

Ivashu are Ilvir's creatures, known as the *Fatherless Multitude* by the faithful, or the *Accursed Beasts of the Barren Circle* by non-believers. Ilvir creates the Ivashu at Araka-Kalai, making use of a limited number of souls which he is constrained to use over and over again. Some Ivashu are fairly common, because they have proved most adaptable to survival, or because they are the easiest to create. However, Ilvir also enjoys experimental lifeforms and can produce any conceivable beast in some quantity. Many varieties are unique, created to perform a specific task, or just to amuse the deity.

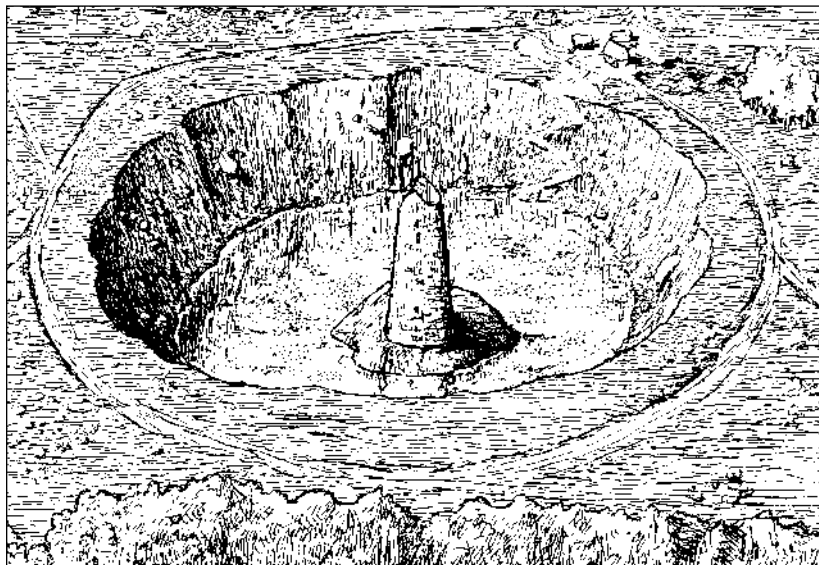
The Ivashu are totally sexless and cannot breed; when they die, their souls return to Araka-Kalai, where Ilvir reincarnates them into a new body. After spending some time in the court of the deity, they are sent into the world again. Many are quickly slain by predators or other Ivashu, but some survive and may be found in any part of Lythia.

Most Ivashu possess strange powers. Many species are intelligent and speak Ivashi, their own language; others are semi-intelligent and operate largely on instinct. Some of the more benign varieties have even learned local human dialects. A few species seem to live for centuries, while others have lifespans that can be measured in months.

The existence of Ilvir and the Ivashu provides GMs with a rationale for introducing any type of creature into their campaign. As long as these creatures are Ivashu, they will not be able to reproduce, so there will not be a lot of them. Campaigns will remain balanced even if the new creatures turn out to be more deadly than the GM anticipated. They will be an isolated problem the local knight can probably deal with, otherwise aid will be enlisted from a liegeland, and eventually from the king if necessary. As long as the creature isn't powerful enough to defeat an entire kingdom by itself, the beast will be successfully dealt with sooner or later.

An NPC Ilviran cleric can be very helpful in convincing an Ivashu to leave player characters alive when it planned to have them for dinner. The cleric, of course, might ask the characters to perform a "willing service for the true church" before the hungry Ivashu leaves the scene.

The Pit of Ilvir



ARAKA-KALAI

A huge limestone sinkhole located in central Hârn near the northeast shore of Lake Benath. According to legend and the doctrine of the Ilviran church, Araka-Kalai is the dwelling of the god Ilvir. An ancient tower stands on a rocky island in the center of the Pit of Ilvir, surrounded by a liquefied, fermenting sludge with a stench that puts to shame all other malodorous humors. Beneath this crumbling tower, in dank, endless caverns, the Accursed Lord of the Barren Cycle is said to spawn his "fatherless multitude" (Ivashu).

Obviously, Ilvirans deem Araka-Kalai to be highly sacred. Every year some 200-300 hardy followers of this mystic religion make an arduous pilgrimage to the site, mostly via Leriel, but sometimes via Shiran across Lake Benath. Roughly one mile northwest of the Pit, there is an Ilviran religious community called Ochrynn, a temple and hostel complex run by the Order of the Ochre Womb. This isolated settlement of about 100 priests and common folk prospers by catering to pilgrims and, surprisingly, to traders seeking Ivashu for the Pamesani. A small renegade group called the Dark Order, vehemently opposed to this latter policy, broke away from the Ochre Womb some years ago and now inhabit the miles of natural caverns that inter-connect with Araka-Kalai. Since the Dark Order was formed, many of those involved in the lucrative Ivashu trade, have met with violent death, or have disappeared.

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IVASHU 2

A DWELNA *The Beloved Torturer*

The Adwelna is a bloated, fifteen foot long worm with a large mouth surrounded by five spiked tentacles, each about six feet in length. It feeds by seizing prey with its tentacles, then drawing the victim into its mouth. The creature then slowly devours its meal alive, dissolving it with powerful acidic saliva. This process takes several hours; the more fortunate victims are devoured head first and die quickly.

Habitat & Hunting

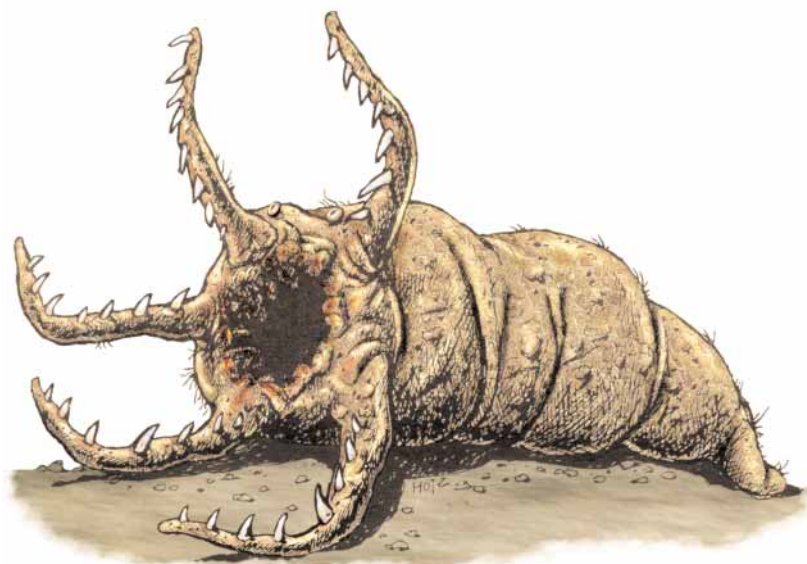
Adwelna are found only in deep forests of the Felsha Mountains. They are mainly nocturnal. While the Adwelna moves very slowly, its tentacles are lighting fast. Concealed in dense undergrowth, the creature waits for prey to move within grasp of its tentacles, or it silently slithers up to resting victims.

