings to clear areas for settlement and roads. Females and males are kept separate until such clearing is required. Then trained handlers attach the males to the females. The females are then released to burrow and clear the area. When the area is cleared the Laudolings are rounded up and males detached. The females become docile once more and, in time, give birth to more Laudolings that the Core can use elsewhere.

ATTRIBUTES

STRENGTH	D20
TOUGHNESS	D12+4
AGILITY	D6
QUICKNESS	D10
PERCEPTION	D12

COMBAT SKILLS SECONDARY ATT.

BALANCE	4D (keep 2)	CP	6
COMBAT SENSE	4D	REFLEXES	3
DODGE	3D	HPS	50
MELEE WEAPON	-	SIZE	15
UNARMED		WT	10
COMBAT	5D		

ARMOR

SOFT	-6
HARD	/2

DAMAGE

BITE	4d+2 (costs 1 Cp)
CLAW	4d+2





MANY EYED STEED (MES)

These forest creatures are considered by some to be 'hybrids'. As they can be tamed and mounted (by experts only), they can also be considered animals. Their instinct is the cause of this zoological confusion: when they feel threatened, Many Eyed Steeds (MES) become extremely aggressive, changing from prey to predator. Their long-limbed bodies, both lithe and vigorous, make them ideal steeds in forests: any ground obstacle can be easily avoided, and climbing is child's play to the MES. The creature can easily make jumps over four meters long, its sense of balance insuring the MES will always fall on its feet without hurting itself (unless falling from extreme heights). Many Eyed Steeds are extremely sought after as mounts, since they are among the only "high quality" creatures that can be mounted without a Pilot or an Awakener. Their combat mode is simple: their front paws serve as natural weapons, allowing them to blind creatures bigger than themselves or tear up smaller ones. In large numbers, they group against a same opponent, if possible before charging, jumping over it and tucking it over to finish the kill more easily. Moreover, as they communicate very efficiently among themselves by olfactory signals, their gregarious instincts compel them to protect one another: they would rather die as a group than flee. As they gather in herds of twenty to thirty beasts, hunting them to get a single one' can be rather problematic...

ATTRIBUTES

STRENGTH	D10
TOUGHNESS	D10
AGILITY	D12
QUICKNESS	D12
PERCEPTION	D12 + 2

COMBAT SKILLS SECONDARY ATT.

BALANCE	4(2)D	CP	7
COMBAT SENSE	4D	REFLEXES	5
DODGE	4D	HPS	25
UNARMED		SIZE	12
COMBAT	4D	WT	6

ARMOR

SOFT -3

DAMAGE

HOOF ASSAULT	3D
DOUBLE HOOF ASSAULT	4(2)D
(requires 4D of Unarmed Combat)	



MAOLO

Most people of the Core recognize Maolos as a delicious meat dish. Their flesh is both tender and tasty. It also contains chemicals that produce an euphoric effect on all that eat it. Maolos are a natural prey and use this chemical reaction as protection.

When a Maolo's flesh is consumed the euphoric effect allows the rest of the herd to flee. This proves effective against most natural predators.

However, it is not effective against the

industrialized Kaïnas farmers. In contrast, the Maolos' euphoric meat encourages these farmers to capture and farm the Maolo in great numbers. This meat is very popular and provides many of the Core's workers some relief from the drudgery of their working lives.

Maolos are gentle herd animals. They are friendly and social with their herd mates. They exhibit a strong sense of empathy that is often discarded as a form of hive mind. However, Maolos' minds are much more complex and dangerous. Maolos have what is better described as a mind pool. A Maolo herd shares the same mindscape. As such they may share their intellectual ability with their herd mates. The larger the herd the more intellectual ability it has as a whole to distribute amongst the herd mates. Maolo herds often contain a subbreed called guardians, which physically develop hardened shells and horns for protection of the herd. These guardians also have increased intelligence at the sacrifice of the rest of the herd, and are usually found at a one per twenty ratio.

Oblivious to this remarkable mind pool ability, the Core continues to farm Maolo in vast quantity. This causes increasing trouble for Maolo farmers that few understand. As Maolo herds are combined together the size of their mind pools grow. The larger they grow the more able a herd is to spare intellectual ability for its guardians. Most farmers have noticed the disturbing trend that the guardians are becoming more prolific and intelligent in these domestic herds. The guardians have begun to severely test Maolo farmers with increasingly sophisticated attempts at escape, often rallying together and coordinating their less clever herd mates. The farmers have been able to contain the problems so far but things only get worse. If Maolo farming is not controlled, then the Core could face widespread shortages of Maolo meat.



ATTRIBUTES

	HERD	GUARDIAN *
STRENGTH	D6	D8/ D8 (M)
TOUGHNESS	D6	D8/ D8 (M)
AGILITY	D8	D10/ D8 (M)
QUICKNESS	D8	D10/ D8 (M)
PERCEPTION	D6	D12

SECONDARY ATT.

	HERD	GUARDIAN *
CP	4	6 +1*
REFLEXES	2	4
HPS	16	27 +3*
SIZE	6	7 +1*
WT	6	7

ARMOR

	HERD	GUARDIAN *
SOFT	-2	-2
HARD		1/2

DAMAGE

	HERD	GUARDIAN *
BITE	3D+2	2D+2 (+1)*

* Each fifty Maolos increase the guardians' attributes (both physical and mental) by one die type, maximum D12. Afterwards, each fifty beasts grants the guardians +1 mastery to their attributes. Secondary attributes, skills and damage increase as shown aside the number for each fifty Maolos.

COMBAT SKILLS

	HERD	GUARDIAN *
BALANCE	4D	4D
COMBAT		
SENSE	1D	4D
DODGE	3D	4D +1*
UNARMED		
COMBAT	2D	4D +1*

MARMA

Marmas survive by mimicking other creatures. Their ability to do so is instinctual but remarkably accurate. They can change most things about themselves including their sound and smell but not appearance. The most remarkable ability they have is the ability to mimic complex social behaviour. Marmas don't understand the behaviour that they mimic, but are able to imitate it in minute detail. Marmas are often able to convince creatures that don't use sight as their primary sense to accept them as one of their own. Marmas then receive the protection and benefits of such acceptance and will even be fed by mothers as one of their young.

The Marma has also developed a second line of defence against detection. Upon detection the Marma will go berserk. A raging Marma is extremely dangerous. Many intelligent creatures have learned to accept a Marma, even if the mimicking fails, just to survive.

Marmas have been known to mimic the races of the Core. It is because of this that Marmas are widely considered to be nuisances. Marmas are capable of imitating complex tasks such as eating at a table, cooking and even socialising, though they lack any understanding of what they are doing. When Marmas try to imitate speech, the sound is unintelligible. When a person finds a Marma in their house doing a domestic task such as cooking it often causes the person to panic. Unfortunately, this alerts the Marma to its failure causing it to go berserk and kill its discoverer.

A few people have experimented with using Marma for labour. Marmas have proved successful house servants provided that any guests are warned in advance so they don't act surprised. Also Marmas have been introduced to simple menial tasks normally left for Odwoanes. Once the Marma begins the task, the employer extracts the Odwoane for more complex duties elsewhere and leaves the Marma to continue to perform the task. One common example is as a security guard. The Marma will walk a perimeter at regular intervals and report any intruders. Of course, the Marma's report will be unintelligible but the very act of reporting is often enough to alert others of the intruder.

ATTRIBUTES

STRENGTH	D10	(D12+4 when berserk)
TOUGHNESS	D10	
AGILITY	D8	(D12+2 when berserk)
QUICKNESS	D8	(D12+2 when berserk)
PERCEPTION	D12	

SECONDARY ATT.

CP	5	(8 when berserk)
REFLEXES	2	(5 when berserk)
HPS	20	
SIZE	6	
WT	6	(10 when berserk)

ARMOR

SOFT -4

COMBAT SKILLS

BALANCE	2D
COMBAT SENSE	4D
DODGE	3D
MELEE WEAPON	-
UNARMED	
COMBAT	6D

DAMAGE

CLAW 2D+3

A Marma's mimicking will always fail to deceive an intelligent creature which has sight as its primary sense. If the creature is unintelligent or does not rely on sight as a primary sense then the creature can roll its M Agility or Perception vs 10 to see through the imitation. If detected the Marma goes berserk for 10 rounds. After which it reverts to normal and will attempt to flee.



MANTAS

Mantas are insects from Naakinis devoted to the protection of this netherworld. Living in highly organized tribes, Mantas hold bizarre rituals on a regular basis. These rituals take place when the Dream grants them a particularly expanded consciousness. During these rituals, the Mantas form circles in forest clearings. After a while, a strange hissing sound can be heard coming from their gathering, as they seem to "sing" in unison, communicating some form of energy. This hissing sound projected from a choir of Mantas can be heard for miles around. The surrounding creatures find themselves naturally impelled to burrow deep into the ground. It has been said that only Awakeners and Walkers have any inkling of what lies behind these strange rituals and that otherworldly hissing. This "mystical" aspect of Mantas is, according to

many, the manifestation of the Spirit of Naakinis taking shape in these insects devoid of any consciousness. As for the Gnaths, they have long considered the Mantas' fanaticism in protecting the forest a simple mechanism of self-preservation. However, their dedication is perceived in a different light by those of a spiritual orientation. Indeed, several groups (mostly Frilins) have adopted the icon of the Manta as a symbol of the protection of Naakinis.

Another pattern of the Mantas that has been observed is that of the strange synchronization of their movements that occur after they have participated in a particular ritual. They act in perfect harmony and remain in sync until the next ritual. If, on the one hand, this focus gives them strength of purpose, it nevertheless makes them unable to adapt to any "changes in the program". For a Manta in a ritual state, change is inconceivable. Therefore, would-be hunters know the importance of studying the subtle mechanisms operating amongst the Mantas. Armed with this knowledge, they can destabilize them. Although this work is arduous, it is not without its rewards. If one should learn to communicate with them, one could establish with them new rituals with self-interest in mind. For instance, through the repetition of the same ritual, it is possible to tame a Manta and thus equip one's self with a formidable steed-as many a Solek have done since their departure from the Sofé. Mantas are aggressive hunters. They organize in groups of five, ten, or twenty to hunt down creatures who have become too numerous or otherwise dangerous to the ecosystem. Sometimes, they form alliances with other groups of Mantas to pursue hunters who use dynamite - or other methods deemed too destructive. What's more, they will attack on sight any creature or person perceived as dangerous. Hunters have all learned to cloak themselves in a veil of benign calm when traversing their territory.



ATTRIBUTES

STRENGTH	D10
TOUGHNESS	D8
AGILITY	D10
QUICKNESS	D10
PERCEPTION	D12

SECONDARY ATT.

CP	9
REFLEXES	6
HPS	28
SIZE	15
WT	7

COMBAT SKILLS

BALANCE	4D(2)
COMBAT SENSE	1D
DODGE	3D
UNARMED	
COMBAT	2D

ARMOR

SOFT	-4
HARD	-3

DAMAGE

CLAWSS	3D
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THE NUMBER 3s

The Number 3s are considered by many to be the first intelligent race on Kaïnas—they happened on the scene well before the Frilins, it seems. According to folklore, it was they who, at the dawning of Kaïnas, created the Pendulum, hoisting it into the sky and bolting it to the earth deep below the orpee mines... The Number 3s possess a language and a culture that is all their own. Everything for them works in threes, without any exceptions. For instance, the very notion of a couple is nonexistent in their culture. The Number 3s form trios (two males and one female, or vice versa). Moreover, the female always gives birth to triplets. Therefore, their families almost always number nine offspring (3 x 3). This pattern of threes also holds for the size of the tribes, which number 27 members for the small tribes (3 x 3 x 3), 81 for the medium ones and 243 for the large ones. Binary thinking (either/or) is completely alien to them. When the Number 3s think about a problem, they always envision three possibilities. The same goes for their emotional life. If you ask a Number 3 how he feels with regards to something or someone, he will answer making three statements. For example: I love him, I admire him, I am jealous of him. The ramifications of such a mode of thinking are so vast that they cannot be covered in their entirety here. The previous example will have to suffice as a premise for further exploration.

To the question: "Why would such an evolved race prefer to live in the wilderness?", the Number 3s themselves, have no answer. Their awareness is vast and so is their intelligence. However, they seem to be prisoners of mechanisms that are more powerful than them. Indeed, even for the Engineers who attempt to study them, the Number 3s constitute one of the greatest enigmas of our time. Peace-loving creatures, they spend their time meditating – like the Frilins. They travel from forest to forest, avoiding "empty" regions. By their own admission, these strange migrations are so engrained in them that they have no need to understand their origin or purpose.

They come about in the following fashion: The three heads of the tribe listen to the Dream to find out their next destination and the next day they reveal it to the rest of the tribe. Thus begins each journey. They travel constantly, their entire lives, with various tribes, criss-crossing the landscape and meeting occasionally. Their traveling creates deep furrows in the earth, leaving mysterious tracks, long after their passing. These furrowing patterns are scarcely understood and shrouded in mystery. According to the Engineers, the Number 3s, are much like the Odwoanes: a "cursed" race destined to follow subtle mechanisms that have been imposed upon them for millennia. They are blissfully unaware of the presence of these mechanisms - their entanglement thus complete.

ATTRIBUTES

STRENGTH	D10
TOUGHNESS	D8
AGILITY	D10
QUICKNESS	D10
PERCEPTION	D12

COMBAT SKILLS SECONDARY ATT.

BALANCE	4D(2)	CP	9
COMBAT SENSE	1D	REFLEXES	6
DODGE	3D	HPS	28
UNARMED		SIZE	15
COMBAT	2D	WT	7

ARMOR

SOFT	-4
HARD	/3

DAMAGE

CLAWS	2D
PER WEAPON	XD



ODG GIP, BEARDED AND HAIRY

The bearded and hairy Odg Gip is the 'baptism of fire' of every good hunter and tamer. Very aggressive, it can however be tamed when bested (unless it's been killed...)

because it becomes afterwards totally loyal to its master. Among themselves, Odg Gips act in a similar manner: the strongest unquestionably dominates the others, and so on in steps down to the weakest, to be charged of the most dangerous tasks for the pack (scouting, bait during pack attacks, etc.). Indeed, despite their purely feral

looks, the bearded and hairy Odg Gips are very organized. As they were long thought to be imbeciles and easy prey, many a foolhardy hunter, walking to its wailing prey with a lance in hand, has been completely swarmed by the pack. A legend tells of Kian, millennia ago, who became against his will the master of a whole pack after besting its leader. From then on, fed up with cities and urban life, disappeared with 'his' pack into extremely hostile territories where no other but him could have gone, protected as he was by a powerful pack said to number over two hundred beasts, its leaders over three meters tall at the shoulder.

Usually found in packs from twenty to thirty beasts, Odg Gips are brutal, robust and fast. Their size, however, is seldom over a meter high at the shoulder. Only their aggressiveness and number ensures their survival, and in time a pack well led by a good leader could see its numbers grow up to fifty or even a hundred beasts. Sedentary creatures spanning over a large territory, the packs usually roam over some twenty kilometers, with visiting many dens as they wander. For the wise hunter, capturing a live Odg Gip 'puppy' is possible when the pack is away and only a few females are left to defend the new progeny... Quickly tamed, the pups are loyal to their masters and make excellent war beasts—the strongest could even be used as mounts. If its master is small in stature (Frilin, Emovan or Odwoane), even the smallest Odg Gip could be mounted if well tamed.

ATTRIBUTES

STRENGTH	D10
TOUGHNESS	D10
AGILITY	D8
QUICKNESS	D10
PERCEPTION	D8

SECONDARY ATT. COMBAT SKILLS

CP	5	BALANCE	3D(2)
REFLEXES	2	COMBAT SENSE	3D
HPS	15	DODGE	2D
SIZE	4	UNARMED	
WT	4	COMBAT	2D

ARMOR

SOFT	-5
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DAMAGE

BITE	2D
CHARGE	2D (double difficulty for Balance rolls)



ORIPHIM

Oriphims are rare and mysterious beings. Their true nature is unknown and they are the subject of much speculation and academic debate. The two theories that have garnered the greatest support are that Oriphims are either Aran beasts (similar to those that inhabit the Zin Mind) or beings of pure eflow.

It is presumed that Oriphims are completely insubstantial for a majority of their life. Whilst in this state, Oriphims choose a living being to bond with. There is no known pattern or method to the Oriphims' choice. Some choose the smallest of creatures, some choose sea creatures and it is rumored that others have even chosen plants. Once joined, Oriphims establish a mutually beneficial symbiotic bond with the living being. The Oriphim is able to draw eflow from the living being for sustenance in return for the Oriphim's protection.

When an Oriphim's bonded living being is attacked, the Oriphim materializes within a few seconds. The blinding light of the Oriphim's winged body surrounds the bonded living being protectively. Sight of the Oriphim is enough to scare away most assailants. For those who aren't, the Oriphim has a vicious beak with which to attack. The Oriphim is capable of flying at tremendous speed but is unable to go beyond visual site of its bonded living being. Once the hunter has fled or is killed, the Oriphim disappears. It is believed that the Oriphim then leaves and chooses another living being to bond with. However, no hunter has yet been brave enough to attack a second time to prove this theory true.

The suddenness and lethality of the Oriphim leaves many hunters extremely nervous. The Yaki chastise the hunters by saying that the Oriphim only attacks the greedy - those who kill more than they need.

After an Oriphim sighting, experienced hunters will try to kill their prey quickly before the Oriphim can materialize. Either way, all intelligent hunters will flee upon seeing a fiery halo envelope their prey. Some foolish people have even tried to encourage an Oriphim to bond with them to gain such fierce protection. Though many methods have been attempted, none are known to succeed.

ATTRIBUTES

STRENGTH	D20/D12 (M)
TOUGHNESS	D12+4/D12 (M)
AGILITY	D12+4/D8 (M)
QUICKNESS	D20/D8 (M)
PERCEPTION	D12

COMBAT SKILLS SECONDARY ATT.

BALANCE	4D	CP	8
COMBAT SENSE	6D	REFLEXES	5
DODGE	6D	HPS	44
UNARMED		SIZE	12
COMBAT	6D	WT	10

ARMOR

SOFT	-4
HARD	/3

DAMAGE

BEAK	4D
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Pos

ATTRIBUTES

STRENGTH	D10
TOUGHNESS	D8
AGILITY	D8
QUICKNESS	D12+2
PERCEPTION	D6

COMBAT SKILLS SECONDARY ATT.

BALANCE	3D(2)	CP	6
COMBAT SENSE	2D	REFLEXES	1
DODGE	3D	HPS	20-25
UNARMED		SIZE	6-12
COMBAT	3D	WT	5

ARMOR

SOFT	-3
HARD	-2

DAMAGE

CHANGING SUCTION 4D12+2
(Res.: Strength) (2D10 if not charging).

