

**Hero Wars**

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# ANAXIAL'S ROSTER

Creatures of the Hero Wars

By **Jamie Revell** and **Greg Stafford**

Additional material by **Stephen Martin**

Illustrations by **Heather Bruton**



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By Jamie Revell and Greg Stafford  
Additional material by Stephen Martin

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*Hykim and Mikyh are the ancestors of all animals. Hykim, Animal of Thought, curses the mind of he who would abuse his sons. Mikyh, Animal of Matter, rends the body of those who would harm her daughters!*

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## Heroes

Randy Tomaszewski, Murase Yoshiyuki, Andre Jarosch, The Clan Coriales, Hiroto Kawakami, Andrew Kelly, Christopher Johnson, Hayato Niitsuma, Mark Leymaster of Grammarye, Yoko "Anesan" Miyamoto, Bob Vesterman, Richard Katsaros, Andrew Cowie, Rex Andrew Bean, HANATAKA the Stormer, Michael Trout, Andrew Joelson, David Dunham, Walter Manbeck, Anonymous

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<http://www.glorantha.com/inc/gta.html>

## Biographies

### Jamie Revell

Ever since being mistaken for the deceased communist leader in a London pub, Jamie Revell has been better known to gamers by the pseudonym "Trotsky." He has been role-playing since the early '80s and gaming in Glorantha since 1985. He studied zoology at Hull University and keeps a small library of natural history books so that he can appear to know more about the subject than he actually does while debating on internet mailing lists. Born in northern England, where he spent much of his childhood on a goat farm, he feels that goats are far more cool than Gloranthans generally give them credit for. Having also lived in a house with significantly more cats than humans, he is well aware of which of those two species actually holds the upper hand. He currently works as a biomedical scientist at a hospital in southern England.

### Greg Stafford

Greg Stafford discovered Glorantha in 1966 and began a life-long creative effort to explore and publish the world. In 1974 he began his first game company, Chaosium, and published the first Gloranthan game the next year. It was *White Bear and Red Moon*, followed in '77 by *Nomad Gods*, another board game. In '78 *RuneQuest* was published, a revolutionary and popular role playing game also based upon Glorantha. Since then he has contributed to dozens of supplements and hundreds of articles about Glorantha. *Hero Wars*, a new role playing game, continue Greg's lifelong commitment to Glorantha.

Greg is also game designer, developer, and author of *Pendragon* (the award-winning game on Arthurian roleplaying) and its supplements, five other board games, and another six roleplaying games and books. Greg is also one of the game designers for *King of Dragon Pass* from A Sharp.

Greg was born in 1948, is married to Suzanne Courteau, and has three children: Noah, Alisha, and Jason. He is currently employed by Issaries, Inc., which he founded in 1998 to continue the publication of Gloranthan games and books.

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# Introduction

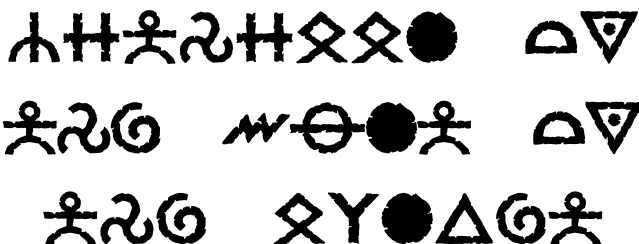
## Anaxial's Ark



*Anaxial's Roster* provides descriptions for many mundane and magical creatures of Genertela, along with that continent's key sentient races and a selection of powerful Otherworld entities. No such listing can be definitive, and the narrator should make up new creatures as necessary. Further creatures appear in the *Narrator's Book*, and future supplements will detail others as the need arises. We have tried to include creatures that heroes will find interesting or challenging, whether as opponents, allies, prey, or even followers. Sentient creatures with complex cultures have necessarily brief write-ups in this book. Many of these races will be the focus of future *Hero Wars* products, which will explore their societies in much greater detail.

*Anaxial's Roster* is arranged in sections, each dealing with a particular category of creature. The God Learners grouped animals into five broad classes: mammal, bird, reptile, fish, and invertebrate, and placed beings descended from the Man and Spirit runes into additional groups. Such a system is less useful to *Hero Wars* narrators and players than it is to Gloranthan taxonomists. We chose to take a more functional approach, with, for example, predators grouped into one chapter. This approach sometimes has to be arbitrary, so we have provided an extensive index for quick reference.

Almost all of the descriptions include a myth about the animal's origins or habits. Throughout the book, we have included several longer animal myths from various Genertelan cultures. The narrator can use these as a basis for heroquests, or as inspiration for designing Otherworld beings related to the creatures (of which several examples are provided). The myths are boxed, and marked with a book symbol . If you are wondering about the title for this book, then the first myth should explain it all!





## Anaxial's Ark

### A Dara Happan Myth of the Great Flood

Anaxial was the great-grandson of Murharzarm, the First Emperor of Dara Happa. His mother was Pene, a priestess of the river goddess, Oslira. One night, Anaxial's mother sent him a prophetic dream in which a torrent of rain and poison water destroyed all of Dara Happa. Anaxial was a simple man, despite his ancestry, and he was terrified by this nightmare.

Anaxial asked Antirius what should be done to alleviate this disaster. The Giver of Wisdom told him to construct a great ark, unlike anything that had ever been made before. The plan for the ark was brought by Buserian, who came to bless it. Antirius sent Ostevius the Carpenter to do the work, assisted by the others of the Ten Sons and Servants.

After a hundred days of work, the ark was complete. It enclosed a great city, though made of wood, surrounded by great walls and covered by a huge roof. Anaxial sacrificed a hundred cattle to bless it, and Antirius illuminated it, both within and without. Buserian named the ark 'Yuthuppa,' which means 'Ship of God' in the old tongue.

When the ark was completed Antirius came to Anaxial again, and told him that he must gather the necessary things to take with him on the ark, so that all good things would survive. First, Anaxial visited each of the Ten Cities of Dara Happa. There were some people in each city who were yet unblinded by the invisible shadows, and they vowed to help Anaxial. They went through all the corners of the land to obtain some of everything that was still unpolluted. Thus, a male and female of each kind of good animal were gathered beneath the ark's great roof. Those animals that were foul, such as the Hinds of Pelanda and the disgusting Pets of Ovosto, were left behind, that their passing might cleanse the world. Likewise, the best of the plants, peoples, and deities were also saved, and brought onto the ark. All of the evil things were left to drown in the Flood of God. As each thing was brought onto the ark, Anaxial recorded its name in his roster, as Antirius had instructed him to do.

When clouds gathered and the shadows became visible, the leaders of the Ten Cities became paralyzed with fear. Anaxial's faithful followers alone were not helpless, and they rushed to the ark as the downpour began. Once everyone was aboard Anaxial raised and locked the great drawbridge, and all the good people joined together in prayer to Antirius. These good people are the ancestors of the Seventy Families, who alone survived the flood. The rain fell, and the waters rose until no dry land remained anywhere.

Anaxial's Ark was a wonder to behold, as large as a city and constructed as Buserian had instructed so that it would keep everything safe. Ostevius made it to hold all of the good things in the world. Everything had its proper place on the ark, so that they would be preserved perfectly until the flood ended.

The highest deck on the ark was reserved for the purest beings of the Above. It was painted black and decorated with bright stars, and no man or low beast could enter into it. Even Anaxial himself entered this deck only when he went to speak to Antirius, who blessed it with his presence.

The Second Deck was the Aviary. Only the best of the people entered here, for it was crowded with all of the good birds of Dara Happa: eagle and quail, owl and dove. This deck had many windows, for it was the only one that always remained above the water. Through these windows, the best flyers among the birds sometimes left the ark. But they always returned, for not even Vrimak could see any end to the rains.

The Third Deck was where the good people of Dara Happa lived. Though some had been rulers and some commoners, all lived together for this time, for it was the whole of their world. The good people of Dara Happa shared this deck with the good animals of Dara Happa, the loyal dog and noble horse, the sturdy goat and fickle cat. All of the seeds were stored here as well, and in the center of the deck the great Yarm Tree grew, tended by Dendara herself.

The Fourth Deck contained all of the wild prey animals: deer and rabbit, wild pig and noble unicorn. Only a few people came here, for the wild creatures were shy in the presence of men. Thilla guarded the entrance to the deck. Many plants were here as well, all of the wild roots and grasses and berries.

The Fifth Deck was home to all of the predators of the wild: bear and wolf, lion and sakkar. No men came here, for only Shargash and his warriors were safe in this dangerous place. The many trees were here as well, and the wild beasts chased each other through the floating forest during the flood.

The Sixth Deck was the Bilge. It held all of the Creatures of Below: rat and bat, snake and worm, crocodile and scorpion, for even creatures such as these were still uncorrupted, and so had their rightful place. They skittered in the darkness among the fungus, and were seen by none.

The lowest deck on the ark held all of the creatures of the waters: shark and dolphin, fish and seal, squid and sea snake. They were blessed by Oslira in this time, and swam freely in their realm. Even today, "Seventh Deck" means "underwater" in Dara Happa.

In this way, Anaxial the Sailor followed the word of God, and saved all of the creatures of the world. In time the flood passed, and the beings on the ark returned into the world. Anaxial himself sailed on until he sighted the Hill of Herustana rising above the calm, smooth waters. This was the sign that Antirius had told him to wait for, and so he beached the ark. He opened the drawbridge and walked again upon the earth. The people from the ark went to their homes, which had been under the sea for many years. They found their possessions had been miraculously preserved, while those of the sinners had been cleansed or destroyed. They released all the animals, and planted and tended all the plants and seeds that they had preserved on the ark. After a time, Dara Happa was again rich and thriving, and as blessed as a place could be in that time.

## The Anaxial Classification System

This book contains many creatures that Anaxial's Ark did not actually carry. Anaxial was not the only survivor of the flood, although his mythology does not openly acknowledge this fact. Despite this, his classification system was later expanded to include animals that the Dara Happans discovered after the Flood. Such creatures are listed in the categories in which they would have been, had Anaxial rescued them. Thus, the Rathori bears, which Anaxial did not save, are included in the same category as the Ertelenari bears, which he did.

Other classification systems exist in Glorantha. One of the best known is that of Ocron Everseer, which was spread widely by the God Learners but is now used only by the westerners. It is similar to the terrestrial scientific system familiar to most readers. The divisions the God Learners made do not always match those of terrestrial taxonomists, however, so readers should avoid making false assumptions based on these names.







The Continent of Genertela

## A Note on the God Learner Names

The system of “scientific names” used in *Anaxial’s Roster* was devised by the Justeli naturalist Ocron Everseer in the Second Age. He based his system on the traditional taxonomy derived from *The Blue Book of Zzabur* (see pg. 209). However, that system does not uniquely identify animals, instead grouping them into broad categories based upon their ancestry from the Forty Ancient Animals. Ocron further divided animals by *genus* and *species*, based upon the attributes and origins he deduced from his first-hand observations, made as he traveled throughout Glorantha. Creatures with the same genus (e.g., *Panthera leo*, the lion, and *Panthera tigris*, the tiger) are so grouped because Ocron believed them to be very closely related.

Ocron’s system separates some animals that the Zzabur taxonomy does not. Thus, earlier Malkioni naturalists (and the Dara Happans) believed the Leaping Bear (pg. 81) to actually be a bear (genus *Ursus*). Ocron saw enough differences, however, that instead he classified it as genus *Amphicyon*. However, the larger divisions are unaltered: lions, tigers, panthers, sakkar, alynxes, and domestic cats are part of a single Malkioni family, and Ocron simply divides them into the genera *Pantera*, *Smilodon*, *Felis*, and others that are less common.

Ocron intended his classification system to be universal, and indeed, several God Learners applied it to the plant and mineral kingdoms. However, Ocron himself was a professed materialist, with little interest in the Otherworld. Although he encountered, and so named, some Otherworld creatures related to animals, the God Learners who mapped the planes did not use his system. Thus, most Otherworld entities do not have God Learner names.

## Format for Creature Descriptions

**Name:** The creature’s common name, with any alternatives.

*Generalis certus:* The creature’s God Learner name.

**Ages:** The eras in which the creature is **commonly** found. Most creatures originated in a mythical age, listed first. A few creatures were alive previously, but failed to survive into the Historical era.

Many creatures can be found in eras other than those listed (such as meeting an eagle during the Storm Age), but such encounters are rare. Thus, most Praxian herd beasts survived the Darkness, but were as rare as anything else that was alive then. The few survivors participated in Waha’s Covenant, which allowed them to thrive. This magical act is, for the Praxians, what separates the Darkness from the Gray Age, when the herds began to increase in numbers again. The ages given use the common theistic classification: Green, Golden, Storm, Darkness, and Historical Ages (see *Narrator’s Book*, pg. 114). Note that most Otherworld entities do not list Historical, since they are not commonly found within the Inner World unless summoned.

*Distribution:* Regions in which the animal lives. For Otherworld entities, this indicates where humans commonly worship or summon them. Locations on

the continent of Genertela appear on the map on pg. 8. Some locations are outside Genertela, and so are not on this map: Dashomo Sea, East Isles (Vithela), Errinoru Jungle, Fonrit, Hudaro Ocean, Jolar, Jrusteli Isles, Kothar, Loral Island, Marthino Sea, Maslo Sea, Outer World, Slon, Sshorg Sea, Tarien, Tarmo Mountains, Teleos, Togaro Ocean, Umathela, Venperhan Sea. Readers who would like more information on these lands should refer to *Glorantha: Introduction to the Hero Wars*.

**Habitat:** The animal's preferred habitat. An animal whose distribution lists 'Fronela' and whose habitat shows 'mountains' might live in either the Nidan or Maidstone Mountains, for example, but not in the Janube river valley.

**Weapons and Armor:** The creature's favored mode(s) of attack and its armor rank (if any).

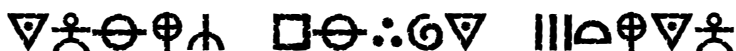
**Significant Abilities:** The creature's typical abilities. Sentient races divide these into *Innate Abilities* (the minimum ability ratings possessed by all members of the race, equivalent to the Racial Keyword) and *Typical Abilities* (those specific to an average member of the sample occupation).

**Innate Magical Abilities:** The creature's innate magical abilities. For creatures of Chaos, this is replaced by *Innate Chaos Features*. Many Chaos species display random Chaos features (see pg. 15) with some regularity, and this is indicated under *Random Chaos Features*. However, members of races that list "None" in this category might possess a random Chaos feature anyway, at the narrator's option.

**Poison:** The effects of any poison the creature possesses; see *Hero Wars*, pg. 155 for explanations of the terms used.

**Tactics:** The animal's usual combat tactics. Any special rules relating to combat with the creature will also be detailed. Note that most prey animals (and even many predators) will flee from hunters or other humans if they can, regardless of any tactics listed in this section.

**Other Creatures:** Any subtypes or variations are listed separately after the first complete creature. Most have similar abilities to the primary entry, and so list only *Distinct Abilities*, those that differ. These creatures also have all of the abilities of the main creature, and employ the same tactics, unless otherwise noted. If there are no *Weapons and Armor* listed for a subtype, they use those listed in the main creature.



## Rules

### Ability Descriptions

*Hero Wars* has no set list of abilities for heroes: one might have Resilient, another Tough. *Anaxial's Roster* uses a few conventions for describing creatures, so that like can be compared with like. These rules in no way restrict the meanings or uses of abilities for heroes.

**Automatic Abilities:** Some things are innate, and are accomplished without a die roll. Such abilities are not rated, but the text mentions those that are not immediately obvious. Thus, a bird no more needs a Fly skill than a human hero needs a Walk skill! Abilities such as Aerobatics reflect excellence at aerial maneuvering, while those like Fly Fast and Run Fast define speed.

Senses work in the same way. Most natural animals have the same senses as humans, and many have much better senses. A natural animal's sense of smell gives it as much information as a human's sight gives to him. A wolf does not need an Excellent Sense of Smell ability to sense nearby creatures; this is a natural and automatic ability. The wolf would need a special ability if it were engaged in a contest, however.

What is true of animals is true for sentient creatures. A human hero without See Things is not blind, nor does an Uz need a Darksense ability to use this sense for routine purposes. Similarly, mermen do not need special abilities to use their senses underwater, and instead take penalties when using their senses out of the water. The text always mentions unusual senses of this kind.

**Combat Abilities:** The ability ratings listed for animals reflect all of their natural attributes, including strength and speed. Most attacks also have a rank, as described in *Hero Wars* (pg. 145). Attacks such as body slams have a weapon rank of 0, the same as a human attacking with his fists, but can always be augmented by Strong and similar abilities.

Sentient creatures have Close Combat, and their weapon rank varies with the weapon they use. Typical weapons are listed for each.

**Cunning:** *Anaxial's Roster* uses *Cunning* to describe animals with a high intelligence; such animals may learn simple tricks or outfox pursuers. However, a dog with Cunning 18 is less intelligent than a human with an ability of the same name, for the dog's ability reflects solely those things at which a dog might excel. Where sentient beings have an unusually high intelligence, it has been given a name other than Cunning.

**Edges vs. Ranks:** The same symbol (Λ) indicates both edges and equipment ranks. Notations in *Weapons and Armor* sections **always** indicate weapon or armor ranks. In all other cases, this symbol denotes an **edge**, usually gained through magic.

**Poison:** Some creatures have venom whose **effect** is *Painful*. Painful poisons work in the same manner as other poisons, as defined by their **onset**. If the hero is driven to 0 AP or below in the contest, he is afflicted with great pain for the duration of the poison's effect. During this time, the hero suffers a penalty equal to 1/2 the potency, to any action requiring concentration (at the narrator's discretion). The effect diminishes over time, with the penalty decreasing by 1 point for each hour that passes.

**Riding Animals:** In general, the particular animal a person rides has little effect on combat. If the rider uses the animal in a charge with a suitable weapon at the ready (such as a lance), he may augment his attack with the steed's *Charge at Foe* ability, if any. If the animal lacks this ability, it may use *Strong* to augment the attack (with a -10 improvisational penalty if the animal does not have *Battle Training*). Note that a steed without *Battle Training* is unlikely to charge at hostile foes.

**Other Abilities, Variations:** Only significant abilities are listed for creatures. Narrators may add others as necessary, but these should have a rating of 12 except in unusual circumstances.

Not all members of a given species have identical abilities, and the narrator is free to modify the ability ratings by +/- 3 points as desired. Thus, a hero may own a particularly fast horse or an especially fierce dog. A hero may teach such animals appropriate new tricks (abilities) if he possesses a suitable *<Animal> Training* ability.

A narrator may need to adjust ability ratings from published episodes to ensure heroes have suitable opposition. Thus, if an episode calls for the heroes to battle several lions, the narrator may need to increase their target numbers if the heroes are numerous or powerful. Similarly, she may need to decrease their target numbers if a hero must face them alone.

## Sentient Races

*Anaxial's Roster* treats sentient races like humans, not animals. After the race's description, we provide a *Typical Member* of the race, with skills and abilities appropriate to a commonly encountered (by humans) occupation. All of these races are as varied in their occupations and culture as are humans. Individual members may belong to different professions than the one listed, or may be more experienced. The choice of which creatures to describe in this fashion may seem arbitrary, but is based on the answers to five questions:

- Is the race **fully** intelligent?
- Can members learn from experience and develop high ability ratings?
- Do individuals work cooperatively?
- Are several occupations available within the race's society/culture?
- Do members commonly use magic?

Not all intelligent beings fit this description. Harpies are sentient, can learn from experience, and sometimes use primitive magic, but they have no real society or culture. Thus, we treat them as "animals" in *Anaxial's Roster*. Narrators are, of course, free to treat harpies in the same manner as other sentient races. Some races are particularly alien (e.g., dragonewts and grotrons) are particularly alien, and so are also described in the same format as non-sentient creatures.

All *Typical Members* use magic, which in most cases are not detailed. Thus, narrators should treat a baboon (pg. 135) like a player hero animist, and give him at least the fetishes and talents indicated in *Hero Wars*. (pg. 213). Members of sentient races who are theists or sorcerers should have equivalent magic. Remember that magic should be appropriate not only to the being's religion, but also to their occupation.

## Sentient Animals

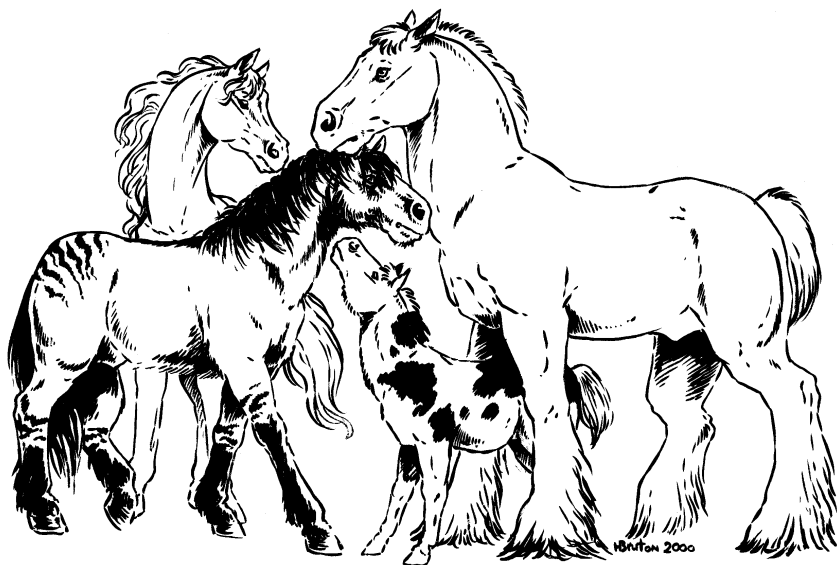
In Glorantha, a significant minority of otherwise normal animals are at least partially sentient, imbued with a spirit or other divine spark associated with their mythical progenitor. These exceptional animals have the normal abilities for their species, but with Cunning 15 or higher. These animals have no 'culture' of their own, and live among their own kind, although they are often leaders of packs, herds, schools, and the like. They may learn magic (most likely animist, although it depends on the species), and often improve some mundane abilities beyond the normal limits for their kind. They cannot usually speak, although magical communication may be possible.

Humans usually overestimate the frequency of such beings. Most likely, the occasional encounter with such beings is so memorable that people sometimes forget just how many 'normal' creatures there are. Nonetheless, in a few magically strong areas of Glorantha, as many as one percent of local animals may be sentient, although usually the number is far less.

In addition to these few sentient animals, some magical organizations have magic that allow them to **awaken** a natural animal to full sentience. Some theist cults linked to animals provide a feat that allows a devotee to awaken an animal using a special ritual. If successful, the animal receives the gift of intelligence from the god, and becomes the magician's **divine companion**, aiding him in whatever way it can. In return, the worshipper receives a geas (see *Hero Wars*, pg. 43) to protect the animal from harm and treat it as if it were human. If the worshipper breaks this geas the animal will abandon him, and his deity may impose other penalties as well.

A few sorcerous orders have spells that perform similar functions. Most Malkioni abhor such unnatural alterations of the material world, so most sects forbid the practice. All natural animals shun animals with false intelligence.

Many animist traditions know how to awaken the hidden intelligence within specific animals. Some traditions summon animal spirits and have them possess the bodies of natural animals, or travel to the Spirit Plane and return with an intelligent animal as a familiar. Others perform the proper rituals to summon a superior, intelligent creature for the shaman or another worshipper. Still others take a natural animal onto the Spirit Plane with the member who will bond with it. There, in the demesne of the beast founder, the animal is awakened by the presence of its ancestor and pledges itself to the worshipper as a spirit ally, in return for appropriate adoration.



### Horses

Horse breeds (see pg. 49), from smallest to largest: ekus (no Large rating), sered (Large 2 $\omega$ ), chuaran (Large 5 $\omega$ ), and fronan (Large 10 $\omega$ ).

## Size Comparisons

Many animals possess a *Large* or *Small* ability to reflect a size significantly different than that of humans. These abilities are inappropriate for heroes, except as part of racial keywords. Even then, heroes cannot change them except through potent magic; humans and Uz cannot grow to the size of giants simply by spending hero points. Heroes may possess abilities such as Bulky, Slender, and Tall, but without magic, these must remain within their race's normal limits.

In addition to describing relative size, creatures may use these abilities in various contests. Thus, a creature with Large 1 $\omega$  or higher may trample a fallen foe with a Large that is 20 or more points less than its own. The creature simply uses its Large to initiate the contest.

Note that a human has neither Large nor Small, but for the purposes of contests both abilities are considered to have an ability rating of 6 (the normal minimum ability rating). Thus, a creature that wanted to trample a human would need at least Large 6 $\omega$ .

## Approximate Size Chart

	(No rating)	<i>Human</i>	
Large 12	<i>Large deer</i>	Small 10	<i>Typical dog</i>
Large 15	<i>Ostrich</i>	Small 12	<i>Small dog</i>
Large 18	<i>Lion</i>	Small 15	<i>Cat</i>
Large 2 $\omega$	<i>Pony</i>	Small 18	<i>Small bird</i>
Large 5 $\omega$	<i>Horse</i>	Small 5 $\omega$	<i>Mouse</i>
Large 10 $\omega$	<i>Rhinoceros</i>	Small 10 $\omega$	<i>Shrew</i>
Large 2 $\omega$ 2	<i>Elephant</i>	Small 5 $\omega$ 2	<i>Large beetle</i>
Large 18 $\omega$ 2	<i>Brotard</i>	Small 15 $\omega$ 2	<i>Gnat</i>

## Chaos Features

Chaos is unpredictable and unconstrained by rigid rules, and its effects can be highly variable. Most members of a particular Chaos species have similar innate abilities. Some have additional abilities, called **Chaos Features**, that set them apart. Some have these abilities from birth, many more have integrated or been possessed by Chaos Spirits, giving them a random Chaos feature. Most such Chaos spirits are Might 15.

The description of a species gives the frequency with which such features are typically found. The frequency may be higher in especially tainted areas, such as Dorastor. In all cases, the narrator is discouraged from using these guidelines as straight percentages, or from randomly rolling to see if a creature has a Chaos feature. See the *Narrator's Book* page 89, for a list of common Chaos features.

The abilities described there are very generic, each covering a wide range of features. Thus, armored hide can be chitin, thick skin, or even actual bronze plating. Similarly, a creature that appears harmless might blend into its surroundings, look like a natural animal, or appear to be a pile of debris. Narrators should also give most Chaos features a physical feature; even magical abilities will usually cause physical mutations, so that a brood that reflects magic might have a third eye or mirrored skin.



## The Other Side

Many mundane animals have counterparts on the Other Side, especially in the Divine Realms and Spirit World. Note that many animals come from mixings between entities of different Otherworlds. Thus, the alynx god Yinkin is the child of Fralar, a spirit, and Kero Fin, a goddess. At one point, he had a choice as to which world to live in, and so became a god like his mother and his great brother, Orlanth. This myth is typical of the stories told about many animals today.

## The Divine Realms

The Divine Realms include deities related to animals. The description of an animal will mention if particular gods are associated with them. Although only the most powerful heroes will face gods directly, many travelers in the God World can expect to encounter daimones that serve the gods. Usually, these beings resemble the animal that their god represents or created, but with more potent abilities. *Anaxial's Roster* describes several such beings, and the narrator may wish to devise similar beings for other animals. We present the following guidelines to aid in this process. Narrators can use these guidelines to create actual gods, such as Yinkin or Durbaddath. Obviously, such beings will have a much wider range of powers, as well as greatly enhanced abilities, with five or more masteries in multiple areas.

- Although some divine animals are the same size as their associated species, many are up to 20 points larger.
- Combat skills are usually one or two masteries higher than the common animal. Divine animals for creatures that are normally inoffensive may increase Dodge Attack or similar, may rely solely on magic, or may possess attacks that their natural counterparts lack altogether.
- Weapons or armor directly associated with a divine animal's myth (such as an elephant's tusks or a wolf's howl) will have a higher weapon or armor rank. If the divine animal is significantly larger than its natural counterpart, its weapon or armor rank might be higher well.
- All worshipped divine animals normally have at least one ability at 1W3 or better (daimon animals have lower abilities). Only the most powerful divine animals commonly have a best ability that exceeds 20W4. With these in mind, most non-combat abilities will be two or three masteries higher than those of the natural animal.
- Most divine animals have one or more magical abilities reflecting their nature; the ability to summon or command their associated beast is common. Magical abilities often replace natural abilities; for example, a lion daimon (pg. 87) has a Terrifying Roar rather than the more mundane Panic Target. Additionally, the narrator may rule that any natural ability with two or more masteries (other than strictly mundane abilities like *Large*) is innately magical in such an entity.
- The personalities of divine animals are often magnified, so that they usually have an associated ability even if the common animal does not. Thus, although most humans consider eagles proud, only a divine eagle would have a Proud ability. Such passions are usually counted among the divine animal's magical abilities.

## The Spirit World

Many animist traditions, especially hsunchen traditions, place a great emphasis on the spirit counterparts of natural animals. Animists often see these as the spirits of dead animals, waiting to return to life. Spirits associated with a hsunchen tribe's totem animal are guardians and allies, available to help in the reintegration of their animal souls.

Spirit animals commonly have the same attributes as their mundane counterparts, although individual specimens may have one or more abilities up to +20 beyond their normal values. Many spirit animals are sentient, and most use magical talents related to their abilities. Thus, a deer spirit may have an innate talent of Watchfulness, rather than the mundane Spot Intruder skill.

A few spirit animals are significantly more powerful than their natural cousins, and narrators who wish to create them should use the guidelines provided above for divine animals.

## The Sorcery Plane

The Sorcery Plane is inhabited by abstract entities. The Ten Manifestations have nodes on the Saint Plane, as do the Forty Ancient Animals on the Adept Plane. The "genealogies" given in *The Blue Book of Zzabur* are more accurately maps of travel from node to node in the Sorcery Plane. These creatures, mostly extinct in historical times, are summoned only rarely because of the difficulty of reconstructing a body for them in the Inner World.

Many common animals known today are descended from these ancient creatures. Some of them have their own nodes to empower spells that deal with them. Most sorcerers (except for those that deal with them) derisively call these the "barn nodes." Magical (sorcerous) animals can access these nodes directly. Thus, a unicorn can access the Unicorn Node and learn magic. The effects that it gains work exactly like spells, but the unicorn does not require a grimoire, although he does use a single ability rating to cast all of the effects that he knows.



# ☉ Creatures of Above ☉

## The Second Deck

### Aepyornis (Demibird, Dragonbird)

*Aepyornis draconis*

*Ages:* All.

*Distribution:* Dragonewt lands (see pg. 161).

*Habitat:* Domestic.

Aepyornis are aggressive carnivores over ten feet in height, with heavy bodies, strong legs, and stubby, vestigial wings. Powerful necks support heads with wicked beaks. They are strong enough to carry fully armed dragonewt warriors, and are never found in the wild. Aepyornis are usually brightly colored, often with striking patterns. Whether the dragonewts breed for these markings is unknown, as is any meaning to the different patterns.

No one knows the origins of the aepyornis, for they have borne dragonewt warriors into combat for as long as any human can remember.

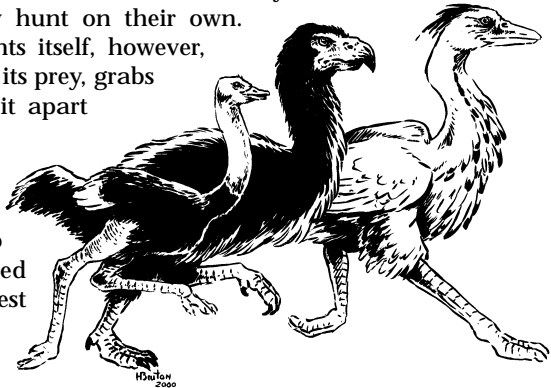
### Greater Aepyornis (Warrior Steed)

*Weapons and Armor:* Feathers and Tough Hide  $\wedge 2$ , Kick and Peck  $2\wedge 2$ .

*Significant Abilities:* Large  $5\wedge 4$ , Run Fast  $2\wedge 4$ , Spot Prey 15, Strong  $8\wedge 4$ .

*Tactics:* Although carnivorous, demibirds are entirely domesticated. They rarely hunt on their own. When the occasion presents itself, however, an aepyornis chases down its prey, grabs it with a foot, and tears it apart with its beak.

When carrying a rider, an aepyornis only attacks when directed to do so, usually with repeated sharp pecks to the nearest part of the target (likely the head for humans). On their own, they usually kick out at intruders and follow up with pecks.



**Ratites:** an ostrich, an aepyornis, and an augur.



## Vrimak and Avarnia

### A Myth from Rinliddi

When the world was young, Vrimak flew through the skies and looked down upon the world. There he spied the most beautiful thing he had ever seen – a goddess with plumage as resplendent as his own. Until that time, Vrimak’s soul had been pure, and his thoughts focused only on the lofty abstractions of the celestial realm. But upon seeing the goddess his heart filled with desire, and he knew that he had to be with her. So he flew down, into the Middle Air, and into the Lower Air, and at last set foot upon the solid ground in front of the goddess.

“I am Vrimak,” he said, “Lord of the Above and the Wings of Shining Heaven. You are the most wondrous being I have ever seen, and I desire you even more than I desire the high realm that I rule.”

“I am Avarnia, the nurturer of this land,” replied the goddess. “I am a being of the earth, and the celestial realm is none of my concern. My mind is pure, and my body is sacrosanct, for I am one of these earth goddesses of which you have heard. We are from different realms and can never be together, so you should leave me now and return to your high place.”

Avarnia’s words only increased Vrimak’s burning desire, but he was a noble being of the highest order, and knew that he must persuade her to change her mind. So he flashed his colored feathers and began to dance, doing everything he could to entice the virginal goddess. Avarnia turned away, but Vrimak followed her and danced with all of the stars visible above him, so that she was drawn into the rhythm and began to dance too.

Then the two deities came together, and with a passion that lit the land coupled, and consummated their desire. Afterwards they built a nest in a hidden place, and there Avarnia laid several clutches. The eggs hatched into the First Generations of Birds, one type of bird per clutch. Avarnia nurtured the eggs while Vrimak protected her from the cunning fox and brought food to her. They cared for the eggs diligently until they hatched, each egg releasing a pair of birds, one male and one female. Some flew upwards, and these are the ancestors of the birds of the lower air, such as pigeons and woodpeckers. However, most remained on the ground; these are the roadrunners, grouse, quails, and partridges. The parents of the augurers were among them, and loved running across the ground so much that they forgot how to fly altogether.

After they had raised these chicks, Vrimak said to Avarnia, “I am a god of the Upper Air, and I cannot remain longer in this realm of the ground.”

“Do not leave,” begged the goddess, “there are many wondrous things in this realm that you have yet to see. Stay with me, and I will show them to you.” Vrimak was already halfway to Heaven in his mind, so that he did not hear her. Then Avarnia began her own dance. She flew around him before he could leave, and moved sinuously through the air and back to the ground, drawing his eyes to her as she moved. At last Vrimak relented, and spoke to her. “I am Vrimak,” he said, “Lord of the Sky and Bright Eagle Lord. You are the most wondrous being I have ever met, and I still desire you even more than the bright stars of my realm.”

Together, the two flew across the world. One time they came to the river Arcos, and Vrimak marveled at the beauty of the water as it flowed, for it reminded him of Avarnia's dance. "This is a thing I have not seen before. The way it shimmers in the sunlight shows that it must be holier than the base earth that we have explored so far."

"Come with me and feel the moving water against your feathers," said Avarnia, and she enticed the Lord of the Sky into the water with her sweet cooing and playful splashes. Vrimak found the water invigorating, and soon he and Avarnia were making love in the shallows of the river.

They built a nest among the reeds, and the goddess laid several more clutches. Again, Avarnia sat upon the eggs while Vrimak protected her from the black serpent and hunted for her. When the eggs hatched and the young had been fledged, many remained in the river. They became the water birds that we know today, such as ducks, geese, loons, bitterns, storks, ibises, and grebes. Others traveled north to the coasts of Keniryra, where their descendants the gulls, puffins, and cormorants still live today. A few like the blue sea eagle loved the water so much that they flew far out to sea, and we do not know what happened to them.

Once the young of the Second Clutch had left the nest, Vrimak said, "I am a god of the Upper Air, and I cannot remain longer in this realm of the ground." Although he promised to return in time, she could not dissuade him, and he soared up into the heavens. Once there, the glorious harmony of that realm held him entranced again, and he tarried longer and longer, reluctant to return to the base earth.

Once she realized her lover would never return, Avarnia resolved to go to him. She flew up, and up, into the Lower Air, and into the Middle Air, where she had never ventured before. But she could fly no higher, for her heart hammered in her breast, her breath became ragged, and no matter how hard she beat her wings she rose no further. At first Avarnia wept, "My love, my love, we can never be complete now, so long as we are apart. I cannot bear to be without you, and cannot believe that you have truly forgotten me." Then, realizing she could never enter the Upper Air and fly among the planets and stars, she began to sing as loudly as she could. At first, her song was mournful, but soon she made it enticing, by singing of all the beautiful things in the earth-world and all the happy times she had spent with her Lord.

Avarnia's song filled the sky world, and soon came to the ears of Vrimak. At once he realized what he had done, and flew down to the margins of the Middle Air to meet the goddess.

"I am Vrimak," he said, "Lord of Heaven and the All-seeing Eye. You are the most wondrous being I have ever touched, and I still desire you even more than the bright planets of Heaven. I swear I shall never leave you again," he said, "for you are right that we cannot be whole unless we are together."

Again Vrimak coupled with his bride, and afterwards they flew down to the forest and constructed a great nest together in the highest boughs of the tallest tree. There Avarnia laid several more clutches. A third time she sat in her nest while Vrimak protected her from the thieving weasel and carried home rabbits

for her. These eggs hatched into the bright songbirds that fill the skies and forests, and who sing the praises of Yelm each day. They are of many kinds, such as the buntings, nightingales, finches, warblers, madrigal birds, vireos, and waxwings. Some later lost faith when the world became dark, and Vrimak punished them by turning their feathers black and making their voices harsh and dissonant; these are the crows, rooks, and ravens.

Once the last of their new children had fledged and left the nest, Vrimak said again, "I am a god of the Upper Air, and I cannot remain longer in this realm of the ground."

Avarnia leapt forward to wrap her wings about her husband. "But you promised that you would never leave me again," she cried.

Vrimak preened her plumage with his beak. "I am Vrimak," he sang to her in his own song, "Lord of the Upper Air and the Keeper of Truth. You are the most wondrous being in the world, and I still desire you more than the Sun and Moon, for you taught me to sing. I shall keep my promise," he said, "for I shall teach you the way of entering the Upper Air, so that we can be together there."

True to his word, the Lord of Above taught Avarnia the secret of flying into the heavens, and soon he was soaring on the high beams of sunlight with his bride. The celestial beauty of the realm overcame Avarnia, and she felt her heart would burst with happiness. Lost in the glory of the Upper Air, the two deities flew among the stars, the whole of the world spread out below them like a tapestry. Near the shining blue planet of Uleria, they made love once more.

This time, Vrimak built his wife a nest among the highest peaks of the tallest mountaintops, where she laid her clutches. As had happened before, while she incubated the eggs Vrimak protected her from the night hunters and nurtured her as she nurtured his children. Soon, the chicks fledged and began to leave the nest. Some took after their father and flew high; these are the eagles, falcons, bandaja, and all other birds of prey, even the vulture who was later punished for his vanity. Others took after their mother, and these are the small birds of the higher sky, such as the swifts and the swallows. A third group felt unworthy of such greatness; they hid from their parents and skulked in the night; these are the owls and nighthawks. In this way, they defend the children of Vrimak and Avarnia from the night hunters, as their father had planned.

A few chicks looked up at the Sky World where they had been conceived, and desired to travel to their true home. "You were born knowing the secret of the highest flight," said Vrimak. "Now your mother and I will depart, even beyond the Sky Dome, into the highest reaches of Heaven. I know now that the beauty of that realm is a stark one. If you come with us, you can populate that world and fill it with a vigorous and vibrant life that it has never known before."

After that, Vrimak and Avarnia flew up to the sky world, accompanied by the most upward looking of their children. From that time on they laid no further clutches of eggs, but remained together, sharing their love.

## Augner

*Phorusrhacus gigantea*

*Ages:* Golden, Storm.

*Distribution:* Rinliddi (Peloria, but essentially still extinct).

*Habitat:* Open terrain, domestic.

Augners are flightless birds that stand over ten feet tall. Their plumage is golden-brown, with distinctive black and white markings. Augners have sharp, hooked beaks like those of eagles, with which they tear at meat. They chase down medium-sized creatures, but also eat carrion. Wild augners congregate in flocks, and are wary of humans.

Augners are war birds. In the Golden Age, many races of birds and bird folk lived in Rinliddi, most of which are now extinct. Augners were the great avilry steeds ridden by those ancients. In the last few centuries, many avian cults have been rediscovered in Rinliddi, and one has begun to breed these animals again.

## Augner

*Weapons and Armor:* Bite and Kick 2♣/2, Feathers ♠1.

*Significant Abilities:* Large 8♣, Run Fast 2♣, Spot Prey 15, Strong 18.

*Tactics:* Wild augners attack only creatures smaller than themselves, which they chase down and grasp in their sharp beaks. They slash into the flesh and cripple the prey, then consume it at their leisure.

Augners are more likely to bunch together defensively than to flee, unless faced by overwhelming odds. In defensive combat, they kick out with their powerful legs, knocking their foe down so that they can tear into the soft underbelly. Augners can be trained to stand firm in battle (and so may possess *Battle Training*), but even without such training might assist a rider, especially against fallen foes.

## Eagles

*Aquila chrysaetos* and others

*Ages:* Golden, Historical.

*Distribution:* Throughout Genertela, except for the Wastes.

*Habitat:* Various.

Many species of eagle exist. Most have a wingspan of six feet or so, but some are huge. Eagles live as mated pairs, usually nesting in high crags or other places that beings without the power of flight cannot easily reach. Unlike most birds,

they feed their young with shreds of raw meat, rather than with food regurgitated from their crop.

The most common and widespread eagle is the golden eagle of Fronela, Ralios, and northern Seshnela. Most eagles live in mountains or forested hills, but the steppe eagle of Pent inhabits open grassland, and the spotted eagle of Seshnela prefers marshes and lowland forests.

The light-colored sun eagle of Peloria is associated with Vrimak, one of the portions of Yelm, and is sacred. The Manirian eagle, however, is accounted an omen of bad luck by the Orlanthi, who regard it with disdain.

## Golden Eagle, Sun Eagle

*Habitat:* Mountains, forested hills.

*Weapons and Armor:* Claws 10^0.

*Significant Abilities:* Aerobatics 5^4, Fly Fast 12, Pounce 2^4, Spot Prey 18^4.

*Tactics:* Eagles hunt by sight and can distinguish a rabbit-sized animal from its surroundings from a mile away. Once the eagle identifies a target it plummets from the sky, snatches the animal in its talons, and squeezes it to death.

## Sorenzar (Eastern Eagle, Giant Eastern Eagle, Snow Eagle)

*Aquila kralorela*

*Ages:* Golden, Storm, Historical.

*Distribution:* Shanshan Mountains.

*Habitat:* Mountains.

*Weapons and Armor:* Claws 18^0.

*Distinct Abilities:* Fly Fast 18, Large 10^4, Pounce 8^4.

Sorenzar are about four times the size of ordinary eagles, with a wingspan of about twenty-five feet. They are white or light blue underneath and brown above, with a dark cap. Older members are darker, with dark tips on their wing and tail plumes. They eat prey that is about the size of a deer, sheep, or (occasionally) child. They usually hunt alone or in pairs, but quickly gather in small groups for emergencies or to form large raiding parties. They shelter in the highest and most inaccessible parts of the range, and compete with the local nar sylla for prey.

The snow eagles are a race of hsunchen animals. They can speak, know magic, and can take human form. They often show up at Korgatsu ceremonies anywhere in the Shanshan Mountains, but otherwise keep to themselves unless provoked. Their greatest warriors lead magical raids against



their foes, swooping down out of the sun or at night, rending and departing again and again until their foes are defeated.

## Griffin

*Gryphus gryphus*

*Ages:* Golden, Storm, Historical.

*Distribution:* Seshnela, Ralios, Peloria, Maniria, the Wastes, Pent.

*Habitat:* Hills, mountains.

Griffins are ferocious flying carnivores with the bodies of oversized lions and the heads, wings, and forelegs of eagles. They live in great communal nests of up to a dozen individuals, often located in caves or other natural shelter. They particularly prize horse meat, and may attempt to grab a fresh supply from mounted humans. Although they give birth to live young like mammals the females do not lactate, and instead feed their young with meat, just as eagles do. Griffins cannot be tamed, and any attempt to do so will meet with a violent response from the animal.



**True Griffin**

Galgareng is the Mother of Griffins. She was born on the earth but sought to be with the Sun, and kept flying upward trying to reach it. Yelm caught her each time she fell, exhausted. She grew stronger and stronger, and finally reached so high that she was scorched and impregnated by the solar fires. The children of this union were the race of griffins that so loyally serve the Sun God.

### Common Griffin (True Griffin)

*Weapons and Armor:* Bite and Claw 5 $\blacktriangle$ ^3, Thick Skin and Feathers ^2.

*Significant Abilities:* Aerobatics 5 $\blacktriangle$ , Cunning 18, Fly Fast 15, Grab Victim 2 $\blacktriangle$ , Large 5 $\blacktriangle$ , Spot Prey 2 $\blacktriangle$ , Strong 5 $\blacktriangle$ , Tough 18.

*Tactics:* Griffins prefer hunting in plains or grasslands, often traveling in packs of two to five adults. They generally attack from above using their Aerobatics and Grab Victim abilities, often hoisting a victim aloft with their foreclaws and then raking and tearing at them with their hind legs and sharp beak. If a victim resists in the air, the griffin will drop it. Once the prey is dead, the griffin will carry it back to its aerie.

When fighting smaller opponents, griffins use the same technique, and may

drop victims from great heights. If a creature is too heavy or bulky to lift, the griffin will attack with its beak and foreclaws, from above if possible. Several griffins may mob a single attacker. Against aerial opponents, the griffin makes repeated runs past the target, and attacks with its beak and foreclaws.

## Owl-lion (Carmanian Griffin, False Griffin)

*Paragryphus tyto*

*Ages:* Storm, Historical (rare).

*Distribution:* Northern Fronela, Carmania (Peloria).

*Habitat:* Hills, mountains.

*Weapons and Armor:* Bite and Claw 2 $\Delta$ ^2, Thick Skin^1.

*Distinct Abilities:* Acute Hearing 18, Aerobatics 18, Ambush 18, Large 18, See at Night 5 $\Delta$  (replaces Spot Prey), Strong 15.

*Tactics:* Carmanian griffins prefer to attack by surprise, striking from shadows or cover, augmenting their first attack with their Ambush ability. Although they tend to live in smaller flocks than their aquiline counterparts, and do not form coordinated packs, they sometimes attack as a mob. Combat tactics are otherwise the same as for true griffins.

Owl-lions appear similar to griffins. However, they are smaller, with sleek bodies resembling those of puma, and the heads, forequarters, and forelimbs of gray-feathered owls. Males have manes of feathers around their heads, rather than hair.

Owl-lions are largely confined to the hills and mountains of central Carmania, but are also found in northern Talastar and the Gray Mountains. Prior to the Syndics' Ban they were known in Charg. They are nocturnal, and shelter in secluded nests during the day. Otherwise, they are similar to true griffins in most of their habits; although they show no particular love for horse meat, they will kill (but not eat) any owl or puma that they find.

One day when Orvelda was out hunting, he found Orable's hidden lair. He snuck inside, and before owl could wake up he had her in his mouth and was carrying her out of her nest. Orable pleaded with Orvelda to let her live, offering him a gift in exchange for her life. Orvelda did not think she would make much of a meal, and so agreed. She gave him the gift, and he left, satisfied. After her next clutch of eggs hatched, she was horrified to find that they were not beautiful fledglings, but horrible crossbreeds. She took them to Orvelda, but he ate one of them, then claimed that they were not his children. Orable braved the daylight and snuck into Galgarenge's lair while she was out hunting, and left the monsters with the griffin chicks. When Galgarenge returned she knew that the creatures were not hers, and cast them out to fend for themselves. The owl-lions that survived still hate the parents that abandoned them, and hunt both owls and puma.

# Harpy

*Gynaves vexans*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Seshnela, Ralios, Peloria, Maniria, the Wastes.

*Habitat:* Hills, Chaparral.

Harpies are foul beings with the heads and breasts of human women and the wings and hindquarters of vultures.

They mire themselves in dung and filth. They live in flocks of up to a dozen adults, and roost in nests whose squalor is so extreme that few humans can approach within twenty yards without gagging on the stench. Unsurprisingly, harpies and their nests are disease-ridden.

All harpies are female, and to mate must acquire intelligent humanoid males; the actual species seems to be irrelevant. If the harpies capture a victim, they will carry him off to their nest. There, the entire flock will mate with him repeatedly (it is assumed they use some special magic for the victim to perform under these

conditions). Once they have finished, they kill and eat the victim. A week later each harpy lays a single egg, which eventually hatches to release a harpy child.

Harpies are long-lived, and it is fortunately rare that they conduct these mating expeditions; most of the time they merely harass any intelligent beings they encounter. Typically, they steal small items, defecate on food or people, and generally make their targets' lives a misery. They have only the barest beginning of anything resembling a culture; a few harpies use animist magic, but this is unusual. Harpies once spoke their own language, but in the modern era most speak the language of whatever foul race they have allied with locally, usually that of the brood.

Oria made the first harpies to punish men who killed their mothers. As the Darkness fell such depravities increased, and the harpy race multiplied in profusion and thrived in the darkness. They expanded their profession to wreak vengeance on anyone who displeased Oria or her women. These ancient harpies still serve Oria as furies, but their common children have abandoned their divine duties and now plague all men.



## Harpy

## Harpy

*Weapons and Armor:* Claws  $\wedge$ 1, Drop Stones  $\wedge$ 2, Dung  $\wedge$ 0 (causes Revolting Stench; carries an attack to infect victim with disease).

*Significant Abilities:* Aerobatics 18, Close Combat 15, Cowardly 12, Defecate on Foe  $2\wedge$ , Dodge Opponent's Attack 18, Filthy 18, Fly Fast 18, Ranged Combat 12, Resist Disease  $15\wedge$ , Small 12, Spot Prey 15, Vindictive 15.

*Tactics:* Harpies pester their targets from the air rather than attacking directly. They commonly drop rocks and defecate on people from great heights. The latter attack form is one that harpies have raised to an art, and their accuracy is remarkable. Harpy dung smells unbelievably foul; the victim will find it nearly impossible to use any social skills until he has scrubbed for hours to remove it thoroughly. (The narrator should apply a *Revolting Stench* flaw to the victim at a level of  $2\wedge$ .) The dung is usually disease-ridden, and will expose the victim to infection using a target number of 15 (see pg. 224).

If attacked with any force, the flock will screech in terror and flee. If cornered, they scratch with their talons. Harpies who successfully wound victims expose them to any diseases they carry, as described above.

## Hippogriff

*Hippogryphus pterifer*

*Ages:* Golden, Historical.

*Distribution:* Seshnela, Ralios, Maniria, the Wastes.

*Habitat:* Mountains.

Hippogriffs are horse-sized, winged quadrupeds with the heads, wings, and foreclaws of eagles, and the hindquarters of horses. They spend most of their time high in the clouds or on mountain peaks, and are almost never seen by mortals. They eat birds on the wing, small prey from the ground, or fish snatched from water. They reproduce slowly, for the process is a terrible ordeal. A hippogriff lays a single large egg that hatches into a fully formed, but smaller-sized, offspring. The mother is always weak afterwards, and the new hippogriff generally starts hunting immediately to nurse her back to health.

It is impossible to tame an adult hippogriff. Even using magic to do so can be hazardous, for as soon as the magic expires the creature will turn upon its captor with a vengeance. It is possible to tame a newly hatched colt if the captor has slept all night with his arms around the egg the night before it hatches. The egg hatches at the crack of dawn, as long as it is under the open sky. At that time, the captor may attempt to impress or delay the creature with a suitable ability long enough to mount it. If he can stay on the back of the creature (an extended contest opposed by the hippogriff's

Aerobatics), it will become loyal to him alone, and he may use it as a superior riding animal in the future. If he fails, he will fall to his doom.

In the Golden Age, Hippogriff was one of many joyful aerial creatures. The airs were full of beautiful flying plants, animals, and people, but the Gods War destroyed most of them. The griffins, former friends, destroyed the hippogriffs in an ambush. They found themselves in the Spirit World, where Source and Master, their own great spirit, comforted them and showed them the way back to the world of life. They now war against the treacherous griffins, with fights inevitable if they ever meet. Hippogriffs are said by the ignorant to be the hybrid offspring of griffins and horses.

Hippogriffs are magical creatures, and retain their link to the Spirit World. They can find weak spots in the world and enter the Spirit World, as if they were shamans, and because of their affinity for the Spirit World do not suffer the Alien World Modifier on that plane. They can also see immaterial spirits, which are always hostile to animate beings, and shred them using their Claw and Bite ability as if it were Spirit Combat. They do not integrate spirits.

## Hippogriff

*Weapons and Armor:* Claw and Bite 2♣^2, Thick Skin ^2.

*Significant Abilities:* Aerobatics 18, Cunning 2♣, Fly Fast 15, Large 5♣, Spot Prey 2♣, Strong 8♣, Tough 15.

*Innate Magical Abilities:* Claw Disembodied Spirits (see *Weapons and Armor*), Fly Into Spirit World 15♣, See Disembodied Spirits 5♣.

*Tactics:* Hippogriffs prefer hunting in plains or grasslands, usually alone. They generally attack from above, then hoist a victim aloft and tear at them with their beak. If a victim resists, the hippogriff will drop it, then return to carry the corpse back to its aerie.

## Nar Sylla (Wind Child)

*Homo anthropterus*

*Ages:* Storm, Historical.

*Distribution:* Eastern Rockwoods, Storm Hills (Maniria), Shanshan Mountains; rare in surrounding lands.

*Habitat:* Mountains.

The nar sylla of both the Rockwood and Shanshan Mountains appear similar to waireran humans, but with exotic facial features and huge feathered wings of various colors. They live in aeries of a dozen or so adults, secreted in parts of the mountains that are inaccessible by foot. The aeries are open to the elements, for the nar sylla cannot bear being enclosed. They rarely wear clothes of any kind but are extremely hardy, and do not mind the cold, wind, rain, or snow; they dislike heat.

Most nar sylla, both male and female, are hunters. They hunt both land



## Wind Child

They practice a form of animism similar to that of Kolating Orlanthe, but which includes worship of Orlanth and Valind as brothers of Kolat. The most common talent in their tradition is *Ally with Kolati*, which almost all adults possess.

### Typical Nar Sylla Hunter

*Innate Abilities:* Acute Vision 12, Aerobatics 15, Claustrophobic 18, Climb 10, Fly Fast 5 $\ul$ , Fly Long Distance 12, Sing 10.

*Innate Magical Abilities:* Know Kolati 16.

*Typical Abilities:* Acute Vision 1 $\ul$ , Aerobatics 1 $\ul$ , Close Combat 14, Know Animals 18, Know Kolati 8 $\ul$ , Nar Sylla Customs 14, Nar Sylla Tradition Knowledge 5 $\ul$ , Ranged Combat 18, Spot Prey 5 $\ul$ , Survival 18.

*Typical Talents:* Ally with Kolati 20, Harm at a Distance 15.

*Typical Weapons and Armor:* Sling  $\wedge$ 1, Swordstick  $\wedge$ 5.

animals and birds, gather fruit and berries, and occasionally raid humans. All of the individuals of an aerie usually have similarly colored wings. All nar sylla speak a common, lilting language, distantly related to the Theyalan tongues spoken by the Heortlings.

Because of their ancestry, all wind children have an innate ability to deal with kolati wind spirits (a type of Nature Spirit, see pg. 212). This allows a nar sylla to augment any magic that deals with such spirits with his *Know Kolati* ability; it cannot augment abilities actually gained from such a spirit, but can augment Spirit Combat, for example. It also allows him to manifest integrated kolati spirits within a wind, as if he were a nymph embodying a talent (see pg. 219).

The nar sylla descend from humans who mated with air spirits in the Storm Age.

*Tactics:* Nar sylla disdain close combat. When they must fight hand to hand they employ naginata-like weapons called swordsticks. If possible, they attack from the air with slings and Harm at a Distance; some aeries are excellent archers as well. If able to prepare in advance, an aerie will summon kolati to aid them in the battle.

## Ostrich

*Struthio camelus*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

Ostriches are large flightless birds: nine feet tall, and heavier than a man. They survive in the Wastes by eating almost any food available, although they prefer thornbush seeds. Wild ostriches are rare these days, but a small Praxian tribe still keeps flocks. Only the male ostriches are used as riding animals by these pygmies, for they are more aggressive than the hens, to the point of attacking their riders if mistreated.

Ostrich Mother was a creature of Genert's Garden. In that peaceful era she laid an egg that hatched into ten thousand ostriches and ten thousand ostrich riders. These are the ancestors of the modern Ostrich Clan.

Before the Storm Age, all birds lived on the ground. When Genert asked for help in his struggle against foreigners, most of the birds grew wings and flew away like cowards. The wind gods easily victimized them after that, and only the ostriches stayed to fight, although they suffered terribly for their loyalty.

### Praxian Ostrich

*Weapons and Armor:* Feathers  $\wedge$ 1, Kick and Peck 12 $\wedge$ 1.

*Significant Abilities:* Forage 15, Large 15, Run Fast 18, Spot Predator 18, Strong 15.

*Tactics:* Although ostriches usually run from hostile situations, they can deliver a powerful kick or a sharp peck if threatened by a small nuisance, or if in dire straits. They never receive *Battle Training* from their riders, who prefer to attack from a distance with boomerangs and magic.



## Roc (Oralzas)

*Megaquila immanis*

*Ages:* All.

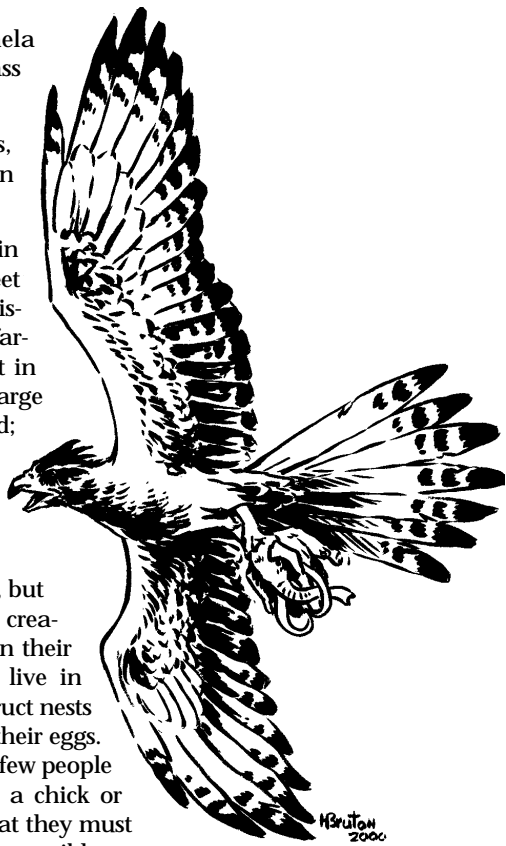
*Distribution:* Slon, Loral, Luathela (Outer World), occasionally pass over anywhere.

*Habitat:* Island mountaintops, occasionally inland mountain ranges.

Rocs are colossal birds, similar in appearance to eagles but sixty feet in length, that roost on remote islands. They first flew only in the farthest western lands, and still nest in Luathela and Slon. They are so large that they range the entire world; humans might rarely see one flying high over any land, bearing elephant-sized food home to their chicks.

The habits of rocs are little known, but it is clear that they are magical creatures that need to eat far less than their bulk suggests. Like eagles, they live in mated pairs, although they construct nests from whole tree trunks to shelter their eggs. They appear to be immortal, and few people have ever reported encountering a chick or fledgling. Many people believe that they must incubate their eggs for a long time, possibly several decades.

Oralza is one of the Ancient Animals of the perfect land of Danmalastan, the child of Golatis the Behemoth and Arvana the Bird. He was huge and powerful, and bore many children who were like him. During the Fifth Action, when some of the animals began mixing among themselves or with monsters, Oralza was the only bird that remained pure. He did not mate with any being, and so his children alone retained their great stature and power. Unlike many animals of pure sorcerous descent, rocs have never been observed to use magic.



**Roc**



## Roc

*Weapons and Armor:* Claw and Bite 5<sup>LU</sup>2^5, Drop Rock 15^5, Feathers ^6.

*Significant Abilities:* Fly Fast 8<sup>LU</sup>, Large 5<sup>LU</sup>3, Resist Magic 18, Spot Prey 18<sup>LU</sup>, Strong 5<sup>LU</sup>3.

*Tactics:* Rocs ignore human-sized targets except near their nests, when they tear with their hooked beaks and stomp with their feet. Mated pairs cooperate effectively, usually targeting separate opponents. For unknown reasons, the sight of large sailing ships often enrages rocs, who drop huge boulders upon them from a great height (if the bird is near enough to land to find any).

## Savanger (Bloodbird)

*Calidris attenuata*

*Ages:* Darkness, Historical.

*Distribution:* Seshnela, Fronela, Jrusteli Isles, Vadeli Isles, occasionally other coastal regions.

*Habitat:* Coastal.

Savangers resemble skinny, two-meter tall sandpipers with black and white feathers, greenish-pink legs, and a long, black, needle-sharp beak. Their wings are larger than those of most sea birds their size, and they have a distinctive crest of head feathers.

Savangers feed on seals and large land-dwelling mammals (such as humans). They nest in flocks along rocky coasts. Wild colonies of savangers inhabit the western coasts of Genertela (from Loskalm to Ramalia and occasionally farther east) and the Jrusteli Isles.

Vadeli magic created flocks of savangers in the Gods War. The vadeli developed spells to control the creatures, and still use them in warfare.

## Savanger

*Weapons and Armor:* Peck and Kick 12^2.

*Significant Abilities:* Aerobatics 15, Large 12, Spot Prey 5<sup>LU</sup>, Suck Blood 15, Swim 15.

*Tactics:* Flocks of savangers usually mob a single victim. A savanger initially attacks with a rapid peck to an exposed part of the victim's body. If it achieves more than a marginal victory in its initial contest (best run as a simple contest), it has fastened its beak into the victim's flesh. It then begins a new contest using its Suck Blood ability. Unless somehow prevented, the savanger will continue to drain blood until its victim is dead. The blood swells up a sac under its throat, another upon its back and a third (if nec-

## Other Small Birds

Glorantha contains an enormous variety of small birds, but few impact the deeds of heroes. Some have religious significance, especially in Rinliddi, the Land of Birds. Both Uleria priestesses and some Lunar missionaries use awakened doves as companions, for example, while the dark priestesses of Gorgorma employ ravens (which are also associated with the Trickster). Many small birds of prey especially falcons, sparrowhawks, and vrok hawks are tamed and used to help catch prey in Peloria and western Genertela. However, the Orlanthei look down on these practices as demeaning to the birds.

Narrators can easily scale down the abilities of any bird in this book to suit their needs. For example, the statistics provided for eagles can be reduced for the many smaller birds of prey, such as kites, sea eagles, buzzards, hawks, falcons, and ospreys. Even many of these birds of prey have attacks that are generally insignificant when used against player heroes.

essary) between its legs, hence their common name of 'bloodbird.' Savangers are able to fly (although clumsily – no Aerobatics ability) even when so bloated.

## Vrok (Bandaja, Giant Hawk, Giant Vrok Hawk)

*Accipiter fortis*

*Ages:* Golden.

*Distribution:* Rinliddi and Balazar (Peloria).

*Habitat:* Originally mountains, now only in holy temples.

The ordinary vrok (*Accipiter vigilans*) is a hawk-sized bird sacred to several Pelorian cults. It has a rusty colored body, with a darker tail and head; its down is pure white. The giant version is fifteen times the size of an ordinary vrok, and so strong that one can carry a small human being.

The giant vroks are rare now. A few lived in the wilds of Balazar, but became extinct late in the Dawn Age. Some priestesses in Rinliddi began to worship the goddess Meraran, and after twelve years a family of the bandaja flew to their temple and nested. The Emperor was impressed and gave funding, so now the cult is large and breeds many bandaja. One of the petty kings of Balazar has obtained a few as well, although his breeding efforts have not been as successful.

## Giant Vrok Hawk

*Weapons and Armor:* Claws and Beak 2 $\mathbb{W}$  $\wedge$ 2, Feathers  $\wedge$ 1.

*Significant Abilities:* Aerobatics 15, Large 8 $\mathbb{W}$ , Pounce 5 $\mathbb{W}$ , Spot Prey 15 $\mathbb{W}$ , Strong 2 $\mathbb{W}$ .

*Tactics:* Giant vroks hunt in the same manner as other large birds of prey, but attack much larger creatures. Once the creature has been hauled aloft in its claws, the vrok will seek to dispatch it with a bite to the neck or other soft parts. Like horses, vrok hawks can be taught *Battle Training* so that they can act in cooperation with their rider.

## Zarur (Skybull, Stormbull, Windbull)

*Bos venti*

*Ages:* Storm, Historical (rare).

*Distribution:* Throughout Genertela (except Kralorela and Verenela), Umathela.

*Habitat:* Open terrain.

Zarur are winged cattle. A variety of different breeds exist, each of which represents a breed of cow from the Storm Age. Thus, the zarur of Prax look like winged bison, those of Dragon Pass resemble the fabled aurochs, etc. A zarur's wings generally have the same coloring as the animal's body.

Zarur live in herds dominated by aggressive males. Herds rarely exceed a dozen members, including calves. Despite the aggressive nature inherited from their divine ancestor, skybulls are herbivores, and browse on grass and shrubs. However, they will not stand to carry a rider, and resist any attempt to tame or mount them with their Strong ability. If the human wins this contest he can stay mounted, but the zarur will not follow his commands. The zarur will take every opportunity to buck or knock him off, even if the attempt injures the zarur itself. A famous Orlanthi heroquest to the top of Stormwalk Mountain (at the southern end of the Storm Hills, in Kethaela) allows a successful hero to gain a zarur as an ally and steed.

One time during the Golden Age, Urox the Storm Bull courted an entire herd of cows and mated with over a hundred of them in a single night. The cows and bulls born from that tryst were powerful bovines with vast, feathery wings. Their once-great herds were slaughtered in the Darkness, and their once great size dwindled after their primal food disappeared. But they survived, and their descendants still live today, although they are no longer significantly larger or stronger than their wingless cousins.

**Zarur (most breeds)**

*Weapons and Armor:* Butt and Stomp 18^1, Thick Skin ^2.

*Significant Abilities:* Charge at Foe 2^1, Large 10^1, Short-tempered 15 (males only), Smell Intruder 2^1, Strong 10^1, Tough 18.

*Tactics:* Zarur prefer to swoop from the sky and stomp on foes with their feet, then fly back out of reach to repeat the attack if necessary. They may augment any such attack with their Charge at Foe ability. Because they are clumsy flyers, and cannot take off easily, once in the air during they prefer to remain there (even during combat). If a zarur must fight on the ground, it will butt with its horns like a normal bull.