The Adwelna also has a highly developed psionic ability to confuse prey with the talent HEX. A successful use of the talent halves all victim skill rolls for 1d6 (MS) or 3d6 (CS) minutes.

The Worm of Korego

At Korego, a gargun cave complex in the Felsha Mountains, the Hyeka keep one Adwelna as a “pet” in a specially designed maze pit. The orcs entertain themselves by throwing captives to the Adwelna and watching their futile attempts to escape. Most captives can easily evade the Adwelna at first, but eventually collapse from exhaustion. The amusement continues when the hungry worm slithers up to claim its long-anticipated meal.

Adwelna is a Hyeka name which roughly translates as “beloved torturer”.



HârnMaster

Habitat: Alpine Forest
Length: 14–16 feet
Height: 5–7 feet
Weight: 3,000–4,000 pounds
Diet: Carnivore
Lifespan: 40–60 years
Group: One (1).

ATTRIBUTES

15 STR	09 EYE	07 INT
20 STA	• HRG	13 AUR
17 DEX	16 SML	13 WIL
02 AGL		

Combat Attributes

Endurance 16, Move 01.

SKILLS

Awareness 65.

Combat Skills

Initiative 55, Dodge 10, Hex 80,
Tentacle 70/6b.

ARMOUR

B11 E9 P8 F6 GAC 3

STRIKE LOCATION

01-25 Tentacle
26-35 Head/Mouth
36-00 Body

AKLASH *The Choking Wind*

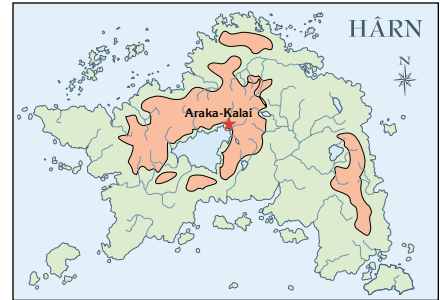
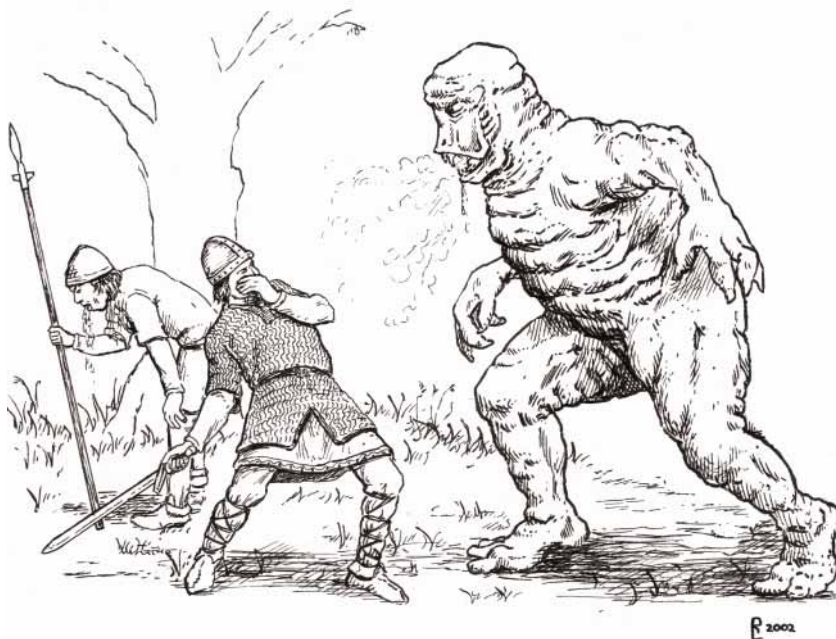
The Aklash is a semi-intelligent Ivashu best known for its awesomely foul breath. Ranging between six and nine feet in height, possessed of great strength, and weighing upwards of 300 pounds, the Aklash's hairless body is covered by rolls of pale fat which heal over with alarming rapidity (one injury level per minute). The brain is located deep within its upper thorax; the only significant exposed organs are its monochromatic and insensitive eyes. They are generally found in groups of 1-4.

Habitat & Hunting

Aklash range mainly in alpine foothills between 2000 and 5000 feet, higher in summer, lower in winter, following the migration of mountain goats, deer, and other alpine mammals on which they feed. In northern climes they are found at lower elevations.

With its huge, fanged mouth, the Aklash has a voracious, omnivorous appetite. They are fond of needleleaf cones and alpine berries. They rely on their overpowering foul breath to stun and overcome prey. Animals with keen noses are the most vulnerable.

The Aklash's breath (ML 90) may be directed up to ten feet, causing profound nausea (special penalty) equal to the victim's 3xSML for 10-30 seconds. Success also gains the creature a tactical advantage.



HârnMaster

Habitat: Alpine Forests
Height: 6-9 feet
Weight: 300-500 pounds
Diet: Omnivore
Lifespan: 30-40 years
Group: 1d4

ATTRIBUTES

24 STR	04 EYE	04 INT
18 STA	10 HRG	01 AUR
06 DEX	06 SML	14 WIL
08 AGL		

Combat Attributes

Endurance 19, Move 10.

SKILLS

Awareness 35, Tracking 35.

Combat Skills

Initiative 55, Dodge 40, Breath 90,
 Claw 50/7p, Bite 40/9p,
 Squeeze 30/9b.