JAW MASH 3D10
Amassing air requires 3 rounds
(during which it can still fight)
before charging again

As water plants concealed in the marshes, in all appearances harmless, they are capable of a mobility associated with the animal world. When motionless, only their roots, resting on the surface of the earth (rather than being buried within it) allow a potential victim to suspect that something is amiss. Still, there is nothing in these roots to suggest the quickness of the ensuing strike. Pos live in groups numbering, on average, ten individuals. They are sedentary creatures, growing close to the water's edge all their lives. They subsist by devouring unlucky creatures intent on quenching their thirst. Approximately one meter in height on average, Pos can nevertheless reach heights of up to three meters. If the smaller specimens are no mortal threat to Mherakims (although they can be quite a nuisance), the larger ones are truly dangerous - especially for solitary travelers. Pos always attack in groups. If they are hungry, they will not hesitate to propel themselves on opponents larger than themselves. Their tongue, long and cylindrical in shape, allows them to suck smaller prey into their eager jaws. In the case of larger prey, their tongue allows them to grab hold of a victim with a terrible suction action. This suction force is created by the compressed air that it is able to generate all along its body. Holding its victim in this manner, its powerful jaws can then proceed to devour the creature. Unfortunately, the latter will rarely be able to free himself from the Po's suffocating grasp.

Their method of motion has long intrigued scientists. By concentrating on their stem, they accumulate air all along their cylindrical body until they reach the point of saturation. Then, the resulting air pressure is used for the propulsion of the legs. Indeed, it is this example of air compression that so many Engineers have used as a model for their experiments in pneumatic science. Furthermore, their suction ability has also received attention from scientists. During their charge, at the

moment just before their tongue strikes their target, a great quantity of air is expelled, allowing for the subsequent suction force. War-weary adventurers know all too well that the Po's first strike is its deadliest. If they manage to avoid it, their chances of defeating this dastardly creature will greatly increase. Indeed, the Po will be able to strike again but with less air and less strength, unless he takes the necessary time to refill his air cavities.





RATMAPLAT

The Ratmaplat species includes many varieties (a few are shown hereby). Found in every forest, Ratmaplats are a necessary evil. They are hunted for their shells, used as much for crafting an assortment of dishes as for the construction of patchwork armors, pierced by drills or iron needles and sewn together by solid strings. Their tender flesh can serve as a full meal for an individual. On the other side, live Ratmaplats clean the forests by eating away all dead vegetation.

The problem with Ratmaplats is that, as for the Wingwongpost-erdams, they live in very large numbers. Thousands upon thousands live together, building 'Ratmaplat hills' according to their specific type (desert Ratmaplats live in vast subterranean tunnels, the forest variety dwells in trees, etc.). When taking a walk in the forests and finding a few of them, they are killed and eaten as snacks. When one falls upon scores of hundreds of them, he gets killed or he gets scratches... Ratmaplat hunters are often poor: in small groups, armed with spears and shafts handled with great dexterity. They must kill many Ratmaplats and skin them in order to sell them, feeding almost solely on their flesh and drinking their blood. Other hunters treat them with some disdain, but find them useful nevertheless: a dead Ratmaplat is one less threat.

At 'war', Ratmaplats are swift and ravenous. Rather idiotic, these insects only organize when about ten meters from one another. Beyond that distance, they constitute another group... Obviously, a Ratmaplat can belong to many groups simultaneously, as the 'areas of effect' overlap. When this happens, a rather large confusion can occur, and the Ratmaplats' movements become arduous and erratic... Since they've long identified this pattern, hunters facing large groups of Ratmaplats will try to disperse them. Spread out, they can be hunted much more easily; in tight groups, they become almost indestructible...

ATTRIBUTES

Strength D4
Toughness D6
Agility D6
Quickness D4
Perception D4

COMBAT SKILLS

BALANCE 1D
COMBAT SENSE 1D
DODGE 1D
UNARMED
COMBAT 1D

SECONDARY ATT.

CP 3
Reflexes -
HPS 6
Size 3
WT 3

ARMOR

Hard /2

DAMAGE

Bite 1D





2003

SMORPION

The Smorpion, along with the Treeter, is one of the subtlest of forest predators. It can easily prowl anywhere, remaining undetectable if its chosen hiding place is suitable—until the last second, when it rises steadfast, its abominable poisoned tail leading. Its awesome quickness and its very high mobility allow it to move with such celerity that its every move destabilizes its opponents. The Smorpion is very active: it continuously seeks new prey and, for unknown reasons, prefers by far sentient targets. For the Awakeners, the Smorpion is the very epitome of a creature of evil: during nighttime, the Smorpion's murderous behavior increases tenfold and it can even transform its shape, taking on an even more nightmarish aspect to indulge in even more morbid deeds, probably under the Dream's influence. In the past, it was believed that Smorpions were the reincarnation of fallen Judicators. Later, as evidence was brought forth that Judicators were incorruptible, other suppositions were forwarded: reincarnated Nightmares, captive spirits, Frilin magic, and later Solek sorcery, etc. Travelers fear with reason to encounter a Smorpion: the thing grows larger with every kill, and can take gigantic proportions after a long 'career'... The exact relation between its size and its murder toll remains yet to be determined however.

Living mostly at ground level (as much because its own locomotion mode demands it as because its prey dwells there), the Smorpion will not hesitate to attack a small convoy: it will kill one, perhaps two victims and then flee, jumping or striding, to leave them dead or dying. The poison usually takes effect in a few minutes, but sometimes kills instantly. Though a solitary creature, it can happen that a few Smorpions can be found together: one prey not being sufficient for all, their needs are hence much greater... In the past, these Smorpion groups used to easily and fearlessly attack caravans and villages.

Nowadays, the Core's roads are walled from all sides, and villages are better protected; as such, Smorpions now live in more distant forests.

ATTRIBUTES

STRENGTH D8
TOUGHNESS D8
AGILITY D10
QUICKNESS D10
PERCEPTION D12

COMBAT SKILLS SECONDARY ATT.

BALANCE	4(2)D	CP	8
COMBAT SENSE	5D	REFLEXES	5
DODGE	4D	HPS	25
UNARMED		SIZE	10
COMBAT	4D	WT	6
CAMOUFLAGE	6D		

ARMOR

SOFT -2
HARD /3

DAMAGE

TAIL 3D
POISON 3(2)D10
(nerve damage)





TARRAAJ

Tarraaj are gigantic flying beasts that spend none of their life on solid ground. They are 60 feet in length, having long serpentine necks, a bloated, elongated abdomen, a fan-like tail and three large wings—two wings on their sides and the third under their belly.

ATTRIBUTES

STRENGTH	D4 x10
TOUGHNESS	D10 x10
AGILITY	D6
QUICKNESS	D4
(though this may vary considerably depending on wind speed)	
PERCEPTION	D10

COMBAT SKILLS SECONDARY ATT.

COMBAT SENSE	1D	CP	3
DODGE	1D	REFLEXES	1
UNARMED		HPS	260
COMBAT	3D	SIZE	250
		WT	15

ARMOR

SOFT -6

DAMAGE

BITE 4D

(if the Tarraaja suffers a Pure Violence wound, its buoyancy sack is considered burst and the Tarraaj will crash toward the ground. The Tarraaj will never fly again.)

Tarraaj feed exclusively from the rich upper canopy of the Kioux trees. From this vegetal matter they produce an inert, buoyant gas that fills their swollen abdomens. This gas, called Tarragas, makes the Tarraaj light enough to float in the air for its entire life span. Tarraaj swish their tails and lateral wings to gently propel themselves through the air with a minimum of effort. Their belly wing keeps them upright by acting like a keel does in water. Tarraaj only come below the upper Kioux canopy in search of water, looking for bodies of water large enough for them to land upon so they may drink at their leisure.

Though air travel is extremely rare in Kaïnas, Tarraaj provide a cheap, if dangerous, form of air travel. A brave few, called Tarraajonauts, have learnt the highly complex skills to enable them to exploit the Tarraaj's natural buoyancy and create a dirigible. First, the Tarraajonaut hangs a long basket from the bottom of the creature. The basket must be hung below the belly wing. This can only be done while Tarraaj are grazing. Though Tarraaj are not fast creatures, this does require that the Tarraajonaut travel to the upper Kioux canopy with all their equipment. Such travel is a dangerous proposition at the best of times, most often requiring the presence of Walkers. After the basket is secure, the Tarraajonaut anchors wing-ropes in order to steer the dirigible. Finally, an intricate machine is attached, which pushes painful spikes into the belly of Tarraaj to prevent them from landing on water. When the Tarraaj descend, the machine can be act-ivated to cause the Tarraaj enough pain to rise immediately.

Despite the wonder of air travel, the dangers remain high. Tarraaj dirigibles are slow and unwieldy, even with wing-ropes. Also, the belly machine can puncture the Tarraaj's abdomen, causing it to lose buoyancy and dive, invariably killing all Tarraajonauts aboard. Finally, a Tarraaj dirigible can only be kept for a few months at the most, as the Tarraaj needs to drink. Some Pilots, of course, sometimes manage a better deal...





THROL

Throls have much in common with Mherakim. They eat Orpee, are capable of communication and are roughly the same size. However, they are much more primitive and have only developed to the level of basic tool making and hunting. Many in the Core falsely consider the Throls to be aggressive. This misperception is created by the differences between the two societies.

The Throls have never been accepted by the Core for a number of reasons. The first is that they are primitive in comparison. The Gnath Empire encountered the Throls about 400 years ago and concluded from these initial meetings that the Throls were too primitive to justify a diplomatic effort. So the Empire exploited its superiority to its own advantage, taking resources and even Throls for slave labour. However, the Throls' resources were few and they proved to be difficult slaves. The Empire finally withdrew in its official capacity when Throls began to react aggressively to all interactions. Little has changed since that time. Individual privateers continue to plunder the Throls for resources and slaves. The Core has not yet re-established any links but many expect that this time will be forthcoming due to the Core's expansionist policy and its need for an ever increasing labour force.

The second reason is that the Throls are strong believers in Naakinis. They are able to see and sense Naakinis in all things. They find the Kainasian mindset with it Gnath Rhythm both appalling and offensive. The Throls would never ally themselves with the Core. Instead they only wish to see it destroyed. Fortunately, this is something that they appear incapable of, given their primitive ways. However, if the Core looks to the Throls for labour then it may regret its decision as the Throls are powerful melee fighters.

Throls have learned to interact in a peaceful manner with other societies outside the Core. Emovans, Inais and Frilins have proved the most successful. However, even these relationships seem to be souring over time. Antagonists of the Core use this fact as evidence that the Core's presence is more pervasive and widespread than many believe. Even those outside the Core are subject to its impact. Such antagonists argue that toleration of the Core is just as bad, if not worse, than acceptance of it.

ATTRIBUTES

STRENGTH	D10
TOUGHNESS	D10
AGILITY	D8
QUICKNESS	D8
PERCEPTION	D8

COMBAT SKILLS SECONDARY ATT.

BALANCE	2D	CP	5
COMBAT SENSE	2D	REFLEXES	2
DODGE	4D	HPS	20
MELEE WEAPON	4D	SIZE	7
UNARMED		WT	6
COMBAT	4D		

ARMOR

SOFT -1

DAMAGE

FIST 1d

WEAPON

By type



UDO HUN

The Udo Hun is an extremely rare being that is widely feared and held in awe. It is the epitome of power and peril. The Core has only encountered Udo Hun a handful of times in the east since its creation and from all such encounters the Core has suffered considerably.

All encounters with Udo Hun have a predictable pattern. First, Udo Hun approaches a new CCP that is pressing deep into the wilderness. Though the Udo Hun does not communicate directly with anyone, many interpret this first visit to be a warning for the CCP to immediately cease its operations.

Within a few days after this visit, Udo Hun returns. In most occasions there is not enough time between visits for the CAS to respond, leaving the CCP vulnerable. On this second visit Udo Hun is accompanied by a massive array of beasts of all sizes. It is clear that these beasts are held in Udo Hun's thrall, as they would not normally gather together in such numbers, diversity and—most importantly—cooperative state. The beasts then attack the fledgling CCP. They use complex strategies and exhibit precise coordination that is attributed to Udo Hun's presence. Every time, Udo Hun has been witnessed riding a Meja or Braxus into battle. The result of the attacks is that the CCP is either destroyed or damaged beyond repair. No one knows why Udo Hun chooses some CCPs but leaves others untouched.

Many people notice that Udo Hun's power is reminiscent of the power exhibited by high Sphere Overlord Echo. This creates speculation that Udo Hun is a member of a race that is much more advanced than the known Mherakims. Some academics have implored the Core to open lines of communication with Udo Hun, desperately wishing to study "it", or "him", believing that doing so will provide enlightenment into the true nature of Echoes. However, the Core has adopted an aggressive policy against Udo Hun, viewing the attacks against the CCPs as unprovoked declarations of war. The Core is also concerned that Udo Hun's attacks will seriously impede its expansion. However, due to the infrequency of Udo Hun's attacks, very little effort has been made to defend against him. Instead, the Core has made it illegal for anyone working at a CCP to flee upon being confronted by Udo Hun, punishable by slavery. Anyone caught trying to talk to Udo Hun is considered a traitor and sentenced to death. Meanwhile, the Core is said to be personally building a "special program" regarding Udo Hun.



ATTRIBUTES

STRENGTH	D20 + 6/D12 x10 (M)
TOUGHNESS	D20 + 6/D10 x10 (M)
AGILITY	D20/D6 x10 (M)
QUICKNESS	D12 + 2/D4 x10 (M)
PERCEPTION	D12 + 4

SECONDARY ATT. COMBAT SKILLS

CP	25	BALANCE	6D
REFLEXES	15	COMBAT SENSE	8D
HPS	65	DODGE	8D
SIZE	9	MELLE WEAPON	8D
WT	12	UNARMED	
		COMBAT	10D

ARMOR

SOFT	-6
HARD	/3

DAMAGE

Claw	3D + 2
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VARKER

Varkers are extremely common semi-intelligent winged creatures. They are normally about 2 feet tall when fully-grown. They mainly scavenge for food but are known to hunt bugs if required. They can be found in large flocks throughout the forests of the Core and also in many of the Core's cities.

eradicators with easier targets. The strongest survive and through breeding, the population gets stronger, making further eradication attempts harder.

ATTRIBUTES

STRENGTH D4
TOUGHNESS D4
AGILITY D10
QUICKNESS D10
PERCEPTION D8

COMBAT SKILLS SECONDARY ATT.

BALANCE	1D	CP	4
COMBAT SENSE	2D	REFLEXES	2
DODGE	2D	HPS	8
MELEE WEAPON	-	SIZE	4
UNARMED		WT	4
COMBAT	2D		

ARMOR

SOFT -1

DAMAGE

CLAW 1d+1

Varkers are at the bottom of the food chain. They manage to survive attacks from predators by both breeding in vast numbers and through their willingness to sacrifice others of their own kind. Varkers are by nature cruel, mean spirited and annoying. They attack, steal food from and harass all Varkers that are weaker than themselves to ensure that there is a slower meal if they are attacked by a predator. This defence mechanism is so deeply ingrained in the Varkers that they take pleasure from the distress of others, even if not of their own kind.

In the wild, such behaviour is of little consequence. However, in the cities, Varker flocks have become a nuisance. Varkers do not only scavenge from the populace of the city for food, they instinctually target people and items that cause the greatest amount of annoyance and distress when interfered with. They steal young children from mothers with no intention of eating them. They steal security cards from personnel of maximum-security C.A.S. facilities. They steal keys required to start vehicles, normally just before the driver is about to start his journey. Orpee is also a common target for Varkers, especially when just about to be eaten by an Orpee starved person.

As a result, eradication of Varker flocks has become a rising priority in some cities. The same methods that the Varkers use to defend against predators make them difficult to eradicate by most commonly used methods. Varkers appear in great number and are able to replenish their population quickly. Varkers also will attack and cripple the weaker members of their race to provide





VENGHEE

The Venghee are peaceful quadrupeds that gather in herds. To defend themselves from predators they produce a phosphorus chemical popularly called 'Vee'. Vee creates an intense blinding light when it comes into contact with a certain amount of natural light. The light created is so strong that it disorients most known hunters that use sight, and sometimes causes blindness.

The problems of this defence are twofold. The first is that production of Vee must be gradual as it is extremely taxing. Vee requires many of the body's resources to produce such a bright illumination. The second is that Vee is unstable and cannot be stored internally for a long time without causing a vast strain on the Venghee's body. A Venghee is only able to store enough Vee for one burst.

To counter these problems the Venghee have developed a way to shed the excess Vee as a by-product of defecation and death so that it can be stored and recycled when required. When defecating, the Venghee wrap Vee in a light-proof layer of faeces. When consumed, the Vee can be reintroduced into the body and is ready for use in less than an hour. A herd will often defecate in a single area to create a store in which they can replenish themselves after dangerous situations. Dying Venghee store their Vee reserves inside their body in such a way that it can be extracted from their corpses by their herd mates. To facilitate this process, the Venghee of different herds will often travel to the same location to die and create a single vast store of Vee for all neighbouring herds.

These Venghee graveyards have just come to the attention of the Core and initial efforts have been made to collect Vee for use in a variety of products. Such products include powerful illumination devices and flash grenades. Vee has also been used to create a vast orchestrated public light display to celebrate the

anniversary of the Core's establishment. If the supply of Vee meets its demand, it won't be long before the known stores will fail. Without these stores the Venghee herds will eventually dwindle and no more Vee will be produced. Some people also use Venghee as steeds. Provided that the rider has eye protection, the Venghee's natural defence can be used to keep the rider safe as well.

ATTRIBUTES

STRENGTH	D12+4
TOUGHNESS	D10
AGILITY	D8
QUICKNESS	D12+4
PERCEPTION	D10

COMBAT SKILLS SECONDARY ATT.

BALANCE	2D (keep 2)	CP	5
COMBAT SENSE	3D	REFLEXES	3
DODGE	3D	HPS	30
MELEE WEAPON	-	SIZE	12
UNARMED	-	WT	6
COMBAT	2D		

ARMOR

SOFT	-3
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DAMAGE

KICK	2d+1
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BLINDING VEE

If the target does not close or avert their eyes before the attack is made they should roll their Perception and be blinded for that number of rounds.



VOLORN

Volorns have only appeared in the last few years around the city of Khaderun. They look like Volkoi except that they have wings, longer ears and are generally larger in size. Volorns are extremely aggressive to the point of being bloodthirsty. They are unable to hold themselves back from the chance of blood and seem to enjoy pure slaughter.

Since their appearance, the Volorns have posed a very real threat to those few who have encountered them. The Core's reaction is to try and exterminate them by establishing special teams of well armed Volkoi. In conjunction with these efforts the CPRM has released public statements that the Volorns are dangerous and not to be approached. The CPRM explain that the Volorns were genetically engineered soldiers created during the time of the Empire. The Volorns were the prototype Volkoi. Unfortunately, the Volorns failed due to their aggressive and uncontrolled natures. The Core thought that all Volorns had been destroyed. The CPRM publicly promises to rectify the situation as soon as possible and apologises for the inconvenience caused by the Empire's failure.