**Skybull**

# ☀ Domesticated Animals ☀

## The Third Deck

### Alynx

*Felis umbrosus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria; rare in the Wastes, Pent.

*Habitat:* Forested hills, mountains, domestic.

Alynxes are small- to medium-sized felines with distinctive side-whiskers, noted for their silent movement. They vary from the size of a housecat to that of a large dog. Alynxes are specialized to tasks that most cultures give to dogs, and replace canines completely among the Heortlings. Domesticated alynxes come in distinct colors and patterns, much like dogs, and often have bobbed tails. Wild alynxes are usually dark in color, occasionally with darker spots or stripes. They mate seasonally; both parents tend the young, and separate afterwards.

Yinkin is the Alynx God. Once, winter was so terrible that Orlanth was ill, but Yinkin kept him alive by catching food for him. The brothers have never violated the bonds of their kinship. Because of this, alynxes have been intimately associated with the Heortlings since long before the Dawn.

Alynxes come from Dragon Pass, where Yinkin was born, and his best children have each borne a special breed. All breeds are native to Dragon Pass, and have spread only with the Heortlings. These breeds are trained or magically inclined to help humans. Although their alliance with the Orlanthi is unbreakable, they remain willful, and do much as they please, regardless of the inconvenience to nearby humans.

### Shadow Cat (Wild Alynx)

*Weapons and Armor:* Claw and Bite 12∧1.

*Significant Abilities:* Ambush 18, Climb 15, Cunning 15, Dodge Attack 15, Move Silently 2∩, Resist Magic 18, Sprint 15, Small 10.



Shadow Cat

*Tactics:* In the wild, alynxes are solitary, nocturnal hunters that prey on small animals such as rabbits and mice. They ambush their prey, jumping from concealment to make a single bite (often augmented with their Ambush ability). If the attack fails, the alynx is likely to run away rather than continue to fight, unless it has wounded or stunned its prey. Alynxes make good use of cover, and stalk prey silently before making the final, killing, pounce. They fight with their claws in dominance quarrels or if cornered, but flee from sizeable opponents.

## Alusaring

*Distinct Abilities:* Resist Magic 5♣.

*Distribution:* Rockwood Mountains (occasionally), Dragon Pass.

*Habitat:* Domestic.

Alusarings are usually dark all over with longer whiskers, larger eyes and ears, and a notorious reputation for independence. The breed is sometimes called “the spy.” Their ancestor Alusar was the being that saw where Yelm went when he disappeared.

## Gavrening, Typical Hunting Alynx (Earth Alynx)

*Distinct Abilities:* Ambush 2♣, Move Silently 5♣.

*Distribution:* Maniria, Dragon Pass.

*Habitat:* Domestic, occasionally mountains.

Gavrenings are orange, brown, and dull red in color, and are famed for blending into their surroundings. Many Heortlings believe them to be the best hunter. The breed is sometimes called “the lurker” and “the loyal.” Once, Gavren fed his sire when Yinkin was crippled from wounds.

## Hevrening, Typical Herding Alynx

*Weapons and Armor:* Bite 15∧1.

*Distinct Abilities:* Sprint 5♣; no Small rating.

*Distribution:* Rockwood Mountains (occasionally), Dragon Pass.

*Habitat:* Domestic.

This is a large sprinting and biting alynx, used in herding and hunting. Its legs are longer, and its teeth the largest of any alynx; it rarely uses its claws when attacking except to hold onto prey. It is usually tawny and striped across back and neck. The breed is called “the chaser,” and is so fast that their ancestor Hevren and his children used to run down Veng and his great bird children.

## Gavreninkin, Alynx Daimon

*Ages:* Storm, Darkness.

*Distribution:* Dragon Pass.

*Habitat:* Forest, Storm Realm (God World).

*Weapons and Armor:* Claw and Bite 12 $\mathbb{L}$ 3 $\wedge$ 2.

*Significant Abilities:* Ambush 18 $\mathbb{L}$ 2, Climb 15 $\mathbb{L}$ 2, Dodge Attack 15 $\mathbb{L}$ 3, Jump 15 $\mathbb{L}$ 2, Move Silently 18 $\mathbb{L}$ 3, Resist Magic 18 $\mathbb{L}$ 2, Sprint 15 $\mathbb{L}$ , Small 15 OR Large 20.

*Innate Magical Abilities:* Change Appearance 18 $\mathbb{L}$ , Devotee of Yinkin 15 $\mathbb{L}$ .

Gavreninkin is a daimon of the alynx family. Like his descendant breed, he usually appears as an orange over and tawny under alynx. He favors females in general and Ernalda priestesses in particular, and appreciates offerings of live animals loosed into his forest. He hates Karrg, the Uz war god.

Gavreninkin uses his *Change Appearance* ability to appear as any sort of alynx or as a human male. As a daimon, he may use any of Yinkin's affinities at his *Devotee of Yinkin* target number (see pg. 190 and **Hero Wars**, pg. 65).

## Murning, Typical Mouser

*Distinct Abilities:* Catch Vermin 18, Cunning 10, Friendly 12, Move Silently 5 $\mathbb{L}$ , Small 15; no Resist Magic ability.

*Distribution:* Rockwood Mountains, Maniria, Dragon Pass.

*Habitat:* Domestic.

The smallest of alynxes hunt mice and other vermin, and many Heortlings keep them as pets. They are of variable color, but their bobbed tails and muttchops easily distinguish them from the domestic cats of other cultures.

Murni was the runt of the litter when the alynx ancestors were born. Once Ernalda had to abandon her stead, and only Voria would hide Murni. In their dark hiding place, Murni kept the granaries clear of mice. At first, Ernalda thought an invader was present, but Voria showed her mother the little creature and it became one of her favorites.

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# How Cats Domesticated People

## A Kralori Tale

One day, as he was trying to find shelter from the rain, Cat came across a thing he had not seen before. It was a hut, and it was the lair of Mr. and Mrs. Paddy Worker. Cat did not know these things, for they were out, tending to the fields, and the hut was standing empty. So Cat crept inside, and curled up in the warmest spot to go to sleep.

Soon, Mrs. Paddy Worker came back, "What are you doing in our hut?" she shouted, and waved her broom menacingly. Seeing that the rain had stopped, Cat replied, "I really don't know, for I should certainly not like to live here."

"What do you mean?" shouted Mrs. Paddy Worker, "I keep this hut clean and tidy, and it is a very pleasant place to live."

"But you don't have enough food," explained Cat, "because it's all outside getting wet. You should put it somewhere dry, so that it will keep longer. But I don't suppose your husband would think of such a thing." So saying, Cat allowed himself to be chased out of the hut.

Mrs. Paddy Worker thought about what Cat had said, and realized it was true. When her husband came home, she berated and wheedled, until he agreed to build a place to keep the food. He called the new place a 'silo.'

Cat was watching, and as soon as the silo was built rushed off into the woods. There he came across Mouse, and made as if to catch and eat her. Mouse was terrified and ran from Cat, who through cunning steered her towards the silo. As soon as she could, Mouse ran into the silo and hid. "My," said Cat, with exaggerated disappointment, "now I will never catch Mouse, because that silo is so big and so confusing that I would never be able to find her. Why, she could have a whole litter of children, and I'd probably never catch any of them, so long as they lived in there!" So saying, Cat slunk away.

As Cat had planned, Mouse stayed in the silo, and soon had many children, who scampered about and ate the rice. Mr. Paddy Worker was not pleased with this, and complained to his wife that now the mice were eating all their food, and soon they would have none left for themselves. At this point, Cat showed himself again. "I could catch the mice for you, and keep your food safe, if I wanted. But I can't see any reason why I should after the way you treated me last time we met," he said, and began licking his fur, as if uninterested in anything else they had to say.

Soon Mr. and Mrs. Paddy Worker were begging Cat to stay, and to catch the mice in their silo. He made them agree to give him a spot by the fire, and a saucer of milk every day, and to allow him to come and go whenever he pleased. The deal was struck, and the paddy workers served the cat from then on.



One day when Cat came home from wandering in the fields, he found a new creature in the hut, sleeping in his favorite spot by the fire. "What kind of creature are you?!" he cried. "And what are you doing in my hut?"

"I am Dog," replied the creature, "and Mr. Paddy Worker has offered me this place, so that I can guard his hut and help him out around the farm. I have heard of you, Cat, and Mr. Paddy Worker says that I am much more useful than you, for I do as I am told, and show proper respect and gratitude when I am fed."

"Well, I suppose it is only right that you have the best place, then," said Cat, "because with the Burgle-Beast to fight off, you are doing a very valuable job."

Now, Dog had not heard of the Burgle-Beast, because Cat had just made it up. However, he did not want to look ignorant. "I bet you know nothing about the Burgle-Beast," he said, trying to be cunning (which was not really his strong point). "You've just heard the name somewhere, and wouldn't know at all what it looks like."

"Oh, but that's the clever thing about the Burgle-Beast," replied Cat, "it can look like anything or anyone. It pretends to be a friend or visitor of Mr. and Mrs. Paddy Worker, and sometimes even fools them with its appearance-changing magic. But really, it comes to steal their valuables. I am glad you are here to protect against it, for everyone knows it cannot be fought in the normal way."

"Er, of course," said Dog, "because I am very skilled at, uh, the way that you fight the Burgle-Beast, and you wouldn't even know what to do."

"The Burgle-Beast is frightened of loud noise," replied Cat, "everyone knows that. But, as you say, I cannot make noises loud enough to frighten it off. So I shall sleep in this less comfortable spot over here, safe in the knowledge that you will protect us all when it comes."

In the evening, Mr. and Mrs. Paddy Worker came home, and began to make their supper. Just then, Mr. Merchant came by, to see if they had any extra food to sell in the market. Now, of course, Mr. and Mrs. Paddy Worker knew Mr. Merchant, but Dog immediately realized that he must be the Burgle-Beast in disguise. "BARK BARK BARK!" said Dog, as loudly as he could, "BARK BARK BARK!!!"

Mr. Merchant jumped back in alarm, and Mr. Paddy Worker turned on Dog. "You be quiet! This is a friend of ours! Stop carrying on in such a way!"

So Dog knew that his master had been tricked. He barked louder at the visitor, until Mr. Paddy Worker threw him outside and chained him up. "BARK BARK BARK!" shouted Dog. "I know that you are the Burgle-Beast, and if you come back, I shall bark at you again! I shall always bark! Don't you think that I will forget, for I know my duty! BARK BARK BARK BARK!"

"Humph" said Cat, "what a strange creature. But of course, it is a mere dog, so what can you expect? I see my spot by the fire is vacant again."

"I was going to sit there!" said Mr. Paddy Worker, but Cat ignored him, and curled up and went to sleep.

# Cats

*Felis catus*

*Ages:* All.

*Distribution:* Worldwide (most agrarian human communities).

*Habitat:* Varies, domestic.

Glorantha is home to many types of cat. Some are fearsome, like the sakkars and lions, but many are small and inoffensive. Cats are intelligent creatures and efficient hunters of small prey, whether in the wild or in farms or cities. A number of feline gods and great spirits are known, and the independence of cats is reflected in the hostility and distrust these beings feel towards each other.

## Domestic Cat

*Weapons and Armor:* None significant.

*Significant Abilities:* Catch Vermin 18, Climb 15, Dodge Attack 18, Friendly 12, Move Silently 2Ⓜ, Small 15.

*Tactics:* Hide.

Many different cultures keep the domestic house cat to catch vermin and as pets. A wide range of different colors are known, from the tabbies and colored-and-white cats of central and western Genertela, to the siamese of Kralorela, to the spotted cats of Maslo.

## Farancham (Flint Cat)

*Felisilex acupellis*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Mostali lands (see pg. 129), rare in surrounding areas.

*Habitat:* Underground.

*Weapons and Armor:* Bite 18^1, Stone Skin ^4.

*Significant Abilities:* Camouflage (against rocky background) 2Ⓜ, Catch Vermin 18, Cautious 18, Climb 18, Hide 18, Obey Mostali 18, Scent Intruder 18, Strong 15.

*Tactics:* Farancham are cautious creatures, which has helped to ensure their survival long after most stone animals have died out. They avoid creatures larger than themselves, and flee into cover when startled. When cornered, however, they give no quarter, and fight in a ferocious rage. They scratch and bite until an opportunity for escape presents itself, at which point they flee even in preference to killing a fallen foe.

Farancham have long bodies and tails, cat-like heads with erect ears, but no whiskers. Their bodies are composed of dull gray flint, and are faceted with many sharp edges. Even their eyes are composed of spheres of flint, and lack visible pupils, although they have the same senses as natural animals. They eat the same foods as other felines.

The Mostali made the farancham to scout for the Stone Soldier army. They marched against the Vadeli nation of Avandarngi, which they destroyed; the Onlarkings, whom they helped to enslave; and finally the Vingkotlings, who smashed most of them at great loss to themselves. The farancham were able to slink away and hide, rather than be found like most of their Mostali-made kin. They serve the Mostali in underground strongholds by ferreting out vermin, sometimes including invading humans, Aldryami, and Uz. Many have escaped (or been let loose) into the lands surrounding the Mostali strongholds, so they are occasionally found in the wild.

## Cattle

*Bos taurus*

*Ages:* All.

*Distribution:* Most agrarian Genertelan human cultures.

*Habitat:* Mostly domestic.

Cattle are widespread domestic animals, and the principal unit of wealth for many peoples, including the Heortlings. They provide meat, milk, and leather to their owners, but are perhaps most important for drawing plows. Wild cattle are also found in some areas of Genertela.

Domestic cattle are more placid than their wild cousins, although when sufficiently enraged they can still deliver significant injuries. Most cultures herd cattle with dogs, although the Heortlings use alynxes (felines) instead. There is little variation among domesticated cattle, although some cultures domesticate related animals instead, such as the gaur or water buffalo.

There are many cattle origin myths. The shaggy Heortling cattle are the daughters of Uralda, who asked men for protection from predators. Wild cattle, in particular the aurochs, descend from Urox. The strong Pelorian cattle descend from Busenari, a daughter of Oria. Tawar is the father of the cattle of Fronela and Ralios (which originated before the mountains were raised), although his hsunchen followers are extinct in present times. His children spread into Peloria, but all are now domesticated.

## Domestic Cattle

*Weapons and Armor:* Butt 15^1, Thick Skin ^1.

*Significant Abilities:* Charge at Foe 2^1, Large 5^1, Run Fast 18, Scent Predator 18, Strong 5^1.

*Tactics:* Female cows generally flee from trouble, unless their calves are threatened. Bulls are more aggressive, especially in the wild. They attack with a headlong charge, and augment their Butt attack with their Charge ability.

## Dogs

*Canis familiaris*

*Ages:* Storm, Darkness, Historical.

*Distribution:* The Wastes, most agrarian human societies other than Heortlings.

*Habitat:* Domestic, open terrain.

Dogs are common domestic animals used to hunt, herd animals, guard homes, and as pets. There are many breeds, including several wild ones. Individual dogs are very cunning, and can be trained to employ specialized tricks.

Dogs have many origin myths. Saird is the Land of Dogs. There, the god Rowdril is the father of all dogs, and from his sons descend the many breeds of dog known today. Among the Rathori of Fronela, dogs are the descendants of Telmor, a litter given to Rathor after he beat their father in a fight. In Balazar, Brother Dog is a companion of the primitive Votanki humans, who agreed to accept him as their companion rather than eat him. The Heortlings disdain dogs, and use alynxes as their preferred companions. In Prax, Waha's brother betrayed him and was turned into a dog. He has served loyally ever since to make amends.

## Rowgan, Typical Guard Dog

*Weapons and Armor:* Bite 18^1.

*Significant Abilities:* Bark at Stranger 18, Loyal 12, Run Fast 15, Track by Scent 2^1.

*Tactics:* Dogs bite the legs of their targets, and pull them down to tear at their throat and other soft parts. Most dogs, other than guard dogs, will not attack humans without provocation.

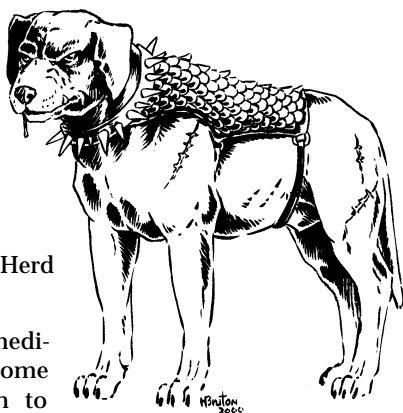
The rowgan of Saird is typical of the bulky, muscular dogs bred for aggression.

## Caorach, Typical Herding Dog

*Weapons and Armor:* Bite 15^1.

*Distinct Abilities:* Bark at Stranger 15, Herd Sheep 2u, Small 10.

The caorach of Saird is typical of a medium-sized dog used to herd sheep. Some cow-herding dogs are large enough to double as guard dogs.



**Guard Dog**

## Ovcharka, Typical Hunting Dog

*Weapons and Armor:* Bite 15^1.

*Distinct Abilities:* Bark at Stranger 15, Corner Prey 10 (+10 AP/pack member), Run Fast 18, Small 10.

Nobles in Seshnela use the ovcharka to help them catch deer and wild boars. It is typical of the hunting dogs of the West.

## Pekin, Typical Ornamental Dog

*Weapons and Armor:* Bite 10^0.

*Distinct Abilities:* Dodge Attack 15, Scent Food 18, Small 12, Yap Loudly at Anything 2u.

Kralorelan nobles breed small, fluffy dogs like the pekin purely for decorative purposes.

## Sabueso, Typical Tracking Dog

*Weapons and Armor:* Bite 15^1.

*Distinct Abilities:* Bark at Stranger 15, Small 10, Track by Scent 10u.

People in Saird breed the sabueso for tracking. It resembles a bloodhound, and has an exceptionally keen sense of smell.

**Uvathasa, Dog-like-a-cat (False Alynx, False Cat, Slinker)**

*Canis feloides*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Southern Peloria, Dragon Pass.

*Habitat:* Forested hills, forested mountains, domestic.

*Weapons and Armor:* Bite 15^1.

*Distinct Abilities:* Ambush 18, Climb 12, Move Silently 18, Small 10; no Bark at Stranger.

*Tactics:* In the wild, uvathasa are solitary, nocturnal hunters that prey on small animals such as rabbits and mice. They ambush their prey, jumping from concealment to make a single bite attack (often augmented with their Ambush ability). If the attack fails, the uvathasa is likely to run away rather than continue to fight, unless it has wounded or stunned its prey. Uvathasa make good use of cover, and stalk prey silently before making the final, killing, pounce. They fight with their claws if cornered., but flee from most sizable opponents.

Uvathasa are dogs that, from a distance, look like alynxes because of their bobbed tail and body shape. Close inspection shows the difference, for they have no whiskers and their teeth are different. They are usually black with white paws and noses, but other colors are known.

Uvathasa crouch, stalk, and pounce like cats do, and have no wind for a long chase. They sleep all day and are cantankerous instead of loyal. They dislike water, are solitary rather than running in packs, and their angry growl even sounds like a cat's purr. But, they are canids. They can be good hunting or fighting companions, but they are more difficult to train than other dogs, and sometimes eat small domestic livestock belonging to their owners. They are kept in Saird, but can also be found wild in Saird and Dragon Pass.

Rowl was a god, one of the many pups of Rowdril. He was called the Slinker because he moved so quietly. Unlike his brothers and sisters, he did not bark, but only growled when he was angry. Rowl liked hunting so much that his children did not need to rely on humans to feed them, but instead slunk off to catch rabbits, chickens, and other animals for themselves.

## Gern (Herd Man)

*Homo stultus*

*Ages:* Historical.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

Gern appear identical to humans, but are unintelligent, and have a digestive system adapted for eating grasses and other tough shrubs. They are herded by the Morokanth (see pg. 140), and only a few stray families run wild in the Wastes. The morokanth subsist upon the gern just as the other Praxians do from their herd beasts, eating their meat, drinking their milk, and using their hides and bones to make tools, clothing, and shelter. Gern are regularly sheared and their hair used to make twine and bindings.

Gern present none of the nobility visible in true humans. They are cunning, but are still animals, interested only in food, sex, and safety from predators. To the horror of their neighbors, the vile Morokanth also know magic to convert true humans into gern, although this magic is difficult and expensive, and only rarely used. Most gern are simply born to the condition.

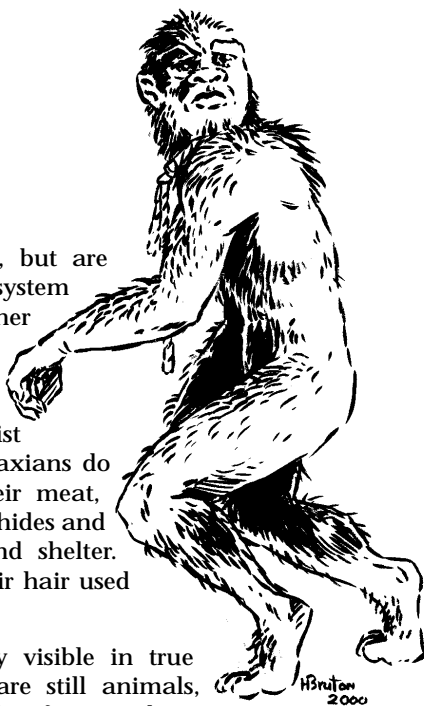
One day in Prax all the men and animals got together to throw chance bones to see who would eat whom. In one throw the Morokanth won, and so the people became gern, herd men.

### Gern

*Weapons and Armor:* Fist 12∧0, Throw Rock 12∧0.

*Significant Abilities:* Cunning 12, Forage 12, Spot Predator 18.

*Tactics:* Gern are unintelligent humanoids. Morokanth occasionally train them to fight with simple weapons or to throw rocks at enemies. Although their owners sometimes train big males for combat, the majority of gern can only punch, kick, or bite their opponents.



**Herd Man**

# Goats

*Capra hircus*

*Ages:* All.

*Distribution:* Rockwood Mountains, Shanshan Mountains, most agrarian Genertelan cultures (except among the Heortlings).

*Habitat:* Mountains, domestic.

Goats live in small herds of up to a dozen individuals. They are domesticated worldwide except among the Heortlings, but are rarely common, kept for their meat and milk only by the poorest people. The odor of the males (who spray themselves with urine) leads many cultures to regard them as 'unclean,' so only the most desperate keep them. Many similar animals exist throughout Genertela, each found in a different mountain range, from the bulky white mountain goats of eastern Ralios to the shaggy tahrs and cow-sized takins of the Shanshan.

The earth goddess Uryarda created the black and white goats of Peloria. A shrewd deity, she made her creations nimble and intelligent, to escape prey, and gave them horns to fight back. Uryarda was one of the many goddesses who traveled with Anaxial on the Ark, but she chose to disembark early, and her descendants became the Zarkosite people of eastern Peloria. They claim that goats are the noblest and wisest animals in the world, but few outsiders agree.

The longhaired gray goats of Maniria were at first storm animals that leapt between the high mountaintops and contested with each other among the clouds. They were the children of Ragnaglar, but that storm god consorted with the evil goddess Thed to create the race of broo. Abused by the broo, and brought low by the wickedness of their creator, the goats became mere mundane creatures, unclean and filthy.

## Uryardan Goat

*Weapons and Armor:* Butt 15Λ1.

*Significant Abilities:* Agile 2Λ, Climb Mountainside 8Λ, Cunning 12, Dodge 15, Leap 5Λ, Stubborn 12.

*Tactics:* Goats are aggressive, and readily attack perceived threats. Both males and females butt with their horns, and often rear up on their hind legs before an attack to increase their momentum. If outclassed or outnumbered, the herd will flee into cliffs or ravines impassable to most other creatures.



## Choram (Bronze Goat)

*Capraeueus omniphagus*

*Ages:* Storm, Historical (rare).

*Distribution:* Mostali lands (see pg. 129), some wild in surrounding areas.

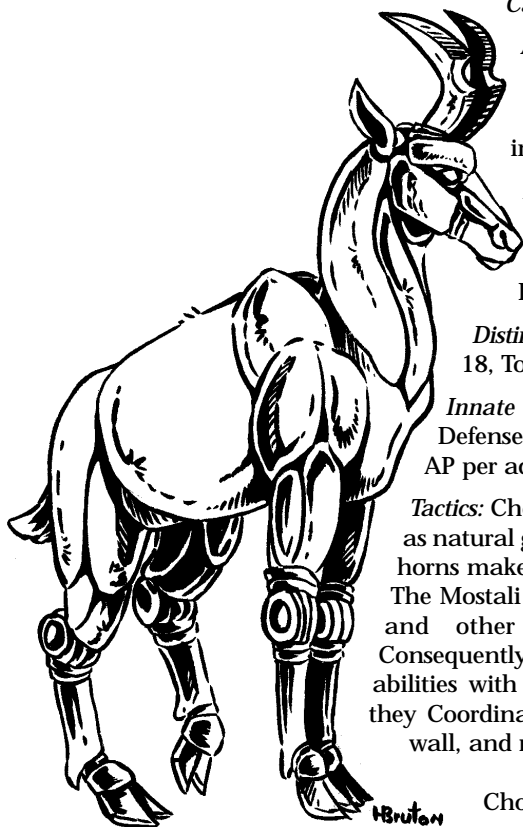
*Habitat:* Mountains, subterranean.

*Weapons and Armor:* Butt 5♣Λ3, Bronze Plating Λ5.

*Distinct Abilities:* Agile 18, Hate Growth 18, Tough 18; no Dodge ability.

*Innate Magical Abilities:* Coordinate Defense 18, Destroy Vegetation 2♣ (+22 AP per additional Choram).

*Tactics:* Choram attack in the same manner as natural goats, although their scimitar-like horns make them considerably more deadly. The Mostali created them to target Aldryami and other powers related to growth. Consequently, they may augment their combat abilities with Hate Growth. When outclassed, they Coordinate Defense to create a defensive wall, and retreat slowly to a place of safety.



### Bronze Goat

Choram are made entirely of bronze, with glowing green eyes and razor-sharp horns. They live in magically bonded herds (see

*Tactics*). An area frequented by choram is recognizable by its complete lack of vegetation. Choram destroy any plants they find, stripping bark from trees, ripping up grass and herbs from the soil, and slicing creepers apart with their sharp teeth. They move methodically through an area, destroying everything they can. Against a large enough area of plants, they combine their Destroy Vegetation abilities so that the herd acts as followers for its leader.

The Mostali poured the choram out of the Bronze Animal Cauldron, and originally released them during the Marching Mountain Invasion. They were created specifically to process Aldryami into usable materials, and so hate all such beings. Most choram live within dwarven subterranean complexes, where they are kept safe in readiness for attacks against Aldryami. A few wild herds live in nearby mountain regions.

## Horses (Ponies)

*Equus caballus*

Almost all agrarian human cultures have domesticated horses, as have many nomadic cultures. Humans use horses as beasts of burden and riding animals, although the latter function is restricted to the upper classes in many societies. Horses are often valuable, and can thus be an important indicator of wealth.

The first entry below describes the widespread *sered* breed. It is a typical horse, such as might be used as a riding animal in either Dragon Pass or Peloria. Many specialized breeds exist, usually bred for strength or speed.

### Sered, Common Horse

*Ages:* Storm, Historical.

*Distribution:* Peloria, Fronela, Pent, Kralorela.

*Habitat:* Domestic, some wild herds.

*Weapons and Armor:* Kick 15^1, Thick Skin ^1.

*Significant Abilities:* Hearing 12, Jump 18, Large 5u, Run Fast 2u, Run Long Distance 14, Strong 2u.

*Tactics:* Horses normally run away from predators, but can deliver nasty kicks with either hind or forelegs. In dominance battles, a horse will rear and bite its opponent. Some horses receive *Battle Training*.

The *sered* shows an almost limitless variety of colorings, ranging from noble black and white, through common duns and browns, to mixtures like dapple-grays and piebald. All Pelorian and Pentan *seredae* have a distinct striped pattern, usually over the rump but sometimes extending along the whole body and neck; the same pattern is known, but less common, in other lands. Some regions take great pride in their *sered*'s unusual colors (which they often create through magical breeding). For example, the traditional horses of Raibanth (white), Alkoth (black), and Yuthuppa (dark hide dotted with lighter spots, "like stars") are maintained by the cities' elite cavalry units. Some *sered* are pony-sized, and have Large 2u.

The *sered* come from Serralaor and Saramavor, the two steeds that pull Yelm's chariot across the sky each day. The original horses were much stronger, but were weakened when they fought against the False Horse (made when gods ripped apart Hippogriff) and later the Ten False Steeds. Hyalor conquered them, and claims that his horses (the superior Hyal breed) are the original stock, which degenerated during the Great Darkness to become the many modern breeds.

The Kralori say that their horse (which in every way is like the *sered*), was an inferior creature that Durvando, the Young Dragon, made. It was incomplete and impure, and was thrown over the mountains like so many other animals. It reproduced there, and spread throughout Genertela.

## Chuaran

*Ages:* Historical.

*Distribution:* Kralorela.

*Distinct Abilities:* Run Fast 5 $\mathbb{L}$ , Strong 5 $\mathbb{L}$ .

The chuaran is a rare and beautiful breed of horse, known as “Grace of the Emperor’s Mind.” They are strong and swift, making them useful in warfare. They are generally black, white, gray, or rich golden-brown. Only a few Kralori cavalry regiments ride them. They were bred when the Emperor directed his attention upon a herd of pregnant mares.

## Dariti

*Ages:* Storm, Historical.

*Distribution:* Seshnela, Ralios, Fronela, Umathela.

*Distinct Abilities:* Large 2 $\mathbb{L}$ , Strong 18.

Dariti are the common, dun-colored ponies of the western lands, used mainly as beasts of burden. These ubiquitous ponies are smaller versions of the daron breed, and still run wild in some areas.

## Daron

*Distinct Abilities:* Large 8 $\mathbb{L}$ , Strong 5 $\mathbb{L}$ .

*Ages:* Storm, Historical.

*Distribution:* Seshnela, Ralios, Fronela, Kralorela, Fonrit, Umathela.

Daron are the most common horses in Fronela and Seshnela. They are large, capable of carrying an armed and armored rider with some difficulty. Most are dun, but in Seshnela they breed the “noble colors” of solid black, white, or gray.

The daron are the modern remnant of the Deluskval, the huge, prehistoric horses of Danmalastan.

## Ekus (Food Horse, Miniature Horse, Sheep Horse)

*Ages:* Green, Golden, Historical (rare).

*Distribution:* Ralios, Maniria, Shanshan Mountains (foothills).

*Weapons and Armor:* Kick 12 $\wedge$ 1; no Thick Skin.

*Distinct Abilities:* Jump 12, Run Fast 15, Small 10; no Strong ability.

The eki are miniature horses, about the size of large dogs. They are dun in

color, and run wild in the lands around the Mislari Mountains (between Maniria and Ralios) and the foothills of the Shanshan Mountains. They are not large enough to carry riders.

The eki were made when a pregnant mare was cursed for refusing to serve Kargzant. Instead of giving birth to a single foal, she gave birth to a litter of eki (although they, like other horses, bear single foals now).

## **Fronan (Carmanian Charger)**

*Distinct Abilities:* Battle Training 16, Large 10 $\square$ , Strong 6 $\square$ .

*Ages:* Historical.

*Distribution:* Seshnela, Ralios, Fronela, Peloria.

Fronans are large, capable of bearing fully armored men. Once found throughout the Middle Sea Empire, they are less common now, but are still known for the relative uniformity of their dun coloring. Knights and some cavalry units in the West use them as warhorses. The Lunar Empire has a few descended from a relatively small stock in Carmania (hence their common name of 'Carmanian charger').

Filipus (whose books on horse care are still read throughout the West) carefully bred the fronans from the native daron.

## **Galana**

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Ralios, Maniria.

*Distinct Abilities:* Hardy 12, Large 2 $\square$ , Strong 18, Sure-footed 18.

The galana are sure-footed, dun to brown, especially tough ponies. The Vingkotlings, and later the Heortlings, originally used the galana to pull light chariots over uneven ground. This is now much less common, except in Ralios. Galana are also ridden bareback or with simple bridles.

The Galanini were one of the many hsunchen tribes of Genertela in the Green Age, but only a small tribe survived in Ralios through the Dawn Ages. Their horses also grazed throughout Orlanthi areas, because Orlanth defeated Galana in battle. Consequently, many herds had no hsunchen protectors, so Orlanth's thane Elmal took them under his care.

## Goldeneye (Hyal, New Hyal)

*Ages:* Golden, Historical.

*Distribution:* Grazelands only (Dragon Pass).

*Weapons and Armor:* Kick  $\wedge$ 1.

*Distinct Abilities:* Close Combat 15, Jump 18 $\lll$ , Run Fast 8 $\lll$ , Spirit Combat 2 $\lll$ , Strong 5 $\lll$ , Understand Orders 14.

*Innate Magical Abilities:* Rider Bond 5 $\lll$ , Spirit Sight 16.

*Typical Talents:* Great Leap, Never Lose Rider, Run Extremely Fast, Run up Cliffs, Spirit World Travel, Unseen in Sunlight.

The Grazers of Dragon Pass has a breed that they (and almost everyone else) claims to be a rebirth of the ancient magical hyal, once ridden by the Hyalorings of Saird, but extinct for centuries. However, only some are uniformly the golden color attributed to the ancient breed. Uniquely, all have yellow-colored eyes, hence their common nickname of “goldeneye.”

Like the ancient breed, goldeneyes are among the fastest horses alive. However, their superior performance diminishes if they are ridden by anyone other than a member of the Grazer tribe, which claims kinship with them. Thus, although a man on a new hyal is faster than a man on any other horse (except a jillaran), a Grazer on a goldeneye is faster still. Goldeneyes are intelligent (for horses), and are easily trained to respond to whistles or voice commands.

Goldeneyes bond to their riders through mutual respect. They normally allow only their own riders to mount them, although they can understand commands such as, “Let this man ride you.”

Although anyone can ride a goldeneye, only those who have succeeded at the Goldeneye heroquest (which is known only to the Grazers) can bond with their horse to create a magical partnership. When ridden by its bonded rider, a Goldeneye may augment any ability with its *Rider Bond* ability. Goldeneyes naturally have skills equivalent to *Battle Training*, and are aggressive in battle.

Goldeneyes are able to see and fight disembodied spirits. They may be taken to the Spirit World and there integrate ancestral horse spirits.

## Jillaran

*Ages:* Historical (rare).

*Distribution:* Southern Peloria.

*Distinct Abilities:* Run Fast 10 $\lll$ , Strong 18.

These famous gray racers are the fastest horses in Glorantha. With a light rider, a jillaran can outdistance the fastest vuanso. Without a rider, nothing can run one down, even the supernatural goldeneye. They are rare and graceful, and only one military unit rides them. They come only from Jillaro, the beautiful old city of Sylila, where the blessed grasslands provide the unique sustenance and surroundings necessary for them.

The jillaran breed was extinct for centuries. However, new temples built to reconnect with the nearly lost horse goddess Reladiva have recently brought it back.

## Palangso

*Ages:* Historical.

*Distribution:* Pent, Kralorela.

*Distinct Abilities:* Strong 5u.

The palangso originated in Kralorela in the Second Age by crossbreeding the native vuanso with darons from the west. The result was a larger version of the vuanso, slower, but capable of bearing an armed rider. The colors of the palangso are the same as those of the vuanso. Although the Kralori strive to keep their secret breeds to themselves, the Pentan nomads inevitably acquire some of their stock and breed it. Thus, some palangso have spread throughout Pent, and in a few areas are becoming numerous enough to mount whole war bands.

## Swadal

*Ages:* Historical.

*Distribution:* Loskalm only (Fronela).

*Distinct Abilities:* Battle Training 18, Large 10u, Run Fast 5u, Strong 8u.

The huge swadal are found only in the Kingdom of Loskalm, and are uncommon even there. Big and strong, they can carry any rider, even one wearing full armor, at a faster than normal rate. They cannot maintain this speed with barding (armor), however, which slows them to normal horse speed. Many knights consider this an acceptable compromise.

The swadal are one of the many results of Siglat's Dream, created by careful breeding during the peaceful isolation of the Syndics Ban. Only one regiment, the best in Loskalm, employs them, although many individuals own them for use as magnificent jousting beasts.

## Vuanso

*Ages:* Historical.

*Distribution:* Seshnela, Kralorela, Pent, Verenela, Peloria (rare).

*Distinct Abilities:* Run Fast 5u, Run Long Distance 12, Strong 18.

Vuanso are very fast, but are slight and delicate, and can easily be ruined by overexertion. They are generally black, white, or gray. Rich golden-brown thoroughbreds have been favored in Kralorela in recent years, since Godunya ordered that ten thousand of that color be bred as a gift for someone in the undefined future. Some wealthy cavalry regiments in the Lunar Empire use them, but they remain relatively rare and expensive there.

The vuanso originated in Kralorela when the Emperor stroked a beautiful horse. It gave birth to a pair of perfect colts, from which the breed descended. The ancient aristocracy still favors them, and call them “The Beauty of Poise from the Eye of the Magnificent One.”

## Other Equines

### Donkey (Ass, Jackass, Lok)

*Equus pentica*

*Ages:* Storm, Historical.

*Distribution:* Throughout Genertela, except the Wastes.

*Habitat:* Domestic, some wild herds in Pent.

*Distinct Abilities:* Hardy 15, Large 18, Strong 18.

*Tactics:* Donkeys normally run away from predators, but can kick with their hind legs.

These small horse-like animals originated in Pent, but are now found in many parts of Genertela. They are often domesticated as beasts of burden. Because they refuse to be overworked, however, they are hardier and longer-lived than horses.

In the Golden Age, Lodril offered the use of the donkey and onager to two of his sons, Lok and Tok. The donkey offered to work hard in exchange for Lok’s protection, but the onager swore to resist domestication unto death. Tok was glad, because he had a premonition that trouble was coming, and he wanted a fighting beast. Regrettably, Tok’s descendants starved to death waiting for the fight, and Lok’s people populated Peloria instead.

**Kyreming (Pavis Zebra, Prison Horse, War Zebra)***Equus caballus x burchelli**Ages:* Historical.*Distribution:* The Wastes.*Habitat:* Chaparral.*Distinct Abilities:* Battle Training 16, Hardy 18.

The kyreming are commonly called War Zebras. A small group called the Pavis Survivors, a remnant of the days when the city of Pavis ruled the Wastes, rides them. They are as large as warhorses, but can live in Prax and Wastes, an impossible feat for true horses. Although found only in Pavis, rumors persist that some clans have gone eastward into the Wastes, following upon the Trail of Waha.

Joraz Kyrem was a follower of Pavis in the Imperial Age. He and his followers rode horses, which were forbidden in Prax, and so Joraz went to the Paps to find a way to stay with his beloved steed. The priestesses of the Paps told him that the only way the horses could stay was in bondage, sundered from their kin. Joraz returned to Pavis and made a cage for his horses. Through great magic, he integrated the cage into them, and in doing so fulfilled the conditions spoken by the Goddess, who gave her blessing for them to remain.

**Mule (Jenny)***Equus caballus x pentica**Ages:* Golden, Storm, Historical.*Distribution:* Seshnela, Fronela, Ralios, Peloria, Maniria, Kralorela.*Distinct Abilities:* Hardy 18, Large 24, Stubborn 15, Travel Long Distance 14.*Tactics:* Mules normally run from predators, but can deliver nasty kicks with their hind legs.

Mules are sterile crossbreeds of horses and donkeys. They are hardier than either parent, and so make excellent beasts of burden. Issaries merchants frequently use them, and can claim that they either are or are not horses, depending on the prejudices of their customers.

Issaries bred the first mules, thus creating an animal that was unknown before. Western farmers also breed mules, and claim they have been doing so since their ancestors lived in Danmalastan. Some Etyries merchants in the Lunar Empire have begun using mules as well, although they do not claim them as a unique invention.



## Zebra (Plains Zebra)

*Equus burchelli*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

*Distinct Abilities:* Hardy 18, Large 20.

The zebras of the Wastes are similar to the sered horses common throughout Genertela. However, they are not merely striped horses, for they thrive in the Wastes where horses cannot. Additionally, horses are taboo in Prax, and yet the Paps priestesses accept the zebras as children of Eiritha.

Zebra was one of the children Eiritha bore in Genert's Garden. When Waha made his covenant, no tribe of men chose them, and so they remained free on the plains. Because they had no men to protect them, they are now rare.

## Tusk Boar (Tusker)

*Sus paracaballus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Dragon Pass.

*Habitat:* Domestic.

Tusk boars are highly aggressive. They are huge, with tusks and jaw much larger than a normal pig's. In Dragon Pass, the Aramites (see pg. 134) breed these pigs as steeds and battle-companions. Other beings cannot tame them. They are devoted to their riders; a tusk boar will not attack his own Aramite rider, and will even defend him by attacking other Aramites. Tuskers are found only where Aramites are, and range with them throughout Peloria, Maniria, and Fronela.

Gouger is the father of the tusk boars. He was a great and wild child of the Earth until Aram-ya-Udrum captured and tamed him.

### Tusk Boar

*Weapons and Armor:* Gore 2 $\mathbb{L}$  $\wedge$ 3, Thick Skin  $\wedge$ 2.

*Significant Abilities:* Acute Smell 18, Battle Training 16, Cunning 15, Large 10 $\mathbb{L}$ , Loyal to Aramites 15, Root for Food 2 $\mathbb{L}$ , Run Fast 18, Scent Predator 15, Strong 10 $\mathbb{L}$ , Tough 2 $\mathbb{L}$ .

*Tactics:* Tusk boars are highly aggressive, and will attack any humans they encounter. They charge forward and gore with their long tusks, trying to rip open their foe's belly and force them to the ground. Once the foe has fallen, the tusk boar will trample him (using their Large) and continue to rip with their tusks. Since tusk boars are omnivorous, they often eat some of the soft parts of a fallen foe.

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# ƴ Wild Prey Animals ƴ

## The Fourth Deck

### Aurochs

*Bos primogenius*

*Ages:* Storm.

*Distribution:* Ralios, Peloria, Maniria (all formerly).

*Habitat:* Hills.

Aurochs are great wild cattle that stand about six feet tall at the shoulder, and are a full ten feet long. They once lived throughout Maniria, Peloria, and Fronela, but none has been seen for centuries. Note that “aurochs” is both the singular and plural form of the animal’s name.

Aurochs are sacred to Urox, who led the first herds down from the great mountain. Some prophecies of the Hero Wars claim that they will reappear, and will presage the triumph of the Heortlings over their Lunar foes.

### Aurochs

*Weapons and Armor:* Butt 18^1, Thick Skin ^2.

*Significant Abilities:* Charge at Foe 5⚡, Large 10⚡, Run Fast 18, Scent Predator 18, Strong 10⚡.

*Tactics:* Female aurochs generally flee from trouble unless their calves are threatened. Bulls are more aggressive, especially in the wild. They will attack with a headlong charge, and augment their Butt attack with their Charge ability.





# The First Herd

## A Pralori Tale

Dasior, the great cloven-footed spirit, gave birth to many children, each superior to the previous one. Last of all, she gave birth to Desdoval the Antler Man. He had all the very best powers, as everyone could tell because of the adornment on his head, which was much more magnificent than the simple horns of his elder brothers and sisters. All cervine creatures are descended from him.

At first, everything was peaceful, and all the animals lived together in harmony. But one day Trickster decided to cause trouble. He went to Fralar, who was one of Dasior's brothers, and convinced him that he could become stronger by eating the other animals and taking their powers. Fralar and his children, who had always lusted to become stronger, quickly fell victim to Trickster's wicked scheme, and began to kill and eat the other animals. This caused great consternation among the other spirits, and was the beginning of the first war.

Eventually, Desdoval decided that he had to stop Fralar's children from causing so much strife. He gathered all his power and magics and cunning, and went to see Fralar to talk sense into him, or to bind him if he had to. Fralar refused to see sense. Instead, he gathered his sons to help him and cruelly attacked Desdoval. Because they were together, and Desdoval was alone, he triumphed. Thus, the greatest child of Dasior was slain, and his parts scattered to the wind.

The children of Desdoval knew that he was dead because their antlers fell off. They were in disarray, and did not know what to do. Older sister Uncol [*reindeer*] fled into the far north, hoping that this was away from Fralar's knowledge. Little sister Damala [*fallow deer*] became terrified and ran away to hide in the trees at the slightest sound. Middle sister Moscha [*musk deer*] went to live in the mountains, but the children of Fralar caught and ate her anyway, which is why she has no two-legged children and why her four-legged children have no antlers. Younger brother Alekk [*moose*] was too puzzled to do anything except sit around looking stupid, which is why there are few of his children about today.

Older brother Pralor [*elk*] was the most intelligent of them. He understood that Desdoval had lost because he was alone and Fralar's children were in a pack. He established the first herd, and although he taught this to his siblings, he always had the greatest wisdom, and the best knowledge of when to stand and fight and when to move away.

Although Fralar's children soon fell to squabbling among themselves, their wickedness brought about the Long Winter, during which everything was bad. Fralar encouraged his children to do evil things. The worst of them was Telmor, who ate the Sun so that there would be less food, and so that it would be harder for the sheep he hunted to see him coming. Although his act had a selfish intent, it benefited all of the other predators. Even with the watchfulness of the herd, Pralor knew that his people would die if there were no food to eat. So he gathered his surviving siblings, and even his uncles and aunts such as Mralot [pig] and Carona [goat], and together they searched for the sundered parts of Desdoval, and reassembled them.

Desdoval the Antler Man was reborn. He used his magic, backed by the strength of the herd, to bring an end to the Great Winter and return the Sun to the sky. But because he had once been dead, deer shed their antlers each winter and regrow them in the spring. Antler Man now dwells in the Spirit World, but the shamans know how to contact him there, and how to bring back magics that benefit the whole herd.

## Bison (Erambath)

*Bison praxus*

*Ages:* All.

*Distribution:* Peloria, Dragon Pass, the Wastes, southern Pent.

*Habitat:* Chaparral, open terrain, coniferous forest, domestic.

Wild herds of bison ranging in size from dozens to hundreds of individuals graze throughout Prax, the Wastes, and Pent. Smaller groups of ten to twenty live in the forests of Peloria. Members of herds often act in unison, which is particularly devastating when they stampede.

Eiritha, the herd mother, was held captive. Waha freed her, whereupon she sent out the animals to feed her family. The first ones out of the cave were Erambath and her children, the bison, who trampled the enemies of Eiritha into the dust.

### Bison

*Weapons and Armor:* Butt 18^1, Thick Skin ^2.

*Significant Abilities:* Charge at Foe 5u, Large 10u, Run Fast 18, Scent Predator 18, Strong 10u.

*Tactics:* Bison react aggressively to most perceived threats, especially threats to their calves. They charge at intruders with head lowered, augmenting their Butt attack with their Charge at Foe ability.

## Deer

*Cervus damali* and others

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Throughout Genertela (except the Wastes and Pent).

*Habitat:* Forest.

Deer are common animals in and around Genertelan forests, hunted by many different peoples. They are generally harmless, and flee at the slightest sign of danger. Male and female deer live in separate herds, which come together only during the autumn rut.

The most common of the many species of small deer are the fallow deer and roe deer, found in most Genertelan forests. Their spirit ancestress has many names, but Damala is the most widespread, known throughout Ralios and the West. Many more types of deer exist than are detailed below. Often they have different origins, for there are many different deer gods and spirits.

### Fallow Deer, Roe Deer, other small deer

*Weapons and Armor:* Wrestle with Antlers 10^2.

*Significant Abilities:* Dodge Attack 18, Hide in Cover 15, Large 10, Leap 12, Nervous 15, Run Fast 18, Scan for Danger 18, Scent Predator 2W.

*Tactics:* Although males can attack with their antlers (augmenting with their Large), they rarely do so except in contests with each other or when cornered. Females of most breeds lack antlers altogether. Deer are prey animals and are cautious to a fault; most contests will start with the deer's Scan for Danger ability. A deer's usual response to any threat is to run away as quickly as possible, and it takes little to frighten them. In order to hunt them successfully, a hunter must shoot from cover or move slowly to avoid alarming them.

### Elk (Plains Elk, Pralori, Wapiti)

*Cervus pralorelsis*

*Ages:* All.

*Distribution:* Seshnela, Ralios, Maniria.

*Weapons and Armor:* Wrestle with Antlers 18^2.

*Distinct Abilities:* Dodge Attack 15, Large 18, Nervous 12, Strong 18.

## Zerapralor, Pralori Spirit Deer

*Ages:* Green, Golden, Storm.

*Distribution:* Pralorela (Maniria).

*Habitat:* Forest (especially magical forests), Spirit World.

*Might:* 15♣4.

*Weapons and Armor:* Wrestle with Antlers 5♣2∧3.

*Significant Abilities:* Dodge Attack 5♣3, Hide in Cover 15♣3, Know Local Area 10♣2, Large 18♣, Lustful 5♣, Run Fast 18♣2, Scent Predator 12♣3, Strong 8♣2.

*Innate Talents:* Avoid Pursuit 15♣2, Command Deer 8♣, Deflect Weapon 2♣, Sense Danger 18♣3.

Zerapralor is a son of Pralor, the Great Elk. Once he dashed in front of some hunters and drew them away from Pralor. He now appears among his peoples when great need arises, and offers them a route to flee, or engages the pursuing foe to let them escape.

Herds of powerful Otherworld deer sometimes accompany Zerapralor, with abilities about a mastery lower than his. He has many brothers, some of which are lone stags that travel between many herds of spirit deer. Zerapralor and all his brothers can use their Avoid Pursuit ability in a collective manner with a herd of mortal deer. The deer add their AP to the ability rating of the spirit deer, whose success or failure then affects the entire herd.

Zerapralor is a powerful spirit, and can summon spirit deer (Might 15♣2 each), even when he is alone. He may also embody his innate talents as semi-physical deer to aid him, as if he were a nymph (see pg. 219).

Elk have dun-colored coats, and are one of the largest deer; all people who live near elk hunt them. They are found throughout all of southern Genertela west of the Wastes. The Wastes once contained a species called the Plains Elk, but no herd has been seen in centuries.

The Pralori hsunchen of southern Ralios herd and ride elk, which are their primary source of sustenance. They claim that their ancestor, Pralor, was the greatest and most cunning of all deer.

## Jerendal (Kaldamal, Shell Deer)

*Cervus lorica*

*Ages:* Storm, Historical (rare).

*Distribution:* Southern Peloria.

*Weapons and Armor:* Wrestle with Antlers 18^2, Armored Hide ^4.

*Distinct Abilities:* Dodge Attack 15, Hardy 12, Large 15, Nervous 12, Run Fast 5^, Strong 15; no Leap ability.

*Innate Magical Abilities:* Detect Chaos 8^ (males only).

Humans call the jerendal 'shell deer' because of the segmented armor (like barding) that encases their backs and flanks. They are large, solidly built deer a little smaller than elk. They have brown fur, with black markings on their faces; their armor is a burnished, golden brown marked with paler splotches. They were an important food source for the miserable humans of Saird and Peloria that survived the terror of the Darkness. They are sacred creatures now, never hunted by humans.

Male jerendal have antlers, like all deer, but theirs vibrate and ring whenever Chaos comes near. People occasionally find the antlers, but jerendal never shed their antlers, so such finds are rare.

The jerendal (called kaldamal by the Orlanthe) were born to Oria when she was angry about the slaughter of her children during the Gods War. Small herds survived thanks to their armor, great speed, and a diet tailored to the era, which let them eat fungi. They are rare now due to the scarcity of their preferred food since the Dawn.



**Shell Deer**

## **Red Deer (Wesi)**

*Cervus elaphus*

*Ages:* Golden, Storm, Historical.

*Distribution:* Seshnela, Ralios, Fronela, Maniria.

*Distinct Abilities:* Dodge Attack 15, Large 12, Nervous 12.

The red deer is relatively large (about four feet at the shoulder), and thus is prized by hunters.

At first, the world was good, and all beings were Innocents. Then Vogserwesa and Weskanvogo committed adultery, and their children were the wesi, or red deer. They dislike the purendi because those white tail deer sometimes help hunters by telling them where the red deer are hiding.



## **Reindeer (Caribou, Uncoli)**

*Rangifer tarandus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Northern Fronela, northern Pent.

*Habitat:* Tundra.

*Distinct Abilities:* Dodge Attack 15, Hardy 15, Large 12, Nervous 12.

Reindeer are sturdy, short-legged animals with brownish coats that are dark in summer and light in winter. They have large, spreading hoofs that enable them to travel in snow-covered areas. Uniquely among deer, female reindeer have antlers.

When the Great Deer Eater swept the land, Uncole changed his descendants into human shape so that they could escape. Now most of the reindeer in herds of northern Fronela are hsunchen shapechangers. Larger herds, without hsunchen caretakers, migrate annually across Outer Pent.

## **White Tail Deer (Purendi)**

*Odocoileus purendi*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Fronela, Peloria.

*Habitat:* Forest, marsh.

*Distinct Abilities:* Large 12.

These medium-sized deer have reddish-brown coats are marked with white bellies and tails; their antlers are branched rather than brachiated. They dwell near water, either marshland or forest streams. Like most deer, they flee when threatened, but herds can (magically) identify followers of Kenstrata and Orogeria (target number 2L), whom they know not to fear. The purendi are revered as the wild helper of the Kenstrata hunter cult.

When terrible times descended upon the world, the gods made sacrifices to renew it, and to preserve their beloved peoples. Orogeria and Kenstrata were the parents of Purendi. Purendi and Wesi once had a contest because they disagreed about who had the best antlers. They got Arakang to judge, but he gave the prize to Uncole, whose women had antlers also.

# Elephants

*Elephas maximus*

*Ages:* Storm, Historical.

*Distribution:* Southern Kralorela, Verenela.

*Habitat:* Jungle, domestic.

Elephants are known for their intelligence and longevity, as well as for their valuable ivory. They live in herds led by the oldest female, or as isolated males. Elephants will come to the aid of any stricken companion, which often proves useful to hunters. Because of their great size, many elephants can run at considerable speed when threatened.

## Perembesh Elephant (Dogari Elephant, Eastern Elephant, Teshnan Elephant)

*Weapons and Armor:* Body Slam 12^0, Thick Skin ^4.

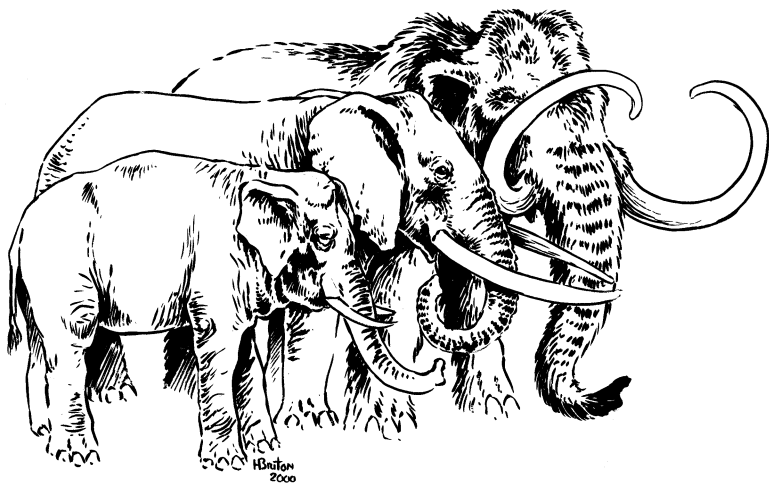
*Significant Abilities:* Acute Hearing 15, Cunning 15, Dig 12, Hardy 18, Intimidate 18, Large 18u, Run Fast 2u, Scent Food 15, Strong 18u.

*Tactics:* Elephant herds act cooperatively when threatened. The younger females form a circle around any young while the matriarch charges at the threat and gores with its tusks, augmenting its attack with its Large ability. They will retreat from more powerful foes.

Perembesh elephants are domesticated throughout Teshnos and southern Kralorela as mounts and beasts of burden. They also live wild in the jungles of Fethlon. Males are difficult to domesticate, and the young take ten years to grow old enough to begin training. Thus, the Kralori capture elephants from the wild rather than breed them. In Teshnos, elephants are bred and raised more easily.

DoGar was a goddess of Verenela who once defied Emperor Daruda. In the subsequent war DoGar and all her followers turned into elephants to fight. They were defeated but refused to swear loyalty, saying it was better to die than to be what they were not. Daruda ordered the elephants spared for their audacity and enslaved for their arrogance. DoGar tricked the guards and broke out of prison, and the elephants took up residence in the jungles.

Quite different was the relationship of Perembesha, the Elephant Queen. She was loved by Agarankan, the Guardian of Teshnos, who took the form of a great white bull elephant. King Halaru was their son. Both Agarankan and Perembesha came to fight against Sekever.



**Three elephants:** a perembesh elephant, a mammoth, and a mastodon.

## Mammoth

*Mammuthus primigenius*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Southern Peloria.

*Habitat:* Hills.

*Weapons and Armor:* Gore 18^3, Thick Skin and Fur ^4.

*Distinct Abilities:* Large 2ω2.

*Tactics:* Mammoths tend to form defensive formations with adults on the outside of the herd and infants on the inside. They will threaten and defend with their tusks, and can trample opponents by attacking with their Large ability.

Found from Aggar to Brolia, mammoths resemble the Teshnan elephants except for their magnificent tusks and thick, black fur. They survive easily in freezing conditions and dislike heat, so that they retreat to higher ground in the summer. They travel in small herds of up to five adults and two to five young. Brave or skilled hunters might hunt one for its leather or and ivory; mammoth meat is tough and only eaten if the hunter and his family are particularly hungry.

Valind, the god of the Freezing Wind, created the first mammoths, and they share his surly temperament. The other storm gods dislike them, so they thrive only under the influence of Valind and his brothers.

## Mastodon

*Mammut fronelianum*

*Weapons and Armor:* Gore 18^3, Thick Skin and Fur ^4.

*Distinct Abilities:* Large 6^2, Strong 2^2.

*Ages:* Storm, Darkness, Historical.

*Distribution:* Fronela, Far Pent.

*Habitat:* Forest.

Similar in appearance to mammoths, mastodons are slightly larger, with dark brown fur. They live in the coniferous woodlands of northern Fronela, where local Ruthori hunt them for meat and fur. Their ivory is sometimes traded with more civilized peoples to the south, or carved for fetishes and other magic charms.

Genert made the first mastodons after he saw Valind's mammoths. The Elephant Wars were the result, during which the two species and their cousins ranged in combat throughout Genertela.

## Hares

*Lepus spp.*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Worldwide, except for a few islands.

*Habitat:* Forest, open terrain.

Hares live throughout Glorantha, avoiding only mountain ranges, dense forests, and some islands. They generally live above ground in open terrain and only burrow in extreme climates, for example, to hide in a sand dune or snow-drift.

Hares are the children of Ratslaff, the God of Disorder. In Pelorian religion the first hare was Trickster himself, who appeared as the spotted hare and tried out the trap he had made for Arakang (see pg. 80). Later, he tried to hide from Lestakus the Hunter in the Celestial Forest, but he was caught and bound there so that he could not escape.

## Pelorian Hare, Praxian Jackrabbit

*Weapons and Armor:* None significant.

*Significant Abilities:* Acute Hearing 18, Alert for Danger 2^1, Dig 12, Dodge Attack 18, Leap 15, Run Fast 12, Small 15.

*Tactics:* Hares run and hide from anything they consider even remotely to be a threat. They may bite when captured, with little effect on anything larger than themselves.

## Rabbits

*Oryctolagus* and relatives

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Worldwide, except for a few islands.

*Habitat:* Forest.

*Distinct Abilities:* Dig 18.

Rabbits dwell in burrows, often containing a considerable number of animals. They are smaller than hares, but otherwise very similar.

The Rabbit Tribe lived in the Green Age. Grandpa Rabbit saw Death coming and got into a contest with it, simply challenging Death to count his descendants. Grandpa had his family dig a warren underground where they went after Death counted them, then came back out behind Death to be counted again. Death never caught up, and so they are still around. Many local variations and breeds exist, and this story is told about all of them.

## High Llama (*Alticamelus*, Sanna)

*Alticamelus domesticus*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Ralios (formerly), the Wastes.

*Habitat:* Chaparral.

High llamas are tall, giraffe-like camelids that browse the Wastes. In the wild they live in small herds, but the Praxians have domesticated most of them.

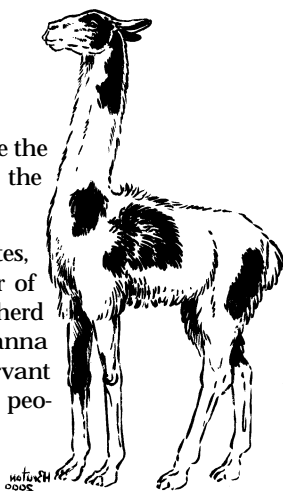
Like the other important grazing animals of the Wastes, the High Llama Protectress, Sanna, is the daughter of Eiritha. When Waha oversaw the contest wherein herd beasts and humans competed against each other, Sanna publicly called, "Great giants of old, make me the servant in this so that my children can serve the most noble people alive."

### High Llama

*Weapons and Armor:* Kick 18^1, Thick Skin ^2.

*Significant Abilities:* Hardy 15, Large 5^4, Run Fast 2^4, Spit 18, Strong 5^4, Surly 12, Tall 12^4.

*Distinct Abilities (female):* Strong 3^4, Tall 9^4.



**High Llama**

*Tactics:* High llamas are temperamental, and will grunt and spit at anything that disturbs or upsets them. Wild high llamas are likely to flee any serious threat, although they will certainly kick at smaller annoyances.

The height of a high llama give its rider an advantage in combat against riders of smaller beasts. Their rider may augment appropriate combat skills with the animal's Tall ability. However, weapons shorter than a spear will not reach humans on foot at all.

## Impala (Ornarl)

*Aeropyceros gigas*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

Impala are small, golden-tan antelopes that sweep across Prax and the Wastes in herds of up to a hundred. They usually run from threats, leaping away in great bounds of up to thirty feet each, although males may butt smaller nuisances (females lack horns). A race of pygmies domesticates and rides impala, and is skilled at using archery even from the back of a bounding impala. A similar species (*Aeropyceros melampus*) is found in the Elder Wilds of southern Peloria.

Impala are the offspring of Ornarl, a daughter of Eiritha. A god once challenged Ornarl to keep a star moving through the darkness, and she did this despite his power, treachery, and tricks.

## Impala

*Weapons and Armor:* Butt and Kick 10^1.

*Significant Abilities:* Dodge 2 $\mathbb{L}$ , Leap 5 $\mathbb{L}$ , Run Fast 2 $\mathbb{L}$ , Scent Predator 18.

*Tactics:* Impala normally run from foes, delivering a kick with their back legs as a parting shot where appropriate. If made to stand and fight by a rider, they butt with their horns.

## Pig

*Sus scrofa*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Throughout Genertela, except the Wastes and Verenela.

*Habitat:* Deciduous forest, open terrain, domestic.

Wild boars live in 'sounders' of up to several dozen members, although solitary males are also encountered. They use their tusks to dig in shallow earth for food, especially roots, bulbs, and truffles. They are generally placid, running from human hunters, but boars may attack intruders.

Pigs are particularly important to the Mraloti people of Ramalia. Some retain ancient hsunchen ways and emulate their wild cousins, others domesticate pigs and lead an agrarian lifestyle. Mralot is the ancestor of pigs there, although sometimes his mate Mralota is of greater significance in the legends. In Peloria, one of the daughters of Oria, Vergenari, is the mother of domestic pigs, and was placed among the stars for her loyalty. Among the Heortlings, the most common name for the mother of pigs is Entra, but she is also called Sovalda, Sorvula, and even Mralota. Similar animals live wild in the jungles of Teshnos.

## Entran Pig

*Weapons and Armor:* Slash with Tusks 12^2, Thick Skin ^1.

*Significant Abilities:* Acute Smell 18, Charge at Foe 15, Cunning 15, Large 18, Root for Food 2^1, Run Fast 18, Scent Predator 15, Strong 2^1, Stubborn 15, Tough 2^1.

*Tactics:* Boars are aggressive when threatened, and slash at their opponents with their sharp tusks. If possible, they will make a headlong charge from cover, augmenting their Slash attack with their Charge ability.

Entrans are typical of the domestic pigs kept by Heortlings. Wild pigs in Orlanathi lands typically have similar statistics.

## Mraloting

*Sus mraloti*

*Ages:* Golden, Storm, Darkness, Historical (rare).

*Distribution:* Maniria.

*Habitat:* Forest.

*Weapons and Armor:* Slash with Tusks 12^1^3, Thick Skin ^2.

*Distinct Abilities:* Charge at Foe 5^1, Cunning 18, Large 5^1, Resist Magic 2^1^2, Run Fast 5^1, Scent Predator 15, Strong 12^1, Stubborn 2^1, Tough 12^1, Vicious 18.

*Innate Magical Talents:* Up to three at 10^1 each; typical talents include Glowing Bristles, Invulnerable to Normal Weapons, Magically Acute Sense of Smell, Razor Tusks, and Thundering Trotters.

Mralotings are huge wild boars occasionally found in forests throughout Ramalia, Pralorela, and Wenelia. They are a remnant of older days when everything was larger, and many have magical powers. The first time a person eats

the meat one of the magical pigs, he gains *Resist Magic 18* as an innate talent (or +4 to a similar ability). The ability rating is at an additional +4 if the eater is a Mraloti hsunchen. Mraloti shamans seek the bones, tusks, skin, and other body parts of these animals for their fetishes.

Many Mraloti heroes have gained fame taming Mraloting boars instead of killing them. They are extremely vicious, but if the hero is successful he gains a powerful ally that can also be used to breed unusually large offspring.

Mralot is the ancestor of the wild boars of Maniria. In the mythic ages the Mraloti were a large tribe who competed against the Orlanthe. Orlanthe usually won the battles, but Mralot escaped again and again into the deep woods. He left behind dynasties of human chiefs and this breed of boars.

## Rhinoceroses

*Rhinoceros praxianis*

*Ages:* Storm, Historical.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

Rhinoceroses are large, muscular, thick-skinned juggernauts with one or two horns on their snouts. They are antisocial and aggressive herbivores, and congregate with others of their kind only during the breeding season. Although most live in Pamaltela, two species live in Genertela, with a third type created by the Mostali.

### Praxian Rhinoceros

*Weapons and Armor:* Armored Hide  $\wedge 4$ , Butt and Bite  $2\wedge 2$ .

*Significant Abilities:* Charge at Foe  $8\wedge$ , Hear Noise 15, Large  $10\wedge$ , Scent Food 18, Strong  $15\wedge$ .

*Tactics:* Male rhinoceroses are aggressive, charging open-mouthed at intruders and biting with their lower front teeth as well as stabbing with their horn.

The single-horned Praxian rhinoceros is the most powerful non-chaotic creature of the Wastes. They have fared poorly compared to other Praxian beasts, but the small tribe of Rhino Riders is feared far out of proportion to their numbers because of the intensity of their charge. In the wild, Praxian rhinoceroses are generally solitary, but when domesticated by the Rhino Riders live in small herds.

Genert made the first rhinoceros. Gan Huimon, a Kralorelan warrior who sought to conquer the great spirit, challenged him, and was destroyed by the rhinoceroses.





# Vadrus and the Logic Tribe

## An Orlanthi Story from Fronela

After Orlanth overthrew the Evil Emperor, many gods fought among themselves to seize control of the world. Great Orlanth was so powerful that many sought to prove their strength by fighting him and his kin. Of course, Orlanth always defeated these foes, sometimes easily and sometimes with difficulty, but always with success. Until the day that Dunbadal came from the west.