ARMOUR

B10 E8 P7 F7 GAC 3

STRIKE LOCATIONS

01-12 Head
 13-18 Neck
 19-27 •Shoulder
 28-33 •Upper Arm
 34-35 •Elbow
 36-39 •Forearm
 40-43 •Hand
 44-63 Thorax
 64-74 Abdomen
 75-80 •Hip
 81-88 •Thigh
 89-90 •Knee
 91-96 Calf
 97-00 Foot

• Odd = Left, Even = Right

ERGATH *The Craven Fisher*

Ergath are humanoid amphibians. They have large flipper-like feet and hands, and a thick pelt of sleek, water-resistant fur. They are between six and seven feet tall and weigh about two hundred pounds. Ergath have large bulging eyes, and their other senses are also acute. They exude a strong fishy odor.

Habitat & Hunting

Ergath favor isolated lakes or subterranean streams and pools. They are omnivorous, feeding on fish, waterfowl, and lakeshore vegetation. Ergath are rarely hostile. They typically use their acute senses and strong swimming ability to evade intruders, but have been known to assist explorers in difficulty. Reasonably intelligent, some Ergath have learned a smattering of human languages. They have no interest in human artifacts or treasures, but will accept gifts of appropriate food.



HârnMaster

Habitat: Lakeshores
Height: 6 – 7 feet
Weight: 200 – 240 lbs
Diet: Omnivore
Lifespan: 40-60 years
Group: One (1).

ATTRIBUTES

21 STR	16 EYE	06 INT
18 STA	18 HRG	07 AUR
10 DEX	17 SML	12 WIL
08 AGL	07 VOI	

Combat Attributes

Endurance 17, Swim 12, Move 8.

SKILLS

Awareness 80, Stealth 75,
Tracking 70.

Combat Skills

Initiative 80, Dodge 50,
Unarmed 70/3b, Claw 50/5p,
Bite 50/6p, Club 60/5b.

ARMOUR

B7 E5 P4 F6 GAC 2

STRIKE LOCATIONS

01-12 Head
 13-18 Neck
 19-27 •Shoulder
 28-33 •Upper Arm
 34-35 •Elbow
 36-39 •Forearm
 40-43 •Hand
 44-63 Thorax
 64-74 Abdomen
 75-80 •Hip
 81-88 •Thigh
 89-90 •Knee
 91-96 Calf
 97-00 Flipper

• Odd = Left, Even = Right

Hru The Rock Giant

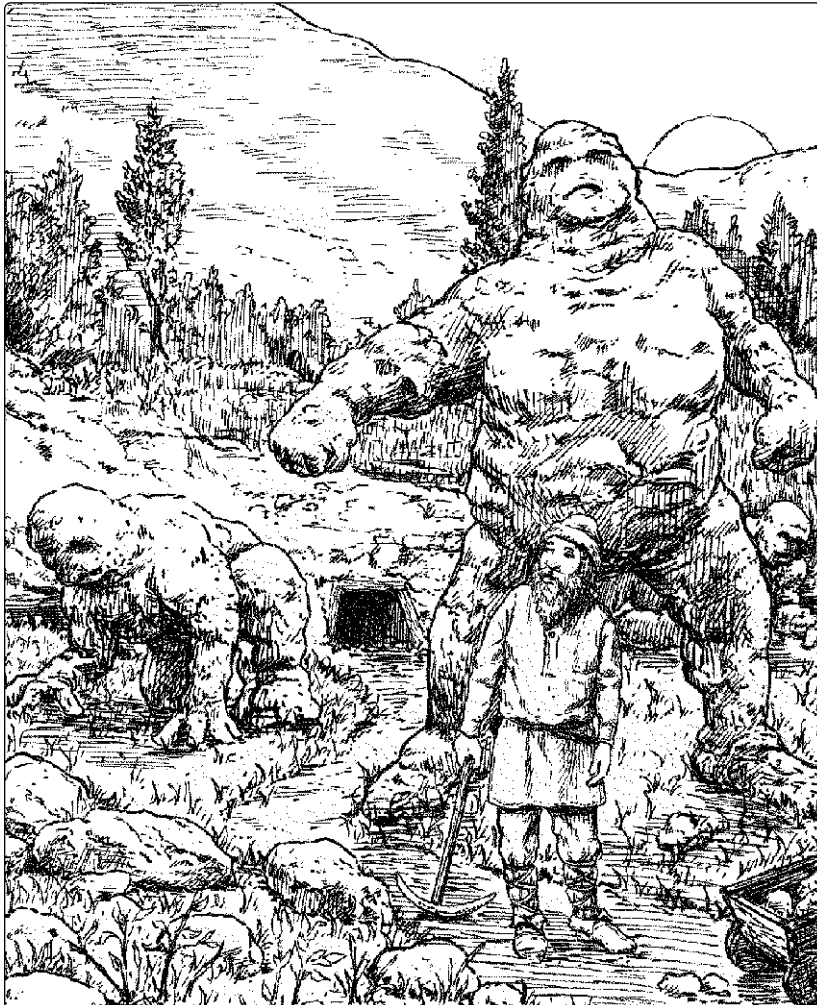
The Hru is a gentle rock giant that typically stands 12 feet tall and weighs three tons, although some attain fifteen feet in height and four tons in weight. They are nocturnal, and transform during the day into a large boulder, or pile of rocks. At night the Hru's earth-shaking stride has frightened many a traveller.

They are fairly sociable creatures and may be found in colonies of up to forty. The strange rumbling songs they use to converse send shivers down the spines of most who hear them. Their voices are at the lowest pitch of human hearing which adds to the discomfort of human listeners.

Hru are slow thinkers, but most are quite wise; their main concerns are centered around preservation of their alpine environment. Miners, timberwrights, and others who despoil their homeland are never welcome.

Habitat

Hru may be found across stony highlands and alpine wastes throughout the island. At night, the Hru draws sustenance directly from the earth (similar to a tree).



HârNMaster

Habitat: Highlands
Height: 10–15 feet
Weight: 5000 to 8000 pounds
Diet: See Text
Lifespan: 600–800 years
Group: 5–40

ATTRIBUTES

57 STR	07 EYE	11 INT
40 STA	07 HRG	01 AUR
08 DEX	07 SML	13 WIL
04 AGL		

Combat Attributes

Endurance 37, Move 7.

SKILLS

Awareness 35.

Combat Skills

Initiative 67, Dodge 20,
Unarmed 60/15b.