The Volorns are actually a recent creation of a cabal of Volkoi geneticists and Awakeners that strove to develop a new and improved Volkoi. A Volkoi that is not controlled by its addiction to adrenaline or its sedative drugs. The Volorn are designed to be able to fly, have enhanced senses and are more physically and mentally capable. Unfortunately, the cabal didn't realise that the original creators of the Volkoi implanted sophisticated genetic safeguards to prevent tampering with their work. The Volorns created were physically everything that the cabal had hoped for but they proved uncontrollable. The Volorns were driven by an intense, inexplicable desire to kill their creators. They did so swiftly and then using their increased intelligence and awareness to track down all others involved in the cabal's experiments. The Volorns stop at nothing and kill all that get in their way.

Some high ranking members of the CPRM are fully aware of these events and the idea of an advanced species of Volkoi concerns them greatly. They intend for the Volorns to massacre the geneticists who started the mess and then destroy the Volorns forever. These few people have used their influence in the CPRM to encourage the public statements as rumour control to put the general population at ease.

ATTRIBUTES

STRENGTH	D12
TOUGHNESS	D12
AGILITY	D10
QUICKNESS	D12
PERCEPTION	D12

SECONDARY ATT. COMBAT SKILLS

CP	8	BALANCE	2D
REFLEXES	4	COMBAT SENSE	4D
HPS	32	DODGE	3D
SIZE	9	MELEE WEAPON	5D
WT	8	UNARMED	
		COMBAT	4D

ARMOR

SOFT	-3
HARD	/2

DAMAGE

TAIL	2d+2
REINFORCED FIST	1d+2

WEAPON

By type



XOKI

Water is a scarce resource that can be very difficult to find unless a person knows where to look. This problem exists even in the forest but is exacerbated in high mountain regions or in the arid wilderness. Xokis have developed a way to conserve water so they can survive without it for long periods of time. Xokis have a bony nose horn and head fins that are riddled with complex nasal passages. When Xokis breathe in, these nasal passages act as extremely efficient water traps that collect moisture from the air. The nasal passages are also sensitive to moisture, allowing Xokis to smell water from great distances. Xokis pool the water they collect and drink in large stomach bladders. This process gives Xokis their unusual emaciated yet bloated look.

Xokis are now a very valuable resource. They are made even more valuable as they prove difficult to catch. Xokis can smell the water in a person's body before they reach visual range and tend to flee when confronted by intruders. Some hermits have also learnt to use the Xokis' sense of smell as a warning that visitors are nearby.

ATTRIBUTES

STRENGTH D10
TOUGHNESS D10
AGILITY D8
QUICKNESS D12
PERCEPTION D10

COMBAT SKILLS SECONDARY ATT.

BALANCE 4D (keep 3)
COMBAT SENSE 1D
DODGE 2D
UNARMED
COMBAT 2D

CP 5
REFLEXES 3
HPS 30
SIZE 10
WT 6

ARMOR

SOFT -3

DAMAGE

BITE & KICK 2D

Xokis form herds, and when one dies, it is common for the other herd members to pierce the dead Xoki's stomach bladder. As such, a Xoki herd wastes very little water. Xokis are also known to extract water from the carcass of other species, but such occurrences are very rare. A person in the wild who finds an unsullied dead Xoki is very fortunate, provided they know how to extract the water. If someone unaware of the proper methods tries to extract the water, they are likely to end up with a foul concoction of water, blood and bile. A recent technological advancement using a surgically sharp tube makes it possible to extract small amounts of water from the Xoki's bladder without killing it or causing it discomfort. A single Xoki can produce enough water for 2 Gnaths to live from in the wilderness. This has given rise to a roaring Xoki trade as those venturing into the wilderness seek them as living water generators.



THE DANCER

According to almost all the most ancient legends, the Dancer is the Musician's younger brother. We must then first consider the Musician. It was as though the Musician was actually born out of the early forest dweller's need for comforting sounds. The Musician would play night after night with only the wilderness dwellers as an audience. With time, his music became increasingly mournful and slower. When travelers would happen upon a Musician, he would level them with his melancholy song. Various superstitions were thus born: a Joyful musician was a good omen while a sorrowful one was a bad premonition. Then came the Dancer, and he changed his tune.

Also according to legend, (Truth is that which can be gleaned through the keyhole of Legend), one night, settlers noticed a creature in all respects similar to a Musician. It was none other than a Dancer: tall, foreboding, slim, with limbs even more supple than that of the Musician. He seemed to move like the wind. Although similar in appearance to a Musician, he seemed taller, and more daring. This newly discovered Dancer was accompanying a Musician in his Music, transforming it - making it come alive. The pair became inseparable. It is said that a Musician without a dancer is a "Cursed Musician". Conversely, it is said that a Dancer without a Musician is a "Midnight Marionette". If you were to ask them, they would reply that they can get by quite well on their own. However, should they separate, their art subsequently closes in on itself, cutting itself off from inspiration, consuming its own matter. Nothing is left of it save an unbearably beautiful facade of what once was. The Dancer's movements are, according to several observers, the very same ones that were taught to the Nayans millennia ago. Peaceful, much like the Musician, the Dancer has the ability to calm the minds of all those who witness it. When the ear is deaf, the eye can see. A witness to the beauty of a Dancer remains captive for the duration of the dance. Much like the Musician, the surrounding Dream becomes quiet and anyone who is witness to the dance, drops everything and has eyes on;y for the performance.

While the Musician always remains calm, the Dancer may sometimes rebel. Most often, this rebellion occurs when his brothers and sisters (often Musicians) are threatened. He feels impelled to protect them. Should he rebel, one must beware, for his martial techniques are incredibly lethal. Moreover, Dancers are often armed. Much like the Musician, the Dancer disappears at the break of day. His body being his instrument, he is not as sought-after as the Musician (he cannot, like the Musician, bestow a traveler with an instrument of great value). Nevertheless, Mherakim dancers seeking to receive an unexcelled education from a master Dancer need only locate one and patiently win his favour.

ATTRIBUTES

STRENGTH	D12/D12 (M)
TOUGHNESS	D12/D12 (M)
AGILITY	D12+6/D12+6 (M)
QUICKNESS	D12+6/D12+6 (M)
PERCEPTION	D20+6

SECONDARY ATT.

CP	14
REFLEXES	3
HPS	30
SIZE	11
WT	6

COMBAT SKILLS

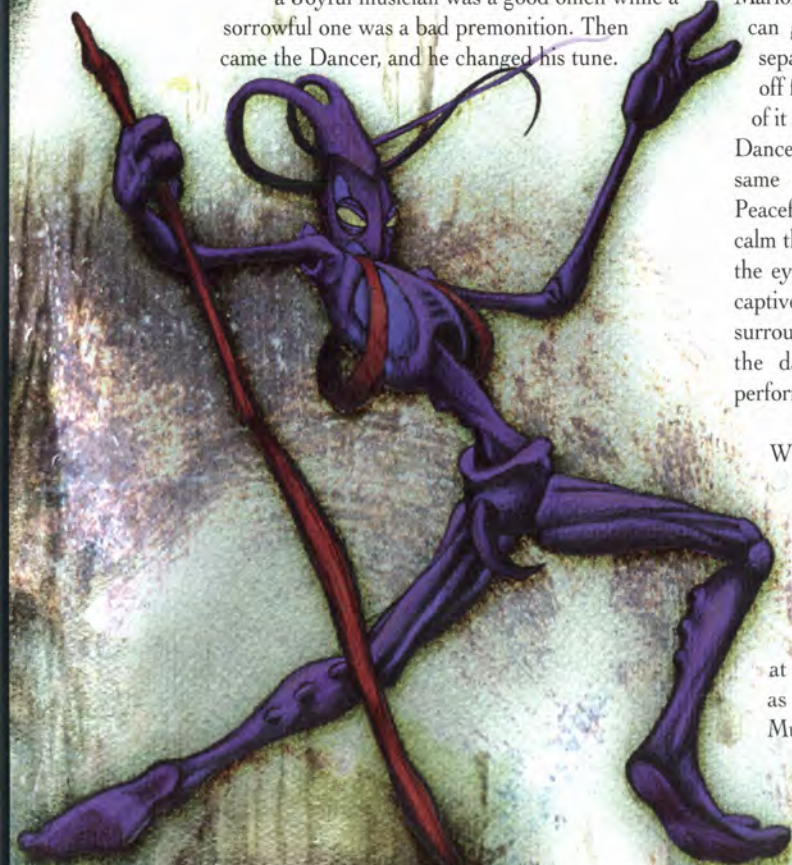
BALANCE	12D
COMBAT SENSE	4D
DODGE	12D
UNARMED	
COMBAT	8D
MELEE WEAPON	6D

ARMOR

SOFT	-3
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DAMAGE

UNARMED	1D
AS PER WEAPON	



THE MUSICIAN

Dubbed "Musicians", these creatures live only by Dream. Though they were not spawned by the Dream, they have nevertheless never seen the light of day. At the break of day, when the Pendulum's first rays warm the tops of the Kioux trees, Musicians seem to "melt" into their environment. They merge with a tree, a stone-or they are swallowed into the ground. Whosoever destroys these objects will also see to the Musician's demise. For this reason, Musicians are rather discreet about their sleeping quarters.

Their name originates from the strange music that the Musicians produce using various instruments of their own making. Their tall and quiet appearance, as thin as a thread, compliments their musical propensity. Using only wood, skin and bones, they fashion various instruments such as flutes, guitars, and drums. Their ingenuity has no equal. Most Mherakim musicians covet these instruments of incredible beauty that produce sounds never before heard in this world. It is not surprising that several Musicians have become the stuff of legend-"Vasrudisatri" the great virtuoso and violin maker is but one example. When a Musician plays, the Dream grows so calm that all of Nature stops dead in its tracks-it is as though all of Creation pauses to listen.

What is the nature of a Musician? This is a question that the Gnaths have been pondering anxiously for a long time; while the Inaïs merely laugh it off. A few rare Musicians, upon invitation by the Inaïs, have left their native forests to live in the semi-permanent Dream that pervades the deepest Inaïs Hearths. It has been said that there are upwards of a hundred Musicians living in the Amber Hearth. Aficionados of Nocturnal Music (thus was dubbed their gripping music-atmospheric soundscapes that seem to flow with the Dream), must consider the perils of the wilderness that such music appreciation entails. Certain courageous Mherakim musicians will sometimes venture on a pilgrimage upon hearing about a particularly inspiring Musician. These Mherakims embark on their journey, hoping to locate this Musician master. They then

attempt to befriend this peaceful creature who has no language other than Music. Once they establish a relationship with this Musician, they may stay and listen for sometimes as long as several years. As legend would have it, after several years of listening (and of survival!), a student will be "sanctified" by the Musician with an instrument that he has made with his own hands. This special instrument is of inestimable value. Such a gift is the highest honour that could befall any aspiring Mherakim musician. For these fortunate musicians, any poor souls who would actually buy their instrument are not real musicians after all but rather capitalist Gnaths!

ATTRIBUTES

STRENGTH D8/D8 (M)
TOUGHNESS D8/D8 (M)
AGILITY D12+6/D12+6 (M)

QUICKNESS D12+6/D12+6 (M)
PERCEPTION D20+6

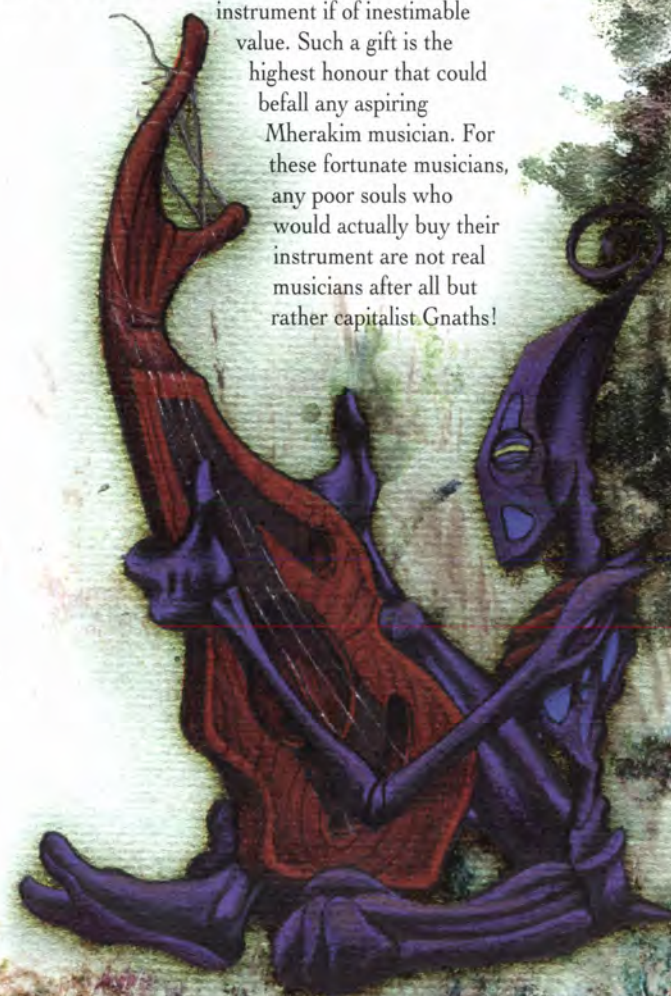
COMBAT SKILLS SECONDARY ATT.

BALANCE	2D	CP	4
COMBAT SENSE	2D	REFLEXES	2
DODGE	2D	HPS	20
UNARMED		SIZE	9
COMBAT	2D	WT	5

ARMOR

SOFT -3

FUSION: A Musician can, on the condition of taking an entire round to do so, melt into any element of the environment that can contain his size. He thus disappears and cannot be extirpated. If the object is destroyed, so is the Musician.





BRUTABAGAS

Cartographers (much like the Walkers) possess an extensive knowledge of the wilderness, yet it is often specific to a certain region. When they are self-employed, these local experts draw-up detailed maps of their region and sell them for money and/or blood. As well, cartographers have also been known to accompany adventurers on their journeys.

Marauders are, for the most part, groups of bandits that are based in remote regions far-removed from the Enclave. Taking full advantage of the numerous voyages that merchants make, they are forever surveying the roads for new "business opportunities". They generally leave the over-protected orpee convoys in peace. The same goes for travelling Solek and Yaki tribes. They mainly concentrate their efforts on those weaker than themselves. If certain ambushes can prove to be profitable, the risks involved are nevertheless considerable - not to mention that they are faced with a constant shortage of orpee, given their remote location. All in all, Marauders are known for being amongst the most brutal of the Mherakims.

The Herbowarrior is a savage sage. In one hand, he carries a book with a metal binding which he uses as a shield. In the other hand, he brandishes a book with a razor sharp edge (no doubt a difficult read). Living in remote areas, the Herbowarrior is a spiritually accomplished version of the Cartographer. He is familiar with the creatures of the night as well as those of the day. He considers them all with equanimity. He can concoct a thousand potions and share his incredibly specialized knowledge with any rare visitors that may come his way. He is a highly-valued source of information. In exchange for his services he asks for a handsome quantity of orpee.

As the polar opposites of the Marauders, the Hermits are indeed the guardians of the wilderness; rescuing creatures trapped by poachers as well as adventurers in dire straits. The Hermits and the Marauders are engaged in a game of Ssegids and Tipits; each one in turn becoming the pursuer and the pursued.

The Hermits survive off resources that they find along the way as well as off donations from grateful Mherakims whom they have rescued. These donations are sometimes "forced" as in the case of Gnaths who, it must be said, know little gratitude. Hermits succeed in living amidst great dangers without becoming bestial through their long tradition of solidarity, their technique of group combat and their propensity for meditation (a meditation that is different from that of the Frilins).

The "Forces of Nature" are rare individuals that have arisen by way of the Herbowarriors. They are the closest in spirit to the Walkers, living exclusively in the wilderness, having completely embraced the ways of Nature. Dismissing intellectual analysis as too narrow, they have become empathetic, instinctive and intuitive at a very high level, existing in complete harmony with Naakanis and Kaïnas. It is they who know the language of what they call "Natural Consciousness": the Body, the Elements, Eflow and Ultimate Reality beyond the veil of illusion. According to them, it is from this fabric of consciousness that everything arises. By learning the way of these forces it becomes possible to tap into their hidden but nevertheless real powers.

Talents and specific skills (shown in bold below) p.90. Brutabaga are not grade job related. Each grade needs to be bought one by one.

RANK	CARTOGRAPHER	MARAUDER	HERBO-WARRIOR	HERMIT	FORCE OF NATURE
COST	50	85	130	165	200
INCOME	2000	3000	*	*	*
SKILL	Melee Weapon L.2 Long-Range Weapon L.2 Long Weapon L.2 Balance L.2 Throwing Weapon L.2 Unarmed combat L.2 Dodge L.2 Combat sense L.2 Orientation L.1 Observation L.2 Wilderness Survival L.2 Climbing L.1 Camouflage L.1 First Aid L.2 Fauna and Flora (k) L.2 Creature (k) L.1 Danger Sense (A)	Melee Weapon L.3 Long-Range Weapon L.3 Long Weapon L.3 Balance L.3 Throwing Weapon L.4 Unarmed Combat L.3 Dodge L.3 Combat sense L.3 Persistence L.1 Orientation L.2 Observation L.3 Wilderness Survival L.3 Climbing L.2 Camouflage L.2 First Aid L.3 Fauna and Flora (k) L.3 Creature (k) L.2 Dream - Nature (k) L.1 OUTPOST (A) AMBUSHES L.1	Melee Weapon L.5 Long-Range Weapon L.5 Long Weapon L.5 Balance L.4 Unarmed Combat L.5 Dodge L.5 Combat sense L.5 Persistence L.2 Wilderness Survival L.5 Climbing L.4 Camouflage L.3 First Aid L.5 Herbology(k) L.1 Biology (k) L.1 Fauna and Flora (k) L.5 Creature (k) L.3 Dream - Nature (k) L.3 KEYS: NATURE	Melee Weapon L.6 Long-Range Weapon L.6 Balance L.5 Unarmed Combat L.6 Combat sense L.6 Persistence L.3 Orientation L.4 Observation L.5 Wilderness-Survival L.6 Camouflage L.5 Fauna and Flora (k) L.6 Creature (k) L.4 Dream-Nature (k) L.4 SELF-CONTROL DISCIPLINE L.1	Unarmed Combat L.8 Dodge L.6 Combat sense L.7 Persistence L.5 Orientation L.6 Wilderness Survival L.9 Camouflage L.6 Fauna and Flora (k) L.8 Creature (k) L.6 NATURAL LANGUAGES L.1 CONSCIENCES

*Note: These jobs do not earn money like the others. These services may be offered and contracts dealt with whoever needs them.