Dunbadal was new and strange. He wore garments made out of bronze and iron. He rode upon Deluskval, a new horse, and wore strange runes that none had seen before. He had many servants and helpers, and a small army as well.

As a good chief does when strangers appear, Orlanth gathered his loyal thanes and went to greet the new tribe. But they ignored the ritual greetings. Instead, they demanded that Orlanth yield to them so that they could build a new Empire, to replace that which the Evil Emperor had ruled. Orlanth refused, of course. Dunbadal cast forth a provocation. Orlanth threw back a challenge. Dunbadal hurled out a threat. Orlanth parried with an attack. The two armies fell to battle.

The Storm Tribe was used to victory, so when their weapons bounced off their foes without harming them they were worried. When their feats caused no hurt or dismay they became upset. When Dunbadal's sorcerer blasted them with searing spells, the Storm Tribe was so shocked that they withdrew from the field.

Dunbadal stood in his stirrups and shouted as the Orlanthi withdrew. "Your magics," he said, "are illogical and therefore false. We are the only true children of Creator, the Maker of Heaven and Earth, and we have what you lack. We have proved the emptiness of your ways and cannot be touched by your falsehoods."

Orlanth knew that their words were false, but the fact remained that his powers did not affect them. He was forced to acknowledge that his foe appeared superior. So he called his thanes to his stead.

Orlanth spoke once the leaders of his tribe had assembled; "These are new foes," he said. "Who can tell us of them?"

Lhankor Mhy came forward. "I have heard of this Logic Tribe. They do not do magic as we do. Their magic is not in themselves, as ours is, but instead they steal it from the universe with their unholy perversions of the Law. This will be their downfall, for in the end they will cease to be, and pass into nothingness."

"This is good to hear," replied Orlanth, "but we need a new tactic. Unless their doom befalls them soon, they will overrun this land and slay us all."

"They cannot establish their Empire while we remain alive," explained the Knowing God, "for to rule the world they must understand and catalogue all of it, and they can never do that to us, for our nature is freedom."

"But how can we stay alive," asked Yinkin, "if our magics have no effect on them? They will slay us all on the field of battle, and we shall die for nothing." Then each thane offered his proposal. Hedkoranth urged everyone to help him throw his rock, Vanganth said everyone should help him fly the fastest, and Humakt demanded that everyone back his sword blow. Each argued long into the night until at last Orlanth's wife stepped forth.

"There is another way," said Ernalda. "If they cannot find us, they cannot slay us. I know it goes against all that you menfolk normally do, but if we are to stop this new Empire, you must learn something new. Let us each be disguised and go into the wilds so that they will be unable to track us. Then we can wait for them to suffer this doom of which Lhankor Mhy speaks, safe in the knowledge that they will not have dominion over the whole world."

At first, the gods were uneasy at this idea. But their wives talked to them about children, relaxing times when they were alone in the woods, and other womanly things, so the thanes at last came around.

Orlanth turned himself into the red-tailed hawk and hid in the woods. Heler became a mountain sheep, Odayla a bear, Yinkin an alynx, Elmal a horse, and Humakt a great wolf. Bevara flew away as the crowned pigeon and Chalana Arroy took to the air as a mourning dove, while Eurmal flew after them as a raven. Ernalda slipped away as a wild sow, and Uralda and Urox galloped off as cattle. Ernalda's family followed her, Asrelia as a rat and Ty Kora Tek as a bat. Hedkoranth hid as a tortoise in the shaded glade, Lhankor Mhy as an owl in a tree, and Heort as a stag in the woods. So each of the gods went, until all had hidden in animal form.

Before the last of them changed, Orlanth ordered his messenger Issaries to find Vadrus, who had been absent from the meeting. As usual, Vadrus had ignored Orlanth's muster, but despite that the Storm Lord wished to warn him of the threat and tell him what was being done.

So the mule Issaries went to Vadrus' stead and explained everything that had happened. "And now you must change into an animal too, as your kin have already done."

"You're all girls!" shouted Vadrus. "I ain't scared of no metal-clad buggers! If any of them bastards come round here, I'll have the lot of 'em! I'm hard, me!"

"You have not been listening," replied Issaries, "our magic has no effect, and neither will yours. If you try to fight these people they will surely slay you."

"Bugger off and hide then, you useless gitt! I ain't running nowhere!" Seeing that Vadrus' obstinacy was greater than his own convincing, Issaries finally left. Afterhe left, Vadrus said to himself, "Invulnerable to magic, are they? Well, there's more than one way to skin a deer."

Vadrus went out and shaped up a pile of frozen grass, hard ice, glacial earth, and sharp stone into a monstrous hairy figure. Then he blew life into it and stepped back to admire his work. "Aye, you'll do. I'll call you Kunkorn, Hairy Rhino, and you'll come out and fight with me, 'cause you don't need no magic. We'll see if these foreign bastards look so prim when they've got yon bloody horn up their jacksies."

Dunbadal heard that Orlanth's brother was out by the glacier. When the Logic Tribe came to fight Vadrus, his rhinos were ready. All of the Vadrudi had imitated their father and made their own terrifying creatures, though only the Woolly Mammoth made by his son Valind even came close to rivaling the Kunkorn.

Vadrus didn't even wait until the strangers had said their piece, but sent Kunkorn and the other new animals right at them. As the blustering god had predicted, Dunbadal and his family were terrified of the new creature. Kunkorn panicked Dunbadal's horses and slashed with his horns, trampling his foes so fiercely that they had to flee, and never bothered the Storm Tribe again.

For a long time, Vadrus ruled Fronela, until Orlanth and his kin realized that their land was now free and returned to their old forms. A few remained lost, or traveled so far that they never heard that the Logic Gods had been defeated. We call them *hsunchen*, and they still live among the forests and tundra to the north.

"It seems," said Orlanth, "that my brother has at last found a way to make himself useful. We must all go and give him our thanks for saving us from this terrible foe, and apologize for any wrongs we have done him in the past."

"Before you do that," said Ernalda, "I suggest that you walk your *tula*, for I think you will find that Vadrus was not entirely helpful."

So Orlanth did, and discovered the *kunkorn* stomping across the fields, chasing away the cats, and even attacking the carls. As stubborn and willful as their creator, the *kunkorn* never became friendly, and they are a menace to this day.

## **Garantarm (Granite Rhinoceros)**

*Rhinogranites herbiphagus*

*Ages:* Storm, Darkness, Historical (rare).

*Distribution:* The Wastes.

*Habitat:* Chaparral, rough terrain.

*Weapons and Armor:* Butt and Bite 2 $\mathbb{W}$ ^2, Granite Hide ^9.

*Distinct Abilities:* Camouflage (in rocky wastelands) 18, Strong 2 $\mathbb{W}$ 2, Tough 18.

Garantarm superficially appear similar to Praxian Rhinoceroses, except for their two horns, but on closer observation one can see their craggy features and rough stony skin. They are composed of granite, with a smooth, almost polished, outer surface and glittering, quartz-like eyes. They make a deep bass grumbling roar when disturbed, which most creatures of the Wastes have learned to fear.

Garantarm are unusual among the stone creatures in that they are strict herbivores. They eat only a few types of plants, all of which are found only in the Wastes. They are rare, for they breed only slowly and with great difficulty in the wild. Most humans believe that the Mostali have lost the secret of their construction.

In the Gods Age the Mostali made many creatures. They populated the West first, then the north and south, with such creatures as the stone deer, gold and silver pumas, iron elephants, and so on. Foes destroyed most of these creatures. Some, such as the garantarm, survived, but they are almost extinct in the modern era.

## Woolly Rhinoceros (Kunkorn)

*Coelodonta kunkorn*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Fronela.

*Habitat:* Hills.

*Distinct Abilities:* Tough 18.

Woolly rhinoceroses appear similar to Praxian rhinos, but are covered with a heavy brown, shaggy coat. They prefer forested hills, and graze near Valind's Glacier, where local humans and uzhim sometimes hunt them. They are aggressive and surly, with little fear of man, and will launch unprovoked attacks on any perceived intruder.



## Sable Antelope (Lunar Deer, Trambat)

*Hippotragus niger*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Peloria, the Wastes, Pent.

*Habitat:* Forest, chaparral.

Sables are antelopes with horse-like bodies and manes and long, curving, scimitar-like horns. The latter feature has given rise to the nickname 'Lunar Deer.' In the wild, they live in small herds of up to eighteen females and a single bull male. The nomadic Sable Riders of Prax and the Hungry Plateau have gathered most sables into large herds. Despite the name, only male sables are black; the females are a rich, dark brown.

The sables are the children of Trambatus, a daughter of Eiritha. When Waha oversaw the dice contest that determined rider and steed, Trambatus acceded to the results gracefully and said, "My children will be the mothers of heroes."

## Sable Antelope

*Weapons and Armor:* Butt and Kick 12^1.

*Significant Abilities:* Large 18, Run Fast 15, Scent Predator 1W, Strong 18.

*Tactics:* Sables flee from predators unless accompanied and protected by Praxian humans. If forced to fight, or controlled by a rider, a sable will kick with its hooves at small nuisances and charge and butt larger foes with its horns.

## Woolly Rhinoceros

## Satyr (Faun, Goat-man)

*Faunus hircus*

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Worldwide but rare, most common in Seshnela, Aldryami lands (see pp. 125-126), and Dragon Pass.

*Habitat:* Forest.

Satyrs are goat-like beings that resemble wiry, brown-skinned humans from the waist up and hairy brown goats from the waist down. They have curled horns on their heads. All are male.

Satyrs normally mate with nymphs, but may also breed with humans or elves. They occasionally kidnap human women for this purpose, but most are prudent enough to avoid annoying their elven neighbors. Any children from such unions are satyrs. Even if born far from the woods, a satyr will soon feel an urge to be with his wild kin. Satyrs have an instinctive ability to communicate with natural animals, but most also learn to speak the language of local Aldryami, humans, or beast-men.

Satyrs play music to perform their magic, which affects anyone able to hear their pipes unless the satyr specifically wishes otherwise. Through their pipes, satyrs can enhance already existing emotions, cause people to sleep, or make them dance or sing in a mad frenzy for as long as the music continues. Every satyr knows at least one of the Seven Old Songs (Grief, Lust, Joy, Anger, Sleep, Panic, and Desire), and many know more than one. Any satyr that knows any of these songs may play them using their Play Pipes ability rating; he does not need to increase each separately. Many newer songs exist, and satyrs may possess non-musical talents as well if they belong to an appropriate tradition, but they must increase these talents individually.

Satyrs are the masculine powers of fertility in the wild. They originate in the Spirit World and are similar to nymphs, but have permanent bodies.

### Satyr

*Weapons and Armor:* Head Butt  $\Delta$ 1, Large Club  $\Delta$ 3, Thrown Rock  $\Delta$ 1.

*Significant Abilities:* Agile 15, Beast Valley Tradition Knowledge 18, Camouflage Self 15, Close Combat 14, Dance  $2\Delta$ , Forage 16, Lecherous 18, Play Pipes  $4\Delta$ , Stealthy 18, Strong 15, Tough 12.

*Typical Talents:* Song of Anger, Song of Desire, Song of Grief, Song of Joy, Song of Lust, Song of Panic, Song of Sleep.

*Tactics:* Satyrs avoid combat if possible, but will defend themselves with a head butt or improvised club if necessary. They never wear armor.

## Unicorn (Common Unicorn, Lesser Unicorn)

*Unicornis sylvanus*

*Ages:* Green, Golden, Historical.

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria, Prax (the Wastes).

*Habitat:* Forest.

Unicorns resemble snow-white horses save for their cloven hooves, leonine tails, goat-like beards, and the spiral horns that jut from the center of their foreheads. Unicorns living in northern Fronela, near the Glacier, are shaggy, with long fur.

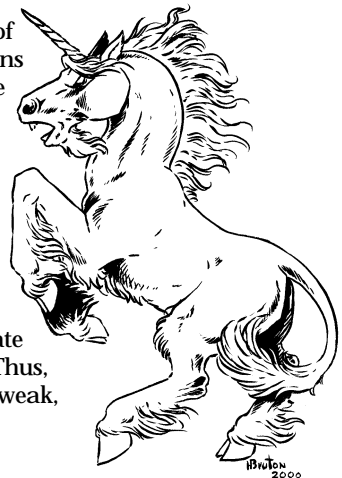
Unicorns are solitary animals, and most live only in Aldryami forests. Humans thus rarely see them, except for the Yelornan warrior-women of Prax, who ride unicorns (although theirs are not actually domesticated).

Unicorns are as intelligent as humans, although they have no culture. All are male, and they mate with virgin deer, horses, and other lesser animals. They are fearful of all humans save female virgins, but are friendly to most elves. Although they can learn to speak in the way of men, only among the unicorns of Prax is this common.

Unicorns seem to be immortal, for none is known to have died a natural death since the Dawn. They can heal wounds or illness, and can detect poison with a touch of their horns. If a horn is removed it loses most of these properties, but will shatter if it touches a poisonous substance.

Although they do not join sorcerous orders, animist traditions, or local cults, unicorns often know magic. They learn these effects by accessing a special node on the Sorcery Plane, much as a sorcerer travels to his order's home node to learn spells. The unicorn gains an ability called Unicorn Law, and casts all of the effects it knows using this single ability rating. Sample effects appear below, but others are possible.

Sorza is the Monoceros, the blessed creature of the wild whose soul is so pure that most humans cannot approach him or his children. He joined with Menaken, and their children in Danmalastan were the unicorns. When men abandoned the perfect animals, the unicorns followed them into the wilds to protect them. When carnivores victimized them in the Storm Age, the unicorns defended them. When monsters attacked them in the Darkness, the female unicorns died with them. Sorza showed his children how to mate with lesser animals to perpetuate themselves. Thus, the ancient race has become diluted into the weak, dingy imitations that men call unicorns.



**Unicorn**

## Unicorn

*Weapons and Armor:* Gore with Horn 18^3.

*Significant Abilities:* Agile 18, Large 2^4, Run Fast 5^4, Spot Intruder 5^4, Strong 2^4.

*Innate Magical Abilities:* Detect Injury 20, Detect Poison 10^4, Resist Magic 18.

*Sample Unicorn Effects:* Heal Disease, Heal Friendly Creature, Heal Hostile Creature, Heal Poison, Heal Wounded Animal, Neutralize Poisons, See Deity, See Spirit, Stop Spirit.

*Tactics:* Unicorns flee from confrontations or stand and fight, depending on their foe. Natural animals frequently come to a unicorn for healing, and may defend it. If cornered, or if directed by a Yelornan rider, a unicorn will gore the intruder with its horn. Yelornans fight in cooperation with their riding animals, and will spear a foe at the same time the unicorn gores it.

## Veruferar (Bird Lizard, Bolo Lizard)

*Camptosaurus elegans*

*Ages:* Green, Golden, Historical.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

Veruferar are bipedal, greenish-brown, herbivorous reptiles. They are about twenty feet long, with most of their length in their neck and tail. Normally bipedal, they occasionally drop to all fours, as their forelimbs are quite strong. Each of a veruferar's three toes ends in a hoof rather than a claw. They browse on grass and low-lying shrubs. Their horse-like head possesses a sharp, rounded beak for tearing at vegetation, and they have crushing teeth further back in their jaws for tougher plants. A race of Praxian pygmies rides the largest of the herds, and use bolos to slow their prey as they run away, hence the common name of 'Bolo Lizard' given to the animals by outlanders.

The veruferar originated in Genert's Garden of Delight. They would have perished when the first firestorms swept over it, but the Vermandol led them out. Now all veruferar herds are carefully guarded by the Verefen, or Bolo Lizard Folk, whose ancestors saved the reptiles.

## Veruferar

*Weapons and Armor:* Bite and Kick 12^2, Scaly Hide ^2.

*Significant Abilities:* Forage 18, Large 8^4, Run Fast 18^4, Spot Predator 15, Strong 8^4.

*Tactics:* Veruferar are placid animals, and their usual response to a threat is to flee. Only when directed by their riders will they attack.



# Wild Predators



## The Fifth Deck

### Bears

*Ages:* All.

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria.

*Habitat:* Forest.

Bears live throughout Genertela with several species dominant, each in their own area. Bears rarely attack humans for food, but many (especially brown bears) become violent if they perceive themselves or their cubs to be threatened.

#### **Brown Bear (Grizzly Bear, Rathorarva)**

*Ursus arctos*

*Weapons and Armor:* Claw and Bite 2♣^2, Fur and Thick Skin ^2, Grapple 8♣^0.

*Significant Abilities:* Catch Fish 18, Charge at Foe 2♣, Dig 12, Forage 15, Large 5♣, Move Quickly 15, Scent Intruder 15, Strong 8♣, Swim 12.

*Tactics:* Bears usually use their paws to bowl over prey, finishing them off with a well-placed bite. They charge at opponents and overbear them with their bulk, use their Large ability to overpower humans (or other small animals), or augment their Claw and Bite attack with their Charge at Foe ability. A bear will grapple with larger foes and bite at their heads or upper bodies.

Brown bears are muscular animals that prefer the cool climates of the north or highland forests. They are native to Rathorela, in northern Fronela. They have spread through much of Genertela, but only there are they protected by their human Rathori kinsmen.

Brown bears primarily eat vegetation and fish, but catch other animals (including deer and domestic livestock) if they have the opportunity. They are usually solitary, but sometimes travel in small groups. They hibernate throughout most of Dark Season and Storm Season, the exact length of time varying with the local climate. They are aggressive, and often attack humans they think are encroaching on their territory.



## Gorthak, Irgari Spirit Bear

*Ages:* All.

*Distribution:* Fronela.

*Habitat:* Forest, Spirit World.

*Might:* 12♣4.

*Weapons and Armor:* Claw and Bite 2♣4♠4, Fur and Thick Skin ♠5.

*Significant Abilities:* Brave 5♣2, Catch Fish 18♣3, Charge at Foe 2♣4, Dig 12♣2, Large 15♣2, Know Forest Creatures 5♣2, Run Fast 10♣, Scent Intruder 15♣2, Stalk Silently 10♣, Swim 12♣2, Wise 10♣.

*Innate Talents:* Bristling Fur 2♣2, Command Bears 5♣, Strong 8♣4, Terrifying Growl 10♣.

Gorthak is one of the many powerful spirits who dwell in Rathor's Forest, patrolling it to drive away outsiders. He dislikes intrusion even from his descendants, who must make the proper rituals to appease him if they encounter him. All Rathori shamans know these rituals. Gorthak will usually attempt to frighten intruders, and will fight them if this fails.

Gorthak is a powerful spirit, and can summon spirit bears if needed. He may also embody his innate talents as semi-physical bears to aid him, as if he were a nymph (see pg. 219).

The first brown bears were the offspring of Irgara. Irgara is the son of Rathor, the great white bear spirit, whom the Pelorians know as Arakang King Bear. Rathor was strong, brave, and wise, and ruled from a great lodge in the center of the world. During the Great Winter, the lord of the underworld laid a trap (an imitation of his lodge) for Rathor. Rathor's followers volunteered to enter this new lodge first, which broke their backs so that they have walked on four legs ever since. The followers who stayed outside the lodge remained on two legs; they are the ancestors of the modern Rathori hsunchen. Later, Rathor taught his magic to both his four legged and two legged children, so that each would be reborn as the other.

## Black Bear (Ertelarva, Rathordagi)

*Ursus pelorianus* and others

*Ages:* All.

*Distribution:* Ralios, Fronela, Peloria, Kralorela.

*Habitat:* Forest.

*Weapons and Armor:* Claw and Bite 18♠2.

## Aminertel, Ertelenari Daimon

*Ages:* All.

*Distribution:* Peloria.

*Habitat:* Forest, Oria Realm (God World).

*Weapons and Armor:* Claw and Bite 18 $\mathbb{L}$ 2 $\wedge$ 3, Fur and Thick Skin  $\wedge$ 4.

*Significant Abilities:* Catch Fish 18 $\mathbb{L}$ 2, Charge at Foe 12 $\mathbb{L}$ 2, Climb Tree 12 $\mathbb{L}$ 2, Dig 12 $\mathbb{L}$ 2, Forage 15 $\mathbb{L}$ , Know Forest Paths 5 $\mathbb{L}$ 2, Large 2 $\mathbb{L}$ 2, Lusty 12 $\mathbb{L}$ , Move Fast 10 $\mathbb{L}$ 2, Scent Intruder 20 $\mathbb{L}$ , Swim 12 $\mathbb{L}$ 2.

*Innate Magical Abilities:* Devotee of Ertelenari 15 $\mathbb{L}$ 2, Strong 5 $\mathbb{L}$ 3, Summon Bears 5 $\mathbb{L}$ 2.

Aminertel is one of the few daughters of Ertelenari that remain. As the goddess' worship has declines, so many of the daimon bears that were once known have become lost. Aminertel is still strong, and she protects women who travel in the Wild Forest at the edge of Oria's Realm. She distrusts warrior-women, however, and will ignore them.

Aminertel is a devotee of her mother, Ertelenari. As a daimon, she can use all of Ertelenari's affinities at her *Devotee of Ertelenari* ability rating (see pg. 190).

*Distinct Abilities:* Climb Tree 12, Large 2 $\mathbb{L}$ , Strong 5 $\mathbb{L}$ .

Ertelarva are large and strong, with black or very dark fur. They range throughout Ralios, Fronela, and Peloria. A similar species lives in Kralorela. A third species, called the Rathor Black Bear, lives only in Rathorela (in Fronela), where it is the spirit totem of a minor hsunchen tribe. Both the Kralorelan and the Rathori black bears have similar statistics to those of the ertelarva black bear, but are distinct in their mythic origins.

Pelorian black bears descend from the goddess Ertelenari, a child of Oria. Because of this, they are more peaceful than brown bears. However, they are also more promiscuous, and a female's cubs are likely to have several different fathers.

## Leaping Bear (Antripan)

*Amphicyon giganteus*

*Ages:* Darkness, Historical (rare).

*Distribution:* The Wastes, Pent.

*Habitat:* Chaparral, hills.

*Distinct Abilities:* Hide in Cover 15, Large 2 $\Delta$ , Leap onto Prey 12, Move Quickly 18, Scent Prey 15 (replaces Scent Intruder), Strong 5 $\Delta$ ; no Catch Fish, Charge Foe, Forage, or Swim ability.

Leaping bears are tiger-sized animals with dark-furred ursine bodies and dog-like heads and tails. Effective predators, they hunt at night and leap from ambush onto passing prey animals. They eat only a small amount of vegetable matter, and greatly prefer fresh meat. They are generally solitary, except when a mated pair is protecting their cubs.

Tripanandar plotted against Tada, an ancient hero. Tada defeated Tripanandar and commanded that he and his descendants be hunted down forever. That they exist at all is a credit to their ferocity. They are most frequent in the Hidden Greens, and rarely enter the southern Wastes or Prax.

## **Panda Bear (Giant Panda, Sergatsu)**

*Ailuropoda melanoleuca*

*Ages:* Golden, Historical (rare).

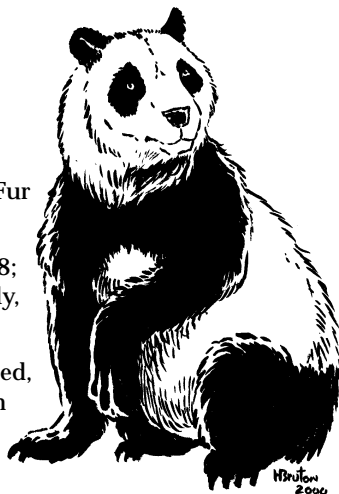
*Distribution:* Shanshan Mountains.

*Habitat:* Forested mountains.

*Weapons and Armor:* Claw and Bite 18 $\Delta$ 2, Fur  $\Delta$ 1.

*Distinct Abilities:* Climb 15, Large 18, Strong 18; no Catch Fish, Charge Foe, Dig, Move Quickly, or Swim ability.

Generally inoffensive unless seriously provoked, these large black and white animals live in the Shanshan. Pandas feed almost entirely on bamboo, but will eat carrion if it is available. They are highly prized by wealthy Kralori as a sign of status because of their beautiful appearance and the extreme difficulty of obtaining them. Rich mandarins sometimes hire hunters to obtain a panda from the mountains, since they breed in captivity only with the aid of powerful fertility magic.



**Panda Bear**

The hsunchen of the Shanshan regard the giant panda as sacred, for they know that it contains a vital part of the soul of Korgatsu, embodying both darkness and radiance in one body. Because they were born from an immaterial part of the World Dragon, they have no two-legged kindred. All hsunchen protect them.

**Sun Bear (Somash Bear, Somavur)***Helarctos somashi**Ages:* Storm, Darkness, Historical.*Distribution:* Southern Kralorela, Verenela.*Habitat:* Forest.*Distinct Abilities:* Cautious 12, Charge at Foe 18, Climb Tree 15, Strong 24.

The smallest of the bears, sun bears are distinguished by the bright yellow marking on their chests. They are sacred to the Teshnans, who will not kill them.

Domesticated sun bears are often found in temples dedicated to Somash, for the Teshnan sun god laid his mark upon them when they fought for him against the Western Foe.

**Bobcat (Rinkon)***Felis rufus**Ages:* Storm, Darkness, Historical.*Distribution:* Fronela, Peloria.*Habitat:* Hills, scrubland, marsh.

Bobcats are highly agile felines that live in areas with plentiful cover. They have light gray to reddish-brown fur, tufted ears, and short, bobbed tails. They primarily eat rabbits, but will tackle larger prey. Bobcats have short tempers, but are cunning. They will backtrack over their own trails, for example, to confuse dogs or other tracking animals.

Creator made Rinkona the Bobcat, as he did all good animals. One day Rinkona met a creature that was like her, but not made by Creator. Suspicion became rivalry, which became hostility. This led to the murder of Rinkona, who went to the Spirit World. She came back, and since then has led her people to war against the false alynx things that worship gods. In Fronela, the Rinkoni include one clan that are hsunchen and spend much time in human form. They are well liked by the more populous Rathori among whom they live.

**Bobcat***Weapons and Armor:* Claw and Bite 12^1.*Significant Abilities:* Agile 24, Ambush 15, Climb 15, Cunning 15, Leap 15, Sprint 12, Short-tempered 15, Swim 12.

*Tactics:* Bobcats pounce onto prey from concealment with paws outstretched. Their agility is legendary, and the most skilled can catch two low-flying birds with a single vertical pounce. They rarely attack human-sized targets, but will bite if unable to flee.

## Foxes

*Vulpes vulpes*

*Ages:* Golden, Storm, Historical.

*Distribution:* Throughout Genertela, except the Wastes and Verenela.

*Habitat:* Almost any.

Foxes are solitary, opportunistic scavengers, often nocturnal, that prey on a variety of small animals. They are not dangerous to humans, but can be to smaller livestock, including chickens. Because of this, and because of their lustrous fur, humans often hunt them. They often live on the margins of cities, scavenging on waste and scraps.

### Red Fox and other small foxes

*Weapons and Armor:* 10Λ0.

*Significant Abilities:* Acute Hearing 18, Cunning 5Ⓜ, Dig 12, Dodge Attack 15, Leap 15, Run Fast 15, Scent Food 18, Small 12, Sneak 18.

*Tactics:* Foxes flee from humans, and nimbly dodge out of the way if attacked. When hunting, they pounce on their prey, attempting to kill it with a single bite.

The first red foxes were the product of Trickster, who turned himself and a lover into that shape to avoid pursuit. Regrettably, his lover (a Dara Happan princess) was so beautiful that their fur was also, which made more and more people hunt them. Through wile, they escaped being killed several times, as do their descendants today.

### Blue Fox (Orogeria Fox)

*vulpes ulurdum*

*Ages:* Storm, Darkness, Historical (rare).

*Distribution:* Peloria.

*Habitat:* Forest.

*Innate Magical Abilities:* Hide 15Ⓜ.

Blue foxes are almost identical to the common red foxes, differing only in their color and that they originate in the Divine Realm instead of the Spirit World. Once common in Peloria, the Pentan overlords of the Star Time and Dawn Age hunted them almost to extinction. Although their worshippers claim they still exist in the wilds, none has been reliably reported since their parents' stars disappeared. They were actually a blue-gray, with more pure descendants of Vixen having a silvery hue.

Kenstrata the hunter proved his worth to Orogeria by hunting and killing Vixen, who was so cunning that she eluded him for years until he caught her in a spirit hunt. Orogeria reanimated Vixen and loosed her, and even Kenstrata could not catch her again. Afterwards, however, Vixen gave birth to a litter of pups, which became the blue foxes of Peloria.

## **Inora Fox (Arctic Fox, Snow Fox, White Fox)**

*Alopex lagopus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Erigia (Peloria), Pent, Koromandol (Kralorela).

*Habitat:* Tundra.

*Innate Magical Abilities:* Endure Cold 8<sup>W</sup>.

These small foxes have pure white coats in the winter, which are greatly prized by fur trappers. During the short Pentan summer, their coats become muddy brown, and thus far less valuable. Blessed by the snow goddess Inora, they cannot survive for long in warm climes.

Inora is the goddess of winter and snow-capped mountains. One time her lover was hunted, so she turned him and herself into these beasts. They remained in this form, undiscovered, for years. She had many children during this time. Even now her descendants have large litters, bearing as many as 15 pups at a time.

## **Hyena (Hyarn)**

*Crocuta theovorax*

*Ages:* Darkness, Historical.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

Hyenas are the dominant carnivores of the Wastes. They are aggressive nocturnal hunters that will pursue prey in packs of a dozen or more. They eat almost anything, but prefer large mammals as prey. When hunting is lean they scavenge, and will chase off condors from carcasses. They eat the whole of their prey,

and even crunch up skeletons with their powerful jaws, then spit out the horns, hooves, and remaining bone fragments. Hyena packs occasionally attack lone humans, although they are smart enough to avoid large groups and armed parties. Hyenas have been semi-domesticated by the morokanth of Prax, who use them as guard animals in place of dogs.

When the gods of Chaos killed Genert, a pack of spirits came as hyenas to consume his body. Even today, the Praxians say that all hyenas are parts of Genert's body.

## Hyena

*Weapons and Armor:* Claw and Bite 2 $\mathbb{W}$  $\wedge$ 2, Thick Skin  $\wedge$ 1.

*Significant Abilities:* Corner Prey 12 (+12 AP/hyena), Intimidate 12, Large 12, Run Fast 15, Run Long Distance 15, Scent Food 12, Short-tempered 18, Strong 18.

*Tactics:* Hyenas hunt in large packs. They are difficult to deter from their target, and may pursue prey for several miles. Once they catch it, as many as fifty hyenas may fall upon the exhausted animal and tear to shreds. Hyenas are notoriously easy to anger, and will attack rather than flee from most foes.

## Lion

*Panthera leo*

*Ages:* Golden, Storm, Historical (rare).

*Distribution:* Carmania (Peloria).

*Habitat:* Open terrain.

Lions live in prides consisting of 3-8 adult females, 1-4 males, and their cubs. The females perform almost all hunting for the pride, although males will fight to protect their mates and cubs. The Carmanian Lion is distinctive in having a black mane, and for the ferocity and trouble of roaming bachelor bands. They were once common in Peloria and Fronela, but are rare now.

In ancient Peloria, Durbaddath was a foe of Sakkar, the Saber-toothed God of Fear. He also resisted Emperor Mashunasan, along with many others. Hunted, trapped, and cursed, he nonetheless escaped his pursuers, but finally his children were all taken into slavery. Durbaddath freed them by surrendering and serving his captor. He served Emperor Urvairinus so loyally that the lion once bore the scepter of imperial power; his sons were regimental leaders, and his daughters were progenitors of heroic grandsons. When Urvairinus died, however, Durbaddath revolted, and was afterwards treated as a wild animal and the father of slaves. Lions were hunted nearly to extinction throughout Peloria.

When Carmanos the Great Prophet delivered his revelations, he summoned forth the lion to serve him. It did, and afterwards prides ranged across Pelanda, wherever the Carmanians had laid waste to their foes' lands.

## Keladur and Betidur, Durbaddi Daimones

*Ages:* Golden, Storm.

*Distribution:* Peloria.

*Habitat:* Open terrain, God World.

*Weapons and Armor:* Claw and Bite 12 $\blacklozenge$ 3 $\blacktriangle$ 4 (+42 AP/Golden Lion companion), Mane and Thick Skin  $\blacktriangle$ 4.

*Significant Abilities:* Ambush 8 $\blacklozenge$ 3, Large 8 $\blacklozenge$ 2, Strong 12 $\blacklozenge$ 3, Tough 18 $\blacklozenge$ .

*Innate Magical Abilities:* Command Lions 5 $\blacklozenge$ , Initiate of Durbaddath 15 $\blacklozenge$ , Terrifying Roar 5 $\blacklozenge$ 3.

Keladur and Betidur are daimones who gained fame for many acts. They ambushed Mashunasan and escaped alive. They destroyed the whole brood of Sakkar for a year, and then when together led the ceremony that blessed their own family to help them survive the Great Darkness. They were cursed in the Darkness, and now they can never meet, forever separated by the Oslira River. Keladur still stalks the empty lands of Pelanda and Peloria west of the Oslira, while his lover Betidur remains to the east. Golden Lions (see pg. 194) often accompany them when they appear.

As daimones, Keladur and Betidur can use all of their father Durbaddath's affinities at their *Initiate of Durbaddath* ability rating (see pg. 190 and **Hero Wars**, pg. 76). As initiates, however, they must still improvise feats.

### Durbaddath Lion (Carmanian Lion, Genertelan Lion, Northern Lion)

*Weapons and Armor:* Claw and Bite 2 $\blacklozenge$  $\blacktriangle$ 2 (+22 AP/companion); (males only) Mane and Thick Skin  $\blacktriangle$ 1.

*Significant Abilities:* Ambush 18, Fierce 18 (males only), Large 18, Panic Target 15, Strong 2 $\blacklozenge$ .

*Tactics:* Lions hunt at night. They fight cooperatively, usually as a companionship of up to five lionesses, one of which attacks while the others surround and isolate their target. The attacking lioness can use her companions' AP as a bonus. Against more dangerous foes the entire group will attack, using mob tactics to reduce the victim's target number. Like other cats, lions attack with their bite, trying to kill with a single strike to the throat. They use their claws in defense, although they may swat or grapple fleeing prey to knock them down. Lions frequently attack and eat humans.



# Manticore

*Manticora rapax*

*Ages:* Darkness, Historical (rare).

*Distribution:* Seshnela, Dragon Pass, the Wastes.

*Habitat:* Hills, mountains, rough terrain, chaparral.

Manticora have the bodies of lions, the heads of humans, and the tails of scorpions. They have huge, ugly faces, with protruding tusks, lion-like manes, and several rows of teeth. Their hindquarters sport several dozen long, sharp spines that pulse in and out as they breathe.

Manticora are carnivorous, vicious, and repulsive. Although of low intellect, they can temporarily gain full intelligence by eating the brains of sentient beings. They are normally solitary creatures, whose matings are as often deadly as fertile. They usually wander in wastelands until hunger drives them to feed, but in Dragon Pass they associate with the 'beast-men' of Beast Valley.

A manticore that eats the brain of a sentient beings temporarily rises above its bestial state. For the next day, the manticore is fully sentient, with an intelligence similar to that of its victim. A single non-magical mental ability possessed by the victim, chosen at random, may be used by the manticore. At the narrator's option, the manticore might gain a single Personality Trait of the individual as well, and so be Wise, Brave, or Generous during that time.

The manticora came out of the battle where Tada fell. The losing army of human warriors, noble lions, and loyal scorpions melted into a blob, but under chaotic impulse reformed as these monsters. Although manticora are not tainted with Chaos, most creatures hate, fear, and shun them.

## Manticore

*Weapons and Armor:* Claws 2 $\Delta$  $\Delta$ 2, Sting 18 $\Delta$ 1, Thick Skin  $\Delta$ 2, Tusks 15 $\Delta$ 1.

*Significant Abilities:* Ambush 18, Climb Rocky Slope 18, Cunning 18, Large 5 $\Delta$  $\Delta$ , Run Fast 15, Spot Prey 15, Strong 5 $\Delta$  $\Delta$ , Tough 15.

*Poison:* Debilitating, Lethal, Potency 8 $\Delta$  $\Delta$ .

*Tactics:* Manticora generally attack from cover, and may augment their first attack with their Ambush ability. They attack with their venomous sting, then claw the victim; they occasionally tear with their tusks. A manticore will seek to overpower its opponent and force them to the ground, where it can bring all four claws to bear.

# Nakasa

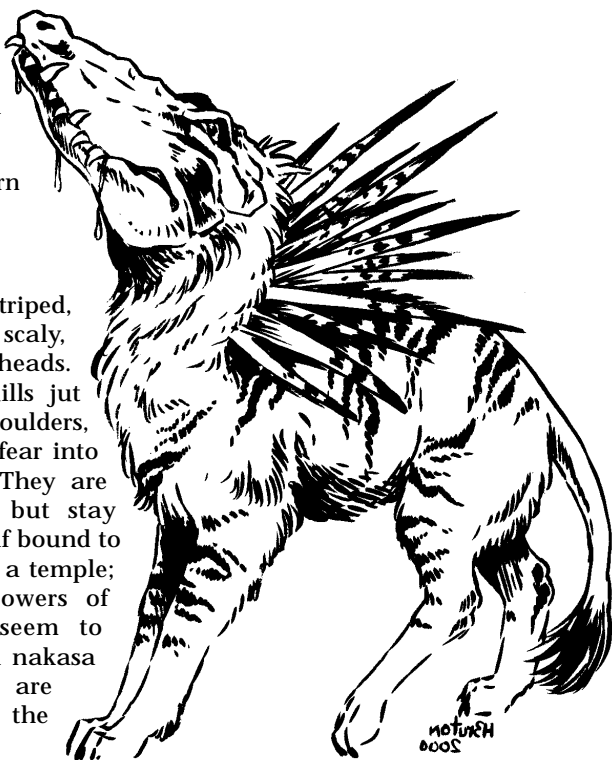
*Canthodyla ultrix*

**Ages:** Darkness, Historical  
(rare).

**Distribution:** Southern  
Peloria, Maniria.

**Habitat:** Marsh, forest.

Nakasa have hairy, striped, hyena-like bodies and scaly, reddish, crocodilian heads. Huge, razor-sharp quills jut from their powerful shoulders, and their roar strikes fear into the bravest of men. They are normally nocturnal, but stay alert through the day if bound to do so while protecting a temple; like the human followers of their goddess they seem to require little sleep. All nakasa are female, for they are created directly from the body of their goddess.



**Nakasa**

Babeester Gor created the first nakasa from some hairs she plucked from her head, to kill creatures of Chaos and to help defend Earth worshippers. Her worshippers created more from their own dead bodies in the Darkness, and so let loose this plague upon the world. Nakasa can never be tamed, but priestesses of Babeester Gor know the rituals to enter the Otherworld, create a nakasa, and bind it to protect an Earth temple.

## Nakasa

**Weapons and Armor:** Claw and Bite 8 $\ll$ ^3, Tough Hide ^3.

**Significant Abilities:** Acute Hearing 4 $\ll$ , Cunning 15, Large 2 $\ll$ , Night Vision 5 $\ll$ , Run Fast 15, Scent Intruder 18, Strong 8 $\ll$ , Swim 15, Track by Scent 2 $\ll$ .

*Innate Magical Abilities:* Fierce 18, Intimidating Roar 10 $\omega$ , Stay Awake 10 $\omega$ .

*Tactics:* In the wild, nakasa will attack anyone, but when bound to temples they attack only those hostile to the temple or which attack first. They lunge forward to grasp their foe with their gaping jaws, force him to the ground, and shake them vigorously while slashing with their claws. Although they were created in part to defend against Chaos, they have no specific sense that allows them to detect it.

Against multiple foes or obviously superior opponents, a nakasa will roar. The roar is most effective against men (women gain a +10 bonus to resist). If this fails, many nakasa (especially temple guardians) will stand their ground and fight in a berserk rage, no matter how overwhelming the odds.

## Nur-san

*Stiria calorvisus*

*Ages:* Darkness, Historical.

*Distribution:* Northern Pent, Valind's Glacier.

*Habitat:* Arctic, tundra.

North of Pent is a wasteland scarcely more habitable than the Glacier itself. Fierce creatures created by Valind to destroy his foes inhabit this land, which most people consider to be part of the Hero Plane. The Pentans name the most common of these beasts the nur-san.

Nur-san are hulking quadrupeds with thick white fur, powerful jaws, and a single, broad, metallic horn projecting from their foreheads. The creatures seem hostile even to each other, and how they breed is unknown. They occasionally wander south into Pent or Koromandol, and eat any warm-blooded creature that they can find before returning to their frozen home.

The nearly blind nur-san has small eyes, and hunts primarily with its unerring heat sense ability. This allows it to detect any warm-blooded creature against the cold environment in which they live. However, significant amounts of heat confuse this sense, so that a nur-san may be unable to sense the location of nearby beings. Unfortunately, the presence of fire only enrages nur-san and makes them even more bloodthirsty than usual.

The strength of the nur-san is legendary and magical. In the Dawn Ages a hero named Gazhmen traveled to this land. He returned with a magic girdle of strength that he created after defeating and skinning one of these creatures.

## Nur-san

*Weapons and Armor:* Gore and Claw 15 $\text{L}$  $\wedge$ 4, Hairy Hide  $\wedge$ 4.

*Significant Abilities:* Charge at Foe 18 $\text{L}$ , Cunning 2 $\text{L}$ , Hardy 15 $\text{L}$  $\wedge$ 2, Large 10 $\text{L}$ , Sense Body Heat 10 $\text{L}$  $\wedge$ 2, Short-tempered 5 $\text{L}$ .

*Innate Magical Abilities:* Freezing Touch 5 $\text{L}$  $\wedge$ 2, Strong 5 $\text{L}$  $\wedge$ 3.

*Tactics:* A nur-san will attack to kill any warm-blooded creature it encounters, although certain magical charms will ward it off. Assuming the target is large enough, the nur-san charges, using its claws as running spikes to dig into the icy ground. It then gores the target with its horn. The horn radiates an intense, magical cold, which can augment any attack made with it and can also directly conduct a Freezing Touch attack. Once the target has fallen to the ground, or against a relatively small foe, the nur-san gouges with its great claws to rip it apart before consuming it. Although their jaws are powerful, nur-san rarely bite in combat.

## Panthers (Leopards)

*Felis concolor*

*Ages:* All.

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria.

*Habitat:* Almost any, but most common in forested hills.

These tawny cats are among the largest non-magical predators of Genertela. Active mainly at dusk, they are solitary hunters that prey on anything from rodents to large deer. They know man and avoid domestic livestock unless they are particularly hungry or have cubs to feed.

## Puma (Cougar, Mountain Lion, Orvelda, 'Painter')

*Weapons and Armor:* Claw and Bite 2 $\text{L}$  $\wedge$ 1.

*Significant Abilities:* Ambush 18, Climb Tree 12, Cunning 15, Leap 15, Pounce 12.

*Tactics:* Panthers are solitary, nocturnal hunters. They wait in ambush at convenient sites, then pounce from cover and deliver a lethal bite to their prey's soft parts.

Weskanvoga and Vogserweso were betrayed by their spouses, who ran away to be together and protect their children, the deer. In vengeance and spite, the two cuckolded partners slept with one another in the Bed of Lust. There they conceived the orvelda to hunt the deer and drive fear into their hearts.

## Clouded Leopard (Jungle Leopard)

*Neofelis nebulosa*

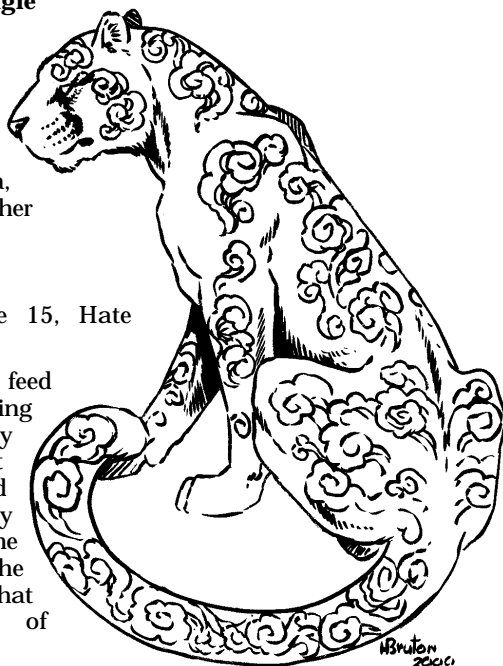
*Ages:* Storm, Darkness, Historical.

*Distribution:* Kralorela, Verenela, the Wastes, Pent, rarely in other lands.

*Habitat:* Jungle.

*Distinct Abilities:* Climb Tree 15, Hate Mostali 15.

These agile, tree-dwelling cats feed on a variety of animals, including monkeys and wild pigs. They rarely attack humans, but instinctively hate Mostali and all things made by them. They received their name when the first of them descended from the clouds to attack some Mostali that threatened the hsunchen of Shanshan. The leopards surprised the foes and carried the day. Since then, they have borne the cloud-like pattern on their coats.



**Clouded Leopard**

## Snow Leopard (Mountain Leopard)

*Panthera uncia*

*Ages:* Storm, Historical.

*Distribution:* Shanshan Mountains.

*Habitat:* Mountains.

*Distinct Abilities:* Ambush 2W, Climb Mountainside 15; no Leap ability.

These beautiful, silvery animals prey on goats, takin, and other highland creatures. They rarely come down to lower, warmer, terrain unless exceptionally hungry. The rare and secretive hsunchen who venerate them say that they sprang from the silvery claws of Korgatsu the World Dragon.



## Sakkareka, Sakkar Spirits

*Ages:* Golden, Darkness, Historical.

*Distribution:* Peloria.

*Habitat:* Spirit World.

*Might:* 15 $\mu$ 2.

*Weapons and Armor:* Claw and Bite 5 $\mu$ 4 $\wedge$ 5, Thick Skin  $\wedge$ 4.

*Significant Abilities:* Ambush 8 $\mu$ 3, Large 5 $\mu$ 2, Strong 2 $\mu$ 4.

*Innate Magical Abilities:* Command Sakkar 18, Hate Humans 5 $\mu$ , Terrifying Presence 18 $\mu$ .

These children of the great Sabertooth Spirit have jet black pelts. They inhabit the Spirit World since being exterminated by foes, but sometimes venture into the God World to wreak havoc. They can travel to the Inner World when Fear runs wild among humans. They hate all human life, and may augment any ability used against a human with their Hate Humans ability.

## Sakkar (Sabertooth Cat)

*Smilodon populator*

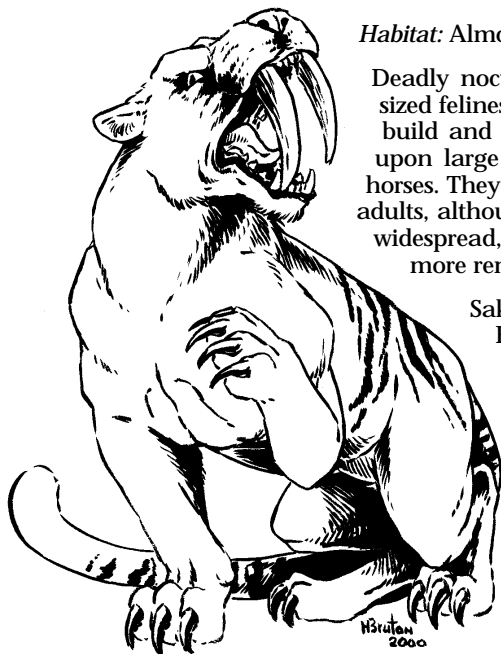
*Ages:* Golden, Storm, Darkness, Historical.

*Distribution:* Ralios, Peloria, Maniria.

*Habitat:* Almost any, but prefer open terrain.

Deadly nocturnal hunters, sakkars are lion-sized felines, tawny in color, with a muscular build and huge, curved canines. They prey upon large herbivores, including cattle and horses. They live in small prides of three to six adults, although males also travel alone. Once widespread, sakkars now inhabit only the more remote regions.

Sakkar is the Pelorian god of fear, the Hunter of Men who brings down the largest and most deadly of prey. He had many battles in the Golden and Storm Ages, and only the mightiest were able to defeat him. Nonetheless, he suffered defeats that drove him into the wilds, so that his children no longer live near civilized lands.



**Sakkar**

## Sakkar

*Weapons and Armor:* Claw and Bite 5♣^3, Thick Skin ^1.

*Significant Abilities:* Ambush 18, Large 15, Strong 2♣.

*Tactics:* Sakkars lie in wait for prey, then pounce upon it and use their fearsome teeth to rip great chunks of flesh from the soft underside or throat of the animal. They use cooperative tactics that allow them to tackle larger prey, and reduce the target's target number by forcing it to face multiple opponents.

## Tigers

*Panthera tigris*

*Ages:* All.

*Distribution:* Kralorela, Verenela.

*Habitat:* Forest, jungle.

The largest of the cats, tigers are found throughout eastern Genertela, wherever there is sufficient tree cover. They will hunt almost any animal, even young bears and elephants. Although they are usually solitary, paired sisters sometimes cooperate when food is plentiful. Tigers sometimes attack humans; if successful once, a tiger will consider them to be acceptable prey and make them a regular part of their diet. Consequently, 'man-eater' tigers occasionally plague remote villages.

The tiger's might, beauty, and skill have naturally led to its adoption as a symbol by a number of warrior bands. The tiger hsunchen of the Shanshan worship the animal. It never seems to harm them, and can even be found napping in their villages. These hsunchen know that Tiger formed from the fangs of Korgatsu the World Dragon.

## Jungle Tiger

*Weapons and Armor:* Claw and Bite 5♣^2, Fur and Thick Skin ^2.

*Significant Abilities:* Ambush 2♣, Large 2♣, Move Silently 18, Strong 5♣, Terrify Prey 18.

*Tactics:* Tigers stalk their prey carefully from the cover of trees or undergrowth, making little noise. Once within range they leap forward and jump on the target in two or three bounds, augmenting Claw and Bite with their Ambush ability. They slap the creature down to the ground with their paws, or overpower it with sheer bulk. The killing blow is a bite to the creature's throat. In self-defense, a tiger might lash out with its claws, but will usually seek to rush and kill their opponent.



## Storm Tiger (Hecher Ama)

*Panthera alitigris*

*Ages:* Storm, Darkness, Historical (rare).

*Distribution:* Shanshan Mountains.

*Habitat:* Mountains.

*Weapons and Armor:* Claw and Bite 5 $\blacklozenge$ 2 $\blacktriangle$ , Fur and Thick Skin  $\blacktriangle$ 2.

*Significant Abilities:* Ambush 2 $\blacklozenge$ 2, Large 2 $\blacklozenge$ , Move Silently 8 $\blacklozenge$ , Run Fast 18, Scent Prey 18, Strong 15 $\blacklozenge$ .

*Innate Magical Abilities:* Aerobatics 2 $\blacklozenge$ , Resist Lightning 5 $\blacklozenge$ , Terrifying Roar 8 $\blacklozenge$ .

Storm tigers are aerial predators. They look like jungle tigers except for the cloud patterns that camouflage their coats. They usually hunt other aerial creatures. They frequent storms, where they hide as if in dense foliage, but can be seen stalking between clouds on less tumultuous days. Eastern shamans who know the proper rites can call them down to earth for a brief time.

The Four Deadly Man-Sisters delighted in destroying anything that was good. Once they threatened Vun Alar, the Wild Mage of the Shanshan. He hid amid clouds, but they caught and surrounded him. Vun Alar summoned Hecher to protect him. Hecher appeared as a tiger, and his roar created the race of storm tigers, the hecher ama. Then he and his spawn drove away the evil demigods.

## Wolves

*Canis lupus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Throughout Genertela (except the Wastes and Verenela), Fonrit, Umathela.

*Habitat:* Almost any.

Wolves are the most common large carnivores of Genertela, found everywhere from dense Aldryami forests, to mountain ranges, to the Pentan plains. They are highly social animals, and travel in packs of seven to twenty adults. They prey primarily upon deer, but will tackle other animals, including livestock. Except during times of famine they avoid attacking humans; even then, they prefer to scavenge corpses.

In Ralios and Sartar, wolves often accompany Telmori hsunchen, whom they help during hunts. These wolves are still wild, however, and have no love of other humans. A few of these are great wolves of heroic stature.



Wolves are the children of Telmor. He fought many foes in the Gods War, and ate most of them (including the Sun). He used his strength and cunning to survive through the Long Winter while other animals starved. He forged the first pack from his pups, teaching them that they were stronger together than alone.

## Common Wolf, Telmori Wolf

*Weapons and Armor:* Claw and Bite 18^1, Fur ^1.

*Significant Abilities:* Corner Prey 12 (+12 AP/pack member), Large 15 (Telmori wolves only), Run Fast 18 (+12 AP/pack member), Scent Prey 2^1 (+12 AP/pack member).

*Tactics:* Wolf packs use highly efficient tactics. Wolves in the pack serve solely as followers for the pack leader, who participates in all contents involving scenting, chasing, or attacking prey. Individual wolves moving to block off escape routes while others take turns pursuing the prey. In this way, the pack maintains a comfortable pace while exhausting its prey. When they have cornered an animal the pack will circle it and make the kill. Although each individual maneuver or attack is likely to come from a different wolf, the overall effect is the same, and so each adds its AP to the pack leader for these contests.

## Fell Wolf (Zumbara)

*Canis atrolupus*

*Ages:* Storm, Darkness, Historical (rare).

*Distribution:* Pent.

*Habitat:* Open terrain.

*Weapons and Armor:* Claw and Bite 5^1^2, Fur ^2.

*Distinct Abilities:* Fearless 18, Large 5^1, Resist Magic 18, Strong 15.

Fell wolves are larger and more ferocious than most wolves. They were common in the Darkness and have no fear of men, which has led to their downfall since men have become so numerous. Their howls are one of the most feared sounds in Pent and the surrounding lands, where they commonly hunt.

The fell wolves are the children of Zumbara. She was born during the Storm Age, a pup of the spirit Telmora and the god Hurul (who is also worshipped as the howling North War Wind).

## Great Wolf

*Distribution:* Ralios, Dorastor, Dragon Pass.

*Weapons and Armor:* Claw and Bite 18 $\text{W}$  $\wedge$ 2, Fur  $\wedge$ 2.

*Distinct Abilities:* Corner Prey 12 $\text{W}$  (+32 AP/pack member), Dodge Opponent's Attack 18, Large 15, Run Fast 8 $\text{W}$ 2 (+48 AP/pack member), Scent Prey 2 $\text{W}$ 2 (+42 AP/pack member), Strong 2 $\text{W}$ , Terrifying Howl 18.

Telmori wolves are larger than normal wolves, but otherwise have the same statistics. However, rare individuals are of legendary power. These great wolves sometimes lead packs of wild wolves, and are also found as the companions of leaders or heroes of the Telmori werewolf folk.

## Horned Wolf (Vatharol)

*Canis corniger*

*Weapons and Armor:* Gore and Bite 5 $\text{W}$  $\wedge$ 2, Fur  $\wedge$ 1.

*Distinct Abilities:* Hardy 15, Short-tempered 12.

*Ages:* Darkness, Historical (rare).

*Distribution:* Fronela, Peloria.

*Habitat:* Coniferous forest, tundra.

*Tactics:* Horned wolves ram prey with their horns and then shred it with their huge claws, for their jaws are comparatively weak. They are fast sprinters, but have little strength or endurance. They hunt cooperatively like normal wolves, and employ similar tactics. They are more likely to fight, however, and less likely to flee even from powerful foes.

Horned wolves resemble normal wolves, but are heavier around the head and shoulders. They sport two straight, sharp horns on their foreheads, with they use to gore their prey. They wander in small packs of up to ten adults, but have extensive territories and are small in numbers, and so are rarely seen.

In the Gods War, many rivalries existed. One was between the Wolf Alliance and the Great Deer. The Wolf Alliance began to eat the deer, which they still do well. The Great Deer ordered his descendants to flee, which they do well. The wolves had pups and raised them carefully with cunning, so the deer had more and more fawns and ran in all directions. The Wolf Alliance organized their members to hunt in packs, so the deer collected in herds. By this time, the Great Darkness had fallen and the wolves grew larger. Some deer grew shells to defend themselves, so a few wolves grew horns to pierce the shells. The Dawn came then, before any further improvements developed.

## Hrognar, Telmori Spirit Wolf

*Ages:* Storm, Darkness.

*Distribution:* Ralios, Dorastor, Dragon Pass.

*Habitat:* Spirit World.

*Might:* 10 $\ll$ 4.

*Weapons and Armor:* Bite 18 $\ll$ 3 $\wedge$ 4, Fur  $\wedge$ 4.

*Significant Abilities:* Corner Prey 12 $\ll$ 3, Dodge Opponent's Attack 18 $\ll$ , Large 5 $\ll$ , Run Fast 18 $\ll$ 3, Scent Prey 2 $\ll$ 4, Strong 2 $\ll$ 2.

*Innate Magical Abilities:* Command Wolf 5 $\ll$ , Great Leap 5 $\ll$ 2, Paralyze Prey Animal with Fear 12 $\ll$ , Terrifying Howl 18 $\ll$ 2.

Hrognar is one of the pups of Telmor. He no longer travels with his siblings, for he left them to teach others of the strength of the pack. Hrognar is one of many powerful wolf spirits worshipped by the Telmori. Many Ralian packs trace their ancestry to him, and sometimes call upon his aid. When he appears, a dozen or more great wolves usually come from surrounding areas to hunt with him.

Hrognar is a powerful spirit, and can summon spirit wolves if needed. He may also embody his innate talents as semi-physical wolves to aid him, as if he were a nymph (see pg. 219).



# ♁ Creatures of Below ♁

## The Sixth Deck

### Ant, Giant

*Formica alvearimens*

*Ages:* All.

*Distribution:* Uzko lands (see pg. 167), Errinoru Jungle.

*Habitat:* Forest, jungle.

Giant ants are about the size of dogs and are primarily herbivorous, although they will eat carrion if it is available. They live in huge nests of between a hundred and ten thousand individuals. The nest itself is subterranean, and consists of a maze of tunnels and chambers, each dedicated to holding food, loot, eggs, larvae, pupae and so on.

Most ants are sterile workers that travel throughout the area around the nest in search of food. They sometimes collect non-food items, so that all sorts of strange objects might be found in a nest. The small number of males and the single queen live in special chambers deep within the nest. Although most ant colonies are in Uz lands, some have spread to surrounding areas, such as the Wastes.

Ants helped the Uz escape from the Underworld, and for that reason the Mostali hate them. The rock men sent a curse that resulted in ants becoming tinier and tinier as they approached the surface world. The Uz help the ants, and have occasionally found tunnels to the surface world that bypass the Mostali curse. The few giant ants always hate Mostali now. They wage a constant war in tunnels that are miles beneath the surface.

### Giant Ant

*Weapons and Armor:* Bite 15Λ1, Chitin Λ1, Sting 15Λ0.

*Significant Abilities:* Dodge Attack 18, Climb 18, Dig 18, Small 10, Tough 15, Track by Scent 5♣.

*Poison (Sting):* Instant, Painful, Potency 2♣.

*Tactics:* Giant ants generally avoid conflict with human-sized creatures, and will normally try to flee if attacked. They defend their nests fanatically and with great cunning, employing ambushes, barricades, and traps against intruders. Each nest has a communal intelligence, used to determine their tactical ability during such defense (although it may be used for other purposes at the narrator's option). Individual ants and small nests lack this ability. The survival of the queen is in no way essential to this ability, but as the only source of eggs and thus future generations, the workers will do anything to protect her.

The Cunning ability of a nest is determined by its size:

### Communal Intelligence Chart

# Members	Cunning
100-300	12
300-1000	18
1000-3000	5 $\sqcup$
3000-10000	10 $\sqcup$

## Bat, Giant

*Megamyotis khirotae*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Rockwood Mountains and all mountains north, Errinoru Jungle.

*Habitat:* Hills, mountains.

Giant bats have jet-black fur, huge ears, and highly sensitive noses that can seek out prey at long distances. They are too weak to carry away most prey, so feed immediately after making a kill.

Giant bats must avoid the sun, for their ancestress killed Murharzarm, the Perfect Emperor, and all the gods of light cursed her for her evil act. They roost among high, steep cliffs by day, usually clustered in the most shadowed areas. At night, they hunt warm-blooded animals (up to about lamb size) in low lying areas, usually individually.

All bats are children of Mahaquata, but the giant bats are her favorites. The other birds were all feathered, and so proud of themselves that they scorned and ostracized Mahaquata, their own sister. She fled in shame, but they rued the day that she returned. Their contempt was great, their arrogance was tremendous, and their beauty was insurmountable when they asked their ugly sister what she had that would let her flock with them. Mahaquata bore Death, and no beauty, pride, or pity mattered as it took them all.

### Giant Bat

*Weapons and Armor:* Bite 15 $\wedge$ 1.

*Significant Abilities:* Acute Hearing 2 $\sqcup$ , Fly Silently 15, Dodge Attack 15, Hunt with Darksense 18, Large 15, Scent Prey 18.

*Tactics:* Giant bats attack under cover of darkness. They swoop down upon their prey and grasp it in their jaws to haul it aloft. They vigorously shake large prey to increase the injury inflicted by the sharp fangs. In combat against more serious foes, a giant bat will bite its attacker, and seek to escape aloft if possible.

## Bazak (Rubble Rat, Rubble Runner)

*Pavicursor rudi*

*Ages:* Darkness, Historical.

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria, Prax (the Wastes).

*Habitat:* Rough terrain.

Bazak are large rodents with scale-armored hide (like an armadillo) and large jaws lined with razor-sharp teeth. Adult bazak are about a foot and a half in length, but a single animal poses no threat to most skilled warriors; bazak rarely carry infection. Unfortunately, they almost invariably appear in packs of a dozen or more.

Bazak are nocturnal, and shelter through the day in caves and tunnels. They are relatively poor burrowers, and so usually live where cover is widely available. As their common name of 'rubble runner' implies, they are particularly common in and around ancient ruins.

The bazak were unknown until their appearance during the Great Darkness. They are typical of the monsters of that era in their fierceness and survival urges.

### Bazak

*Weapons and Armor:* Armored Hide  $\wedge 1$ , Bite 10 $\wedge 1$  (36 AP).

*Significant Abilities:* Climb 10, Dig 12, Evoke Fear 10, Forage 10, Scamper Quickly 14, Small 15.

*Tactics:* Bazak attack from ambush in waves. These statistics represent a pack of about a dozen bazak, which narrators should treat as a single creature. A typical pack has 36 AP and can attack up to three opponents; such a pack is unlikely to attack a larger group. When narrating results of the pack losing AP, describe individual bazak being sliced in half, slammed into walls, or thrown out of range. In addition to the expected vicious bites, describe more bazak boiling out of hidden corners to join the fray when the pack gains AP.

## Crocodilians

*Crocodylus caladrus* and others

*Ages:* Storm, Historical.

*Distribution:* Seshnela, Peloria, Maniria, Verenela, Fonrit, Errinoru Jungle, Hornilio, Sozganjio, Porlaso.

*Habitat:* Rivers, marsh.

Crocodiles are aquatic reptiles that live in large packs in wide rivers or swamps. They grow throughout their life, so older creatures may be significantly larger than typical specimens. Female crocodiles lay their eggs in large mounds of vegetation by isolated pools, which they aggressively protect. When the young hatch, they are gently carried down to the pool,

where a female (usually, but not always, the mother) protects them until they can fend for themselves. Crocodiles will usually attack humans only if their young are threatened, although larger ones might simply for meat. Crocodiles are themselves sometimes hunted by humans for their skins.

In Genertela, crocodiles live in Caladraland and along the Choralinthor coast; in Tanier and Sodal, in Seshnela; in Teshnos; and in the Oslira River of Peloria and its tributaries. These species have essentially identical statistics, although they have distinct mythical origins.

The Pelorian crocodiles are the children of Varnaga, a god of darkness who hides from the sight of Yelm and devours anything weaker than him. He is sheltered by Oslira, and so manages to survive even in the heart of Dara Happa. She compels him to serve her in return, so her worshippers often have power over crocodiles.

## Crocodile

*Weapons and Armor:* Armored Hide  $\wedge 3$ , Bite  $2\wedge\wedge 3$ .

*Significant Abilities:* Ambush 18, Large  $5\wedge$ , Strong  $5\wedge$ , Swim Fast 15; individuals can have up to Large and Strong  $10\wedge$  (over 20' in length and 1 1/2 tons).

*Tactics:* Crocodiles are effective hunters in the water but ungainly on land, and any creature more than a dozen feet or so from the water's edge is usually safe. When an animal approaches the water, individual crocodiles will lunge, grab them in their jaws, and drag them below water to drown. The whole pack will then tear into the victim if it is large enough; there is surprisingly little fighting between animals during feeding.

## Alligator

*Alligator kralorensis*

*Distribution:* Kralorela.

*Habitat:* Rivers.

*Significant Abilities:* Large 18, Strong 18; individuals can have up to Large  $8\wedge$  and Strong  $8\wedge$ .

Alligators live only in southern Kralorela. Most tend to be smaller than crocodiles, although huge specimens do exist.

The alligators were a race of beings hostile to the Kralori. The Emperor defeated them and extracted a powerful oath from them, which they broke. Consequently, their children were born unintelligent and vicious, and the Emperor condemned them to hide in the deep filthy waters as alligators.

# Gargoyles

*Lapicutis spp.*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Seshnela, Ralios, Slon, Fronela, Peloria, Maniria, Kralorela, Jrusteli Isles, Loral, Vralos (Umathela).

*Habitat:* Forest, mountains.

Gargoyles are a group of grotesque animals. Although most appear humanoid in shape, none is more intelligent than a typical dog. They lay eggs, which to the untrained eye look just like rocks. Their stony skin protects them from damage, but if penetrated reveals sensitive innards that are extremely difficult to heal [D+40]; because of this, wounds usually result in permanent damage.

Gargoyles come in a huge variety of different forms, even within a type, and are difficult to distinguish. Ocron Everseer conducted intense studies during the Second Age, and finally extracted the genus and species below (within the family *Gargolus*) based primarily upon their diet. This method of classification helps to explain the extreme variety of form and features these creatures exhibit. Some gargoyles are carnivores or omnivores, scavenging when possible. Others eat only other gargoyles or even rocks and stones. Regardless of their diet, gargoyles can go long periods without food and need no water. Ocron included the other mineral animals, such as the Choram (pg. 48), Farancham (pg. 41), and Garantarm (pg. 74) within the *Gargolus* family as well.

Gargoyles live in small colonies of up to a dozen adults, which nest in isolated rocky areas among forested hills or high in the mountains. Most live in Genertela, but several species are native to Slon, and some have spread to Vralos. Many gargoyle species range widely, since most are winged. Humans sometimes tame gargoyles to serve as covert guard animals, as they are nearly impossible to detect when they wait in a rocky environment. Although winged gargoyles can fly, albeit slowly, because of their great weight all are incapable of swimming or floating.

Mostal, the Great Maker, made animals as well as people. He made several containers, from which poured forth living rock and metal. Originally, he made hundreds of types of animals from each of the Five Beast Pots, so that Mostal's land was populated with thousands of species of living metallic and stone creatures. Most died or were lost when the sea god Churkenos drowned Mostal's lands.