ARMOUR

B12 E11 P10 F10 GAC 4

STRIKE LOCATIONS

01-10 Head
 11-15 Neck
 16-27 •Shoulder
 28-33 •Upper Arm
 34-35 •Elbow
 36-39 •Forearm
 40-43 •Hand
 44-60 Thorax
 61-74 Abdomen
 75-80 •Hip
 81-88 •Thigh
 89-90 •Knee
 91-96 •Calf
 97-00 •Foot

• Odd = Left, Even = Right

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HYGITH *The Barer of Bones*

The Hygith is among the smallest of Ilvir's brood. It has a large casqued head, elongated body, two wing-like flippers, and a finned tail. Its entire body is covered in durable articulated plates giving the creature a segmented appearance. Two sets of gills are situated behind unsettling yellow eyes. The small mouth is filled with wedge-like interlocking teeth that bestow an efficient shearing action for slicing flesh from prey.

Habitat & Hunting

The preferred habitat of the Hygith is freshwater lakes or sluggish rivers with vegetation such as chokeweed, waterlillies, rushes, or cress, where their brown/green coloration makes them extremely difficult to detect. They are fairly common in the shallow bays of Lake Benath, Direna Lake, Crater Lake at Araka Kalai, and within the mouths of rivers connected to them. They are sometimes found in the Thard River, even as far downstream as Golotha.

Diet usually consists of small amphibians, mammals, birds, and fish, but the Hygith is not above excising a tasty mouthful from larger victims that dare come near. Though preferring live food, they have an excellent sense of smell and will scavenge anything recently dead.

The Crimson Frenzy

The smell of blood particularly arouses the Hygith, revealing the true horror of a "Crimson Frenzy". There have been reports of an unlucky human being reduced to a skeleton within three minutes.

If encountered, there is a 50% chance of a multiple attack, higher if the victim has a submerged bleeding wound. Treat each five (5) Hygith as one attack against an IGNORE defense with total impact of 5e. Injuries are distributed among submerged body parts, except those protected by metallic or enchanted armour.



HârnMaster

Habitat: Freshwater Lakes
Length: 14–18"
Weight: 2–3 pounds
Diet: Carnivore
Lifespan: 2 years
Group: 5–30

ATTRIBUTES

04 STR	09 EYE	02 INT
12 STA	10 HRG	01 AUR
• DEX	18 SML	14 WIL
15 AGL		

Combat Attributes

Endurance 10, Swim 10.

SKILLS

Awareness 60.

Combat Skills

Initiative 75, Dodge 45,
Bite 65/1e*

*See: *Crimson Frenzy*

ARMOUR

B4 E3 P2 F6 GAC 1

STRIKE LOCATION

01-20 Head
21-30 Neck
31-50 •Flipper
51-80 Body
81-00 Tail

• Odd = Left, Even = Right

MIURUCA

The Swamp Walker

The Miuruca is a rare amphibian, commonly known as the Swamp Walker. The tough rubbery hide is coarse and pebbled, light to dark green in color. The Miuruca stands about five feet on its hind legs. The webbed feet and hands possess sharp non-retractable claws. The hands have three digits with crude opposable thumbs, and the palms are finely scaled for gripping. Though slightly awkward on land the Miuruca is agile in the water. Large eyes atop the head allow the creature to swim on the surface almost totally submerged. Out of water the Miuruca has a distinct pungent odor that can be detected well over a hundred feet. The creature can remain submerged for up to an hour. The mouth has two rows of sharp, backward pointing teeth. The Miuruca has poisonous saliva, introduced into the blood stream of prey by biting. This causes paralysis in smaller creatures, but only numbness to larger quarry.

Habitat & Hunting

The amphibious Miuruca prefers lakes, swamp, bog, and other suitable wetland environments. Their range includes the shores of Lake Benath, the banks of the Thard, Teb Marshes and Ramal Bog in Tharda, and Tesien and Peris Moors in Kanday. They excavate dens along lakeshores and riverbanks, lining them with rushes and grass. They are primarily solitary hunters, but several Miuruca often cohabit in the same den.

Diet includes fish, small mammals, waterfowl, and aquatic plants. Miuruca will sometimes take larger prey, even humans. They often set simple traps, undercutting a riverbank so it collapses under heavy prey. Victims are then dragged underwater to drown and stored in submerged "larders" cut into riverbanks.



HârnMaster

Habitat: Wetlands
Length: 5-7 feet
Weight: 160 to 200 pounds
Diet: Omnivore
Lifespan: 70-90 years
Group: 1-3

ATTRIBUTES

14 STR	13 EYE	10 INT
12 STA	08 HRG	15 AUR
12 DEX	12 SML	11 WIL
16 AGL		

Combat Attributes

Endurance 12, Swim 14, Move 10.

SKILLS

Awareness 55, Stealth 50,
Swimming 80, Tracking 40.

Combat Skills

Initiative 62, Dodge 48, Bite 50/6p†
Claw 40/5e, Tail 30/6b.
†H4 Poison if Serious Bite or worse.

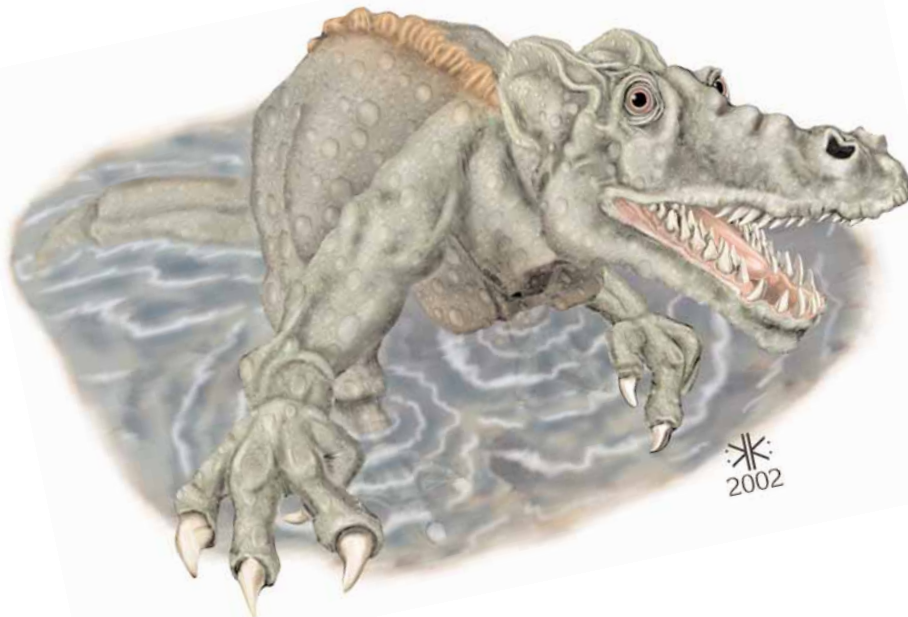
ARMOUR

B6 E45 P4 F5 GAC 2

STRIKE LOCATIONS

01-10 Head
 11-15 Neck
 16-27 Shoulder
 28-39 Fore Limb
 40-43 Fore Paw
 44-58 Thorax
 59-65 Abdomen
 66-75 Tail
 76-89 Hind Quarter
 90-97 Hind Limb
 98-00 Hind Foot