THE HUNTER

The occupation of Hunter is different from that of the others in that it requires the applicant to have prior experience as a Creator. The only other way for someone to become a Hunter is to already possess all the first level skills (such as Trapping.) Hunters, then, have almost all previously been Creators. The Hunter is he who, once the moment came in which the mastery of his art reduced the risk of his operations to nil, nevertheless wished to reacquaint himself with the blissfully fleeting quality of this mortal life. Pushing further into uncharted territories, the Hunter forsakes all forms of socializing by choice as well as by necessity. Indeed, living a hair's breadth from death requires his absolute concentration. Despite his anti-social nature, the Hunter is nevertheless vitally important to society. He helps reduce the dangers of the wilderness and he brings crucially necessary materials back to civilization. Furthermore, he can be a great asset to any exploration in his capacity as a guide.

Modern production techniques have slightly reduced the importance of Hunters. Nevertheless, they remain as key elements in the food chain. Having dealt with them mainly as Creators, companies trade with them for rare and precious materials. Scientists of all types regularly deal with these "beasts more heinous than the creatures themselves", each of them finding in the other a partner in crime.

The animal aspect of the Hunter occupation sometimes transforms its practitioner into a Nocturnal Predator: the lowest manifestation of the Hunter's art. Their entire personality becomes infused with the Dream. Their hunting methods become more ghoulish, often inspired by the Nightmares themselves. Indeed, Nocturnal Predators seldom differentiate between an animal and a Mherakim. They hunt for blood and glory. Sometimes they hunt for Blood Pieces, which allows them to secure orpee as well as buy even more devastating weapons.

Awake only during the Dream, many amongst them, conserving their consciences and their spirituality, manage to develop Keys by themselves. The wealthiest of the Mherakims sometimes actually contact them (always in secret) to perform a loathsome deed, such as a political assassination, or a particularly dangerous hunt. They are seldom seen by any Mherakims. When spotted in a city, they are often mistaken to be Nightmares, much to their delight. If one should meet up with a Nocturnal Predator in a forest, one must be prepared for a bloody fight. The Nocturnal Hunter is an excellent fighter. He is specialized in guerrilla warfare and can decimate several dozen adventurers all by himself. He is often fully equipped with long range weapons, traps and other devices.

Talents and specific skills (shown in bold below) p.94

RANK	FOOT TRAP	NIGHT WATCH	DREAM SHOOTER	BEAST HUNTER	NOCTUROMANCER
COST	30	50	85	125	170
INCOME	300	1000	2000	3000	4000
SKILL	Melee L.2		Melee L.3	Melee L.5	
	Long-range weapon L.2	Long-range weapon L.3	Long-range weapon L.5	Long-range weapon L.6	
	Empathy L.1		Empathy L.3	Empathy L.5	
	Observation L.3	Observation L.4	Observation L.5	Observation L.6	
	Animals (k) L.1	Animals L.3	Animals L.4	Animals L.5	Animals L.6
	Camouflage L.2	Camouflage L.3	Camouflage L.4	Camouflage L.5	
	Dodge L.2	Dodge L.3	Dodge L.4	Dodge L.5	Dodge L.6
	Balance L.2	Balance L.3	Balance L.4	Balance L.5	
		Persistence L.2	Persistence L.3	Persistence L.4	
	TRAPS L.2	Traps L.3	Traps L.4	Traps L.5	Traps L.6
	Survival - Forest L.3	Survival - Forest L.4	Survival - Forest L.5	Survival - Forest L.6	Survival - Forest L.7
	Wilderness (k) L.2	Wilderness (k) L.3	Wilderness (k) L.4	Wilderness (k) L.5	Wilderness (k) L.7
		TRACKING L.2	Tracking L.4	Tracking L.5	Tracking L.6
		RITE: SILENCE	RITE: VISION	RITE: WEAK LINK	RITE: CALM
					RITE: POSSESSION
					RITE: LIGHTHOUSE
					RITE: DECREPITUDE



THE SHEPHERD

Shepherding is the most widespread of all occupations relating to animal husbandry, mainly because it does not involve the perils that come with such careers. A shepherd in a farm devotes approximately fifteen hours of his day to tending his flock. He may have various beasts in his care, which his landowner/boss keeps for a variety of uses; beasts of burden, steeds, meat-providers, etc. Sometimes, though perhaps more rarely, animals are kept for their various body parts, which are used for specific purposes (blood for drinks, skin for leather, gall bladders for poison, etc.). Well-versed as they are in the routines of farm life, Shepherds are veritable pillars of the agricultural system.

Following the Shepherd in terms of frequency, we encounter the Animal Trainer. He is in charge of training the various steeds and beasts of burden for commercial uses (such as caravans). Furthermore, he is also involved in training animals for personal use, as steeds or pets. His status and reputation is the result of his hard work. It is he who has the arduous task of taming the creatures captured by the "Creators" (creature abductors) - a task that sometimes only a master trainer can undertake.

The best amongst the Animal Trainers will only accept the most challenging and rewarding contracts, such as training exceptional steeds, or taming dangerous creatures. Some highly-placed Trainers, for instance, will only work with creatures captured by a specific Creator. The rest of the Animal Trainers tend to work for one company and perform work that is more regular. For example, a group of Judicators by the name of "Velocity" of the Justice Brotherhood, exclusively use chargers that Marrakan, an Inaïs master trainer, trains for them.

In the middle of this social hierarchy, we find the Creator. Named, as legend would have it, because one day a Gnath child, upon seeing an Inaïs on

Shepherd

the back of an extremely large creature, exclaimed "Creatorer!" at the top of his lungs. The moniker stuck. It is the Creatorer who ventures into the forest to capture the various animals and creatures. The Creatorer always works alone because his art requires speed, discretion and deceit. For example, he may need to attract adult creatures away from their nests in order to "rob the babies from their cradle", so to speak. More often than not, the body of a Creatorer tells his whole story: He is often covered in scars; his armor is a random collection of junk assembled over the years; and his weapons have seldom been seen anywhere before. All of these characteristics conspire to make him the kind of person that one notices but carefully avoids.

The levels of Master Trainer and Master Creatorer are reached only after years of sustained effort, providing their is a certain degree of natural talent. The title of Master, above all, grants the individual the right (and the responsibility) of taming - for himself or for his employer - the creatures that are the hardest to tame (and often the most rewarding). If performing these duties is indeed a dangerous undertaking, the glory of reaching the title of Master is well worth the effort. At the summit of this hierarchy, Master Creatorers have no qualms in insisting that they be selected to hunt down and capture the most lethal yet exceptional of creatures.

Talents and specific skills (shown in bold below) p.97

RANK	SHEPHERD	TAMER	CREATORER	MASTER TAMER	MASTER CREATORER
COST	20	50	85	140	210
INCOME	100	450	1000	2000	5000
SKILL	Orientation L2 Observation L1 EMPATHY L2 Animals (k) L2 Creatures(k) L1 Tamer L1 First Aid L1 ANIMAL LANGUAGES L1 Organisation L1	Observation L2 Empathy L3 Animals L3 Creatures L2 Tamer L3 TRAINER L1 First Aid L2 Animal Languages L2	Observation L3 Empathy L4 Creatures L4 Tamer L4 Trainer L3 First Aid L4 Animal Languages L4 TRAPS L1	Orientation L3 Observation L4 Empathy L5 Animals L4 Creatures L6 Tamer L6 Trainer L5 First Aid L5 Animal Languages L5 Organisation L3 Camouflage L3 Traps L2 Melee weapon L3 CAPTURE L3 PET Creature Wilderness (k) L4 Identical L5 Rider L6 Gearmonger L4 MASTER'S TRICKS L2	Orientation L4 Observation L5 Empathy L7 Animals L6 Creatures L8 Tamer L8 Trainer L7 First Aid L7 Animal Languages L6 Organisation L5 Camouflage L5 Traps L4 Melee weapon L5 Capture L5 PET Beubs Wilderness (k) L6 Identical L7 Rider L8 Gearmonger L6 Master's Tricks L4
	Legends (creatures)k) L1	GEARMONGER L2 Wilderness (k) L2 Identical L2 Rider L2	Identical L3 Rider L4 Gearmonger L3		



CHUNCHUNKA

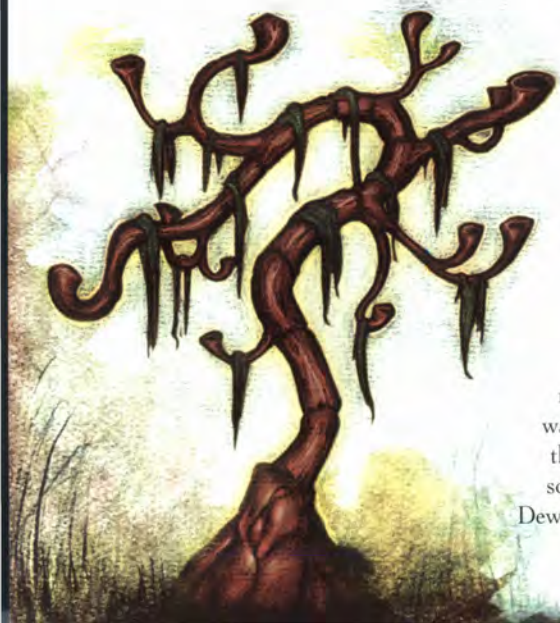
Chunchunkas are intelligent bipedal creatures that are intelligent enough to develop a form of communication and a simple social hierarchy. However, Chunchunkas are best known for two other things: their ability to build nests and their propensity to steal items. Chunchunkas are capable of building fabulous spherical nests from natural material that are hung up high in the Kioux canopy. Some nests are larger enough to house thousands of Chunchunkas. On the very top of the nest lives the head Chunchunka called the Kaboo. The Kaboo is normally the strongest male.

To build these gigantic nests Chunchunkas gather and use any material they can find. Where a nest is built close to civilisation, the Chunchunkas continue to gather any material that they lay their hands on. This has led to many conflicts with the Chunchunkas and on a few such occasions the CAS was called to eliminate the problem.

DEWBELA

The Dewbela tree is rare, beautiful and much sought after. Due to the scarcity of surface water in parts of Kaïnas, Dewbelas have developed a way to catch water droplets falling from above. Dewbelas have small funnel cups that they grow on their branches. Over time, Dewbelas are able to position their branches so as to capture the best water flows and runoffs. Dewbelas are often found under waterfalls, under larger trees and even under sewage outlets.

The funnelling of water by the Dewbela's cups makes an eerie sound like chimes and bells. The more water passing through the Dewbela's funnels the better the sound. A fully watered Dewbela is known to make sounds that border on beautiful music. For this reason, Dewbelas are highly sought after by wealthy city dwellers and are also used as centre pieces in town squares.



HAGGARD TRAPS

Haggard Traps are poisonous mushrooms. A Haggard Trap consists of an intricate series of intertwined stalks and a soft fleshy head. The stalks collect small amounts of eflow, in a way similar to that of a water trap.

When the Trap is ready to spore it uses the eflow to send out signals to animals that are low on eflow. The receiving animal feels a strong compulsion to eat the mushroom. Once eaten, the mushroom's poison forces the animal to quickly expend eflow. This initially feels like an eflow rush but soon all eflow leeches from the animal, killing it painfully. The animal's carcass then provides the next generation of Haggard Traps with a rich source of nutrients from which to grow. Due to the strength of eflow addiction, it has been known for eflow starved people to eat the Haggard Trap voluntarily, despite being aware of it's fatal effects.



MARSSIOUN (ALSO KNOWN AS THE FOOL'S AUGUR)

The Marssioun is a rare, enigmatic species and a deadly predator. It hunts its prey by mesmerising it and then using its slow acting poisonous tail. Marssioun are always found near a reflective surface such as ponds of water or pools collected in plants (such as the one pictured) and appear to use that surface as a focal point for its mesmerism. During the Dream, the Marssioun sleeps in a well protected and hidden den.

The lucky few that survive the Marssioun's mesmerism say that they experienced visions of their own future. These stories have led many to risk their own lives for a small glimpse of their own future provided by the Marssioun. Many of these "fortune diggers" have perished on the Marssioun's tail, underestimating the mesmerising effect of seeing one's own future.

KALLALABRA BIRD

Kallalabra birds are 6 feet tall and flightless. Their wings are joined into exquisitely beautiful capes. Kallalabras' feathers are made from small prismatic strands and the Kallalabras' skin is luminescent. The Kallalabras' cape looks white but shimmers with a multitude of colours both day and night. Kallalabras use their capes to attract mates. In contrast, the underside of the cape is covered in bark and moss that the Kallalabra attaches during preening. When threatened, the Kallalabra pulls the cape over its head forming a muddy mound and blending into the natural landscape.

Kallalabras have been hunted to near extinction. As the Core grew and afforded its citizens with security, wealth and decadence, many of the Core's leaders and administrators sought out these beautiful capes. Not many of these people have also learnt the advantage of using the under side of the cape for camouflage.

MOGLEE

Moglees are the smaller cousins of the giant peaceful Moags. Like Moags, Moglees are gentle plant eaters. They are capable of standing on their hind legs and tails to get to leaves in high branches. They also eat bark that they strip from trees with bony protrusions on their upper forelegs.

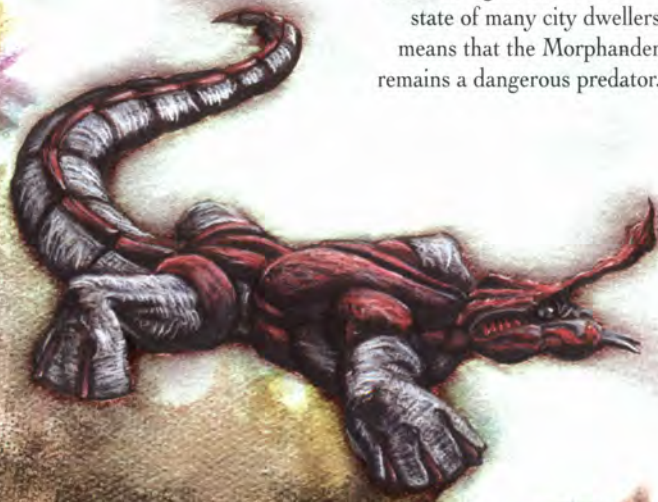
Though Moglees are big enough to defend themselves from most predators, they are vulnerable to attack by large Naakinis predators. Moglees form the bottom of the Naakinis ecosystem's food chain. Moglees have developed a twofold defence against these larger predators. First, while a herd is grazing, one or two Moglees act as sentries. These sentries stand on their hind legs to enable them to see predators over great distances. Second, Moglees dig burrows into the earth. While these burrows are gigantic on a Kaïnas scale, they are too small for most large Naakinis predators to enter.



MORPHANDER

Morphanders are a common subterranean predator. Despite their hulking build, Morphanders are capable of clinging to and walking across most solid surfaces, even the smooth roof of a cave. Morphanders can change their skin to blend into most backgrounds. When camouflaged, the Morphander will close its eyes to hide them from their prey's sight. The only sign of a stationary Morphander is a small horny protrusion attached to its head, which it uses to smell its prey. Unfortunately, this protrusion is camouflaged just like the Morphander's skin but a few survivalists are trained to be able to recognise its shape.

A few Morphanders have ventured above ground to plague city dwellers. Though its camouflage is not as effective against an urban background, the lax state of many city dwellers means that the Morphander remains a dangerous predator.



MONTRO

Montro is a parasite that spoils entire crops of the common grain types - Monti, Mondroa, Monfinyi and Monime. The tiny Montro seeds travel on air currents just like other grain species. The seeds continue to travel until they are able to attach themselves to grain stalks. The seed then sends out a small amount of genetic information into the stalk, which in turn implants this information into all the grain seed growing on that stalk. The corrupted grain, though not fatal, can cause vomiting if eaten. The corrupted grain is very difficult to detect.

Montro is normally manageable if precautions are taken. Normally a small portion of grain from each stalk is tasted before harvesting to discover any corruption. If someone foolishly sows the corrupted grain then this can spoil grain crops on a massive scale. Montro has caused a number of widespread famines in the past.

FALLEN
FLORA

MOLIMARCS

Molimarcs are a quick-growing, nutritious food source. They are found covering the ocean floor. A Molimarc plant can grow as much as kilometre in diameter, producing hundreds of its cylindrical fruit. Being so bountiful, Molimarcs forms one of the main staples of an Emovan's diet.

As Molimarcs grows in deep-sea pressure, they spoil very quickly when taken to the surface. They must be packed at the source in special pressured containers filled with seawater. This makes Molimarcs extremely hard to trade with land dwellers. However, Molimarcs are highly valued as a popular exotic delicacy served in higher city plates. Many Emovans see the humour in having the wealthiest members of the Core paying exorbitant amounts for what to them is a common and cheap food source.



NOSOS MUSHROOMS

Nosos mushrooms are essential for surviving in the wilderness without tools.

The head of a Nosos mushroom is hard and jagged. Though a Nosos mushroom is not as strong as a manufactured blade, it can be an adequate substitute (Dam 2D). The stem is smooth and provides good grip. Extracting the mushroom from the ground can take time and effort but this is worthwhile to obtain such a useful item. Once extracted, Nosos mushrooms can be sharpened on stone, Kioux bark or other Nosos mushrooms.

Nosos mushrooms have a myriad of uses. They may be used in farming implements such as hoes and trowels. Armies have grown beds of Nosos mushrooms on step banks or in pit traps to form part of their fortifications. Needless to say that falling on a bed of Nosos mushrooms is hazardous for one's health.

OSHIAPUT

Oshiaputs are small excitable creatures that are found in large groups called gaggles. They are capable of jumping long distances. They also have a hard shell that is made from an incredibly light material so as not to inhibit their jumping. Oshiaput shells are commonly found being used as soup bowls in many of the Core's eateries.

Oshiaputs have the remarkable ability of mimicking nearly any sound that they hear. An old Oshiaput is capable of mimicking hundreds of sounds ranging from the screams of it's predators, the crash of a falling tree or even intelligible speech. When confronted by a predator, an Oshiaput hides in its shell while the other Oshiaputs try to confuse the predator by bombarding it with a cacophony of sounds. The Oshiaputs shy, reclusive nature and their ability to mimic speech often give rise to rumours that areas that they inhabit are haunted.

PRAHNAS

Prahnas are an enigmatic and highly sentient plant. Prahnas have a highly developed awareness as they sense movements in air currents with their long antennae-like leaves. Prahnas are meat eaters and see all animals as prey, including Mherakims. Frilin, who are vegetal in nature, have successfully learned to form friendship bonds with Prahnas. The Frilin train Prahnas to guard their homes or to dispose of unwanted pests such as Tipits and Tomp Tomps. All attempts to tame or train Prahnas by non-Frilins have failed and proved dangerous.

Wild Prahnas hunt animals by using the carcass of their last meal as bait. The Prahna remain motionless with it's powerful mouth open. When prey gets within reach, the Prahna bends and swallows it whole. It then digests the prey quickly with the strong vegetal acids in it's "gut".