Then Mostal struck back. He sent the Marching Mountain Invasion that fell upon Genertela. The Mostali sent successive waves of the Amalgam Army, Metal Military, and Stone Soldiers, with little success. Then they sent a combined attack, first releasing a vast array of stone and metal



animals. After initial successes, the Mostali were finally defeated, and most of their living mineral animals were destroyed. A few survived and are still found, although all are rare outside of the subterranean Mostali realms. The stony gargoyles were among those that survived, for they had already spread widely by the beginning of the Darkness.

## Lesser Horned Gargoyle

*Lapicutis cornutum*

*Distribution:* Rockwood Mountains and surrounding lands.

*Weapons and Armor:* Claws 15Λ1, Stone Skin Λ10, Throw Javelin 12Λ3.

*Significant Abilities:* Camouflage (against rock) 2♣, Climb Cliff 15, Fly Fast 12, Jump 12, Sit Motionless 10♣, Slow-witted 15, Strong 2♣.

*Tactics:* Gargoyles prefer to tackle their prey on the ground, although most are capable of flight. They usually charge or leap at an opponent and scratch at them with their claws (augmented by Strong). When hunting, gargoyles often throw stones at a target, but they rarely do this in combat.

Lesser horned gargoyles are as close to a “standard” species as exists. They are about human sized, with huge wings. They are capable of slow but steady flight, which is undisturbed by most normal winds. They often have heads like sakkar, bats, ouori, mantises, or rodents, always with several horns. They always have forked tongues, and oversized ears of any conceivable shape.

Lesser horned gargoyles are omnivorous, which helps to explain their great distribution. Although they eat plants, they much prefer meat. However, they eat only rarely, and so are usually not a threat except during the hunting season. Unlike most gargoyles they excrete soon after eating, and so generally do not grow as large as do the other types.

## Miniature Gargoyle

*Lapicutis lapiphagus*

*Distribution:* Slon, Seshnela.

*Weapons and Armor:* Claws 10Λ0, Stone Skin Λ8, Throw Dart 12Λ1.

*Distinct Abilities:* Camouflage (against rock) 8♣, Dodge Attack 15, Small 12, Strong 12.

This smallest type of gargoyle stands about eighteen inches tall. Where found, they are often in large numbers. Characteristic appearance includes a distinctive hand shape, a head crest with a saw-blade design, and a head like an eagle, ape, or hippogriff. Many have three eyes, although such gargoyles have no better eyesight than do others of their breed. Miniature gargoyles never have wings, which limits their distribution.

Miniature gargoyles eat only rocks that contain a certain ore. They range widely, but are quite rare since they must dig their food out of exposed veins in the earth. They eat only a few mouthfuls each year. They continue growing throughout their entire lives, and can live for centuries. Thus, the statistics given above (common for the breed) represent a minimum.

## Scaled Gargoyle (Ape Gargoyle, Giant Gargoyle)

*Lapicutis gargolophagus*

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria.

*Weapons and Armor:* Claws 2♣♠2, Stone Skin ♠12.

*Distinct Abilities:* Jump 15, Large 5♣, Strong 15♣2.

The largest gargoyles are about ten feet in height, and can weigh more than a horse. They are formed from brownish stone, and have scales in front and a hair design covering their backs. Their primary characteristic is their size. However, all have several unusual features, including an odd number of claws or huge fists, and oversized arms that force them to walk bent over with their knuckles dragging on the ground, hence their name 'ape gargoyle.'

Scaled gargoyles eat only other gargoyles, which helps to explain their rarity. They are also the toughest of all gargoyles, being almost impossible to harm in combat. They are the most solid, lacking all but the most basic organs; when they are slain, they quickly break apart into rocky bits that show almost no internal structure.

## Karkar (Cliff Toad, Giant Toad)

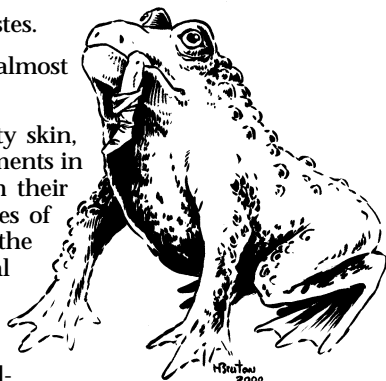
*Megabufo hippovorax*

*Ages:* All.

*Distribution:* Seshnela, Maniria, the Wastes.

*Habitat:* Hills, mountains, occasionally almost any.

Karkar are huge toads with gray warty skin, ideal camouflage in the rocky environments in which they live. They have suckers on their toes, with which they can grip the sides of cliffs. They grow throughout their lives; the abilities described below are for a typical specimen, easily able to swallow a human or other large prey. Karkar can be both larger and smaller than listed, with the largest (Large 5♣) able to swallow a horse.



**Cliff Toad**

Karkar mate and spawn in freshwater lakes, especially those high in the mountains and remote from most other predators. The resulting tadpoles remain in the water until they grow legs and lose their fins. After leaving the water, karkar return only to mate.

The karkar are left over from the Green Age, when they lived (along with many similarly huge amphibians) in Genert's Garden.

## Karkar

*Weapons and Armor:* Grapple 18Λ0, Warty Skin Λ2.

*Significant Abilities:* Ambush 5Λ, Climb 2Λ, Large 18, Leap Long Distance 18Λ, Strong 18.

*Tactics:* When suitable prey passes by, a karkar extends its tongue, grabs the victim, and swallows it whole. The toad must win a Grapple contest against the victim in order to swallow it. Like a snake, a karkar can stretch its stomach to enormous size to accommodate bulky prey, and can swallow any creature with a Large rating equal to or less than its own.

## Karrg Beetle

*Megasoma megavastus*

*Ages:* Darkness, Historical.

*Distribution:* Uz lands (see pg. 167).

*Habitat:* Domestic.

Karrg beetles are the largest of all giant beetles. They are dull, dark brown, with a single horn growing from the upper part of the thorax and another from the snout. They can fly clumsily, but only for short distances. They lay eggs in carefully gathered mounds of organic refuse, which then hatch into huge maggots.

The Uz use Karrg beetles as mounts and pack animals, and gave them their name because of their great strength. In addition to carrying goods about, they can use their horn to lift tree-trunks and other obstacles, and can even arrange such items to make defensive fortifications if directed by a trained mahout.

Gorakiki first gave these insects to Karrg when he sacrificed to her in her hidden lair.

## Karrg Beetle

*Weapons and Armor:* Bite 18Λ3, Chitin Λ5, Ram with Horn 2ΛΛ3.

*Significant Abilities:* Camouflage Self (with organic refuse) 2Λ, Large 8Λ, Strong 10Λ, Tough 18.

*Tactics:* Karrg beetles initially ram opponents with their horns. They then hoist them into the air where they remain helpless while the beetle attacks other foes with its mandibles. A Karrg beetle cannot bite a victim held in its own horns, and do not act cooperatively unless directed by mahouts.

## Lavala (Rock Lizard)

*Megasaurus vanium*

*Ages:* Green, Storm, Historical.

*Distribution:* Ralios, Peloria, Maniria, the Wastes, Kralorela.

*Habitat:* Hills, occasionally almost any.

Lavala are ponderous man-sized lizards often found basking in the morning sun. Although carnivorous, they are too slow to catch most prey, and feed mostly on carrion. They gather in groups of up to a dozen, although half this figure is more common. They sleep in rocky shelters, and so are often found near caves, crags, or ruins. Although quite menacing in appearance, and willing to eat almost any meat that comes their way, they are too stupid and indolent to be a threat to experienced warriors.

Like the veruferar, the lavala originated in Genert's Garden. The first eggs of these creatures were laid in pairs, one member of which hatched to produce a lithe, active, herbivorous veruferar (see pg. 78), and the other a hulking, indolent, meat-eating lavala.

### Lavala

*Weapons and Armor:* Claw and Bite 18Λ1, Scaly Hide Λ1.

*Significant Abilities:* Large 10, Lazy 12, Track by Scent 16.

*Tactics:* When attacked, lavala lash out with their claws. Once they have grabbed an opponent, they hang on and bring their teeth to bear.

## Quenlarg (Gaper, Giant Worm, Tunnel Worm)

*Inferivermis pilosus*

*Ages:* Storm, Darkness, Historical (rare).

*Distribution:* Rockwood Mountains, northern Fronela, northern Peloria, northern Pent.

*Habitat:* Tundra, open terrain, occasionally mountains (underground).

Quenlarg are large, burrowing creatures that are widespread but rare throughout northern Genertela. They have worm-like bodies fifteen feet or more in length, with segmented bluish-gray armor. Their wide head looks like a snake's, but lacks eyes; despite their evident blindness, they are fierce hunters, with an acute sense of hearing that enables them to locate prey. Quenlarg lack fangs, and instead have great maws with double rows of sharp teeth. They consume the entire body of their prey, bones and all, but bite it into small chunks first.

Quenlarg live in great burrows, and often travel many miles in search of food. Nothing is known about their reproduction, although smaller (and presumably younger) specimens are sometimes encountered; much larger specimens have been seen as well. It is unclear how such a large creature can eat enough to feed

itself, based on the scarcity of attacks. They might gain nutrition in some manner beneath the soil, or have some magical power that allows them to survive without food.

Quenlarg can burrow through even very rocky soil, but not solid stone. They are most common in northern Peloria, Pent, and Fronela, but occasionally live in mountain caves farther south, especially in the Rockwoods. Although the deep, soft soil of the Dara Happan river valleys seems ideal for the quenlarg, they are not found in such lands, perhaps because they dislike the warmth.

The Pentans say that quenlarg are native to the uppermost level of Hell, created by demons to prevent passage between the worlds. The wizards of Fronela, however, say the quenlarg are just dangerous natural animals.

## Quenlarg

*Weapons and Armor:* Armored Hide  $\wedge 5$ , Bite  $8\wedge 3$ .

*Significant Abilities:* Burrow  $5\wedge$ , Large  $15\wedge$ , Sense Prey  $2\wedge$ , Strong  $10\wedge$ , Tough 18.

*Tactics:* Quenlarg listen for herds of animals passing overhead, then erupt from the soil and bite into their prey's soft underside. Once above ground they usually fight there. They will chase off any other creatures from a carcass, and will stop eating to strike at other likely prey in the vicinity.

## Vug (Hairy Serpent, Ice Worm, Woolly Serpent)

*Inferivermis borealis*

*Ages:* Storm, Darkness, Historical.

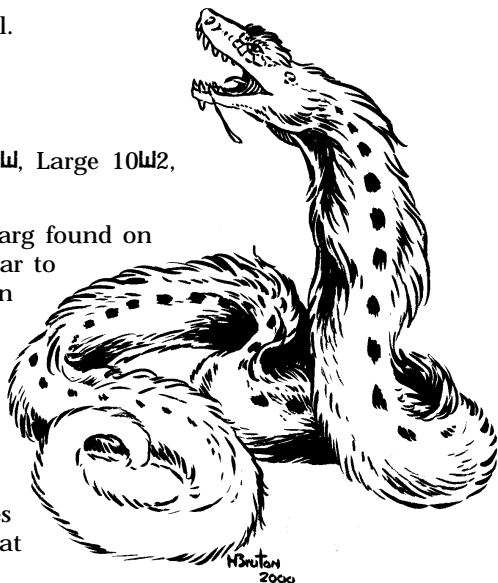
*Distribution:* Valind's Glacier.

*Habitat:* Arctic.

*Distinct Abilities:* Endure Cold  $5\wedge$ , Large  $10\wedge 2$ , Strong  $15\wedge$ , Tough  $5\wedge$ .

Vugs are a subspecies of quenlarg found on Valind's Glacier. They are similar to their subterranean relatives in their habits and tactics. They are much larger, however, and are covered with long white fur. They tunnel within ice instead of earth, and are greatly feared by the uzhim.

In the Storm Age many armies rose and fell, including the Great



Hairy Serpent

Serpent Host. Under the goddess Sanama they threatened Dara Happa, and led by the Spirit-lord Lokra nearly overcame the Vingkotlings. Vug and his children escaped the general destruction, and took refuge on the great Glacier.

## Scorpion, Giant

*Scorpio humungous*

*Ages:* Darkness, Historical (rare).

*Distribution:* Uzko lands (see pg. 167), the Wastes, Errinoru Jungle.

*Habitat:* Chaparral, jungle.

Giant scorpions are armored predators typically ten feet long from head to sting. They can be almost any color, with green, amber, and black most prevalent. They are nocturnal, and hide in burrows during the day. Their eyesight is poor, but their hearing excellent, so they hunt almost entirely by sound. Unlike most arthropods, scorpions give birth to live young that are miniature versions of the adult.

The first giant scorpions appeared on the surface during the Great Darkness, and in that age they were common. Now they are rare, found only in wildlands, including most Uz lands.

### Giant Scorpion

*Weapons and Armor:* Chitin  $\wedge 3$ , Pincers and Sting  $18\wedge 3$ .

*Significant Abilities:* Dig Burrow 15, Hear Prey  $2\wedge 4$ , Large  $8\wedge 4$ , Strong  $10\wedge 4$ , Tough 15.

*Poison:* Debilitating, Lethal, Potency  $2\wedge 4$ .

*Tactics:* A scorpion will attempt to grab its victim with its pincers, then hold it steady while it strikes with the sting. Since the scorpion can inject venom only about once every hour, it will continue to hold with its pincers until the victim ceases to struggle.

## Snake, Constrictor

*Various*

*Ages:* Green, Golden, Storm, Historical.

There are many constrictor snakes in Glorantha, but most are native to Pamaltela. A few species inhabit Fethlon and southern Kralorela, with but one species native to Maniria. Most constrictors are too small to threaten humans, and prey upon small mammals such as rats and bazak.

## Fethlon Python

*Python fethloni*

*Distribution:* Kralorela, Verenela.

*Habitat:* Jungle.

*Weapons and Armor:* Constrict 18^0, Scaly Hide ^1.

*Significant Abilities:* Climb Tree 1^1, Large 18, Sense Warm-Blooded Animal 18, Slither Quickly 15.

*Tactics:* Constrictor snakes lie in wait for prey (usually in the branches of trees), which they detect by the warmth of their blood. They then drop onto their target, wrap their coils about it, and squeeze until the victim suffocates. They only need to eat once every few weeks if their prey is large enough.

The pythons of Fethlon are typically 12 feet long, but can grow to be up to 20 feet long (Large 5^1). The Fethlon python is a yellowish snake with chestnut-brown blotches.

## Ooling (Asrelia's Snake, Giant Snake)

*Eryx asreliae*

*Distribution:* Maniria, Prax (the Wastes).

*Habitat:* Coastal marsh.

*Weapons and Armor:* Constrict 2^1^0, Scaly Hide ^1.

*Distinct Abilities:* Friendly to Asrelians 15, Large 2^1.

*Innate Magical Abilities:* Find Earth Temple 2^1, Survive Without Food 15^1.

Ooling have sandy-brown bodies with black blotches along their backs, outlined with dusty green flecks. Unlike most snakes, they bears their young live rather than laying eggs. They are most at home in sandy soil, and have spread from their native Kethaela all along the Manirian and Praxian coast. They can wait for years between feedings. In the dry riverbeds of Prax they often wait for decades, and then seem to appear in profusion to feast upon the creatures that gather to drink during the seasonal floods.

The Spirit-lord Lokra once ambushed Asrelia, the Rich Goddess, and bore her away. Asrelia shared her wealth, and by the time Orlanth and his sons found her, she had conquered Lokra. Since then, the ooling have served Asrelia and her temples as guardians and, occasionally, messengers. They also live in the wild, where they bury themselves in the ground and strike from ambush.

## Snake, Venomous

A great many species of natural venomous snakes live in Glorantha. They cannot bite pieces from their prey, but must swallow them whole, and usually rest for days while they digest a meal. For this reason, they are unable to eat human-sized prey, and so only attack them if they are disturbed.

The bites of snakes described in this section all have similar effects. They rapidly become swollen and painful. After a few hours they become discolored, at which point the victim begins to feel weak and nauseous.

Myths about snakes abound, most stressing their hostility to other life. The Malkioni say they are descendants of Jakasal warped by Vadeli magics to strike against the people of Brithos. The Pelorians say they are children of Sapana and Oslira. The Kralori know that they are the hindmost part of Korgatsu, in which his most base desires were concentrated. Only a few hsunchen hold snakes to be blessed as fallen children of an ancient draconic being.

## Pit Vipers

*Various*

*Ages:* Storm, Historical.

*Distribution:* Ralios, Maniria, Kralorela, Verenela, Errinoru Jungle.

*Habitat:* Various.

*Weapons and Armor:* Strike 15∧1.

*Significant Abilities:* Dodge Opponent's Attack 15, Sense Warm-Blooded Animal 2∩∩.

*Poison:* Lingering (1-3 hours), Lethal, Potency 15.

*Tactics:* Most venomous snakes attack with a single strike (if the target is barefoot or similarly vulnerable, the snake gains a +5 bonus). If successful, the snake injects its venom. The effects of the venom depend on the type of snake, but are rarely instantaneous. Their ability to sense the warmth of animals means that they can attack even in pitch darkness without penalty.

Many pit vipers live in Glorantha. Close relatives of the rattlesnake, they include the swamp-dwelling cottonmouth of Maniria, the canebrake of the Ralian forests, and the arboreal vipers of Teshnos and Kralorela. Although the above abilities are typical, there are exceptions. For example, Eyelash Vipers have Small 12 and Poison potency 10, Red-banded Rattlers have Intimidate Animal 18 and Poison potency 18, and Arboreal Vipers have Small 12.

## King Cobra

*Othiophagus hannah*

*Ages:* Golden, Storm, Darkness, Historical.

*Distribution:* Kralorela, Verenela.

*Habitat:* Forest, hills.

*Distinct Abilities:* Intimidate Animal 18, Large 2∩∩.

*Poison:* Lingering (1-3 hours), Lethal, Potency 8∩∩.

King cobras are olive-brown snakes that spread a hood when angered. At about sixteen feet long, they are the largest venomous snakes in Genertela.



## Rattlesnake

*Crotalus adamanteus*

*Ages:* All.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

*Distinct Abilities:* Intimidate Animal 18.

*Poison:* Lingering (1-3 hours), Lethal, Potency 2u.

Rattlesnakes are brown, and have a distinctive rattle on their tails. Most are about five or six feet long, but they can be longer. When disturbed, they shake the rattle to frighten off animals that might otherwise tread on them. They mainly eat rabbits and birds, but will attack a larger animal they perceive as a threat.

## Wasp, Giant

*Vespa giganteus*

*Ages:* Darkness, Historical.

*Distribution:* Ralios, Uzko lands (see pg. 167), Dragon Pass.

*Habitat:* Forest, jungle, mountains (in Ralios and Dragon Pass only).

Giant wasps are over seven feet in length. Although they drink nectar from giant flowers and are attracted to other sweet substances, they prefer meat, either fresh or carrion. They live in great colonies of a hundred or more individuals, which range over a wide surrounding area in search of food. Most members of a colony are sterile workers, but there is always a single queen and about a half dozen males; both males and queens have Large 5u and Strong 2u.

Nests are constructed underground in natural caves or hollowed out from the earth. They contain a series of horizontal platforms constructed from masticated wood, in which carrion is stored and the eggs, grubs, and pupae are protected. Unlike normal-sized wasps, the giant variety lives for years and maintains colonies through the winter; some of the largest colonies have existed for centuries. Nonetheless, they remain dormant through dark season and storm season, emerging again in the spring.

Sensarosaron, the mad sorcerer of Dadarn Island, made the first giant wasps. He created several monstrous creatures to protect him, and with their aid survived until Chaos besieged his stronghold. Sensarosaron plotted to turn his loyal followers over to Atyar in return for his own life, but they learned of his plan and fled, leaving him to his fate. In both Ralios and Dragon Pass, humans live with and worship giant wasps in famous nests, and ride them into battle.

## Giant Wasp

*Weapons and Armor:* Bite and Sting 18^2, Chitin ^2.

*Significant Abilities:* Aerobatics 8u, Ambush 15, Build Nest 18, Dig 15, Fly Fast 10u, Large 18, Spot Prey 5u, Strong 15.

*Poison:* Debilitating, Lethal, Potency 2u.

*Tactics:* Giant wasps attack individually. They drop out of the air onto their victims, augmenting their first attack with their Ambush ability. They first sting to inject their victim with venom. Once the victim has been stung they will bite, but will again sting an opponent who remains active for more than a few exchanges.

Wasps cooperate in defense of their colony, making assaults against them particularly dangerous. In these circumstances, a giant wasp may use the AP of its fellows, typically increasing its own AP total by about 50.

## Watch Beetle

*Carabus uzdomestica*

*Ages:* All.

*Distribution:* Uzko lands (see pg. 167).

*Habitat:* Forest, domestic.

Watch beetles are fast running predators that eat the flesh of any creature they can catch. They have glossy black shells and glittering black compound eyes above sharp-edged mandibles. Although many watch beetles can be found in the wild, they have been successfully domesticated by Uz as guard animals, and are one of the most common insects found in Uz lands. Most Uz communities have at least a few watch beetles, which have been bred over generations to ignore Uz. Watch beetles lay their eggs in soft soil.

## Watch Beetle

*Weapons and Armor:* Bite 18^2, Chitin ^3.

*Significant Abilities:* Fearless 5u, Large 15, Run Fast 18, Spot Prey 15, Strong 2u, Track by Scent 2u.

*Tactics:* Watch beetles bite their prey, and will attack larger creatures that threaten them.



# ~ Aquatic Creatures ~

## The Seventh Deck

### Crab, Giant

*Cancer maximus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Seshnela, Maniria, Jrusteli Isles, East Isles, Umathela.

*Habitat:* Coastal waters.

Giant crabs are bulky, omnivorous salt-water creatures, which eat anything that appears edible. They generally leave the sea only to pounce upon creatures along the shore (and this rarely), but sometimes travel up wide rivers for several miles. They can breathe air but prefer water, and will return to it before long. Giant crabs lay eggs in sheltered underwater locations. Crabs grow throughout their lives. The abilities given here are typical of an older crab, but deep-water specimens can be much larger.

Tholaina spawned the first crabs to protect her other children from incursions by land armies.

### Giant Crab

*Weapons and Armor:* Claws 18^4, Shell ^5.

*Significant Abilities:* Conceal Self 18, Large 8^4, Scavenge 2^4, Spot Prey 15, Strong 8^4, Tough 15.

*Tactics:* Giant crabs will attack almost anything they think they can eat. They move slowly, and so prefer to attack from concealment beneath sand, mud, or (if the target is on land) water. They rip and tear at the victim with their claws, and may snip off limbs or immobilize prey with the grip of one claw and attack with the other.

### Seals

*Various*

Seals are ocean-going mammals. They spend almost all their time at sea, but congregate on beaches and rocky islands for a few weeks each year during the breeding and birthing season. They are carnivores, but most are no threat to humans or mermen. Seals, although agile in the water, can only drag themselves about on land or ice awkwardly using their weak fore-flippers for traction. Young seals have a coat of fur that humans consider valuable in many species, but adults are rarely hunted.

## Agira Seal (Lion Seal)

*Eumetopius leonus*

*Ages:* Storm, Historical.

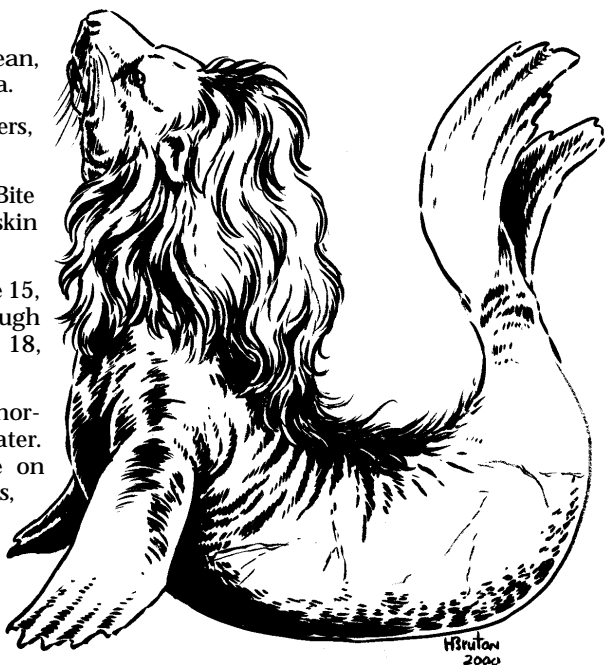
*Distribution:* Outer Ocean, Neliomi Sea, Kahar Sea.

*Habitat:* Coastal waters, coastal.

*Weapons and Armor:* Bite 5 $\frac{1}{2}$ ^2, Blubber and skin ^3.

*Significant Abilities:* Dive 15, Large 2 $\frac{1}{2}$ , Run over Rough Terrain 12, Strong 18, Swim Fast 12.

*Tactics:* Agira seals normally hunt underwater. They are more active on land than most types, and so more likely to fight when attacked there. A male will bark to warn an intruder, then lunge forward repeatedly, keeping the especially thick skin and fur of their chests facing their opponent.



**Lion Seal**

Agira seals are pale tan, with dark spots above and white spots below. They are called lion seals for the males' large manes. They are much more mobile than other seals on land, being able to use both flippers to waddle about. They are generally friendly to humans unless threatened, but dislike most sea creatures.

Agira are classified among the 'false swimmers,' those sea animals not descended from Tholaina. Since they are considered foes by most sea creatures, they themselves are hostile in return. They live in packs, and will ambush weaker parties of mermen, for example. They are entirely carnivorous and normally eat fish, but will consume larger creature if they can kill them.

Agira was a clever man with many followers. When the Great Flood threatened his people's land he turned half of them into seals to fight back. They defeated their foes, but their land and their land-bound relatives were drowned.

## Kar Seal (Elephant Seal)

*Mirounga leonina*

**Ages:** Storm, Darkness, Historical.

**Distribution:** Kahar Sea.

**Habitat:** Coastal waters, coastal.

**Weapons and Armor:** Bite 5 $\text{W}$  $\wedge$ 3, Blubber  $\wedge$ 4.

**Significant Abilities:** Dive 15, Large 10 $\text{W}$ , Strong 2 $\text{W}$ , Swim Fast 12.

**Tactics:** Although kar seals flee to water if attacked on land, they will stay to defend their pups. A male will bite at an intruder and try to knock him over so that he can squash (use Large as an attack) and maul him.

Native to the coastal waters of Koromandol and northern Kralorela, kar seals are very large; full grown adult males exceed two tons in weight. They flee humans except when protecting their pups during the breeding season, at which time their aggressiveness and huge size make them dangerous to people.

These strange animals obtained their tusks and long nose when Agarankan, the Guardian of Teshnos, challenged their ancestor Kar to a wrestling contest. Kar gave himself the same weapons as the elephant for the match. Kar won, and so elephants never go where Kar's children live, and so are not found in the north or by the sea.



**Elephant Seal**

## Triolini (Mermen)

The Triolini are descendants of powerful niaiads who mated with the Dry Gods in the Storm Age. They have humanoid upper parts, but tails (finned or fluked) instead of legs. Most belong to one of two types, **cetoi** and **piscoi**.

The cetoi triolini descend from niaiads who mated with storm god partners in love. They are mammalian, and are generally neutral or friendly to humankind and other surface races. In the Third Age, only two cetoi remain: the ludoch, called dolphin men, and the ouori, called walrus men or seal men. The God Learners exterminated the third race, the mighty hreekeen whale men, in the Second Age, although the ludoch claim that they will return. Despite their great differences, all cetoi speak the same

language, called Cetoi by humans.

The piscoi triolini were the products of the rapes of their niiaid mothers by storm gods. Because of these violent acts, they hate the beings of the surface world. Piscoi are fish-like, although all but one type breathe air. There are three piscoi races: malasps, ysabbau, and gnydron, although others existed in the past, including one freshwater variety. The different piscoi all speak a language called Triolini.

The last of the common Triolini, the zabdamar, are neither piscoi nor cetoi, but have features of both. Several other types of aquatic beings have humanoid fronts and aquatic "tails," and some are included among the mermen.

## Ludoch (Dolphin People)

*Cetanthropus ludoch*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Sshorg Sea, Marthino Sea, Maslo Sea, Togaro Ocean, Rozgali Sea, Solkathi Sea, Venperhan Sea.

*Habitat:* Coastal waters.

Ludoch are the mermen friendliest to humans. They are mammalian, with humanoid upper bodies, dolphin-like hindquarters, and horizontal flukes. Their skin is slick and bluish-gray, and all have long hair and brightly colored eyes. Ludoch breathe air, and when not undergoing strenuous exercise normally breathe about once per hour. They can usually remain submerged for up to three hours if necessary.

Ludoch live in pods of several dozen individuals. In fertile regions, pods gather into large tribes with thousands of members. Ludoch select leaders for their wisdom and intelligence rather than their combat prowess, but pods can quickly muster warriors in times of trouble. Like all mermen, ludoch use only limited tools and make no permanent structures. However, their society is rich and complex, and includes warriors, priests, animal herders, and other professions in addition to the hunters who supply most of the food.

Ludoch have a special sense called *Echolocation*, which is similar to troll *Darksense* (see pg. 167). It is used underwater, however, rather than in air. Their sense of taste is several times more sensitive than a human's, and underwater helps them to find prey and detect predators in the same way as a land animal's sense of smell. Their own sense of smell is useless underwater, and out of the water is even weaker than a human's.

Ludoch are theists, although their religion would seem alien to Dara Happans or Heortlings. They worship many gods and spirits, chief among them Magasta and Triolina, but hunters worship Shoanariis and some warriors worship Wachaza.

## Typical Ludoch Hunter

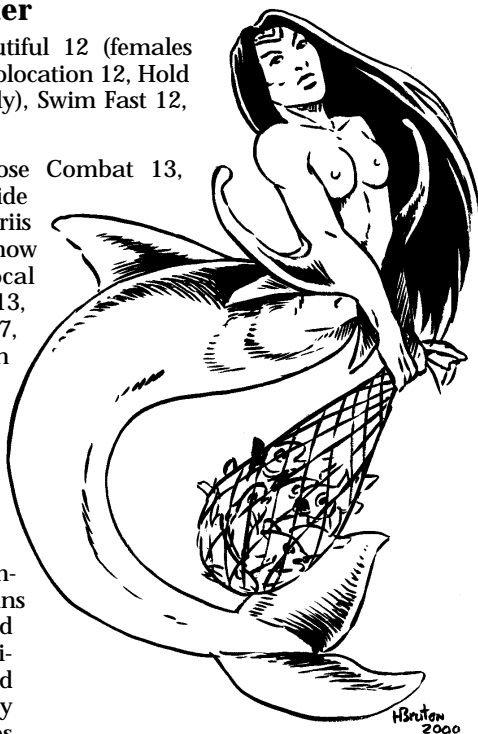
*Innate Abilities:* Agile 12, Beautiful 12 (females only), Dehydrate Easily 12, Echolocation 12, Hold Breath 12, Large 12 (males only), Swim Fast 12, Taste Underwater 14.

*Typical Abilities:* Alert 17, Close Combat 13, Echolocation 1u, Forage 17, Hide in Cover 17, Initiate of Shoanariis 17, Know Local Coastline 13, Know Local Sealife 5u, Know Local Waters 17, Ludoch Customs 13, Ludoch Myths 13, Patient 17, Ranged Combat 18, Remain Motionless 17, Swim Fast 1u, Swim without Trace 17, Track by Taste 5u.

*Typical Weapons and Armor:* Dart  $\wedge$ 1, Knife  $\wedge$ 1, Net  $\wedge$ 0, Trident  $\wedge$ 3.

*Tactics:* The ludoch most commonly encountered by humans are simple hunters, but trained to fight with their hunting tridents. Hunters are also skilled with weighted nets, which they throw to entangle their foes before closing with their tridents. Ludoch warriors are trained to fight a variety of aquatic foes, and are often equipped with crab-shell cuirasses ( $\wedge$ 4 armor) and superior weapons.

Most senses take an improvisational modifier when used out of the water, except echolocation, which cannot be used at all. Most ludoch cannot leave the water.



Ludoch

## Ouori (Seal People, Walrus People)

*Cetanthropus ouori*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Hudaro Ocean, Banthe Sea, Neliomi Sea, Kereneth Sea, Dashomo Sea (formerly).

*Habitat:* Coastal waters.

The ouori are the rarer of the two surviving species of cetoi mermen. They are bulky and baggy, with wrinkled, bristly faces that appear ugly to human eyes. Their skin is a rich brown color, and they have horizontal flukes on their tails.

They have flippers instead of hands. Although the rare ouori might take great pride in his ability to hold a dagger between his two flippers, ouori are incapable of effective tool or weapon use.

Like ludoch, ouori breathe air, and when not undergoing strenuous exercise normally breathe about once per hour. They can remain submerged for up to three hours if necessary, and seem able to hold their breaths even longer on deep dives (an ouori may augment its Hold Breath ability with Dive Deeply). They spend much of their time on the surface, and seem oblivious to wind, rain, snow, ice, or current as they doze above or below the waves.

Ouori live in herds of several dozen adults. They forage for food, such as seaweed, crustaceans, and shellfish, and hunt fish in the water. The herds have no leaders, and important decisions are made only after lengthy debate among all concerned. Their idyllic lifestyle is normally only broken during the month-long spring rut, when the males battle for access to the females. The ouori are usually friendly to humans, but experience has taught them to distrust surface dwellers until they prove their good intentions.

Ouori have the same *Echolocation* sense as ludoch, although theirs is not as well developed. Their sense of taste is several times more sensitive than a human's, and underwater helps them to find prey and detect predators in the same way as a land animal's sense of smell. Their sense of smell is useless underwater, but above water is better than a human's.

Although they have no priests, ouori are primarily theists, with Triolina and Valind being their favored gods.

## Typical Ouori Hunter

*Innate Abilities:* Dive Deeply 16, Hold Breath 16, Large 14, Resist Cold 16, Strong 18, Taste Underwater 14.

*Typical Abilities:* Catch Fish in Mouth 5 $\llcorner$ , Charge at Foe 16, Close Combat 17, Devotee of Shoanariis (Hunter God) 17, Dive Deeply 1 $\llcorner$ , Echolocation 13, Forage 18, Hear Noise 17, Know Local Sealife 5 $\llcorner$ , Know Local Waters 13, Ouori Customs 13, Ouori Myths 13, Speak <Local Human Language> 12, Swim Fast 17, Swim without Trace 17, Track by Taste 17, Wrestle Large Prey 1 $\llcorner$ .

*Typical Weapons and Armor:* None.

*Tactics:* When roused to battle, males charge the enemy and seek to overpower them with their bulk (use Large to attack). They may augment their initial attack with their Charge at Foe ability. When hunting, they normally catch prey in their mouths as they swim by, although an ouori may hunt larger prey animals such as seals, wrestling them into submission and then killing them with a well-placed bite. If seriously attacked, ouori will attempt to flee into the water.

Most senses take an improvisational modifier when used out of the water, except echolocation, which cannot be used at all, and smell, which is as good as or better than a human's.



# Zabdamar

*Piscanthropus zabdamar*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Kahar Sea.

*Habitat:* Coastal water, open sea.

Although most outsiders regard the zabdamar as piscoi (hence their scientific name), zabdamar mermen are unique and have some features of both cetoi and piscoi. They speak Triolini and are hostile to surface dwellers, like the piscoi, but culturally are similar to ludoch. In addition, they possess special senses common to both cetoi and piscoi mermen.

Zabdamar are also unusual in that the males and females have very different forms, though both have vertical tail fins like the piscoi. Zabdamar women are classical mermaids; they resemble beautiful kralori women above the waist, and glittering, silvery fish below. Zabdamar men have scaly, heavy bodies, ugly, lumpen faces, and elongated flippers instead of arms. Although a male zabdamar can clumsily hold items in his flippers (such as a fetish), he cannot effectively use most tools or weapons.

Males and females seem to spend much of their time apart, in single-sex shoals, and zabdamar of both sexes are hostile to humans. Stories abound of zabdamar women who find their males ugly and seek comfort in the arms of human sailors, although this is probably just wishful thinking on the part of the sailors.

Zabdamar usually breathe air once an hour, but can stay submerged for up to about two days if necessary. Tridents are the chosen weapons for male zabdamar, who can only use them awkwardly. Females, with their human hands, use daggers. The differences between the sexes are amplified by the zabdamar religion, for males practice the Talrantara Tradition of animism exclusively, while females sacrifice to deities such as Talrantara, Harantara, and Kahar.

Zabdamar share the *Echolocation* sense of the cetoi, and also have an electrical *Lateral Line* sense similar to that possessed by the piscoi. Unlike the cetoi, their echolocation is weak underwater, but they can use it within the Kahar Fog like Darksense (see pg. 167). Their Lateral Line sense is useful only underwater, and aids them in navigation and hunting. Their sense of taste is about ten times more sensitive than a human's, and underwater helps them to find prey and detect predators in the same way as a land animal's sense of smell. They do not seem to possess any sense of smell themselves.

The zabdamar are the descendents of Harantara, an eastern sea goddess descended from the triton Hangyath, and Kahar, a barbarian storm god. When the land of Abzered sank beneath the waves to create Kahar's Sea, the zabdamar remained. Although they worship several deities and great spirits, they have a special relationship with Talrantara, the magical fog of the Kahar Sea, whom they claim as their sister.

Because of their ancestry, all zabdamar have an innate ability to deal with the magical fog that covers the Kahar Sea. All zabdamar can easily see through this fog. Additionally, all zabdamar can augment any magic that deals with the fog



## The Descendants of Wartain

### The Origin of the Ouori

Wartain was a Triton, the child of Mirintha, Phargon, and Neliom. He had three wives, all Naiads. During the Second Cyclonic War, Wartain led his children to fight against the invading Dry Gods, particularly the lusty and violent brood of Uoshalma, whom humans know as Vadrus. Although Wartain's children were victorious in all of their battles, they suffered losses, and some naiads were captured. Despite the violent nature of their mates, the naiads were true children of Wartain. They tamed the fury of their husbands, so that they bore children to them in love, rather than hate. Thus were born the ouori triolini.

First of the wives of Wartain was Erenialia, a Naiad Queen. She bore to Wartain a worthy brood who persistently resisted all foes. They are called the Deep Naiads of the Wartain Tribe. They have no mermen, for the Dry Gods never defeated them.

Wartain's second wife was Araliastomachia, a Naiad Queen. She bore many stout children, and they are the Austral Naiads of the Wartain Tribe. Many of them suffered the abuse of the Sons of Uoshalma and bore the Austral Ouori, who once lived in the Dashomo Sea but were killed by the hateful malasps.

The third mate was Emechi, a third generation granddaughter of other Mirinthaes. Her children were few but notable, and are of three types. The Emechidradian Ouori, called the seal people, are her descendants thanks to the Third Army of Uoshalma, which begot them upon her daughters.

The Akadrian Spirits are the children of Akadrianolisto, a hermaphroditic child of Emechi. They have no mermen, but are favored spirits of their mortal cousins.

The Orastimol Ouori are the descendants of Lord Black Snow, a son of Osserelta, whom humans call Valind. They once populated all the frozen rivers of the Ice Age, but now are found only in small numbers along the islands of the far north shore. Humans call them the walrus people, for they bear a slight resemblance to that animal, despite their lack of tusks or hind flippers.

with their Know Kahar Fog ability. Although males and females draw their magic from different Otherworlds, they draw similar magical abilities from Talrantara, including the common ability to swim within the Kahar fog (and only the Kahar fog) as if it were water.

### Female Zabdamar

*Weapons and Armor:* Dagger  $\wedge$ 1, Metal Spine  $\wedge$ 3.

*Innate Abilities:* Agile 12, Beautiful 15, Dexterous 12, Echolocation 12, Hold Breath 12, Lateral Line 14, Sing  $2\mathbb{U}$ , Taste Underwater 17, Tough 12.

*Innate Magical Abilities:* Know Kahar Fog 16, See through Kahar Fog 18.

## Typical Male Zabdamar Shaman

*Innate Abilities:* Echolocation 12, Hold Breath 12, Large 12, Lateral Line 14, Taste Underwater 17, Tough 12.

*Innate Magical Abilities:* Know Kahar Fog 16, See Through Kahar Fog 18.

*Typical Abilities:* Alert 14, Close Combat 18, Create Summoning Circle 1u, Forage 16, Know Kahar Fog 1u, Know Kahar Sea 1u, Know Local Sealife 17, Lateral Line 17, Sense Gods Nearby 17, Shamanic Escape 19, Spirit Combat 5u, Spirit Sight 1u, Swim into Spirit World 1u, Swim Silently 16, Talrantara Tradition Knowledge 10u, Zabdamar Customs 17, Zabdamar Myths 17.

*Typical Talents:* Curse with Madness, Steal Life Energy, Summon Veredthi, Swim within Kahar Fog.

*Typical Weapons and Armor:* Scaly Hide  $\Delta 2$ ; no weapons.

*Tactics:* Because of their lack of hands and the structure of their flippers, male zabdamar cannot effectively use weapons of any kind. When threatened, a zabdamar will simply dive, or perhaps swim away into the fog if he possesses that talent.

A zabdamar can use his echolocation above water only within the Kahar Fog. Their lateral line senses can only be used underwater. Their sight and hearing are equally effective above and below the waves. Zabdamar are incapable of leaving the water.



**Zabdamar**

# Outside the Ark

## Other Survivors

The Dara Happans discovered many new creatures during the Anaxial Era and after the Dawn, and recorded them in Anaxial's Roster. They divided these creatures into four categories based upon their nature or origin.

**The Monster Army** is the Dara Happan term for most of the elder races, which they consider subhuman. A large part of this attitude is due to the Dawn Age alliance that came north into Dara Happa and consisted of united Uz, Aldryami, Mostali, and dragonewts, as well as a few humans.

Several other races are counted by outsiders among the elder races, including dragonewts (pg. 161), grotarons (pg. 152), harpies (pg. 26), mountain giants (pg. 151), nar sylla (pg. 28), the Triolini (pg. 116), and the Uz (pg. 166). Many less successful elder races exist in isolated places. The Dara Happans categorize these races differently, as explained below.

**Gigantic Creatures** are relics of the Green Age. The Dara Happans say they survived because they were large enough to stay above the water. This is obviously not true of them all, since the grotarons (for example) are only slightly larger than humans. *Anaxial's Roster* divides gigantic creatures into two types: *gazzam*, gigantic animals, and *giants*, gigantic humanoids.

**Unnatural Creatures** come from beyond the known world; outsiders recognize them as Chaos. Many Chaos "species" exist in Glorantha, as do many unique horrors. Many creatures of Chaos have no known origin, and simply invaded Glorantha during the Darkness. Even distinct "species" are not always standard in appearance. Thus, although most urgarugar (see pg. 183) have jointed limbs, the illustration on the same page shows a worm-like creature without them. Thus is the diversity of Chaos.

When Chaos appears it destroys the local ecosystem yet substitutes no stable system of its own. Areas that have had a Chaos presence for many years sometimes reach a semblance of stability, but this is deceptive. In actuality, the natural system is continually trying to reassert itself, seeping into the Chaos nest while simultaneously being destroyed.

**Monsters** are creatures that do not fit into any other category. They include two types: dragons, dragonewts, and other draconic creatures; and digijelm, better known as Uz or trolls.

# The Monster Army

## The Elder Races

### Aldryami

The term 'Aldryami' is commonly used to indicate a wide range of beings that combine features of both animals and plants. More accurately, it refers to the descendents of Aldrya, the great spirit of the forests. Almost all land plants are within her domain. However, the most common use of the term is to describe elves, the humanoid plants. Outsiders call them the People of the Wood, or even Wooden People.

All Aldryami have an innate sense of their forest's health, known as the Song of Aldrya or, to outsiders, *Elfsense*. Elfsense allows them to stay in tune with the rhythms of life in their forest, and acts as an empathy toward plants. Disturbance of the forest causes a discord in the Song and alerts nearby Aldryami, who deal with the problem. Elfsense also allows an Aldryami to sense more specific information by touching an individual plant, such as its health and the suitability of its soil. Sometimes an elf is born with deficient Elfsense. These individuals usually end up as rootless renegades and, unable to feel a part of society, often leave their forest.

Aldryami are vegetarians, and Aldryami of all types are strongly associated with specific plants. Thus, elves are associated with trees; runners with small plants such as ivy or holly; and sprites with different flowers. All Aldryami are tied to their forests; they feel uncomfortable if they leave, for their Elfsense creates unpleasant sensations in the presence of such unnatural conditions as houses, domesticated animals, and fields of crops.

The Aldryami worship many gods and spirits within the religion of Aldrya, who is always paramount. All Aldryami except the mreli originated in the Green Age, so named because it was the time of plants and vegetation, when no animals were important. Origin stories for the Aldryami begin in the earliest Golden Age. At that time, Aunderu, a single tremendous forest, covered the whole of Glorantha from the top of the Spike to the edges of the sea, and even extended beneath the waters.

### Elves (Fethloni, Wood Men)

Elves are humanoids around five feet in height, with slim bodies. They generally have pointed ears and large green or violet eyes without any pupils or whites. Most have leaves growing in their hair or bark-like skin. However, individuals vary greatly, and all elves steadily become more and more plant-like as they age, until they finally root soon before death.

Elves have a sophisticated society that includes many professions. Dryads (see pg. 220) are Aldryami as well, and are often leaders in these communities.

Elven craftsmen do not make tools as humans do, but instead grow and shape them from natural plants, in this manner producing clothing and tools. One of the most famous tools produced in this manner is the Elf Bow, a living plant the size of a self bow. Each elf grows their own Elf Bow; when it is mature, they can use it like a composite bow, but with a higher weapon rank. Additionally, the living plant acts as a spirit, and lends its AP to the elf in all contests in which it is used.

Each elf family, or 'sapline,' is associated with a particular type of tree, and has some physical features related to it. Thus, willow elves are slim, oak elves are strong and dark-skinned, and redwood elves are tall and longer-lived than other elves. Different saplines mix freely and only rarely does one take precedence over any other. Representatives of all parts of the forest comprise the ruling councils, with representatives chosen by merit.

Like all Aldryami, elves rarely leave their home forest. They gain a +10 bonus to all abilities when in their home forest, but suffer a -10 penalty when in non-wooded areas. Humans usually encounter only forest guardians, who patrol the edges of the forest to ward off intruders. They travel in bands of two to twelve elves, led by a hero-level warrior (i.e., equivalent to a player character hero). Although all Aldryami speak the language of the same name, elves that have contact with humans usually learn the local language as well.

The elves will receive a whole **Hero Wars** book dedicated to their culture, and we describe only the most important here. The Typical Occupation provided at the end of this section is for a forest guardian. Only one sample is given, since the occupation is similar among all types of elves. Note that many elves are themselves heroes, with significantly better abilities.

## Embyli (Jungle Elf, Yellow Elf)

*Dendro xanthophylla*

*Ages:* All.

*Distribution:* Verenela, Teleos, Errinoru Jungle.

*Habitat:* Jungle.

*Innate Abilities:* Acute Hearing 14, Agile 14, Elfsense 18, Plant Lore 16, Small 10.

Associated with the broad-leaved evergreens of the tropics, embyli are smaller than other elves. They have dark olive-brown skin, and lack any hair other than occasional patches of moss. They are much more warlike than the other types of elf, and gather into large "tribes," most of which are hostile to humans. All embyli are male; to reproduce they mate with the jungle dryads that lead their tribes.



Montane forests populate the highland regions **Embyli (Yellow Elf)**

of most jungles, up to the tree line. Mreli inhabit these deciduous forests, and are usually friendly with their lowland kin.

At the start of the Golden Age, the embyli covered all land from the base of the Spike to the edge of the sea. Many varieties existed that are unknown today. The embyli say they are so hostile to humans because they suffered the greatest loss.

## Mreli (Brown Elf, Deciduous Elf)

*Dendro sapiens*

*Ages:* Green, Golden, Storm, Historical.

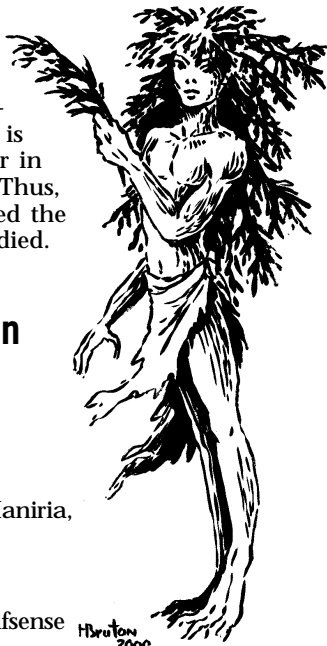
*Distribution:* Seshnela, Ralios, Peloria, Maniria, Verenela, Jrusteli Isles, Umathela.

*Habitat:* Deciduous forest.

*Innate Abilities:* Acute Hearing 14, Agile 14, Elfsense 18, Plant Lore 16.

Mreli are the elves of deciduous trees, and are by far the most common elves in Genertela. Male mreli often breed with dryads, but male and female mreli also have young of their own. Mreli sleep through the winter, protected by vronkali or embyli, depending on the population of their native forest; no forests are inhabited by mreli alone. They take root when the leaves fall from the trees, and awaken again when fresh buds appear, so the period of hibernation depends on the local climate.

When the Storm Age swept its chill winds across Glorantha, great Aldrya offered the Sleeping Solution to her children. Those who took it are the mreli, all descended from varieties of embyli. Mreli means "lingerer," and is applied because these beings prefer to linger in the slumber of the Spirit World in the winter. Thus, they survived when the Great Winter covered the land, when most of the embyli in Genertela died.



## Vronkali (Evergreen Elf, Green Elf, Shensanae, Winter Elf)

*Parapinus mobilens*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria, Jrusteli Isles, Enkloso (Umathela).

*Habitat:* Coniferous forest.

*Innate Abilities:* Acute Hearing 14, Agile 14, Elfsense 18, Plant Lore 16, Slender 12 (females only).

**Vronkali (Green Elf)**

Vronkali are the elves of coniferous trees. They live in the highland regions of most deciduous forests, and in the great pine forests of northern Fronela. They readily intermingle with the mreli whose forests they share. Green elves mate only with each other, never with dryads.

In the Golden Age, the vronkali covered the slopes of the Spike from the foothills to the upper heights, where the (now extinct) white elves lived. They were called Shensanae in those days. When the Gods War began their leader was Vronkal, who organized a mobile army and never rested from struggling to preserve Aldrya and her world. Ever since then they have been called vronkali in his honor, and Vronkal is known as the "Lord of the Forest."

## Typical Elf Forest Guardian (all elf types)

*Typical Abilities:* Acute Hearing 17, Aldrya Tradition Knowledge 1♣, Aldryami Customs 13, Alert 17, Camouflage Self in Trees 1♣, Climb Tree 17, Close Combat 14, Elfsense 1♣, Know Local Area 5♣, Move Quickly in Forest 17, Plant Lore 17, Ranged Combat 8♣, Stealth 18.

*Typical Weapons and Armor:* Buckler and Bark Armor Λ2, Elf Bow Λ4 (acts as a follower, lending 15 AP to Ranged Combat), Short Sword Λ2, Spear Λ3.

*Tactics:* When foes penetrate an Aldryami forest, the forest guardians are alerted through their Elfsense. They quickly take up positions ahead of and around the intruders, and lay down missile fire from cover. If necessary, they will skirmish hand-to-hand. The outer perimeter of a forest is protected by many special plants that trip, entangle, poison, or otherwise hinder non-Aldryami, and the forest guardians take full advantage of these.

Elves rarely leave their forests to attack enemies, and then only in large groups. Missile combat forms a large part of their tactics in such circumstances, but with necessarily larger infantry support.

## Runners

*Dendro pygmaeus* and others

*Ages:* All.

*Distribution:* All Aldryami lands.

*Habitat:* Forest, jungle.

Runners are Aldryami that bear the same relationship to bushes, shrubs, and creepers as elves do to trees. They are small and usually humanoid in shape, and are covered with a pelt of leaves similar to their related bush. There are many varieties of runner, each related to a different plant, but in most cases it is difficult for outsiders to tell them apart.

Runners are common in Aldryami forests; the sole exception is in the Winterwood, which has only a relatively small number of holly-runners and similar types. Runners never voluntarily leave the forest, and become violent if forced to leave. Otherwise, they are generally peaceful, if often raucous, beings.



Runners rarely learn any but the most basic magic, wear no clothing, and employ few tools. They often bear a special plant called a whipstick. These resemble creepers, but wrap themselves around branches as the runner moves through the trees.

Runners were pervasive in the earliest Golden Age. They first grew from the earth Shanasse and Aldrya used to cover themselves for lovemaking. Others grew berries when the pair engaged in a song upon a hilltop. A few grew thorns when Aldrya wept because her lover was gone.

## Runners (most varieties)

*Weapons and Armor:* Throw Dart 15^1, Whipstick 15^2.

*Significant Abilities:* Agile 12, Aldrya Tradition Knowledge 12, Climb Tree 5u, Dodge Attack 18, Elfsense 15, Hide in Cover 18, Move Quietly 18, Small 10.

*Tactics:* Runners flee from intruders and alert the nearest elf or dryad. If directed to attack, they fight in great screaming masses boiling out of the trees to overwhelm foes by sheer numbers. They can use whipsticks to immobilize a foe (and may even strangle one), but do so only as pranks unless directed to attack by an elf or dryad.

## Sprites (Faeries, Pixies)

*Dendrino volans*

*Ages:* Green, Golden, Historical.

*Distribution:* All Aldryami lands.

*Habitat:* Forest, jungle.

Sprites are diminutive Aldryami associated with flowers, herbs, and other small plants. All have gossamer wings, but otherwise they vary widely in appearance, often with colored skin or hair that resembles their associated flower. They are child-like, and have high-pitched, tinkling voices. They live in all Aldryami woods and jungles. Most sprites hibernate or die in winter, accounting for this variance, so their frequency is highly variable, even in forests that appear otherwise identical.

Sprites have limited magical abilities, and rarely seek to increase them. They have a natural talent to turn invisible, but cannot engage in hostile acts in this state as it takes all of their concentration. They use magic and slings but avoid direct combat, and never attack except in self-defense. If commanded by elves or dryads, they set traps and pester intruders with annoying pranks.

Shanasse was Aldrya's lover, and he made the first sprites to amuse her. Sprites are in a war against shrews.

## Sprites (most varieties)

*Weapons and Armor:* Sling ^1.

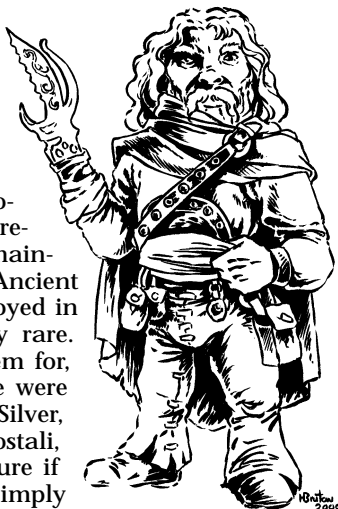
*Significant Abilities:* Aerobatics 12, Aldrya Tradition Knowledge 15, Dodge Attack 2u, Elfsense 12, Fly Fast 18, Mischievous 15, Ranged Combat 12, Set Traps 15, Small 20.

*Innate Magical Abilities:* Invisibility 5ld.

*Tactics:* Sprites fight only in self-defense and with great reluctance. They are usually frightened of humans (and so will fly away), but may befriend individuals or do favors for people who help them.

## Mostali

The Mostali are the free-thinking components of the World Machine. They are the creations of Mostal the Maker, designed to maintain the World Machine. Eight types of Ancient Mostali originally existed. Most were destroyed in the Darkness, so they are now extremely rare. Mostal created each from, and named them for, one of the Ancient Minerals, so that there were Rock, Lead, Quicksilver, Copper, Brass, Tin, Silver, and Gold Mostali. A ninth type, the Iron Mostali, is also known. However, outsiders are unsure if they represent a distinct type, or if they are simply dwarfs with iron armor and weapons and great combat skills. The Ancient Mostali all have awesome powers of magic and multiple masteries in their designated skills, and most are incredibly ancient beings.



**Mostali**  
**(Clay Dwarf)**

When Chaos damaged the World Machine and many Mostali were killed, the Ancient Mostali constructed a new race to help them: the Clay Mostali, commonly known as dwarves. The dwarves have been trying to repair the World Machine since it broke. They are far more numerous than their creators, although greatly inferior to them, and are the only type of Mostali that are normally encountered in the present world. Even so, the primary dwarves seen by other races are the iron dwarves, Mostali soldiers.

## Clay Mostali (Babadi, Dwarf, Underground Man)

*Mostali lithanthropus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Seshnela, Rockwood Mountains, Slon, Peloria, Maniria, Verenela, Jrusteli Isles.

*Habitat:* Underground.

Clay Mostali are short, stocky, bearded humanoids, averaging less than four feet in height; they appear ugly to humans. They live in vast subterranean complexes, where each performs a specific task to help repair the World Machine. They are divided into different caste-occupations, named for the ancient True Mostali races. Thus, Rock Dwarves deal with carving and tun-

neling, Gold Dwarves teach workers, Iron Dwarves are warriors, etc. Mostali are excellent craftsmen, especially when working with metal, but rarely trade their goods with humans.

Mostali have a natural *Earthsense* that allows them to measure the spaces around them by sensing heat and air currents. Earthsense lets them function normally even in complete darkness. They also have an instinctive sense of time, so their cycles of rest and activity are precisely geared.

Clay Mostali have no family life or personal ambition. They exist only to serve their community. So long as they continue to act correctly, they are immortal. They use only sorcery, and each occupation's sorcery is specifically geared to their occupation. They also have a highly advanced technology compared to other races. Where there are no Ancient Mostali present, Diamond Dwarves lead Mostali society. Their ranks consist of the members of each caste who have reached perfection in all of their important abilities.

Some Clay Mostali develop an unusual amount of free will despite their best intentions or desires. Some even begin to accept heretical thoughts. Such individuals may become outcasts from their communities, deemed irreparably broken by their peers. Other than these outcasts, only a few Mostali learn a local human language in addition to their native tongue.

Mostali culture is complex, and they are one of the most important non-human races in Glorantha. Therefore, they will receive a whole *Hero Wars* book dedicated to them. The statistics given below are for a typical iron dwarf, the only type that commonly travels aboveground, and then only on important missions. Iron dwarves wear iron armor and wield iron weapons (see *Hero Wars*, pg. 234). They have only combat-related spells, of which the ones given below are just a sample. Note that many Mostali are themselves heroes, with significantly better abilities than those listed here.

## Occupations

Mostali are unusual, and sometimes act more like machines than living beings. Although a Clay Mostali will have all of the typical abilities of his profession, his occupation itself functions as an ability. A Clay Mostali can always use his occupation ability to improvise any appropriate physical or mental skill, in the same manner that a human using Close Combat can use other weapons with an improvisational modifier.

*Karantharanis is a gold dwarf linguist. He knows many languages, but also has the occupational ability Linguist 15 $\mu$ . When Karantharanis meets someone who speaks an unknown language, he can improvise using his Linguist ability. The penalty assigned by the narrator will vary depending on the circumstance: the difficulty of the language spoken, whether Karantharanis knows any related languages, etc. Although even if successful he will only be able to communicate the most basic concepts, he will be able to communicate because of his general knowledge of languages.*

## Typical Iron Dwarf

*Innate Dwarf Abilities:* Earthsense 14, Emotionless 14, Mineral Lore 14, Strong 12, Tough 14, <Profession> 15<sup>14</sup> (see previous page).

*Typical Abilities:* Close Combat 18<sup>14</sup>, Mostali Customs 17, Earthsense 17, Emotionless 17, Ranged Combat 17, Read Iron Dwarf Grimoire 16, Smith 1<sup>14</sup>, Tactics 17, Warrior 15<sup>14</sup>, Weaponcrafting 1<sup>14</sup>.

*Typical Weapons and Armor:* Iron Battleaxe <sup>Λ</sup>5, Iron Hammer <sup>Λ</sup>6, Repeating Crossbow <sup>Λ</sup>5, Shield, Iron Chainmail, and Full Helm <sup>Λ</sup>7 (bonus for iron materials already included).

*Sample Spells from the Iron Dwarf Grimoire:* Chop Trees, Immovable Body, Incandescent Hammer, Shred Darkness, Unstoppable Advance.

*Tactics:* Iron dwarves normally fight in organized groups of at least ten warriors. They are extremely disciplined, and employ their pre-defined military tactics almost instinctively. Most tactics are defensive, so that units form unbreakable shield walls, or lure attackers into caves where the dwarves' sensory abilities and knowledge of the terrain give them an advantage. When fighting in larger units, specialist units, such as crossbow users or even musketeers support typical warriors, laying down covering fire from a secure place. If attacked within their own complexes, dwarves are at an even greater advantage, for the entrance passages are all laid with numerous mechanical traps and explosive mines.

## Mostali Creations (Tamestones)

The Mostali are makers first and foremost, and they have created many servitor races to help them to do their work. Through the ages, humans in particular have stolen Mostali secrets, and so the dwarfs have created new creatures to retrieve or destroy these stolen secrets.

## Gobbler

*Ages:* Storm, Darkness, Historical (rare in all).

*Distribution:* Mostali lands (see pg. 129).

*Habitat:* Underground/domestic.

Gobblers are designed to eat. They possess two stocky legs, forked tails, and four arms ending in blunt, fingerless paws. A huge mouth surrounded by three flat, starfish-like tentacles occupies most of their upper front portion. Two of the tentacles bear compound eyes, the third a sharp "horn." This horn is actually a sensory organ that allows the creature to detect its intended food.

Gobblers are programmed to detect and consume a single substance. A gobbler craves its programmed substance above all else. In its absence, they can eat almost anything that is available, even if it is poisonous to other beings.

The more of its particular foodstuff a gobbler eats, the hungrier it gets, and the more desperate and violent it becomes in its pursuit. To reflect this, for every twenty pounds of the programmed food a gobbler consumes, add +1 to the gobbler's Crave Foodstuff ability. There is no limit to how much of its assigned substance a

gobbler can eat, for they excrete worthless byproducts almost as quickly as they eat. There is also no way even for a Mostali to communicate with a gobbler, so it is almost impossible to divert the gobbler from its task short of killing it; entire cities have been devastated by these creatures in the past.

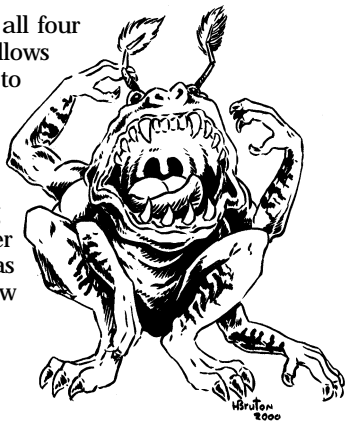
The Mostali made the first gobblers specifically to regain some stolen Disruption Kegs. Now, they deal with the loss or theft of any valuable or magical substance, especially gunpowder.

## Gobbler

*Weapons and Armor:* Paws 12 $\mu$ ∧1, Thick Hide ∧5.

*Significant Abilities:* Crave Foodstuff 18 $\mu$ , Large 5 $\mu$ , Resist Poison 15 $\mu$ , Smell Foodstuff 5 $\mu$ 2, Strong 2 $\mu$ , Tough 10 $\mu$ .

*Tactics:* Gobblers smash their opponents with all four paws. They have a limited intelligence that allows them to make some decisions, so they are able to deploy their attacks against the most suitable target. If something prevents them from reaching their favorite food, they suspend all judgement and become crazed and frenzied fighting machines that destroy everything between them and their goal. Thus, if a gobbler is able to smell its assigned substance or if it has recently eaten some, it may augment its Paw attacks with its Crave Foodstuff trait.



**Gobbler**

## Jolanti (Giant Jolanti)

*Ages:* Golden, Storm, Darkness, Historical (rare in all).

*Distribution:* Mostali lands (see pg. 129).

*Habitat:* Underground/domestic.

Jolanti are living stone statues created as manual laborers. They never sleep, need neither food nor water, and can work endlessly without tiring. They are about as intelligent as a typical dog and can follow simple commands. They move slowly, but their great strength and resistance to damage makes them useful for laborious or hazardous tasks. They cannot use magic, although dwarfs sometimes engrave enchantments into their bodies, with the result that some have limited magical abilities.

Jolanti come in almost any size or shape, and can be constructed to possess almost any physical skill desired. Although most are large and humanoid and possess the abilities listed below, giant jolanti are found in some Mostali areas that have Large and Strong of 15 $\mu$ 2 each.

The Mostali made the first jolanti long before the Golden Age to provide brute power for their machinery. Many have been destroyed since then, and most Mostali strongholds have lost the ability to create the giant or other specialized jolanti.

## Jolanti

*Weapons and Armor:* Fist 12^0, Stone Body ^7.

*Significant Abilities:* Earthsense 18, Large 5^4, Slow Moving 15, Strong 15^4.

*Tactics:* Left to themselves, jolanti avoid conflict unless someone prevents one from carrying out its assigned task. If that happens, the jolanti simply pushes them aside, using its Strong in place of a combat ability. If directed by Mostali they engage in combat, and use their strength to crush the opponent with their hands or feet. Jolanti are immune to fire, lightning, and similar attacks and are difficult to injure with most weapons.

## Nilmerg

*Ages:* Golden, Storm, Darkness, Historical (rare in all).

*Distribution:* Mostali lands (see pg. 129).

*Habitat:* Underground/domestic.

Nilmergs are small humanoid creatures created by the Mostali. Each is designed to carry out a specific task: cleaning floors, repairing crossbows, polishing metal, etc. Nilmergs are incapable of any complex action other than their designated task. If unable to perform its task (for example, if it presently has no items to repair), the nilmerg will sit patiently and await instructions.

Sometimes a nilmerg malfunctions, and damages the items it is given. When this happens, the Mostali take advantage of its faults, equip it with appropriate tools or spells, and release it outside so that it might destroy Mostali items that have been stolen by outsiders. Gremlins are usually programmed to avoid detection, and can be difficult to counter. Each will destroy only the type of item it was originally designed to repair. In time of war, Mostali send them to destroy their opponents' siege engines and similar devices.

## Nilmerg

*Weapons and Armor:* None.

*Significant Abilities:* Dodge Attack 2^4, Dexterous 15, Earthsense 18, Perform Designated Task 15^4, Small 15.

*Tactics:* Nilmergs are incapable of combat, as this task falls outside their design parameters. They will flee and hide if attacked.

## Gremlin

*Distinct Abilities:* Dodge Attack 8^4, Destroy Designated Item 15^4 (replaces Perform Designated Task), Dexterous 5^4, Hide in Cover 10^4, Stealthy 10^4.

*Tactics:* Gremlins are incapable of direct combat, and will attempt to flee and hide if attacked. If possible, however, the gremlin will take the time to destroy the item it has targeted, even at the risk of its own life.

# Other Elder Races

## Aramite (Half-troll, Tusk Rider)

*Homo hybridus*

*Ages:* Historical.

*Distribution:* Dragon Pass, roaming bands in all surrounding lands.

*Habitat:* Highland forest; roaming bands can be found in any habitat.

Aramites first appeared in Maniria in the Second Age, and have settled permanently in the Stinking Forest of Dragon Pass. They are sometimes called 'half-trolls,' for they resemble both humans and Uz. Many people believe that they were created from a fusion of the two races by one of the experiments of the Empire of the Wyrms' Friends (EWF). Physically, aramites are similar to humans, but with a more muscular physique and copious body hair. It is in their faces that their Uz ancestry is most apparent, and they sport large, yellow, tusks.