• Odd = Left, Even = Right



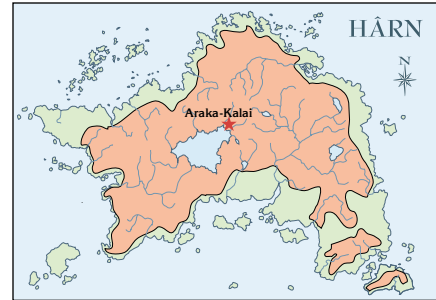
NOLAH *The Dank Stalker*

The Nolah, or Hârnic Troll, is a man-sized humanoid with moist, hairless skin that lies in folds and wrinkles all over its body. The tough, pebbly skin can contort and stretch to fit through small fissures in stone walls. Nolah are quite intelligent; they use tools and weapons captured from their victims, speak Ivashi, and some may understand a little of human speech.

Habitat & Hunting

Nolah have an affinity for damp stone and earth. They can be found all across Hârn, resting in stone fissures within crypts, caves, bridges, and walls. They are solitary by disposition, although a cavern complex may be home to more than one.

The Nolah's primary hunting method is to charm a single victim: roll 3d6; if the roll exceeds the victim's WILL, they will come to the Nolah's lair and submit. The charm has a range of one league, provided the Nolah can see or hear the victim. Their prey is any animal up to the size of a horse, but they seem to enjoy human flesh.



HârnMaster

Habitat: Damp Places
Height: 6 to 7 feet
Weight: 200 to 300 pounds
Diet: Carnivore
Lifespan: 180 years
Group: One (1)

ATTRIBUTES

14 STR	11 EYE	12 INT
19 STA	15 HRG	15 AUR
12 DEX	15 SML	11 WIL
17 AGL	05 VOI	

Combat Attributes

Endurance 15, Move 13.

SKILLS

Awareness 55, Stealth 50,
Swimming 70, Tracking 40.

Combat Skills

Initiative 68, Dodge 85, Charm 50,
Unarmed 60/3b, Rock 50/5b,
Club 40/4b.

ARMOUR

B9 E7 P5 F6 GAC 2

STRIKE LOCATIONS

01-10 Head
 11-15 Neck
 16-27 •Shoulder
 28-33 •Upper Arm
 34-35 •Elbow
 36-39 •Forearm
 40-43 •Hand
 44-60 Thorax
 61-74 Abdomen
 75-80 •Hip
 81-88 •Thigh
 89-90 •Knee
 91-96 •Calf
 97-00 •Foot

• Odd = Left, Even = Right



O GARNA *The Golden Emissary*

A rare Ivashu, the Ogarna is unaggressive and will not attack unless hungry or threatened. Although mostly immobile, the Ogarna is capable of “walking” on its tentacles, an exhausting activity requiring several days of rest every few hundred yards.

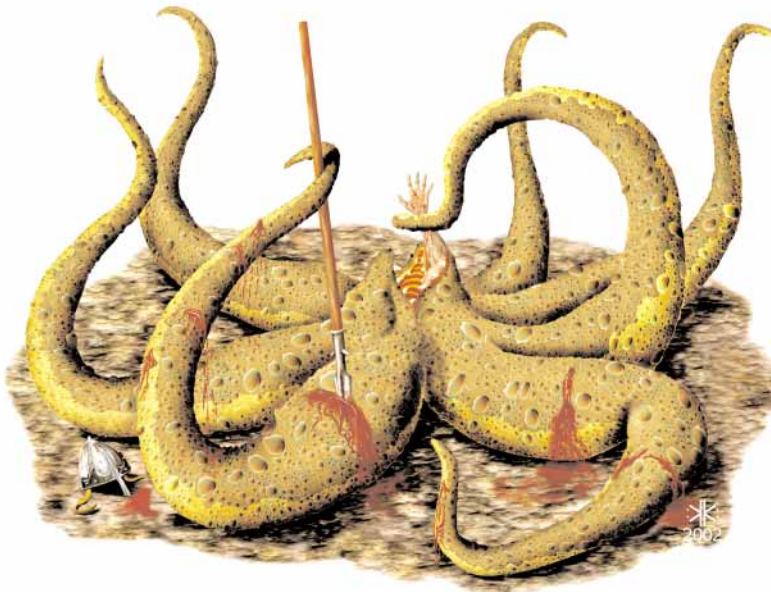
The Ogarna is telepathic and sensitive to the presence of other auras. Although highly intelligent, attempts to communicate with this unusual lifeform are likely to be confusing and painful. Because the Ogarna cannot easily evade or flee, attacking one tends to be a fight to the death.

Habitat & Hunting

Found mostly in marshy forests of southern Orbaal, the Ogarna is a large omnivorous creature that feeds mainly on plants, carrion, and smaller mammals, which it can easily stun with its powerful mental bolt. Its mouth is located at the center of seven tentacles and it eats by dissolving prey with strong digestive acids.

Order of Tuarbal

A small Ilviran order that worships a captive Ogarna. Located in wilderness south of Leriell in southern Orbaal, the order is composed of six clerics and 20-30 Anoa tribesmen, led by Berain of Melrony, a fanatic misanthrope. Berain found he could communicate with the Ogarna telepathically, although its alien nature gave him a distorted understanding of its thoughts. Berain understood the Ogarna to be an “Emissary of Ilvir” sent by the Golden Servant to “guide the pious to the paths of holiness”. The dull golden shade of the Ogarna’s hide reinforces this belief. Berain believes the “Mouth of Tuarbal” must be fed with “profane flesh” (human sacrifice) to perform its duties.