SCAFFETA TREE

Scaffeta trees are found in areas where water is scarce. Scaffeta trees provide useful resources for surviving in arid climates. The leaves of a Scaffeta tree are made from a strong fibrous material. This fibrous material is extremely good for lashing things together. It is much more plentiful and reliable than using animal tendons or other natural bindings. Unfortunately, the fibrous leaves are firmly attached to the trunk and are difficult to remove without a sharp blade.

At the top of the Scaffeta tree's trunk is a knobby ball in which it retains water. By piercing the side of the ball or removing the fibrous leaves a person can access the small (but often lifesaving) reservoir of water. If this water is drained from a Scaffeta tree then it dies in a few days. When dead, the fibrous leaves come loose and are easier to detach.



SARGADIUM

Sargadium uses a buoyant leafy wing structure to float on the surface of the sea. From the surface it dangles its tentacles to feed from underwater micro-organisms. The tentacles are sharp and are capable of harming large sea creatures. The tentacles also provide protection to smaller sea creatures and in the open ocean colonies of such creatures commonly seek Sargadium for shelter.

When feeding is poor, Sargadium curls its wings into a ball and sinks to catch the stronger deep-sea currents to better feeding grounds. When feeding is good,

Sargadium form large mats by locking their buoyant wing structures together. Some Sargadium mats are stable enough to form temporary islands. Very rarely, such mats are large enough and old enough for a patch of

Aran to form under them. These patches are extremely dangerous, as the Sargadium's sharp tentacles become gruesome predators.



RIPERANIO

Riperanio is a carnivorous plant that is most commonly found in the arid climates or where water supply is erratic. It has a small trunk from which sprout many long tentacle-like branches. A small pool of water enriched with blood and sugar sits in a small concave at the top of the trunk between the branches.

The branches swiftly grab any animal that drinks from the small pool of water. The branches are powerful enough to lift the animal in the air. The branches then proceed to crush and squeeze the animal over a few days providing a long-term source of water. The animal is slowly liquefied, its fluids drained down the branches into the pool of water. Riperanio normally targets small animals but it is capable of killing animals as large as a Volkoi. When not feeding, Riperanio splays its branches out like that of a normal tree.



STARWEB

Starweb is a vicious predator. The base of the Starweb is a small, hard trunk from which extends two thorny mandible-like branches. These branches are remarkably dextrous and quick. The Starweb exudes sticky strands of semi-opaque vegetal matter from its base. It weaves these strands with its mandibles to form the complex star-shaped web that it uses to catch prey.

Once the web is extended, the Starweb remains motionless, waiting for small creatures to be ensnared in its sticky strands. When this occurs the Starweb's mandibles snap toward the creature and piercing it with its thorns. If the creature survives the force of the blow, it is unlikely to survive much longer as the Starweb's thorns quickly extract all its fluids.

SINJINI

Sinjini are 8 to 10 feet long fish. They are highly intelligent, have playful natures and love to socialise with other creatures. Sinjini hunt in large groups called gangs by using complex strategies.



Sinjini often gather around groups of the sentient Kaïnas races. Sinjini have shown remarkable tolerance for surviving in or near Emovan underwater cities and the Core's underground seaports. The Sinjini's first approach always appears friendly. This leads many residents to feeling comfortable enough with the Sinjini to offer them food. However, in many areas, Sinjini have started to become a serious problem. Sinjini overpopulation can put great demand on local food sources. If left unmanaged, this has led the Sinjini scavenging for food. On rare occasions, Sinjini have been seen using their seemingly friendly demeanour to entice gullible Emovan children into vicious ambushes. The Sinjini seem to be gaining more confidence everyday.

FAUNA & FLORA

SQUAZMEETO

Squazmeetos are repulsive carrion eaters. They smell of rotted dead meat that has been hung out to dry in the desert sun for weeks. Squazmeetos are amphibious and are most often seen (or smelt) on the shores of underground oceans. Squazmeetos feed on dead animals that have been swept on to the shore by the incoming tide. Squazmeetos have many eyes, incredible eyesight and 360 degrees of vision.

Squazmeetos are remarkable simple and resilient. Their bodies consist of a mouth, a number of tentacles, many eyes and a stomach.

Squazmeetos are capable of regenerating all their tentacles and eyes within a day even if totally severed from its body.

Many people have destroyed swarms of Squazmeetos only to find them all alive and well the next morning.

What is even worse is that their severed body parts continue to stink for many days.



TOMP TOMP HOUSE

Tomp Tomp houses are small plants made from an extremely hard material. Despite it's resilience, the small size of the plant and the difficulties in harvesting the plant make it an inefficient resource.

Tomp Tomp houses have developed a complex relationship with the tenacious Tomp Tomp, both for protection and propagation.

When ready to germinate the house weakens patches of its protective exterior so as to provide access to a soft fleshy interior that is filled with seeds. Even when weakened, only Tomp Tomps are known to be able to gnaw through this barrier. The seeds do not start growing until a specific chemical found in the Tomp Tomp's digestive juices triggers them. It is believed that this chemical forms a catalyst that enables the plant to grow as hard as it does. The Tomp Tomp then distributes the seeds in its dung.



FAUNAS
FLORA



Chapter A'S D Resources

"Some people see my life as a simple and ordinary one; the bottom of the pile. I would agree. However, this life is perfect for me. Every structure needs a foundation and that foundation must be a solid one.

The strange thing is that I do not consider myself to be the bottom of the pile. My life of watching over my herd has led me to understand my place in life, which few others can claim to have done so. Below me are my animals. Below them is the food and water they drink. Oh, and we all need orpee. All these things come from Naakinis, which is greater than all things including me. So, when I use the word "below", it is actually incorrect. We exist in a circle, all depending on each other. Our place in that circle is not as important as our relationship with those things we interact with, both above and below".

"The other advantage of being a herder is that I have plenty of time to think on things like these and think them through properly."

-Kashan, Volkoi herder and budding philosopher

THE WEAVING AJ

The wilderness is an important part of Mechanical Dream. In many worlds, the wilderness is merely the backdrop or the place "out there". In Mechanical Dream, it is a pervasive influence on all things. As Absolute Judge you have few options on what to do with the wilderness and this book. You can be like many citizens of the Core and choose ignorance, living a satisfied half-life through your games. Or you can choose to embrace the wilderness. The later approach will enhance your Mechanical Dream game. The wilderness is a spice that one can add to any aspect to place the entire game clearly in the world of MD with that unusual "MD feel". Be brave.

WILDERNESS INTRODUCTION

HOW DO THE CITY DWELLERS SEE THE WILDERNESS?

The following pages are dedicated to the Absolute Judges.

We will suggest ways in which you can approach the wilderness. We will look at how players obtain, conserve and protect their orpee. We will also look at how encounters take place in the forest. All in all, we will suggest ways in which to guide your players through those immense stretches of land dominated by Kioux.

The classic vision of the wilderness for the city dweller is that of an area brimming with dangers, adventures and myths of every kind. The ancestral fear of the wilderness that smoulders in them for millennia, lights the fire of most horror stories. Indeed, a "walk in the forest" represents suicide for regular folk. It comes as no surprise then that warriors, hunters and Echoes are looked upon with much fear and admiration: They have braved the perils of confronting "all those savage predators", an unthinkable task for most of the populace.

When a forest looms on the horizon, don't forget to refer to your players' level of Flora and Fauna knowledge, as well as to their knowledge of Creatures. Their level of knowledge will make an enormous difference to the manner in which you divulge information on their surroundings. Consciousness creates Reality. If your players are familiar with the wilderness - that is to say, if they are hunters, animal husbands, Yaki or Solek nomads,

aerial rangers, etc. -

you may have to put aside those fish tales you've been saving.

If however, your party consists of ignorant platform politicians and the like, you can take great pleasure in telling them your favorite ghost stories. Such city critters will believe almost everything.

For the non-player characters, there are generally three attitudes that are commonly encountered: they are that of the "ignoramus" (the slum farmer, for instance), who is full of fear and superstition, that of the "erudite scholar" (an ignoramus who believes himself to be wise and knowledgeable: often a citizen of the first platforms), which is an attitude of arrogance which conceals a great fear; finally there is the attitude of the "veteran" (a scientist, hunter or Yaki, etc.), which is one of respect tempered with fear, culminating into a thoughtful attitude of calm.

that they will be victor and victim in turn, according to Fortune's whim. The key to their survival has always been the efficiency of their organization as a community.

This organization rests on the pillars of goodwill a courage and perseverance. For a long time, the inhabitants of the hamlets and villages have accepted the idea of death in a much healthier way than the city dwellers. For the latter, death is often the work of another Mherakim. It is thus conceived in a much more negative way than those "natural" deaths that come by way of those predators of nature.

Therefore, when you incarnate the NPCs of the towns and villages, play them as rustic, stout, belligerent, courageous and quick-tempered. They are closer to their animal instincts than most of us. By the same token, if the player characters should earn their trust, they will treat them as brothers and sisters and will demonstrate a loyalty that will withstand any test. Even the Gnaths who live in the towns and villages are "softened" by the need for solidarity. If a Gnath is discovered to be a traitor to his community, he will be summarily executed without trial. Finally, the pace of life is different to that of the industrialized cities. Do not hesitate to let the NPCs mix up certain details of the day and night, (for instance, in the way that they recall past events). For them, these things are much more in sync than they are for city dwellers.

WHAT IS THE VILLAGERS TAKE ON THE WILDERNESS?

When the villagers see the hunter returning triumphantly with fresh game, they run towards him, gladly offering their help. In every community, there are at least one or two doctors devoted exclusively to the care of the hunters. The hunter has performed a great sacrifice by risking his life in order to feed his village. For this sacrifice, the village is eternally grateful. It is for this reason that the Nayans, despite how they may appear at first glance, actually make excellent hunters.

For the people of the villages, fighting for survival is healthy and necessary: it keeps them strong and vigorous, courageous and hard working. It also keeps them far from the debauchery of the upper platforms, where nothing but degenerate sloth reigns. They walk the path of the warrior, respecting and fearing their opponent: in this case, Nature. They understand

MYTH AND LEGEND

Most of the myths and legends find their origins in intense fears; or in real events that have been deformed and amplified over the years, by the storyteller as much as by the Dream itself. Those myths that originate in the forests and other wild regions are no exception. It is up to you to judge, which myth is based in fact, and which myth is pure fancy. However, be aware that every myth that captivates our players will represent as many adventures, triumphs and disillusionments regardless of whether it is based in fact or fiction. Through these dangerous and sometimes extravagant quests, the player characters will be able to walk through the pages of history, explore uncharted regions, and meet legendary characters. It will be up to you to set limits on this world. One thing is certain; the mythical approach allows the AJ a lot of freedom.

THE WILDERNESS ITS HABITANTS

FAUNA AND FLORA

The flora and fauna of Mechanical Dream cannot, on its own, be the inspiration for any epic journey; nor can it be the sole cause for any heroic combat. Nevertheless, an AJ can manage to add a peculiar flavor to walks in the forests by using the flora and fauna as a dynamic backdrop. He/She can even create moments of hilarity (if a player should wish to tame a tomp-tomp, for instance). Do not hesitate to add as many details as you wish. Little do they know that behind those insignificant creatures, there are tons of orpee supplements hidden away. There is always more than meets the eye.

CREATURES

We are now on our third volume - by now you must know that combats in Mechanical Dream is a bloody affair; and that it must be handled with special care. In the forest for instance, the AJ must take into account the size of the party of player characters. A lone traveler will undoubtedly be the target of many an attack - especially if he does not take pains to conceal himself. However, a Yaki or Solek tribe may actually pass through an entire forest unhindered. Most commonly however, an adventurer is both a potential predator and a potential prey. Indeed, groups of adventurers numbering four to ten people become predators of the solitary creatures of the wilderness (or the feeblest of the herd creatures). Of course, they also become the potential prey of the large creatures that roam through the night in packs.

Creatures are to be used with discretion, taking into account their characteristics. (However, if the creature in

question has been known to attack anything in sight, be our guests!) As well, one must consider the traveling patterns of the player characters. If, for example, they are riding on combat steeds, the latter would serve as a deterrent, reducing the number of potential threats. If the player characters (or their steeds) are wounded and visibly weakened, the likelihood of an attack would increase. As a suggestion, bring the creatures into the game with a certain reserve, allowing the players to familiarize themselves with their surroundings, before they meet with their demise. This reserve will create suspense and tension - and will add to the realism of the game. Besides, if they do not have a reason for attacking, most creatures will not immediately risk their lives. That being said, there are indeed those bloodthirsty creatures that are a perpetual threat to any traveler - hence the reputation of the wilderness.

THE CAMS

ATTRIBUTES

STRENGTH	D8
TOUGHNESS	D8
AGILITY	D8
QUICKNESS	D6
PERCEPTION	D10

SECONDARY ATT.

CP	5
REFLEXES	3
HPS	20
SIZE	6
WT	5

COMBAT SKILLS

BALANCE	2
COMBAT SENSE	3
DODGE	2
MELEE WEAPON	3
UNARMED COMBAT	2

ARMOR

SOFT	-3
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DAMAGE

As per weapon used

Concealed in the dense forests south of Kaïnas, near the netherworld of the Sofé, the Cams lead an existence among the most secretive. These creatures know the strength of silence and invisibility. They can decimate entire legions of enemy ranks without ever appearing once. Should they be attacked in their own territory (an area that they have "set up" to their liking a long time ago) they are nowhere to be found. Of course, with such inclinations, the Cams are creatures almost entirely nocturnal, using the Dream to their advantage and merging with it with absolute mastery. Traveling at night in Cam territory with hostile intentions can mean instant perdition. According to several witnesses, the Cams are responsible for the organization of the dark forces of Olecandibre (a recent "war" that was led to the forest on an obscure basis: the CAS was required and in the end, more than ten thousand warriors died and the forest was burned).

Now, speculations abound regarding these creatures. They are said to be capable of various metamorphoses; that they have long since invaded the cities as emissaries

and scouts for the Kinthaïs; that the latter watch over them as though they were their children, etc. Surveying the dark areas of the forests, their conclusions indicate that these creatures do in fact drink from the Sofé. They ingest it through their mandibles while their feet tread on the Sofé's murky surface.

Furthermore, even if they are not Sorcerers, their powers are definitely similar in nature. Their animal willpower can accomplish almost anything imaginable, and when they combine their actions with others, the results can be spectacular. One mystery persists however: How do they actually digest the Sofé? Indeed, it would be necessary to understand how their metabolism processes these substances and how these creatures use the energy thus accumulated. Also worthy of study is their ability to coordinate this energy to achieve their collective aims. Of course, these researches are very complicated to conduct (Cams commit suicide at the first opportunity once they are captured). One must therefore be very cautious in dealing with a Cam.

THE INDEPENDENTS

There is a possibility (albeit a slim one), that your players will meet other Mherakims (Zin, Yakis, hunters, Echoes, etc.) while exploring the wilderness.

These encounters must be handled with calculated mistrust, as there are no witnesses present. Should a party of adventurers be exterminated, never to be heard of again, the murderers would most likely get away with it. Traveling bands of Mherakims are all too aware of the peril of this blood-curdling anonymity. Use these encounters carefully, paying attention to detail so as to create the right degree of tension. Friend or foe? What are these so-called adventurers doing here? Can we work together and serve a common purpose? These are all questions that two groups meeting one another must face. A group of player characters may also encounter a wilderness dweller, often a colorful character: (a Frilin, an Echo hermit, a forest ranger). These meetings, to be classified under the bizarre and random, can often be the source of much enjoyment. These characters are often unforgettable and they serve as a source of guidance to the players. If however, the players are specifically looking to locate these types of individuals in the forest, make them search at length. This should be a difficult task, not a walk in the park.

THE WILDERNESS TRAVELING

THE ECHOES IN NATURE

The exploration of the northern and the eastern remote regions can be accomplished only by the most impressive convoys-or by the most powerful Echoes. The distance is such that an enormous orpee provision is necessary. This requirement represents an enormous drawback for most adventurers - a challenge that only the largest (and most costly) expeditions can overcome. Therefore, when your player characters are traveling, always take into consideration the amount of orpee required for the voyage. You will see the novice player's hopes of becoming a great explorer dashed into the dust. You will see the most perseverant among them grasp for a "solution". Of course there is a solution. One just needs to change one's perspective from the point of view that perceives the situation as a problem. Indeed, Echoes have their relics, their outposts, their camps, supply points, etc. By getting informed, your players can accomplish a lot. It merely requires a bit of preparation. However, do not discourage the players by making the preparation more complicated than the mission. That being said, for their first adventures (before

they have acquired any significant experience) make them taste the joys of organization. This will buy you time to prepare the adventure all the more!

The more your players are informed and prepared for the voyage, the more you should show clemency during their hours of trial. That being said, it is not necessary to send them tamed Masdaes coming to their rescue, every time they are in a bind. Conversely, if your players lunge head first into the forest without knowing where they are going - and yet they are somehow certain that they will arrive at their destination - by all means make their lives difficult. For example, a quick glance at the map could allow a group of adventurers to foresee a large Naakinisian fault on their path. With this knowledge, they can avoid certain perils ahead. Had they not taken a glance at their map, their trip may have been inconvenienced for several days. As well, always keep an eye on the orpee factor.

HIGHWAYS, ROADS AND FOOTPATHS

The Gnath empires have long understood the importance of safe roads. For adventure-free travel, may we recommend the state highways? They are always well guarded and well maintained; although on occasion, a creature from Naakinis or a group of bandits can cause some impressive highway road kill. Your players will probably travel by caravan. For this kind of traveling, the attention will probably be placed on repartee and light-hearted discussions. If the player characters are poor, they can always cover the distance by foot, changing ever so slightly the dynamic (and their life-expectancy). The highways are relatively safe for vehicles but much more dangerous for pedestrians. Nevertheless, the highways are a safe haven compared to that which lies beyond the ditches and the underbrush. As for the roads that connect the towns and the villages, it is the job of the various municipalities to ensure their safety. However, sometimes their safety is ensured by marauding well-armed bandits. At the end of the road, the adventurers can pursue their quest on the various footpaths - if they are still within the realm of known world, so to speak. According to many adventurers these footpaths are more laden with dangers than the unbroken wilderness. It's up to your players to find out.

THE WILDERNESS

THE ENCLAVE

The area having long since been "cleansed", there remains nothing in the Enclave but farmers, inoffensive animals, certain creatures essential to the ecosystem and a small number of bandits. The forests of the Enclave are thus much more "peaceful". One can take walks in relative security. The animals, creatures, farmers, lumberjacks, hunters and bandits that can be found there make this area a one-of-a-kind ecosystem. One must spend a certain amount of time in the Enclave to properly appreciate the inhabitants' curious interactions.

OUTPOSTS

The outposts and supply stations offer explorers of all types a place of refuge. It allows them to replenish their supplies, rest and socialize. They generally resemble mini-fortresses in that they are extremely solid and well guarded. Indeed, they often owe their design to contests involving Weirdsmiths and Engineers.