Aramites live in warbands of close relatives. Typical warbands usually have between six to twenty-five adults, although larger ones are known. Pregnant females take refuge in the spring with the pregnant swine. The litter of six to ten children are raised with the piglets until they are old enough to join the warband.

Aramites are nomads, and always travel with the vicious tusk boars (see pg. 56), hence their common name of 'tusk rider.' These vicious boars seem to be the only thing in the world for which the aramites feel any affection. Small bands of aramites roam throughout Peloria, Maniria, and Fronela, but are rarely welcome anywhere for long. They frequently raid their neighbors or demand tribute, although some humans choose to pay them to attack their own foes instead. The leader of a warband is always the strongest and most skilled individual, and is as likely to be female as male. The warband leader rules until defeated in single combat by a rival. Aramites speak their own language, which is closely related to one of the Theyalan languages spoken during the time of the EWF.

Aramites worship the god-pig Gouger together with the hero Aram-ya-Udram and an unnamed darkness demon. These beings are worshipped together in the Cult of the Bloody Tusk, a religion that demands human sacrifice, torture, and blood drinking.

### Typical Aramite Raider

*Innate Abilities:* Boastful 12, Cruel 16, Know Tuskers 16, Strong 12, Tough 12.

*Typical Abilities:* Aramite Customs 13, Close Combat 1W, Initiate of the Cult of the Bloody Tusk 1W, Know Animals 14, Know Local Area 13, Ride Tusk Boar 5W, Sneak 16, Speak <Local Human Language> 12, Tracking 16.

*Typical Weapons and Armor:* Cuirboilli Armor  $\wedge 2$ , Dagger  $\wedge 1$ , Spear  $\wedge 4$ .

*Tactics:* Aramites are raiders, not warriors. If faced with overwhelming odds they will flee. They fight with spears from the back of their tusk boars, and also use them as lances in a headlong charge (augmented by the tusk boar's Strong). If they can, tusk riders capture victims for torture and sacrifice.

## Baboon (Giant Baboon)

*Papio sapiens*

*Ages:* All.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

The baboons of Prax are a sentient species that resemble their unintelligent cousins in almost all ways. They travel in troop of fifteen to twenty adults and a similar number of young. The leader of the troop is chosen through skill at combat, and is thus always the strongest and most able male. Only he may mate with the females, although illicit liaisons are not uncommon. Baboons are very territorial, and can be dangerous if alarmed or if challenged on land they claim as their own.

The other inhabitants of the Wastes have treated the Baboons poorly, so they tend to regard all outsiders with suspicion. Nonetheless, some find employment as trackers and scouts on the fringes of civilization, such as in Pavis and Barbarian Town. The baboons themselves claim to be superior to humans. They never teach their language to men, instead learning enough Praxian to deal with their human neighbors.

Baboons are animists, and most troops include a shaman with a wide range of powers. The Grandfather Baboon Tradition focuses on the worship of ancestors, whose spirits are summoned to lend aid to the troop. They also favor many of the local Praxian spirit cults, especially the Monkey King, whom they count as a founder.

Baboons were one of the animals that lived in Genert's Garden. When Chaos destroyed the Garden they got caught in the general panic. They escaped through cleverness, however, and were confronted by Undaka the Smasher, whose job was to stop all people from getting away. The baboons proved that they were not people because they did not use fire, clothing, or other human accoutrements, and so they escaped.

### Typical Baboon Hunter

*Innate Abilities:* Agile 15, Climb 2 $\blacksquare$ , Spirit Combat 18, Run Fast (on all fours) 12, Small 10 (females only), Spirit Combat 18, Strong 15 (males only).

*Typical Abilities:* Baboon Customs 13, Close Combat 1 $\blacksquare$ , Grandfather Baboon Tradition Knowledge 1 $\blacksquare$ , Know Animals 14, Know Local Area 14, Move Silently 18, Spirit Combat 5 $\blacksquare$ , Survival 16, Tracking 5 $\blacksquare$ .



*Typical Weapons and Armor:* Bite  $\wedge$ 1, Spear  $\wedge$ 3.

*Typical Talents:* Harm at a Distance, Rapid Movement, Strong Jaws.

*Tactics:* Because of the way their shoulders articulate, baboons fight with their teeth alone or use spears in combat. They may throw spears or other objects, but rarely do, and are unable to use weapons such as bows. Most baboons have several talents, which they use effectively in combat.

## Centaur (Horse-man)

*Centaurus centaurus*

*Ages:* All.

*Distribution:* Seshnela, Maniria; rarely in elf lands (see pp. 125-126).

*Habitat:* Forest, open terrain.

Centaurians resemble horses with human head, torso, and arms instead of the head and neck of the horse. They are expert musicians and archers, rivaling even the elves with their archery skill. Centaurians eschew the use of clothing and use only the most basic of tools. They live in patriarchal herds much like horses do; most are hunters, but semi-professional warriors exist, as do shamans and priests. Centaurians are dedicated to the preservation of the wilds, and act as leaders among the beast-men of Dragon Pass. They speak their own language, but most speak the local human tongue as well so that they can better deal with their neighbors.

Before the Dawn of time, when the world was still fluid, many creatures were born that appeared to be different in form, but were the same in spirit. Thus were born the first centaurians of the animist world. The leader of the centaurians of Dragon Pass, Ironhoof the Centaur, is said by the local Grazers to be the nephew of the Horse Spirit, presumably Hippoi.

### Typical Centaur Hunter

*Innate Abilities:* Agile 12, Jump 12, Large 5 $\wedge$ , Run Fast 1 $\wedge$ , Strong 2 $\wedge$ .

*Typical Abilities:* Beast Valley Tradition Knowledge 16, Centaur Customs 14, Close Combat 14, Jump 1 $\wedge$ , Know Animals 18, Know Local Area 13, Play Lyre 18, Ranged Combat 8 $\wedge$ , Track Animals 1 $\wedge$ .

*Typical Weapons and Armor:* Bow  $\wedge$ 3, Hoof  $\wedge$ 1, Lance  $\wedge$ 4, Sword  $\wedge$ 4.

*Tactics:* If there is room to maneuver, centaurians will lower their lances and charge to bring their full weight to bear (augmenting Close Combat with Large). In close quarters, centaurians use the advantage of height and strength to overpower foes. They knock them to the ground where they can trample them (use Large to attack, with their Hoof weapon rank). Centaurians often lead other types of beast-men into battle, and take advantage of the various combat skills this offers the group.

## What are Beast-men?

'Beast-man' is a generic term used for a variety of nature-oriented beings combining animal and human features. The term originated with the EWF, who noticed that several unrelated species lived and worshipped together in Beast Valley. The God Learners independently came to this same belief after they learned about Ironhoof (a famous centaur hero from Beast Valley) and his followers. This association is generally false, however, since the 'beast-men' of the Wild Temple have a common history that joins them, rather than any ancestral relationship. Despite the inaccuracy of the association, most humans who have heard of the various races use the term.

The most common types of beast-man are centaurs, manticora, satyrs, and minotaurs. However, other types exist, generally rarer, including the sedrali dog-men of Ralios, vuskarasa fox-women of Kralorela, and rascullu rhinoceros-men of Pamaltela. Some humans consider durulz and harpies beast-men, but others exclude them because they are avian. Some Chaos beings resemble beast-men, notably broo and scorpion-men, but their lack of connection to nature excludes them. Most mermen resemble beast-men to humans, but they are never included because of their origins.

Although dozens of types of beast-men existed in the Green and Golden Ages, most were extinct by the Dawn. Centaurs and minotaurs lived in Dragon Pass and possibly elsewhere, the rare satyr piped in wild forests, and manticora unfortunately survived in the Wastes. In the Second Age, the EWF grafted animals and people together, and recreated many legendary beast-men. The descendants of these artificial creations still live in and around Beast Valley in Dragon Pass, and in many cases have interbred with their natural cousins so that they are no longer distinct. Many of the experimental creatures were unique or could not breed, and died within a few decades.

The beast-men of Dragon Pass live a simple existence, disdaining clothing, tools, shelter, and most other human items. They are animists, whose tradition focuses on a wide range of nature spirits subject to Arachne Solara (although the Spider is herself unreachable). Many beast-men gather in worship ceremonies at the Wild Temple at certain times of the year, and the various types are generally friendly to one another at other times as well.

A large group of beast-men, most of which seem identical to the ones in Dragon Pass, appeared in Kanthor's Isles at the beginning of the Third Age. The exact cause of this sudden appearance of races otherwise extinct is due to the Luatha, who brought them from the far west or created them from the shriveled remains of the former human inhabitants. The Seshnelan beast-man races do not associate with each other, nor do they seem to follow the same unified animist tradition of the beast-men of Beast Valley.

## Durulz (Duck)

*Anatanthropus donaldi*

*Ages:* Golden, Storm, Darkness, Historical.

*Distribution:* Maniria.

*Habitat:* Rivers, marsh.

Durulz resemble ducks in shape, but have arms with four-fingered hands instead of wings, and thus are unable to fly. They also have forward-looking eyes, lips, and some teeth. Typical durulz are about four feet in height. They are a quarrelsome race, generally despised by their neighbors. Although some durulz heroes have managed to attain considerable power, few outsiders acknowledge this.

The durulz have their own customs and manners, which are similar in many ways to those of the local Heortlings (whose language they speak). Although they gather and hunt, they grow their crops without a plow, and do not domesticate animals. Many durulz are boatmen on the Creek-Stream River. Instead of paddling or rowing boats, they swim alongside and guide them. If attacked they flip the boat over, soaking (but saving) the lashed cargo.

The durulz are an isolated segment of a larger race, the keets, who live in the East Isles. They were expelled from mythical Ganderland, which the God Learners identified with Keetela (the ancient homeland of the keets). They have no contact with their distant kin, whom they believe to have been exterminated eons ago.

### Typical Durulz Boater

*Innate Abilities:* Boastful 12, Boating 12, Hold Breath 18, Nimble 12, Small 10, Swim 2 $\frac{1}{2}$ .

*Typical Abilities:* Boating 1 $\frac{1}{2}$ , Close Combat 13, Creek-Stream River Knowledge 1 $\frac{1}{2}$ , Durulz Customs 13, Durulz Myths 13, Hold Breath 1 $\frac{1}{2}$ , Initiate of <Durulz God> 14, Know Local Waterways 5 $\frac{1}{2}$ , Load Boat 16, Make Canoe 14, Ranged Combat 17, Small 14, Tie Cargo 5 $\frac{1}{2}$ .

*Typical Weapons and Armor:* Javelin  $\wedge$ 2, Short Sword  $\wedge$ 2.

*Tactics:* Innately cowardly, most ducks will flee rather than fight, or parry with their weapons to minimize their own injury. Duck warriors do exist, however, many devoted to the Heortling death god, Humakt.



**Duck Folk**

## Minotaur (Bull-man, Cow-man)

*Minotaurus bestialis*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Seshnela, Maniria; rarely in elf lands (see pp. 125-126).

*Habitat:* Forest, open terrain.

Minotaurs are physically imposing beast-men with humanoid bodies and the heads and tails of bulls or cows. Although they appear contrary and violent to humans, they get along peacefully with other beast-men (whose language they usually learn to speak), and sometimes with elves.

Minotaurs are omnivores, and have no taboo against eating the flesh of sentient beings, which makes them greatly feared by their neighbors. All members of both sexes are warrior-hunters. They are crude and sub-intelligent, and learn only the most basic magics; they cannot become shamans.

Urox and Eiritha conceived the first minotaurs after a quarrel. Each took a human lover with the intent of begetting an avenger. Each sent their avenger against the other, but the two met and became partners instead of foes. Urox and Eiritha went to see the product of their revenge and found lovers instead, and this ended their quarrel.

### Typical Minotaur Hunter-Warrior

*Innate Abilities:* Large 2 $\square$ , Strong 2 $\square$ , Tough 15.

*Innate Magical Abilities:* Berserk Rage 2 $\square$ .

*Typical Abilities:* Beast Valley Tradition Knowledge 12, Berserk Rage 5 $\square$ , Stormbull Tradition Knowledge or Devotee of Urox 1 $\square$ , Close Combat 5 $\square$ , Forage 12, Tough 1 $\square$ , Tracking 15.

*Typical Weapons and Armor:* Great Axe  $\wedge$ 5, Horns  $\wedge$ 2, Tough Skin and Leather Armor  $\wedge$ 2.

*Tactics:* Minotaurs often fight with weapons scavenged from humans, and are known to prefer axes. Without such weapons, they will pick up branches and heavy rocks to use as clubs, or butt with their horns. Minotaurs are almost always driven into a berserk fury by injury or by the scent of an opponent's blood. When in such an all-consuming rage, the minotaur may augment his Close Combat with his Berserk. He will continue to fight, regardless of the consequences, until all foes have been killed, stomped upon, torn apart, and hacked into tiny bits. Enraged minotaurs without weapons might even rip a limb from one of their foes and use it as a club against others. This can be quite demoralizing.

Once the minotaur recovers from the rage, he will be so hungry that he might eat whatever pieces remain of his foes.

# Morokanth

*Morokanthus anthropagus*

*Ages:* All.

*Distribution:* The Wastes.

*Habitat:* Chaparral.

Morokanth are intelligent, tapir-like beings, with black or gray hides. They are mostly nocturnal, and have better night vision than humans. Their quadrupedal stance and lack of thumbs make it difficult for them to use tools or weapons. Nonetheless, they stand on their hind legs when the situation demands; they find this uncomfortable, and



**Morokanth**

can only slowly stumble forward in this stance. Because they lack thumbs, Morokanth suffer a -10 penalty to any ability that involves manual dexterity.

Morokanth follow the Waha and Eiritha Traditions of animism like other Praxians, but have a greater affinity for spirits of darkness than do the humans. Although they share their language, religion, and way of life with the human Praxians, their relations with humans are strained and formal at best.

The morokanth were one of the many strange beings that lived happily in Genert's Garden. They did not fear the Darkness when it came, but hid in it, and so survived until the time of Waha's Covenant. In every instance but one the human tribes won and the animals became their steeds and the source of their sustenance. That one exception was the Morokanth Tribe, and ever since these tapir-like folk have herded their tame humans (see Gern, pg. 46) across the plains of Prax.

## Typical Morokanth Hunter

*Innate Abilities:* Keen Sense of Smell 18, Large 15, See at Night 15, Sneaky 12, Strong 15.

*Typical Abilities:* Ambush 1 $\square$ , Close Combat 18, Craft Tools 12, Dodge Attack 12, Find Potable Water 15, Herd Gern 15, Know Local Area 17, Move Silently 12, Praxian Customs 13, Read Praxian Herd Sign 1 $\square$ , See at Night 1 $\square$ , Track 5 $\square$ , Waha or Eiritha Tradition Knowledge 16.

*Typical Weapons and Armor:* Claw  $\wedge$ 1, Spear  $\wedge$ 4, Thick Skin  $\wedge$ 2 (warriors will have Thick Skin and Leather Armor  $\wedge$ 3).

*Tactics:* Tactics are as varied among the Morokanth as among humans. They cannot use any missile or even thrown weapon, because of the placement of their shoulders and forelimbs. As they lack thumbs, they favor simple weapons such as spears and clubs.

## Newtling

*Triturus sapiens*

*Ages:* All.

*Distribution:* Seshnela, Maniria, Prax (the Wastes).

*Habitat:* Rivers, coastal, marsh.

Newtlings are sentient amphibians that live naturally in brackish water. They can adapt to fresh or salt water as needed, which allows them to live in many places. They can store water in their tails, and thus survive for a considerable time even in dry conditions. Sadly, many humans consider their tails a delicacy, and sometimes kill newtlings for them.

Adult newtlings live in small, hidden communities in marshes or alongside lakes, where they can rear their tadpole young in seclusion. After three years, the tadpoles metamorphose into sexless, bachelor newtlings, who often travel long distances in search of new ponds. They are thus found almost anywhere there is plentiful fresh water. The New Fens of western Maniria house the largest newtling population. The newtlings speak their own language in their hidden ponds, and many bachelors never learn another, relying upon others of their kind to translate for them.

Newtlings crawled from the mud when the first dry land separated from water. Because they often live as slaves in dragonewt nests, some humans believe that they are related to the dragonewts. Newtlings are animists; they honor a variety of spirits, especially those associated with water. Their tradition also includes worship of their ancestors. Only the sexual adults can become shamans, but bachelors often join appropriate animist traditions or divine cults during their wanderings, which last about thirty years.

### Typical Newtling Bachelor

*Innate Abilities:* Alert 12, Hide in Cover 15, Small 10, Survive Without Water 14, Swim 5 $\blacksquare$ , Swim Fast 12.

*Typical Abilities:* Boating 14, Close Combat 12, Dodge Attack 1 $\blacksquare$ , Find Water 14, Fishing 18, <Water Tradition> Knowledge or Initiate of <Water God> 16, Know Local River/Marsh 5 $\blacksquare$ , Make Boat 12, Move Silently 16, Newtling Customs 13, Ranged Combat 14, Survive Without Water 5 $\blacksquare$ , Swim Fast 1 $\blacksquare$ , Swim Quietly 15.

*Typical Weapons and Armor:* Buckler  $\wedge$ 1 or Buckler and Fish-Hide Armor  $\wedge$ 2, Sling  $\wedge$ 1, Small Trident  $\wedge$ 2.

*Tactics:* Newtlings are generally peaceful, but engage in Ranged Combat or employ long range magic against their foes if they must. If forced to fight hand to hand, they use their tridents. Most bachelors are self-reliant in combat, and fight in cooperation only when defending a village of adults and tadpoles.

## Sedrali (Dog-man)

*Sedrali sedrali*

*Ages:* Darkness, Historical (rare).

*Distribution:* Ralios.

*Habitat:* Forest.

The sedrali are native to the forests of Ralios. They are unusual among beast-men in that males and females have different forms. Both sexes appear to be part human and part dog, however, and are the same size. The dog portion of a sedrali is similar to a greyhound. They have always been rare, and almost never leave the forest. They are friendly to elves, so there could be more of them in the Ralian forests than humans realize.

Female sedrali have dog bodies with human heads. They often hunt as a pack without the men. Although they can and do use magic, and are as intelligent as males, few become accomplished magicians because of their lack of hands, and female shamans are unknown.

Male sedrali have human bodies with dog heads. They are primarily hunters, although a few become shamans. Despite their different body forms, males and females speak the same language, a yapping tongue that no human has ever fully mastered, but which the local elves learn so that they can communicate with them.

The sedrali originated in the Darkness when the Wolf Alliance hounded two groups of humans and dogs. Rather than dying separately the two groups decided to survive together, and in their desperation became one. The intelligence of the humans and the instincts of the dogs combined, and they were able to escape the wolves. The sedrali are animists, and worship hound and darkness spirits in addition to their ancestors.

### Typical Male Sedrali Hunter

*Innate Abilities:* Acute Hearing 17, Large 16, Run Fast 18, Track by Scent 2 $\mathbb{L}$ .

*Typical Abilities:* Acute Hearing 1 $\mathbb{L}$ , Ambush 17, Close Combat 1 $\mathbb{L}$ , Hide 17, Know Local Area 13, Move Silently 17, Ranged Combat 17, Run Fast 5 $\mathbb{L}$ , Sedrali Customs 13, Sedrali Tradition Knowledge 14, Track by Scent 5 $\mathbb{L}$ .

*Typical Weapons and Armor:* Bite  $\wedge$ 1, Spear  $\wedge$ 3, Thrown Spear  $\wedge$ 2.

*Tactics:* If they are able, males augment their Ranged Combat with Ambush before battle, throw spears on the first two rounds, then close to attack with their spears. If they cannot use Ambush they will attack in a howling charge, augmenting Close Combat with their Run Fast. They typically fight until half of their members are defeated, then withdraw.

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## Typical Female Sedrali Hunter

*Innate Abilities:* Run Fast 2 $\Delta$ .

*Typical Abilities:* Close Combat 1 $\Delta$ , Corner Foe 5 $\Delta$ , Knock Down Prey 13, Know Local Area 13, Run Fast 5 $\Delta$ , Sedrali Customs 13, Sedrali Tradition Knowledge 14.

*Typical Weapons and Armor:* Bite  $\Delta$ 0.

*Tactics:* Female sedrali aid their mates as followers, pairing up as evenly as possible. Their presence grants the Corner Foe ability to males, and also provides AP lending. If fighting alone, a female will nip at the lower legs of her opponent to cripple him.

## Waertagi

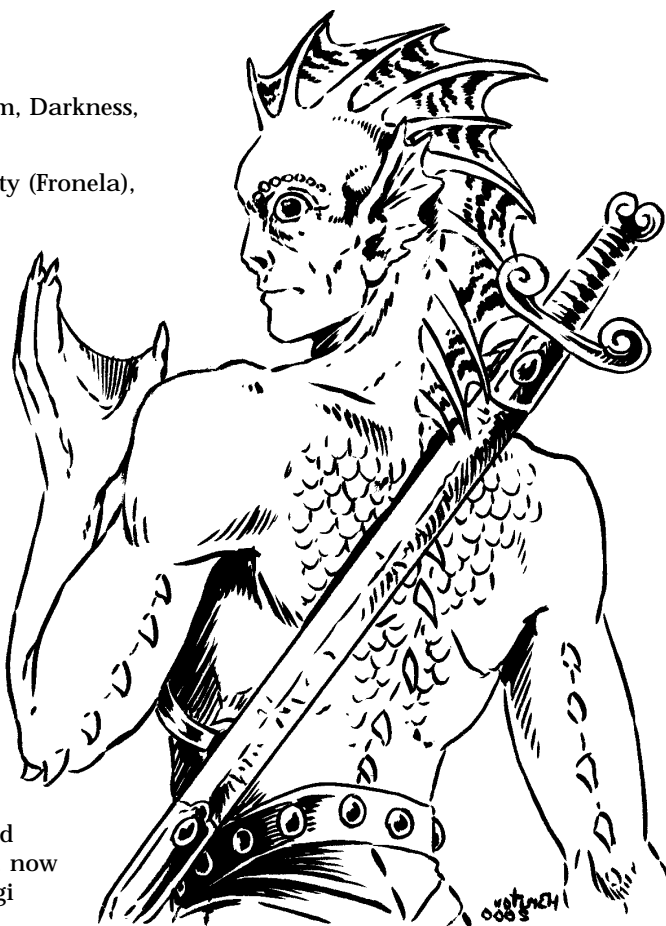
*Homo manthie*

*Ages:* Golden, Storm, Darkness, Historical (rare).

*Distribution:* Sog City (Fronela), Daria Istos Islands (Togaro Ocean), Edrenlin Archipelago (Maslo), rarely elsewhere.

*Habitat:* Coastal; formerly open sea.

Waertagi resemble normal humans, save that they have blue or green skin. Most have slight webbing on their fingers and toes, and some have more prominent piscine features. Once a proud and powerful race, now only a few waertagi remain in pitiful colonies.



Waertagi



The Waertagi are one of the original races created by the Invisible God. They lived in Danmalastan, but their ancestor Waertag ignored his inland domain and led his people to sail the seas. Their common religion kept them allied to the ancient Brithini, and during the First Age they were the most powerful nation on the seas. During the Second Age their power was broken, first by the God Learners (whom they eventually helped to overthrow), and then by the Closing.

The original Waertagi culture was lost with their dragonships, and they became land-bound. Those that remain in Malkioni lands have adopted the local languages and customs as their own. Most waertagi are monotheists, but some worship merman gods, and those stranded in primitive places now practice animism to help appease the spirits of the land.

### Typical Waertagi Sailor

*Innate Abilities:* Swim 2 $\mathbb{W}$ .

*Typical Abilities:* Boating 1 $\mathbb{W}$ , Close Combat 1 $\mathbb{W}$ , Fishing 14, Know Local Area 13, Navigation 12, Read Waertagi Grimoire 16, Sea Legs 1 $\mathbb{W}$ , Seamanship 5 $\mathbb{W}$ , Swim 5 $\mathbb{W}$ , Waertagi Customs 13, Woodcrafting 14.

*Typical Weapons and Armor:* Dagger  $\wedge$ 1, Spear, Sword, or Flail  $\wedge$ 3.

*Tactics:* In individual combat, waertagi fight in the same manner as humans, and employ a wide range of weapons. When engaged in full-scale battle, the waertagi of old summoned mighty undines and sea creatures to assist them. Few waertagi sorcerers are powerful enough now to duplicate these feats, although prophecies of the Hero Wars foretell the imminent return of the mighty dragonships that were dragged down into Hell by the Closing.



# ☐ Gigantic Creatures ☐

## Gazzam and Giants

### Gazzam

In the Green Age, everything was much larger than now. Even then, the largest creatures were the gazzam. They were so large that they were called 'earth-shakers,' because whenever they walked the whole earth shook, warning everyone of their presence. After the giants' time passed, most died off. A few types survived, often because they were simply too big and strong to be easily killed.

### Brotard

*Apatosaurus excelsus*

*Ages:* All (rare except in Green Age).

*Distribution:* Peloria, Dragon Pass.

*Habitat:* Forest, marsh.

Brotards are one of the largest types of gazzam, up to seventy feet long. They are quadrupeds with long necks and tails, each of which makes up about a third of their length. Despite their great bulk, they can rear up on their hind legs to eat from the tops of trees. They are peaceful, slow moving animals, traveling in herds of a dozen or so animals, about half of which will be young. They have learned to avoid populated lands and people in general.

The brotard that exist today are identical to the ones that grazed in the giant forests of the Green Age. Their great size itself is magical, and makes them immune to most magical attacks. A brotard resists all magical attacks with its Large ability, without taking an improvisational modifier.

Brotard was noted as a wrestler against Lodril. His children would have all died if not for Deros Balur, the Giant Friend of the Golden Age. He guarded them through the Storm Age until he fell to Chaos. Then Seremathu, called the Chief of Chaos, kept them alive to torment humankind. Jenarong killed Seremanthu, and a few large herds have roamed Peloria and Maniria since then.

### Brotard

*Weapons and Armor:* Bash 5♣^4, Thick Hide ^8.

*Significant Abilities:* Forage 15, Large 18♣2, Spot Intruder 12, Strong 10♣2.

*Tactics:* When annoyed, brotard lash out with their tails, augmenting the attack with their Strong ability. This will normally knock their opponent over so it can be trampled on, if the force of the blow does not incapacitate it immediately.



# Lodril Paints the Animals

## A Myth from Peloria

Lodril burst forth from the deep ground in a great blaze of fire and heat. The world was barren and empty, and all of it looked the same. So, the first thing Lodril did was to raise a mountain to be his home. Once the mountain had cooled, Lodril strode forth and traveled across the land around it.

After a time, he encountered another god. The strange god was building many mountains and hills across the surface of the world. "Why are you doing this?" asked Lodril. "You cannot possibly need so many homes to dwell in."

"I am Gerendetho," replied the god, "and I have seen that this world is flat and boring, and that it needs variety. So I am making these hills not to live in, but to decorate the world."

"You are right that this world needs improving," admitted Lodril, "and your mountains are all very well. But what is really needed are things that are warm, that move and that lust after sensual things, such as food and sex." So Lodril went to a sacred place in the south, and painted pictures of many wild animals, such as rabbits, opossums, beavers, and raccoons. Then he filled the pictures with his warmth and desire, and they sprang to life and multiplied so that they filled the world.

Another time, Lodril met the goddess Pela, who was sowing seeds. "Why are you doing this?" he asked. "There are already many plants in the world since Erenbaya first made them. Why would we want more?"

"These are special plants," said Pela. "These grasses can be easily made into food, which can feed the people of the world, so that they will not be hungry."

"This is all very well," said Lodril, "but it would be better to make food that runs and takes skill to harvest, so that people can prove their manliness, and only the best will have food." So Lodril went to a sacred place in the west and painted pictures of many animals, such as deer, pigs, and goats. Then he filled the pictures with his warmth and desire, and they sprang to life and multiplied so that they filled the world.

"How are you supposed to harvest food like this?" asked Pela.

"I have a long, warm spear," explained Lodril, "and I like to thrust with it." Then he demonstrated this to the grain goddess, and she went away satisfied.

A long time after these things had happened, the goddess Erenbaya came to see Lodril. "These animals that you have made are multiplying everywhere," she said. "Soon they will eat all the plants that I have grown to cover the world, and everything will be barren once more." And the goddess wept and looked so pitiful that Lodril tried to cover her with his warmth so she would be happy. But the goddess turned him away, saying, "I cannot be

happy until you right this wrong that you have done. When you have done that, and averted this disaster that your unthinking creation has wrought, then, and only then, will I be happy to share your warmth.”

Lodril did not want to see the goddess unhappy. He also realized that his own animals would suffer once they had no more plants to eat. So, so he went to a sacred place in the north and painted pictures of many animals, such as wolves, foxes, pumas, and badgers. Then he filled the pictures with his warmth and desire, and they sprang to life and multiplied so that they filled the world.

These new animals immediately began to eat the old ones, so that the latter could no longer multiply out of control and eat all the plants. But because there were not so many of the new creatures, they never ate all of the older ones, which is why there are still so many animals today. Seeing this, Erenbaya's heart was filled with joy once more, and she partook of Lodril's warmth, so that they both went away happy.

As the centuries passed, Lodril fathered many children with Oria and with other goddesses. One day, he noticed that his daughter, Venurtera, was sitting in the mud at the edge of the great river looking very unhappy. Because he was a caring father, Lodril approached her and asked her why she was sad.

“I am not like the other goddesses,” she said, “for I am not long of limb and nubile of body. I had hoped to prove myself worthy through hard work as my brothers have done. I am not the sort of person who can simply fetch and carry as my sister Urdera does, for I need to be able to show my skill and worth. But my brothers already work with stone and wood, and dig the ditches in the paddy fields. All that is left to me is mud, but try as I might I cannot work it, for it is slippery and falls apart, and I can make nothing beautiful or useful with it. I suppose that is all I shall ever be worthy of, to scabble uselessly in the mud, ugly and unwanted.”

“Do not say these things, my daughter,” replied Lodril. “I will teach you secrets, and you will be useful and desired just like your brothers are, and those goddesses who only grow things will come to marvel at your skill.”

Then Lodril went to a sacred place in the east and painted pictures of many animals, such as cats, porcupines, nelesh, and widdums. Then he filled the pictures with his warmth and desire, and they sprang to life and multiplied so that they filled the world. They were creatures of beauty and humor, bright and cheerful, so that when harsher times eventually came, all but the craftiest died out. But at the time, Lodril and Venurtera did not know this would happen.

The fire god said to his daughter, “Make a vessel from the mud that you have toiled with, and I will show you how to make it last. Then you may craft and paint the vessel with images of these new creatures that I have made, and you will have made a thing that is both useful and of beauty, just as you desired.” Venurtera did as she was told, and Lodril showed her how to use heat to harden the mud and make it into something that she could decorate. The goddess thanked her father. Ever after she was known as the Potter, and took her rightful place among the Ten Workers.

## Darvan

*Triceratops horridus*

*Ages:* All (rare except in Green Age).

*Distribution:* Ralios, southern Peloria, Maniria, Dragon Pass.

*Habitat:* Open terrain, hills.

Darvan are bulky reptiles that bear a superficial resemblance to rhinos. They have large bony frills on their heads, sharp beak, and three long horns. They are as large as elephants and have a dark green, almost black, hides. Herds of darvan number several dozen, and they often fight cooperatively, especially against a large carnivore such as a giant. The herd dashes off if panicked, likely crushing anything in their path. Darvan eat a wide range of plants, their parrot-like beaks enabling them to crop even tough woody shrubs.

Darvan are degenerate dragonewts. In an ancient time a whole band determined to learn what sexuality was, and engaged in deliberate reproductive acts, even though forbidden by their leaders. They turned into these terrible monsters, some of which are still used by the dragonewts as war animals and beasts of burden. Some God Learners speculated that the dragonewts actually interbred with existing darvan, but this is unproven.

## Darvan

*Weapons and Armor:* Butt 2 $\blacktriangle$ 3, Scaly Hide and Bony Frill  $\blacktriangle$ 5.

*Significant Abilities:* Charge at Foe 18, Forage 15, Large 2 $\blacktriangle$ 2, Strong 2 $\blacktriangle$ 2.

*Tactics:* Darvan use their horns mainly for fights with other males competing for mates, fencing in a manner similar to deer. Darvan do occasionally charge at threats, stabbing with their horns. When able to charge in this way, they can augment their Butt attack with their Charge at Foe ability.

## Gangan

*Ankylosaurus magniventris*

*Ages:* Green, rare elsewhere.

*Distribution:* Throughout Genertela.

*Habitat:* Hills, forest, marsh.

Gangan are lumbering herbivores. They are low and flat, with stubby retractable heads, spikes protecting their flanks, and long armored tails that end in wicked clubs. They are encased in great bony plates beneath the skin, both on top and on the bottom. They are dark brown, with a regular pattern of ivory-colored bony ridges projecting through the skin of the backs.

Gangan rarely retreat from foes. They are solitary creatures, coming together only to mate, and neither guard their eggs nor raise their young. They can eat almost anything except raw rock and soil.

Genert the Gardener was troubled by bad dreams, in which a giant snake rose from the sand and bit off a part of him, then escaped into a hole. To prevent a reoccurrence he modeled the gangan, a gigantic creature. Many survived the Darkness, and even today wander the wild countryside away from people. They despise snakes, and will attack them even if they have not been provoked.

## Gangan the Low Striker

*Weapons and Armor:* Club 5♣/♠4, Bone Plates ♠6.

*Significant Abilities:* Forage 15, Large 15♣, Scent Predator 15, Strong 18♣, Stubborn 18.

*Tactics:* When threatened, gangan simply drop low to the ground, swing about with their tails, and maneuver to keep their opponent behind them.

# Giants

Giants are of extremely ancient origins. The original race was prominent in the early Green Age, and some claim that they are more ancient still. They have fought against the dragons, the gods, and the mortal races. As a result, most have been killed or robbed of so much vitality that they are merely physical features, part of the landscape, or else are so stunted that they rarely reach a height of 50 feet.

## Giant, True

*Homo colossus colossus*

A few individual giants remain from ancient times, and are far more powerful, intelligent and well natured than their distant descendants. The number of true giants in the world is dwindling, however, for although they are immortal, only one true giant has been born in recent centuries. A list of common abilities for such unique individuals would be meaningless. All are magically powerful (a minimum of three or four abilities of at least two masteries each) and at least a hundred feet or more in height (Large and Strong 10♣3). Gonn Orta is detailed as an example of a famous true giant.

## Dringi

*Mostaliformus sapiens*

*Ages:* Historical.

*Distribution:* Aggar (southern Peloria), Saug (southeastern Ralios).

*Habitat:* Forest.

The dringi are a race of giant jolanti (see pg. 132) originally formed by dwarfs as laborers. They are friendly to local elves, and originally learned magic from them. The Dringi Tradition is simple, focused around control of stone and rock spirits in the same way that Aldryami control plant spirits.

## Gonn Orta, a True Giant

*Ages:* Darkness, Historical.

*Distribution:* Gonn Orta lives in a pass in the western Rockwood Mountains, between Prax (the Wastes) and Balazar (Peloria).

*Significant Abilities:* Bargain 15<sup>1</sup>, Close Combat 8<sup>1</sup><sup>2</sup>, Devotee of Issaries 2<sup>1</sup><sup>2</sup>, Evaluate Treasures 2<sup>1</sup><sup>2</sup>, History 18<sup>1</sup>, Know Giant Artifacts 8<sup>1</sup><sup>2</sup>, Large 5<sup>1</sup><sup>5</sup>, Loud Voice 2<sup>1</sup><sup>2</sup>, Mostali Culture 18<sup>1</sup>, Ranged Combat 18, Strong 18<sup>1</sup><sup>4</sup>, Tough 15<sup>1</sup><sup>3</sup>, Well-traveled 10<sup>1</sup><sup>2</sup>.

*Affinities:* Communication 12<sup>1</sup><sup>2</sup>, Merchant 5<sup>1</sup><sup>2</sup>, Travel 5<sup>1</sup><sup>3</sup>.

*Personality:* Contemplative 15<sup>1</sup><sup>2</sup>, Contrary 5<sup>1</sup><sup>2</sup>, Curious 15, Distrust Mostali 18, Seek Magic Items 5<sup>1</sup><sup>2</sup>.

*Relationships:* Allies 12 (the Dringi, see pg. 149), Followers 15<sup>1</sup> (Boshbisil, Hen Cik, Sa Mita).

*Tactics:* Gonn Orta has not fought anything for centuries, but would do so if the need arose. His Close Combat is only relevant against beings of similar size; against most beings, he simply uses his Large ability to step on them.

Gonn Orta is an ancient and well-known true giant. He was born in the Godtime in the Rockwood Mountains. During the Darkness he traveled in Fronela and Ralios, usually with Mostali. In the First Age, he lived in Fronela, then only thinly populated by men. At the end of the First Age, he assisted the Mostali in their fight against Gbaji.

Gonn Orta's friendship with the Mostali soured during the Second Age, as did so many inter-species relations. He was instrumental in the famous Giant Revolt during the Second Age that smashed many Mostali strongholds and released the jolanti. Since that time Gonn Orta has distrusted Mostali, although this does not mean he hates them or even that he is rude to them. He traveled for a few centuries before returning to the Rockwoods. He settled in his present home in the year 1042 and founded a market, and has remained there ever since.

Gonn Orta is the world authority on giant artifacts. He is an intelligent observer, and knows many facts of history that people find useful. He is always interested in trading magic items or other goods, sometimes to simply keep items around for study.

Gonn Orta himself is a wonder to behold. He is 450 feet tall, a walking mountain when he moves. But he rarely does, at least at a speed that people can recognize. Growing contemplative in his middle age, he often sits for seasons on end without moving at all. Weather means nothing to him; sometimes his lofty head is as covered by ice as the greater mountains around him.

Gonn Orta seems slow to most people who try to speak with him. Many people think that he has come here to turn into a mountain like his more ancient kin. Others think he is here because he is waiting for something. Rumors say he waits until the new World Age to act.

When Gonn Orta does respond to someone, magical communication is the best method. His vocal speech is slow and deep, rumbling through the mountain valleys like great moans, causing landslides and scaring enlo to death. Few beings can get Gonn Orta to respond at all. These few include his three giant companions and any notable Issaries devotee who wishes to spend a day or two jumping up and down on his knee to get his attention.

Gonn Orta often appears to be looking for someone. In elder days, he had an overwhelming curiosity about the 'little people,' and used to spend weeks kneeling over a human city and studying it. As the years passed, this activity lessened, but it has never quite ceased. At odd moments ancient Gonn Orta will stoop over his fortress and pluck off a beam and shingle section to gaze at whatever is below. Gonn Orta still occasionally has one of the smaller giants pick someone up and put them into his hand for closer scrutiny. For two centuries Gonn Orta stared at every durulz that came to his castle, but he never seemed to find the one he wanted, or else got bored and lost interest. Durulz are now treated like everyone else.

In the Imperial Age, Gonn Orta levered open a mountain in Nida, from which these jolanti escaped. They stumbled about for years before being given intelligence and fertility by elves, who sought to prove the superiority of Growth over Making. They are thus fully intelligent and able to use magic, although few do so. Although they can breed they do so only slowly, so that few have been born in the centuries since their awakening. Like the jolanti they once were, they seem to be immortal.

## Dringi

*Weapons and Armor:* Great Hammer  $\wedge 5$ , Stony Body  $\wedge 7$ .

*Significant Abilities:* Close Combat  $5\wedge$ , Dringi Tradition Knowledge 14, Earthsense  $5\wedge$ , Fashion Tools 15, Friendly to Elves 15, Large  $5\wedge 2$ , Patient  $5\wedge$ , Strong  $15\wedge 2$ .

*Tactics:* Dringi fight with heavy weapons, such as hammers, and stomp smaller foes beneath their feet (use Large for the attack). Although capable of using more sophisticated tactics, they generally do not do so.

## Giant, Mountain (Hecalonti)

*Homo collosus*

*Ages:* All.

*Distribution:* Ralios, Rockwood Mountains, Fronela, Peloria, Maniria

*Habitat:* Mountains (including foothills).

Mountain giants are no longer as powerful as their ancient kin, although they are still impressively large. A typical giant is twenty feet or so in height, but smaller and larger individuals are common. Few giants exceed fifty feet tall (Large and Strong  $15\wedge 2$ ).



Giants are extremely primitive, and lack the tools necessary for advanced culture. They are usually of low intelligence, and are aggressive and argumentative, even among themselves. A giant can use his Contrary ability to resist any emotion- or mind-affecting magic. Almost all other races fear the mindless destruction that giants often cause.

Giants have been around for longer than most creatures. They appear in all mythologies, but rarely, with no explanation for their presence given.

## Twenty-foot Tall Mountain Giant

*Weapons and Armor:* Thrown Boulder  $\Delta$ 4, Tree Trunk  $\Delta$ 5.

*Significant Abilities:* Close Combat 8 $\Delta$ , Contrary 10 $\Delta$ , Large 18 $\Delta$ , Ranged Combat 18, Short-tempered 15, Slow-witted 18, Smell Blood 18, Strong 18 $\Delta$ , Tough 10 $\Delta$ .

*Tactics:* Giants normally beat on their opponents with tree trunks, or simply stomp them into the ground. Sometimes a giant will throw great boulders to crush people or dwellings. Giants show no imagination in combat, and are easily outmaneuvered or tricked by a clever opponent.

## Grotaron (Maidstone Archer, Trimane)

*Trimanus saggitarius*

*Ages:* All (rare except in Green Age).

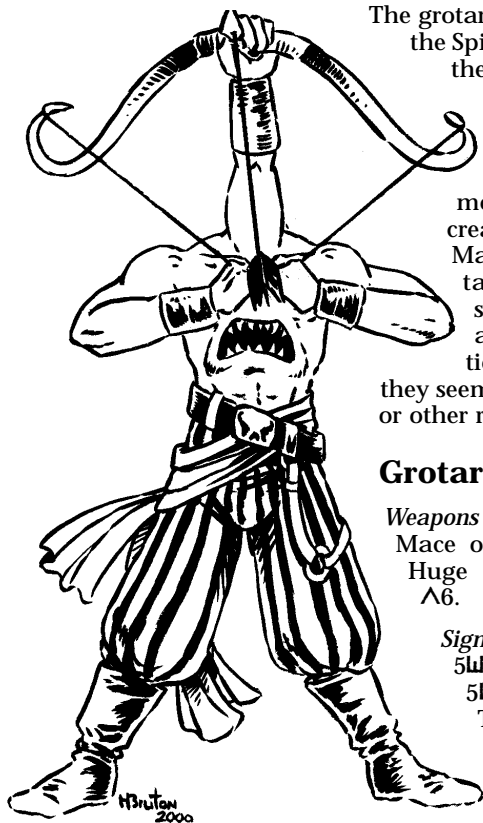
*Distribution:* Maidstone Mountains (northern Fronela).

*Habitat:* Mountains.

Grotarons are a race of bizarre giants native to northern Fronela. They are vaguely humanoid, but they have no head, a great mouth in their chest, and a third arm sprouting from their "neck." Each hand has a single yellow eye on its back. They seem to have senses similar to humans, despite having no visible ears or nostrils. They speak their own unfathomable language, but those who travel usually learn talents that allow them to communicate with humans.

Grotarons wear leather and fur clothing with detailed embroidered patterns that are a matter of pride to the owner. Although they use a full range of tools, they do not use fire, which they regard as a wicked spirit. Instead, they cook their food with magic. There are no permanent leaders in their bands, each of which occupies a large area as its own hunting ground.

Grotarons live permanently only in the Maidstone Mountains. They are friendly with the vronkali that inhabit the foothills and southern slopes of their mountains, but do not tolerate other races in their lands. Many grotarons travel beyond their home, and often serve as (expensive) mercenaries elsewhere in Fronela. They excel at archery, and take pride in shooting down flying monsters. They have developed a bow so large it can be held horizontally with the grotaron's right and left arms, while they sight and pull back the string with the central arm.



**Grotaron**

The grotarons claim to be the children of the Spirit of Necessity and the Spirit of the Land Beneath the Mountains, but these entities are unknown to outsiders. Their animist religion is dedicated to the hunting of the saber-toothed mountain mammoth, a spirit creature that manifests only in the Maidstone Mountains. All grotarons have some shamanic skills, with some very powerful and efficient in their manipulations of the Spirit World, but they seem to have no full-time shamans or other religious leaders.

### Grotaron

*Weapons and Armor:* Greatbow  $\wedge 6$ , Large Mace or Greatsword  $\wedge 5$ , Thick Skin, Huge Shield, and Cuirboilli Armor  $\wedge 6$ .

*Significant Abilities:* Acute Vision  $5\text{u}$ , Close Combat 18, Dexterous  $5\text{u}$ , Embroidery 12, Grotaron Tradition Knowledge 18, Hunt in Spirit World 18, Know Animals 12, Large  $12\text{u}$ , Move Silently 15, Ranged Combat  $12\text{u}$ , Scouting 18, Spirit Combat 18, Spirit Sight  $2\text{u}$ , Stoic 12, Strong  $15\text{u}$ , Tough  $5\text{u}$ , Tracking 15.

*Tactics:* Grotarons fire full-sized spears from their bows, with devastating power and accuracy. In hand to hand combat, they usually hold a shield in their central arm and two large weapons in their other arms. They rely on their superior strength and size to batter their enemy into submission. Grotarons dislike killing without reason, and prefer to capture a fallen foe rather than slay him.

## Hrimthur (Frost Giant, Winter Giant)

*Homo borealis*

*Ages:* Storm, Darkness.

*Distribution:* Valind's Glacier.

*Habitat:* Arctic.

Hrimthur are ten feet or more in height, with white skin that shows a hint of pale blue. Their hair is blond, pale blue, or white, and their bodies ripple with powerful muscles. They are immune to the extreme cold of the Glacier due to their heritage, hunt strange ice animals for food, and grow magical ice plants within the walls of their great ice palaces.

Hrimthur dress in a manner reminiscent of the ancient Orlanthe. Their culture also resembles a rough-and-ready version of those humans, although they prize strength of arms above all other virtues. Both male and female hrimthur act in the same way, and have equal strength. Aside from a few thralls, all are warriors, although leaders are usually male. They speak a language related to the oldest tongues of the Orlanthe, before their culture changed in the Darkness.

Although commonly known as frost giants, hrimthur are actually unrelated to giants. They are the last remnant of the Vadrusi, an ancient tribe that followed Orlanthe's wild elder brother, Vadrus. Most of the Vadrusi, including Thryk the Winter Giant, died with him in the Gods War. Thryk's surviving children remained with their uncle, Valind, and followed him into the frozen north.

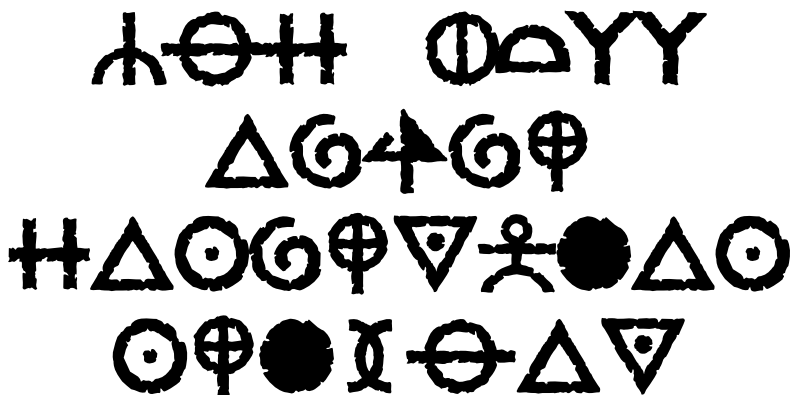
## Hrimthur

*Weapons and Armor:* Huge Spear  $\Delta 5$ , Thick Skin  $\Delta 1$ , Thrown Boulder  $\Delta 5$ .

*Significant Abilities:* Boisterous 18, Brave  $5\Delta$ , Close Combat  $2\Delta 2$ , Craft Weapon  $5\Delta$ , Initiate or Devotee of Valind  $8\Delta 2$ , Large  $8\Delta$ , Loud Voice 18, Ranged Combat  $5\Delta$ , Sculpt Ice 18, Strong  $15\Delta$ , Tough  $5\Delta 2$ .

*Innate Magical Abilities:* Radiate Cold 15, Resist Cold  $12\Delta 2$ .

*Tactics:* Hrimthur use tactics similar to those of the Heortlings. However, they precede combat by hurling boulders and huge chunks of ice at foes. Although they usually use spears, they will pick up trees and other large objects and fight with them if necessary. A hrimthur's Radiate Cold ability can be used as an augment to Close Combat, or as a direct attack against nearby targets even if the hrimthur does not directly attack them.





# Monsters

## Dragons and Digijelm



### Dragons

Dragons existed before the Green Age, or else entered Glorantha through a hole that no one else knows about, or perhaps came from the future, or maybe even made the world, as they themselves have said. All that is certain is that they always have much about them that ordinary people find incomprehensible. The dragons and their kin no longer care to try to explain it. They did once with the Empire of Wyrms Friends, and it was a terrible failure. Nonetheless, much is remembered from the several centuries of the EWF, when draconic lore passed into human knowledge. It was then, for instance, that humans discovered the origin of dream dragons, which most people considered to be merely giant monsters.

All dragons are inherently magical. As such, the narrator may consider any ability used by a true dragon, dream dragon, or eastern dragon to magical, if she wishes.

### Dragon, True

True dragons are immense beings that in many ways exist outside of the normal Gloranthan worlds. They are so large that they are more like pieces of geography than living beings, so large that the mere sight of them moving can drive men mad. They are so powerful that they can rearrange the land with a thought and travel outside of the known Otherworlds, so powerful that their very thoughts and dreams often have a life of their own. They often appear in the mythologies of other races, sometimes as helpers, usually as enemies who are either slain or (more often) victorious. Either way, they are always objects of fear and respect.

Statistics for a relatively small and weak true dragon are provided below. Even the abilities listed here do not do justice to its full powers, and the narrator should use its *Dragon Magic* ability for any other arts as she sees fit. Other true dragons have completely different powers, as each is unique.

### Dragon (Dream Dragon)

*Draco spp.*

*Ages:* All.

*Distribution:* Dragon Pass, occasionally found elsewhere.

*Habitat:* Any.

## What is Dragon Magic?

Glorantha has many exceptions to the general rules outlined in *Hero Wars*, which draws only the largest patterns. Dragon Magic is one such exception.

Dragon Magic is an entirely different system of magic used by dragons, dragonewts, and some other unusual creatures. It is on the same level as the four forms, but is distinct and separate. It is complex and strange, and few humans have ever attempted to understand it. Dragon Magic hinders a dragonewt's spiritual progression, causing it to take longer to progress to the next stage, and possibly even causing it to be reborn in an earlier stage. Thus, dragonewts usually avoid using Dragon Magic if possible, often preferring to die rather than suffer spiritual degeneration.

Since dragonewts are not appropriate for player heroes, narrators can ignore the detrimental spiritual effects of Dragon Magic. When a foe uses an **art** (as Dragon Magic effects are called in this book), describe the desired result and treat it in game terms as a feat, spell, spirit, or mystic power, as appropriate to the situation. However, keep in mind that Dragon Magic does not derive from these Otherworlds. The same art can have different appearance at different times, even when used by the same dragonewt. Additionally, an art that works like a spirit cannot be exorcised, nor would a spell to *Resist Theist Magic* offer any defense against an art that acts like theist magic. On the rare occasions draconic beings are encountered in the Otherworld, they never take the alien world modifier when using Dragon Magic.

To most people outside of Dragon Pass and Kralorela, these are dragons. They are terrible monsters that ravage the countryside and disrupt all social and cosmic order. They are huge in size, reptilian in appearance, and apparently genderless. They fly using tremendous wings that grow from their shoulders. They are irrational, greedy, and violently destructive. In Dragon Pass they are called "dream dragons," for people know that these malevolent entities are merely the dreams of the true dragons.

Certainly these monsters are as solid and physical as any other creature, a frightening tribute to the draconic powers of thought. While true dragons sleep, their subconscious desires take physical form in Glorantha to form these great creatures. Only when the dream dragon dies does its true nature become apparent: over the course of seasons or years its body slowly evaporates into nothingness rather than rotting away.

Dragons are as varied as the dreams that spawn them, but all are solitary creatures. Although only a thought themselves, they are at least as intelligent as humans, if not more so. They often possess a wide range of magical arts, which may seem to be spells, animist talents, or feats, but are actually none of those. Some dream dragons do possess Dragon Magic, but this seems to be a feature of specific dream dragons with long "lives," rather than something common to any one type.

## The Green Dragon, a True Dragon

*Ages:* Historical.

*Distribution:* The Green Dragon currently sleeps somewhere in the Skyreach Peaks of the Rockwood Mountains.

*Weapons and Armor:* Armored Scales A9, Claw and Bite 8L5A8.

*Significant Abilities:* Agile 12L4, Cosmology 2L5, Create Dream Dragon 15L4, Deep Sleep 8L4, Draconic Philosophy 10L5, Dragon Magic 15L4, Earth Lore 5L5, Fly Fast 15L3, Induce Terror 12L3, Large 18L7, Meditation 10L6, Resist Magic 12L5, See Through Solid Object 12L4, Sense Intruder 15L2, Strong 5L6, Summon Earthquake 10L5, Tough 18L5.

The Green Dragon is the youngest and smallest of the three known true dragons of Dragon Pass, although it still exceeds fifteen thousand feet in length. It was first sighted in 1469 ST, when it landed at its current resting place. Since true dragons generally sleep, and none had recently woken elsewhere, some people believe that it had only recently transformed from a ruler stage dragonewt, and was about to sleep for the first time. Certainly, since that time it appears to have done nothing but sleep; its hide is already substantially covered by soil, and it has a number of plants growing upon it that obscure its identity to the casual observer.

The full extent of the green dragon's magical abilities would take too long to list, and are best determined by the narrator as needed. In particular, many minor non-magical abilities with a 'mere' three masteries or less are likely to be known. Its primary coloration **may** indicate a particular association with the element of earth, although this has little practical effect.

### Other True Dragons

Residents of Dragon Pass believe that other true dragons live in their land. The presence of two is well-documented, but rumors of others, often of considerable antiquity and size, are perpetual.

**The Black Dragon** is a friend, ally, or servant of Cragspider, the Uz demigoddess who lives in a warren of caves inside Doom Mountain. Cragspider defeated the dragon, and it served her faithfully through Storm and Darkness Ages. It disappeared from view for all of history until a mountain unfolded itself during the Dragonkill. It burned down the biggest city of Dragon Pass, and ate the entire Thurym and Ialos tribes. It sleeps again, hidden among the foothills of the Black Dragon Mountains.

**The Red Dragon** ravaged the Vingkotlings and successfully hid from Orlanth, then ravaged the Heortlings and easily defeated Elmal. Although it had slept for ages, during the Dragonkill War it shook itself awake and leveled what had been a small mountain range, thus creating Ormsgone Valley. It then ate much of the True Golden Horde. After the Dragonkill War it settled back to sleep, and it now forms one of the ranges of foothills that surround that valley.

Other true dragons have been seen within history, especially during the Dragonkill War, but few have been seen in centuries. Kralorela is home to several true dragons, including Godunya, the current Dragon Emperor.

The descriptions below are for the two types of dragon most commonly encountered in the Dragon Pass region. These are only guidelines; other types of dragon exist, and even within a particular type there will be great variation with regard to size, speed, natural weapons, armor, and so forth. These 'typical' dragons manifest the base desire of greed, and wantonly destroy the countryside, seizing animals and often collecting valuable treasure to stash in their lairs.

## Standard Dream Dragon Abilities

*Weapons and Armor:* Claw and Bite 8 $\omega$ 2 $\wedge$ 6, Metallic Scales  $\wedge$ 9, Tail Lash 15 $\omega$  $\wedge$ 5.

*Significant Abilities:* Fly Fast 2 $\omega$ , Hear Intruder 8 $\omega$ , Large 5 $\omega$ 2, Resist Magic 5 $\omega$ , Spot Prey 2 $\omega$ , Strong 5 $\omega$ 2, Tough 5 $\omega$ 2.

*Tactics:* Dragons prefer to attack from the air, and will exude flame, poison gas, or some other long range attack down upon their foes. Each blast blankets an area ten feet in diameter, at a maximum range of about fifty feet. They can also fly over and snatch up a foe, then drop it from a great height. If forced to land to fight its foes directly, a dragon will bite and claw the attacker, occasionally lashing out

with its tail. Most dragons have additional magical abilities, but these vary; see the examples provided below for details.



### Fire Dragon

*Draco pyrofer*

*Distinct Abilities:*  
Breathe Flame 15 $\omega$ ,  
Hear Intruder 18 $\omega$ ,  
Voracious 10 $\omega$ .

Fire Dragons are reddish, and have a larger wing-span than most dragons. In combat, they breathe out a scorching heat that ignites combustibles around them. This fiery breath reaches a hundred yards or more. They are vulnerable to water, but of course only large volumes have any effect on them.

### Fire Dragon

## Black Dragon

*Draco veneficus*

*Distinct Abilities:* Bloodthirsty 10 $\blacklozenge$ , Poison Gas 15 $\blacklozenge$ , Scent Intruder 8 $\blacklozenge$ .

*Poison:* Instant, Lethal, Potency 15 $\blacklozenge$ .

Black dragons are even more malevolent than other dragons. They hunt for sport, and rarely eat what they kill. Despite their name, they often have varied coloration. They are always dark, so that one might be dark blue over and dark green under, and another dark purple with black stripes. They can belch forth great clouds of toxic gas, covering an area up to a hundred yards around them. Many warrior cults and mystic schools have learned ways to combat these creatures.

## Dragon, Eastern

*Draco spp.*

*Ages:* All.

*Distribution:* Kralorela, rarely elsewhere.

*Habitat:* Varies.

Kralorela has so many dragons that people worship them, obey a dragon emperor, and turn into dragons when either very virtuous or very evil. They say every hill is a dragon, mountain ranges are Ancestral Dragons, the whole land is a Grand Ancestral Dragon, and the universe is a Cosmic Dragon. They are fortunate that they can make their dragons benevolent through proper behavior and worship. Thus, when a dragon destroys something it is understood to be a part of a mystical draconic Order, as is the army that uses any of several age-old responses to dispatch it.

### Standard Eastern Dragon Abilities

*Weapons and Armor:* Claw and Bite 8 $\blacklozenge$ 2 $\blacklozenge$ 6, Metallic Scales  $\blacklozenge$ 9, Tail Lash 15 $\blacklozenge$ 8 $\blacklozenge$ 5.

*Significant Abilities:* Fly Fast 12, Large 5 $\blacklozenge$ 2, Resist Magic 5 $\blacklozenge$ , Sense Intruder 15 $\blacklozenge$ , Strong 20 $\blacklozenge$ , Tough 5 $\blacklozenge$ 2.

## Li Lung (Burrowing Dragon)

*Draco terrenus*

*Habitat:* Underground.

*Significant Abilities:* Antisocial 10 $\blacklozenge$ , Dig 15 $\blacklozenge$ , Earth-shattering Roar 10 $\blacklozenge$ 2, Hear Intruder 10 $\blacklozenge$ , Resist Magic 2 $\blacklozenge$ , Spot Prey 18, Strong 8 $\blacklozenge$ 2.

*Tactics:* Li lung roar at attackers, attempting to frighten them so that they flee. If intruders persist, li lung will roar to create earthquakes or landslides. If forced to fight a foe directly, a li lung will bite and claw its opponent, occasionally lashing out with its tail.



One of the more common forms of dragon in Kralorela, the li lung spend their time in great burrows beneath the earth, and avoid contact with other creatures. If a li lung encounters an intruder it will become enraged and seek to destroy it. They rarely come to the surface, but are feared when they do, for they can be as destructive as any other dragon.

Li lung cannot fly well, and prefer to remain on the ground. They often have less magic than other dragons. Nonetheless, their roars create earthquakes that can shake the ground over a radius of a hundred feet or more. The roar is so violent that it can damage buildings, and any creature that fails to resist will fall to the ground and be injured.

## Shen Lung (Sea Dragon)

*Draco aquosus*

*Distribution:* Sshorg Sea, Kahar Sea, Rozgali Sea.

*Habitat:* Coastal waters, open sea.

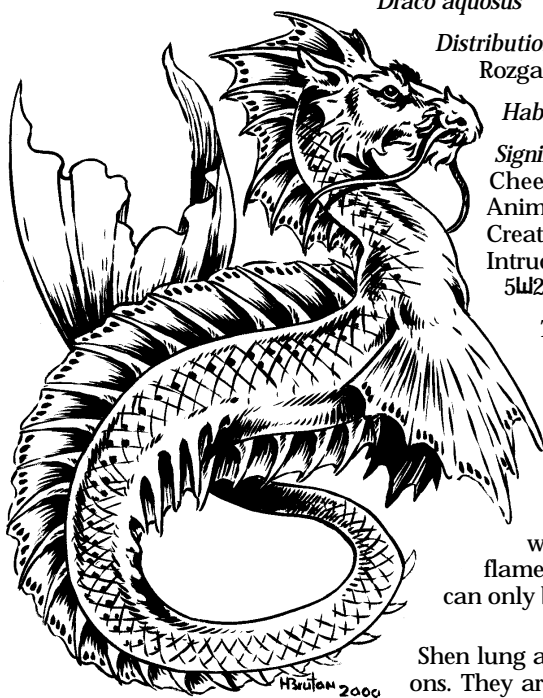
*Significant Abilities:* Blue Flame 15 $\text{L}$ , Cheerful 10 $\text{L}$ , Command Sea Animals 5 $\text{L}$ 2, Control Waves 18 $\text{L}$ , Create Fog 18 $\text{L}$ , Fly Fast 18, Hear Intruder 8 $\text{L}$ , Spot Prey 2 $\text{L}$ , Strong 5 $\text{L}$ 2, Swim Fast 18.

*Tactics:* Shen lung wreath themselves in flickering blue flame. Although they cannot project the flame at opponents, it will burn any being in its immediate vicinity. Thus, a shen lung may augment its Claw and Bite attack with the Blue Flame ability. Blue flame is unaffected by water, and can only be extinguished by normal fire.

Shen lung are the most common sea dragons. They are usually joyous and harmless creatures, disdaining beings as lowly as humans, but can become viciously enraged if they feel they have been betrayed. Unlike most other dragons they lack wings, but can fly magically by

swimming through the air. They have sinuous bodies with brightly colored scales and whiskers.

Shen Lung are the thoughts of Harantara, the goddess beneath the Kahar Sea. They are friendly with the zabdamar mermaids, who regard them as kin, although they rarely aid the zabdamar in their war against the Kralori.



## Shen Lung (Sea Dragon)

# Other Draconic Creatures

## Dragonewt (Lizard-man)

*Draco sapiens*

*Ages:* All.

*Distribution:* Ralios, Maniria, Dragon Pass, Kralorela, Teleos.

*Habitat:* Any.

*Tactics:* Dragonewt tactics are inconsistent, subject to rapid change, and often incomprehensible to humans. This is true even when the same individual is encountered at different times, or when several dragonewts are in the same situation at the same time. Thus, no standard tactics are listed for the entries below.

Dragonewts are draconic humanoids. They go through several stages in their long lives, each of which has different appearance and powers. They live in oddly-shaped buildings clustered in 'nests,' many of which have existed since before the Dawn. Most nests are remote from each other, but in a few places they are clustered into small "cities. These cities follow no order or architecture known to humans, for dragonewts' minds are entirely alien to humans.

Dragonewts often seem to act in contradictory or insane ways. A dragonewt might be friendly one minute and hostile the next, and then might suddenly ignore his surroundings and act as if he were taking part in some incomprehensible play. Even the dragonewt language, Auld Wyrnish, is impossible for humans to comprehend, for it uses all of the dragonewt senses, including an innate empathy that humans can never learn. Although dragonewts speak only this tongue among themselves, and most never speak to humans, a few are surgically altered to speak human languages. However, these translators are still dragonewts, and humans rarely understand their desires any better than those of other dragonewts.

A dragonewts' philosophical training allows it to learn a variety of Dragon Magic arts. However, using magic retards a dragonewt's spiritual progression. Dragon Magic often appears similar to human magic types, such as theism or sorcery. Each stage detailed below lists several Dragon Magic abilities that have been observed. Not all dragonewts of a given stage will have all of these arts, and other arts are certainly possible, at the narrator's option. Dragonewts can always use all of the arts of previous stages.

In the most ancient times, some true dragons laid eggs before they were mature. From these eggs hatched the first dragonewts, who strive to achieve their true draconic forms. When a dragonewt dies, it is reborn from its original egg a few days later, fully grown. As the dragonewt progresses further along its draconic path, it is reborn into increasingly powerful bodies.

## **Dragonewt Scout (Crested Dragonewt)**

*Weapons and Armor:* Chokin  $\wedge 1$ , Samarin  $\wedge 1$ , Sling  $\wedge 1$ , Utuma  $\wedge 2$ ; no armor.

*Significant Abilities:* Agile 15, Close Combat 15, Dodge Attack 15, Dragon Magic 15, Dragonewt Philosophy 12, Know Local Area 15, Move Silently 15, Ranged Combat 15, Scouting 18, Small 10, Track 12.

*Dragon Magic Arts:* Avoid Detection, Frightful Visage, Sinuous Body.

All dragonewts are born in the herbivorous scout form. They are between four and five feet in height, and resemble bipedal dragons with short tails and crested heads. They can be of various colors and patterns, but are usually drab. They are the scouts, hunters, and skirmishers, and also serve as laborers and servants for their betters. Some scouts ride a smaller version of the aepyornis ridden by the warriors (see pg. 18, but with Large 20, Run Fast  $8\text{W}$ , and Strong  $2\text{W}$ ).

Besides its sling, a scout dragonewt uses small, stone throwing weapons called samarin and chokin, and reinforced flint daggers known as utuma.

Scout dragonewts use Dragon Magic. However, their apparent effects are less variable, and a given scout's magic always appears to outsiders as either feats, spirits, or spells. Thus, most humans believe that scouts actually use theistic, animist, or sorcerous magic, when in fact they do not. Scout magic is limited to minor arts that augment their hunting and scouting abilities.

## **Dragonewt Warrior (Beaked Dragonewt)**

*Weapons and Armor:* Armored Hide  $\wedge 5$ , Chokin  $\wedge 1$ , Klanth  $\wedge 4$ , Longbow  $\wedge 4$ , Samarin  $\wedge 1$ , Utuma  $\wedge 2$ .

*Significant Abilities:* Acute Hearing  $5\text{W}$ , Ambush  $8\text{W}$ , Close Combat  $2\text{W}2$ , Dodge Attack  $10\text{W}$ , Dragon Magic  $10\text{W}$ , Dragonewt Philosophy  $15\text{W}$ , Know Local Area  $5\text{W}$ , Large 15, Leadership 18, Move Silently  $10\text{W}$ , Ranged Combat  $10\text{W}$ , Ride Demibird  $10\text{W}$ , Strong 15, Tactics  $5\text{W}$ , Tough  $5\text{W}$ , Track  $10\text{W}$ .

*Dragon Magic Arts:* Breathe Flame, Dragon Might, Dragonclaw Combat Strike, Scorn Wound, Sprout Wings, Utuma.