HârnMaster

Habitat: Forest/Marsh
Length: 15 feet
Weight: 1200-1800 pounds
Diet: Omnivore
Lifespan: 60-80 years
Group: One (1)

ATTRIBUTES

32 STR	• EYE	18 INT
25 STA	01 HRG	20 AUR
10 DEX	01 SML	18 WIL
02 AGL		

Combat Attributes

Endurance 25, Move 2.

SKILLS

Telepathy & Sensitivity 110,
Mental Bolt 120.

Combat Skills

Initiative 68, Dodge 10,
Tentacle 40/11b.

ARMOUR

B12 E10 P9 F3 GAC 3

STRIKE LOCATIONS

01-10 Head/Mouth
 11-30 Neck/Body
 31-00 Tentacle
 Each tentacle can have its own 10%
 range if desired.

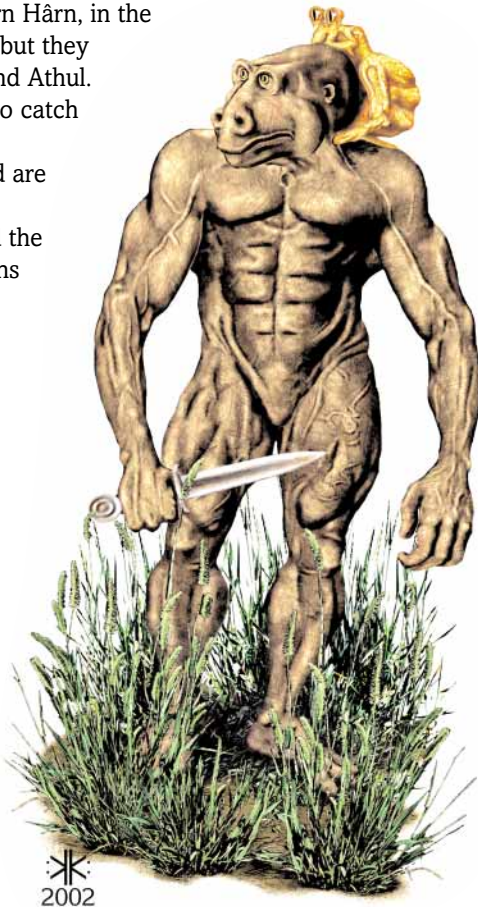
POLAN-TEKEK *Ilvir's Twins*

The Polan-Tekek is actually two symbiotic Ivashu, the Polan and the Tekek. The Polan is a large, semi-intelligent humanoid about six feet tall. The Tekek is a small, crab-like creature with protruding eyes and a well-protected brain case. When operating in symbiosis the Tekek rides on the Polan's shoulder, clinging to the back of the neck with its claw-like hands. The Tekek inserts a pair of thin tentacles into orifices in the side of the Polan's neck which connect to the humanoid's central nervous system and bloodstream. This allows the Tekek to receive sustenance and to use its high intelligence to complement the Polan's impressive physical skills.

Although the Polan and Tekek are capable of functioning independently, they are seldom found disconnected because of the clear advantages of combination. The Polan's eyes are weak and monochromatic, whereas those of the Tekek are excellent. Tekeks are almost immobile by themselves, and Polans lack the intelligence to use tools.

Habitat & Hunting

Polan-Tekek are found in lowland forests and woodlands, hunting and gathering fruit. Most sightings are in northwestern Hârn, in the wilds of Peran and Equeth, but they are also found in Nuthela and Athul. They use traps and snares to catch small animals, but larger creatures are also taken and are a welcome feast. The Polan prefers its meat cooked and the Tekek provides this by means of its pyrokinesis talent.



HârnMaster

Habitat: Forest & Woodland
Height: 6 feet
Weight: 250 lbs
Diet: Omnivorous (Polan)
 Carnivore (Tekek)
Lifespan: 120 years
Group: One (1)

ATTRIBUTES

17 STR	15 EYE	18 INT
18 STA	11 HRG	16 AUR
12 DEX	11 SML	12 WIL
11 AGL		

Combat Attributes

Endurance 16, Move 12.

SKILLS

Awareness 80, Stealth 40.

Combat Skills

Initiative 63, Dodge 55,
 Unarmed 65/4b, Club 70/5b,
 Sword 60/4ep, Pyrokinesis 85.

ARMOUR

B4 E3 P3 F4 GAC 1

STRIKE LOCATIONS (Polan)

01-10 Head (τ)
 11-15 Neck (τ)
 16-27 •Shoulder (τ)
 28-33 •Upper Arm
 34-35 •Elbow
 36-39 •Forearm
 40-43 •Hand
 44-60 Thorax
 61-72 Abdomen
 73-80 •Hip
 81-88 •Thigh
 89-90 •Knee
 91-96 •Calf
 97-00 •Foot

• Odd = Left, Even = Right

(τ) 50% chance of striking Tekek.

SCURGAH

The Dragon Bird

The Scurgah is one of the few Ivashu that can fly. After launching itself from a height the Scurgah glides by spreading the membranes attached to its fore and hind legs. Reducing or increasing the membrane area controls lift and direction. Each of the four padded paws have two long claws to climb trees and grasp pray. The head is hideous with inset eyes, hooked jaw, and an elongated snout festooned with sharp teeth. Large ribbed parabolic ears complete a bizarre appearance. Vocalizations are a complex series of hisses and grunts that many find unnerving. On the hunt it remains deathly silent.