These places are a magical opportunity for you: Your players can fraternize with other groups of Echoes involved in various adventures. They may have clues or they may be in need of help. These outposts are where the adventures intersect. There may be scientists on an expedition, military men on a mission, wounded Yakis looking for reinforcements, etc. If your players are curious, these places may serve as departure points for many an adventure. Being inevitable haunts for adventurers seeking to travel far, one usually finds oneself "among veterans". These are like-minded spirits who have broken the chains of orphee bondage. They have sought to venture beyond commonplace existence in order to really feel the rapture of being alive. These locales are generally faithful to the Core, given the resources and the services that the latter provides for them. Nevertheless, they remain oasis of intellectual freedom. Your player characters will find in these outposts a platform from which to launch their heroic journeys, inspired by those who have gone before.

RUINS

It is quite possible for adventurers to come across ruins during their travels (outposts, supply stations, villages, ancient cities, fortifications, etc.). Indeed, they are everywhere. During the Years of Chaos, many of these ruins came about. They remain to this day in their dilapidated state, testifying to ambushes, explosions and carnage.

Many of these ruins are overgrown and remain undiscovered. The Core finances research projects, which unfortunately must be undertaken in areas that are increasingly remote - the ruins in closer proximity having already been discovered. Expeditions to discover remote ruins are a golden opportunity. Though they may be long and arduous, these journeys bestow much glory and riches on those who do not fear to tread off the beaten track. The relics that are discovered along the way most often remain in the possession of those who have discovered them.

THE WILDERNESS ATMOSPHERE

A good idea without a convincing atmosphere will leave your players floating in an undefined landscape. Here are a few suggestions:

THE DREAM

At the end of every day, the Pendulum vanishes from sight, giving way to the Dream. Recall everything that has happened during the day. Has there any been violent encounters? Will this particular Dream be intense? How does the Dream affect the flora and fauna of this forest? Should the forest in question be a disreputable one, don't hesitate to inject it with a dose of the macabre during Dreamtime. If however, the forest is peaceful and the players have respected it, you may make the Dream caress and soothe them. It may be the first time that the Dream

is kind to them. It will doubtless have them reflecting on the nature of the Dream. If the Dream is a particularly dastardly one, you may animate objects, give animals speech or mobilize the trees! In other words, it is a landscape in which reason is superceded by the dark recesses of the imagination. In the forest, the atmosphere of the Dream is primordial, for it manifests itself in all its purity, for good or evil.

THE YAKIS AND THE SOLEKS

These two races abound in all of Kaïnas. This land is vast, yet the Yakis and the Soleks are great in number. That is not to say that your players should be encountering members of these races every half-hour, however their presence should be considered. Perhaps the player characters may come across footprints of hundreds of Soleks, indicating where they had passed recently. They could follow these footsteps to see if they could locate their place of refuge. Perhaps they could stay the night. They may also find small trees that have been damaged considerably, suggesting the passage of several Yakis. It is even conceivable (though this option should be used judiciously) that a group of adventurers receive assistance from a group of Yaki scouts - who just happened to be coming down the path while the adventurers are in dire straights.

ORPEE

One last glance: Orpee is the alpha and the omega of all materials. At any moment in the forest, something could happen, which would force the player characters to flee suddenly. Most PCs are aware of this possibility and have their own way of protecting their orpee stash. If this is their hundredth expedition in the forest, let them be with their orpee. However, during their first sojourns your players should be as afraid of losing their orpee as their characters are. Indeed, loss of orpee can mean death.

ON THAT NOTE, SWEET DREAMS!

BRUTABAGA JOB SYSTEM

BRUTABAGA



TALENTS AND SPECIFIC SKILLS

AMBUSH (Normal, Agility M.):

Guerilla Warfare, forest combat and sniper fire would be meaningless without the surprise effect of an ambush.

An Ambush roll is made with a bonus or a handicap determined by the AJ, taking into consideration the environment in which the ambush takes place. When the targets of the ambush arrive on the site, their leader or any member who is on lookout (scouts, guards, etc.) make an Observation roll if they suspect something and a Perception roll if they suspect nothing. Each success reduce the CP of all the opponents by 1 during the first round of combat.

OUTPOST (Edge: 6 points): The outpost is a small fortress to which the character has access when he wishes to socialize with colleagues and indulge in a little rest and relaxation. Determine the area in which the outpost is located. Next identify the non-player characters who constitute the "garrison". More often than not, a few soldiers are relegated to the

outposts. The latter are generally located several hundred meters in the air on the tops of Kioux trees, so as to reduce the risks of attack by bandits, creatures or other nuisances.

DISCIPLINE (Edges: 10 points) : Through an arduous and maintained discipline, the hermit succeeds in harmonizing himself with the rhythm of life in the forest, thus taking on its properties - i.e. robustness and longevity. Consider the hermit as having the maximum Toughness (physical and mental) of +5.

SELF-CONTROL (Complex): This particular skill encompasses as well as serves as a complement to the Gymnastics, Acrobatic Strike and Ducking skills: Each level of Self-Control is considered as a mastery of these three skills.

LANGUAGE OF NATURE

(Complex, Agility M./Perception):

Language of Nature allows an individual to communicate with any life form possessing a form of communication, whether it be by means of emotions, words, signs, scents, etc. Most of the time, this language of nature operates unconsciously. It is the subtle vibration of every living being in a particular place; all of which the Force of Nature can perceive. Instinctively, he who knows the Language of Nature, understands the ecosystem around him and knows how to adapt to any circumstance. With time (Level 5 of this skill), he will be able to go beyond an intuitive understanding to reach a rational one. He will thus be able to interpret and fully analyze any message coming from the environment, be it from a rock in a stream or a flock of birds in the air. Language of Nature works in two ways: either the Force uses it to communicate consciously (Mental Agility); or it is used when "something" in the environment is trying to communicate to the Force and merely needs to be perceived (Perception).

BODY AWARENESS (LEVEL 1):

What is more important that a healthy and vigorous body? Resting on such a solid pillar, the mind can take flight.

Anything that can be conceived can then be built, experienced and transformed by he or she who has taken the time to get to know himself or herself. It is only through the awareness of one's own body that one can access the inkling of another limitless body: Infinite Consciousness, Ultimate Reality and Bliss. Awareness of the body, though it may appear simple, is often the longest in mastering. It marks the first step in the rediscovery of daily life and it is for this reason that it implies a lot of rigor. Awareness of the body works on many levels, but it has to do mostly with learning to breathe better. As well, it means becoming conscious of one's posture and the mobility of the body. In short, developing an awareness of the body means placing an importance on exercise, nutrition, and keeping an eye on the cycles of sleep and waking consciousness.

SYSTEM: Awareness of the body reduces the need for food and water by 50% per level (100%, 50%, 25%, 12.5%)

Body Awareness increases the health of the Force of Nature by 1 HP per level.

Body Awareness reduces the harm caused by any toxic substance (Ddp) by 1 per level.

AWARENESS OF THE ELEMENTS (LEVEL 2):

Very few people are aware that the Kioux trees are the major source of our water. These trees draw the water from below through their impressive root system. The water rises slowly, spilling into the earth through the cracks in the above-ground roots. The water also rises through the Kioux tree's trunk, rising towards the branches, making small pools amongst the branches, allowing those who live in altitude to quench their thirst. High above the forest ground there are small ecosystems which flourish on those branches. Water, it is well known, must constantly be located and stored for future use. We Forces of Nature are experts in this quest for water. Regardless of where we might find it, we make provisions and we store it in our bodies. Better still, with a little experience, we manage to make contaminated water drinkable - that is drinkable only for us - the others will have to find their own way of purifying water. Earth, the source that feeds these trees that allows us to build Kaïnas is also vitally important. Indeed, mysteries below ground are not to be dismissed. How much subterranean space remains unknown to this day? We explore the North, the South, the East, the West but the Inaïs' Hearths and the river banks of the Emovans are new worlds waiting to be discovered. All the elements are important - even Fire - that element so feared, symbol of the war engines, symbol of destruction and change, is a vital force. Wood, whose secrets we forget more than

any other, whose discrete confidences we ignore, is paramount. Air, with its mysterious storms and its gust of wind which during the Dream take on a most frightening and threatening aspect can nevertheless caress us softly when we are resting on the branches of a Kioux tree.

SYSTEM: Awareness of the Elements grants the Force of Nature the same capacity of detection of an Element (Air, Water, Earth, Fire, Wood). With five successes, the Force in Question can "listen" to the elements.

Awareness of the Elements allows the Force of Nature to breathe under water for a longer period of time (20 sec./level) and to better resist the effects of fire (-1 damages per level).

AWARENESS OF EFLOW (LEVEL 3):

Eflow, at the source of all life is the Mother us all. Very few people believe in Eflow anymore. The only believers are the Echoes of the higher Spheres. Now, everything is orpee, and nobody seems to know the slightest thing about what happens behind the veil of illusion. The Awakeners know that the stones, the plants, the beasts, the creatures, the Mherakims, the Echoes, all need Eflow - not orpee! It seems that the less we are conscious, the less Eflow quickens through our bodies. As well, the more Eflow moves in our bodies, the less we age because Eflow "rewards" the body it "uses". The Yaki shamans know this for a fact. The Soleks do not seem to ignore it either. It is for this reason that they and the Echoes live so long. It is also for this reason that old-timers like myself can live to a ripe old age despite my occasional excesses... Awareness of Eflow (we call it awareness because it is more than mere intellectual knowledge) is a reward in itself. When one acquires this awareness, one becomes in harmony with the Dream, Nature and one's Self. The Forces of Nature become at one with the Universe.

SYSTEM: Maximum Eflow: increases the maximum Eflow that a Force of Nature can store by 2 per level.

DETECTION OF EFLOW: allows one to use the Mystic attribute (Boxed set, book Engrenages p.61) to detect the eflow in a living body.

AWARENESS OF REALITY (LEVEL 4):

For those of us who live constantly in the woods, Reality bears little resemblance to that of the city dwellers. Your streets are lit, and the sources of the Dream are identifiable. You are in a position to expect the unexpected.

We who live in darkness; we who, lighting our lamps will surely become prey in a matter of minutes, have a different relationship with Reality. The Pendulum which we only know-whether we be city dwellers or foresters-by the light of its rays, the Pendulum alone is our law. The cycle of days and nights, the long seasons (those of Naakinis) and the short seasons (those of Kaïnas) are imprinted in each one of our cells. We know them like we know our bodies, our minds, our likes and our dislikes. To become a Force of Nature, one must not only know one's Self, the trees and the creatures of the forest, but also know space and time, the impermanent and the eternal.

SYSTEM: The Force of

Nature acquires a strong sense of his environment. The slightest change in the weather becomes a revelation to him, the slightest alteration of an environment reveals its cause. The Force can predict with great accuracy the state of the Dream from the sounding of the first notes of its symphony. He will also be able to predict whether the next short season will be warmer or colder than the previous one. Use Awareness of Reality like you would use an awareness of the environment in general - representing the accumulation of the wisdom of the years of his life spent observing Reality. Furthermore, it may be used as a skill when employed to detect a change in the environment. Each level of Awareness of Reality increases the difficulty of any person or creature's attempt to confuse, deceive, or alter the sense of reality of the Force of Nature. For this reason, it is said that a Force of Nature is rooted in Reality.

KEYS

NOTE: All the Keys are used with the Mystic attribute (skill found in the Boxed set : book Engrenages p.61).

Path: This key, when activated during the night, allows the Herbo-warrior to find his way intuitively, as though he were following a path already laid out for him. A great Inner Peace and a memorization of the path is required for the accomplishment of this key.

INVOCATION TIME: 15 minutes

DURATION: 1 hour per success

DIFF: 4 +1 per kilometer of distance from the point of reference.

Key of the Fields: This key is used by nocturnal Scholars, allowing them to analyze a landscape in a visual and general fashion. After a ritual of an hour that involves numerous preparations of plants and eflow, a area of a hundred meters around the Scholar becomes clear to him - the entire mosaic of the ecosystem is revealed to the Scholar (including all the plants and animals). The Scholar can thus penetrate the subtle mechanism of the ecosystem.

INVOCATION TIME: 1 hour (additional cost of 5 eflow)

DURATION: 1 hour

DIFF. : Varies, minimum of 10 (depending on the complexity of the ecosystem observed: a jungle could be of a complexity rating of 15 or even 20, while a field would be merely 5) success: each one grants approximately 20% of the information on the observed area.

HUNTER JOB SYSTEM



HUNTER

SKILLS AND SPECIAL TALENTS

TRAPS (Normal Agility): Traps used by hunters are almost always designed specifically for a prey in particular. As a general rule, the difficulty in design and construction of a trap is directly proportional to the size of the prey. Therefore, one must take into account the Size of the creature to be trapped when considering the Difficulty in design and construction of a trap. A trap generally inflicts the number of damage points equal to its Size. If a serious wound is registered, this implies that the prey has been trapped. It can only free itself by succeeding in a Strength roll against a roll for the trap's design. For each success that the trap obtains, the trap also reduces the supple armor of the creature by 2 (i.e. with four successes the Soft Armor will be at -8, probably entailing a few supplementary damages.)

TRACKING (Normal, Perception): This skill encompasses all types of tracking, whether it is through odor, clues (vegetation that has been chewed for instance), and footprints. If the hunter possesses special skills he may even track by following patterns in the eflow. Tracking represents a smorgasbord of talents such as observation, instinct and knowledge of the surrounding flora and fauna (the AJ could decide to grant a bonus for the mastery of the Tracking skill and apply it to the acquisition of knowledge specific to the campaign or as a bonus to the Observation skill).

KEYS

NOTE: All the Keys are used with the Mystic attribute.

Silence: The key Silence is used on the traps by touching them. When a prey is captured, the key becomes effective, cloaking the prey in absolute silence, preventing it from making the slightest noise.

INVOCATION TIME: 15 minutes.

DURATION: 4 hours + 1 per success

DIFF.: 6 success: reduces the D of Strength of the prey by 1 dice type.

Vision: This key must be triggered by the hunter -to be used on himself exclusively-before nightfall. It allows the hunter, once night has fallen, to see into the Dream as if it were daylight.

INVOCATION TIME : 10 minutes.

DURATION : 2 hours/success

DIFF. : 8 ; success : increase the rolls related to Perception by + 1.

Weak point: This key must be used before an attack against a creature (within the field of vision and within a range of thirty meters) allowing the hunter to intuitively identify the weak points of his opponent.

INVOCATION TIME : 1 minute.

DURATION : Immediate

DIFF. : 10 ; success : identifies the nature of a weak point or reveals their location.

Calm: With this key, the Nocturomancer can summon, in the midst of the Dream, a great calm over the minds of Kaïnas. In a zone of one kilometer, all the creatures -conscious or animal-will find themselves soothed into a complacent lull, including the Nocturomancer himself. Each success reduces the degree of danger of the creature by 1 dice type in M-Strength. When the degree of danger of the creature reaches 0, the beast is no more dangerous than a puppy.

INVOCATION TIME: 15 minutes

DURATION: 1 hour

DIFF.: 12; success: increases the range of the key of one kilometer.

Possession: This rite is the most long-winded and exacting rite that the Nocturomancer can possibly accomplish. It is nevertheless very powerful and well worth the wait. Possession takes a day to prepare (from the dawning of the Pendulum to its setting) and a complete night before the effects can be felt. It is only at this moment that the hunter can take absolute possession of the creature.

INVOCATION TIME: One day and one night.

DURATION: One day and one night/success.

DIFF.: Res. Strength M. + Size M. Or else, 15; success: nil.

Lighthouse: The Lighthouse key allows the Nocturomancer to attract all the surrounding creatures. The Nocturomancer will emit a light that is equivalent to broad daylight in a field, making it impossible for any creature in the environment not to notice it. The uses of this key are numerous and sometimes dangerous.

INVOCATION TIME: One hour

DURATION: One hour/success (can be stopped at will but not restarted).

DIFF.: 12

Decrepitude: This key comes directly from the Nightmare influence. Indeed, the latter has given the hunters the desire to use, slow painful deaths modus operandis as certain predators do. The key is most often used on a trap or projectile. As soon as an object carrying Decrepitude causes a wound, the process begins. The victim will loose piece by piece, bone by bone, all the members of his body over a long duration (-1 HP per day, non regenerative)... To heal, one must make a superior healing roll.

INVOCATION TIME: 1 hour

DURATION: 1 hour

DIFF.: Res.: Tou or M-Tou.

WEAPONS AND OBJECTS

Spiky Jaws: Of an extremely simple mechanism, Spiky Jaws is a circular trap made of pointy spikes that close in on the center when activated. The "Spikes" are very long pointy stems that grow on certain Kioux trees. Indeed, these traps are used for very large creatures (of Sizes from 40 to 60). To activate the mechanism, an enormous weight (of at least 300 kilograms) must be placed in the trap. Of course, the device is very heavy (more than five tons for those traps using the longest spikes) and is therefore not the right tool for the solitary hunter. However, certain groups of hunters build them and leave them permanently set-up in various areas. Others, such as the Yakis, can carry a few of these devices on their Huoras.

Spiky Jaws causes its Size in damage to the creature that trips the mechanism. Indeed, it may well kill smaller prey. However, heavy creatures usually see their legs being pierced by a spike, finding themselves totally immobilized - as much by the pain as by the sight of those spikes clamping down. As a general rule, a prey caught in this trap dies fairly quickly as he watches the last of his blood drain away.

PRICE: 100 000 Bp

Arrow Rotary: A marvelous Engineer's mechanism allowed for the creation of this automatic crossbow two meters long, designed for "real" hunting. A large magazine containing up to a hundred arrows is set-up below the crossbow. When a marksman pulls on the trigger, a mechanism is started: an arrow is placed on the crossbow, set in the string, pulled back to its maximal extension and then let loose. If the shooter keeps his finger on the trigger, the mechanism automatically repeats its movement, culminating in a shower of arrows. Only the starting of the mechanism is "slow". Once it is engaged, its onslaught is brutal and strikes like lightning.

DAMAGES: 4(2)D12 + 6 (with wooden arrows; Blood arrows would grant a bonus of, for example, +11).

RANGE: 30/60/120 meters

1 round is required for the initial activation of the mechanism. For firing, two options are possible: Normal fire: requiring normal skills of Heavy Weaponry.

REPEATED FIRE: requiring only one Die of CP, using the score of the initial attack - 2.

The arrows that are projected by the Rotary are Piercing in nature.

PRICE: 155 000 Bp

The Biosniper: The

Biosniper is a blowgun that originates from a plant possessing a long conical stem. The inside of this plant is constantly lubricated because it is kept alive. Primitive hunters once used a similar device (yet with a considerably shorter range). By experimenting with live plants and by adding organic materials borrowed from the Awakeners, Weirdsmiths were able to design a blowgun, which is ideal for hunting in exceptionally wild areas. The challenge is in finding and buying such a rare, expensive weapon (it requires the labor of Awakeners and Weirdsmiths). The simple part is taking care of this live plant/weapon. Indeed, it requires but a little water to survive.

DAMAGES: 4D10 to 6D12 + 4 (depending on the various versions of this weapon and the success of the Echoes (Weirdsmiths and Awakeners) in creating this weapon.