After many deaths and a minimum of several decades, the scout is reborn as a warrior. The actual transformation is gradual, and usually takes several rebirths to complete. The final form stands about seven feet tall and has an armored skin decorated with knobs and protrusions. Warrior dragonewts are carnivores and serve as guards, escorts, and hunters.

The favored weapon of a warrior is the klanth, a long wooden "sword" with flint or obsidian blades set along its edge. They continue to use the weapons of the scout, and also employ a type of longbow. Each warrior rides their own aepyornis.

Warrior Dragon Magic arts are usually combat-oriented.

## Dragonewt Noble (Tailed Priest Dragonewt)

*Weapons and Armor:* Armored Hide Λ2, Chokin Λ2, Gami Λ4, Klanth Λ5, Longbow Λ5, Samarin Λ2.

*Significant Abilities:* Agile 12, Ambush 18<sup>1</sup>, Bargain 8<sup>1</sup>, Close Combat 18<sup>1</sup>, Comprehend Human Culture 18, Disarm Opponent 18<sup>1</sup>, Dodge Attack 15<sup>1</sup>, Dragon Magic 10<sup>1</sup>, Dragonewt Philosophy 5<sup>1</sup>, Know Local Area 15<sup>1</sup>, Leadership 5<sup>1</sup>, Move Silently 5<sup>1</sup>, Ranged Combat 12<sup>1</sup>, Ride Demibird 15<sup>1</sup>, Strong 12, Tactics 2<sup>1</sup>, Tough 3<sup>1</sup>, Track 18<sup>1</sup>, Understand <Human Language> 5<sup>1</sup>.

*Dragon Magic Arts:* Attune Landscape, Don Dragonbone Armor, Heroic Leap, Lightning Fast Action, Reflect Magic, Strike Soul.

After many more deaths, and if it minimizes its use of Dragon Magic, a warrior will transform into a noble dragonewt, known (inaccurately) to the Heortlings as a 'tailed priest.' Smaller and weaker than the warrior, brightly colored frills, spines, and wattles replace the armor plating of the previous stage. Nobles are omnivorous, and can eat human, Aldryami, and even Uz food.

Nobles are leaders, and in many smaller communities noble is the highest stage that any dragonewt attains. Many nobles deal with outsiders, such as humans, and have some understanding of local cultures. Mutual comprehension is still difficult, however.

Nobles continue to use the same weapons as warriors, but replace the utuma with a three-pronged weapon called a gami, with which they disarm opponents. They rarely ride aepyornis, but can do so when needed. The weapons owned by a noble dragonewt are usually enchanted, and they will carry many other items imbued with draconic magic. Nobles also wear enchanted dragonbone armor, which requires a special ritual to don. The noble may augment Close Combat with his Don Dragonbone Armor ability.

Noble Dragon Magic arts are of broader scope than those of previous stages.

## Dragonewt Ruler

*Weapons and Armor:* Armored Hide Λ7, weapons as desired.

*Significant Abilities:* Agile 18, Ambush 15<sup>1</sup>, Bargain 15<sup>1</sup>, Close Combat 5<sup>1</sup>, Disarm Opponent 3<sup>1</sup>, Dodge Attack 15<sup>1</sup>, Dragon Magic 15<sup>1</sup>, Dragonewt Philosophy 15<sup>1</sup>, Fly Fast 5<sup>1</sup>, Know Local Area 5<sup>1</sup>, Large 2<sup>1</sup>, Leadership 18<sup>1</sup>, Meditation 15<sup>1</sup>, Move Silently 5<sup>1</sup>, Ranged Combat 18<sup>1</sup>, Strong 2<sup>1</sup>, Tactics 2<sup>1</sup>, Tough 2<sup>1</sup>, Track 5<sup>1</sup>, Understand <Human Language> 15<sup>1</sup>.

*Dragon Magic Arts:* Deflect Energy, Show Dragon Soul, Summon Dream Dragon.

This stage usually takes several centuries to reach, so ruler dragonewts are rare. They are larger even than warriors, and more resplendent than nobles; they also possess huge wings. Most nests have at most a single ruler. Despite the human designation of 'ruler,' it is unclear whether they actually rule, or if they simply spend their time in meditation and preparation for their final metamorphosis. They are too large to ride aepyornis.

In most respects, rulers appear similar to powerful nobles. The range of Dragon Magic they command is probably more extensive, but they are so rarely encountered that no human can be sure. It is sure, however, that their powers are correspondingly more damaging to their spiritual progression. Documented arts are listed above, but many more are likely.

## Magisaur

*Draco sapiens var. magus*

*Ages:* All.

*Distribution:* Seshnela, Dragonewt lands (see pg. 161); rare in Teleos

*Habitat:* Marsh.

Newly hatched magisaur usually look like scout dragonewts, but develop differently after several years. They are herbivores, and have webbed forepaws that cannot easily hold tools or weapons. Most magisaur are Uz-sized, but some grow much larger (add up to 12 to Large and Strong, and up to +2 to their armor rank – the bigger the rarer). These larger magisaur are more magically potent than their smaller relatives, but are less intelligent, so that the largest are barely smarter than beasts (assign a Slow-witted flaw with a rating of up to 18).

Magisaur live in swamps in small family groups (except in Teleos, where only individuals roam), but have no material culture. Young males remain until maturity, then are forced from the family by the eldest male. A male might challenge the elder to tremendous battles of combat and magic, the loser dying bloodily. Magisaur never practice Dragon Magic, instead joining local cults or traditions, or occasionally learning sorcery.

Some scholars confuse magisaur with trachodons. Trachodons are a rare race related to dragonewts that originally hatched from damaged dragon eggs. Magisaur, on the other hand, originate as scout dragonewts who, for some unknown reason, fail to transform correctly into the next stage, and instead are reborn as magisaur. Magisaur generally have an ambition to become dragons that their nature inevitably thwarts. This has turned some of them bitter and hostile, although others are merely sorrowful.

Magisaur retain their intelligence, but most quickly forget their previous existence; exiled from their home, they seek out other magisaur and join an existing family. Although the mutation that creates a magisaur is rare, magisaur can mate and produce young, and so are common in a few draconic lands. They speak a degraded version of Auld Wyrnish, for they lack several of the senses needed to communicate fully in that tongue.

### Typical Magisaur

*Weapons and Armor:* Kick and Bite 1WΛ1, Tough Hide Λ1.

*Significant Abilities:* Large 18, Strong 15, Swim 18, Initiate of <God> or <Tradition> Knowledge or Read <Grimoire> 18.

*Tactics:* Magisaur are generally peaceful, and if threatened run away. If necessary, they will use magic from a distance. If forced into hand-to-hand combat, they use defensive magics to protect themselves, kick and bite until their foe is incapacitated, then flee.

## Wurm

*Vermidraco tarbus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Dragonewt lands except Teleos (see pg. 161), rare elsewhere.

*Habitat:* Open terrain, hills, mountains.

Wyrm are intelligent, legless, winged “dragons.” They are slow, especially on the ground, and avoid forests and other confined environments. They like heat and sunlight, and are sluggish in the cold. Newly hatched wyrms are only six feet or so in length, but grow rapidly for up to 35 years, at which point they have reached about thirty feet. Although they continue to grow throughout life, the rate of growth slows greatly once they reach maturity.

Although rare, wyrms are the most common type of draconic creature encountered, other than dragonewts. They have no fiery breath or other innate powers, but are intelligent enough to learn magic, usually either animist or sorcerous. Some wyrms even worship gods, especially wind gods such as Orlanth, or use manifest mystical powers.

Wyrm are generally solitary and ignore humans, but there are exceptions, and small groups sometimes gather for special purposes. Although the wyrms are the draconic race friendliest to humans, most individuals are still neutral or hostile. They speak Auld Wurmish, but poorly due to a lack of proper draconic empathy. Most learn at least a little of local human tongues.

The wyrms say that their ancestors sought a path of draconic development other than the dragonewt way. The original way of life is lost, but the wyrms remain.

### Adult Wurm

*Weapons and Armor:* Armored Hide  $\wedge 6$ , Bite  $10\text{W}\wedge 3$ , Slam  $8\text{W}2\wedge 0$ .

*Significant Abilities:* Acute Vision 12, Large  $8\text{W}$ , Slow Movement 12, Strong  $5\text{W}$ , Tough  $10\text{W}$ .

*Tactics:* Wyrms use their tails to body slam opponents, only biting when their foe is exhausted and unlikely to be a threat. They use their Strong ability to augment these attacks.

## Wyvern

*Dracopterus pelorus*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Seshnela, Ralios, Peloria, Maniria, the Wastes, Kralorela.

*Habitat:* Hills, forest.

Wyverns are small draconic creatures with only a single pair of legs in addition to their wings. They have highly flexible tails, which terminate in barbed stings that do not inject venom (though many people assume that they do). Although intelligent, they are not as smart as humans. Most wyverns are wild, but the Lunar Empire breeds and trains some few as flying steeds for important Imperial agents. In the wild, wyverns sometimes travel in groups of two to four adults with a similar number of young, although solitary wyverns are more common.

Occasionally, true dragons dream of lust. Their lustful dreams take on life of their own, and join to produce offspring, wyverns. Wyverns also breed among themselves. Depending upon the true dragon from whence the dreams originate, wyverns often have a family characteristic. Thus, the wyverns of the southern Pelorian hills keep hoards of gold, since one of their ancestors was Zaranforis the Greedy, a famous true dragon slain during the Storm Age by Vingkot.

## Wyvern

*Weapons and Armor:* Armored Hide  $\wedge 5$ , Bite  $8\text{W}\wedge 3$ , Sting  $5\text{W}\wedge 2$ .

*Significant Abilities:* Aerobatics 15, Fly Fast 18, Large  $5\text{W}$ , Scent Prey 18, Strong  $2\text{W}$ , Tough  $5\text{W}$ .

*Tactics:* Wyverns employ their flexible tails to great effect. Against a single foe, a wyvern will twist its tail over its body like a scorpion, stinging at the same time it bites (treat as multiple attackers). Against two or more opponents, it will usually sting one and bite another, although it will change tactics if this proves ineffective.

## Uz (Digijelm, Dozaki, Trolls)

There are many types of Uz (who are referred to as trolls by most humans). All are nocturnal humanoids with grayish skin, slouched posture, long snouts, and large tusks. Most have a layer of insulating fat beneath their skin, and prefer a cold climate. The original uzuz (mistress race trolls) are rare in the modern age, almost extinct, for few have been born since the exodus from Wonderhome. Although the bulk of modern Uz are pathetic enlo, uzko are the most common type of true Uz within history.

Uz society is matriarchal, and is driven by two basic needs. First, all Uz are perpetually hungry, and seek to gorge themselves wherever possible. They can eat most substances, but find organic material more nutritious than

rock. Second, most Uz have a powerful need to protect the species and to reproduce. Male Uz know they are expendable and instinctively obey female Uz, so they are the ones sent out into the wilds to face danger and interact with other species. All Uz in Genertela speak Darktongue, and only those few who stand between the Mothers and the outside world learn human tongues.

Uz possess an innate ability analogous to sonar, known as *Darksense*, which allows them to sense objects at a distance even in total darkness. All Uz suffer when exposed to daylight. Enlo suffer a -10 penalty to all abilities when trying to operate under full daylight, and all other Uz suffer a -5 penalty under the same conditions.

The Uz are children of Kyger Litor, a Great Spirit Goddess who formed from raw darkness. She made the Uz Underworld, spawned races of formless things in the dark, and finally gave birth to the Uz. In the Green and Golden Ages the Uz dwelt contentedly with their Ancestress, but then Death appeared in their land, brought by the former Sun God. Light entered the Underworld for the first time, and the Uz withdrew. After terrible struggles some reached the surface world, and through main strength established nations there. At first they had an advantage, since the surface was covered in darkness, but with the return of the Sun their power waned. Nonetheless, they remain the most numerous of the elder races.

The Uz worship many spirits and gods, and have a surprisingly (to humans) sophisticated society. As a result, the Uz will receive a *Hero Wars* book dedicated to their culture.

## Uzko (Dark Troll, Man Troll)

*Styganthropus uzko*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Ralios, Peloria, Dragon Pass, northern Pent, Koromandol (Kralorela), Jrusteli Isles, Tarmo Mountains; rarely in Seshnela, Fronela.

*Habitat:* Any.

Uzko form the core of Uz society. They occupy a wide range of occupations, although humans are most likely to encounter hunters, warriors, and merchants. Those encountered are most often male, hunting for their wives, mothers, and sisters. A typical male uzko stands 6'6" tall and weighs just under 300 lbs.; females are slightly larger. Note that many uzko are themselves heroes, with significantly better abilities than those listed here.

Because of actions within history to break the Curse of Kin, the uzko have two widespread subspecies. Enlo form the majority of Uz in almost all Uz lands. Uzdo are found in most Uz lands but not all, since their "creation" is voluntary on the part of the uzko, who must undergo special rituals to birth them.



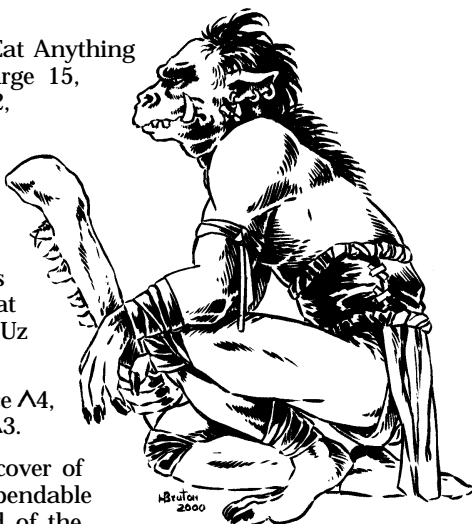
## Typical Uzko Hunter

*Innate Abilities:* Acute Darksense 12, Eat Anything 14, Endure Cold 12, Hungry 15, Large 15, Move Silently 12, Resist Poison 12, Strong 14.

*Typical Abilities:* Acute Darksense 17, Acute Hearing 17, Ambush 16, Butchery 1 $\mathbb{U}$ , Close Combat 14, Hide 17, Know Local Area 5 $\mathbb{U}$ , Zong Tradition Knowledge 2 $\mathbb{U}$ , Motionless 18, Move Silently 1 $\mathbb{U}$ , Ranged Combat 18, Set Traps 14, Stalk Prey 5 $\mathbb{U}$ , Uz Customs 13. Possesses 3 worker enlo.

*Typical Weapons and Armor:* Heavy Mace  $\wedge$ 4, Leather Armor and Shield  $\wedge$ 2, Sling  $\wedge$ 3.

*Tactics:* Uzko prefer to attack under cover of night, and send waves of uzdo, expendable enlo, or trained watch beetles ahead of the main party. A typical uzko hunter usually travels with only a small group of enlo. He will not hesitate to sacrifice them to hold off an obviously superior foe long enough for him to escape. He will also use his sling and magic to harm the enemy before closing. Once in hand-to-hand combat, however, an uzko fights bravely and is a formidable opponent.



**Uzko (Dark Troll)**

## Enlo (Trollkin)

*Styganthropus uzko var. enlo*

*Ages:* Historical.

*Distribution:* Uzko lands (see pg. 167).

*Habitat:* Any.

Enlo are degenerate creatures that far outnumber uzko. They are weak and pitiful, and are not considered true Uz. They serve as slave laborers, expendable warriors or guards, or simply as food. Many roam wild in Uz lands, and are a nuisance to nearby humans as well. Enlo breed true, but most of their offspring are stillborn.

Enlo vary in appearance greatly. A typical enlo stands about four feet tall. It has a scrawny build with a shortened snout, large, light-sensitive eyes, and small or even no tusks. Sunlight terrifies enlo, blinding them and rendering their already weak Darksense useless. Most enlo have limited intelligence, but about one in twenty is as clever as an Uz. Such enlo could (theoretically) become heroes, although it is unlikely they could survive Uz society long enough to do so.

At the end of the Dawn Age, the Chaos god Gbaji cursed the Uz. The enlo are the degenerate result of this Curse of Kin. Ever since, most births have consisted

of litters of these small, pathetic creatures, which now form two thirds of the Uz population. They are born to almost all Uz. The muri [jungle trolls] of Pamaltela do not bear enlo, since they were unaffected by Gbaji's curse. The uzhim [snow trolls] do bear enlo, but devour them shortly after birth, for they have no need of slaves and no tolerance for weaklings.

The statistics given below are for a slave warrior, notable because of his unusual prowess compared to other enlo. Warriors are the top of the heap when it comes to enlo survivability. They have equipment, learn valuable weapon and survival skills, and are rarely eaten by their owners. Uzko send warrior enlo to soften up foes, often in waves. This tactic distracts and fatigues the enemy, at which point the uzko attack.

## Typical Enlo Warrior

*Innate Abilities:* Eat Anything 14, Fear Sunlight 24, Fear Uzko 16, Hungry 16, Move Silently 14, Nimble 12, Resist Poison 10.

*Typical Abilities:* Bully Worker or Food Enlo 18, Close Combat 17, Dodge 14, Fear Sunlight 16, Hide 14, Know Local Area 13, Kyger Litor Tradition Knowledge 13, Move Silently 17, Nimble 17, Ranged Combat 13, Search for Food 14, Uz Customs 13.

*Typical Weapons and Armor:* Club A1, Leather Armor and Small Shield A1, Pointy Stick A1, Sling A3.

*Tactics:* Most enlo flee enemies. Even warriors are little braver, and usually attack only because they fear the uzko behind them more than they do the humans or other foes ahead. Nonetheless, enlo warriors can be taught discipline, and some areas field organized groups of enlo spearmen. When not directed by uzko, enlo will only attack obviously inferior foes, and then only en masse. Warrior enlo are intelligent enough to make sensible use of any combat magic they possess, even if they do so only to save themselves.

## Uzdo (Great Troll)

*Styganthropus uzko var. uzdo*

*Ages:* Historical.

*Distribution:* Uzko lands in Genertela (see pg. 167).

*Habitat:* Any.

Uzdo are bigger and stronger than uzko, typically standing about eight feet tall, but are of low intelligence. Most serve as slave warriors or guards, although some are used for manual labor. All are male, and at least half are sterile. Those that are not do not breed true, and usually have enlo children. A notable uzdo might win his freedom, but uzko would never treat him as an equal.

In the Imperial Age, Cragspider the Firewitch created the first uzdo in an attempt to break the Curse of Kin. Uzko have occasionally performed the rituals to bear them ever since, but they form only about than 3% of the population.

## Typical Uzdo Warrior

*Innate Abilities:* Acute Darksense 12, Eat Anything 14, Endure Cold 12, Hungry 15, Large 5 $\mathbb{W}$ , Move Silently 12, Resist Poison 15, Strong 5 $\mathbb{W}$ , Stupid 17, Tough 18.

*Typical Abilities:* Brave 17, Close Combat 1 $\mathbb{W}$ , Know Local Area 13, Kyger Litor Tradition Knowledge 13, Ranged Combat 17, Uz Customs 13.

*Typical Weapons and Armor:* Greatsword or Maul  $\wedge$ 5, Sling  $\wedge$ 3, Thick Skin  $\wedge$ 1.

*Tactics:* Uzdo show little imagination in their combat tactics. In a large group, they will usually hang back with the uzko while enlo soften up the enemy. They then charge into battle, using their superior strength and size to smash through the enemy line and overwhelm the foes by the sheer force of their attack.

## Romal (Cave Troll)

*Styganthropus mutans*

*Ages:* Darkness, Historical.

*Distribution:* Uzko lands in Genertela (see pg. 167).

*Habitat:* Rough terrain, underground.

Romal are hulking, hairy, semi-intelligent brutes with green-black hides and long claws. They are not fully sentient, barely more than beasts, and are often herded by uzko who take pity on their degraded form. Away from other Uz, they gather in small family groups and shelter in caves through the day. They often use crude clubs in combat, but many simply use claws. Romal take the standard penalty under direct sunlight as all Uz, and cannot regenerate any wounds while in direct sunlight. Additionally, during physical contests they regain 1 AP at the end of each exchange or round.

Romal have the ability to regenerate all wounds except those received from fire or taken under sunlight. This ability is much faster than normal healing, and allows the romal to heal at the rate of one Hurt per hour, and to heal from Dying or Injured in a single night. They never have other chaotic abilities.

During the Darkness, some Uz were mutated by the Chaos monster called Pocharno, and warped into these horrible monsters.

## Romal

*Weapons and Armor:* Claws 18 $\wedge$ 1, Club 12 $\wedge$ 4, Thick Skin  $\wedge$ 1.

*Significant Abilities:* Eat Anything 14, Endure Cold 12, Fear Sunlight 12, Hungry 15, Large 5 $\mathbb{W}$ , Resist Poison 12, Scent Prey 20, Strong 2 $\mathbb{W}$ , Tough 12.

*Tactics:* Romal usually lash out with their claws, but some will batter a foe with a club or other large, blunt object. They rarely bite in combat.

## Uzhim (Snow Troll)

*Styganthropus uzhim*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Erigia (Peloria), northern Pent, Valind's Glacier.

*Habitat:* Arctic, tundra.

The Uz that live in the most northerly and inhospitable (to humans) parts of the Inner World are known as uzhim, or snow trolls. They are similar to uzko, but have paler skin. Their feet are wide and splayed, to make it easier for them to run across the top of snowdrifts.

Although intelligent and cunning, the uzhim have a simple culture, and never build structures of any kind. They sleep in snow caves or on the leeward side of large rocks, and use harpoons to spear fish, seals, and intruders. All uzhim are hunter-fishers, with seals the favored prey. Uzhim occasionally raid more southerly climes in the dead of winter.

### Typical Uzhim Hunter-Fisher

*Innate Abilities:* Acute Darksense 12, Eat Anything 14, Endure Cold 18, Hungry 15, Large 15, Resist Poison 12, Strong 14.

*Typical Abilities:* Acute Darksense 17, Close Combat 14, Find Prey Beneath Ice 1ω, Know Local Area 18, Kyger Litor Tradition Knowledge 13, Move Silently 12, Run on Deep Snow 2ω, Patient 5ω, Ranged Combat 1ω, Spear Fish 5ω, Swim 17, Tracking 1ω, Uzhim Culture 13.

*Typical Weapons and Armor:* Harpoon Λ3, Sealskin Clothes Λ1.

*Tactics:* Uzhim commonly raid human lands only in the dead of winter, under cover of darkness. The driving snow and bitter cold gives them an advantage, so that they can strike quickly, seize valuables such as food, and vanish again into the night. If attacked on their own territory, they usually attack directly because they lack enlo, uzdo, and the variety of giant insects most Uz employ. Their shamans summon snow or darkness spirits to assist the group, while the snarling uzhim fishermen attack mercilessly with their harpoons.

Because of their familiarity with ice, snow, and tundra, uzhim never take penalties for using their abilities in such environments.



# Unnatural Creatures

## Creatures of Chaos

### Bagogi (Scorpion-man)

*Hominiscorpio devourens*

*Ages:* Darkness, Historical.

*Distribution:* Ralios, Peloria (formerly), Dorastor, Maniria, the Wastes.

*Habitat:* Mountains, open terrain, chaparral, Chaos nests.

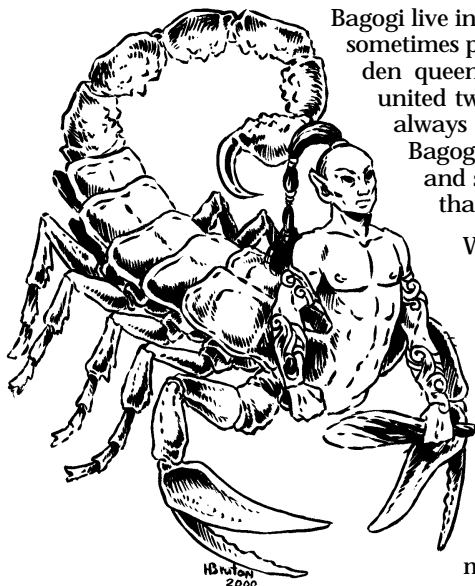
Bagogi resemble scorpion-like centaurs, with the heads, arms, and upper torsos of humans and the bodies, rear six legs, and tails of scorpions. They speak a crude language that varies greatly from hive to hive, and which is further influenced by the languages of local creatures such as harpies and (especially) broo. Most non-chaotic races despise the bagogi, but occasionally desperate or ignorant people hire them as mercenaries. In exchange, the bagogi usually demand the right to eat their defeated foes.

Bagogi live in great hives that are underground and sometimes partially on the surface, ruled by a hidden queen. Powerful queens in the past have united two or more hives, but these "empires" always break apart after their death. Many Bagogi live in small bands without a queen, and so have an even lower level of culture than described here.

When bagogi mate and lay their clutches, the offspring are of low intelligence, useful only as guards or to bulk out raiding parties. If the queen eats a sentient being and performs the correct ritual, however, her next child will bear the features of the deceased, as well as some of its memories and abilities. The chaotic transformation drives the newly born bagogi insane, and he or she will willingly serve the queen. All magic abilities are lost in the process.

The bagogi originated in the Darkness, the spawn of the Chaos spirit Bagog.

Whenever Bagog ate she laid eggs, from which hatched beings that partly resembled her and partly the things she had eaten. These offspring were the first bagogi, and they still reproduce in the same manner today.



### Scorpion-Man

## Bagogi (natural-born)

*Weapons and Armor:* Chitin  $\wedge 1$ , Club  $\wedge 1$ , Sling  $\wedge 3$ , Sting 15 $\wedge 2$ .

*Significant Abilities:* Bagog Tradition Knowledge 16, Climb Mountainside 16, Close Combat 18, Knowledge of Local Area 14, Large  $2\mathbb{U}$ , Move Quietly 12, Quick Reflexes 12, Ranged Combat 16, Set Traps 14, Slow-witted 12, Strong  $2\mathbb{U}$ .

*Random Chaos Features:* About 1 in 3 possesses one or more random Chaos features.

*Poison:* Lingering (1 minute), Lethal, Potency 18.

*Tactics:* Bagogi typically use clubs, stinging their opponents at the same time they strike with weapons. Naturally-born bagogi obey the commands of reborn individuals, as the latter have greater intelligence and skills. These leaders can have almost any abilities, depending on their original career. Note that bagogi have a separate ability rating for their Sting attack (only), but use Close Combat for all other weapons.

## Basilisk

*Viperigallo nectatrix*

*Ages:* Darkness, Historical (rare).

*Distribution:* Wherever sorcerers are found.

*Habitat:* Any.

Basilisks are small chaotic creatures with scaled reptilian bodies, four bird-like legs, and bat-like wings. Their heads resemble a black cockerel's, but with large silvery eyes and forked tongue; misty fumes rise from their beaks.

Basilisks are unnatural creatures created by sorcery in a complicated ritual involving a cockerel's egg incubated by a venomous snake. Malkioni sects and schools of wizardry ban the creation of basilisks. Since the spell allows the creator to control the creature, there will always be those who take the risk of doing so.

## Basilisk

*Weapons and Armor:* Bite 18 $\wedge 0$ , Scaly Hide  $\wedge 1$ .

*Significant Abilities:* Hide in Cover 18, Small 12, Spot Intruder 18, Tough 15.

*Innate Chaos Features:* Corrosive Blood 18, Death Gaze  $8\mathbb{U}$ , Resist Magic 18.

*Random Chaos Features:* Usually none.

*Poison:* Instant, Lethal, Potency  $2\mathbb{U}2$ .

*Tactics:* The basilisk's primary mode of attack is simply to gaze at its opponent. If the basilisk achieves any level of victory in a contest involving its Death Gaze against any living thing, the target immediately dies; this is true even of animals and plants. Only magical defenses can protect against this deadly power. If the target survives, the basilisk will rush forward to bite it and inject a remarkably deadly venom.

The basilisk's black blood is highly corrosive, and will corrode any weapon that injures the creature. A few spots of blood will damage a weapon, although it is unlikely to become useless unless coated in the substance (as it might be after delivering a lethal blow).

## Brindithum ("Chaos Goat")

*Ages:* Darkness, Historical (rare).

*Distribution:* Worldwide.

*Habitat:* Chaos nests and surrounding areas.

A brindithum is a yellowish, four-legged monstrosity with two feet on each leg. Because it has a vaguely caprine head and goat-like horns, it is often called a Chaos goat. A brindithum secretes a sticky goo that mats the hair on its entire body. Any object that contacts this goo is likely to stick to it; this includes any weapons used to attack the monster.

A brindithum is normally found among a group of Chaos creatures popularly called a Chaos gaggle. All of the creatures in the gaggle are of different types, but seem to work together despite their lack of intelligence.

## Brindithum

*Weapons and Armor:* Butt and Kick 18 $\blacksquare$  $\wedge$ 4, Tough Hide  $\wedge$ 5.

*Significant Abilities:* Climb Rocky Slope 18, Hardy 12 $\blacksquare$ , Large 10 $\blacksquare$ , Run Fast 18, Strong 10 $\blacksquare$ .

*Innate Chaos Features:* Horrid Stench 5 $\blacksquare$ , Sticky Hide 15.

*Random Chaos Features:* Usually none.

*Tactics:* A brindithum can emit clouds of noxious vapor that affect any being with a sense of smell; it uses this Horrid Stench to augment its attacks. Generally, a brindithum butts any creature in front of it and kicks those behind, but cannot perform both actions at once. A brindithum will sometimes trample small or downed foes, using its Large ability.

## Broo (Goatkin)

*Capricephalus Chaos*

*Ages:* Storm, Darkness, Historical.

*Distribution:* Ralios, Dorastor, Maniria, Kralorela, the Wastes, Nargan Desert.

*Habitat:* Any, especially mountains, marsh, desert, chaparral, Chaos nests.

All right-thinking beings hate broo. These filthy, fecund creatures are the humanoid embodiment of Chaos. They are ferocious and wildly destructive, and delight in filth and corruption. About 90% of broo are male; they reproduce by impregnating other creatures, from which the young eventually erupt



## The Migration Downland

### An Orlanthi Story from Heortland

“Now is the time,” said Orlanth, “that we go.” He signaled, and Mastakos leapt up and ran away so fast that he disappeared from sight. All of the people urged their herds to action. Orlanth’s household marched and Vingkot led the bulls, Voriof the rams, Vederi the goats, and Varnaval the ordeeds. The alynx helped all of those chiefs.

Ernalda’s household marched behind, with their herds. Uralda led the cows, Nevala the ewes, Entra the sows, and Isbarn the Goose Girl the poultry. The alynx helped all of the women as well.

During the march, the chiefs called their Wild Companions. Vingkot called the Great Bull, Voriof the Great Ram, Humakt the Great Wolf, Barntar the Great Pig, and Varnaval the Great Andam. Orlanth proved himself the greatest when Yinkin the Alynx came as his Wild Brother. Ragnaglar was angry after that. He became one of the Unholy Trio, so the Great Goat is foul.

in a gory feeding frenzy, devouring the body of the luckless mother. Broo live in wilderness regions, but often raid farms or other settlements on the edge of human territory. Broo are particularly common in the Wastes.

Broo are humanoid, but have many animal features, especially those that derive from their mother. Ragnaglar, the broo ancestor, was goat-shaped so broo generally have horned, caprine heads and cloven hooves. In the Wastes, they tend to resemble antelopes, and in the forests of Ralios are as often deer-like. Since it is difficult for broo to impregnate dangerous creatures, such as most carnivores, only rare broo resemble such animals; those that do are often unusually strong or have other useful abilities. Regardless of their heritage, all broo are immune to disease and poison.

Broo worship Chaos gods and spirits of plague and corruption. Thed, goddess of rape, is their favorite, for she was the mother of the first broo after her violation by Ragnaglar, the Mad God. Many broo know only limited magic, as it is generally in the interests of pack leaders to keep followers weak. Many broo are feral, born in the wild away from others of their kind. Although such broo are as hate-filled as any, they lack the opportunity to learn magic. Nonetheless, powerful broo shamans and heroes exist, and are greatly feared. Dorastor is particularly fetid, and has been organized by a foul broo demigod king.

### Typical Broo Raider

*Innate Abilities:* Impregnate Victim 5 $\square$ , Infest with <Disease> 18, Smell Disgusting 12, Tough 12, Ugly 15.

*Typical Abilities:* Broo Customs 13, Close Combat 18, Infest with <Disease> 5 $\square$ , Know Local Area 13, Ranged Combat 12, Stealthy 14, Thed Tradition Knowledge 18, Tough 1 $\square$ , Track 12.



*Typical Weapons and Armor:* Club or Spear  $\wedge 3$ , Head Butt  $\wedge 1$ , Shield and Hide  $\wedge 2$ , Sling  $\wedge 2$ .

*Random Chaos Features:* About 1 in 3 possesses a random Chaos feature.

*Tactics:* Broo seek to overwhelm their foes with numbers, and rarely plan their raids in any detail. If they can capture victims to impregnate, they will often prepare a ceremony to assure success. Because broo weapons are often smeared in dung or other filth, and because broo are so rancid and foul, anyone injured in a fight with a broo is automatically exposed to the diseases they carry. Broo shamans often send disease spirits against foes to weaken them before an attack.

## Do-karal (Jack O'bear)

*Joannursus paralysis*

*Ages:* Darkness, Historical (rare).

*Distribution:* Ralios, Fronela, Maniria.

*Habitat:* Forest, hills, mountains, Chaos nests.

Do-karal have hairy, ursine bodies, although they walk only on their hind legs. Their heads are hairless orange globes resembling pumpkins, with dead black eyes and wide maws lined with sharp, knife-like ridges, hence their common name of Jack O'bear. These heads are not actually pumpkins, nor even plant matter, but the resemblance can only be described as chaotic.

Do-karal are surprisingly intelligent. Although they can learn magic, few Chaos creatures bother to teach them, so most have none. They are carnivorous, and attack almost anything smaller than themselves. They can tell when they are outclassed, however. They are usually encountered singly, and their mode of reproduction is unknown; no genders are distinguishable. Some stories suggest they are the infertile offspring of some more powerful Chaos creature.

## Do-karal

*Weapons and Armor:* Claws  $18\wedge 1$ , Thick Hide  $\wedge 1$ .

*Significant Abilities:* Ambush  $2\lll$ , Cunning 18, Large 15, Move Quietly  $2\lll$ , Spot Prey 15, Strong 15.

*Innate Chaos Features:* Harmonize  $5\lll$ .

*Random Chaos Features:* About 1 in 20 possesses a random Chaos feature.

*Tactics:* Do-karal leap onto their prey from concealment, and augment their first Claws attack with Ambush.

All do-karal have a Chaos feature to Harmonize sentient beings. If the victim loses the contest, he is paralyzed, unable to move. The effect can be dispelled by magic, and also ends if the do-karal dies. A do-karal can keep up to six beings Harmonized at once. It will generally target its most powerful-looking foes, then attack others with its claws to drive them off so that it can devour its meal.

## Dragonsnail (Chaos Snail)

*Spirulum biceps*

*Ages:* Darkness, Historical.

*Distribution:* Maniria, the Wastes, coastal swamps worldwide.

*Habitat:* Marsh, Chaos nests.

Dragonsnails are omnivores, able to eat virtually anything organic, but they particularly crave warm flesh. They are highly chaotic; in addition to random Chaos features, more than half have two heads, which can attack separate foes. Rare dragonsnails have three or more heads.

When Wakboth the Devil was crushed beneath the Block, a swamp oozed out from his remains. Ordinary pond snails within this chaotic marsh became tainted and grew to the size of ponies.

### Dragonsnail

*Weapons and Armor:* Bite 5 $\text{LU}$  $\wedge$ 2, Shell  $\wedge$ 5.

*Significant Abilities:* Large 2 $\text{LU}$ , Strong 2 $\text{LU}$ .

*Random Chaos Features:* At least one, usually two or more.

*Tactics:* No more intelligent than the snails from which they came, dragonsnails simply slither toward their prey and attempt to eat it. Those that possess multiple heads may attack separate targets or focus all of their attacks on a single foe (causing appropriate penalties).

## Gorp

*Chaos amorphous*

*Ages:* Darkness, Historical (rare).

*Distribution:* Worldwide.

*Habitat:* Any (most common in and near Chaos nests).

Gorp are shapeless, putrescent masses of chaotic protoplasm that drip acid slime as they ooze across both land and water. They are unaffected by physical weapons, and their acid dissolved most substances that they contact. They are also immune to poison and acid; only fire or magic harms them. Even magically enhanced weapons are useless, unless the enhancement is fiery in origin.

Gorp often have Chaos features, and seem more highly variable in this respect than other Chaos creatures. Several varieties of gorp have been noted in Chaos nests, where many gorp have the same unusual features. These varieties may be the result of breeding or just the perverse nature of Chaos. Large gorp do sometimes split into multiple creatures. When this occurs, the “children” might each end up with the “parent’s” features. However, it is just as likely that only one will retain the Chaos feature, that none will, or that some might gain different ones.

## Gorp (most varieties)

*Weapons and Armor:* Envelope and Dissolve Prey 15 $\mathbb{L}$ +edge.

*Significant Abilities:* Large 2 $\mathbb{L}$ , Ooze through Water 5 $\mathbb{L}$ , Ooze Up Walls 15, Sense Organic Matter 5 $\mathbb{L}$ .

*Innate Chaos Features:* Corrode 2 $\mathbb{L}$ , Envelope and Dissolve Prey  $\wedge$ 4 (see *Weapons and Armor*).

*Random Chaos Features:* About 1 in 10 possesses a random Chaos feature.

*Tactics:* Gorp are mindless, and simply roll onto their victim and dissolve them, along with anything carried. Occasionally, indestructible items survive the attack and are excreted and left in a gorp's path.

## Huan To

*Corruptagens foedus*

*Ages:* Darkness, Historical.

*Distribution:* Kralorela.

*Habitat:* Hills, mountains.

Huan To are chaotic, vaguely reptilian humanoids, with large bony heads almost as large as their torsos. They have thin but muscular limbs that end in long talons. They live in well-defended villages deep in the western hills of Kralorela, and share their abodes with large numbers of slaving ghouls. Despite their chaotic nature, they normally lack any random Chaos features.

Huan To have sought to overthrow the Kralori Empire since time immemorial. They will ally with almost any other being to achieve this aim, and in the past have made common cause with the animal nomads, Uz, hsunchen, and many others. Surprisingly, they speak perfect Kralori, like their ancient enemies.

The Huan To are one of the many antigod races that were born in the Vithelan Underworld. Most worship the evil dragon god Sekever, whose cult includes sorcerers that specialize in Tap and mind control spells.

## Huan To

*Weapons and Armor:* Bite  $\wedge$ 2, Claws  $\wedge$ 1, Tough Hide  $\wedge$ 3, Two-handed Sword  $\wedge$ 5.

*Significant Abilities:* Acute Vision 15, Close Combat 18, Devious 15, Hate Kralori 18, Jealous 15, Know Kralori Culture 15, Large 5 $\mathbb{L}$ , Move Swiftly 12, Read Huan To Grimoire 18, Strong 2 $\mathbb{L}$ , Tough 15, Ugly 12.

*Innate Chaos Features:* Poison (see *Tactics*).

*Random Chaos Features:* Usually none.

*Poison:* Debilitating, Special effect, Potency 2 $\mathbb{L}$ .

*Tactics:* Huan To use bronze weapons, but do not wear armor. In the absence of

a weapon, a Huan To will attack with its claws. They are more intelligent than most humans, and take advantage of terrain, circumstances, and tactics.

Huan To will attempt to bite opponents with their long fangs. If the Huan To's magical venom overcomes the victim, he falls unconscious. As he sleeps, he transforms into a ghoul; he will reawaken only after the process is complete, in an hour or two. Only very powerful magic can heal such a victim [D+40]. Otherwise, he will remain a slave of the Huan To for the remainder of his existence.

## Hydra, Lesser

*Hydra polycephalus*

*Ages:* Darkness, Historical (rare).

*Distribution:* Slon, Dorastor, Dragon Pass, Nargan Desert, Errinoru Jungle, Kimos, Loral, Sozganjio, Porlaso, rarely in surrounding lands.

*Habitat:* Jungles, marsh.

Hydras have limbless, serpentine bodies and between two and about a dozen heads. They are carnivores, and will attack and eat almost anything smaller than themselves. Most lesser hydras have at least one random Chaos feature, and some have several, each seemingly associated with a different head.

Each of a hydra's heads is considered a separate foe for all purposes. Thus, a person attacked by multiple heads take the multiple attacker penalty, and magic affects only one head (unless the caster targets multiple heads, see **Hero Wars**, pg. 230). All heads must be defeated to subdue or slay the monster.

These chaotic reptiles hatch from unfertilized eggs laid by greater hydras, monstrous creatures as large as hills. Lesser hydras are genderless, and cannot breed.

## Lesser Hydra

*Weapons and Armor:* Bite 15 $\blacksquare$  $\wedge$ 4, Scaly Hide  $\wedge$ 5.

*Significant Abilities:* Agile 2 $\blacksquare$ , Large 5 $\blacksquare$ , Strong 2 $\blacksquare$ , Swim 5 $\blacksquare$ , Tough 15.

*Innate Chaos Features:* Drool Acid 5 $\blacksquare$ .

*Random Chaos Features:* Usually one; each additional head has a 1 in 7 chance to possess a random Chaos feature.

*Poison:* Debilitating, Lethal, Potency 15 $\blacksquare$ .

*Tactics:* Lesser hydras viciously attack anything smaller than themselves. They will not retreat unless gravely injured. All of a hydra's heads usually attack the same target. Hydras have venomous fangs that drool a strongly acidic saliva, which augments the Bite attack.

## Krarshtkid

*Krarsht minutem*

*Ages:* Darkness, Historical (rare).

*Distribution:* Throughout Genertela, Jrusteli Isles.

*Habitat:* Underground.

Krarshtkids are symmetrical crab-like arthropods with six multi-jointed limbs and gaping, triangular mouths lined with sharp teeth. They lack eyes or any other obvious sense organs, yet have no trouble detecting the presence of intruders within their lightless tunnels, even at a considerable distance. They do not communicate in any observable manner, yet seem to cooperate without difficulty, perhaps because of instructions from their Otherworld mother. Despite their apparent intelligence, they are unable to learn even the most basic forms of magic. Although tainted with Chaos, they do not seem to possess random Chaos features.

Most surface dwellers have never heard of krarshtkids. These monsters spend their entire lives in deep tunnel complexes that stretch for hundreds, even thousands of miles beneath the earth. The complexes are maze-like warrens that spread out in all directions, making it difficult for intruders to find their way in them. Krarshtkids use these tunnels to great effect in combat, setting ambushes and traps, outflanking opponents, and attacking from unexpected directions.

Krarshtkids are the spawn of Krarsht, Chaos goddess of corruption, and each is a miniature version of the goddess. Priests of Krarsht can sometimes control them, but even when encountered alone they readily fight invaders.

## Krarshtkid

*Weapons and Armor:* Acidic Tongue 2 $\mathbb{L}$  $\wedge$ 0+edge, Bite 18 $\wedge$ 4+edge, Chitinous Shell  $\wedge$ 5, Claws 15 $\wedge$ 2.

*Significant Abilities:* Agile 18, Ambush 18, Burrow 8 $\mathbb{L}$ , Climb 2 $\mathbb{L}$ , Know Tunnel System 2 $\mathbb{L}$ .

*Innate Chaos Features:* Acidic Tongue  $\wedge$ 2 (see *Weapons and Armor*), Sense Life 8 $\mathbb{L}$ , Spit Pratzim 2 $\mathbb{L}$ .

*Random Chaos Features:* Usually none.

*Poison:* Debilitating, Paralyzing (lasts 5-15 days), Potency 18.

*Tactics:* Krarshtkids use their knowledge of their tunnel systems to great effect. They may augment surprise attacks with their Know Tunnel System ability.

Krarshtkids usually begin combat by spraying an opponent up to twenty feet away with a substance called 'pratzim.' If the victim is defeated, the sticky substance immobilizes him. A krarshtkid will spit at foes that are out of reach of its claws, to entangle the victim in preparation for a direct attack. Krarshtkids also have fifteen foot long tongues that drool acidic slime. They can unroll these and use them as ranged weapons against foes too dangerous to engage in close combat.

Once in close combat, a krarshtkid will bite its opponent and inject a paralyzing

poison. If all other attack modes are unavailable (for example, if surprised by multiple opponents), *krashtkids* can strike out with their digging claws against up to two targets at a time, without taking a multiple target penalty.

## Ogre

*Homo anthropophagus*

*Ages:* Darkness, Historical (rare).

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria, Kralorela, Fonrit, Umathela, rarely in other lands.

*Habitat:* Human societies.

Ogres appear exactly like humans, although they are stronger and often more attractive. Close examination shows that they have sharp teeth, and this is the only way of determining their nature without the use of magic.

Ogres live as if they were normal members of the local human society, and only come together to practice their anthropophagic rituals. Most ogres secretly worship the Chaos god *Cacodemon*. They might also join a local human cult or profession that is unlikely to expose them (for example, they might worship a merchant or warrior deity, but not a healing goddess). They gain the *Innate Abilities* listed below in addition to the usual keywords of their home culture.

In the Darkness, when times were desperate, some people abandoned all morality and ate human flesh, and this behavior tainted them with Chaos. Their descendants live on, concealed within human societies. Their magic relies upon consumption of the flesh of sentient beings, especially humans. They see no wrong in this, for they regard all other beings as inferior, no more than cattle. In some places, ogres have appeared when people, desperate to survive, have turned to cannibalism, and thus allowed the taint of Chaos to change them.

### Typical Ogre

*Innate Abilities:* Attractive 14, Crave Human Flesh 15, Disguise 15, Proud 15, Strong 18, Tough 12.

*Typical Abilities:* varies by culture and occupation.

*Typical Weapons and Armor:* varies by occupation.

*Random Chaos Features:* About 1 in 20 possesses a random Chaos feature.

*Tactics:* Although ogres use the same combat tactics as the people they hide among, they prefer to ambush their victims. When out of sight of their neighbors, ogres will ambush lone humans or small groups of inferior foes. They will kill or incapacitate their prey as quickly and quietly as possible, before carrying the body to a place where they will not be disturbed. There, they eat their enemy in secret.

## Slime Deer (Chaos Deer)

*Cervus anosticeps*

*Ages:* Darkness, Historical (rare).

*Distribution:* Ralios, Fronela, Peloria, Dorastor, formerly Slontos (Maniria).

*Habitat:* Forest, hills, open terrain.

Slime deer resemble normal deer, and live in small herds of up to ten adults. Coat color is highly variable, and can include patches of unnatural colors such as green or bright yellow. Their heads, however, are boneless, and hang like empty sacks of skin below their necks. Eyes, ears, and other sensory organs are all present and functional, and males possess (useless) antlers. To feed, a slime deer sprays acid from an orifice at the base of its neck onto nearby vegetation, then slurps up the dissolved goo with the mouth at the base of its head sack.

Slime deer are hideous creatures descended from a Sleek Deer God that turned to Chaos during the Darkness. Where they roam, local deer may become tainted and change into slime deer as well, and it is uncertain whether slime deer can actually breed among themselves.

### Slime Deer

*Weapons and Armor:* Spray Acid 2 $\blacksquare$  $\wedge$ 0+edge.

*Significant Abilities:* Dodge Attack 15, Large 10, Run Fast 5 $\blacksquare$ .

*Innate Chaos Features:* Sense Chaos 5 $\blacksquare$ , Spray Acid  $\wedge$ 2 (see *Weapons and Armor*).

*Random Chaos Features:* About 1/3 possesses a random Chaos feature.

*Tactics:* Slime deer are not as nervous as natural deer. They will stand and fight any non-chaotic creature that attacks them, but will flee from any Chaos being. To fight, they simply spray their acid at a foe. A slime deer's brain is inside its body; the difficult act of decapitation will not kill it, although it will render the creature blind.

## Stoorworm

*Dracovermis insidiens*

*Ages:* Darkness, Historical (rare).

*Distribution:* Dorastor, Koromandol (Kralorela), Kothar, Errinoru Jungle, rarely other lands.

*Habitat:* Forest, jungle, marsh.

Stoorworms are legless, serpentine creatures with great wings and distinctly draconic heads. They are mottled with a variety of discordant colors, and constantly exude an unpleasant odor. Although unintelligent, they show a higher level of cunning than most natural creatures. Like most Chaos creatures, they will eat anything they can catch.

During the Darkness, a dragon was captured and shredded by Chaos, and the pieces mutated into these monsters. Stoorworms are most common in Pamaltela, and in Genertela usually live only in Dorastor and Koromandol.

## Stoorworm

*Weapons and Armor:* Armored Hide  $\wedge 6$ , Bite  $15\wedge 3$ .

*Significant Abilities:* Cunning  $5\wedge$ , Large  $10\wedge$ , Strong  $8\wedge$ .

*Innate Chaos Features:* Poison Gas, Regeneration  $5\wedge$  (see *Tactics*), Tough  $10\wedge$ .

*Random Chaos Features:* About 1/2 possess a random Chaos feature.

*Poison:* Debilitating, Lethal, Potency  $8\wedge$ .

*Tactics:* Stoorworms are aggressive and bad-tempered, and will attack anything, even if it appears inedible. As soon as a stoorworm identifies a target, it belches forth a cloud of noxious gas about twenty feet across, which simultaneously attacks every living thing within it (except stoorworms). It then slithers forward and bites anything that still move. Stoorworms often aim their bites to sever limbs, thus incapacitating their prey. If a foe is dead or incapacitated, a stoorworm will ignore it until it is free to feed.

Stoorworms regenerate injuries chaotically fast. They regain two AP at the beginning of each combat exchange, as long as their current AP are less than their Starting AP Total. Outside of combat, it takes a stoorworm no more than a few minutes to recover totally from even the most severe (but non-fatal) injuries.

## Urgarugar (Headhanger)

*Decapitans rugosus*

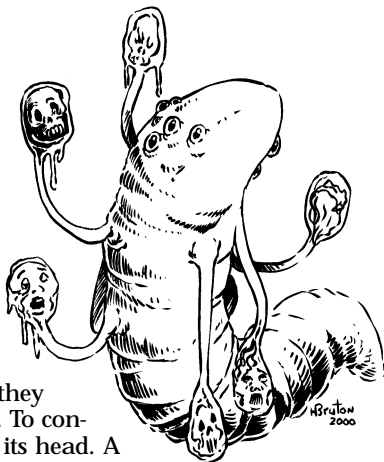
*Ages:* Darkness, Historical (rare).

*Distribution:* Dorastor, the Wastes, Pent, Kralorela, Verenela, Vormain.

*Habitat:* Any.

Urgarugar are strange Chaos arthropods, with flabby, white, maggot-like bodies and four jointed limbs ending in huge pincers. They have no head of their own; their sensory organs and mouth are located in a pushed-in mass at the front of their bodies.

Urgarugar eat only sentient creatures, for they derive their sustenance from souls, not flesh. To consume the soul of a victim, the monster eats its head. A day later, the head sprouts on a stalk from the creature's body. It will remain there for months while the monster slowly devours its soul. Eventually, the head drops off and rots away. A typical headhanger has between two and eight heads at a time, although this depends on the availability of suitable food.



**Headhanger**



Urgarugar cannot learn skills or spells from the heads they consume, but as long as the heads remain, they have access to their memories. They will use these memories to their advantage as they then seek out and devour the head's former companions. An urgarugar forgets this information about a week after the head dies. If an urgarugar loses all of its heads, it will quickly starve to death if it cannot find new victims.

## Urgarugar with Five Heads

*Weapons and Armor:* Pincers 8 $\blacktriangle$  $\blacktriangle$  $\blacktriangle$ 3 (20 $\blacktriangle$  $\blacktriangle$ 3 while eating), Tough Hide  $\blacktriangle$ 2.

*Significant Abilities:* Cunning 2 $\blacktriangle$ , Large 5 $\blacktriangle$ , Strong 5 $\blacktriangle$ .

*Innate Chaos Features:* Resist Magic 18, Sense Intelligent Life 2 $\blacktriangle$ , Terrify 7 $\blacktriangle$ .

*Random Chaos Features:* About 1 in 6 possesses a random Chaos feature.

*Tactics:* An urgarugar will attempt to decapitate a foe with a snip of its pincers. If the being is intelligent, the urgarugar must take an unrelated action in the next exchange to eat the head, before the soul escapes. For the duration of that exchange only, the urgarugar can clumsily fight other foes with only a single pincer, so it uses the lower of the two ratings given above.

As an urgarugar fights, all of its heads shriek, bite, and spit. This allows the monster to augment its Pincers attack with its Terrify when facing intelligent foes. The Terrify ability has a base rating of 12 , which increases by +3 for each head possessed.

## Waknath (Chaos Snake)

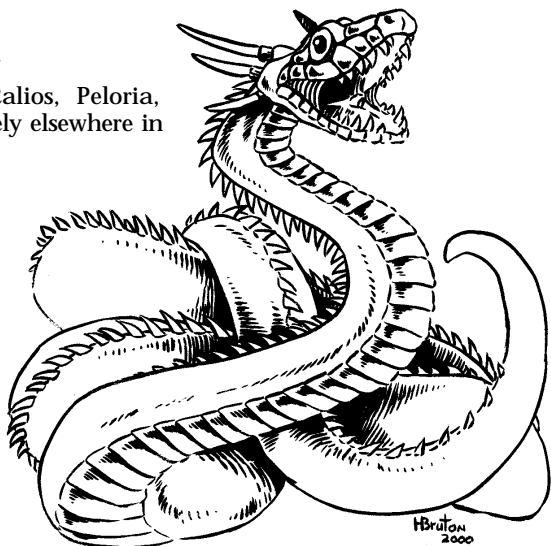
*Crotalus mutabilis*

*Ages:* Darkness, Historical.

*Distribution:* Seshnela, Ralios, Peloria, Dorastor, the Wastes, rarely elsewhere in Genertela.

*Habitat:* Any.

No two Chaos snakes look the same, although most are about the size of a rattlesnake. They often appear similar to venomous or constrictor snakes; they have a variety of colors and patterns, with brown and green predominating.



Spine snake

After mating, Chaos snakes leave many eggs in a sheltered location to hatch on their own. The offspring bear no resemblance to their parents or each other, and can be of any of the different types. Although some Chaos snakes are solitary, most remain together after hatching, forming groups of up to a dozen snakes.

Fang snakes are the most common variety of Chaos snake. They appear similar to pit vipers (see pg. 111), and use the same tactics, but possess only a single fang in the center of their upper jaw. They behave like normal venomous snakes, except for the rare individual with a unique Chaos feature. Other Chaos snakes share the abilities listed for fang snakes, but have special attacks that the narrator should treat as Chaos features.

Although there are many varieties of Chaos snake, all are descended from Pelorian serpents tainted by Chaos in the Darkness.

## Fang Snake

*Weapons and Armor:* Strike 15Λ0.

*Significant Abilities:* Climb Cliff 5♣, Dodge Attack 15, Intimidate Animal 2♣, Sense Warm-blooded Animal 2♣, Track by Scent 5♣.

*Random Chaos Features:* About 1 in 20 possesses a random Chaos feature.

*Poison:* Lingering (1 hour), Lethal, Potency 5♣.

*Tactics:* Chaos snakes usually attack en masse, but not cooperatively.

## Rainbow Snake

*Distinct Abilities:* Strong 14.

*Innate Chaos Features:* Mesmerize 15.

*Poison:* None.

Rainbow snakes create a scintillating, multi-colored effect around their bodies. Any being that sees this effect must resist the Mesmerize feature, and if defeated is unable to move. If the victim is victorious, the feature cannot affect him for the rest of the encounter. Rainbow snakes rarely attempt to bite a victim they have failed to mesmerize.

## Slime Snake

*Weapons and Armor:* Constrict 15Λ0, Strike 15Λ0.

*Distinct Abilities:* Strong 15.

*Innate Chaos Features:* Slippery 18.

A foul-smelling slime covers slime snakes, making them inedible to most creatures. They constrict their victims, but also bite until their prey is subdued. If a person attempts to pull a slime snake off, the slippery slime augments its natural strength.

## Spine Snake

*Weapons and Armor:* Throw Spines 12/0; no Strike attack.

Spine snakes have a number of small spines in a row along their back, which they can hurl at a target up to ten feet away. The spines are small and generally ineffective against human-sized targets. Spine snakes rarely bite.

## Walktapus

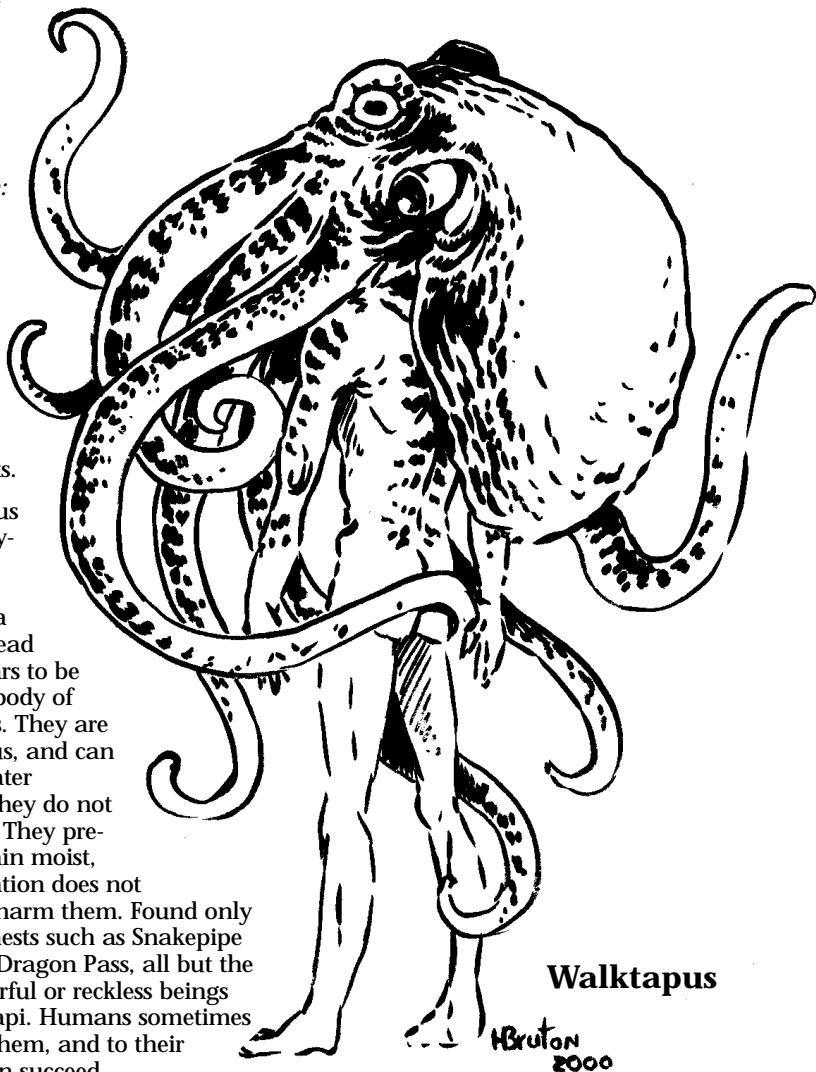
*Malapsyche  
hybridus*

*Ages:*  
Darkness,  
Historical  
(rare).

*Distribution:*  
Dorastor,  
Dragon  
Pass, rare  
elsewhere.

*Habitat:*  
Marsh,  
moun-  
tains  
(rare),  
Chaos nests.

A walktapus has a pasty-white humanoid body and a boneless head that appears to be the entire body of an octopus. They are amphibious, and can breathe water although they do not swim well. They prefer to remain moist, but desiccation does not appear to harm them. Found only in Chaos nests such as Snakepipe Hollow in Dragon Pass, all but the most powerful or reckless beings fear walktapi. Humans sometimes try to kill them, and to their horror often succeed.



Walktapus

Walktapi are infamous for their ability to regenerate from damage. They do so only slowly, and take several hours to recover fully from a serious injury, so the ability is useless during a typical contest. Even if one is hacked apart, it eventually regrows from one of the remaining pieces. Walktapi can even regenerate from fire and similar attacks, although this takes longer, about a day. Despite their voracious appetite, it is almost impossible to starve a walktapus. The only way to kill them is with powerful magic or through total destruction of their pieces (such as by dissolving them in concentrated acid). Walktapi can resist all but specifically anti-chaos magics with their Tough ability.

Walktapi are solitary creatures, and usually ignore each other. Sometimes when two meet, however, they violently rip each other to pieces. The body parts slither off into the undergrowth and, over the course of time, eventually grow into new walktapi. This is the only time that a walktapus' pieces can regrow into more than one creature.

## Walktapus

*Weapons and Armor:* Grapple and Constrict 5 $\mathbb{L}$ 2, Rubbery Skin  $\Delta$ 3.

*Significant Abilities:* Fearless 10 $\mathbb{L}$ , Large 2 $\mathbb{L}$ , Spot Prey 15, Strong 2 $\mathbb{L}$ , Swim 12.

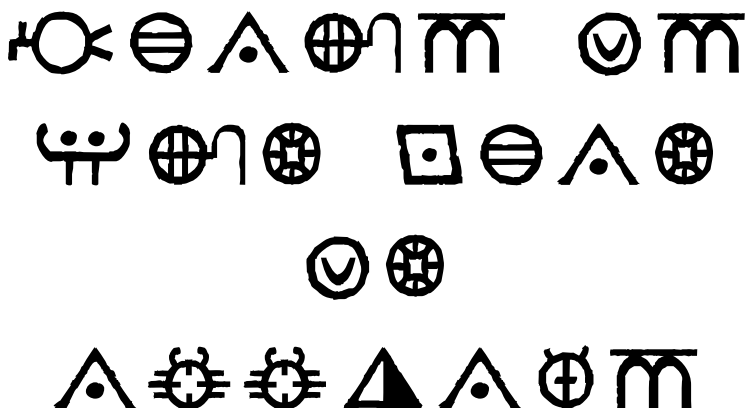
*Innate Chaos Features:* Poison Gas Cloud 18 $\mathbb{L}$ , Tough 15 $\mathbb{L}$ .

*Random Chaos Features:* Fewer than 1 in 20 possesses a random Chaos feature.

*Poison:* Debilitating, Lethal, Potency 18 $\mathbb{L}$ .

*Tactics:* Walktapi attack anything that disturbs them. They will not retreat even if injured or faced with overwhelming opposition. A walktapus' arms and eight tentacles allow it to fight up to four opponents with no penalty.

A walktapus begins combat by belching forth a cloud of greenish, gas that induces nausea and causes eyes to tear. In addition to poisoning all creatures within the fifteen-foot radius cloud, the Poison Gas Cloud ability augments the walktapus' Grapple and Constrict attack.



# Otherworld Entities

## The First Deck

When the ancient Otherworlds crashed together, the Inner World became a mixture of all of them. Sometimes they were evenly mixed, but other times one or another of the original types predominated.

Otherworld entities are divided into three groups (five if you count Chaos and the dragons), based upon their world of origin. Creatures from one Otherworld generally only enter another as invaders, and even that is rare. Many Otherworld entities enter the Inner World at times, either because they are summoned or because they cross over through a power spot.

Otherworld entities suffer the alien world modifier when they are in the Inner Plane or any Otherworld except their own; see the *Narrator's Book*, pg. 32. **This reduction is already reflected in the statistics provided here.** If a hero encounters an entity on its native plane (e.g., a nymph in the Spirit World, a certamus in the Sky Realm, or a Monoceros in the Sorcery Plane), increase all of its abilities by +20.

**Daimones** are from the Divine Realms. They are the minor entities that make up the general populace of those worlds. They are the children of the deities, both greater and lesser, and often serve them; some daimones are themselves worshipped, such as a daimon alynx being worshipped by a clan of Heortlings. Like all deities, daimones have permanent bodies, which they must bring to (or recreate in) the Inner World. Also like deities, daimones generally cannot increase their abilities.

If a mating occurs between two similar deities (an earth god mated to an earth goddess), then the children resemble their parents (earth daimones). If the daimones are the spawn of mixtures, such as a mating between an air god and a sea goddess, they usually do not resemble either parent. This is the origin of the altinae (pg. 190), for example, whom one set of legends claim descend from air gods, sea god, and luathans.

**Essences** are from the Sorcery World. They are patterns of force, and few have what humans recognize as intelligence. When brought into the Inner World, they must occupy a body. Some, such as elementals, are forced into a body by an adept; others, such as the monoceros, form their own when they manifest. Either way, Otherworld energy is drawn from a node on the Sorcery Plane, and the amount of energy manifested determines the size and power level of the entity.

Spirits are from the Spirit World. **Embodied Spirits** occupy bodied or create them from materials in the Inner World, although they are discorporate in the Spirit World itself. **Otherworld Spirits** possess the bodies of living creatures, as described in *Hero Wars* (pg. 211), or are integrated by worshippers.

Spirits must act, by definition, only within their nature. Thus, they are restricted in their actions. Most spirits have at best a limited awareness, just enough to fulfill the commands of those who control them. Powerful spirits usually develop increased intelligence, awareness, and personality.

All spirits have a *Might* that indicates their basic power level. They defend with their *Might* when attacked in Spirit Combat, and for many spirits it provides the basic rating for many of their abilities. The spirits detailed in *Anaxial's Roster* have a *Typical Might*, which expresses the power level (or range) of an average spirit of that type.

**Demons** are from the Underworld, a vast region that overlaps all three worlds. Although many demons clearly originate in a single Otherworld, some show mixed heritage. Even many "pure" demons inhabit parts of the Underworld corresponding to different planes. Thus, the jukhar are daimones that inhabit the Deshlotralas realm, which is also home to Underworld spirits. This mixing is due to the nature of the Underworld rather than the entities themselves. Demons that originate in a specific Otherworld take only a "dangerous" modifier when in an alien part of the Underworld (and so all listed abilities are at +10, rather than +20).



**Kon-kon**

Note that the magic that creates undead entities ultimately comes from the Underworld, so they are included in this section.

Most magic takes an improvisational modifier when used against undead. Certain cults, such as Humakt, have special magic to combat undead entities, which do not take these penalties.

**Unusual Entities** exist whose origins are not clearly defined. Some seem to have originated before the separation between the Three Worlds was noted. Others, like lunes, are unique entities that break the known rules.

Regardless of their nature, these entities are at home among all worlds, and never take an alien world penalty. **As such, the ability ratings provided in this final section do not take the +20 modifier when in their "home world," since they do not have one.**



# Daimones



## Entities from the Divine Realm

Daimones are lesser entities from the Divine Realms. They range in power from magical animals (such as Golden Lions, pg. 194) to powerful demigods. Many were “natural” animals in earlier ages, but are now found only in the God World. Others are servitors of the gods, who act as messengers, agents of reprisal, or defenders.

Most daimones can use theist magic. Although they cannot use Divine Aid, daimones described as initiates or devotees use affinities as innate (rather than learned) abilities. A daimon always knows its deity's affinities at the same ability rating as its *Initiate of [God]* or *Devotee of [God]* rating. Thus, an altinae warrior is always an *Initiate of Eflam 5W3*, and has all of that god's affinities (as determined by the narrator) at a rating of 5W3. As an initiate, the altinae warrior must improvise specific feats; an altinae warrior leader is, among other things, a devotee, and so need not improvise specific feats. Some daimones know only specific feats, but these again share the *Initiate of [God]* ability rating.

More powerful daimones have greater magical abilities. For example, a powerful servitor race might have affinities that are unavailable to most human worshippers. Many daimones have innate magical abilities separate from their affinities, which are treated as if they were independently learned feats.