Habitat & Hunting

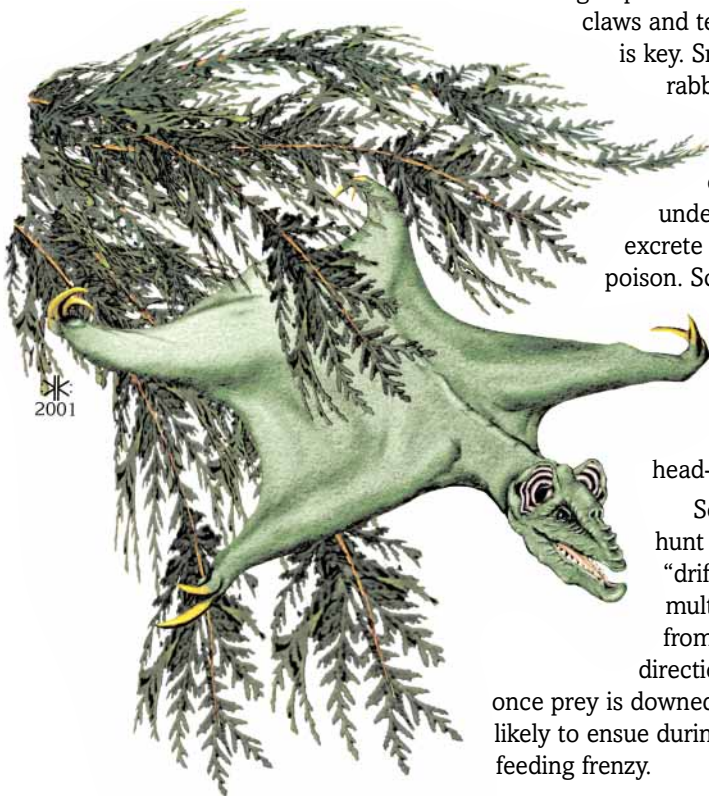
Scurgah prefer to live in the high branches of old growth forests, especially cedar forests. Occasionally they inhabit cliffs or rock outcrops of sufficient height. They are agile climbers and can move about the forest floor with rapidity. Higher concentrations of Scurgah can be found in the dense cedar forests of Misyn, Kom, Orbaal, and Azadmere.

This Scurgah prowls tree tops feeding off birds, bird nests, and small mammals like squirrels. Another technique is to hang from a branch and await prey to pass below. Its ears are incredibly sensitive and can pick up the lightest footfall 200 yards distant. Once prey is detected, it drops from its perch to glide and land on the unwary with

a resounding impact to apply gripping claws and teeth. Surprise is key. Small prey like rabbits are engulfed

in a membranous embrace and underbody glands excrete a paralyzing poison. Scurgah will attack larger creatures such as gargun and even humans by aiming for a head-hug.

Scurgah often hunt in cooperative "drifts" that allow multiple attacks from varying directions. However, once prey is downed, squabbling is likely to ensue during the gory feeding frenzy.



HârnMaster

- Habitat:** Mature Forest
- Length:** 60"
- Wingspan:** 50"
- Weight:** 20 pounds
- Diet:** Carnivore
- Lifespan:** 18-24 years
- Group:** 1d6

ATTRIBUTES

09 STR	14 EYE	03 INT
14 STA	24 HRG	03 AUR
17 DEX	16 SML	13 WIL
11 AGL		

Combat Attributes

Endurance 12, Move 8, Glide 24.

SKILLS

Awareness 75, Gliding 70, Stealth 60.

Combat Skills

Initiative 70, Dodge 66, Bite 65/6p, Claw 60/5e, Membrane Hug 65*

***Glandular Secretion:** 1d6/Round Shock Roll to render unconscious. Hug for one minute gives an H4 inhalant poisoning.

ARMOUR

B2 E4 P3 F2 GAC 1

STRIKE LOCATIONS

- 01-15 Head
- 16-25 Neck
- 26-34 •Fore Limb
- 35-40 •Fore Paw
- 41-50 Thorax
- 51-60 Abdomen
- 61-80 Membrane
- 81-94 •Hind Limb
- 95-00 •Hind Paw

• Odd = Left, Even = Right

IVASHU 12

TAVE The Accursed Serpent

The Tave is a rare Ivashu capable of shapechanging between human and serpent, a creature long associated with Ilvir and often used as a symbol by his church. In serpentine form, the Tave is about thirty feet long and has a mottled white and brown hide.

In human form the Tave appears to be little different from other men. The only characteristics of their serpentine self are a vague reptilian cast to the face and a noticeable dryness of the skin. The top joints of the fore and little fingers are missing, a natural defect in the Tave's case as opposed to the surgical removal practiced by the other clerics. Tave are usually priests of Ilvir, or are seen as such wherever they wander.



HârnMaster

SERPENT FORM

ATTRIBUTES

19 STR	20 EYE	15 INT
18 STA	11 HRG	15 AUR
• DEX	20 SML	16 WIL
15 AGL		

Combat Attributes

Endurance 18, Move 15.

SKILLS

Awareness 70, Stealth 60.

Combat Skills

Initiative 60, Dodge 75,
Squeeze 60/15b, Bite 70/6p†
†H2 Poison if Minor Bite or worse.

ARMOUR

B6 E8 P5 F5 GAC 2

STRIKE LOCATIONS

01-15	Head
16-25	Neck
26-55	Forebody
56-90	Hind Body
91-00	Tail

HUMAN FORM

Habitat:	See Text
Height:	30 feet (serpent)
Weight:	200-230 pounds
Diet:	Omnivore
Lifespan:	150 years
Group:	One (1)

ATTRIBUTES

13 STR	16 EYE	15 INT
15 STA	14 HRG	15 AUR
09 DEX	09 SML	16 WIL
11 AGL		

Combat Attributes

Endurance 15, Move 10.

SKILLS

Awareness 70, Stealth 60,
Ritual: *Ilvir* 120.

Combat Skills

Initiative 60, Dodge 55,
Unarmed 60/3b.

ARMOUR

Cloth: B1 E1 P1 F1 GAC 0

STRIKE LOCATIONS

01-10	Head
11-15	Neck
16-27	•Shoulder
28-33	•Upper Arm
34-35	•Elbow
36-39	•Forearm
40-43	•Hand
44-60	Thorax
61-72	Abdomen
73-80	•Hip
81-88	•Thigh
89-90	•Knee
91-96	•Calf
97-00	•Foot

• Odd = Left, Even = Right

UMBATHRI *Bearer of the Mask*

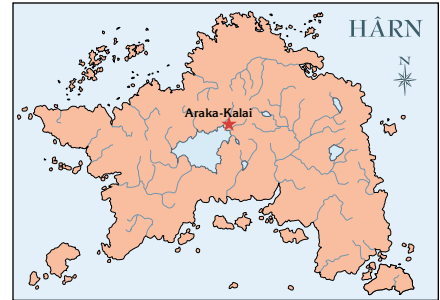
The Umbathri, or Hârníc Gargoyle, is humanoid, squat, and almost unbearably ugly, hence the epithet Bearer of the Mask. They rarely exceed two feet in height. Of considerable intelligence, these Ivashu live only partly on the mortal plane. They could be thought of as demons who can blink in and out of existence at will.