RANGE: 300/600/1200 meters.

SPECIAL FEATURE: It is a silent weapon (the Biosniper makes no sound when fired.)

PROJECTILES: Blood bullets: 50 Bp piece.

PRICE: 120 000 Bp.

SHEPHERD JOB SYSTEM

SHEPHERD



SKILLS AND SPECIAL TALENTS

PET THE ANIMALS, BEASTS, CREATURES OR BEUBS

(Edge: 1/10/15/20): This "skill" represents the odds that a tamer - or a higher-up - meet an animal and befriend it. Creatures that are met in this way are usually kept as pets until the end of their lives.

Animal: less than 3 in size; D6 in its attributes, CP 3 max, no special abilities.

Beast: less than 6 in size; D8 in its attributes, CP 6 max, one special ability (flying, etc.)

Creature: less than 12 in size; D10 in its attributes, CP 9 max, two special abilities.

Beubs: less than 18 in size; D12 in its attributes, CP12 max, three special abilities.

CAPTURE (Normal, Agility): The Capture skill can only be effective when using a weapon carrying the Capture (Ensnare) designation. A weapon used with this skill is doubly effective. Therefore, for each success, the Agility die of the target is reduced by two, greatly increasing the ease of capture!

TRAINING (Normal, Charisma):

Once tamed, the tamer will be able to perfect the behavior and the special talents of the animal/creature by showing it plenty of tricks. You may use the Training skill to make your creatures and beasts evolve over time. Simply make a Training roll in order to show a beast a new skill or talent in his field of action (Please, no flying Sesgids!). Its difficulty is judged by the AJ with regards to the skill to be learnt (begging: Dn 4, going ballistic on everybody Dn: 6, going medieval on a Gnath: Dn: 8, tearing up Gnaths in uniform who work for the CA: Dn: 10, etc.). As well, the AJ must take into account the natural inclination of the beast in question to perform the task desired.

EMPATHY

(Edges : 5 pts): This talent functions normally and can be used in relation with Taming, Training, and Languages, affording the tamer a mastery equal to the Empathy skill.

GEARMONGER (Normal, Agility): The skill of gearmonger is useful for anyone who rides a beast of any sort. Indeed it encompasses the repair, the modification and the improvement of all material relating to riding creatures (harnesses). A good gearmonger could easily improve an already existing functional system. An excellent one could redesign or repair any riding equipment (and associated products).

ANIMAL/CREATURE LANGUAGE (Complex, M-Agility): The language that develops among animals or creatures varies with each species. Nevertheless, communicating in all these languages is within the scope of this skill. In a general fashion, the tamer will use a language based on empathy and sign language to communicate with the animal in question. Animal/Creature Language is thus a repertory of all the abilities of the tamer with regards to communication, giving him an instinct for what is being communicated and a way to convey his own messages to the animal.

MASTERS' TRICKS (Complex, M-Agi): These are special skills that the Master can develop and show his creatures. The level in Master's Tricks represents the number of tricks that the Master can develop. When the Master wishes to teach an animal or a creature a trick, he makes a normal Training roll but with a difficulty beginning at 12 and progressively climbing much higher. For this reason, Masters are fond of searching for creatures with rare innate abilities (so they don't have to teach them). For example, a Master may wish to teach a Tomp Tomp to walk on a tight rope.

OBJECTS

ADVENTURER TAMER HARNESS (1000 Bp): This harness is essentially different from the other harnesses in that it takes up little space in the tamer's luggage, a handy feature for any traveler. What's more, these harnesses are very versatile. Indeed, they are conceived in such a way that they can be applied to several types of creatures (a harness for a four-legged steed could serve a Size 8 creature as much as a Size 18 creature, for example). The quality of the harness determines the range in size allowed. The ones of the highest quality can make the seemingly impossible a reality.

THE FLOWER (5000 Bp): The Flower, used by the hunters and tamers alike, was designed by none other than the Weirdsmiths. In a sphere of 30 centimeters in diameter, the Weirdsmiths integrated a flower dubbed "The Flower Trap". Almost everybody on Kaïnas knows enough to be wary of flowers that are somehow too attractive. Animals and Creatures of feeble intelligence however, fooled by their terrible beauty, have been known to precipitate themselves rashly on the Flower. Once the target is within a range of thirty centimeters, the Flower uncovers its trap found underneath its petals, deploying a dozen poisonous spikes that dart in all directions (Poison: 4(2)D12, paralyzing effect; one full day, -2 per success) (Spike damage :3D10). Small prey are killed immediately by the poisonous spikes while larger prey are paralyzed within a few minutes. One need only search the surrounding area to find those that have fallen for the Flower's charms.

NASTY PASTY

(200 Bp): Having now extended its activities to the development of new foodstuffs, FIB has recently developed a new food with legendary properties. Beasts of burden show increased endurance when they are fed this new diet. However, these beasts rapidly develop a dependence on the substance, which is unfortunately very costly. As an aside, we have noticed that Volkois have lately been indulging in the substance to help them with arduous and prolonged tasks...

DEPENDENCE: Strength M. vs Diff.: 6 = 1 per dose per day, maximum of 20)

CAPTURE CLOTHING (3000 to 30 000): Much like harnesses, Capture Clothing is a rather common sight among tamers. It has even become something of a badge of honor, which they carry proudly. The garment allows the tamer complete freedom of movement, thanks to the flexibility of its fabric. It protects against foul weather as well as against the Dream. Designed with pockets, ornamentation and various gadgets, it is reminiscent of a mechanical engineer's outfit, but with a wilderness twist. Three peculiarities set it apart: It protects against acids, poisons, and certain types of environmental attack, such as extreme heat and cold (-2 to -6 to the damage, depending on the quality of the garment, against the effects of heat, cold, poison, acid). It also protects against bites and claws. Finally, the best advantage of this clothing is that, once it is properly adjusted, it can be worn between a Soft Armor and a Hard Armor without being bulky.

SLEEP INDUCER (6000 Bp): The Sleep Inducer is a retractable pole 3 meters in length, at the edge of which is a small, seemingly wilted plant. When the contact is made, the plant opens at breakneck speed, provoking a deafening detonation, knocking the creature out, if it is fairly strong and killing it if it is too weak.

DAMAGE: 4(2)D12 ; if the Inducer is only going to knock the creature out, reduce the damage by 4D12.

THE BAZAAR OF WONDERS

People do not just encounter the wilderness and its inhabitants.

The wilderness is a real place that is just as complex and multifaceted as are the cities. The wilderness is full of useful tools, places and inhabitants. These items commonly come with a high price to ignorant city dwellers. However, the cities would not survive without the wilderness. Skilled survivalists can learn to live off these items with little or no effort. This makes these people and their techniques vital to the Core's future. This section provides further details on some of the useful properties of the wilderness inhabitants, which a survivalist may know.

ALIOGATRIX

Eyrie:

An Aliogatrix rarely ventures far from its Eyrie as it relies heavily upon its slaves. Dogged by pain, it is unable to focus on some of the mundane tasks that are required for its own survival.

The most common reason why a person would encounter an Aliogatrix is whilst it is hunting for slaves.

Aliogatrixes are skilled hunters and they rarely fail. They do everything in their power to capture their prey without killing them. The unusual abilities of Echoes are highly sought after by the Aliogatrix. However, these powers will, without a doubt, better prepare Echoes to resist capture, torture and slavery by the Aliogatrix.

When AJs describes Eyries, they should try to create a particular ambiance for each Eyrie. No two Eyries are the same except that all contain the vast diversity, which arises from the slaves who constructed it. Remember that an Eyrie is a small town in itself, as well as a town of psychotic creatures filled with their slaves. However,

Eyries do have other common characteristics.

Approximately a hundred Aliogatrixes normally inhabited an Eyrie. Eyries are found either hanging in the Kioux's heights or high on a mountainside.

Traveling to an Eyrie, except as a slave, is never easy.

Leaving an Eyrie is even harder. Aliogatrixes keep all their victims' possessions. These provide the

Eyries with piles of potentially valuable objects. Many such objects are weapons due to the high proportion of brave but unfortunate warriors that are taken as captives. Stories of these treasure piles are a common reason why people seek out the Eyrie despite the great dangers.

AZKATRON

Feathers of Day:

The Azkatron's day projecting feathers are not "magic". The Azkatron's feathers store daylight from the Pendulum and release that light slowly during the night. The intricate designs are light "diffusers" that are so meticulously constructed that they are able to constantly shine a perfect balance of daylight, taking into account the ambient lighting. Whenever a hunter succeeds in killing an Azkatron (an extremely rare thing; more often the hunter will find a dying, hurt or dead Azkatron), the extraction of the feathers is of the highest priority. The procedure is very difficult, as it has to be done in a strict manner at day fall. The Azkatron's designs must be unraveled in a strict sequence to protect the stream of light stored and flowing through the feathers. Only a few hundred people are known to possess the rare knowledge to correctly unravel the feathers of an Azkatron...

If the operation is improperly performed, the feathers will be ruined. But if the operation is correctly performed, each feather will keep its properties. At nightfall, an Azkatron's feather reduces the RF of the Dream by 1 and illuminates an area 10 meters in diameter. The feather must spend the entire day outside to store up the required energy. Generally, one feather can sell for 20,000 BP and a dozen can be worn at any one time. The feathers are sturdy (providing a soft armor of -2) but they are fragile (structure of 15) and can easily be broken and lost forever. Due to this fragility, the Yakis and other regulars of the forests use them instead to protect their houses (twenty feathers will protect from almost all Dream, except those Dream creatures that use real elements to attack the untouchable...)

BISSILMO

Hairs of Bissilmo:

Bissilmo hairs contain very sensitive structures to detect minute amounts of wind movement. Yakis have learnt to incorporate these hairs into their birth armour to acquire the Bissilmos exceptional senses.

Besides the Yaki, Awakeners and a few Ecatim surgeons also exploit Bissilmo hairs. The hairs are highly sought after by hunters. However, the hunter must first learn to identify and distinguish the complex sensory signals they provide. This process takes many months. An unskilled person will at first be blinded by the ability to sense these infinitesimal movements. However, a skilled hunter can use the Bissilmo hairs to be extremely polyvalent. In the first month the hunter's Perception attribute is considered to be 1 when using the hairs. For every month thereafter the Perception attribute increases by 5 up to a maximum of 30 or 5 more than the user's Perception attribute.

BRAXUS

Glands:

A dead Braxus, although rare, represents a real treasure—as do all the creatures of Naakinis. Its bones, its skin, its hooks can all be recovered, and seldom is any piece thrown out. The "Carriion" know this well, being the most renown and effective group of cutters. In less than one day, a Braxus carcass becomes raw material and is forwarded to their "Center of Permutation" to be sold at very high price.

A Braxus' corpse offers an unusual treasure in the glands that it used to taste and obtain nourishment from fear. A single Braxus will only have one of each. These glands are sold in pairs for a few million BPs (generally five). To use them, one must have them integrated by an Awakener, an Ecatim surgeon or, for a Yaki, into their birth armour. Some Echoes' also have powers to allow for such integration. The properties granted by the glands properly installed are:

DETECTION OF FEAR: +5 bonus to Empathy rolls to detect fear.

FOOD OF FEAR: For every point of mental damage caused to others from of the glands' user results in nourishment the equivalent of 1/3 flow, food and water for a third of a day. A Braxus has a more efficient metabolism and receives three times this amount of nourishment.

CAMS

Sofe:

The way the Cams transform their environment is simple. First, the Cams "fill up" with Sofe. This reinforces their immune system to a point where they can resist most deadly effects, provided that such effects are done to them at night. If, at the rising of the Pendulum, a Cam still has Sofe in its body, it will suffocate and die very quickly. However, being animals with developed instinct and intelligence, this kind of situation is unlikely to happen.

Once the Sofe is ingested, the Cams can reuse it to break the surrounding fabric of reality by spitting it out. This allows the Cam to transform the immediate environment at will. During the day, the Sofe's black ink dissipates immediately once spitted, as it is destroyed by reality. During a Night Storm, the Cams can achieve spectacular effects as the Sofe does not dissipate but rather gains in substance and may, at some sites, become permanent. When a Cam spits ingested Sofe, the RF (radius of one meter) goes down by one point. If another Cam spits on the same spot, the RF, in the same radius, goes down from another point. If it spits nearby, the zone with the reduced RF will grow. Thus, adventurers ambushed by the Cam may be reduce to nothing very easily, even though they may be extremely powerful...

EVIL MÉCHAND

Berserk Adrenalin:

The Evil Méchand' adrenalin is in great demand because of its strong power. Unfortunately, only three doses of adrenalin can be taken of a single corpse. Like the Venghee, the ecological problem of preserving sustainable amounts of adrenalin proves almost impossible. In the high platforms, scientists have been able to synthesize the adrenalin in a lesser concentration. Nevertheless, this product remains rare and expensive, as it still requires some Evil Méchand's adrenalin for its composition. One dose of "pure" adrenalin makes five doses of synthesized "chemical" adrenalin.

The effect of one dose of "pure" adrenalin is to double all combat skills. The effect of one dose of synthesized "chemical" adrenalin is to increase all combat skills by one half (rounded up). A single dose of this product usually sells at 10,000 BP on the black market.

However, the "drug" in both forms involves three problems. The first is the atrophy of mental capacities. A regular user of the drug can expect their Mental Agility and Mental Quickness to reduce by one half over time. The second is that the body of the user is harmed after every use. At the end of the adrenalin rush, the user receives 10 points of physical damage (in the case of several doses, death is a likely consequence). Finally, whilst under the effects of the drug the user is considered in a frenzy and acts as if he is invincible. He suffers from no wound penalties and may not communicate in any way.

These "Sofe pockets" are used directly by the Cams. Often many Cams will exist within a Sofe pocket. By doing so, the Cams own RF decreases. This allows them to transform each other. It needs to be noted that when a Cam makes such a change it is in response to a particular need. Not all become dangerous creatures with supernatural powers. The effects are innumerable and can vary from the simplest things such as an increase in size to the ability to fly. Given time, the Cams can even become better organized, intelligent and conscious. No one knows what will happen to these Sofe swallows at the moment that they become Mherakims- if that ever occurs?

To alter the reality of a thing in a permanent way, a Cam must be double the RF of the target. By reducing itself voluntarily to a small thing of 1, 2 or 3 RF, the Cam is able to metamorphose significantly when interacting with other Cams. Regard each success as a +5 to one of its attributes, or the addition of an additional capacity (flight, invisibility, silence, etc). The lists of powers and specialties in the Rulebook and the powers of the Mechanical Box can be used as examples.

NOTE: It is only during the Night Storms that the effects acquired during the night can become permanent. Otherwise, when the day returns, the night carries with it its fruits.

HARG TASS'RI TUA

Hunting the HTT:

The HTT is hunted for its many useful body parts, especially the 'blades' that are found on its upper limbs. These 'blades' are constantly sharpened, making them two powerful weapons with an incredible cutting edge by the time the HTT reaches old age. Its bone structure is robust, allowing for the making of other weapons such as spears and daggers. Its hide and carapace are excellent for soft and hard armour respectively. Even its internal organs are used by Yaki and Solek tribes: its intestines make for sturdy ropes, its bladder a large gourd, its flesh many meals, etc. The statistics for this items once crafted are:

	Young	Adult	Old	Ancient
BLADES (2)	3D+2	4D+4	5D+6	6D+8
BONE STRUCTURE (WEAPON TYPE)	+1	+2	+3	+4
LEATHER (SOFT ARMOR)	-2	-3	-4	-5
CARAPACE (HARD ARMOR)	±2	±3	±4	±5

GOTA

Divination:

A Gota can perceive time on a Naakinis scale. The Gota does not "see" the future but instead perceives time as a vast space unravelling in front of him. To a Gota space has a different meaning than it does for other creatures. The Gota's fourth pair of eyes, the Naakinisian eyes, are commonly misunderstood by scientists. These eyes let the Gota see a space deeply anchored in time and movement. When a Gota looks behind a tree, it sees it simultaneously young, adult and old without discernment. There is very little to differentiate the past from the future as the Gota sees one and the other together. So, when a person comes to Gota that person wears their past exposed and all their possible futures in plain sight...

For the Gota, time is movement. If it observes the start of a gesture (an initiated action; declaration of war, etc.) it will be able to see the end of this gesture taking into account millions of variables. However, this means that if there is no initiated gesture, the Gota will not be able to see the end. If someone wishes to know if something will happen in his or her future which has not yet begun then that person will remain without answer from a Gota.

When an AJ uses a Gota, he should not forget his relationship between the Gota and the Gotahear'da. The Gotahear'da spends year after year learning to know the Gota, to discover what it sees, what it hears and what it perceives. An AJ's use of a Gota's perception is often best as a tool to simply confirm that which will certainly occur. This may be something that everyone could guess by simply considering direct effect and consequence, but the Gota can specify the details. This will give the Gota an appearance of insight and it will also be easier for the AJ to manage. For more random events such as the result of a war, an AJ should feel free to add his or her own grain of salt... Who can say what a Gota sees in the days of yore or how will a tree grow? Also, do not forget that Gotahear'das can misread Gotas' dances. Use Gotas wisely as some players may rely heavily on Gotas' words and restrict themselves only to those paths that Gotas offer.

XOKI (TRANSPORTER)

SPEED: Max. 50 km/h

MANUEVABILITY: - 1

PASSENGERS: 1

CARGO: 200 kgs

COST: 10,000 BPs

JAGGERNAK

Armor:

The Jaggernak's armor is legendary: its hardness makes it an armor of choice for anyone capable to wear it with its immense weight. Volkois are the most inclined to wear Jaggernak armour as they require the least changes to make the armor wearable. For example, a Gnath would have to pay a blacksmith twice a Volkoï's price to make the armour wearable. Even then, a Volkoï needs to spend a considerable amount of time and money unless it has its own forge and the proper tools for such a specialized work. The statistics for Jaggernak armour are:

	Divider	Weight	Price
JAGGERNAK ARMOR (HARD ARMOR)	÷ 6	150 kg	300,000BP

* for each Size point of the wearer under 8, add 200,000 BP.

KAKKAPAN (TRANSPORTER)

SPEED: Max. 30 km/h

MANUEVABILITY: - 3

PASSENGERS: 1

CARGO: 300 kgs

COST: 30,000 BPs

GPL

Wings:

The leather from a GPL is highly sought after as the large wings are used in the construction of most small gyrocopters. However, several layers of GPL wings are required to achieve the desired result. Furthermore, only wings from elderly GPL can be used, making them all the more rare. Raising GPL as livestock has, up until recently, been impossible. Now, with powerful gas masks, some unfortunate souls do raise them for the required forty years period in order to sell them at an excellent price.

Eggs:

The most refined culinary geniuses believe that these eggs are the most exquisite delicacy to be found. Their putrid odor is removed before breaking its shell, by the use of a special syringe. Once open, its smoky bitterness is a taste that only the most discerning palates can withstand. That being said, these eggs are an acquired taste and a long training period is required to properly appreciate them.