### Altinae

*Ages:* Storm, Darkness, Historical.

*Distribution:* Altinela (Outer World).

*Habitat:* Urban.

In the farthest north, beyond Valind's Glacier, the land of Altinela looks across Sramak's Sea into the Beyond. The people there are the altinae, powerful humanoid daimones with pale skin and white or pale blue hair. They possess a cold beauty and great physical strength, and are the children of gods unknown to mortals. Their language is unknown, for



**Altinae Warrior**

no human has ever heard it. Instead, every altina ever spoken to by a human has always conversed fluently in the speaker's primary language.

Most altinae live in their great city on the coast, warmed by magic to keep out the biting cold, and fed by a magical garden in the city's heart. From the sea, Chaos hordes often arise to invade the world beyond. It is the eternal duty of the altinae to keep them out, and they have a natural ability to sense such things. Altinae are occasionally encountered in the Inner World, where they combat Chaos, but only one mortal, Prince Snodal of Loskalm, has visited their lands and returned.

The altinae have an advanced and sophisticated culture with a wide range of professions. Although they are a peaceful people, the majority of altinae are warriors, dedicated to stemming the tide of Chaos. However, sages, bards, healers, gardeners, and the like also exist. Individuals of each profession act as if they were different races. There is little difference in statistics between individuals of each profession, nor can an altina warrior elect to become a bard or healer, for example. Thus, in *Hero Wars* each profession is treated as if it were a separate "race" of daimon, with abilities that vary only among the leaders of each profession.

## Altinae Warrior

*Weapons and Armor:* Enchanted Chainmail  $\wedge 6$ , Enchanted Longsword  $\wedge 5$ , Enchanted Throwing Spear  $\wedge 5$ .

*Significant Abilities:* Agile 12 $\wedge 2$ , Alert 18 $\wedge 2$ , Altinae Custom 5 $\wedge 1$ , Altinela Area Knowledge 5 $\wedge 2$ , Attractive 15, Brave 10 $\wedge 1$ , Close Combat 5 $\wedge 3$ , Dutiful 10 $\wedge 1$ , Large 12, Ranged Combat 10 $\wedge 2$ , Run Fast 15 $\wedge 1$ , Strong 15 $\wedge 1$ , Tough 15 $\wedge 2$ .

*Innate Magical Abilities:* Hate Chaos 18 $\wedge 1$ , Initiate of Eflam (War God) 5 $\wedge 3$ , Resist Cold 10 $\wedge 2$ , Sense Chaos 15 $\wedge 2$ .

*Tactics:* Altinae are calm and efficient in battle, and concentrate on a single foe, moving on to another one only after the first is killed or incapacitated. They will abandon any non-chaotic foe if they sense Chaos nearby, and are drawn to attack the most powerful chaotic foe they can sense. In the rare event multiple altinae are together in a battle, they fight individually to great effect, often ignoring lesser combatants completely as they seek out opponents worthy of their skills. Although they do not fight in formation, each altina aids his companions as the opportunity and need arises.

## Certamus (Arrazite, Shanassae, Sky Warrior, Warrior Angel)

*Ages:* Golden.

*Distribution:* Dara Happa (Peloria), Sky World.

*Habitat:* Celestial Realm (God World).

The certami are sky daimones, winged warriors who serve Arraz, king of the Sky People. They appear as incredibly handsome human men with long golden hair and glittering, multicolored wings. They carry swords and



spears, and wear their magical armor that covers all of their bodies save their wings and heads.

Certami rarely leave the Sky World, which they protect from invaders. Some Dara Happan priests summon them to smite their traditional enemies, such as storm barbarians or darkness creatures. Certami are haughty, and refuse to fight any being they consider beneath them. Thus, they rarely fight mere mortals when summoned. Any being able to enter the Sky World is certainly worthy of their attention.

The certami are as old as the Sky, but were not apparent until needed. They sprang up to defend Dayzatar when Heaven was invaded, and have never failed in their duties. As common soldiers for the angelic host, they are low in the celestial hierarchy, but they show a fanatical devotion to the gods they serve and protect. They show an appropriately Dara Happan sense of morality and justice, and know that they are far superior to mortals.



## Certamus

*Weapons and Armor:* Enchanted Golden Sword  $\Delta 6$ , Enchanted Golden Armor  $\Delta 6$ .

*Significant Abilities:* Close Combat  $10\text{W}3$ , Dara Happan Etiquette  $15\text{W}$ , Determined  $10\text{W}2$ , Handsome  $18\text{W}$ , Just  $15\text{W}$ , Proud  $5\text{W}2$ , Sky Lore  $5\text{W}2$ , Tactics  $12\text{W}3$ .

*Innate Magical Abilities:* Devotee of Polaris  $5\text{W}3$ , Flaming Sword feat  $12\text{W}2$ , Resist Temptation  $2\text{W}2$ .

*Tactics:* All certami are skilled warriors and tacticians, especially in the Sky Realm. They wreathe their weapons in magical flame, and use this ability to augment their Close Combat. They make good use of their magical abilities when fighting known foes. However, they are slow to adapt tactics to changing circumstances: they rely on their ancient traditions, and may receive a handicap if faced with a unique or surprising type of opponent.

## Sky Daimon

## Destixin (Bird of Cycles, Lunar Flamingo)

*Ages:* Historical.

*Distribution:* Glamour (Peloria), Red Moon.

*Habitat:* Rivers, lakes.

Destixins are large birds, with long legs and necks and sickle-shaped beaks. Most live on the Red Moon along the shores of the Ruby Sea. They often travel to the city of Birdland or to other places on the Moon. They are sentient, and can work powerful magic. They share in the wisdom of Lunar sages, and can automatically sense whether or not a person is a member of any Lunar religion.

The appearance and demeanor of destixins change over the course of the Lunar cycle. While the area of the Moon on which they live is red, destixins are brilliant pink, their feathers almost luminous. They are peaceful, and eat small fish and water plants.

When Destix lies overhead, however, and the part of the Moon on which they reside is black and shadowed, they change. Their feathers turn coal black, and radiate a darkness that suppresses light. They become aggressive and hunt larger prey, which they tear apart with their talons and sharp beaks. They retain their intelligence, and a loyalty to Lunar priests, but use their powers only to cause suffering and bloodshed.

Destixins are descended from children of Vrimak and Avarnia who traveled into the Sky World. The Red Goddess befriended them, marked them with her power, and gave them new names, and they chose to live on the Moon. Lunar magicians and heroes occasionally call them to the surface world, but they rarely stay long except in Glamour, where some nest.

## Red Form

*Armor and Weapons:* Magical Protection  $\wedge 5$ .

*Significant Abilities:* See 15 $\llcorner$ , Fly Fast 10 $\llcorner$ , Forage 10 $\llcorner$ , Graceful 5 $\llcorner$ , Swim 5 $\llcorner$ .

*Innate Magical Abilities:* Aura of Serenity 5 $\llcorner 2$ , Devotee of Verithurusa 15 $\llcorner$ , Enhance Light feat 15 $\llcorner$ , Magical Protection (see *Weapons and Armor*), Resist Magic 10 $\llcorner 2$ .

*Tactics:* Red destixins avoid conflict when they can, but if threatened will project feelings of peaceful harmony. This Aura of Serenity “attacks” against a being’s best combat skill, which can be augmented by abilities reflecting willpower or aggression, at the narrator’s option. If the destixin is victorious, their opponent will remain non-violent as long as it remains nearby.

## Black Form

*Armor and Weapons:* Bite and Claw 15 $\llcorner \wedge 5$ , Magical Protection  $\wedge 5$ .

*Significant Abilities:* See 15 $\llcorner$ , Fly Fast 10 $\llcorner$ , Graceful 5 $\llcorner$ , Swim 5 $\llcorner$ , Track 10 $\llcorner$ .

*Innate Magical Abilities:* Aura of Fear 5 $\llcorner 2$ , Devotee of Gerra 15 $\llcorner$ , Magical Protection (see *Weapons and Armor*), Resist Magic 10 $\llcorner 2$ , Suppress Light feat 15 $\llcorner$ .

*Tactics:* Black destixins attack anyone who is not a Lunar worshipper, and will hunt any non-sentient creature not under the protection of one. They grasp any such being with their talons and rip at its soft parts with their beaks. They can project feelings of fear at their opponents, which augment their attacks. Once all of their foes are dead or have fled, they greedily consume their prey.

## Golden Lion

*Ages:* Golden, Storm.

*Distribution:* Peloria.

*Habitat:* Celestial Realm (God World).

In the Golden Age lived a giant breed of lion, usually found in small prides of up to six members. They are greatly feared, and hunt humans and sak-kars for sport, and often invade the Inner World or enemy divine realms. The female leader of a pride is often sentient and can speak to other beasts.

Golden lions are the pure grandchildren of Durbaddath, whose parents never bred with alien lions. Thus, they retain their ancient stature and powers. They are the ancestors of the Durbaddath Lions (see pg. 87), and have similar habits and tactics.

### Golden Lion

*Weapons and Armor:* Claw and Bite 2 $\mathbb{L}$ 2 $\wedge$ 3 (+42 AP/companion), Mane and Thick Skin  $\wedge$ 2.

*Distinct Abilities:* Ambush 18 $\mathbb{L}$ , Cunning 18, Fierce 8 $\mathbb{L}$ , Large 8 $\mathbb{L}$ , Strong 2 $\mathbb{L}$ 2, Tough 18.

*Innate Magical Abilities:* Radiate Light 5 $\mathbb{L}$ 2, Restore Own Vitality 5 $\mathbb{L}$ 2, See in Dark 5 $\mathbb{L}$ 2, Terrifying Roar 5 $\mathbb{L}$ 2.

## Hollri (Ice Daimon)

*Ages:* Storm, Darkness, Historical (rare).

*Distribution:* Valind's Glacier, far Pent.

*Habitat:* Arctic, tundra, Himile Realm (God World).

Hollri, or ice daimones, are beings composed entirely of ice. Normally restricted to the frozen Valind Wastes, they sometimes travel south to Fronela or Pent when the temperature there is especially cold. They sometimes travel as far south as the Rockwood Mountains, although only when summoned or during the coldest winters.

When hollri form they are small, but increase in size and power over the course of several decades or centuries. Unlike most daimones, they are rarely initiates or devotees. Instead, the more powerful develop innate magical abilities, such as freezing breath, flight, or the ability to travel through solid ice without leaving any trace. A hollri uses all of his "feats" with a single ability rating. Although young hollri are quite stupid (Slow-witted 10 $\mathbb{L}$ ), older ones can be as smart as humans.

The hollri were born in the Ice Age and Great Darkness. The life force of Himile, the Uz god of Cold, found refuge in the frozen world and animated the first group. They have never been completely driven away.

## Holri

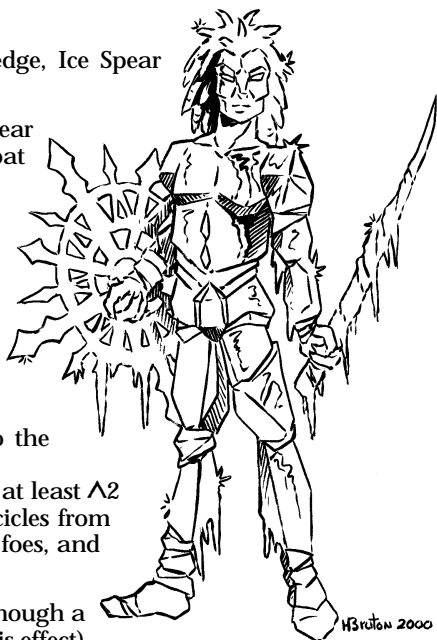
*Weapons and Armor:* Ice Dagger  $\wedge 1$ +edge, Ice Spear  $\wedge 3$ +edge, Thrown Icicle  $\wedge 2$ +edge.

*Significant Abilities:* Close Combat  $8\text{L}$ , Fear Warmth 18, Large  $2\text{L}$ , Ranged Combat 18, Slow-witted 18, Strong  $8\text{L}$ .

*Tactics:* Holri have no grasp of tactics, and simply attack with whatever weapons they can. Objects that they hold become so cold that their touch alone hurts mortals, giving the holri a magical edge. Thus, an ice spear used by a holri has a rank of  $\wedge 3$  for the weapon, but whatever edge this gives the holri (after comparing it to the

defender's armor rank) is increased by at least  $\wedge 2$  for its intense cold. Holri also pluck icicles from their beards or body and hurl them at foes, and more powerful ones use magic.

Holri melt in the presence of heat (although a few have special powers that negate this effect). Thus, holri suffer a handicap when attacked with heated or fiery weapons, the exact penalty determined by the narrator. A torch, for example, might inflict a  $\wedge 2$  handicap. The brittle body of a holri will shatter if hit with sufficient force (such as when driven to complete defeat in combat). A holri may also suffer a similar penalty if caught in warm weather.



**Ice Daimon**

## Kilin (Eastern Unicorn, Luck Monster)

*Ages:* All.

*Distribution:* Kralorela, Sky World.

*Habitat:* Kralori Realm (God World).

Kilin have horse-like bodies, serpentine tails, cloven hooves, and long, almost giraffe-like necks. They are partly furred and partly scaled, with a combination of bright colors unique to each individual. Some kilin have a single, short horn on their foreheads, which led the God Learners to call them 'eastern unicorns,' but the majority do not.

Kilin are naturally invisible, and only the greatest heroes can discern them unless they wish to be seen. They walk on air as easily as the ground, and move with incredible speed. Although all kilin are initiates of appropriate deities, they never use any feat that could cause physical harm to another being.

Kilin serve as messengers from the Sky World, and bring wisdom to mandarins and exarchs. This wisdom always consists of sage advice beneficial to the Empire, or prophecies of disaster for wicked foreigners. They speak only in poetry, or else carry inscribed tablets that bear their messages.

Kilin are perceived as pure magic by the true mystic, and as holy and sacred animals by those who still cling to belief in the gods. In Kralori mythology, the kilin was one of the first animals created, but has no mortal descendants in the world today. Kilin command the loyalty of all mundane animals, except those created by the most wicked beings.

## Kilin

*Weapons and Armor:* Thick Hide  $\wedge 2$ ; no weapons.

*Significant Abilities:* Compassionate  $2\wedge 2$ , Kralori Custom  $10\wedge 3$ , Large  $8\wedge$ , Literacy  $2\wedge 3$ , Loyal  $15\wedge 2$ , Poetry  $5\wedge 2$ .

*Innate Magical Abilities:* Avoid Combat  $5\wedge 2$ , Command Natural Animal  $5\wedge 3$ , Curse Foreigner or Wicked Person  $10\wedge 2$ , Divination  $10\wedge 3$ , Initiate of <Kralori Deity>  $10\wedge 2$ , Invisibility  $15\wedge 3$ , Run Fast  $12\wedge 3$ .

*Tactics:* Kilin never pollute themselves with combat, and avoid all bloodshed. They use their speed and Avoid Combat ability to escape from enemies, if they ever encounter any. Normally peaceful, if enraged by especially impious acts they will curse the perpetrator. This curse causes the target to suffer bad luck (-10 on all die rolls that the narrator decides are crucial) until it is lifted.

## Umbroli (Wind Daimon)

*Ages:* Storm.

*Distribution:* Worldwide, Upper Air.

*Habitat:* Atmosphere, winds, Storm Realm (God World).

Umbroli are living winds. They are the commoners of the Storm Realm, and also inhabit the atmosphere above Glorantha. When summoned, an umbroli isolates itself from the general winds of the area. It manifests first as a consciousness in the wind, and so is visible only by its effects (or to magical senses). The stronger the umbroli, the stronger the wind, and the greatest umbroli manifest as hurricanes, tornadoes, and deities.

When they act, umbroli act as wind. Thus, an umbroli can blow a cloak into a foe's eyes, hold back water or waves, fill a ship's sails, or blow out a fire. An umbroli can attack in this manner with its Thrown Debris ability as if it were a Ranged Combat attack. The narrator may apply an edge to this attack depending on the objects or materials in the local area (such as sand).

In this form, an umbroli can focus its winds to move and lift objects. This

concentrates their strength to affect a single object, but still disrupts loose items in the area. To lift an object, an umbroli matches its strength against the object's Large +20 (against objects with a Small rating, the resistance is instead 32-Small). Thus, a small umbroli trying to lift a human must match its Strong 10 against a resistance of 26, while one trying to lift a dog faces a resistance of only 22. Beings with appropriate magical abilities may use them in place of Large, and still gain the +20 modifier. Umbroli can carry man-sized objects, but to do so they must manifest near-hurricane strength winds.

Umbroli initially appear as winds, but some can form a visible and semi-physical body. When an umbroli takes this form, all of the winds around them become still, because they form the body. Since most umbroli take this form only to appear in front of their worshipper or summoner, and so have already torn up the area with their wind.

In this form, an umbroli retains its full Strong rating. Thus, it can pick up and throw objects, and can engage in combat (using its Strong rather than a Close Combat or Ranged Combat ability). The umbroli cannot carry objects into the air or even fly while in this form.

The strongest umbroli are the minor gods of local wind phenomena, such as the Seven Winds of Dragon Pass. They are the chiefs of the many clans of umbroli whose presence vitalizes and strengthens the winds. Most of these umbroli are worshipped, but often only by local clans and tribes; many hero bands worship winds of this strength. Some gods, such as Barantaros the Hidden Gale and Vanganth the Flyer, are umbroli, and Orlanthe heroes and great men become umbroli after death.

### **Umbroli (Breeze)**

*Weapons and Armor:* Thrown Debris 14Λ0.

*Innate Magical Abilities:* Strong 10, Carry Message 14.

### **Umbroli (Gust of wind)**

*Weapons and Armor:* Thrown Debris 2ΛΛ0.

*Innate Magical Abilities:* Strong 20, Carry Message 20.

### **Umbroli (Strong wind)**

*Weapons and Armor:* Thrown Debris 10ΛΛ0.

*Innate Magical Abilities:* Strong 8Λ, Carry Message 5Λ.

### **Umbroli (Gale-force wind)**

*Weapons and Armor:* Thrown Debris 10Λ2Λ0.

*Innate Magical Abilities:* Strong 8Λ3.

Gale-strength umbroli are the chiefs of the winds, and include the recog-

nizable winds, those that have names and possibly worshippers. In Dragon Pass, for example, the Valinding Winds include the Big and Little Ice Storms, the Light Snowstorm, the Wet Snowstorm, and the Cloudless Blast Storm. The Helering umbroli include the Flower Wind, the Stilling Wind, and the Love Shower Wind, among others.

## Urothtrorol (Cloud Ram, Storm Ram, Wind Ram)

*Ovis aeri*

*Ages:* Storm, Historical (rare).

*Distribution:* Ralios, Fronela, southern Peloria, Maniria, Umathela.

*Habitat:* Mountains, Middle Air, Storm Realm (God World).

Urothtrorol are large, magical rams with shaggy wool and gleaming horns. They have no wings, but run on the wind as if it were earth. Their bodies appear fluffy and cloud-like, and stream across the sky a little when they run; most are white, but some are gray or black, and a few rare ones are blue.

Urothtrorol fly only among high mountain peaks and in the Divine Realm. They spend as much time playing and leaping among the clouds as they do on the ground, and become especially frisky and joyful during thunderstorms. An urothtrorol will occasionally sneak into a mortal herd to mate, and the lambs born of such matings are a blessing to their owners.

Urothtrorol can make a sound like thunder by drumming their hooves, even on empty air. When a whole herd drums together the sound travels for miles, and can deafen or frighten nearby people. Urothtrorol attract, and direct, lightning during storms, although they cannot create lightning bolts in the absence of thunderous weather.

In the Storm Age, Heler fathered the first flock of urothtrorol, which became one of the great sources of Orlanth's wealth. They were innumerable during then, but diminished in the Darkness, and are now as rare in the Inner World as are most aerial creatures.

### Urothtrorol

*Weapons and Armor:* Butt 2 $\mathbb{L}$  $\wedge$ 2, Thick Fleece  $\wedge$ 1.

*Significant Abilities:* Agile 10 $\mathbb{L}$ , Cunning 15, Climb Mountainside 8 $\mathbb{L}$ , Dodge Opponent's Attack 15, Large 12, Strong 15.

*Innate Magical Abilities:* Aerobatics 18, Direct Lightning 5 $\mathbb{L}$ , Make Thunder 5 $\mathbb{L}$ .

*Tactics:* Urothtrorol fight as normal rams do, and take full advantage of their aerial abilities. A whole herd will act together to drive off intruders, so that one urothtrorol gains the support of a about dozen others as followers.



In stormy weather, they direct bolts of lightning at their foes, with younger members of the herd again lending AP to the dominant male.



**Wind Ram**

## Other Daimones

In additions to the entries in this chapter, the following creatures described in Anaxial's Roster are also daimones: Aminertel (pg. 81), Gavreninkin (pg. 38), Keladur and Betidur (pg. 87), and Jukhar (pg. 239).





# Essences



## Entities from the Sorcery Plane

### Elementals

*Ages:* All.

*Distribution:* Wherever appropriate grimoires are used.

*Habitat:* Sorcery Plane.

Elementals are essences that sorcerers can force to animate material. There are five types of elementals, associated with the five core elements: darkness, water, earth, air, and fire. An elemental summoned into the Inner World must inhabit a physical form, with the abilities detailed below. Elementals are mindless, and appear only when summoned by sorcerers.

A node can provide energy to animate any amount of material. Elementals have no fixed size, and large elementals are no more difficult to control than small ones. Larger elementals do require more energy to form, and so are more difficult to summon. On the Sorcery Plane, elementals do not exist as distinct entities, and so lack any attributes.

To summon an elemental, the sorcerer first determines the size desired, expressed in cubic yards. He then connects to the correct node on the Sorcery Plane; there are several known nodes for each element. He then draws the proper amount of energy from the node by achieving any victory in a contest matching his Summoning ability against the elemental's *Resistance to Summoning*.

Once the ritual is complete, the elemental animates a volume of material as determined by its size. An elemental will animate a smaller amount of material if that is all that is available, but this reduces its abilities; the excess energy dissipates.

An elemental must do the bidding of the one who summoned it, unless that act is against the nature of its element, in which case it simply ignores the command. Thus, a sylph cannot create a vacuum (since the nature of air is to fill a vacuum), water can only flow, etc.

Elementals have only a single ability related to their elemental nature, and must use this ability for all actions. If the action is clearly appropriate, such as an undine flowing over something or downhill, the ability works normally. If the action is less appropriate, such as an undine flowing uphill or up a body and into a person's mouth, the narrator should apply an improvisational modifier.

An elemental's abilities are expressed as <Target Number>/yard<sup>3</sup>. To determine the ability rating, multiply the <Target Number> by the elemental's volume in cubic yards. A typical elemental has a volume of 2 cubic yards,

and only a few exceed 10 cubic yards. All elementals are vulnerable to both magical and mundane attacks, which can disrupt their structure. Some are harder to disrupt than others, as shown by their *Resist Damage* ability (used to resist both types of attacks).

Elementals are vulnerable to appropriate elemental attacks, which disrupt them more easily. Any such attack against an elemental gains an edge of 1/4 its ability rating, as described on pg. 241 of *Hero Wars*. This edge applies to attacks by other elementals as well, so that a shade with Dark 20 gains a +5 edge when attacking a gnome.

### **Gnome (Earth Elemental, Likiti)**

*Resistance to Summoning:* 7/yard<sup>3</sup>.

*Innate Magical Abilities:* Move Through Earth Quickly 12, Resist Damage 3/yard<sup>3</sup>, Strong 6/yard<sup>3</sup>.

Gnomes can animate only soil (even rocky soil), not rock or sand. They cannot leave the body of earth into which they are summoned, and appear to viewers as a ripple or whirlpool in the ground.

Gnomes move slowly. They can shape the earth in which they travel in almost any way: they can create tunnels, pits, or ridges, expel objects, even plow fields (this last act takes an improvisational modifier because of the degree of control needed). Gnomes can carry things through the soil, but can bring only a limited volume of air with a living being.

Gnomes can attack beings standing on the earth by opening a pit beneath them and using their Strong to crush the victim. They can suffocate the target by dragging it completely underground. The target may resist the attack with an appropriate ability (Large or Strong), or may use a combat ability to disrupt the gnome's structure (with possible penalties because of enclosure in a confined space).

### **Salamander (Fire Elemental, Promalti)**

*Resistance to Summoning:* 7/yard<sup>3</sup>.

*Innate Magical Abilities:* Burn 5/yard<sup>3</sup>, Resist Damage 3/yard<sup>3</sup>.

Salamanders must animate an existing flame, which will immediately flare up, but requires no fuel to continue burning. Water, soil, and strong winds affect them, but they are harder to extinguish than normal flames. They can move and even jump from one object to another, but their touch ignites inflammable objects.

Salamanders have more limited uses than most elementals because of their innately destructive nature. They can start fires; to attack, they simply engulf their foe and burn it. They can extinguish non-magical flames, although this takes a penalty equal to the flame's intensity (as determined by the narrator).

## **Shade (Dadami, Darkness Elemental)**

*Resistance to Summoning:* 10/yard<sup>3</sup>.

*Innate Magical Abilities:* Dark 5/yard<sup>3</sup>, Resist Damage 3/yard<sup>3</sup>.

Shades can animate only very dark shadows. They resemble pools of animate darkness, and are supernaturally cold. Any fire, heat, or light source taken within a shade will be extinguished by its Dark ability; this is true even of magical light sources (with a penalty), because of the magical nature of the shade's darkness.

Shades can attack a sorcerer's foes, using their intense darkness and cold as a physical attack. They can cut off the senses (even Darksense) of those trapped within them. This act takes a -5 improvisational modifier, but induces a magical terror that can frighten and even kill a victim.

## **Sylph (Air Elemental, Worli)**

*Resistance to Summoning:* 5/yard<sup>3</sup>.

*Innate Magical Abilities:* Fly Quickly 15, Resist Damage 3/yard<sup>3</sup>, Strong 5/yard<sup>3</sup>.

Sylphs resemble mobile whirlwinds. They can manifest wherever there is air, although the summoning is more difficult (-10 penalty) if the air is still and motionless, such as indoors. They can perform tasks like helping to propel a sailing ship, augmenting an appropriate ability with their Strong rating.

Most sylphs are capable of raising a small wind. They can lift and throw small objects. The largest sylphs are strong enough to lift or throw human-sized victims and batter them against obstacles (use the sylph's Strong ability as an attack), or can simply carry a victim aloft and drop him from a height. A victim resists a sylph with an appropriate ability (Large or Strong), or may attack with weapons (with possible penalties because of unfamiliarity with aerial combat).

## **Undine (Sramaki, Water Elemental)**

*Resistance to Summoning:* 6/yard<sup>3</sup>.

*Innate Magical Abilities:* Flow 5/yard<sup>3</sup>, Move Rapidly Through Water 15, Resist Damage 3/yard<sup>3</sup>.

Undines can inhabit any liquid that is primarily water; most wine qualifies, for example, but quicksand does not. Undines cannot animate ice. An undine that contains insoluble matter, such as sand or sediment, can expel this quickly, but it cannot remove dissolved substances, such as salt. Once summoned, an undine takes the form of a pool of water.

Undines flow only slowly across land, but move swiftly through water. They can perform tasks such as helping to propel a becalmed ship, augmenting an appropriate ability with their Flow rating. They can also engulf a victim to drown him, attacking directly with their Flow ability. This may take an improvisational modifier in some cases, such as an undine flowing **up** a person's body or trying to draw water away from an aquatic creature's gills.

## What Are Elementals?

“Elemental” is a term used to describe any Otherworld entity whose nature compels it to animate or inhabit a body. This category of Otherworld entity includes three very distinct types of creatures. The word “elemental” is a translation of a Malkioni word for the entities they summon from the Sorcery Plane. Although the word is often applied to entities from the Divine Realms and Spirit World, this is a misuse of the term.

Both theists and animists summon entities from their Otherworlds that are “elemental” in nature. However, they generally only have names for their own entities. A devotee of Ernalda may refer to the servants of her goddess as *talosi*, but does not recognize a kinship or even similarity between them and the *umbroli* her Orlanth-worshipping husband summons. The elemental entities of each Otherworld have different abilities and attributes. However, they can superficially appear similar – a normal person usually cannot distinguish between a *worli*, *umbroli*, and *kolati*, although any magician can easily tell them apart.

True sorcerous elementals are summoned into a specific volume of the appropriate element, and are more powerful the more matter they animate. Elemental spirits, like other spirits, have a set Might, and their power is the same whether they embody in a small or large amount of element. An elemental daimon always inhabits a set amount of element, which can be large or small for that individual irrespective of its mundane or magical ability ratings.

The following table compares the sorcerous elementals to similar daimones and spirits known in Genertela. Many other types of “elemental” spirits and daimones exist.

Element	Sorcery Plane	Divine Realm	Spirit World
Darkness	<i>dadami</i> (darkness elemental, shade)	<i>xenthi</i> (night daimon)	<i>dehori</i> (darkness spirit)
Water	<i>sramaki</i> (undine, water elemental)	<i>manthi</i> (water daimon)	<i>veredthi</i> (water spirit)
Earth	<i>likiti</i> (earth elemental, gnome)	<i>talosi</i> (earth daimon)	<i>gati</i> (earth spirit)
Air	<i>worli</i> (air elemental, sylph)	<i>umbroli</i> (storm daimon)	<i>kolati</i> (wind spirit)
Fire	<i>promalti</i> (fire elemental, salamander)	<i>urzani</i> (fire daimon)	<i>sali</i> (fire spirit)

## Eskaval

*Optimafera fugax*

*Ages:* Golden, Historical (rare).

*Distribution:* Seshnela, Ralios, Fronela.

*Habitat:* Deciduous forest.

Eskaval are the most wondrous of all creatures of western Genertela. They resemble large, muscular deer, but have resplendent golden fur marked with black spots. Their cloven hooves are pure silver, and their branching horns shine iridescently with all the colors of the rainbow. With these features, eskaval ought to be easy to find, but their cunning is as legendary as their wariness. They use their long tails to brush the ground behind them (covering their tracks), and take full advantage of natural features to evade pursuers. They are difficult to track with dog's or other animals, for they have almost no scent (match the animal's Track by Scent ability against the eskaval's Faint Scent).

Understandably, eskaval are considered the ultimate quarry of western hunters. Most western cultures permit only nobles to track them, and trophies of the creatures are the greatest badge of hunting prowess a person can possess. Eskaval are rare, and would be difficult to find even without their remarkable abilities of stealth, so having the opportunity to hunt one is notable in itself. Once found, they are so wonderful that most mortals cannot bring themselves to harm them. Thus, any hunter that wishes to attack an eskaval must first overcome its Wondrous Beauty ability with their best hunting skill (or an appropriate personality trait, such as Cruel).

Except for females with young, eskaval are only ever encountered alone. They must travel to the Sorcery Plane to mate, and females must return again to bear their single fawn. If unable to cross the barrier, a pregnant female will die, and so a trustworthy magician may find himself approached by a doe seeking assistance.

Eskaval are one of the Ancient Animals of Danmalastan, and existed before most animals became differentiated from each other. Like all such animals, they are now extremely rare.

## Eskaval

*Armor and Weapons:* Kick 12A1.

*Significant Abilities:* Cunning 10L, Dodge Attack 10L, Faint Scent 18L, Hear Noise 5L2, Hide in Cover 15L, Know Local Area 15L, Large 12, Run Fast 10L, Scent Predator 5L2, Shy 2L2, Skittish 5L.

*Innate Magical Abilities:* Cover Own Tracks 12L, Sense Predator 18L, Stealth 12L, Travel to Sorcery Plane 5L, Wondrous Beauty 5L.

*Tactics:* Eskaval will do almost anything to avoid combat. If cornered, they dodge and try to avoid blows, but can kick with their hooves if necessary. As soon as an opportunity presents itself, they will flee.

## Kivis (Fire Bear)

*Ursus ignifer*

*Ages:* Storm, Historical (rare).

*Distribution:* Seshnela, Ralios, Fronela.

*Habitat:* Forest, Other Side (usually the Sorcery Plane).

Kivis are powerful bears that appear to be on or made of fire. They have the same habits and attributes as mortal bears, although they are larger than most. They are aggressive, powerful, and easily startled, and thus most men avoid them. They are also intelligent and possess great knowledge of the Otherworlds, and thus sorcerers in search of wisdom often seek them.

Kivis, like unicorns, often possess additional magical abilities. A kivis' Kivis Law ability works identically to the similar ability possessed by a unicorn (see pg. 77). Sample effects appear below.

Malkion the Prophet was once confronted by two bears that had allied to destroy him, one a spirit and one a god. Each had different weapons, and both attacked when they found him unescorted while strolling in a garden. Malkion extracted an essence from the bears and sent it to back at them. These were the first kivis, and they drove off the enemy bears, then set to wandering through the Three Worlds. Their favorite place to rest is in the world of men, in the most hidden wild places.



**Fire Bear**

## Kivis

*Weapons and Armor:* Claw and Bite 18 $\mathbb{U}$  $\wedge$ 2, Grapple 8 $\mathbb{U}$  $\wedge$ 0+edge, Scorching Fur  $\wedge$ 6.

*Significant Abilities:* Charge at Foe 2 $\mathbb{U}$ 2, Climb 2 $\mathbb{U}$ , Dig 12, Forage 15, Large 8 $\mathbb{U}$ , Move Quickly 15, Other Side Knowledge 10 $\mathbb{U}$ , Scent Intruder 8 $\mathbb{U}$ .

*Innate Magical Abilities:* Scorching Fur  $\wedge$ 6 (gives an edge to Grapple; see *Weapons and Armor*), Strong 5 $\mathbb{U}$ 2, Travel on Other Side 10 $\mathbb{U}$ 2.

*Sample Kivis Effects:* Communicate with Human, Fiery Stare, Protect Self, Roar of Terror.

*Tactics:* Kivis become violent if disturbed or threatened. They use their paws to bowl over prey, finishing them off with a well-placed bite. If attacked with magic (or against large opponents), they charge that foe and grapple him, so that he is both crushed and burned. They may augment their Claw and Bite attack with their Charge Foe in appropriate circumstances.

# Luathan

*Homo crepusculum*

*Ages:* Golden, Storm, Darkness, Historical.

*Distribution:* Seshnela, Luathela (Outer World).

*Habitat:* Urban.

The luatha are a race of violet-skinned humanoids that average fifteen feet in height and appear quite somber. They are much like daimones in their attributes, but they originate in the Sorcery Plane, and venerate their own founders. They are the primary inhabitants of the western continent of Luathela, which lies entirely in the Outer World. There they live in a perfect regimented society, free of crime and disorder. Everyone is fabulously wealthy by mortal standards, and artistic ability is one of the most highly prized of skills. Luathans are suspicious of all deities and humans, but seem neutral or friendly towards Aldryami, Triolini, and most beast-men, at least when they are in the Inner World. In Luathela, they are hostile to all outsiders.

Luatha never speak among themselves, relying instead upon telepathy, and communicate with outsiders by singing instead of talking. Even their spells requires no sound to cast. The innate magical power of even the lowest luathan is so great that mundane tasks, such as lighting fires or healing minor wounds, are done effortlessly. Thus, luatha lack Telepathy, Light Fires, or Heal Wound abilities, since these are innate powers, as natural to them as walking is to humans. Armies of luatha were ordinary soldiers in the Gods War, providing a truly frightening view of the magnitude of that struggle.

Luathan culture has a full range of castes, and individuals of each caste act as if they were different races. There is essentially no difference in statistics between individuals, nor can a luathan soldier elect to become a sorcerer, for example. Thus, in *Hero Wars* each caste is treated as if it were a separate race.

The luatha are survivors of ancient Danmalastan. They once appeared like other men, but in their wars against theistic invaders they had to learn new magic. Their ancestors knew Malkion, who gave to them the Violet Rule of Common Truth. This is their most sacred document; it records such things as the way to find the Castle of Logic. After reading it, the ancestors of the luathans turned their current violet shade, and thus preserved themselves from the degeneration that ruined the other men of Danmalastan.

The only luatha in the Inner World are a primarily military colony established at the Castle of Purple Shadows in Seshnela. This colony consists of a single ship with a crew of forty or so soldiers and sailors. They are led by about a dozen powerful sorcerers and officers, whose powers as far exceed their crews' as those of human heroes do typical mortal warriors.

## Luathan Soldier

*Weapons and Armor:* Enchanted Plate Armor  $\wedge 7$ , Enchanted Shortbow  $\wedge 5$ , Enchanted Shortsword  $\wedge 4$ .

*Significant Abilities:* Artistic Knowledge 5<sup>LU</sup>, Close Combat 10<sup>LU3</sup>, Graceful 5<sup>LU</sup>, Honest 8<sup>LU</sup>, Large 18<sup>LU</sup>, Luathan Customs 10<sup>LU2</sup>, Luathan Philosophy 18<sup>LU</sup>, Ranged Combat 2<sup>LU3</sup>, Read the Violet Rule of Common Truth grimoire 5<sup>LU2</sup>, Read <Luathan Military Grimoire> 5<sup>LU3</sup>, Sing 5<sup>LU</sup>, Strong 10<sup>LU</sup>, Suspicious 18, Tactics 18<sup>LU2</sup>.

*Innate Magical Abilities:* See Long Distance 2<sup>LU</sup>, Sing Any Human Tongue 20, various automatic abilities (see text).

*Tactics:* Luatha are calm and efficient in battle. A luathan will concentrate on a single foe, moving on to another only after the first is killed or incapacitated. In the rare event that multiple luatha are together in a set battle, they use their magic and enchanted weapons to great effect. Their armor, swords, and even bows are made of an unknown violet-colored metal. The luatha send enchanted missiles raining down on their foes until the last second, then fight in a tight formation that no mortal force has ever been able to break through.

## Memovore ("Amnesia Spirit," Memory Thief)

*Ages:* Storm, Darkness, Historical (rare).

*Distribution:* Worldwide.

*Habitat:* Sorcery Plane.

Memovores feed off emotions and knowledge stored within sentient minds. Although they form a body when they enter the Inner Plane, it is not completely physical; they are blank spots that register as an absence rather than a presence. Most beings can sense them nearby, and any being that they attack becomes immediately aware of their presence. Sorcerers can always sense them with their Symbolic Sight ability. A few powerful sorcerers claim to have discerned three floating eyes in the shape of an illusion rune somewhere within the core of memovores, but this has never been confirmed. Non-sentient beings are unable to detect a memovore's presence in any way, and it ignores such creatures, since it cannot feed from them.

Memovores are rare. When encountered, they are invariably hostile to sentient beings, and will seek to feed from one immediately. If defeated by this target, or after sating themselves on 40 points worth of abilities, they leave. Memovores do not use sorcery, but can use the points in their Tap Pool to enhance any of their magical abilities. Although physical damage can disrupt memovores, magical defenses are usually more effective at thwarting them, for their semi-physical bodies resist most attacks.

Any sentient being near a memovore has difficulty concentrating and thinking straight. This Aura of Confusion attacks all nearby beings, making it difficult for a victim to resist, and for others to aid him. Anyone that attempts to use an ability is attacked by the Aura of Confusion. They can resist with the ability they are attempting to use, or with any appropriate mental ability, such as Good Memory or Concentration. If defeated, they take a penalty to their ability equal to 1/10 the Aura's rating. Thus, a magician who wishes to attack the memovore with a spell, and is defeated by the Aura of Confusion, suffers a -5 penalty to



their Read Grimoire ability. (The narrator will probably want to run this as a simple contest, rather than an extended one.)

Most people who encounter a memovore are unable to describe what they experienced, as if the entity (even if defeated) was able to consume their memories of it. Thus, as the memovore leaves, its victim is attacked by its Induce Amnesia ability. If the memovore is victorious, the victim forgets the events of from several hours to a full day (depending on the level of defeat). These memories will eventually return, although it might take seasons or even years, at the narrator's option.

## Memovore

*Innate Magical Abilities:* Aura of Confusion 10 $\mathbb{W}$ 2, Detect Intruder 18 $\mathbb{W}$ , Induce Amnesia 12 $\mathbb{W}$ 2, Resist Physical Damage 5 $\mathbb{W}$ 3, Tap Memories 15 $\mathbb{W}$ 2.

*Typical Tap Pool:* 40.

*Tactics:* Memovores attack the target's memories, stealing them if victorious. In game terms, this acts as a Tap Mental spell directed at a **random** mental skill related to emotions, knowledge, or more practical skills (rarely, at the narrator's option). Each time the memovore attacks, it will target a different skill. If any of the victim's listed mental skills is reduced to 0, the victim suffers permanent amnesia and the memovore departs. Other mental skills remain at their current level, but the victim will no longer remember who they are, who their friends are, what they were doing, etc. Rare magical abilities might be able to help heal a victim's broken mind.

## Monoceros (Greater Unicorn)

*Unicornis regina*

*Ages:* Storm, Darkness.

*Distribution:* Seshnela, Ralios, Fronela, Luathela (Outer World), rarely other lands.

*Habitat:* Other Side (usually the Sorcery Plane).

A monoceros superficially resembles a unicorn. It is much larger, however, and has a coal black hide, golden mane, and powerful build. Its horn is longer, and both horn and hide flicker with lightning.

Unlike their lesser brothers, monoceri are fearsome and aggressive. They roam the Other Side, contemptuous of all but the most dangerous foes. They are at least as intelligent as humans, but only cooperate with mortals if there is an overwhelmingly good reason to do so. Normally, they chase off or fight any humans or unnatural creatures they encounter.

The monoceri are the pure children of Sorza, the First Horned Animal. When monsters were killing the Ancient Animals, from his pure thoughts Sorza created the monoceri to protect them.



## Zzabur's Descent of Animals

### An Ancient Malkioni System of Taxonomy, extracted from the "Taxonomic Lists," itself a part of the Shorter Blue Book Fragment

As with all, the animals of the world were created by the Five Actions.

Creation was the First Action, which no being can ever know or understand fully. The One Mind rose from the Prima Materia.

Manifestation was the Second Action. When Prima Materia perceived itself it separated into Matter, the Earth; and Energy, the Sun. What existed between was the Cosmic Intellect. Its thoughts are the *Erasanchula*, the Deep Runes that formed the world: True Beings, Shapes, and Principles. One of these was Zoamalos, the Perfect Beast that can be seen in all its glory if you go past the Sun (i.e., into the Saint Plane). It is the One Creature, the Law Creature.

Zoamalos descended to the Sun, whereupon it became Solamos, then continued down below the Sun and took its natural state of duality in the world. It had the shape of Hykim, the Energy Animal, and Mikyh, the Material Beast. These are The Three, the Three Perfect Beasts.

Solamos thought into being Mirakas, the World Bird, who measured the height and depth of the universe. Mikyh thought into being Yuradam, the squat Spike Beast, who measured the length and breadth of the world. Hykim thought into being Zamakan, the Legless Serpent, who measured the beginning and ending of the cosmos. These are the Seven, the Seven Primal Animals.

Multiplication was the Third Action, in which the Deep Runes devolved. Hykim and Mikyh looked at themselves, then at each other, then at Solamos, and then beyond at Zoamalos. They spoke the Eight Words and so created the Eight Horizontal Animals, also called the Eight Power Animals:

Eben the Minge, who was the first burrowing animal.

Golatis the Behemoth, who was the first giant animal.

Masekot the Alar, who was the first running animal.

Oumarani the Phoenix, who was the first flying animal.

Selenvath the Eluse, who was the first hiding animal.

Sorza the Monoceros, who was the first horned animal.

Urile the Zadar, who was the first armored animal.

Vod the Bodu, who was the first standing-still animal.

Hykim and Mikyh were not finished. They entered the Five Worlds together, and the results were the Five Vertical Animals, also called the Five Material Animals:

Sakoazar the Invertebrate, who was the first soft animal.

Dolanala the Swimmer, who was the first backboned animal.

Jakasal the Slitherer, who was the first dry animal.

Arvana the Flyer, who was the first feathered animal.

Menaken the Walker, who was the first furred animal.

All of these were great creatures; they are the Great Thirteen, the beasts that lived in the Adept Plane, and that existed at the end of the Third Action. That place, still perfect, was called the First World.

Duplication was the Fourth Action. The Thirteen Animals spoke the Eight Words and reproduced themselves, so that the world was populated with many lesser beings. These beings were naturally inferior to those that made them, and they lived in the new world that was created (i.e., the Material World). This was the perfect land of Danmalastan.

The Thirteen were not finished, for they were the Eight Fathers and the Five Mothers. They performed the Five Movements, joining together in every possible way. The results were the Forty Ancient Beasts of Danmalastan, each of whom was given a name by Malkion the Founder. They all had many children, and lived among the first people. All were tame in those days, and all lived together in harmony and peace.

Destruction was the Fifth Action. There were terrible misapplications of the Law. The Underworld was made, where lived evil, filthy, and depraved beings. Many nations and tribes were deluded by gods and spirits and attacked Danmalastan, forcing the world to do perverse things. Because of them, the Eight and Five mixed with each other, the Thirteen descended among the Forty and begot foul creatures, and even the gods themselves coupled with animals to create yet more monsters. These are the creatures that dominated during the Ice Age and Monster Age.

The world today contains some of all these animals, good and bad, weak and powerful, natural and monstrous.

## Monoceros

*Weapons and Armor:* Butt 2 $\mathbb{L}$ 2 $\wedge$ 4, Thick Hide  $\wedge$ 3.

*Significant Abilities:* Charge at Foe 8 $\mathbb{L}$ , Large 8 $\mathbb{L}$ , Short-tempered 2 $\mathbb{L}$ , Spot Intruder 5 $\mathbb{L}$ , Strong 12 $\mathbb{L}$ , Tough 15.

*Innate Magical Abilities:* Intimidate Foe 2 $\mathbb{L}$ 2, Resist Magic 15 $\mathbb{L}$ , Seek Foe 10 $\mathbb{L}$ , Self-healing 12 $\mathbb{L}$ , Throw Lightning 15 $\mathbb{L}$ , Travel between Planes 5 $\mathbb{L}$ 2.

*Tactics:* When faced with a foe, a monoceros will stamp its hooves, bellow, and toss its horn in an attempt to frighten off the opponent. If this fails, it will charge forward and thrust with its horn (augmenting its Butt attack with its Charge at Foe ability). If an attack from a distance is more appropriate, the monoceros will flick deadly lightning bolts from its horn.

## Redcap (Bloodpoll, Red Woundsucker, Roseate Ghost)

*Ages:* Darkness.

*Distribution:* Seshnela, Ralios, Fronela, Peloria, Maniria, Vadeli Isles, Umathela (rare in all lands).

*Habitat:* Any.

Redcaps are ghosts purposefully created by evil sorcerers from the souls of cruel persons. The Create Redcap ritual is not difficult, but requires the corpse (or sacrifice) of a murderer. If the ritual succeeds, the soul of the murderer takes on a physical form from its own flesh and blood. The redcap resembles its former self, but is pallid and spattered with blood, and often bears marks related to the manner of its death (a scar around the neck of a hanged man, for example). Redcaps often possess Otherworld features, such as large teeth and curved claws instead of fingernails.

Once created, a redcap is in permanent telepathic communication with its creator, and must obey its commands (although it cannot be forced to perform kind or good acts). It is unable to use any of its former magic, and shows no interest in skills unconnected with bloodshed or inflicting pain. However, it will retain any skills directly related to violence or hatred, such as Torture or certain personality traits.

Once its creator dies the redcap is freed, and may travel as it wishes. Another cruel person can befriend it as long as they keep its cap moistened with fresh blood (hence the name). Even then, the redcap will turn on its ally if it is not regularly allowed to slake its lust for violence.

### Redcap

*Weapons and Armor:* As given (usually Sword  $\wedge 3$  and Scale Armor  $\wedge 4$ ), plus Claws  $\wedge 1$ .

*Significant Abilities:* Close Combat 12 $\llcorner$ , Dodge Attack 18, Violent 18.

*Innate Magical Abilities:* Cruel 2 $\llcorner$ , Magical Edges (see *Tactics*), Strong 12 $\llcorner$ .

*Typical Magical Edges:*  $\wedge 7$  (maximum 11).

*Tactics:* Redcaps use any weapons or armor made available to them. If given the opportunity, a redcap will torture a defeated foe rather than dispatching him immediately. Once the victim is slain, the redcap soaks its body and cap in the blood.

Each time it kills a sentient being, a redcap becomes stronger; similarly, its strength ebbs if it is injured or if too long passes between killings. A redcap receives a magical edge of +1 per person killed, up to a limit of 1/2 its Cruel rating. This edge affects only Close Combat and Strong, and is automatic. If a redcap is injured it does not take the normal penalties described in *Hero Wars*. Instead, its magical edge is reduced by -2 for each "Hurt," -4 for an "Injury," and -8 if the redcap would otherwise be "Dying." Regardless of the damage taken, the edge never becomes a handicap. If a week passes and the redcap has not killed a sentient being, their magical edges are reduced by 1 point per day.

Reduction of the magical edge to 0 has no adverse effect on a redcap. If the redcap's body is killed (by being reduced to -40 AP in combat), its essence dissipates. The redcap can reform only after a sorcerer performs a ritual shedding of blood. When the redcap reforms, it begins with no magical edges.

# ♁ Embodied Spirits ♁

## Spirits in the Natural World

Most spirits occupy a physical location or object in the Inner World. Thus, there are tree spirits, fire spirits, stream spirits, and rock spirits, as well as meadow spirits, mountain spirits, and animal spirits. Spirits are associated with people and their lineages as well.

When taken out of their living bodies, spirits go to the Spirit World, where they take their role in the Spirit Tradition of which they are part. For example, in the Korgatsu Tradition tree spirits enter the Ghost Forest or Dead Woods. Among these ghostly trees are the spirits of creatures, people, power spots and sacred places, and other things that belong in the spirit tree demesne. Since the traditional entities stick together, they form a Spirit World reminiscent of the living world, except that it is dead. This demesne includes the good and blissful dead (if any are within the tradition), as well as the dismal and frightening. Outside the traditional are, however, was hostile and bad. All spirits that normally have no bodies, or that come from a foreign animist tradition, are considered hostile in these demesnes.

## Nature Spirits

*Ages:* All.

*Distribution:* Worldwide (wherever spirits dominate the landscape).

*Habitat:* Varies in Inner World; Spirit World.

Nature spirits are a broad grouping of spirits that exist throughout the Inner World. They include all of the spirits of the land and its features: soil, rocks, streams, breezes, caves, plants, etc. They cannot leave their area or natural feature, for doing so disincarnates them and returns them to the Spirit World.

The God Learners classified nature spirits into three types: elemental (darkness, water, earth, air, fire), animal (invertebrate, fish, reptile, bird, mammal), and plant (fungus, primitive plant, sea plant, grass, tree, flowering plant). However, these categories are artificial, and do not reflect the beliefs of animists or the diverse nature of the entities. Thus, the 'earth spirits' recognized by the God Learners include many different types, which are not identical in their attributes.

Although each nature spirit has one or more abilities, they do not so much use these abilities as they **are** these abilities. Thus, a gold spirit **is** gold, and can only inhabit gold. Even if captured in the Spirit World, its nature is to be gold, and so it can Shine. A shaman may use this ability by integrating the spirit or binding it into a fetish, thus applying its nature to whatever object it inhabits.

A nature spirit's Might is independent of the volume of material that it inhabits – a powerful *gati* might inhabit a single acre, while a weaker one might embody an area of several square miles. If a nature spirit is captured in the Spirit World, it can be forced to inhabit any amount of material, so that an immense river spirit could be imprisoned in a pail. A nature spirit will usually only have one of the *Typical Magical Abilities* listed below, although powerful ones may have more than one. These abilities always have a rating equal to the spirit's Might, regardless of the amount of material they inhabit.

Nature spirits in close proximity are often part of a larger collective entity. For example, in the Aldrya Tradition the *gati* of a valley often exist within the territory of a larger *grandcestor*. The collective spirit is more powerful than the individual spirits (but not equal to their total), “knows” everything that the individual spirits “know,” and can replace one of them at will. The collective spirit often has intelligence (ranging from rudimentary to full sentience), and an emotional sensitivity to like and help friends, or to fear and hinder foes. These collective spirits are usually identified and part of local traditions of nearby animists. Nymphs (pg. 218) are examples of such collective spirits, albeit with greater intelligence and autonomy than many.

Several common types of nature spirits are detailed below. They have been grouped together into broad categories for ease of presentation, but this does not mean that two *soil spirits* are similar, related to each other, or found in the same part of the Inner World or Spirit World.

## Common Nature Spirit

*Typical Might:* 10 to 10 $\omega$ .

*Magical Abilities:* See individual entries below. Listings show some common powers that worshippers gain by integrating the spirit. An individual spirit will usually only possess one of the abilities listed.

*Tactics:* Tactics are meaningless for nature spirits, since they can do nothing except resist shamanic control and inhabit their material. Most cannot fight, have no intelligence as humans understand it, and cannot “use” any abilities they possess unless controlled by a shaman. An attack on a spirit by someone outside of the tradition usually provokes a response from the collective spirit of the area.

## Powerful Nature Spirit

*Typical Might:* 10 $\omega$ 2 to 10 $\omega$ 3.

*Magical Abilities:* Same as a lesser spirit, although powerful nature spirits often possess multiple abilities.

## Great Nature Spirit

*Typical Might:* 10♣3to 10♣4.

*Magical Abilities:* Most great nature spirits are individual entities, with a unique set of abilities. Generally, all of the abilities listed below for a given type will be present, and usually many more.

## Flame Spirit

*Typical Magical Abilities:* Ignite Fuel.

*Habitat:* Hearths, firesticks.

Flame spirits are hot-tempered and hungry, always eager to consume whatever they can. They are released from fetishes when they touch potential fuel, which they will immediately attempt to ignite. They can also enter an existing fire. Typical spirits (Might 15) can ignite fuels such as wood or paper, and powerful ones can ignite living plants, flesh, or even stone. Commonly, tinder has a resistance of 5, dry wood 14, wet wood 10♣, soaked wood 10♣2, living flesh 10♣3, and stone 10♣5. The size of the flame, once ignited, is relative to the spirit's Might, measured such that a Might 1 spirit gives a thumbnail-sized flame, while a Might 15 spirit will cover the area of an open hand.

Once the fuel ignites, it will continue burning as long as unburned fuel is available, thereby providing the necessary material (fire) for the spirit to inhabit. The fire will grow naturally and ignite anything it touches that has a resistance less than its Might. If the flame spirit is still controlled, the shaman can order it to ignite less flammable items as well. Most flame spirits cannot resist attempts to extinguish them by normal means, but some powerful spirits have a Resist Extinguishment ability.

Most human traditions recognize and use flame spirits. The Uz, Triolini, and Aldryami Traditions, on the other hand, treat them as foes.

## Lava Spirit

*Typical Magical Abilities:* Erupt, Melt Metal, Radiate Heat, Turn Water to Steam.

*Habitat:* Volcanoes, lava.

Lava spirits are wild heat spirits found inside volcanoes and other places where fire comes up from within the earth. Sometimes they are dormant within certain rare rocks, and awaken if the rocks are heated. Once active, a lava spirit cannot be extinguished in the same manner as a flame, but may have to disincarnate if it loses a contest to a cooling substance or medium, such as ice or cold water.

Lava spirits are very common among Pelorian traditions and in some parts of Maniria. Many southern Pamaltelan traditions deal with them as ancient spirits, who live with their father Balumbasta to the south of the Nargan Desert.

## Medicine Plant Spirits

*Typical Magical Abilities:* Carry Prayer when Burned, Ease Upset Stomach, Fight <Disease>, Heal Wounds, Reduce Fever, Smell Fresh.

*Habitat:* Appropriate plant.

Many plants with have healing properties. The relative Might of the spirit depends on whether it inhabits a single plant or all of a type within an area.

All traditions are intimate with their local healing plants. In Rathorela, shamans most often use flowering plants for healing, while Pralori shamans use leaves instead. Aldryami have few specific healing plants in their forests, since elves and dryads recognize that nearly all plants have healing properties, for them at least.

## Night Spirit

*Typical Magical Abilities:* Block Starlight, Cause Fear, Conceal with Shadows, Suck Heat.

*Habitat:* Night shadows.

Night spirits are among the many entities that enter Glorantha after the Sun sets each night. They inhabit the night sky, constantly struggling to keep the light of the stars from growing too bright. Since the coming of the Red Moon they have weakened, and only Uz shamans can still contact them easily.

Most human traditions propitiate darkness spirits, and consider integration or fetish evil. The various Uz traditions recognize many different types of darkness spirits, of which only the ones most feared by outsiders are called *dehori*.

## North Wind Spirit

*Typical Magical Abilities:* Blow Relentlessly, Freeze, Howl, Hate Summer.

*Habitat:* North wind, cold breezes.

These winds blow from the cold north. Most serve the Lord of Snows, though some have no master. They are favorite spirits of the Uz, and freely roam Genertela in winter. They are willful, but can be relied upon to blow in a certain way when directed by a shaman.

## Rain Spirit

*Typical Magical Abilities:* Fall to Earth, Quench Fire, Wash Away Dirt.

*Habitat:* Rain.

Rain spirits inhabit rain. Rather than each drop of rain having a spirit, a single spirit normally inhabits all of the rain from a single cloud (though the cloud itself may have its own spirit, which gives "birth" to them). Since clouds in an overcast sky seem to form a single uniform mass, so too is it difficult to isolate one spirit from another during a storm. Like all veredthi, rain spirits merge into each other easily. Once their water has entered a river, pool, or the like, they merge with the greater spirits there as well.



## Rock Spirit

*Typical Magical Abilities:* Detect Broo, Hard, Heal <Disease>, Heavy, Hurt Someone, Old, Purify Scorpion Poison, Stable, Store Light.

*Habitat:* Boulders, rocks.

Rock spirits are generally rare, even in mountains and stony areas. When they are present, rocks of a type in an area tend to have the same power. Thus, in the Caladraland Tradition of Kethaela, each gem has a different power – diamonds heal, emeralds store light, and sapphires purify water.

## Soil Spirit

*Typical Magical Abilities:* Fight <Disease>, Grow Weeds, Heal Wounds, Kill Crops, Purify Water, Support Heavy Weight, Support Life.

*Habitat:* Soil, earth.

Soil spirits occupy a volume of ground, and provide the life force that nourishes plant life. If the spirit is forced out of the ground or destroyed (by magic), the soil can no longer support life. Most soil spirits occupy a ground surface area of from an acre to a few square miles, depending on the local terrain.

Soil spirits of all types are dense in Aldryami forests, common in other shamanic areas, and present occasionally in most other places.

## Tree Spirit

*Typical Magical Abilities:* Bear <Fruit>, Evergreen, Shade from Sun, Strong, Tall.

*Habitat:* Trees.

Individual tree spirits have no innate intelligence and no conscious interaction. However, each is part of a *grandmapa* spirit. Such spirits can willfully alter their grove's response, such as by withholding fruit in a given year. Local traditions usually include ceremonies to appease the *grandmapa* spirit in their area. When a *grandmapa* tree dies, the oldest or most powerful tree spirit becomes the successor, and thus the collective spirit survives as long as any part of the grove does.

A *grandmapa* spirit can communicate tree thoughts and, if old and powerful enough, communicate intelligently. Only shamans and beings with Elfsense (see pg. 124) can understand such thoughts. Thus, *grandmapa* spirits serve as the major the source of awareness that elves, dryads, and other Aldryami have in Aldryami forests.

Tree spirits of this type are within in the Pamaltelan, Aldrya, Kolating and Hsunchen Traditions, among others. Such trees are also common among the Kyger Litor Tradition, as food spirits. The Aldrya Tradition contains several other distinct tree spirits as well. Praxian tree spirits are different, being ghost entities.



## An Aldryami Shaman's Grove

An excerpt from the "Exploratum of Alfiosios," written by his pupil Blin Brownthumbs, 1032 S.T.

*Goldedged Knowledge Temple Document 0V293-1920PU-0.02AF.3-BBT.*

The wood was about three by five miles in size and seemed only lightly populated. When Alfiosios the Wise went through this wood he chanced upon the sacred grove of Red Throat, an elf shaman. There was a wonderful contest, after which all the nature spirits from nearby came and showed themselves to Alfiosios.

A number of beings and items of interest were present in Red Throat's domain, which appeared to be small, about half a square mile in extent. In the interests of science, I recorded every creature and every notable aspect of the grove that I could observe. The grove itself, like the wood, was primarily cedar and oak, very mature.

### Listing of Inhabitants

*Red Throat, brown elf shaman.*

*2 oak nymphs.*

*1 birch nymph, well formed.*

*1 cedar nymph, though not the one Alfiosios sought.*

*7 pixies, which quarreled about which of them was queen.*

*3 rats or mice.*

*A rabbit.*

*A deer, the white tail breed we love.*

*A black fox, which was unknown before, and has not since been seen.*

*5 beetles.*

*20 other crawlers, creepers, and burrowers.*

*1 hawk, the red-tail, who came first because Alfiosios already knew him.*

*6 other birds: wren, blue jay, large quail, raven, and brown owl.*

*4 stately bushes.*

*Over 100 runners, crowding into all the trees about and making various comments.*

*3 creek or pool nymphs.*

*1 tiny spring of remarkable clarity.*

*An unusual rock.*

*2 clifftop spirits, with beautiful voices.*

*Something stony underground.*

*4 unrecognizable ghosts.*

*1 will-o-wisp, who did not return home.*

*2 wraiths.*

*1 hungry quicksand.*

*1 gold spirit.*

## Well Spirit

*Typical Magical Abilities:* Cool Burn, Quench Fire, Soothe Aches, Wash Away Dirt.

*Habitat:* Ponds, puddles, pools, wells, small lakes.

Well spirits are formless but mobile, and must have water for their bodies. If polluted they become malignant, and if poisoned they “die” and go to the Spirit World. Multiple well spirits contained within a single volume of water inevitably merge, eradicating the identity of the smaller ones and strengthening the personality and powers of the survivor. Large bodies of water are full of spirits that constantly merge in this manner, flowing into each other like streams into a river.

## Nymphs

Nymphs are collective nature spirits associated with particular natural features. They are manifestations of the intelligence of nature, and their bodies are those facets of nature: a tree, lake, river, or meadow is both home and body for a nymph. Nymphs are integrally bound to their homes, and normally their spirit inhabits the natural feature itself. At will, the nymph can form a more mobile body from the substance of their home, to deal with intruders, for example.

Nymphs are normally contained within the local tradition of the area. Although all nymphs have a Tradition Knowledge ability, this is innate rather than learned, since the nymph is the tradition. Nymphs also have an automatic ability to sense all spirits within their home area, even foreign spirits. Nymphs usually “rule” and defend the other natural spirits of their home area, and sometimes receive regular offerings from human members of their tradition.

## Physical Form

Nymphs are different from other nature spirits in that they can form bodies at will, and take the form of whatever creature they are communicating with. They can only form this body in their home area. If a nymph's body is destroyed, the nymph can easily replace it if the natural feature remains, since it is formed from the substance of the feature itself – a dryad forms her body from plants, a suberiad from shadows, etc. The nymph can dissolve this body within a minute or so when within her own territory. Her spirit goes briefly into the Spirit World, then reinhabits the natural feature.

Even when embodied, nymphs are tied to their homes, and cannot leave without suffering. For every ten yards she strays from her home, a nymph suffers a -1 penalty to her Might (and thus to all of her innate talents). Once her Might falls to 0 she fades onto the Spirit World and thence back to her feature. The home of a nymph can be a large area – a 50-mile long river, a large cave system, or a forest. As long as the nymph is within 10 yards of any part of her feature, she does not suffer this penalty.

The appearance of a nymph reflects a deep mythic desire within their nature, and so most nymphs appear sexually attractive to sentient beings.

Malignant nymphs, on the other hand, reflect a deep sense of rejection, and so are correspondingly hideous. The beauty or ugliness of a nymph is magical, and causes similar reactions in all humanoid races. Thus, even Uz find dryads alluring and suberiads terrifyingly ugly.

## Talents

In addition to their innate magical abilities, nymphs usually have several talents, generally one per 5 Might. These abilities do not come from integrating spirits. Instead, they develop naturally as the nymph grows in power and consciousness. These talents are as much a part of the nymph's natural feature as she is, and seem to be individual spirits of the area that the nymph controls directly. Such talents start with an ability rating equal to the nymph's Might, and increase normally from there.

A nymph has the special ability to **embody** these talents (but not her innate magical abilities). The talent animates a small amount of an appropriate substance or element: a vine or branch for a dryad, a shadow for a suberiad, etc. A talent can be so embodied regardless of the nature of the talent itself (Healing, Run Fast, Harm at a Distance, etc.).

A nymph can instantly embody a single talent each round, anywhere within her home area, regardless of distance. The nymph can always sense where the embodied talent is, and can focus any of her abilities through it. She can move it at will, as long as the form it inhabits allows for movement. She cannot move the talent outside of her home area; if she tries, it immediately disembodies and returns to the Spirit World. Any number of talents can be embodied at once, but a nymph can only focus through a single talent at a time, and cannot do even this if she herself is using a magical ability or talent.

A nymph can use an embodied talent in two ways. First, the talent can initiate a contest (receiving AP equal to its target number). Thus, an embodied Healing talent could initiate a contest to heal something. Alternately, the embodied talent can support the nymph in her contest, increasing her AP as if it were a follower but **also** causing her foe to suffer multiple attacker or defender penalties. As a follower, the embodied talent also shields the nymph from suffering multiple attacker/defender penalties as well.

Once a nymph has embodied a talent, she loses use of the ability itself until she resorbs it. Thus, a dryad who embodies her Healing talent in a vine cannot use the talent to heal herself (or anyone else) until she resorbs it. A nymph can instantly resorb a talent from anywhere within her abode, although she can embody or resorb only a single talent each round. Resorbing a talent does not add to the nymph's AP or otherwise aid her, other than allowing her to use the talent again or embody it in a different location.

Whether a talent is engaged in a contest on its own or is supporting a nymph, it can suffer defeat. If this occurs, the talent is forced into the Spirit World; it does not rejoin the nymph immediately, although this does not cause the nymph any discomfort. To resorb the spirit and regain use of the talent, the nymph must abandon her own body and re-enter her natural feature. Recovering the spirit may take minutes or even days, depending on the level of defeat it suffered, at the narrator's option.

If a nymph herself suffers defeat in any contest, her control over the embodied talents is lost. They all immediately return to the Spirit World, as if they had been defeated individually.

No one but the nymph who created it can control or otherwise affect an embodied talent, except to defeat it and thus force it to the Spirit World. An embodied talent does not die permanently if reduced to -40 AP or below, cannot be captured or bound by a shaman, and cannot be integrated, even if for some reason the nymph wanted to allow this.

## Dryad (Tree Nymph)

*Ages:* All.

*Distribution:* Aldryami lands (see pp. 125-126), rare elsewhere.

*Habitat:* Aldryami forests and jungles.

Dryads are nature. Each is tied to a particular grove of trees (usually located in an Aldryami forest), and they remain alive only as long as their trees do. Their physical bodies resemble beautiful human women with pale skin and brown or greenish hair. One tree within the grove is the personal home of the dryad, from which she can form her body at will. As the tree ages the dryad becomes weaker, and will eventually die when the tree itself does. Another dryad usually appears the next spring to replace her, born from one of the other trees, but created as the collective spirit of the plants in the area.

A dryad has the ability to control all of the plant life (including sprites and runners) within her home area, and can always perceive events within her home area, even if it is very large. Dryads are closely associated with elves, and normally act as leaders within their communities.