Umbathri display varying levels of insanity but are more mischievous than evil. They rarely attack, but seem to derive pleasure from terrorizing those they encounter. Worse, their insane babbling may attract the attention of a large predator or a party of foraging gargun, indirectly causing danger to those they torment.

Ordinary weapons do not harm Umbathri, but they will scream or howl if struck and then vanish, at least for a few minutes. They are highly sensitive to magical weapons or spells.

Hunting & Habitat

Umbathri reside on the Ethereal Plane and may be encountered *anywhere* on Kethira. It is not known whether they eat or drink in any normal sense. They are typically encountered in insanely-babbling packs of 2-24.



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Habitat: Ethereal
Height: 20-24"
Weight: Trace
Diet: Unknown
Lifespan: Immortal
Group: 2-24

ATTRIBUTES

10 STR	15 EYE	13 INT
14 STA	15 HRG	19 AUR
12 DEX	01 SML	12 WIL
17 AGL		

Combat Attributes

Endurance 12, Move 15.

SKILLS

Awareness 50, Stealth 30.

Combat Skills

Initiative 60, Dodge 85.

ARMOUR

Immune to mundane damage.

STRIKE LOCATIONS

01-10 Head
 11-15 Neck
 16-27 •Shoulder
 28-39 •Fore Limb
 40-43 •Fore Paw
 44-58 Thorax
 59-65 Abdomen
 66-75 Tail
 76-89 •Hind Quarter
 90-97 •Hind Limb
 98-00 •Hind Foot
 • Odd = Left, Even = Right

VLASTA *Eater of Eyes*

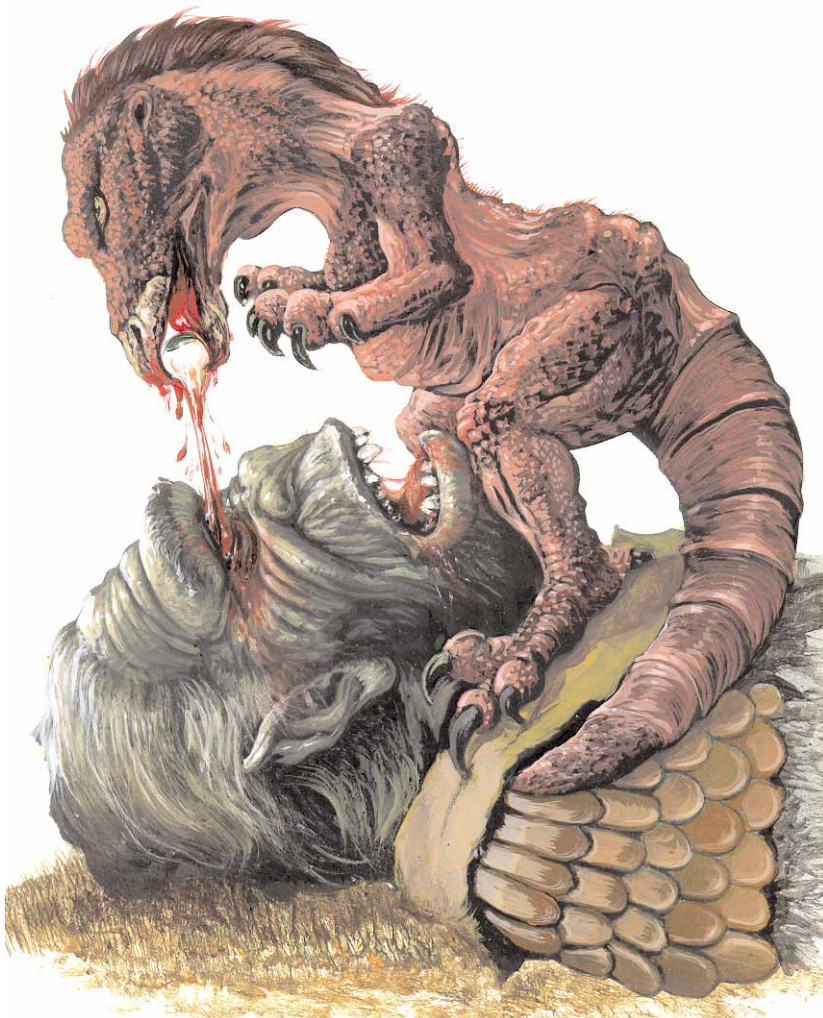
Vlasta rarely exceed eighteen inches in height or twenty pounds in weight. Yet these voracious carnivores are among the most feared of predators. With their powerful tails and hind legs, Vlasta can leap up to twenty feet, and move with great speed over short distances.

Habitat & Hunting

Vlasta are encountered in caverns, and nearby surface terrain, in groups of 2–12. They feed mainly on small rodents, but will attack creatures as large as man.

They attack large victims by leaping at the face (aim high) hoping to devour an eye or two which they consider a tasty delicacy. If a Vlasta inflicts a Bite wound against any Head location, there is an 70% chance the victim will lose one eye due to rapid pecks and gouges. The loss can be automatic with a CS strike.

Fortunately, Vlasta are not sturdy creatures and their light bones break easily.



HârnMaster

Habitat: Caverns
Length: 16–20”
Weight: 16–24 pounds
Diet: Carnivore
Lifespan: 4–6 years
Group: 2d6

ATTRIBUTES

05 STR	17 EYE	02 INT
10 STA	15 HRG	01 AUR
17 DEX	19 SML	10 WIL
21 AGL•		

Combat Attributes

Endurance 8, Move 25.
 •Vlasta can leap up to 20 feet.

SKILLS

Awareness 60, Stealth 80.

Combat Skills

Initiative 71, Dodge 95,
 Claw 95/2be, Bite 65/2p

Eater of Eyes: *If a Vlasta inflicts a Bite wound against any Head location, there is an 70% chance the victim will lose one eye due to rapid pecks and gouges. They invariably leap to strike at the head (aim high).*

ARMOUR

B2 E1 P1 F2 GAC 0

STRIKE LOCATIONS

01-20 Head
 21-25 Neck
 26-30 •Fore Limb
 31-60 Torso
 61-90 Tail
 91-00 •Hind Limb

• Odd = Left, Even = Right