The egg is more than just a savory dish. The odor that the egg contains (when it hasn't been removed) is the same as that the Licemon carries its entire life. The infamous odor is contained within the egg in an incredibly concentrated form. The Core bans the egg's use as a projectile weapon; despite being considered one of the most effective and least costly chemical weapons. According to the Core, its atrocious effect (most often, death by extended vomiting) is considered inhumane and worse than a brutal slaying by a Gore sword.

LAUDOLING MALE

Potion of Fecundity:

It is commonly believed that others can also use the biochemical catalyst that a male Laudoling uses to transform his partner into receptive mate. This biochemical catalyst is often sold under the name "Potion of Fecundity". If drunk, the person will be able to successfully couple with any species, be they Nayan or Braxus! This potion is considered perverse and illegal by most. It is only available on the black market and so its price differs from place to place. It can go for as low as a few tens of thousand BPs to up to a million BPs.

MANY EYED STEED

Perception:

The perception of the Many Eyed Steed is quite special. Its three pairs of eyes each have very different uses. The uppermost pair allows perception of all forms, textures, colors, etc., in its visual range (but with no focal point: everything is clear and precise everywhere equally). The second, centermost pair, allows spatial perception: height, depth, etc., again without a focal point. This sensory input is completed by two other senses: antennae (the olfactory organs of the Steed) and the ears, the full length of which serves as audio wave receptors. The smell and hearing of the Steed are related to its median eyes, and contribute to the development of the spatial organization of its environment.

Finally, the third pair of eyes is what Awakeners call 'imaginary sight': it allows the Steed to precisely reconstruct a space which it does not 'see', but 'guesses' from its four other senses (hence, it could 'see' a tree hidden behind another, etc.), which allows it 'third person sight'. As such, it can predict and dodge any obstacle or danger. With this gift, the Steed is extremely difficult to hunt as to have any success they have to be found while they sleep.

When a Perception roll is required of the Steed and this roll is successful (it has smelled the enemy, or heard, or 'seen' it), consider that from this moment on the Steed sees its foe for all practical purposes, and can act accordingly...

MANTAS

Rituals:

Mantas possess several subtle mechanisms that they may activate, although unconsciously, according to their needs. For example, if someone devastates their forest, they will get together and will activate the subtle mechanism of Defense, enabling them to react more aggressively and effectively to the intrusions. All the Subtle Mechanisms of the Mantas have the same attributes - only the effects differ. There are numerous Subtle Mechanisms used by the Mantas. Some might be used for reforestation, some for the destruction of the invaders and others to enable the Mantas to evacuate quickly in the event of danger, etc. Each tribe institutes these Rituals very early on (within the first five years) according to its needs and its environment. After that time, it is very difficult for them to adapt to any change. Instead of cataloging these Subtle Mechanisms, here are some example, including the specific points to distribute:

TYPE : Habitual/Artificial

CONDITIONS : Participate in the Ritual

LINKES : Every manta participating in the Ritual

SIZE : 20

STRUCTURE : 25

EFFECT : Fifteen attribute masteries (15x +1) to are to be distributed to attributes in regards of the actual needs of the Mantas. The Mantas may convert two of these attribute masteries points into one bonus die to be added to an existing skill (or to become a new skill at 3D).

Mantas may convert three of these points into a special ability (3D Gift-like power : degree of strength obviously under the control of the AJ.)

EXAMPLE :

GUERRILLA : This subtle mecanism allows Mantas to fight against intruders invading the territories in the most efficient possible way.

2 POINTS : + 2 Quickness mastery

3 POINTS : + 3 Agility mastery

3 POINTS : + 3 Strength mastery

3 POINTS : Special ability : Camouflage 3D

4 POINTS : Skill : Tactics : 4D

MARSSIOUN (THE FOOL'S AUGUR)

The high fatality rate of such activities has led some to try and avoid the Marssioun's deadly sting by capturing it and removing its tail. This has proved difficult as the Marssioun's appears able to sense danger beyond normal sensory range and will not appear if there is more than one person present. All successful attempts have resulted in the death of the Marssioun. Also any means to move a Marssioun from its favoured hunting area seems to destroy its ability to mesmerise.

The way the Marssioun is able to mesmerise its prey remains a mystery due to both the complexity of the process and the rarity of any survivors. The Marssioun collects information from it's prey's mind through a

naturally developed but weak form of mindwalking. The Marssioun also has an acute awareness of efflow currents through its sensitive tongue. This awareness acts as a form of sixth sense that extends beyond the immediate vicinity of the Marssioun. It is due to this sensitivity to efflow currents that the Marssioun does not hunt during the Dream and why it can sense the presence of multiple hunters.

The Marssioun combines the prey's personal information with its sixth sense through it's lightning quick cognitive process. This allows the Marssioun to make eerily accurate guesses about the prey and their immediate future. The Marssioun's mindwalking ability is too weak to project these images directly into the prey's brain. Rather it uses a blank medium, such as a reflective surface, to focus the prey's mind to hallucinate the images. The prey are stunned by these images which are compelling, deeply personal and appear to ring true. The prey becomes helpless and unaware of it surroundings. The Marssioun then gently uses its poisonous tail, killing the prey over a period of a day.

MUSICIANS AND DANCERS

The quality of the instruments built by the Musicians is exceptional. Their knowledge of Craft; Musical Instruments skill is 6D with a special mastery of +6 when he playing. A Musician rolls 8D12+12 at the time of the instrument's creation, against a difficulty of 10 (for an instrument that is built from a high-quality material). For each success, it will take one month for the Musician to construct the said instrument. If five successes are exceeded, it will then take one year for each additional success, and the object will then be of an even more incredible quality. For each success, the instrument acquires a bonus of +1 which will be added to the skill of Arts; Music of the player. For each success over five successes grants a bonus of +2 is obtained. Thus, a Musician creating a flute and having seven successes will confer to the flute a bonus of +9.

Music and Dance:

When a Musician plays or when a Dancer dances, there is an instant calming effect. To have this effect the Musician must possess the competency of Art: Music and the Dancer the Art: Dance of at least 8D. Resisted by the Mental Strength of the target, each success reduces the target's CP by 2. However, if the target must defend himself, his means will be quickly restored (double Reflexes if surprised in the first round) as the danger dissipates the effect. This effect is reinforced where both music and dancing are combined. The Musician and the Dancer's successes are cumulative

together so if each obtains 4 successes over the crowd, then the crowd's CP will be reduced by 16. By doing this, any quarrelsome potential is reduced to nothing. If an individual has a sufficiently high CP to still have the means to attack, the fall in CP is indicative of the effect on its morale.

Note: In order for the Musicians and the Dancers to remain active, they must play and dance continuously. However, the Dancer can fight while dancing. The Dancer can attack in spite of the reducing effect and so defend himself and the Musician.

No.3

The No.3s are "conveyors" of eflow. While meditating, No.3s accumulate eflow in large quantities. Three No.3s, when they meditate and travel together, can contain up to 333 points of eflow. Thus a large tribe can "transport" a great quantity of eflow. When they meditate, contrary to what most (and particularly the Frilin) believe, they can evacuate as much accumulated eflow as they want in order to replace it with new eflow. At the time of their peregrinations, the No.3 transfers information through the eflow, which would otherwise remain ignored, from one place to another. This allows new forms of life to have the possibility of being born. This process is detailed here in the eventuality of a campaign or extensive research by the player characters on No.3s.

ODG GIP

Taming the Odg Gip:

There is a word that is as ancient as the first hunter and bears and unknown meaning. When said to an Odg Gip this word has an undeniable effect. It intimidates and dominates the Odg Gip. The Odg Gip then lies on the ground as a sign of total submission. A Taming roll is required against a Dn equal to the Odg Gip's Size and remaining Hit points. If successful the tamer can mount the beast and it will from that time give its life for its master and learn from him (animal tricks, tracking, etc.). Every success on the Taming roll raises the Odg Gip's loyalty by one step with the effect that each success after the first adds +1 to all Training rolls attempted by the tamer. With five successes, the AJ can even allow the creature to gain experience of its own and thus increase its attributes, etc.

SMORPION

Smorpion's tail:

Many brave hunters hope to encounter a Smorpion, as its tail is an incredible weapon that can fetch a very high price. The poison costs 500

BP per dose and a tail may contain as much as twenty doses. The bigger the Smorpion, the bigger the tail and the more poison it will hold. Unfortunately, the danger will rise in proportion...

A few hunters have recovered Smorpion tails over ten feet long and earned enough to survive for many months. They also gain much prestige. In contrast with

Squeezer hunters, Smorpion hunters are usually considered the elite of forest hunters. When they come back to a the city, these hunters usually fear nobody...

KYMN'DERS

Powers :

Each of the Kymn'ders tribes has a distinct lifestyle, singular territorial habits, and intelligent leaders with an original personality. The AJ can use these tribes in a variety of ways. A tribe could turn to hunting through necessity; another could cultivate a taste for arts, etc. Possibilities of interactions with Kymn'ders are unlimited, and the conclusion that player characters – and the AJ – can draw from this strange orpee-related form of intelligence can raise many interesting questions...

Traps:

Traps set by the Kymn'ders are always related to their natural setting. However, the traps usually share some common characteristics, such as their level of concealment and the traps' impact.

CONCEALMENT: To detect a Kymn'der trap, the Dn varies from 6 to 15 (roll under Observation).

DAMAGE: Varies, generally 3D10 (could amount to 5D12, or only 3D6).

ENTANGLEMENT: It can only be evaded with a Dodge roll; the Dn varies from 6 to 18.

Note: Kymn'ders seldom build traps capable of entangling creatures over 15 in Size (although Kymn'ders living in an especially dangerous zone will adapt to it).

TARRAAJ (TRANSPORTER)

SIZE: +200 (dirigible)

SPEED: 80 km/h

MANUEVRABILITY: -2

TERRAIN: Air only

CREW/PASSENGERS: 12/40

CARGO: 10 tons

DONDINGONPIRDODENDRON

Taming:

The first person to have tamed a Dondingonpirdodendron was the Inaïs Judge Nean'Irema, the sole survivor of a group on a treacherous voyage to pursue dangerous criminals. Her companion Zuan the Gnath Judicator, has since told others that a battle took place against the criminals just above a Dondingonpirdodendron' lair. The Dondingonpirdodendron sensed that the scales of justice hung in the balance and bravely intervened, saving Nean'Irema's life. From this point onwards, sixty Dondingonpirdodendron continued to accompany her. Dondingonpirdodendron will quickly put a violent master in need of control back in his place. Dondingonpirdodendron would rather die than have his freedom thwarted by an overbearing master. The only master they can serve is one that is righteous and fair. Therefore, the Inaïs and the Nayans are their preferred masters. These noble creatures can smell injustice the way a Ssegid can smell garbage. Needless to say, Gnaths rarely get anywhere with these "infected creatures", as they call them.

UDO HUN

Udo Hun means master of the animal world in the Frilin language (Udo: Master, of, Hun: animal world). Udo Hun is an extremely rare creature that many believe is unique. This is supported by the fact that though Udo Hun sightings have occurred in several extremely distant areas, the sightings are invariably months apart.

Udo Hun appears to be able to use a variety of Echo powers. More precisely, it has been documented as exhibiting similar powers to both the Overlord and the War Engine. It is rumoured that it also uses the Awakener's power to alter substance and a Truth Crafter's power to mislead perceptions. Some have described powers that appear like those of a Nightmare or Guardian. The truth is unclear and many speculate that the stories of Udo Hun are exaggerated out of ignorance, awe and fear. What is certain is that no group of Echoes has ever been able to vanquish Udo Hun. Then again, who would want to except for the purpose of a dubious glory?

Udo Hun's attacks are actually to protect old burial grounds that contain the corpses of many animals (as well as a few Mherakims). Udo Hun seeks to prevent the builders of CCPs from soiling these sites with their miserable constructions. The existence of these burial grounds is not known publicly, as they are hidden tens of meters in the ground. How Udo Hun knows the location of these emplacements or what purpose they serve remains a mystery. However, an educated guess would lead a person to think that the burial grounds have existed for millennia and that the Udo Hun is able to speak with the spirits of those buried therein.

The Core Himself has a personal interest in Udo Hun. He does not want anyone to communicate with Udo Hun and has directed the Core to institute heavy penalties on all that try. The reason why the Core Himself has done this is that he wants to be the first to communicate with Udo Hun in an effort to understand it. Some loyal and experienced scouts have been handpicked by The Core Himself to travel through the forests of Kaínas in order to try to find Udo Hun, so as to allow The Core Himself to take care of the matter personally.

VENGHEE

Vee:

Vee, although accessible and produced in great quantity, is mainly kept for use by the CAS. It is not illegal to possess Vee, but it is to sell it within the Core. Nomads and hunters from far away lands have been known to be arrested for selling Vee in the Core, completely ignorant of this law.

Ecologists have noticed that the Venghee deprived of their reserve of Vee die in less than two or three months. With the current high demand, the Venghee have been declared close to extinction and endangered. The Core has imposed quotas and formed a special unit of Venghee trainers to manage the species.

CREATURES SHEET

NAME	ATTRIBUTES					SECONDARY ATTRIBUTES					COMBAT SKILLS	ARMOR	DAMAGE	PAGE	SPECIAL THINGS	
	STR/M	Tou/M	AgI/M	Qui/M	PER	CP	REF	HPS	SIZE	WT	BALANCE/COMBAT DODGE/	SENSE./MELEE W./	SOFT/HARD UNARMED	D TYPE/SPECIAL	P.XXX	
ALIOGATRIX	D10 / D20+10	D8 / D12+4	D12 / D8	D12 / D12	D6	6	4	20	8	6	-2D / 2D / 2D / - / 2D	-2 / 5	3D+2	P.18	EYRIE P.101	
AZKATRON	D10 X10	D8 X10	D10 X10	D12+6 X10	D12 X10	18	10	625	500	30	6D / 8D / 10D / - / 14D	-15 / 4	4D+2	P.19	FEATHERS OF DAY P.101	
CAM	D8	D8	D8	D6	D10	5	3	20	6	5	2D / 3D / 2D / 3D / 2D	-3	AS PER WEAPON USED	P.85	SOFE P.102	
BISSILMO	D6	D4	D12	D12+4	D4	7	6	8	4	6	1D / 3D / 4D / - / 3D	-2	1D+2	P.20	HAIRS OF BISSILMO P.102	
BRAXUS	D20+6 X10 / D12 X5	D20+10 X10 / D12 X5	10 X10 / D10 X5	D12 X10 / D12 X5	D10 X10	16	4	825	650	35	6D / 8D / 2D / - / 8D	-30 / 5	5D	P.21	GLANDS P.102	
DONDINGONPIRDODENDRON	D10 / D10	D10 / D10	D10 / D8	D8 / D8	D12 + 2	7	4	22	6	5	3D / 4D / 3D / - / 4D	-3 / 2	2D	P.22		
DRAGONET	D10	D8	D10	D10	D12	9	6	28	15	7	4(2)D / 1D / 3D / - / 2D	-4 / 3	CLAWS OR TAIL: 4D / POISON: 4(2)D10	P.23		
ETYLOSEED	D4 X 5	D6 X 5	D8 X 5	D8 X 5	D8 X 5	8	6	90	60	8	4(2)D / 2D / 6D / - / 2D	-4 / 4	4D + 2	P.25	URBAN ETYLOSEED P.25	
EVIL MÉCHAND	D12 + 2	D12 + 4	D12 + 2	D12 + 4	D8	16	4	60	25-30	8	4D / 6D / 6D / - / 8D	-5 / 3	HUGE BLOW: 5D / EVIL MÉCHAND HUG: 6(3)D	P.26	FRENZY P.26 / BERSERK ADRENALIN P.103	
FSHREK	D12	D10	D12+2	D12+4	D20	8	6	25	9	7	4(2)D / 5D / 4D / - / 5D	-3 / 2	3D+3	P.27		
GAAL	D20 / D8	D20+4 / D10	D12 / D6	D4 / D10	D10	6	2	75	20	15	6D / 6D / - / 6D	-6 / 3	5(2)D	P.28		
GHOYAN	D6	D4	D10	D8	D12+4	4	2	8	4	4	2D / 1D / 4D / - / 1D	-3 -	1D+1	P.29		
GOTA	D6	D10	D4	D4	D20 X10	3	1	28	10	5	3D / 15D20 X10 * / 1D / - / 1D	-1 -	2D	P.30	DIVINATION P.104	
GPL	YOUNG	D8	D8	D6	D6	3	2	25	10	6	2D / 1D / 2D / - / 2D	-2	BITE: 2D ; STINK (POISON): 4(2)D12	P.31	WINGS AND EGGS P.105 POISON P.31	
	MATURE	D12	D10	D10	D8	D10	5	2	35	20	8	4D / 2D / 4D / - / 2D	-2 / 4	SAME AS YOUNG		
HTT	YOUNG	D12 + 10	D12 + 8	D12	D8 (D12 + 2)	D6	10	4	40	30	9	3(2)D / 3D / 3D / - / 5D	-2 / 2	BLADES (2) 3D + 2	P.33	HUNTING THE HTT P.103
	ADULT						13		50	35		4(2)D / 4D / 4D / - / 7D	-3 / 3	BLADES (2) 4D + 4		
	OLD						16		60	40		5(3)D / 5D / 5D / - / 9D	-4 / 4	BLADES (2) 5D + 6		
	ANCIENT						20		75	50		6(3)D / 6D / 6D / - / 11D	-5 / 5	BLADES (2) 6D + 8		
JAGGERNAK	D12 + 2	D12 + 10	D10	D10	D8	12	3	90	25	10	8(4)D / 3D / 3D / - / 6D	-5 / 6	PAW POW GRASP: 4D; HUSK ATTACK: 3D (TWICE)	P.34	ARMOR P.104	
JESHIDO	D12	D10	D8	D8	D8	5	2	32	12	8	2D / 3D / 4D / - / 4D	-4	GULP* 3D+2	P.35	GULP P.35	
KAKKAPAN	D12+4	D12+2	D8	D12	D4 (D12+4*)	6	4	40	10	8	5(3)D / 3D / 2D / - / 5D	-4 / 3	3D + 4	P.36	*DETECT VIBRATION P.35 TRANSPORTER P.105	
KYMN'DERS	D6 / D8	D8 / D6	D8 / D10 + 2	D8 / D8	D10	6-12	3	15-25	4-8	5	2D / 2D / 2D / 3D / 2D	-3	AS PER WEAPON	P.37	POWER AND TRAPS P.108	
LAGAROU	D6 X10	D6 X10	D6 X10	D4 X10	D10 X10	18	10	150	15	15	6(3)D / 12D / 10 D / - / 10 D	-8 / 4	3D+3	P.38		
LAUDOLING MALE	D4	D6	D10	D10	D6	4	2	18	5	5	2D / 1D / 3D / - / 2D	-2	1D+1	P.39	POTION OF FECUNDITY P.105	



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