### Dryad

*Typical Might:* 5 $\mathbb{L}$ .

*Weapons and Armor:* None.

*Significant Abilities:* Aldrya Tradition Knowledge 12 $\mathbb{L}$ 2, Elfsense 5 $\mathbb{L}$ , Lithe 15, Move Silently 18.

*Innate Magical Abilities:* Alluring 2 $\mathbb{L}$ , Control Plants in Home Grove 8 $\mathbb{L}$ 2, Perceive Events in Home Grove 5 $\mathbb{L}$ .

*Typical Talents:* Change Paths, Command Natural Creatures Born in Home Grove, Deflect Weapon, Extinguish Flame, Heal Aldryami, Move Unseen.

*Tactics:* If threatened, a dryad's response is to delay the intruder. For example, she might entangle their legs with long grass, or move tree branches to block their way. If hard-pressed, she will embody one or more talents to help defend her. An attack on a dryad's grove causes an intense feeling of distress in all nearby plants, which any Aldryami within a few miles can easily pick up with their Elfsense. Naturally, they will rush to the dryad's defense. If forced into combat, a dryad will simply fade into the Spirit World.

## Oread (Earth Nymph, Mountain Nymph, Valley Nymph)

*Ages:* All.

*Distribution:* Worldwide.

*Habitat:* Mountains, hills.

Oreads are nymphs of high mountain valleys, and resemble slender, pale-skinned women with icy blue eyes and white or silvery hair. Although they can dissolve their bodies like other nymphs, they rarely do so, for they prefer to feel the cool mountain air on their skin and to bathe in icy mountain streams.

Oreads can control any non-sentient creature born in their valley, and can magically sense events occurring elsewhere on their mountain. Most have other magical talents as well.

### Oread

*Typical Might:* 5 $\text{L}$ .

*Weapons and Armor:* None.

*Significant Abilities:* Climb 15 $\text{L}$ , Hide in Cover 12 $\text{L}$ , Jump 10 $\text{L}$ , Lithe 18, <Local Earth Tradition> Knowledge 12 $\text{L}$ 2.

*Innate Magical Abilities:* Alluring 18, Command Creatures Born in Home Valley 5 $\text{L}$ 2, Perceive Events on Home Mountain 5 $\text{L}$ .

*Typical Talents:* Call Rain, Cloud a Mortal's Mind, Curse With Ill Fortune, Fast Running, Healing, Move Unseen, Raise Wind, Resist Magic.

*Tactics:* If threatened, an oread will dissolve her body. If her valley or the life within it is endangered, she will summon creatures to her aid. She can also use her innate talents to defend her abode, although their nature often makes such a defense ineffectual. The nymph herself will never physically attack.

## Potameid (Creek Nymph, River Nymph)

*Ages:* All.

*Distribution:* Worldwide (except the Wastes, Pent, and the Nargan Desert).

*Habitat:* Rivers.

Potameids are the fresh-water nymphs of rivers, and the most peaceful of the water nymphs. They appear as beautiful women with pale blue skin and long, flowing hair. They remain alive only so long as their river flows; if it dries up or becomes still (if dammed, for example), the nymph will weaken and die. (If the river begins flowing again, it may eventually generate a new potameid.) Potameids live primarily in wild rivers and are rarely found in those with human boat traffic, although they seem unconcerned by water-related creatures such as durulz.

Potameids can control any non-sentient creature born in their river or creek, and can magically sense events occurring anywhere along its length. Most have other magical talents as well.

## Potameid

*Typical Might:* 5 $\text{L}$ .

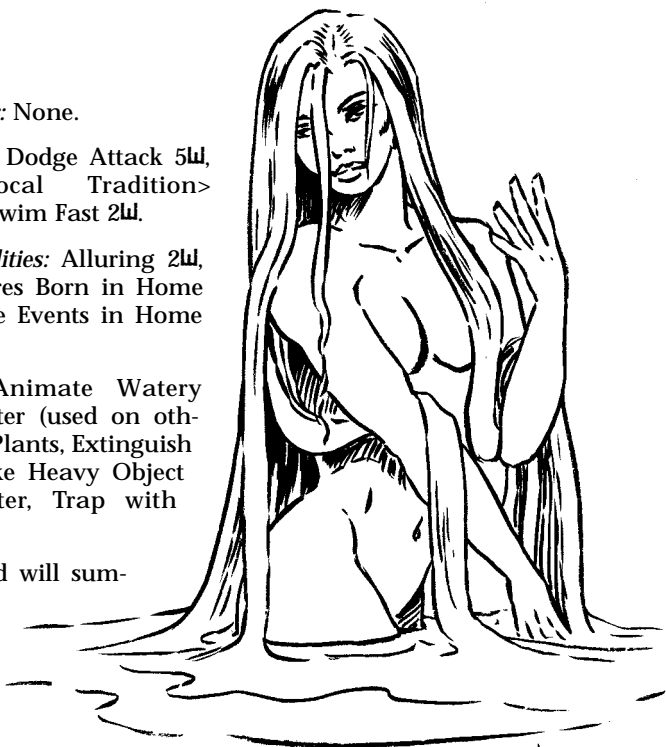
*Weapons and Armor:* None.

*Significant Abilities:* Dodge Attack 5 $\text{L}$ , Lithe 15, <Local Tradition> Knowledge 12 $\text{L}$ 2, Swim Fast 2 $\text{L}$ .

*Innate Magical Abilities:* Alluring 2 $\text{L}$ , Command Creatures Born in Home River 8 $\text{L}$ 2, Perceive Events in Home River 5 $\text{L}$ .

*Typical Talents:* Animate Watery Body, Breathe Water (used on others), Control River Plants, Extinguish Fire, Healing, Make Heavy Object Float, Purify Water, Trap with Swirling Currents.

*Tactics:* A potameid will summon nearby river creatures to its defense. It will embody its talents if attacked directly, and will animate a watery body (similar to an undine, see pg. 202) if forced into combat.



**Limnade**

## Suberiad (Cave Nymph, Darkness Nymph, Hag)

*Ages:* All.

*Distribution:* Worldwide.

*Habitat:* Shadowy places, underground.

Suberiads are darkness nymphs that dwell in caverns, gloomy forests, shadowy glens, and the like. They are possessed of a malevolent intelligence, and take the form of hideous women (hags) with black or dark gray skin. They can form physical bodies only at night, in cloudy or misty conditions, or in the darkness of a cave, and immediately reinhabit their feature if touched by sunlight.



A suberiad can command any non-sentient creature that inhabits her lair, whether or not it was born there. In addition to mundane animals, this often includes undead or other monsters. Suberiads can always sense events occurring anywhere within their dwelling.

## Suberiad

*Typical Might:* 5 $\sqcup$ .

*Weapons and Armor:* Claws 18 $\wedge$ 1.

*Significant Abilities:* Climb 15 $\sqcup$ , Cruel 15, <Local Darkness Tradition> Knowledge 12 $\sqcup$ 2, Shrewd 18, Strong 2 $\sqcup$ .

*Innate Magical Abilities:* Command Creatures Dwelling in Lair 8 $\sqcup$ 2, Hide in Shadow 8 $\sqcup$ , Perceive Events in Home Cave 5 $\sqcup$ , Terrifyingly Ugly 18.

*Typical Talents:* Create Deep Shadow, Curse With Nightmares, Fly on Shadows, Induce Fear, Paralyze Mortal, Resist Magic, Sense Weakness in Others, Steal Breath.

*Tactics:* Suberiads avoid direct confrontations with those they wish to harm, and work solely through magic or controlled creatures. Only if a suberiad's lair is directly threatened will she descend upon the intruder, shrieking, clawing, and spitting, and then only after embodying her talents into terrifying living shadows.

## Other Embodied Spirits

In additions to the entries in this chapter, the following creatures described in *Anaxial's Roster* are also embodied spirits: Gorthak (pg. 80), Hrogнар (pg. 98), Sakkareka (pg. 93), Satyr (pg. 76), and Zerapralor (pg. 62).



# ☼ Otherworld Spirits ☼

## Entities from the Spirit World

Whenever spirits separate from their bodies, they go to the Spirit World. This is an immaterial realm best avoided by living beings, because their physical dependency, called life, is food for spirits. People who go to the Spirit World are normally destroyed by its nature; shamans alone can safely negotiate the realm.

Some disembodied spirits enter in the Inner World, but they are unnatural, which makes them malignant. Some are lost, some come through open power spots, and some are hostile sendings that are prevented from returning. Shamans send many to attack their foes.

### Disease Spirits

*Ages:* Darkness, Historical.

*Distribution:* Worldwide.

*Habitat:* Any, Spirit World.

*Tactics:* Although most disease spirits are summoned, and attack as directed by their summoner, some enter the Inner World unbidden. They are always hostile in these situations, and will attack the first appropriate living thing that they encounter.

Disease spirits are hostile entities that possess living things and cause illness. When visible, they appear as emaciated gray clouds, or as insubstantial figures with skeletal limbs and with gaping holes instead of eyes and mouths.

Disease spirits attempt to possess appropriate living things using their Hidden Possession ability. If victorious, the spirit integrates itself into the victim's body. Even if a disease spirit does not possess a person, their presence serves as a source of infection (see *Infection*, below).

Disease spirits collect in the Spirit World around the great spirit Malia, who is the Great Disease. From there, they waft as ill winds, searing fevers, and poisonous streams throughout the Spirit World. They sometimes seep into the Human World, where they collect within hosts. Common hosts include corpses, brood, harpies, swamps, and certain insects. Shamans often summon discorporate spirits as curses to harm their foes. Diseases are one such curse, and are as often sent against crops or livestock as they are humans.

### Infection

Any disease spirit that has possessed a victim or been integrated becomes a source of **infection**. Anyone that comes near the infected object, person, or loca-

tion may then catch the disease. Actual physical contact is not necessary, but can increase the chance of infection. An infection has a potency equal to the infecting spirit's Might. The narrator may give the potency a bonus of +1 to +10, depending on the amount of close or direct contact the victim has had with infection sources (such as brood, corpses, possessions, etc.).

A living being can only use its natural defenses to resist infection, since no direct attack is involved. Abilities such as Healthy or Resist Disease are the most appropriate defenses; magical abilities will not help unless specifically effective against disease. If a victim lacks any appropriate defense, the infection attacks against the default resistance of 14.

If the infection achieves victory in the contest, the victim is infected and shows symptoms of disease, even though he has not been possessed by a disease spirit (see *Disease Spirit Possession*, below). Infection takes the form of an **illness penalty** applied to various abilities, depending on the type of spirit. The exact penalty is up to the narrator. An infected individual will not infect others. However, anyone actually possessed by a disease spirit will infect people around him.

Infection is generally less severe than actual possession, and rarely causes any permanent effects. However, if the illness penalty reduces any listed ability to 0, death may result at the narrator's option. Thus, infection is rarely dangerous, but can be fatal to the old, young, or very weak.

The narrator determines how long it takes a hero to recover from infection. In general, a victim recovers from illness penalties at the same rate as wounds. Special herbs, Treat Disease skills, and the like may help the victim recover more quickly, at the narrator's option. Conversely, if the victim is wounded, malnourished, dehydrated, or does not rest, he may take longer to recover. Additionally, if a victim is both wounded and infected, he must recover from each separately, and will likely recover from each more slowly. Note that a person possessed by a disease spirit cannot recover from the illness until the spirit is exorcised.

Healing magic is common in Glorantha. Theists generally have specialized healing deities, who provide feats to heal diseases. Shamans of animist traditions can summon healing spirits (see pg. 231) to fight infection, and know local plants that aid in recovering from and resisting disease. Many sorcerous and church orders have healing spells, although few have expertise with disease.

If a healer has a generic ability, such as Fight Disease, he takes an improvisational modifier when trying to cure any illness. If he has a specific cure, such as Heal Creeping Chills, he may use his full ability rating against the infection's potency. Note that magical abilities to Resist Disease do not take such improvisational modifiers.

## Disease Spirit Possession

A being possessed by a disease spirit is automatically infected by its disease. When this occurs, the victim rapidly develops symptoms and suffers an illness penalty based on the spirit's victory level (see the Disease Intensity Chart, below). Disease spirit possession usually causes more debilitating effects as well. These effects often persist after the spirit departs, taking the form of permanent reductions to one or more abilities.



## Illness Penalties

The narrator should introduce infection in a way that enhances the game and story. Thus, she can simply decide that the heroes are above such mundane things as the common cold, and allow them to walk through a broo lair or field of corpses with impunity. On the other hand, a narrator character may take ill with no apparent cause, requiring that the heroes search for a cure.

If a hero does become ill, the narrator can apply the illness penalty in any of several ways, depending on how great an effect she wants the illness to have on her game. We provide the following suggestions as guidelines.

*Nuisance Effect:* The hero receives an illness penalty of 1/10 the infection potency. The hero recovers as if the illness were one or more Hurts. At the narrator's option, the penalty may decrease each day, or may remain in full until the victim has rested for several days.

*Minor Effect:* The hero receives an illness penalty equal to 1/2 the infection potency. Each day, this penalty decreases by 1 to 3 points, depending on the hero's actions.

*Major Effect:* The hero receives an illness penalty of -1 to -5 depending on his actions. Each day, the hero must again resist the infection. If he is defeated, the illness penalty increases by 1 to 3, up to the infection potency. If the hero is victorious, the penalty decreases by 1 to 3. Once the penalty reaches 0, the hero has fully recovered.

Periodically, a disease spirit will attack its host using its Might. If the spirit achieves any level of victory, it ravages the victim's body. This Ravage Body attack reduces all affected abilities by 1. These reductions are permanent, although appropriate magical abilities can restore lost points, and a player can always spend hero points to increase these abilities (representing retraining or even long-term recovery). The narrator should determine how often the spirit attacks, based upon the level of victory the spirit achieved and the actions of the hero. For example, a spirit may attack a hero who rests less often than one who frequently faces stressful or strenuous situations.

Note that the effects of infection and the Ravage Body attack can "overlap." In these cases, their effect is not cumulative. Thus, a hero possessed by a Creeping Chills spirit might suffer an illness penalty of -7 to all abilities. Each time the spirit succeeds in its Ravage Body attack, the victim's health- and endurance-related abilities decrease by 1. This deduction comes from the true ability rating, ignoring the illness penalty.

If any ability listed on a character sheet falls to 0 due to the Ravage Body attack (taken separately from the illness penalty), the victim suffers a permanent effect. For many diseases, this is death. For others, it may be a disability (reflected as a flaw or as a permanent penalty to abilities).

Once a disease spirit has possessed a victim, only exorcism, combat with a healing spirit (see pg. 231), or other external cures can drive it out. Magical abilities to resist disease will not work on disease spirits that have possessed a host. Most

abilities to cure disease do not work to drive out a possessing disease spirit, although this depends on the ability. Until the spirit leaves, the full illness penalty remains. Afterwards, the victim might immediately ignore all penalties, or may have to rest for several days to recover fully.

### Disease Intensity Chart

Possession Victory Level	Disease Intensity	Illness Penalty
Marginal Victory	Mild	1/10 Might
Minor Victory	Moderate	1/5 Might
Major Victory	Severe	1/2 Might
Complete Victory	Terminal	Might

*A Creeping Chills spirit with Hidden Possession 20 attacks Tiana. She has no Healthy or similar ability, but successfully argues that her hero can use her Light Affinity 16 to resist this purely magical attack. Despite this defense, the spirit is victorious, and possesses Tiana with a major victory. As long as the possession continues, she suffers a -7 illness penalty to all abilities.*

*In addition, because Tiana is out in the wilds, unable to rest properly, the narrator decides that the spirit matches its Might 15 against her resistance every hour. Since she lacks Healthy or a similar ability, the attack must only overcome the default resistance of 14. Each time the spirit achieves a victory in this attack, each of Tiana's abilities related to health or strength decrease by 1 point. These losses are permanent, and will remain even if her companions find a shaman to exorcise the spirit. If the spirit remains for 15 hours (her lowest health- or strength-related ability rating before the illness penalty was applied), she will die.*

### Fetishes and Integration

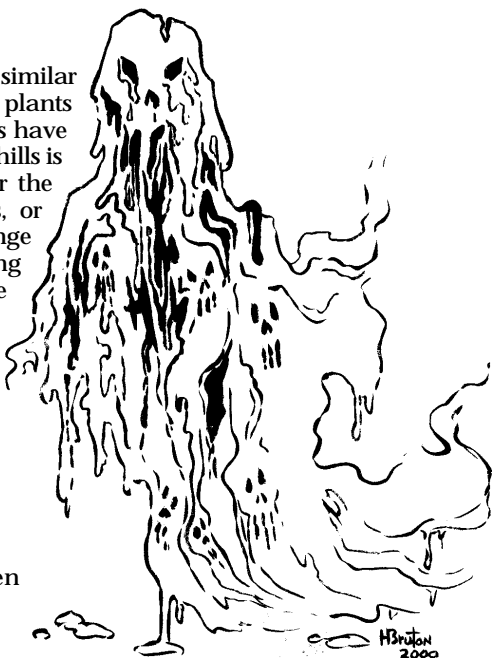
A shaman can bind a disease spirit into a fetish. However, instead of granting a magical ability, a bound disease spirit will attempt to possess any appropriate living being that touches the object. Depending on the shaman's level of victory, the spirit can do this a single time (after which it returns to the Spirit World if unsuccessful) or up to three times per day, as described in *Hero Wars* (pg. 210). The disease spirit will not serve as a source of infection.

If a shaman integrates a spirit into the fetish by achieving a complete victory, the spirit cannot possess a victim. Instead, it becomes a source of infection, as described above.

Living beings can integrate disease spirits, which again do not provide magical abilities. Instead, the being that integrates the spirit becomes immune to the effects of that disease (only), and serves as a source of infection. Integration of disease spirits is central to the Malia Tradition, but most other animist traditions forbid this practice.

## Sample Disease Spirits

Some diseases attack humans and similar races such as Uz, others animals or plants (including Aldryami). Many diseases have several names. Thus, the Creeping Chills is also called Bone Fever, Red Flux, or the Lurgi in its human-affecting forms, or Leaf Rot among elves. Diseases range in effect from nuisances to devastating plagues that can depopulate whole cities in a matter of days (although diseases of that severity are extremely rare). Eight sample diseases are provided here, but dozens or even hundreds more exist.



### Black Boils

*Typical Might:* 15.

*Innate Magical Abilities:* Hidden Possession 20.

*Illness Penalty:* All physical skills.

*Ravage Body:* All health- and appearance-based abilities.

Black Boils is often confused with Blotches, for it has similar effects at first. However, the spots that develop quickly turn into boils, which break and ooze black pus. The disease is painful and highly contagious (anyone touching the boils or pus takes a -5 penalty when resisting infection).

Each time a possessing spirit succeeds with its Ravage Body attack, the victim suffers an especially painful and incapacitating attack. The lesions and scarring caused by these attacks permanently disfigure the victim, reducing each ability related to health or appearance. If any appearance-based ability falls to 0, the hero receives an *Ugly* flaw, which begins with a rating equal to the spirit's Might.

### Disease Spirit

### Blood Lung

*Typical Might:* 15<sup>W</sup>.

*Innate Magical Abilities:* Hidden Possession 20.

*Illness Penalty:* All endurance-, health-, and strength-based abilities.

*Ravage Body:* All endurance- and strength-based abilities.

Blood Lung is an uncommon but extremely painful disease that attacks the

lungs of the victim. As the disease advances, any form of strenuous activity becomes more difficult, and it becomes harder for the victim to breathe. In later stages, the victim coughs up blood and begins to drown as his lungs fill with blood.

Each time a possessing spirit succeeds with its Ravage Body attack, it reduces each ability related to endurance or strength (including Close Combat and Ranged Combat). If any affected ability rating falls to 0, the victim dies.

## Blotches

*Typical Might:* 15.

*Innate Magical Abilities:* Hidden Possession 15.

*Illness Penalty:* All appearance-based abilities.

*Ravage Body:* None.

Blotches causes the victim to develop discolored blotches or spots across their body, which become more widespread as the disease progresses. The disease is only slightly incapacitating, and the blotches quickly fade after the illness ends, with no permanent effects.

## Boggle Trot

*Typical Might:* 15.

*Innate Magical Abilities:* Hidden Possession 5 $\mu$ .

*Illness Penalty:* All abilities.

*Ravage Body:* None.

Boggle Trot is unfortunately common throughout Glorantha. Victims suffer abdominal cramps, diarrhea, and incontinence. These symptoms usually start out mild, but in cases of possession can become severe.

## Brain Fever

*Typical Might:* 10 $\mu$ .

*Innate Magical Abilities:* Hidden Possession 20, Ravage Body 10 $\mu$ .

*Illness Penalty:* All abilities.

*Ravage Body:* -1 to all Mental Skills and related abilities.

Brain Fever causes severe fevers. As the disease progresses, the victim passes from confusion to delirium, becoming increasingly unable to act as time passes.

Each time a possessing spirit succeeds with its Ravage Body attack, it reduces each Mental Skill or other ability that relies upon reasoning ability or mental capacity, such as Read Grimoire. If any affected ability rating drops to 0, the severe fevers kill the victim.

## Creeping Chills

*Typical Might:* 15Ⓛ.

*Innate Magical Abilities:* Hidden Possession 20.

*Illness Penalty:* All abilities.

*Ravage Body:* -1 to all abilities related to health or endurance.

Creeping Chills saps vitality and causes fevers, vomiting, cramps, diarrhea, and general malaise. Once infected, the victim suffers a penalty to all abilities due to the disorientation, weakness, and pain the disease causes. Eventually, the sufferer becomes too weak to leave his bed.

Each time a possessing spirit succeeds with its Ravage Body attack, it reduces each ability related to health or endurance. If any affected ability rating drops to 0, the severe chills and weakness kill the victim.

## Ringling

*Typical Might:* 20.

*Innate Magical Abilities:* Hidden Possession 5Ⓛ.

*Illness Penalty:* All abilities.

*Ravage Body:* -1 to all hearing-based abilities.

Victims of this disease suffer from a constant, painful ringing in their ears, which worsens with exposure to bright light, loud noises, and stressful situations. This makes it difficult for the victim to concentrate on any activity.

Each time a possessing spirit succeeds with its Ravage Body ability, it reduces each ability related to hearing. The Uz especially fear this disease, for it devastates their primary sensory ability, Darksense (see pg. 167). If any hearing-based ability rating falls to 0, the victim becomes deaf, at which point all other hearing-based skills immediately fall to 0 as well. For Uz, this leaves them effectively blind, and will impose a large penalty to all physical skills, including Close Combat and Ranged Combat.

## Sniffles

*Typical Might:* 10.

*Innate Magical Abilities:* Hidden Possession 10.

*Illness Penalty:* All abilities.

*Ravage Body:* None.

Sniffles is a relatively harmless but very common disease. Victims sniffle and sneeze constantly. In game terms, the general discomfort and shortness of breath reduces all abilities by the illness penalty.

# Ghost

*Ages:* Storm, Darkness, Historical.

*Distribution:* Worldwide.

*Habitat:* Any, Spirit World.

Ghosts are malign spirits of the unhallowed or unhappy dead, doomed to haunt a specific place or object. Most things that die do not become ghosts, only those that are trapped outside the Spirit World. Ghosts can manifest as a shadowy image of their former self, often with any fatal wounds visible. However, they remain discorporate. The abilities possessed by a ghost normally have ability ratings equal to its Might.

Some ghosts also have an innate talent to move light objects, such as throwing a knife or closing a door. A few ghosts retain some of the magic they knew in life. All ghosts are invariably hostile to living things, and are frequently insane; a few are chaotic.

## Common Ghost Attributes

*Typical Might:* 15.

*Innate Magical Abilities:* Dominant Possession 15, Terrify Mortals 15.

*Tactics:* A ghost will attempt to possess any intruder who comes near and take control of his body. It will use the possessed victim either to complete some act left undone (often vengeance on the ghost's killer) or to cause as much mayhem and destruction as possible. An especially malignant or insane ghost may try to force its victim to commit suicide.

## Healing Spirits

*Ages:* Green, Golden, Storm, Historical.

*Distribution:* Worldwide.

*Habitat:* Spirit World.

In addition to natural spirits with healing properties, specialized healing spirits exist. These spirits are servants of great healing spirits such as Xiola Umbar, but are also available to many other animist traditions. Healing spirits appear as soothing patterns of pastel light, sometimes with benign humanoid features.

The primary purpose of healing spirits is to exorcise malignant disease spirits from a host's body. They can also aid a person infected with disease by possessing the target. Since embodied creatures naturally resist possession, the healing spirit must overcome the victim's resistance to do this.

The way in which the healing spirit aids the victim depends on how the narrator has applied the illness penalty (see pg. 226). If the sufferer resists the infection on a periodic basis, the healing spirit will automatically aug-



ment the appropriate ability with its Fight Disease ability. Otherwise, the healing spirit will increase the rate at which the illness penalty decreases by an amount equal to 1/10 its Might.

Regardless of how it aids a victim, a healing spirit may only do so one or more times depending on the level of victory it receives when it possesses him. Use the *Fetish Use by Shamans* chart in **Hero Wars** (pg. 210) to determine whether the healing spirit departs after one, two, or three times aiding the victim, or whether it possesses the victim until he has recovered fully.

Although most healing spirits combat disease spirits (see pg. 224), some types combat other afflictions, such as the hostile possession of passion ghosts. Such spirits rarely need to possess a host, and thus lack the Hidden Possession ability, relying solely on Exorcise <Spirit>.

## Average Healing Spirit

*Typical Might:* 15.

*Innate Magical Abilities:* Exorcise Disease Spirit 18, Fight Disease 2u, Hidden Possession 18.

*Tactics:* A healing spirit uses its Exorcise Disease Spirit ability as if it were Spirit Combat (see **Hero Wars**, pg. 212). If the healing spirit achieves any level of victory, the disease spirit is forced out of its host and back onto the Spirit World. Otherwise, the healing spirit itself is forced to return to the Spirit World.

## Passion Ghosts (Emotion Spirits)

*Ages:* Storm, Darkness, Historical (rare).

*Distribution:* Worldwide.

*Habitat:* Spirit World.

Passion ghosts are tormented by emotion, and seek to torment others in return. A passion ghost no longer retains an active intelligence; although its connection with the Inner World has ended, the nature of its death keeps it from traveling to the proper afterlife. The spirit drifts, unable to remember anything of its former existence except the emotion that is the source of its discomfort. Thus, the ghost of a murdered man normally seeks revenge, but if thwarted long enough its memories might fade until all that it remembers is the Hatred it once felt for its killer. A passion ghost might feel any emotion, but few are strong enough to drive it even after its memories of life and death have faded.

Passion ghosts usually enter the Inner World when summoned or bound by shamans. A passion ghost manifests in the Inner World as a "field" of emotion so strong it disturbs the emotions of nearby embodied beings. Anyone near a passion ghost must resist its Aura of <Emotion> ability. If the Aura achieves any victory level, the being feels the emotion. Unless the spirit achieves a complete victory, the effect will be small, a mood rather than an effect on the game. If the

spirit does achieve a complete victory, the being suffers a penalty to appropriate abilities equal to 1/10 the spirit's Might. Passion ghosts do not so radiate their emotion when in possession of a living being.

Passion ghosts in the Inner World always seek to possess the body of sentient creatures. While a passion ghost possesses a victim, he gains a specific personality trait with an ability rating equal to the spirit's Might. If he already possesses a similar trait, it receives a bonus of 1/5 the spirit's Might if that would result in a greater target number. This flaw/bonus lasts for the duration of the possession.

*A Fear Spirit with Hidden Possession 4W attacks Hamar. Hamar has Spirit Combat 17, but the spirit is victorious and possesses him. The spirit has Might 20, so Hamar receives a Cowardly 20 trait. If he already had Cowardly 14, it would increase by 4 (1/5 the spirit's Might), giving a rating of 18. Because this is less than the spirit's Might, the trait would increase to 20 instead. If Hamar had Cowardly 18, however, it would increase to 2W for the duration of the possession.*

A passion ghost will seek to enforce its emotion upon a possessed victim. Whenever the hero initiates an action that is contrary to the emotion, the spirit will attack. To simulate this, the hero must overcome the personality trait with the ability he seeks to use. If he is victorious, he can act as desired. If he fails, he may still act, but with a penalty equal to 1/2 the spirit's Might.

The player should roll this contest only if he initiates the action, not if the hero is reacting to an attack (regardless of the nature of the assault). The narrator should not interrupt the narrative flow to run such a contest, and should instead simply apply the penalty described above if the ability used to resist is contrary to the spirit's emotion. However, if the ability used to resist is consistent with the emotion, the narrator might give the hero a bonus of up to 1/5 the spirit's Might.

*A fear spirit (Might 20) has possessed Hamar, and now he has a Cowardly 20 trait. While on patrol, Hamar sees some clan enemies. His player wants him to charge and attack with Close Combat. The narrator rules that the spirit opposes this action, so Hamar engages in a simple contest of his Close Combat 5W against the Cowardly trait. Despite its lower ability rating, the Cowardly trait is victorious, and Hamar is overcome by his feelings of fear. The narrator informs him that he will take a -10 penalty if he uses Close Combat, so Hamar stays in the rear of the battle, using magic to support his companions as they attack. Because Hamar faces no direct physical confrontation, the narrator rules that this action is not subject to the penalty.*

*Later, some broo ambush Hamar and his friends. Hamar is suddenly so afraid that instead of defending with Close Combat 5W (at a reduced ability rating), he flees. Because he is acting in accordance with the spirit's emotion, the narrator gives his Run Fast 14 a +4 bonus.*

Only one passion ghost can possess a body at a time, so it is possible to exorcise one by sending a different spirit to possess the victim. For example, some Pentan shamans expel Fear Spirits by sending Violence Spirits to possess the victim, since the Pentans do not consider excessive violence to be a particularly worrying emotional flaw.

Like disease spirits, passion ghosts do not grant abilities when bound into fetishes. Instead, a bound passion ghost will attempt to possess any living being that touches the object, with the same limitations as for disease spirits (see pg. 224). If a shaman fully integrates the passion ghost into the fetish, the spirit cannot possess beings, and instead will radiate its emotion as described above.

## Typical Passion Ghost Abilities

*Typical Might:* 5 $\square$ .

*Innate Magical Abilities:* Aura of <Emotion> 20, Hidden Possession 18, Resist Exorcism 13 $\square$ .

*Tactics:* Passion ghosts attempt to hitch rides on passing mortals and curse them with an emotional blight. They do not fully possess the victim, who retains his own personality and free will most of the time. In stressful situations, the spirit attacks, making it difficult for the victim to act in any manner contrary to the emotion the spirit conveys.

## Fear Spirit

*Distinct Magical Abilities:* Aura of Fear 20.

Fear spirits manifest as dark holes in space with pale faces and grasping, skeletal hands. They radiate fear, so that their mere presence makes animals and people uneasy. Many believe them to be the spirits of cowards, slain while fleeing in battle.

While a fear spirit possesses a victim, he gains a Cowardly personality trait. The spirit acts any time the victim engages in a direct confrontation that could result in physical harm.

## Grief Spirit

*Distinct Magical Abilities:* Aura of Grief 20.

Grief spirits manifest as hysterically wailing, tear-streaked faces. They radiate such an aura of sorrow that everyone nearby is affected, recalling painful incidents from their past. Some say they are the spirits of people who died of a broken heart.

While a grief spirit possesses a victim, he is constantly depressed, and gains an Easily Upset personality trait. Under conditions of emotional stress (but not usually during combat), the victim must make an ability test against the trait. If the victim loses, he feels inconsolable grief for the next few hours.

## Hatred Spirit

*Distinct Magical Abilities:* Aura of Hatred 20.

Hatred spirits manifest as patches of absolute darkness. They radiate feelings of hatred so strong that even the gentlest of souls nearby finds it difficult to get along with other people, and may even perform petty cruel acts. Hatred spirits are the rarest type of passion ghost observed; many people believe they are the cursed souls of the cruelest murderers.

While a hate spirit possesses a victim, he gains a Cruel personality trait. The spirit will act whenever the victim is alone with another person. If the victim is overcome by his Cruel trait, he will inflict any possible cruelty upon his companion. If interrupted, he will return to his senses, but will always retain full memory of what he did (or tried to do). After a few such seizures, most victims avoid being alone with another person.

## Pain Spirit

*Distinct Magical Abilities:* Aura of Pain 20.

Pain spirits manifest as pulsating welts in space, which hurt the eyes even to look at. Many believe they are the ghosts of people whose deaths were so painful that they cannot pass to the afterlife. Their pain is so great that those around them begin to feel old aches and wounds more strongly. In extreme cases, the pain attempts to act or think more difficult.

While a pain spirit possesses a victim, he gains a Physical Pain flaw. The spirit acts whenever the victim concentrates or has to act quickly. If the Physical Pain flaw is victorious, the victim suffers a bout of extreme agony, which gives a penalty to the next ability he uses.

## Violence Spirit

*Distinct Magical Abilities:* Aura of Anger 20.

Violence spirits manifest as boiling clouds, within which faces appear and disappear, always contorted with rage. They radiate an Aura of Anger that causes beings around them to be irritated by even the smallest distractions. They are believed to be the ghosts of people who made death and killing their life, who cannot accept an end to their violence.

While a violence spirit possesses a victim, he gains a Violent personality trait. The spirit will act whenever the victim is in an actual or potential combat situation. If the Violent trait overcomes the victim, he flies into a violent rage. In this situation, he gains a bonus to his Close Combat equal to 1/2 the spirit's Might, and acts in all ways as if he were using berserker magic (see *Hero Wars*, pg. 42).

## What are Skill Spirits?

Skill Spirits (also called Spell Spirits, Magic Spirits, and Power Spirits) are not the single class of spirits *Hero Wars* implies (pg. 210). Rather, almost any type of spirit can act as a skill spirit, and provide an ability to a person who binds or integrates it. Most “skill spirits” are nature spirits (see pg. 212), since these are the most common spirits that traditions contact.

Thus, when *Hero Wars* discusses Huge Jump spirits, Start Fire spirits, or Heal spirits, it is giving a functional designation rather than a natural one, as the animist would. Instead of a Huge Jump spirit, a player might bind or integrate a ram spirit and use its Great Leap ability. Similarly, a player could make a fire spirit start fires for him, or integrate a dove spirit to gain a Healing talent.

## Passion Spirits

*Ages:* Storm, Darkness.

*Distribution:* Worldwide.

*Habitat:* Spirit World.

Passion spirits actually consist of several types of entities, including servitor spirits, ghosts, and “fragments” of larger entities. Because of this, passion spirits manifest in various forms, from insubstantial vapors to the appearance of long-dead humans, all depending on their origin. Some shamans claim that passion spirits are the collective emotional responses of many people, pooled into a spiritual mass that take their forms from the expectations of their worshippers.

When bound or integrated, passion spirits provide a bonus equal to 1/10 their Might (rounded down), which is added to all abilities. The bonus applies only in specific contests, as defined by the nature of the spirit. Thus, there are Hate Troll spirits, which provide a bonus only when the hero is in a contest against Uz; and Love Forest spirits, which provide a bonus only to Aldryami who are defending their forest from foes (such as Uz, Mostali, Chaos, or human loggers). In all cases, the narrator determines when the passion spirit modifier applies.

Some passion spirits only augment specific abilities (though still only in certain situations). Thus, worshippers of Storm Bull can integrate Kill Chaos passion spirits that augment only Close Combat when the worshipper is fighting against chaos foes (only). See *Hero Wars*, pg. 210, for more information on passion spirits.



# Demons



## Entities from the Underworld

### Ghoul (Necrophage)

*Ages:* Darkness, Historical (rare).

*Distribution:* Worldwide.

*Habitat:* Spirit World (spirit), any (ghoul).

Evil spirits sometimes possess corpses that are not properly buried. These spirits transform the body into a ghoul, an undead creature that feeds on corpses. The ghoul resembles the deceased person, although the body will become less recognizable as it decays. The spirit cannot regrow body parts that rot, so they favor the recently dead as hosts. Ghouls hunt in packs, and are particularly common near Chaos nests and the lairs of entities such as vampires and Huan To.

Ghouls must eat the corpses of intelligent beings to survive. If they fail to consume at least one corpse per week, they return to the Spirit World, and their host body collapses and rapidly decays. Ghouls are nocturnal, and must make hourly contests to survive in of sunlight.

Ghoul spirits originated in the Darkness, when people practiced infernal worship, and demons roamed the world.

### Ghoul Spirit

*Typical Might:* 20.

*Innate Magical Abilities:* Possess Corpse 16 [D+10 to D+30], Sniff out Corpse 18.

*Tactics:* Ghoul spirits ignore living creatures. They will attempt to animate any corpse they find, matching their Possess Corpse against the former Large of the creature. Animation of a corpse is difficult, so a ghoul spirit faces a minimum resistance of 16 (D+10), for a relatively fresh humanoid corpse. Older corpses are more difficult to animate (up to D+30), and a ghoul spirit will only attempt to animate an animal corpse (at a minimum of D+30) if a shaman forces it to.

### Ghoul

*Weapons and Armor:* Claw and Bite 18∧0.

*Significant Abilities:* Strong 12.

*Innate Magical Abilities:* Bloodcurdling Howl 2⚡, Magical Poison (see *Poison*), Sniff out Corpse 18, Survive in Daylight 2⚡.

*Poison:* Debilitating, Paralyzing (duration special), Potency 18.

*Tactics:* Ghouls rarely use weapons. One ghoul will normally hang back and use its Terrifying Howl while the others attack. Most magical defenses cannot resist the howl, although those that deaden sound or enhance bravery may. Although ghouls will attack any group of living beings they encounter, and feast on them if victorious, they are intelligent enough to avoid obviously overwhelming odds.

A ghoul's bite injects a Paralyzing poison into the victim's system. If defeated, the victim remains paralyzed until healed by magic, and each day suffers a Hurt as the poison ravages his body.

## Hellion

*Ages:* Darkness, Historical (rare).

*Distribution:* Worldwide.

*Habitat:* Underworld (Sorcery Plane).

Hellions are sentient buildups of null force that wander the Sorcery Plane, especially the Underworld. They look like translucent silvery bubbles, which brighten and fade as their magic waxes and wanes. They feed upon living things for energy, and see them as little more than cattle.

A hellion's Essence Drain acts like a Tap Physical spell, with drained points going into its Entropy Pool. However, **all** of a victim's physical abilities are reduced if he is defeated, although the hellion receives only the normal number of points. Once the hellion achieves any level of victory, the victim falls unconscious; if any listed physical skill falls to 0, the victim dies. If the hellion's Entropy Pool ever falls to 0, the hellion ceases to exist.

Many hellions learn sorcery, and surround themselves with servants or captured spirits to help them fight and as subjects for their Essence Drain. When a hellion casts a spell, however, this can drain its entropic energy. To reflect this, if the hellion drops below 0 AP in a contest wherein it casts a spell, the negative AP total reduces the Entropy Pool, in addition to the hellion suffering the results of its defeat. However, only the Essence Drain can increase the Entropy Pool.

Hellions are subject to physical and magical attacks, which they oppose with their Entropy Pool as if it was a Resist Damage or Resist Magic ability. If they are defeated, the negative AP total diminishes the Entropy Pool, as above.

Like all inhabitants of the Sorcery Plane, hellions are manifestations of the primal runes, and are not truly alive. They deal with entropic energy, and are probably manifestations of the Annihilation or Theft rune.

## Hellion

*Weapons and Armor:* None.

*Significant Abilities:* Move Rapidly 2 $\mathbb{L}$ 2, Small 18.

*Innate Magical Abilities:* Essence Drain 10 $\mathbb{L}$ .

*Typical Entropy Pool:* 5 $\mathbb{L}$ .

*Tactics:* Hellions attack foes within about ten yards with bolts of entropic energy. If defeated, they flee.

## Jukhar (Snatching Demon)

*Ages:* Darkness.

*Distribution:* Peloria.

*Habitat:* Deshlotralas Realm (God World).

Jukhar are vaguely humanoid, but have four arms, a barbed tail, and long digitigrade legs ending in clawed feet. Their faces are featureless save for their wide, fanged mouths. They lack eyes or visible ears; they are blind, but their hearing is acute. They also have a *Darksense* similar to that of the Uz (see pg. 167). Jukhar have lustrous, jet black skin, with swirling orange streaks where their faces should be.

Jukhar were among the many races that swarmed over the world in the Great Darkness, but were driven back into the Otherworld when the Sun rose. Now they are guardians of Hell, who fight off intruders and prevent the things imprisoned in its recesses from escaping. They are social beings, and swarm in large groups led by strong individuals. They hate all beings associated with the sky or light, but show no hostility to Uz or other darkness creatures. They are at best suspicious of surface dwellers. Jukhar are dedicated to their duties, and are difficult to distract from them.

Jukhar serve Deshlotralas, Keeper of the Third Hell. Their *Devotee* of *Deshlotralas* ability is magical, and they can use all of his affinities (as determined by the narrator) at this ability rating.

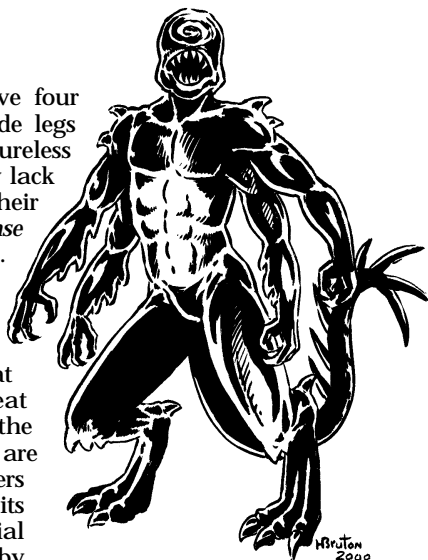
### Jukhar

*Weapons and Armor:* Knife  $\wedge 2$ , Shortsword  $\wedge 2$ , Skin  $\wedge 4$ .

*Significant Abilities:* Acute *Darksense* 10 $\wedge$ 1, Close Combat 8 $\wedge$ 3, Hear Noise 10 $\wedge$ 1, Hide 5 $\wedge$ 1, Instant Reflexes 15 $\wedge$ 2, Intimidate 8 $\wedge$ 2, Large 2 $\wedge$ 1, Run Fast 5 $\wedge$ 2, Steadfast 10 $\wedge$ 2, Strong 2 $\wedge$ 2.

*Innate Magical Abilities:* Devotee of Deshlotralas 15 $\wedge$ 2, Sense Weakness 5 $\wedge$ 2.

*Tactics:* Jukhar commonly wield four knives or shortswords, one in each hand, although whips, nets, and clubs are frequent alternatives. They can attack up to four targets at a time without themselves suffering the usual penalties, or can use two, three, or all four weapons against a single target. When they attack a target with multiple weapons it is treated as a single attack: the weapon ranks are added together, giving the jukhar a greater total edge, but the target takes no penalty for facing multiple attackers. Jukhar can sense the weaknesses of their opponents, which may augment their attack.



**Snatching Demon**



## Kon-kon (Chonchon)

*Ages:* Darkness, Historical (rare).

*Distribution:* Worldwide (but rare).

*Habitat:* Any, Spirit World.

Kon-kon are foul spirits that manifest physical bodies at night, but instantly return to the Spirit World if touched by sunlight. They look like bodiless human heads with large ears, which they flap like wings in order to fly. Anti-magic spells injure kon-kon and prevent them from using their magical abilities (including the power of flight that is their only means of locomotion).

Kon-kon are rare throughout Glorantha, and cross over from the Spirit World in places where corpses lie unburied. They are named for their call of 'kon! kon!', which is rightly feared by most people that encounter them.

## Kon-kon

*Typical Might:* 2 $\mathbb{L}$ .

*Weapons and Armor:* Bite 2 $\mathbb{L}$  $\wedge$ 0.

*Significant Abilities:* Fly Fast 15, Small 12.

*Innate Magical Abilities:* Augment Combat 2 $\mathbb{L}$ , Cross to/from Spirit World 15 $\mathbb{L}$  [+20 at night], Drain Magic 5 $\mathbb{L}$ , Harm at a Distance 18, Sense Living Things 5 $\mathbb{L}$ , Terrifying Appearance 15.

*Tactics:* Kon-kon are malevolent and attack any mortals that enter their remote haunts. They concentrate on a single intruder, whom they bite and hang on to with their teeth. The bite of a kon-kon drains magical energy from the victim, and works in a similar fashion to a Tap Magical spell (although the kon-kon does not gain tap points by using this ability). Unlike a Tap spell, the effect is temporary, and lost points return at a rate of +10 per day until the ability reaches its former level.

## Skeleton, Animated

*Ages:* Darkness.

*Distribution:* Wherever sorcerers are found, rarely elsewhere.

*Habitat:* Any.

Animated skeletons are created through magical rituals that are usually sorcerous in origin. The ritual animates a corpse or skeleton with identical effects. Since the ritual does not halt decay, in the former case the creation will eventually decay into an actual skeleton. The animated skeleton will obey all orders given to it by its creator, as literally as possible.

Skeletons retain any Large or Small rating they had in life. All other abilities are lost, replaced by the creator with a set of physical skills (only) of his choosing. The ability rating of each skill depends on the power of the ritual. Typically,

skeletons receive only combat abilities. However, large skeletons (such as an elephant's) might require a Strong rating to lift and move their own bulk.

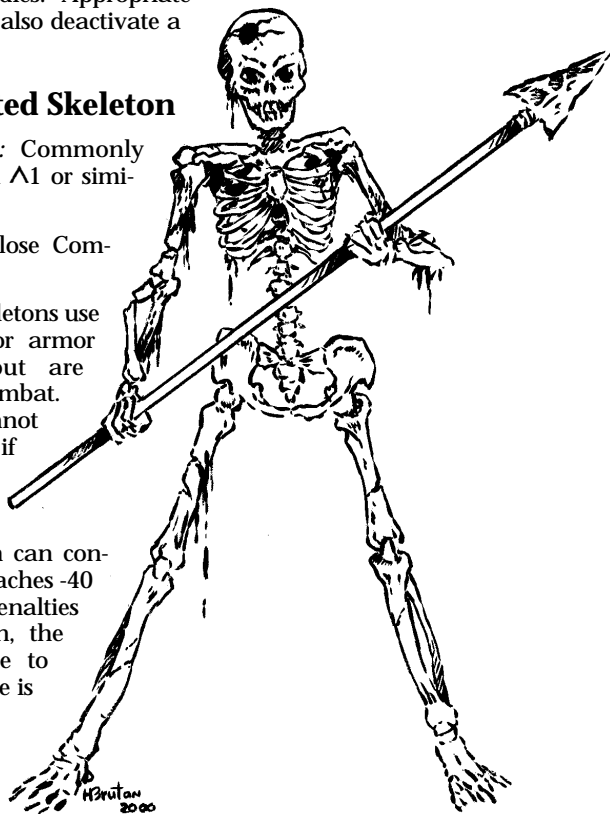
Skeletons are not so much creatures as enchanted objects. As such, they do not need to eat or drink, never tire, and are immune to poison, disease, drowning, etc. Their animation immediately ends when their creator dies. Appropriate magical abilities can also deactivate a skeleton.

## Typical Animated Skeleton

*Weapons and Armor:* Commonly Sword  $\Delta 3$  and Shield  $\Delta 1$  or similar.

*Significant Abilities:* Close Combat  $2W$ .

*Tactics:* Animated skeletons use whatever weapons or armor they are given, but are unimaginative in combat. Physical damage cannot deactivate them, but if enough bones are broken the skeletons become useless. Thus, a skeleton can continue to act until it reaches -40 AP, but suffers full penalties for injury. Even then, the creator may be able to repair it if the damage is not excessive.



Animated Skeleton

## Zombie

*Ages:* Darkness.

*Distribution:* Worldwide (but rare).

*Habitat:* Any.

Zombies are corpses animated by evil magic. The soul of the being is taken from whatever afterlife it inhabited, and is forced to do the bidding of the zombie's creator (usually a renegade sorcerer or shaman). The magic keeps the corpse animated even though it continues to decay. A zombie can exist indefinitely, although older ones lose more and more combat effectiveness, although their stench generally continues to increase.

A zombie retains most of its physical skills from life (including Large or Small). Any skills except Strong, Large, or Small that exceeded 10 $\mathbb{W}$  fall to that value, and narrators may alter the ratings of retained abilities, based on the degree of decay (see below for examples). All mental and magical abilities are lost, as are most abilities that require a high manual dexterity. A zombie automatically has Strong 15, or a +8 increase to an existing Strong (or similar) ability. Thus, if the corpse of a person with Muscular 7 $\mathbb{W}$  is animated, the new zombie will possess Strong 15 $\mathbb{W}$ . The actual abilities of zombies vary with their state of decay at the time of animation, the species and individual abilities of the original body, and the ritual used to create them. They can range from the mildly challenging to the absolutely terrifying.

Zombies cannot speak. They do not eat or drink, never tire, and are immune to poison, disease, drowning, etc. However, appropriate rituals can negate the magic that animates a zombie. Among the Orlanthi, the standard ritual is to feed the zombie meat or salt. This can be difficult, however, since zombies do not eat, and their creators may even have sewn their mouths shut.

If an appropriate ritual or other magic is successful, the zombie begins to decay. It will try to get to the nearest place sanctified by its religion for burial, at which point its spirit can depart. If the zombie cannot reach a suitable location, its ghost will haunt the remains.

## Sample Zombies

*Tactics:* Zombies attack only as their creators command them to. Most zombies exude a Smell of Terror that frightens off weaklings before they can attack the zombie. Zombies fight clumsily, but because they are not alive they must be hacked into many pieces, burnt to a cinder, or otherwise completely destroyed to stop them. Therefore, zombies continue to act until reduced to -40 AP, although they suffer normal penalties for injury, to reflect severed limbs or similar damage.

### Brand New Human Zombie

*Significant Abilities:* Close Combat 15, Smell of Terror 10, Strong 15.

### Half-Rotten Human Zombie

*Significant Abilities:* Close Combat 2 $\mathbb{W}$ , Stench of Terror 18, Strong 15.

### Half-Rotten Uzko Zombie

*Significant Abilities:* Close Combat 2 $\mathbb{W}$ , Large 15, Stench of Terror 18, Strong 3 $\mathbb{W}$ .

### Severely Rotten Human Zombie

*Significant Abilities:* Close Combat 10, Reek of Terror 8 $\mathbb{W}$ , Strong 12.

# ☹ Unusual Entities ☹

## Unclassifiable Otherworld Beings

### Boggle

*Ages:* All.

*Distribution:* Worldwide (but extremely rare).

*Habitat:* Realm Side Other Any.

Ratslaff, the manifestation of disorder in the Gloranthan Court, created the boggles. They are Disorder embodied. Their antics would have wrecked the world if Uleria had not tamed them. Wibble. They are even – perhaps especially – dangerous to Tricksters. They are one of two races that survive from the eldest days, and are very rare even on the Other Side. Unlike most Otherworld entities, boggles never take an alien world modifier. **As such, they do not receive a +20 modifier to abilities in any of the Otherworlds (see pg. 188).**

Boggles cause disruption and confusion wherever they go. They do not do this intentionally, for it is simply their nature. They change shape naturally, and are unable to keep any single form for long. If they stay too long in one place, the features of that place begin to change as well. Their ability to warp the fabric of reality appears chaotic to some. Kerpling-kerplung! However, they do not destroy as Chaos does, but instead cause (weeeeeee!) temporary alterations to all beings and things around them. They may augment or tap any ability of a nearby person, living thing, or inanimate object, seemingly at random.

The mere presence of boggles seems to cause temporary insanity in most beings. Some claim that merely invoking the name of the boggles, for example by writing about them, invites The wallabies! The wallabies! Save the custard! disaster and madness.

### Boggle

*Weapons and Armor:* Usually none.

*Innate Magical Abilities:* Alter Substance 6 $\mathbb{L}$ 2, Any Trickster Ability 7 $\mathbb{L}$ 3, Augment Random Ability 11 $\mathbb{L}$ 3, Cause Confusion 16 $\mathbb{L}$ 2, Change Others' Appearance 20 $\mathbb{L}$ 2, Induce Temporary Insanity Fargle 17 $\mathbb{L}$ 2, Shake Off Injury 15 $\mathbb{L}$ 2, Tap Random Ability 9 $\mathbb{L}$ 3, Temporarily Assume Stable Form 4 $\mathbb{L}$ 2, Wreak Havoc 3 $\mathbb{L}$ 3.

*Tactics:* Boggles do not fight, but disrupt the activities of any that try to harm them. Thus, for example, they can transform weapons into harmless putty, or switch a warrior's Close Combat and Flower Arranging ability ratings. Nonetheless, it is essential for the narrator to be aware that if judiz anquer dfgqh25vmfquihdincnopasi



## Uleria Tames the Boggles

### An Orlanthi Myth of the Gloranthan Court

Boggles are nightmare creatures spawned from confusion and fear. People say they are the flatulence of Ratslaff, Duke of Disorder, emitted when he first woke from a hangover in the unborn world. Early records describe them as stick men with saucer eyes, needle noses, and wings or legs in profusion. Surviving illustrations indicate that they were very diverse in size and form, and that these features were not always present.

During the Gods Age, the boggles were legion. At first, they were like cosmic mice, scampering through the universe and making little poo poos in the vault of heaven. At times they were nuisances, such as when they frightened Mother Mammal so that she gave birth to that utterly unbelievable animal called camel. At other times they were destructive, as when they chewed a hole in the indestructible walls of the Gloranthan Palace.

The disorder of the boggles disturbed Acos, who saw each dust mote and cobweb of the cosmos. He offered a reward to any that would rid him of the pests. Acos' word was Law, and so too would be the word of the one who defeated the boggles.

Larnste was first, the God of Beginnings. He thought to catch the boggles by surprise, and so transform them. But all he did was teach them to flee to new places, and so spread their disorder further.

Tylenea appeared, the Mistress of Illusion. She sought to deceive the boggles into giving up their own ways for the treasures she offered. She displayed Visions of Glory, Documents of Ownership, and Possession of Others as her most tempting powers. The boggles soiled these things forever with their disdain and rejection.

Harana Ilor sat quietly, playing soothingly on the Harp of Harmony. She hoped to charm the boggles into peaceful submission. However, while she entranced seven of them with her song, another chewed through one of the harp strings and forever ruined the once-perfect harmonies.

Orenoar spoke firmly, confident in her wisdom, and thrust the Staff of Truth into the nest of the boggles. She planned to illuminate their hiding place, but they gnawed at the staff, riddling it with questions until it shattered into many brands. Because of this, today we see only the many lesser truths, rather than the One Truth that existed before the boggles.

Kargan Tor was last, the God of Endings. He rushed forward like a ram, eager to squash the ugly things beneath his boot. He stamped heavily upon one, but it was so small that it was able to escape. He tried to smash another, but it skittered behind him. He stomped throughout the Palace looking ridiculous, and finally gave up in frustration.

Then it was that Uleria came forward. She offered the boggles the most sublime of desserts: Herself. The temptation was too much for the creatures of disorder to resist. They fell upon her, and with savage desire feasted upon the Body of Love.

Thus, the Fabric of Love was rent in many places by the gobbling boggles, so that love is called Uleria's Net. But they were satiated, and could not resist Uleria after that. They settled down, as she directed, outside the Palace of Acos and upon the shabby edges of the known world. She decreed that from that time forward her net would bind all living things to one another, and Acos made this the law. Thus did the power of Love overcome Disorder first.

## Lunemari

*Ages:* Historical.

*Distribution:* Wherever Lunar magicians are found.

*Habitat:* Any Other Side Realm.

Lunemari are living embodiments of the Lunar power. They are unlike most Otherworld entities because each can be a daimon, spirit, or essence. This bizarre manifestation is inherent in their nature, for they are embodiments of the ever-changing Red Moon. Because they are native to none of the Otherworlds, lunemari take the alien world modifier in every world, but have their full abilities upon the Moon itself. **Thus, lunemari receive a +20 bonus to all abilities (see pg. 188) only when upon the Red Moon itself.** Some lunemari reside in the Otherworlds instead of upon the Red Moon. They also have the ability to appear in any of the three forms, and are aliens in whatever world they have survived.

Lunemari cannot choose the form they take in the Inner World. Instead, it depends entirely upon the ability used to summon them. A Lunar magician's ability must specify the form the lunemari takes, and many know only a single form. Thus, most Lunar sorcerers summon a lunemari using sorcery, and thereby obtain a *lune*, whose essence animates an amount of moonlight as if it were an elemental (see pg. 200). If a lunemari is summoned from the Spirit World, it manifests as a *madness spirit*, which is similar to a passion ghost (see pg. 232). If a lunemari is summoned as a daimon (see pg. 190), it appears as a *vecors*.

Sometimes a single magical organization can summon different forms of lunemari. Thus, Jakaleel shamans can summon both lunes and madness spirits, although they cannot summon vecors. Even so, a Jakaleel shaman uses a separate magical ability to summon each. Some Lunar cults teach a single ability to bring a lunemari in any of its forms, chosen at the time of use based on the needs of the summoner. However, this is rare, and usually only powerful members of the organization have this power.

Lunemari are the "ordinary people" of the Lunar Realm. They form the mass of servitors and lesser beings that worshippers find when they visit the Red Moon. They serve the greater lunar entities as messengers, obstacles, or

symbolic appearances. Some are the children of greater beings on the Moon, but most are the Lunar happy dead experiencing a period of bliss between physical lives.

### **Lune (Lunar Elemental, Moon Elemental)**

*Resistance to Summoning:* 10/yard<sup>3</sup>.

*Significant Abilities:* Moonlight 5/yard<sup>3</sup>, Resist Damage 3/yard<sup>3</sup>.

*Note:* *Moonlight* and *Resist Damage* ability ratings vary with the phase of the Red Moon; see **Hero Wars** pg. 238.

*Tactics:* Lunes do not fight, although their nature is inimical to most sentient beings.

Lunes appear as pools of pulsating red light. They must form from a rare piece of moon rock. The moon rock glows with a soft, red light that coalesces and intensifies when the lune animates it. Larger moon rocks generate a stronger glow, producing enough moonlight to summon larger lunes.

Lunes move slowly through the air, their border shifting and changing. Inside the Glowline and on Full Moon Days they glow more brightly, while on Crescent Days they are faint. On Dark and Dying Moon Days, lunes are so weak that they cannot form outside of the Glowline, and even within the Glowline are barely visible.

Lunes animate bodies of light, and can use their Moonlight ability to illuminate an area. The light is not bright enough to demoralize beings such as Uz or blind other creatures. As beings of light, however, lunes have the same advantage over darkness as do fire entities (see **Hero Wars**, pg. 239). Thus, a lune attacking a shade (or any other darkness entity) gains an edge equal to 1/4 its Moonlight ability rating.

When commanded to attack, a lune moves forward and engulfs its target. It attacks with its Moonlight ability, filling the target's eyes and mind with bizarre hallucinations and insane insights. These visions are so disturbing that they can incapacitate or even kill a victim. A lune can engulf multiple targets, taking the normal penalties for doing so.

If the lune wins the contest, the victim becomes incapacitated by a temporary madness. Although the victim does not take wounds from the attack, he dies if reduced to -40 AP by the lune.

Like all elementals, physical and magical attacks can disrupt a lune. However, any attack against the lune by an engulfed victim suffers a penalty because of the disorientation it causes. This penalty is equal to 1/4 the lune's Moonlight ability rating.

**Madness Spirit (Lunacy Spirit, Moon Spirit)**

*Typical Might:* 20.

*Resistance to Summoning:* 20.

*Innate Magical Abilities:* Hidden Possession 20, Resist Exorcism 13<sup>u</sup>.

*Note:* *Might* and *Hidden Possession* ability ratings vary with the phase of the Red Moon; see **Hero Wars** pg. 238.

*Tactics:* A Lunar magician normally sends a madness spirit as a curse against an enemy.

Madness spirits manifest as rapidly changing, multicolored spirals in the air, with a face in the center that alternately laughs hysterically and screams in panic. They are very similar to passion ghosts, and can possess victims. Unlike passion ghosts, they do not have an “aura” effect on entities that they have not possessed. To call a madness spirit, the summoner must possess a moon rock or be able to see the Red Moon.

When a madness spirit possesses a victim, he suffers a mental illness, such as mania, catatonia, or paranoia. The narrator should select an insanity appropriate to the circumstance or to the victim’s personality. The victim receives a flaw or personality trait with a target number equal to the madness spirit’s *Might*. If he already possesses a similar ability, it receives a bonus of 1/5 the spirit’s *Might* for the duration of the possession.

Stronger madness spirits exist, but are more difficult to locate and summon. A madness spirit always has a *Resistance to Summoning* rating equal to its unadjusted *Might*.

**Vecors (Moon Daimon)**

*Resistance to Summoning:* 20.

*Weapons and Armor:* Magic Sword  $\wedge 4$ , Magic Armor  $\wedge 4$ .

*Significant Abilities:* Close Combat 20, Disciplined 20, Fearless 20, Obsessive 20.

*Innate Magical Abilities:* Devotee of Sedenya 20.

*Note:* *Close Combat* and *Devotee of Sedenya* ability ratings vary with the phase of the Moon; see **Hero Wars** pg. 238.

*Tactics:* Vecors are disciplined soldiers, and Lunar magicians usually summon them as bodyguards or warriors. In this role, they will act as commanded.

When fighting in formation with others of its kind, a vecors augments its *Close Combat* ability with its *Disciplined* trait. Different vecors use different tactics, perhaps being hoplites or peltasts, feather-decorated Rinliddi men or even half-naked Lodrili spearmen. They fight in the Inner World without fear of death, for if slain or defeated with magic they turn back into light and return to the Moon.



## What are Tilntae and Boggles?

Tilntae and boggles are two of the last remnants of the Gloranthan Court. This body of ancient “deities” created Glorantha, and set the pattern for the worlds to come. Each of the original eight Power Rune deities made, bore, transformed into, or otherwise created a race of beings that were like their single parent. In the Age of Creation, these entities filled the world, and helped to create the deities, spirits, and other beings that fill Glorantha.

Each of these “pure” runic races acted as its parent did. Thus, boggles are pure manifestations of the Disorder Rune – they cannot act in any other way even if they want to, which of course they do not. Tilntae are the essence of the Life Rune, and cannot do anything except Love and bring Life.

Most of these runic beings vanished with the Spike, for like their parents they could act in only one way. Although others of these races may have survived, only the tilntae and boggles have appeared in the world of time.

When summoned, a vecors forms from moonlight. As long as the Red Moon is visible to the summoner, there should be enough moonlight to summon the daimon. The daimon manifests first as an intensification of moonlight, which slowly coalesces into a humanoid form with red skin. The vecors bears weapons and armor that appear to be fashioned from silver, except that they also are red. In this form, physical and magical attacks affect the vecors normally.

Vecors are devotees of Sedenya, the Lunar Goddess, but have access only to Rufelza’s *Madness* affinity and Natha’s *Otherworld* affinity (see *Hero Wars*, pp. 83 and 85). Like other daimones, they use these affinities at their *Devotee of Sedenya* ability rating, and do not need to improvise feats. They may not use the goddesses’ other affinities.

To humans, vecors seem infected by the madness that the Goddess brings. All vecors have an Obsessive trait that is equal to their unadjusted Devotee of Sedenya ability. This trait manifests in a different way for each vecors, so that one may polish its armor and weapons constantly when not performing a task, while another might pace endlessly. This trait is not a feature of the vecors itself, but like the traits of many daimones reflects their unnatural state when summoned into the Inner World.

The vecors described above is typical of those most often summoned. Lunar magicians can summon more powerful vecors, but their prime abilities are always equal to their unadjusted Devotee of Sedenya ability. Thus, a vecors with Devotee of Sedenya 15<sup>W</sup> has Close Combat and a Resistance to Summoning of 15<sup>W</sup> each. The other abilities (Disciplined, Fearless, Obsessive) will have similar ability ratings. A Lunar magician cannot summon more than one vecors at a time, although certain Lunar organizations know the rituals to summon legions of vecors in time of war.

## Tilnta (Life Nymph, Love Daimon, Love Essence, Love Spirit, Uleri)

*Ages:* Green, Golden, Storm, Historical (rare in all but Green).

*Distribution:* Worldwide (but rare).

*Habitat:* Any Other Side Realm.

Tilntae are found in every Otherworld. When in an Otherworld, tilntae always take the appropriate form. Thus, in the Divine Realms they appear as daimones, on the Spirit World they take the form of spirits, and in the Sorcery Plane they appear as essences. Tilntae cannot manifest in an Otherworld as the wrong type of being, but can appear in the Inner World in any of these forms. Unlike most Otherworld entities, tilntae never take an alien world modifier. **As such, they do not receive a +20 modifier to abilities in any of the Otherworlds (see pg. 188).**

In the Inner World, a tilnta takes the form of whatever seeks, loves, or needs it. If several individuals are devoted to an individual tilnta, it takes the form of whichever has the greater desire. Thus, in many stories a devoted wife or lover abruptly takes a new shape and departs from home, and this indicates that she is a tilnta. In the Dance of Desire, a tilntae goes from dancer to dancer, changing form every time.

Tilntae have all the powers of a daimon, spirit, or essence while in the Mortal World, without necessarily taking one of these forms. Thus, even when embodied a tilnta can project an Aura of Love, and even possess an embodied being as if it were a passion ghost (see pg. 232). However, if a tilnta needs to, it can fully become one of these entities. Thus, if bound into a fetish, a tilnta could change into an essence, and so escape the binding.

While embodied, a tilnta has a physical body, and can mate and produce children. The child will have none of the tilnta's Otherworld features or abilities, and will always appear similar to the other parent. In this form they are erotic figures, often dancers in the court of a greater deity. Some appear in the assemblies of fertility gods, pleasure deities, and other manifestations of desire.

When a tilnta abandons its physical body to manifest as an essence, it is invisible to all but magical senses. Rather than manifesting in a substance, as elementals do, a tilnta manifests as love and friendship. In this form, the tilnta becomes its Aura of Love, and fosters a sense of community among beings that enter its "body."

Tilntae are the essence of Life, and bring love and attraction wherever they go. They are the children of Uleria, Goddess of Love, and are one of the eldest races. People label them variously as Love Nymphs, Love Daimones, and Love Essences, but these labels are all wrong. The tilntae existed before the Otherworlds, and so those distinctions do not bind them.

## Tilnta

*Significant Abilities:* Attractive 5 $\text{L}2$ , Make Love 5 $\text{L}2$ , Play Musical Instrument 5 $\text{L}2$ , Sing Beautifully 5 $\text{L}2$ .

*Innate Magical Abilities:* Aura of Love 5 $\text{L}2$ , Hidden Possession 5 $\text{L}2$ , Reproduce 5 $\text{L}2$ , Resist Exorcism 5 $\text{L}2$ , Travel Between Worlds 5 $\text{L}3$ .

*Tactics:* Tilntae seek nothing more than to increase the amount of love, and thus Life, in the world. Their tactics vary depending on the needs they perceive. Where a sense of community or friendship is weak, they will manifest as an essence to enhance it (although if all such feeling is absent, such as among a community of broo, they are powerless in this form). If a being is lost or lonely, they may possess him to enable him to find love. Where a being is childless, they may appear physically and bring new life into the world.

Tilntae never engage in combat. If attacked, they simply change form as necessary to escape the attack, becoming a spirit, essence, or daimon, or travelling to an Otherworld their attack cannot enter.



H. Bruton  
2000

**Boggle**



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